

KICK FF3

PC COMPATIBLES - CD ROM - AMIGA - CD 32

INSTRUCTION MANUAL



KICK OFF 3

1.0 INTRODUCTION

KICK OFF 3 is unlike any other computer soccer game. 32 countries, the best in the world and packed with awesome talent, compete for the top honours. What distinguishes Brazil from Germany is each country's individual style of play and KICK OFF 3 is all about the style of play. Brazil's team players have great flair and agility. They play a fast moving one touch passing game while Germany has a talented sweeper and a central midfield Playmaker. They test the Brazilian defence with penetrating passes. England, on the other hand, uses wingers to cross the ball to a Target Man who lurks in the Penalty area. He may head the ball into the net or into the path of a striker to slide the ball into the net himself.

KICK OFF 3 is designed to appeal instantly whether you are a novice or a veteran of the game. If you want a kick about, use Arcade mode. Serious players should choose Simulation mode which observes all the rules of a modern soccer game.

If you are just starting, set the Game Speed and ball control at Novice level. The game really comes into its own at Int. speed.

KICK OFF 3 is the fulfilment of nearly 4 years of planning. It offers you game play which is always demanding and challenging and capable of producing something new every time you play.



2.0 BRIEF DESCRIPTION

2.1 KICK OFF 3 is designed to give you years of enjoyment through its wide variety in game play and choice of competitions. The variety is provided by each of the 32 teams having a distinct style of play ensuring that no two games are the same. Each team has some key players such as Liberos and Wingers who play a pivotal role in how that team plays. Naturally the quality of these key players varies from team to team. The Team Talk can also influence the game substantially.

2.2 Besides the Int. Friendly, there are three competitions i.e. World Cup, Anco League and Anco Cup. There is also a challenge against Anco Utd. to see how good you really are.

2.3 You can play in Arcade or Simulation mode. Simulation mode obeys all the rules of soccer like offside, back pass etc. In the Arcade mode you can switch off one or all of these options to get a real knock about game.

2.4 Practice provides the opportunity to learn and perfect the controls. There is even an overall assessment of you as a player.

2.5 Two options in the OPTION MENU are of vital importance, namely GAME SPEED and BALL CONTROL. Each can be set independently to NOVICE, MEDIUM or INT. level. The ball control setting determines the ease with which you can turn with the ball. At Int. level, twisting and turning with the ball requires considerable experience.

2.6 At any time during the game you can press the SPACE BAR to pause the game. From the Pause menu, you can select Action Replay, Match Facts, Team Talk or effect a Substitution.

2.7 The Main Menu takes you through various sub menus to the game. All sub menus have default selections already made. So for a quick game, just keep on selecting ► icon.

2.8 Once you are on the pitch, your squad and the opposition squad are presented in a warm up. Press button B at any time to quit warm up.

2.9 Continue Game

2.9.1 AMIGA 500 / 600 / 1200 : You can save any competition and the challenge at any time to continue later. There is a provision to save up to 20 games.

2.9.2 PC Compatibles / CD Rom : As for the Amiga. The provision is made for up to 20 games on the hard drive.

2.9.3 CD32 : Any competition or challenge can be saved in the non volatile memory to be continued later.

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3.0 GETTING STARTED

3.1 AMIGA 500 / 600 / 1200 (3.5" Disc Based Systems)

**WARNING : KEEP THE PROGRAM DISC
'WRITE PROTECTED' AT ALL TIMES.**

3.1.1 Insert the disc in the drive when the screen shows **WORK BENCH** disc requester. Always **SWITCH OFF** and switch **ON** the machine before inserting the program disc. Do not use the machine after **RESET**.

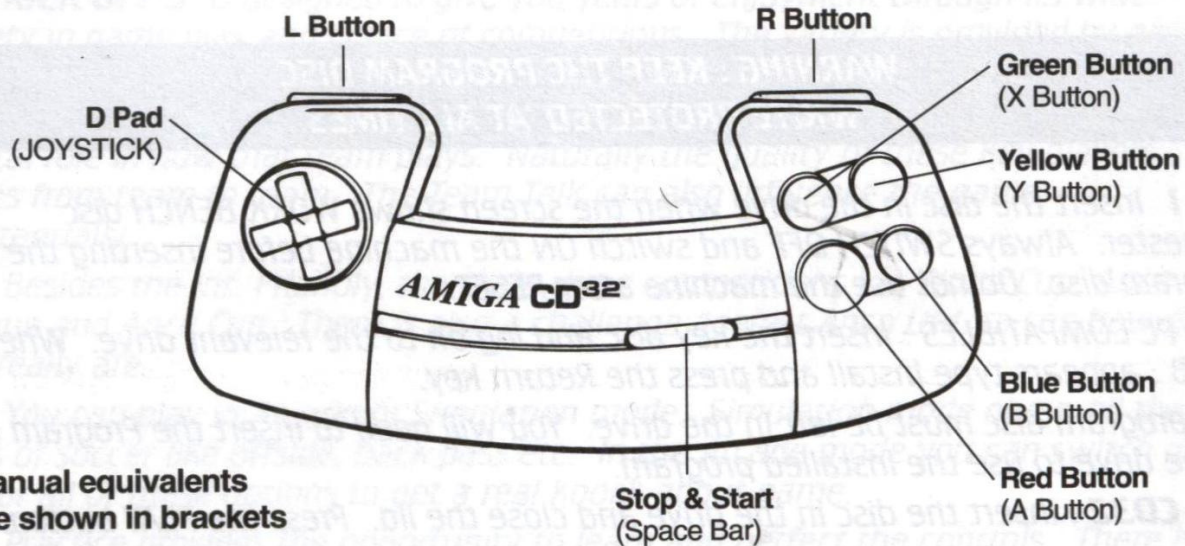
3.2 PC COMPATIBLES : Insert the key disc and log on to the relevant drive. When **A :** or **B :** appears type **Install** and press the **Return** key.

