ARCADE FOOTBALL

Learning made fun

Instruction Manual

OVERVIEW

MAJISTRA™ learning systems ARCADE FOOTBALL is a program that mixes the non stop action of an arcade football game with questions and answer sets from various grade levels.

This program is designed to allow any level of educational material to interact with the video game. The program is for 1 or 2 players, allowing the players to choose from a list of various educational topics in their grade level.

In this program you choose a football play, either offensive or defensive, and are then asked to answer a question of an easy, average, or hard level of difficulty from your pre-selected educational category. Based on the category, degree of difficulty, and the correctness of the question, your football player's ability will be altered positively for correct answers and negatively for incorrect answers.

HOW *LEARNING MADE FUN* WORKS

With LEARNING MADE FUN ARCADE FOOTBALL, a parent can play against his child, or an older child can play against a younger one, or play against the computer.

At the start of play, both players can choose the categories of studies for the questions they will answer for both the offensive and defensive play sections.

The offensive player selects the type of play to be executed and the player that will run, pass, or receive the football. At the same time the defensive player selects the defense.

Both the offensive player and defensive player have to answer an easy, average, or hard question. THREE LEVELS OF HINTS are given with each question to guide the child to the correct answer. The football player's power or speed will increase for a correct answer and decrease for an incorrect answer. Hard questions will increase ability more than an average or easy question.

The football field appears with 22 animated players with the offensive player controlled by the offensive Joystick and the defensive players controlled by the defensive Joystick.

With our special report card system, your child's answers are saved on a database disk that can be mailed in and evaluated by our patented EXPERT SYSTEM, with a written report mailed to you explaining strengths, weaknesses, as well as recommendations for improvement.

Optional EDUCATIONAL DISKS for specific study skills are available.

INSTRUCTIONS FOR ARCADE FOOTBALL

Before you start, place a write protect tab on all your ARCADE FOOTBALL disks to prevent them from accidentally being erased.

To start, turn power switches on for disk drive, monitor, and keyboard. Put the ARCADE FOOT-BALL DISK in the disk drive.

FOR C-64 USERS
Plug Joysticks into the two control (game) ports on the right side of the Commodore. If you are playing a one player game, make sure that the Joystick is plugged into control port 1.

          PORT 1 = PLAYER 1
          PORT 2 = PLAYER 2

When READY prompt appears on screen, type:
    LOAD "*",8,1 (RETURN)
When READY prompt appears on screen, type:
    RUN (RETURN)
In a few minutes the program will be loaded and ready to play.

FOR IBM AND AMIGA USERS
Put disk in drive and press Caps Lock Key, type ACFB then (RETURN).

FOR APPLE USERS
Put the disk in drive 1 and press Caps Lock Key, then turn on your computer.

RESTARTING THE GAME
There will be times that you may want to restart the game.

For C-64 users:
While at the Main Scoreboard press the Firebutton and press the Joystick up at the same time.

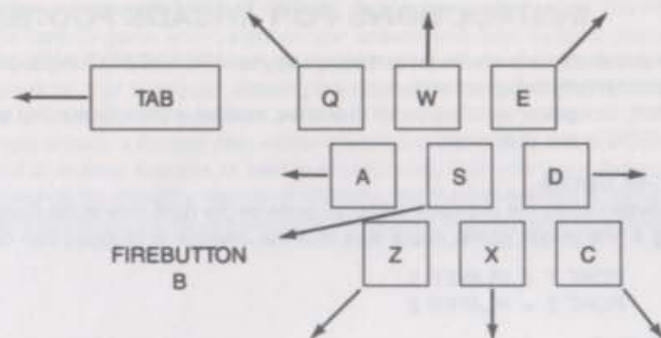### For IBM, APPLE, and AMIGA users:
While at the Main Scoreboard press [CTRL] and [R] keys simultaneously.
The disk drive will be activated and restart the game.

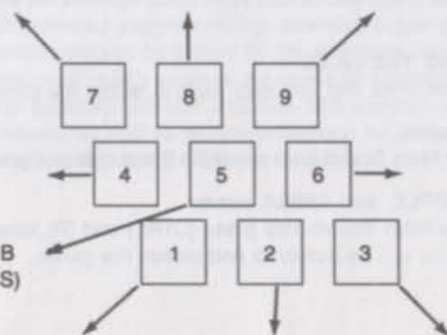**IBM JOYSTICK TO KEYBOARD CONVERSION TABLES:**

LEFT SIDE:

FIREBUTTON
A → TAB

Q	W	E
A	S	D
Z	X	C

FIREBUTTON
B

RIGHT SIDE:

RETURN

7	8	9
4	5	6
1	2	3

FIREBUTTON
A

FIREBUTTON B
(THROWS PASS)

MAIN SELECTION SCREEN

After the program has loaded, you will sequence through the following questions on the computer screen.

MAIN SELECTION

PLAY GAME
UPDATE/CREATE REPORT CARD

On this screen you are asked if you wish to play a game or Update/Create a Report Card disk. To make a selection, move the cursor up or down (to highlight your selection) by pushing the Joystick up or down, then release the Joystick and press the Firebutton.

PLAY GAME SELECTION

After you selected to play the game, you will then be asked to choose a 1 or 2 player game. Use the Joystick to move the cursor to your selection, and then press the Firebutton.

IMPORTANT

Always enter the EXACT SAME NAME if you want your report card evaluations to be recorded properly.

ENTER NAME(S)

You must now enter the player name(s) for this game. Type the name(s) on the keyboard, and hit Return when you are done.

NOTE: In the IBM system before you get to the main selection of PLAY GAME, CREATE/UPDATE REPORT CARD, you will be prompted for your monitor type as well as the number of Joysticks you wish to use. Type in the selections using the keyboard.

SELECT CATEGORY

The next step in the Start Up Sequence is to choose the Educational material you will be using for the game. If you choose a 1 player game, your first selection will be for your offensive play questions. Your second selection will be for your defensive play questions. If you choose a 2 player game, you are both asked to select Individual Question Sets. Those sets will be used for both offensive and defensive plays.

NOTE: You can use any of the optional Learning Made Fun Educational Question disks by inserting the disk and pressing [F3], while at the SELECT CATEGORY screen. You have to leave the Educational Question disk in the disk drive while playing the game.

GAME PLAY

This game is played much like any other arcade game, EXCEPT, before you are able to execute a play, you are asked an educational question (from a category you have chosen in the previous section), and based on your ability to answer these questions, your players will either play better or worse. For example, if you choose to Run the football, and have chosen an average question and answered it CORRECTLY, your player will be given the ability to run faster and gain more yards. If you answer INCORRECTLY, your player will run slower and gain fewer yards.

The same is true with Passing and Field goals. For a correct answer you will increase the chance for a complete pass or good Field goal, or with an incorrect answer your chances will decrease.

If you answer the questions incorrectly on defense,the offensive player's ability increases. If you answer it correctly, the offensive player's ability will be decreased.

PLAY SEQUENCE:

1) When at the MAIN SCOREBOARD, Press the Firebutton to begin.
2) Select an Offensive/Defensive play. (see Play Section)
3) Question/Answer Selection.
4) Execute the Play.

