

Super Action Football

For Use With ColecoVision or the ADAM Family Computer System! SUPER ACTION CONTROLLERS are required for this game

Its game time and the pressures on! Plan strategies that push your team toward the goal line. then execute every play with the utmost precision You re not in the grandstand anymore--you re where the action is!

THE BIG GAME

Get ready to move out of the grandstand and onto the gridiron! Coleco's SUPER ACTION FOOTBALL brings the thrill and excitement of professional football right into your home. A team of highly skilled athletes is at your command from the opening kickoff through the final seconds of play.

Your Super Action Controller provides an eight-directional Control Stick that allows you to move your backfield men anywhere on the field. A special Speed Roller increases pass distance and runner speed. Best of all, you call every play with the multiple-use buttons on the Keypad. Execute each play by skillfully maneuvering your backfield. You do it all in SUPER ACTION FOOTBALL!

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION OR ADAM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game

Use the Port 1 Controller.

Two-Player Game

--Player 1 (White Team--"Home") uses the Port 1 Controller.

--Player 2 (Black Team--"Away") uses the Port 2 Controller.

Choose your challenge.

Press the Reset Button and the Title Screen appears on your TV. When the Game Option Screen appears, choose one of these options by pressing the corresponding number button on your controller Keypad:

1. OFFENSE ONLY: One player controls the offense against a skillful computer defense.

2. HEAD-TO-HEAD FOOTBALL: Two players compete against each other. Each player alternates controlling offense and defense--just like an actual football game.

USING YOUR CONTROLS

Your controls are super accurate in SUPER ACTION FOOTBALL. Take some time to learn how they work, then practice for a while. The more you practice, the better you'll play during an actual game.

1. Action Buttons: The six men you can control are called "backs." Each back is identified by a colored jersey that matches an Action Button color.

On offense, you control your yellow quarterback, red halfback, and purple flankerback with their Action Buttons.

On defense, you control your red and purple linebackers and your yellow safety with their Action Buttons.

To move one of your backs during a play, press and hold in his Action Button and move the Control Stick in the desired direction. When you release either his button or the stick, he'll continue moving at the same rate of speed and in the direction last indicated by the Control Stick. To stop his continuing movement, give his button another press.

Exception: The quarterback always stops when his Action Button or the Control Stick is released.

Blue Action Button: On offense, use the Blue Action Button to pass or hand off and to increase the distance of a punt, field goal or extra point attempt. On defense, the Blue Action Button is not used.

2. Control Stick: The Control Stick moves your backs in eight directions. Push it left or right to move them left or right toward the goal lines. Push the Control Stick up or down to move them parallel to yard lines. Push it left-up, left-down, right-up, or right-down to move your backs diagonally.

You cannot control your linemen with the Control Stick and Action Buttons. Instead, you can program their moves during the huddle (see Keypad).

3. Keypad: Use Keypad keys to select game options, to input plays during the huddle and to shift your backfield before the hike. Keypad use differs for the offensive and defensive players and is defined by the Keypad Overlay.

Press * at the end of a game to replay the Game Option you've just completed. Press # at the end of a game to return to the Game Option Screen.

Study your Keypad Overlay carefully.

4. Keypad Overlay: Functions of the Action Buttons are keyed by color and labeled on each side of the overlay: the left side is for offense, the right side for defense.

The offensive player selects a blocking pattern during the huddle by pressing the keys described on the left side of the overlay. In addition, the offensive player can press "Pass Route" (Key 7), then a direction key (1, 2 or 3) and a distance key (5, 8 or 0) to select a running pattern for his flankerback .

The defensive player selects a rushing pattern during the huddle by pressing the keys described on the right side. In addition, the defensive player can press "Blitz Left" (Key 4) to make his left linebacker rush the quarterback, "Blitz Right" (Key 6) to make his right linebacker rush, or first one, then the other key to make both linebackers rush.