The program disc must be left in the drive. You will need to insert the Program disc in the drive to use the installed program.

3.3 CD32 : Insert the disc in the drive and close the lid. Press the **PLAY** button.



4.0 CD32 CONTROLS



4.1 The controls of KICK OFF 3 are instinctive and are designed for easy use. Use the PRACTICE mode to learn and perfect the controls.

4.2 TRANSFER OF CONTROL : Control of the player WITHOUT the ball is transferred automatically to the player nearest to the ball when he actually touches the ball. However you can transfer the control to the player nearest to the ball by pressing **Red** button . This is vital if you wish to tackle an opponent with the ball. For a good game, if the opponent has the ball, use button A frequently to transfer the control to a player nearest to the ball otherwise the wingers will play havoc with your defence.

4.3 PLAYER MOVEMENT : Use D Pad to move the controlled player in the direction the joypad is pressed. The controlled player is indicated by a marker.

4.4 RED BUTTON (A Button)

PASS : The ball is passed if there is a player available to receive the pass. Move the D Pad in the direction you wish to pass. Please note that a good Playmaker looks round to see if he can do a deep penetrating pass.P

OVERHEAD KICK : If the ball is in the air.

4.5 BLUE BUTTON (B Button)

KICK : The ball is kicked in the direction the player is running.

SHOOT : If the player is facing the opposition goal and is within 30 yards, the player will shoot the ball at the goal.

HEADER : If the ball is in the air.

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SLIDING TACKLE : If the opposition has the possession of the ball. Press D Pad for the direction of the tackle.

VOLLEY : If the ball is between ankle and stomach height. Press D Pad for the direction of the volley.

4.6 GREEN BUTTON (X Button)

PUSH : Short burst of acceleration for the player with the ball.

DIVING HEADER : If the ball is between chest height and knee height.

4.7 YELLOW BUTTON (Y Button)

CHIP : Chips the ball in the direction the controlled player is running.

LONG BALL : If the ball is in the player's own 18 yards box, the ball is booted out.

CROSS : If the ball is in the wing area near the opposition goal, the ball will be crossed. It will be crossed in the air or on the ground depending on the play style of the team. Press D Pad for the direction of the cross.

4.8 BLUE + YELLOW BUTTONS (X + Y Buttons)

HIGH KICK : If the player is running towards the opposition goal and is 25-30 yards out, the ball will be kicked high towards the goal. Use the After Touch to bend the ball.

FLICK : The ball is flicked chest high for a volley or diving header.

4.9 AFTER TOUCH : Move the D PAD left or right to alter the direction of the ball. Remember, the After Touch is only active for a fraction of a second.

4.10 THROW IN : Use the D Pad to select one of the five forward directions of throw and press BLUE button.

4.11 PENALTIES : TAKING A PENALTY : Move the D Pad in one of the five forward directions and press Red button to place the ball in that direction or Blue to shoot in that direction.

Shooting is not as accurate as placing the ball.

DEFENDING A PENALTY : Move the D Pad in the direction you wish to dive and press Blue button.

4.12 GOAL KEEPER : The goal keeper is computer controlled except for goal kicks or defending penalties. Press the Blue button to kick the ball or Red button to throw the ball immediately.

4.13 CORNERS : A marker will appear. Position the marker over the player you wish to control and press button B. The ball will be directed automatically in the vicinity of the controlled player. You may move the controlled player to confuse the opposition but only within reason. If you are defending a corner, the controlled player can head the ball away.

4.14 SET PIECE FREE KICKS : Two players will be stationed near the ball. Press the BLUE button to shoot the ball high towards the goal and use After Touch to



bend the ball. Press the **RED** button to pass the ball to the nearest player. The normal game resumes.

4.15 SET PLAYS: When a Corner or Set Piece Free Kick is awarded, you have a choice of the six Set Plays available. To select a Set Play, move the cursor to the required box using **L** or **R** buttons (six numbered boxes are displayed). Press button **X**. The ensuing moves are automatic except for the last move which is controlled by you. The Set Plays have to be practised to be effective.

4.16 KICK OFF: When you go onto the pitch, the teams are introduced. Starting from the goal keeper, the ball travels to each player who shows some of his skills. The player name appears at the bottom. If you had a chance to look at the **TEAM STATS** before coming onto the pitch, you will be able to pin point the opposition Key Player when the opposition team is introduced. The home team is introduced first. You can terminate this presentation at any time by pressing button **B**.

