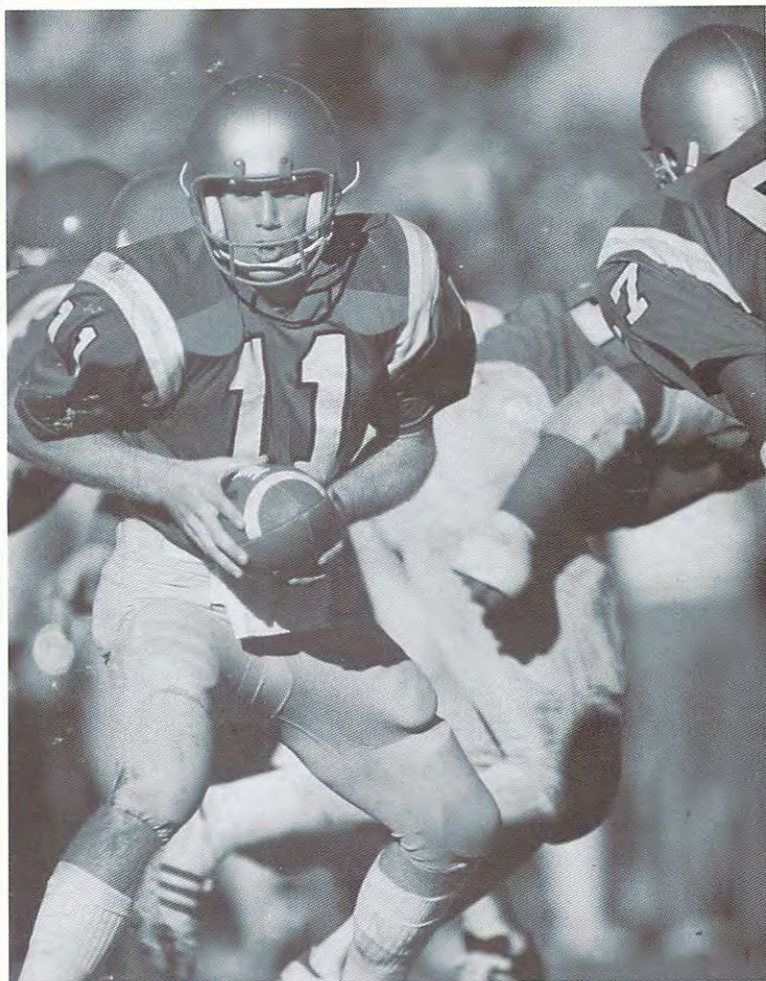


GFL CHAMPIONSHIP  
**FOOTBALL™**



*Player's Guide*

For Commodore® 64™ and 128™ Computers

**GAMESTAR™**

Distributed and marketed exclusively by **ACTIVISION**

## Let's Get to Know Each Other

We're working hard to design the kind of computer software you want, and we'd love to hear your comments. So drop us a note. For a recorded message about our newest software, call 800 633-4263 any time. If you have questions about using one of our products, call Consumer Relations between 9:30 a.m. and 5:00 p.m. Pacific time, Monday through Friday:

(in California)  
(from outside California)

415 940-6044/5  
800 227-9759

Write to:

Consumer Relations  
Gamestar  
P.O. Box 7287  
Mountain View, CA 94039

## Copying Prohibited

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

GFL CHAMPIONSHIP  
**FOOTBALL™**

---

Game design by Mark Madland, Scott Orr, and Dennis Kirsch.

Programmed by Dennis Kirsch.

Produced by Mark Madland and Scott Orr.

Graphics and animation by Steve Chin and Mark Madland.

Music by Tommy Dunbar and Russell Lieblich.

Creative support by Dr. Keith Claypool and Coach Steve Harshman.

Programming support by Harald Seeley and Troy Lyndon.

*Player's Guide* by Jim Carr. Editorial management by Steven Young.



# CONTENTS

|                                                |    |
|------------------------------------------------|----|
| <i>Getting Started</i> .....                   | 6  |
| Loading Football into Your Computer .....      | 6  |
| Some Handy Controls .....                      | 7  |
| <i>Pre-Game Ceremonies</i> .....               | 8  |
| Choosing Between 4- and 7-Minute Periods ..... | 8  |
| Selecting a ONE- or TWO-PLAYER Game .....      | 8  |
| Drafting a Team .....                          | 9  |
| Play Selection .....                           | 10 |
| Turning the Ball Over .....                    | 12 |
| <i>Kickoff!</i> .....                          | 12 |
| The Scoreboard .....                           | 13 |
| <i>Running the Offense</i> .....               | 14 |
| The Offensive Plays .....                      | 15 |
| Executing a Play .....                         | 16 |
| Hitting the Holes .....                        | 18 |
| Running Picture-Perfect Pass Routes .....      | 19 |
| <i>The Defensive Plays</i> .....               | 21 |
| <i>Mastering Special-Teams Play</i> .....      | 26 |
| Kickoffs and Punts .....                       | 27 |
| Kicking Field Goals and PATs .....             | 27 |
| Returning Kickoffs and Punts .....             | 29 |
| <i>Hints for Playing Better Football</i> ..... | 29 |
| Perfecting Your Pass Routes .....              | 30 |
| Outcoaching Your Opponent .....                | 30 |
| Chalktalk on the Draft .....                   | 32 |
| <i>A Football Glossary</i> .....               | 33 |



## Introduction

It's fourth and goal at the three, you're behind by five points with less than a minute to play, and *you* want the ball. Will the coach call your number? Can the defense stop you if he does?

*GFL Championship Football* puts you on the gridiron.

You see all the fast-paced action—the crashing line play, flying tacklers, and nimble defensive backs backpedaling as they anticipate your moves—through the eyes of a running back or wide receiver.

You're the coach who drafts his very own “team of the '80s,” then calls all the plays.

And you're *the man* on offense—the tailback or wide receiver with all the right moves, the punter who'll pin your opponents on their two-yard-line, the kicker who wins the game with a last-second field goal.

This *Player's Guide* covers everything you need to know to play *GFL Championship Football*. The first section, “Getting Started,” describes how to load the game into your computer. “Pre-Game Ceremonies” explains how to determine how long you'll play and how to choose between a one-player game (against the computer) or a two-player game (against a friend). You'll also learn how to become an “owner/coach” by drafting the team you'll send onto the field.

“Kickoff!” leads you through the game-opening kickoff and run-back. This section also describes the *GFL Championship Football* scoreboard and shows you how to select the offensive and defensive plays and formations available to you.

You'll find all the fundamentals of offensive play—running with the football and catching passes—in “Running the Offense.”

Learn all about the defensive plays you can call in “The Defensive Plays.” Because the computer controls the movements of all the defensive players, you're free to concentrate on strategy without worrying about individual technique. So you should study this section carefully. Proper defensive play-calling is vital to becoming a winner.

“Mastering Special-Teams Play” explains the fine points of punting, kicking field goals, extra points, and kickoffs and returning kicks—all critical parts of the game.

“Hints for Playing Better Football” provides tips on drafting a team, play-selection strategy, and running and catching the ball.

Finally, there’s a glossary of football terms that will broaden your knowledge of the game; refer to this section whenever you come across a word or phrase you don’t understand.

So pull on your pads, lace up your cleats, and snap on your chin strap. The game’s on the line, and your number’s been called.

## *Getting Started*

To load *GFL Championship Football* into your computer, follow these steps:

### **With the Commodore 64:**

Start with your computer’s cartridge slot empty.

