1.0 LOADING

1.0 LOADING : Insert Disc 1 in the internal drive and switch ON the computer. Re-setting the computer for loading is NOT advised.

!MAKE SURE THAT DISCS ARE WRITE PROTECTED!

2.0 GENERAL

DISCS : You will need a formatted disc to save a game and Dream Teams. See your Amiga manual for instructions on formatting a disc.

You can use an external drive. If the requester specifies that the disc must be inserted in DFO, you must insert the disc in the internal drive of the Amiga.

JOYSTICK : You can use 1 button, 2 and 4 button joysticks or pads. More than 1 button makes it easier to play and gives you more moves. You can use Mega Drive joysticks. Use buttons B an C. Ensure that **AUTO FIRE** is **OFF!**

2D or 3D VIEW : Use the option menu to select the view.

3.0 MENU CONTROLS

Use joystick to move the cursor.

3.1 To select any option on a menu move the cursor to the option and press the fire button.

3.2 Exchange : To exchange menu items i.e one team for another, select one team then the other.

3.3 : Done. Takes you to the next menu.

3.4 : Save.

3.5 : Load.

3.6 : Go to Main Menu.

3.7 : Go to previous menu

4.0 FRIENDLY

Select any two teams for a Friendly game. You have a choice of 49 International teams and over 700 Premier Division European clubs. You can also load Dream Teams you have created. Two teams are pre-selected.

4.1 International Teams : Use left or right arrow to cycle through the available teams. The rating of each country from A to F is displayed indicating the strength of the team.

4.2 Premier Div. clubs : A list of the Premier division clubs of each country is displayed below. The clubs are rated from 1 to 50.

4.3 Dream Teams : To load the Dream team you have created, select the Dream Team and then the Load icon at the bottom.

4.4 Squads : To pick your Match Squad, select Squad A for the team on the left and Squad B for the team on right.

4.5 Select the Done icon to go to the next menu.

4.6 International teams have a squad of 22 players, Premier division clubs have a squad of 16 players.

5.0 EUROPEAN CHAMPIONSHIP

The European Championship is played in two stages. In the first stage, the 16 countries involved are divided into 4 groups of 4 countries each. Each country in the group plays the other three once. The two top teams from each group go to the next stage. The second stage is played on a knock out basis. The winner of the match goes to the next round.

5.1 The opening menu shows the competing teams in Groups A, B, C and D.

5.2 Teams : Select TEAMS option in the bottom bar for the following.

5.2.1 Re-organising the Groups : You can move any team from one group to another. Select the two teams you want to exchange.

5.2.2 Replacing A Country : You can replace any or all of the pre-selected teams. Use the arrows to cycle through the names of the countries. Exchange the countries (see 3.3).

5.3 Control : All the teams are initially controlled by the computer. Use Control option to assign control of teams to players. Up to 8 players can take part.

5.3.1 Use arrowheads to display Player 1 to Player 8 in the box. Select the control box against any team to assign the team control to the player number displayed in the box.

5.3.2 Cancelling a selection : You can cancel a selection by selecting another team.

5.4 Group Tables : The tables show the league results of each group.

5.4.1 **Play** : If a human player is involved in the Next Match, this option will take you to the match.

5.4.2 **Predict** : You can predict the result of the match.

5.4.3 **Watch** : You can watch any match.

5.4.4 **Next** : The results of all the matches in all the groups are predicted until the next match involves a human player.

5.4.5 Squad A : You can select the Match Squad from a Squad of 20 for the first team listed in Next Match.

5.4.6 Squad B : As 5.5.5 for the second team.

5.4.7 Fixtures : Displays the fixtures and results of all the groups.

5.4.8 Save : You can save the competition so far to continue later.

5.5 Championship Finals : 8 teams qualify for this stage, two from each group.The finals are on a knock out basis. If the result is a draw at Full Time, Extra Time is played. If the result is still a draw, the match is decided by a Penalty Shoot Out.

5.6.1 The options available are the same in 5.4.

6.0 LEAGUE COMPETITIONS

The league competition has a minimum of 4 and a maximum of 22 teams. Each team plays a Home and Away match. A win secures 3 points and a draw 1 point.

6.1 You have 4 choices :

6.1.1 **International** : A league with International teams only. Select International to display the International teams. 4 pre-selected teams are displayed in the middle panel. You can replace these teams by selecting the team you want to replace and the replacement team on the left. You can add to these teams to a maximum of 22.

6.1.2 **National** : A league of Premier Division clubs from 46 countries i.e. play German, French, English league. Select National option. Use arrow heads to cycle through the countries. The clubs associated with each country will be displayed below. Follow the procedure detailed above.

