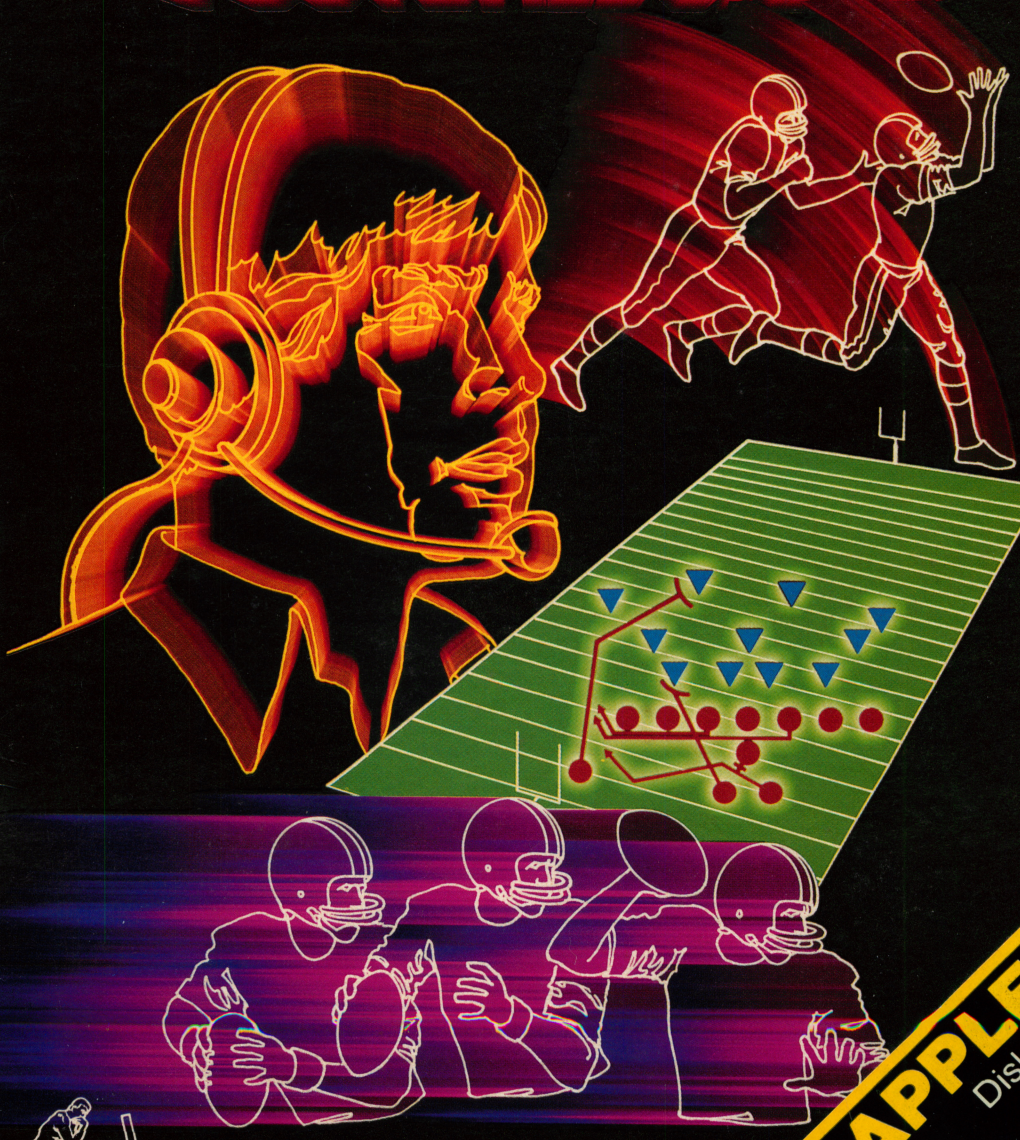
EPYX®
COMPUTER SOFTWARE

Strategy Games for the Action-Game Player®

THE WORLD'S GREATEST FOOTBALL GAME™



APPLE II
Disk
64K

EPYX®
COMPUTER SOFTWARE

THE WORLD'S GREATEST FOOTBALL GAME™

INSTRUCTION MANUAL

for Commodore 64® and 128™
and
Apple® Home Computers

Game Program Designed by Nexa Corporation.

INTRODUCTION

It's late in the fourth quarter. Third down and five yards to go. The ball is snapped. The quarterback fakes a handoff and sneaks into the end zone to tie the game. The crowd goes wild!

THE WORLD'S GREATEST FOOTBALL GAME puts you on the field and on the sideline as both player and coach of a football team. The most true-to-life football game ever created, THE WORLD'S GREATEST FOOTBALL GAME emphasizes strategy, play design and physical contact. There are 22 players on the field, each programmed with real football logic and reasoning.

All right, Coach, you call the plays. Roll out the CHALKBOARD and design just the play you need to outmanuever the other team. At the CHALKBOARD you can design a whole new offensive game plan—unbeatable formations and elaborate passing patterns that require skill and finesse.

THE WORLD'S GREATEST FOOTBALL GAME is just like being on the line of scrimmage. The opposing team promises to tear you apart with a fearsome defensive strategy; a defense that will stick to you like glue. They'll break up the pass and force the big turnover. Watch out for an interception!

THE WORLD'S GREATEST FOOTBALL GAME is the most realistic football game to come home to your computer. From the roar of the crowd and the kick off, to the thrill of the long gainer, THE WORLD'S GREATEST FOOTBALL GAME combines all the elements and excitement of professional football. Easy-to-follow menus direct you through the game. Play against the computer or against your friends.

So adjust your shoulder pads, the Kick-off is about to begin!.

GETTING STARTED

Commodore 64/128 Owners:

- *Set up your Commodore 64 or 128 as shown in the Owner's Manual.*
- *For a one player game play, plug your joystick into **Port #2** for the Home Team. For a two player game play, plug a second joystick into **Port #1** for the Visiting Team.*
- *For Commodore 128, set system to Commodore 64 mode.*
- *Turn the computer and disk drive on.*
- *Insert THE WORLD'S GREATEST FOOTBALL GAME disk into the disk drive, with the **SIDE 1** label facing up. (You will be prompted when to remove the disk and insert **SIDE 2**. Press **RETURN** after inserting **SIDE 2**.) **SIDE 1** is the GAME and CHALKBOARD, **SIDE 2** is the PLAY disk.*
- *Type **LOAD" *",8,1** and press the **RETURN** key.*

With the FAST LOAD CARTRIDGE™:

- *Turn the disk drive and computer on.*
- *Insert THE WORLD'S GREATEST FOOTBALL GAME disk with the **SIDE 1** label facing up.*
- *Press and hold the **C=** (Commodore) key and the **RUN/STOP** key to load the program.*

*Note: If you receive any kind of disk error message once the program is loaded, press **RETURN** to reset your computer.*

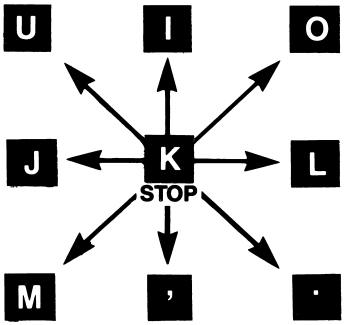
Apple Home Computer Owners:

- *Set up your Apple Home Computer as shown in the Owner's Manual.*
- *If using a joystick, plug the joystick in as shown in the Owner's Manual.*
- *Insert THE WORLD'S GREATEST FOOTBALL GAME disk with the **SIDE 1** label facing up. (You'll be prompted when to remove the disk and insert **SIDE 2**. After inserting **SIDE 2**, press **RETURN**). **SIDE 1** is the GAME and CHALKBOARD, **SIDE 2** is the PLAY disk.*
- *Turn the computer on.*
- *After a few seconds, the title screen will appear.*

*For one player game play, you can use either the keyboard or the joystick. For two player game play, one player must use the keyboard controls and the other player must use the joystick. To toggle between the keyboard and the joystick (for one player, or to switch off with two players), press **S** before starting a play.*

*If you are using keyboard controls, press the **SPACE BAR** to make your selections and initiate plays. If you are using a joystick, press the **FIRE** button instead of the **SPACE BAR**.*

These are the joystick and keyboard controls that you will use, to move in the indicated directions, throughout THE WORLD'S GREATEST FOOTBALL GAME:



In the following instructions, all joystick controls refer to both the Commodore 64 and Apple Home Computer. All keyboard controls for the Apple appear in parenthesis.

PRE-GAME

Once THE WORLD'S GREATEST FOOTBALL GAME has loaded, the PLAY GAME/CHALKBOARD menu will appear. You can choose either PLAY GAME or the CHALKBOARD:

— *Play Game*

— *Chalkboard*

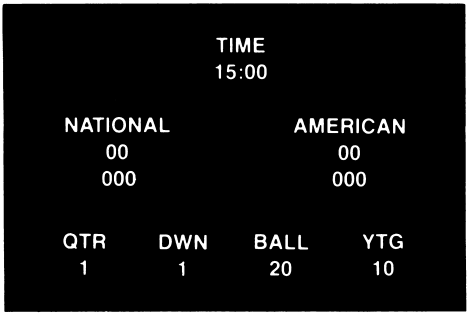
Selecting the CHALKBOARD gets you to the team clubhouse, where, as Coach, you choose the formations, make assignments and chart plays.

*To go directly to the field, choose PLAY GAME. Using the joystick or keyboard controls, select PLAY GAME. Press the **FIRE** button (**SPACE BAR**).*

- *After choosing PLAY GAME, you will be asked to enter your team name. Using the keyboard, enter the name of the Home Team and press **RETURN**. For a one player game do not enter a Visiting Team name. Just press **RETURN** again.*

  *For a two player game, you must enter a Visting Team name. Enter the name of the Visiting Team and press **RETURN**.*

- *Once you have selected the team names, you must decide on the length of the quarters. The maximum amount of time allowed is 15 minutes. To change the time clock, pull the joystick **DOWN** (press the , key) to reduce the time; push the joystick **UP** (press the **I** key) to increase the time. When you have selected the desired quarter time length, press the **FIRE** button (**SPACE BAR**).*
- *Now you see the Scoreboard. The Scoreboard indicates the team names, the quarter, down, yards to go, ball position and time outs remaining.*



STARTING PLAY

Kick-Off

- *Kick-off to begin play. The team which has possession of the ball should press the **FIRE** button (**SPACE BAR**) to call up the Main Menu screen.*
- *The Main Menu is made up of these options:*

— *Time-out: there are three time-outs per half*

10 — *Go to Scoreboard*

— *Load or Save the Game, switch from PLAY GAME to CHALKBOARD or vice versa*

EXIT — *Exit*

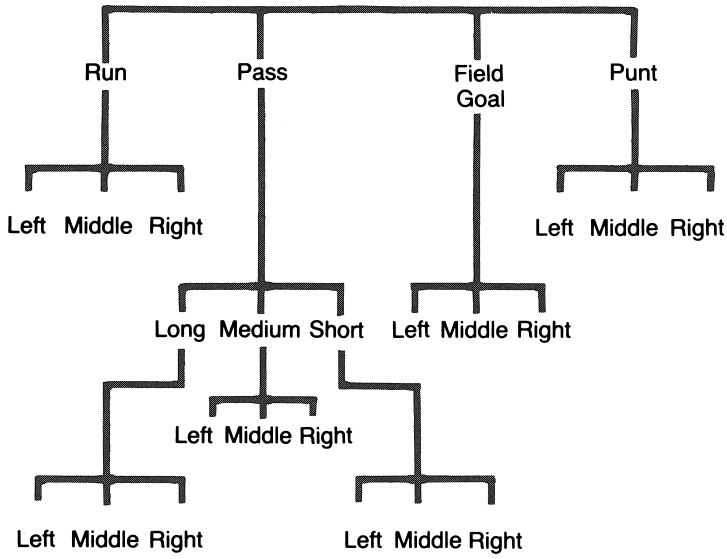
- *Using the joystick (pressing the **J** or **L** key), select the **EXIT** icon to advance to the Play Selection screen. When the Kick-off icon appears, press the **FIRE** button (**SPACE BAR**).*
- *Select the direction of the Kick: **LEFT**, **MIDDLE**, or **RIGHT**, then press the **FIRE** button (**SPACE BAR**).*
- *Now a menu of plays for the type of Kick selected will appear. Use the joystick (press the **I** and , keys) to scroll **UP** and **DOWN** the list of plays. Select a play with the joystick (press the **J** or **L** key), and press the **FIRE** button (**SPACE BAR**). The play will be diagrammed on the screen.*
- *If you wish to use the diagrammed play, select the **OK** icon with the joystick (press the **J** or **L** key). If you would rather see another play, select the **GARBAGE CAN** icon to make a new selection. If you wish to design your own play, refer to the CHALKBOARD section in this manual.*
- *If you are playing with two players, your opponent will now select a defensive play. Follow the same selection sequence used in making the offensive play selection. For one player game play, you also select the defensive play. (Now is the time to design or run through various plays—before you face your opponent.)*

Note: In a two player game, players should not observe the other player making his or her play selections.

