



## INSTRUCTION MANUAL

*ANCO SOFTWARE LTD*

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## 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 to score when taking free kicks need a lot of practice. The practice option allows you to practice the ball skills and set pieces without being harassed by the opposition. Take your time and practice the skills to perfection. If two players are to team up, it is an ideal opportunity to practice ONE – TWO up and down the pitch.

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 options 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. There is an option to load your own team from Player Manager along with your own tactics to play against another Player Manager team in a single game or enter League and Cup tournament.

The Special Events selection in the main menu allows data discs to be loaded.

Kick Off 2 also provides the facility to change strip colours on the Amiga, ST and IBM computers. On the expanded Amiga & ST, there are additional sound effects.

The action replay facility allows you to see the goals at normal pace or in slow motion and compile your own Golden Goals disc.

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There are 24 referees and they have their own distinctive temperaments. You will soon know which referee turns a blind eye and which one has a pack of red cards to distribute. On the other hand, like human beings, they have good days and bad days. You never know, you may catch Sean Willis on a good day but Garry Penn – unlikely!

## **2.0 MAIN MENU**

*There are 9 Main Menu options*

**2.1 SINGLE GAME** – A single game can be between a player and the computer or between two players. Two players can team up against the computer or against two other players (Amiga & ST only). 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 Internatioanal sides with their distinct styles of play.

**2.5 PRACTICE** – Practice mode allows one or two players 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.

**2.7 SPECIAL EVENTS** – This option is used for loading data discs to be published at later date.

**2.8 ACTION REPLAY** – DISC ONLY – This option is used to edit a file of action replay of goals to create a Golden Goals disc.

**2.9 KIT DESIGN** – ( IBM (CGA & VGA) AMIGA & ST only) – This option enables design of custom kit for a single game only.

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## 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 2

The league and cup matches 2 x 5 min.

### 3.2 PITCH: A choice of 4 playing surfaces (Except IBM)

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 (Except IBM) – Off, light, medium and strong.

**3.4 REPLACE TACTICS:** (Amiga, ST and IBM only) – Each team can use a total of 4 tactics in a game. These tactics can be replaced by 4 other tactics on the game disc or the data disc containing tactics designed by the Player Manager. See Tactics (14.0) for more information.

**3.5 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.

**3.6 SKILL LEVEL:** Choice of 5 skill levels – International, 1st, 2nd, 3rd and 4th divisions. The attributes and skills of the players correspond to the division. In a single match, identical squads are presented for both teams, thus ensuring that the result depends on the skill of the players only. The skill level of both teams can be set independently. This facility allows even a novice with an International squad to give an experienced player with 4th division squad a run for his money.

There is another special level (Amiga & ST) namely **PLAYER MANAGER**. This option allows a Player Manager team to be loaded along with the current tactics to play against another player or computer at any of the 5 skill levels or play against another Player Manager team. See 5.0 for instructions.

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

**3.8 GAME SPEED** (IBM, Amiga & ST only): The speed of the game can be changed. At reduced speed, it is possible to play a very tactical game and see how your tactics actually works and the response of your opponents. There are 3 options: **NORMAL**, **MEDIUM** and **SLOW**.

**3.9 AFTER TOUCH** (Except IBM): **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.

**3.10 SELECT REFEREE** (Amiga, ST & IBM only) – **YES** or **NO** – You may select any of the 24 referees. The referees play a very important part in the game.

## **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**

**PLAYER MANAGER** (Amiga & ST only)

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

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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 thus enabling a novice to play on equal terms with an expert. A novice using a squad of International players with their great pace and shooting accuracy can give a tough game to an expert with 4th division squad.

The Player Manager level allows you to load a team trained in Player Manager to play against another Player Manager team or a computer team of chosen skill level.

When Player Manager level is selected, you will be asked to insert your P.M. data disc in the drive. The whole squad along with the current tactics will be loaded. The current tactics can however be replaced with new tactics.

## **6.0 SELECTING NUMBER OF PLAYERS**

1 to 4 players can play on the AMIGA and ST using a joystick adaptor. Other machines are only for 2 players. Keyboard option is provided if there is a provision of 1 joystick port only.

TEAM SELECTION screen (see 8.0) provides the opportunity to select number of players and how they are to play i.e. against the computer, against each other etc...

## **7.0 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).

### **7.1 SINGLE GAME**

Two players can play against the computer or against each other. One player game is against the computer. On the AMIGA & ST, 2 players can play against 2 other players.