1. Turn on your computer, disk drive, and monitor or TV.
2. When you see the **READY** prompt, insert your *GFL Championship Football* diskette in the drive, label side up. Close the drive door.
3. Type **LOAD “\*”,8,1** and press **RETURN**. The program will load automatically.

### **With the Commodore 128:**

Make sure your computer’s cartridge slot is empty.

If your computer is off:

1. Turn the disk drive on before inserting the diskette.

2. Insert the *GFL Championship Football* diskette in the drive, label side up. Close the latch on the drive.
3. Hold down the  key while turning on your computer and turn on your monitor. The program loads automatically.

If your computer and disk drive are already on:

1. Insert your *GFL Championship Football* diskette in the drive, label side up. Close the latch on the drive.
2. At the **READY** prompt, type **BOOT** and press **RETURN**; or press the RESET button on the side of your computer. The program will load automatically.

For a one-player game against the computer, plug a joystick into port 1. For a two-player game, plug another joystick into port 2.

Before beginning play, make sure the **SHIFT/LOCK** key is in the unlocked (up) position.

## Some Handy Controls

*GFL Championship Football* offers a unique “feedback” feature that will help you improve your play-calling abilities.

When play begins, the feedback feature is on. This means that after a play from scrimmage is completed, the offensive and defensive plays just executed—with their results—are highlighted in white on the *GFL Championship Football* scoreboard. This allows you to see which offensive plays work or don’t work against the various defensive formations.

**NOTE:** When the feedback feature is on, the scoreboard appears surrounded by a red or blue border (depending on which team is on offense), the picture is frozen, and the game clock is stopped.

Push either joystick forward to unfreeze the screen and start the clock again. You can now select another play.

Press the **F5** key before calling a play to turn the feedback feature off.

To turn feedback on again after turning it off, press the **F3** key.

## ***Pre-Game Ceremonies***

### **Choosing Between 4- and 7-Minute Periods**

Following the introductory music and credit screens, a *GFL Championship Football* chalkboard, with a football and the numbers 4 and 7, appears on your screen.

This allows you to determine how many minutes—4 or 7—each of game's four periods will be.

You can move the football back and forth between the choices by pushing joystick 1 forward and backward. Make your selection by pressing the joystick button.

To select 4-minute periods, for example, make sure the football is next to the 4, then press the button on joystick 1.

To select 7-minute periods, pull the joystick toward you, then press the joystick button.

### **Selecting a ONE- or TWO-PLAYER Game**

You'll then see a screen that shows footballs on each side of the words ONE-PLAYER, with the words TWO-PLAYER immediately below it.

You can select between the ONE- and TWO-PLAYER games by pushing joystick 1 forward or backward—this moves the footballs up and down between the choices—then pressing the joystick button.

For instance, to select a TWO-PLAYER game, pull joystick 1 toward you (this moves the footballs down to the TWO-PLAYER line), then

press the joystick button. When you select the ONE-PLAYER option, you'll play the computer. You'll be in control of joystick 1, which can be used to draft a team, select plays, and manipulate certain offensive players during the game.

When you select the TWO-PLAYER option, joystick number 2 becomes active and is used by Player Two to draft a team, select plays, and manipulate the offensive players.

## Drafting a Team

Whether you're playing the computer or a friend, you and your opponent must next become *GFL Championship Football* "owners" by drafting a team.

You can choose from among 28 teams divided into four divisions—West, East, North, and South—all ranked in eight categories according to the skills of their players and coach.

The division names, with a football on each side of the West Division, appear in the upper right-hand corner of your screen. The teams in the division bracketed by the footballs are shown at the bottom of the screen, along with the message CANCEL OR CONTINUE.

Each player follows a three-step process during the *GFL Championship Football* draft:

- First, Player One begins the draft by selecting a division. This is done by pushing joystick 1 forward or backward (to move the footballs up and down through the divisions and display the names of the teams within that division) and pressing the joystick button.
- Next, Player One selects a team. Push the joystick forward and backward to scroll up and down through the teams within the division. Then press the button to highlight and select a team—for example, the Miners, Mules, or Goats.

- Then Player One pulls the joystick back to move the footballs to the **Cancel** prompt at the bottom of the screen. Player One can push the joystick button to cancel the selection and repeat the draft or pull the joystick backward one more time and push the joystick button to accept the selection and continue with the game.

In a two-player game, Player Two repeats the process to draft a team. (If you wish, both players can draft and field the same team.)

In a one-player game, Player One uses joystick 1 to draft both teams, including the computer's.

Also highlighted in black during the team draft are the team's ranking in each of eight skill categories--quarterback (QB), running back (RB), offensive line (OL), receivers (RC), defensive line (DL), linebackers (LB), defensive backs (DB), and coach (CH).

The rankings are based on a 1- to 3-point system, with 3 the highest, 1 the lowest ranking. The computer uses these rankings while manipulating players during *GFL Championship Football* games.

Naturally, the higher-rated players and teams are more talented than the lower-rated ones. For example, defensive backs and linebackers with 3-point ratings are better tacklers than those with 1-point ratings. Similarly, quarterbacks with 3-point ratings can outpass those with 1-point totals.

You'll find additional "chalktalk" about the team draft in "Hints for Playing Better Football" on page 29.

## Play Selection

The scoreboard also contains two **PLAY SELECTION** lists, one of offensive plays, the second of defensive plays. The word **TIMEOUT** is highlighted in white on each player's list. This highlighted area indicates the play you can "call" by pressing the joystick button.

Player One can call any of the plays listed in blue.

Similarly, Player Two can call any of the plays shown in red.

To see all of the play choices available to you, push the joystick forward or backward. As you do, the play choices scroll up or down, with a different play highlighted as you scroll through the list. Note that you're scrolling the plays—*not* the highlighted window—up and down.

Don't take too long selecting your play, especially when you're playing against the computer.

During two-player games, you'll both have 30 seconds between plays to select a play.

In a one-player game against the computer, however, you'll have less and less time to select a defensive play as the game goes along—18 seconds in the first period, 16 in the second, 12 in the third, and only 10 in the fourth. (This simulates a "hurry-up" offense and speeds up play.)

The offensive team is assessed a five-yard "delay of game" penalty when its coach fails to call a play before the 30-second clock runs down. (You'll hear the ref blow his whistle and see a **DELAY OF GAME PENALTY** message on the scoreboard.)

When the defensive coach forgets to make a call before the 30-second clock runs out, the defense automatically reverts to the play it used on the previous down.

Both coaches can call an "audible"—that is, change from the initial play to a second one—within four seconds after the offense makes its original selection. This means a team runs the last play selected, not the first. Audibling allows opposing coaches to keep each other off balance.

It doesn't matter in what order plays are called—the defensive coach can select a play before the offensive coach does. This is *not* good strategy, however.

Because selecting the proper play is the defensive coach's only strategic weapon, forgetting to pick a defensive set in time could be the difference between winning and losing. Getting caught in the wrong defense often means giving up a big gain or an easy touchdown.

## Turning the Ball Over

When the ball changes hands—for example, when Player One fails to get a first down after four plays, misses a field goal attempt, throws an interception, punts, or scores—the players' positions in the **PLAY-SELECTION** chalkboard are reversed.

Player One (blue) moves to defense and can scroll through the defensive plays, which are now shown in blue. Player Two (red) moves to offense and can scroll through the offensive plays, now shown in red.

Whenever the ball changes hands—for example, after a kickoff or turnover—if the defensive coach doesn't choose a play, the computer chooses one for him. From then on, if he doesn't choose a play, the play used on the previous down is selected automatically.

## Kickoff!

*GFL Championship Football* games, like the real football games they resemble, begin with a kickoff. The team in red jerseys always kicks off, the one in blue jerseys always receives.

