

TV Sports: Football

Commodore 64/128 Player's Guide

GETTING STARTED

System requirements

1. A Commodore 64, 64C, 128, or 128D.
2. A color TV or monitor.
3. A 1541, 1571, or compatible disk drive.
4. A joystick connected to PORT 2 (some game options require a second joystick).

Loading the game

Turn on your disk drive and insert the disk face up. Then turn on your monitor and computer. On a 128 or 128D, the game autoboots. On a 64 or 64C, type **LOAD "*"8,1** then press **RETURN**.

Making a league disk

Before you start league play in *TV Sports: Football*, you need to format a blank disk. When you play the game for the first time, leave the game disk in the drive at the prompt to insert your league disk. After you have edited as many teams as you desire (see *Editing a team*, page 7), insert your blank disk, then select **SAVE LEAGUE**. This is now your league disk.

MENUS AND GAME OPTIONS

The main menu has five options: **EXHIBITION**, **LEAGUE**, **PRACTICE**, **SCHEDULE**, and **STANDINGS**. Select an option by moving the joystick (in PORT 2) up and down until the football cursor is next to your selection. Press the button.

Exhibition games

When the Exhibition options appear, select one and press the button. Select a "visiting" team from the clipboard by moving the pencil to the desired team and pressing the button. In **ONE PLAYER** mode, the first team you choose (the "visiting" team) is the team you control, and is highlighted in blue. The second team you select (the "home" team) is your opponent, and is highlighted in red. The color that highlights each team is the color that team wears on the field. For **TWO PLAYER** games, use a second joystick, plugged into PORT 1, when selecting the "home" team.

League games

The Cinemaware Football League (CWFL) consists of 28 teams; each team has either a human or computer *owner*. (To change ownership from **COMP.** to **HUMAN**, see *Editing a team*, page 7.) You may have a league consisting solely of computer teams, and watch seasons progress as a spectator. Or you may change one computer team to a human team and control it through a rigorous schedule of computer opponents. Or you may compete in a league with up to 27 of your friends, each friend choosing a team to own while any remaining teams are controlled by the computer. In multi-player leagues, some of your games may be against computer teams and some may be against other humans.

Playing league games

After you select LEAGUE (see "Making a League Disk" on Page 1) from the main menu, you may choose to CONTINUE SEASON (the season in progress), or start a NEW SEASON. If you decide to start a new season, you may choose to EDIT TEAM. After you have edited as many teams as you care to, SAVE LEAGUE to save your changes to your league disk. This returns you to the new season menu.

Warning: SAVE LEAGUE *permanently erases* all games played in the previous season on your league disk! When you edit a team and SAVE LEAGUE, you *permanently modify* that team on your disk! You are allowed only *one* season and *one* league per disk. You cannot modify a team in mid-season; doing so resets the league to week 1. To run more than one season at a time, simply make another League disk.

When you are ready to play, go to CONTINUE SEASON and press the button. You see a schedule of the current week's games. A blue C indicates COMPUTER-owned teams. A red H marks the teams that are HUMAN-owned (if your team is not marked with an H it means you forgot to change the ownership and must start over). Move the pencil to the game that features *your* team and press the button. This game is now highlighted. To begin, choose PLAY at the bottom of the screen. Choose MAIN MENU to exit.

Choosing "Hold" and "Auto" modes

The right side of the weekly schedule screen has a status column indicating whether a game is in HOLD or AUTO mode. Notice that all games with one or more human teams default to HOLD mode, while all computer vs. computer games default to AUTO. This means human games are held until a later time, while computer games are played automatically. While playing your league game onscreen, all the games in AUTO mode are resolved. You can toggle games between the two modes by moving the pencil to the status column of the appropriate game and pressing the button. This allows two things: first, you can hold a computer vs. computer game and watch it later, either to study your next opponent or just to enjoy a big game; and second, if you are competing in a multi-player league and one of the players is not available to play his game, he can elect to have the computer simulation decide the game for him almost instantly! *No one* can advance to the next week until all the games from the current week have been decided, either by playing or by computer simulation.

Practice

Football is a game of fundamentals, and the only way to improve your fundamentals is practicing. This option allows you to practice handoffs, pitches, punts, field goals, and (most importantly!) passing. The playcalling screen remains up until you call a play, allowing you time to study the play diagrams. Once you have selected a play, you can snap the ball immediately. You return to the playcalling screen whenever the play ends: by running out of bounds, throwing an incomplete pass, or scoring a touchdown. You have unlimited downs, no time limits, no penalties, and you are returned to the 20-yard line after each play. The team used in practice is not a real team, but a perfect team; all players have an 8 in each skill (see *Rankings and skills*, page 7). To exit the practice mode and return to the main menu, press the button when you are on the playcalling screen.

