

PRE-GAME BRIEFING

HOW TO USE THE GAMESTAR CHAMPIONSHIP SPORTS PACK...

The ultimate in American sports simulations, the Sports Pack brings you all the action of three top US team games upon your home computer. Each game is finely detailed to give you maximum accuracy in gameplay, and so it is worth spending a short time *before* starting, familiarizing yourself with the Sports Pack and how it works.

CONTENTS OF THE SPORTS PACK

Your Sports Pack contains:

- 1 x "Pre-Game Briefing" Booklet
- 1 x BASKETBALL Players Guide
- 1 x FOOTBALL Players Guide
- 1 x BASEBALL Players Guide
- and either
2 x cassettes or
1 x diskette

BEFORE STARTING...

Read this Pre-Game briefing *fully*. It will help you understand how to get maximum benefit from the Sports Pack. Then load the sport of your choice from the Sports Pack, and refer to the relevant Players Guide which contains the rules, moves and gameplay options available to you.

NOTE:

If you have the Sports Pack on Cassette: The Sports Pack is contained on two cassettes, one sport on each side of one cassette, and one sport and blank side upon the other cassette. The label indicates which sport is upon which side.

If you have the Sport Pack on Diskette: The Sports Pack is contained upon two sides of the disk, with two sports on one side, and the third sport upon the other. A menu program allows you to select the sport of your choice.

LOADING THE SPORTS PACK...

1. Set-up your Computer System as detailed in the instruction booklets that accompany your Computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc) are disconnected from your computer. Failure to do so *may* cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in item, but ensure that any other peripherals are disconnected.)
2. If you are using a *Commodore 64* or *Commodore 128* with the *CASSETTE* Sports Pack...
 - a) Connect your data-cassette to your Commodore 64 or 128, and switch your TV/Monitor and Computer ON. (C128 owners should now select 64 mode by typing GO64 and pressing RETURN, then Y and pressing RETURN).
 - b) Insert the relevant Sport Pack cassette into the data-cassette (so that the side with the sport you wish to load is facing upwards). Ensure it is fully rewound.
 - c) Hold down to SHIFT and RUN/STOP keys on the computer together. Then press the PLAY key on the data-cassette.
3. If you are using a *Commodore 64* or *Commodore 128* with the *DISKETTE* Sport Pack...
 - a) Connect your disk drive to your Commodore 64 or 128. Switch your TV/Monitor, Computer and Disk Drive ON. (C128 owners should now select 64 mode by typing GO64 and pressing RETURN, then Y and pressing RETURN.)
 - b) Insert the Sports Pack diskette into the disk drive, label side up. Now type LOAD ""*,8,1 and press RETURN.
 - c) A menu screen will appear listing the three sports in the Sports Pack. Follow the instructions on-screen to select the sport of your choice.

GAMESTAR[★]

Present

"The Sports Pack"

- * GBA CHAMPIONSHIP BASKETBALL
- * GFL CHAMPIONSHIP FOOTBALL
- * CHAMPIONSHIP BASEBALL

4. If you are using an *Amstrad CPC464, 664* or *6128* with the *CASSETTE* Sports Pack...
 - a) Switch your TV/monitor and Computer ON.
 - b) *If your computer has a built-in disk drive* you should now connect a compatible cassette player to your computer, and then type | tape and press RETURN. This sets your computer ready to load from cassette.
 - c) Insert the relevant Sports Pack cassette into the cassette player (so that the side with the sport you wish to load is facing upwards). Ensure it is fully rewound.
 - d) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.
 5. If you are using an *Amstrad CPC464, 664* or *6128* with the *DISKETTE* Sports Pack...
 - a) Switch your TV/monitor and Computer ON.
 - b) *If your computer has a built-in cassette player* you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type | disc and press RETURN. This sets your computer ready to load from diskette.
 - c) Insert the Sports Pack diskette into the disk drive, label side up.
 - d) Type RUN "MENU then press the ENTER key
A menu screen will appear listing the three sports in the Sports Pack. Follow the instructions on-screen to select the sport of your choice.
 6. If you are using a *Sinclair ZX Spectrum, Spectrum +, Spectrum 128* or *Spectrum +2* with the *CASSETTE* Sports Pack...
 - a) Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).
 - b) If you wish to use a joystick, insert the necessary interfaces now. (See *Joystick Notes* below for details of compatible joysticks).
 - c) Switch your TV/monitor, cassette player and Computer ON. (If your computer now shows a menu screen, you must select 48K BASIC).
 - d) Insert the relevant Sports Pack cassette into the cassette player (so that the side with the sport you wish to load is facing upwards). Ensure it is fully rewound.
 - e) Type LOAD ""* then press the ENTER key. Now press the PLAY key on the cassette player.
- The Gamestar sport of your choice will now load into your computer memory. Cassette versions will load in stages, and you will see a variety of flashing colours around the screen as loading occurs.

JOYSTICK NOTES...

Commodore 64 owners may use any C64 compatible joystick, and Amstrad CPC owners may use any CPC compatible joystick.

Interfaces that may be used by Spectrum owners to play any of the Sport Pack sports are Kempston, Interface II and cursor compatibles.

CONTROLS USED IN THE SPORTS PACK...

All controls and movements allowed in the Sports Pack sports are listed throughout the relevant *Players Guides* as *JOYSTICK* controls or *FUNCTIONS*. Amstrad and Spectrum players may prefer to use keyboards keys instead for Players 1 or 2, and these are listed against the equivalent feature below. Refer to this table when playing by keyboard. P1 indicates Player 1, P2 indicates Player 2, and Functions A-D are specific features that may be used (these are detailed in each Player's Guide). Commodore players may use joystick only, port number 1 for Player 1, port 2 for Player 2.

Keyboard control table for GBA CHAMPIONSHIP BASKETBALL

Player No./Function	Spectrum Key	Amstrad Key	Commodore Key
P1 – Joystick FORWARD	Q	Q	Joystick FORWARD
P1 – Joystick BACKWARD	A	A	Joystick BACK
P1 – Joystick LEFT	X	X	Joystick LEFT
P1 – Joystick RIGHT	C	C	Joystick RIGHT
P1 – Joystick BUTTON	Z	Z	Joystick BUTTON
Function A	ENTER	ENTER	F5
Function B	SPACE BAR	SPACE BAR	F7
Function C	CAPSHIFT & T	ESC	NO KEY
	SIMULTANEOUSLY		
P2 – Joystick FORWARD	U	U	Joystick FORWARD
P2 – Joystick BACKWARD	J	J	Joystick BACK
P2 – Joystick LEFT	O	O	Joystick LEFT
P2 – Joystick RIGHT	P	P	Joystick RIGHT
P2 – Joystick BUTTON	M	M	Joystick BUTTON

Keyboard control table for GFL CHAMPIONSHIP FOOTBALL

Player No./Function	Spectrum Key	Amstrad Key	Commodore Key
P1 – Joystick FORWARD	Q	Q	Joystick FORWARD
P1 – Joystick BACKWARD	A	A	Joystick BACK
P1 – Joystick LEFT	Z	Z	Joystick LEFT
P1 – Joystick RIGHT	X	X	Joystick RIGHT
P1 – Joystick BUTTON	C	C	Joystick BUTTON
P2 – Joystick FORWARD	K	CURSOR UP	Joystick FORWARD
P2 – Joystick BACKWARD	M	CURSOR DOWN	Joystick BACK
P2 – Joystick LEFT	B	CURSOR LEFT	Joystick LEFT
P2 – Joystick RIGHT	N	CURSOR RIGHT	Joystick RIGHT
P2 – Joystick BUTTON	L	COPY	Joystick BUTTON
Feedback disable	D		F5
Feedback on	F		F3
Re-set	CAPSHIFT –SPACE	/ESC	RUN/STOP

Keyboard control table for GBA CHAMPIONSHIP BASEBALL

Player No./Function	Spectrum Key	Amstrad Key	Commodore Key
P1 – Joystick FORWARD	W	W	Joystick FORWARD
P1 – Joystick BACKWARD	X	X	Joystick BACK
P1 – Joystick LEFT	A	A	Joystick LEFT
P1 – Joystick RIGHT	D	D	Joystick RIGHT
P1 – Joystick BUTTON	S	S	Joystick BUTTON
Function A	(C64 version only)		F1
Function B	(C64 version only)		F3
Function C	P	P	F5
Function D	P	P	F7
P2 – Joystick FORWARD	U	6	Joystick FORWARD
P2 – Joystick BACKWARD	M	5	Joystick BACK
P2 – Joystick LEFT	H	T	Joystick LEFT
P2 – Joystick RIGHT	K	R	Joystick RIGHT
P2 – Joystick BUTTON	J	G	Joystick BUTTON

(To obtain any valid diagonal joystick movements from keyboard, press both above keys that the diagonal lies between, at the same time)

AND NOW... LET'S PLAY BALL

You now should have loaded the sport of your choice, and you're ready to play a Championship sport. Refer to the relevant *Player's Guide* now for expert advice on the game, how you play it and some tactics worth remembering! But as with all sports, remember the pre-game briefing, it's there to help!

LOADING DIFFICULTIES...

