

BACKYARD FOOTBALL 2006  
MANUAL FRONT COVER

## BACKYARD FOOTBALL® 2006

### TABLE OF CONTENTS

First Things First.....	3
System Requirements .....	3
The ReadMe File .....	3
Setup and Installation .....	4
Controls .....	5
Saving and Loading.....	9
Welcome to Backyard Football™ .....	11
Treehouse Menu .....	11
Options.....	12
Pick-up Game (1-2 Players) .....	14
Season Play (1 Player) .....	19
Good Day, Bad Day .....	25
Kick Off! .....	26
Power Moves.....	28
Pause Menu .....	32
The Goods .....	32
Official BFL Rules.....	33
Credits .....	37
Atari Web Sites .....	39
Technical Support .....	39
End-User License Agreement .....	41

### FIRST THINGS FIRST

#### SYSTEM REQUIREMENTS

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® III 733 MHz or higher
Memory:	128 MB RAM (256 MB for XP/2000)
Hard Disk Space:	600 MB Free
CD-ROM Drive:	8X Speed or faster
Video:	32 MB SVGA video card (Windows® 98/ 98SE/Me/2000/XP-compatible)
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0b or higher (DirectX® version 9.0c included)

*\*Indicates device should be compatible with DirectX® version 9.0c or higher.*

#### THE README FILE

The *Backyard Football™ 2006* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Backyard Football 2006* directory found on your hard drive (usually C:\Program Files\Atari\Backyard Football 2006). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Backyard Football 2006*, and then on the ReadMe file.

## SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Backyard Football 2006* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Backyard Football 2006* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/*Backyard Football 2006*/*Backyard Football 2006* to start the game.

**Note:** You must have the *Backyard Football 2006* game disc in your CD-ROM drive to play.

## INSTALLATION OF DirectX®

The *Backyard Football 2006* CD-ROM requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

## CONTROLS

### General Game Play

	Gamepad	Keyboard/Mouse	Keyboard
Pause	Enter	Esc	Esc
Move Active Player	L-Stick	Move Mouse	Arrow keys

### Play Selection

	Gamepad	Keyboard/Mouse	Keyboard
Cycle Formations	D-Pad, L Stick	Mouse click	Arrow keys/ Mouse/B,F,D,V
Select Play	1,2,3,4	Mouse click	Mouse click
Flip Play	6,5	Mouse click	Mouse click

### Pre-Hike - Offense

	Gamepad	Keyboard/Mouse	Keyboard
Snap Ball	1	Mouse click	B
Camera Pullback/ Toggle Routes	6 (Hold)	ALT (Hold)	ALT (Hold)

### Offense - QB

Gamepad

	Gamepad	Keyboard/Mouse	Keyboard
Pass to Receiver 1	1	L-click	B
Pass to Receiver 3	3	R-click	D
Pass to Receiver 2	2	D	F
Power Move Initiate	5	ALT	ALT
Toggle between Run and Pass	6	G	G

### Offense - Ball Carrier

	Gamepad	Keyboard/Mouse	Keyboard
Dive	4	V	V
Stiff Arm (Closest Tackler)	1	L-click	B
Sprint	6	Spacebar (Hold)	Spacebar (Hold)
Juke	R Stick, left/right	C, X	C, X
Jump	2	R-click	F
Spin	3	D	D
Power Move Initiate	5 (Hold)	ALT Hold	ALT Hold

### Offense - Ball in Air

	Gamepad	Keyboard/Mouse	Keyboard
Control Receiver	1	L-click	B
Jump for Pass	2	R-click	F

### Pre-Hike - Defense

	Gamepad	Keyboard/Mouse	Keyboard
Cycle through Defenders	1, 2	L-click, R-click	B, F
Camera Pullback/ Toggle Routes	6	ALT (Hold)	ALT (Hold)

### Defense - Game Play

	Gamepad	Keyboard/Mouse	Keyboard
Jump	2	R-click	F
Control Player Closest	1	L-click	B
Diving Tackle	4	V	V
Sprint	6 (Hold)	Spacebar (Hold)	Spacebar (Hold)
Spin	3	D	D
Power Move Initiate	5 (Hold)	ALT (Hold)	ALT (Hold)