You're warned that the game is about to start by the appearance of the *GFL Championship Football* scoreboard: The word **KICKOFF** is highlighted in the center of the scoreboard, and—so you'll know which team is kicking off—the teams' names appear in their respective colors.

After a few seconds, the game field appears with the two teams in position for the kickoff.

The **kicking team**, which is controlled by Player Two, is in red, with its players' backs to you.

The **receiving team**, which is controlled by Player One, is in blue, with its players facing you.

The kicker immediately begins his approach to the football and kicks off, with or without assistance from his “coach” (you). You can help the kicker get maximum distance on the kickoff by pressing the joy stick button just as his foot reaches the football.

Soon after the ball is kicked, the screen perspective reverses, and you see the playing field from the eyes of the kickoff returner, with two blue-clad teammates in front of you, your upraised hands at the bottom of the screen, and the football in the air, flying toward you.

The blue team’s “coach”—that is, the player in control of joystick 1—has complete control of the kick returner. He can advance the returner downfield, right, left, or diagonally by pushing the joystick in the corresponding direction.

At this point, the computer takes over control of the movements of the players on the defensive team and maintains control as long as that team is on defense.

Unless the returner breaks into the open and scores a touchdown, he’ll soon be driven crashingly to the turf by a flying red-shirted tackler.

You’re now ready to begin play from scrimmage.

## **The Scoreboard**

Soon after the kick returner has been tackled, the *GFL Championship Football* scoreboard reappears on your screen.

The scoreboard displays all the information you’d find on a scoreboard at any stadium:

- The names of the teams (in their respective colors)
- The score
- The number of timeouts each team has left

- The down and yards to go for a first down
- The number of yards to go for a touchdown (you can use this number to figure out what yardline you're on)
- The quarter (you'll play four)
- The game time clock (quarters can be 4 or 7 minutes long) and
- A 30-second play-selection clock

## *Running the Offense*

Just as in real football, your goal in *GFL Championship Football* is to score more points—via touchdowns, extra points, and field goals—than your opponent.

Naturally, you must follow certain rules as you play. Most of these rules are identical to those of regular football.

For instance, while on offense, you have four plays to go 10 yards and get a first down or turn the ball over to your opponent. (The computer makes sure you don't cheat on this rule, automatically switching the players' roles when a team fails to get a first down on fourth down.)

When your ball carrier is tackled, runs out of bounds, or drops a pass, the play is over.

Of course, you get six points for a touchdown, three for a field goal, and one for a point after touchdown (PAT).

*Other rules apply strictly to GFL Championship Football. For example, once your team is set at the line of scrimmage, you can't pass after calling a running play; nor can you run after calling a passing play or run a pass route into the end zone.*

*Similarly, you can't "fake" a punt or field goal. Once your team is lined up in a kicking formation, you'll have to kick the ball away.*

You'll still have plenty of opportunity to outsmart your opponent, however.

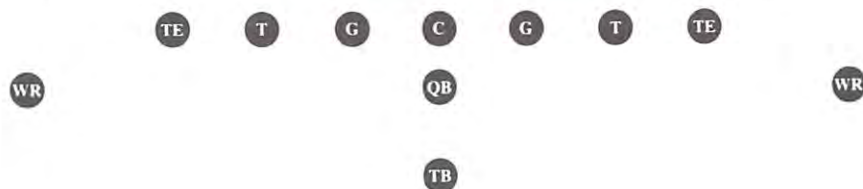
## The Offensive Plays

In plotting your offensive game plan, you can select from a variety of plays—long and short passes, sweeps right or left, a draw, a punt, or a field goal—just as you would if you were on the gridiron.

Some offensive plays—the traps and blasts—are best suited to short-yardage gains. Others—the streaks and post and flag pass patterns—are geared toward big pickups.

The offensive plays available to you are all run from the basic formation shown in the illustration below. This formation is considered ideal by most of *GLF Championship Football* coaches.

## The Basic Offensive Formation



### LEGEND:

|                  |          |
|------------------|----------|
| QB—Quarterback   | C—Center |
| TB—Tailback      | G—Guard  |
| WR—Wide Receiver | T—Tackle |
| TE—Tight End     |          |

---

The offensive line is made up of the center (noted by a C), a guard (G) on each side of the center, a pair of tackles (T) outside of each guard, and two tight ends (TE).

In the backfield are the quarterback (QB), who stands behind the center so he can take the center's snap; the tailback (TB), who lines up several yards behind the QB; and two wide receivers (WR), who line up about 10 yards to either side of the QB and a yard behind the line of scrimmage.

Once a play begins, you'll be called upon to maneuver the tailback or one of the wide receivers (depending on choice of play) with your joystick.

Push the joystick forward to run downfield or left or right to move laterally toward the sidelines.

Your tailback and wide receivers can't run backwards while eluding defenders, but they do have two other special "moves": You can make them faster when they're running laterally and you can have them throw a stiffarm at a defender.

To make the ball carrier faster, push and release the joystick button rapidly as you move him left or right. (Be careful of running laterally too long—a defender will eventually run you down from behind.)

To have the ball carrier throw a stiffarm, jerk the joystick rapidly in the direction from which the defender is approaching. You must time this movement to match exactly the start of the defender's leap or he'll tackle you.

## **Executing a Play**

All plays begin with the offensive and defensive lines in the "down" position, the quarterback in place behind the center, and the tailback and wide receivers ready to move at the snap of the ball.

Your view of the field prior to the snap depends on the type of offensive play selected. (See "Mastering Special-Teams Play" for similar information on punts, field goals, and extra points.)

On plays from scrimmage, you see the field through the runner's or wide receiver's eyes, just as if you were on the field itself. (All you'll ever see of "yourself" in these plays is a receiver's hands as he's going for the football.)

As the tailback on a running play, you're standing several yards behind the QB, looking over the QB and your offensive line at the defense. That's the middle linebacker in the upright position directly ahead of you.

As a wide receiver on a passing play, you're flanked right or left of the linemen, looking at two defenders—a cornerback and a free safety. Depending on the defensive play called, one defender moves up to cover you just before the ball is snapped, and the other moves to a pre-assigned position.

In each case, you can also see the goal posts and the fans in the end-zone seats in the background.

Shortly after you see the field, the quarterback begins barking out the signals: "Set," "Red" (or "Black"), and "Hike," with the center snapping the ball to him on a second "Hike."

That's the signal for you to begin moving the tailback or wide receiver with your joystick.

Where and how you move the joystick, of course, depends on the play you've called.

On running plays, you should begin moving the tailback toward his assigned hole as soon as the QB turns around, ready to hand off or pitch the ball out. An illegal motion penalty is assessed when you move the joystick before the last "Hike" is called.

On passing plays, you should start running the receiver through his route the instant you hear the second "Hike." Don't jump the count, however, or you'll be called for off sides and assessed a five-yard penalty.

As you move downfield, you'll see the major yard lines—that is, the 30, 35, 40, and so forth—move toward and then under you.

Moving the joystick to the 10 o'clock or 2 o'clock position lets the tailback or wide receiver cut diagonally across the field to outrun defenders. As a player cuts across the field, the field appears to tilt slightly.

As the ball carrier approaches the goal line, the goalposts grow larger and the crowd begins cheering in the end-zone seats.

Whenever you score—a TD, field goal, or extra point—the fans jump to their feet and begin clapping and cheering more loudly.