On selecting this menu option, you will be asked

Number of players: 1, 2 3 or 4 (Amiga & ST)

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SELECT TEAM screens give you the opportunity to select both teams. The winner of the toss decides whether to play UP or DOWN pitch. The name of the referee is displayed.

### 7.11 TACTICS

Amiga & ST – Select the tactics for the start of the match using the keyboard. The tactics can be changed any time during the match when the ball is out of play.

IBM, Amiga & ST – Keys 1, 2, 3 & 4 are assigned to Team A and 1, 2, 3 & 4 on NUMERIC PAD are assigned to the Team B. Press the key and the player will move to the new tactical positions once the ball comes into play again.

CBM 64, SPECTRUM & AMSTRAD – 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.

### 7.12 SUBSTITUTIONS

Two substitutions are allowed in a match. Please see 19.0 for more information.

## 7.2 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.

## 7.3 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.

7.31 CHANGE TEAM NAMES – (Amiga, AT & IBM only) Move joystick up to highlight a team name. Press F.B. and the cursor will flash at the end of the team name. Use keyboard to edit the name. Move the J/S to highlight another team if required.

7.32 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.

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8 bit machines – 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.

16 bit machines – Move J/S to highlight the team and press F1

### 7.33 LOADING PLAYER MANAGER TEAMS – ( Amiga & ST ONLY)

– Player Manager teams together with their current tactics can be loaded in the league. To load a team, move joystick to highlight the team you wish to replace with the P.M. team and press F3. Insert your Player Manager Data Disc in the drive and press F.B. Repeat the process to load other teams.

7.34 LOADING PLAYER MANAGER DESIGNED TACTICS – (Amiga & ST only) – The tactics designed in the Player Manager can be loaded for each team in the league. Move the J/S to highlight the team for which you wish to load new tactics and press F5. Insert P.M. data disc and press the F.B. The teams current tactics directory and the directory of all the available tactics will be displayed. Highlight the tactics you wish to replace in the current directory and press F.B. Move the J/S to highlight the required tactics in the data disc directory and press F.B. Repeat the process if you wish to replace other tactics. Select DONE when finished.

Repeat the process for other teams.

7.35 LOAD – This option allows you to load a previously saved league and continue the game. When this option is exercised, none of the options above can be used. Insert your data disc with previously saved league in the drive and press the F.B. Select the league you wish to play and press the F.B.

CBM 64, Spectrum & Amstrad 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.

CBM 64, Spectrum & Amstrad Disc – The league is saved under fixed names LEAGUE 1 to 10. Select the name with the joystick and press the F.B.

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

The options at the bottom of the screen will now display SAVE, PLAY MATCH and QUIT.

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

Amiga/ST/IBM – Insert the disc in the drive and press the F.B. Type the name under which you wish to save the league or use the displayed file name by highlighting it.

CBM 64/Spectrum/Amstrad – DISC – The league is saved under names League 1 to 10. Highlight the name and press the F.B.

CBM 64/Spectrum/Amstrad – 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.

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

7.40 PLAY MATCH – The squad selection screens for each team are displayed next. The game now follows the procedure as detailed for single game.

The league table is updated after each match.

**CAUTION** – It is up to players to ensure that there is no duplication of team names. Name duplication may cause the program to crash. You are advised to Save the league at regular intervals.

## 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 15.0 for rules).

All the instructions in 7.3 apply

# 8.0 TEAM SELECTION

## 8.1 PLAY OPTIONS

PLAYING AS A TEAM – The player controls the player nearest to the ball.

PLAYING IN POSITION – The player assumes the identity i.e. the skills and attributes of one player on the pitch and controls this player right through the match. If the selected player is injured, the player assumes the identity of the substitute.

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## **YOU CAN NOT PLAY AS A KEEPER**

Amiga & ST: 1 to 4 players using J/S adaptor.

All Others: 1 to 2 players.

**TEAM MODE** – Two players can team up to play against the computer or other two players. Both players can only play in position.

3 Players – Third player (J/S 3) plays in **TEAM MODE** with player 1.

4 Players – Fourth player (J/S 4) plays in **TEAM MODE** with player 2.

1 Player only – Player 1 controls Team A using J/S 1. He has a choice of either playing as a team or playing in position.

2 Players – Two players can play in **TEAM MODE** against the computer or against each other. In the latter case they may play in position or as a team.

