

EUROPEAN CHAMPIONS

For the 48K Spectrum
& AMSTRAD CPC

INSTRUCTIONS

**A FOOTBALL
MANAGEMENT STRATEGY
GAME FROM
E & J SOFTWARE**

A GAME FOR THE 48K SPECTRUM & AMSTRAD CPC

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EUROPEAN CHAMPIONS is a complete simulation of a European Nations Cup Campaign played over a 17 month period.

There are 32 Teams taking part divided into 8 groups. To qualify for the Finals you must finish top of your Qualifying Group. The 8 Group winners will then be divided into 2 Groups. The Winners of Group 1 will play the Runners-up in Group 2 in the first Semi Final, and the Runners-up in Group 1 will play the Winners of Group 2 in the Second Semi Final.

INSTRUCTIONS

LOADING/SAVING - SPECTRUM

TO LOAD - Type LOAD"" and press PLAY on your Cassette Player and then ENTER on your Spectrum. After loading press any key and wait for the game to initialize (approx 4 minutes).

TO SAVE - To Save a game (Menu selection X) prepare a cassette to Record, press Play on your cassette player and then press any key.

LOADING/SAVING - AMSTRAD

TO LOAD - Load the Master Tape, when the tape stops Enter "N" and then press any key. After you have entered the Manager's name and selected your team, Press PLAY and then any key to complete Loading.

TO SAVE - Insert a Blank Tape then Enter 1 under Menu Selection J and then type in a file name and press PLAY & RECORD and then any key.

TO LOAD A SAVED GAME - Load the Master Tape. When the tape stops enter "Y" and then type in the File name of your Saved Game. Then remove the master tape (but do not rewind the tape) insert your saved game tape and Press PLAY and then any Key. When the tape stops remove the saved game tape and replace the Master Tape and Press any key and then PLAY to complete loading.

SET UP

Enter your name as Manager. You are Team No. 1. If you wish to change teams type in the number of the team you wish to manage, press Enter then press C to Continue. Press C to Continue whenever you see C at the bottom of the screen.

MAIN MENU OPTIONS

Group Fixtures - Qualifying Groups 1-8 : Quarter Final Groups 1-2.

Squad Details:

Name	First four Characters
T	Tackling Ability (1-5 max)
S	Skill Rating (1-5 max)
G	Goal Scoring Potential (1-5 max)
AP	Number of Appearances
G	Goals Scored
P	Indicates Player Picked
S	Substitute Selected
I	Indicates Player Injured or Banned

League Tables - Qualifying Groups 1-8, Quarter Final Groups 1-2

Programme - 17 Month Programme of Qualifying Matches plus any Friendlies you may arrange (up to a max. of 4 - only 1 game per month)

Discipline Booking = 3pts, 6pts = Match Ban (not Friendlies)

Group Match Results - (SPECTRUM ONLY)

Information Manager & Team Name & Group Number

Medical Report Lists Players injured in domestic league matches and number of weeks not available. 4 weeks = 1 month.

Other Players Available for Transfer into your Squad. You can only change players of the same type (ie Defender for Defender etc). Make a note of the squad number and player type before selecting (Y) to transfer the new player into your squad. *indicates Player Injured.

Change Player Names

Save Game - You Can only Save a Game after at least 2 competition matches have been played.

Restart - To abandon the current game and restart from new (SPECTRUM ONLY).

Next Match If you have no match in the current month you will return to the main menu.

MATCH PLAY SYSTEM

After confirming your opponents and the match Venue (ie Home, Away or Neutral ground) you will be asked if you want to watch the match. If you choose not to watch a Friendly match it will be regarded as cancelled. The results of all competition matches not watched will be displayed and your squad details updated. The Semi-Final & Final matches must be watched.

THE MATCH

Screen 1 will display your opponents team strengths for their Defence, Midfield and Attack.

- (1) Tackling Ability - Ability to win possession.
- (2) Skill Rating - Ability to retain possession.
- (3) Goal Scoring Potential - Ability to Create Goal Scoring Chances.