Schedule

This option displays a weekly schedule of league games. The PREV WEEK and NEXT WEEK options at the bottom of the screen allow you to go forward and backward in the schedule. Move the cursor to your choice and press the button. Scores of games that have already been resolved appear on the weekly schedules. Those in red indicate losing efforts, while the blue scores mark victories. When viewing playoff schedules in mid-season, all teams appear as T.B.D. ("to be determined"). Choose MAIN MENU to exit.

Standings

The STANDINGS screen lets you analyze the record of every team in every division. From left to right you see: Wins Losses, Ties, accumulated Points For, and accumulated Points Against. Also, by moving the pencil up and clicking on a team, you can view its schedule. The schedule shows a complete list of opponents and tracks scores of games that have already been played.

HOW TO PLAY TV SPORTS: FOOTBALL

Starting the game

After you choose the type of game you want to play, the broadcast begins! A short graphic and musical sequence introduces the game (this sequence can be skipped with a button press). Following this, a coin toss determines who kicks off and who receives to start the game. The VISITING team always makes the initial selection of HEADS or TAILS. The team that wins the toss can choose whether they want to KICK or RECEIVE (the team that receives the opening kickoff will kickoff to start the second half).

You control the flashing player. On the red (home) team, the player flashes red and yellow. On the blue team, he flashes blue and cyan. *TV Sports: Football* was designed to be easy for beginners, so the game plays all by itself, even in the TWO PLAYER mode. Until you move the joystick to "take over," the computer always controls the flashing player. On offense, the player with the ball always flashes, and once you have taken control by moving your joystick, the computer cannot regain control during the play, even if you release the stick.

After the coin toss, the game goes to the *Playcalling Screen*, with a message indicating the results of the kickoff. After a few seconds, the message disappears, and the game begins!

The playcalling screen

The playcalling screen is not only used for calling plays, but also functions as a scoreboard showing the game clock, team names (the small football icon marks the team on offense), the score by quarter (the current quarter is indicated by the last quarter that has a score), and the total score, the DOWN number from 1 to 4, the yards TO GO for a first down, and the position of the football ON the field. The arrow after the word ON indicates which half of the field the ball occupies. If it is pointing up, it means that the football is past the 50 yard line and in the defensive team's half of the field. Conversely, if it points down it means the ball is more than 50 yards from the opponent's goal line. Also displayed on the playcalling screen are 6 yellow lights showing the number of time-outs remaining for each team. Each team is allowed three time-outs per half.

Calling plays

To call a play, whether you are on offense or defense, refer to the arrow icons in the lower half of the screen. Choose a formation by moving the joystick *diagonally* toward that formation. When both sides have made their decision, the offensive and defensive PLAYS are displayed. Again, move the joystick diagonally to make your selection. If you have not called a formation and play in about fifteen seconds, the computer calls one for you. However, if no joystick input was detected on the previous play, the computer begins calling plays in about five seconds to speed up the game.

Note: You can double the number of offensive plays by reversing them. To do this, hold down the button while calling your play. The pitch left now becomes a pitch right, crossing patterns to the left become crossing patterns to the right, etc.

Calling time-outs (pausing the game)

To call a time-out, you must push the button before a formation is selected. The game is now paused. To return to play, push the button again. Time-outs are useful because they stop the game clock until the START of the next play. The game clock also stops automatically at the end of every quarter *and* following an incomplete pass, a run out of bounds, or penalty.

Offense

Starting the play

As the quarterback, you are the initial ball handler, and are responsible for making last minute decisions at the line. One decision a quarterback must make is whether to send his wide receiver in motion. To do this, move the joystick left or right before the play begins. You can *snap* the ball, and initiate play, as soon as the quarterback leans into his stance. There are two ways to start the play.

Push the Button: If you push the button to snap the ball, the quarterback follows the diagrammed play and makes a handoff or pitch at the earliest opportunity. You *cannot* pass the ball if you snap it with a button press. When the running back gets the ball, he runs automatically. Move the joystick at any time to take control.

Pull Back on the Stick: If you want total control over the quarterback, pull the joystick back. Tapping the joystick makes the quarterback drop back about three to four yards; you may continue pulling back to drop back farther. You can roll to the left or right, attempt to run the ball (a quarterback sneak), or even make handoffs and pitches by pushing the button when a running back is near (the timing on this is critical). The ball goes to the *nearest* running back.

