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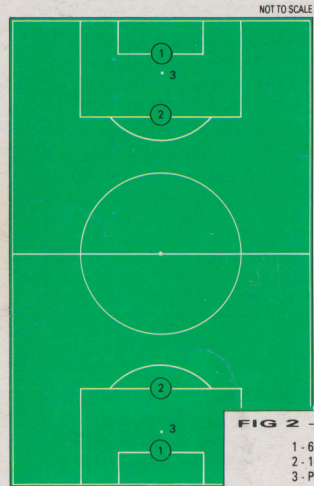


FIG 2

FIG 2 - LEGEND

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

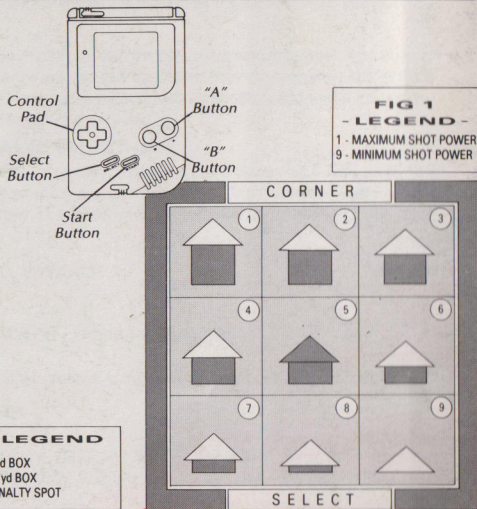


FIG 1

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GAME BOY



INSTRUCTION BOOKLET



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1.0 INTRODUCTION:

SUPER KICK OFF is a soccer simulation with a full size multi directional scrolling pitch and the players, markings, goals etc. in correct proportions. Both teams play the game strictly according to tactics. Players move into position to receive passes and gain possession. The ball, as in the real game, travels ahead of the player.

2.0 STARTING THE GAME

Press the START button when the TITLE PICTURE appears. Use the joypad to select one of the languages and press the button A.

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

3.0 MAIN MENU

3.1 PRACTICE: Practice mode gives you the opportunity to practice ball skills and learn ball controls without being harrassed by the opposition.

3.2 SINGLE GAME: A single game is between a player and the computer. The OPTION MENU gives a host of options to change the game environment. All these options can be exercised. Player controls TEAM.

3.3 INT. GAME: (International Game) This option allows you to play a friendly match game using any two of the sixteen International sides with their distinct styles of play.

3.4 EVENTS: There are three competitions available and there is a facility to select any 8 countries out of 16 countries to compete in each competition.

3.41 SELECT COUNTRIES: 16 countries with their individual style of play are displayed on the left of the screen. 8 pre-selected countries are displayed on the right with one of the countries highlighted.

The 8 pre-selected countries take part in the competitions. Euro Trophy competition is played in groups of four. The top four teams form group A and the bottom four teams form group B.

To replace a country in the pre-selected list, move joystick up and down to move the highlight to the country you wish to replace and press button A. The highlight will jump to the sixteen countries list. Move the joystick up and down to move the highlight to the country you wish to include in the list of eight teams and press button A.

You may replace as many countries as you like, when satisfied, press SELECT to return to the competitions menu.

3.42 THE LEAGUE: The league consists of 8 teams and lasts 14 weeks. It can be played at any of the five skill levels. Use the OPTIONS menu to set the skill level which is as for Team A. The default skill level is **1st DIVISION**. When the League option is selected in the Events menu, the league table with the 8 teams is displayed. There are 16 teams available. Use SELECT COUNTRIES option in the Main Menu to select which 8 out of 16 will play in the league. The same teams will play in the CUP and EURO Trophy tournaments.

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

3.422 CONTINUE: Select this option to play the League game. The two teams to play the next match will be highlighted. If both teams display C in the control column, the computer will predict the result based on combined attributes and skills of the players in each team.

3.43 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 11.0 for rules).

