

European Trophy



INSTRUCTIONS

A FOOTBALL MANAGEMENT

STRATEGY GAME FROM

E & J SOFTWARE

A GAME FOR THE 48K SPECTRUM

LOADING

To Load EUROPEAN TROPHY type
Load "" and press play on your
cassette player, then enter on
your spectrum.

If you experience any diff-
iculty loading then adjust
the volume on your cassette
player.

SET UP

Once the game has loaded press Enter to continue and wait for game to initialise.

At the start of each new game you will be asked to enter your name as Team Manager.

You may then select printer option if applicable and this will allow you to copy certain screens to your printer.

You will then be asked if you wish to enter your own squad (for example: If you are transferring your squad details from Premier League).

If 'Y'es Enter player type and press enter. Then enter that players ability rating and press enter. Continue this process until at least 15 player are entered. If you do not require a full 16 man squad, enter X for player 16 and press enter.

If 'N'o You choose the skill level from 1-5 Star rating. The computer will then select a random squad accordingly.

IMPORTANT NOTES

European Trophy is a knockout competition. Each round, including the Final, is played over two legs, Home and away, and away goals will count double.

The Teams taking part are as follows:-

- | | | |
|-----|-----------------|----------------|
| 1) | YOUR TEAM | |
| 2) | JUVENTUS | Italy |
| 3) | BARCELONA | Spain |
| 4) | S. V. HAMBURG | W. Germany |
| 5) | ANDERLECHT | Belgium |
| 6) | DUKLA PRAGUE | Czechoslovakia |
| 7) | ST. ETIENNE | France |
| 8) | ABERDEEN | Scotland |
| 9) | RAPID VIENNA | Austria |
| 10) | BENFICA | Portugal |
| 11) | FEYENOORD | Holland |
| 12) | CSKA SOFIA | Bulgaria |
| 13) | FC ZURICH | Switzerland |
| 14) | A. E. K. ATHENS | Greece |
| 15) | CSKA MOSCOW | Russia |
| 16) | HAJDUK SPLIT | Yugoslavia |

You are Team No. 1. Enter the name of your favourite team. If your favourite team is already shown in team Nos. 2 - 16 then enter your team as No. 1 and change the second entry to another team name.

All players have squad numbers. Remember to enter your name in the player's squad if you are joining the Club as Player/Manager. These squad Nos. will be used for all actions; i.e Change name, pick team etc.

START GAME

From the main menu you have 5 options.

PRESS 1 : To change player or team name. Then select 1(change player) or 2 (change team).

PRESS 2 : To list current fixtures and to initiate random draw for each new round.

PRESS 3 : To list full squad details of any team in the competition. Enter number of team selected. Details given are as follows:-

A = ABILITY F = FORM G = GOALS

No. = Players squad number.

Also shown are the Total Ability, Form Rating, Number of players in the squad and team style (i.e. 4-4-2 or 4-3-3).

PRESS 4 : To prepare for the next match. Once you have reached this point you can only return to the main menu after the match. Note: The program will default to selection 2 if the draw for the next round has not already been listed.

Pre Match Report: Prior to the match you will receive a Pre Match Report which will advise you of any significant developments relating to your squad.

Team Selection: You now select your team from the players available in your squad - 'p' indicates player selected. All Players not picked for the team will be available as substitutes. After you have picked your team, your opponents will select their strongest side.

You will then be shown the Mutch Programme listing both teams, showing player name(or number), ability rating and position.

You will then be shown the team strengths for both sides, as follows:-

1. Ability Rating - Defence Midfield and Attack
2. Total Form Rating
3. Total Goals Scored
4. Home Team Advantage

All these factors are based on the players selected and will directly affect the Goal Scoring Ability (GSA) of both sides. Your GSA and your opponents GSA will be rated on a scale of 2 - 6 and will be displayed throughout the match.

The Home Team will have a GSA of not less than 3. A form advantage of 10 or more and/or a significant Goal advantage will improve the GSA rating.

NOTE: THE GSA IS ONLY A GUIDE TO WHICH TEAM IS MORE LIKELY TO SCORE BASED ON ABILITY, FORM, ETC. HOWEVER THERE ARE NO CERTAINTIES IN FOOTBALL.

The Match: You are now ready to kick off.

At various stages during the match you will have an opportunity to bring on a substitute. You are permitted to use two subs per match. After each substitution the GSA for both sides is recalculated.

During the match, penalties may be awarded and/or players may be injured.

If the scores are level after the 2nd leg (remember away goals count as double) extra time will be played, during which you will have further chances to use your subs.

If the scores are still level after extra time the match will go to a penalty shoot-out. Each team taking 5 penalties. If scores are still level the match will progress to sudden death penalties to decide the result.

PRESS 5 : If you wish to Save a game.
Prepare a cassette to record, remove
the ear socket on your SPECTRUM and
press (S) to SAVE. Start recording and
then press any key.

END OF COMPETITION

If you fail to reach the Final, the
game will end and the name of the
eventual Winners will be displayed.

You are now ready to re-enter the
competition.

ADDITIONAL INFORMATION

Please note the following match Nos.

Match No.	1	First Round First leg
Match No.	2	First Round Second leg
Match No.	3	Quarter Final First leg
Match No.	4	Quarter Final Second leg
Match No.	5	Semi Final First Leg
Match No.	6	Semi Final Second leg
Match No.	7.	Final First leg
Match No.	8	Final Second leg

Player status:-

R = Replaced
P = Picked
I = Injured

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