Throwing the ball

As long as the quarterback has the ball and remains behind the *line of scrimmage* (the yard line where the ball was placed to start the play), he may throw a pass to one of his receivers. To do this, you must stop moving the quarterback, so that he can enter *passing mode*. His arm points down the field. You may move his arm left or right to point to any spot on the field by moving the joystick left or right. (You may break out of passing mode by moving the joystick up or down.) When he is pointing in the right direction, press and hold the button. He releases the ball, and a white X begins to move down the field slightly faster than the ball. This X marks the center of the area in which the ball may be caught. It continues to move down the field until you let go of the button or it reaches the end of the quarterback's range (determined by his

receivers and defenders run toward it. It is very important to *lead* your receivers. This means that you should throw the ball far enough in front of them so that they get to the X about the same time that the ball does. Practice throwing passes in PRACTICE mode first. Expect to throw a lot of interceptions in your first few games. Soon you will learn to *read* the defense, and your interception rate will go down while your pass completion rate goes up.

Catching the ball

The X on the field marks the middle of the catchable range. The closer an offensive player is to the X when the ball comes down, the better chance he has of catching it. However if a defensive player is there at the same time, it is possible that, based on the HANDS ratings of the two players, the ball may be knocked down, or even intercepted.

Running the ball

There are two types of running plays: runs up the middle and runs to the outside. Running up the middle requires a good offensive line; it is their responsibility to open a "hole" for you to run through. When you find the hole, get through it as quickly as possible, before the linebackers have a chance to react. Running to the outside requires more speed and quickness.

Punting the ball

Punting the ball is similar to throwing a long pass from the shotgun. Snap the ball by pulling down on the stick. When the punter catches it, move your joystick left or right to point in the direction you want to kick. Hold the button down to punt the ball.

The distance a punter (or a place kicker, see *Special teams*, page 6) can kick the ball is determined by his Power rating, which is the average of the four skill ratings, Speed, Strength, Hands, and Agility.

Defense

Adjusting the defense

Before the play begins, you have three defensive options: you can switch control to any of four defensive backs or linebackers, you can move the defense around, or you can change the assignment of any player to BLITZ or MAN-TO-MAN.

Switching the Player You Control: You can change defensive players (*before* the play only) by pressing the button. Keep pressing it until the player you want to control is flashing. Be careful not to push the button while the ball is snapped (after the quarterback leans into his stance) or your player will dive and you will not be able to control him until he gets back up again.

Moving the Defense Around: While a player is activated, you can move him anywhere on the field, even across the line of scrimmage. However, if you move across the line and make contact with an offensive player, you may be called for *encroachment*. If you are past the line when the quarterback snaps the ball, you will get an *offsides* penalty.

Changing a Player's Assignment to BLITZ or MAN-TO-MAN: Before the ball has been snapped, activate the player you want to BLITZ, then hold down your button and pull down on the stick to change his assignment. You may change an assignment to MAN-TO-MAN pass coverage by holding down the button and pushing UP on the

stick. It does not matter what his assignment is, and you can change as many players as you like, or have time to change. It is sometimes a useful strategy to blitz a cornerback if there are no wide receivers lined up opposite him on the field. However, be careful the offense doesn't send a wide receiver in motion, or you could leave him uncovered. On the other hand, assigning man-to-man coverage to a cornerback works well against the pass, but leaves his area open for an outside run.

Making the tackle

Your defensive players must move close enough to the ballcarrier to tackle him in order to stop the play and prevent a touchdown. When a defender is in range, he may or may not be able to make the tackle, depending on his **STRENGTH** and **AGILITY**.

You may attempt a diving tackle. To make a diving tackle, press your button while pushing your joystick in the direction you want to dive. There are several advantages and one big disadvantage in attempting a diving tackle. The advantages are that a diving tackle may be the *only* way to catch a speedier player and, if you hit the ball carrier head on, you may push him back a few yards. You can also dive to attempt to knock down or intercept a pass. The big disadvantage is that you are committing yourself, because you only get one chance to make the tackle. If you miss, you could be giving up a touchdown.

Special teams

Kicking field goals and extra points

There are two ways to kick a field goal. You can let the computer attempt the kick (by doing nothing or pressing the button), or you can try to kick it yourself. Both attempts are based on the ratings of the kicker and the timing of the kick. There is a box in the lower right corner of the field goal screen with a picture of a football. Use this as a guide as to *where* on the football you want to kick it. As soon as the ball is snapped (snap the ball by pulling back on the stick), a white, horizontal line starts to move from the bottom of the football to the top. Before the white line goes above the halfway point on the football, push the button to stop it. The white line is the spot where you kick the football. To kick the ball high and short, you would stop the white line near the bottom of the football diagram. To kick it long and low, you should leave the line at the halfway point *without going past*. If you go past the halfway point, you will "top" it and send it tumbling along the ground. The **POWER** rating (figured the same way as the punter's — see *Punting the ball*, page 5) determines the maximum distance a kicker can kick. The best kickers can kick up to 67 yards, but that includes the seven yards that he lines up behind the line of scrimmage, and the ten yards of the end zone. Thus no field goals may even be attempted beyond the 50 yard line.