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

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

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

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

3.5 THE OPTIONS: The Options in this menu once set remain operational until changed. The DEFAULT condition is printed in BOLD. The OPTIONS must be selected **BEFORE** you quit the MAIN MENU.

3.51 TIME: 2 x 3, 2 x 5, 2 x 10 and 2 x 20

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

NORMal - Normal bounce and travel.

SOGGY - Ball bounce and travel reduced. Players' stamina reduced.

WET - Increased ball travel and speed.

PLAStic - High ball bounce. Increased ball speed and travel. Reduced players' stamina.

3.53 WIND: A choice of 4 - **OFF** (No Wind), **low**, **medium** or **high** wind.

3.54 EXTRA TIME: YES or NO - if the answer is yes, Extra Time proportion to the full time match duration is played if the result is a draw after full time. The extra time is in two halves and the teams change ends at the half time. If the result is still a draw then sudden death penalty shoot out decides the result.

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

3.55 AFTER TOUCH: YES or NO - if the answer is yes, the ball direction can be altered for a short duration after shooting. Ideal for bending the ball.

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

3.57 GAME MODE: TRN (**Trainer**), **NORM** (Normal) or **FAST**:

There are three game speeds and a Single Game. All the competitions can be played at any of the three speeds. The Trainer game speed is about 20% slower than the Normal, and Fast is about 20% faster than the Normal game speed.

The speed is also an important attribute together with the skills in each division i.e. a player in 4th division is a lot slower and less skilful than a 1st division player. The speed of the game in 1st division in Trainer Mode may be comparable to 3rd or 4th division in Normal Mode.

3.58 SKILL: There are 5 skill levels. The skill level of two teams can be set independently for a Single Game and International Friendly. This provision is very useful. As a novice, you can select an International level i.e. all your players are International class and select the computer skill level as 4th Division. As your playing skills improve you can change the skill levels until you play with the 4th division squad against the computer with International squad.

The League, The Cup and European Trophy can be played at any of the five skill levels. Skill level is as set for Team A in the Option Menu. It cannot be changed once the competition has started. The skill levels are **INTERNATIONAL**, **DIVISION 1**, **DIVISION 2**, **DIVISION 3** and **DIVISION 4**.

4.0 THE PLAYERS:

Each player on the pitch has a unique mixture of attributes and skills which determines the performance of the player. For instance, a player of great pace but with poor stamina will not perform well in the extra time of a cup match. The main player attributes are Pace, Stamina, Aggression and Resilience. The main skills are shooting, dribbling and passing.

5.0 GAME OPTIONS:

5.1 THE TOSS: The computer does the toss and the winning team decides whether to play UP PITCH or DOWN PITCH.

5.2 SUBSTITUTION: Each team is allowed to use two substitutes. If a player is injured, the computer will ask you to do a substitution. You may also do a substitution at any time in the game if a substitute is available.

5.21 To request a substitution: press **SELECT** key. Letter S will appear in the bottom left hand corner for team A and in the bottom right hand corner for B denote that your request for substitution has been noted by the referee. Only one substitution has been noted by the referee. Only one substitution can be requested at a time.

5.22 INJURY SUBSTITUTION: The player names will be displayed. The injured player will have a mark against his name. Select the substitute as in 5.24.

5.23 REQUEST SUBSTITUTION: The first player name will be highlighted. Use joystick to move the highlight to the player you wish to substitute. Press button A. Select the substitute as in 5.24. If a player has been sent off, you will not be able to substitute that player though his name will appear on the list.

5.24 SELECTING SUBSTITUTE: If both substitutes are available, the first substitute name will be highlighted. Use the joystick to select the substitute and Press button A. The substitute will replace the injured player or the player to be substituted and the program will return to the game.

5.25 GOAL MARKERS: Goal markers appear at the top or bottom of the screen depending in which half of the pitch the ball is currently positioned. The goal markers show the direction of the goal post relative to the ball. The goal markers also show the distance of the goal. The markers fill according to the distance from the goal. Fuller the markers, further the goal mouth is from the ball.

