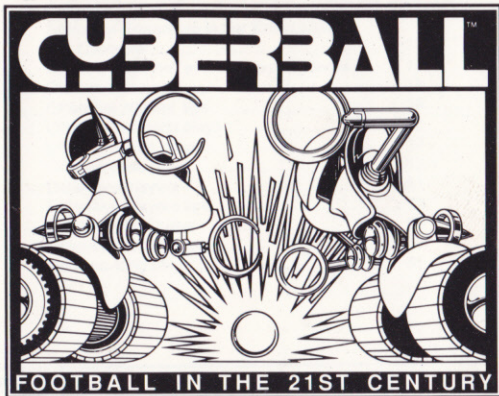


OFFICIAL CYBERBALL PLAYBOOK



DOMARK

ICBL
INTERNATIONAL
CYBERBALL
LEAGUE

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The Game:

Cyberball: The year is 2022. Robots five times the size of humans, built to withstand the violence and destruction, battle it out in a head to head, metal on metal fight to the finish.

Cyberball is a game for one or two players based loosely on American football. By the 21st Century all humans have been eliminated from the game and you, as team captain, take control of the robots, selecting from teams like the Los Angeles Assassins and the Dallas Destroyers.

Cyberball Features:

Team captains select Offensive and Defensive plays, timeouts, passes, laterals, blitzes and replacements for weak or demolished players. Highlighted players are controlled by the team captains but watch out for a damaged player who will "Fumble" or explode in possession.

Playing Cyberball:

Control is via joystick or keyboard. First select which team you wish to play. In Offensive Mode—select Running, Passing or Option plays. In a Running Play hand the ball to the Running Back who must then try to dodge the defense. In Passing Plays the receiver must dodge the defense to get to the highlighted passing point so that the quarterback can throw it to him. Option Plays give the team captain a choice of either Running Plays or Passing Plays to select from.

In Defensive Mode the object is to "Sack" (or tackle) the opposition's quarterback before he passes the ball, or when passed, to intercept it. If the receiver catches the ball use your Turbo Boost to try and tackle the receiver. There are three types of defense—Short, Medium or Long which determine how close to the opposition your defenders stand at the beginning of the "play".

Team captains must then select the type of "play". The play chosen from the display shows the intended path of the players during the "play". Study your selection carefully and get ready for the action.

Cyberball Features:

Touchdowns: Are scored by either crossing the touchline with the ball, or by throwing the ball to your receiver behind the touchline.

Defuse Line: Each "play" the ball heats up until the "critical" stage is reached when the ball explodes destroying anyone in possession. During an Offensive Play crossing the defuse line resets the ball to "cool" status.

Breakdowns: If any player is tackled too often while in possession of the ball he becomes unreliable and may explode if tackled again. Replacement is possible only if funds are available.

Conversions: These are attempted immediately after touchdowns. Beware! The ball is automatically set to "critical" status.

Two Player Teams: In Offensive mode one player elects to pass, the other to receive. Both players are highlighted on screen. In Defensive Mode players select which robot to control by pressing fire prior to the "play" starting.

Turbo Boost: Press Turbo Boost on a Defensive Play to speed up for a few seconds. You can only use Turbo Boost once in each "Play", so don't waste it.

Controls: Control your robot via joystick or keyboard. Pressing fire selects options on selection screens, passes in Offensive Mode and also Turbo Boost.

Keys 8-bit: Follow on screen instructions.

16-bit: Keyboard

Q—Up
A—Down
O—Left
P—Right
Space—Fire
H—Hold/Pause

Joystick

Push Forward—Up
Push Down—Down
Push Left—Left
Push Right—Right
Fire Button—Fire

Gameplay Tips:

Use Turbo Boost to catch up with players. When a player is boosting towards you change direction, if possible, to a diagonal to dodge. Timeouts can give players a chance to think about the "Plays" without the clock ticking down. Experiment with the different types of defense—Long Plays are good for interceptions, Short Defenses are good for sacking

the quarterback. Don't neglect Running Plays in offense, often a large gap opens up for a Running Back to make use of. Remember different players run at different speeds so think before passing!

LOADING INSTRUCTIONS

Disk

ATARI ST/AMIGA: Reset machine and insert game disk.

IBM PC: Boot machine with system disk. At A> prompt insert game disk and type "CYBER". Follow on screen instructions for graphic card selection.

SPECTRUM +3: Place disk in drive and use "LOADER" option from startup menu.

COMMODORE 64/128: Type LOAD""",8,1

AMSTRAD: Type RUN"DISC"

Cassette

SPECTRUM: Type LOAD"" press ENTER, then start tape.

COMMODORE 64/128: Press Shift and the RUN/STOP key.

AMSTRAD: Press CTRL and small ENTER key. If you have a disk drive attached first type I tape. (I is obtained by pressing the shift and @ keys simultaneously).

VIRUSES:

Many disks returned to us contain viruses causing games to stop loading. Do not accept pirated games as they often contain virus programs which can ruin entire software collections. Always write protect your disks to prevent infection.

LE JEU:

Cyberball: nous sommes en l'an 2022. Les robots sont cinq fois plus grands que les humains et ont été conçus pour résister à la violence et à la destruction. Ils combattent en face à face, métal contre métal en un combat au finish.

Cyberball est un jeu à 1 ou 2 joueurs, inspiré du football Américain. Au 21^e siècle, tous les humains ont été exclus du jeu, et vous, le capitaine de l'équipe, prenez le contrôle des robots. Vous les sélectionnez parmi les joueurs d'équipes telles que les "LOS ANGELES ASSASSINS" ou les "DALLAS DESTROYERS".

LES CARACTERISTIQUES DE CYBERBALL:

Les capitaines choisissent des jeux offensifs ou défensifs, les temps morts, les passes, les ailiers, les "Blitz" (attaques-éclair) et les remplaçants des joueurs faibles ou démolis. Les joueurs mis en évidence sont contrôlés par les capitaines. Prenez garde au joueur endommagé qui attrapera mal la balle, ou qui explosera lorsqu'il s'en emparera.

LES CONTROLES

Les contrôles s'effectuent au joystick ou au clavier. Sélectionnez d'abord votre équipe. En mode offensif, choisissez des jeux où la course, les passes ou les options sont privilégiées. Dans un jeu de course (Running Play), donnez la balle à l'arrière qui doit essayer d'échapper à la défense. Dans les jeux de passes (Passing Plays), il faut que le receveur échappe à la défense et parvienne au point de passe mis en évidence pour que le pilier (quarterback) puisse lui faire une passe. Dans les jeux d'options, le capitaine choisit soit un jeu de course, soit un jeu de passes.

En mode défensif, le but est de plaquer le pilier adverse avant qu'il ne fasse une passe, ou s'il l'a faite, d'intercepter la balle. Si le receveur réceptionne la balle, utilisez votre turbopropulseur pour essayer de la plaquer. Il y a trois types de défense – la défense "courte" (short), intermédiaire (Medium) ou longue (Long) – Cela détermine la distance existant entre vos défenseurs et la ligne adverse en début de jeu.

Les capitaines doivent ensuite sélectionner le type de jeu. Le jeu choisi s'affiche alors, vous montrant le circuit que vos joueurs sont censés parcourir pendant le jeu. Examinez soigneusement la sélection effectuée et préparez vous à entrer en action!

LES CARACTERISTIQUES DE CYBERBALL

LES BUTS: vous marquez des buts en traversant la ligne de but avec la balle ou en lançant la balle au receveur derrière la ligne de but.

LA LIGNE DE DESAMORCAGE: lors d'un jeu, la balle "s'échauffe" jusqu'à ce qu'elle atteigne un point critique. Elle explose alors et détruit le joueur en possession. Dans un jeu offensif, la balle "se refroidit" au maximum à chaque fois que vous franchissez la ligne de désamorçage.

L'EFFONDREMENT: si un joueur est trop souvent plaqué lorsqu'il est en possession de la balle, vous ne pouvez plus avoir confiance en lui. Il risque d'exploser dès qu'il se fera à nouveau plaquer. Vous ne pouvez le remplacer que si vous disposez des fonds nécessaires.

LES TRANSFORMATIONS: vos essais sont transformés immédiatement. Attention! La balle atteint aussitôt le point critique.

LES EQUIPES A DEUX JOUEURS: en mode offensif, un joueur s'occupe passes, l'autre de la réception. Ces

deux joueurs sont mis e évidence sur l'écran. En mode défensif, les joueurs sélectionnent le robot qu'ils contrôleront en appuyant sur le bouton de tir avant que le jeu ne commence.

LE TURBOPROPULSEUR: Appuyez sur votre turbo-propulseur lors d'un jeu défensif pour accélérer le rythme pendant quelques secondes. Vous ne pouvez utiliser votre turbopropulseur plus d'une fois par jeu, employez le à bon escient.

LES CONTROLES: vous pouvez contrôler votre robot au joystick ou au clavier. Le bouton de tir vous permet de sélectionner une option sur les écrans de sélection, d'effectuer des passes en mode offensif, et d'activer votre turbopropulseur.

8-bit: suivez les instructions à l'écran

16-bit:	LES TOUCHES	LA MANETTE DU JOYSTICK
	Q – En haut	
	A – En bas	En avant – En haut
	O – A gauche	En arrière – En bas
	P – A droite	A gauche – A gauche
	Barre d'espace – Tir	A droite – A droite
	H – Pause/Maintien	Bouton de tir – Tir

TRUCS ET ASTUCES:

Utilisez votre turbopropulseur pour rattraper des joueurs. Lorsqu'un joueur se rue ainsi vers vous, changez de direction, si possible, allez en diagonale pour l'esquiver. les temps morts sont une excellente occasion pour élaborer une tactique de jeu sans perte de temps. Faites l'expérience des différents types de jeux, les jeux longs sont plus favorables aux interceptions, les jeux courts au plaquage du pilier. Ne négligez pas les jeux de course à l'offensive, il y a souvent de larges brèches qui

permettent aux arrières de s'infiltrer. N'oubliez surtout pas que chaque joueur court a une certaine vitesse, alors réfléchissez bien avant de faire une passe.

LES INSTRUCTIONS DE CHARGEMENT:

Disque:

ATARI ST/AMIGA: réinitialisez l'ordinateur et insérez le disque de jeu.

IBM PC: lancez le système d'exploitation avec le disque système. Lorsque A> s'affiche, tapez "CYBER". Suivez les instructions s'affichant à l'écran pour sélectionner la carte graphique.

SPECTRUM +3: insérez le disque dans le lecteur et utilisez l'option "LOADER" du menu de lancement.

AMSTRAD: tapez RUN"DISC"

Cassette:

SPECTRUM: tapez LOAD"", et appuyez sur ENTER puis mettez le magnétophone en marche.

COMMODORE 64/128: appuyez simultanément sur Shift et RUN/STOP.

AMSTRAD: appuyez sur la touche CTRL et sur le petit ENTER. Si un lecteur de disque est raccordé, tapez d'abord, l tape. (Vous obtiendrez le sigle l en appuyant simultanément sur Shift en @).

LES VIRUS:

Nous avons constaté que le plupart des disques qui nous ont été retournés contenaient des virus, ces virus provoquent un arrêt du chargement en cours. Evitez de charger tout jeu piraté car ils contiennent très souvent des virus susceptibles de détruire une collection complète de logiciels. N'oubliez pas de toujours protéger votre disquette en écriture pour éviter les virus.