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5.0 CONTROLS

(AMIGA 500 / 600 / PC compatibles / PC CD Rom)

The controls of KICK OFF 3 are instinctive and are designed for easy use. Use the PRACTICE mode to learn and perfect the controls.

WARNING : SWITCH OFF the AUTO FIRE on your joysticks. The game is UNPLAYABLE and liable to CRASH if you leave the AUTOFIRE active.

5.1 JOYSTICKS : The game requires a joystick with **TWO INDEPENDENT FIRE BUTTONS**. AUTOFIRE must be SWITCHED OFF

5.1.1. PC COMPATIBLES : Use a SPLITTER to connect two joysticks to the game port for a 2 player game.

5.2 PLAYER CONTROL : Move the joystick in the direction you wish the controlled player to move. The controlled player is indicated by a marker with his shirt number.

5.3 TRANSFER OF CONTROL : Control of the player WITHOUT the ball is transferred automatically to the player nearest to the ball when he actually touches the ball. However you can transfer the control to the player nearest to the ball by pressing button A. This is vital if you wish to tackle an opponent with the ball. For a good game, if the opponent has the ball, use button A frequently to transfer the control to a player nearest to the ball otherwise the wingers will play havoc with your defence.

5.4 Ball controls are described for each action depending on if the controlled player has the ball (WITH THE BALL) or is without the ball.

5.5 A BUTTON

5.5.1 (WITH THE BALL)

PASS : Move the joystick in the direction you wish to PASS the ball and press button A. The ball will be passed if there is a player available to receive the pass.

NOTE : A quality PLAYMAKER will not necessarily pass the ball to the nearest player. He will act on your command to pass but will make a deep pass for a player to run on and collect the pass.

FLICK : Centre the joystick and press button A or B to FLICK the ball up for a Volley or Diving Header.

5.5.2. (WITHOUT THE BALL)

OVERHEAD KICK : If the ball is in the air and the controlled player has high agility an overhead kick will be made.

5.6 B BUTTON

5.6.1 (WITH THE BALL)

KICK : The ball will be kicked in the direction the controlled player is running.



SHOOT: A controlled player running towards the opposition goal will **SHOOT** the ball at the goal if he is within 30 yards of the goal mouth.

FLICK: Centre the joystick and press button A or B to **FLICK** the ball for a volley or diving header.

5.6.2 (WITHOUT THE BALL)

SLIDING TACKLE: To Tackle a player with the ball, move the joystick in the direction you wish to tackle and press button B.

HEADER: If the ball is above head height, press button B to jump and move the joystick in the direction you wish to head the ball.

DIVING HEADER: If the ball is between knee height and chest height, press button B to do a **DIVING HEADER**.

5.7 A+ B buttons: The buttons are pressed together.

5.7.1 (WITH THE BALL)

PUSH: The player gets a short burst of acceleration in the direction he is moving. Very useful for Nutmegging a defender.

VOLLEY: If the ball is coming towards you is between knee height and stomach height, press buttons A and B together to volley the incoming ball.

5.8 REVERSE JOYSTICK: Reverse the joystick quickly from the forward directions for the following actions.

5.8.1 (WITH THE BALL)

CHIP THE BALL: The ball will be chipped in the direction the controlled player is running.

LONG BALL: If the ball is in your own 18 yards box, the ball will be cleared towards the halfway line.

HIGH KICK: If the controlled player is running towards the opponent goal mouth and is 25 to 30 yards from the opponent goal mouth, the ball will be kicked high towards the goal. Use **AFTER TOUCH** to control the flight.

CROSSING THE BALL: If the controlled player is in the **WING** area, reverse the joystick quickly. The player will turn and cross the ball to the opponents 6 yards box. The cross might be in the air or on the ground depending on the playing style of the team.

5.9 AFTER TOUCH: Move the joystick left or right to alter the direction of the ball. Remember, the After Touch is only active for a fraction of a second.

5.10 THROW IN: Use the joystick to select one of the five forward directions of throw and press button B.

5.11 PENALTIES: TAKING A PENALTY: Move the joystick in one of the five forward directions and press button A to place the ball in that direction or button B

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to shoot in that direction.

Shooting is not as accurate as placing the ball.

DEFENDING A PENALTY : Move the joystick in the direction you wish to dive and press button B.

5.12 GOAL KEEPER : The goal keeper is computer controlled except for goal kicks or defending penalties. Press the B button to kick the ball or button A to throw the ball immediately.

5.13 CORNERS: A marker will appear. Position the marker over the player you wish to control and press button B. The ball will be directed automatically in the vicinity of the controlled player. You may move the controlled player to confuse the opposition but only within reason. If you are defending a corner, the controlled player can head the ball away.

5.14 SET PIECE FREE KICKS: Two players will be stationed near the ball . Press the B button to shoot the ball high towards the goal and use After Touch to bend the ball. Press the A button to pass the ball to the nearest player. The normal game resumes.

5.15 SET PLAYS : When a corner or Set Piece Free Kick is awarded, the game cannot be paused. Press SPACE BAR to go to SET PLAYS. There is a choice of 6 Set Plays numbered 1 to 6. Number 1 will be highlighted. Use the joystick to move the highlight. Press button B to select the Set Play. The ensuing moves are automatic except the last move which is under your control. Set Plays must be practised to be effective.

