Championship Special



REALISTIC MATCHPLAY.
FULL DIGITISED ACTION PICTURES (16-Bit).
AUTHENTIC ACTION, THRILLS, SKILLS AND LUCK.

BESONDERHEITEN DES SPIELES WIRKLICHKEITSGETREUES FUSSBALLSPIEL. KOMPLETTE, DIGITALISIERTE HANDLUNGSDARSTELLUNG (16-Bit). AUTHENTISCHER SPIELVERLAUF, SPANNUNG, ECHTES KÖNNEN UND GLÜCK.

JEU DE MATCH REALISTE. IMAGES DE L'ACTION TOTALEMENT (16-Bit). ACTION, FRISSONS, TECHNIQUES ET CHANCE AUTHENTIQUES.

CARATTERISTICHE DEL GIOCO RIPRODUZIONE REALISTICA DI UNA PARTITA DI CALCIO. IMMAGINE DELL'AZIONE PIENAMENTE CODIFICATA (16-Bit). AUTENTICITA' NELLA RIPRODUZIONE DI AZIONI, EMOZIONI, ABILITA' E FORTUNA.

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GRANDSLAM

ENGLAND

Championship Special



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PLAYER ATTRIBUTES

PLAYER	SKILL	SPEED	AGGRESSION	STRENGTH
Goalkeepers				
CHRIS WOODS	5	5	5	4
DAVID SEAMAN	5	4	4	5
NIGEL MARTIN	4	4	3	3
Defenders				
LEE DIXON	4	3	4	4
GARY STEVENS	4	5	4	4
STUART PEARCE	5	3	4	5
TONY DORIGO	3	4	4	4
DES WALKER	4	4	4	4
MARK WRIGHT	4	4	4	4
PAUL PARKER	5	5	3	4
TONY ADAMS	3	4	4	4
Midfield				
TREVOR STEVEN	4	3	4	5
STEVE HODGE	4	4	4	4
NEIL WEBB	3	3	3	4
PAUL GASCOIGNE	4	5	4	5
DAVID PLATT	4	4	4	4
BRYAN ROBSON	5	3	5	3
Forwards				
GARY LINEKER	5	5	4	4
PETER BEARDSLEY	5	4	4	4
IAN WRIGHT	4	5	3	3
STEVE BULL	3	4	4	5
CHRIS WADDLE	5	4	4	4
JOHN BARNES	5	4	4	4

ENGLAND
CHAMPIONSHIP SPECIAL

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CREDITS

DESIGNED AND PROGRAMMED BY TIERTEX LTD.
ILLUSTRATION - MIKE WOOD ASSOCIATES
PACKAGING DESIGN - STYLUS DESIGN
MANUAL/GAME DESIGN - GAWAINE TAYLOR,
GRANDSLAM VIDEO LTD.
SPECIAL THANKS TO THE ENGLAND TEAM SQUAD
THE FOOTBALL ASSOCIATION AND JON SMITH.

ENGLAND CHAMPIONSHIP SPECIAL

GAMEPLAY

Championship Special is the all new action football game that allows you to simulate and experience all the thrills and excitement against the top European teams in an International Championship Tournament from qualification through to the finals.
To ensure maximum realism you can choose the other seven teams that make up the two groups from any of the European International Teams including choosing individual players for both teams. In this action game you can write footballing history. Can England maintain its 1990 World Cup success? Can Germany win the European title? What about Italy, France, Spain and the rest of Europe?

YOU ARE IN CONTROL - CAN YOU WIN?

You play three group matches and if successful you will qualify for the semi-finals.
Success in the semi-finals will gain you the chance to play for the prestigious title, 'CHAMPIONS OF EUROPE'.

During the group matches the following points are awarded:
Two points for a win.
One point for a draw.
The two teams who gain the most points during Group games will go through to the Semi-Finals.
Semi-Final matches are played as follows:
The winner of Group 1 will play the runner-up of Group 2
The winner of Group 2 will play the runner-up of Group 1.
These are knockout matches, with extra time being played as and when necessary.
The two Semi-Final winners go forward to the Final. Should this match end in a draw, extra time is played. Should there still be no result at the end of extra time, the tournament result will be decided on a penalty 'shootout'.