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you experience any difficulties whilst loading, it is likely to be a fault other than the product itself. We therefore suggest that you switch your computer off and repeat the above instructions *carefully*, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and if you have checked all of your hardware for possible faults, may we suggest that you contact our Customer Advice Department *in writing* for assistance:

Gamestar Customer Advice Department (SPORTS PACK)
23 Pond Street
Hampstead
London NW3 2PN

Your letter should *clearly state* the following:

- your name and address
- a daytime telephone number (if available)
- the name of the product you are having difficulty with
- whether it is on cassette or diskette
- the computer system you are using and any peripherals, joysticks etc you use with the software in question
- where and when you bought the product
- a detailed description of the difficulty you are having

Please, do not send the product to us unless we specifically request it for testing.

*The Gamestar Championship Sports Pack
Sports Pack compilations by Software Studios
Pre-Game Briefing by Elaine Dean*

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GAMESTAR[★]

Present "The Sports Pack"

GBA CHAMPIONSHIP BASKETBALL

Player's Guide for Commodore 64 and Amstrad CPC Disk & Cassette and Spectrum Cassette

PLAYER'S GUIDE

BRIEFING

- [] Basketball. It's the lightning-paced sport played only by super athletes. A game of strategy, guts, stamina, and – most of all – teamwork.
- [] *Two-on-Two* helps develop the strategies and skills to make you play like a pro. Choose to play one player against the computer, two players against a computer team, or two players against each other. This *Player's Guide* gives you all of the vital information you'll need, so keep it with your kit!

SELECTING YOUR GAME

Once the program has loaded into your computer, you may select the play you require. Choose these options carefully.

Spectrum and Amstrad users make your selection by pressing the SPACE BAR until your required play is highlighted – then press the ENTER key.

Commodore 64 cassette users make your selection by pressing the F (Function) key listed to your required play.

If you are using the Diskette version of BASKETBALL upon a Commodore 64 or 128, please note that you have additional options available to you prior to the main game. These are detailed at the back of this *Player's Guide* under "C64/128 Diskette Enhancements". Refer to these as necessary.

Commodore 64/128 owners should insert a joystick into port 1 for a 1 player game, and a second joystick into port 2 for a two player game. Amstrad CPC and Spectrum owners must select the required joystick/keyboard preferences for player 1 whilst player 2 will always use keyboard.

PRACTICE SESSIONS (Spectrum, Amstrad & C64 disk versions only)

Just as in the real sport, *Two-on-Two* offers you the chance to warm-up before the game. The scoreboard and timeclock are not active and there are no penalties. Use FUNCTION B key to exit the practice sessions.

1 PLAYER SELECTED

You can practice shooting inside and outside and work on your hook shots, jump shots, slam dunks, tip-ins and rebounds.

2 PLAYER SELECTED

You can practice various shots as well as dribbling, rebounding and tip-ins. You can play straight one-on-one, or you can play "pick-up" games such as "Around the World" or "Horse".

AROUND THE WORLD

Player 1 tries a shot from the baseline – say, at the edge of the key. Every time the player makes a basket, they move further along the edge of the key, working around the baseline on the other side of the basket. If Player 1 misses a shot, Player 2 gets a turn. When a player misses a shot, they must shoot again from that same spot on their next turn, and so on. The first player to go "Around the World" wins.

HORSE

Player 1 makes a shot from anywhere on the court. Player 2 must then make the same shot or they will get an "H". When Player 1 misses, Player 2 can make a shot from wherever they wish, and Player 1 must make the same shot. Every time a player misses, they get another letter until the word HORSE is spelled. Whoever gets all the letters first, loses. The letters for HORSE do not appear upon the screen, you will need to keep note of them yourself, just as you would on a real court.

GAME PLAY

You may choose from several game play options: HEAD-TO-HEAD, TEAMMATES and CHALLENGE.

HEAD-TO-HEAD (2 PLAYER)

- [] With this option, two players play against each other, but each has a computer teammate to help, dressed in a similar colour jersey.

TEAMMATES (2 PLAYER)

- [] If you choose this option, both players play together as a team, up against a hard-driving computer team.

CHALLENGE (1 PLAYER)

- [] Player 1 pairs with a computer-controlled teammate, and challenges a mighty computer duo. Player 1's team will play as the HOME team.

TACTICAL TIPS

- [] You're in the big-time now. You've got to get out there and give it all you've got. You face some stiff competition, and your teammate depends on you... so remember the club saying... "tactical tips and timing for top teammates!"

PASSING

- [] To pass the basketball to your teammate, quickly press and *immediately release* the joystick button.
- [] If your teammate has possession of the basketball, you can request they pass it to you by quickly pressing the button. Your teammate will usually pass the ball, but not always – after all, any player can hog the ball now and then! Your teammate may pass the basketball even if you haven't requested it (unless you are moving) as you are open.
- [] To catch the basketball, you must be directly in line with it, otherwise the ball will go out of bounds, or to the opposition.

SHOOTING

- [] When you have possession of the basketball and want to make a shot, first hold down the joystick button. Your player will jump in the air. Release the button when you want your player to make the shot. Timing here is critical – if you release the ball at the top of the jump, you have a better chance of scoring. If you fail to shoot before your player lands, you'll be charged with *travelling*, an offence in Basketball.

[Hook Shots]

To make a hook shot, you must be downcourt near the baseline, with your back to the basket. With a hook shot, the ball is released as the player's arm "hooks" over his head. The advantage of this shot is that it cannot be blocked.

[Slam Dunks]

Probably the most satisfying shot in Basketball – ramming the ball through the hoop! You must be at the baseline as far downcourt as you can go, and you must shoot when you're in one of three areas: under the basket, half a step left of low post left (LPL) or half a step right of low post right (LPR). Finally, there must be no defenders under the basket. If these conditions are met, a slam dunk will always be successful.

[Tip-In]

If a player shoots, misses, and then grabs the rebound while directly facing the basket, he'll try again (a tip-in). As long as the player is facing the basket and underneath it, the tip-in will be automatic once the player jumps. Only an offensive player can tip the ball in.

[Rebounds]

A player can rebound only when he's in the area immediately surrounding the basket. To rebound, press the joystick button in the same way you do to make a shot – your player will jump for the ball. Timing the jump is the key to successful rebounding.

[3 Points Shots]

If a player shoots a basket from outside the white 3-point line, that basket is good for 3 points instead of the usual 2! Timing is again critical, and a basket difficult from this distance.

STEALING & BLOCKING

- [] To steal the ball from an opponent, you must "bump" the player *on the side on which he's dribbling or holding the ball*.
- [] To block a shot, move in close to the player in possession of the basketball and press your button to jump (as if you were shooting). Your success will depend upon your timing and how close you are to the other player.

YOUR COMPUTER-CONTROLLED TEAMMATE

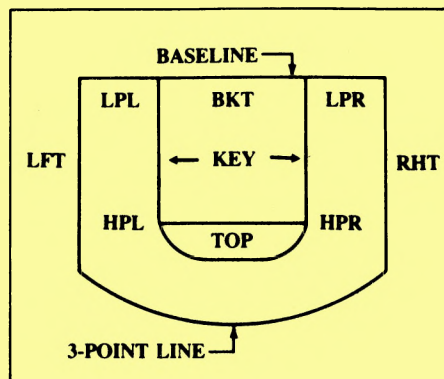
- [] Never underestimate your computer-controlled teammate. He's intelligent and fast. If he's got a chance at the basket, he'll take it. Use him when you play – to win. No matter how good you are as an individual player, you'll never make it in the GBA Championship unless you play as a team.
- [] Gameplay in *Gamestar's GBA Basketball: Two-on-Two* shows one half of the full basketball court at a time. Each team may attack the opposition's basket (OFFENSE), and in turn defend their own (DEFENSE) whilst abiding by the rulebook. So gameplay switches from one end of the court to the other each time there is a change of possession or a basket is good.

[Directing your Teammate – the Playcalling Screen]

To instruct your computer teammate how to play when play resumes at the other end of the court, use the Playcalling Screen. The scoreboard is replaced for approx. 7 seconds by the Playcalling Screen while the players automatically run down the court and bring the ball back into play. Within this 7 seconds, you must select an offensive and defensive alignment from the Playcalling screen otherwise the computer will choose one for you.

The Playcalling Screen is divided into OFFENSE on the left and DEFENSE on the right. The offense screen shows the abbreviations BKT, RHT, TOP, LFT and SCRN, which represent the five offensive plays you may select now. The Defense screen is similar, showing your options of LZN, HZN, MMD and MML – the four defensive alignments you can choose from.

- [] Select a play by moving your joystick forward, back, left or right depending upon the play you wish to select. For example, forward for BKT or LZN, back for TOP or HZN, right for RHT or MMD and left for LFT or MML. On offense you can also use the joystick button to select the SCRN play.



[Offensive Plays – LFT, RHT, TOP, BKT, SCRN]

You have 5 offensive plays from which to choose. Study them carefully – they will help you choose your team tactics.

- [] LFT (left wing): Your teammate runs to the high post left (HPL) or high post right (HPR) and stays there for one second. Then he runs to the left wing (LFT), stays there for up to four seconds, and then runs a random pattern on the left side of the court.
- [] RHT (right wing): Your teammate begins by running to the high post left (HPL) or high post right (HPR) and waits for one second. Then he runs to the right wing, waits for up to four seconds before running a random pattern on the right side of the court.
- [] TOP (Top of Key): Your teammate runs either to the right or left high post (HPR or HPL), waits for 1 second then runs to the top. He waits at the top for up to 4 seconds and then runs a random pattern at the top of the key.
- [] BKT (Basket): Your teammate runs to the high post left or right (HPL or HPR), then drives under the basket. Waits for 2 seconds then runs a random three-step pattern under the basket.

