



THE FINAL WHISTLE

ENGLISH — DEUTSCH — FRANÇAIS
— ITALIANO —

ANCO

DATA DISK

1.0 LOADING

AMIGA - Insert Final Whistle disc when the program asks for **WORKBENCH**. Follow the instructions on the screen.

ST - Insert Final Whistle in the drive and then switch computer on. Follow the instructions on the screen.

WARNING - Please ensure that the disc is **WRITE PROTECTED** before insertion.

2.0 INTRODUCTION

The Final Whistle is the first of many **DATA DISCS** to appear for **KICK OFF 2** and refines many aspects of the game. It provides better ball control and presents an added challenge.

Only the features that have been altered or added are described below. For other information., please refer to the **KICK OFF 2** manual.

3.0 SKILL LEVELS

There are a new group of players at each skill level. The facility to import teams from **Player Manager** remains available. However there is another option.

OTHER SQUAD: This will allow you to import teams from future data discs.

This option also allows you to load a selected squad saved from the **Select Squad** screen, thus avoiding the inconvenience of selecting a squad everytime the game is played.

3.1 IMPORTING PLAYER MANAGER

The name structure for the players in the **Final Whistle** has been altered to allow greater flexibility in the player names on future data discs. The new name structure is, however, incompatible with the name structure used in **KO2** and **Player Manager**. A **Player Manager** team loaded in **Final Whistle** will therefor lose the player names. All their skills and attributes are imported. To keep track of the players, make a note of each players name in the team and his squad number.

For example T.J. Smith listed as number 15 will appear in the no. 15 position but under a different name.

4.0 SQUAD SELECTION

The squad is selected by allocating a shirt number against a name. Move the joystick left or right to highlight the required shirt number. Move the J/S UP or DOWN to highlight a player.

4.1 Select the shirt number and then the player you wish to play in that shirt number. Press the Fire Button.

4.2 You can see the attributes and the skill level of any player in the squad.

Highlight the player name and press SPACE BAR. Press SPACE BAR to return to the squad screen.

5.0 MODE OF PLAY

1 to 4 players can play the game.

5.1 ONE PLAYER

One player game against the computer. Player 1 controls TEAM A. He can play either nearest to the ball or in position. He cannot play as the keeper.

5.11 PLAY NEAREST TO THE BALL

Highlight J/S - Select DONE and press F.B.

5.12 PLAY IN POSITION

Highlight J/S. Move J/S up or down to highlight the name of the player you wish to control. Select DONE and press F.B.

5.2 TWO PLAYERS

There are two modes available.

- a) Play against each other.
- b) Play as a team against the computer.

5.21 PLAY AGAINST EACH OTHER

Player 1 controls the team A and Player 2 controls team B. The players can play nearest to the ball or play in position.

5.211 PLAYER 1 (TEAM A)

Play nearest to the Ball - Highlight J/S 1. Select done and press F.B.
Play in position - Highlight J/S 2, then as in 5.12.

5.212 PLAYER 2 (TEAM B)

Nearest to ball - Highlight J/S 2. Select done. **In position** - Highlight J/S then as in 5.12.

5.22 PLAY AS A TEAM AGAINST THE COMPUTER

Player 1 can play nearest to the ball or in position.
Player 2 can play in position on the pitch or as a keeper.
Player 2 makes the selection first.

5.221 Player 2 - Highlight J/S 2. Move J/S to highlight the player you wish to control on the pitch or the keeper and press F.B.

5.22 Player 1 - As in 5.211.

5.3 COMPUTER AGAINST COMPUTER

This option allows Team A to play against Team B without players control. The option allows a Player Manager to test the ability of his team against the computer without playing in one player mode. In two

player mode, a Player Manager can test his team against another Player Manager team.

Select **COMPUTER** option. If a player manager team is loaded for Team A in select level then Team A will play against the computer. If another Player Manager team is loaded from Team B then two Player Manager teams can play against each other. Select **DONE** and press **F.B.**

SAVE - Once you have selected a squad, you can use **SAVE** option to save the selected squad on a pre-formatted disc. The saved team can be loaded for a game using **OTHER SQUAD** option in the Select Skill Option.

