

FIG 2 - LEGEND

- 1 - 6 yd BOX
- 2 - 18 yd BOX
- 3 - PENALTY SPOT

FIG 2

KICK OFF™



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ORIGINAL PROGRAM BY DINO DINI

NES PROGRAMMER MARK GREENSHIELDS
ENIGMA VARIATIONS.

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IMAGINEER Co., LTD

2-7-1 NISHI-SHINJUKU 15TH FL., SHINJUKU-KU, TOKYO 163, JAPAN
TEL: 03 (3343) 8911, FAX: 03 (3343) 8915

1.0 INTRODUCTION: KICK OFF is 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.

2.0 STARTING THE GAME: Press START button. Press SELECT button to display the MAIN MENU.

2.1 SELECTING OPTIONS: Use the joypad to highlight the option and press button A.

3.0 MAIN MENU

3.1 SINGLE GAME: A single game can be between a player and the computer or between two players. Two players can also team up against the computer (TEAM MODE).

3.2 THE LEAGUE: There is a League of 8 teams lasting 14 weeks.

3.3 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.

3.4 EURO TROPHY: Euro Trophy combines aspects of both league and cup tournament.

3.5 INTERNATIONAL FRIENDLY: This option allows you to play a Single game using International sides with their distinct styles of play.

3.6 PRACTICE: Practice mode gives the opportunity to practice ball skills and learn ball controls without being harassed by the opposition.

3.7 OPTIONS: The OPTION menu sets the conditions for a SINGLE GAME or INT. FRIENDLY. Select options before quitting the Main Menu.

3.8 KIT COLOUR: This option enables you to change the shirt colour of the teams.

3.9 SELECT TEAMS: There are 16 teams with 16 players each. Any eight of the sixteen teams can be entered for the League, Cup or European Trophy Competitions.

4.0 THE OPTIONS: The options in this menu once set remain operational until changed. The DEFAULT condition is printed in BOLD.

4.1 DURATION: 2x3, 2x5, 2x10 and 2x20.

The League, Cup and Euro Trophy matches are 2x5 min.

4.2 PITCH: A choice of 4 playing surfaces is provided. The graphics of the pitch remain unchanged, only the pitch characteristics change according to the selection mode.

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.

4.3 WIND: A choice of 4 – Off (No Wind), light, medium or strong wind.

4.4 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 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 the cup. The option is set to NO for the first part and YES for the subsequent parts of the EURO Trophy tournament.

4.5 SKILL LEVEL: Choice of 5 skill levels – International, 1st, 2nd, 3rd and 4th division. The attributes and skills of the players correspond to the division.

4.51 League skill level is the same as set for Team A.

4.6 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.

4.7 SELECT REFEREE: RANDOM or NAME – You may select any of the referees. The referees play a very important part in the game. If the option selected is RANDOM, the computer selects the referee. To change referee, highlight the name and press button A.

4.8 OFFSIDE: YES or NO: If offside is operational, a player will be judged offside when he receives a pass, there is no opposition player between him and the goalkeeper at the time when the pass was made.

4.9 MARKING: YES or NO: If the answer is YES, maximum of two opposition players can be marked.

4.10 GAME SPEED: NORMAL or TRAINER: In Trainer mode, the Game Speed is reduced by 20%.

5.0 THE PLAYERS: Each player on the pitch has a unique mixture of attributes and skills which 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, especially if there is an extra time in a cup match.

6.0 SKILL LEVELS: There are 5 skill levels for all game options.

INTERNATIONAL

1st DIVISION

2nd DIVISION

3rd DIVISION

4th DIVISION

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

7.0 GAME OPTIONS: All five options are selected via the Main Menu.

7.1 SINGLE GAME: Two players can play against the computer or against each other. One player game is against the computer. Two players game against the computer is called TEAM MODE and player 2 using Joypad 2 controls the keeper.

The computer does the toss and declares which team has won the toss. The winner decides whether to play up or down the pitch.

7.11 TACTICS: Each team can select one of the four tactics for the first half of the match. The tactics can only be changed at half time.

7.12 SUBSTITUTIONS: Two substitutions are allowed in a match. Please see 13.0 for more information.

7.2 INTERNATIONAL FRIENDLY: This option allows you to play a single game between any two chosen International teams from a list of 16 countries. All the options of a single game are available.

7.3 THE LEAGUE: The League consists of 8 teams and lasts 14 weeks. It can be played at any of the five skill levels. 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 number of teams is displayed. There are 16 teams available. Use SELECT TEAM option in the Main menu to select which 8 out of 16 will play in the league. The same teams will play in the CUP and EURO Trophy tournaments.

7.31 SELECTING TEAM TO PLAY: When the tables first appear, the letter C appears against all the teams to indicate that all the teams are Computer controlled. To change the team to joypad control i.e. play the team in the league, highlight the team name and press button A. Letter C will change to J.