Das Spiel:

Cyberball: Wir schreiben das Jahr 2022. Roboter, die fünfmal so groß wie Menschen sind, erobern die Sportarenen. Sie wurden gebaut, um Gewalt und Zerstörung zu trotzen. Sie kämpfen es aus: Kopf an Kopf, Metall an Metall bis zum bitteren Ende.

Cyberball ist ein Spiel für einen oder zwei Spieler, das sich locker am American Football orientiert. Im 21. Jahrhundert wurden alle Menschen aus den Teams geworfen. Du, als Team-Captain, übernimmst die Kontrolle der Roboter-Spieler. Wähle zwischen Teams wie zum Beispiel den rostfreien Los Angeles Assassins und den schlagkräftigen Dallas Destroyers.

Deine Aufgabe:

Der Team-Captain wählt die Angriffs- und Verteidigungs-Spielzüge (Offensive und Defensive Plays), Timeouts, Pässe und Ersatzroboter für geschwächte oder demolierte Spieler. Die hervorgehobenen Spieler werden von den Team-Captains gesteuert. Achte auf beschädigte Spieler, die explodieren oder den Ball verstopfen ("Fumble") könnten.

So spielt man Cyberball:

Gesteuert wird mit Joystick oder Tastatur. Such Dir zunächst das Team aus, mit dem Du spielen willst. Im Offensive-Modus (Angriff): Wähle zwischen den Running-, Passing- und Options-Spielzügen. Bei einem Running Spielzug wird der Ball zu einem Spieler namens Running Back gepaßt, der dann versuchen muß, sich durch die gegnerische Abwehr zu schlängeln. Bei den Passing-Spielzügen muß der sogenannte Receiver (Ballempfänger) zum hervorgehobenen Paß-Punkt laufen, damit der Quarterback (sozusagen der Mittelstürmer) ihm den Ball zuwerfen kann. "Option" gibt dem Team-Captain die Möglichkeit, zwischen verschiedenen Running- und Passing-Spielzügen zu wählen.

Im Defensive-Modus (Verteidigung) ist es Deine Aufgabe, den gegnerischen Quarterback abzufangen, bevor er den Ball

weilerspielen kann. Du kannst auch versuchen, einen Paß zu unterbrechen, indem Du den Ball fängst. Wenn der Receiver den Ball gefangen hat, benutze Deinen Turbo Boost um zu versuchen den Receiver umzurempeln. Es gibt drei Verteidigungsarten, "Kurz" (Short), "Mittel" (Medium) und "Lang" (Long), die festlegen, wie nahe Deine Verteidiger zu Beginn eines Spielzugs beim Gegner stehen.

Team-Captains müssen dann die Art des Spielzugs wählen. Der gewählte Spielzug zeigt den voraussichtlichen Weg der Spielfiguren während des Spielzugs. Studiere Deine Wahl genau und bereite Dich für die Action vor.

Cyberball-Features:

Touchdowns: Touchdowns werden auf zwei Weisen erzielt: 1) Indem die Touchdown-Linie mit dem Ball überquert wird. 2) Indem man den Ball einem Spieler zuwirft, der hinter der Touchdown-Linie steht.

Entsicherungs-Linie: Jeder Spielzug erhitzt den Metall-Ball solange, bis das "kritische" Stadium erreicht ist und der Ball explodiert – und dabei denjenigen in viele kleine Teilchen zerlegt, der den Ball in seinen Händen hielt. Während eines Offensive-Spielzugs kann der Ball wider abgekühlt werden, indem die Entsicherungs-Linie gekreuzt wird.

Breakdowns: Wenn ein Spieler zu oft angerempelt wird, während er in Ballbesitz ist, wird er unzuverlässig und könnte explodieren, wenn man ihn erneut umwirft. Ersatzspieler können nur begrenzt eingesetzt.

Conversions: Finden automatisch nach einem Touchdown statt. Aufgepaßt: Der Ball wird hier zur heißen Sache; er befindet sich sofort im "kritischen" Stadium!

Zwei-Spieler-Modus: Im Offensive-Modus wirft ein Spieler die Pässe, der andere empfängt sie. Beide Spieler werden auf dem Bildschirm hervorgehoben. Im Defensive-Modus wählen die Spieler, welche Roboter sie steuern wollen, indem sie im

entsprechenden Augenblick den Feuerknopf drücken, wenn der Spielzug beginnt.

Turbo Boost: Drücke den Turbo Boost während eines Defensive-Spielzugs, um für ein paar Sekunden richtig "aufzudrehen" und mehr Tempo zu bekommen. Du kannst den Turbo Boost nur einmal pro Spielzug benutzen, also verschwende ihn nicht leichtfertig.

Steuerung: Steuere deinen Roboter mit dem Joystick oder der Tastatur. Durch Drücken des Feuerknopfs wählt man zwischen verschiedenen Optionen auf dem Auswahl-Bildschirm, wirft im Offensive-Modus Pässe und aktiviert außerdem den Turbo Boost.

Tastatur-und Joystick-Belegung:

8-Bit: Folge den Anweisungen auf dem Bildschirm.

16-Bit:	Tastatur	Joystick
	Q: rauf	Nach vorne: rauf
	A: runter	Nach unten: runter
	O: links	Nach links: links
	P: rechts	Nach rechts: rechts
	Space: Feuer	Feuerknopf: Feuer
	H: Pause	

Tips zum Spiel:

Benutze den Turbo Boost, um andere Spieler einzuholen. Wenn ein gegnerischer Spieler mit einem Mordstempo auf Dich "zugeboostet" kommt, dann ändere blitzartig die Laufrichtung – am besten diagonal. Timeouts sorgen für eine Verschnaufpause, um ohne Zeitdruck über die Spielzüge nachzudenken.

Experimentiere mit den verschiedenen Defensive-Arten: "Long" ist gut, um Pässe abzufangen: "Short" ist ideal, um den gegnerischen Quarterback in den Schwitzkasten zu nehmen. Vernachlässige in der Offensive nicht die Running Plays: Oft

öffnet sich eine Lücke in der Abwehr, durch die man flitzen kann. Denk vor allem beim Passen daran, daß die verschiedenen Spielfiguren unterschiedlich schnell rennen können.

Lade-Anweisungen

Disketten-Versionen:

ATARI ST/AMIGA: Löse einen Reset aus und lege die Spieldiskette ein.

IBM PC: Boote mit der System-Diskette. Wenn das Prompt A> auf den Bildschirm zu sehen ist, dann lege die Spieldiskette in Laufwerk A und tippe "CYBER" (gefolgt von einem Druck auf die "Return"-Taste). Beachte bitte die Anweisungen auf dem Bildschirm, um den richtigen Grafikmodus zu wählen.

COMMODORE 64/128: Gib LOAD""",8,1 ein und drücke dann auf die "Return"-Taste.

Kassetten-Versionen:

COMMODORE 64/128: Drücke eine "Shift"-Taste und die "Run/Stop"-Taste gleichzeitig.

VIREN:

Viele defekte Disketten, die an uns zurückgeschickt werden, enthalten Virus-Programme, durch die das Spiel nicht geladen wird. Bite laß unbedingt die Finger von Raubkopien, da diese oft mit Viren verseucht sind, die ganze Software-Sammlungen runieren können. Denke daran, Deine Disketten immer mit einem Schreibschutz zu versehen, um Virus-Infektionen vorzubeugen.

IL GIOCO

L'anno è il 2022. Robots grandi cinque volte gli umani, costruiti per resistere alla violenza e alla distruzione, le vivono in uno scontro ai ferri corti, metallo contro metallo, sino alla fine.

CYBERBALL è un gioco per uno o più giocatori basato sul football americano. Nel ventunesimo secolo tutti gli umani sono stati eliminati dal gioco e tu, in qualità di capitano, assumi il controllo dei robots in squadre come i LOS ANGELES ASSASSINS e i DALLAS DESTROYERS.

CARATTERISTICHE

Il capitano seleziona i giochi d'attacco e difesa, timeouts, passaggi, laterali, blitzes e sostituzioni di giocatori deboli o demoliti. I giocatori messi in evidenza sono controllati dal capitano, ma stai attento ai giocatori danneggiati che si lasceranno sfuggire la palla o esploderanno se ne saranno in possesso.

GIOCARE A CYBERBALL

Il controllo è possibile tramite joystick o tastiera. Per prima cosa seleziona la squadra con la quale desideri giocare. Nella modalità di ATTACCO (OFFENSIVE MODE) seleziona RUNNING (corsa), PASSING (passaggi) o le OPTION PLAYS (opzioni di gioco). Nel gioco RUNNING devi passare la palla al difensore che deve poi cercare di schivare la difesa. Nell'opzione PASSING il ricevitore deve schivare la difesa per arrivare al punto di passaggio evidenziato così che il giocatore in posizione centrale possa lanciargliela. Le OPTION PLAYS danno al capitano l'opportunità di selezionare sia i RUNNING PLAYS che i PASSING PLAYS. Nella modalità di difesa (DEFENSIVE MODE) lo scopo è di placcare il giocatore avversario in posizione centrale

prima che passi la palla, o qualora questa sia già stata passata, di intercettarla. Se il ricevitore afferra la palla, usa il tuo TURBO BOOST per cercare di placcarlo. Ci sono tre tipi di difesa – SHORT, MEDIUM e LONG – che determinano come i tuoi difensori siano vicini agli avversari all'inizio del gioco.

Il capitano deve poi selezionare il tipo di gioco. Il gioco scelto dal display evidenzia il percorso designato dei giocatori durante il gioco. Studia attentamente la tua scelta e tieni pronti all'azione.

CARATTERISTICHE METE (TOUCHDOWNS)

Sono segnate sia tramite l'attraversamento delle linee laterali con la palla che tramite il lancio al tuo ricevitore oltre la linea stessa.

LINEA DI DISINNESCAMENTO (DEFUSE LINE)

In ogni gioco la palla si riscalda fino al raggiungimento di uno "stato critico" ed esplode conseguentemente distruggendo qualsiasi giocatore che ne è in possesso. Durante un gioco di attacco oltrepassare questa linea riporta la palla allo stato normale, cioè "freddo".

BREAKDOWNS

Se un giocatore viene placcato troppe volte mentre è in possesso della palla diventa instabile, e può esplodere in caso di un ulteriore placcaggio. La sostituzione è possibile soltanto se i fondi sono disponibili.

CAMBIAMENTI

Sono tentati immediatamente dopo le mete. Attenzione! La palla raggiunge automaticamente lo "stato critico".

GIOCO DI DUE GIOCATORI

Nella modalità d'attacco (OFFENSIVE MODE) un giocatore è destinato al passaggio, l'altro alla ricezione.

Entrambi i giocatori sono evidenziati sullo schermo. Nella modalità di difesa (DEFENSIVE MODE) i giocatori selezionano quale robot controllare premendo FIRE prima dell'inizio del gioco.

TURBO BOOST

Premi TURBO BOOST in un gioco d'attacco per velocizzare l'azione per pochi secondi. Puoi usare soltanto una volta il TURBO BOOST, così non perdere questa occasione!

CONTROLLI

Controlla il tuo robot tramite joystick o tastiera. Premendo FIRE selezioni le opzioni, i passaggi nella modalità di attacco ed anche il TURBO BOOST.

8-BIT: Segui le istruzioni sullo schermo.

16-BIT: TASTIERA JOYSTICK

Q-SU	-SU
A-GIU'	-GIU'
O-SINISTRA	-SINISTRA
P-DESTRA	-DESTRA
SPAZIO-FIRE	-FIRE
H-PAUSA	

SUGGERIMENTI DI GIOCO

Usa il TURBO BOOST per mettere alla pari i tuoi giocatori. Quando un giocatore viene "lanciato" verso di te, cambia direzione in diagonale, se possibile, al fine di schivarlo.