[1] Screen (Screen): You use your teammate as a screen to block out any defenders trying to cover you. Your teammate runs to HPL or HPR and stays there for 6 seconds, allowing you to dribble around him as he blocks the defender. Then he runs a two-step pattern between the high posts.

[Defensive Plays - LZN, HZN, MML, MMD]

- [1] LZN (Low Zone): Your teammate will stay in the key (between the basket and the inner white line on the court). When an offensive player enters his zone, he covers him man-to-man. If both offensive players enter the key (flooding) your teammate will cover the player possessing the ball. In this case, you should cover the player without the ball. When your opponents are not flooding the low zone, your teammate always takes the man in the low zone, and you take the man outside the key in the high zone.
- [1] HZN (High Zone): Your teammate covers the player possessing the ball when that player is in the high zone. You cover the player with possession when he enters the low zone area around the key, allowing your teammate to cover the player without the ball.
- [1] MML (Man-to-Man Light): Your teammate covers the opposing player who wears a light-colored jersey.
- [1] MMD (Man-to-Man Dark): Your teammate covers the opposing player who wears a darker-colored jersey.

[Playcalling & Loose Ball]

If nobody grabs a rebound and the ball is loose, the computer will sometimes allow you to regroup your offense and call another play. You'll know this is happening if the playcalling screen appears.

BASKETBALL - THE RULE BOOK

[Quarters]

You'll play four 6-minute quarters in each game. If the teams are tied at the end of the fourth quarter, you'll automatically go into overtime, which is another 6-minute quarter. The amount of time left in each quarter is shown on the clock in the middle of the scoreboard. At the end of each quarter, a buzzer rings and the screen displays which quarter has just been played. You then go immediately into the next quarter.

[Ball into Play]

[1] At the start of the game, the home team (Player 1) always takes the ball out. Each team takes turn each quarter thereafter to bring the ball into play.

[Timeouts and Pauses]

- [1] To pause the game use the FUNCTION B key on your keyboard. If you merely want to pause the game, just use the FUNCTION A key when you're ready to resume play.
- [1] You can call a timeout when you're on offense. If you want to call a timeout, first use the FUNCTION B key then press the joystick button. Each team is allowed five timeouts per half. On the scoreboard you'll notice five little lights on the HOME and VISITOR sides of the board. Each time you call a timeout, one of these lights will go out.
- [1] Calling timeouts saves precious seconds at the end of the game. If your team is behind and the clock is about to run out, you should call a timeout right after you've called a play. Your players don't have to run down court now, they'll appear in court in position just as soon as play resumes.

- [Quit Game - Spectrum & Amstrad only]
- [1] Press FUNCTION C key.

[PENALTIES]

- [1] Fouls and other penalties are displayed upon the scoreboard right after they occur. However, if a player is fouled while shooting, the foul won't be displayed on the scoreboard until after the shot has either gone in for a field goal or missed. Fouling the shooter results in one free throw if the basket is good and two free throws if he misses his shot.
- [1] The number of team fouls are displayed on the scoreboard. Teams get five fouls per half, the count is reset to zero at halftime. If a team accumulates more than five fouls in a half, this results in bonus free throws for the other team.
- [1] Bumping into an opposing player continuously for more than one second results in a Defensive foul or Charging penalty.

[Defensive Foul]

Defensive player bumping into player with possession of ball. The penalty is either ball out of bounds to the offense or free throws

[Charging]

Player with possession of ball bumping into defensive player. Penalty is change of possession or free throws.

[Travelling]

Called if you jump to shoot but don't release the ball. Results in a change of possession.

[Three-Second Rule]

Invoked if an offensive player stays inside the key for more than three seconds at a time. However, when the ball is in the air or up for grabs, all players can stay in the key. Staying in the key too long results in change of possession.

[24-second Shot Clock]

Gives the offensive team 24 seconds to make a shot after which they bring the ball into play. The scoreboard has a SHOT CLOCK which counts down the seconds. Failure to make a shot in time results in change of possession.

[Free Throws]

To make a free throw, just push the joystick button and release it. All players can rebound after the last free throw attempt.

64/128 DISKETTE ENHANCEMENTS

The following enhancements are additions to the features of BASKETBALL already described, and they may only be found on the Commodore 64/128 Diskette version of BASKETBALL. The most important enhancements are PRACTICE SESSIONS and a 23-LEAGUE COMPETITION, climaxing in the GBA Championship Game.

Introductory Screens

Following the introductory music and credit screens, a green chalkboard appears on your screen with two choices - GAME or PRACTICE. Notice two basketballs, one either side of the GAME option. Pull BACK or push FORWARD on joystick 1 to place the basketballs next to the option you want, then press the Joystick BUTTON.

A new chalkboard appears, allowing you to select ONE or TWO PLAYER action (If you select two player, joystick 2 becomes active when the top of a screen displays the words PLAYER 2).

When prompted for your TEAMNAME or YOUR NAME type the letters on the keyboard then press RETURN.

[The Scouting Report]

Now that you're warmed up and ready to play ball, you now have to rate your playing abilities on a screen called the Scouting Report. It might look like this:

INSIDE	2	OUTSIDE	6
DRIBBLING	3	STEALING	4
QUICKNESS	4	JUMPING	5

INSIDE refers to your shooting accuracy inside the key. OUTSIDE refers to your shooting accuracy outside the key. DRIBBLING rates your manoeuvrability with the ball. STEALING rates your ability to outmanoeuvre the ball handler and steal the ball. QUICKNESS rates your manoeuvrability both on defense and when you're not handling the ball on offense. JUMPING rates your ability to block shots and come down with rebounds.

- [1] The rating you can give yourself varies from 2 (minimally skilled) to 6 (very skilled). Notice that INSIDE and OUTSIDE are grouped together, as are DRIBBLING and STEALING and QUICKNESS and JUMPING. Within each of these groupings the total always equals 8. For example, if you choose to rate yourself 6 as an outside shooter, you must be a 2 inside. After all, you can't be great at everything!! Remember too, that in a game situation you'll want to select your offensive and defensive strategies according to your strengths and weaknesses.
- [1] Move your joystick to move among the categories on The Scouting Report, and then press the joystick button to alter the rating of the category. As the number on the left or a grouping goes up, so the number on the right automatically goes down.
- [1] Note that in all PRACTICE modes, all players are given a 4 rating in all categories.

[2 PLAYER: HEAD-TO-HEAD - ENHANCEMENTS]

[1] Each player names his team, then types in his own name and rates himself. The computer

teammate is picked from the Player Draft, which includes ten pros, each patterned after a real-life basketball superstar.

[2 PLAYER: TEAMMATES - ENHANCEMENTS]

[1] First you type in a TEAM NAME, and then pick a DIVISION to play in. The division determines the caliber of your computer opponents - NORTH is the easiest, SOUTH is tougher, EAST tougher still and WEST is the toughest of all! The table below gives you a breakdown of all the teams in every division. Notice that the rating totals are higher in the tougher divisions.

Your Computer Opponents

Divisions	Teams:	OUTSIDE		INSIDE		STEALING		JUMPING	
		Player 1	Player 2	Player 1	Player 2	Player 1	Player 2	Player 1	Player 2
North	Cougars	4	3	4	3	4	3	3	4
	Unicorns	2	5	5	2	2	5	5	2
	Wildcats	5	2	2	5	5	2	2	5
	Sharks	4	3	3	4	3	4	4	3
	Generals	3	3	3	3	3	3	3	3
South	Dazzles	4	4	4	4	5	3	3	5
	Hammers	3	5	5	3	3	4	4	3
	Kernals	5	3	3	5	5	2	2	5
	Steamers	5	3	3	5	2	5	5	2
	Masters	3	5	5	3	4	3	3	4
East	Condors	5	4	4	5	5	3	3	5
	Mystics	4	5	5	4	4	4	4	4
	Marvels	4	4	4	5	3	5	5	3
	Hawks	4	5	5	3	3	5	5	3
	Wizards	5	4	3	5	4	4	4	4
West	Stars	5	5	5	5	5	5	5	5
	Dragons	5	5	5	4	5	5	5	5
	Cosmics	5	5	4	5	5	5	5	5
	Waves	4	5	5	5	5	4	4	5
	Lazers	5	4	5	5	4	5	5	4

[1] When Player 1 types in his name and presses the RETURN or ENTER key, the Player 1 Scouting Report allows Player 1 to rate his abilities. Player 2 then does the same.

[1 PLAYER: EXHIBITION GAME]

[1] Player 1 pairs with a computer-controlled teammate, and challenges a mighty computer duo. Player 1's team will play as the HOME team. Type in your TEAM NAME and YOUR NAME and pick a DIVISION. As before, the division you select will determine how tough your opposition will be. Next rate yourself on inside and outside shooting, dribbling, stealing, quickness and jumping. Finally, select your computer-controlled teammate from the Player Draft. Choose carefully; strategy is important and you'll want a player whose talents will complement your own.

