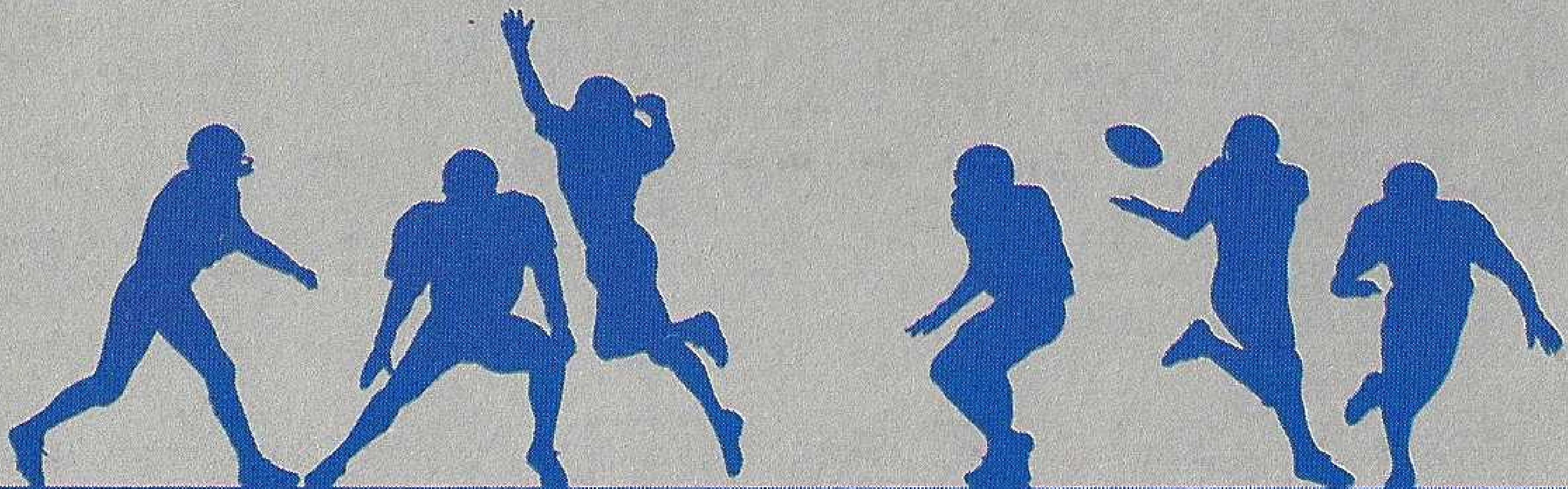
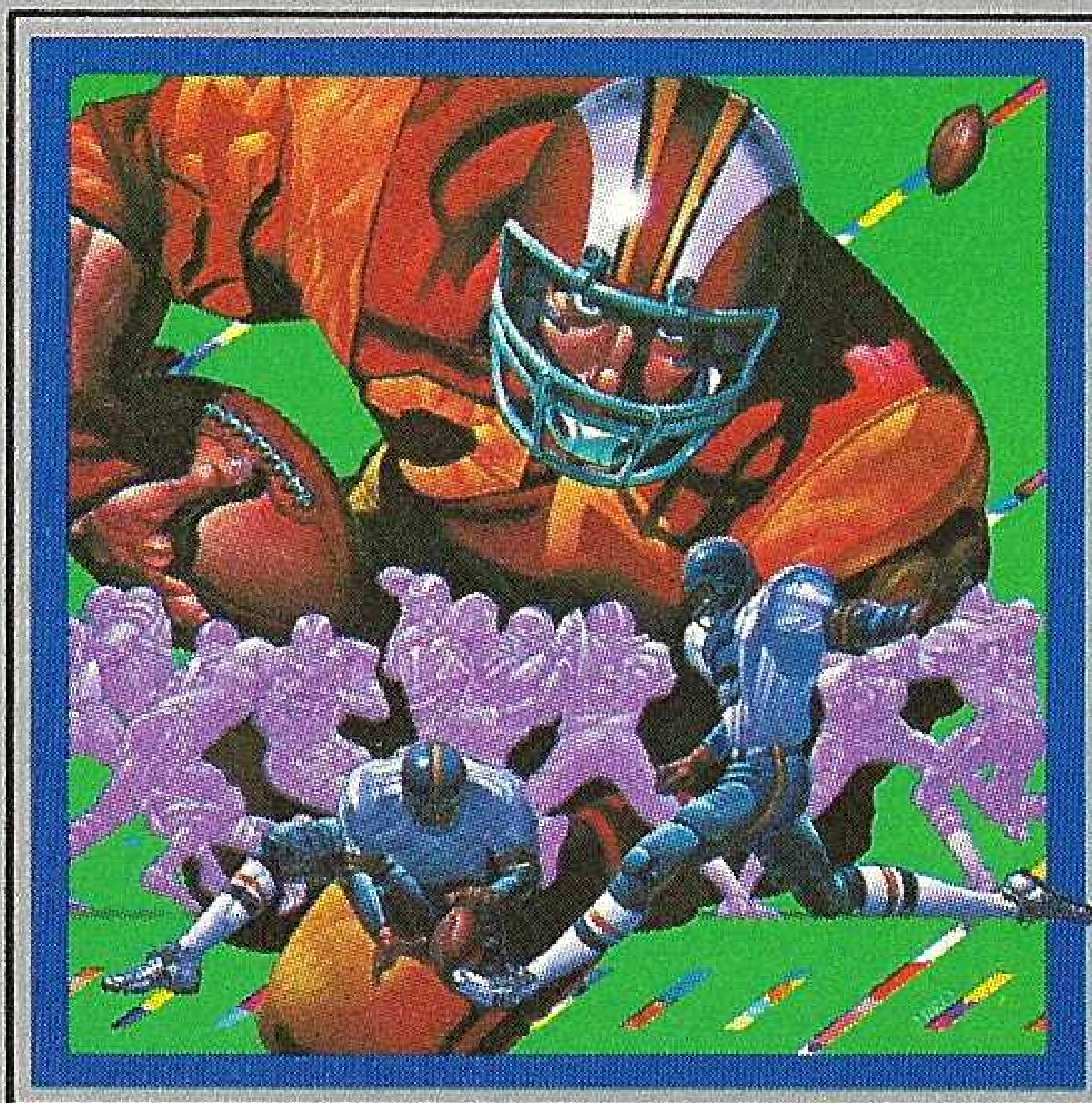