I timeouts possono dare l'opportunità ai giocatori di pensare al gioco senza l'incubo del tempo.

Sperimenta i differenti tipi di difesa - le LONG PLAYS sono valide per le intercettazioni le SHORT DEFENSES sono valide per placare il giocatore nella posizione centrale. Non trascurare i RUNNING PLAYS in attacco, spesso si apre un grosso buco che può essere usato dal difensore.

Ricorda che differenti giocatori corrono a diverse velocità, così pensaci bene prima di passare!

ISTRUZIONI DI CARICAMENTO

DISCO

ATARI ST/AMIGA:

Reseta il computer ed inserisci il disco del gioco.

IBM PC:

Inizializza il computer con il disco sistema. Quando appare la A> inserisci prontamente il disco del gioco e digita "CYBER".

Segui le istruzioni dello schermo per la selezione della scheda grafica.

SPECTRUM DISK: Inserisci il disco nel drive e usa l'opzione "LOADER" dal menu iniziale.

C64/128: Digita LOAD""",8,1

AMSTRAD: Digita RUN"DISC"

CASSETTA

SPECTRUM: Digita LOAD"" e premi ENTER, poi fai partire la cassetta.

C64/128: Premi SHIFT e il tasto RUN/STOP.

AMSTRAD: Premi CTRL e il piccolo tasto ENTER.

Se hai un disk drive digita per prima cosa I tape.

(I è ottenuta premendo i tasti SHIFT e @ simultaneamente).

VIRUS:

In molti dischi ritornatici sono stati riscontrati dei virus che causano il mancato caricamento del gioco. Non accettate giochi pirati che contengono solitamente virus di programma e possono quindi rovinare intere collezioni di software. Ricordati di proteggere i tuoi dischi da scrittura al fine di prevenire infezioni da virus.

KEY EVENTS IN THE EVOLUTION OF CYBERBALL

October, 2006

Commissioner of football hands down decision that Chicago All-Pro linebacker Paul "Bubba" Kwinn's bionically-repaired left knee violates league rules governing artificial player enhancements. Bubba is banned from the league.

August, 2008

League office orders that two Los Angeles players be tested for bionics after numerous protests by opposing teams. Tests reveal QB Rob "Rocky" Rowe (rebuilt right elbow) and wide receiver Doug "Gupper" Snyder (rebuilt right ankle and knee) to be guilty of bionic abuse. Both are banned.

September, 2008

Commissioner reveals plan for random bionic testing to be enforced immediately. Such tests expose numerous violations around the league in the following few weeks.

October, 2008

Players' Union representative John "The Judge" Salwitz pleads with players to support the case of those recently exiled from the game. Amid sagging attendance and a noticeably deteriorating level of play, players agree to a strike which lasts through the remainder of the current season.

July, 2009

Under mounting pressure from owners, the league office gives in to the players' demands. The league will grant approval for bionic surgery on a case-by-case basis. Previously banned players are invited back.

August, 2009 – December, 2014

League office struggles to keep the widespread use of bionics under control, but literally hundreds of surgery cases prove too much to keep track of. Players with as much as 50% of their bodies artificially replaced or enhanced become commonplace.

November, 2015

The league office is disbanded. The owners are now on their own.... In preparation for the playoffs, Pittsburgh introduces the league's first completely cybernetic player. Playing at fullback, model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.

July, 2016 – January, 2018

Pittsburgh's breaking of "the robot barrier" leads to the introduction of robots to play all positions. With the increasingly high salary demands by human players, and the increasing frequency and severity of their injuries, owners contemplate the possibilities of completely robotic teams.

August, 2020

The development of highly sophisticated and increasingly durable robots makes this dream a reality as Dallas fields the first all-robotic line-up and demolishes Los Angeles 82–24. The Dallas coaching staff controls all of their team's action from control rooms above the end zones.

October, 2020 – December, 2022

Other team owners follow Dallas' example, assembling fully-robotic teams.... Billions of dollars are spent on development of bigger and better robots.

January, 2022

The last human to play the game, Dave "Rocket" Ralston, makes his final appearance, playing wide receiver for Houston. His performance on this day is tragically cut short, however, when he is decapitated by a face-masking violation.

May, 2022

The International Cyberball League (ICBL) is formed.... Its rule book is written, introducing several exciting new elements to the game of football. Most notable of these elements is the acceptance of explosives in the game.

August, 2022 – ?????

Only teams with owners able to continually produce the strongest and most athletically advanced robots survive more than one season.... Fan support for this new sport reaches levels never before seen in professional sports.... Many star "players" are idolized by kids around the world.... Some "players" use their immense popularity to vault into new careers as sportscasters and movie stars....

EVENEMENTS CLES DANS L'EVOLUTION DU CYBERBALL

Octobre 2006

La commission du football décide que le Linebacker Paul "Bubba" Kwin, dont le genou a été réparé bio-ioniquement, viole les règles de la League régissant les augmentations de capacité artificielle des joueurs. Bubba est banni de la League.

Août 2008

La League ordonne des tests de dépistage bio-ioniques sur deux joueurs de Los-Angeles après de multiples protestations déposées par les autres équipes. Ces tests révèlent que le Quarterback Rob "Rocky" Rowe (épaule droite réparée) et le Wide Receiver Doug "Gupper" Snyder (genou et hanche droite réparées) violent les règlements anti bio-ioniques. Ils sont tous les deux bannis.

Septembre 2008

La commission du football annonce un plan de tests aléatoires contre les bio-ioniques, mis en action immédiatement. Ces tests font apparaître de nombreux abus dans les semaines qui suivent.

Octobre 2008

Le représentant de l'union des joueurs, John "Le Juge" Salwitz plaide avec les joueurs pour ceux récemment bannis. En raison de la détérioration notable du niveau de jeu, les joueurs font grève jusqu'à la fin de la saison.

Juillet 2009

Sous la pression des dirigeants de club, la League accède à la demande des joueurs. La League donnera son accord au cas par cas pour les joueurs réparées par chirurgie bio-ionique. Les joueurs bannis peuvent revenir.

Août 2009 – Décembre 2014

La League essaye de contrôler l'utilisation des bio-ioniques, mais les centaines de cas qui se présentent se révèlent très vite impossibles à suivre. Des joueurs avec plus de 50% de leur corps remplacé par des parties bio-ioniques deviennent monnaie courante.

Novembre 2015

La League est dissoute. Les clubs sont livrés à eux mêmes. Pittsburgh introduit le premier joueur

complètement robotisé. Jouant à la place de Fullback, le modèle ST32 gagne 382 yards en chargeant durant son premier jeu, mais perd un bras dans la manœuvre.

Juillet 2016 – Janvier 2018

Pittsburgh, dénonçant les règlements anti-robots, lutte en faveur de l'introduction des robots à tous les postes sur le terrain. En raison des salaires exorbitants demandés par les joueurs, et l'augmentation constante de la fréquence et de la gravité de leurs blessures, les dirigeants envisagent la création d'équipes entièrement robotisées.

Août 2020

Le développement de robots de plus en plus perfectionnés et de plus en plus résistants fait de ce rêve une réalité: Dallas aligne la première équipe complètement robotisée et démolit Los Angeles par 82-24. L'équipe de commandement de Dallas contrôlait toutes les actions de son équipe à partir d'une salle située au dessus de l'extrémité du terrain.

Octobre 2020 – Décembre 2022

Les autres équipes suivent l'exemple de Dallas et alignent des équipes composées entièrement de Robots. Des milliards de dollars sont dépensés pour développer des robots meilleurs et plus puissants.

Janvier 2022

Le dernier joueur humain, Dave "Rocket" Ralston fait sa dernière apparition sur le terrain, au poste de Wide Receiver pour Houston. Sa performance est brutalement interrompue: il se fait décapiter lors d'une manœuvre interdite.

Mai 2022

La League internationale de Cyberball est créée. Les règles sont écrites, introduisant de nouveaux éléments dans le jeu. L'élément le plus notable est l'autorisation d'introduire des explosifs sur le terrain.

Août 2022 – ?????

Seules les équipes dont les clubs sont capables de produire en permanence les robots les plus puissants survivent plus d'une saison. Le fanatisme des supporters atteint des niveaux inégalés auparavant. De Nombreux "joueurs" vedettes sont les idoles des enfants sur toute la planète. Certains joueurs utilisent leur immense popularité pour entrer dans de nouvelles carrières sportives ou cinématographiques.

SCHLÜSSEL-EREIGNISSE IN DER ENTWICKLUNG DES CYBERBALL

Oktober 2006

Der Präsident des Football-Verbandes bringt eine Entschließung auf die Tagesordnung, wonach der Chicagoer Profi-Verteidiger Paul "Bubba" Kwin sein links Knie auf künstliche, bionische Weise hat "reparieren" lassen. Dies verstöße gegen die Bestimmungen der Satzung, worin es heißt, daß keine künstlichen Veränderungen – zum Zwecke der Verbesserung der Leistungskraft – vorgenommen werden dürfen. Bubba wird aus dem Spielbetrieb der Liga verbannt.

August 2008

Der Liga-Ausschuß folgt den Protesten von Teams, die behaupten, zwei Spieler aus Los Angeles seinen bionisch verändert. Tests ergeben, daß QB Rob "Rocky" Rowe (rechter Ellbogen metallisiert!) und der Stürmerstar Doug "Gupper" Snyder (rechter Knöchel und Knie überarbeitet!) sich schuldig gemacht haben. Beide werden wegen Verletzung des Regeiwerks ausgeschlossen.

September 2008

Der Präsident der Football-Liga ordnet stichprobenartige Tests an, die sofort in Kraft treten. Diese Tester ergeben, daß weit mehr Verstöße im Sinne des bionischen Mißbrauchs zutage kommen

als erwartet. Diese Tests werden einige Wochen durchgeführt.

Oktober 2008

John "The Judge" Salwitz, Vertreter der Spielervereinigung, setzt sich, unter Mithilfe einiger Spieler, für die Verteidigung der verbannten Spieler ein. Inmitten abflauendem Zuschauerzuspruchs und einer merklichen Verschlechterung des Leistungsvermögens entscheiden sich die Profis für einen Streik, der bis Ende der laufenden Saison anhalten soll.

Juli 2009

Unter dem immer stärker werdenden Druck der Verantwortlichen gibt der Liga-Ausschuß nach. Bionische "Reparaturen" und Operationen werden von Fall zu Fall zugelassen. Zuvor ausgeschlossene Spieler kehren in ihre Vereine zurück und sind wieder spielberechtigt.

August 2009 bis Dezember 2014

Die Verantwortlichen des Liga-Ausschusses sind bemüht, die um sich greifenden bionischen Veränderungen des Körpers einigermaßen unter Kontrolle zu bringen. Jedoch gibt's bereits einige hundert verschiedene Fälle dieser Art. Spieler mit bis zu 50 Prozent "Fremdanteil" sind keine Seltenheit mehr.

November 2015

Der Liga-Ausschuß wird aufgelöst. Die Spielerunion regiert nun selbst. In der Vorbereitung der ersten Play-Offs (Ausscheidungsspiele im K.o.-System) schickt Pittsburgh den ersten vollständig kybernetisch-bionischen Spieler auf Feld. In seiner Rolle als offensiver Mittelfeldspieler, erreicht das Modell ST32 zwar 382 Yards bei seinem ersten Einsatz, verliert aber dabei einen Arm.