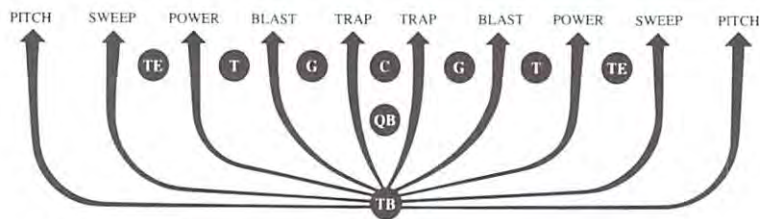
You're then returned to the scoreboard, which has already been updated. After a TD, the scoreboard tells you that the extra-point play is next. After kicking a PAT or field goal, you'll see the word **KICK-OFF** highlighted. (See "Mastering Special-Teams Play" for details on these plays.)

## Hitting the Holes

Success in rushing the football means hitting the right "holes"—that is, the gaps created in the defensive line when your linemen throw their blocks.

The illustration below shows the holes you must hit for each of the running plays listed on the *GFL Championship Football* scoreboard. The only exception to this is the draw play. The draw is a "delay" play that calls for the tailback to hesitate a second or two after getting the ball, then head into whichever hole opens up.

## GFL Holes for Rushing Plays



The route to a hole is shown at the bottom of your screen by two arrows that point in the direction the running back should move.

To run a power right, for example, first push your joystick right, following the arrows and moving the tailback about three steps. Then, when the arrows point downfield, push the joystick forward so the tailback hits the gap created when the right tackle and tight end block their defenders out of the way.

## Running Picture-Perfect Pass Routes

A receiver must run a precise, pre-set route to be in position to catch the quarterback's pass. These routes call for the receiver to run a set number of steps forward or diagonally and make one or two "cuts," then make a final one-step move back toward the line to catch the ball. The possible pass routes, with the number of steps the receiver must take on each "leg," are shown in the illustration on page 20.

### Pass Routes

As you move a wide receiver through his route, you'll see two arrows at the bottom of the screen. These arrows help teach you the routes by pointing in the direction the receiver should run.

When you call a flag right, for example, the arrows first point straight ahead, then right.

You must learn to anticipate the movement of the arrows, however. If you wait until after the arrows change direction to make your cut, your receiver will get to the ball too late to catch it.

*To make your cuts at the right moment, listen to and count the receiver's footsteps on each leg of the pass route.*

When selecting pass plays and then running your routes, it's important to remember that the **RIGHT** and **LEFT** on the **PLAY-SELECTION** lists refer to the right or left receiver, not the direction the pass will be thrown.

When you select **POST RIGHT**, for example, the right end actually winds up running left on his route to the goalpost.

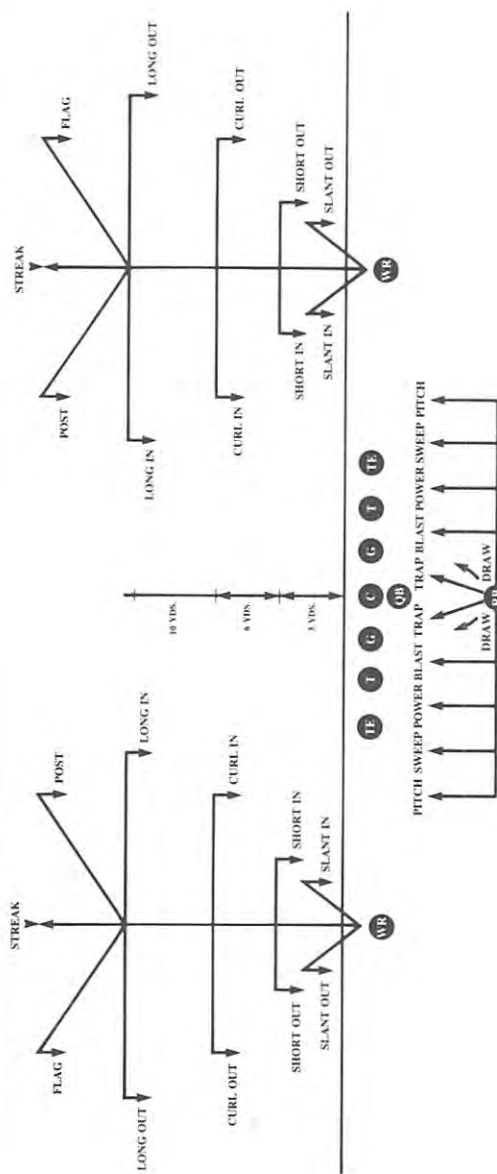
# Pass Routes

| STREAK LEFT    | STEPS/JOYSTICK<br>DIRECTION | 8 ↑ | 1 ↓ |
|----------------|-----------------------------|-----|-----|
| POST LEFT      | 6 ↑                         | 6 ↓ | 1 ↓ |
| FLAG LEFT      | 6 ↑                         | 6 ↓ | 1 ↓ |
| LONG IN LEFT   | 6 ↑                         | 5 ↓ | 1 ↓ |
| LONG OUT LEFT  | 6 ↑                         | 5 ↓ | 1 ↓ |
| CURL IN LEFT   | 4 ↑                         | 4 ↓ | 1 ↓ |
| CURL OUT LEFT  | 4 ↑                         | 4 ↓ | 1 ↓ |
| SHORT IN LEFT  | 2 ↑                         | 2 ↓ | 1 ↓ |
| SHORT OUT LEFT | 2 ↑                         | 2 ↓ | 1 ↓ |
| SLANT IN LEFT  | 2 ↑                         | 2 ↓ | 1 ↓ |
| SLANT OUT LEFT | 2 ↑                         | 2 ↓ | 1 ↓ |

| STREAK RIGHT    | STEPS/JOYSTICK<br>DIRECTION | 8 ↑ | 1 ↓ |
|-----------------|-----------------------------|-----|-----|
| POST RIGHT      | 6 ↑                         | 6 ↓ | 1 ↓ |
| FLAG RIGHT      | 6 ↑                         | 6 ↓ | 1 ↓ |
| LONG IN RIGHT   | 6 ↑                         | 5 ↓ | 1 ↓ |
| LONG OUT RIGHT  | 6 ↑                         | 5 ↓ | 1 ↓ |
| CURL IN RIGHT   | 4 ↑                         | 4 ↓ | 1 ↓ |
| CURL OUT RIGHT  | 4 ↑                         | 4 ↓ | 1 ↓ |
| SHORT IN RIGHT  | 2 ↑                         | 2 ↓ | 1 ↓ |
| SHORT OUT RIGHT | 2 ↑                         | 2 ↓ | 1 ↓ |
| SLANT IN RIGHT  | 2 ↑                         | 2 ↓ | 1 ↓ |
| SLANT OUT RIGHT | 2 ↑                         | 2 ↓ | 1 ↓ |

JOY STICK MOVEMENTS  
FOR PASS ROUTES



# Running Plays

To run a POST RIGHT route properly, first push the joystick forward until you hear the receiver take six steps, then move the joystick left and hold for another six steps. Finally, pull the joystick back briefly to put the receiver into position to catch the football (this brings the receiver's hands into view).

When you put the receiver through most of his routes correctly, you'll see the linemen in the background, with the ball flying directly toward your receiver's upraised hands.

You won't see the line on long pass routes such as the posts and streaks—you're looking back over your shoulder as the ball approaches your hands—and if you don't make the one-step cut-back.

If your receiver isn't covered too closely by his defender, he'll have a reception.

Often, however, you'll run a perfect route only to come up empty-handed. The cornerback or safety can hit you from behind, knocking the ball loose. Or one of the defensive backs can dive in front of you and intercept the ball or bat it to the ground.