ATARI®

FOOTBALL PLAYBOOK

H O M E



GAME PLAY

This PLAYBOOK contains all the offensive and defensive plays of ATARI FOOTBALL. It also summarizes some essential information, but it only gives a bird's-eye view of the game. To get the most out of ATARI FOOTBALL, study the manual for more details.

ONE-PLAYER VERSION

You play offense all the time. Computer plays defense. You must call up both offensive and defensive plays with the appropriate controller for each side.

TWO-PLAYER VERSION

Each person calls up a play and controls the movement of the odd-colored player with the joystick.

Offense picks its play in a two-step process:

1. Select a number (from 1 through 3) in response to the "PICK FORMATION" cue on the scoreboard.
2. Select another number (from 1 through 6) in response to the "PICK PLAY" cue.

Defense selects its play by pressing one of the numbers (from 1 through 6) in response to the "PICK PLAY" cue on the scoreboard:

1. For a tight line defense against the up-the-middle run and medium-range pass plays
2. For a wide line defense that provides a good rush and coverage against the medium-range pass
3. For a wide line defense against a long pass
4. For a 5-man line that pro-

vides the best blitzing capabilities and the best field goal defense

5. For short pass defense and goal line defense
6. For punt defense

FIRE BUTTONS

The functions of the fire buttons are:

UPPER

- To pass to receiver II

LOWER

- To pass to receiver I
- To kick a punt (Play 2 - 1)
- To hike the ball early (while on offense)
- To free-up the defensive control-player before the snap
- To transfer joystick control

ON OFFENSE, to the intended receiver of a pass, while the ball is in mid-flight;

ON DEFENSE, to the player closest to the ball carrier;

- After the ball carrier has crossed the the line of scrimmage
- As soon as a pass is completed
- As soon as a pass is intercepted
- As soon as a punt is scooped up and being returned