Juli 2016 bis Januar 2018

Pittsburgh's Bruch der "Roboter-Barriere" führt zu einer Entwicklung von Robotern, auch in anderen Teams in den verschiedenen Positionen. Durch die ansteigenden Gehälter der "menschlichen" Sportler und die gleichsam hohe Verletzungsanfälligkeit kommt es dazu, daß immer mehr Mannschaften auf komplette Roboter-Spieler zurückgreifen.

August 2020

Die Entwicklung von hochintelligenten und sportlich fitten Robotern macht aus dem Sport einem Traum, als nämlich der komplette Angriff der Dallas "Jungs" das Los Angeles-Team mit 82:24 förmlich vernichtend schlägt. Die Trainer des Dallas' Teams "steuern" und coachen ihre Mannschaft oberhalb der sogenannten Mal-Linie.

Oktober 2020 bis Dezember 2022

Auch andere Mannschaften folgen den Beispiel des Dallas' Teams. Man setzt nur noch Maschinen ein... Milliarden Dollars werden in die Entwicklung von besseren und hochentwickelteren Robotern investiert.

Januar 2022

Dem letzten wirklich "menschlichen" Spieler willfährt ein tragisches Schicksal. Er bestreitet sein letztes Spiel für Houston. Sein Einsatz ist nur von kurzer Dauer: Dave "Rocket" Ralston wird bei einem Angriff auf die Schutzmaske der Kopf abgerissen.

Mai 2022

Die Internationale Cyberball-Liga (ICBL) wird gegründet... Das Regelwerk ist bereits geschaffen; eingeschlossen einiger neuer Elemente des modernen Football's. Am meisten beachtet wird die Zulassung von explosiven Sprengstoffen auf dem Spielfeld.

August 2022 bis weiß der Geier, wann...

Nur die Mannschaften, die kontinuierlich die stärksten und athletischsten Roboter in ihren Reihen haben, werden die Saison überstehen... Die Zuschauerzahlen erreichen Größen, die noch nie in der Geschichte des Profi-Sports gesehen wurden... Viele Stars werden von den Jugendlichen aus aller Welt zu idolen... Einige dieser "Spieler" nutzen ihre Popularität, um den Sprung in neue Karriere-Aufstiege zu erreichen: Film-und Musik-Stars...

EVENTI CHIAVE NELL'EVOLUZIONE DI CYBERBALL

Ottobre 2006

La commissione del football prende la decisione che il linebacker del Chicago All-Pro, Paul "Bubba" Kwinn, va contro le leggi che regolano gli arti artificiali con la sua gamba sintetica bionica. Bubba viene espulso dalla lega.

Agosto 2008

La commissione della lega ordina degli esami per due giocatori del Los Angeles, dopo varie accuse mosse da altre squadre. Gli esami certificano che il QB Rob "Rocky" Rowe (ricostruito il gomito destro) e il ricevitore Doug "Gupper" Snyder (ricostruita la caviglia ed il ginocchio destro) sono colpevoli di abuso bionico. Entrambi vengono espulsi.

Settembre 2008

I membri della commissione rivelano un piano per controlli casuali su organi bionici con entrata in vigore immediata. Questi controlli rivelano moltissime infrazioni all'interno di varie squadre della lega nelle successive settimane.

Ottobre 2008

Il rappresentante del sindacato giocatori, John "The Judge" Salwitz, chiede di aiutare i casi di quelli recentemente licenziati dalle partite. Fra la diminuzione degli spettatori alle partite ed il continuo peggioramento del livello di gioco, tutti i giocatori aderiscono ad uno sciopero generale che dura per tutta la stagione.

Luglio 2009

Sotto continua pressione dei proprietari delle squadre, la lega cede alle richieste dei giocatori. La lega stabilirà la regolarità degli arti bionici solo dopo accurati controlli divisi caso per caso. Giocatori precedentemente espulsi vengono richiamati.

Agosto 2009 – Dicembre 2014

La lega cerca di controllare tutti i casi di arti bionici, ma centinaia di casi chirurgici cominciano ad essere troppi da esaminare singolarmente. Giocatori con il 50% degli arti sostituiti cominciano ad essere molto diffusi.

Novembre 2015

La lega viene smantellata. Ora la squadre sono abbandonate a loro stesse... In vista dei playoffs, il Pittsburgh introduce il primo giocatore completamente cibernetico. Giocando come fullback, il modello ST32 guadagna 382 yarde nella prima partita, ma poi perde un braccio.

Luglio 2016 – Gennaio 2018

La rottura da parte del Pittsburgh della cosiddetta "barriera dei robot" porta all'introduzione di robot che giocano qualsiasi ruolo. Con l'aumento degli stipendi da parte dei giocatori umani e l'aumento degli incidenti in campo, si comincia a pensare a squadre integralmente formate da robot.

Agosto 2020

Lo sviluppo di robot altamente sofisticati e resistenti rende questo sogno una realtà quando il Dallas schiera una squadra interamente bionica contro il Los Angeles schiacciandoli 82 a 24. Gli allenatori del Dallas guidavano i robot da una sala di controllo dietro al fondo campo.

Ottobre 2020 – Dicembre 2022

Altre squadre seguono l'esempio del Dallas costruendo squadre esclusivamente formate da robot... Vengono investiti miliardi di dollari per sviluppare macchine sempre più grandi e perfezionate.

Gennaio 2022

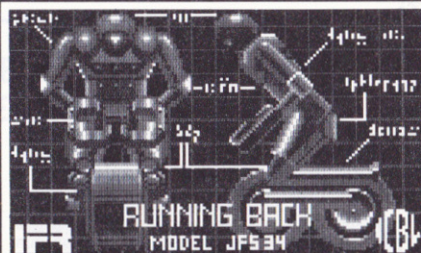
Fa la sua comparsa l'ultimo giocatore umano, Dave "Rocket" Ralston, giocando la sua ultima partita nell'Houston come ricevitore. La sua abilità viene tragicamente interrotta quando viene decapitato in uno scontro faccia a faccia.

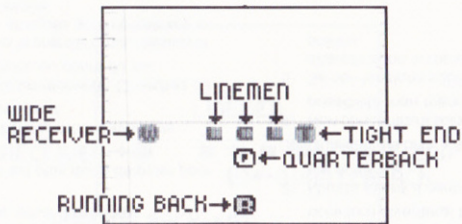
Maggio 2022

Viene formata la International Cyberball League (ICBL)... Viene scritto il libro delle regole aggiungendo moltissime eccitanti novità nel gioco del football. La caratteristica più innovativa è l'uso legale di esplosivi sul campo.

Agosto 2022 – ??????

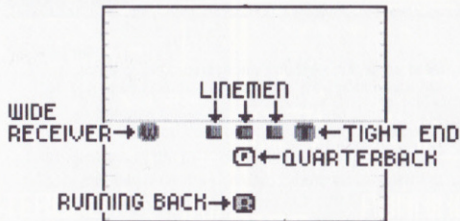
Solamente le squadre in grado di produrre i robot più avanzati ed elaborati riescono a sopravvivere più di una stagione... Il pubblico non è mai stato così entusiasta per uno sport... Vari "giocatori" famosi vengono idolatrati dai giovani di tutto il mondo... Alcuni "giocatori" usano la loro immensa popolarità per inserirsi in nuove carriere come telecronisti o star del cinema...





OFFENSIVE TIPS

- 1) Use a balanced attack. If you overuse a receiver you will become predictable.
- 2) Run up the center—hard to detect on defense.
- 3) Beware of the blitz...even from non-blitz defenses.
- 4) Don't focus on just one receiver. Look for options as the play develops.
- 5) If it doesn't work the first time, try it again later on. Some of the offenses are complex and need practice.

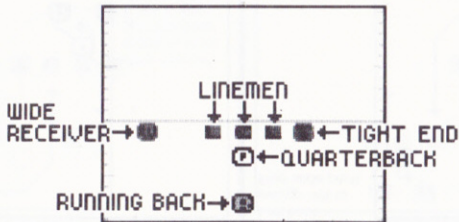


LES JOUEURS OFFENSIFS

- 1) Faîtes varier vos attaques. Si vous utilisez trop souvent un receveur, vous deviendrez prévisibles.
- 2) Foncez au centre, c'est plus dur à détecter pour la défense.
- 3) Faîtes attention au contre, même avec des défenses non prévues pour.
- 4) Ne vous fixez pas sur un receveur. Cherchez de nouvelles combinaisons au cours du jeu.
- 5) Si cela ne marche pas la première fois, réessayer plus tard. Certaines attaques sont complexes et nécessitent de la pratique.

CONSIGLI DI ATTACCO

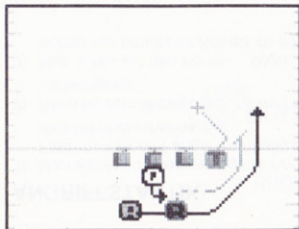
- 1) Usa un attacco bilanciato. Se usi troppo un ricevitore diventerai troppo prevedibile.
- 2) Manda avanti il centro – difficile da intercettare per la difesa.
- 3) Guardati dal blitz... Anche da difese non-blitz.
- 4) Non concentrarti solo su un ricevitore. Guarda le possibilità man mano che il gioco prosegue.
- 5) Se non funziona subito, riprovaci più tardi. Alcuni attacchi sono complessi ed hanno bisogno di pratica.



ANGRIFFSTAKTIK:

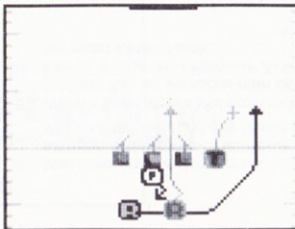
- 1) Man wähle eine ausgewogene Angriffstaktik. Falls man einen Fänger zu häufig einsetzt, wird dies leicht durchschaubar.
- 2) Renn bis zum Mittelpunkt – es wird schwer für die Verteidigung.
- 3) Man achte auf den Konter... sogar, wenn der Konter nur bereits im Ansatz zu erkennen ist.
- 4) Man konzentriere sich nicht nur auf einen einzigen Mittelstürmer. Man beachte, welche Möglichkeiten während des Spiels gegeben sind.
- 5) Wenn's beim ersten Mal noch nicht so richtig geklappt hat, so versuche man es später noch einmal. Einige der offensiven Aktionen bedürfen der geschickten Taktik.

00 TRAIL SWEEP



Right back in motion, blocks for left back. Effective against 3-4 defense.

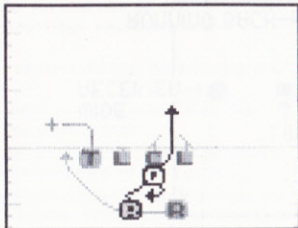
01 HIT-N-RUN



Quick hitter through center or wide to right.

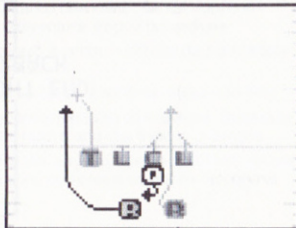
02 BACK DOOR

Line opens door for quick exit through center.

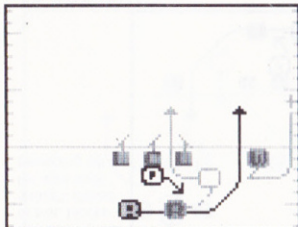


03 EASY OUT

Left back swings left to field wide pitch.

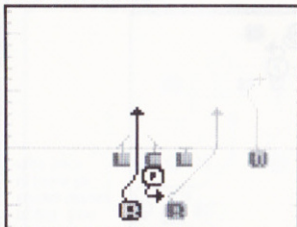


04 BACKLASH



Right back shifts to slot. Run slot back inside or other back outside.