Running patterns and blitzes are selected during the huddle and executed in the

upcoming play. Both players press "Set" (Key *) to break their huddles.

5. Speed Roller: You may spin the Speed Roller to accelerate the running speed of your halfback, flankerback, or linebacker. However, spinning the Speed Roller has no effect on the running speed of your quarterback or your safety.

You may also use the Speed Roller to increase pass distance.

HERE'S HOW TO PLAY

HEAD-TO-HEAD FOOTBALL Coleco's Gridiron

SUPER ACTION FOOTBALL offers real-life perspective of the playing field. Therefore, as you get closer to the end zone, the yard lines appear to run diagonally across the field.

The Home team is white and is controlled by the Port 1 controller. The Visiting team ("Away") is black and is controlled by the Port 2 controller.

Linemen are one color on the screen and backs are two colors.

The referee stands on the near sideline at the location where the ball was spotted before play begins. If the ball carrier is tackled, the ball is spotted at the yard line where the tackle occurred; if he is tackled in his own end zone, a safety occurs. If the ball carrier runs out of bounds, the ball is spotted where it went out of bounds; if he goes out of bounds in his own end zone, a safety occurs. If a pass is incomplete, the ball is spotted at the original line of scrimmage. In the case of a touchback, the ball is spotted on the 20-yard line.

The first-down markers on the near sideline show the yardage required for a first down. You must advance the ball 10 yards to get a first down, and you have only four downs (four plays from scrimmage) in which to do so.

The down and the yards-to-go indicator appear on the scoreboard below the score of the team in possession of the ball.

KICK-OFF!

The teams line up in kickoff formation at the beginning of each half, after a successful field goal, after an extra point attempt, and after a safety. The player controlling the kicking team presses "Kick" (Key 9) to start the kickoff. The player has no control over the distance of the kickoff. Once the ball is in the air, both players move their backs by pressing the Control Stick while pressing the appropriate Action Buttons. The linemen automatically run and block.

If you have trouble following the ball after it's kicked, try keeping your eye on its shadow.

To receive a kick, move a back into contact with the ball. Then, when he has the ball, run upfield quickly.

If the kicked ball enters the end zone, you may want to catch it and stay there for a touchback. If so, the ball will be yours on the 20-yard line. But be

careful. If the kicking team gets the ball on a kickoff, they'll gain possession.

Note: You cannot pass or hand off on the runback of a kick.

OFFENSE

HUDDLE DECISIONS

Blocking

When your team appears in the huddle, use Keys 1-6 to select a blocking pattern for your offensive linemen:

1 = Off Tackle Left 4 = Wide Left
2 = Middle 5 = Pass Block
3 = Off Tackle Right 6 = Wide Right

To select a field goal or punt instead of a blocking pattern, press "Kick" (key 9) during the huddle.

Refer to the diagrams in your Playbook for a more detailed explanation of each blocking option.

During the play, your linemen will block according to the pattern you select in the huddle. You cannot control your linemen during the play and they cannot carry the ball. If you don't make a selection during the huddle, the "Middle" block (Key 2) will be selected automatically. If you make more than one blocking selection by mistake, the first selection will occur.

Choose your plays carefully! You can't change a huddle entry once it's made. In addition, you can't make a huddle entry once the huddle has broken by pressing SET.

Flankerback Pass Pattern

After you choose a blocking pattern from Keys 1-6, you may select an automatic pass pattern for your purple flankerback before breaking your huddle by pressing "Pass Route" (Key 7). Then select the direction of his run during the huddle by pressing "Left" (Key 1), "Middle" (Key 2), or "Right" (Key 3), and select the distance of his run by pressing "Long" (Key 5), "Medium" (Key 8), or "Short" (Key 0).

After the hike, your flanker will run his selected pass pattern until you take direct control of him during the play. Refer to the diagram in your Playbook for additional information on pass patterns.

Note: You do not have to select a pass route in order to pass.