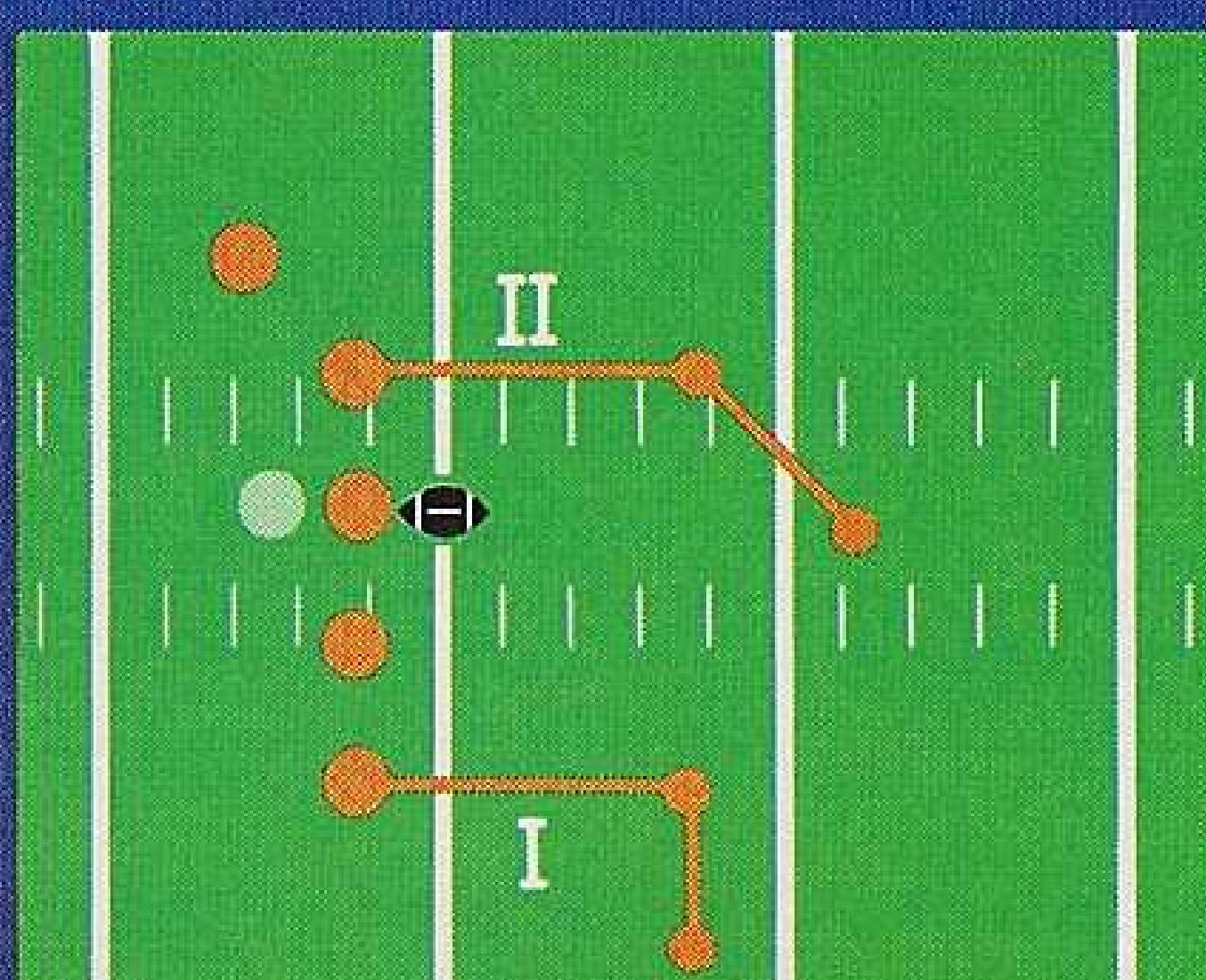
You can only transfer joystick control once during any single play.