### ***Kick - Field Goal & Punt***

	Gamepad	Keyboard/Mouse	Keyboard
Adjust Kick Direction	D-Pad, L Stick	Move Mouse	Arrow Keys
Start/Stop Kick Meter	2	L-click	B

### ***Power Moves Offense***

	Gamepad	Keyboard/Mouse	Keyboard
Flying Dive (RB)	5 + 4	ALT + V	ALT + V
Sky High	5 + 2	ALT + R-click	ALT + F
Chi Blast or Vapors (RB)	5 + 3	ALT + D	ALT + D
Invincibility, Oh So Pretty, or Cooties	5 + 1	ALT + L-click	ALT + B
Rocket Launcher (QB)	5 + 1, 2, 3	ALT + L-click or R-click or D	ALT + B, F, D

### ***Power Moves Defense***

	Gamepad	Keyboard/Mouse	Keyboard
Sky High	5 + 2	ALT + F	ALT + F
Flying Dive or Monster Tackle	5 + 4	ALT + V	ALT + V
Invincibility, Oh So Pretty, or Cooties	5 + 1	ALT + L-click	ALT + B
Chi Blast or Vapors	5 + 3	ALT + D	ALT + D

### **CUSTOM CONFIGURATION**

You can create your own custom controller configuration by simply going to the OPTIONS screen and selecting CONT. CONFIG. That will take you to the CONTROLLER SETUP screen where you can toggle between Gamepad, Keyboard/Mouse, or Keyboard. Then just highlight the action you want to change and press the key/button you want to change it to. If you make a mistake you can reset the default settings by clicking on the DEFAULT button at the bottom of the screen.

### **SAVING AND LOADING**

Your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply enter Season Mode with the same team loaded. To change to a different team, in the Season Hub, select Edit Teams

### **WELCOME TO BACKYARD FOOTBALL™**

Do you have what it takes to create a winning football team? Here's your chance to find out! Build the championship team of your dreams and play with the pros in your own backyard. Create the lineup, take the field and control all of the action. The *Backyard Football* game includes kid versions of long-passing, tough-tackling, fast-running National Football League™ players including Daunte Culpepper, Peyton Manning, Ahman Green, and Tom Brady.

### **TREEHOUSE MENU**

The Treehouse Menu is the starting point for all of the Backyard Football League (BFL) action. You can choose from the following options:

**QUICK GAME (1 Player)** – Jump right into a single afternoon pick-up game where the field and game rules, teams, players, venues are picked for you.

**PICK-UP GAME (1-2 Players)** – Play a single afternoon pick-up game where you get to pick the teams, players, venues and field and game rules (see page 14 for details).

**SEASON PLAY (1 Player)** – Coach a team through a 14-game season for a chance to make it to the playoffs and the ultimate Cereal Bowl Championship game (see page 17 for details).

**THE GOODS** – Check out all of the BFL championship trophies and All-Time High Scores and the list of coaches who won them. You can also Meet the Players and check out all of your unlockable Goodies (see page 32 for details).



**PROFILES** – Add, delete or load a profile.

**OPTIONS** – Adjust game rules, field rules, and sound settings (see below).

## OPTIONS

The options settings accessed from the Treehouse are saved to your profile. These settings are the default settings for all play modes, but can be adjusted again in a Pick Up Game or when setting up a new Season.

Use the **left mouse button** to toggle through the choices. Click the **ACCEPT button** at the bottom of the screen to save your settings, or press the **BACK button** to cancel and go back to the Treehouse Menu.

## GAME RULES SCREEN

You can adjust the following settings:

**Difficulty:** Choose between Easy, Normal and Hard difficulty levels.

**Power Moves:** Turn the Power Moves ON/OFF.

**Helmets:** Play with player Helmets ON/OFF.

**Tutorial:** Turn ON/OFF the in-game Tutorial help text.

When on, pop up text boxes will appear offering gameplay hints and tips.

