

# CHAMPIONS

## ENGLISH INSTRUCTIONS (AMSTRAD, COMMODORE 64 & SPECTRUM)



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# CHAMPIONS

## IMPORTANT

### 1) No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of the games in this compilation becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

**Any fool can copy software...  
It takes a little more intelligence not to**

### 2) Virus

All disks in this compilation are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the disks only to Krisalis Software Ltd. Krisalis always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to prevent subsequent virus infection. Always leave the disks write-protected and switch off your computer for at least 30 seconds before loading the game. Additionally, it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus-killers. Any disks which have become damaged in these ways will be replaced at a cost of £3.00. Return the disks only, enclosing a SAE.

1

## Champions MANCHESTER UNITED EUROPE

### iii) Manager

Change the name of the manager by clicking on this. Use keyboard to type in a new entry.

### iv) Players

4 player option only with Joystick adapter (ST & Amiga only). Clicking on this allows you to set the number of human controlled players in the arcade section. The players represent, from left to right, MUFC outfield players, MUFC goalkeeper, opposition outfield players and opposition goalkeeper. Clicking on any of these toggles between human and computer control.

### v) Tick

Click on this to leave the preferences section.

### c) Blackboard

This icon takes you to the tactics section. Upon selection, move the ball pointer between MUFC and the opposition team to view formation, team selection and skill levels. On the right of the screen are 4 slide bars. These represent the skill levels of Goalkeeper, Defence, Midfield and Attack for the respective team. By clicking on the plus and minus symbols, you may adjust the pointer to represent the skill rating. Clicking on the 2 arrows at the top of the screen will cycle through the formations available to you. Moving over any shirt will display the member of your squad currently picked to play in that position. Pressing the fire button at this point will allow you to swap the player for any other squad member by moving up and down the list and pressing fire again. Team and formation selection is only available for Manchester United.

Click on the tick to exit this section.

### d) Statistics

Selecting the MUFC player at this point displays your player statistics.

The icons at the top represent, from left to right, the players goal tally (goals conceded in the case of a goalkeeper), Stamina levels, skill levels (from a total of 255 maximum on 16 Bit, 100 maximum on 8 Bit), yellow and red cards and games played in the current tournament. Move the joystick up and down to select players. Names may be changed by using keyboard to type on 16 Bit, or pressing left or right and typing on 8 Bit.

4

## Champions

## MANCHESTER UNITED EUROPE

## CREDITS

### Game Design

Peter Harrap, Neil Adamson,  
Tony Kavanagh

### Programming

Peter Harrap, Shaun Hollingworth,  
Mark Inckley

### Graphics

Neil Adamson & Mark Harrap

### Music

Matt Furniss

## INTRODUCTION

In February 1990, Krisalis Software launched Manchester United The Official Computer Game to great critical acclaim. The game has since sold over 100,000 copies and is still proving to be a must purchase for all football fans.

Over the past 12 months we have received over 4000 reply cards from our customers who as well as telling us how much they enjoy playing Manchester United, provided us with many helpful hints for the follow up. Without exception all asked for a European edition.

We also collected all other requests which came down to 15 major points, all of which have been implemented in Manchester United Europe.

## LOADING THE GAME

### CBM 64

Disk Load """,8,1  
Cassette Shift + Runstop

### Spectrum

Disk select loader option  
Cassette (128K Only) LOAD""

### Amstrad

Disk ! CPM (press Shift @ Key followed by CPM)  
Cassette Control + Enter

## CONTROLS

	Player 1	Player 2
CBM 64	Joystick 1	Joystick 2
Spectrum	.	.
Amstrad	.	.

2

## Champions MANCHESTER UNITED EUROPE

### e) Friendlies

A single match may be played at any time, against any team in the game, by moving up or down through the list and pressing fire. To exit, move the joystick left or right. Confirm your selection by clicking the tick icon the presentation screen. Human and computer control of the two teams is also shown here; and clicking on the cross will allow you to quit if the choices are not to your liking.