Their Style of Play and Match Tactics will also be displayed as follows:

STYLE OF PLAY 1 = Short Passing game
 2 = Neutral style
 3 = Long ball game.

TEAM TACTICS 1 = Defensive game
 2 = Average
 3 = Attacking game.

NOTE: Your Opponents may vary their Style of Play during a match.

You then select your team and five substitutes and choose your Style of Play and Match Tactics.

If you select (Y)es for AUTO KICK OFF the Match will run through to Full Time without stopping. If you select (N)o you will need to press C whenever the C prompt appears at the bottom of the screen, ie. for the Kick Off, Half Time & Penalties, etc. The Game Speed is variable from 1-10 (10 being slowest).

The MATCH SCREEN presents an Overview of the Pitch showing the movement & direction of play along with full match commentary. In addition to the Team names and score, the SCOREBOARD will also confirm the number of Goal Attempts (GA) for each team, the number of substitutes used and the venue, ie. (H)ome, (A)way or (N)eutral Ground. Your Team will play from Left to Right in the First Half and from Right to Left in the second Half.

You may use up to two substitutes for each match. To bring on a sub. press the S key whenever play stops (ie. for a free kick, corner, throw-in, etc.) and you see the Sub? prompt at the bottom of the scoreboard.

If there are injuries during a match, Injury Time will be played. If the scores are level at full time in the

Semi-Final or Final, 30 mins. Extra Time will be played. If the match is still drawn there will be a penalty shoot out to decide the winner. The League Tables for all Groups will be calculated and updated if required. During this calculation the 8 Groups will be listed showing the Team names and (P)osition in the League.

STRATEGY & TACTICS

Before selecting your team and deciding on your Match Tactics you will have the opportunity to study your Opponents Team strengths (Match Screen 1) and their style of play and match tactics.

From this listing you will see a breakdown of the Tackling Ability, Skill Rating and Goal Scoring Potential for their Defence, Midfield and Attack. Using your Skill and Judgement you should try to exploit their weaknesses by careful team selection and by choosing the Style of Play and Team Tactics best suited to your players. For Example, if your opponents have a much stronger team than you, you may decide to select a 4-4-2 or 5-3-2 formation,

playing defensive tactics and using the long ball game to get the ball quickly to your forwards in the hope that they can score on the break. Of course, this tactic is only likely to succeed if you have skilful forwards capable of keeping the ball and creating goal scoring chances.

Alternatively, you may prefer to play short passes to slow the game down and so reduce your opponents possession and their chances of scoring. This tactic is more likely to succeed if you have skilful players capable of retaining possession.

Attacking, Defensive, Long Ball, Short Passing Game, 4-4-2, 4-2-4, 4-3-3, etc., whatever the tactics, you are the Manager and you must decide. You will be able to judge your team's performance by the movement of play, match commentary and the number of goal scoring attempts by both sides. For example, a strong defence playing well should be able to prevent the opposition from creating Goal Attempts (GA's) even if their opponents have a lot of possession in and around the penalty area. Similarly, a strong attack should be able to create chances given the right type of service from midfield.

REMEMBER, you will have the opportunity to change tactics at half time (except if using **AUTO KICK OFF**) and by giving new instructions when sending on a substitute.

TACTICAL NOTES

1. You are advised to select a recognised Goal-keeper in your team (Skill Level 1-5). His skill level will reflect his ability to keep out shots.
2. Keep an eye on your squad's Monthly Medical Report and the current form of the Players not in your squad. By skilful use of these options you can strengthen your squad by bringing in in-form players and transferring out the weaker or injured players. You must ensure that you have a minimum of 16 available players in your squad (ie. 11 players + 5 subs.).

3. Goals can be scored by any player in the team so you will increase your chances of scoring goals by having a good Goal Scoring Potential throughout your team.
4. Month 16 (MAY) is your last opportunity to strengthen your squad from the pool of Other Players before taking your Final Squad of 22 to the Finals in June.
5. Use Friendlies to practice your Tactics, Test different players and playing Styles.

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