When you've taken the wrong number of steps or run too slowly or quickly, you'll see the ball fly untouched to the right or left, out of reach of your receiver's upraised hands.

## *The Defensive Plays*

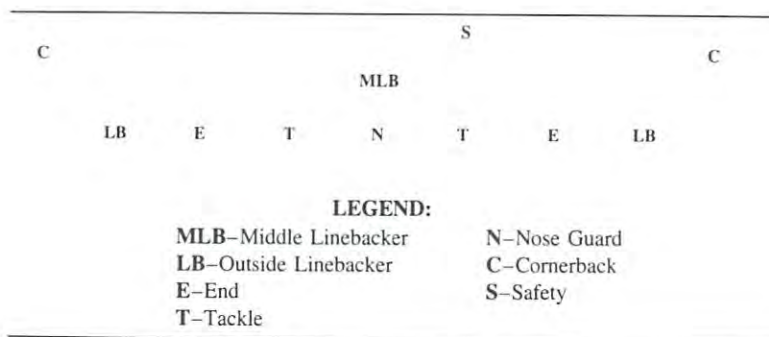
As a defensive coordinator, you can use a number of formations—set up a “nickel,” run a “blitz,” or shift your secondary right or left—when trying to stop the offense.

Because the computer—not you—controls the movement of all the defensive players once a play begins, it's extremely important that you set your defense up in the right formation before a play begins.

Calling a defensive play that leaves your players out of position can mean giving up a big gain or touchdown and the difference between winning and losing.

Your defense operates from the basic formation illustrated.

## The Basic Defensive Formation



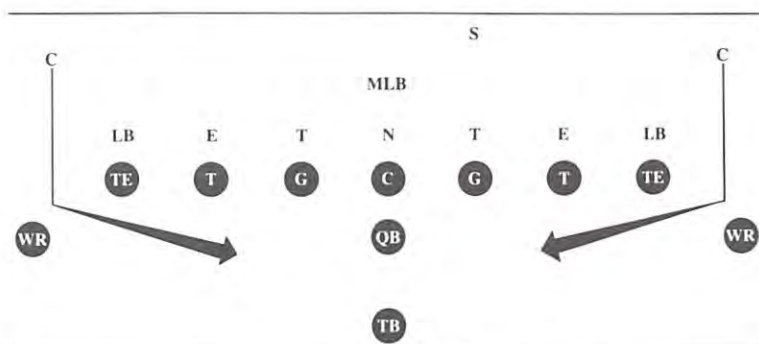
Up front, the basic defense is made up of a nose guard (noted by an N), two defensive tackles (T), two defensive ends (E), and two outside linebackers (LB) who line up outside of and slightly behind the linemen.

A middle linebacker (MLB) who lines up behind the nose guard, two cornerbacks (C) who usually cover the offense's wide receivers, and a safety (S) who covers an assigned area (or zone) make up the defensive backfield.

This "half-zone" defense is popular because it offers the most complete coverage against the two-receiver offense used by *GLF* *Championship Football* teams.

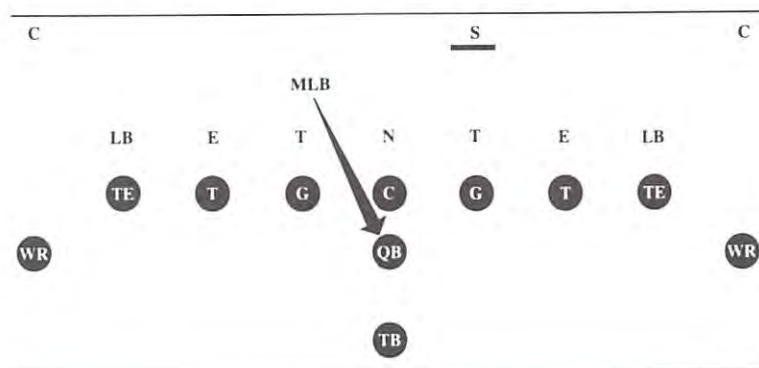
When a play begins, the nose guard is directly over the offensive center, with the outside linebackers covering the tight ends. From the basic formation, you can run an inside or corner blitz, roll your safety or one of the corner backs right or left, or call the "nickel." These formations are illustrated on pages 23, 24, 25 and 26.

## Running a Corner Blitz



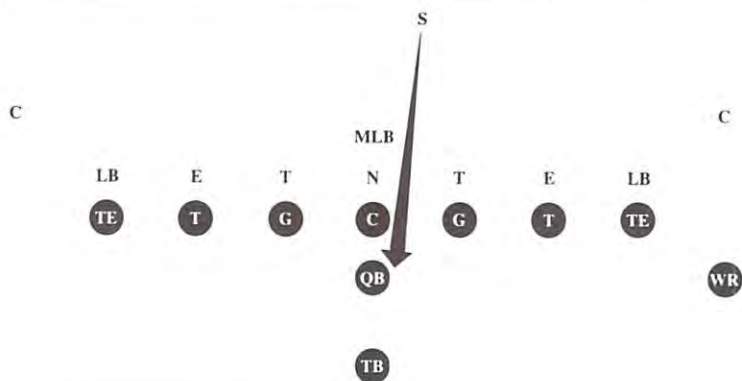
A corner blitz calls for one of the corner backs to run directly toward the quarterback. For instance, on a left corner blitz, the left corner rushes the QB.

## Running an Inside Blitz



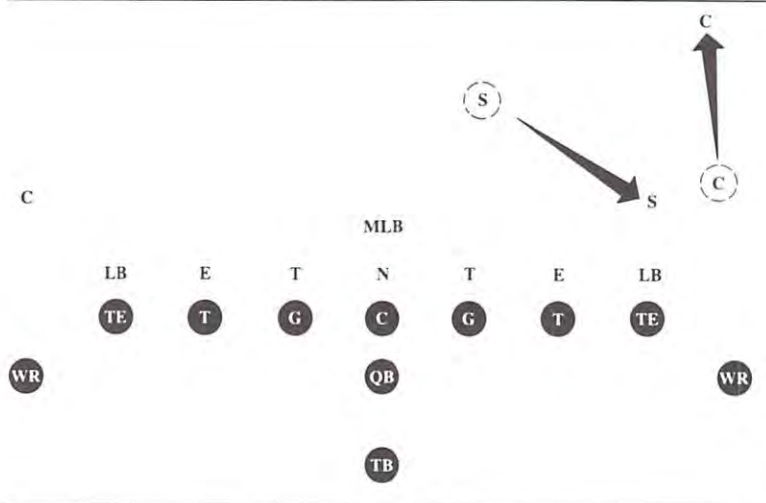
An inside blitz calls for the middle linebacker to dash through the line toward the quarterback rather than drop back in pass coverage. On an inside blitz right, for example, he'll go through the hole between the center and right guard.

## Running a Safety Blitz



A safety blitz calls for the safety to shoot the gap between the offensive center and guard in pursuit of the ball.

