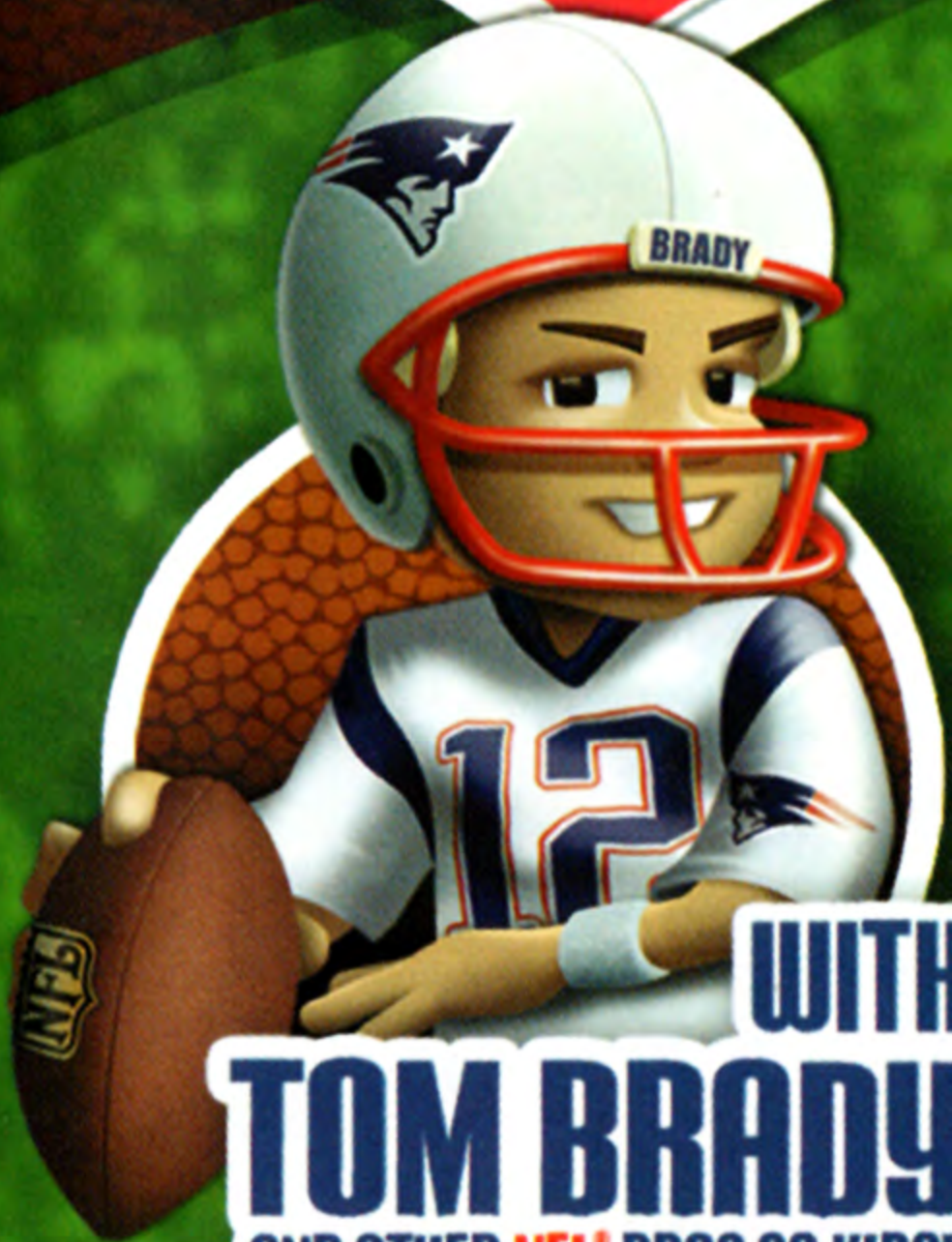


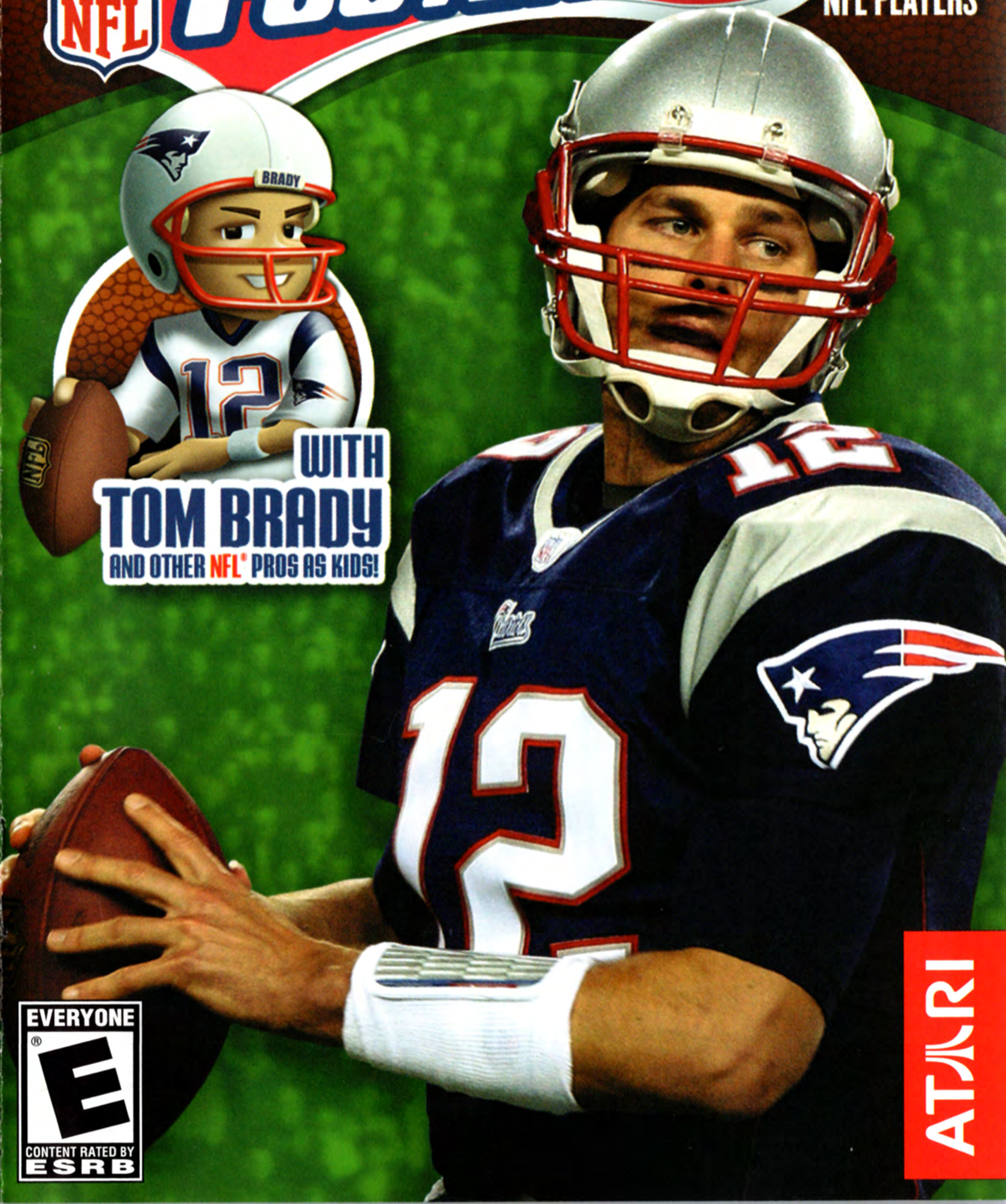
Backyard FOOTBALL '09



NFL PLAYERS



WITH
TOM BRADY
AND OTHER **NFL** PROS AS KIDS!



ATARI