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, move J/S up or down to highlight a player name and left or right to highlight the shirt number.

### **8.2 ONE PLAYER**

#### **TEAM A**

8.21 **PLAY AS TEAM:** Select J.S.1 icon. and press F.B. Select **DONE** and press F.B.

8.22 **PLAY IN POSITION:** Select J.S.1 icon and press F.B. Move J/S to highlight the player whose identity you wish to assume and press F.B. Select **DONE**.

8.22 **CANCEL PLAY IN POSITION OR CHANGE THE PLAYER:** Highlight the selected player and press F.B.

### **8.3 TWO PLAYERS**

#### **AGAINST EACH OTHER**

**TEAM A: Player 1 select J.S.1 and press F.B.**

**PLAY IN POSITION – As in 8.22**

**PLAY AS TEAM – Select DONE and press F.B.**

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**TEAM B: Player 2 select J.S.2 and press F.B. then as Team A**

**TEAM MODE**

**TEAM A – Players 1 & 2 select J.S.1 & J.S.2 respectively and the players identities. Select Done.**

**8.4 THREE PLAYERS** (Amiga & ST – J/S only)

TEAM A: Player 1 select J.S.1. and Player 3 select J.S.3. Follow the procedure for TEAM MODE.

TEAM B: Player 2 select J.S.2. Select DONE to play as team or a player and DONE to play in position.

**8.5 FOUR PLAYERS** (Amiga & ST – J/S only)

TEAM A: As for 3 players.

TEAM B: Player 2 select J.S.2. and Player 4 select J.S.4. Follow the procedure for TEAM MODE.

**8.6 SELECTING START TACTICS**

AMIGA, IBM & ST – The names of the 4 tactics in current use are displayed. Use the keyboard as detailed in 7.11 to select the tactics at Kick Off.

8 Bit Machines – The available tactics are displayed. Move the J/S to highlight the tactics and press the F.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 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.

**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 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.

**9.5 SCISSOR KICK** – (Amiga & ST only) Reverse the direction of the joystick when the ball is in the air for a scissor kick.

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## 10.0 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.

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

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

**10.4 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.

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

**10.6 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.

## 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 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

|  |   |   |   |   |   |
|--|---|---|---|---|---|
|  |   | B | A | C |   |
|  | D |   | E |   | F |
|  |   | G |   | H |   |
|  |   |   | J |   |   |

**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 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   |

### 11.3 CONTROLS

AMIGA – ST – CBM 64 – IBM: Joystick only.

Amiga & ST – Players 3 & 4 require special joystick adaptor available from all computer stores.

IBM – A GAME CARD with two joysticks ports required.

IBM Second Player Keyboard

UP – Q: DOWN – A: LEFT – O: RIGHT – P: 12 FIRE – SPACE

SPECTRUM – Joysticks or keyboard. Kempston or Sinclair 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...

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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.

AMIGA – ST – IBM – CBM 64: Press ESC 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.

# **12.0 SET PIECES**

## **12.1 CORNER KICKS**

### **12.11 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. The selection panel is actually the face of the ball that the player will kick.

Kicking the ball at the bottom lifts the ball to top bar height.

Kicking the ball in the middle takes the ball at mid goal post height.

Kicking the ball at the top of the ball keeps the ball low at ankle height.

Kicking the ball away from the goal curls the ball in towards the goal.

Kicking the ball straight keeps the ball straight.

Kicking the ball towards the goal curls the ball away from the goal.

Once the ball has been kicked normal ball controls apply.

Look at the scanner to see the positions of your players and select the suitable corner kick and press the F.B.

### **12.12 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.

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## 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 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.

### 12.3 FREE KICKS (Except IBM)

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.

#### 12.31 TAKING FREE KICK

The ball is placed where the foul occurred. A few yards away on each side of the ball stands a player from the team taking the Free Kick. If two players are in team mode, the main player takes the Free Kick and the other controlled player stands on the side nearest to the goal.

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.

There are two distinct J/S controls: BEFORE touching the ball and AFTER touching the ball.

|   | BEFORE                    | AFTER               |   |   |   |
|---|---------------------------|---------------------|---|---|---|
| A | Jump Over The Ball        | Dip The Ball        |   | A |   |
| B | Slight Left Bias          | Dip and Swerve Ball |   | B | C |
| C | Slight Right Bias         | Dip and Swerve Ball | D | E | F |
| D | More Left Bias            | Serve Ball          |   |   |   |
| E | Straight Kick             | No Action           |   | G | H |
| F | More Right Bias           | Serve Ball          |   | J |   |
| G | Pass Ball To Left Player  |                     |   |   |   |
| H | Pass Ball To Right Player |                     |   |   |   |

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

If the main player jumps over the ball, in the absence of a controlled player, one of the players next to the ball will take the kick.