QUESTION AND ANSWER SELECTION

In this selection each player will be asked an Educational Question. The first screen that appears will be:

ANSWER QUESTION FOR

(player's name)

PRESS FIRE BUTTON TO CONTINUE!!

Press the Firebutton to go on to the next step. The next step is to choose what level of difficulty for the question you wish to answer within your category. The following screen will appear:

TIME   QTIME
15:00   30

EASY
AVERAGE
HARD

Move the Joystick (cursor) up or down and press the Firebutton to select the degree of difficulty for the question. TIME is the time left in the quarter of the football game. QTIME is the time to answer the question.

The levels are easy, average, and hard.

Easy questions answered correctly will have minimal positive impact on the football play; however, if easy questions are answered incorrectly they will have an EXTREME negative impact on the football play.

Average questions will have a medium positive and negative impact on the football play, based on the question being answered correctly or incorrectly.

Hard questions answered correctly will have an EXTREME positive impact on the football play, whereas a hard question answered incorrectly will have a minimal negative impact on the play.

You will now be asked a question from your previous chosen category. Each question will be followed by 4 answers; one answer is the correct choice, one being almost correct, another being a fair selection, and one being a poor selection. An example of a question is as follows:

What is the fastest moving planet?

TIME   QTIME
15:00   30

PLUTO
MERCURY
EARTH
MARS

To choose an answer move the cursor with the Joystick to your selection, then press the Firebutton. You will then be told if your answer was correct or incorrect.

QUESTION TIME

Each difficulty level is given a maximum time limit. This time shows up at the top or the side of the screen as QTIME. You must answer the question in this time or your game play will be penalized.

Time to answer an Easy Question is 30 seconds.

Time to answer an Average Question is 45 seconds.

Time to answer a Hard Question is 60 seconds.

HINTS

Each question has 3 levels of hints associated with it. These hints are displayed after your initial and subsequent answers to the questions are incorrect.

For example, if your first answer to a question is incorrect, the next time that question is asked, the first level of hints will be displayed. If it is answered incorrectly a second time, the third time the question is asked, the second level of hints will be displayed. This will continue up to the three levels of hints.

REPORT CARD

In the MAJISTRA™ Learning System, there is the opportunity for parents to have their child's question and answer sessions evaluated by a board of experts. These evaluations will include your child's strengths, weaknesses, recommendations for improvement, and where they stand compared to a national average. All this is done through the Report Card Program.

In order to use the Report Card, use the following steps:

1) Select UPDATE/CREATE REPORT CARD

2) Select Initialize Report Card.
   a) Insert a blank disk
   b) Enter your mailing address

3) At the end of a Game at the Main Menu, select UPDATE/CREATE REPORT CARD.

4) SELECT UPDATE REPORT CARD.
   a) Question and Answer sessions are now stored on the blank disk.
   b) The disk will hold up to 20 sessions.

To get your report card evaluated, mail in your Report Card Disk with the Evaluation Order Form to the address on the order form.

UPDATE/CREATE SELECTION

Before you can UPDATE REPORT DISK, you must have already initialized a report disk.

From the MAIN SELECTION screen, select UPDATE/CREATE REPORT CARD by moving the cursor with the Joystick and press the Firebutton.

MAIN SELECTION

PLAY GAME
UPDATE/CREATE REPORT CARD

INITIALIZE REPORT DISK

FIRST TAKE OUT YOUR GAME DISK AND INSERT A BLANK DISK.

UPDATE/CREATE SELECTION

UPDATE REPORT DISK
INITIALIZE REPORT DISK
EXIT UPDATE/CREATE

Select INITIALIZE REPORT DISK by moving the cursor with the Joystick and press the Firebutton.

During the initialization, you will be asked to:

Enter name, street address, city, state, zip code to mail report card to.

After all the information is entered correctly, a file will be written to the disk and you can continue playing the game by moving the cursor with the Joystick to EXIT UPDATE/CREATE and press the Firebutton.

NOTE: IBM users will have to format a disk before you can INITIALIZE REPORT DISK. Please refer to your computer's reference manual for information on how to format a disk.

UPDATE REPORT DISK

At the end of a game you will want to update your report card disk. While at the MAIN SELECTION screen, move the cursor with the joystick to UPDATE/CREATE REPORT CARD and press the Firebutton. Then at the UPDATE/CREATE screen move the cursor with the Joystick to UPDATE REPORT DISK and press the Firebutton.

You will be asked if you want to save the test results for the game played. Answer YES or NO accordingly. You may want to save a child's 3rd grade math answers on a report card disk to be evaluated, but you may not want to save an ADULT TRIVIA answer on a report card disk to be evaluated.

PLAY SELECTION

KICKOFFS

The HOME TEAM automatically receives the kickoff at the start of all games. At the start of the second half, the VISITING TEAM will receive the kickoff.

One Player Game:
In the one player game you will be the Home Team and the computer is the Visiting Team. When the game begins you will press the Firebutton on your Joystick. The computer (Visiting Team) will determine the type of Kickoff automatically.

Two Player Game:
In the two player game player 1 (Joystick 1, port 1) is the home team, and player 2 (Joystick 2, port 2) is the visiting team who will determine the type of kickoff.

C-64:
NORMAL KICKOFF — Press the Firebutton on Joystick Number 2
ONSIDE KICKOFF — Push the Joystick Down on Joystick Number 2

IBM:
Press UP/DOWN ARROW to alternate between Normal and Onside.

NORMAL KICKOFF
The usual type of Kickoff — Kickoff deep into the Receiving Team's End Zone, hoping for a touchback or only a small run back.

ONSIDE KICKOFF
Used when the Kicking Team is behind with a chance of Recovering the ball in the Receiving Team Territory after touching a receiving line man. Must go at least 10 yards.