### f) Cups

Click on any trophy to view the current state of play in each competition. Moving up and down shows the full draw and moving left and right shows all rounds and results so far.

### g) Cross

Clicking on this gives you the option to quit the current season and start again.

### h) Tick

Clicking on this will take you to the presentation screen for your next cup match (providing you are still in the cup). You may exit by clicking on the cross or proceed to the match section by clicking on the tick.

## PLAYER CONTROL

The player nearest the ball at any time is highlighted. This changes as the ball moves around the pitch. By moving the joystick the highlighted player moves in the chosen direction.

To gain possession of the ball the player can challenge by interposing an opponent as he runs with the ball. You may challenge an opponent by use of a sliding tackle, this is performed by pressing the fire button as you run to tackle for the ball. A successful sliding tackle will result in you gaining control of the ball, an unsuccessful sliding tackle may result in a foul and a caution from the Referee.

## KICK LOGIC

**Quick Shot:** A quick press of the fire button will produce a power shot in the direction you are travelling (with no after touch control).

5

**Controlled Shooting:** You will notice that pressing and holding the fire button as you run with the ball takes away your ability to change the direction in which the player is travelling but not your ability to kick the ball in any direction you wish including back kicks. To produce a controlled shot hold down the fire button to select the strength of shot. While holding down the fire button move the joystick in the direction you want the ball to go, then move the joystick to the neutral (centre) position and release fire.

### Aftertouch:

Aftertouch emulates a curl shot that a skillful player in real life would produce when kicking the ball.

After releasing the fire button you have a short time to select aftertouch mode. This is selected by immediately moving the joystick in the direction listed below:

Up	- Keeps the shot on the ground
Up right	- Ground shot with curl to your left
Up left	- Ground shot with curl to your right
Right	- Power shot with left curl
Left	- Power shot with right curl
Centre	- Power shot
Down right	- Chip with left curl
Down left	- Chip with right curl
Down	- High chip

### One Touch Play:

If the ball is free and off the ground you can play one touch football. By running in the direction of the ball and then holding down the fire button you will produce one of three actions:-

1. If the ball is at waist height you will attempt a volley shot.
2. If the ball is at head height you will attempt a power header.
3. If the ball is on the ground you will attempt a sliding shot.

All three actions can produce spectacular goals or passing shots.

### Corner Kicks:

Move target to where you want the ball to go and press fire to make the shot. Use aftertouch to control the ball.

### Free Kicks:

Move target to where you want the ball to go. Press fire to make the shot. Use aftertouch to control the ball.

6

## Champions

## MANCHESTER UNITED EUROPE

Amstrad with one joystick port, use keyboard for player 2.

F8. Up, F2. Down, F4. Left, F6. Right, F5 or Enter. Fire.

**Important Note:** +2A and +3 owners may experience difficulty when using 2 joysticks, as there may be some cross over of commands. This is due to a hardware fault in some computers.

## THE MANAGEMENT SECTION

a) Upon loading select the appropriate language by moving the ball to the relevant flag and clicking the joystick fire button.

b) To restore a previously saved game, click whilst the ball is over the disk icon. Alternatively, select any of the three European trophies to enter this competition and begin a new game. If you wish to change your mind after competition selection, move the ball over the "cross" icon and click. To proceed, press fire over the "tick" icon. This will take you to the main control menu.

## MAIN CONTROL MENU

This screen contains the following icons:-

### a) Disk

This icon allows you to save your current game position to disk or tape, depending on machine type. To cancel, and return to the main menu, click on the "cross" icon.

### Spectrum, C64, Amstrad CPC

Follow on screen prompts to save game.

### b) Question Mark

Clicking on this icon takes you to the game preference section. The screen contains the following options:-

#### i) Clock

Clicking on the plus and minus symbols will increase or decrease the length of the match in the arcade section (8 bit machines have single button). This is the total match length in real time.