#### 12.32 DEFENDING FREE KICK

A wall of players if 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 be however be assumed by the player. There is an option to do a directed SHORT or LONG throw. Move 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.

## 13.0 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.

### 13.1 SELECTING SUBSTITUTE

|               | <b>Amiga</b> | <b>ST</b> | <b>IBM</b> | <b>CBM64</b> | <b>Spectrum</b> | <b>Amstrad</b> |
|---------------|--------------|-----------|------------|--------------|-----------------|----------------|
| PL. 12 TEAM A | F4           | F4        | F4         | F1           | SHIFT+1         | SHIFT+1        |
| PL. 14 TEAM A | F5           | F5        | F5         | F3           | SHIFT+2         | SHIFT+2        |
| PL. 12 TEAM B | F9           | F9        | F9         | F5           | SHIFT+3         | SHIFT+3        |
| PL. 14 TEAM B | F10          | F10       | F10        | F7           | SHIFT+4         | SHIFT+4        |

### 13.2 MAKING SUBSTITUTION

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

**AMIGA – ST – IBM:** The name of one of the players will appear on the screen. Use up and down cursor keys to scan through the players on the field. When the name of the player you wish to substitute appears, press the Space Bar

**CBM 64 – SPECTRUM – AMSTRAD:** The words NO. will appear on the screen. Type the shirt number of the player you wish to substitute and press the F.B.

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## 14.0 TACTICS

Tactics employed by each side greatly influences the game play and the results. The players move into their tactical positions and provided the tactics have been properly designed, the players are in position to receive passes, attack and defend. Kick Off 2 comes with 8 ready made tactics to be used for 16 bit computers and 4 for the 8 bit computers. Amiga & ST have the option to load tactics designed in the Player Manager game to be loaded into Kick Off 2 single game as well in the league games. The team is however allowed to used only 4 tactics during the match. Selecting the right tactics is therefore quite important.

### 14.1 CHANGING TACTICS

On CBM 64, Spectrum and Amstrad, there is a choice of 4 tactics. The tactics can be selected before the start of the game or at half time only.

Amiga – ST – IBM.

14.11 SINGLE GAME – There are 8 tactics included on the KICK OFF 2 disc of which 4 are pre selected. A team is allowed to take 4 tactics to a match. Use SELECT TACTICS in the OPTION MENU to replace any or all four tactics from the KICK OFF 2 disc or Player Manager data disc. Select Team A or Team B and the current list of tactics in use will be shown. Insert the Player Manager data disc in the drive or leave the program disc in the drive. Press F.B. to display the Tactics library on the disc. Select the tactics you wish to replace F.B. Move the J/S to highlight the new tactics and press F.B. to load the new tactics. Select DONE.

14.12 LEAGUE GAME – ( IBM, Amiga & ST only) Each team in the league is allocated 4 tactics. The tactics of each team can be replaced by the library of tactics on the program disc or P.M. data disc. Follow the procedure as detailed in 7.34.

### 14.2 CHANGING TACTICS DURING THE MATCH (16 bit machines only)

You can select the starting tactics to be employed by your team. The tactics can be changed any time during the match as soon as the ball goes out of play. See 7.11 for instructions.

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## 15.0 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.

## 16.0 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

|                     | Amiga | ST | IBM | CBM64 | SPEC. | AMSTRAD |
|---------------------|-------|----|-----|-------|-------|---------|
| Pause               | P     | P  | P   | P     | T     | T       |
| Change scanner size | X     | X  | -   | -     | -     | -       |

#### IBM

Scanner On/Off - X

Scanner effects the game speed. You are advised to keep it switched on as much as possible.

## 17.0 KIT DESIGN (16 bit machines only)

The kit colours are set for the 8 bit machines. The kit colours can be changed for the 16 bit machines.

### 17.1 AMIGA - ST - IBM (EGA & VGA)

The team kit can be changed for a single or Int. friendly match. Each team has two colours allocated. The combination allows plain or striped shirts. A choich of 16 colours is available.