Breaking the Huddle

Press "Set" (Key *) to break the offensive huddle. There sometimes will be a delay before your huddle breaks to allow the defensive player time to make his huddle decisions.

Pre-hike Maneuvers

After the huddle breaks, use "Left" (Key 1) or "Right" (Key 3) to shift your flankerback to the left or right before the hike. Your halfback will automatically shift to the opposite side. (You cannot shift your backfield in the one-player game.) Refer to the diagram in your Playbook for additional information.

Note: Shifting your flankerback will adjust his pass pattern so he'll reach the same destination you selected for him.

Hike!

Press the Yellow Action Button to hike the ball and start the play. But don't wait too long. You could be penalized five yards for Delay of Game and return to the huddle!

DEFENSE

HUDDLE DECISIONS

Rushing

When your team appears in the huddle, use Key 1, 2, 3 or 5 to select a rushing pattern for your linemen:

1 = Left Stunt 3 = Right Stunt
2 = Off Tackle 5 = Wide

Refer to your Playbook for diagrams and additional information on rushing patterns.

During the play, your linemen will carry out the rush you have selected. Linemen that are not blocked by the offense will sometimes tackle the ball carrier. You cannot control your linemen during the play. If you make no selection, the "Off Tackle" rush (Key 2) will be selected automatically. If you make more than one rushing selection by mistake, the first selection will occur.

Remember: You can't change a huddle entry once it's made. In addition, you can't make a huddle entry once the huddle has broken either by pressing SET or by the offense breaking the huddle before the defense.

Blitzing

Press "Blitz Left" (Key 4) or "Blitz Right" (Key 6) during the huddle to make the corresponding linebackers blitz during the play. A blitzing linebacker will pursue the quarterback until the quarterback releases the ball, until the quarterback runs across the line of scrimmage with the ball, or until you take control of the blitzing linebacker. If the blitzing linebacker contacts a blocking lineman or an opposing back, he'll stop blitzing.

Breaking the Huddle

Press "Set" (Key *) to break the defensive huddle. Select your defense quickly. Eight seconds after the huddles form, the offensive player can force your huddle to break by pressing his Set Key before you press yours.

Pre-Hike Maneuvers

You can move your red and purple linebackers before the hike by pressing their Action Buttons and moving the Control Stick in the desired direction. Be careful not to run offsidies or you'll receive a five-yard penalty and return to the huddles! And caution: If you selected a blitz for your linebackers during the huddle, make sure their Action Buttons are not pressed when the hike occurs or their blitzing pattern will be canceled.

To shift your Yellow Safety across the field parallel to the line of scrimmage, press "Left" (Key 1), "Center" (Key 2), or "Right" (Key 3). Your safety cannot shift until the offensive huddle breaks and cannot be moved with the Control Stick until the ball is hiked.

THE ACTION

Running

After the snap, use the Control Stick and the appropriate Action Buttons to move your backs.

Controlled Motion

To move a back in controlled motion, press and hold in his Action Button and move the Control Stick in the desired direction.

Continuing Motion

If you release a back's Action Button or the Control Stick when he is in controlled motion, he will continue moving at the same speed and in the direction last indicated by the Control Stick-even if the Control Stick and his Action Button are released. You may spin the Speed Roller in either direction to accelerate the running speed of a back in continuing motion, as long as his Action Button is pressed. To stop a back when he is in continuing motion, give his Action Button another press.

Note: Your quarterback is the only player who stops moving when you release his Action Button or put the Control Stick in neutral.

Automatic Motion

If you selected a running pattern for your flankerback or a blitzing pattern for your linebackers during the huddle, those men will be in automatic motion once the ball is hiked. To cancel a back's automatic motion and take control of him at any time, press his Action Button.

Coordinated Moves

To control two or three backs simultaneously, press and hold in their Action Buttons and move the Control Stick in the desired direction. All backs will move in the direction indicated by the Control Stick.