#### ii) Pitch

Use this icon to set whether you wish to play the arcade section of the game, or let your computer decide your result, depending on the strengths of both teams.

3

## Champions MANCHESTER UNITED EUROPE

### Throw Ins:

Move target to where you want the ball to land and press fire to throw.

### Penalties:

If you have been awarded a penalty move the joystick in the direction you wish to take the penalty. Press fire and the player taking the penalty will run for the ball. Use aftertouch to control the ball.

### Goalkeeper:

If you have selected to take control of the goalkeeper at the menu screen (selected versions) use the following joystick control method. Using the eight directions of the joystick move the keeper around the play area, pressing the fire button will enable the keeper to save or collect the ball by the most appropriate method at the time dependent on the position of the ball.

### Goalkeeper Penalty Control:

If a penalty has been awarded against you then use the following control method:-

1. Fire and up - Dive away from you
2. Fire and down - Dive towards you
3. Fire - Keeper will defend the middle of the goal mouth.

### Substitutes:

You can make up to two substitutions in any game. You have four substitutes on the bench to select from.

### CBM 64, Spectrum & Amstrad CPC

Displayed on the screen is the letter S representing the number of the substitute and the letter P representing the number of the player to be substituted. This is duplicated for both teams.

### Player 1 (MUFC) CBM 64

Key 1 - To cycle through the number of the player to come on.

Key 2 - To cycle through the number of the player to come off

Key Q - Press to confirm.

7

## Champions MANCHESTER UNITED EUROPE

Player 2 (other) CBM 64	Key O - To cycle through the number of the player to come on. Key P - To cycle through the number of the player to come off. Key L - Press to confirm.
Player 1 (MUFC) Spectrum	Key A - To cycle through the number of the player to come on. Hold down symbol shift key and press Key S - To cycle through the number of the player to come off. Key D - Press to confirm
Player 2 (other) Spectrum	Key J - To cycle through the number of the player to come on. Hold down Cap shift and press Key K - To cycle through the number of the player to come off. Key L - Press to confirm
Player 1 (MUFC) Amstrad CPC	Key A - To cycle through the number of the player to come on. Key S - To cycle through the number of the player to come off. Key D - Press to confirm
Player 2 (other) Amstrad CPC	Key A - To cycle through the number of the player to come on. Key K - To cycle through the number of the player to come off. Key L - Press to confirm

The substitution will be made at the next break in play.

## 8

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

### PLAYING THE GAME

Select the language version you require by moving the pointer over the appropriate flag and pressing **FIRE**. 8 Bit versions (Select language).

*Jahangir Khan's World Championship Squash* offers you the opportunity to play either as one or two players or spectate on matches. One player plays as Jahangir by default (though this can be deselected), and it is possible to have human control over other entrants into the competitions.

You have the option to play in either **Club Tournament** (league) or **World Championship** (knockout) competitions. Select the icon for the game type you wish to play – (the left icon with the cup is for the World Championship). Return to this screen by pressing **ESCAPE** on the **Club** or **Championship** main selection screens.

### 8 Bit versions

<b>Cassette</b>	Club Level Side A	World Championship Side B
<b>Disk</b>	Club Level Side A	World Championship Side B

### Club tournament

This is organized as a series of up to 8 rungs. Each rung has 4-6 players, and functions as a miniature "league", with each player in a rung playing all the others. At the end of a league cycle, the top 2 players in each rung are promoted, the bottom 2 are demoted.

### Main selection screen

This offers:

- 1) The Rungs (Ladder Icon)
- 2) Membership (Membership Card Icon)
- 3) Options (Ball on Racket Icon)
- 4) Game Restore (Tape/Disk Icon)
- 5) Schedule (Player vs Player Icon)
- 6) Play Match (Racket)

## 12

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

### CREDITS

Programming	Andy Ware Simeon Pashley Shaun Hollingworth
Graphics	Neil Adamson Dave Colledge
Music	Matt Furniss

### JAHANGIR KHAN – PROFILE

#### The Sportsman

Jahangir Khan is one of the world's most successful sportsmen. World Squash Champion six times, and winner of nine successive British open squash titles, he continues to break world records with his achievements.