Select the colour box and press the F.B. to cycle through the colours. When all four colours have been selected, move the J/S to select the style and press the F.B. Though all 6 styles are shown, the graphics for the last 4 styles are not available.

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SHIRT – Main colour + Second colour or Main colour only

SHORTS – Second colour only

## **18.0 PRACTICE**

There is option to Practice SKILLS, PENALTIES. Press ESC or Space (8 bit machines) to return to the MAIN MENU.

**18.1 PRACTICE SKILLS:** The option gives the player the chance to learn joystick movements and improve his passing and shooting skills. The skills can be practiced at all skill levels with ONE or TWO players option. The skills are learnt without being harassed by the opposition. In ONE player option, you control the player nearest to the ball.

In TWO players option, J/S 1 controls player 9 and J/S 2 controls player 10. This option allows you to practice One – Two up and down the pitch. The joystick controls of KICK OFF 2 are unique and specially designed for instinctive play. See controls and learn to dribble, pass, shoot, chip and head the ball. Utilise GAME SPEED option to perfect the techniques. Press ESC/Space to quit.

**18.2 PRACTICE PENALTIES:** You can practice taking and defending penalties either against a computer or another player. Each player takes and defends 5 penalties. This practice is essential for success if there is a penalty shoot out at the end of a CUP match. See PENALTIES section for full description of how to take a penalty and KEEPER CONTROLS for defending penalties. Press ESC/Space to quit.

## **19.0 ACTION REPLAY (Disc Only)**

Action Replay shows the goal scored so that a player can enjoy the glorious moments again. These glorious moments can be saved on a Data Disc and savoured at a later stage. It is also possible to compile a GOLDEN SHOTS disc recording exceptional goals.

**THE OPTION IS ONLY AVAILABLE FOR SINGLE GAMES**

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**19.1** Select ACTION REPLAY in the Main Menu. Select STORE option. You will be asked the following questions.

FILE NAME: 8 characters max. (Default: Replay)

MATCH DATE: dd/mm/yy (Default: 03/05/90)

TEAM A: 8 Characters max. (Default: Anco 1)

TEAM B: 8 Characters max. (Default: Computer)

PLAYER 1 NAME: 8 characters max. (Default: Anco)

PLAYER 2 NAME: 8 characters max. (Default: Computer)

The Action Replays will be stored under this file name and will contain the above information and the identity of the team scoring the goal.

**19.2** The Action replay is not automatic. To see the Replay, press key R for Normal or S for slow motion before the next kick off. If you wish to save the replays on a disc, insert a FORMATTED data disc in the drive. This disc must be used for only saving Action Replays.

### **19.3 SAVING REPLAY ON A DATA DISC**

AMIGA – ST – IBM – CBM 64: Press F1 during the replay to save the replay on the disc.

AMSTRAD – SPECTRUM: Press SHIFT and A keys to store the replay.

### **19.4 EDITING THE REPLAY**

This option allows the editing of the goals to create a GOLDEN GOALS disc. A new FORMATTED disc is required.

This option is a stand alone program requiring extensive use of memory. Once this option is used, the computer must be switched off and reloaded to play a game.

**19.41** Select EDIT option in the Action Replay in the Main menu.

Insert the data disc in the drive and select LOAD option. The directory of the disc will be displayed. Select the goal you wish to see and press the F.B. Press Space Bar to store the goal in the memory. Only a few goals can be stored in the memory at a time.

Insert Golden Goals disc in the drive and select SAVE option.

Select CLEAR to clear the memory to load more Action Replays. Repeat the process for the rest of the goals on the Match Disc. The GOLDEN GOALS disc can be further edited to produce another GOLDEN GOALS disc.

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## 20.0 LOADING

### KEEP THE DISC WRITE PROTECTED AT ALL TIMES

AMIGA: Insert the KICK OFF 2 disc in the drive when the computer asks for WORK BENCH.

ATARI ST: Insert the KICK OFF 2 in the drive and switch On.

IBM PC & COMPATIBLES: Type kick2 and press the ENTER key.

The IBM requires initialising. Once the set up has been done, it is stored on the disc and loaded with the game.

REMOVE the WRITE PROTECT and insert the disc in the drive. Answer the screen prompts. When all the questions have been answered, the computer will ask you to remove the disc and WRITE PROTECT the disc. The game will then load.

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" and press the RETURN key



## CREDITS

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*(Enigma Variations)*  
*SPECTRUM* - *Enigma Variations*  
*AMSTRAD* - *Enigma Variations*

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