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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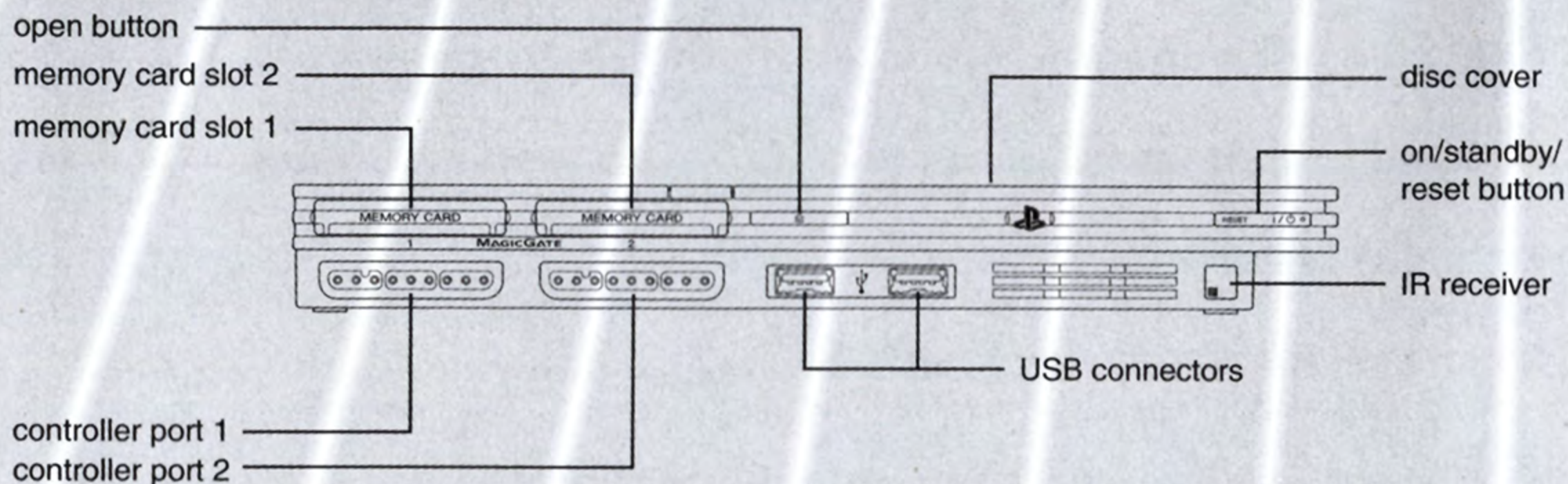
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GETTING STARTED