- *After you have chosen both the offensive and defensive play formations, use the joystick (press the **J** or **L** key) to select the **OK** icon to take you to the Kick-off screen.*
- *To initiate the Kick-off, the receiving team presses one of the numbered keys from **0** to **8**. These keys correspond to the speed in which the Kick-off is played. **0** is fastest; **8** is slowest. Press **9** for a stop-action sequence, and press the **SPACE BAR** (Button **2** on the joystick) to advance each frame. After selecting the speed of play, the Kick-off will automatically begin. Move the Kick-off receiver downfield to gain a good position. Following the Kick-off, press the **C=** (**ESC**) key, and the Scoreboard will appear.*

Play Selection

- *Press the **FIRE** button (**SPACE BAR**) for the Main Menu. Select **EXIT** to advance to the CHOOSE PLAY TYPE menu. Use the joystick (press the **J** or **K** key) to select the following offensive options: Run, Pass, Field Goal, Punt and Exit.*
- *You will encounter a series of three or four simple menus asking for different types of play selections. Here are the choices you will be making to select the various types of plays:*



- *The Offensive Player selects first. Select the type of play you want by moving the joystick (pressing the **I**, **J**, **L** and , keys). Press the **FIRE** button (**SPACE BAR**).*
- *The next menu asks for the play direction. If you want the play to go **LEFT**, up the **MIDDLE**, or **RIGHT**, make your selection and press the **FIRE** button (**SPACE BAR**).*
- *Now you will be looking at a list of plays from your Playbook. Use the joystick (the **I**, **J**, **L** and , keys) to scroll **UP** and **DOWN** the list of plays. You can scroll beyond the screen to view all the plays in the category. Press the **FIRE** button (**SPACE BAR**) to make your selection.*
- *The play will be diagrammed on the screen. Study the route of the primary ball carrier. In the Commodore 64/128, the primary ball carrier is indicated with a black line ending in a square. The secondary ball carrier is indicated with a black line ending in a diamond. In the Apple version, the primary ball carrier is indicated with a white line ending in a square. The secondary ball carrier is indicated with a white line ending in a diamond.*

Note: The screen displays 22 plays at a time, but the play list can actually hold up to 120 plays.

- *Now the Defensive Player selects a play from the menu to try and contain the offense. Once the Defense has selected a play, choose the **OK** icon.*
- *The Offense selects the speed at which the play is run. It is based on a scale of **0** (fastest) to **8** (slowest). Press the numbered key for the speed you want, and the action begins. For a freeze frame, stop-action sequence, press the **9** key. The Defensive player can then press the **SPACE BAR** (Button **2** on the joystick) to advance the game step by step.*
- *When the ball is snapped, you will see "Received Snap" at the top of the screen. The quarterback will follow his assigned route automatically until you decide to handoff, pass or change the pre-assigned play.*
- *When your running back is in position for the handoff, you'll hear a "beep" from the computer. Press the **FIRE** button (**SPACE BAR**). Move the joystick away from the offensive line (press the appropriate directional keyboard controls) for an outside handoff. If you want to make an inside handoff, move the joystick towards the offensive line (press the appropriate directional keyboard controls). Once the handoff has been made, control shifts to the ball carrier. Use your joystick (press the appropriate directional keyboard controls) to move him downfield.*
- *After each play is completed, press **C= (ESC)** key,to return to the Scoreboard.*
- *At any time during PLAY GAME, you can **EXIT** to the Main Menu to call a time out. Using the joystick (pressing the **J** or **K** key), select the **TIME OUT** icon. This allows you to stop the clock and save huddle time. Press the **FIRE** button (**SPACE BAR**). There are three time-outs per half.*

PLAYING THE GAME

In THE WORLD'S GREATEST FOOTBALL GAME, you can survey the field action from three different, simultaneous view points. With the multi-screen perspectives, you benefit from sideline, overhead and close-up views. Press the ***W*** *key to toggle between single and multi-screen views*

- *Sideline View —On the right side of the screen is your original sideline view. It allows you to see both teams at the line of scrimmage before and during the play.*
- *Overhead View —On the lower left side of the screen is the overhead view of the entire field. It allows you to survey all 22 players moving on the field, highlighting the key offensive and defensive players and the position of the ball.*
- *Overhead Close-up View —In the upper left corner of the screen is an overhead close-up view, with a + sign marking the position of the ball carrier, and the X's and O's marking the positions of the offensive and defensive players in the immediate area. The close-up view allows you to view the action from above, watch the offensive and defensive players execute their routes, and to see the best "holes" to take advantage of.*

The quarterback stands out from the other players in a white uniform with a black helmet (in the Apple version, the quarterback is indicated by a green square. The Receiver will be indicated by an orange square). The ball is snapped, and play begins. Use your joystick (appropriate directional keyboard controls) to scramble. When your Primary receiver, or Secondary, if selected, is in position downfield, you will hear a "tone". To release the ball, press the ***FIRE*** *button (****SPACE BAR****) and then move the joystick* ***LEFT*** *or* ***RIGHT*** *(press the* ***J*** *or* ***L*** *key).*

If there is danger of the quarterback getting sacked, you can release the ball early. Move the receiver into position to catch the ball. To release the ball, press the ***FIRE*** *button (****SPACE BAR****).*

Game play automatically defaults to the Primary receiver. Commodore users press and hold the ***FIRE*** *button and pull the joystick* ***DOWN*** *to select the Secondary receiver. To switch back to the Primary receiver, press and hold the* ***FIRE*** *button and push the joystick* ***UP****. Apple users press Button* ***1*** *on the joystick to toggle or press* ***S*** *or* ***P*** *to select the Primary and Secondary receiver. The letter* ***S*** *or* ***P*** *will appear in the top left-hand corner of the screen. If neither receiver is open, you can elect to keep the ball and run downfield.*

After the ball is released, control switches from the quarterback to the selected receiver. The receiver stands out in a white uniform. As you follow the flight of the ball, use the joystick (appropriate directional keyboard controls) to move the receiver into position. He has to be within arm's reach of the ball to make the catch. Once the ball is released, the defensive secondary moves toward the ball and closes in on the ball carrier. If the defense comes into contact with the ball carrier, the carrier is tackled and the play is over.

The defense can also switch players. The game automatically defaults to the Linebacker. Commodore users press and hold the ***FIRE*** *button and pull the joystick* ***DOWN*** *for a Safety. Push the joystick* ***UP*** *to switch back to a Linebacker. Apple users press Button* ***1*** *on the joystick or the* ***SPACE BAR*** *to toggle between the Saftey and the Linebacker (the Linebacker and Safety will be indicated by a purple square). The letter* ***S*** *or* ***L*** *will appear in the top right-hand corner of the screen. Control of the Linebacker is generally desired on a running play. Control of a Safety is generally desired on a pass play. As each play develops, you should be able to determine if a play is a pass or run and this will help you decide whether to select a Linebacker or Safety.*

Press the ***C= (ESC)*** *key after each play to return to the scoreboard. If you make a touchdown, you must kick for the extra point.*

The Punt or Field Goal
To try a field goal or punt, select the corresponding icons from the Play Selection menu. If you do nothing after the snap, the ball will be kicked automatically. But, if you want to fake out your opponent with an option play, use the joystick to control the ball carrier in executing a run or pass.

On a punt return, the receiving team uses the joystick or the keyboard to control the movements of the punt returner—in a white uniform. To call a fair catch, press the ***FIRE*** *button (****SPACE BAR****).*

Save Game
Return to the Main Menu. Select the ***DISK*** *icon. Now select the SAVE GAME option and the game is saved.*

Load Game
Return to the Main Menu. Select the ***DISK*** *icon. Now select the LOAD GAME option and the previously saved game is loaded.*

Restore/Reset
At any time during the PLAY GAME, you can press the ***RESTORE (RESET)*** *key to return to the PRE-GAME section of THE WORLD'S GREATEST FOOTBALL GAME.*

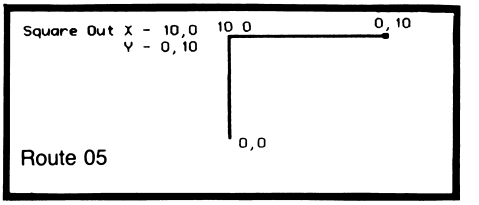
Note: Whenever you switch from CHALKBOARD to PLAY GAME or vice versa, be sure to insert SIDE 1 of the disk and press RETURN.

THE CHALKBOARD

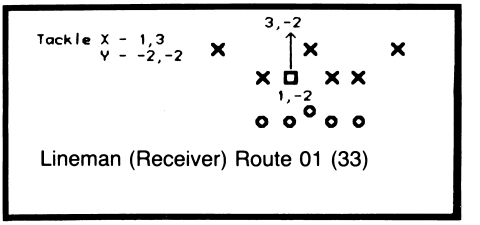
It's been said that football is 85 percent mental and 15 percent physical. And most of that mental work —designing and calling the right play, knowing who to throw to and who to block—gets done in front of the CHALKBOARD. That's where you, as Coach, can put together your own Playbook with enough formations, plays and options to keep your opponent off balance. Working with the CHALKBOARD, you can design blocking and passing patterns for each play —plays you'll be calling as part of your game plan.

Before you start designing your plays, study the illustrations provided in the Playbook. You'll see a variety of offensive and defensive formations and routes.

There are 87 possible offensive receiver routes, each identified by a number in the lower lefthand corner. The X and Y coordinates in each pattern represent the forward and lateral movement of the player on the field, with 0,0 being the starting point of each receiver. Thus, in a Square Out—Route 05, the receiver runs straight out 10 yards, then cuts to his right 10 yards to catch the ball.



The boxes you see in the blocking routes represent the first turn point in the route, and the arrow represents the end point. The X and Y coordinates represent forward and lateral movement, with 0,0 being the position of the ball on the line. In Blocking Route—01, for example, the tackle moves one yard forward and two yards to the left of the ball then continues straight ahead 3 yards.



Entering the CHALKBOARD from the PLAY GAME section is easy. Select the ***EXIT*** *icon from the GAME OPTION menu to return to the Main Menu. Using the joystick (pressing the* ***J*** *or* ***L*** *key), select the* ***DISK*** *icon and press the* ***FIRE*** *button (****SPACE BAR****).*

This takes you to the SAVE/LOAD menu. If you want to save the present game, select ***SAVE GAME*** *and the game will be saved. Then you can go on to the CHALKBOARD and return to the game after you have designed your plays.*

Select the ***CHALKBOARD*** *icon from the SAVE/LOAD menu. Press the* ***FIRE*** *button (****SPACE BAR****). Remove the disk from the disk drive, turn it over and insert it with the* ***SIDE 1*** *label facing up.*

The CHALKBOARD menu is made up of six options. These options are:

- *views a play from the Play disk menu*

- *to add/design a play*

- *to change a play*

- *to delete a play*

- *to initialize or format a blank disk to store your plays.*

- *return to PLAY GAME*

Selecting any of the first four icons will prompt you to to choose Offense (0's) or Defense (X's). Then you'll be asked to select Run, Pass, Field Goal, and Punt. Next choose Left, Right, and Middle. The last screen is the Play Book.

TO VIEW A PLAY

*To view saved plays, select the **VIEW** icon. Select the play you want to view. Then pull the joystick **DOWN** (press the , key) to scroll down the list, push the joystick **UP** (press the **I** key) to scroll up the list, and **LEFT** or **RIGHT** (press the **J** and **L** keys) to move to the next column of plays. Each play name is highlighted as you scroll past it. Press the **FIRE** button (**SPACE BAR**) to select the play you want.*

*Note: If there are no plays available in a particular category you've selected, "NO PLAYS ON FILE" will appear at the top of the screen. Select **EXIT** to return to the CHALKBOARD menu.*

The play will then be diagrammed on your screen. Black lines (white lines on Apple) ending in a square represent the Primary receiver route and black lines (white lines on the Apple) ending in a diamond represent the Secondary receiver route. Blue lines (orange lines on the Apple) represent the routes of the other players.

If you have a printer, you can print out the diagram of the new plays you design—or of the entire class of plays by selecting the print option you want.

EXIT - *exit the print option*

- *print the diagram*

- *print the entire class of plays*

+ TO ADD/DESIGN A PLAY

To design your own plays, select the + icon. Select the type of play you want.

*Insert a blank, initialized disk, or the PLAY disk (**SIDE 2**) and press the **FIRE** button (**SPACE BAR**). Then select the appropriate options on each menu.*

Note: It is recommended that each player save plays on separate disks.

Choosing Formations

*You'll then be asked to choose an offensive formation. Each of the 27 possible formations is displayed, with formation numbers displayed in the lower left corner of the screen. To advance to the next formation, select the ↓ icon and press the **FIRE** button (**SPACE BAR**). To go to the previous formations, select the ↑ icon.*

When you are diagramming plays on the CHALKBOARD, the yardage lines on your screen are marked every 10 yards.

