

# **PENALTY KICKS**

**by Sakis Kaffesakis 2018**

This game is very simple. It is just penalty taking!

If you use tape, go to tape mode by typing <ltape> (the first letter l can be typed using shift and the key just right of the letter p)

Type <run"penalty.bas">

You can choose for 1 player mode vs Amstrad or 2 player mode.

Controls of player 1 are A for left, D for right, W for centre.

Controls for player 2 are J for left, L for right, I for centre.

If you choose 1 player mode, pls use player 1 keys.

You have the option of defining ball speed: the keeper has to move after kicker shots. It is difficult for the keeper to see in which direction the ball goes and then decide. Reaction time is very short, but reaction depends on your concentration and your reflexes. You can set the speed in order to best enjoy the game, at the point that is most suitable for you (usually that point is the point when you cannot react correct in all penalties, but you can at least in one). We usually recommend setting speed at about 25-30.

You also have the option to enter the names of 5 players of each team- if you don't want to and prefer a quick game pls choose the appropriate option when asked.

Directions for kicker and keeper are left, right, and centre.

Faces of kicker and keeper change to happy or sad depending on goal or save!

After 5 penalties are taken for each team, the one who scored more goals wins. In case of draw, there is <sudden death>. You keep shooting until 11 penalties maximum for each team. If there is still a draw, then game ends as a draw.

Pls note that in player 1 mode the computer decisions (Player 2) are based completely in luck!

Runs better in Winape emulator (Winape 2.0 beta 2)

Hope you enjoy! Many thx for your interest!

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Your comments are welcomed at

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