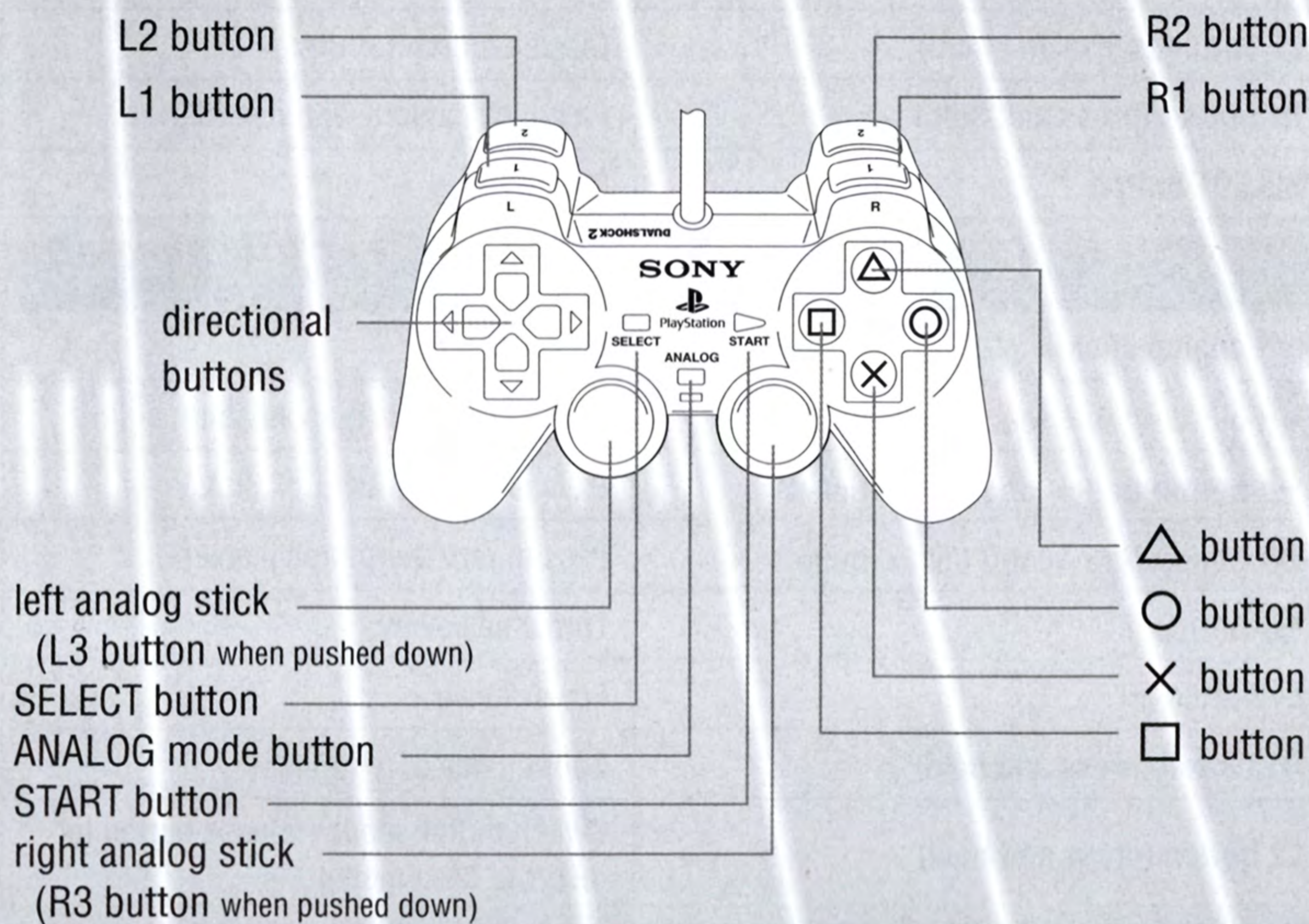
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Backyard Football*® '09 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	
directional buttons	Navigate menu
ⓧ button	Accept / Next
⬆ button	Cancel / Back
L1 button / R1 button	Toggle menu options

PLAYBOOK CONTROLS	
directional buttons	Change playbook pages
⬆ button, ⬇ button, ⓧ button	Choose play
⬆ button	Back
L1 button	Chuck's pick
L2 button	Sort plays by type or formation
R1 button	Flip play
SELECT button	Call Timeout

OFFENSE – PRE-SNAP CONTROLS

Control	Action
 button	Hike
L1 button (press and hold)	Display receiver routes
R1 button (press and hold)	Pan back camera with no receiver
SELECT button	Call Timeout

OFFENSE – QB CONTROLS

left analog stick	Move player
 button (tap = lob / hold = bullet)	Pass to receiver (if applicable)
 button (tap = lob / hold = bullet)	Pass to receiver (if applicable)
 button (tap = lob / hold = bullet)	Pass to receiver (if applicable)
 button	Throw ball away
L1 button	Power Move
R1 button (press and hold)	Sprint (once in run mode)
L2 button (press and hold)	Switch to Run mode (release button to revert to Pass mode)

OFFENSE – BALL CARRIER CONTROLS

left analog stick	Move runner
right analog stick right	Juke right
right analog stick left	Juke left
right analog stick up	Shoulder charge
 button	Hurdle
 button	Stiff arm
 button	Dive
 button	Spin
L1 button	Power move
R1 button (press and hold)	Sprint

NOTE: When playing on Easy Difficulty, the passing mode is set to 1-Button passing. This means that when the QB is throwing a pass, any button press will result in a pass to the most open receiver.