[1 PLAYER: LEAGUE PLAY]

- [1] Allows Player 1 with a computer teammate to play in league competition that can take you all the way to the GBA Championship. You first choose a division to play in, then play a five-game season against the other five teams in that division. Once you've selected League Play, the computer screen will ask if you want to GET TEAM or assemble a NEW TEAM. If you select GET TEAM, you'll continue to play with the team you've already created - that is, your current team. Select NEW TEAM to create a new team; your old team (if you had one) and it's league record will no longer exist. In other words, you can only have 1 team at a time.
- [1] You'll play a five-game schedule. The computer will select your opponents within your chosen division until you've played all five. At the end of the season, the computer will compare your win/loss record with the records of the other teams in your division. If you have the best divisional record overall, you'll advance to the playoffs. The playoff schedule is set up so that the easiest division (NORTH) plays the hardest (WEST) in game 1, SOUTH meets EAST in game 2. The winners from game 1 and game 2 then meet in the GBA Championship Game.

[SUPERSTAR TEAMMATES]

The total of each teammate's grouping (Inside and Outside, Dribbling and Stealing, Quickness and Jumping) totals 10 as opposed to your 8. Here's the lowdown on your Superstar Teammates:

Superstar Teammate Player Draft

THE PLAYERS:	Outside	Inside	Dribbling	Stealing	Quickness	Jumping
Magic Lyndon	5	5	5	5	5	5
Jerry Orr	6	4	5	5	6	4
Elgin Cutter	4	6	5	5	6	4
John Madland	6	4	4	6	5	5
Larry Berg	6	4	4	6	4	6
Kareem Ugrin	4	6	5	5	4	6
Walt Barnett	5	5	4	6	4	6
Julius Keith	4	6	6	4	5	5
Oscar Dunbar	5	5	6	4	5	5
Wilt Dulmage	4	6	4	6	4	6

[The Player Draft]

After you've rated your abilities you get to draft a computer controlled teammate. In the 2 Player games, each player gets to draft a computer teammate (unless you have selected 2 Player: Teammates). You have 10 players from which to choose, each patterned after a real basketball superstar.

When the player draft screen appears, you'll see the ten names in white letters, with the two "pointer" basketballs either side of a name. Use your joystick to line up the basketballs next to the name of the player you want as your teammate, and then press the joystick button to register your selection. Your choice will now be highlighted. Now move the basketballs down to the word CONTINUE and press the joystick button to go on to the next screen.

THE GAMESTAR TEAM

GBA Basketball: Two-On-Two was

Designed by Scott Orr and John Cutter

with thanks to Doug Barnett, Dr. Claypoole and Keith Orr

Developed for Commodore 64 range by Troy Lyndon

with Mark Madland and Tommy Dunbar

Developed for Spectrum and Amstrad range by Senior Simon Freeman

Player's Guide by Mard Naman

Edited by Elaine Dean

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GAMESTAR[™]

Present
"The Sports Pack"

CHAMPIONSHIP BASEBALL

Player's Guide
for Commodore 64 and
Amstrad CPC Disk & Cassette
and Spectrum Cassette

PLAYER'S GUIDE

PLAY BALL!

- [] Championship Baseball takes you out to the ballgame. With a unique behind the plate perspective on the action. All the drama and depth that make baseball the American passion and the National Pastime.
- [] YOU! As a manager. Call the pitches. Make the moves. Take the heat.
- [] YOU! As a player, you make it happen. At the plate and in the field. Make the tough catches and the long throws. Take a pitch or take your cut.
- [] This Player's Guide includes all the information you'll need to play Baseball like a Champion...so keep it with your kit!

GETTING STARTED

If you are using the Commodore 64 or 128 cassette or diskette versions of BASEBALL, please note that you have additional options available to you prior to the main game. These are detailed at the back of this Player's Guide under "Enhancements to Commodore 64 versions". Refer to these now and as necessary.

Commodore 64/128 owners should insert a joystick into port 1 for a 1 player game, and a second joystick into port 2 for a two player game. Amstrad CPC and Spectrum owners may use either joystick or keyboard to play. If joystick is preferred, insert a suitable joystick now.

FREEZE!

- [] During game play, you can use the FUNCTION C key any time to pause the action. Use FUNCTION D to restart where you left off.

THE MAIN GAME

- [] If you've selected a 1 PLAYER game, you'll take on a hard-hitting computer opposition team.
- [] If you've selected a 2 PLAYER game, you face human opposition.
- [] During play, you're either batting or pitching and fielding. Your job is to stop the opposition gaining a high score, and vice versa.

BATTING

- [] As each hitter comes to the plate, his position, ratings (B for BATTING, C for CATCHING, R for RUNNING and T for THROWING), and hitting style are displayed for several moments on the scoreboard strip at the top of the screen.
- [] Particularly when you're fielding, it's important to study the hitter's batting and running ratings and his hitting style. This will help you decide how to pitch to him and if he gets on base – how much of a base-stealing threat he is.
- [] When you're batting, your options are to **Bunt** or **Swing Away**.

The Bunt

To bunt, press and hold down the joystick button just before the pitcher releases the ball. Release the joystick button before the ball reaches the plate to take the pitch.

Swing Away

To swing away, press the joystick button after the pitcher releases the ball.

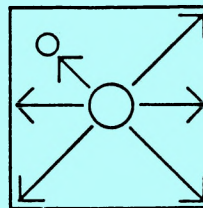
Running the Bases

- [] When you put the ball in play, the batter automatically runs toward first base. Once he reaches the bag on first base, however, you control the rest of his baserunning on the play. You can take a lead, retreat back to the bag, start a runner on the pitch, steal bases and slide.
- [] If there are runners on the base, you control the lead runner, and only the lead runner can steal a base. When the ball is in play, all other runners advance and retreat automatically if forced. As soon as the lead runner scores or is put out, your control shifts immediately to the next lead runner. On a home run, all runners score automatically – you can sit back and savour the moment!
- [] Running the bases effectively requires alertness, quick reflexes and a thorough knowledge of each player's running ability. And of course sliding can make the difference between "Safe!" and "Out!"

Dive back into the bag when retreating

Slide into the bag when advancing

Retreat to last base passed



Advance lead runner

Dive back into the bag when retreating

Slide into the bag when advancing

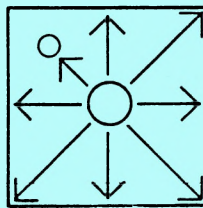
- To move the lead runner ahead, push and hold the joystick to the right.
- To retreat to the last base passed, push and hold the joystick to the left.
- To stop the runner on or between bases, return the joystick to the neutral centre position.
- To slide, push the joystick diagonally as your lead runner approaches the bag; diagonally right to slide into the next base, diagonally left when retreating to the last base passed. Timing your slide is important, since it slows you down.
- [] Stealing bases or putting on the hit-and-run requires alertness and good timing, especially when you're playing against a computer controlled team. When taking your lead, stealing or putting on the hit-and-run you control the lead runner only – any other runners on base will follow the lead runner only if and when the ball is put in play, and only when forced.
- To take a lead, ease the joystick slightly to the right and release it. Keep your eye on the pitcher – he may try to pick you off. To retreat to the bag, push the joystick to the left.
- To send the runner, push and hold the joystick to the right. It's important to time his start just right. If the opposing pitcher has not started his delivery to the plate, he can always whirl and fire, throwing out your runner or catching him in a rundown. If you start the runner too late and your batter takes the pitch or swings and misses, the opposing catcher may be able to throw the runner out!

High and inside knuckleball

Hard knuckler, inside corner

Screwball, inside corner

Fastball



Change-up

Slider, outside corner

Curve, outside corner

Outside knuckleball

- [] When you're playing against the computer and you take a big lead off third base, the catcher will step out of the box and take a throw from the pitcher, then hold the ball until you retreat to the bag.
- [] Any runner taking a lead or running on the pitch will retreat to the bag automatically on a foul ball. All runners will retreat automatically if they're running on a fly ball and it's caught: as soon as your lead runner has tagged up, you take over control of his movement again.
- [] Whether you're trying to steal or hit and run, don't get so involved in taking a lead or sending the runner that you forget what you're doing at the plate.

PITCHING AND HOLDING RUNNER ON BASE

- [] At the start of each half inning and each time the ball is returned to the pitcher following a play or a pitch, the pitcher looks for a sign from the catcher. (At the end of each play and when a pitch is swung on and missed, press the joystick button twice to return the ball to the pitcher, then twice more to "set" your pitcher.)
- To start your delivery, press and hold down the joystick button – the pitcher moves to an upright position and comes set then move the joystick to control the type and location of each pitch with your joystick, as shown. (Keyboard players press both keys which the diagonal lies between at the same time).

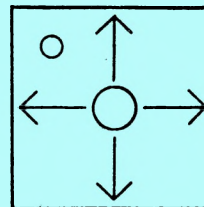
The high and inside knuckler and the outside knuckler are sure to be out of the strikezone and the change-up and fastball are certain strikes. Whether the other four types of pitch catch the corner for a strike or miss for a ball will depend on the hurler's control and stamina ratings and on how many pitches he's thrown.

The speed of each pitcher's fastballs, sliders, and hard knucklers will depend on his initial speed rating and stamina ratings and on how many pitches he's thrown. Every pitcher will tire as a game goes on, especially if he's throwing a lot of pitches and both the speed and accuracy of his pitches will fall off.

To pick off a runner – or just hold him close to the bag – release the joystick button before moving the joystick to deliver the pitch. You may then throw to any base as shown.