**Player Assist:** Turn OFF Player Assist or choose 1 BUTTON PLAY. With 1 BUTTON PLAY selected, click the **left mouse button**, or **enter on the keyboard** to begin the play on either offense or defense. To pass, click the **left mouse button** or **enter on the keyboard** and the AI (artificial intelligence) will pick the most open receiver. The AI will also run the entire play for you if you do nothing.



**Recommended Play:** Choose to have the Recommended Play feature set to TOGGLE or ALWAYS ON. For TOGGLE, **click the left mouse button** on Chuck's Pick at the bottom of the playbook. **Press the left mouse button** on the corresponding square to select that play. When ON, Chuck Downfield will recommend the best play for the current game situation and it will be highlighted in the playbook before each snap.

## FIELD RULES SCREEN

You can adjust the following settings:

**First Downs:** Toggle between NONE, 2-COMPLETIONS, and 10 YARDS. When on NONE there are no first downs, you have four plays to score or your opponent gets the ball at the last line of scrimmage. For 2-COMPLETIONS you must complete 2 passes over the line of scrimmage for a first down. When on 10-YARDS you get four plays to make 10 yards.

**Win Condition:** Toggle between POINTS to play a game to a set amount of points, or TIME to play a game to a set time per quarter.

**Set Time OR Set Points:** If the WIN CONDITION is set to Time, set the quarter length. For POINTS, choose how many points you want to play for.

**Weather:** Select from the available weather conditions for the selected field. If in season mode you can choose to play in RANDOM weather conditions or ALWAYS SUNNY conditions.

**Home Rules:** This setting applies to the defaults for Season Mode only. Choose to play by your Field Rules for HOME GAMES ONLY or ALL GAMES.



## SOUND & DISPLAY SCREEN

You can adjust the following settings:

**Camera Position:** Choose from a variety of camera positions.

**Menu Music:** Adjust the menu music volume level.

**Sound FX:** Adjust menu sound effects volume.

**Commentary:** Before and during and after games, Sunny Day and Chuck Downfield will supply color commentary and play-by-play analysis. Adjust commentary volume here.

**Kid Chatter:** Adjust player chatter volume.

**Background Sound:** Adjust crowd and field sounds volume.



## PICK-UP GAME (1-2 PLAYERS)

A pick-up game is a single game between two teams. The results of a pick-up game are not saved — they will not affect your Season Play career statistics.



## SELECT TEAMS SCREEN

### Controller Select: 1 Player

For 1-player gameplay against the CPU, click the left or right arrows with the **left mouse button** on the bottom box underneath the Home team slot or the Away team slot. You can choose between using the keyboard and mouse, the keyboard only, or a gamepad.

### Controller Select: Multi-Player

For multi-player gameplay, both players should determine who is going to be the home team, and who is going to be the away team, and which controllers each person is going to use.

Use the **left mouse button** and click on the arrows to the left or right of the Home team slot or the Away team slot to pick teams. You are free to choose from all 32 national Football League™ teams and 19 Backyard teams.

### Customize Team

Using the **left mouse button**, click the customize button at the very bottom of the Home team slot or the Away team slot to customize any of the Backyard teams.

#### Primary Color

Using the **left mouse button**, click the left or right arrow buttons to toggle through the colors available to set your team's Primary uniform color.

#### Secondary Color

Using the **left mouse button**, click the left or right arrow buttons to toggle through the colors available to set your team's Secondary uniform color.

When ready, click the **ACCEPT button** at the bottom of the screen, using the **left mouse button**, to accept a team.



### SELECT FIELD SCREEN

Choose from seven different football fields plus one unlockable bonus field, including, McMillan and Sons Junkyard, Big Wood Forest, Swirling Meadows Trailer Park, Bourne Free Kilt Co. Warehouse, Lighthouse at Chicken Rock, and more. Use the **left mouse button** and click the left or right arrows on either side of the field name to cycle through the fields and click the **ACCEPT button** at the bottom of the screen to view each field's details. In the field detail pop up screen you can change the weather effect (if available on the field) and change the size of the field from Regulation to Short.