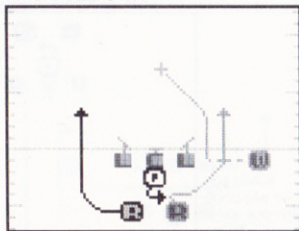
05 SNAKEDANCE



Backfield action may draw attention from wide receiver.

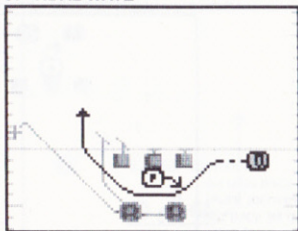
06 SHAKEDOWN

Wide receiver in motion. Pitch to left back swinging wide.

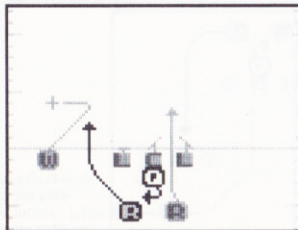


07 TIDAL WAVE

Wide receiver in motion, comes around for hand-off and follows surge left.

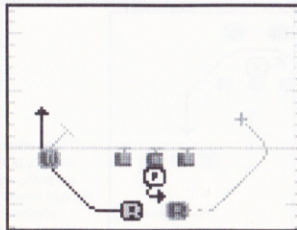


08 WHAM-BAM



Hit right back quick and say good-bye as line opens door.

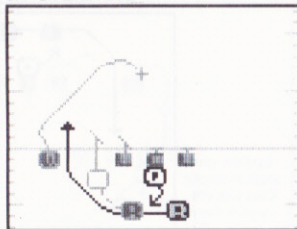
09 WIDE ANGLE



Wide pitch to left back as defense focuses on right back in motion.

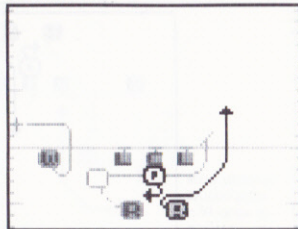
0A OVERDRIVE

Left back shifts to slot, blocks straight ahead for right back sweeping left.

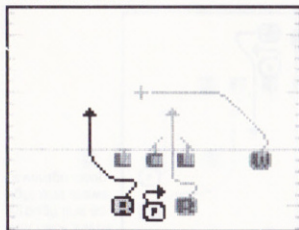


0B RUMBLE

Left back shifts to slot, then comes across to block for right back.

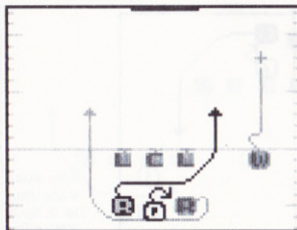


0C SIDEWINDER



Pitch to either back for short gain.

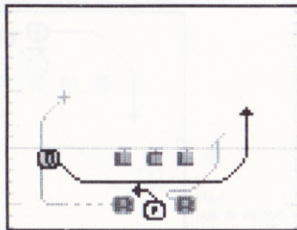
0D ROUNDABOUT



Lots of confusion in defending this run.

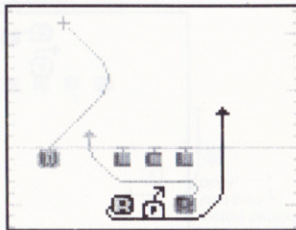
0E RAZZLE-DAZZLE

Left back in motion. Right back blocks for wide receiver on end-around.

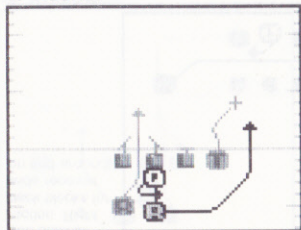


Backfield seems confused as wide receiver often gets open.

0F CROSS-UP

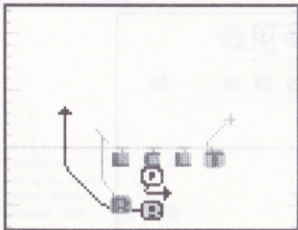


10 ROCKET



Blast through line or sweep right.

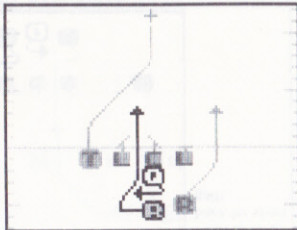
11 EASY RIDER



Trailing back motors behind lead back's block.

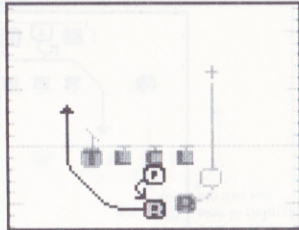
12 FENDER BENDER

Left back slams through line as tight end draws coverage deep.

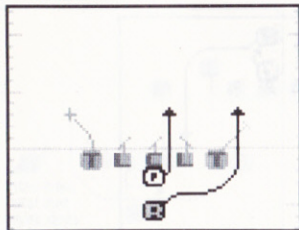


13 CANNED HEAT

Right back shifts to slot. Pitch left or throw right.

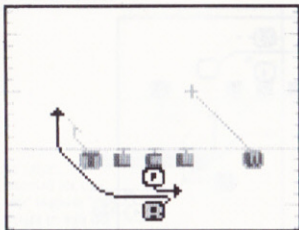


14 JAMMIN'



Try sneaking
thru line for
short gain.

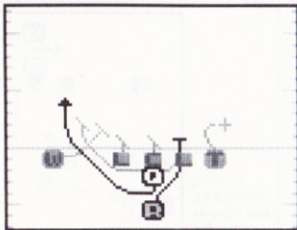
15 SWEETNESS



Misdirection
right-to-left.
Tight end
throws lead
block.

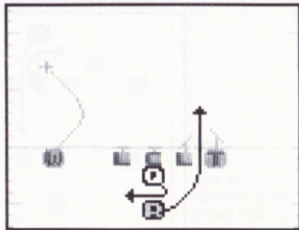
16 BOOTLEG

Pulling guard
leads quarter-
back keeper.

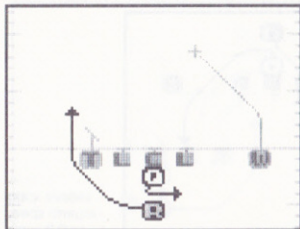


17 CAN-O-CORN

Simple, but ef-
fective. Wide
receiver may
be left alone.

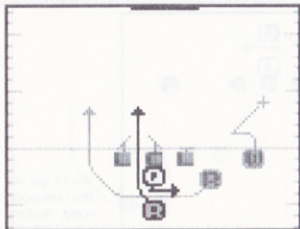


18 JUICE



Tight end springs block for running back.

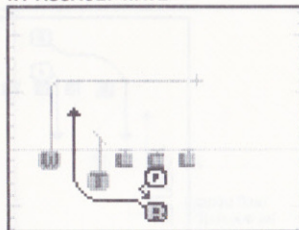
19 SLAMMER



While running backs lock up defense at the line, wide receiver may get open.

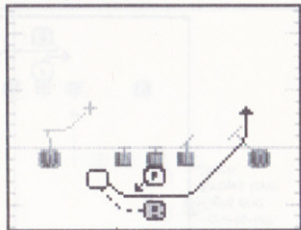
1A ASSAULT WAVE

Running back takes quick pitch and storms left flank.

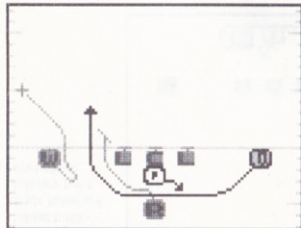


1B ABOUT-FACE

Running back shifts to slot on left, returns around for run to right.

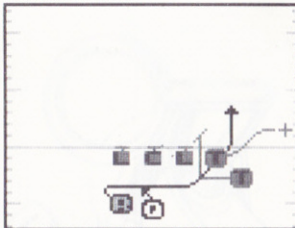


1C FRENZY



Wide receiver gets plenty of blocking on high-speed end-around.

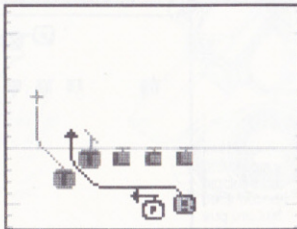
1D JUNK YARD



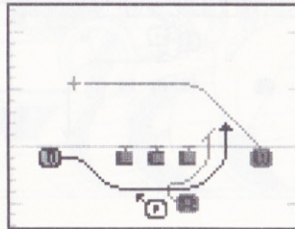
Inside hand-off to running back, or hit tight end for short gain.

1E POWER TRAIN

Running back takes inside hand-off, follows flow.

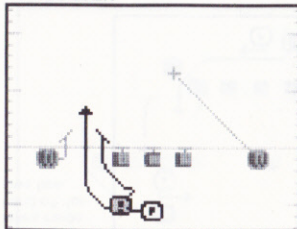


1F SPEED



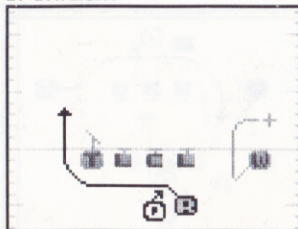
Wide receiver zooms around for inside hand-off, follows running back block.

20 BLEEDER



Wide receiver and running back provide blocking for quarterback keeper.

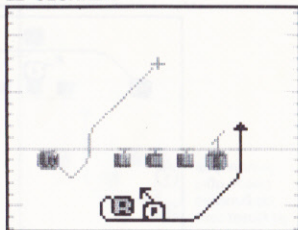
21 DAYLIGHT

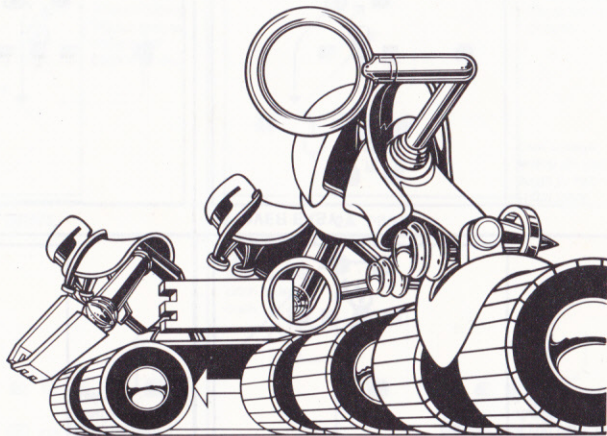
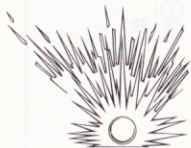


Running back takes inside hand-off, follows tight end block.

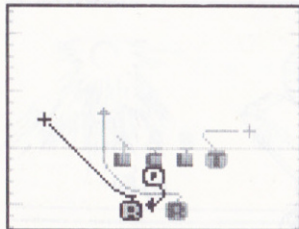
22 CLUNKER

Running back takes back-door hand-off, follows tight end block.



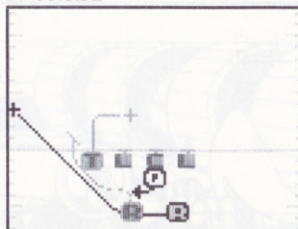


23 ZIG-ZAG



Both backs zig right, zag left. Can hit tight end for short gain.

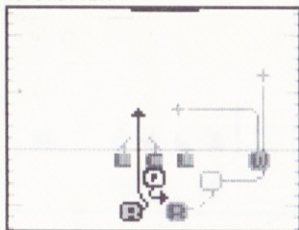
24 SUICIDE



Left back in motion. Keep it, if you dare, or dump off to trailing back.