5.26 TACTICS: There are four distinct tactics determined by the choice of formations. The players move to designated positions ready to intercept the opposition and receive passes. The players positions are determined as to where the ball is on the pitch and whether you or the opposition has the ball. The tactics are chosen at the start of the game and can be changed at half time.

The formations are:	4 - 3 - 3	Defensive Play	4 - 4 - 2	Good Midfield Control
	4 - 2 - 4	Attacking Play	5 - 3 - 2	Strong Defensive Play

Highlight the tactics using the joystick and press button A.

6.0 SQUAD SELECTION:

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 (S1 and S2). These are not necessarily the best selections. If you wish to change the selection use the joystick to move the highlight bar to the name of the player you wish to change. Press button A and a small marker will appear next to his name. Now move the highlight bar to the name of the player you wish to exchange with the first one and press button A again. The names of the two players will be exchanged.

7.0 PLAYER CONTROL

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

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

7.3 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 a player from behind is a FOUL.

7.4 SLIDING TACKLE: This tackle can be done from any direction. A sliding tackle on an opponent without a ball is a FOUL. If the ball is on the ground, press button A to do a sliding tackle. You must touch the ball before touching the opponent to avoid being penalised. A sliding tackle from behind is a FOUL.

8.0 BALL CONTROL:

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

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

8.1 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.

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

8.3 TRAP BALL: Press button A BEFORE touching the ball to trap the ball.

8.4 PASS BALL: You must TRAP the ball before you can pass. Keep the button A pressed and move the joystick in the direction you wish to pass and release the button. Releasing the button when joystick is centered will take you back into DRIBBLE action. If the player turns round, a marker will appear if there is a player present off screen to receive the pass.

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

8.6 AFTER TOUCH: After Touch allows the player to alter the direction of the ball by a small amount after 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 a 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.

9.0 KEEPER CONTROL:

The keeper is computer controlled except in the following cases.

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

- | | |
|------------------------------|-------------------------------|
| A - Jump up | F - Dive right mid bar height |
| B - Dive top left corner | G - Dive left ground |
| C - Dive top right corner | H - Dive right ground |
| D - Dive left mid bar height | J - Stoop |
| E - Catch ball | |

Joypad directions

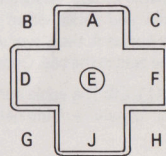


FIG 1

9.2 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 joystick to the required position before the keeper kicks or throws the ball **OR** press button A to quickly boot the ball upfield to catch the opposition out of position.

A - Hard ahead	B - Hard left	C - Hard right
D - Medium left	E - Medium ahead	F - Medium right
G - Soft left	H - Soft right	J - Soft ahead

Letters A to J refer to FIG 1.

9.3 PAUSE: Press START button to pause the game. You can quit a single game or Int. Game or Practice Mode. You can also view the whole of the pitch and note the current position of the players by using the joystick.

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

10.0 SET PIECES:

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

10.2 PENALTIES: The angle and the height of the shot are controlled, enabling the penalty taker to put the ball anywhere in the net.

The pointer on a bar moves rapidly from left to right indicating the horizontal direction of the ball if hit at that point. Press button A to start the run. The longer the button is kept pressed, the higher the ball will rise. It is therefore possible to hit the top corner of the net or keep the ball on the ground or overshoot the ball. A short tap will keep the ball on the ground.

When defending the penalties, the keeper control is passed to the player. See KEEPER CONTROL instructions.

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

10.31 TAKING FREE KICK: The ball is placed where the foul occurred. Press button A to start the run. The duration for which the button is kept pressed determines the height of the ball. The longer the button is kept pressed the higher the ball will rise. The strength of the kick is randomly computer controlled.

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

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

Letters A to F refer to FIG 1.

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

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

11.0 SUDDEN DEATH PENALTY SHOOT OUT:

If after extra time, there is still no result, a penalty shoot out takes place. Each side takes five penalties in turn. The winner is the team which scores most goals. If the number of goals remain equal, each side takes a penalty alternately. The shoot out continues if the scores are level after each side had taken a penalty.

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