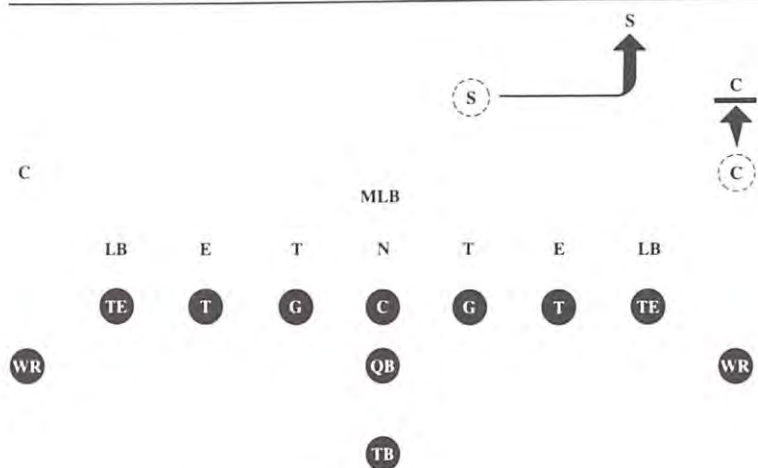
## Safety Roll Right/Left



(S) indicates that the safety lines up on the side of the field you specify in your call—that is, he'll be on the right side for a safety roll right, on the left for a safety roll left.

On a safety roll, the safety lines up on the right or left side and, at the snap of the ball, rolls right or left (depending on your selection) into the "flat" just behind and outside of the linebacker. The cornerback on that side drops off into the deep zone behind the safety.

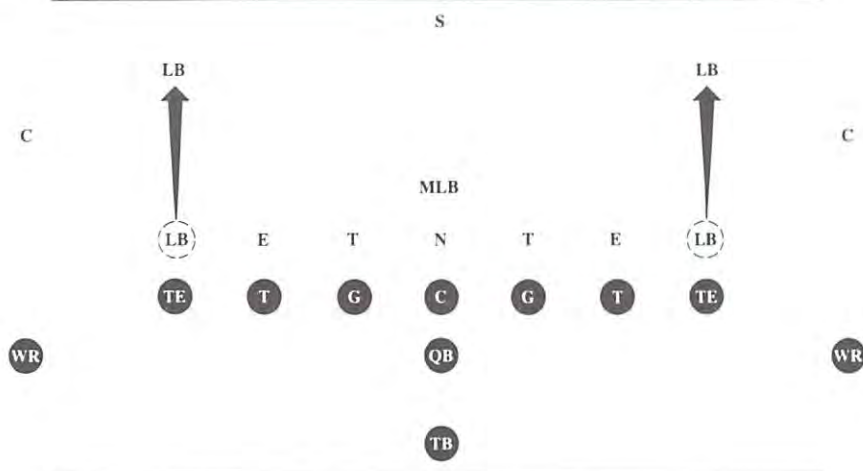
### Corner Roll Right/Left



(S) indicates that the safety lines up on the side of the field you specify in your call—that is, he'll be on the right side for a corner roll right, on the left for a corner roll left.

On a corner roll, the cornerback (right or left, depending on your selection) rolls up into the flat zone just behind and outside of the linebacker. The safety, who lines up on the side you've indicated, drops off into a deep zone.

## The Nickel Defense



In the nickel formation, the two outside linebackers drop back into pass coverage during a pass play and drop slightly off the line on a running play. This creates a five-player (“nickel”) defensive backfield, ideal for use in obvious passing situations.

Be careful when you call the nickel. Placing five defenders in the backfield weakens the defensive line, and you’ll probably give up a big gainer if the offense surprises you with a running play.

## Mastering Special-Teams Play

Few plays are more exciting than a 101-yard kickoff return or a last-second, game-winning field goal. And in *GFL Championship Football*, as in real-life football, games are often won or lost by the play of the special teams—that is, the kickoff/kickoff return, punt/punt return, and field goal teams.

Mastering these aspects of your game can give you an advantage over any opponent, whether it’s a friend or the computer.

## Kickoffs and Punts

The object when kicking off and punting, naturally, is to kick the ball as far as possible—you want your opponent to begin his drive deep in his own territory.

Although they may appear different, the kickoff and punting motions are similar. In each instance, you can control when the kicker actually kicks the ball by pushing the joystick button, but the kicker will kick the ball without assistance from you.

Prior to kickoffs, you'll see the kicker make his approach to the ball, then swing his right leg into the ball. You can control the distance of the kick by pushing the joystick button.

Prior to punts, the kicker is standing 15 yards behind the offensive line, with his hands visible in the lower portion of the screen. You control the timing of the kick by pushing the joystick button. If you don't press the joystick button (that is, kick the ball), a defender will block your kick.

You'll get maximum distance out of kickoffs and punts by pushing the button the instant the kicker's foot hits the ball.

## Kicking Field Goals and PATs

When you select **FIELD GOAL** from the play-selection list or score a touchdown, your team subsequently lines up in the place-kick formation shown on page 28.

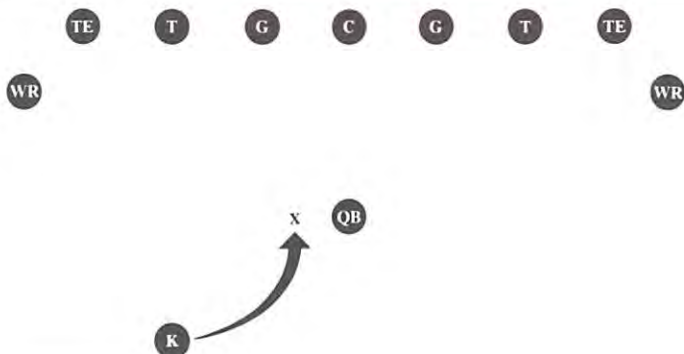
In this formation, the holder is about seven yards behind the line of scrimmage, with the goal posts and crowd in the background.

As in a regular *GFL Championship Football* play, the center snaps the ball automatically. The kicker moves forward and kicks the ball on his own, without assistance from you.

To get maximum distance—and avoid a blocked kick—you must control his approach and kick with your joystick and joystick button. Push the joystick right to move the kicker toward the ball, then push the button to kick it.

## Field Goal Formation

---



Timing is crucial when kicking field goals and points after touchdowns (PATs).

You should start the kicker on his approach by moving the joystick to the right when the ball is about one foot from the holder's hands. Push the joystick button just as the kicker's foot hits the ball.

If you push the joystick too soon, the kicker "hooks" the ball left; waiting too long results in a "slice" right or a blocked kick.

Practice this in two-player games without an opponent to get the timing down.

As with kickoffs, you'll get maximum distance with your place kicks when you push the joystick button just as the kicker's foot reaches the ball.

When the kick is good, the crowd behind the goalposts applauds and cheers.

As in real football, your chances of kicking the ball through the uprights diminish as you move farther away from the goal line. (The farthest you can kick a field goal is 65 yards.) These odds are controlled

by your timing—when you push the joystick button—and by actual game percentages programmed into *GFL Championship Football*.

When figuring out the distance you must kick a field goal, remember to add 17 yards (10 for the depth of the end zone, seven for ball placement behind the line of scrimmage) to the “yards to goal” figure on the scoreboard.

## **Returning Kickoffs and Punts**

Kickoff and punt returns are your opportunity to generate some excitement. That’s because you’ll be running in the open field, where it’s usually one-on-one—just one defender between you and the goal line.

These situations demand quick lateral movement and effective use of the stiffarm to avoid and fend off would-be tacklers.

Kickoff and punt plays both begin from behind the kicker. Immediately after the ball is kicked into the air, the field of vision rotates 180 degrees, and you’ll be looking at the field from the returner’s perspective. His hands are extended up from the bottom of the screen, with the ball flying toward them, and the kicking team charging him.

Start moving your joystick forward the instant you catch the football, pushing it forward, diagonally, or sideways to avoid tacklers.

Don’t forget to push the joystick button to speed up while running right or left, and use the stiffarm to knock pursuing defenders out of the way.

## ***Hints for Playing Better Football***

Becoming a winner in *GFL Championship Football* can be summed up in three words: Practice, practice, practice!