OFFENSIVE PLAYS

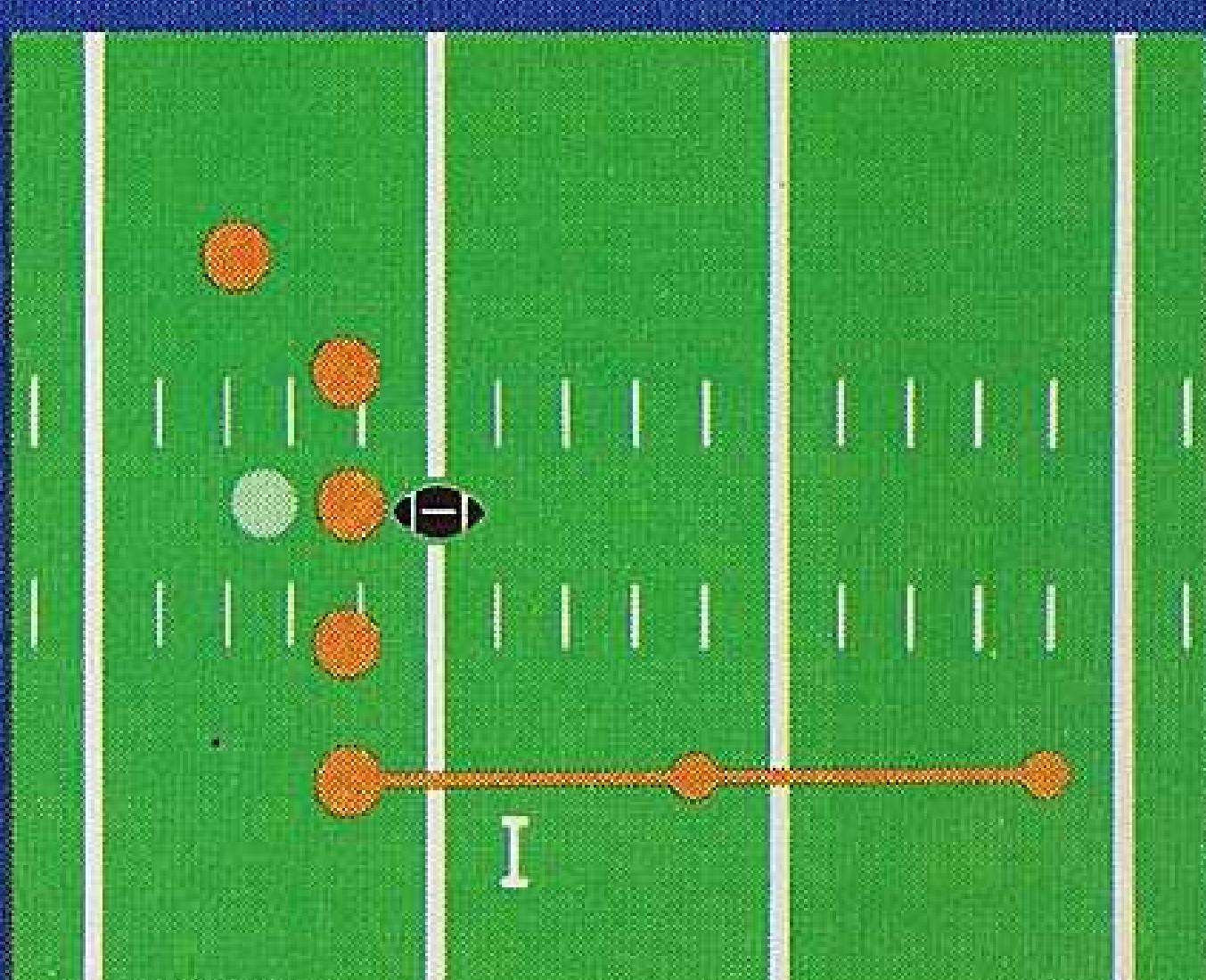
To maintain correct screen direction in calling plays:

HOME TEAM uses this page to call plays during 1st and 3rd quarters,
VISITORS use this page to call plays during 2nd and 4th quarters.