7.32 CONTINUE: Select this option to play the League game. The two teams to play the next match will be highlighted. If both teams show J for control the

computer will allocate J1 and J2 to the teams. If both teams display C in the control column, the computer will predict the result based on the combined attributes and skills of the players in each team.

7.4 THE CUP: The Cup tournament is for 8 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. (See 14.0 for rules).

All the instructions in 7.3 apply.

7.5 EURO TROPHY: The eight teams are divided into two groups of four. Each team in a group plays the other team once. The winning team is awarded 2 points. If the result is a draw at the end of the full time, each team is awarded 1 point.

The winner and runner up from each group go into the second round.

The winner of group A plays the runner up of group B and the runner up of group A plays the winner of group B.

If there is a draw at the end of the match, extra time is allowed. If there is still a draw at the end of the extra time the result is decided by sudden death penalty shoot out. The winner of the semi finals plays in the final and the same rules as for the semi finals apply.

8.0 SQUAD SELECTION:

8.1 A squad of 16 players with skills and attributes pertaining to the selected skill level are displayed for team A first. The names of the players and their field

positions are shown.

The computer has already selected the shirt numbers of the players and the substitutes 12 and 14. These are not necessarily the best selections. If you wish to change the selection select the number at the top by using the joystick and press button A. Now use joystick to highlight the players name and press button A. This player will now play in that shirt number.

8.2 MARKING PLAYER: You can select one of your players to mark an opposition player. Marking player will follow the marked player closely, denying him the opportunity to score. The marking player does not follow the tactics rules. Normally a defender is selected to mark a forward.

8.21 Move the highlight on the top row of numbers using the joystick. This is shirt number of the opposition player to be marked. Now move the highlight to the player name who is to do the marking. Press button B.

9.0 PLAYER CONTROL

9.1 MOVEMENT: The player moves in all 8 joystick directions.

9.2 HEADERS: If the ball is in the air, pressing button B will make the controlled player jump. Move the joystick in the direction in which you wish to head the ball while the player is in the air.

9.3 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.

9.4 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 button A 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.

10.0 BALL CONTROL: The ball controls have been specially designed for ease of use. In a fast moving game and under pressure, there isn't time to remember complicated joypad movements, the action has to be instinctive. The controls are simple and can be learnt and practiced to perfection using PRACTICE option in the Main menu.

The ball control becomes even more deadly if AFTER TOUCH is used.

10.1 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.

10.2 SHOOT BALL: Pressing button A after touching the ball shoots the ball in the direction the player is facing.

10.3 TRAP BALL: Press button A before touching the ball to trap the ball.

10.4 PASS BALL: You must trap the ball before you can pass. Keep the button A pressed and move the joypad in the direction you wish to pass and release the button. Releasing the button when joypad is centered will take you back into DRIBBLE action.

10.5 CHIP BALL: If the ball is on the ground, pressing button B will chip the ball in the direction the player is facing.

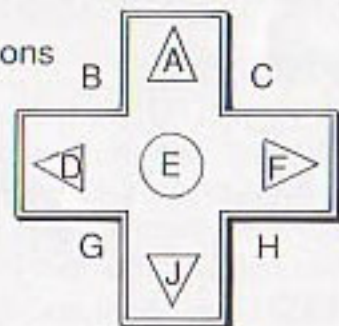
10.6 AFTER TOUCH: After Touch allows the player to alter the direction of the ball by a small amount after the shooting the ball. The direction must be changed immediately after shooting the ball as the control is only effective for a very short time. After touch can be used to devastating effect with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

11.0 KEEPER CONTROL: The keeper is computer controlled except in the following cases.

11.1 DEFENDING A PENALTY: The control is transferred to the main player. The keeper stands in the centre and starts to move as soon as button A is pressed. The longer the button 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

FIG 1
Joypad Directions



11.2 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 joy pad to the required position before the keeper kicks or throws the ball or press button A to quickly boot the ball upfield to catch the opposition out of position.

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

Letters A to J refer to FIG 1.

11.3 PAUSE: Press START button to pause the game. You can quit a single game or Int. Friendly or Practice Mode.

11.4 QUITTING GAME: A league game or cup match cannot be terminated. Press START button to PAUSE the game first and then SELECT to quit the game.

12.0 SET PIECES

12.1 CORNER KICKS: There are 9 types of corner kicks. The panel shows the strength of the kick. Select the kick and press button A. The longer the button is pressed, higher the ball rises. On releasing the button A, the player starts running to take the corner. Use the joy pad to give the ball a bias before he gets to the ball. Once the ball has been kicked, use AFTER TOUCH to control the ball.