PASSES AND HANDOFFS

Passes

Press the Blue Action Button together with the Red or Purple Action Button to make your quarterback pass to your red halfback or purple flankerback. If you press the blue, red and purple Action Buttons together, the pass will go to your red halfback.

Pass Distance

To increase pass distance, spin the Speed Roller just before the pass is released so that it is rolling when the ball leaves the quarterback's hand. Spin it faster for longer passes, slower for shorter passes. If you spin the roller too quickly, the pass will overshoot your receiver. If you don't spin the roller fast enough, the pass will fall short. If that happens, take control of your receiver and move him to the ball in time to make the reception.

Handoffs

If the selected receiver of a pass is adjacent to the quarterback when you press his Action Button, a handoff occurs instead of a pass. The ball disappears for a moment following a handoff to confuse the defense and then reappears in the receiver's hands. The receiver can be tackled during the time that the ball is hidden from view.

Fake Handoff

You can fake a handoff when your quarterback is adjacent to a receiver by pressing the Blue Action Button when no receiver button is pressed. The ball will disappear for a moment and then reappear in the quarterback's possession. The quarterback cannot pass or handoff when the ball is hidden, but can be tackled by the defense during this time.

Only the quarterback can pass or hand off.

Note: Your quarterback cannot pass or hand off once he has crossed the line of scrimmage.

Fumble!

When any pass but a forward pass is thrown and is incomplete, it's a live ball-- a fumble! (You'll see the fumble message appear on the message board.) If a defensive lineman grabs the ball first, he falls on it and the ball goes to the defense. If an offensive or defensive back grabs the ball first, he can run with it to complete a play.

How to Kick

If you selected a kick during the huddle, your kicker will automatically advance toward the ball after you hike. You may then press the Blue Action button to increase the distance of his kick. For best results, time your press as closely as possible to when the kicker kicks the ball. If you do not press the button at all, his kick will be very short.

Field Goals, Punts, and Extra Points. There are two kicking formations in Super action FOOTBALL. One is the kick-off formation described on page 7 . The other is the line-up for a field goal, punt, or for an extra point after a touchdown.

Field Goal

If the kicked ball passes between the goal posts, a field goal occurs and the kicking team receives three points. If the kicked ball goes out of the end zone without scoring a field goal, the receiving team gets the ball with a first down on their 20-yard line.

Punt

If the kicked ball lands in play, the kick is treated as a punt. The receiving team may run back a punt if the ball is recovered by a member of the receiving team. But if the ball is recovered by a member of the kicking team, the receiving team gains possession where the ball was downed.

Safety

A safety occurs if a receiver recovers the kicked ball in fair territory, then runs into his own end zone and is tackled or goes out of bounds in the end zone. The defending team then scores two points and the receiving team must kick off from their 20-yard line. A safety may also occur in a normal play from scrimmage, if the ball carrier is tackled or goes out of bounds in the end zone.

Touchback

A touchback occurs if a receiver recovers the kicked ball in his own end zone and is tackled before he leaves the end zone. The receiving team then gets the ball on their own 20-yard line.

Extra point attempt

After a touchdown, both teams line up in kick formation. Press the Yellow Action Button to hike the ball and kick for an extra point. Press the Blue Action Button to increase the distance of a kick. If the kick is good, the kicking team scores one point. If it's not good, the kicking team scores no points.

Teams earn points just as they would in an actual football game:

Touchdown6 points
Extra Point1 point
Safety.....2 points
Field Goal.....3 points

The game is divided into two 15-minute halves. The clock starts at the opening kickoff and continues to run even if a play results in a tackle. The clock stops until the next hike if the ball goes out of bounds, if a pass is incomplete, if a team scores, or if a penalty is called.

HERE'S HOW TO PLAY

OFFENSE ONLY

Use this Game Option to practice your plays. The rules are the same as they are in HEAD-TO-HEAD, but it's a whole new ball game when you play against a skillful computer defense!