5.16 KICK OFF : When you go onto the pitch, the teams are introduced. Starting from the goal keeper, the ball travels to each player who shows some of his skills. The player name appears at the bottom. You can terminate this presentation at any time by pressing button B.

7.6 PENALTIES : Take and defend five penalties.

7.7 ASSESSMENT : You can go for an overall assessment of your skills. You are tested for Dribble, Free Kicks, Penalties and Crossing and given a score out of 100.

7.8 QUIT : Press SPACE BAR to quit the practice and return to the Practice menu.



6.0 MENUS

6.1 SELECTING A MENU ITEM: Point the cursor to the item you wish to select and press button B. This process is referred to in the manual as **SELECT**.

6.2 When a box is selected, the highlight will change on the end panel. If you select a box which requires input from you, the cursor will change to a pencil. You **CANNOT** quit a menu while the cursor is a pencil. To de-select a selected box, select the box again.

In most of the menus there are various options. In some cases some options are not available.

6.2.1 YELLOW highlight indicates that the option is **NOT AVAILABLE**.

6.2.2 BLUE highlight indicates that the option is available.

6.2.3 RED highlight indicates that the option is selected.

6.3 PLAYER HIGHLIGHTS - Up to 4 people can play the game. Each player has been given a colour highlight so that he can readily identify which country he is representing.

Player 1: Red, Player 2: Light Green,
Player 3: Orange and Player 4: White

The computer controlled teams are always highlighted in Green.

6.4 QUITTING A MENU : Most menus have two arrowhead icons. One pointing right and the other left.

► : Select this icon to go to the next menu

◄ : Returns to the Main Menu or previous menu as appropriate.

7.0 THE PRACTICE

7.1 Practice has two purposes - to learn the ball and the player controls and to improve the skills and timings so that you can enjoy Kick Off 3 to the maximum. The options available encourage you to improve particular aspects of the game. Set the Game Speed and Ball Control to your own comfort level and change it to a higher level when you feel confident.

7.2 DRIBBLE AND SHOOT : You take the ball through a series of cones and shoot at the empty goal. This practice is invaluable for learning ball control. Initially at level 1 the cones are well spaced. You have to dribble round each cone and shoot at an open goal. The number of tries and successes are counted to give you an assessment of your efforts. If you go round even 1 cone, it is counted as a try. You have to score 3 goals at each level to proceed to the next level. If there are cones on the goal line, you will have to chip the ball to score a goal. The score line shows the success and number of tries in the allotted period of 3 minutes.

7.3 SKILLS :

You can practice passing, shooting, chips and all the moves at leisure without being harassed by the opposition. You can also practice corners. Most importantly you can practice SET PLAYS for both left and right corners. Remember that all the moves are automatic except for the last one, which is under your control. Perfect the timing so that if you get the opportunity, you can score.

7.4 SET PIECE FREE KICKS : Three positions for Set Piece Free Kicks can be practised. A line of cones is positioned some distance from the ball to represent the opposition wall. You can take normal Free Kick or select one of the six Set Plays.

7.5 CROSSING : This practice will help you to score goals when you are up front. If the player is in or near the 6 yard box, the ball will be crossed at random either at head height for a header or chest height just in front for a diving header or behind for an overhead kick or at ankle height for a volley. If you move the player further out, the ball will be passed between the ground and stomach height. You will have to volley the ball or shoot.

7.6 PENALTIES : Take and defend five penalties.

7.7 ASSESSMENT : You can go for an overall assessment of your skills. You are tested for Dribble and Shoot, Penalties and Crossing and given a score out of 100.

7.8 QUIT : Press SPACE BAR to quit the practice and return to the Practice menu.



8.0 SELECT SQUAD

The Select Squad menu only appears if Simulation mode is selected. There are 20 players in each squad. The display shows the shirt number against each selected player. The pre selected squad displayed is based on the style and tactics associated with that country.

8.1 Against each player, the following information is displayed.

Type of Player:

Keeper	- Green
Defender	- Dark Blue
Midfield	- Yellow
Forward	- Red

8.2 Skills and Attributes : As all players are International Players, they all have high skills and attributes. However an above average attribute or skill is indicated. The attributes are -

VISION (VSN) : A player with vision reads the game and does long passes into space.

FLAIR (FLR) : A high flair player will take the ball towards the opposition half instead of passing it. He will also tend to shoot at the goal from distance.

PACE (PCE) : Player is capable of sudden bursts of speed.

AGILITY (AGL) : High agility player is capable of doing flying headers, overhead kicks and quickly controlling the ball after chesting.

The skills are Passing (**PAS**), Tackling (**TKL**), Heading (**HDG**) and Shooting (**SHT**). There are 640 players in the game. An average is taken of all the players for each of the attributes and skill. If a player's skill or attribute is higher than this average, that skill or attribute is displayed.

8.3 KEY PLAYERS : Players with a particular combination of above average attributes and skills. These players are responsible for giving a country a special style. The quality of these key players varies for each country.

PLAYMAKER : A midfielder with vision, flair and passing skills.

SWEEPER: A defender with vision and passing skills. Plays behind the defence. Usually the Best player in the side distributing the ball from the back.