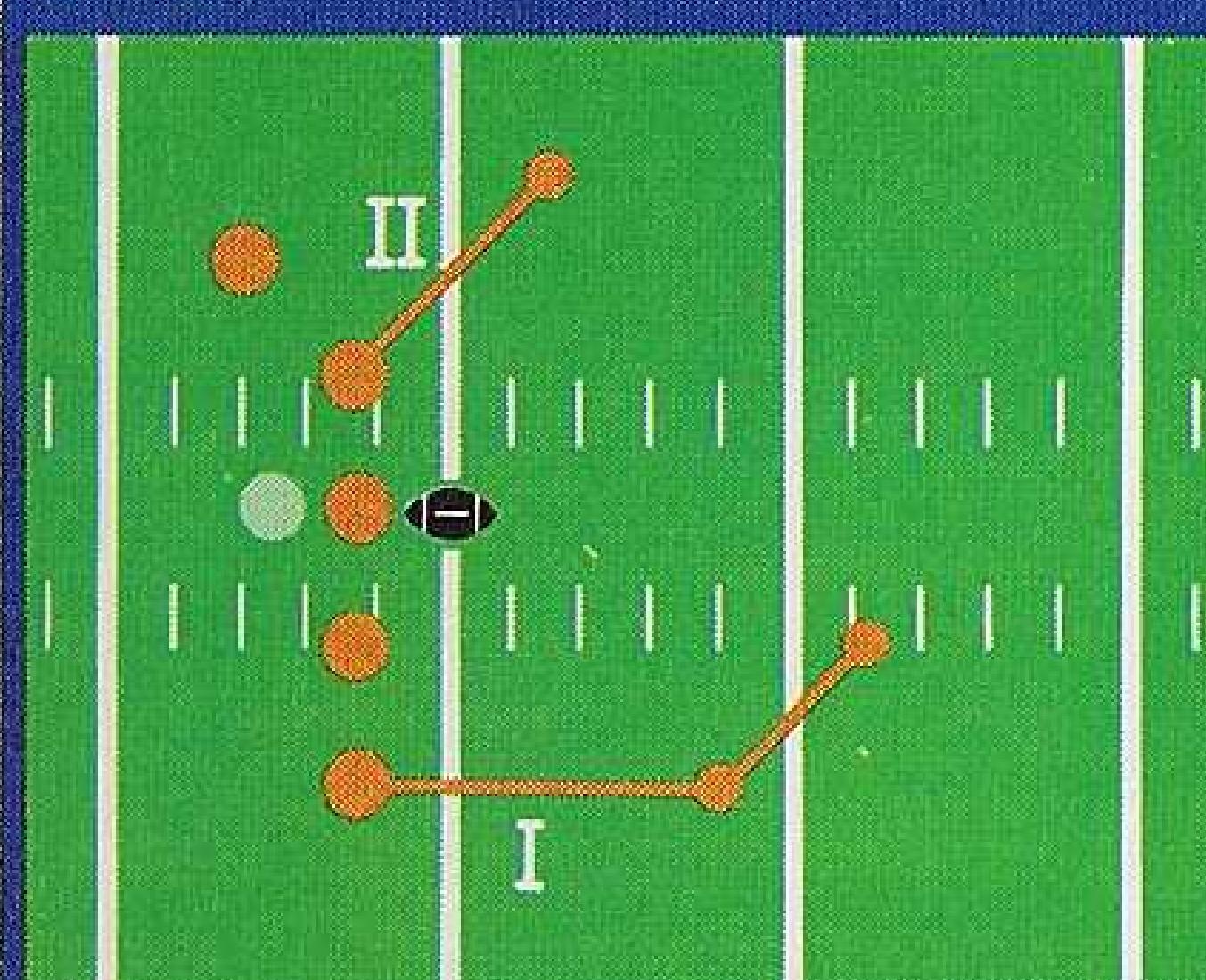
1 - 1