You control the offense only. Every time possession of the ball changes from one team to the other, your controller automatically puts you in control of the team

with the ball. For example, if an interception occurs, you control the intercepting back from the moment he catches the ball!

PLAYBOOK

Here are some terrific plays... in words and diagrams... for both offense and defense.

GREETINGS, SPORTS FANS...

... and welcome to the action ! As the head coach in Coleco's SUPER ACTION FOOTBALL, you'll have to make some crucial decisions before the game's over-- decisions that'll put your skill and foresight to the test. Lucky for you, this playbook can make your job a little easier. Use it to select and execute realistic running and passing plays never before possible in a home video game.

On the following pages, you'll find diagrams of the available offensive blocking patterns and defensive rushing patterns, along with a variety of plays based on those patterns. Some are simple to execute and others will need a fair amount of practice. Try them out against the computer first in ONE-PLAYER OFFENSE. Then test your skill by playing directly against another player. Before you know it, you'll be running and passing just like the pros!

Of course, you can make up your own plays and run them, too. Experiment with different strategies until you find the ones that work best for your team. This playbook is only the beginning of the hours of enjoyment you can expect playing SUPER ACTION FOOTBALL!

PRACTICE MAKES PERFECT

Before selecting and running the plays that follow, take some time to become familiar with your controls. Refer to your basic Instruction Guide for detailed instructions on using the Control Stick, Keypad and Action Buttons, and that all important Speed Roller. Then practice against the computer in ONE-PLAYER OFFENSE. The more you practice, the better your performance on the field will be.

Offensive Strategy Tips

Try to decide what type of play you're going to execute before you select a blocking pattern during the huddle.

Watch how the defensive player positions his linebackers before the hike and use that information to finalize the play in your mind. For example, if the defensive player moves his linebackers to the left side of your line before the hike, you might decide to hand off to your halfback and then send him around to the unprotected right side.

Consider how your block selection will affect the motion of your backs and your opponent's backs. Then hike the ball and go for it!

Use your handoff and fake handoff options to confuse the defense. But remember that for the brief period following a handoff or fake handoff the ball is hidden and the ball carrier can still be tackled.

Use your backs to block on the run for your ball carrier during the play. For example, your quarterback can hand off to your halfback and then get in the way of a defensive linebacker.

Passing for long gains is not easy. Practice completing passes of all lengths to get a feel for the type of spin needed on the Speed Roller at each distance. Remember, the Roller's speed when the pass leaves the quarterback's hand is all that matters.

Defensive Strategy Tips

Use the linebacker blitz to pressure the quarterback.

If you have the lead late in the game, delay breaking your huddle to eat up clock time!

Move your backs before the hike to keep the offense off balance.

Get your yellow safety into the action quickly by setting him in continuing motion toward the line of scrimmage just when the ball is hiked. Then, when he reaches the line, you can take control of him again to cover the flankerback or to pursue the ball carrier.

Just as in an actual football game, it's sometimes difficult to follow the ball because of the variety of plays the Offense can select. Concentrate on the quarterback until he passes or hands off so you don't lose track of the ball!

Keep every offensive back covered until the quarterback passes, hands off or crosses the line of scrimmage. To cover a potential receiver, move your back within three yards of the receiver, then set your back in continuing motion to stay with the receiver. Check on the relative positions of the two men every few seconds during the play to keep your back close to the receiver.

No game is worth its salt without risks. Take a gamble and defend aggressively by playing for the interception. Keep a back near each receiver; when a pass is in the air, get between the ball and the receiver and go for the interception! Your back can catch a pass as well as the receiver can.

THE LINEUP

The offensive player can shift his flankerback and halfback to the opposite sides before the hike by pressing RIGHT (Key 3) or LEFT (Key 1) and back again by pressing LEFT or RIGHT.

The defensive player can move his linebackers freely before the hike (but must avoid running offsides) and can shift his safety by using LEFT (Key 1), MIDDLE (Key 2) or RIGHT (Key 3).

