



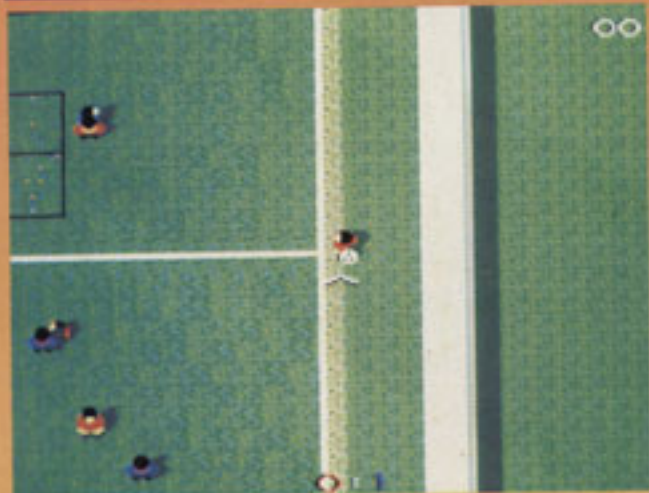
# KICK

It's the game that made a small software house called Anco an overnight sensation! It's the game that has been hailed as the greatest sports simulation of all time! It's appeared on virtually every system known to man, and has now finally arrived on the Nintendo!

As the name and the screenshots suggest, Kick Off is a football game. But what you can't see is that Kick Off has a different control system to any other football game. In normal soccer games, the ball "sticks" to the foot of the player in possession, but with Kick Off the ball has to be successfully manipulated by dribbling, trapping and shooting - just like real life.

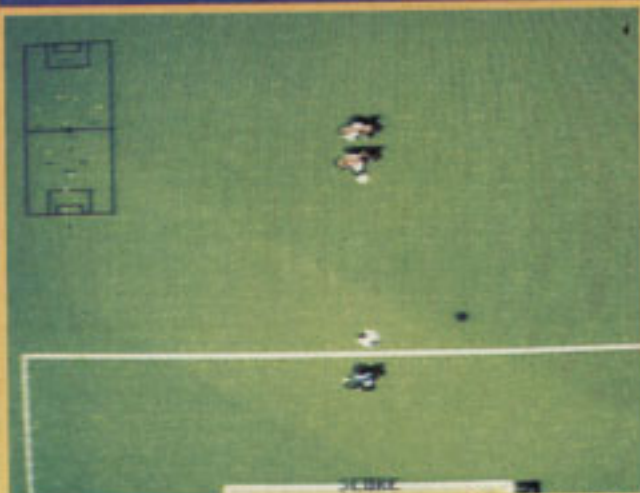
Just about every single rule of soccer has been programmed into Kick Off, including offsides, fouls, penalties and sendings-off!

## MASTER SYSTEM SUPER KICK OFF



US Gold's superb Master System version of Kick Off was reviewed in Issue 14 and scored a massive 96%. It's the finest sports simulation yet seen on the machine, offering plenty of challenge and addiction for a single player, and sensational action in two-player mode.

## OFFSIDE AND MARKING



Two features not seen in previous versions of Kick Off are offside and marking. The first stops goahanging and also thwarts any attempts at a Wimbledon-style up 'n' under attack. The second gives you the chance to mark two of your opponent's players.