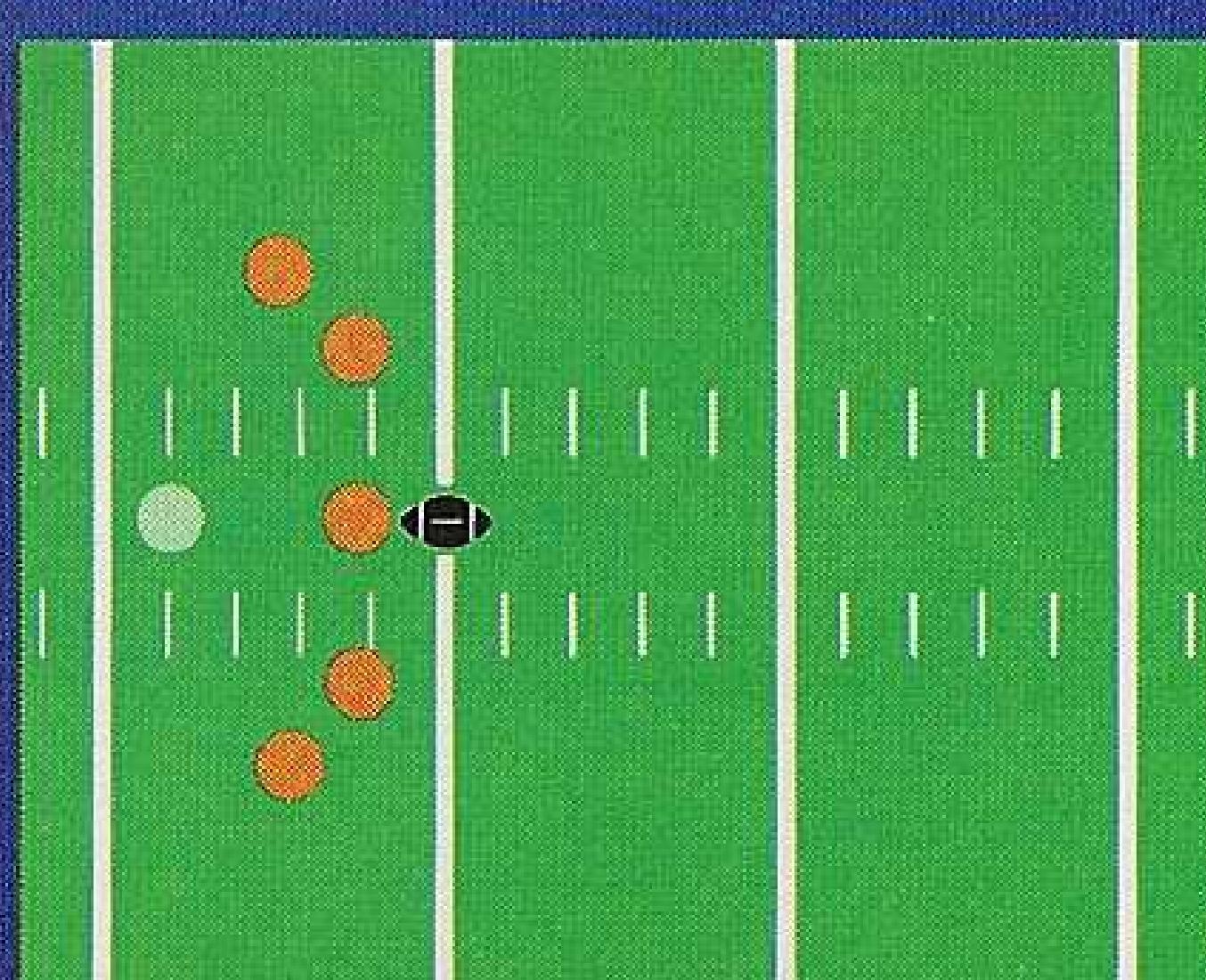
1 - 2 Run



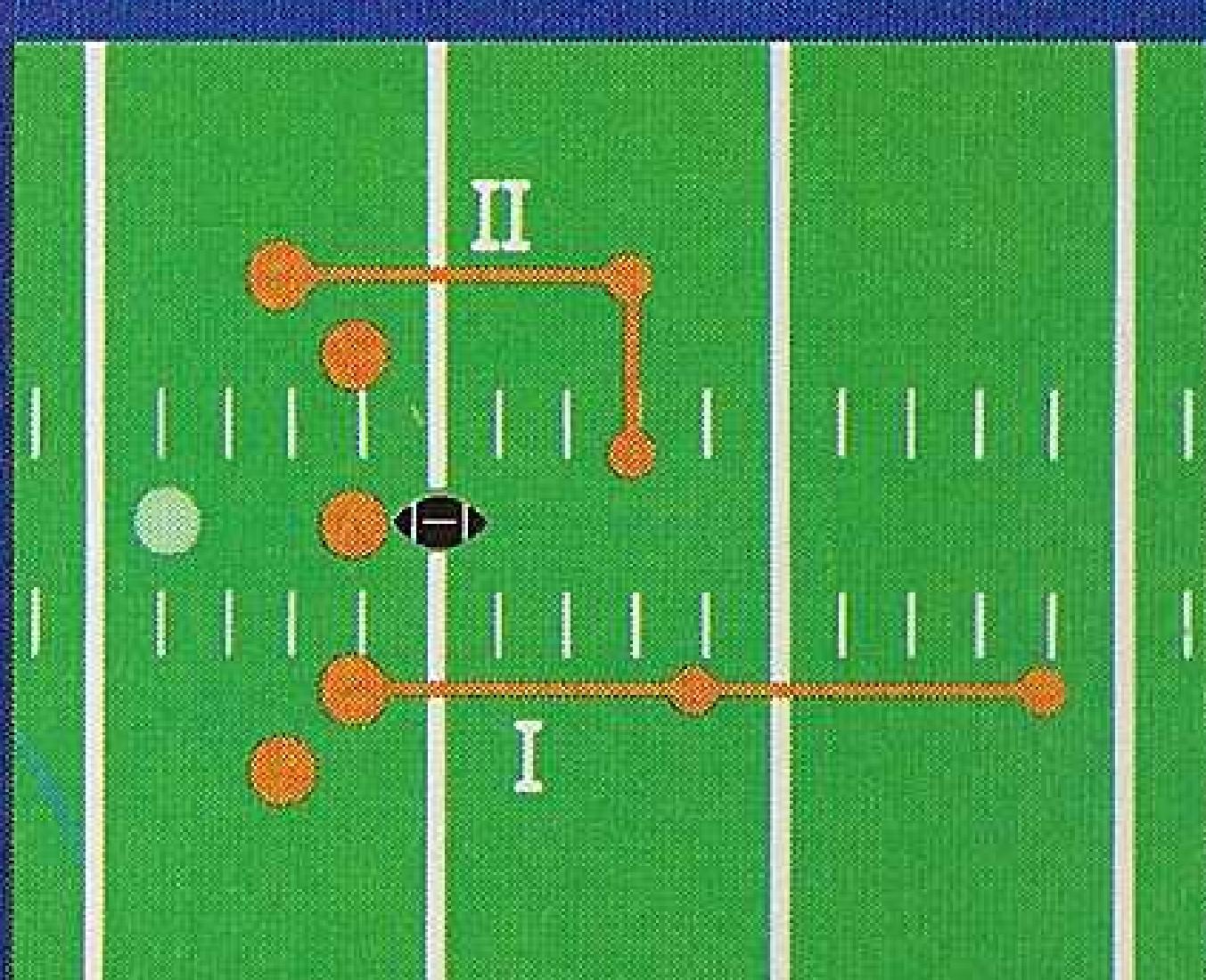