Practice running the pass routes and catching the ball . . . Practice calling the *right* offensive play or defensive formation in all kinds of game situations . . . Practice running and kicking the football.

## **Perfecting Your Pass Routes**

The passing game merits particular attention.

Running the pass routes is the most difficult skill you're called on to master in *GFL Championship Football*. Catching the football *isn't* a matter of luck: the quarterback always throws to a specific spot, and if your wide receiver is out of position when the ball gets there, he won't catch it.

Memorize each of the pass patterns—the number of steps, the direction of the cuts, the one-step come-back move. Then, in two-player games with yourself as your opponent, practice them over and over, until they become second nature.

## **Open-Field Running**

You can also use a few tricks to become a better open-field runner.

One easily learned trick is “faking” a defender when you're carrying the ball in the open field—particularly when you're returning kickoffs and punts and trying to elude the first pursuing defender.

The trick to throwing the fake and evading a defender is to hold the joystick in the upper right diagonal position as you catch a punt or kickoff. This gives you a good start at running up field. Then, when the first defender is near, press the joystick button several times in rapid succession while continuing to hold the joystick in the upper right diagonal position. This allows you to accelerate around him.

By moving the joystick in this manner while changing directions, you're bound to pick up a big gain—maybe even run it back for a TD.

## **Outcoaching Your Opponent**

Your play-calling strategies are important, too.

The success of any offensive play against a particular defensive formation depends partly on statistical averages compiled from real games.

For example, you'll complete only about 20 percent of the post, streak, or flag passes you run against a nickel defense. This reflects what happens in a real football game—the nickel is designed specifically to stop the long pass.

Conversely, if you, as an offensive coach, catch your opponent in the nickel when you call a power or sweep, you're almost certain to gain six to eight yards.

Study the chart below to learn which defensive formation is designed to stop which type of offensive play.

### How the Defenses Rate Against the Offenses

| Defensive Play | Type of Offensive Play |            |           |
|----------------|------------------------|------------|-----------|
|                | Run                    | Short Pass | Long Pass |
| Corner Roll    | 5                      | 5          | 2         |
| Safety Roll    | 4                      | 6          | 3         |
| Inside Blitz   | 2                      | 4          | 4         |
| Corner Blitz   | 1                      | 3          | 5         |
| Nickel         | 6                      | 1          | 1         |
| Safety Blitz   | 3                      | 2          | 6         |

This chart shows how the various defensive plays are rated—with 1 the highest, 6 the lowest—against various types of offensive plays.

For example, the corner blitzes are the number one *GFL Championship Football* defense against running plays—the blitzing back clogs up whatever area he heads into.

But you don't want to get caught blitzing in a long-yardage situation—among the defensive plays available to you, the blitz is rated fifth against passing “bombs.”

The nickel is best against both types of passes, worst against the run.

When calling plays, try to think like a pro coach: What would he call in a particular situation?

When it's third and 20 from the offense's own 20 yard line, the obvious answer seems to be a pass for the offense, the nickel for the defense. On first and goal at the eight, however, the offensive and defensive calls aren't as certain.

## **Chalktalk on the Draft**

In general, it's usually wise strategy to draft a higher-ranked team over a lower-rated one. *GFL Championship Football's* computerized odds—that is, the ratings used in the draft—are based on real professional team statistics.

The ratings (like the odds posted by bookmakers) favor the “better” teams to win.

For example, the Grizzlies have the best defense in the GFL, and their ratings (and league title) reflect that: Their defensive line and linebackers are rated 3 (tops in league ratings).

Another example: As you can see from the draft statistics, the Miners have one of the most prolific offenses. Their running backs and quarterbacks are rated 3, the best in the league.

The ability to draft the same team as your opponent in a two-player game can be used to eliminate any built-in advantages one team may have over another.

It's worth noting, however, that upsets do occur—last-place teams often beat division leaders—so drafting the highest-rated team available won't make you an automatic winner.

Your play-calling abilities, particularly while on defense, can easily offset any built-in edge a top-ranked team may have over a lower-rated opponent.

In addition, whether or not you're a standout at catching passes can determine which team you'll select. As you look at the team ratings in the draft, you'll note that some teams have an outstanding QB and top-rated receivers. Unless you're adept at maneuvering the receivers, however, this advantage won't do you any good. In this case, you might be

more successful owning a strong running team or depending on a better-than-average defense.

Remember, too, that your computerized opponents' coaches are rated for their play-calling abilities, and this can affect the results of a game between two seemingly equal or unequal teams.

Your choice of team can reflect other interests, too. Perhaps you're a fan of an actual team with a similar name. So you can relive past glories—and create a few new ones of your own.

## *A Football Glossary*

Football, like all sports, has its own specialized vocabulary that can leave the outsider or newcomer confused and bewildered.

For instance, the words “quarterback” and “cornerback” may sound similar, but they actually play on opposite sides of the field (one throws passes, the other tries to knock them down). And what about words such as “post,” “flag,” and “trap?”

The following glossary of terms will help you become an expert football commentator.

**Audible:** A signal used to change the play at the line of scrimmage, usually called by the quarterback. In *GFL Championship Football*, an audible is used to select a second play within four seconds after the offense makes its original selection.

**Backfield:** The area behind the offensive and defensive lines, generally used in reference to the offensive side. Also refers to the players lined up behind the linemen—that is, the quarterback and tailback on offense, the cornerbacks and safety on defense.

**Blast:** An offensive rushing play that calls for the tailback to cut up-field between the guard and tackle.

**Blitz:** A defensive play in which a linebacker penetrates the line of scrimmage rather than playing in his normal position.

**Block:** Pushing a defender in such a way that he can't make a tackle.

**Blocked kick:** Knocking down a kicked football just after the ball leaves the kicker's foot.

**Center:** The offensive player who lines up directly over the football. He's responsible for hiking the ball to the quarterback and blocking the nose tackle.

**Completion:** Catching the football after it's thrown by the quarterback. Also called a reception.

**Cornerback:** The defensive player who lines up at the extreme outside limits of the defense--that is, the corner--and covers a wide receiver.

**Corner roll:** A defensive play in which the cornerback rolls into the "flat" zone behind and to the side of the linebacker.

**Corner blitz:** A defensive play that calls for the cornerback to cross the line of scrimmage rather than drop back into pass coverage.

**Crossbar:** The portion of the goal post running from one upright to another, parallel to the ground.

**Curl in/out:** An offensive pass play that calls for the wide receiver to run four steps downfield, then turn left or right and run another four steps before turning back to the line.

**Cut:** A quick change of direction, such as running forward, then suddenly shifting right or left.

**Defense:** The team without the football; in *GFL Championship Football*, the computer controls the movements of all the defensive players once a play is under way.

**Defensive back:** A defensive player who lines up several yards behind the line of scrimmage; both the safety and cornerback are considered defensive backs.

**Defensive end:** The defensive player who lines up across from the offensive tackle. His primary responsibility is to rush the passer while also forcing any ball carrier to the inside.

**Defensive formation:** A specific alignment designed to stop the offensive team from moving the football downfield.

**Defensive tackle:** The defensive player who lines up across from the offensive guard. His primary responsibility is to stop running plays.

**Down and distance:** This refers to the number of offensive plays already run in a series and the number of yards needed for a first down. An offensive team gets four plays, or downs, in which to cover 10 yards and get a first down; if the offense fails to cover the 10 yards during four downs, it must give the ball to the other team.

**Draw play:** An offensive rushing play that calls for the tailback to hesitate momentarily, then cut downfield toward the gap opened by his offensive linemen.