OFFENSE – BALL IN AIR CONTROLS

Control	Action
left analog stick	Move selected player
ⓧ button	Select player closest to ball
⬆ button	Catch
R1 button	Sprint

DEFENSE – PRE-SNAP CONTROLS

⦿ button	Change player
⬆ button	Jump
ⓧ button	Change player
SELECT button	Call Timeout

DEFENSE – GAMEPLAY CONTROLS

left analog stick	Move player
⬛ button	Dive Tackle
⦿ button	Select closest player
⬆ button	Jump
ⓧ button	Tackle
L1 button	Power Move
R1 button (press and hold)	Sprint

KICK – FIELD GOAL AND PUNT CONTROLS

ⓧ button	Stop kick meter
----------	-----------------

SAVING AND LOADING

Your season play progress is automatically saved following the completion of each *Backyard Football*® '09 season game. To pick up where you left off in the schedule, simply sign in as the same coach.

Note: Nothing is saved if you play Pickup games.

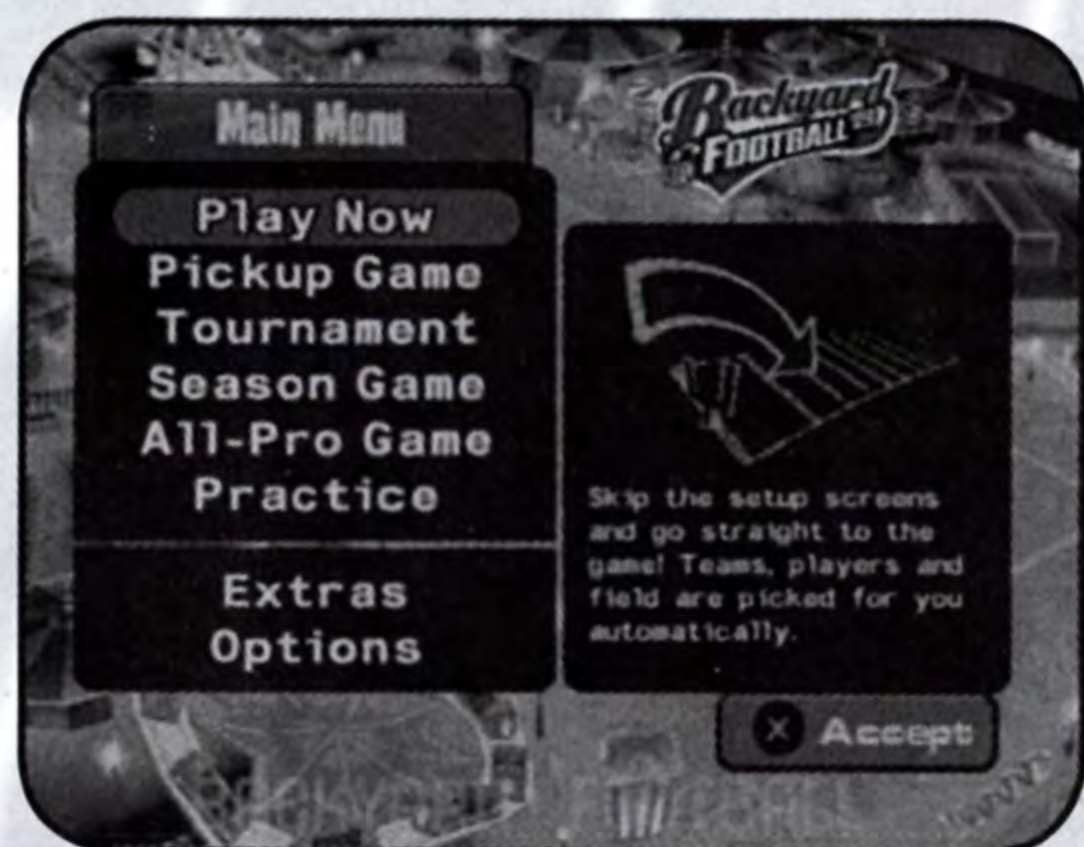
Each saved coach takes up 510 KB on your memory card (8MB)(for PlayStation®2). You can only store 5 coaches. See “Pick Coach Screen” for instructions on deleting coaches.

The Save Options file contains game settings and unlocked extras. Only one Save Options file is saved per memory card.

WELCOME TO BACKYARD FOOTBALL '09

Backyard Football is back on the PS2, with the next generation of characters and graphics! Play alongside the Backyard gang as well as kid versions of your favorite National Football League® players. You get the best of both worlds when you combine the wacky antics of the Backyard kids with authentic plays and strategies of the NFL!

MAIN MENU



The main menu is the starting point for all of the Backyard Football League (BFL) action. Choose from the following menu options:

Play Now

Press the **START** button to begin a game straightaway – just choose 1 or 2 players, and the CPU randomly picks teams, players, and a field for

you. The difficulty level will be set to medium.

Pickup Game

Play a single game against the CPU or against a friend. You can pick your game options, teams and players. Set them all up how you'd like and play! See page 8 for details.

Tournament Mode

This mode will allow up to 8 players pick their favorite team and play a

series of games against each other to see who's the best player!

Season Game

Start or continue your season from this menu. See page 10 for details.