3rd base

Home



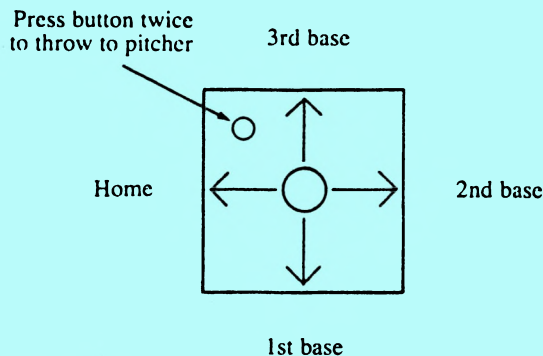
2nd base

1st base

- [] At the conclusion of each pitch or play, including two balls and three strikes, press the joystick button twice to return the ball to the pitcher.
- [] Press the joystick button twice more to get set to pitch again – the pitcher will look for the next sign from the catcher. You must “set” your pitcher before a new batter will come to the plate following a hit or an out.

[Fielding and Throwing]

- [] When the ball is put in play, the player nearest the path of the ball becomes eligible to field it. If the ball has a shadow, it's a fly ball; otherwise it's a grounder. Move the joystick to move the eligible fielder to the ball – he'll move in the same direction you push the joystick. You may continue moving the player to intercept and tag out a runner or to force a runner at any base or throw the ball to any base or to the pitcher.
- [] To catch a fly ball, keep your eye on the ball's shadow. As the ball descends, position your fielder so he'll intercept the shadow.
- [] To throw the ball, press and release the joystick button, then move the joystick as shown to throw to a base or press the button a second time to throw to the pitcher on the mound.



- [] The official scorer in Championship Baseball will assign an error when you fail to make a play that should have been made.
- [] To throw out a runner trying to steal, press the joystick button once as soon as your catcher has possession of the ball, then move the joystick as shown above to throw to the desired base.
- [] To tag out a runner trying to steal home, you must move your catcher to intercept the runner. If you don't move your catcher, the runner will slip past him and score. And of course your catcher must have the possession of the ball.

ENHANCEMENTS TO COMMODORE 64 VERSIONS

The Commodore 64 versions contain several enhancements. All of the additional features are detailed below, simply refer to the features according to your version.

[DRAFTING A NEW TEAM] (C64 only)

Note: This is the first option on the Commodore 64 Cassette. You need to draft a new team each time you play.

NEW TEAM. You first get a chance to name your team. Type in the name you want from the keyboard (up to 12 letters and spaces) then press RETURN.

When the DRAFT screen appears, you begin selecting your roster starting with your first baseman, cycling through the infield and outfield positions, and ending with your catcher, three starting pitchers and one reliever, and two reserves (one utility infielder and one utility outfielder). For each position other than the reserves, you have a choice of two players, identified as A and B until you select one and name him. The numbers to the right of the players represent their skill ratings.

All players other than pitchers are described in terms of their hitting style – LINER OR SLUGGER – and rated for their Batting, Catching, Running, and Throwing abilities. Ratings range from a low of 1 to a high of 3. Added together, no player's rating may total more than 8. Sluggers with a batting rating of 3 are power hitters – they have the best home run-hitting percentages.

Keep in mind that Championship Baseball is a game of offence and defence. As you fill out your roster, it's important to go for a balance of power at the plate, speed and defensive abilities. To help you fill out your line-up card and for planning your strategy during games, you might also want to write down rating information on all the players in each roster you select.

Pitchers are rated in three categories: Speed, Control and Stamina. Ratings range from a low of 1 to a high of 3. Added together, no pitcher's rating may total more than 6.

Each pitcher's Speed will determine the number of "heaters" he can throw during a game before he loses something off his fastball. His Control will determine how often he can catch tht plate with his "corner" pitches. And his Stamina will determine how many pitches he can throw before his overall speed and accuracy start to fall off.

To select and name a player, place the baseball next to his ratings information and press the joystick button. They type in his name from the keyboard (up to 12 letters and spaces) and press RETURN. When you go to select your reserves, you'll find there is only one infielder and one outfielder to choose. You still have the opportunity to name these players.

While you're drafting players you have the option of going back and changing or renaming any player you've already chosen. To do so, place the baseballs next to the NAME section and move the joystick left and right to cycle through the players you've already chosen. When you come to the player you want to change, press the joystick button, then select a new player or change the name of the one you have. When you press the button again, you'll return to where you were previously in the drafting process.

Any time while you're selecting your roster, you can move the baseball to the CANCEL box and press the joystick button if you want to start over.

When you're satisfied with your team, move the baseballs to the OKAY box and press the joystick button.

[FILLING OUT YOUR LINE-UP CARD] (C64 only)

- [] After you finish drafting a new team you must fill out your line-up card.
- [] When your BATTING LINE UP screen first appears, the name, position and ratings of your first baseman are displayed at the top of a blank line card. Move the joystick right and left to cycle forward and backward through the players on your roster – your eight starters and three possible starting pitchers.

Move the joystick backward and forward to move the baseballs to the spot in the line up where you want the currently listed player to bat, and press the joystick button to place his name there.

- [] When your line-up card is filled out, you can "Swap" any two players in the order. Use the joystick to place the baseballs next to the name of one of the players you want to swap and press the joystick button – a black marker will appear to the left of his name. Then place the baseballs next to the other player's name and press the joystick button again.

Any time while you're filling out your line-up card, you can move the baseballs to the CANCEL box and press the joystick button if you want to start over.

When you're satisfied with the line-up, move the baseballs to the OKAY box and press the joystick button.

- [] Diskette users will then have a chance to choose the divisions they want to play in. In EXHIBITION play you'll be pitted against a randomly selected team from the vision you choose. You'll next be prompted to INSERT GAME DISK and PRESS BUTTON TO GO ON. In LEAGUE play you'll then see the division standings. Press the joystick button and the game will begin.

[BATTING PRACTICE – C64 diskette only]

- [] To work on getting your batting stroke down, use the joystick to place the baseballs next to PRACTICE on the PLAY OPTIONS chalkboard and press the joystick button. After a few moments, the Championship Baseball split appears, and you can start taking your hacks at a variety of pitches.

You may want to take several pitches, just to get an idea of what kind of stuff the batting practice pitcher has and to sharpen your sense of the strike zone. The batting practice pitcher throws the same selection of pitches as all the pitchers in Championship Baseball. Balls and strikes are "called" in the scoreboard strip at the top of the screen.

Just as in the big leagues, the key to hitting is watching the pitch as it leaves the pitcher's hand during his delivery. You can use the pause feature of Championship Baseball to good advantage here: during batting practice, try toggling between PUNCTION C key and FUNCTION D key, to stop and start the action, several times during several pitches. By studying the position of the pitcher's hand as he "brings it over the top" on different types of pitches, you can develop your batting eye and timing.

To end batting practice and return to the PLAY OPTIONS chalkboard press FUNCTION B key and FUNCTION C key at the same time.

[PRE-GAME CEREMONIES – C64 diskette only]

- [] To get under way, use the joystick to place the baseballs next to GAME on the PLAY OPTIONS chalkboard and press the joystick button. When the GAME OPTIONS chalkboard appears, select a ONE PLAYER or TWO PLAYER game.
- [] When you choose a ONE PLAYER game to play against a computer team, the ONE PLAYER OPTIONS chalkboard appears, and you may select an EXHIBITION game or LEAGUE play. If you select LEAGUE play, you'll be prompted to INSERT TEAM DATA DISK and PRESS BUTTON TO GO ON. You may then either select NEW TEAM to draft a new team or GET TEAM to field a team that you've already created and stored on your own team data disk.
- [] In one-player EXHIBITION play against the computer, you have the additional option of fielding one of the two teams that come on the Championship Baseball disk, the EAGLES or the PUMAS. If you choose to do this, simply leave the Championship Baseball disk in the disk drive when you're prompted to INSERT TEAM DATA DISK OR GAME DISK.
- [] When you choose a TWO PLAYER game, each player may either draft a brand new team or get a team that he or she has fielded before from a team data disk. Each player follows the steps described in the following sections, player one first, then player two, placing their own team data disks in the disk drive as required.

[FIELDING A TEAM – diskette only]

- [] When you choose GET TEAM, you'll be prompted to INSERT TEAM DATA DISK and PRESS BUTTON TO GO ON. When you do so, a list of all the teams stored on the disk in your disk drive will appear. Use the joystick to move the baseballs next to the name of the team you want to field and press the joystick button – the selected team will be loaded into your computer.

[LEAGUE PLAY – C64 diskette only]

Only one-player games against the computer qualify for league play. The league consists of four divisions, each one including five computer teams and the team that you field. The divisions, ranging from the easiest to the toughest are the SOUTH, NORTH, EAST and WEST.

- [] When you finish filling out your line-up card, you're given a choice of divisions.
- [] Once you've started a particular team in league play within a given division, you'll go up against a team in that division each time you choose LEAGUE play and field that team – until the season's over. And any team of yours that wins its division will be pitted against a randomly selected computer team in the play-offs and Championship Series.

[THE SEASON – C64 diskette only]

- [] In each league the season consists of five games, one against each team in the division you select. When you select the division you want to play in, the DIVISION STANDINGS from the sports page of the GAMESTAR GAZETTE appear on the screen. Also shown is your next opponent, and you're prompted to PRESS BUTTON TO CONTINUE. Be sure the game disk is in the disk drive, then press the button. When you do so the game will begin.
- [] At the end of each game, the results are stored in the division standings on the Championship Baseball diskette.
- [] To win a division, you must end the five-game season with the best record. If you end in a tie with another team, you must have beaten that team in order to win the division.