6.1.3 Dream Team : Load your dream teams.

6.1.4 Mix : Create a league with teams from any of the above three options. Select Mix option and follow the procedures detailed above.

6.1.5 Control : Once teams have been selected, you need to assign the controls to players. (See 5.3 for details).

6.2 League Tables : The tables work exactly the same as the Group Tables detailed in 5.4.

7.0 CUP COMPETITIONS

Cup Competitions are on a knock out basis. 8, 16 or 32 teams can take part. This menu works exactly the same way as 6.0

7.1 Fixtures And Results : The options are same as 6.1.

8.0 MATCH SQUAD

A Match Squad consists of 11 players + 2 substitutes. Select the squad carefully. The squad and tactics for the match should complement each other.

8.1 The Squad : The available squad of 16 or more players is displayed on the left. The pre-selected Match Squad is displayed on the right. For each player, the type and shirt no. are displayed. The shirt no. corresponds to the playing position displayed on the pitch at the bottom.

8.2 The shirt numbers are in blue, yellow and red denoting a defender, midfielder and forward respectively. Ensure that you play a defender and not a midfielder in defence.

8.3 Selecting Squad : Use the arrow heads to cycle through Keepers to Forwards. You can replace any player in the Match Squad by a player on the left.

8.4 Tactics : As you cycle through the tactics, the position of the players on the pitch will change. If the tactics display shows that no. 4 shirt has moved from defence to midfield, make sure that you replace the defender by a midfielder.

8.5 There are 5 categories of defenders, midfielders and forwards. Select as near you can the right player for the position. (See 15.0 for player description).

8.6 Data : Displays the stats. of the players in the left window. The stats. can be very useful in selecting a player.

8.7 Team Instructions : There are two instructions available.

8.7.1 **Aggression** : When the slider is in the middle, the players have normal aggression.

8.7.2 **Strategy** : If you move the slider up, the players will generally try to run into forward positions. They will tend to fall back if you set the slider low.

9.0 CREATE TEAM

You can create your Dream Team by selecting 16 players from any team.

9.1 Use the arrow heads on the top left box to cycle through the country names. The International squad by category (Defenders etc.) of each country will be displayed below. The second box will display the clubs of the country. If you cycle through the clubs, Club players will be displayed.

9.2 Data option will display the stats.

9.3 Give your dream team a file name and use the Save option to save it.

10.0 OPTIONS

The option menu tailor fits the game to your requirements. Default option is displayed in bold.

10.1 Game Type : **Arcade** or Simulation.

Arcade : The options 10.7 to 10.10 are available. The pace of the players is about 20% higher at the normal game speed.

Simulation : Options 10.7 to 10.10 are set to YES. You will be penalised for fouls and will receive injuries.

10.2 Game Speed : Slow or **Normal**

Slow :The game speed is slowed down by 25%. Ideal for beginners.

10.3 Skill Level : Easy or **Normal**

Easy : The stats. of the opposition are reduced substantially.

10.4 Pitch Surface : Dry, **Normal** or Wet.

Dry : The ball gets extra bounce

Wet : The ball bounce is reduced and ground friction increased.

10.5 Pitch Type : **Grass**, Stripes or Diamond.

10.6 Duration Each Half (Minutes) : 3,**5**,10 or 15. (Friendlies Only.)

10.7 Off Side : **Yes** or No. (Arcade Only)

10.8 Fouls : **Yes** or No. (Arcade Only)

10.9 Penalise Fouls : **Yes** or No. (Arcade Only)

10.10 Injuries : **Yes** or No. (Arcade Only)

10.11 Extra Time : Yes or **No**. (Friendlies Only)

10.12 Penalty Shoot Out : Yes or **No**. (Friendlies Only)

10.13 View : **2D** or 3D

11.0 TACTICS

You have a choice of 16 tactics. You can select tactics before the match in Match Squad menu or during the game by using F4 and F7(Player 2).

12.0 PLAYERS

There are 16 types of players. Each type of player has a playing position to which he is most suited and this role entirely depends on his stats.

The Players are : Keepers (KPR)

5 Types of Defenders

Defender (DEF) : General purpose defender.

Sweeper (SWP) : Plays behind the back 4. Usually best player on pitch.

Libero (LIB) : Plays in front of back 4 otherwise as a sweeper.

Centre Back (CBK) : Central Defence.

Full Back (FBK) : Plays on the wing at the back. Has pace.

5 Types Of Midfielders

Midfielder (MID) : General purpose midfielder.