*To see the preassigned routes for players in each formation, move the cursor to the ROUTES x — icon and press the **FIRE** button (**SPACE BAR**).*

*When you've found the formation you want, move the cursor to **OK** and press the **FIRE** button (**SPACE BAR**).*

Selecting Players

*Once you've chosen a formation, you'll be asked to select the players you want to assign a route to. A circle will appear around a player in your formation, and his position and number will be displayed in the lower corners of the screen. Use the ↑ and ↓ icons and press the **FIRE** button (**SPACE BAR**) to move the circle up and down the formation.*

*To select a player, set the circle around the position within the formation. Then move the cursor to the OK option and press the **FIRE** button (**SPACE BAR**).*

Selecting Routes

*Next you'll be asked to choose a Route for that player. Use the (↑) and (↓) icons and press the **FIRE** button (**SPACE BAR**) to flip through 87 possible receiver routes. The screen display will tell you what formation you're in, which player you're assigning a route to, and the route number you're currently selecting.*

*If you're assigning routes to a running back, and want to see how a cross pattern, for example, Route 03, will integrate with the routes that the rest of the team players will be running, select the ROUTES x→ icon and press the **FIRE** button (**SPACE BAR**). The running back's cross pattern will be highlighted with a black line, (white line), and all other offensive routes will be shown in blue lines (orange lines).*

If you want to reverse the displayed route, select the REVERSE icon (RVS). The Route number of that pattern will be displayed in green lettering on a black background (black lettering on a white background) on the bottom right-hand side of the screen, until you select the REVERSE icon (RVS) again.

*When you're ready to assign a route to that player, move the cursor to the **EXIT** icon and press the **FIRE** button (**SPACE BAR**).*

You'll then be asked to choose the next player you want to assign a route to. Repeat the process as above.

*Note: To move ahead to the next menu, select **OK**. Select **EXIT** to return to the previous menu.*

You don't have to select a route for each player. If you want to stay with a player's preassigned route, just skip to the next player in the "Choose Player" screen.

Primary and Secondary Player Selection

*When you're satisfied with the route for each player, press the **FIRE** button (**SPACE BAR**) to **EXIT** from the last "Choose Player" screen. Repeat the **EXIT** routine until you're asked to choose a primary ball carrier for offensive plays. Each eligible receiver in your formation will then be circled in turn, and his route will be displayed. Use the **FIRE** button (**SPACE BAR**) to select a Primary receiver, move the cursor to **OK**, and press the **FIRE** button (**SPACE BAR**). The Primary receiver's route will then be highlighted in a dark line ending in a black square.*

You must then select a secondary receiver the same way. His route will be shown ending in a diamond.

Name a Play/Save a Play

Once you've selected a formation, routes and ball carriers, you need to name the play. Using the keyboard, enter the play name.

You can name your play with any combination of letters and numbers up to 15 characters. It's a good idea to include information in the play name that will cue you as to the nature of the play. For example,"F1 Trap Left RB" tells you the formation you are using (#1), the kind of play, and the Primary ball carrier or running back. In a defensive play "322 MAN TO MAN" indicates three players starting on the line of scrimmage, two players starting one yard off the line, and two players two yards off the line, with the rest of the players in the backfield.

TO CHANGE A PLAY

The CHANGE icon on the CHALKBOARD menu allows you to change a play you've already designed. Select the play you want to change.

*You'll then be asked whether you want to Rename (NAME) or Redesign (REDO) the play. Press the **FIRE** button (**SPACE BAR**) and you'll see the play list for that type of play. Use the cursor to select the play you want to change.*

*If you just want to Rename a play, you'll be given a screen to rename. Now you can **SAVE** the play as before.*

If you want to Redesign the play, you'll go through the same sequence you followed in the ADD play process—choosing a new formation, player routes and ball carriers. Remember that players will keep the same routes you assigned them in your original play, unless you change a particular player's route. Save your play as before.

TO DELETE A PLAY

*The DELETE icon allows you to remove plays from the Playbook. Flip through the option menus to find the play you want to delete. Press the **FIRE** button (**SPACE BAR**) for your selection. At the same time you delete a play from the Playbook, you create space to add a new plays.*

*When you're satisfied with the variety of plays you've designed on the CHALKBOARD, it's time to suit up and return to the field. To get from the CHALKBOARD to the PLAY GAME, select the **PLAY GAME** icon from the CHALKBOARD menu. This will bring you back to the ENTER TEAM NAME screen. Using the keyboard, enter your team name and press **RETURN**. To continue on in PLAY GAME, follow the instructions in the PRE-GAME section.*

Note: At any time during the CHALKBOARD, you can press the RESTORE (RESET) key to return to the main CHALKBOARD menu.

HELPFUL HINTS

- *Moving the quarterback before the ball is snapped will result in a fumble. Look for "Received Snap" at the top of the screen to start movement.*
- *On running plays, you will hear a "tone" when the designated player is in position to take a handoff. For example, you can run a halfback option, with your halfback taking the handoff and passing to a receiver downfield.*
- *When positioning a player to catch a pass or lateral, move them toward the shadow cast by the football. The shadow indicates the ball's relative position to the ground. Players must be within arm's reach of the ball to take the pass.*
- *If the ball has not passed the line of scrimmage, players will stay at the endpoints of their routes. Defensive players will revert to man-to-man coverage.*
- *If you have not assigned a route to a defensive player, he'll play man-to-man. Linemen will rush the quarterback, and backs will move toward the ball.*
- *Offensive backs may have a hard time shaking man-to-man coverage. One technique is to jiggle the joystick when you're controlling the receiver. (There are no corresponding keyboard controls).*
- *Running backs positioned on the line become blockers if they're not handling the ball.*
- *Each player is programmed with his own logic for his position. For instance, a tight end may pick up the blitz and stay on the line to block, rather than run his route.*
- *Running backs are programmed with "the John Riggins factor"—the ability to overpower tacklers in the open field or at the line of scrimmage.*
- *Quarterbacks are programmed with a "tiring factor"—if you try too many quarterback sneaks or end runs, he'll tire and become less effective.*
- *Offensive and defensive backs are fast, but less effective blockers. Linemen are slow, but strong.*
- *Plays can be altered by you on the field. So, if you call a long, left passing play, and then decide to run the ball up the middle, you can control the action.*
- *Using the joystick (appropriate directional keyboard controls), movement is keyed to the sideline view of the game. Moving the joystick **LEFT** or **RIGHT** (press the **J** or **L** key) will move your player left or right on the field. If you're keying your moves to the overhead view of the field, you may want to rotate the joystick one quarter turn to the right, so that player movement on the overhead screen corresponds to the movement of the joystick.*
- *When selecting the direction of the Play type, remember that the direction is from each player's point of view on the field. Left for you is right for the opposition.*

QUICK REFERENCE CARD

EXIT: *Select the* ***EXIT*** *option from any menu you're in to cancel a selection and start again.*

RESUME PLAY AFTER A DOWN: *After completing each down, press the* ***C=*** *(****ESC****) key to return to the Scoreboard and select a new play.*

DISPLAY WINDOWS: *Press* ***W*** *to toggle back and forth between 3 screen views and 1 screen sideline view of the playing field.*

SPEED CONTROL: *Press any numbered key from* ***0*** *(fastest) to* ***8*** *(slowest) for the play speed you want. Press* ***9*** *for a stop-action sequence, and use the* ***SPACE BAR*** *(Button* ***2*** *on the joystick), to advance each frame.*

SWITCH CONTROL FROM PRIMARY TO SECONDARY RECEIVER: *Commodore users, press and hold the* ***FIRE*** *button and pull the joystick* ***DOWN****. Push the joystick* ***UP*** *to switch back to Primary. Apple users press Button* ***1*** *on the joystick or* ***S*** *and* ***P*** *to select the Primary and Secondary.*

SWITCH CONTROL FROM SAFETY TO LINEBACKER: *Commodore users press and hold the* ***FIRE*** *button and pull the joystick* ***DOWN****. Push the joystick* ***UP*** *to switch back to the Safety. Apple users press the* ***SPACE BAR*** *or Button* ***1*** *on the joystick to toggle between the Linebacker and Saftey.*

OUTSIDE HANDOFF: *Move the joystick away from the offensive line (press the appropriate directional keyboard controls) for an outside handoff.*

INSIDE HANDOFF: *Move the joystick toward the offensive line (press the appropriate directional keyboard controls) for an inside handoff.*

SAVE A PLAY IN THE PLAYBOOK: *Design a play using the + icon in the CHALKBOARD. When you reach the Enter Play Name menu, type in a play name and press the* ***FIRE*** *button (****SPACE BAR****).*

SAVE A GAME: *Return to the Main Menu. Select the* ***DISK*** *icon. Now select the SAVE GAME option and the game is saved.*

LOAD A GAME: *Return to the Main Menu. Select the* ***DISK*** *icon. Now select the LOAD GAME option and the previously saved game will load.*

RESTORE WITHIN THE CHALKBOARD: *Press the* ***RESTORE (RESET)*** *key at any time to return to the main CHALKBOARD menu.*

RESTORE WITHIN PLAY GAME: *Press the* ***RESTORE (RESET)*** *key at any time to return to the main PLAY GAME menu.*

Note: All joystick controls refer to both the Commodore and Apple. Keyboard controls for the Apple are in parenthesis.

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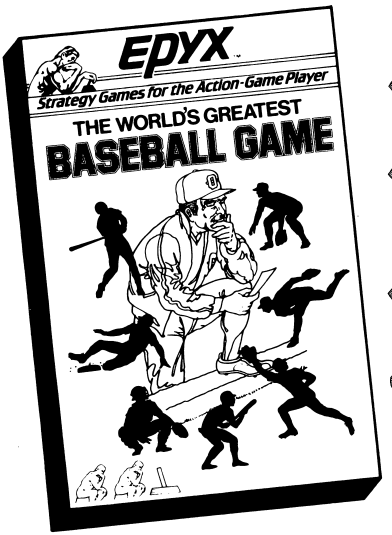
THERE'S MUCH MORE TO WINNING THAN JUST PITCHING, HITTING & FIELDING.



- *Two Game Modes: Play & Manage, Manage Only*
- *Your Playing Ability and Baseball Statistics Determine the Outcome*
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THE WORLD'S GREATEST FOOTBALL GAME™
ADDENDUM
for the Apple Computers

* On certain Apple computers you must first initialize your blank disk using the Init Hello command and then reinitialize with the initialize (disk icon) option on the Chalkboard menu. (Insert page 6.)

* When selecting your Primary or Secondary receiver, press P or S on the keyboard whether you are using the joystick or the keyboard. DO NOT press button 1 on the joystick as this will pass the ball. (Insert page 4.)

* The defense can also switch players. When using the joystick, press button 1 to toggle between Safety or Linebacker. When using the keyboard, press the SPACE BAR to toggle. (Insert page 4.)

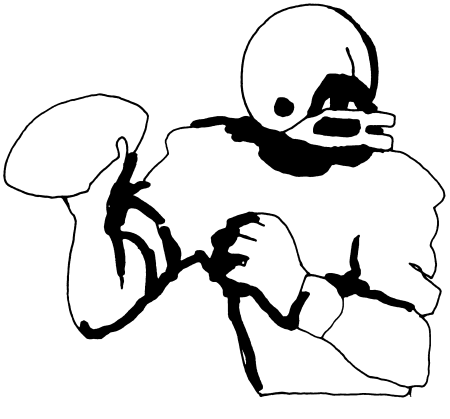
* To make menu selections when using the keyboard, press the J key to move left and the L key to move right. Then press the SPACE BAR. (Insert ppg 2,3.)

* On the Apple II+, there is an automatic repeat on the movement keys. You must press the K key to stop the player or the cursor.

