# KICK OFF 2

## 1.0 INTRODUCTION

KICK OFF 2 retains the pace and accuracy of the universally acclaimed KICK OFF. A soccer simulation with a full size multi directional scrolling pitch and the players, markings, goals etc. in correct proportions. Both teams play the game strictly according to tactics. Players move into position to receive passes and gain possession. The ball, as in the real game, travels ahead of the player thus making a tackle a matter of skill rather than of chance.

KICK OFF 2 like real soccer, requires skills in ball control for passing, dribbling, shooting etc. Accuracy in shooting, the ability to swerve or bend the ball need a lot of practice.

Each player on the pitch has a unique combination of attributes and skills suitable for the skill level at which the game is being played. An International is superior to 4th div. player in all departments.

A host of playing options are provided. One of the most useful one is the provision to set the skill levels of both teams independently. A novice with INT. squad can give a professional with 4th division squad a run for his money.

There is a league and a cup tournament with sudden death penalty shoot outs in case of a draw. The teams in the league are on the whole evenly matched but with different styles of play and the player skills to match that style.

## 2.0 MAIN MENU

**2.1 SINGLE GAME** – A single game can be between a player and the computer or between two players. Two players can team up agasint the computer. A host of options are available to alter the match conditions and various permutations of the options provide enormous variety of Game Play.

**2.2 THE LEAGUE** – There is a League of 8 teams lasting 14 weeks. The league championship requires consistent excellence. 8 players can play in the league which can be saved to be continued later.

**2.3 THE CUP** – The Cup tournament is played on a knock out basis. If there is no result, extra time is played. If there is still no result, a penalty shoot out decides the winner.

**2.4 INTERNATIONAL FRIENDLY** – This option allows you to play a Single match using Internatioanl sides with their distinct styles of play.

**2.5 PRACTICE** – Practice mode gives the opportunity to practice ball skills and learn ball controls without being harassed by the opposition.

**2.6 OPTIONS** – The OPTION menu sets the conditions for a SINGLE GAME or INT. FRIENDLY. The options must be selected before playing the game.

## 3.0 THE OPTIONS

The options in this menu once set remain unchanged until changed. The DEFAULT condition is printed in BOLD.

**3.1 DURATION:** 2 x 3, **2 x 5,** 2 x 10 and 2 x 20
The league and cup matches 2 x 5 min.

**3.2 PITCH:** A choice of 4 playing surfaces
**Normal** – Normal bounce and travel.
Soggy – Ball bounce and travel reduced. Players' stamina reduced.
Wet – Increased ball travel and speed.
Artificial – High ball bounce. Increased ball speed and travel. Reduced players stamina.

**3.3 WIND:** A choice of 4 – **Off,** light, medium and strong.

**3.4 EXTRA TIME and PENALTIES:** Yes or **NO** – If the answer is yes, extra time proportional to the full time match duration is played if the result is a draw after the full time. The extra time is in two halves and the teams change ends at the half time. If the result is still a draw then a sudden death penalty shoot out decides the result.

The option is set to NO in the league matches and YES for cup tournament.

**3.5 SKILL LEVEL:** Choice of 5 skill levels – **International,** 1st, 2nd, 3rd and 4th divisions.

**3.6 LEAGUE OPTIONS** – The skill level at which the league is played can be selected. Choice of 3rd division, **1st Division** or International level.

**3.7 AFTER TOUCH** : YES or **NO** – If the answer is yes, the ball direction can be altered for a short duration after shooting. Ideal for bending the ball.

# 4.0 THE PLAYERS

Each player on the pitch has a unique mixture of attributes and skills.
The attributes are
PACE – STAMINA – AGGRESSION – RESILIENCE
The skills are
PASSING – SHOOTING – TACKLING
The unique mixture determines the performance of the player. For instance, a player of great pace but with poor stamina will not perform well as the match nears the end and should be substituted if there is extra time in a cup match. Similarly a player with high aggression will go for a ball and if he has good tackling skills will succeed in getting the possession but with low tackling skill is likely to foul the opposition and may even collect a red card if seen by the referee.