25 STUTTER

Right back shifts to slot. Quick hand-off to left back for short gain or watch for right back down sideline.

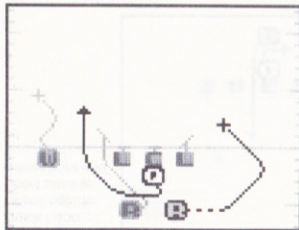


26 OVER EASY



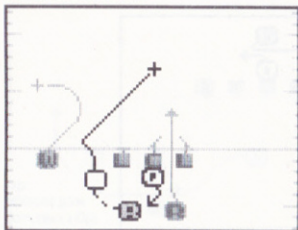
Right back shifts to slot—watch for him over middle.

27 DRIVER'S SEAT



Right back in motion. Quarterback steers left for keeper behind left back's block.

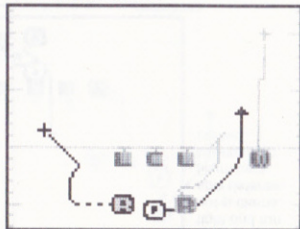
28 SPEED SHIFT



Left back shifts to slot. Mid-field attack by air or ground.

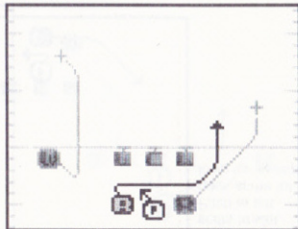
29 SUNDAY DRIVE

Keep it, or fake keeper to draw defense in, then hit speeding wide receiver.

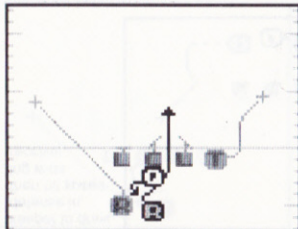


2A PIVOT

Wide receiver fakes end-around. Inside pitch to left back.

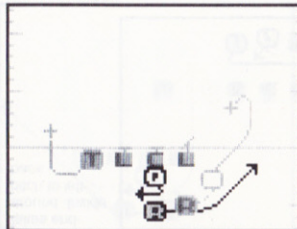


2B SWITCH-HITTER



Left back and tight end run out-patterns, split defense. Right back counters up center.

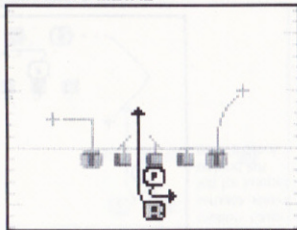
2C HOT ROD



Right back shifts to slot. Pitch to left back as he follows for sweep.

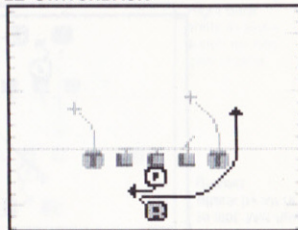
2D HEAVY METAL

Rock left for quick hand-off, or roll right for short pass to either tight end.

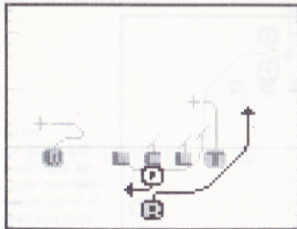


2E SWITCHBACK

Running back counters right against flow left.

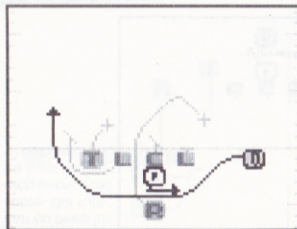


2F BULLDOZER



Pulling left guard leads sweep right.

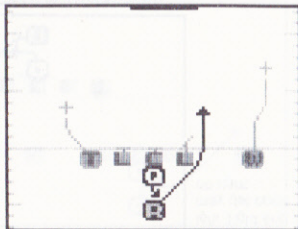
30 AFTERBURNER



Wide receiver draws coverage. Watch for running back to be open.

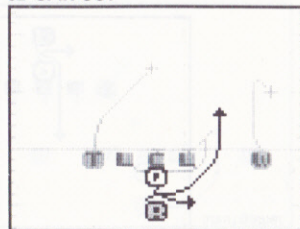
31 POWER SURGE

Running back takes pitch and turns it on around right side.



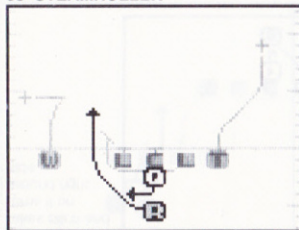
32 SPIN-OUT

Running back pivots to take hand-off and follow pulling guard's blocking.



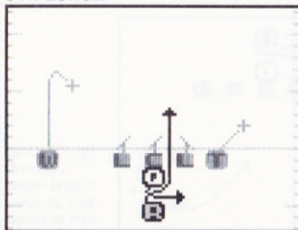
OFFENSE — OPTION PLAYS

33 STEAMROLLER



Heavy action to left. Tight end may get open on right.

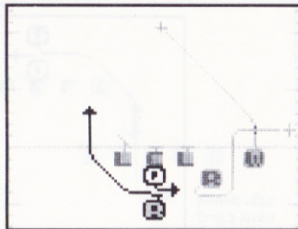
34 PLUNGE



Quick dive for short gainer.

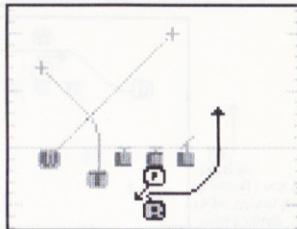
35 DECOY

Running back and slot back throw fakes to draw attention from wide receiver going deep.

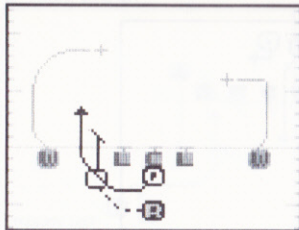


36 DEEP THREAT

Wide receiver can go deep for score. But running back could be surprise out of backfield.

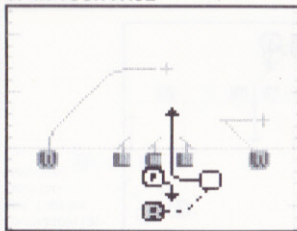


37 TIP-TOE



Running back shifts to slot. Quarterback sneaks around behind his block.

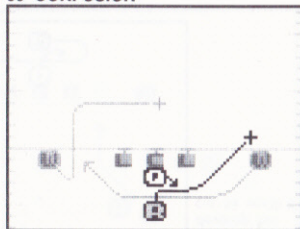
38 IN-YOUR-FACE



Running back shifts to slot, takes quick hand-off and punches through line. Can cause embarrassment for defense!

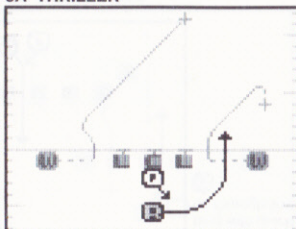
39 CONFUSION

Pass to running back, or pitch to wide receiver flying back around. Sure to confuse.



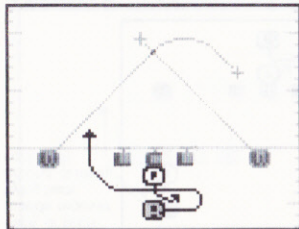
3A THRILLER

Double motion. Deep pattern by left receiver opens up coverage, creates excitement.



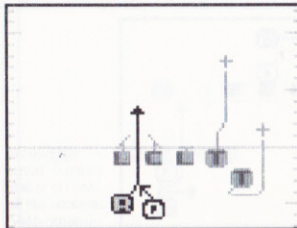
OFFENSE — OPTION PLAYS

3B SWITCHEROO



Takes time to develop, but can be worth it.

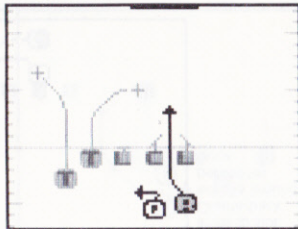
3C OFF-GUARD



Catch 'em napping with quick hit through line.

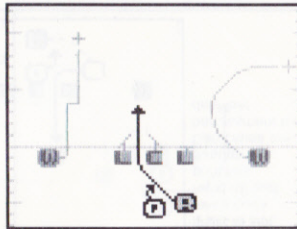
3D QUICKEE

Cure for the common blitz.

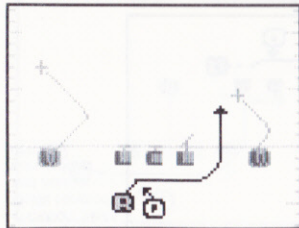


3E HOUSE CALL

Right receiver formidable target. Can be pain for defense!

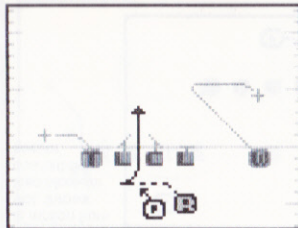


3F AXLE GRIND



Look to left receiver for big play.

40 BLIND DATE



Ugly, but not lacking personality.

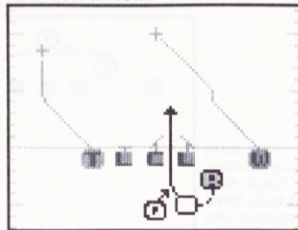
41 LOOP-D-LOOP

Scramble left, throw right.

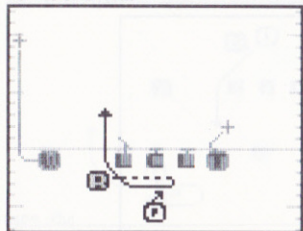


42 ROCK-N-ROLL

Running back shifts from slot, takes quick pitch and jams through line.

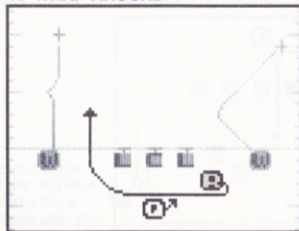


43 ROUND TRIP



Take the long way home!

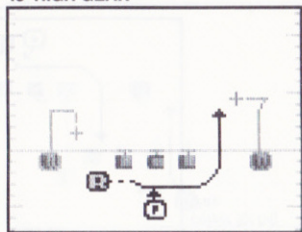
44 WRAP-AROUND



Running back curls back for inside hand-off as receivers spread defense to corners.

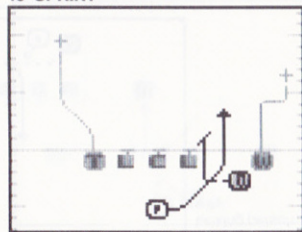
45 HIGH GEAR

Running back in motion, takes inside hand-off and accelerates around corner.

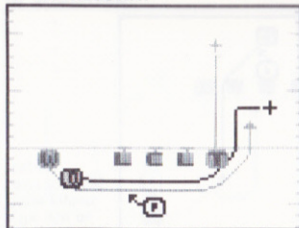


46 SPRINT

Wide receiver in motion from slot, throws lead block for quarterback keeper.

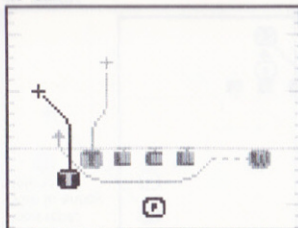


47 EXPRESSWAY



High-speed action—merge with caution!

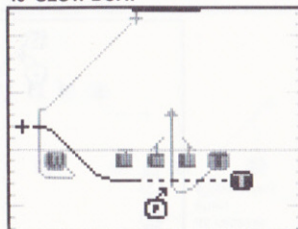
48 JET



Wide receiver in motion, screams thru for inside hand-off.