DESCRIPTION OF THE SCOREBOARDS

MAIN SCOREBOARD:

```
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
*                                                           *
*                    TIME — 10:00                           *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
*                          1     2     3     4    TOTAL     *
*                                                           *
*  PLAYER 1              — 0 0   0 0   0 0   0 0    0 0      *
*                                                           *
*  PLAYER 2              — 0 7   0 7   1 3   0 0    2 7      *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
*                                                           *
*     TIME OUT                     QTR    DWN   TO GO        *
*                                                           *
*     HT— 3                          4      3     0 8        *
*                                                           *
*     VT — 2                       BALL ON  >   2 4          *
*                                                           *
*                                                           *
*                PASS                                        *
*                COMPLETE FOR 3 YRDS                         *
*                                                           *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

FOOTBALL has two scoreboards. The first scoreboard illustrated above is the primary scoreboard and shows the following information:

The TIME remaining in the Quarter

The SCORE by Quarter and total points for each team

TIME OUTS remaining for the visiting and home team

The current QUARTER

The DOWN OF THE PLAY

TO GO refers to the number of yards the offensive team needs for the first down.

BALL ON refers to the field location of the ball. The > character indicates that the Ball is on the right side of the playing field. While the < character indicates that the Ball is on the left side of the playing field.

The Play Recap Section summarizes the action of each play. For example, this section indicates:

— Whether a Pass was incomplete or complete and, for how many yards.

— Whether the Quarterback was sacked and, the Yards lost.

— How many yards a run gained or lost.

— Whether a Field Goal attempt was GOOD or NO GOOD

— Whether after a score the POINT AFTER TOUCHDOWN (PAT) was
GOOD
NG — NO GOOD

If there has been a score, the band will play the Fight Song. To stop the song, DEPRESS the Firebutton on your Joystick.

NOTE: WHEN YOU ARE AT THE MAIN SCOREBOARD THERE IS A REFEREES' TIME OUT TO PAUSE THE GAME. HOWEVER, ONCE YOU MOVE TO THE PLAY SELECTION SCREENS, THE CLOCKS START.

SMALLER SCOREBOARD:
The smaller SCOREBOARD is located on the Play Selection screens. This score board tells you —

> DOWN
>
> TO GO — The Number of yards for a 1st and 10
>
> GAME CLOCK — The Number of Minutes and Seconds left in the Quarter
>
> 30 SECOND CLOCK — The Number of Seconds remaining to select a Play

This scoreboard also indicates THE TWO MINUTE WARNING which will flash when there are two minutes remaining in the Half. The game Pauses until the gamer . . .

> Depresses the Firebutton and Presses his Joystick up at the same time.

GAME CLOCKS AND TIMEOUTS

There are two clocks in FOOTBALL that you will have to watch out for. First is the GAME CLOCK — which was set when you selected the length of the quarters during the Startup Procedure. This clock determines the end of the quarters, the halves and the end of the game.

The second clock is the 30 SECOND CLOCK which is used to time the Offensive Play Selection. If you are unable to make your Offensive Selection before the 30 SECOND CLOCK runs, then you will be assessed an AUTOMATIC 5 YARD PENALTY for Delay of Game.

Just as in real football, the clocks will be stopped during the following situations —

> RUNNING THE BALL CARRIER OUT OF BOUNDS
> (A good strategy if you are behind and you want to save your TIME OUTS)
>
> INCOMPLETE PASS — If an incomplete pass is thrown, the game clock will be stopped until the ball is hiked. The 30 SECOND CLOCK will start once your selection begins.
>
> TIME OUTS —   To Call a TIME OUT
> Press the Joystick to the <u>RIGHT TWICE</u>. Both the GAME CLOCK and 30 SECOND CLOCK WILL STOP.
>
> To Resume Play after calling a TIME OUT continue to make your play selection.

GAMER NOTE: In the one player version, if the computer is behind in the fourth quarter, the computer will call a "HURRY-UP-OFFENSE" by taking less time to call its offense. If the computer is ahead in the fourth quarter, the computer will stall making its play selection to "RUN DOWN THE CLOCK", leaving you less time to score in the event you get the ball back.

SCORING

There are four ways of scoring points in FOOTBALL.

6 Points — TOUCHDOWN
> Touchdowns occur when any part of the ball, legally in possession of a player in-bounds, is above, on, or over the opponent's goal line.

1 Point — POINT AFTER TOUCHDOWN — (PAT)