EDITING A TEAM

Whenever you start a new season, you have the option to EDIT TEAM. You may edit the team name, team abbreviation, and players' names; toggle the ownership between COMP. and HUMAN; and alter player rankings and skills. Just move the pencil to the item you want to change and press the button. When you select a name or abbreviation, a flashing black cursor appears on the first character of the old data. Type in the new data one letter at a time; if the old name was longer than the new, use the spacebar to erase the rest of it. When you select a ranking or skill, the black cursor appears in that box. Just type the appropriate number and press RETURN. (When changing a ranking, you must type in a leading zero for ranks 1 to 9 — 01, 02, etc. — because the computer requires a two digit number.)

When you are done, select ACCEPT and press the button. This makes a temporary copy of your new team in memory. You may now edit another team, or save your changes to disk with the SAVE LEAGUE option. An editing session permanently modifies the team on disk when you choose SAVE LEAGUE. Several sessions may be used to create a multi-player league. When all players are satisfied with their teams, select CONTINUE SEASON to begin league play.

Important: You *cannot* modify a team in mid-season; doing so resets the league to week 1. However, you may examine teams during the season. Choose EDIT TEAM, then look at any team you wish. When you are finished leave by selecting CANCEL. This does not reset the league.

Rankings and skills

All players are ranked from 1 to 18. The rankings determine the total number of "talent points" that a player is allocated. The best player on your team is given 24 points, the second best player gets 23 points, and so on down to the worst player, who has 7 points. The points are then divided among four different skills. You *cannot* give a player *more* or *less* total points than he was allocated. So if a player has 20 talent points and you have given him 5 points in each of the first three areas, the computer *only* accepts a 5 in the fourth.

The four skills are:

- **Speed:** Determines how fast the player can run.
- **Strength:** For the quarterback, determines how far he can throw the football. Strengths of ballcarrier and defensive player(s) are compared when determining whether a tackle is made.
- **Hands:** Is a factor in determining whether a player catches the ball, or which player (if any) catches it if several are in range.
- **Agility:** Determines how quickly a player can change direction when running. This becomes a factor when a receiver must come back to the ball to make the reception, or when a ballcarrier is trying to evade a tackler.

STRATEGIES AND NOTES

1. There are many variations on each offensive play. Use PRACTICE mode to experiment. During a game, learn to "set up" your opponent by running a different variation of a play than the defense has seen. For example, pitch the ball to your left halfback several times. Then, when you need a big play, "roll" to the left like you normally do on a pitch play, but when the defense moves down to contain the run, stop and fire a quick pass upfield to your wide receiver.
2. On defense, computer defenders respond to the pass more quickly in PASS defense.
3. Football is a game of "reading and reacting." Learn to read the defense *before* you begin each play, and *after* the play has started. There is a big difference between passing to a man who is in zone coverage and a man who is being covered man-to-man. If you don't like what is happening downfield, try to "dump" a short pass off to the nearest running back, or keep the ball yourself and run with it. If the defense is blitzing and you cannot find an open receiver, try to throw the ball out of bounds. It beats being *sacked* (tackled behind the line of scrimmage) and it's certainly better than throwing an interception.
4. Remember that a 6-1 defense, while not allowing many holes to open in the offensive line, gives you only *one* man deep. This is not a lot of protection if the QB comes up in the shotgun and decides to throw a bomb. Be careful — *do not get burned!* (The 4-3 has *two* men deep, the 3-4 has *four*.)
5. If you do not have time to play all sixteen games on your schedule, let the computer play some using AUTO mode.
6. If you decide to run a multi-player league, elect one player, or better yet, a non-player to be the Commissioner. The Commissioner's responsibilities could include: collecting a small "entry fee" from all the contestants (for buying trophies, etc.) and setting time limits for every game (contestants have a week to resolve all games before the Commissioner uses the AUTO mode).
7. Due to the limited space available in the RAM of the C-64, some features, regrettably, had to be left out of this version of the game. These include the 2 players vs. the computer (Teammates) option, individual and team statistics, and fumbles.

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