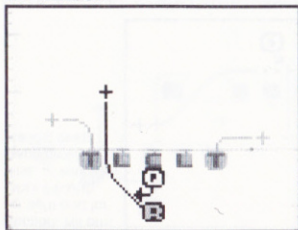
49 SLOW BOAT

Tight end in motion. Hit other tight end for shot through line, or wait for wide receiver sailing deep.



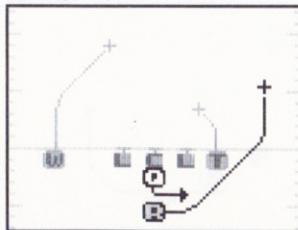
OFFENSE — OPTION PLAYS

4A THRUST



Running back as receiver often unexpected.

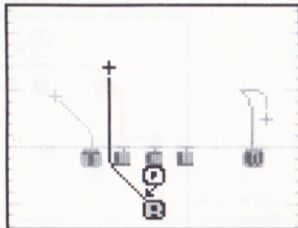
4B EASY MONEY



Roll right, throw left. Jackpot!

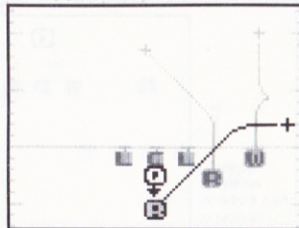
4C BROADWAY

Running back is the star as streak pattern takes center stage.

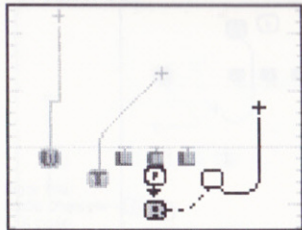


4D DOUBLE-CROSS

3 receivers flood right. Sure to annoy defenders!

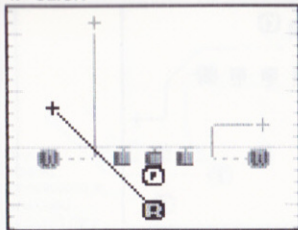


4E SHOWTIME



Running back shifts to slot. 3 receivers fill out the cast of a sure hit!

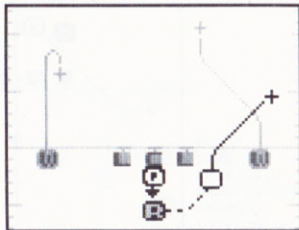
4F SLICK



Double motion causes defensive panic. Remember outlet possibility to running back.

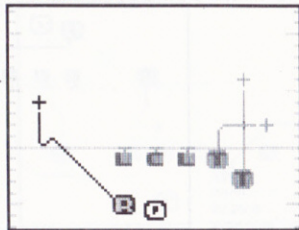
50 STRETCH

Running back shifts to slot. Interesting combination of patterns thins out coverage.



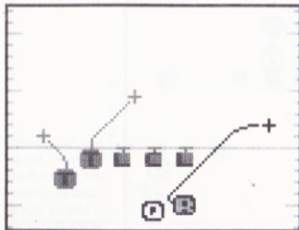
51 INCOMING

As tight ends create confusion, watch for running back out of backfield.



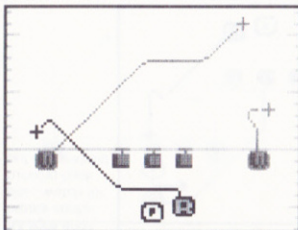
OFFENSE — PASS PLAYS

52 ROPE-A-DOPE



Pass options spread defense. Effective as set-up for knock-out punch.

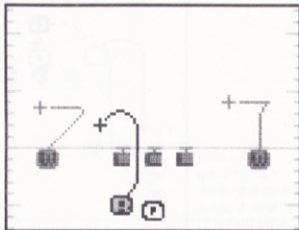
53 LONG SHOT



takes time, but can be a winner.

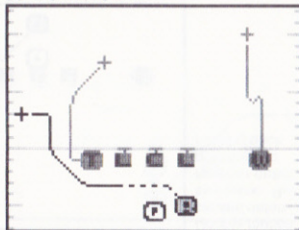
Fire close-range bullet for quick gain.

54 POINT BLANK

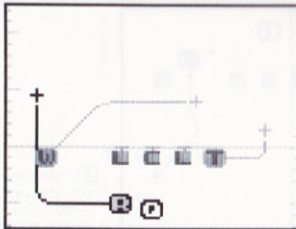


Running back in motion. Guaranteed to spread defense.

55 DOWNTOWN

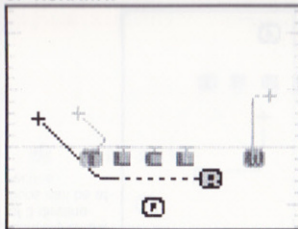


56 ALLEY-OOP



Running back draws pass coverage.

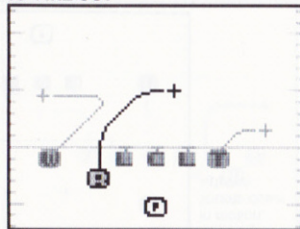
57 RUNAWAY



Running back in motion—easy target out of backfield.

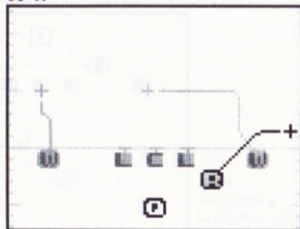
58 FIRE OUT

Watch your options as 3 receivers spread defense.



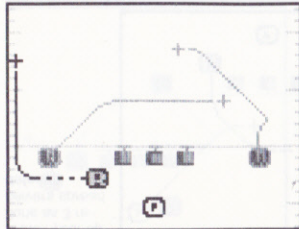
59 X

Sure thing to running back out of slot.



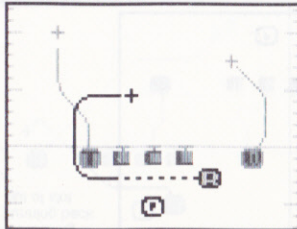
OFFENSE — PASS PLAYS

5A RUN-N-GUN



Running back in motion, shoots down sideline.

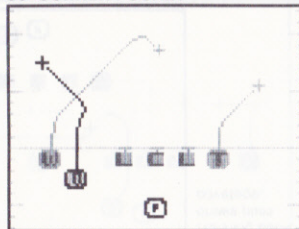
5B GRAND SLAM



Running back in motion. Tight end takes it deep.

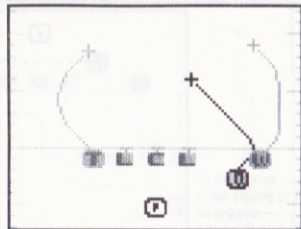
5C CORNER POCKET

Wide receivers criss-cross—can rack up big yardage.

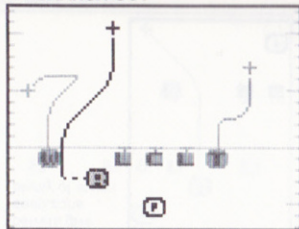


5D AIRMAIL

Delivery to any of 3 destinations can be effective.

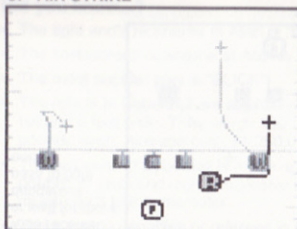


5E BRANCH-OUT



Running back in motion. Be patient as 3 receivers spread it out.

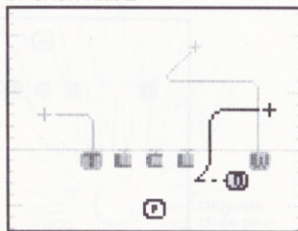
5F AIR STRIKE



Choose your weapon—short or long range.

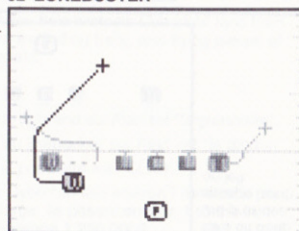
61 JACK-KNIFE

Wide receiver in motion from slot. Wide receivers split zone.



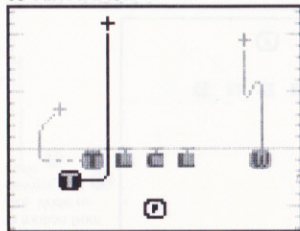
62 ZONEBUSTER

Wide receiver in motion, criss-crosses with other wide receiver.



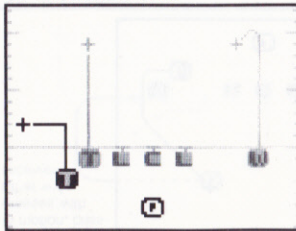
OFFENSE — PASS PLAYS

63 AIR ATTACK



Balanced long-range bombardment.

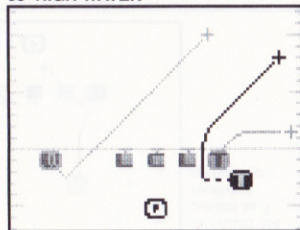
64 LAUNCHING PAD



2 receivers take off deep, 3rd provides escape hatch on left.

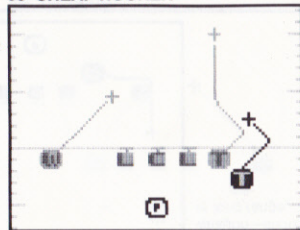
65 HIGH WATER

Twin deep receivers give deep zone plenty of action.

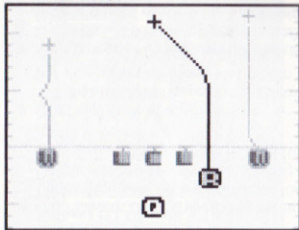


66 CHEAP HOOKER

Quick shot to wide receiver, or wait for more dangerous pass to tight end.



67 MAIL DROP



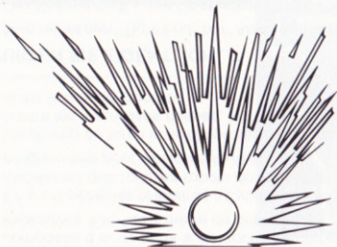
Aerial delivery
to any of 3
speedy
receivers.

Did you know...?

- The tight end's nickname at Atari is "the frog."
- The linebacker's nickname at Atari is "the turkey."
- The most popular play is "SLICK"!
- The robots in Cyberball are approximately 20 feet tall and 8 feet wide. They weigh 1500 to 2000 pounds each. Average cost: \$1,250,000.
- The ball used in Cyberball is made up of 350 pounds of steel and highly-explosive material. It measures 3 feet in diameter.
- There are no penalties or referees in Cyberball. League rules state that all robots must be programmed to avoid infractions.
- An invisible force-field protects Cyberball fans from errant passes, exploding balls, and flying pieces of exploding players.

Savez Vous?

- Le petit nom du tight end sur Atari est "la grenouille".
- Le petit nom du linebacker sur Atari est "le dindon".
- Le jeu le plus populaire est "SLICK".
- Les robots de Cyberball font environ 7 mètres de haut 3 mètres de large. Ils pèsent environ 1 tonne et coûtent en moyenne 1 250 000\$.



- La balle utilisée dans Cyberball pèse 175 kg, et est composée d'acier et de substances hautement explosives. Elle fait 1 mètre de diamètre.
- Il n'y a ni pénalités ni arbitres à Cyberball: les règles établissent que tous les robots doivent être programmés pour éviter les fautes.
- Un champ de force invisible protège les spectateurs contre les mauvaises passes, les balles explosives et les éclats de joueurs.