> After a touchdown, the scoring team is allowed one try for a POINT AFTER TOUCHDOWN during one scrimmage down. The ball may be spotted anywhere between the inbounds lines, two or more yards from the goal line. The successful conversion counts 1 point whether kicked, run or passed.

3 Points — FIELD GOAL
> A kick held by a holder which is kicked between the goal posts.

2 Points — SAFETY
> The opposing team scores when the ball is dead on or behind a team's own goal line, if the impetus came from a player on that team.

PLAY SELECTION DESCRIPTIONS

FOOTBALL'S Play Selection has been designed to allow the ultimate in Football Simulation. The OFFENSE and DEFENSE selection occur at the same time. The Play Selections screens have been divided with the Right side of the Screen as the OFFENSE and the Left side as the DEFENSE.

Screen I

OFFENSIVE PLAY SELECTION

MOVE THE JOYSTICK

UP —TO SELECT A RUN
DOWN —TO SELECT A PASS

RUNNING PLAYS

IF A RUN WAS SELECTED ON THE PREVIOUS SCREEN

STEP 1 — MOVE THE CURSOR WITH THE JOYSTICK TO SELECT THE RUNNING PLAY IN UPPER RIGHT AREA OF THE SCREEN.

STEP 2 — DEPRESS THE FIREBUTTON.

TYPE OF RUN PLAYS:

☐ OUTSIDE — UP
☐ INSIDE — UP
☐ OUTSIDE — DOWN
☐ INSIDE — DOWN
☐ OPTION — LEFT
☐ OPTION — RIGHT
☐ CROSSBUCK

☐ PUNT
☐ FIELD GOAL

TO CANCEL YOUR SELECTION — IF YOU FEEL YOU HAVE MADE A POOR CHOICE OR YOU RECOGNIZE THAT YOU WANT TO PUNT.

PRESS YOUR JOYSTICK TO THE LEFT TWICE. YOU WILL BE RETURNED TO FIRST PLAY SELECTION SCREEN. REMEMBER JUST LIKE REAL FOOTBALL, THE CLOCKS ARE STILL GOING, SO BE CAREFUL NOT TO GET A DELAY OF GAME PENALTY.

FORMATIONS

RUNNING PLAYS CAN BE RUN OUT OF THE FOLLOWING FORMATIONS

☐ PRO 2 BACKS

☐ I — FORMATION

☐ POWER I-3 BACKS

(☐ 4 RECEIVERS — USED WITH PASSING PLAYS ONLY)

TO SELECT THE TYPE OF FORMATION:

STEP 1. MOVE THE CURSOR TO THE FORMATION YOU WANT WITH THE JOYSTICK

STEP 2. DEPRESS THE FIREBUTTON

TO CANCEL YOUR SELECTION:
PRESS YOUR JOYSTICK TO THE LEFT TWICE. YOU WILL RETURN TO THE FIRST PLAY SELECTION SCREEN.

FORMATION DESCRIPTIONS AND USES

PRO 2 BACKS — THIS IS THE MOST COMMON FORMATION USED BOTH FOR RUN AND PASS PLAYS. TWO BACKS ARE IN THE BACKFIELD. ONE BACK IS LINED UP THREE YARDS BEHIND THE QUARTERBACK ON THE LEFT SIDE. THE OTHER IS BACK 3 YARDS BEHIND THE QUARTERBACK ON THE RIGHT SIDE. THE SPLIT END IS SET WIDE TO THE TOP OF THE SCREEN ON THE LINE OF SCRIMMAGE, WHILE THE FLANKER IS SET WIDE TO THE LOWER SIDE OF THE SCREEN AND STARTS 3 YARDS BEHIND THE LINE OF SCRIMMAGE.

BLOCKING BACK ☐

QB ☐

RUNNING BACK ☐

I FORMATION — A COMMON RUNNING FORMATION (CANNOT BE USED FOR A PASS PLAY. IF YOU SELECT A PASS PLAY, THIS FORMATION WILL BE AUTOMATICALLY CHANGED TO A PRO 2 BACK FORMATION BY THE QUARTERBACK). IN THIS FORMATION THE RUNNING BACKS LINE UP DIRECTLY BEHIND THE QUARTERBACK. THE SPLIT END AND FLANKER LINE UP AS THEY WOULD WITH A PRO 2 BACK.

NOTE: THIS FORMATION GIVES YOU SOME BLOCKING ADVANTAGES ON INSIDE RUNS. THUS YOU WILL NORMALLY GAIN MORE RUSHING YARDS IF AN INSIDE PLAY IS CHOSEN.

POWER I-3 BACKS: A SPECIAL RUN FORMATION DESIGNED TO GAIN A YARD OR TWO WHEN YOU HAVE A THIRD AND SHORT SITUATION OR YOU NEED A YARD OR TWO TO SCORE. (THIS CANNOT BE USED FOR A PASS PLAY. IF YOU SELECT THIS FORMATION WILL BE AUTOMATICALLY CHANGED TO A PRO 2 BACK FORMATION BY THE QUARTERBACK).
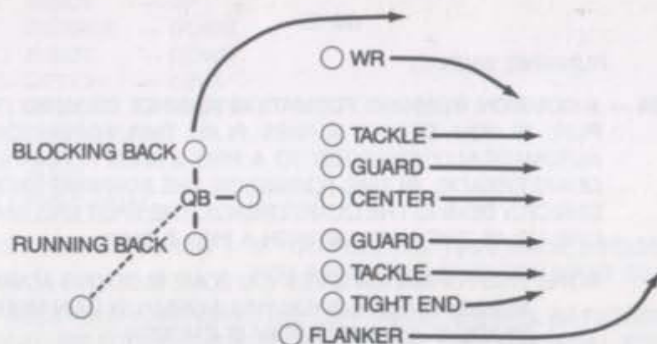
BLOCKING BACK

☐ ☐ QB ☐

RUNNING BACK

☐
EXTRA BLOCKING BACK
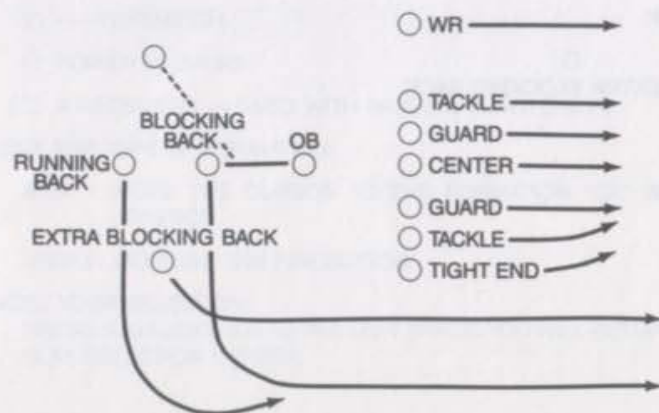
RUN PLAY CHARTS WITH ASSIGNMENTS

OUTSIDE UP—PRO-SET

THE LEAD BACK IS THE BACKING BLOCK USED TO BLOCK THE UPPER CORNER BACK WHO IS RUSHING IN. THE SECOND BACK WILL CARRY THE BALL. THIS IS THE PLAYER YOU WILL SELECT IN THE THIRD SCREEN, DESIGNATED AS THE PRIMARY BALL CARRIER AND WILL CHANGE COLOR TO GRAY WHEN HE HAS THE BALL. THE COLOR OF THE BALL CARRIER IS CHANGED ONLY AFTER HE HAS THE BALL TO INSURE PLAY SECRECY. THE WIDE RECEIVERS JOB IS TO BLOCK THE UPPER OUTSIDE LINEBACKER. THE OFFENSIVE LINE BLOCKS STRAIGHT AHEAD.

OUTSIDE DOWN RUN OUT OF THE POWER "I"

NOTE: IN THE POWER "I" FORMATION THE FLANKER IS REPLACED WITH THE EXTRA BLOCKING BACK.
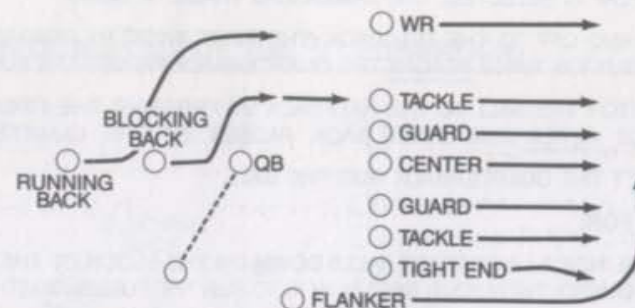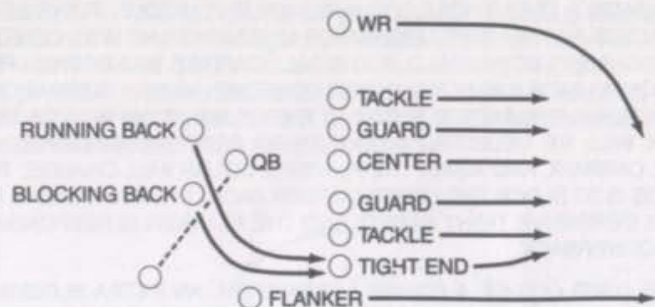

INSIDE UP

THE LEAD BACK IS THE BLOCKING BACK USED TO HELP THE UPPER GUARD AND TACKLE TO OPEN UP THE UPPER HALF OF THE DEFENSIVE LINE TO PERMIT THE HALF BACK (THE SECOND BACK) A CLEAR HOLE FOR A RUN UP THE MIDDLE. IF THE LEAD BACK DOES NOT CONTACT A DEFENSIVE LINEMAN OR LINEBACKER HE WILL CONTINUE HIS BLOCKING ASSIGNMENT DOWN FIELD. IF THE BALL CARRIER HAS BROKEN FREE AND THE LEAD BLOCKING BACK HAS NOT BLOCKED SOMEONE, HE WILL TURN AROUND FOR A PURSUING DEFENSIVE PLAYER TO BLOCK AS THEY PURSUE THE BALL CARRIER. THE SECOND BACK WILL BE SELECTED IN THE THIRD SCREEN, DESIGNATED AS THE PRIMARY BALL CARRIER, AND AGAIN THE PLAYER'S COLOR WILL CHANGE. THE WIDE RECEIVER'S JOB IS TO BLOCK THE UPPER CORNER BACK. THE TIGHT END IS RESPONSIBLE FOR THE DEFENSIVE TIGHT SAFETY AND THE FLANKER IS RESPONSIBLE FOR THE LOWER CORNERBACK.