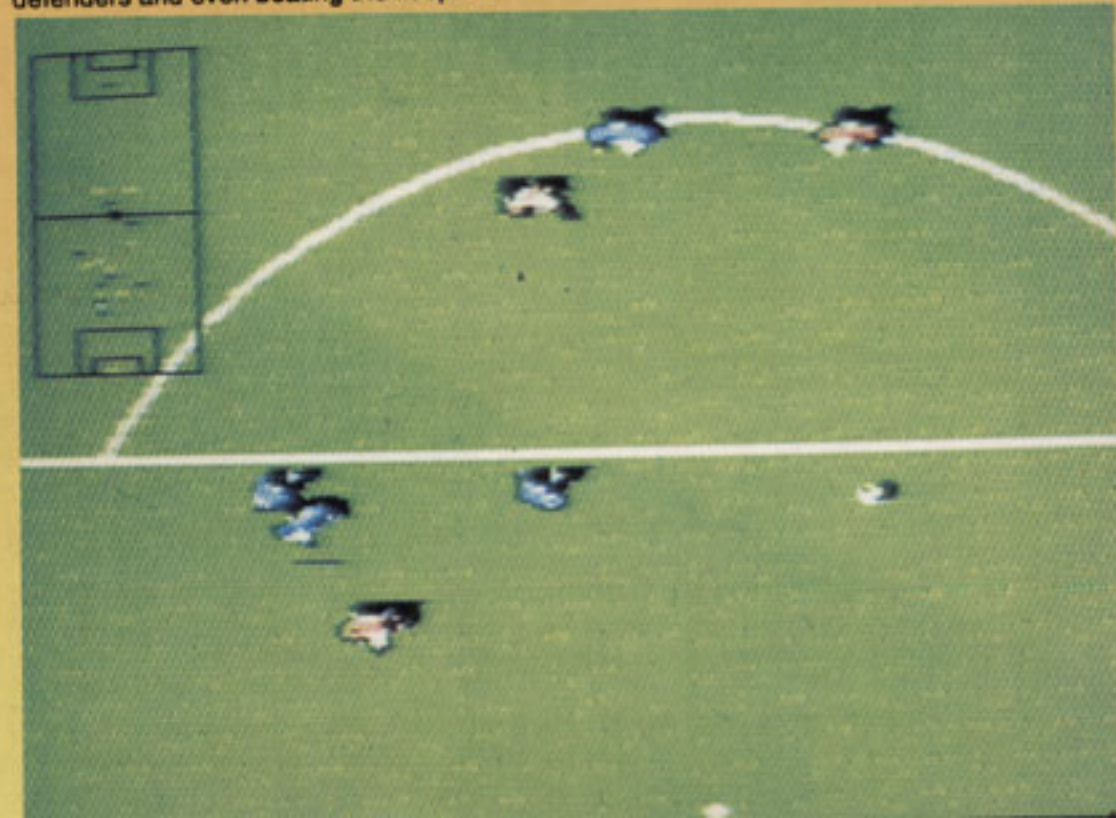
## DO YOU WANNA TOUCH



At the beginning of a match the players have the choice of selecting after touch. If this option isn't taken, the players kick the ball in a straight line. Selecting the option allows the player to bend the ball by moving the joypad left or right just after the kick has taken place - ideal for passing the ball around defenders and even beating the keeper!

## TAKING THE PITCH

Football is played on a wide variety of surfaces, and Kick Off reflects that. As well as a normal dry pitch you can opt to try out your skills on the now-outlawed strength-sapping high-bouncing artificial surface, play in the wet for increased ball travel, or attempt the soggy pitch and watch your players slide about and make complete baboons of themselves.

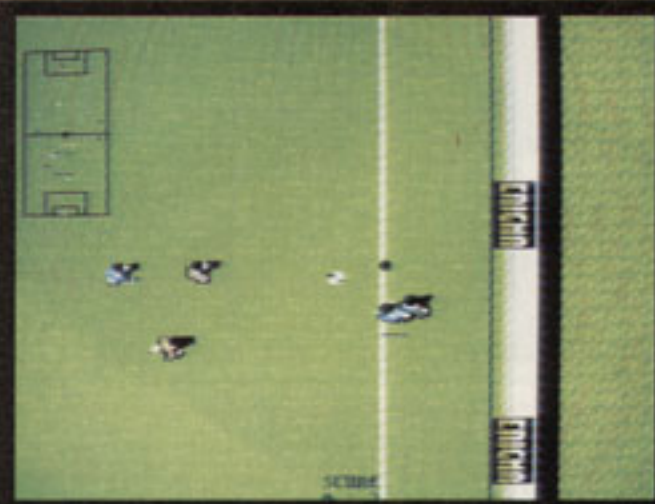




# KICK OFF



▲ A little midfield japey going on here with the "MARKING" option.



