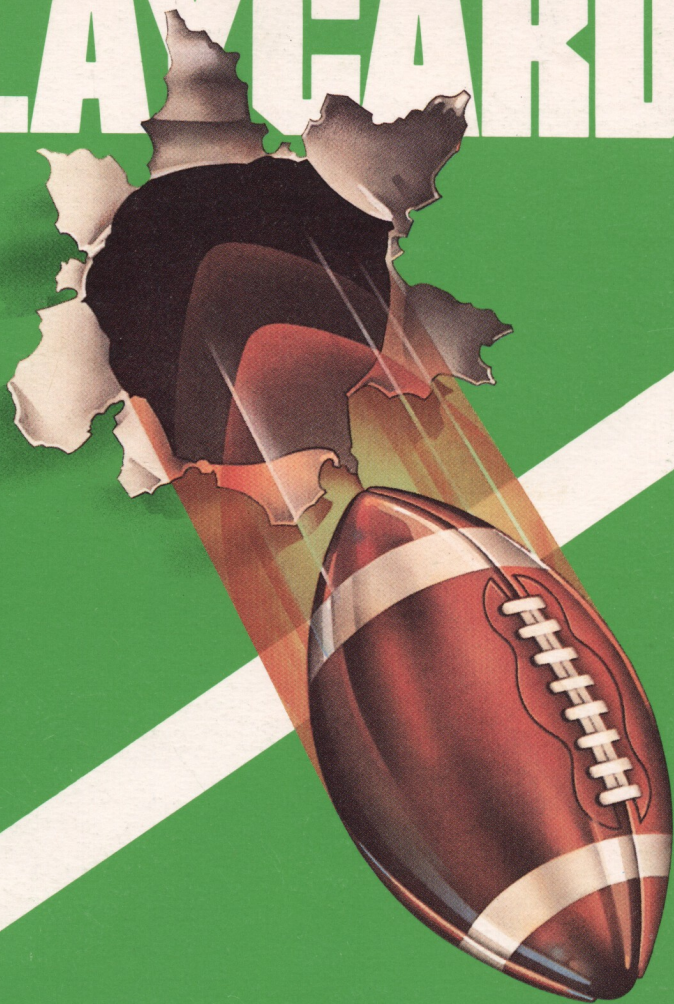


PLAYCARD





OFFENSIVE PLAYS

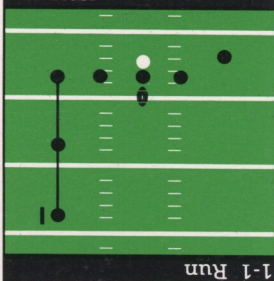
HELPFUL HINT

To pass the football successfully, you must learn to coordinate your joystick movements with the pressing and releasing of the fire button **and** the motion of the pass receiver. Your chances of completing a pass are greatest when you release the fire button as the receiver arrives at one of the "cut points," indicated by dots on the playchart.

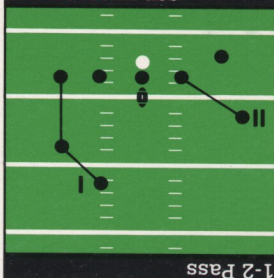
For Visiting Team, or joystick 2 player

This playchart should be placed between two players, with the defensive plays nearest the TV screen. Turn the playchart around each time the football changes hands—when the offense runs out of downs or gives up the ball through a

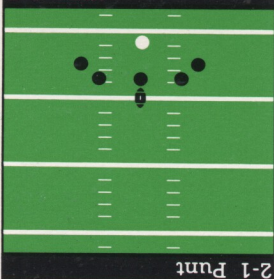
1-1 Run



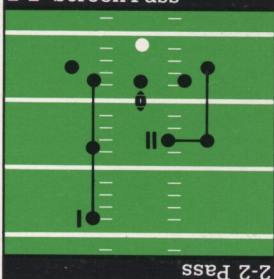
1-2 Screen Pass



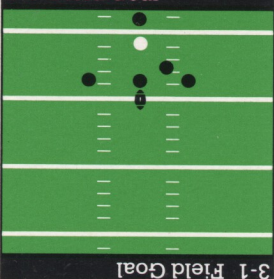
2-1 Punt



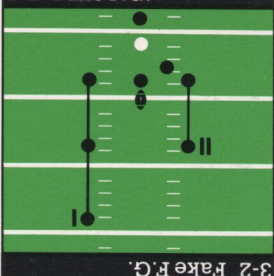
2-2 Screen Pass



3-1 Field Goal



3-2 Fake F.G.