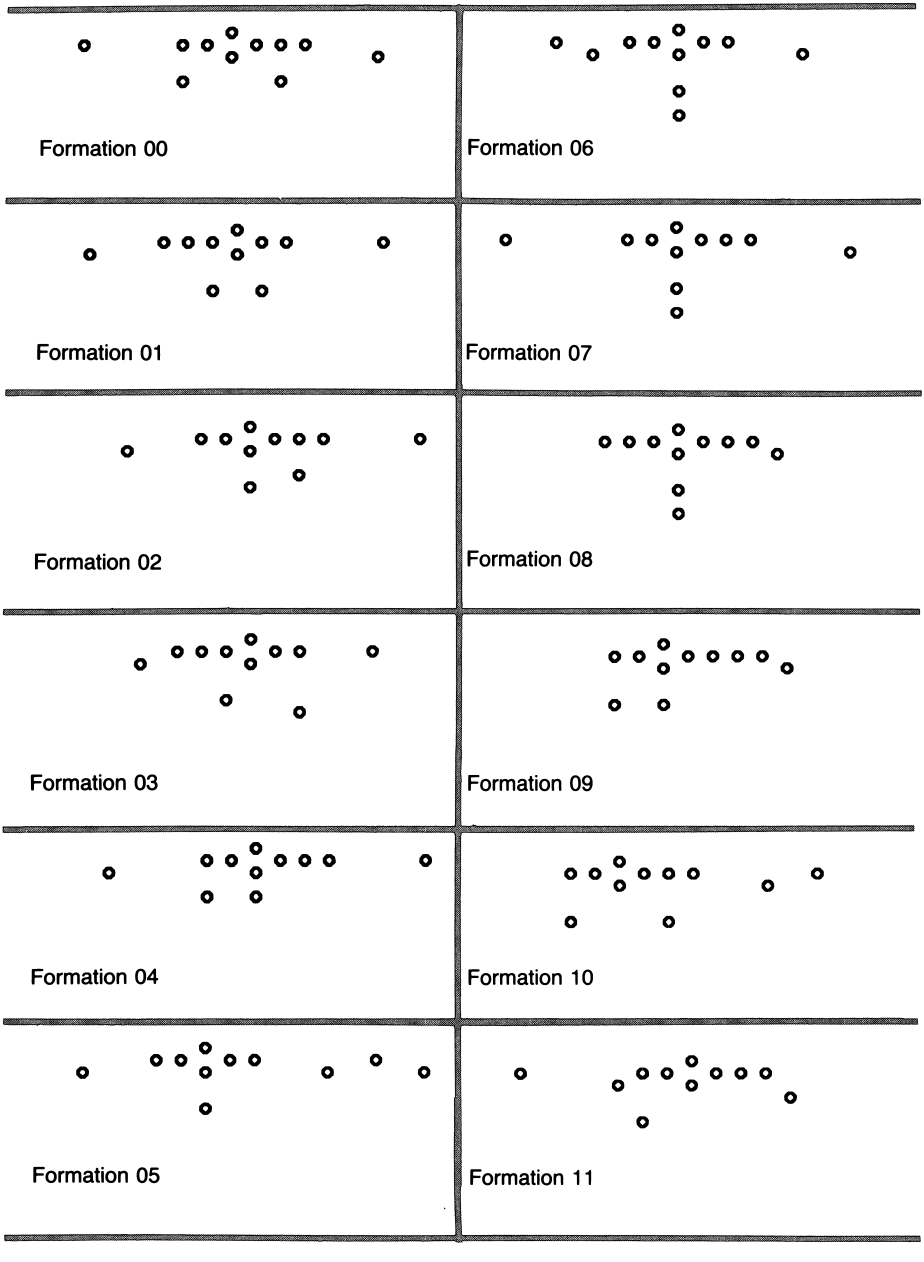
THE WORLD'S GREATEST FOOTBALL GAME™ PLAYBOOK

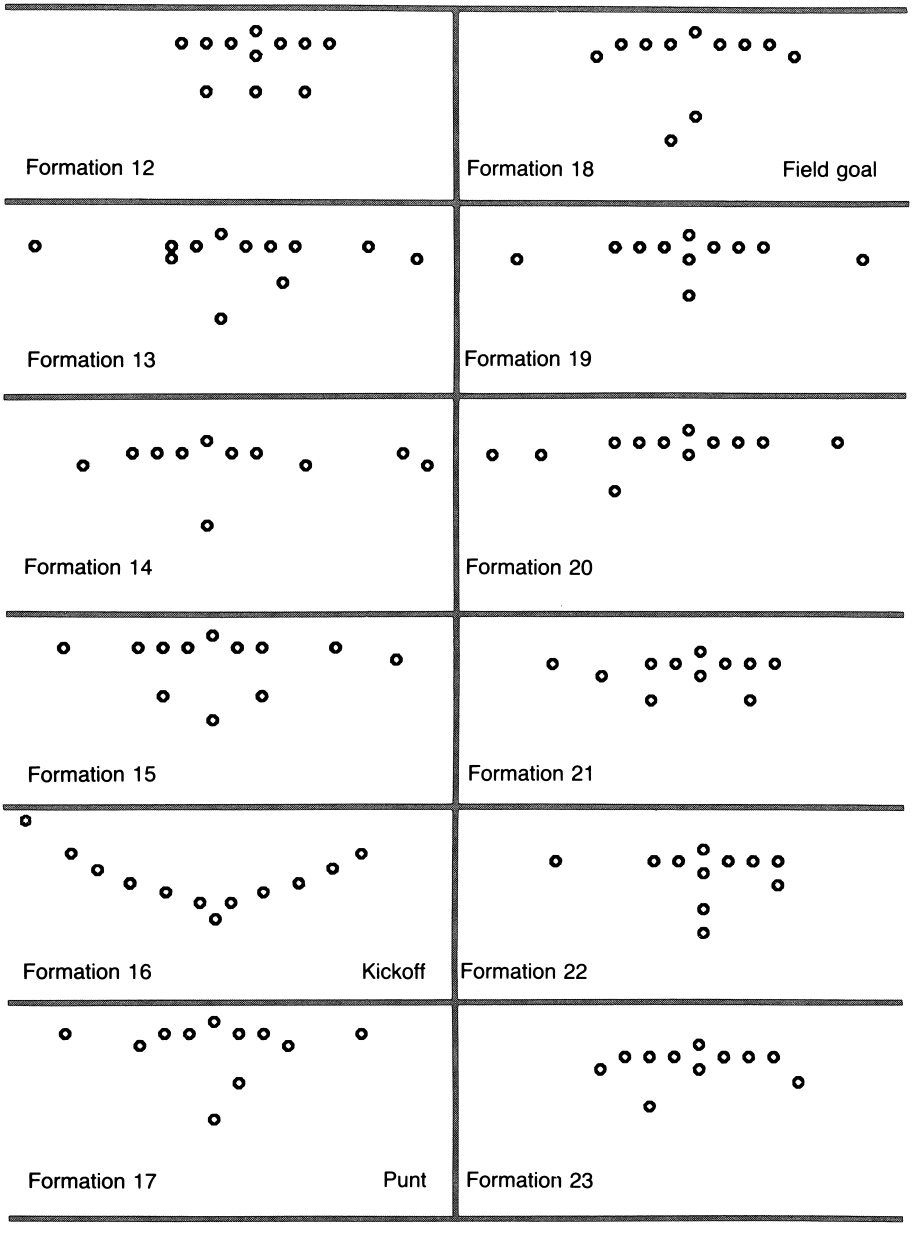
THE WORLD'S GREATEST FOOTBALL GAME PLAYBOOK

All the plays you've designed and displayed at the Chalkboard are saved in your Playbook. During the course of a game, you'll want to check through the pages of the Playbook to call the right plays for your offensive and defensive units. Following are the printed diagrams of plays provided in THE WORLD'S GREATEST FOOTBALL GAME. As you add your own plays, they can be printed out in individual Play Sheets and added to the Playbook. (See the ADD section in the CHALKBOARD instructions in the Handbook.) Each Play diagram tells you the name and type of play you're looking at. It gives you the formation number you're using, lists all the players in the play, and shows you where they are in the formation. You can check each player's route by looking up his route number in the route charts in this book. The Play diagrams also show which players are running reverse patterns, and which players are the primary and secondary ball carriers.

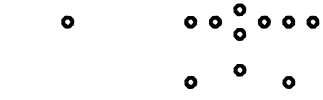


OFFENSIVE FORMATIONS

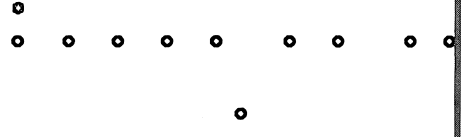



Formation 12
Formation 18
Field goal
Formation 13
Formation 19
Formation 14
Formation 20
Formation 15
Formation 21
Formation 16
Kickoff
Formation 22
Formation 17
Punt
Formation 23

Formation 24



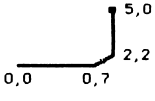
Formation 25



Formation 26

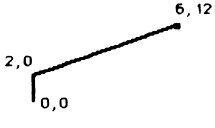
OFFENSIVE RECEIVER ROUTES

Swing X - 0,2,5
Y - 7,2,0



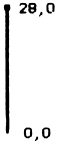
Route 00

Cross X - 2,6
Y - 0,12



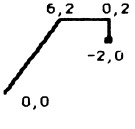
Route 03

Fly X - 28
Y - 0



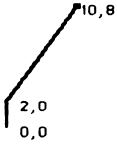
Route 01

Curl X - 6,0,-2
Y - 2,2,0



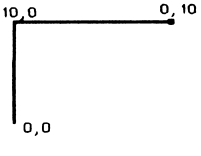
Route 04

Slant X - 2,10
Y - 0,8



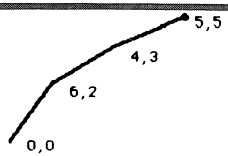
Route 02

Square Out X - 10,0
Y - 0,10



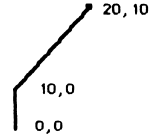
Route 05

Flat X - 6,4,5
Y - 2,3,5



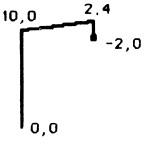
Route 06

Post X - 10,20
Y - 0,10



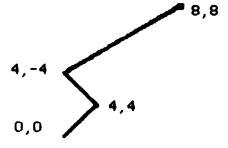
Route 12

Comeback X - 10,2,-2
Y - 0,4,0



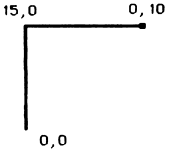
Route 07

Z - Out X - 4,4,8
Y - 4,-4,8



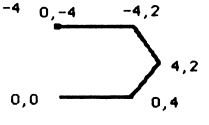
Route 13

Square-In X - 15,0
Y - 0,10



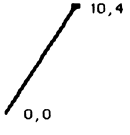
Route 08

Circle X - 0,4,4,0
Y - 4,2,-2,-4



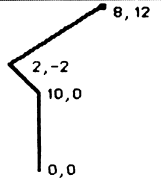
Route 14

Shoot X - 10
Y - 4



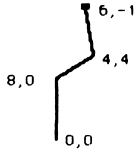
Route 09

Corner X - 10,2,8
Y - 0,-2,12



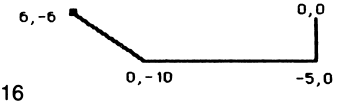
Route 15

Flag X - 8,4,6
Y - 0,4,-1



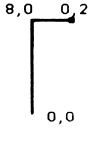
Route 10

End Around X - -5,0,6
Y - 0,-10,-6



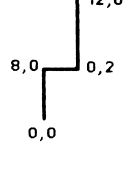
Route 16

Hitch X - 8,0
Y - 0,2



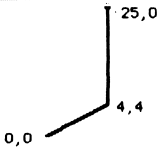
Route 11

Out & Up X - 8,0,12
Y - 2,2,0



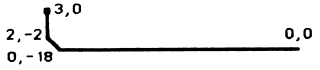
Route 17

RB Fly X - 4,25
Y - 4,0



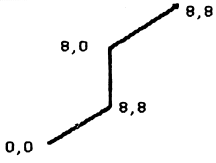
Route 18

Sideline
X - 0,2,3
Y - -18,-2,0



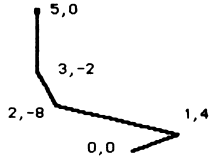
Route 24

Zig Zag X - 8,8,8
Y - 8,0,8



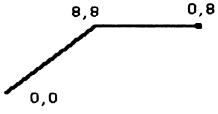
Route 19

Counter
X - 1,2,3,5
Y - 4,-8,-2,0



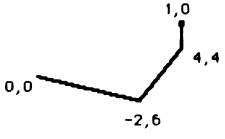
Route 25

Slant Out X - 8,0
Y - 8,8



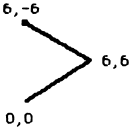
Route 20

Screen X - -2,4,1
Y - 6,4,0



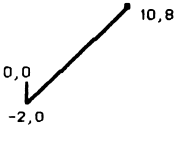
Route 21

Check X - 6,6
Y - 6,-6



Route 22

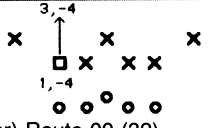
TE Delay X - -2,10
Y - 0,8



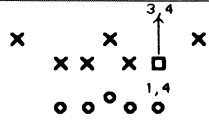
Route 23

OFFENSIVE BLOCKING ROUTES

End X - 1,3
Y - -4,-4

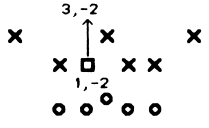


reverse X - 1,3
Y - 4,4

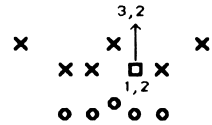


Lineman (Receiver) Route 00 (32)

Tackle X - 1,3
Y - -2,-2

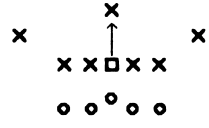


reverse X - 1,3
Y - 2,2



Lineman (Receiver) Route 01 (33)

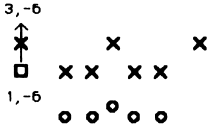
Middle X - 1,3
Y - 0,0



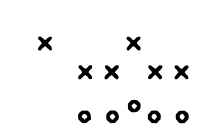
No Reverse

Lineman (Receiver) Route 02 (34)

Outside X - 1,3
Y - -6,-6

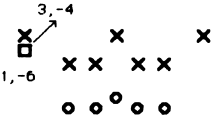


reverse X - 1,3
Y - 6,6

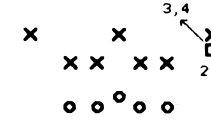


Lineman (Receiver) Route 03 (35)

ILB X - 2,3
Y - -6,-4

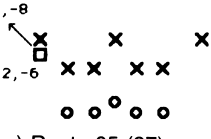


reverse X - 2,3
Y - 6,4

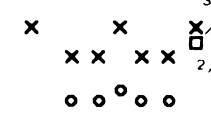


Lineman (Receiver) Route 04 (36)