Winger (WNG) : Plays on the wing in midfield or slightly forward. Has good pace.

Play Maker (PMK) : Distributes the ball from a central position.

Midfield General (MDG) : Battling midfielder.

Midfield Defender (MDF) : A defensive midfield player.

5 Types Of Forwards

Forward (FWD) : General purpose forward player.

Centre Forward (CFW) : Central forward player.

Target Man (TMN) : Good for heading and feeding the strikers.

Free Role (FRE) : Plays behind the front man.

Striker (STK) : Out and out goal scorer.

15.1 STATS : The players have a unique combination of physical attributes and playing skills.

Stats are : Pace (PCE), Vision (VSN), Flair (FLR), Agility (AGL), Retention (RET),Passing (PAS), Shooting (SHT), Tackling (TKL) and Heading (HDG)

PLAYER RATINGS : International players are rated 1 to 10 and the club players are rated 1 to 50.

13.0 PRACTICE

Practice option is provided to enable you to learn the game controls without being harassed by the opposition. To start with, set Skill Level to Normal and Speed to slow. You can practice as long as you like. Press ESCAPE key to quit practice.

14.0 CONTINUE GAME

Load and continue a previously saved game.

15.0 GAME CONTROLS

15.1 JOYSTICK CONTROLS

You can use 1, 2 or 4 button controls. Make sure **AUTO FIRE** is **OFF**.

The buttons are referred to as A and B for 2 buttons J/S and A, B, C and D for 4 buttons J/S.

15.2.1 Player Movement : Player runs in the direction the joystick is moved.

CD 32 - 4 Button J/S

A = Red **C** = Yellow

B = Blue **D** = Green

DIR = Joystick Direction

A = Fire Button (FB) in 1button J/S

	2 Buttons	**4 Buttons**	**1Button**
15.2.2 Pass The Ball	B + DIR	B + DIR.	(See 15.2.12)
Back Heel is a back pass.			(N/A)
If an opposition player is in way, chip pass will be played.			(N/A)
15.2.3 Shoot The Ball	A + DIR	A + DIR.	A + DIR.
15.2.4 Chip The Ball	N/A	D + DIR.	N/A
15.2.5 Push The Ball	A + B + DIR.	C + DIR.	N/A
15.2.6 Cross The Ball	A	D	A
If player is in the Crossing area near the byeline of the opposition goal.			
15.2.7 Volley The Ball	A	A	A
If the ball is between ankle and knee high.			
15.2.8 Head The Ball	A	A	A
If the ball is in air			
15.2.9 Over Head Kick	N/A	C + D	N/A
15.2.10 Tackle To Get Ball	A	A	A
Player tackling is close to the ball			
15.2.11 Sliding Tackle	A	A	A
Player is distant from the ball			

15.2.12 Pass the Ball (ONE button J/S) You must trap the ball first before you can pass it. If you touch the ball with F.B pressed, the ball will be trapped. Move the joystick in the direction you wish to pass and release the F.B. You cannot do a running pass with a 1 button Joystick

15.2.13 Throw In : A marker will appear. Move the joystick to place the marker and press button A.

15.2.14 Corners : A ball will appear with 9 symbols. Top row drives the ball, Middle row lobs the ball head height and the Bottom row floats the ball high in the air. The left and right columns curl the ball IN or OUT depending whether the corner is left or right. The middle column keeps the ball straight. Select the kick and adjust the marker to indicate the area in which you wish the ball to land. Press button A.

15.2.15 Set Piece Free Kick : As 15.2.14

15.2.16 Substitutions : Press F1 to use sub 12 or F2 for sub. 14. Player 2 uses F9 and F10. When the ball goes out, list of player numbers will be displayed. Select the player number you wish to substitute. The player will then be substitute.

Injury : The player will be automatically substituted by the first available substitute.

15.2.17 Tactics : To change tactics during the game, press F4 or F7 for player 2. The list of available tactics will be displayed. Move the pointer to the required tactics and press the Fire Button.

15.2.18 Keeper Controls : The keeper is automatically controlled during the game, except for the goal kicks and penalties.

15.2.18.1 Goal Kick : Move the marker to indicate where you want the ball to land. If a cross appears, you have moved the marker too far.

15.2.18.2 Low Dive : A + DIR.

15.2.18.3 High Dive : B + DIR.

15.2.19 Action Replay : Press R to view the last few seconds of the game. Press the SPACE BAR to continue the game or R to view the Replay again.

16.0 TEAM DATA

This can be accessed after the game. It gives detailed data on performance of all the players of both teams.

17.0 MATCH FACTS

This can also be accessed after the match.

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