## COMMENT

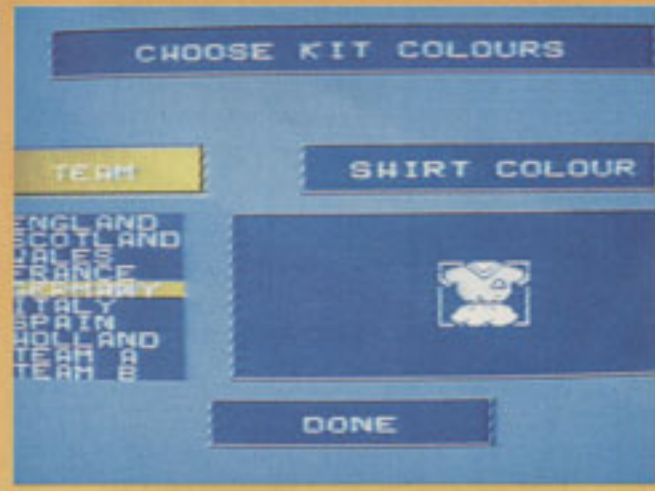


Imagineer's previous effort at converting Kick Off to console - Pro Soccer on the SNES - was a travesty of the highest order. Sadly, they have not learned from their previous errors and NES

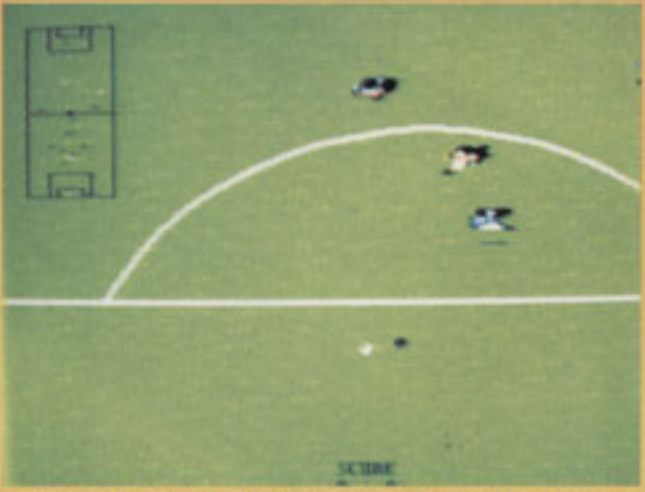
## RAD

Kick Off suffers from almost exactly the same flaws as its SNES counterpart. The graphics are too small and very blurry, the scrolling is poor and the sound is dire. The ball logic is somewhat odd, with Mr Ball zooming off in whatever random direction it feels like. The players also suffer from a bad case of intangibility as the ball passes straight through their bodies very often. The computer players also have some strange form of telepathy, zooming in front of your men to intercept the ball and run away with it. Try a sliding tackle and watch your player screech halfway down the pitch in an uncontrollable skid! The character selection is also useless, sometimes a player chasing down the ball will turn away as you're given control of someone in a pathetic position. NES Kick Off makes a mockery of the finest soccer game ever and once more leaves the NES without a decent footy game.

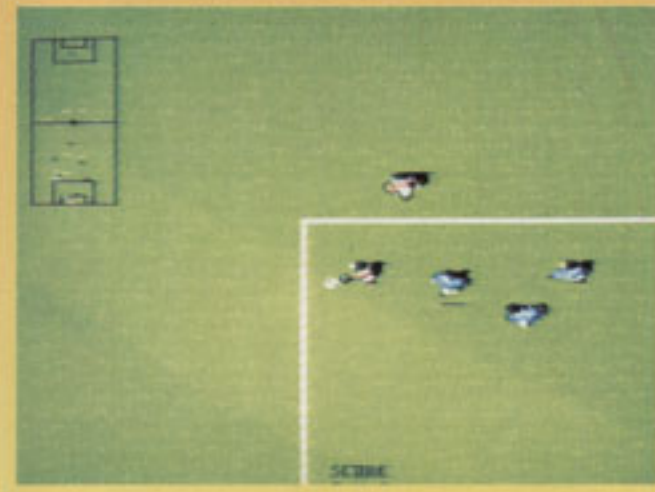
▲ If you've always thought a country's kit was a bit boring, here's your chance to liven it up.