QUIT - This option allows you to return to the Main Menu.

5.4 THREE PLAYERS

Players 1 and 3 play in **TEAM MODE** - as 5.22.

5.5 FOUR PLAYERS

Players 1 and 3 play in **TEAM MODE** against players 2 and 4 also playing in **TEAM MODE**.

6.0 THE KEEPER

In one player mode, or two player mode against each other, the player controls the keeper for a goal kick and while defending a penalty kick.

In Two Players mode, if the second player is playing as a keeper, the following rules apply.

6.1

- a) The keeper is confined to the 18 yd. box.
- b) While defending the goal, the computer controls the extent and direction of a dive or a jump. The player controlling the keeper initiates the action by pressing the **F.B.**

6.2 The keeper controls for defending the penalty remain as described in the **KO2** manual.

6.3 GOAL KICKS

The goal kicks remain as in Kick Off 2 but the length of the kick now depends on the shooting attribute of the keeper.

7.0 SET PIECES

7.1 CORNER KICKS

The corner kicks are now radically changed, giving the player far more control. It is possible to kick the ball with a left or right bias, curl the ball in or out using "After Touch" and control the height of the ball. There are nine settings of shot controls.

1. There are nine shot power settings. The minimum setting taps the ball to player standing nearest to the player taking the corner kick and the maximum will take the ball well past the far goal post. Move **J/S** to highlight the strength required and press the fire button.
2. Press the fire button again. The duration for which the fire button is kept pressed determines the height of the ball. Releasing the **F.B.** starts the run up of the player taking the corner kick.
3. Before the player reaches the ball, the ball can be given a left or right bias by moving the **J/S** left or right. The duration for which the **J/S** is kept left or right determines the amount of bias. If the **J/S** is not moved, the ball will be kicked straight.
4. Move **J/S** to control the ball using **AFTER TOUCH** which is available for only a short amount of time.

The new controls give the player total control of the ball for corner kicks.

7.2 THROW IN

The computer will automatically take a throw unless the **F.B.** is pressed

before a throw in is taken. The duration for which the F.B. is kept determines the distance for which the ball is thrown. Move J/S to determine the direction of the throw and release the F.B. Only five forward positions of the joystick can be used.

8.0 BALL CONTROL

There are two new joystick controls.

8.1 OVERHEAD KICK

Reverse the direction of the joystick when the ball is in the air.

FLICK BALL

Press the F.B. before you touch the ball. The ball is now in control. Keep the F.B. pressed. Move the J/S forward and then reverse the direction of the J/S, releasing the F.B. at the same time.

The ball will be flicked in the air giving you the opportunity to do either a blinding header or a spectacular overhead kick.

9.0 PITCHES

There are three additional pitches.

1. ICY - Increases ball pace and travel.
2. MUDDY - Ball travel reduced drastically both in the air and on the ground. Player stamina greatly reduced.
3. BUMPY - This is a non-league pitch. On hitting the ground, the ball is likely to fly off in any direction.

9.1 New graphics have been introduced for the normal pitch and the pitch is called **WEMBLEY**.

These graphics are only available to Amiga owners.

Our apologies to ST owners. Line drawing technique is used to draw the pitch. The absence of hardware scrolling on ST has made it

impossible to maintain the pace of the game without using this technique.

10.0 PLAYER ATTRIBUTES

There is an additional player attribute called **FLAIR**. A player with a high degree of Flair is likely to play more of an individual game than a team game.

11.0 OFFSIDE

The OFFSIDE - rule only comes into play for the following player modes.

TWO PLAYERS - Against each other.

Three and Four player mode.

Rules

A player is offside if he receives the ball while there is no opposition player (excluding the Keeper) between him and the goal.

You have the option of having the OFFSIDE on or off.

12.0 TACTICS

12.1 The tactics implementation has now been completely changed giving a totally new game play. The old tactics positioned the players depending on the position of the ball on the pitch irrespective as to which side had the possession of the ball. This created weakness in the game strategy occasionally. Now players movements depend on the ball position and whether the team is attacking or defending.

