

MODIFY:- Allows the control of each team to be changed. Move the flashing highlight to the required team and press fire to toggle between computer and joystick (C/J). Select DONE when all changes are made.

CONTINUE:- Highlights the two teams which are to play the next match. Press fire to play the match or select SAVE or QUIT.

QUIT:- Returns to main menu.

LOAD/SAVE:- To save a league table insert blank disk or tape. Press Play and Record on cassette deck, if chosen. Select one of six save positions on the disk or select cassette and press fire. To load a previously saved game select as above (winding tape to start of saved game and pressing Play if selected) and press fire.

PLAYER CONTROL

Movement:- The player moves in all 8 joystick directions.

Headers:- If the ball is in the air pressing fire will make the controlled player jump. Move the stick in the direction you wish to head the ball when the player is in the air.

Tackle:- Press the fire button.

KEEPER CONTROL

Computer controlled except when a penalty is being taken.

JUMP
DIVE DIVE
DIVE CATCH DIVE
DIVE DIVE
STOOP

Press fire button to start the move.

The longer the button is pressed the bigger the movement.

BALL CONTROL

DRIBBLE:- Ball travels in front of the player. The distance it travels depends on the speed of the player when he makes contact with it.

SHOOT BALL:- Press fire button AFTER touching the ball, shoots the ball in the direction the player is facing.

STOP BALL:- Pressing fire button BEFORE touching the ball will stop the ball and give you control.

PASS BALL:- You must STOP the ball before you can pass it. Keep the fire button pressed, move the joystick in the direction you wish to pass the ball and release fire button. Releasing the button when stick is centred takes you back into Dribble action.

CHIP BALL:- Reverse the direction of the stick on making contact with the ball.

SET PIECES

KICK OFF - ATARI XL/XE

Loading:-Hold down OPTION and START and switch on machine.Press Play on cassette unit then Return (on 65XE console press START), program will load and run.

League Data:- A pre-formatted disk or a blank cassette isrequired to save league data. The disk or tape is used exclusively to save the league. Any other data will be corrupted.

Introduction:-KICK OFF is an accurate soccer simulation with a full size multi-directional scrolling 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. Each player on the pitch has a unique combination of 4 attributes, Pace, Stamina, Accuracy and

Aggression.

The facility to set the skill levels of both teams independently greatly adds to the enjoyment of the game. Pick a Sunday League side against an International side for a really tough match. You can play against the computer or a friend. Fouling is penalised by a yellow card, persistent fouling leads to a sending off. There are 12 referees in the game with varying experience and leniency.

MAIN MENU

Move the joystick up or down to highlight an option. Press fire to select.

PRACTICE SKILLS:- Allows you to practice without an opposition. Practice passing, throw-ins, corner kicks etc. Press START to return to the main menu.

PRACTICE PENALTIES:- Allows you

to take and defend a series of 5 penalty kicks. Press START to return to the main menu.

PLAY SINGLE GAME:- Play against the computer or a friend. There are 5 skill levels which can be set independently for each team.

Press START to abandon match.

LEAGUE COMPETITION:- The league consists of 8 teams and lasts 14 weeks. Each team in the league has its own style of play.

MATCH LENGTH:- 10 to 90 minutes.

SUB-MENUS

PLAY SINGLE GAME:-

NUMBER OF PLAYERS

One Player JS1 Controls the BLUE team

Two Player JS1 Controls the BLUE team

JS2 Controls the YELLOW team

SKILL LEVEL:- Sunday League to International. A gentle breeze which affects the ball is present from Reserve level upwards.

TOSS:- The winner of the toss decides on direction of play at start.

MATCH TACTICS:-

4-3-3 Defensive play

4-2-4 Attacking play

4-4-2 Good midfield control

5-3-2 Sweeper defensive play

The game starts as soon as tactics have been chosen.

LEAGUE GAME

The league game is played at NATIONAL level and each team contains some INTERNATIONAL standard players. Up to 8 players can play in the league. When the league option is chosen the league table is displayed which shows whether each team is joystick or computer con-

CORNER KICKS:- There is a choice of 9 corner kicks. A selection panel appears. Select the option by highlighting it and press fire.

PENALTIES:- The direction of the penalty is determined by the position at which the arrow stops when the button is pressed. The height of the ball is determined by the length of time the fire button is held down. It is possible therefore to hit the bar or shoot over.

To pause/unpause the game press
OPTION.