OFFENSE

OFFENSIVE BLOCKING PATTERNS

Select a blocking pattern during the huddle to protect your backs during the play.

Left End or Right End:

Press **LEFT END (Key 4)** or **RIGHT END (Key 6)** to clear a way around the left or right end of your line for your running backs. This block works best when the defense selects a stunt rush from the same side or a wide rush.

Left Off Tackle or Right Off-Tackle:

Press **LEFT O.T. (Key 1)** or **RIGHT O.T. (Key 3)** to open a hole for your running backs on the left or right side of your line. This block works best when the defense selects a stunt rush from either side.

Center:

Press **CENTER (Key 2)** to open a hole for your running backs at the center of your line. This block works best when the defense selects an off-tackle rush.

Pass Block:

Press **PASS BLOCK (Key 5)** to form a protective pocket around your quarterback so that he has time to pass. This block works best when the defense selects an off-tackle or wide rush. Note: You do not have to select Pass Block to pass.

Kick Formation:

Press **KICK (Key 9)** to set up for a punt or field goal attempt.

FLANKERBACK PASS ROUTE PATTERNS

Comment:

If you, as the offensive player, select a pass route for your flanker during the huddle, he will run one of these patterns during the play until you take control of him.

Example: You press **PASS ROUTE (Key 7)** to tell the computer that you want to select a pass route, then you press **RIGHT (Key 3)** and **MEDIUM (Key 8)**. After the hike, your flanker will run the pattern until he reaches the end of the pattern, in this case the "medium right" position in this diagram, and will then stop. To avoid pass interference, your flankerback cannot block or be blocked by defending backs until a pass is caught or the quarterback crosses the line of scrimmage. Watch out, though! Your flanker can be blocked on the line by defending linemen.

If you shift your flankerback before the hike, his running pattern will follow a route slightly different from that in the diagram, but he will complete the pattern at the same point.

OFFENSIVE PLAYS

These tried and true offensive plays are presented in order of difficulty, with simple plays first and complex plays last.

Set up each play in the huddle by selecting the listed block and flankerback pattern. Execute the play by following the numbered procedure.

Some plays include a danger zone, denoting an area that must be free of defensive linebackers when the ball is hiked in order for the play to gain good yardage. If you see a defensive linebacker move into the danger zone of the play you've planned, quickly improvise a play to a different area when you hike.

Play 1: Line Plunge

BLOCK: Center (Key 2)

FLANKER PATTERN: Short (Key 0) Left (Key 1)

1. Hike.
2. Move the red halfback forward through the center of the line.
3. Keep the halfback's Red Action Button pressed and press the Blue Action Button as he runs by the quarterback to activate a handoff.
4. Continue running the halfback up the middle.

Play 2: Off Tackle Slant

BLOCK: Right Off-Tackle (Key 3)

FLANKER PATTERN: Long (Key 5) Middle (Key 2)

1. Hike
2. Move your red halfback forward and slightly to the right. Maneuver him until he is heading through an opening in the line.
3. Press the Blue Action Button while holding in the halfback's Red Action Button to throw a short pass to the halfback.
4. Continue running the halfback through the right side.

Play 3: Pitchout Right

BLOCK: Right end (Key 6)

FLANKER PATTERN: None

1. Shift your backfield before the hike by pressing RIGHT (Key 3).
2. Hike.
3. Start your red halfback moving to the left to fake the defense.
4. Move the flankerback forward and to the right.
5. Spin the Speed Roller slowly while holding in the flankerback's Action Button and press the Blue Action Button to throw a quick pitchout to the flanker.
6. After catching the pass, run the flanker downfield. dodging the defense.