Once you find that perfect field, click the **ACCEPT button** to continue.

### FIELD RULES SCREEN

Adjust the field rules for your Pick Up game (see page 13 for details). Some rules are grayed out as they apply to the Season Mode path only.

Using the **left mouse button**, click the **ACCEPT button** to accept your rules settings and continue.

### GAME RULES SCREEN

Adjust the game rules for your Pick Up game (see page 12 for details).

Using the **left mouse button**, click the **ACCEPT button** to accept your rules settings and continue.

### PICK PLAYERS SCREEN

#### Pick Players

Teams alternate picking players, until both teams have chosen seven kids. Select from 10 National Football League players as kids, as well as 21 Backyard regulars or create your own "custom" players. There are four bonus NFL players that can be unlocked by achieving certain tasks. Check the Unlockables screen to find out how to make these bonus players available in this screen (see page 33 for details).



To scroll between players, use the **left mouse button** to click the arrows to the left or right of the row of kids. Using the **left mouse button**, click the arrows on either side of the category name to change sort options such as "Alphabetical," "Rushing" and "Passing."

Using the **left mouse button**, click the highlighted square in the middle of the row of kids to select that kid for your team. As kids are chosen, their box is grayed out and they appear with a P1 (Home team) or P2 (Away team) in their box. The home team's roster is shown vertically on the right side of the screen as the players are chosen. The away team is always on the left.

#### Player Statistics

Each kid has certain strengths and weaknesses in the following skill categories:

**Rushing:** Rushing measures a player's speed and acceleration.

**Passing:** The Passing stat indicates the player's pass accuracy and strength.

**Catching:** Catching measures the player's ability to catch a ball taking into consideration their hand-eye coordination.

**Blocking:** The Blocking stat indicates the player's strength and balance.

**Defense:** Defense measures a player's ability to size up the opponent and defend them appropriately.

**Tackling:** The Tackling stat indicates the player's aggression when tackling an opponent.

**Kicking:** Kicking takes into consideration the player's kicking strength and accuracy.

Click the highlighted square in the middle of the row of kids to pick a player, or click the **BACK button** to go back to the previous menu.

#### Custom Players

To begin, in Pick Players, click on the icon with a question mark on it. This will take you to the Create a Player menus. Create a name for your player, and then customize the physical attributes, accessories and skills. Use the **left mouse button** to distribute the available skill points across the skill categories and click the **ACCEPT button** to finalize your new player. Note: There is a maximum of 13 Custom Players across all profiles.

Once each team has chosen seven players, the game will begin. **Note:** Press the **ESC button** at any time if you want to skip the rest of setup and Quick Start the game. The rest of your players will be picked for you automatically (or for both teams in two-player mode).

#### PRE-GAME COMMENTARY

Before the game begins, commentators Sunny Day and Chuck Downfield will introduce themselves and setup the gameplay. While you view a flyby of the field and the Match Up. The Match Up will show you the competing teams and the kids on each team. It will also show who is having a good, bad or even day. If you want to get right into the action, you can click the **CONTINUE button** at the bottom of the screen to skip the commentary. Get ready to play football, and good luck!

## SEASON PLAY (1 PLAYER)

Coach a team through a 14-game season for a chance to make it to the playoffs and the ultimate Cereal Bowl Championship game.

### SELECT TEAMS SCREEN

#### Pick a Team

Use the **left mouse button** and click the left or right arrows on either side of the team logo to pick a Season team. You are free to choose from all 32 National Football League™ teams and 19 Backyard teams.

#### Custom Team

Click the **CUSTOMIZE button** to customize any of the Backyard teams.

#### Primary Color

Using the **left mouse button**, click the arrows on either side of the slider bar to select your team's Primary uniform color.

#### Secondary Color

To select your team's Secondary uniform color, use the **left mouse button** to click on the arrows on either side of this slider bar.

When ready, click the **ACCEPT button** to accept a team.