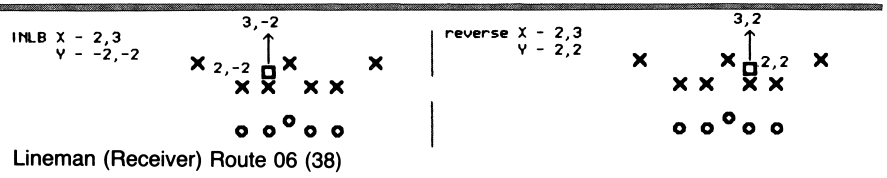
OLB X - 2,3
Y - -6,-8



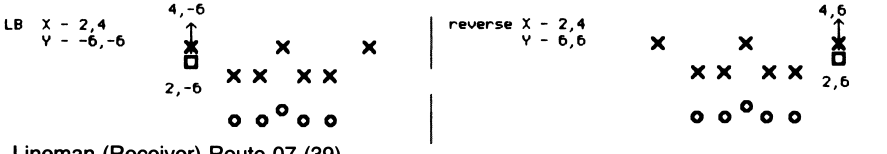
reverse X - 2,3
Y - 6,8



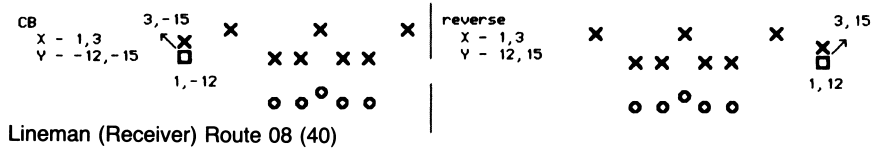
Lineman (Receiver) Route 05 (37)



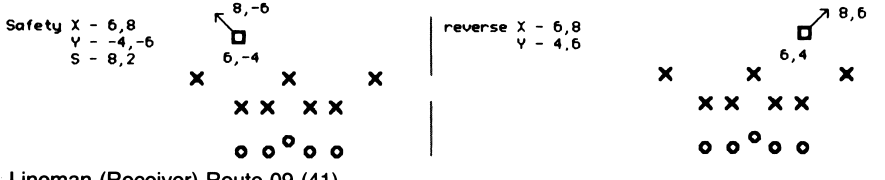
Lineman (Receiver) Route 06 (38)



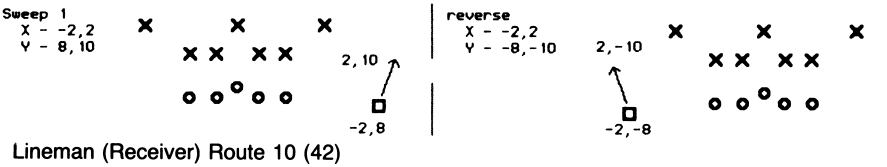
Lineman (Receiver) Route 07 (39)



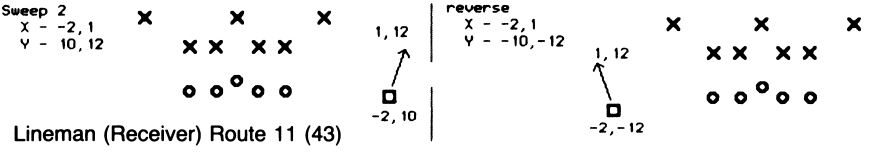
Lineman (Receiver) Route 08 (40)



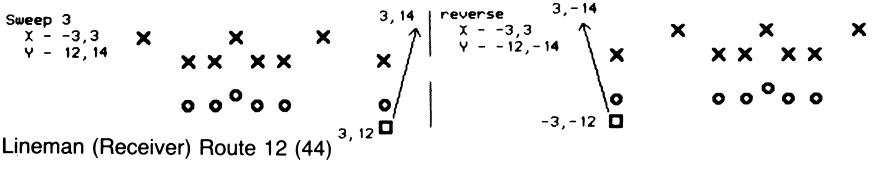
Lineman (Receiver) Route 09 (41)



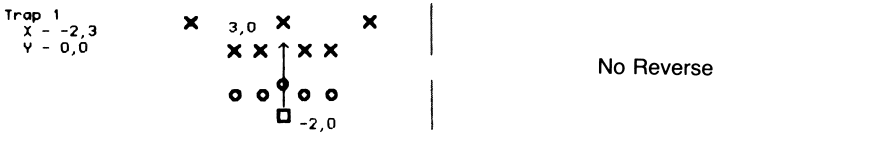
Lineman (Receiver) Route 10 (42)



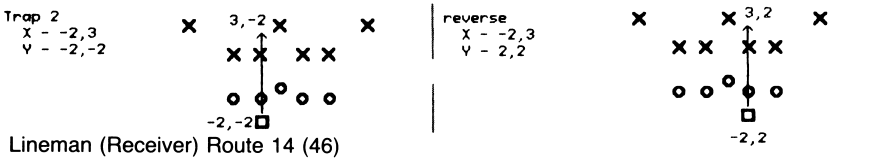
Lineman (Receiver) Route 11 (43)



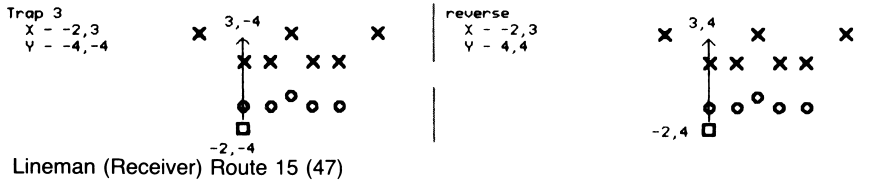
Lineman (Receiver) Route 12 (44)



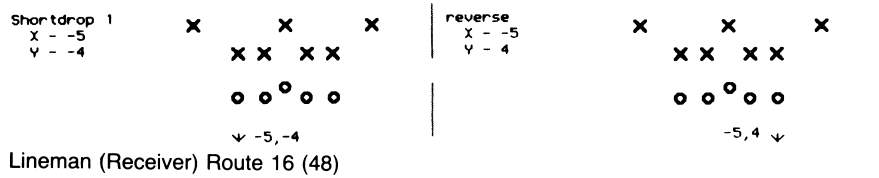
Lineman (Receiver) Route 13 (45)



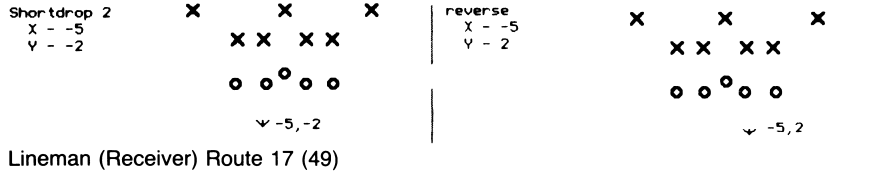
Lineman (Receiver) Route 14 (46)



Lineman (Receiver) Route 15 (47)

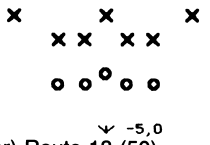


Lineman (Receiver) Route 16 (48)



Lineman (Receiver) Route 17 (49)

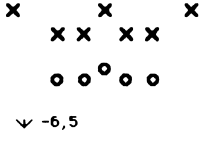
Shortdrop 3
X - -5
Y - 0



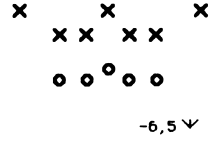
No Reverse

Lineman (Receiver) Route 18 (50)

Shortdrop 4
X - -6
Y - -5

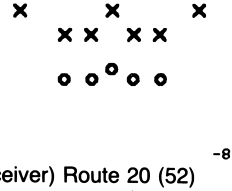


reverse
X - -6
Y - 5



Lineman (Receiver) Route 19 (51)

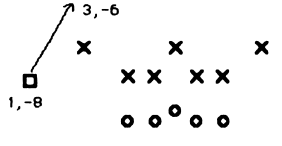
Shortdrop 5
X - -8
Y - 8



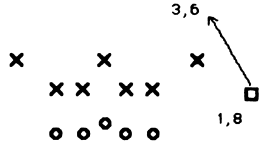
reverse
X - -8
Y - -8

Lineman (Receiver) Route 20 (52)

Safety InOut
X - 1,3
Y - -8,-6

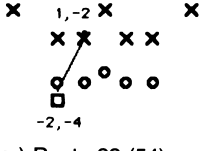


reverse
X - 1,3
Y - 8,6

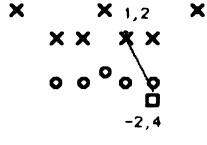


Lineman (Receiver) Route 21 (53)

Trap 4
X - -2,1
Y - -4,-2

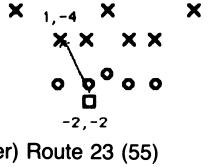


reverse
X - -2,1
Y - 4,2

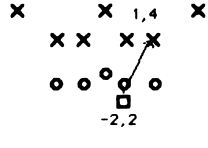


Lineman (Receiver) Route 22 (54)

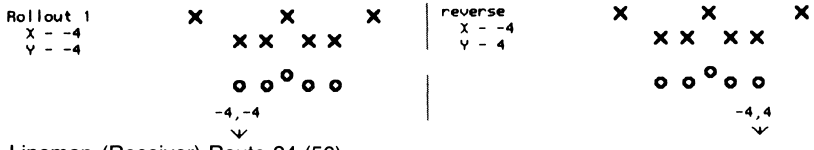
Trap 5
X - -2,1
Y - -2,-4



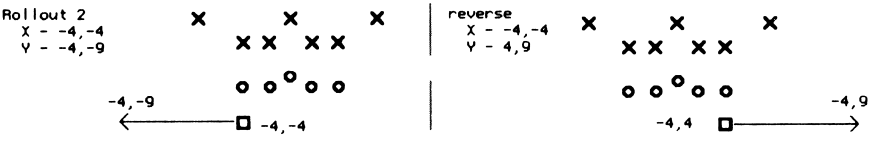
reverse
X - -2,1
Y - 2,4



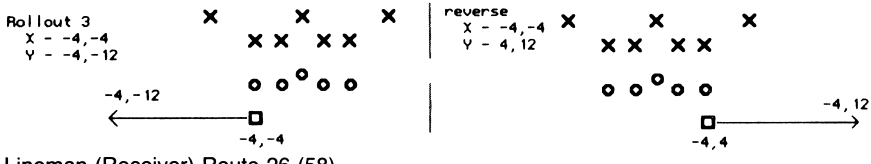
Lineman (Receiver) Route 23 (55)



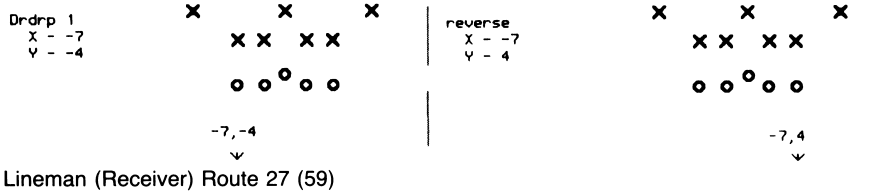
Lineman (Receiver) Route 24 (56)



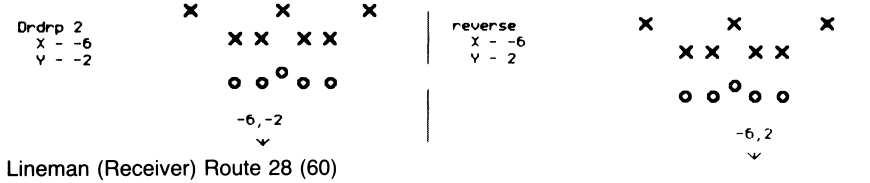
Lineman (Receiver) Route 25 (57)



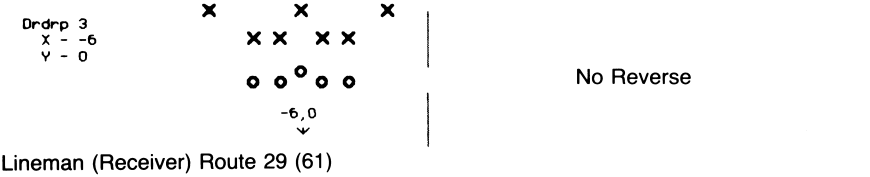
Lineman (Receiver) Route 26 (58)



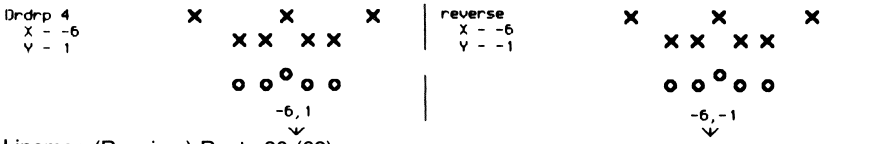
Lineman (Receiver) Route 27 (59)