12.2 Four standard tactics are provided on the disc, other tactics will be available on the **WINNING TACTICS** data disc.

12.3 P. Manager Designed Tactics - The tactics designed using the Player Manager tactics designer can still be loaded using Select Tactics Option which can be accessed via the **OPTION MENU**.

FORTHCOMING DATA DISCS

WINNING TACTICS: The disc contains 10 new tactics and takes full account whether the team is defending or attacking. The accompanying booklet describes in full the aim of the tactics and types of players required to fully implement the tactics.

RETURN TO EUROPE: Three major European competitions can be played. All the rules are obeyed and the disc provides 32 teams. The teams from this disc can be loaded into the Final Whistle data disc.

UEFA CUP: Two leg competition. Away goals taken into account if the score is equal after two legs. A penalty shoot out if the aggregate is still a draw.

EUROPEAN CUP: As above except the final which is on a knock out basis. A penalty shoot out if the score is a draw after extra time.

F A CUP: Knock out competition. Extra time in case of a draw and replay of the tie if the result is still a draw at the end of Extra Time.

GIANTS OF EUROPA: The data disc contains the cream of European teams from England, Germany, France, Italy, Spain, Holland, Russia, Portugal, Sweden, Yugoslavia etc. Special emphasis has been placed adjusting the player attributes to resemble as closely as possible the current squad of each team. The teams can be loaded in the Final Whistle, Return to Europe, Super League and other data discs yet to be announced.

SUPER LEAGUE: A full four division league with 24 teams in each division, promotions and regulations. Teams from all other data discs can be loaded into the Super League.

PLAYER MANAGER

PLAYER MANAGER is unique in conception. It is the first game and the only one so far in which the managerial skills are actually tested on the pitch in a live action of an end to end game and the manager can actually play on the pitch.

An enhanced version of **KICK OFF** with its blistering pace is used to put the Managerial decisions to test.

You are an International class player with several years of 1st division experience and several International caps. Aged 28 years or so, you are at the crossroad in your career and seize the opportunity to be appointed **PLAYER MANAGER** of a Third division club - a path to glory or ignominy. The finances are scarce and the squad consists of average players and some with the best years well behind them.

Your task is to assemble a match winning squad without bankrupting the club and design match winning tactics to suit the squad you have assembled.

In the lower divisions, you can dictate the game on the pitch due to your superior attributes and skills as an International class player. You must use this advantage to get into the higher divisions quickly before your age seriously starts to impair your skills and attributes. In the 1st division the going gets really tough.

The **PLAYER MANAGER** is played in real time. All other managers, 43 of them are playing matches, buying and selling players to win promotion, so much so that the player you desperately wanted but failed to agree a price one week may be gone next week to some other club. **PLAYER MANAGER** is based on real life drama of the soccer world with crowd troubles, car accidents, board problems etc. It is absorbing, frustrating, rewarding but above all fun as it brings reality of soccer league to life.

EUROPEAN PRESS REVIEWS

ST. ACTION. (UK) A stroke of pure genius.

THE ONE (UK) An exceptional football management simulation. Astounding depth. Most involved rewarding and playable.

THE ACE (UK) Successfully blends challenging soccer management with frantic end to arcade action.

NEW COMPUTER EXPRESS (UK) The shear depth is incredible. A definitive management game.

COMMODORE USER (UK) At last a management game that requires true management skills - a winner. 94%.

ST FORMAT (UK) Brilliant. 93%.

AMIGA FORMAT (UK) Enthralling and addictive. 93%.

ZZAP (UK) Best football management game ever written. 92%.

GAMES MACHINE (ITALY) 97%

FANTASTICO - STUPENDO.

K (ITALY) Kvota 920

ASM (Germany) ASM HIT

KICK OFF War Super - der Player Manager bietet Fußball in perfection.

GENERATION 4 (FRANCE). 93%.

COMPUTE (DENMARK). 88%.

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