### SELECT FIELD SCREEN

Choose your home field from seven different football fields plus one unlockable bonus field, including, McMillan and Sons Junkyard, Big Wood Forest, Swirling Meadows Trailer Park, Bourne Free Kilt Co. Warehouse, Lighthouse at Chicken Rock, and more. Use the **left mouse button** to click on the arrows to the left and the right of the field names to cycle through the fields. Click on the **ACCEPT button** to view each field's details. In the field detail pop up screen you can change the size of the field from Regulation to Short. (will the weather option be put back into this menu?) Once you find that perfect field and have it setup to your specifications, click the **ACCEPT button** with the **left mouse button** to continue.



### FIELD RULES SCREEN

Adjust the field rules for your Season (see page 13 for details).

Click the **ACCEPT button** to accept your rules settings and continue.

### GAME RULES SCREEN

Adjust the game rules for your Season (see page 12 for details).

Click the **ACCEPT button** to accept your rules settings and continue.

### PICK PLAYERS SCREEN

To round out your team of seven, select from 10 National Football League players as kids, as well as 21 Backyard regulars or create your own "custom" players. There are 4

bonus NFL players and 1 Backyard kid that can be unlocked by achieving certain tasks. Check the Unlockables screen to find out how to make these bonus players available in this screen (see page 33 for details).

To scroll between players, use the **left mouse button** to click the arrows to the left or right of the row of kids. Using the **left mouse button**, click the arrows on either side of the category name to change sort options such as "Alphabetical," "Rushing" and "Passing."

Using the **left mouse button**, click the highlighted square in the middle of the row of kids to select that kid for your team. As your players are chosen, they are grayed out. Your Season team's roster is shown vertically on the right hand side of the screen as the players are chosen.

**Note:** Press the **ESC button** at any time if you want your players to be picked for you automatically.

### Player Statistics

Each kid has certain strengths and weaknesses in the following skill categories:

**Rushing:** Rushing measures a player's speed and acceleration.

**Passing:** The Passing stat indicates the player's pass accuracy and strength.

**Catching:** Catching measures the player's ability to catch a ball taking into consideration their hand-eye coordination.

**Blocking:** The Blocking stat indicates the player's strength and balance.



**Defense:** Defense measures a player's ability to size up the opponent and defend them appropriately.

**Tackling:** The Tackling stat indicates the player's aggression when tackling an opponent.

**Kicking:** Kicking takes into consideration the player's kicking strength and accuracy.

Click the highlighted square in the middle of the row of kids to pick a player, or click the BACK button to go back to the previous menu.

#### Custom Players

To begin, in Pick Players, click on the icon with a question mark on it. This will take you to the Create a Player menus. Create a name for your player, and then customize the physical attributes, accessories and skills. Use the **left mouse button** to distribute the available skill points across the skill categories and click the **ACCEPT button** to finalize your new player. Note: There is a maximum of 13 Custom Players across all profiles.



#### SEASON HUB SCREEN

From the Treehouse, when you select Season Mode, the game will automatically load the last-played Season team from your profile.

**Play:** Play next scheduled Season game.

**Schedule:** View the season schedule and track the win/loss results of each game. During the playoffs, you can view all of the match-ups and results in this screen as well.

**Standings:** View each team's Win/Loss record and Divisional standings.

**Statistics:** View your player and team statistics as well as track your players' achieved Milestones.

**Strategy:** Set your team's offensive, defensive and special teams player positions.

**Playbook and Customize Playbook:** View all of the plays in your team's playbook. From here you can also switch out old plays for new plays, choosing from over 100 plays.