Born in Karachi, Pakistan in December 1963, he learned to play squash at the age of seven, a very natural step for the son of a former British Champion, his father Rossan Khan, who won the title in 1957.

At fifteen he won the World Amateur Squash Championships, and at seventeen became the youngest ever professional World Champion. Since then he has won every squash title in the world, and over a six year span played in over 500 international matches without a defeat – an achievement unique in world sport.

### INTRODUCTION

This is the latest in a fine line of quality sport simulations from Krisalis Software, and offers a wealth of game features and options around an immensely playable, faithful and addictive squash simulation.

Squash is a simple game to understand and is regularly played by hundreds of thousands of enthusiasts around the world. Although it is an easy sport to get into, it can take years to attain the levels of fitness and expertise to become a world ranking player.

## 9

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

#### 1) The Rungs

- a) Racket – Begin next league cycle (if old cycle is completed)
- b) Eye (Watch) – Highlight a player to spectate on all his future games (click again to de-select him).
- c) Bargraphs – Check player stats. If this is a human player, you may change his control method:
  - i) Normal – Press Fire to play stroke. Control stroke manually
  - ii) Easy – Automatic shot stroke. Service always correct
- d) Arrows – Scroll ladder.
- e) SRA (Squash Rackets Association) icon – Exit sub-menu

#### 2) Membership – Club List

- a) Eye – Watch player's matches (as above)
- b) Empty-eye – Turn off all watched players
- c) Joystick/Human – Turn a computer player into a human player and vice versa.
- d) ? String – Change a player's name
- e) Bargraph – Player's stats
- f) Two players – Play practice match against computer or human.
- g) SRA icon – Exit

#### 3) Options

- a) Ball – Ball type (Blue = bounciest)
- b) Clock – Set best of 1, 3 or 5 games

- c) ? – 1 ball (one service only, "New Rules")  
2 balls (two serves, "Old Rules")
- d) Ladders – Change number of rungs in ladder (2-8)
- e) Rung – Change number of players in each rung (4-6)
- f) SRA icon – Exit

**Note** (d) and (e) are only available at the start of the league.

#### 4) Tape/Disk

- a) Format disk
- b) Load a game
- c) Save a game (only to disks formatted by (a))
- d) Restart league series
- e) SRA – Exit

## 13

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

### RULES

**The Court** A squash court is rectangular in shape with the back floor divided into two halves and a service box at the front of each of these halves. The distant wall is marked with a horizontal service line (the "Cut"), and another parallel line just above the floor (the "Board") with the "Tin" below this.

#### Service

All serves are taken from within the appropriate service box and must bounce off the distant wall, above the Cut, before landing in the opponent's half of the court. However, the ball can be returned before touching the ground. There is an option to allow for a second service ("Old Rules").

#### Rallies

The ball can bounce any number of times off any walls, before or after hitting the end wall. It may then bounce once only on the ground before it must be returned, or it may be volleyed.

#### Scoring

A rally is won if the ball bounces more than once on the ground before your opponent can return it, or they fail to hit the end wall in the required area. Service is then transferred to the rally winner, or if they already have service, then they will be awarded a point. The winner is the first player to 9 points. If the score gets to 8 all, the receiving player has the option to play up to 9 ("No Set") or 10 ("Set Two").

### LOADING THE GAME

<b>CBM 64</b>	Disk <b>LOAD**</b> , <b>8,1</b> Cassette <b>SHIFT + RUNSTOP</b>
<b>AMSTRAD</b>	Disk <b>1 CPM</b> (Press Shift @ Key followed by CPM) Cassette <b>Control + Enter</b>
<b>SPECTRUM</b>	Disk Select loader option Cassette (128K Only) <b>LOAD**</b>

## 10

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

#### 5) Schedule screen

This shows the full game schedules, with the next match to be played highlighted at the bottom of the list.