All-Pro Game

Play a single game featuring All-Pro teams against the CPU or a friend. Each team is filled with pros representing their real life conferences.

Practice

Learn how to play the game without the stress of being scored upon, or practice specific plays in this mode. See page 12 for details.

Extras

Through the Extras menu, you can go behind the scenes of *Backyard Football '09*. You can meet the players, view all-time records, access your trophy case, see the credits of who made the game, and replay the intro movie.

Options

Change the various game and sound options.

OPTIONS



You can access the Options menu from the Main Menu.

Sound and Display

Camera Position: Normal, Classic or Back. Classic view puts the camera at field level. Back view pulls the camera back and up for a more zoomed out view.

Volume: Change the volume on the following options:

- **Music** – This is the music that plays in the menus and at certain times during gameplay.
- **Sound FX** – All the sound effects related to the game, such as a ball kick.
- **Commentary** – Sunny Day and Chuck Downfield's game commentary.

Controls

View the various controls in the game for offense and defense.

PICKUP GAME SETUP (1-2 PLAYERS)

Play a single game where you set the rules and then choose a field, teams and players. Pickup games do not affect Season Play statistics.

CONTROLLER SELECT SCREEN



For a single player game, use the **directional buttons** to move the controller icon to Home or Away. Keeping either controller in the middle means the CPU will play the other team. If you want to play a two-player game, move one controller icon to Home and the other to Away. Press the **X button** to accept the settings and continue to the Pick Team screen.

PICK TEAM SCREEN



You are free to choose from all 32 NFL teams and 12 Backyard Teams.

If you want to customize the Backyard Teams, press the **Y button** when the Backyard team that you want to change is selected.

PICK FIELD SCREEN



Select the field you'd like to play on. You can view a small picture of the field and a brief description of the field.

Note: As you play through Season mode, you will unlock extra fields that you can use for play in Pickup games or other Seasons.

GAME RULES SCREEN



At the Game Rules screen you can adjust the following rule settings individually:

Power Moves: Turn Power Moves ON/OFF.

Set Time: Set the length of each quarter.

Vibration: Turn this ON or OFF. Default is set to ON.

Difficulty: Select Easy, Medium or Hard difficulty to change the settings to the following :

Setting	Easy	Medium	Hard
Power Moves	ON	ON	OFF
Set Time	2 Minutes	3 Minutes	4 Minutes

PICK PLAYERS SCREEN



Teams alternate picking players until both teams have chosen seven players. Select from 32 NFL players as kids as well as 22 Backyard kids. You can also create your own players and customize their name, stats and appearance.

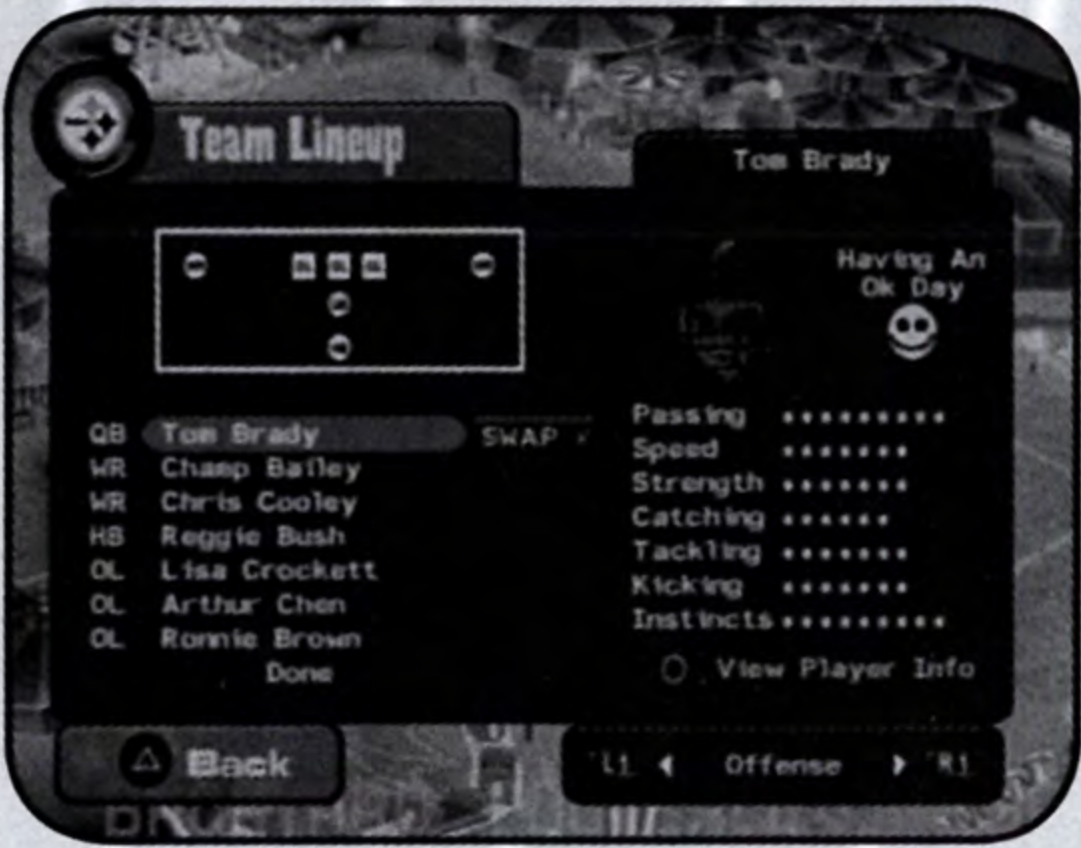
Press the **directional buttons up or down** to scroll through the list of kids. To add a specific player to your team,

highlight the player and press the **X Button**. If you want to create a custom player, highlight the Custom Kid option at the top of the list and press the **X Button**.