Play 4: Medium Pass

BLOCK: Pass Block (Key 5)

FLANKER PATTERN: Any Medium Pattern (Key 8)

1. Hike.
2. Start your red halfback moving toward the right side of the line.
3. If the quarterback is in immediate danger, break the play by throwing a quick pass to the halfback or flanker, whoever is open. Then run the receiver downfield.
4. If the quarterback is protected, send your halfback downfield as a second receiver.
5. Maneuver your flankerback and halfback until one is open and then pass to that receiver. Spin the Speed Roller when you activate the pass to make sure that the ball reaches the receiver.

Play 5: Play Action Pass

BLOCK: Center (Key 2)

FLANKER PATTERN: Long (Key 5) Left (Key 1)

1. Hike.
2. Start your red halfback moving toward the center of the line, through the quarterback's location.
3. When the halfback is next to the quarterback, press the Blue Action Button (without holding in the halfback's red button) to fake a handoff.
4. While the halfback continues forward with continuing motion, move the quarterback back a few yards to gain time.
5. Pass to the halfback when he has broken through the line.

Play 6: Sweep Left with Pitchout Option

BLOCK: Left End (Key 4)

FLANKER PATTERN: None

1. Hike.
2. Move your quarterback and flankerback to the left.
3. When the quarterback reaches the outside of the line, assess the situation. If a defender is covering the flankerback, turn the quarterback toward the line of scrimmage. If the flanker is open, press the Blue Action Button while holding in the flanker's button to pitch out to the flanker.
4. Move the ball carrier downfield, avoiding the defense.

Play 7: Flood Right Pass

BLOCK: Right End (Key 6)

FLANKER PATTERN: Long (Key 5) Right (Key 3)

- 1. Shift your flankerback and red halfback before the hike by pressing RIGHT (Key 3).**
- 2. Hike.**
- 3. Start your red halfback moving toward the right side of the line.**
- 4. Move your quarterback to the left and back a few yards for better protection.**
- 5. When your halfback reaches the right side of the line, send him downfield toward your flankerback.**
- 6. Maneuver your halfback and flankerback together to confuse the defense.**
- 7. Spin the Speed Roller and pass to the receiver of your choice. With both receivers in the same area, your chances of completing the pass are increased.**

Play 8: Off-Tackle Run with Pitchout Option

BLOCK: Left O.T. (Key 1)

FLANKER PATTERN: None

- 1. Hike.**
- 2. Start your red halfback moving toward the right side of the line.**
- 3. Move your flankerback inside and forward, searching for a hole in the left side of the line.**
- 4. If the flankerback has an opening, toss quickly to him.**
- 5. If the right side is undefended, pitch out to the halfback.**
- 6. Move the ball carrier downfield, avoiding the defense.**

Play 9: Long Pass

BLOCK: Pass Block (Key 5)

FLANKER PATTERN: Any Long Pattern (Key 5)

- 1. Shift your flankerback and halfback before the hike by pressing RIGHT (Key 3).**
- 2. Hike.**
- 3. Assess the defense. If your quarterback is threatened by rushing linemen or blitzing linebackers, move the quarterback and your halfback so that the halfback provides additional blocking for your quarterback.**

4. If your quarterback is well protected, move your halfback to the left of the line and then downfield as a second receiver.

5. Maneuver your flankerback (and halfback, if going out for a pass) until a receiver is deep and open, then pass to that receiver. Make sure to spin the Speed Roller rapidly when you activate the pass so that the ball will reach the receiver.

Play 10: Option Left

BLOCK: Left End (Key 4)

FLANKER PATTERN: Short (Key 0) Right (Key 3)

1. Shift your flankerback and halfback before the hike by pressing **RIGHT (Key 3)**.

2. Hike.

3. Move your quarterback and halfback together toward the left side of the line.

4. When the quarterback and halfback are beyond the left end of the line, cut them diagonally toward the line of scrimmage.

5. As the defense bears down on your quarterback, toss the ball to the halfback.
Note: The quarterback cannot pass or hand off once across the line of scrimmage.

6. Move the halfback downfield, using the quarterback as a blocker.

DEFENSE

DEFENSIVE RUSHING PATTERNS

Select a rushing pattern during the huddle to pressure the offense during the play.

