KICK OFF

LOADING DISC

SPECTRUM - Press ENTER on Loader.
AMSTRAD - "Type RUN" and press the ENTER key.

WARNING: Please ensure that the disc is WRITE PROTECTED at all times.

LOADING CASSETTE

SPECTRUM - LOAD"" and press the ENTER key.
AMSTRAD - Press CONTROL and small ENTER key together.

LEAGUE DATA

A pre-formatted disc or blank tape is required for saving the league. The disc or tape are used exclusively to save the league. Any other data may get corrupted.

INTRODUCTION

KICK OFF is an accurate soccer simulation with a full size multi-directional scroll pitch and the markings, goals, etc. in correct proportions. Both teams play the game strictly according to tactics decided at the start of the game.
Kick Off, like real soccer, requires skills in ball control. There is an option to learn these skills without being harrassed by the opposition. The set pieces like corner kicks (choice of 9), passing, sliding tackles, dribbling can be practiced to perfection.
Each player on the pitch has a unique combination of 4 attributes, namely Pace, Stamina, Accuracy and Aggression. An International striker has greater accuracy and acceleration than a Youth level striker. The latter may have more aggression. As you progress through the skill levels, you will need to adapt to different types of players.
The facility to set the skill levels of both teams independently greatly adds to the lasting enjoyment of the game. For a really tough game, you can select a Sunday side for yourself and play against an International side. Playing against a friend, the levels can be set to suit the individual skill and experience.
You can play in a league consisting of 8 teams. The teams in the league are on the whole evenly matched but have different styles of play with players attributes to match that style. The league lasts 14 weeks and there is a Load/Save facility.
You can play against the computer or against a friend. Fouling is penalised by a yellow card and persistent fouling will mean sending off.
There are 12 different referees in the game with varying experience and leniency factor.

CONTROLS

Use joystick or keyboard. (SPECTRUM)

UP	— Q	RIGHT	— P
DOWN	— A	FIRE BUTTON	— SPACE
LEFT	— O	PAUSE	— H

joystick movements and improve his passing skills, corner kicks, etc. and learn to play according to various tactical plans. The corners can be practiced with or without a keeper. Practice as long as you like. Press OPTION key to return to the Main Menu.
PRACTICE PENALTIES - Allows you to take and defend a series of 5 penalty kicks in one or two players mode. Press OPTION key to return to the Main Menu.
PLAY SINGLE GAME - You can play against the computer or a friend. There are 5 skill levels. The skill levels of both teams can be set independently. Press OPTION key to abandon match and return to the Main Menu.
PLAY LEAGUE - The league consists of 8 teams and lasts 14 weeks. Each team in the league has its own style of play.
DURATION - Sets the match duration for a game. The options range from 10 minutes to 90 minutes. The default value is 10 minutes. The match duration must be set before selecting single or league game options.

SUB MENUS

PLAY SINGLE GAME
NUMBER OF PLAYERS Highlight the option by moving JS 1 up and down and press the F.B.

One Player	JS 1	Controls the BLUE team.
Two Players	JS 1	Controls the BLUE team.
	JS 2	Controls the YELLOW team (CBM 64).

SKILL LEVEL - There are 5 skill levels. The skill levels of both sides are set independently. Highlight the selection and press the F.B. There is a gentle breeze which changes direction randomly affecting ball behaviour if both teams play at the Reserve level or above.
TOSS - The winner of the Toss decides whether to play Up or Down the pitch.
MATCH TACTICS - There are four distinct tactics determined by the choice of formations. The players play in their designated positions ready to intercept the opposition and receive passes. The players nearest to the ball run towards the ball. The formations are:

4 - 3 - 3	Defensive Play
4 - 2 - 4	Attacking Play
4 - 4 - 2	Good Midfield Control
5 - 3 - 2	Sweeper Defensive Play

Move JS 1 up or down to highlight the option and press the F.B. In two player mode JS 2 selects the option after JS 1.
The game starts as soon as the selections have been made.

LEAGUE GAME

The league consists of 8 teams and lasts 14 weeks. The league game is played at the NATIONAL level and the sides contain some INTERNATIONAL standard players. Each team has its own style of play and strengths in different departments. Up to 8 players can play in the league and there is a facility to save and load separate leagues.
When the League option is selected, the league table with the names of all the 8 teams is shown. It also shows whether the team is computer or joystick controlled. The table also shows the results of the games and

the points gained. The following options are offered.
MODIFY - Press F.B. to toggle between J/S and C. Select **Done** when all modifications are finished.
LOAD - Loads a previously saved game.
DISC - Highlight the name using the J/S and press the F.B.
TAPE - Insert the cassette in the player. Press PLAY and press the RETURN key.
CONTINUE - Highlights the two teams to play the next match. A new set of options appear. If two J/S are in use, teams are allocated J/S 1 and J/S 2.

SAVE

TAPE - Insert a blank tape in the player. Press PLAY and RECORD key. Press the RETURN key.
DISC - Insert a formatted disc or disc with previously saved leagues in the drive. Press the F.B.
QUIT - Takes you to the Main Menu.
CONTINUE - The indicated game is played.

PLAYER CONTROL

MOVEMENT - The player moves in all 8 joystick directions.
HEADERS - If the ball is in the air, pressing the F.B. will make the controlled player jump. Move the J/S in the direction in which you wish to head the ball when the player is in the air.
TACKLE - Press the F.B.

KEEPER CONTROL

The keeper is computer controlled except when penalty is being taken.

JUMP
DIVE DIVE
DIVE CATCH DIVE
DIVE DIVE
STOOP

Press F.B. to start the move. The longer the F.B. is pressed the bigger the movement.

BALL CONTROL

Kick Off ball controls have been specially designed for ease of use. In a fast moving game and under pressure, there is no time to remember the complicated joystick movements. The action has to be instinctive. You are advised to learn the controls by using the Practice Skills option in the Main Menu.
DRIBBLE BALL - The ball travels in front of the player. The distance it travels depends on the speed of the player when he makes contact with the ball.
SHOOT BALL - Press F.B. **AFTER** touching the ball shoots the ball in the direction the player is facing.

STOP BALL - Press F.B. **BEFORE** touching the ball will stop the ball and give you total control.
PASS BALL - You must STOP the ball before you can pass it. Keep the F.B. pressed and move the joystick in the direction you wish to pass and release the F.B.
Releasing the F.B. when J/S is centred and the ball is stationary, takes you back into Dribble action. The player will turn in the joystick direction and start dribbling the ball in that direction and if F.B. is pressed again, shoot in that direction. The ball will remain stationary as long as J/S remains centred.
CHIP BALL - Reverse the direction of the joystick on making contact with the ball.

SET PIECES
CORNER KICKS - There is a choice of 9 corner kicks. A selection panel appears. Select the option by highlighting it and press the F.B. The computer takes the corner. The arrows on the ball show the direction of the ball movement relative to the goal. The options allow you to curl the ball in or out. A ball kicked at the top will travel on the ground, in the middle at half height and at the bottom to the bar height.
PENALTIES - The angle and the height of the shot are controlled enabling the penalty taker to put the ball anywhere in the net.
There is a bar with a pointer moving rapidly from left to right. This indicates the horizontal position of the ball. The height of the ball is determined by how long the button is pressed before the contact with the ball is made. The longer the F.B. is held down, the HIGHER the ball will travel. It is therefore possible to overshoot or hit the goal posts and the bar. The penalty must be taken as soon as possible after the referee blows the whistle.

KEYBOARD OPTIONS
Select - Pause Game ON/OFF.

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