IF THIS PLAY IS USED OUT OF A POWER I FORMATION, AN EXTRA BLOCKING BACK REPLACES THE FLANKER. HIS ASSIGNMENT IS TO ASSIST THE LEAD BLOCKING BACK.

INSIDE UP OUT OF THE "I" FORMATION

INSIDE — DOWN RUN OF THE PRO-SET FORMATION

OPTION — UP
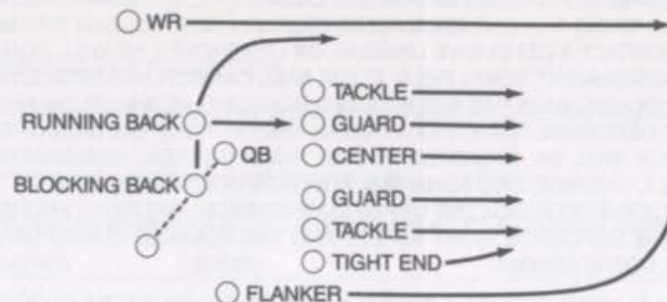
IF THE OPTION PLAY IS SELECTED, THE GAMER HAS THREE OPTIONS:

1) TO HAND OFF TO THE FULLBACK (THE FIRST BACK) BY PRESSING THE FIREBUTTON TWICE BEFORE THE QUARTERBACK PASSES THE FULLBACK.

2) TO PITCH THE BALL TO THE HALFBACK BY PRESSING THE FIREBUTTON TWICE AFTER THE FIRST BACK PASSES BY THE QUARTERBACK.

3) TO LET THE QUARTERBACK RUN THE BALL.

KEYS TO WATCH FOR:

1) IF THE INSIDE LINEBACKER FALLS DOWN ON THE BLOCK OF THE OFFEN-SIVE GUARD, THEN YOUR BEST PLAY IS TO RUN THE FULLBACK. (THE FIRST BACK)

2) IF THE DEFENSIVE CORNERBACK GOES WITH THE HALFBACK, THEN RUN THE QUARTERBACK.

3) IF THE CORNERBACK CONVERGES ON THE QUARTERBACK, THEN PITCH THE BALL TO THE HALFBACK. (THE SECOND BACK).

YOU ARE OPTIONING OFF THE UPPER CORNERBACK AND WHAT YOU ARE ATTEMPTING TO DO IS HAVE THE CORNERBACK COMMIT TO TACKLING THE QUARTERBACK AND THEN PITCH TO THE HALFBACK (THE SECOND BACK).

(OPTION DOWN OUT OF THE "I" FORMATION)

CROSSBUCK

IF A CROSSBUCK HAS BEEN SELECTED, PRESS THE FIREBUTTON TWICE BEFORE THE FULLBACK PASSES THE QUARTERBACK, OR THE QUARTERBACK WILL HANDOFF TO THE HALFBACK (THE SECOND BACK).

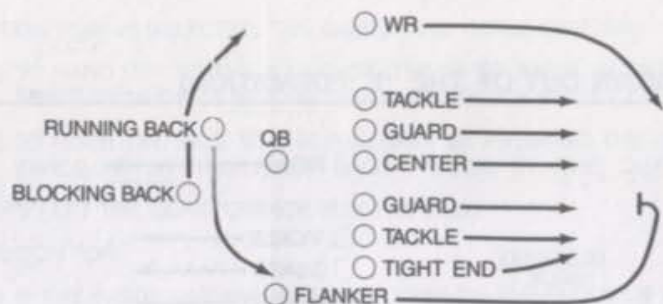THE LEAD BACK IS THE BACKING BLOCK USED TO HELP THE UPPER GUARD AND TACKLE TO OPEN UP THE UPPER HALF OF THE DEFENSIVE LINE TO PERMIT THE HALFBACK (THE SECOND BACK) A CLEAR HOLE FOR A RUN UP THE MIDDLE. IF THE LEAD BACK DOES NOT CONTACT A DEFENSIVE LINEMAN OR LINEBACKER HE WILL CONTINUE HIS BLOCKING ASSIGNMENT DOWN FIELD. IF THE BALL CARRIER HAS BROKEN FREE AND THE LEAD BLOCKING BACK HAS NOT BLOCKED SOMEONE, HE WILL TURN AROUND FOR A PURSUING DEFENSIVE PLAYER TO BLOCK AS THEY PURSUE THE BALL CARRIER. THE SECOND BACK WILL BE SELECTED IN THE THIRD SCREEN, DESIGNATED AS THE PRIMARY BALL CARRIER, AND AGAIN THE PLAYER'S COLOR WILL CHANGE. THE WIDE RECEIVER'S JOB IS TO BLOCK THE UPPER CORNERBACK. THE TIGHT END IS RESPONSIBLE FOR THE DEFENSIVE TIGHT SAFETY AND THE FLANKER IS RESPONSIBLE FOR THE LOWER CORNERBACK.

IF THIS PLAY IS USED OUT OF A POWER I FORMATION, AN EXTRA BLOCKING BACK REPLACES THE FLANKER. HIS ASSIGNMENT IS TO ASSIST THE LEAD BLOCKING BACK.

SELECTING THE PRIMARY RUNNING BACK

TO SELECT THE PRIMARY BALL CARRIER, DO THE FOLLOWING:

STEP 1. MOVE THE CURSOR TO THE RUNNING BACK YOU WANT TO CARRY THE BALL. (IN OPTION AND CROSSBUCK PLAYS YOU CAN PITCH THE BALL TO YOUR SECOND BACK IF YOUR PRIMARY BACK IS COVERED — PLEASE REFER TO THE OPTION AND CROSSBUCK PLAY DESCRIPTIONS)

STEP 2. DEPRESS THE FIREBUTTON.

YOU WILL AUTOMATICALLY MOVE TO THE PLAYING FIELD WHERE YOU WILL DIRECT YOUR TEAM.

IMPORTANT CONSIDERATION IN SELECTING A BALL CARRIER:

☐ EACH RUNNING BACK HAS A "S" — speed and a "P" — POWER RATING

RATING	SPEED	POWER
5	Exceptionally Fast	Extremely strong
4	Fast	Strong
3	Average	Average
2	Slow	Not very Strong
1	Slowest	Very little Strength

BACK TIRING FACTOR:

IF YOU SELECT THE SAME BACK MORE THAN TWICE IN A ROW, THEN THE RUNNERS SPEED WILL DECREASE BY A FACTOR OF 1 FOR EACH RUN UNTIL HE REACHES A SPEED RATING OF 1.

RUNNING PLAY INTERACTION

TO START THE PLAY, THE PLAYER CONTROLLING THE OFFENSIVE TEAM MUST PRESS THE FIREBUTTON.

IF THE GAMER DOES NOT TOUCH THE JOYSTICK, THE PLAY WILL BE ACTED OUT WITH THE BALL CARRIER GAINING A PRE-DETERMINED AMOUNT OF YARDS.

HOWEVER . . .

YOUR GAMING SKILLS COME INTO PLAY ONCE YOU TOUCH THE JOYSTICK.

ONCE THE GAMER USES THE JOYSTICK, THE BALL CARRIER WILL RUN IN THE DIRECTION THE JOYSTICK IS PUSHED INCREASING OR DECREASING THE BALL CARRIERS GAIN OR LOSS BASED UPON THE GAMER'S ABILITY.

IBM NOTE: See Joystick to keyboard conversion chart in the front of the manual.

HOLDING THE JOYSTICK IN ITS CENTER POSITION WILL CAUSE THE BALL CARRIER TO STOP.

AS A REMINDER, WITH THE OPTION AND CROSSBUCK PLAYS YOU CAN HAVE THE FIRST BACK (THE FULLBACK) CARRY THE BALL (OPTION AND CROSSBUCK PLAYS.)

THE KICKING GAME

A very important aspect in any FOOTBALL game is the KICKING GAME. In fact, kickers' performances have won a significant number of Professional Games.

PUNTING:

TO SELECT A PUNT DO THE FOLLOWING:

Step 1. Select a RUN Play — by pressing the Joystick up at the OFFENSE screen.

Step 2. Move the cursor to PUNT and then PRESS the FIREBUTTON.

Step 3. Simply PRESS THE FIREBUTTON when it asks you to select the FORMATION AND PLAYERS — (TWO SCREENS)

Step 4. PRESS the FIREBUTTON and the Punter will kick a pre-determined number of yards based upon the Team's Performance.

PUNT RETURNING:

If a PUNT is kicked to you, your Punt Returner will change colors and become activated.

You have two options:

1) You can let him return the PUNT a pre-determined number of yards just by leaving the Joystick in its centered position.

OR

2) You can HELP with the Run Back by directing the Punt Returner with your Joystick.