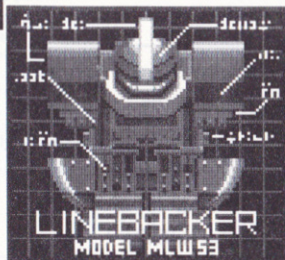
WUßTEN SIE EIGENTLICH...?

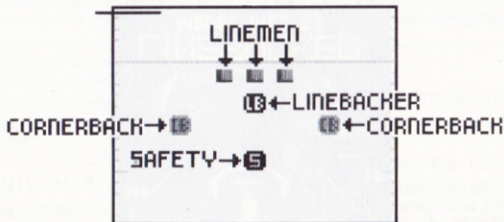
- Man nennt den "Tight End" bei "Atari" den "Frosch".
- Der Spitzname für den Linebacker ("Libero") bei "Atari" LAUTET: "Der Truthahn".
- Die Roboter beim Cyberball sind annähernd sechs Meter groß und circa zwei Meter fünfzig "breit". Die Dinger wiegen so zwischen 750Kg bis zu einer Tonne. Durchschnittliche Kosten für einen Spieler: 1.250.000 Dollar.
- Der Spiel-Ball ist aus Stahl; hat ein Gewicht von 175 Kg und besteht aus hochexplosivem Material. Er hat einen Durchmesser von einem Meter.
- Es gibt weder Strafen noch Schiedsrichter beim Cyberball. Die Regein besagen, daß jeder Roboter so programmiert werden muß, um keine Verstöße erst aufkommen zu lassen.

- Ein unsichtbares Kraftfeld schützt die Cyberball-Fans vor mißglückten Pässen, explodierenden Bällen und vor herumfliegenden Körperteilen der Spieler.

Lo Sapevi Che...

- All'Atari il soprannome per la meta è "la rana".
- All'Atari il soprannome per il LINEBACKER è "il tacchino".
- Il gioco più popolare è lo "SLICK".
- I robots in Cyberball sono alti approssimativamente più di 6 metri ed ampi circa 2,50 m. Pesano dalle 1500 alle 2000 libbre ognuno (più di 680 kg). Costo medio: \$1,250,000.
- La palla usata in Cyberball è fatta di 350 libbre di acciaio e materiale altamente esplosivo. Il diametro è di 91,44 cm.
- Non ci sono penalità o arbitri in Cyberball. Le regole di lega stabiliscono che tutti i robots debbano essere programmati al fine di impedire infrazioni.
- Un invisibile campo di forza protegge i fans di Cyberball dai vari passaggi, palle in fase di esplosione e pezzi volanti di giocatori esplosi.





DEFENSIVE TIPS

- 1) Save your timeouts and use them in the 6th period if you are behind.
- 2) Keep defensive backs downfield of the receivers in pass coverage...then go for the pick-off after the ball is thrown.
- 3) Mix up your defenses—keeps the offense on its toes.
- 4) Try faking a blitz by pulling a blitzing defender into pass coverage.
- 5) Drone defenders can boost more than once, but player-controlled defenders can only boost once. Don't boost until you are sure of where the ball is going. Boost when:
 - (1) You have a "bead" on the ball carrier.
 - (2) The ball is passed to the opposite side of the field, away from you.
 - (3) You want to surprise the quarterback in a blitz.
- 6) Don't defend the previous play! Try to predict what the offense will do!

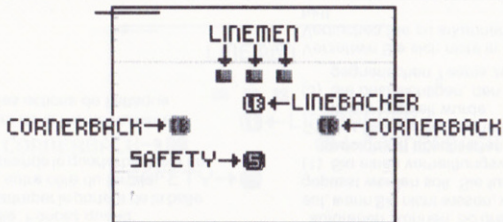
LES JOUEURS DEFENSIFS

Quelques conseils:

- 1) Sauvegardez vos arrêts de jeu et utilisez les en 6ème période si vous êtes en arrière.
- 2) Gardez vos défenseurs derrière les receveurs, pour couvrir les passes, et essayez les interceptions quand la balle est lancée.
- 3) Changez vos défenses, prenez l'attaque à son propre jeu.
- 4) Essayez de provoquer un contre en plaçant un défenseur rapide en couverture de passes.
- 5) Les défenseurs contrôlés par les joueurs ne peuvent foncer sur la balle qu'une seule fois: n'utilisez pas cette possibilité avant d'être sûr de l'endroit où va la balle. Foncez quand:
 - (1) Vous êtes sur d'attraper le porteur de la balle
 - (2) La balle est de l'autre côté du terrain
 - (3) Vous voulez surprendre le quarterback par un contre
- 6) Ne jouez pas toujours de la même manière, essayez de prévoir les actions de l'attaque.

DEFENSIVTAKTIK:

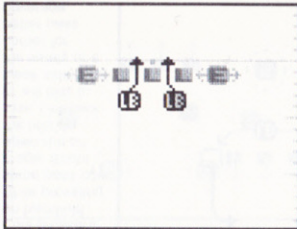
- 1) Nehmen Sie Ihre Auszeiten nur, wenn Sie im sechsten Abschnitt hinten liegen.
- 2) Gehen Sie mit Ihren Abwehrleuten an die Beine der Angreifer, so lange das Pass-Spiel erfolgt... Danach nehmen Sie den Ball auf, wenn dieser aus Verlegenheit geworfen wurde.
- 3) Verändern Sie Ihre Abwehr-Formationen so, daß der Gegner verwirrt wird.
- 4) Man versuche, einen Angriff vorzutäuschen, wenn man den Ball in den eigenen Reihen hat.
- 5) Ferngesteuerte Abwehrleute können mehr als einmal "aufdrehen", wo hingegen vom Spieler kontrollierte Abwehrspieler nur einmal richtig "aufdrehen" können. So drehen Sie nicht gerade auf, wenn Sie nicht wissen, wohin genau der Ball gepasst werden soll. Sie tun dies nur, wenn:
 - (1) Sie einen verheißungsvollen Angriff erfolgreich abschließen können.
 - (2) Der Ball auf die gegnerische Seite, weg von Ihnen, gespielt wurde.
 - (3) Sie beabsichtigen, den "Libero" des gegnerischen Teams zu überraschen.
- 6) Verzetteln Sie sich nicht in der Abwehr! Versuchen Sie zu erkennen, was der Angriff vor hat!



CONSIGLI DI DIFESA

- 1) Tienti cari i tuoi recuperi ed usali nel sesto periodo se sei rimasto indietro.
- 2) Tieni le difese in basso rispetto al ricevitore quando copre il passaggio... poi scatta per la ricezione dopo che la palla è stata lanciata.
- 3) Mescola le tue difese – serve per confondere le idee all'attacco.
- 4) Prova ad ottenere un blitz inserendo un difensore blitz in una copertura da passaggio.
- 5) I difensori droni possono scattare più di una volta, ma i difensori comandati dal giocatore possono scattare solo una volta. Non scattare finché non sei sicuro di dove stia andando la palla. Scatta quando:
 - (1) Hai un "bead" su chi porta la palla.
 - (2) La palla viene passata alla parte opposta del campo lontana da te.
 - (3) Vuoi meravigliare il quarterback in un blitz.
- 6) Non difendere il gioco precedente. Cerca di prevedere cosa farà l'attacco!

1:1 GOAL LINE



Highly effective against Running and Option offenses. Lots of pressure on quarterback in both. Pull linebacker to cover pass.

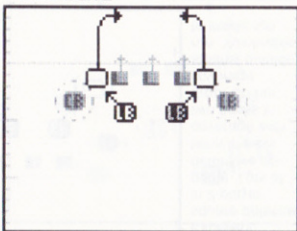
1:2 STANDARD RUN



Corners will string out outside run, but need help from linebackers to shut the run down. Excellent coverage on inside run. Nice flexibility in 2-player game.

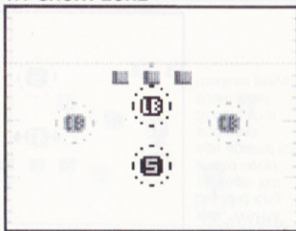
1:3 LB BLITZ

Tons of pressure from outside on quarterback. Should shut down outside run. Quite vulnerable against inside run and short pass. Don't overuse.

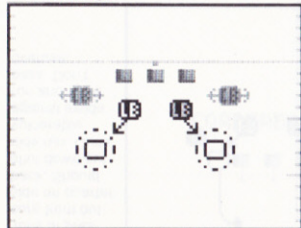


1:4 SHORT ZONE

Corners should cover outside zone and run. Lots of coverage up center against inside runs and middle passes.

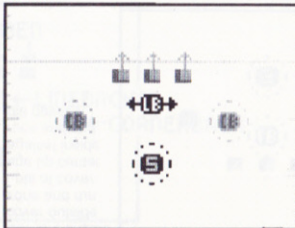


2:1 LB DROP



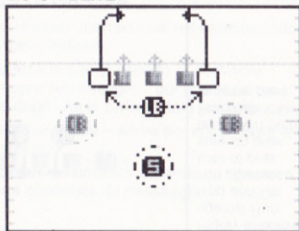
Excellent, square defense in 2-player game. Lots of defensive options in pass coverage with two backs in drop. Corner coverage against outside run. Vulnerable to inside run.

2:2 3-4



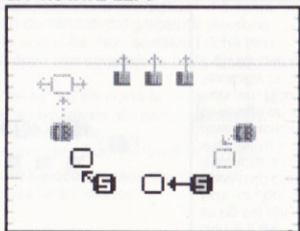
Good defense with "WARM" ball and long yardage. Balanced coverage against run and pass. Should shut down most medium plays.

2:3 3-4 BLITZ



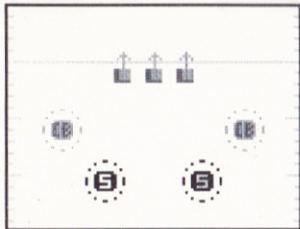
Puts pressure on backfield while providing some pass coverage. Shuts down run on the blitzing side. Linebacker will blitz to weak side. Play the safety or a corner for better pass coverage.

2:4 ROTATE-LEFT



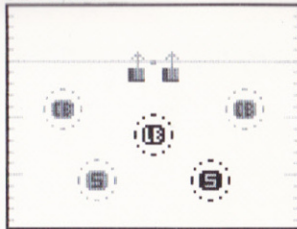
Puts added pressure on "long" side of field. Forces offense to run on "short" side. ("Rotate-right" also available when appropriate.) Lots of speed in backfield with two safeties.

3:1 ZONE



Square defense works well in 2-player game. Lots of coverage on outside forces passes to inside. The three linemen provide pass pressure.

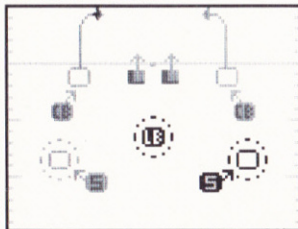
3:2 NICKLE



Bread-and-butter against the pass. Moving the linebacker left or right provides extra coverage needed. Use defense against "pass only" players. Blitz one of the corners when offense is in shotgun!

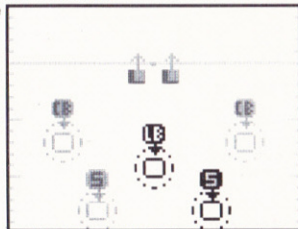
3:3 NICKLE BLITZ

Two blitzing corners create headaches for quarterback. Vulnerable to short outside passes but great against longer passes. Corners make outside runs tough.



3:4 PREVENT

Perfect defense against "HOT" and long or "CRITICAL" and long. Bring linebacker forward to cover against shorter plays.



DEFENSE — LONG PLAYS

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LONDON SW15. TEL: 01 780 2224 FAX: 01 780 1540