

American Football (Bug-Byte)  
Typed up by Blughes

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## AMERICAN FOOTBALL

by  
Mind Games

### THE GAME

American Football is similar to Rugby. The main differences are passing can be in any direction, and progress down the field by the team in possession of the ball uses a series of plays called DOWNS.

The attacking team is allowed 4 attempts (DOWNS) to gain 10 yards or more. If successful the offense retains possession and is allowed another 4 downs to gain another 10 yards. If the offense is stopped from gaining 10 yards in 4 downs the defence gains possession of the ball. By repeatedly gaining the yardage the offence takes the ball to the end zone and scores a TOUCH-DOWN. To measure progress the field is marked yard by yard giving it the appearance of a 'Gridiron'

### LOADING

Load"". ENTER and press play on tape recorder.

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### THE GAME

#### NOTE:

- 1) Passing can be in any direction, progress down the field by the team in possession is not a free-for-all affair but uses a series of plays called DOWNS.
- 2) The attacking team (OFFENCE) is allowed four attempts (DOWNS) to gain 10 or more yards. This can be gained by using one or all four downs. If Successful the offence retains possession and is allowed another four downs to gain another 10 or more yards. If the offence is prevented from gaining the necessary 10 yards, on four downs, by the opposition (DEFENCE), possession of the ball is transferred and the two teams exchange roles. There are 4 quarters of 16 minute-game time in a match.

- 3) By gaining the necessary yardage, the offence retains possession and 'drives' down the field, taking the ball into the END ZONE, which scores a TOUCHDOWN.

To measure offensive progress the field is marked out, yard by yard, giving the appearance of a 'Gridiron'.

#### PLAYING THE GAME:

Choose either one player (against the computer) or two player game. After tossing the coin to decide who kicks off, the game screen will appear.

This shows the minutes remaining in a quarter; which 'down' or attempt to gain ten yards, is about to be run; and how many yards remain to be won if the attacking team is to keep the ball.

You make your choice of play below the scoreboard.

It responds with a two letter code for your play. i.e;

Sscreen DRaw SStatistics RUn etc.

The machine plays a mean game, and picks up on your pattern of play to improve its own defence. It plays by evaluation of the position on the field, the time left and the type of opponent, to try to 'second-guess' your move.

Two player games run in much the same way, except that each player must enter his/her play in turn. The computer acts as referee, commentator and timekeeper and will keep the stats.

The game lasts sixty minutes. Teams change each quarter. At half-time there is another kick-off. How long in real-time the game takes depends on you. There is no 30 penalty as there is in American Football leagues.

At half-time and full-time the stats screen is automatically displayed, and in addition you can call it up at any time during the game, without losing your turn of play.

#### OFFENSE:

##### PASSING

Screen: A short 'pass' play in which the linesmen form a protective wall for the receiver to try and get behind the defensive 'screen' after catching a lob from the Quarterback (QB). The most likely pass to complete, but will not gain you a huge yardage.

Shotgun: The passing teams QB retreats, whilst his team 'fold' around him, buying time. The receivers are

spread all over the pitch. Even money.

Pocket: A shotgun except the line of backs do not give ground easily, they shuffle about forming a semi-circle, to keep the opposition away from the QB. Odds less than a shotgun.

Bomb: The matchwinner! Pass the ball a long way in one move. Always a risky play to make, but spectacular.

#### RUNNING

Draw: The attacking team line up as if for a pass, but just as the defence comes pounding in, he hands the ball to a runner. Liable to lose you ground.

Sweep: The man with the ball, accompanied by as many protectors as possible, runs around the end of the opposing line and then turns upfield. If the defence anticipates it, carnage can result.

Reverse: An attempt to put defenders into the wrong place at the wrong time. It starts out as a sweep, then a man takes off in the opposite direction, grabs at the ball and runs flat out.

Centre: Take the ball from the QB and run head-on into the opposing wall of muscle. If you have only a few yards to make; a good option. How strong are you?

#### KICKING

Punt: When you don't think you're going to make your ten yards and it's fourth and down, the option most widely used is to punt the ball as far down-field as possible and crunch the catcher before he can run back at you. A good punt is around 45 yards.

Kick: Surprise the opposition by kicking down-field on a down other than fourth.

Fieldgoal: You've moved the ball all the way down the pitch to around 40 yards from the end-zone. Kick the ball between the posts and you have three points, Miss, and the enemy start from where you kicked! An amazing number of games are won (and lost) on field goal attempts.

#### DEFENDING

Pass: If your opponent is going to put the ball in the air you need to cover his pass receivers. Spread out in depth and you will reduce the chance of their completing the pass. Against a run offence your weak-

ened front line is likely to concede more yards.

Run: If there is no chance of the ball sailing over their heads, get men into position to block a running back. A few will hang around behind your line. If they do pass, you are unlikely to prevent the catch.

Short: Everyone is piled onto the front line. No quarter is given and yards are very hard to get. Lousy against a pass play. Useful near your own line or when the opposition need only a few yards to make a first down.

Blitz: Your players ignore everything else and chase the QB. If it works great things are possible. Do it too often and you get sussed out - which really means the pass is well on it's way by the time the bruisers arrive.

#### OTHER OPTIONS

Timeouts: A timeout stops the clock, allows the team calling it to move into position. This reduces the time taken by the next play and is vital if you're only a few points down with the seconds ticking away. Inside the last two minutes most teams will have a set drill to prolong the game and get the points they need. (Your computer opponent is particularly good at this). Timeouts can swing a game when all seems lost.

Statistics: Usable at any time and produced automatically at half-time and full-time. The screen will tell you how you're doing on passes, how many yards you made and if you should be sacked as a coach.

Help: A list of all the options open to you.

Point After: Once you've made a touchdown, you have the chance to earn another point by kicking the ball through the posts. The computer will automatically make the attempt for you.

Kick defence: To action a kick play, a team will usually bring on a special squad and thus signal its intention to the opposition defending the kick is automatic. You or the computer choose to punt, kick or field goal.

Penalties: Automatically accepted if it is beneficial.