Press the **L1 button** or the **R1 button** to sort the list by category. You can also view the selected kid's bio by pressing the **Info Button**.

Note: If at any time you want to bypass picking players, you can press the **START button** to start the game with randomly picked players. Any kids picked until you pressed the **START button** will be included in your lineup.

TEAM LINEUP SCREEN



You can change the field positions of your kids on this screen. Highlight the kid you want to change, press the **X Button**, then highlight the position you want the kid to be in and press the **X Button** again. The kids will swap positions.

SEASON PLAY SETUP (1 PLAYER)

Pick a team, seven players and try to win the coveted BFL Trophy! This is also the mode where you can unlock NFL players, extra fields and more.

PICK COACH SCREEN



Create a new coach and begin a new BFL Season, or select an existing coach to resume a season in progress. You can also delete coaches in this menu.

New Coach

To start a new coach, highlight any “create new” file and press the **X button** to create your coach. Use

the onscreen keyboard to pick a name and select “Done” to start the season setup process.

Sign In Coach

If you have already created a coach, highlight the coach you want to load and press the **X button** to load the coach.

Delete Coach

If there is a coach you want to delete, highlight the coach you want to delete and press the **O button**.

TEAM, FIELD, PLAYERS, AND RULES SETUP

See corresponding sections under “Pickup Game Setup” (page 8). In Season Mode, the field you pick becomes your Home field.

SEASON MENU SCREEN



Play Game – Play your next season game.

Practice – Practice plays with your team.

Schedule – View your season schedule.

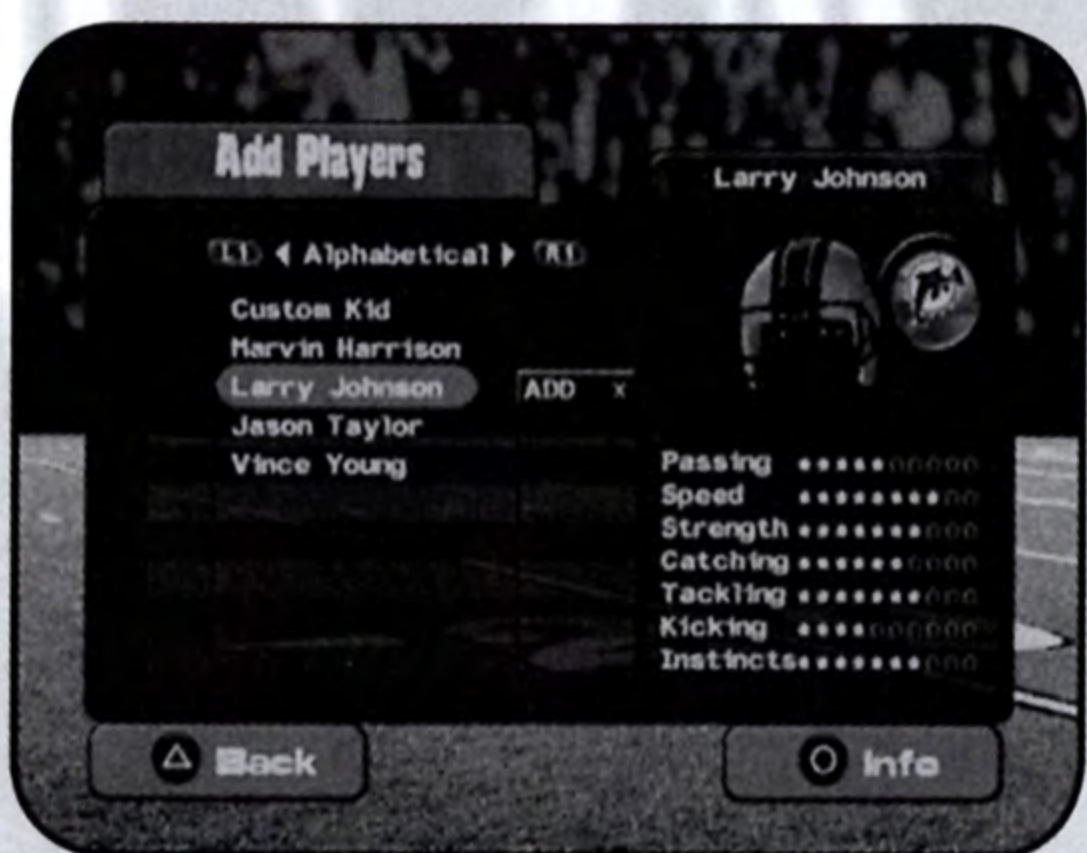
Statistics – Display league standings, player and team stats, and league leaders.

Team Management – Change your team lineup. You can also add players and trade players from this menu.

Milestones – View the milestones you’ve achieved as well as the ones you have yet to achieve.

Options – Sound and Display, Game Rules and Save / Load options.

ADD PLAYERS



The Add Players screen allows you to add a player that you have unlocked through Season play onto your team.