[THE PLAY-OFFS – diskette version only]

- [] If you win your division, you advance to a one-game play-off against the champion from the division paired with yours. The division pairings are SOUTH vs. WEST and NORTH vs. EAST.

[THE CHAMPIONSHIP SERIES – diskette version only]

- [] If you win your play-off game, you advance to a best-two-out-of-three Championship Series against the pennant-winner from the other pair of divisions.

GOING TO THE BENCH (C64 only)

- [] Before each half inning (other than the top of the 1st), there is a 5-second delay during which you can elect to make substitutions in your line-up.
- [] To make a substitution, player one uses the FUNCTION A key during the delay and player two uses the FUNCTION B key. For each player (player one first), the leadoff man's position in the batting order, name, fielding position and rating appear on the scoreboard. Below them are the name, position and rating of available reserves – only the utility infielder may substitute for infielders, the utility outfielder for outfielders and the relief pitcher for the starting pitcher. Tap the joystick to the left and right to cycle down and up through the line-up. To replace the currently listed regular with the reserve listed, move the baseball to the OKAY box and press the joystick button. If you decide that you don't want to make a substitution, move the baseball to the CANCEL box and press the joystick button – the scoreboard appears before the game will resume. You can make up to three substitutions during any single break. Just press FUNCTION A (player 1) or B (player 2) when the scoreboard reappears.

THE GAMESTAR TEAM CHAMPIONSHIP BASEBALL was

Designed by Scott Orr
Developed for Commodore 64 range by Darrin Massena.
with Steve Chin, Mark Madland, Tommy Dunbar,
John Conley, Dan Ugrin, Harold Seeley and Lloyd Ollman Jr.
Developed for Spectrum and Amstrad range by Icon Design
Player's Guide by Steven Young
Edited by Elaine Dean
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GAMESTAR

Present "The Sports Pack"

GFL CHAMPIONSHIP FOOTBALL

Player's Guide for Commodore 64 and Amstrad CPC Disk & Cassette and Spectrum Cassette

PLAYER'S GUIDE

BRIEFING

- [] Football – American style. It's a game that requires guts, fitness, strategy, agility – and most importantly – teamwork. You haven't experienced American Football until you've been down on the field with a massive outside backliner headed straight for you and nobody blocking him.
- [] This Player's Guide won't teach you the rules of American Football, but it will give you enough information help you develop the strategies and skills to make you play like a pro. – you can become the on-field star in *GFL Championship Football*.
- [] You may choose to play by yourself against a crack computer team – select any team in the League, from top to bottom. Or choose to play against a friend in a real battle of skill and strategy. This *Player's Guide* gives you all of the vital information you'll need, so keep it with your kit!

SELECTING YOUR GAME

- [] Once the program has loaded into your computer, you may choose from several gameplay options: Choose these options carefully, using the on-screen prompts as a guide.
 - Commodore 64/128 owners should insert a joystick into port 1 for a 1 player game, and a second joystick into port 2 for a two player game.

1 or 2 Player Game

- [] The first screen allows you to choose a ONE PLAYER game (against a computer team opponent) or a TWO PLAYER game (against a human opponent). Push joystick 1 forward or backward to move the footballs so they rest next to your choice – and then press the joystick button to confirm that selection.

4 or 7 Minute Periods

- [] Next, you must select the length of each of the game's four periods – 4 or 7 minutes. A *GFL Championship Football* chalkboard will be displayed with a football and the numbers 4 and 7 upon it. Move the football so that it rests beside the number of minutes you require each period length to be – move the football by pressing the joystick in port 1 forward and backward. Once the football is beside your choice, press the fire button on the joystick/keyboard.

Drafting a Team

- [] Whether you're playing against the computer or a friend, you and your opponent must now select your teams. You can choose from among 28 teams divided into four divisions – WEST, EAST, NORTH and SOUTH – all ranked in eight categories according to the skills of their players and coach.
- [] The division names now appear in the upper right-hand corner of your screen. The teams within a division appear in the middle portion of the screen. Notice at the bottom of the screen the words CANCEL and CONTINUE. You can move the joystick forward and back to make selections from this screen using the football as your marker, and the fire button to register your selection, as on previous screens.
- [] Each play follows a three step process during the GFL Championship Football draft:
 1. Player One begins by selecting the division required (move joystick 1 forward or back to position the football, and press the fire button to register that selection).
 2. Player One now selects their team from the chosen division in a similar manner. (See also the Team Ranking section below).
 3. Player One moves joystick 1 forward or backward to move the football to either the CANCEL or CONTINUE options at the bottom of the screen, and pressing the fire button when the footballs are beside the desired option. If CANCEL is selected, Player One can alter all of the selections already made (and will repeat stages 1-3). If CONTINUE is chosen, all of the selections made will now be registered, and the game will continue.
- [] If a one player game has been selected earlier, Player One now repeats stages 1-3 above using joystick 1 to draft the computer's team, and hence choose the opposition to be played against.
- [] If a two player game has been selected earlier, Player Two now repeats stages 1-3 above but using joystick 2.

[Team Ranking]

Also highlighted during the team draft are the team's ranking in each of eight skill categories – quarterback (QB), running back (RB), offensive line (OL), receivers (RC), defensive line (DL), linebackers (LB), defensive back (DB) and coach (CH). The rankings are based on a 1 to 3 point system, with 3 the highest and 1 the lowest. The computer uses these rankings while manipulating players during *GFL Football* games.

GAMESTAR GFL FOOTBALL – RULEBOOK SUMMARY

- [] *Gamestar GFL Football* is played between two teams; in this case either 1 player –v– the computer, or 1 player –v– another player. Just as in the real sport, each team's objective is to score more points than the other team. Points are scored from touchdowns, "extra" points, and field goals.
- [] Most of the rules you must follow are identical to those in the sport. For instance, while on offense (attacking), you have four plays (or moves) in which you must try to advance 10 yards and get a first down. If you fail, you turn the ball over to your opponent, who then becomes the team on offense. The computer will automatically referee the game, and switch teams between offense and defense accordingly.
- [] A play is over when your ball carrier is successfully tackled, runs out of bounds, or drops a pass. You score 6 points for a touchdown, 3 points for a field goal and 1 for a point after touchdown (PAT).
- [] Other rules apply strictly to *GFL Championship Football*. For example, once your team is set at the line of scrimmage, you can't pass after calling a running play, nor can you run after calling a passing play or run a pass route into the end zone. Similarly, you can't "fake" a punt or field goal. Once your team is lined up in a kicking position, you'll have to kick the ball away. You still have plenty of opportunity to outsmart your opponent, however.

PLAY SELECTION

- [] Having made your team selections, you are now ready for the big game. *GFL Championship Football* is played in two distinct modes – Scoreboard and Game – between which the screen will turn green to alert you to the mode change. Quite simply, you decide which moves (or "play") you wish your team to make in scoreboard mode, and then play to your chosen strategy in Game mode.
- [] The scoreboard displays all of the information you'd find at any American Football stadium:
 - * The names of the teams (in their respective colours)
 - * The score
 - * The number of timeouts each team has left
 - * The down and yards to go for a first down
 - * The number of yards to go for a touchdown (use this number to figure out what yardline you're on.
 - * The current quarter (you'll play four)
 - * The game time clock (quarters can be 4 or 7 minutes long)
 - * A 30 second play-selection clock
- [] The scoreboard also contains two PLAY SELECTION lists; on the left-hand side are the offensive (attacking) plays, and on the right-hand side are the defensive plays. Each play (name) in each list represents a different specific movement of your team once you are in Game mode, and obviously you must try to use the correct move at the relevant time – selecting a move in this way is known as "Calling a Play".
- [] The colour of each play selection list indicates which team is offensive or defensive at that time respectively, and will alter during the game. Player one can call any of the plays listed in blue, player two can call any of the plays shown in red.
- [] Selecting the proper play is the defensive coach's only strategic weapon, forgetting to pick a defensive set in time could be the difference between winning and losing. Getting caught in the wrong defense often means giving up a big gain or any easy touchdown.
- [] To see all of the play choices available to you, push the joystick forward or backward. As you do, the play choices will scroll past. The one in the middle of the list at any time will be highlighted white – you should ensure that your intended play is the highlighted item. In a two player game, you'll both have 30 seconds in Scoreboard mode to select your next play. In a one player game, your time allowed to select a defensive play reduces with each time period, which adds to the difficulty of the game and speeds up play.
- [] When in Game mode, the scoreboard will disappear and you will see the on-field viewpoint of a specific team player, just as if you were that player on the field!

TACTICAL TIPS

- [] This is it. The big-time. You've got to get out there and give it all you've got. You face some hard and tough competition; your teammates depend on your ability for fast reaction... so remember the team motto... "tactical tips and timing make top teammates!"

Kickoff

Just like the real thing, *GFL Championship Football* starts with a kickoff. The team in the red jerseys always kick off, the blue jerseys always receive.
You'll know that the game is about to start by the appearance of the Scoreboard; the word KICKOFF is highlighted in the centre of the scoreboard, and – so you'll know which team is kicking off – the teams' names appear in their respective colours.
The atmosphere is electric as the seconds to kickoff tick down. After a few seconds, the game field appears with the two teams in their respective positions. Get ready! It's fast action from now on.