12.2 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 button A to start the run. The longer the button is kept pressed, the higher the ball will rise. It is therefore possible to hit the top corner 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.

12.3 FREE KICKS: Set piece Free Kicks is played if there is a foul by a defending player within a narrow sector in front of the defended goal mouth.

12.31 TAKING FREE KICK: The ball is placed where the foul occurred.

Press button A to start the run. The duration for which the button 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.

There are two distinct joy pad controls. BEFORE touching the ball and AFTER touching the ball, which in fact are AFTER TOUCH controls.

BEFORE	AFTER
A Jump Over The Ball	Dip The Ball
B Slight Left Bias	Dip and Bend Ball left
C Slight Right Bias	Dip and Bend Ball right
D More Left Bias	Bend Ball left
E Straight Kick	No Action
F More Right Bias	Bend Ball right

Letters A to J refer to FIG 1.

12.32 DEFENDING FREE KICK: A wall of players is formed 10 yds (approx.) from the ball in direct path of the ball.

12.4 THROW IN: The computer automatically throws the ball to the nearest player in position to receive the ball. The control can however be assumed by the player. Move the joystick in the five forward position and press button A. If the button is not pressed soon, the computer will automatically take a throw. Longer the button A is pressed, bigger is the throw.

13.0 SUBSTITUTIONS: You are allowed to make 2 substitutions during the match. You cannot substitute a player who has been given a RED card by the referee. Only ONE substitution at a time can be made. KEEPER CANNOT BE SUBSTITUTED. Press SELECT button to indicate that you wish to make a substitution. Letter S will appear in the panel to indicate that your request has been noted.

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

The name of one of the players will appear on the screen. Use joystick to scan through the players on the field. When the name of the player you wish to substitute appears, press button A. Now select the substitute in a similar way.

14.0 SUDDEN DEATH PENALTY SHOOT OUT: If after 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 scores most goals. If the number of goals remain equal, each side takes a penalty alternately. After both sides

have taken their turn, and 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.

WARNING

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Original Program by DINO DINI

NES Program by MARK GREENSHIELDS ENIGMA VARIATIONS

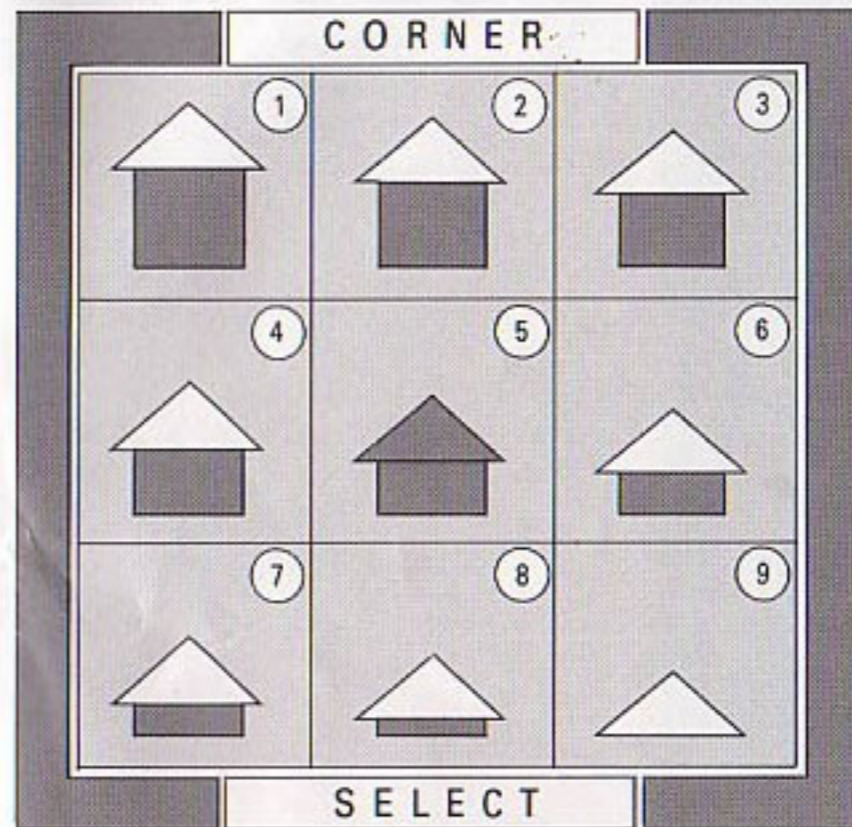


FIG 1
- LEGEND -

1 - MAXIMUM SHOT POWER
9 - MINIMUM SHOT POWER

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ANCO SOFTWARE LTD.,
7-8 Millside Industrial Estate,
Lawson Road,
Dartford, Kent. DA1 5BH.
Tel: 0322 287782

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effect at the top or bottom of the screen.
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detract from your enjoyment of the game.

FIG 1