# 5.0 SELECTING SKILL LEVEL

There are 5 skill levels plus a special level.
INTERNATIONAL
1st DIVISION
2nd DIVISION
3rd DIVISION
4th DIVISION

To set the skill level, select OPTIONS in the Main Menu and then select SKILL

One Player or Two players against the Computer – TEAM A
Two players against each other: Player 1 – TEAM A: Player 2 – TEAM B

The skill level of each team can be set independently.

# 6.0 GAME OPTIONS

All the four options are selected via the Main menu.

**CAUTION:** Before selecting the GAME OPTIONS, select the required match conditions from the OPTION menu (See 3.0).

## 6.1 SINGLE GAME

Two players can play against the computer or against each other. One player game is against the computer. In two players against the computer, the second player plays as the keeper.

6.11 TACTICS
The change of tactics is only allowed at the half time. Select the start tactics and change the tactics at half time if you wish.

6.12 SUBSTITUTIONS
Two substitutions are allowed in a match. Please see 11.0 for more information.

## 6.2 INTERNATIONAL FRIENDLY

This option allows you to play a single game between any two chosen International teams. On selecting this option, a list of all the countries is presented. Highlight TEAM A and the first country. Press the F.B. to confirm the choice. Repeat the process for TEAM B.

## 6.3 THE LEAGUE

The League consists of 8 teams and lasts 14 weeks. There are 3 skill levels, Third, First and International at which the league can be played. Use the OPTIONS menu to set the skill level. The default skill level is 1st division.
When the League option is selected in the Main menu, the league table with the appropriate numbers of teams is displayed. The following options are available.

6.31 SELECTING TEAM TO PLAY – When the table first appears, the letter C appears against all the teams to say that all the teams are Computer controlled. To change the team to J/S i.e. play that team in the league.

Move J/S to highlight the team and press F.B. C will change to J. If two joystick controlled teams are playing a match, J1 or J2 will appear in the column to show which team each joystick is controlling.

6.32 LOAD – This option allows you to load a previously saved league and continue the game.

Cass. – The league is saved without a file name. The first league on the tape is loaded. Identify the league on the cass. label when saving.

Disc – The league is saved under fixed names LEAGUE 1 to 10. Select the name with the joystick and press the F.B.

6.33 CONTINUE – Select this option to play the League game. The two teams to play the next match will be highlighted. If both teams and J for control, the computer will allocate J1 and J2 to the team.

6.34 SAVE – Select this option to save your current league. A good quality FORMATTED disc or a blank tape is required to save the league.

DISC – The league is saved under names League 1 to 10. Highlight the name and press the F.B.

CASS. – The league is saved without a file name. Insert a blank cass. in the recorder, press PLAY & RECORD. Press F.B. to start the save.

6.35 QUIT – The league is abandoned without saving and the program returns to the MAIN menu.

6.36 PLAY MATCH – Takes you to the match if J is selected otherwise the result is shown.

The league table is updated after each match.

### 6.4 THE CUP

The Cup tournament is for 8 first division teams and is on a knock out basis. In case of a draw, there is extra time. If there is still no result, sudden death penalty shoot out feature is used to decide the result.

## 7.0 PLAYER CONTROL

**7.1 MOVEMENT** – The player moves in all 8 joystick directions.

**7.2 HEADERS** – If the ball is in the air, pressing 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.

**7.3 BLOCKING TACKLE** – The purpose of this tackle is to gain possession of the ball from the opponent. The tackle must be from the front or overtaking the opponent and getting possession of the ball as it travels in front of the player. Tackling the player from behind is a FOUL.

**7.4 SLIDING TACKLE** – This tackle can be done from any direction. A sliding tackle on an opponent without a ball is a FOUL. If the ball is on the ground, press F.B. to do a sliding tackle. You must touch the ball before touching the opponent to avoid being penalised. A sliding tackle from behind is a foul.

## 8.0 BALL CONTROL

Kick Off 2 ball controls have been specially designed for ease of use. In a fast moving game and under pressure, there is no time to remember complicated joystick movements, the action has to be instinctive. The controls are simple and can be learnt and practiced to perfection in PRACTICE in the Main menu. The ball control becomes even more deadly if AFTER TOUCH is used.