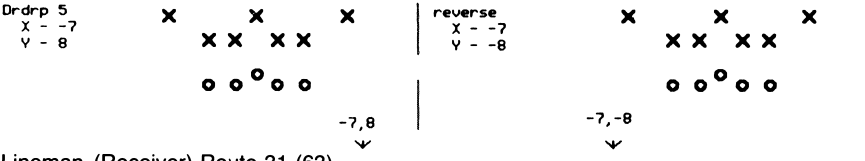
Lineman (Receiver) Route 28 (60)



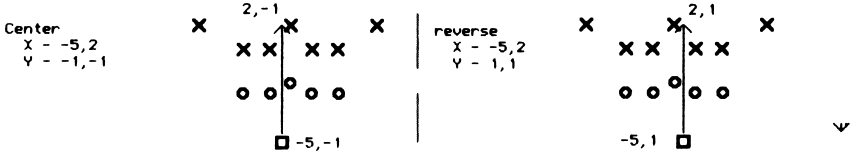
Lineman (Receiver) Route 29 (61)



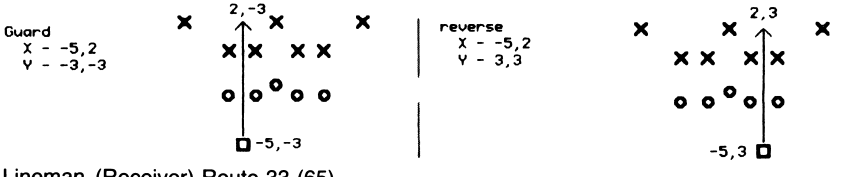
Lineman (Receiver) Route 30 (62)



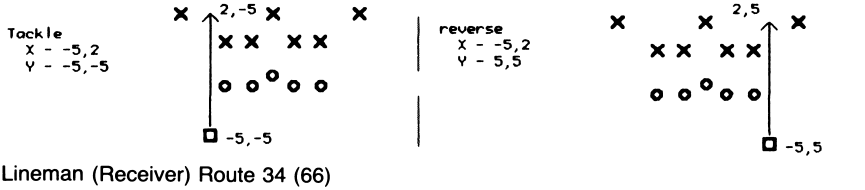
Lineman (Receiver) Route 31 (63)



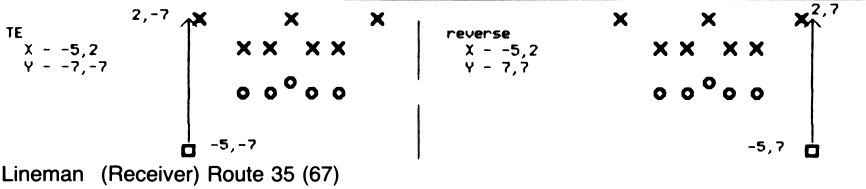
Lineman (Receiver) Route 32 (64)



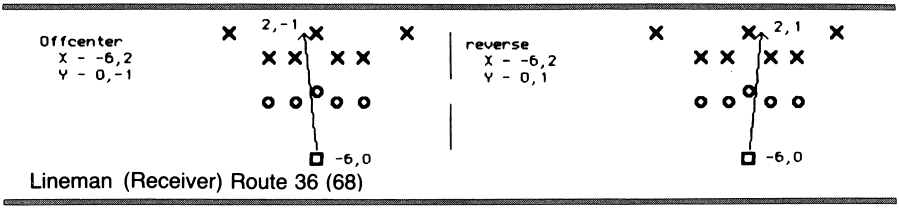
Lineman (Receiver) Route 33 (65)



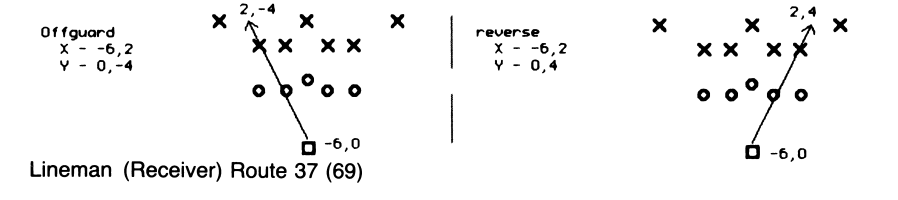
Lineman (Receiver) Route 34 (66)



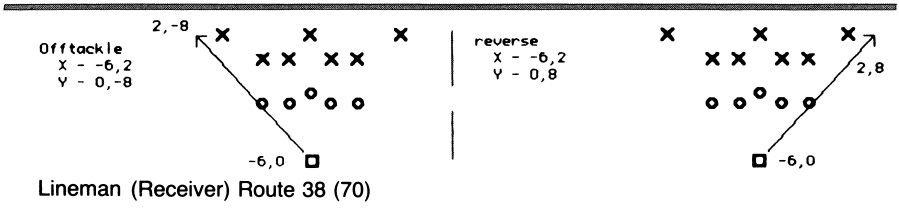
Lineman (Receiver) Route 35 (67)



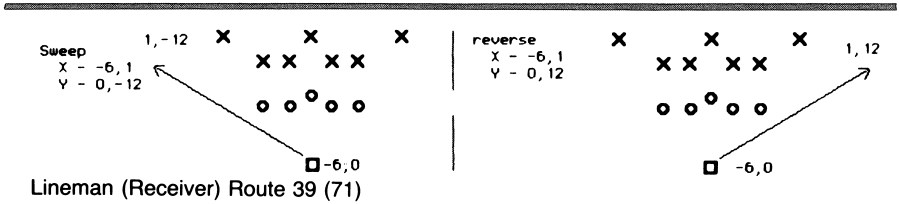
Lineman (Receiver) Route 36 (68)



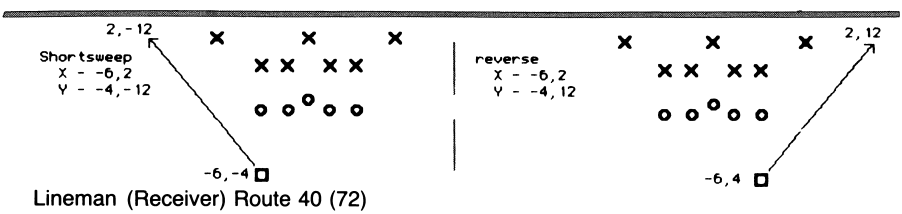
Lineman (Receiver) Route 37 (69)



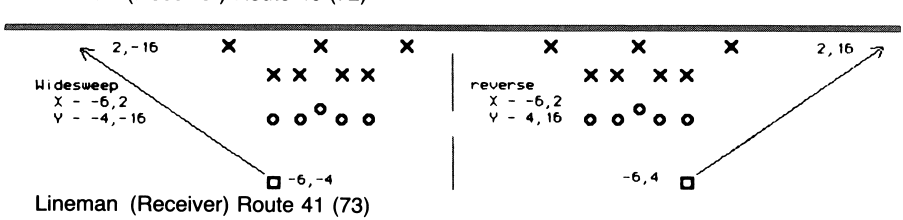
Lineman (Receiver) Route 38 (70)



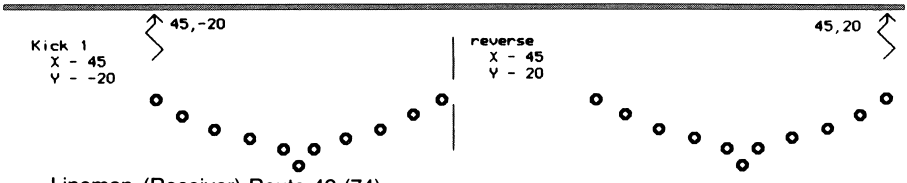
Lineman (Receiver) Route 39 (71)



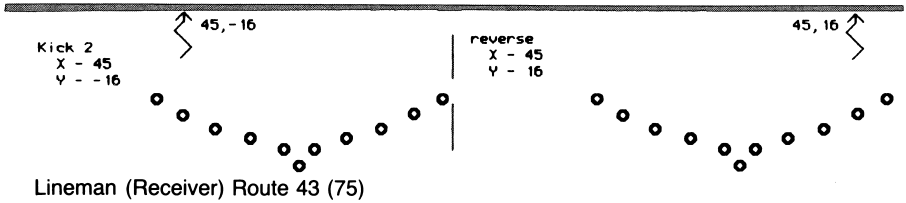
Lineman (Receiver) Route 40 (72)



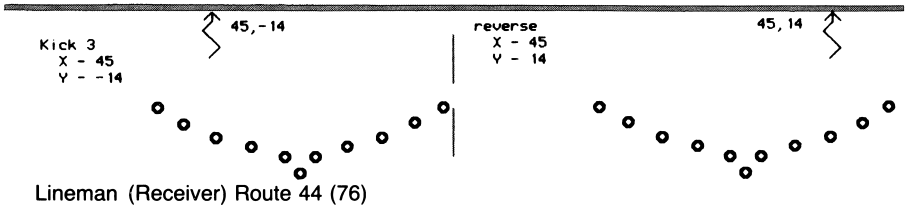
Lineman (Receiver) Route 41 (73)



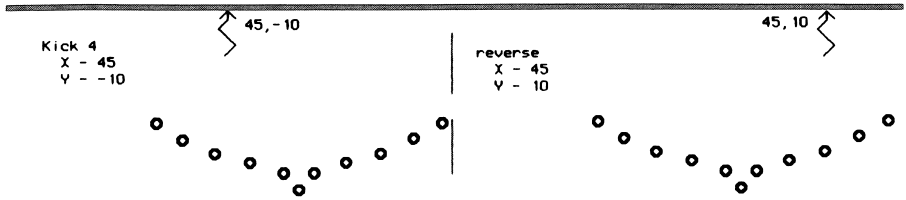
Lineman (Receiver) Route 42 (74)



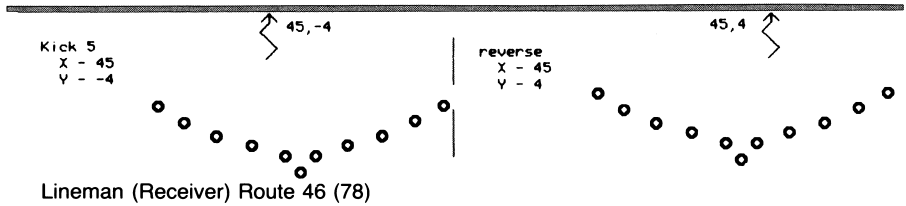
Lineman (Receiver) Route 43 (75)



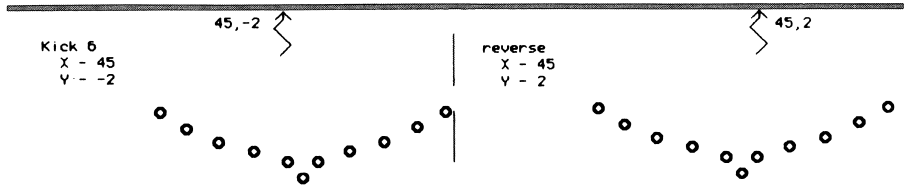
Lineman (Receiver) Route 44 (76)



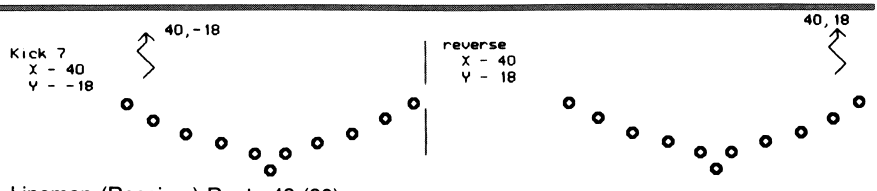
Lineman (Receiver) Route 45 (77)



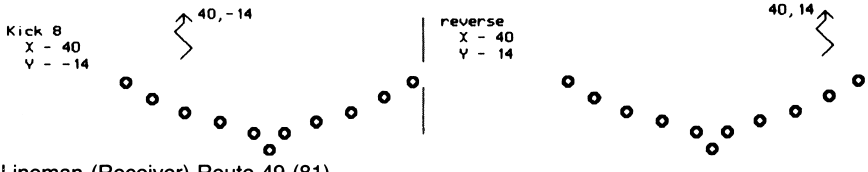
Lineman (Receiver) Route 46 (78)



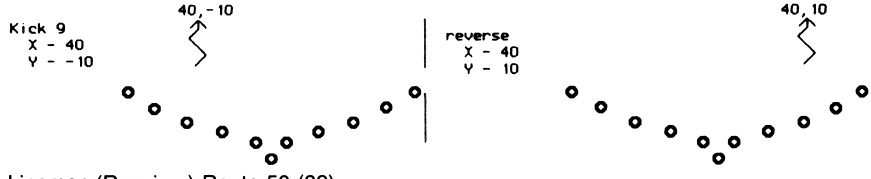
Lineman (Receiver) Route 47 (79)



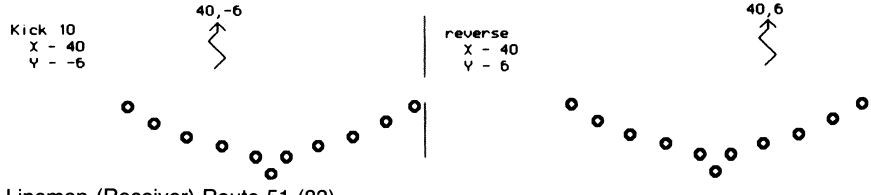
Lineman (Receiver) Route 48 (80)



