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GBA 24
JUNE '92

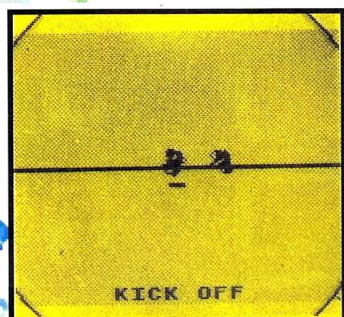
'Ere we go, 'ere we go, 'ere we go! Yes indeedy doo, yet another version of Pro Soccer is unleashed on the unsuspecting public, spreading the appeal of what was once called Kick Off to thousands more! Will this incredibly famous footie game be the roaring success on the Game Boy that it was elsewhere?

Soccer Trivia

Kick Off, or Pro Soccer, is now the most converted computer game ever to appear courtesy of a British developer. At present there is a version available for just about every single commercially viable format! Football has been the subject of more computer games than any other sport. This is closely followed by golf.

PRO

For those of you who either know nothing about the computer games industry from the last few years or are immensely stupid, Kick Off remains the most successful soccer game to ever grace a computer screen. The developers from Anco said... "hmm, this seems like a money-spinner, let's convert Kick Off to every format and make loadsa dosh!"



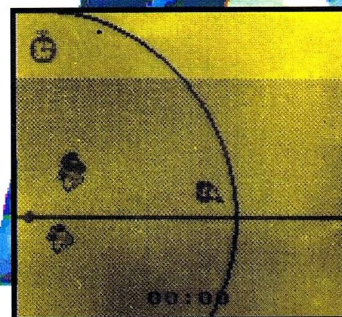
The kick off! Haven't I heard that somewhere before? I seem to remember there being a game called that!



When taking a corner you are presented with this box which allows you to choose the direction of your kick



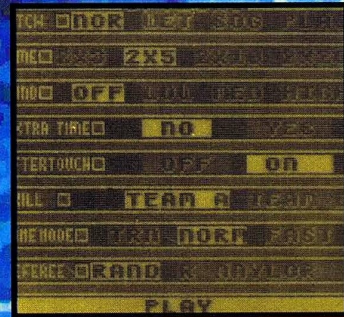
There are lots of menu bits throughout. This particular one is for the formation of your team on the pitch



Here we have what is possibly the busiest screen you are ever likely to see in Pro Soccer. Look! There's the big circle thing as well as a few players!




One of the big problems with Pro Soccer is the limitation of the Game Boy screen. Occasionally you'll get no players, no ball, nothing. Hmmm



Another big options menu-type thingummydoodah! This one's got lots of bits and bobs in it and it really is very interesting. It's even in English!

BRI'S COMMENT



Pro Soccer is a good little football game but it could have been a lot better. The control over the men takes ages to get used to and curling the shots takes even longer to suss. It was this that nearly forced me into throwing the Game Boy across the office. I can only recommend this to you on the grounds that it can be fun!



It's one of the few representations of soccer that actually seems to work!

PRO SOCCER

SCORE

78
PER CENT

Gameplay: 7/10
Lastability: 8/10
Presentation: 6/10

Boy oh boy has this worked! Previous versions of Pro Soccer on the Master System, Game Gear and NES have proved to be incredibly successful! What's all the fuss about? For a start, it's one of the few representations of soccer that actually seems to work! Although visually very

er... shall we say 'minimalist', it is fast paced and manages to create a superb game of footie. Basically you get a bird's-eye view of the game where the screen is centred on the ball and tracks it across the pitch by scrolling at ludicrous speeds.

All this occurs as your big burly footie players lay the boot in left, right and centre in their struggle for victory. Control is really very simple and even a real thicky like me could get the hang of what's going on.

Kicking Off
You have control of whichever player is closest to the ball. You simply guide the ball by running along behind it and booting it in the appropriate direction.

What's more, you also have full strategic control of play formations and player positions, so you can

pretend to be the manager as well as the dippy player. Unfortunately there is at present one itsy bitsy problem that rears its ugly head regarding bits of writing on the screen for these manager bits.

It's all in Japanese! All well and good if you are actually Japanese, but I'm not... and as a result I couldn't make head nor tail of what some of the options were!

Fortunately though this conversion is so close to the Amiga original that I managed to cheat a bit and read the old Kick Off manual. Talk about resourcefulness or what?

To be frank I really quite enjoyed bashing the ball about a bit on the Game Boy.

Admittedly there were times when I felt like booting the hand held itself around but, on the whole, this is quite good news really 'cause I absolutely loathe football!

Good test for a footie game that 'innit? Give it to someone who hates it and hope he enjoys 'imself!

Football Crazy
So that's all those bits sorted out, but what are the graphics and stuff like? Does it look fabby doobie? Well, er, hmmm... no.

The scrolling is smooth and there's not much screen blur, but it can be difficult to discern which team the players are on.

Tchh, the tribulations of a mono screen. Oh, for a colour Game Boy! On top of this there are a few other minor problems with the presentation that cause difficulties.

The original computer version used to put a map of the pitch and the

positions of the players in the corner of the screen.

The GB version doesn't have this. As a result there are times when you are staring at a screen that has nothing but a ball in the centre and no players in sight!

At this point how do you know which way to wiggle the D-pad to make your players appear??? I really don't know!

When all said and done though, Pro Soccer is pretty good and has been surprisingly well implemented on the Game Boy.

If you love football then I'm sure you'll have loads of fun with this. Furthermore it's got to be the fastest thing yet seen on the little grey machine! That scrolling really is pretty hot considering the limitations faced on this hand held!

FACT FILE

SOFTWARE HOUSE:
Anco

SUPPLIER: Video Game Centre

PRICE: £24.99

NO OF PLAYERS: 1 or 2

RELEASE DATE: Out now

GREY IMPORT

Heading for Glory

03:45

06:01

Taking the ball, you head alone for the goal. Pity that whenever the game is paused to take a screen shot the ball disappears!

Finally you reach the goal. But will the ball get between the posts? Good grief, the tension is absolutely unbearable

JOHN'S COMMENT

Considering I really have quite a strong dislike for football, I enjoyed this. Yes, I was impressed! The graphics, although a bit simple, are very fast indeed. My only quibble with gameplay is that it can get frustrating at times. This, however, is due to the limitations of the Game Boy rather than the game itself.

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