**8.1 DRIBBLE BALL:** The ball travels in front of the player. The distance it travels depends on the speed of the player at the time of contact.

**8.2 SHOOT BALL:** Press F.B. AFTER touching the ball will shoot the ball in the direction the player is facing.

**8.3 STOP BALL:** Press F.B. BEFORE touching the ball will stop the ball and give the player total contorl.

**8.4 PASS BALL:** You must STOP the ball before you can pass. Keep the F.B. pressed and move the J/S in the direction you wish to pass and release the F.B. Releasing the F.B. when J/S is centred will take you back into DRIBBLE action. The player will turn in the joystick direction and start dribbling the ball in that direction. He will shoot in that direction if F.B. is pressed.

**8.5 CHIP BALL:** If the ball is on the ground, reversing the direction of the J/S will chip the ball.

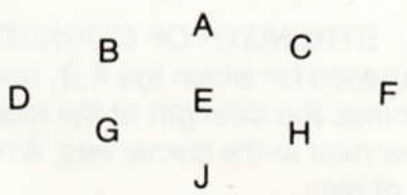
**8.6 AFTER TOUCH:** This option can be activated in the Option Menu. It allows the player to alter the direction of the ball by a small amount after the shooting the ball. The direction must be changed immediately after shooting the ball as the control is only effective for a very short time. After touch can be used to devastating effect with practice. Move the joystick in the direction you wish the ball to go (forward positions of the joystick only) immediately after shooting the ball.

# 9.0 KEEPER CONTROL

Thee keeper is computer controlled except in the following cases.

**9.1 DEFENDING A PENALTY:** The control is transferred to the main player. The keeper stands in the centre and starts to move as soon as the F.B. is pressed. The longer the F.B. is kept pressed, the bigger the movement.

A – Jump up
B – Dive top left corner
C – Dive top right corner
D – Dive left mid bar height
E – Catch ball
F – Dive right mid bar height
G – Dive left ground
H – Dive right ground
J – Stoop




**9.2 TAKING GOAL KICKS:** The keeper automatically takes the goal kick unless the player wishes to do so. If the player does not exercise the option quickly, the computer will take control. Move the J/S in the required position before the keeper kicks the or throws the ball. Press the F.B. to quickly boot the ball upfield to catch the opposition out of position or to stop the keeper wasting time.

| | | |
|---|---|---|
| A – Hard ahead | B – Hard Left | C – Hard right |
| D – Medium left | E – Medium ahead | F – Medium right |
| G – Soft left | H – Soft right | J – Soft ahead |

### 9.3 CONTROLS

SPECTRUM – Joysticks or keyboard. Kempston or Sinclaire 1 compatible joysticks. The keyboard details are given below.

| | PLAYER 1 | PLAYER 2 |
|---|---|---|
| UP | Q | P |
| DOWN | A | L |
| LEFT | Z | N |
| RIGHT | X | M |
| FIRE | C | B |

The players can use a combination of keyboard only, keyboard & Kempston, Kempston & Sinclair etc...

AMSTRAD – The players can use the keyboard or joystick.
The keyboard controls are as for Spectrum.

### 11.4 QUIT MATCH OR PRACTICE

You can quit a single game or Int. Friendly or Practice Mode. A league game or cup match can not be terminated.

CBM 64: Press restore key
SPECTRUM: Press T to Pause the game and then press C key.
AMSTRAD: Press T to Pause the game and then press ESC key.

# 10.0 SET PIECES

### 10.1 CORNER KICKS

10.11 SELECTING TYPE OF CORNER KICK
There is a choice of 9 corner kicks. A selection panel appears showing the goal post and the corner flag.

10.12 STRENGTH OF CORNER KICKS
The duration for which the F.B. is kept pressed to select the type of corner kick determines the strength of the kick. A short tap will do a short kick i.e. pass to a player near to the corner flag. A hard kick will take the ball to the player across or out of play.

### 10.2 PENALTIES

The angle and the height of the shot are controlled enabling the penalty taker to put the ball anywhere in the net.