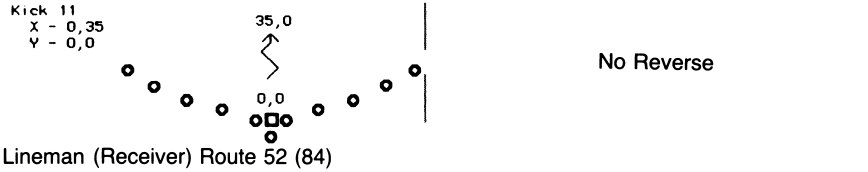
Lineman (Receiver) Route 49 (81)



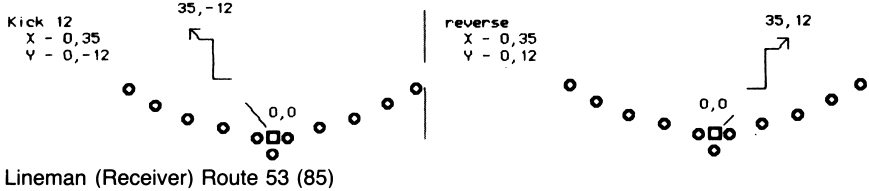
Lineman (Receiver) Route 50 (82)



Lineman (Receiver) Route 51 (83)



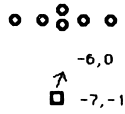
Lineman (Receiver) Route 52 (84)



Lineman (Receiver) Route 53 (85)

OFFENSIVE BLOCKING ROUTES/QB ROUTES

Block 1
X - -7,-6
Y - 0,0

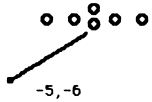


Lineman (Receiver) Route 54 (86)

No Route
Immediate Man on Man

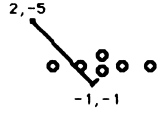
Lineman
(Receiver) Route 55 (87)