- a) Arrows – Next/Previous page
- b) Eye – Watch a single match
- c) Cross – Postpone a match until the end of the schedule
- d) SRA – Exit

#### 6) Play match

This will display the players. If the game involves human players, then they will use their appropriate controls, otherwise you will only spectate on this game (this occurs when you earlier selected the **Watch Player** or **Watch Match** option). If a human player wins a Club or Championship match, he will be given the option to improve one of his game skills.

The game screen displays the ball type in the top-right hand corner of the screen (Not CPC Amstrad) and the scoreboard on the top-left. The large digits are the game score, the smaller digits above these are the game totals. In-game information is displayed below this.

### World Championship main selection screen

This section is the knockout. You must progress through to, and ultimately win, the World Championship final.

The icons function in an identical manner to the league, with the following exceptions:

- a) You cannot control the ladders/rungs
- b) You cannot enter a human player once the knockout has started
- c) The rounds of the knockout and qualifiers are displayed
- d) The Squash Rackets Association (Exit) icon is replaced by a swap screen icon.

## 14

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

### CONTROLS

Use either joystick or keyboard  
To quit a game press **SHIFT + Q**

### CBM 64

Joystick only *(As Amiga/Atari ST)*  
Helpline on Icons *H*

### Spectrum/Amstrad

Joysticks as for Amiga/Atari ST. Keyboard simulates joysticks.

	<b>Spectrum</b>	<b>Amstrad</b>
Joystick 1 Up	<i><b>W</b></i>	<i><b>F8</b></i>
Joystick 1 Down	<i><b>X</b></i>	<i><b>F2</b></i>
Joystick 1 Left	<i><b>A</b></i>	<i><b>F4</b></i>
Joystick 1 Right	<i><b>D</b></i>	<i><b>F6</b></i>
Joystick 1 Fire	<i><b>F</b></i>	<i><b>F5 or ENTER</b></i>

Joystick 2 Up	<i><b>U</b></i>	<i><b>W</b></i>
Joystick 2 Down	<i><b>M</b></i>	<i><b>X</b></i>
Joystick 2 Left	<i><b>H</b></i>	<i><b>A</b></i>
Joystick 2 Right	<i><b>L</b></i>	<i><b>D</b></i>
Joystick 2 Fire	<i><b>ENTER</b></i>	<i><b>SPACE</b></i>
Helpline on Icons	<i><b>H</b></i>	<i><b>H</b></i>

**Important Note** *+2A and +3 owners may experience difficulty when using 2 joysticks. If this occurs please ensure that player 1 uses the joystick and player 2 the keyboard.*

## 11

## Champions JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

### Arcade Section

**To serve** If your opponent is standing in the left hand back quarter waiting to receive a service, move the joystick left and forward to make a power shot, left and back to make a lob shot. Holding the joystick in this way and pressing fire will start the game. (The ball must hit the front wall and bounce in your opponent's back quarter to be a successful serve, unless your opponent returns your service before it hits the back quarter) – for a right hand serve reverse the procedure.

**Rallies** After a successful service has been made, use your joystick to move your player to the position you estimate the ball will land – at this point hold down the fire button and move the joystick. Left makes a standard left bias shot, left and up to make a left bias power shot, left and down to make a left bias drop shot. Right makes a standard right bias shot, right and up to make a right bias power shot, right and down to make a right bias drop shot. Up makes a straight power shot, down makes a straight drop shot, with joystick centered makes a standard shot.

If you have selected the easy option you will only have to move your player to the correct position and the return shot is automatic but the shot bias will be in the direction of the current joystick position.

You start off in the bottom rung of your Club League and you must work your way up the ladder to become Club Champion (it is advisable to become proficient at Club level before playing in the World Championships).

### Good Luck!

## 15