The kicking team, which is controlled by Player Two using joystick 2 (or the computer) are wearing red jerseys. The receiving team, controlled by Player One using joystick 1, are wearing blue jerseys are facing you.

The kicker (Player 2) immediately begins his approach to the football and kicks off, with or without assistance from his "coach" (Player 2). Player 2 can help the kicker get maximum distance on the kickoff by pressing the joystick button just as his foot reaches the football.
Shortly after the kickoff, the screen perspective reverses, and you see the playing field from the eyes of the kickoff returner (Player 1) with two blue-clad teammates in front of you – your hands upraised in the lower half of the screen – and the football flying through the air towards you. Player 1 has complete control of the kick returner – you can advance the returner downfield, right, left, or diagonally, simply by pressing joystick 1 in the required direction.

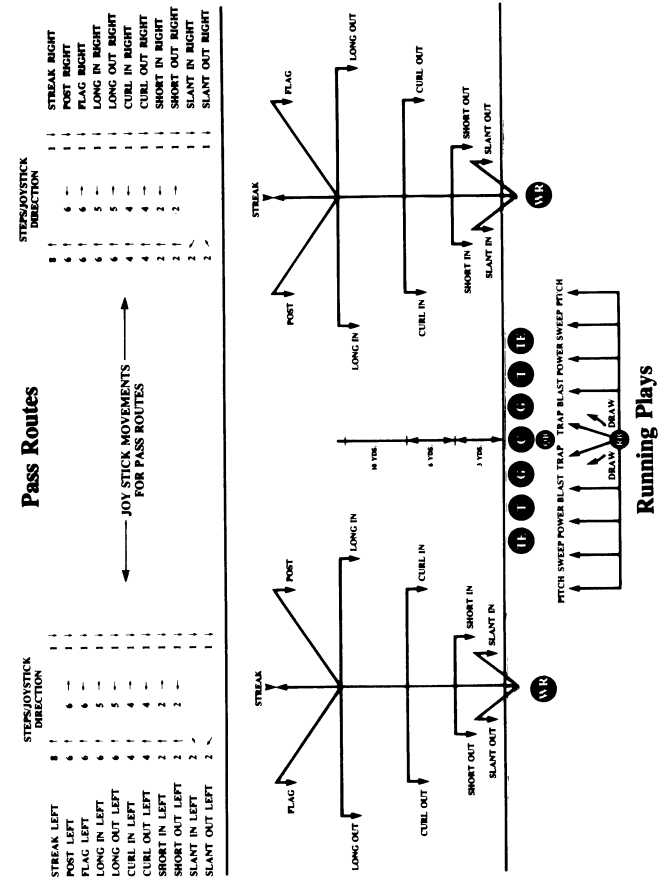
At this point the computer takes over control of the team playing defensive, and maintains control just as long as that team is on offense.

Player 1, as the returner, is now running with the ball – look for those openings in the red-jersey defense and go for it! – unless you can break into the open and score a touchdown, you'll soon be driven crashingly to the turf by a flying red-shirted tackler.

You're now ready to begin play from scrimmage.

Executing Plays

- [] All plays begin with the offensive and defensive lines in the "down" position, the quarterback in place behind the centre, and the tailback and wide receivers ready to move at the snap of the ball. Your view of the field prior to the snap depends on the type of offensive play selected.
- [] On plays from scrimmage, you see the field through the runner's or wide receiver's eyes.
- [] As the tailback on a running play, you're standing several yards behind the QB, looking over the QB and your offensive line at the defense. That's the middle linebacker in the upright position directly ahead of you. As a wide receiver on a passing play, you're flanked right or left to the linemen, looking at two defenders – a cornerback and a free safety. Depending upon the defensive play called, one defender moves up to cover you just before the ball is snapped, and the other moves to a pre-assigned position. In each case, you can also see the goal posts and the fans in the end-zone seats in the background.
- [] Shortly after you see the field, the centre will snap the ball to the quarterback. (Commodore owners will be able to hear the quarterback barking out the signals "Set", "red" (or "Black"), and "Hike"). That's the signal for you to begin moving the tailback or wide receiver with your joystick. Where and how you move the joystick, of course, depends on the play you've called.
- [] On running plays, you should begin moving the tailback toward his assigned hole as soon as the QB turns around, ready to hand off or pitch the ball out.



- [] On passing plays you should start running the receiver soon after the centre moves. Don't jump the count, however, or you'll be called for off sides and assessed a five-yard penalty.
 - [] As you move downfield, you'll see the major yard lines – that is the 30, 35, 40 and so on – move toward and then under you. Moving the joystick to the 10 o'clock or 2 o'clock position lets the tailback or wide receiver cut diagonally across the field to outrun the defenders. As you do this the field appears to tilt slightly.
 - [] To run a post right route properly, first push the joystick forward until you hear the receiver take six steps, then move the joystick left and hold for another six steps. Finally pull the joystick back briefly to put the receiver's hands into position to catch the football.
 - [] When you put the receiver through his routes correctly you'll see the ball flying directly toward your receiver's upraised hands.
 - [] You won't see the line on long pass routes such as posts and streaks – you're looking back over your shoulders as the ball approaches your hands – and if you don't make the one-step cut-back.
 - [] If your receiver isn't covered too closely by his defender, he'll have a reception. Often, however, you'll run a perfect route only to come up empty-handed. The cornerback or safety can hit you from behind, knocking the ball loose. Or one of the defensive backs can dive in front of you and intercept the ball or bat it into the ground.
 - [] When you've taken the wrong number of steps or run too slowly or quickly, you'll see the ball fly untouched to the right or left, out of reach of your receiver's upraised hands.
- [Coach calls]
- The offensive team is assessed a five-yard "delay of game" penalty when it's coach fails to call a play before the 30 seconds clock runs down. The referee will blow his whistle and a DELAY OF GAME PENALTY message will appear on the scoreboard.
- When the defensive coach forgets to make a call before the 30-second clock runs out, the defense automatically reverts to the play it used on the previous down.
- Both coaches can call an "audible" – that is, change from the initial play to a second one – within four seconds after the offense makes it's original selection. This means a team runs the last play selected, not the first. Audibbling allows opposing coaches to keep each other off balance!!

[Kickoffs and Punts]

- The objective when kicking off and punting is to kick the ball as far as possible. You want your opponent to begin his drive forward as deep in his own territory as possible. Although they may appear different, kickoff and punting motions are similar.
- Prior to kickoffs, you'll see the kicker make his approach to the ball, then swing his right leg into the ball. The kicker will now kick the ball without any assistance from you if you wish. However, you may control the distance of the kick by pressing the joystick button at this point.
- Prior to punts, the kicker is standing 15 yards behind the offensive line, with his hands visible in the lower portion of the screen. You control the timing of the kick by pushing the joystick button. If you don't press the button (that is, kick the ball) a defender will block your kick.
- You'll get maximum distance from kickoffs and punts by pushing the button the instance the kicker's foot hits the ball.

[Returning Kickoffs and Punts]

- Kickoff and Punt returns are your opportunity to generate some excitement, and really open the game up. You'll be running in the open field, where the action is usually one-to-one... just a defender between you and the goal line. These situations demand quick lateral movement and effective use of the stiff-arm to avoid would-be tacklers.
- Kickoff and punt plays both begin from behind the kicker. Immediately after the ball is kicked into the air, the field of vision rotates 180 degrees, and you'll be looking at the field from the returner's perspective. His hands are extended up from the bottom of the screen with the ball flying toward them, and the kicking team charging at him!
- Start moving your joystick forward the instant you catch the football, pushing it forward, diagonally, or sideways to avoid tacklers. Don't forget to push the joystick button to speed up while running right or left, and use the stiff-arm to knock pursuing defenders out of the way.

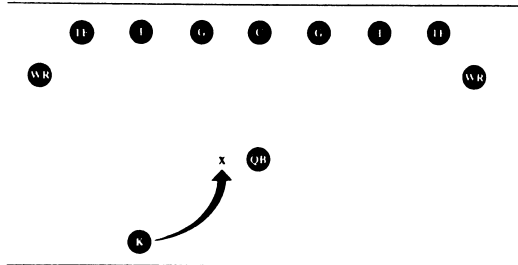
[Turning the Ball Over]

When the ball changes hands – for example, when Player 1 fails to get a first down after four plays, misses a field goal attempt, throws interception, punts, or scores – the player's position in the PLAY SELECTION chalkboard are reversed. Whenever the ball changes hands – for example, after a kickoff or turnover – if the defensive coach doesn't choose a play, the computer chooses one for him. From then on, if he fails to choose a play, the play used on the previous down is selected automatically.

[Kicking Field Goals and PATs]

When you select **FIELD GOAL** from the play-selection list or score a touchdown, your team subsequently lines up in the place-kick formation:

Field Goal Formation



In this formation, the holder is about seven yards behind the line of scrimmage, with the goal posts and crowd in the background. As in a regular *GFL Championship Football* play, the centre snaps the ball automatically. The kicker moves forward and kicks the ball on his own, without assistance from you. To get maximum distance – and avoid a blocked kick – you must control his approach and kick with your joystick and joystick button. Push the joystick right to move the kicker toward the ball, then push the button to kick it.

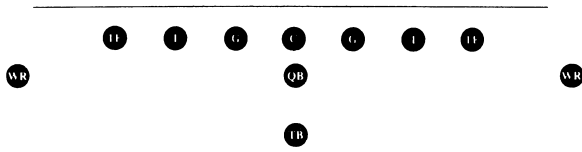
Timing is critical when kicking field goals and points after touchdown (PATs). As with kickoffs, you'll get maximum distance with your place kicks when you push the joystick button just as the kicker's foot reaches the ball.