Left Stunt or Right Stunt:

Press **LEFT STUNT (Key 1)** or **RIGHT STUNT (Key 3)** to send your left or right defensive end through a hole in the center of the line opened by your middle linebacker. This rush is most effective when the offense selects a pass block.

Off Tackle:

Press **OFF TACKLE (Key 2)** to send your defensive ends through the line between the offensive ends and offensive tackles. This rush is most effective when the offense selects a left end or right end block.

Ends Wide:

Press **ENDS WIDE (Key 5)** to send your defensive ends around the offensive line. This rush is most effective when the offense selects a left off-tackle or right off-tackle block.

DEFENSIVE ALIGNMENTS

In addition to selecting rushing patterns for your defensive linemen, you can assign one or both of your linebackers to blitz and you can align your backs before the hike to anticipate offensive strategies.

After your huddle breaks, use the Control Stick and Action Buttons to move your red and purple linebackers anywhere along the line, but don't cross the line of scrimmage or the referee will call offsides! After the offensive huddle breaks, press LEFT (Key 1), MIDDLE (Key 2) or RIGHT (Key 3) to shift your yellow safety across the field.

Here are some examples of how your backs can be positioned.

Standard Alignment

LINEBACKERS: No shift, no blitz.

SAFETY: No shift. However, if the flankerback shifts to the opposite side, shift to stay with him.

Provides excellent protection against an offensive gain over five yards. All your backs will be able to guard against passes and will be able to key on the ball carrier once he crosses scrimmage. Allows defense to gain short yardage on the ground.

Stack Alignment:

LEFT LINEBACKER: Move up to the center of the line, blitz.

RIGHT LINEBACKER: Move to the center of the backfield, no blitz.

SAFETY: No shift. However, stay with the flankerback.

Stops short running gains through the line. The blitzing linebacker pressures the quarterback and prevents a run up the middle. The rear linebacker reacts to the left or right after the hike to prevent an off-tackle run. Cover the flankerback with your safety by sending the safety toward the line of scrimmage with continuing movement. When your safety gets near the flankerback, take control of the safety to stay close. Allows a run or pass around the right side.

Spread Alignment:

LEFT LINEBACKER: Move up to the left end of the line, blitz.

RIGHT LINEBACKER: Move up to the right end of the line, blitz.

SAFETY: Shift to the center.

Shuts down any running plays around either end of the line. The safety guards the center against a run up the middle. Allows offense to gain short yardage up the middle. Allows passes if receivers get past the blitzing linebackers.

Pass Prevent Alignment:

LEFT LINEBACKER: Move up to the left end of the line, no blitz.

RIGHT LINEBACKER: Move up to the center of the line, blitz.

SAFETY: Shift to the side of the field opposite the flankerback.

Makes offensive passing almost impossible. The blitzing linebacker pressures the quarterback and prevents a run up the middle. The outside linebacker covers the flankerback. The safety covers the halfback if he runs around the right side. Allows the offense to gain yardage by running off-tackle or, if the outside linebacker is drawn away by the flankerback by running around the left end.

All Out Blitz Alignment:

LEFT LINEBACKER: Move up to the center of the line, blitz.

RIGHT LINEBACKER: Move up to the right end of the line, blitz.

SAFETY: No shift. However, stay with the flankerback.

Presents a long pass, a run up the middle and a run around the right end. Breaks up sophisticated offensive plays by applying quick pressure. The safety runs in to cover the flankerback. Allows an off-tackle run or, if the halfback gets past the outside linebacker, a pass to the halfback.

It's game time and the pressure's on! Plan strategies that push your team toward the goal line, then execute every play with the utmost precision. You're not in the grandstand anymore--you're where the action is!

EmuMovies

*Your #1 Resource for Video Game Artwork
Videos-Snaps-Titles-Boxes-Carts-Manuals*

Formatted for PDF – 2007 <http://www.emumovies.com>