**Edit Teams:** Create or Load a new Season Team or Delete an old Season team.

**Options:** View and edit your Game Rules, Field Rules and Sound & Display settings for your Season.

**BACK:** Exit the current season and return to the Treehouse Menu.



## STATISTICS

**PLAYER STATS:** These are tracked for each player.

### Rushing

Rushing yards (YDS)  
Rushing carries (CAR)  
Rushing touchdowns (TD)  
Average rushing yards (AVG)

### Passing

Passing yards (YDS)  
Total yards (TOT)  
Passing touchdowns (TD)  
Completed passes (COMP)  
Passing percentage (%)

### Receiving

Receptions (REC)  
Reception yardage (YDS)  
Yards per catch (YPC)  
Touch down receptions (TD)

### Kicking

Field goals (FG)  
Longest Field goal (LFG)  
Extra points (XP)  
Punts (PNT)  
Longest Punt (LPNT)

### Returns

Returns (RET)  
Return touchdowns (TD)  
Return yardage (YDS)  
Yards per return (YPR)  
Longest return (LG)

### Defense

Tackles (TCKL)  
Sacks (SCK)  
Interceptions (INT)  
Fumble Recoveries (FM)  
Defensive points scored (DPS)

**TEAM STATS:** These are tracked for each team.

### Rushing

Rushing yards (RYDS)  
Rushing touchdowns (RUSH)  
Total yards (TOT)

### Passing

Passing yards (PYDS)  
Passing touch downs (PTD)  
Passing percentage (PAS%)

### Kicking

Field goals (FG)  
Extra points (XP)  
Punts (PUNT)

### Defense

Tackles (TCKL)  
Sacks (SCK)  
Interceptions (INT)  
Fumble Recovery's (FM)  
Defensive points scored (DPS)

## PRE-GAME COMMENTARY

Before the game begins, commentators Sunny Day and Chuck Downfield will introduce themselves and setup the gameplay. If you want to get right into the action, you can click the **CONTINUE button** at the bottom of the page to skip the commentary. Get ready to play football, and good luck!

## GOOD DAY, BAD DAY

As with any real-life kid, the kids in the Backyard can be having a Good Day or a Bad Day on any given game. At the Pre-Game Matchup screen you can see which kids are having a good day (Sun+), a bad day (Thundercloud-), or a neutral day (white cloud). These elements will affect the kid's stats. Good days will make one or more of the kid's stats increase, a bad day will make them decrease. Neutral day means no change to that kid's stats.

Sometimes the good/bad day assignment is random, but there are also relationship reasons why an individual kid would be having a good day versus a bad day. For example Angela Delvecchio plays better if she's on the same team as her brother Tony because her natural sense of sibling competition makes her play even better. Tony, on the other hand, plays worse because his annoying little sister is on his team. The Webber twins always play better when they are paired up on the same team. Must be that twin psychic connection!

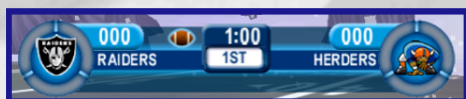


## KICK OFF!

*Backyard Football 2006* is an easy game to play, but a difficult game to master. Use the following section to learn more about offense, defense, running, passing, tackling, kicking and our new power move feature!

## THE HUD

HUD is short for Heads Up Display. You will find all of the pertinent game info contained within the HUD.



## THE PLAYBOOK

At the beginning of each play your playbook will slide on screen. You have 4 pages with 4 plays on each page, plus a Kicking page if you are playing on a regulation field. Using the mouse, drag the mouse icon over the tabs at the top of the playbook to cycle through the different pages and view your plays.

Each play shows icons of your players and their play routes for that specific play. Each play icons contain the following information:

- R:** This indicates that the play is a Run play.
- P:** This indicates that the plays is a Pass play
- K:** This indicates that the play is a Kicking play.
- Yellow Circle:** Indicates a player in a zone defense.



## Red line:

**Defense** – Your defenders will rush the Quarterback.

**Offense** – This is your Quarterback's route.

**Blue line:** This is the Running Back's route.

**Yellow line:** These are your Wide Receivers' routes.

**White line:** These are your Blockers' routes.

## GAME ICONS

### Active Player

A colored football below your player will show you who you control.



### Kick Meter

On kicking plays, the Kick Meter will appear off to the side. First adjust the direction of the kick by dragging the mouse icon to the left or right of your screen. Then click the **left mouse button** once to start the meter, click the **left mouse button** again for the desired power, then click the **left mouse button** one more time for accuracy.



