

Touchdown Football™

STARTING UP

Remove all cartridges from the computer. Turn on the disk drive, insert the disk in the drive, and turn on the computer. If you are using an Atari XL or XE, hold down the **OPTION** key as you turn on the computer and release the key when the Electronic Arts logo appears. The game will start automatically.

Game Settings: Press **A** for a two-player game, **B** for a one-player game against the computer, and **C** for a computer vs. computer game. For a one-player game, plug your joystick into Port 1. In the one-player game, the computer is the light (Visiting) team, and the human player is the dark (Home) team. With two players and two joysticks, the Home team joystick is controlled through Port 1, and the Visiting team joystick is controlled through Port 2.

Kickoff: The computer referee determines the kickoff with a coin toss. Once the teams take their positions, press the joystick button to kickoff.

Delay of Game: You can activate the Delay of Game penalty by pressing **T** (the Delay of Game Penalty feature is inactive when the game starts). When activated, this feature imposes an automatic five-yard penalty against an offensive player taking more than 30 seconds to call a play. You can deactivate the Delay of Game feature by pressing **T** a second time.

PLAYING OFFENSE

If you are playing Offense, you will be asked to select a formation for the team, a pass pattern for each of your receivers and a blocking direction for your blockers (see Diagram). Each of the nine joystick positions (including the "home" position) represents one type of formation or pass pattern. The box above the offensive players tells you the currently selected pattern or formation. You can change the current selection by moving the joystick to any of the nine positions. If you want to conceal your selection from your opponent, hold down the joystick button as you move the joystick. The selected pattern will not be visible on the screen, but you will know what it is by the position of the joystick. To select that pattern for play, keep pushing the joystick in the appropriate direction as you **release** the joystick button.

You can also choose from three blocking directions for the linemen in the same way you choose formations and patterns. Once you have selected the formations and patterns, your players will break huddle and take their positions in the formation. To snap the ball, press the joystick button.

Audibles: If you don't like the look of a defense when you reach the line of scrimmage, you can call an audible. To do this, hold the joystick in any direction and press the joystick button. You can then choose a new formation as well as pass patterns and blocking patterns. When you choose an audible your selections will not be visible to you. The defense will get a chance to change its formation as well (see below).

Running the Ball: As soon as the ball is snapped you gain control over the Quarterback. To run the ball, use the joystick to move the QB to where you want him to go. When the QB crosses the line of scrimmage, he gets an extra burst of speed.

Passing the Ball: As soon as the ball is snapped, you gain control over the Quarterback. If you want to pass the ball, move the QB back by using the joystick. Press the joystick button twice to pass to the receiver closest to the top of the screen or once to pass to the receiver closest to the bottom of the screen. Once the QB has thrown the ball, control changes to the receiver you have thrown to. Since the receiver probably won't be in position, be ready to move him in to catch the ball. Don't try to pass to a receiver who is assigned to block — a blocking receiver is ineligible to catch a pass.

PLAYING DEFENSE

You can choose from nine defensive formations (see Diagram), one for each of the nine positions of the joystick (Remember: eight directions plus one for the "home" position). There are no patterns for individual defensive players.

The box above the defensive players tells you the currently selected formation. You can change the current selection by moving the joystick to any of the nine positions. (See diagrams for the formations and the corresponding joystick positions). If you want to conceal your selection from your opponent, hold down the joystick button as you move the joystick. The selected formation will not be visible on the screen, but you will know what it is by the position of the joystick. To select that formation for play, keep the joystick pushed in the appropriate direction as you **release** the joystick button.

If the Offense breaks huddle before you can call a defensive formation, the formation will automatically default to Zone defense. The computer will also select the appropriate defensive formation for you on field goal attempts and punts.

Audibles: If the offense calls an audible, you will have a chance to change your formation, but you will not be able to see your selection. As for the Offensive audibles, you will be able to determine your selection by the position of the joystick.

The one defensive player you can control with the joystick is the free safety. As in pro football, he is free to move around at any time.

THE KICKING GAME

Kickoff: If you are the kicking team, press the joystick button to kickoff after all the players have taken their positions on the field. The receiver can catch the ball or pick it up on the bounce. Touchbacks and safeties are both possible.

Punt: When in doubt, punt. You can punt the ball at any down by selecting the Kick formation from the offensive options, and then selecting the punt option (see diagram). To punt, press the joystick button once to snap the ball from the center, and press it again when the kicker receives the ball. Pressing the **The Slash (/)** or the **Z key** tells the kicker to hold onto the ball instead of kicking it. He can then run with it or pass it to a receiver (assuming that the receivers are running patterns).

Field Goal: Select the Kick formation. Then select the Field Goal option. Press the joystick button to snap the ball to the kicker. The kick is automatic. The Home or Visiting team can fake a field goal in the same manner as a faked punt — by pressing the **Slash key** or the **Z key immediately** after the snap.