The pointer on a bar moves rapidly from left to right indicating the horizontal direction of the ball if hit at that point. Press the F.B. to start the run. The longer the F.B. is kept pressed, the higher the ball will rise. It is therefore possible to hit the top corners of the net or keep the ball on the ground or overshoot the ball. A short tap will keep the ball on the ground.

During the penalties, the keeper control is passed to the main player. See KEEPER CONTROL instructions.

### 10.3 FREE KICKS (Except 48K SP)

Set piece Free Kick is played if there is a foul by a defending player within a narrow sector in front of the defended goalmouth.

10.31 TAKING FREE KICK

The ball is placed where the foul occurred.

Press the F.B. to start the run. The duration for which the F.B. is kept pressed determines the height of the ball. The longer the button is kept pressed, the higher the ball will rise. The strength of the kick is randomly computer controlled.

Only the player taking the Free Kick has Swerve control of the ball. He can dip the ball into opposition net or bend the ball round the opposition wall. The controls give infinite control on the kick. If the ball is passed to another player, normal ball controls are resumed.

### 10.4 THROW IN

The computer automatically throws the ball to the nearest player in position to receive the ball. The control can be however be assumed by the player. There is an option to do a directed SHORT or LONG throw. Nove the joystick in the five forward positions and press the F.B. for a short throw. If the F.B. is not pressed soon, the computer will automatically take a throw. The three backward positions are used for the LONG throws.

## 11.0 SUBSTITUTIONS

You are allowed to make 2 substitutions during the match. You can not substitute a player who has been given a RED card by the referee. Only ONE substitution at a time can be made. KEEPER CAN NOT BE SUBSTITUTED.

Table below shows how to bring Player 12 or Player 14 on the pitch.

### 11.1 SELECTING SUBSTITUTE

| | | CBM 64 | Spectrum | Amstrad |
|---|---|---|---|---|
| PL. 12 | TEAM A | F1 | SHIFT+1 | SHIFT+1 |
| PL. 14 | TEAM A | F3 | SHIFT+2 | SHIFT+2 |
| PL. 12 | TEAM B | F5 | SHIFT+3 | SHIFT+3 |
| PL. 14 | TEAM B | F5 | SHIFT+4 | SHIFT+4 |

### 11.2 MAKING SUBSTITUTION

When the ball goes out of play, you will be asked to make a substitution.

The words NO. will appear on the screen. Type the shirt number of the player you wish to substitute and press the F.B.

## 12.0 SUDDEN DEATH PENALTY SHOOT OUT

If after an extra time, there is still no result, a penalty shoot out takes place. Each side takes five penalties in turn. The winner is the team which scored most goals. If the no. of goals remain equal, each side takes a penalty alternately. After both sides have taken their turn, there is a goal difference, the team with the most goals is declared the winner. The shoot out continues until there is a goal difference.

## 13.0 GENERAL

The referees in the game have their own characteristics and competence level. Some are more prone than others in disciplinary action. They can give yellow and red cards.

The players with lower stamina are prone to get tired and lose pace as well as accuracy. The players are also inclined to time wasting if the winning margin is small.

KEYBOARD COMMANDS

| | CBM 64 | SPECTRUM | AMSTRAD |
|---|---|---|---|
| Pause | P | T | T |

## 20.0 LOADING

CBM 64 – Cassette – Type LOAD and press the RETURN key
Disc – Type LOAD"*",8,1 and press RETURN key
SPECTRUM – Cassette – LOAD""
Disc – Use the LOADER
AMSTRAD – Cassette – Press CTRL and Small ENTER key together
Disc – Type Run"Disc and press the RETURN key

## 14.0 LOADING

CBM 64 – Cassette – Type LOAD and press the RETURN key
Disc – Type LOAD"*",8,1 and press RETURN key
SPECTRUM – Cassette – LOAD""
Disc – Use the LOADER
AMSTRAD – Cassette – Press CTRL and Small ENTER key together
Disc – Type Run"Disc and press the RETURN key

© 1990 ANCO

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/92518 FAX No: 0322 93422

# KICK OFF 2

## 15.0 SELECTING SQUAD

You may select a team of 11 players and 2 substitutes from the squad displayed. The display shows the following.