1 - 3



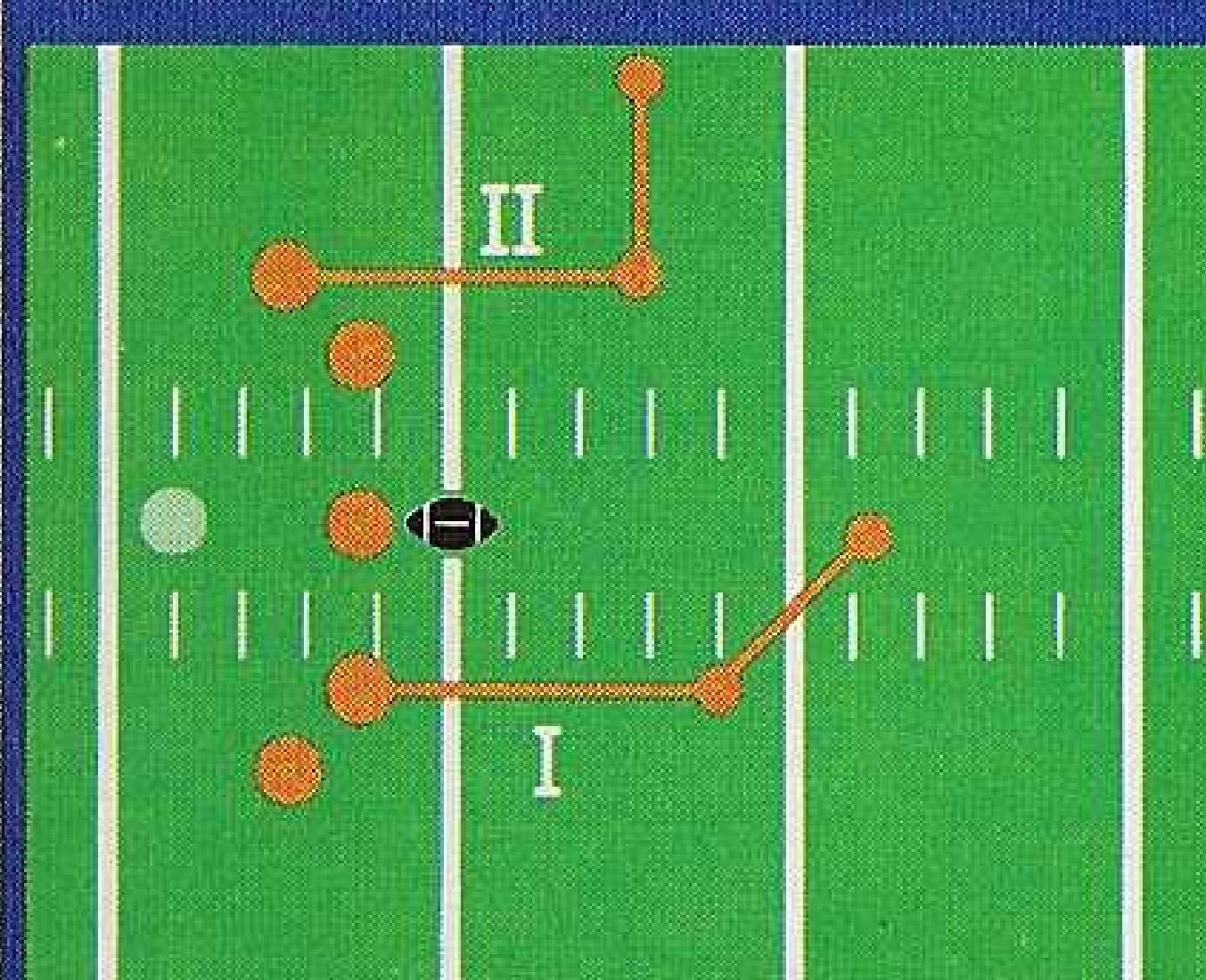