### Passing Icons

Each of your receivers will have an icon over their head indicating which button you need to press to pass the ball to them.



## **POWER MOVES**

Power Moves add some real arcade action to your football game. There are a certain number of Power Moves that are shared among all of the kids, but some are kid-specific. One kid may have "Oh So Pretty" and another may have "The Vapors."

There are many ways of earning power for your Power Meter. Doing almost anything good will get you some juice; certain good plays will get you more. A touchdown or a sack is an example of plays that will earn you a little more than normal power.

Be sure to check your Power Meter in the HUD to see how much juice you have. You need at least one third of your meter full to be able to do a Power Move and some require an entirely full meter to implement.

Sprinting will also drain your Power Meter so use it sparingly.

### **Chi Blast**

Unleash the Sonic Boom to knock down opposing fielders with a super-powerful shockwave.

### **Oh So Pretty**

No one can resist your charm. Run past them as they wander around aimlessly, smitten by your beauty.

### **The Vapors**

Oh gross! An eruption of stench so foul it will knock opponents down all around you. Use this opportunity to run past them uncontested.

### **Cooties**

Cooties! No one wants to get near you; they will run the opposite direction in disgust.



### **Invincibility**

Unveil an impenetrable shield in front of you and plow through your opponents.

### **Sky High Power Jump**

A rocket blast from below will propel you high into the air to get a pass or interception. Or it will launch you safely over the front line to escape your opponents.

## **OFFENSE ONLY**

### **Tackle Breaker**

Spiral your way through would-be tackles with this move.

### **Rocket Launcher (Quarter Back only)**

Blast a rocket right past the defenders into the waiting arms of your receiver.

## **DEFENSE ONLY**

### **Flying Dive**

Spin your way through blockers to get the ball carrier.

### **Monster Tackle**

Unleash your inner monster to destroy the front line and crush the ball carrier!

### POWER MOVES PER PLAYER CHART

Each kid in the Backyard has the Sky High Power Jump, Tackle Breaker, and Rocket Launcher Power Move. The rest of the moves are distributed among the players like so:

Player	Chi Blast	Oh So Pretty	Vapors!	Coolies	Invincibility	Flying Dive	Monster Tackle
Achmed Khan			X		X	X	
Amir Khan	X			X			X
Angela Delvecchio	X	X					X
Annie Frazier	X	X					X
Ashley Webber	X	X				X	
Dante Robinson			X		X	X	
Dmitri Petrovich			X	X		X	
Ernie Steele			X	X		X	
Jocinda Smith		X					X
Kiesha Phillips			X		X	X	
Kimmy Eckman	X	X				X	
Lisa Crockett	X			X		X	
Luanne Lui	X	X					X
Maria Luna	X	X				X	
Marky Dubois			X	X		X	
Pablo Sanchez			X		X		X
Pete Wheeler			X	X		X	

Player	Chi Blast	Oh So Pretty	Vapors!	Coolies	Invincibility	Flying Dive	Monster Tackle
Reese Worthington			X		X		X
Ricky Johnson			X	X		X	
Sidney Webber	X	X				X	
Tony Delvecchio		X	X			X	
Barry DeJay	X	X					X
Abner Doubleplay			X	X		X	
Super Clone			X	X		X	
Tom Brady	X	X				X	
Mike Vick	X			X		X	
Donovan McNabb	X	X				X	
Matt Hasselbeck	X			X		X	
Daunte Culpepper	X				X		X
Priest Holmes	X				X		X
LaDainian Tomlinson			X		X	X	
Marvin Harrison			X		X	X	
Torry Holt	X			X		X	
Brian Urlacher	X				X		X
Peyton Manning		X				X	
Michael Strahan	X				X		X
Tony Gonzalez	X			X		X	
Ahman Green			X		X	X	



## PAUSE MENU

When things get hectic, you can pause the game by pressing the **ESC button**. From the Pause menu, you can choose from the following options:

**Resume Game:** Resume playing the game.

**Strategy:** Modify your team's offensive, defensive and special teams player positions.

**Replay:** Replay the last play of the game.

**Options:** Go to the Options Menu (see page 12 for details). Some Rules will not be changeable during a game.

**Quit to Treehouse:** Quit the current game. Note: If you select this option during Season Mode, your progress in the current game will not be counted toward your season totals.