Shirt No. Player's Name Player's Class

The computer selected names appear against each shirt number.To replace a name against a shirt no., highlight the name and press F.B. The two names will exchange places. Select DONE to quit the menu.

If two players are playing against each other, player 1 selects TEAM A and the player 2 selects TEAM B. If one or two players are playing against the computer, only TEAM A can be selected. The computer selects it's own team.

## 16.0 EDITING TEAM NAMES

The names of the teams in the ieague can be changed. Highlight the name to be edited and press SHIFT + G. A cursor will appear at the end of the team name. Use the keyboard to delete the name and type a new one.

The amended name in the league will appear in the International Friendly.

## 17.0 MATCH MENUE

The menue will appear before the start of each match.

| | | |
|---|---|---|
| TEAM A | ANCO | (12 ch. max.) |
| TEAM B | COMPUTER | (12 ch. max.) |
| FILE NAME | REPLAY | (8 ch. max.) |
| DATE | 18-05-90 | |

The data is default data and can be edited. Highlight the data using the joystick. Press the F.B. and a cursor will appear. Use the keyboard to delete the existing data and to type the new data.

For league matches, the names of the league teams will appear and can not be amended.

If you wish to store Action Replay, you must give a new file name before each KICK OFF, otherwise the new data will overwrite the old saved action replays. When satisfied select DONE.

The name of the referee will be displayed. The name of the team winning the toss will be displayed and the winning team can select shether to play UP or DOWN the pitch.

## 18.0 ACTION REPLAY

To see ACTION REPLAY at any point in the game, press R. The game will stop and a few seconds of the preceeding action will be shown.

During the action replay, press S for slow motion replay. Press SHIFT + A during the replay to store it . A formatted disc must be present in the drive to store the action replay.

CAUTION – DO NOT USE KICK OFF 2 DISC TO STORE ACTION REPLAY.
ALWAYS ENSURE THAT KICK OFF 2 IS WRITE PROTECTED.

If a formatted data disc is not in the drive when you wish to store the replay, you will be asked to insert the data disc in the drive.
You may store up to 99 replays under one file name. The computer will automatically number the replays. The start of a new game automatically resets the counter. Unless a new file name is given, the stored replays will be overwritten.

## 19.0 GOLDEN GOALS

A facility is provided to view and edit ACTION REPLAYS. Select ACTION REPLAYS in the MAIN MENU.

A new menu will appear.

| | | |
|---|---|---|
| FILE | + | – |
| VIEW REPLAY | + | – |
| STORE | | |

Insert a data disc with stored ACTION REPLAYS. Select FILE and press F.B. The name of the first file and the date will appear. Select + or – to display the next or the previous file name. When you have selected the file name, select VIEW option and press the F.B. The first stored action will be shown. Use + or – to see the next or the previous stored replay.
If you wish to store a replay under a Golden Goal, select the STORE option. INSERT A NEW FORMATTED DISC. Press F.B. the replay will be stored. The file name is automatically given by the computer as GOLDEN SHOTS. Each replay is given a number.
If you wish to see the golden shots later, insert the golden shots disc in the drive instead of the ACTION REPLAY data disc. Repeat the procedure as detailed above. The facility allows you to edit your golden shots disc to produce a new disc which contains the best shots from several golden shot discs which have, in turn, been edited from many Action Replay discs.





***TEE SHIRT OFFER***
***FULL SIZE SIX COLOUR PRINTING***
***LARGE SIZE ONLY £5.95***

***PAYMENT By Cheque,***
***Postal Order, Visa, Access or Trust Card.***
***Outside U.K.: By cheque drawn on a British Bank, Euro Cheque, Giro, Master or Visa Card.***
***Postage - Free in U.K. £1.50 outside U.K.***
***Cheques payable to: Anco Marketing Ltd***

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE ROAD, DARTFORD, KENT. Telephone No.: 0322 92513/92518. Fax: No.: 0322 93422.