When in the Add Players screen, highlight the unlocked player you’d like to add to your team and press the **ⓧ button**. You’ll be taken to the Team Strategy Screen. Highlight the player you’d like to replace the unlocked

player with and press the **ⓧ button** to complete the change.

TRADE PLAYERS



The Trade Players screen allows you to trade any of your players for a player from another team. You can do this as many times as you'd like throughout the season.

1. When in the Trade Players screen, press the **directional buttons up** or **down** to highlight the player you'd like to trade.
 2. Press the **directional buttons left** or **right** to browse other teams until you find a team with a player you want to trade for.
 3. Once you have highlighted the player you want to trade and the correct team that you want to trade with is on-screen, press the **R1 button** to jump to the other team's list.
 4. Press the **directional buttons up** or **down** to highlight the player you want to trade for.
 5. Once the correct players are displayed under "Trade" and "For" in the middle of the screen, press the **X button** to finalize the trade.
- If you're not happy with the performance of any of your players, you can trade them for any other player in the BFL.

PRACTICE

Practice mode allows you to practice various aspects of football without worrying about scores or having the game on the line. Practice makes perfect!

Offense vs. Defense – Your team is on offense versus the CPU defense.

Defense vs. Offense – Your team is on defense versus the CPU offense.

Offense Only – Practice uninterrupted offense plays with your team.

Kickoff Coverage – Practice kickoff coverage.

Kickoff Return – Practice receiving a kickoff and running up the field.

IN GAME

PAUSE MENU

The pause menu contains the following options: Continue, Call Timeout, Camera, Team Lineup, Options, Team Stats, Player Stats and Quit Game.

PLAYBOOK VIEW

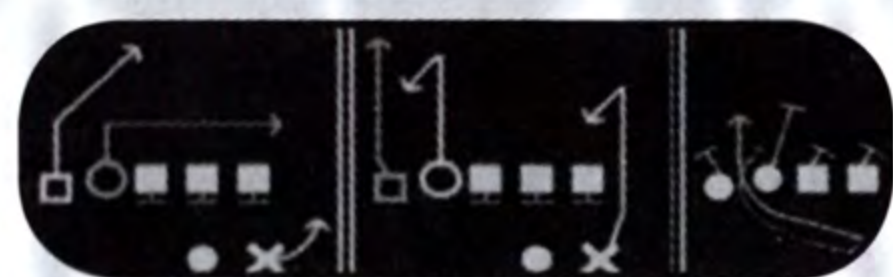


The Playbook screen has everything you need to know about the current game: The current score for both teams, the current quarter,

time remaining in the quarter, the number of timeouts each team has, the number of power moves each team has and all applicable play related information.

In the Playbook view, choose the formation you want with **left** and **right directional buttons** or **left analog stick** and press the **⊗ button**, then use the **■ button**, **⊙ button**, or **⊗ button** to choose the play you want to execute. You can scroll through all the available plays in the formation chosen by using the **left** and **right directional buttons** or the **left analog stick**.

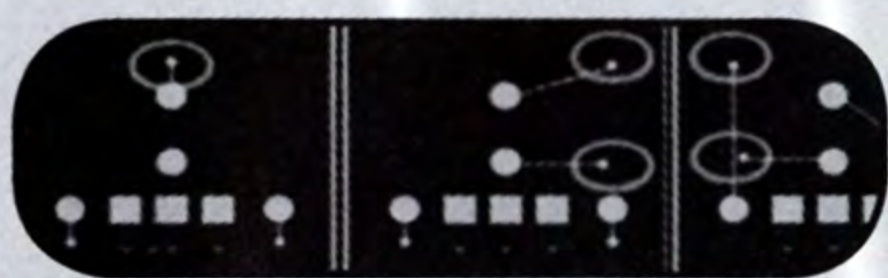
Offensive Playbook



The yellow and orange arrows represent the receivers that will be available in that particular play to throw to. The button control for passing to a particular player is shown at the base of each arrow.

The blue arrow represents a run play and the exact route the running back will attempt to take.

Defensive Playbook



The white squares indicate the defensive linemen while the white circles indicate the linebackers, cornerbacks and safeties.

The orange circles represent the “zone” that a particular defensive player will cover and not leave during the play.

The red arrows represent a blitz assignment for a defensive player,

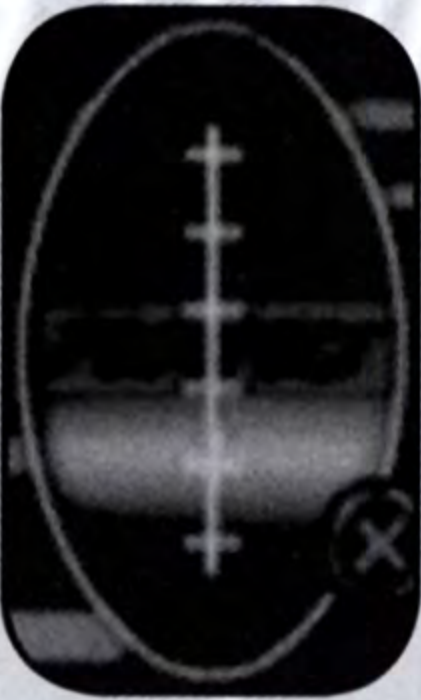
which means they will rush the quarterback on a passing play and pursue the ball carrier on a running play.

