

EXTRA TIME

LOADING: Please ensure that the EXTRA TIME disc is WRITE PROTECTED at all times.
AMIGA: Insert the Extra Time disc into the internal drive when the computer asks for the Work Bench. Insert the original copy of KICK OFF when the screen displays the words KICK OFF.

ST: Insert the Extra Time disc into the internal drive and Switch On the computer. Remove the disc and insert the original KICK OFF when the screen displays the word KICK OFF.

INTRODUCTION: The Extra Time is an expansion disc for Kick Off and provides a number of enhancements to the original game. The pace at all the five levels has been increased, though the difference in pace between the levels has been reduced. New attributes of skill in passing, shooting and tackling play a more decisive role in determining the skill level though the teams at the National level retain some players of International class.

Addition of 4 new tactics gives the players a choice of 8 tactics altogether. There is also a choice to play in one of three leagues at the Reserve, National or International level. Four new playing surfaces are provided which together with the Normal Kick Off playing surface gives a choice of 5 playing surfaces. The playing surfaces have a marked influence on the bounce, speed and travel of the ball and also effects the pace and stamina of the players. Another factor to influence the ball while it is in the air is the wind. The strength of the cross wind and it's up and down pitch vector are given.

The instinctive control method of Kick Off has been retained totally but enhanced to control the power of the shot and alter it's direction from the direction of player movement. Similarly, the player can control the Keeper if he so wishes for Goal Kicks. There is a choice of 9 kicks.

A new set of Referees have been introduced to control the game more effectively at the higher levels. Bring down the opponent at your peril. You have been warned!

MENUS:

The Match Duration on the Main Menu has been replaced by OPTIONS. The options are:

MATCH LENGTH: A choice of 3 is provided.

2x5, 2x10, 2x15. The time is in minutes. The default value is 2x5 minutes.

WIND: There is an option to have the wind ON or OFF. The default condition is OFF.

PLAYING SURFACES: A choice of 5 playing surfaces is provided.

NORMAL: Same as Kick Off.

WET: Increased ball speed and travel.

HARD: High ball bounce. Increased ball speed and travel. Increase in player's pace.

ARTIFICIAL TURF: High ball bounce. Increased ball speed and travel. Player's stamina reduced.

SHOT POWER CONTROL: ON or OFF. Default value ON.

LEAGUE SELECTION: RESERVE, NATIONAL, INTERNATIONAL. Default RESERVE.

SOGGY: Little ball bounce. Ball travel reduced. Player's pace and stamina reduced. The default condition is NORMAL.

The OPTIONS must be selected before any other selections are made.

LEAGUE COMPETITION: There is an option to play league at either Reserve, National or International level. The match length is fixed at 2.5 minutes and the wind is ON. The playing surface is selected at random.

TACTICS: Four new tactics are provided.

BLITZ: Totally attacking tactics with nominal defence.

LOCKOUT: Totally defensive tactics.

CRISS CROSS: Waiting tactics based on keeping possession of the ball.

FALCON: Relies on fast wing attacks. Needs suitable players to be effective.

ATTRIBUTES: Accuracy attribute in KICK OFF has been replaced by three new attributes, namely Shooting, Passing and Tackling skills. These attributes together with Pace, Aggression and Stamina give more individuality to the players. The new attributes play an important part in determining the skill level of the players. The pace of the players at all levels has been increased and the difference in pace between the levels has been reduced.

PLAYER CONTROLS: The player controls remain exactly as in Kick Off but with some enhancements.

STOPPING THE BALL: Press F.B. BEFORE touching the ball. The ball will stop and is now under player control.

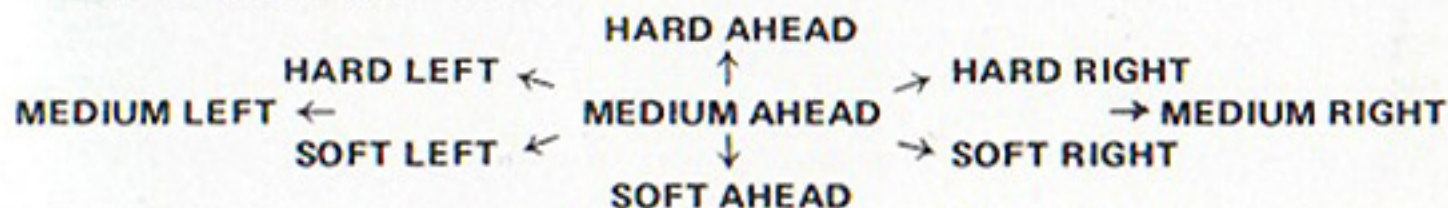
PASSING: Stop the ball. Move the joystick in the direction you wish to pass and release the F.B.

DRIBBLING: 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. The MARKER line under the player will turn White as soon as the player touches the ball and turn Black pixel by pixel. The process is repeated each time the player touches the ball.

SHOOTING: Press the F.B. AFTER touching the ball. The strength of the shot is determined by how many pixels of the marker line are white. Greater the number, more powerful is the shot. Timing is all important. The direction of the shot can also be changed by moving the joystick left or right, up or down. The change in direction will be perceptible but not vast.

KEEPER CONTROL: The Keeper control for defending the penalties remains the same. The player is also given the control of the Keeper for Goal Kicks, if he so desires. To keep the game flow, if the player fails to exercise control, the computer assumes the Keeper control as in Kick Off. The player must therefore exercise the option quickly and well before the computer goes into default mode.

There are 9 types of goal kicks:



Move the J/S in the required position before the Keeper kicks or throws the ball. Press the F.B. to quickly boot the ball upfield to catch the opponents out of position or to stop keeper wasting time. Use the scanner to select the direction and type of goal kick.

Program by Dino Dini. Tactics and Play Testing by Steve Screech.

©1989 ANCO SOFTWARE LTD.

WARNING: The program code, the graphics, the artwork and the playing instructions are copyright of ANCO SOFTWARE LTD. and may not be lent or hired, copied or reproduced in any form or by any means without prior written permission of ANCO SOFTWARE LTD. ALL RIGHTS RESERVED.