

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:",R 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.

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.

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.

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	O = UP	JOYSTICK
X = RIGHT	K = DOWN	PAUSE = F9
SPACE = KICK		UN-PAUSE = F8

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.