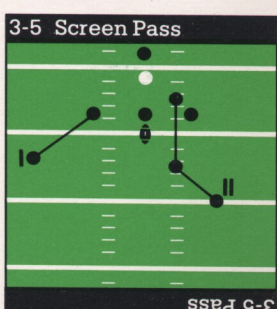
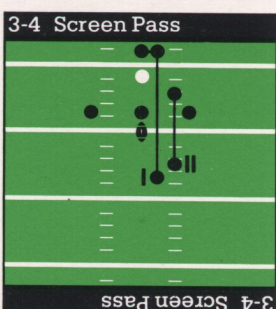
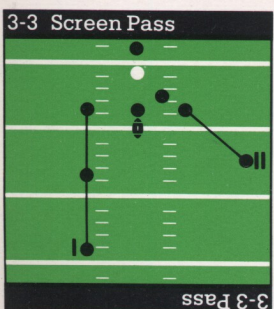
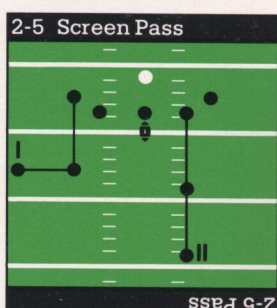
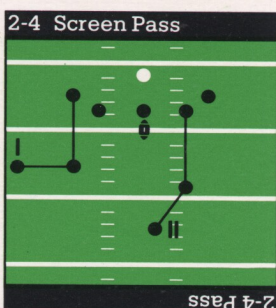
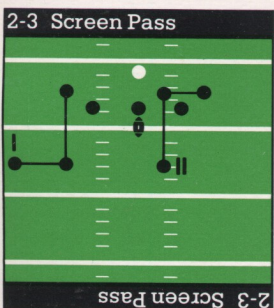
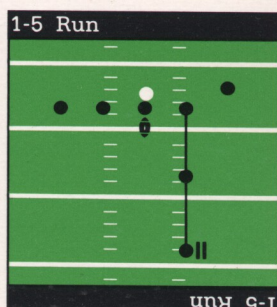
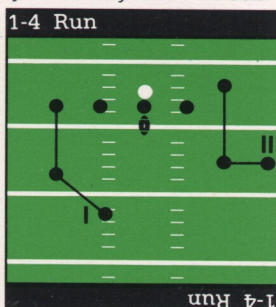
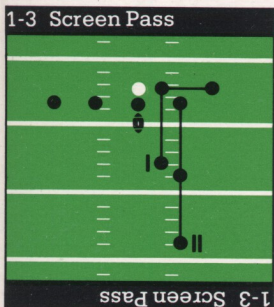


punt, an interception, a score, or a missed field goal—and at the end of each quarter, including halftime. This will ensure that the direction of play shown on the playchart matches the actual movements you see on your TV screen.

HELPFUL HINT

To pass the football successfully, you must learn to coordinate your joystick movements with the pressing and releasing of the fire button **and** the motion of the pass receiver. Your chances of completing a pass are greatest when you release the fire button as the receiver arrives at one of the "cut points," indicated by dots on the playchart.

punt, an interception, a score, or a missed field goal—and at the end of each quarter, including halftime. This will ensure that the direction of play shown on the playchart matches the actual movements you see on your TV screen.



For Home Team, or joystick 1 player
This playchart should be placed between two players, with the defensive plays nearest the TV screen. Turn the playchart around each time the football changes hands—when the offense runs out of downs or gives up the ball through a

OFFENSIVE PLAYS





DEFENSIVE PLAYS

HELPFUL HINT

You can transfer control from one player to another by pressing the fire button—but remember, you can do this **only once each play**, so it's as important to know **when** to switch control as it is to know **how** to switch control.

On defense, you can transfer control to the player nearest the ball carrier in the following situations:

- After the ball carrier has crossed the line of scrimmage.
- As soon as a pass is completed.

You can transfer control from one player to another by pressing the fire button—but remember, you can do this **only once each play**, so it's as important to know **when** to switch control as it is to know **how** to switch control. On defense, you can transfer control to the player nearest the ball carrier in the following situations:

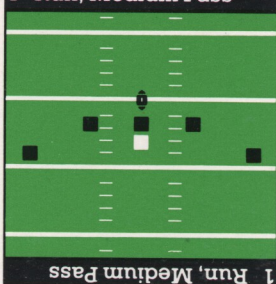
- After the ball carrier has crossed the line of scrimmage.
- As soon as a pass is completed.

HELPFUL HINT

DEFENSIVE PLAYS



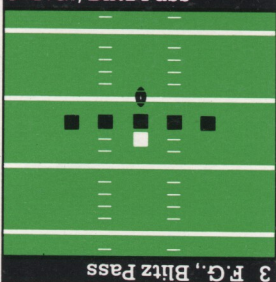
1 Run, Medium Pass



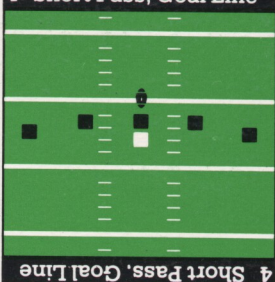
2 "Prevent" Pass



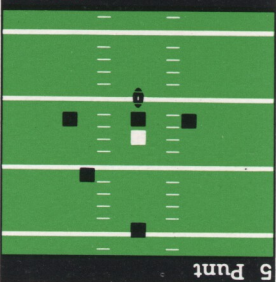
3 F.G., Blitz Pass



4 Short Pass, Goal Line



5 Punt





FIELD GOAL COMPLETION TABLE

*When the line of
scrimmage is:*



*Your chances
of making a
field goal are:*

1 yard or less



99%

2–5 yards



95%

6–13 yards



92%

14–17 yards



88%

18–21 yards



85%

22–25 yards



83%

26–29 yards



80%

30–33 yards



72%

34–37 yards



69%

38–41 yards



60%

42–45 yards



52%

46–49 yards



31%

50 yards or more



0%



Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

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MODEL RX8029

CO24899-001 REV. A K.I. 6. 1987.