```
              RUN UP
                ↑
RUN LEFT ←——————+——————→ RUN RIGHT
                ↓
             RUN DOWN
```
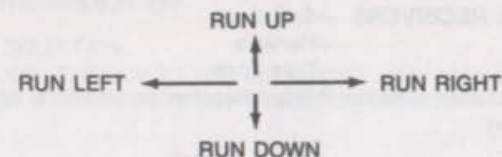
IBM NOTE: See Joystick to keyboard conversion chart in the front of the manual.

HOLDING THE JOYSTICK IN ITS CENTER POSITION WILL CAUSE THE BALL CARRIER TO STOP.

Defending Against The PUNT RETURN:

Once the PUNT has been kicked, the Kicking Team's Tight Ends rush down the field. The End (in the lower portion of the screen) is activated, changes color, and you can control his actions to Tackle the Punt returner.

```
              RUN UP
                ↑
RUN LEFT ←——————+——————→ RUN RIGHT
                ↓
             RUN DOWN
```

HOLDING THE JOYSTICK IN ITS CENTER POSITION WILL CAUSE THE DEFENDER TO STOP RUNNING.

IBM NOTE: See joystick to keyboard conversion chart in the front of the manual.

FIELD GOALS:

TO SELECT A FIELD GOAL, DO THE FOLLOWING:

Step 1. Select a RUN Play — by pressing the Joystick up at the OFFENSE Screen.

Step 2. Move the cursor to FIELD GOAL and then PRESS the FIREBUTTON.

Step 3. Simply PRESS the FIREBUTTON when you are asked to select the FORMATION AND PLAYERS — (TWO SCREENS)

Step 4. PRESS the FIREBUTTON and the Field Goal Kicker will attempt a FIELD GOAL. The outcome is based upon the Kicker's past performances.

PASSING

Screen I.

TO SELECT A PASS
MOVE THE JOYSTICK:
UP — TO SELECT A RUN
DOWN — TO SELECT A PASS

Screen II.
TO SELECT THE TYPE OF PASS

Step 1. MOVE THE LOWER CURSOR — IN THE "PASS PLAY" SECTION TO THE TYPE OF PASS YOU WANT TO SELECT.

Step 2. DEPRESS THE FIREBUTTON
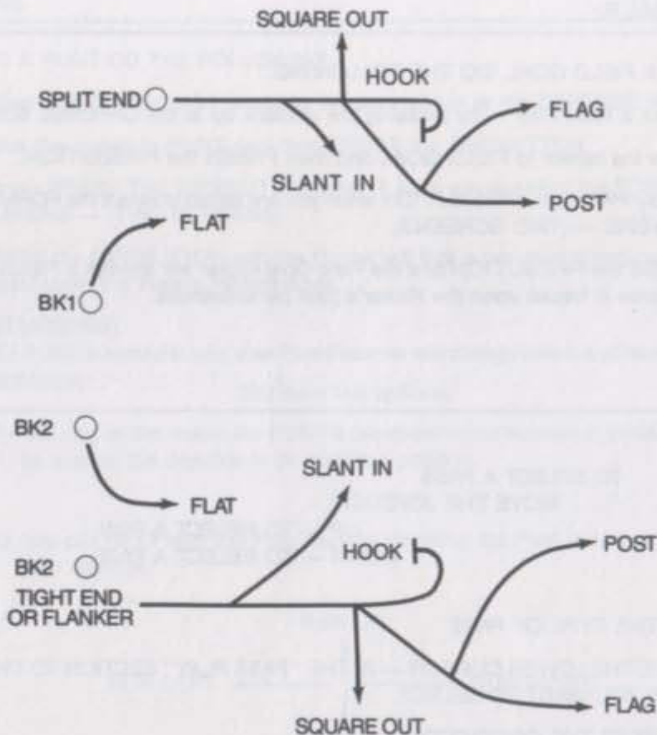
PASS PLAY DESCRIPTIONS

A receiver can run five basic PASS PATTERNS.

ELIGIBLE RECEIVERS —Split Ends
—Flankers
—Tight Ends

If a running back is chosen to be the Primary Receiver he will run to an opening in the flat (see illustration below)

LONG PASSES: 15 yards and greater	SHORT PASSES: 8 to 15 yards	QUICK PASSES: 0 to 5 yards
☐ POST PATTERN — ☐ FLAG PATTERN —	☐ HOOK PATTERN ☐ SLANT IN	☐ SLANT IN ☐ SQUARE OUT

FORMATIONS

☐ PRO 2 BACK   — A RUN OR A PASS FORMATION

☐ I FORMATION   — A RUN FORMATION ONLY — IF SELECTED WITH A PASS WILL DEFAULT TO A PRO 2 BACK.

☐ POWER I-3 BACKS — A RUN FORMATION ONLY — IF SELECTED WITH A PASS WILL DEFAULT TO A PRO 2 BACK.

☐ 4 RECEIVERS   — A PASS FORMATION

Screen III.

SELECT THE PASS FORMATION

Step 1. MOVE THE JOYSTICK TO FORMATION YOU WISH TO RUN

Step 2. DEPRESS THE FIREBUTTON

TO CANCEL YOUR SELECTION:
PRESS YOUR JOYSTICK TO THE LEFT TWICE. YOU WILL BE RETURNED TO THE FIRST PLAY SELECTION SCREEN.

PASS FORMATION DESCRIPTIONS AND NORMAL USES

PRO 2 BACKS: THIS IS THE MOST COMMON FORMATION USED BOTH FOR RUN AND PASS PLAYS. TWO BACKS ARE IN THE BACKFIELD. ONE BACK IS LINED UP 3 YARDS BEHIND THE QUARTERBACK ON THE LEFT SIDE. THE OTHER SIDE 3 YARDS BEHIND THE QUARTERBACK ON THE RIGHT SIDE. THE SPLIT END IS SET WIDE TO THE TOP OF THE SCREEN ON THE LINE OF SCRIMMAGE, WHILE THE FLANKER IS SET WIDE TO THE LOWER SIDE OF THE SCREEN AND STARTS 3 YARDS BEHIND THE LINE OF SCRIMMAGE.

PRIMARY RECEIVING BACK ☐

QB ○

SECONDARY BLOCKING BACK ☐

4 RECEIVERS: A DEDICATED PASS FORMATION USED FOR LONG YARDAGE DOWNS. (IF A RUN PLAY WAS SELECTED, THE QUARTERBACK WILL AUTO-MATICALLY CHANGE THE FORMATION TO A PRO 2 BACK). THIS FOR-MATION PUTS THE MAXIMUM NUMBER OF RECEIVERS INTO THE GAME, INCREASING YOUR CHANCES FOR A COMPLETED PASS. HOWEVER, YOU HAVE A GREATER CHANCE OF GETTING SACKED DUE TO THE LACK OF BLOCKERS IN THE BACKFIELD.

PASSES

IF A PASS WAS SELECTED ON THE PREVIOUS SCREEN — DO THE FOLLOWING

STEP 1 — MOVE THE CURSOR WITH THE JOYSTICK TO THE QUARTERBACK YOU WANT

STEP 2 — DEPRESS THE FIREBUTTON

STEP 3 — MOVE THE JOYSTICK TO THE PRIMARY RECEIVER YOU WANT TO CATCH THE PASS (THE GAME DOES HAVE WAY TO SELECT A SECONDARY RECEIVER IF YOU FIND THAT YOUR PRIMARY RECEIVER IS COVERED — SEE SECTION — HOW TO SELECT A SECONDARY RECEIVER)

STEP 4 — DEPRESS THE FIREBUTTON

YOUR PRIMARY RECEIVER WILL RUN THE TYPE OF PATTERN YOU SELECT FOR HIM, ALL OF YOUR OTHER RECEIVERS WILL RUN — SLANT IN'S IN CASE THE QUARTERBACK GETS IN TROUBLE AND NEEDS TO FIND A SECONDARY RECEIVER.

TO CANCEL YOUR SELECTION — IF YOU FEEL YOU HAVE MADE A POOR CHOICE OR YOU RECOGNIZE THAT YOU WANT TO PUNT.

PRESS YOUR JOYSTICK TO THE LEFT TWICE. YOU WILL RETURN TO FIRST PLAY SELECTION SCREEN. REMEMBER JUST LIKE REAL FOOTBALL, THE CLOCKS ARE STILL GOING, SO BE CAREFUL NOT TO GET A DELAY OF GAME PENALTY.

AFTER CHOOSING YOUR PRIMARY RECEIVER, BY DEPRESSING THE FIREBUTTON NEXT TO YOUR SELECTION, THE SCREEN WILL AUTOMATICALLY CHANGE TO THE PLAYING FIELD.

EXPLANATION OF QUARTERBACK AND RECEIVER DATA

QUARTERBACK:

When selecting a Quarterback you will notice, the Labels QP, SP, and LP. These refer to a Quarterback's Pass Completion Percentage. We have studied Professional Quarterback's Pass Completions and have segmented the types of passes they throw along with corresponding Completion Percentage. Take for example, a QB with a 60.2 Completion percentage. This means of all the passes thrown, he has completed 60.2% of them, whether they are flat (an easier type of pass) passes or Bombs, which typically has lower chance of being caught. We have reallocated the QB's Pass Completions based on the type of passes thrown. Thus, all Quarterbacks, even if they appear to have the same Pass Completion Percentages, will vary based on the types of Pass thrown Quarterback and completions.

QP — QUICK PASS — SLANT IN AND SQUARE OUT Patterns
0-5 Yard Range

SP — SHORT PASS — SLANT IN AND HOOK Patterns
8-15 Yard Range

LP — LONG PASS — FLAG AND POST Patterns
15+ Yard Range

RUNNING THE QUARTERBACK

Quarterbacks can also run. The "S"peed and "P"ower ratings for the Quarterback are the same as any Running Back. Please refer to the Running Back Selection Section.

RECEIVER DATA:

Receiver's abilities are divided into two categories — "S"PEED AND "C"ATCHING.

"S' Refers to the player's SPEED. The Lower the value, the slower the player runs. SPEED is a critical player attribute when you are considering a particular receiver.

"C" refers to a Receiver's CATCHING ability. The higher the value, the better the receiver can catch — "Great Hands".
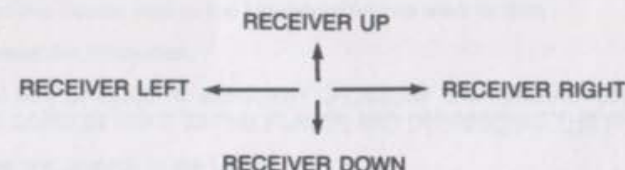
PASS PLAY EXECUTION

PRESS THE FIREBUTTON TO START THE PLAY — (IN THE ONE PLAYER GAME IF THE COMPUTER HAD THE BALL, YOU WILL BE GIVEN 2 SECONDS TO SELECT YOUR PRIMARY DEFENDER).

TO PASS:

ONCE THE QUARTERBACK HAS THE BALL:
  □ PRESS THE FIREBUTTON TWICE TO THROW TO YOUR PRIMARY RECEIVER
  □ ONCE THE RECEIVER HAS THE BALL, PROVIDED IT IS A COMPLETED PASS:
    YOU HAVE TWO OPTIONS —
    1) YOU CAN CONTROL THE RECEIVER THAT HAS THE BALL BY DIRECTING YOUR JOYSTICK IN THE FOLLOWING WAY.

RECEIVER UP

RECEIVER LEFT ←——————→ RECEIVER RIGHT

RECEIVER DOWN

HOLDING THE JOYSTICK IN ITS CENTER POSITION WILL CAUSE THE BALL CARRIER TO STOP.

    2) OR YOU CAN LET THE RECEIVER RUN HIS PRE-DETERMINED NUMBER OF YARD BY NOT TOUCHING THE JOYSTICK.S

SECONDARY RECEIVER SELECTION:

THERE WILL BE TIMES WHEN YOU DROP BACK TO PASS THAT YOUR PRIMARY RECEIVER IS COVERED AND YOU WANT TO THROW TO AN OPEN ELIGIBLE RECEIVER.

Step 1. Press the FIREBUTTON ONLY ONCE.

Step 2. Choose the secondary receiver by pointing the Joystick in the following direction —

  UP — SPLIT END
DOWN — HALFBACK
 LEFT — FLANKER
RIGHT — TIGHT END

IBM NOTE: The [5] key on the numeric key pad should be used as the FIREBUTTON on Passing Downs.

RUNNING THE QUARTERBACK

ONCE THE QUARTERBACK HAS THE BALL HE HAS THE OPTION TO RUN. YOU CAN EITHER
SNEAK BY DIRECTING THE QUARTERBACK WITH THE JOYSTICK ONCE HE HAS THE BALL

OR

DROP BACK THE QUARTERBACK. LET THE LINEBACKERS COMMIT TO CONVERGING,
AND THEN RUN A QUARTERBACK DRAW PLAY UP THE MIDDLE.

SCRAMBLING THE QUARTERBACK

THERE WILL BE TIMES WHEN YOU WILL WANT TO ELLUDE THE ONCOMING DEFENDERS.
YOU CAN MOVE THE QUARTERBACK FREELY IN ANY DIRECTION WITH THE JOYSTICK,
WHEN YOU SEE AN OPEN RECEIVER, DEPRESS THE FIREBUTTON TWICE.

GAMER NOTE:
SCRAMBLING THE QUARTERBACK MAY IMPROVE THE PASS COMPLETION
DEPENDING UPON THE TYPE OF PASS CHOSEN.

DEFENSE PLAY SELECTION

The DEFENSIVE PLAY SELECTIONS are on the left side of the screen and take place at the
same time as the OFFENSE is setting its Attack.

Screen I.

This Selection Alerts the Defense that they should be looking either for a Run or a
Pass. If you guess correctly, then the RUN will be for less yards because your players
were looking for the RUN. On the other hand, if you guess PASS and it's a RUN,
the Offense will gain more yards. The same is true for a PASS DEFENSE selection.
If you guess correctly, the chances for an Incomplete Pass or Sack are Higher than
if you make the wrong decision.

PUSH JOYSTICK

UP — RUN

DOWN — PASS

GAMER NOTE: If you select PASS more than twice in a row, the Primary Defender's Speed
will be reduced. The speed reduction will be one for each time you select PASS
over the allotted two.

Screen II.

BLITZING THE LINEBACKERS

Step 1. Move the Cursor next to the Linebacker(s) you want to Blitz.

Step 2. Depress the Firebutton.

YOU MAY CHOOSE TO BLITZ ANY OR ALL OF THE LINEBACKERS BY PLACING
THE CURSOR NEXT TO THE PLAYER AND DEPRESSING THE FIREBUTTON.

Step 3. Press the Joystick to the LEFT

Description of the Linebacker Characteristics

When choosing which Linebackers you wish to Blitz, there are several factors that you should
consider, including the consequences of making the BLITZING decision.

Linebacker Characteristics

The Linebackers have been modeled to perform as real Linebackers. Each Linebacker has a
"S"peed and "P"ower rating which effects how you will want to utilize each player.

RATING	SPEED	POWER
5	Exceptionally fast	Extremely strong
4	Fast	Strong
3	Average	Average
2	Slow	Not very Strong
1	Slowest	Very little Strength

Effects of BLITZING the Linebackers

IF THE OFFENSE THROWS A PASS . .

☐ You increase your chances to sack the Quarterback

However,