LIBERO : As Sweeper but plays in front of the defence. Capable of taking the ball to the opposition. High Flair.

STRIKER : A forward with agility and pace and shooting skills.

TARGET MAN : A forward with heading and shooting skills.

GOAL MAKER : A forward player with passing and vision who services the striker but is quite capable of scoring himself as well.

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WINGER A player with pace, flair and passing skills.

CENTRE BACK : A defender with heading and tackling skills.

FULL BACK : A defender with pace and tackling skills.

A combination of skills and attributes listed in 8.2 makes a Key player. If these skills and attributes are also listed against the player, the player is a top quality Key player.

8.4 Though the computer has selected the best team, you can replace any player. Select the player to be replaced and then select the replacement. You have a squad of 11 and 5 substitutes.

8.4.1 In two player mode, player 2 will select his squad after player 1.

8.4.1 SUBSTITUTES

Select the player to be substituted and then the substitute. You are allowed 2 substitutes in the game. If you have already used a substitute in the game, you can only substitute one more player.

8.4.2 TEAM STATS : You can look at the Team Stats of both teams and the key players of each team.

8.4.3 OPTIONS : You can go to the OPTION menu and change the options in the Friendly match at the KICK OFF and Half Time.

8.4.4 TEAM TALK : You can give your team instructions at Half Time (See 11.3).

8.4.5 MATCH FACTS : You can look at the match facts at the Kick Off (See 11.4).

8.4.6 CONTINUE : This option is only available for the Friendly match.

INTERNATIONAL FRIENDLY : You can go to KICK OFF screen and select the Friendly match from the menu.

CHALLENGE : You can go straight to the next level if you have won 10 or more matches if you have drawn or lost.

8.2 Extra Time and Penalty Shoot Out are indicated by the screen.



9.0 THE SQUAD

9.1 The Squad Screen shows your squad of 11 players for the match. If you are playing the Arcade mode, you will come straight to this screen i.e. the squad is pre-selected for you. If you are playing the Simulation mode, you already have had the opportunity to select your squad.

9.2 Player information for each player is exactly the same as Select Squad. You can exchange players against any shirt number. Select the two players you wish to exchange places using button B.

9.3 The best tactics to suit the country's playing style is pre - selected. If you wish to change the tactics, move the cursor to the Tactics icon and press button B repeatedly to cycle through 8 available tactics.

9.4 The formation shows the position of each player on the pitch. The shirt numbers represent the players. The numbers are in appropriate colours namely Red (Forwards), Yellow (Midfield) and Blue (Defenders).

9.5 If you change tactics, you can reposition the players by using the exchange player facility.

FLAIR (FLR) - A high flair player will take the ball towards the opposition half instead of passing it. He will also tend to shoot at the goal from distance.

PACE (PCR) - Player is capable of sudden bursts of speed.

ABILITY (ABL) - High ability player is capable of doing flying headers, overhead kicks and quickly controlling the ball after clearing.

The skills are Passing (PAS), Tackling (TAL), Free-kick (FK) and Shooting (SH).

There are 5-10 players in the game. An average is taken of all the players for each of the attributes and skills. If a player's skill or attribute is higher than this average, that skill or attribute is displayed.

KEY PLAYERS - Players with a particular combination of above average attributes and skills. These players are responsible for giving a country a special style. The quality of these key players varies for each country.

PLAYMAKER - A midfielder with vision, flair and passing skills.

SWEETENER - A defender with vision and passing skills. Plays behind the defence, usually the last player on the side distributing the ball from the back.

LIBERO - As sweeper, but more in front of the defence. Capable of taking the ball to the opposition half.

STRIKER - A forward with ability and pace and shooting skills.

TARGET MAN - A forward with heading and shooting skills.

GOAL MAKER - A forward player with passing and vision who services the striker but is also capable of scoring himself as well.

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10.0 KICK OFF

10.1 Before you go onto the pitch, the match screen is displayed. It shows the name of the countries playing the match and their respective flags. The score at half time and full time will be displayed against each country.

10.2 It also shows which player i.e. player 1 to 4 is representing the team. The end panel shows :

RED - Player 1 LIGHT GREEN - Player 2

ORANGE - Player 3 and WHITE - Player 4.

The computer controlled teams are highlighted in GREEN.

10.3 It shows which joystick is controlling the team.

10.4 There are 7 options on this menu which are active at various times. Yellow highlighted options are not available. The options are:

10.4.1 **SUBSTITUTE** : You can substitute a player at half time or at the beginning of extra time. Select the player to be substituted and then the substitute. You are only allowed 2 substitutes in the game. If you have already used a substitute in the game, you can only substitute one more player.

10.4.2 **TEAM STATS** : You can look at the Team Stats of both teams and the key player of each team.

10.4.3 **OPTIONS** : You can go to the OPTION menu and change the options in the Int. Friendly match at the KICK OFF and Half Time.

10.4.4 **TEAM TALK** : You can give your team instructions at Half Time (See 11.3)

10.4.5 **MATCH FACTS** : You can look at the match facts except at Kick Off (See 11.4)

10.4.6 **CONTINUE** : This option is only available for the following

INTERNATIONAL FRIENDLY : You can go to KICK OFF straight without going through all the Menus.

