

EUROPEAN II

INSTRUCTIONS

LOADING:

SPECTRUM – Type **LOAD ""** then Press **ENTER** and Start the Tape

COMMODORE – Press the **SHIFT** and **RUN/STOP** keys Simultaneously

AMSTRAD – Press the **CONTROL** and **ENTER** keys Simultaneously

European II is a Knockout Competition. Each Round including the Final is played over 2 Legs.

After loading **European II** you can either Select a Skill Level from 1-7 or you can Enter your own Ability rating (3-9) for each Player in your Squad (eg. if you are transferring your Squad Details from **Premier II**). You must Enter details for at least 15 Players. If you do not want a full 16 man Squad Enter X for Player No. 16.

You are Team No. 1
Squad Details:

D = Defence

M = Midfield

A = Attack

P = Indicates player selected

A = Ability F = Form G = Goals

The Goal Scoring Ability (GSA) rating of 2-6 for both Teams is displayed on the **MATCH SCREEN** and is based on: Team Morale, Ability for Defence, Midfield & Attack, Total Team Form, Total Goals Scored and Home Advantage.

Note: The GSA is only a guide to which team is more likely to score based on current Form and Ability etc., but there are no certainties in Football.

Discipline Points – Booking = 3 Pts. Sending Off = 6 Pts.

A Player with 6 or more Pts. will be Banned for one Match.

Away goals count double if the scores are level after 2 Legs. If the scores are still level the match will go to Extra Time. If Extra Time doesn't produce a Winner the Match will go to a **PENALTY SHOOT-OUT** with each Team taking 5 penalties. You will select Players from your **TEAM** to take the penalties including **SUDDEN DEATH PENALTIES** if necessary.

MENU SELECTION "SAVE GAME" – For Saving and Loading a Saved Game.

SPECTRUM – Prepare a cassette to record the Full Program and Data, Press **PLAY & RECORD** on your cassette player, then Press any key. To Load a Saved game type Load "".

COMMODORE – Prepare a cassette to record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD**. To Load a Saved Game – Load the Master Tape as usual, then insert your Saved Game and under Menu Selection "**SAVE GAME**" press to Load and then Press **PLAY** on your cassette player.

AMSTRAD — Prepare a cassette to Record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD** and any key. To load a saved Game — Load the Master Tape as usual, then Insert your Saved Game and under Menu Selection "**SAVE GAME**" press to Load and then Press **PLAY**.

EUROPEAN II can also be played as a companion game to **PREMIER II**.

PREMIER II is another Great Strategy Game from E & J Software. You are the Manager of a top Club in the New Premier Super League. The Directors demand success and you are under pressure to produce a Championship Winning Team. Can you succeed at the highest level in Football Management and win the Premier Championship? Plus — transfer your Premier League winning squad to **EUROPEAN II** and try for a unique Double.



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EUROPEAN CUP STRATEGY GAME

FEATURES

7 Skill Levels – from easy to impossible?

Team Selection – from Squad of 15

Change Names – Players/Teams

Home & Away Legs – All Rounds

Full Results Table – All Matches

Half Time & Full Time Scores – All Matches

Disciplinary Table – Shows Match Bans

Away Goals Count Double – If Drawn

Extra Time – If Drawn after 2nd leg

MATCH FEATURES

Match Clock – Corners – Free Kicks – Penalties – Named & Recorded Goal Scorers & Goal Times – Injuries – Injury Time – Disallowed Goals – Bookings – Sending Off – 2 In-match Substitutes – **& MORE.**

SPECIAL FEATURE: Full Penalty Shoot-Out If Scores are Level after 2 Legs & Extra Time – Select 5 Players to take Penalties + More if **SUDDEN DEATH PENALTIES** necessary.

PLUS Pre-Match Team Report, Printer Option, Save Game **& MORE.**