Out Tackle
X - -5
Y - -6



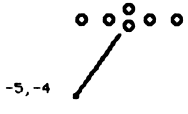
Route 00

Off Guard
X - -1,2
Y - -1,-5



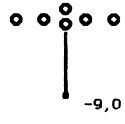
Route 05

Out Guard
X - -5
Y - -4



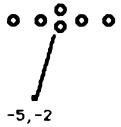
Route 01

Medium Drop
X - -9
Y - 0



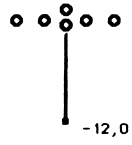
Route 06

Out Center
X - -5
Y - -2



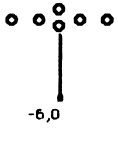
Route 02

Deep Drop
X - -12
Y - 0



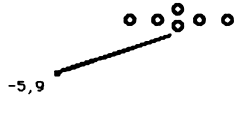
Route 07

Short Drop
X - -6
Y - 0



Route 03

Lateral Left
X - -5
Y - -9



Route 08

Deep Dash
X - -9
Y - -12

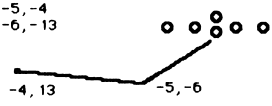
Route 04

Lateral Deep
X - 7
Y - 9

Route 09

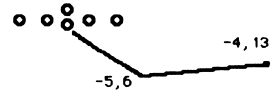
QB ROUTES

Dash
X - -5,-4
Y - -6,-13

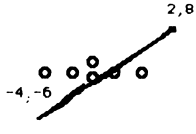


Route 10

reverse
X - -5,-4
Y - 6, 13

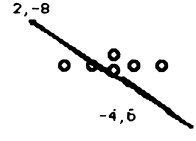


QB 1
X - -4,2
Y - -6,8

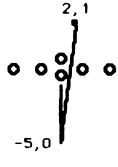


Route 11

reverse
X - -4,2
Y - 6,-8

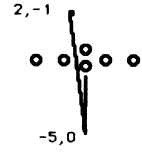


QB 2
X - -5,2
Y - 0,1

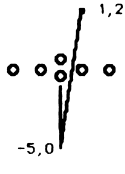


Route 12

reverse
X - -5,2
Y - 0,-1

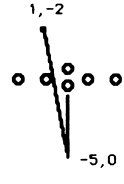


QB 3
X - -5,2
Y - 0,1

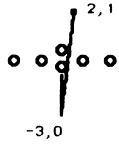


Route 13

reverse
X - -5,1
Y - 0,-2



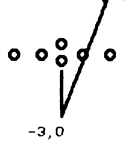
QB 4
X - -3,2
Y - 0,1



Route 14

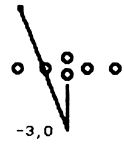
reverse
X - -3,2
Y - 0,-1

QB 5
X - -3,2
Y - 0,3

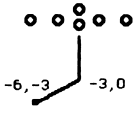


Route 15

reverse
X - -3,2
Y - 0,-3

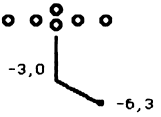


QB 6
X - -3,-6
Y - 0,-3

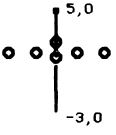


Route 16

reverse
X - -3,-6
Y - 0,3



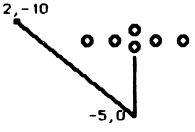
QB 7
X - -3,5
Y - 0,0



Route 17

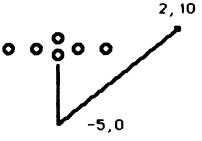
No Reverse

QB 8
X - -5,2
Y - 0,-10

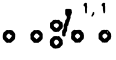


Route 18

reverse
X - -5,12
Y - 0,10



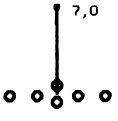
QB 9
X - 1
Y - 1



Route 19

reverse
X - 1
Y - -1

QB 10
X - 7
Y - 0



Route 20

No Reverse

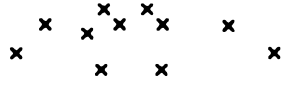
QB 11
X - 0
Y - 0

Route 21

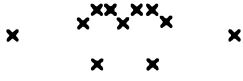
Immediate Computer
Control of Players

Route 22

DEFENSIVE FORMATIONS

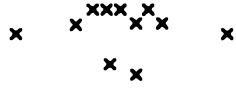


Formation 27



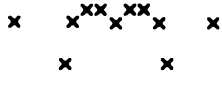
Formation 33

Formation 28



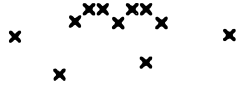
Formation 34

Formation 29



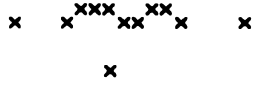
Formation 35

Formation 30

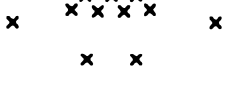


Formation 36

Formation 31

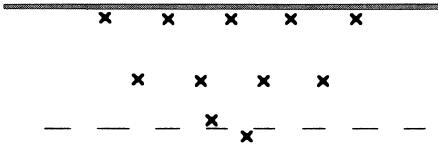


Formation 37

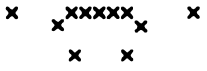


Formation 32

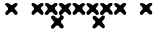
Formation 38



Formation 39

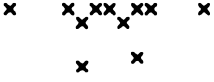


Formation 45

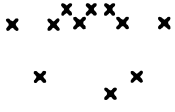


Formation 40

Formation 46

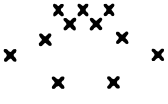


Formation 41

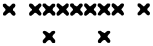


Formation 47

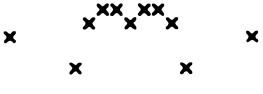
Formation 42



Formation 48

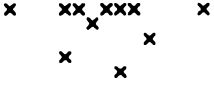


Formation 43

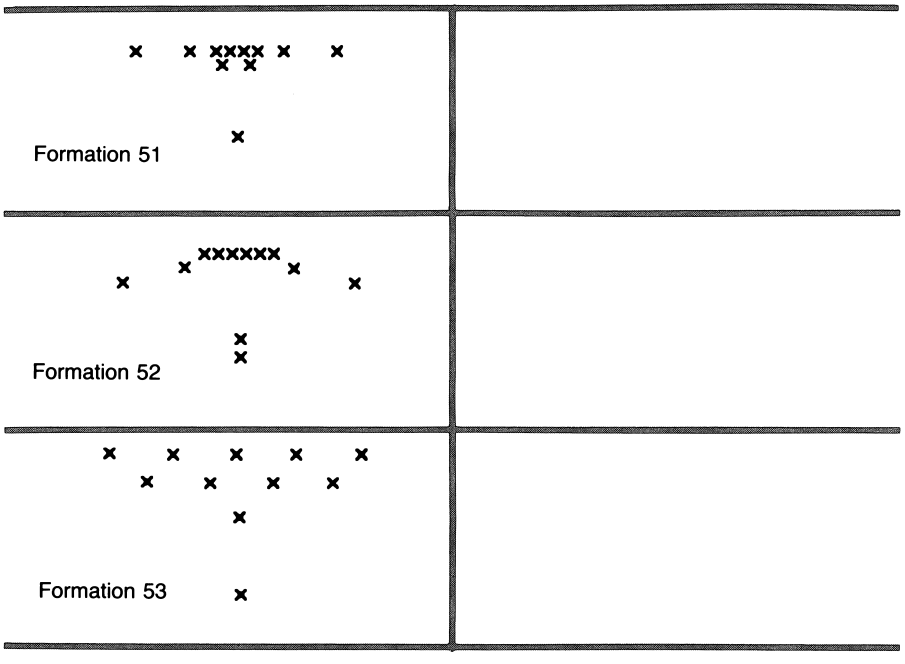


Formation 49

Formation 44

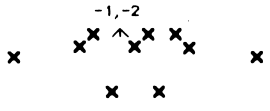


Formation 50


Formation 51
Formation 52
Formation 53

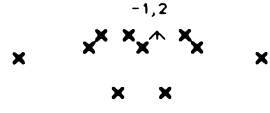
MAN ON MAN ROUTES

Tackle 1
X - -1
Y - -2



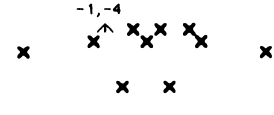
Route 00

Tackle 2
X - -1
Y - 2



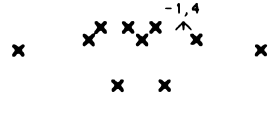
Route 01

End 1
X - -1
Y - -4



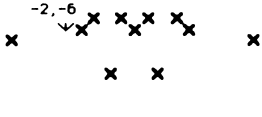
Route 02

End 2
X - -1
Y - 4



Route 03

Line Backer 1
X - -2
Y - -6

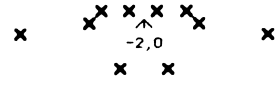


Route 04

Line Backer 2
X - -2
Y - 6

Route 05

Line Backer 3
X - -2
Y - 0



Route 06

Corner Back 1
X - -2
Y - -12

Route 07

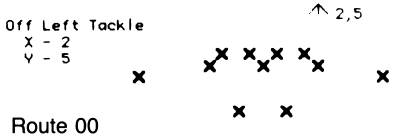
Corner Back 2
X - -2
Y - 12

Route 08

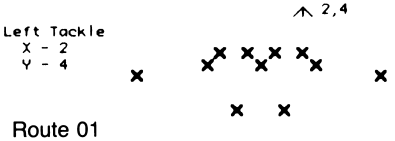
No Routes
Immediate Man on Man

Route 09

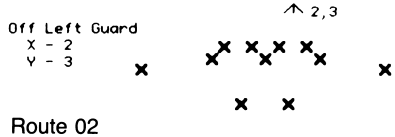
DEFENSIVE LINE ROUTES



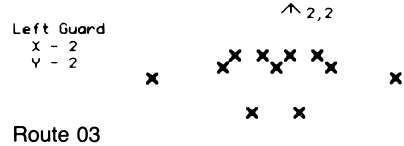
Route 00



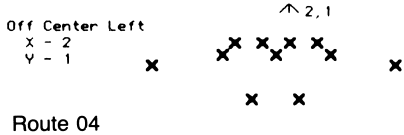
Route 01



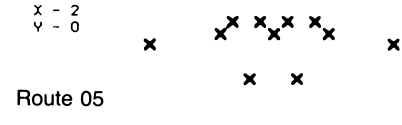
Route 02



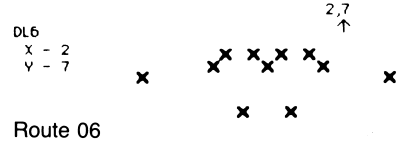
Route 03



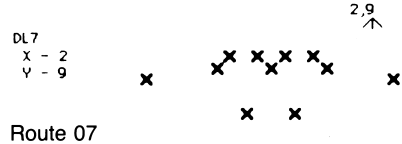
Route 04



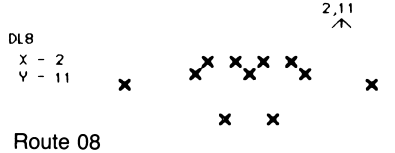
Route 05



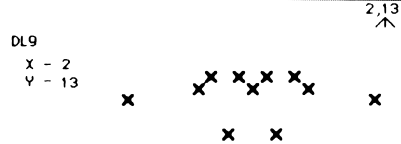
Route 06



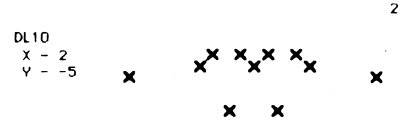
Route 07



Route 08



Route 09



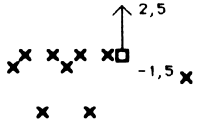
Route 10

No Routes
Immediate Man on Man

Route 11

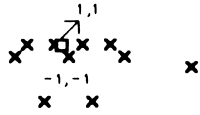
DEFENSIVE BACK ROUTES

Off Tackle 1
X - -1,2
Y - 5,5



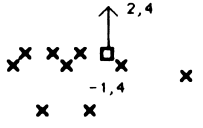
Route 00

Off Center 2
X - -1,1
Y - -1,1



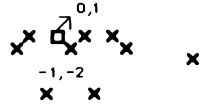
Route 06

Tackle 1
X - -1,2
Y - 4,4



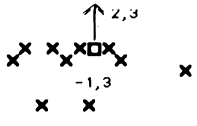
Route 01

Guard 2
X - -1,0
Y - -2,1



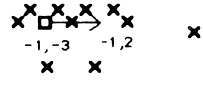
Route 07

Off Guard 1
X - -1,2
Y - 3,3



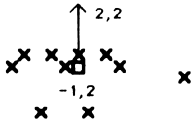
Route 02

Off Guard 2
X - -1,-1
Y - -3,2



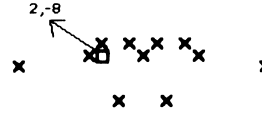
Route 08

Guard 1
X - -1,2
Y - 2,2



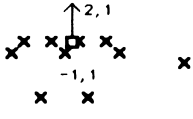
Route 03

Tackle 2
X - -1,2
Y - -4,-8



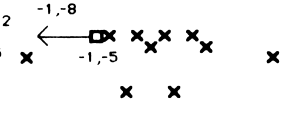
Route 09

Off Center 1
X - -1,2
Y - 1,1



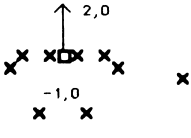
Route 04

Off Tackle 2
X - -1,2
Y - -5,-5



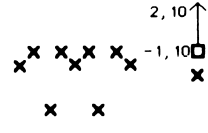
Route 10

Center
X - -1,2
Y - 0,0

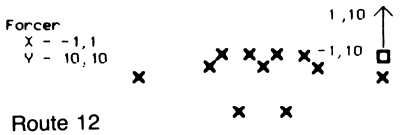


Route 05

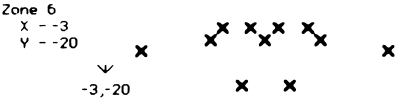
Force I
X - -1,2
Y - 10,10



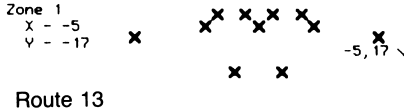
Route 11



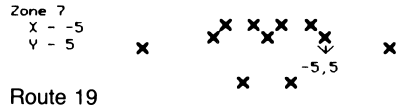
Route 12



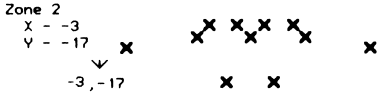
Route 18



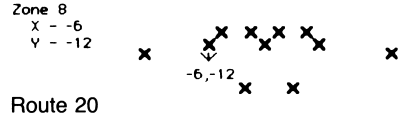
Route 13



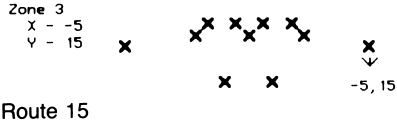
Route 19



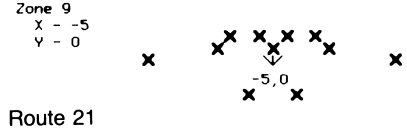
Route 14



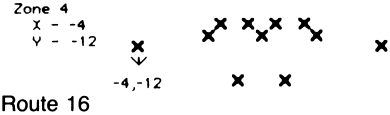
Route 20



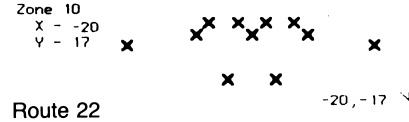
Route 15



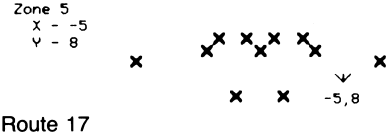
Route 21



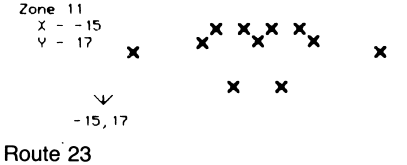
Route 16



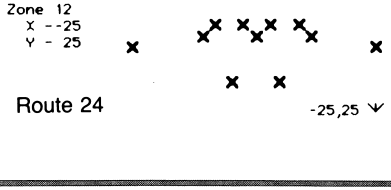
Route 22



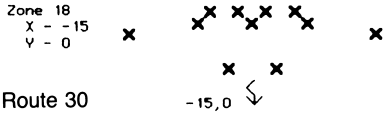
Route 17



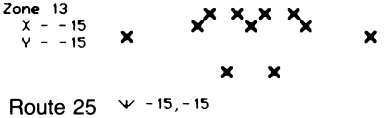
Route 23



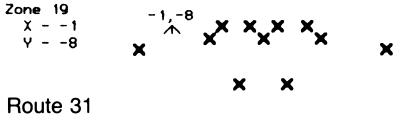
Route 24



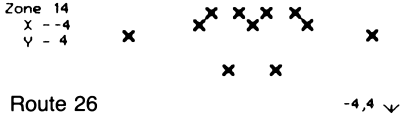
Route 30



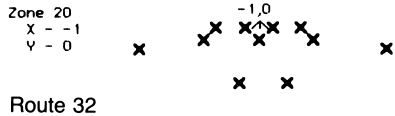
Route 25



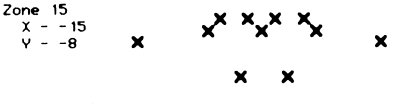
Route 31



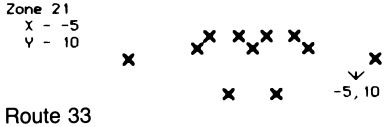
Route 26



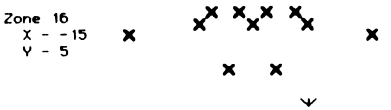
Route 32



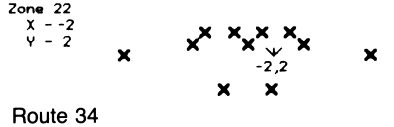
Route 27



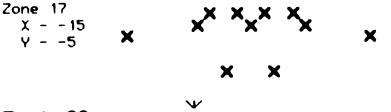
Route 33



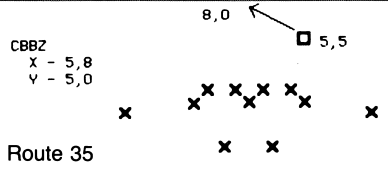
Route 28



Route 34

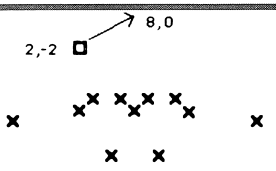


Route 29



Route 35

CBZL
X - 2,8
Y - -2,0

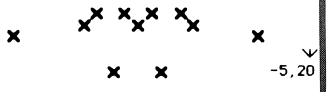


Route 36

Zone 28
X - 7
Y - 7

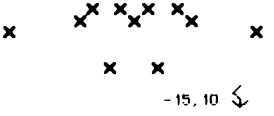
Route 42

Zone 23
X - -5
Y - 20



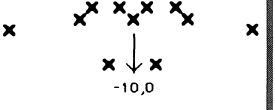
Route 37

Zone 29
X - -15
Y - 10



Route 43

Zone 24
X - -10
Y - 0

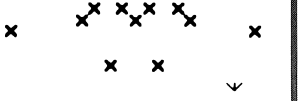


Route 38

Zone 30
X - 2
Y - 5

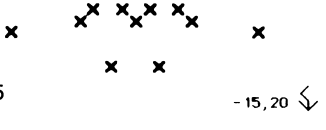
Route 44

Zone 25
X - -5
Y - 10



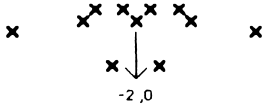
Route 39

Zone 31
X - -15
Y - 20



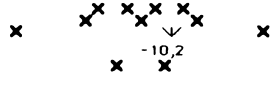
Route 45

Zone 26
X - -2
Y - 0



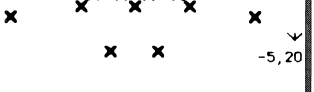
Route 40

Zone 32
X - -10
Y - 2



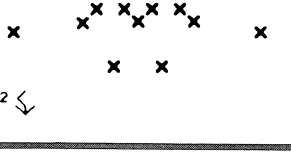
Route 46

Zone 27
X - -5
Y - 20



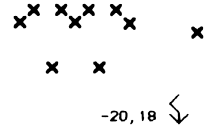
Route 41

DeepSF 1
X - -20
Y - -12



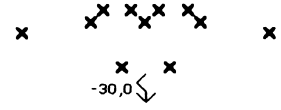
Route 47

DeepSF 2
X - -20
Y - 18



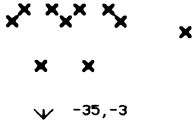
Route 48

Zone 34
X - -30
Y - 0

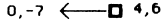


Route 54

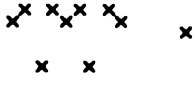
Kick Receive
X - -35
Y - 30



Route 49

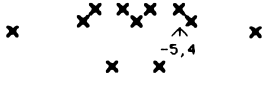


Blk Field Goal
X - 4,0
Y - 6,7

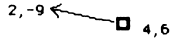


Route 50

DeepDrop1
X - -5
Y - 4



Route 51



Blkkic
X - 4,0
Y - 6,9

Route 52

Zone 33
X - -5
Y - -12

Route 53

EPYX®

1043 Kiel Court, Sunnyvale, CA 94089

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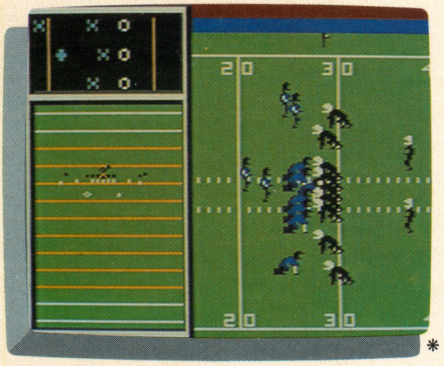
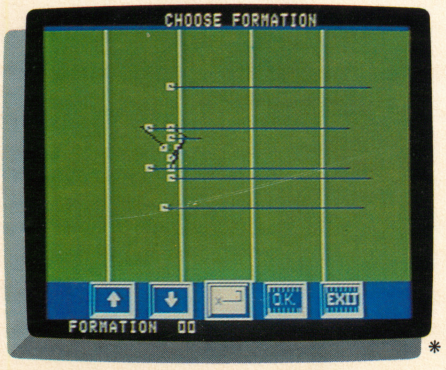
THE WORLD'S GREATEST FOOTBALL GAME™

IT'S NOT JUST PUNT, PASS AND KICK!



You're the Coach: *First down and ten. A fly pattern down the right side should shake up the defense.*



The Chalkboard: *Design your own secret plays.*

- ▶ **Real Football Strategy Plus Real Football Action**
- ▶ **Call Your Own Plays from the Sidelines**
- ▶ **Joystick Action—Break Tackles, Intercept Passes, Throw a Bomb, Even Kick a Field Goal!**
- ▶ **Design Your Own Offensive and Defensive Plays—Or Use the Playbook**
- ▶ **One or Two Players**

Real football strategy plus real football action make this the *greatest* football game! You're the coach—calling plays from the sidelines. Use the "Playbook" or design your own secret offensive and defensive plays. Recreate your favorite team's big plays. Then try out the great coaching strategies: play-action pass on second down and goal or a two-minute drill in the middle of the second quarter. This is the game that gives you what you need to *experience* real football strategy.

And action? Once the ball is snapped you're the key player. Just grab the joystick and pit your brains against brawn. Run a sweep, make a tackle, throw a bomb—even kick a field goal. Want to look at that last play again? Try the *slow motion replay* to analyze the play in more detail. Plus you have *three views* of the game play action: *Open Field Action, "Blimp View"* of the entire field and a special *One-on-One* window.

Any way you slice it—this football game has it all: Play calling, play design and on-the-field action. Try it. You'll find out why we call it The World's Greatest Football Game!

*Screens from Commodore 64 version of game

EPYX CODING To help you choose the game that's right for you. EPYX games are coded to indicate the degree of emphasis on "Action," "Strategy," or "Learning." These symbols will appear on the front of all EPYX packages.

Action	Strategy	Learning

EPYX® COMPUTER SOFTWARE

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