The yellow lines represent man coverage for a defensive player, which means they will cover their assigned receiver anywhere on the field.

Other Playbook controls include:

- Chuck's Pick: **L1 button**
- Flip the plays: **R1 button (Offense Only)**
- Sort plays by type or formation: **L2 button**
- Back to the Formations page: **△ button**

KICK METER



When attempting a field goal or punt, a football-shaped meter will appear in the bottom-left corner of the screen. There is a yellow line that moves up and down across the meter. This line will continue to oscillate until you press the **⊗ button** to stop it. Stop the line in the middle for the strongest kick.

Taunt Kicker

Before each kick you have a limited amount of time to press a **+Control Pad** combination. If you successfully press the combination, the opponent's kick meter will skip and potentially cause them to make a bad kick. A failed taunt attempt has no effect.

POWER MOVES



As you play well throughout the game, the power gauge will fill up. When it fills completely, you will be rewarded with a Power Move that you can execute on either offense or defense, depending on which Power Move you received.

OFFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Flash	This sprint power move makes a player move a high rate of speed for a brief duration.

Front Flip	The ball carrier does a front flip, which makes it impossible to tackle them if the timing is right.
Bull Charge	A super powerful shoulder charge.
Slow Mo	All other players on the field slow down for a brief duration while the ball carrier maintains their speed.
Twister	The ball carrier turns into a whirlwind for brief time, knocking any defenders in a small radius off their feet.
Stun Arm	This stiff arm knocks down the nearest defenders who might be further from the ball carrier than normal.
Super Dive	This dive power move causes the player to dive a long distance. (Hint: This is good for scoring touchdowns)
Laser Beam Pass	The quarterback throws a high velocity pass that has a 100% chance of being completed.

DEFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Big Crush	Knocks the ball carrier backward several feet.
Glue Ball	Prevents the quarterback from throwing a pass for a short time.
Homing Tackle	Allows the selected defender to automatically home in and tackle the ball carrier.
Homing Interception	The selected defender automatically intercepts a pass.
The Hammer	The defender tries to strip the ball from the ball carrier.
Grease Ball	Greatly increases the chance of fumbling the ball.

BACKYARD FOOTBALL LEAGUE RULES

Backyard Football ‘09 uses rules similar to those used by the National Football League. The objective of the game is to score the most points by advancing the ball into the opposing team’s territory and crossing their goal line.

THE KICKOFF

The Away team always kicks the ball to the Home team to begin the first half of the game, and vice versa in the second half.

The kicking team kicks off from its own 30 yard line. If the ball is kicked into the other team’s end zone and not returned, a touchback is called and the opposing team automatically starts with the ball at the 20 yard

line.

The team that has the ball (offensive team) has four chances or “downs” to advance the ball 10 yards. If they succeed, they are given four more downs.

If the offensive team fails to advance 10 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to a) kick a field goal or b) punt (kick) to the defensive team on the fourth down to get the ball as far away from their own goal as possible.

THE PLAYERS

Each team consists of seven players. These are the positions your team members may play on offense:

Center – this person hikes the ball to the quarterback at the beginning of each play.

Quarterback – the quarterback takes the snap from the center and then decides whether to throw it to a receiver, hand it to a running back, or take it down the field him or herself.

Tackle – a tackle’s job is to protect the quarterback from getting sacked on passing plays and block for the running back on running plays.

Running back – running backs are generally the fastest players on the team. Their job is to carry the ball down the field on running plays, avoiding the opposing team’s defense.

Receiver – receivers specialize in catching long passes from the quarterback, and then running to gain as many yards as possible.

TIME

The game is divided into 4 quarters and each quarter length is set between 1 and 15 minutes, depending on the settings you have chosen. The game clock runs after every play except on incomplete passes and in the last 2 minutes of each half. Each team has 3 timeouts per half which will stop the game clock.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage (where the ball was hiked) on passing plays. Only one

forward pass is permitted per play. All forward passes that touch the ground are considered dead.

TURNOVERS

A turnover can happen in two situations:

Fumble – a fumble occurs when a receiver, running back or quarterback drops the ball while it's still in play. If this happens, the ball is considered "live" and either team can grab it. If the defensive team recovers the ball, it's considered a turnover.

Interception – an interception occurs when a pass made by the quarterback is caught by the other team.

SCORING

Touchdown – Touchdowns are worth 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 2 yard line. A PAT can be scored by kicking an extra point field goal for 1 point, or by running/passing the ball into the end zone for 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

OVERTIME

If the score is tied at the end of regulation play, the game will go into "sudden death" overtime. Possession starts with the home team, and the first team to score wins the game.

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NFL PLAYERS

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YEE & DUBIN SPORTS LLC

NOTES

HUMONGOUS INC. WEB SITE

Check out new games, contests and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & CANADA) HELP VIA THE INTERNET

If you are experiencing technical problems with *Backyard Football '09* and did not find a solution in this manual, our tech support can be reached at this address:

www.atari.com/us/support

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document or other materials we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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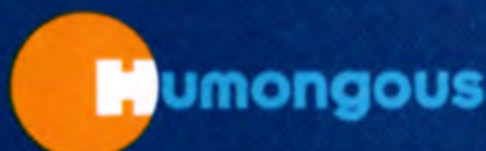
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