LOADING INSTRUCTIONS

NOTE FOR ST, AMIGA AND PC OWNERS
To remove the risk of virus infection of your ENGLAND FOOTBALL disk, please ensure that the computer is switched off for at least 30 seconds before running the game.
Please ensure also that the disk is write protected.

AMIGA/ATARI ST.
Insert disk and switch on computer.

IBM-PC/COMPATIBLES.
Follow normal startup procedure. At A> prompt, insert disk and type: <RETURN>. The game will load and run automatically.

C64/128 CASSETTE.
Press SHIFT/RUNSTOP keys simultaneously. Press PLAY on tape recorder and follow onscreen prompts.

C64/128 DISK.
Type LOAD"*",8,1 and press RETURN. The game will load and run automatically.

SPECTRUM CASSETTE.
Type LOAD"" or select LOADER from menu (128k only). The game will load and run automatically. Follow onscreen prompts.

AMSTRAD CASSETTE.
Press CTRL and small ENTER followed by any key. Press PLAY on cassette recorder. The game will load and run automatically. Follow onscreen prompts.

AMSTRAD DISK.
Type RUN"DISK and press RETURN. The game will load and run automatically.

PLAYING CHAMPIONSHIP SPECIAL

Player Control
For both teams the player under direct control is highlighted for identification.
Control of the highlighted player continues until movement stops, upon which, the player of the same team who is closest to the ball becomes active/highlighted.

Ball Control
The ball is able to move freely around the pitch when kicked, but as soon as it is within a short distance of any player it will be automatically trapped. The ball is then moved to a position which is relative to the direction in which the player is facing.

Once the player has control of the ball, it will stay in his possession until it is either kicked or taken away by an opposing player in a tackle.

Kicking The Ball
When the player under control has possession, he can kick the ball in the direction faced by pressing and releasing 'FIRE' (joystick/key). The amount of time 'FIRE' is held down, determines the strength of the kick, relative to the strength of that particular player. There is a

maximum amount of time that 'FIRE' can be held down before the ball is automatically kicked.

Heading The Ball
If the ball is close to your player, and in the air, you can head the ball by pressing 'FIRE' (joystick/key). You do not however, have any control over the speed of the ball when heading.

Tackling
Your player can tackle an opponent in two possible ways - either a normal tackle or a slide tackle.
A normal tackle is performed by challenging an opponent face to face. In this situation, based upon the players' relative skill ratings, you have a chance to gain possession of the ball.

Slide tackles are initiated by pressing 'FIRE' (joystick/key) when your player is not in possession of the ball. Again, your chance of gaining possession is governed by the relative skill factors of the two players involved. Warning! By using the slide tackle technique from behind you may commit a FOUL.

Goalkeepers
Goalkeepers are controlled in a similar way as other players, except that if an opposing player is in close proximity of your goalkeeper by pressing 'FIRE' (joystick/key) your goalkeeper will dive in the direction of the ball.

SET PIECES
The various set pieces involved in real live action football matches are all included - Kick Off; Throw-In; Corners; Goal Kicks; Free Kicks and Penalties.
For set pieces, the player in possession controls the direction and speed of the ball by pressing 'FIRE' (joystick/key).

GAME CONTROLS
NOTE: IBM PC/COMPATIBLES; SPECTRUM and AMSTRAD - keys can be redefined if preferred.

ATARI ST/AMIGA (JOYSTICK ONLY)
Player 1 - Port 2.
Player 2 - Port 1.
Pause/Restart - SHIFT and H.
Quit Game - SHIFT and T.

IBM PC/COMPATIBLES
Q - Up.
A - Down.
O - Left
P- Right.
Space - Fire.
Pause/Restart - SHIFT and H.
Quit Game - SHIFT and T.
Analogue and Amstrad Digital joysticks are also supported.

C64 KEYBOARD CONTROLS (JOYSTICK ONLY)
All player controls are by joystick.
Player 1 - Port 1.
Player 2 - Port 2.
RUNSTOP - Pause.
Q - Quit Game.

SPECTRUM/AMSTRAD CPC
Q - Up.
A - Down.
O - Left.
P - Right.
SPACE - Fire.
Pause/Restart - SHIFT and H.
Quit Game - SHIFT and T.
Spectrum users may also use either Sinclair or Kempston joysticks.
Amstrad CPC users may use a joystick