## THE GOODS

### MEET THE PLAYERS

Check out all of the Backyard Kids and pro kids in the league. View each player's background information and skill ratings, or hear them tell stories about their lives.

### HIGH SCORES

Check out all of leading team and player statistics across all profiles.

### TROPHY CASE

Click on Trophy Case to view all the official BFL trophies and who has earned them.



## UNLOCKABLES

Click on Unlockables to display the Unlockables screen. This screen shows all of the game extras that you have already unlocked and tells you how to unlock more! Use the **left mouse button** to click the left or right arrows to see more goodies.

## CREDITS

Click on Credits to view a list of the people who helped create this game.

## OFFICIAL BFL RULES

The official rules of the Backyard Football League are drawn from National Football League™, but some rules have been slightly modified for BFL play:

### POSSESSION

Home team determines order of possession. The Away team receives the kickoff in the first half, and the Home team receives the kickoff to begin the second half.

The kicking team kicks off from its own 40-yard line on regulation fields. On short fields there is no kick off so the home team gets first possession on approximately the 20 yard line. Though, on short fields there are no yard markers. Just like real backyard games!

**On regulation fields with regulation field and game rules:** The offensive team has four chances or "downs" to advance the ball 10 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the defensive team's 10-yard line, the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 10 yards after four downs, then possession is given to the opposing team at the spot of the ball.

However, the offensive team may elect to kick a field goal or punt to the defensive team on the fourth down. If a field goal is missed from outside the defensive team's 20-yard line, the opposing team receives possession at the last spot of the ball. If a field goal is missed from inside the defensive team's 20-yard line, the opposing team receives possession at the 20-yard line.

#### **NEW BACKYARD POSSESSION OPTIONS**

**In this game we give you the option to choose between:**

- Four plays to make 10 yards – Noted above.
- 2 completions make a first down – You have 3 plays to complete 2 forward passes over the line of scrimmage to make a first.
- No first downs – You have 4 plays to score or the ball is turned over to the other team at the last spot of the ball.

#### **NUMBER OF PLAYERS**

Each team consists of seven players.

#### **TIME**

In time-based games, the game is divided into four quarters. The player can adjust the length of the quarters.

The game clock stops after every play.

A traditional digital countdown clock keeps time.

In Single Game mode and Season Play mode, you can choose to play with a play clock. The play clock allows each coach only 20 seconds to choose a play from his or her playbook. Otherwise, the computer will select the first play on the displayed playbook page after 20 seconds. With this setting, the center will snap the ball automatically 5 seconds after the team returns to the field.

If the score is tied at the end of regulation play, the game will go into Sudden Death Overtime. Possession is given to the Home team first. Time is not kept and the game continues until a team scores, winning the game.

#### **PASSING**

An offensive player can only pass the ball from behind the line of scrimmage. Only one forward pass is permitted per play.

All forward passes that touch the ground are considered dead.

#### **RUNNING/RECEIVING**

Only players with icons above their heads are eligible to receive a pass.

The ball is spotted at the farthest point it was advanced when the ball carrier's knee/back/bottom touched the ground.

A player must have at least one foot in bounds when making a reception. Otherwise the pass is ruled incomplete.

#### **TURNOVERS**

A ball that is dropped by a ball carrier is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

The recovering team may advance fumbles.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team. However, any kickoff or punt that is first touched by the kicking team can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

## **PENALTIES**

Penalties will neither be allowed nor assessed.

## **SCORING**

### **Touchdown**

One touchdown equals 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. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point.

### **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 5 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 a conversion equaling 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 or (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 or runs out the back of their endzone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

## **CREDITS** **Humongous** **Entertainment**

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*Featured Voice Talent*

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