☐ If you are BLITZING the OUTSIDE Linebackers, you are leaving the OUTSIDE Flats open to a Completed Pass by the Ends and Halfbacks.

☐ If you are BLITZING the INSIDE Linebackers, you are leaving the Slant In and Post Patterns open to the Receivers.

IF THE OFFENSE CALLS A RUNNING PLAY . . .

☐ You increase your chances of stopping the Run for a Loss if The RUN is to the side where you are BLITZING the Linebacker(s) from.

However,

☐ If the run is to the opposite side of the field, you will decrease the chances for play pursuit.

Screen III.

SPECIAL DEFENSES

If a RUN was selected on the First Defense Screen, then you have the option of selecting any of the SPECIAL RUN DEFENSES.

Step 1. Place the Cursor Next to the Special RUN Defense you want

Step 2. Depress the Firebutton.

        RUN DEF

            GOAL LINE
            KEY BACK 1
            KEY BACK 2

If a PASS was selected on the First Defense Screen, then you have the option of selecting any of the SPECIAL PASS DEFENSES.

Step 1. Place the Cursor Next to the Special PASS Defense you want

Step 2. Depress the Firebutton.

        PASS DEF

            PASS 5-DB
            2 X SPLIT END
            2 X TIGHT END
            2 X FLANKER

EXPLANATION OF SPECIAL DEFENSES

RUN DEFENSES:

  Goal Line:
        In this defensive alignment you are moving the Linebackers closer to the Line of scrimmage cutting an Inside Run to less of a gain. However, because the Flats are open you are increasing the chances for a completed pass.

  KEY BACK(s):
        In this defense, you are anticipating that the back you are KEYING on will carry the ball, decreasing his chances for a good run. However, if the other Back does carry the ball he will gain more yards than he would have if a Key was not called.

PASS DEFENSES:

  5TH Defensive Back:
        With this Defense you are replacing an Inside Linebacker with an Additional Corner Back. (The actual screen Defensive Alignment Changes if this is called) The advantages are if a PASS is thrown there is a greater chance for an Interception or an Incomplete pass. The downside is if the Offense Runs the ball, the chance for long run is greater.

  2 X (Double Coverage)
        By choosing to Double Cover any of the Ends, you are decreasing the chances for a completed Pass and increasing the chances for an interception. However, if the Offense Runs the Ball the run's gain will be longer.

CONTROLLING THE DEFENSIVE PLAYER

Once you are at the Play Field, the Free Safety is Automatically selected. He is the player that has changed colors. If you are not satisfied with this player being your PRIMARY DEFENSIVE PLAYER, you are given 2 seconds delay to select another player.

(see Defensive Position alignments)

SHORT SAFETY
OUTSIDE LEFT LINEBACKER
OUTSIDE RIGHT LINEBACKER

To select another PRIMARY DEFENSIVE PLAYER before the start of the Play

Step 1. Press the Joystick in the following direction

UP — SHORT SAFETY
DOWN — FREE SAFETY
LEFT — OUTSIDE LEFT LINEBACKER
RIGHT — OUTSIDE RIGHT LINEBACKER

You will notice that you have selected another player, because he changes colors.
Once the play has commenced, you can control the direction of the player by the usual player controls described earlier.

SELECTING ANOTHER PRIMARY DEFENDER:

Once the Play begins to unfold, you may want to Control another Defender. To select another Primary Defender:

Step 1. Press the Firebutton once

Step 2. Press the Joystick in one of the following directions to choose a New Player.

UP — SHORT SAFETY
DOWN — FREE SAFETY
LEFT — OUTSIDE LEFT LINEBACKER
RIGHT — OUTSIDE RIGHT LINEBACKER

IBM NOTE: See Joystick to keyboard conversion chart in the front of the manual.

INTERCEPTIONS AND INCOMPLETE PASSES:

On a pass Play if the ball intersects a defender, then the play will be either an incompleted pass or an Interception depending upon the defenders position. If the ball is intercepted then the player that has intercepted the ball will change colors and can be run and controlled like a regular ball carrier.

OFFENSIVE AND DEFENSIVE LINE MATCHUPS:

☐ If the DEFENSIVE LINEMAN gets knocked down you can run over him.

☐ If the DEFENSIVE LINEMAN is standing up the runner will be tackled.

PRIMARY DEFENSE

X — CORNER BACK

X — OUTSIDE RIGHT LINEBACKER

X — DEFENSIVE END

X — INSIDE RIGHT LINEBACKER

X — NOSE TACKLE   X — FREE SAFETY

X — INSIDE LEFT LINEBACKER

X — DEFENSIVE END

X — OUTSIDE LEFT LINEBACKER

X — TIGHT SAFETY

X — CORNER BACK

5TH DEFENSIVE BACK DEFENSE

X — CORNER BACK

X — 5TH DEFENSIVE BACK

X — OUTSIDE RIGHT LINEBACKER

X — DEFENSIVE END

X — INSIDE RIGHT LINEBACKER

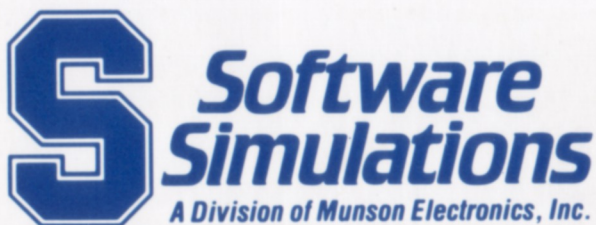X — NOSE TACKLE   X — FREE SAFETY

X — DEFENSIVE END

X — OUTSIDE LEFT LINEBACKER

X — TIGHT SAFETY

X — CORNER BACK

In this defense, the 5th DEFENSIVE BACK plays next to the Upper Cornerback and replaces the Inside Left Linebacker.

**Software
Simulations**

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