CHALLENGE : You can go straight to the next level if you have won, or repeat the last match if you have drawn or lost.

10.4.7 Extra Time and Penalty Shoot out are indicated on this menu.



11.0 IN GAME MENUS

11.1 PAUSE MENU

Press **SPACE BAR** to **PAUSE** the game. Press button **B** to display the Pause Menu.

A Menu will appear at the top. Use the joystick to move the highlight to the required heading and press button **B**. The headings are -

11.2 SUBSTITUTION : Player numbers 2 to 11 will be displayed. Move the highlight to the player number to be substituted and press button **B**. A list of the substitute player numbers will now be displayed. Select the substitute.

The substitution will take place when the ball is out of play.

11.2.1 TEAM TALK: To select an item, move the highlight to the required item and press button **B**. Press the **SPACE BAR** to quit the menu without taking any action. See 9.3 for details.

11.2.2 MATCH FACTS: See 9.4 for details. Press **SPACE BAR** to quit and return to the **PAUSE** menu.

11.2.3 REPLAY: You can watch the last few seconds of play at any time. Four symbols are displayed in the top right hand corner.

The symbols from left to right are:-

|| : (Pause): The replay is paused.

I : The replay is paused unless button **B** is pressed. This facility can be used for frame by frame display of the Replay.

S : The replay takes place at slow speed.

► : Normal Replay.

Use the joystick to move the highlight and press button **B**.

Press the **SPACE BAR** to quit Replay.

11.2.4 CROWD FX: This works on a toggle basis. The crowd sound

(Not available on **AMIGA 500 / 600**) during the game is switched **ON** and **OFF**. The in-game sound effects are not affected.

11.2.5 QUIT GAME : Quits the game and returns to the Main Menu. (Int Friendly only)

11.2.6 Press the **SPACE BAR** to return to the game.

11.3 TEAM TALK MENU

You can give your players instructions to alter the course of the Match. The instruction can be given during the game or at halftime. It is your responsibility to remember the instructions you have given.

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11.3.1 PUSH FORWARD: Attacking move. The players move to forward tactical positions. It also restores the players to the normal positions if the previous instruction was to fall back.

11.3.2 DROP BACK: Reverse of Push Forward.

11.3.3 SIT ON IT: Don't take any chances.

11.3.4 GET STUCK IN: Get aggressive

11.3.5 RELAX: Enjoy the game. The players play the game with more flair.

11.3.6 STAY CLOSE: The opposition forwards are marked by your defenders in your half.

11.3.7 MARK TIGHT: Your midfielders join the defenders in marking.

11.3.8 STAND OFF: Remove Marking

11.3.9 Use ◀ icon to quit the menu without giving any instructions.

11.4 MATCH FACTS : As the match is played, the possession, shots at the goal, shots on target etc. are displayed. It gives a very good indication as to how you are playing . If your possession is very much lower than opposition's, then you should change to easier ball control. If few of your shots at goal are on target, you should practice more. Use ◀ icon to return to the Main Menu.



12.0 INTERNATIONAL FRIENDLY

12.1 In International Friendly you can: play against the computer; play against another player; watch a demo of computer playing against the computer.

12.2 Select any two countries from the table which lists 32 countries. Two countries are pre-selected as default teams. To make a new selection, move the cursor to one of the selected countries and press button B. The highlight will change from red to blue. Now select the replacement country in the same way.

12.3 If you are new to the game, you are advised to go to the option menu and set the Game Speed and Ball Control to Novice Level.

12.4 Once you have selected the two teams, the next menu gives you the option of 1 player, 2 players or a Demo mode. Use the joystick to move the joystick icons.

12.4.1 ONE PLAYER: Move the top joystick under either team and the second joystick in the middle. You will now play against the computer.

12.4.2 PLAYER VS PLAYER : Move the top joystick under one team and the second joystick under the other team. You cannot quit this menu if both joysticks are under one team.

12.4.3 DEMO: Move both joysticks in the centre to watch the game.

12.5 At the Final Whistle, you will be shown the final score. To go straight to KICK OFF again use CONTINUE option.

12.6 QUIT GAME

12.6.1 DURING GAME: Press SPACE BAR and then B Button to display the PAUSE menu. Select QUIT GAME option to return to the main menu.

12.6.2 FULL TIME: Select ◀ icon to return to the Main Menu.

13.0 WORLD CUP

13.1 RULES: The World Cup finals are played in two parts. In the first part, six groups, four countries in each group, are drawn. The four countries in each group play against each other once. The winner is awarded 2 points and a draw earns each country 1 point. The loser is awarded no points. There is no extra time.

The two top teams in each group and the four best losers proceed to the second part of competition on a knock out basis. If the match ends in a draw, there is Extra Time. If after Extra Time, the result is still a draw, there is a Penalty Shoot Out to decide the result.

13.2 MENUS: The first menu shows the six groups of four countries. Each group is colour coded. There are also eight other countries which did not win a place in the World Cup finals but have a strong soccer following. You can create your own groupings by exchanging a country in one group with another in any other group or with one of the eight countries. The group identification markers will transfer with each country so that you may restore the original grouping if you wish. Select the country to be replaced and then the replacement. You can also select Arcade or Simulation mode in this menu.