Extra Point: The computer auto-selects the formation. Press the joystick button to snap the ball, then move the kicker forward with the joystick and press the joystick button to kick.

Blocking A Kick: The defense can block any field goal or extra point with a rushing attack. Selecting a blocking formation for a punt will increase your chances of blocking a punt, but it eliminates any chance of a runback (if one is possible).

TIME OUTS

Each team can have the standard three time outs per half. The **Period key (.)** calls a time out for the visitors and the **X key (X)** calls a time out for the home team. Press the time out key again to end the time out. "Hash marks" next to the team names on the scoreboard indicate the number of time outs remaining.

PAUSING THE GAME

Press the **Spacebar** to pause the game without charging a time out. Press the **Spacebar** again to resume the game.

PENALTIES

There are two 5-yard penalties that can be called by the referee and cannot be declined:

Offense: Delay of Game (called only if the 30-second clock is active)

Defense: Offsides

SCORING

Touchdown: 6 Points

Extra Point: 1 Point

Field Goal: 3 Points

Safety: 2 Points

RESTARTING

Press **SYSTEM RESTART** to reboot your computer and start a new game. Any games in progress at the time of the reboot will be cleared.

STRATEGY TIPS

The computer defensive player can remember (for a short time) any plays you call frequently. If he spots a familiar pass play, chances are you'll be intercepted. So to keep the computer player "on his toes", mix up your offensive plays.

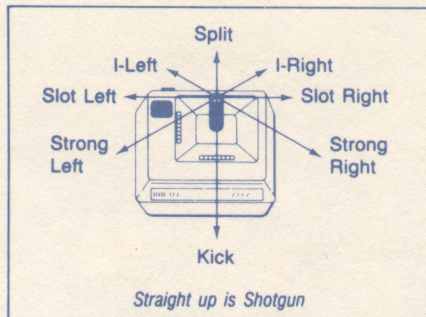
When playing the running game, follow your blockers and run to daylight (Thanks Vince Lombardi).

When you are playing the game for the first time, use the Shotgun formation and the Streak pass patterns a few times to get used to the passing game.

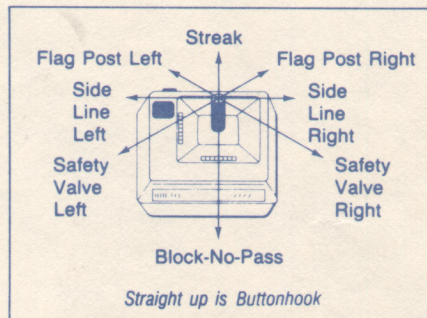
When playing Defense play bump and run with the receivers.

Try a trick play. An effective one is the fake field goal. It's possible — and embarrassing to the defense when it works.

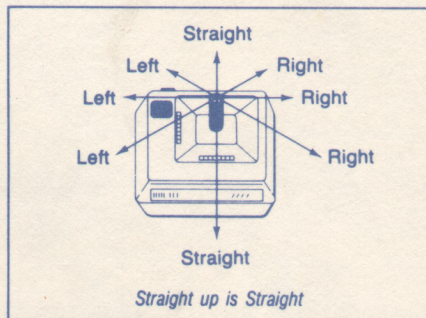
OFFENSE PLAYS



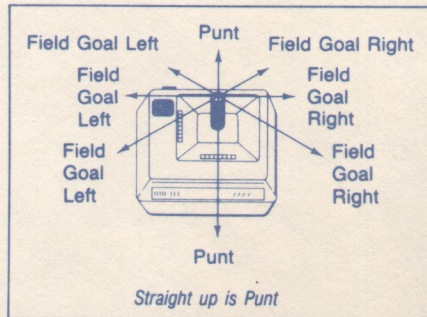
FORMATIONS



PASS PATTERNS (2)

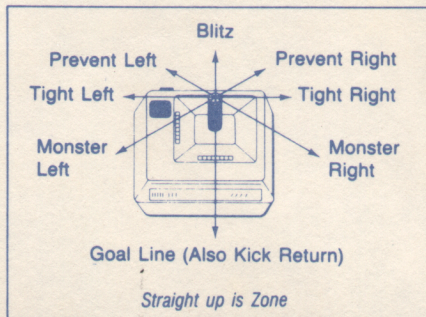


LINE BLOCKING

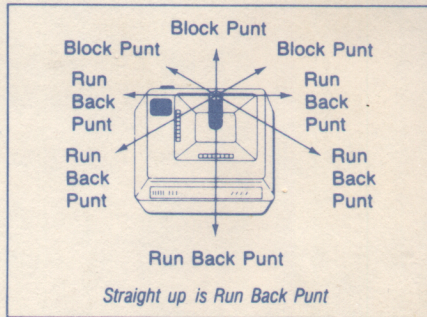


KICKING

DEFENSE PLAYS



FORMATIONS



AGAINST KICK

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