**End:** The offensive player who lines up at the extreme outside of the line. Both the tight end, who lines up immediately outside the tackle, and the wide receiver, who lines up 10 yards outside the tight end, are considered ends.

**End zone:** The areas at the ends of the playing field that are bounded by the goal line, sidelines, and end line. When a team moves the football into the end zone, it's awarded a touchdown.

**Extra point:** The point awarded the offensive team for successfully kicking the football over the crossbar and through the uprights after scoring a touchdown.

**Field goal:** An offensive play that calls for a player to kick the football between the uprights on the goal post; similar to an extra-point kick, but worth three points.

**First down:** The first in a series of four plays, called downs, during which an offensive team tries to advance 10 yards.

**Flag:** An offensive play in which a wide receiver runs six steps upfield, then cuts toward the sideline and runs six more steps before looking back for the football.

**Formation:** A predetermined scheme in which individual players line up at certain positions.

**Goal line:** The white chalk line that indicates the boundary between the playing field and the end zone. When an offensive player crosses the goal line in possession of the ball, he scores a touchdown.

**Goal post:** The vertical posts connected by a crossbar that make up the goal. Set 10 yards behind the goal line.

**Guard:** Either of two offensive players who line up to the immediate outside of the center. His primary responsibility is to block the defensive tackle away from the quarterback or tailback.

**Half:** Two quarters, or periods.

**Halftime:** The intermission between the first and second halves of play.

**Hike:** The word shouted by the quarterback to synchronize the start of an offensive play; also the word used to describe the exchange of the football (from the center to the QB) that initiates a play.

**Hit:** Hard physical contact between two players, especially between a tackler and the tailback or wide receiver.

**Interception:** A pass caught by a defensive player rather than by the intended receiver.

**Incompletion/incomplete pass:** A pass dropped by the receiver or over- or underthrown by the quarterback.

**Kickoff:** The game-opening play in which a player from one team kicks the football to the opposing team. Kickoffs also follow touchdowns and field goals and start the second half.

**Kickoff return:** Running with the football after catching a kickoff.

**Line:** Refers to the players act as blockers (on offense) and pass rushers (on defense).

**Linebacker:** The defensive players who line up behind the line. Their primary responsibility is to stop the run, but they're also called on to drop back in pass coverage on some plays.

**Linemen:** The players—both offensively and defensively—who line up on the line of scrimmage.

**Line of scrimmage:** An imaginary line running from sideline to sideline through the football. Marks the boundary that separates the offensive and defensive players before a play begins.

**Long in/out:** An offensive passing play that calls for the wide receiver to run six steps downfield, then cut in or out and run another six steps before looking back for the football.

**Nickel:** A defensive formation in which five players (hence the name) line up in the backfield. Ideal for passing situations.

**Nose guard:** The defensive player who lines up directly opposite the offensive center. His primary responsibility is to stop running plays up the middle and chase the quarterback on pass plays.

**Offense:** The team in possession of the football on plays run from the line of scrimmage.

**Out of bounds:** The area surrounding the playing field. Bordered on the right and left by the sidelines, on the ends by the back of the end zones.

**PAT:** Abbreviation for point after touchdown. The point awarded to a team for kicking the ball through the uprights after scoring a touchdown.

**Pass:** Throwing the football downfield, usually from the quarterback to a wide receiver.

**Pass pattern/route:** The pre-determined set of steps and directional changes run by a wide receiver that puts the receiver in position to catch a pass.

**Penalty:** An infraction of the rules; the only *GFL Championship Football* penalties are illegal motion, offsides, and delay of game.

**Pitchout:** An underhanded pass thrown backward and laterally from the quarterback to the tailback, who then tries to run through the extreme outside hole in his offensive line.

**Point after touchdown:** Point awarded to the offensive team for kicking the ball through the uprights on the play immediately after a touchdown.

**Power:** An offensive rushing play in which the tailback tries to run through the gap between his tackle and tight end.

**Post play:** An offensive pass play that calls for the wide receiver to run six steps downfield, then cut toward the goal post and run six more steps before looking for the football.

**Punt:** A play that calls for an offensive player standing 15 yards behind the line of scrimmage to kick the football downfield. Usually occurs on fourth down, after the offensive team has failed to get a first down.

**Punt return:** A play in which a defensive player catches a kicked (that is, punted) football, then tries to advance it downfield against the kicking team.

**Quarter:** A predetermined period of playing time equal to one fourth of the game; *GFL Championship Football* quarters can be 4 or 7 minutes long.

**Quarterback:** The offensive player who stands immediately behind the center, calls the signals, takes the snap, and either passes or hands the football off to another player.

**Reception:** Catching a thrown pass. Also called a completion.

**Referee:** The official who makes sure all rules are followed, spots the ball after offensive plays, and keeps track of downs and yards to go during a game. In *GFL Championship Football*, the computer acts as the ref.

**Run:** An offensive play in which the tailback tries to move the football downfield after taking a handoff or pitchout from the quarterback.

**Running back:** The offensive player who lines up four yards behind the quarterback and tries to move the football downfield after taking a handoff or pitchout. In *GFL Championship Football*, this player is referred to as the tailback.

**Safety:** A defensive player who lines up in the defensive backfield; his main responsibility is to cover the deep passing zone and then move to the ball after it's been thrown or carried over the line of scrimmage.

**Safety blitz:** A defensive play in which the safety crosses the line of scrimmage and moves toward the ball.

**Short in/out:** An offensive passing play that calls for the wide receiver to take two steps downfield, then cut right or left and run another two steps before cutting back to the line.

**Sideline:** The white chalk line that marks the side boundaries of the playing field.

**Slant:** An offensive pass play that calls for the wide receiver to run diagonally for two steps before cutting back toward the line.

**Streak:** An offensive pass play that calls for the wide receiver to run eight steps straight downfield before looking back for the football.

**Stiff arm:** A maneuver used by ball carriers to fend off would-be tacklers.

**Sweep:** An offensive rushing play in which the tailback cuts downfield behind the block of his tight end.

**TD:** Abbreviation for touchdown; worth six points.

**Tackle:** Has two meanings: a lineman—on either offense or defense—who lines up outside of the guard; or the act of grasping and pulling the ball carrier to the ground.

**Tailback:** The offensive player who lines up four yards behind the quarterback and tries to move the football downfield after taking a handoff or pitchout.

**Tight end:** The offensive player who lines up outside of the tackle; his primary responsibility is to block the outside linebacker in front of him, but he also occasionally runs pass patterns.

**Trap:** An offensive play in which the tailback cuts downfield through the gap in the line between the guard and center.

**Timeout:** A brief suspension of play during which the clock on the scoreboard is stopped. Each team can call three timeouts per half.

**Touchdown:** Crossing the goal line with the football; worth six points.

**Uprights:** The vertical sections of the goal post. The ball must pass between these for an offensive team to successfully kick a field goal or extra point.

**Wide receiver:** The offensive player who lines up a yard off the line, split 10 yards away from the nearest other player. His primary responsibility is to run pass routes that enable him to catch a pass.

**Yard line:** The white chalk line that runs from one sideline to another. Usually, only the major yard lines (for example, the 5-yard, 10-yard, 35-yard line, and so forth) are drawn completely across the field.

**Yard marker:** The white chalk numbers on the field; these indicate the position of the ball on the field.

**Yards to goal:** The number of yards from the position of the football to the goal line.

## ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

---

### WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

WARRANTY REPLACEMENTS  
Consumer Relations  
Gamestar  
2350 Bayshore Parkway  
Mountain View, CA 94043

**GAMESTAR**  <sup>TM</sup>

© 1986 Activision, Inc.

D-511-03