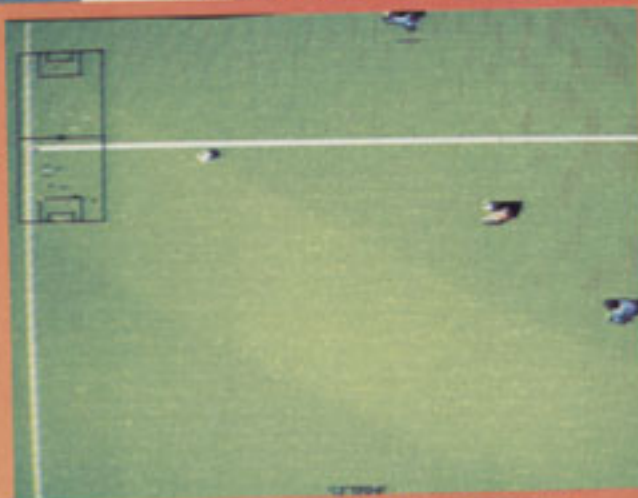
## A VERITABLE CUP FEST



There are a variety of different game options. Single Game lets you play a one-off match against the computer or a friend. International Friendly is similar except that you choose a national team to play with. League allows you to test your soccer skills against seven other computer or human-controlled teams. Matches have to be played home and away, and after 14 weeks the team at the top of the league are declared champions. Cup is a straightforward knock-out contest, and finally Euro Trophy is a combination of League and Cup.



▲ Not much action here.



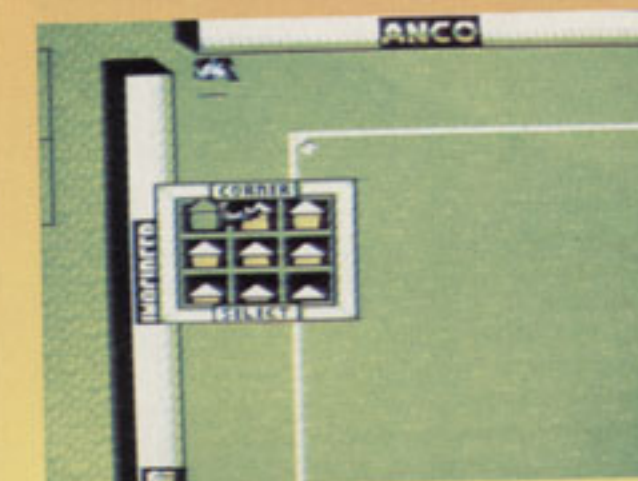
▲ Ooh! There's a long ball if ever I saw one.



▲ A lone blue defender covers the attack.



▲ The 'keeper is foxed by a clever chip shot.



▲ Owl Ouch! \*P! !!

## COMMENT



**JULIAN** It's the utterly brilliant player control and game logic that makes Master System Super Kick Off the superb, highly playable football game it is, and it's the utterly dreadful player control and game logic that makes NES Kick Off the sad, almost unplayable football game it is. I just can't believe what an awful mess the programmers have made of this conversion - especially when you compare it to the Master System game. For a start the player select system is awful, often choosing a player in a completely stupid position. Then there's the control system itself. Slide tackles are hopelessly inaccurate, with players sliding about like unguided missiles - never in the direction you want them to. Passing is completely hit-and-miss with players not running onto the ball as they're supposed to do, which is immensely frustrating, especially as the computer players swoop in and grab the ball virtually every time. The collision detection is vague and the ball seems to go through players more often than not. Accurate shooting is very tricky due to this, so it's fortunate, then, that the keepers are completely pathetic and jump out of the way of the ball if you manage to actually get it on target. I could go on, but I'm sure you've got a message by now. Whichever way you look at this, either as a conversion of Kick Off, as a football simulation or simply as a game in its own right, Nintendo Kick Off is dreadful in every respect.



**BY: IMAGINEER**  
**PRICE: £39.99**  
 RELEASE DATE: OUT NOW  
 GAME DIFFICULTY: MEDIUM  
 LIVES: 1  
 CONTINUES: 0  
 SKILL LEVELS: 4  
 RESPONSIVENESS: OKAY



## PRESENTATION 93%

A vast range of options to tweak, affecting just about every aspect of the gameplay.

## GRAPHICS 49%

The scrolling is fast, but the sprites are badly drawn and lack crispness and definition.

## SOUND 33%

Very sad in-game effects and a warbling tune on the title screen.

## PLAYABILITY 39%

Unrealistic ball movement, poor player selection and hopeless controls provide initial obstacles...

## LASTABILITY 33%

...and the unappealing gameplay and Kick Off's many faults put you off playing permanently after a few sessions.

## OVERALL 36%

A very poor, badly flawed and virtually unplayable conversion of the greatest soccer simulation ever.