13.3 The next menu shows your selected grouping. 1 to 4 players can participate. You can select only one country in each group. Select the player number and then select the country. The selected country will display the player's identity colour. Each player has been given a different colour highlighted so that he can identify which country he is playing for. **PLAYER 1-RED PLAYER 2-LT. GREEN**
PLAYER 3-ORANGE PLAYER 4-WHITE.

13.4 The next menu displays the tables for the group playing the next match. You can view any group tables by selecting the group identifier letter below the tables. The tables show the games played, won, drawn, goal difference and the points for each team. Below group letters, there are six other blocks.

You must return to the current match table before you can select any of the following options.

13.4.1 PLAY: If one of the teams is human controlled, you can select Play option to go onto the pitch. If both teams are computer controlled, the block will have a yellow identifier i.e. the option is not available.

13.4.2 WATCH: If you select this option, both teams will be computer controlled even if a human player is involved.

13.4.3 PREDICT: The computer predicts the result. Full Time results are displayed. Select ◀ icon to return to the tables. The group tables are updated. The Play, Watch and Predict boxes now have a yellow highlight while NEXT and AUTO boxes' highlight has changed from yellow to blue.

13.4.4 NEXT: This will take you to the next match. The match group table with



the current match will be displayed. If you Select NEXT again, the results of the current match will be predicted, the tables updated and the next match will be displayed.

13.4.5 AUTO : This takes you straight to the next match with a human controlled team. The group tables of that match will be displayed. The results of all the matches so far will be predicted and the appropriate group tables updated. When all the matches have been played, all the five options will be highlighted yellow so that you can view all the tables. Select ► icon to quit this menu to go to the second part of the World Cup Competition.

13.5 The second part of the competition is on a knockout basis. Each player selects the country he wishes to represent. Once you have made the selection, Play, Predict, Watch, Next and Auto boxes will become active. The functions are as previously described. You are given the opportunity to select the country you wish to represent at the start of each round.

13.6 If at the end of Full Time, there is a draw, Extra Time will be played. If the result is still a draw after Extra Time, the result will be decided by a Penalty Shoot Out.

13.7 PENALTY SHOOTOUT : Each side takes a Penalty in turn and other team's Keeper defends the penalty. Five penalties are taken by each side. If, at the end of this round, the goal score is equal, the Sudden Death sequence starts. Each side takes a penalty in turn. After both sides have taken a penalty, if the scores are equal the sequence continues until a penalty is missed or saved. The team scoring the most goals is the winner.

13.8 QUITTING COMPETITION :

13.8.1 : SAVE You can save the existing game by using the SAVE option and resume later. If you select ◀ icon, you will return to the Main Menu without saving the game.

13.9 QUIT GAME : Option in the Pause Menu is not operational.

14.0 ANCO CUP

14.1 The cup competition is on a knock out basis. Sixteen countries are already selected as default teams.

14.2 You can replace any or all of the countries by any other country in the table. Select the countries to be replaced and then the replacements. The new selection will be highlighted. The cursor will remain a pencil until 16 countries have been selected.

14.3 In the next menu, you are given a choice as to which country you wish to represent. One to four players can participate in the competition. See 13.3 for details.

14.4 PLAY, WATCH, PREDICT, NEXT and AUTO options. See 13.4.1 to 13.4.5 for detailed descriptions of these boxes.

14.5 The rules of the ANCO Cup are the same as for the 2nd round of the World Cup. See 13.5 and 13.7.

14.6 QUIT COMPETITION : As detailed in 13.8

14.7 QUIT GAME : Option in the Pause Menu is not available.



15.0 ANCO LEAGUE

15.1 The Anco League is played between eight teams.

15.2 Eight teams are pre-selected. You may replace any or all pre-selected eight teams by any team in the table. See 14.2 for the procedure.

15.3 The next menu gives you the choice of which Country you wish to represent. See 14.3 for details. You can represent more than one country. If two teams represented by you are drawn to play one another, the PLAY option will not be available.

15.4 **PLAY, PREDICT, WATCH, NEXT and AUTO options.** See 13.4.1 to 13.4.5 for a detailed description.

15.5 The table shows the matches played, won and drawn, the goal difference and the cumulative points of each team. A win is awarded 2 points, a draw 1 point and the loser gets no points. The table is updated after each match and the next match is highlighted.

15.6 QUIT GAME option in the Pause Menu is not operational.

15.7 To quit the league and return to the Main Menu, Select ◀ icon.

13.8 QUITTING COMPETITION :

13.8.1 : SAVE You can save the existing game by using the SAVE option and resume later. If you select ▶ icon, you will return to the Main Menu without saving the game.

13.9 QUIT GAME Option in the Pause Menu is not operational.

16.0 THE CHALLENGE

16.1 The challenge is designed to test the playing skills of the challenger. He can select any one of the 32 teams to challenge Anco Utd. There are 30 rounds and each successive round gets tougher until you challenge the ANCO ALL STARS. You can only proceed to the next round if you win.

