

## GAMEPLAY

Peter Beardsley's International Football is the new all action soccer game which allows you to enjoy all the thrills of a top European International Tournament - from qualification right through to the finals.

To give the maximum realism, you can select your two groups of four teams from any of the European International teams, from Albania to Yugoslavia.

You then play three qualifying matches whilst the computer simulates the other results. Play well enough and you will qualify for the knock-out semi-final stage. Win this and you'll be through to the final and the chance to be **Champions of Europe!**

### LOADING INSTRUCTIONS

**AMS Cass:** Press CTRL and little Enter and play on cassette.

**AMS Disk:** Type ICPM and the game will load.

**MSX:** BLOAD "CAS:" and press play on cassette.

**Spectrum:** LOAD "" and press play on cassette.

**C64 Disc:** LOAD "PBIF",8,1 & LOAD "",8,1

**C64 Cass:** SHIFT RUN/STOP

### OPTIONS FOR TEAM SELECTION

#### Select Team for Player One/Two

The first two options allow the players to select their teams from the European sides listed. Using the joystick or keyboard the player can move the highlight over the selection he requires. The player then makes his selection by pressing the fire button. The player shown in the top left hand corner shows the team colours for Player 1. The player in the top right hand corner of the screen shows the team colours for Player 2.

You can scroll through the teams in the groups and change your selection of team. The computer will then alter the team colours as appropriate.

#### Selecting the Match Duration

Move the cursor over 'Match Time' and press fire. The screen will then give the choice of 5 minutes, 10 minutes, 15 minutes or 20 minutes per match. Move the cursor over the desired time and *press fire*. The default time is 2.5 minutes each way. The time selected will apply throughout the tournament.

#### One or Two Player League

This allows the player to enter the match situation once all the teams and groups have been selected. Before the kick-off you will be shown the results of the other group matches as simulated by the computer.

#### Computer Result Simulation

The computer will simulate all the results of games not featuring the participating players in realistic fashion. Don't expect Iceland to win many games! Hence the fate of your side could depend on the outcome of the two other teams in your group.

#### Group Selection and Alteration

These commands allow the players to select which teams play in the two groups. The player moves the highlighter to the group he wants to alter. From this list of all teams he can select his choice. He can then confirm his selection by *pressing the fire button*.

Once you have selected the team to be included in the tournament as above the existing group is displayed. You can then move the highlighter over the team you wish to replace, and swap the teams by *pressing the fire button*.

#### View Group One/Two

This allows the player to view the composition of the two groups.

#### Show Status

This shows the status of Players One and Two, and the match duration.

# PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

### Peter Beardsley Profile

When Peter Beardsley joined Liverpool from Newcastle at the beginning of the 1987/88 season he became the highest priced player in British football. The £1.9 million paid by Kenny Dalglish secured him the most sought after signature in the British game.

Peter began his league career with Carlisle United but also formed a link with North America when he spent three seasons playing for Vancouver Whitecaps in the NAFL. It was as a result of this association that Peter received a standing ovation when he came on as a substitute during England's World Cup warm-up game against Canada in 1986!

Following the frustration of his season with Manchester United, where he was unable to displace a talented 17 year old, by the name of Norman Whiteside, Peter signed for the then Second Division Newcastle United. Playing alongside Kevin Keegan and with the newly discovered Chris Waddle (now of Tottenham), Peter was instrumental in Newcastle's return to the top flight of English football.

With the departure of Keegan and Waddle, Peter became the idol of the Geordie crowd, and his form in a struggling side brought about his call-up to the full England squad. Once in the side he proved to be a splendid foil for the quicksilver Gary Lineker, playing his best football in the latter stages of the 1986 World Cup before England's controversial defeat by Argentina in the Quarter Finals.

In his first season at Liverpool Peter has had the ecstasy of scoring the Championship winning goal (against his former team-mate Chris Waddle's Spurs) and the agony of a disallowed goal in the FA Cup Final against Wimbledon.

Now Peter leads the attack against the best that Europe can offer in the 1988 European Championship. Having captained his country in the recent friendly international against Israel here's hoping that both Peter and England hit top form and come home . . . **CHAMPIONS OF EUROPE!**

### PLAYING THE GAME

The first named side kicks off in the first half, and the players line up automatically for the kick-off. Obviously after the kick-off your objective is to score as many goals as possible - ideally more than your opponent!

The player in possession can dribble the ball, which he does by moving in the direction he wishes to travel. The player can move in any of the eight compass directions of the joystick. To pass or shoot, the player must *press the fire button* until the required power level is reached. Releasing the button then makes the player kick the ball in the direction he is running. The longer the button is held down then the more power there is in the pass or shot.

If the ball goes out of play, the referee will appear at the top of the screen, and indicate either a throw in, a goal kick or a corner. The referee also signals for kick-offs once a goal is scored.

Once a goal is scored the match commentator will also appear to add to the commotion being caused by the celebrating fans.

When in play, the nearest player from each side to the ball is highlighted by a small arrow above his head. The arrow

will change position as the ball moves during the run of play. If the ball goes out of play the referee will signal and a player of the relevant team will take the resultant goal kick, corner or throw-in.

In the case of throw-ins the player has the choice of a forward, sideways or backward throw, as well as the distance he can throw it. To take the throw-in, press the fire button as for a normal kick and release it when the player is ready to throw.

### TOURNAMENT FORMAT

Once the two groups of teams have been selected each team plays three 'group' matches, one against each group member. Two points are awarded for a win, and one point for a draw.

At the end of the three matches the two teams with most points go through to the semi-finals. In the event of a tie on points the team with the highest goal difference is placed higher. In the event of an equal goal difference the team with the most goals is placed higher. If this still results in a tie then extra time is played until a result is determined!

In the semi-finals the winner of Group One plays the runners-up in Group Two and the winner of Group Two, plays the runners-up in Group One. These matches are straight knock-out games with extra time being played if necessary.

The two winners then play in the final to see who are **Champions of Europe**. Should this match end in a draw then extra time of 2.5 minutes each way will be played.

### Extra Time

This is played at the end of any semi-final or final that ends in a draw. A standard period of 2.5 minutes each way will be played. If there is still a draw at the end of this period then a further period will be played until a result is achieved.

Your skills could make your team **CHAMPIONS OF EUROPE**

### AMSTRAD AND MSX KEY CONTROLS

Player One	Player Two
Z = LEFT	JOYSTICK
X = RIGHT	PAUSE = F9
O = UP	UN-PAUSE = F8
K = DOWN	
SPACE = KICK	

### SPECTRUM

Player One	Player Two
Z = LEFT	JOYSTICK (Kempston or Sinclair)
X = RIGHT	PAUSE = P
O = UP	UN-PAUSE = ENTER
K = DOWN	
SPACE = KICK	

### C64 KEY CONTROLS

Player No 1 = Keyboard or Joystick Port 1

Player No 2 = Joystick Port 2 only

Players	Goalkeeper	
Z = LEFT	2	F1 = Music on
X = RIGHT	1	F3 = Music off
P = UP	P	F5 = Pause
L = DOWN	L	F7 = Continue Game
Space = Fire (Shoot)		

Each keypress moves the player currently highlighted in the appropriate direction. Pressing combinations of keys allows the player to move diagonally which provides full eightway scrolling.

To change player priority, centre the joystick or release the keyboard and the computer will select the appropriate player.