As in real American Football, your chances of kicking the ball through the uprights diminish as you move farther away from the goal line (the farthest you can kick a field goal is 65 yards). These odds are controlled by your timing – when you push the joystick button – and by actual game percentages programmed into *GFL Football*. When figuring out the distance you need to kick a field goal, remember to add 17 yards (10 for the depth of the end zone, seven for ball placement behind the line of scrimmage) to the "yards to goal" figure on the scoreboard.

Offensive Plays

- [] In plotting your offensive game plan, you can select from a variety of plays – long and short passes, sweeps right or left, a draw, a punt or a field goal – just as you would if you were on the gridiron! Some offensive plays – the traps and blasts – are best suited to short yardage gains. Others – the streaks and post and flag pass patterns – are geared toward big pickups.
- [] The offensive plays available to you are all run from the basic formation shown below:

The Basic Offensive Formation



LEGEND:

- QB-Quarterback
- LB-Outside Linebacker
- WR-Wide Receiver
- TE-Tight End
- C-Center
- G-Guard
- T-Tackle

- [] The main offensive line is made up of the **Centre (C)** with a **Guard (G)** either side of the C, a pair of **Tackles (T)** outside of each G and two **Tight Ends (TE)**. In the backfield are the **Quarterback (QB)** who stands behind the C so he can take the C's snap; the **Tailback (TB)** who lines up several yards behind the QB; and two **Wide Receivers (WR)** who line up approx. 10 yards to either side of the QB and a yard behind the line of the scrimmage.

- [] Once play begins, you'll be called upon to manoeuvre the TB or one of the WR (depending upon your choice of play) with your joystick. Push the joystick forward to run downfield or left or right to move laterally towards the sidelines. Your TB and WR can't run backwards while eluding defenders, but they do have two other special moves: You can make them faster when they are running laterally and you can have them throw a stiff-arm at a defender.

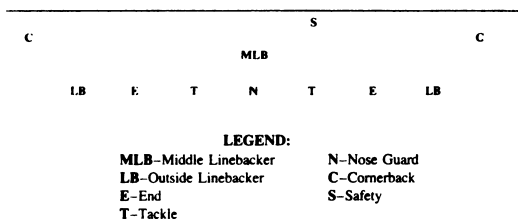
[Running Faster and Stiff-arm]

To make the ball carrier faster, push and release the joystick button rapidly as you move him left or right (be careful of running laterally too long, as a defender will eventually run you down from behind). To have the ball carrier throw a stiff-arm, jerk the joystick rapidly in the direction from which the defender is approaching. You must time this movement to match exactly the start of the defender's leap or he'll tackle you.

The Defensive Plays

- [] As a defensive co-ordinator, you can use a number of formations – set up a "nickel", run a "blitz", or shift your secondary right or left – when trying to stop the offense.
- [] Because the computer – not you – controls the movement of all the defensive players once a play begins, it's extremely important that you set up your defense in the right formation before a play begins.
- [] Calling a defensive play that leaves your players out of position can mean giving up a big gain or touchdown and the difference between winning and losing.
- [] Your defense operates according to the following basic formation:

The Basic Defensive Formation

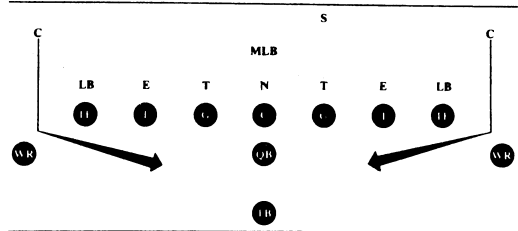


LEGEND:

- MLB-Middle Linebacker
- LB-Outside Linebacker
- E-End
- T-Tackle
- N-Nose Guard
- C-Cornerback
- S-Safety

- [] Up front, the basic defense comprises a **NOSE GUARD (N)**, two defensive **TACKLES (T)**, two defensive **ENDS (E)**, and two outside **LINEBACKERS (LB)** who line up outside of and slightly behind the linemen. A **MIDDLE LINEBACKER (MLB)** who lines up behind the N, two **CORNERBACKS (C)** who usually cover the offense's wide receivers, and a **SAFETY (S)** who covers an assigned area (or zone) make up the defensive backfield.
- [] When play begins, the N is directly over the offensive centre, with each outside LB covering the right ends. From the basic formation illustrated above you can run an **Inside** or **Corner Blitz**, **Roll** your S or one of the C right or left, or call the **Nickel**.

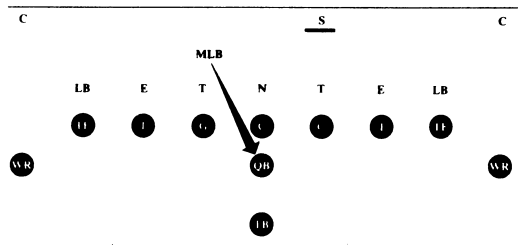
Running a Corner Blitz



[Running a Corner Blitz]

A corner blitz calls for one of the corner backs to run directly toward the quarterback. For example, on a left corner blitz, the left corner rushes the QB.

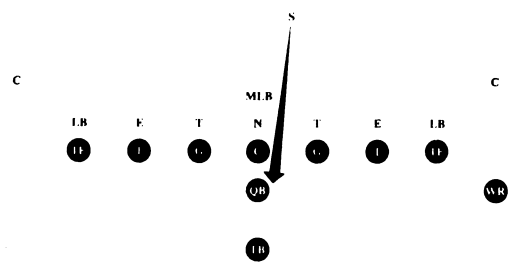
Running an Inside Blitz



[Running an Inside Blitz]

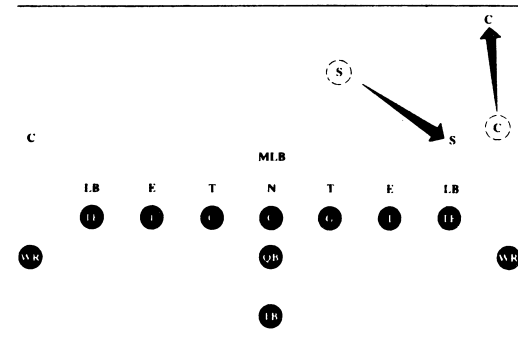
An inside blitz calls for the middle linebacker to dash through the line toward the quarterback rather than drop back in pass coverage. On an inside blitz right, for example, he'll go through the hole between the centre and right guard.

Running a Safety Blitz



[Running a Safety Blitz]

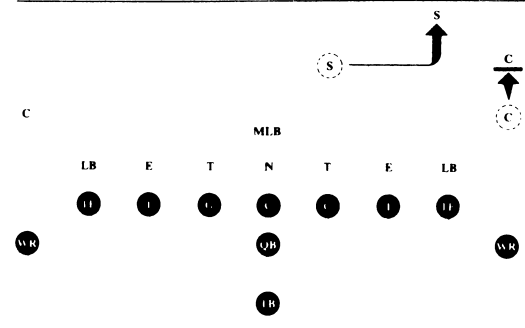
A safety blitz calls for the safety to shoot the gap between the offensive centre and guard in pursuit of the ball.



[Safety Roll Right/Left]

(S) indicates that the safety lines up on the side of the field you specify in your call – that is, he'll be on the right side for a safety roll right, on the left for a safety roll left. On a safety roll, the safety lines up on the right or left side and, at the snap of the ball, rolls right or left (depending upon your selection) into the "flat" just behind and outside of the linebacker. The cornerback on that side drops off into the deep zone behind the safety.

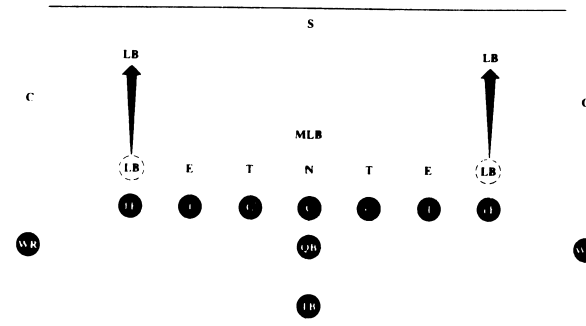
Corner Roll Right/Left



[Corner Roll Right/Left]

(S) indicates that the safety lines up on the side of the field you specify in your call – that is, he'll be on the right side for a corner roll right, on the left for a corner roll left. On a corner roll, the cornerback (right or left, depending upon your selection) rolls up into the flat zone just behind and outside of the linebacker. The safety, who lines up on the side you've just indicated, drops off into a deep zone.

The Nickel Defense



[The Nickel Defense]

In the nickel formation, the two outside backliners drop back into pass coverage during a pass play and drop slightly off the line on a running play. This creates a five-player ("nickel") defensive backfield, ideal for use in obvious passing situations. Be careful when you call the nickel; placing five defenders in the backfield weakens the defensive line, and you'll probably give up a big gainer if the offense surprises you with a running play.

THE GAMESTAR TEAM
GFL Championship Football was
 Designed by Scott Orr, Dennis Kirsch and Mark Madland
 Developed for Commodore 64 range by Dennis Kirsch
 Developed for Spectrum and Amstrad range by Mr. Micro
 Player's Guide edited by Elaine Dean

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