16.2 The competition is not open to novices. The play mode is a mixture of Arcade and Simulation mode. The conditions set are -

OFFSIDE and FOULS	YES
INJURIES and EXTRA TIME	NO
DURATION	2 X 5 mins
GAME SPEED	MEDIUM or INTERNATIONAL
BALL CONTROL	MEDIUM or INTERNATIONAL

You can select Game Speed and Ball Control at the start of the Challenge. Once the challenge has started, the options cannot be changed.

16.3 Use the CONTINUE option to go to the next stage of the competition if you have won the current match. If you have lost or drawn the match, CONTINUE will resume the current game again.

16.4 If you win by a big margin, a couple of stages will be skipped. Similarly if you lose by a big margin, you will drop a couple of stages.

16.5 Select ◀ icon to return to the Main Menu.



17.0 LOAD AND SAVE

17.1 Amiga 500 / 600 / 1200: You will need a **NEW FORMATTED** disc to save the program. Follow the instructions in the handbook supplied with your computer for formatting a new disc. The formatted disc will be referred to as **SAVE GAME** disc.

17.2 PC Compatibles - HARD DISC Systems : The program will automatically reserve space to store 20 games.

17.3 SAVE : When **SAVE** icon is operational i.e. highlight is not yellow, select the icon to save the game.

A directory of 10 games will be shown. Select No 1 to 10. Use the keyboard to enter the comments. Use **ENTER / RETURN** key to terminate the input. If this directory is full, use **►** icon to go to the next page and use **◄** icon to return.

17.4 LOAD : You can use the **CONTINUE GAME** option in the Main Menu to continue a previously saved game. Save Game directory will be displayed. Select the game you wish to continue. Ensure that your **SAVE GAME** disc is in the drive.

17.5 CD 32 When any competition is selected from the Main Menu, the program will check if enough memory is available to save the selected competition. If not, you will be informed that you need to free a specified amount of memory if you wish to save the competition. If you do not wish to save the competition, you have the option to continue.

17.5.1 To free the memory, lift the lid of the drive. Press Red button to display the memory map. Follow the instructions given in CD32 handbook that came with your computer to free the required memory.

17.5.2 Once the competition or challenge is finished, the saved game will be automatically wiped from the memory.

KICK OFF 3

18.0 RULES

18.1 YELLOW CARDS : A player getting two yellow cards in a game must leave the pitch immediately.

18.2 RED CARD : A player receiving a RED card must leave the pitch immediately.

18.3 SUBSTITUTION : You can only use two out of the five available substitutes. A player sent off after 2 yellow cards or a red card cannot be substituted.

18.4 PROFESSIONAL FOUL : A player fouling an opposition player with the ball when he is clearly in a scoring position, will be given a red card.

18.5 BACK PASS: A player cannot pass the ball to his keeper. A free kick will be awarded.

18.6 OFFSIDE: There must be an opposition player between the player receiving a pass and the goal keeper at the time the pass is made.

18.7 It is a foul to tackle an opposition player who has the ball, from behind. A Free Kick is awarded to the opposition.



19.0 A WORD ABOUT STYLE AND TACTICS

19.1 Kick Off 3 is unique because each International Team has its own style of play giving the game much more depth and superior gameplay. Kick Off 3 is a game which won't be gathering dust in the back of a cupboard after two weeks. The infinite variations in playing styles and team tactics results in a game with lasting interest. It takes a long time to reach perfection!. Below are some of the playing styles.

GERMANY 1-4-3-2

The World Champions build from the back with a Sweeper and two attacking Full Backs. The Keeper rarely kicks and usually throws the ball to the Sweeper who distributes the ball to a Full Back who runs forward with the ball. A Playmaker in Midfield services the two Strikers. The players are very disciplined. Their flair and agility, though, is merely average.

HOLLAND 4-1-3-2

Using much the same tactics as the Germans, the Dutch, however, play with a Libero who plays in front of the back four. He not only acts as a Sweeper but is quite capable of taking the ball to the opposition. The Midfield has two Wingers serving two Strikers. Dutch players, like the Brazilians, show great individual flair and agility. The wingers are very comfortable on the ball and will usually pass it to the Strikers on the ground.

ENGLAND 4-4-2

The Keeper will invariably kick the ball. The Midfield has two Wingers crossing the ball in the air to seek out the Target Man and the Goal Maker behind the Strikers. The playing formation is really more 4-3-1-2 playing a diamond forward and midfield formation.

BRAZIL 4-3-2-1

Using 2 Liberos at the back, the ball moves forward swiftly on the ground. Two Goal Makers will service the Lone Striker. The Brazilians play with a high level of flair and agility and, in effect, any player is capable of scoring goals.

CAMEROON 4-2-4

Coached by Brazilian managers but possessing the physical strength of European Players, Cameroon play with 2 attacking Full Backs, a Playmaker and Goal Maker in Midfield and 2 Wingers and 2 Strikers up front. They are very attack minded but this often leads to defensive lapses.

KICK OFF 3

These five examples illustrate the various styles and tactics of International Nations. A team using the same formation as Brazil but with another team composition of Key Players will play in an entirely different way. The quality of the players, specially KEY PLAYERS makes all the difference. When you are controlling a quality Playmaker on the pitch and press button A to pass, before he passes to the nearest player, he will look to pass in the space for a winger or goal maker to pass and thus break the defence.

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Steve Screech and Art Gyles who jointly hold the

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