2 - 1 Punt



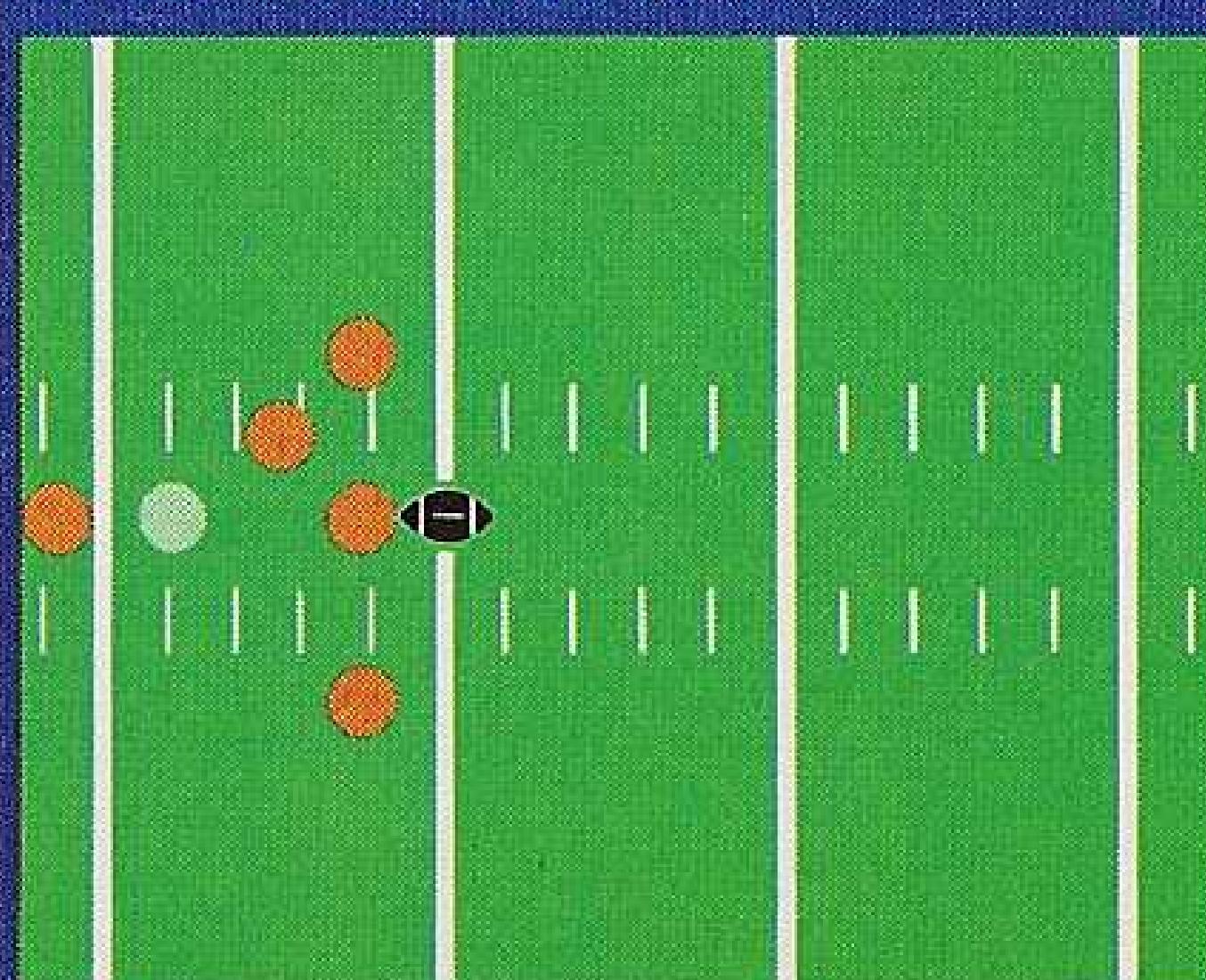
2 - 2



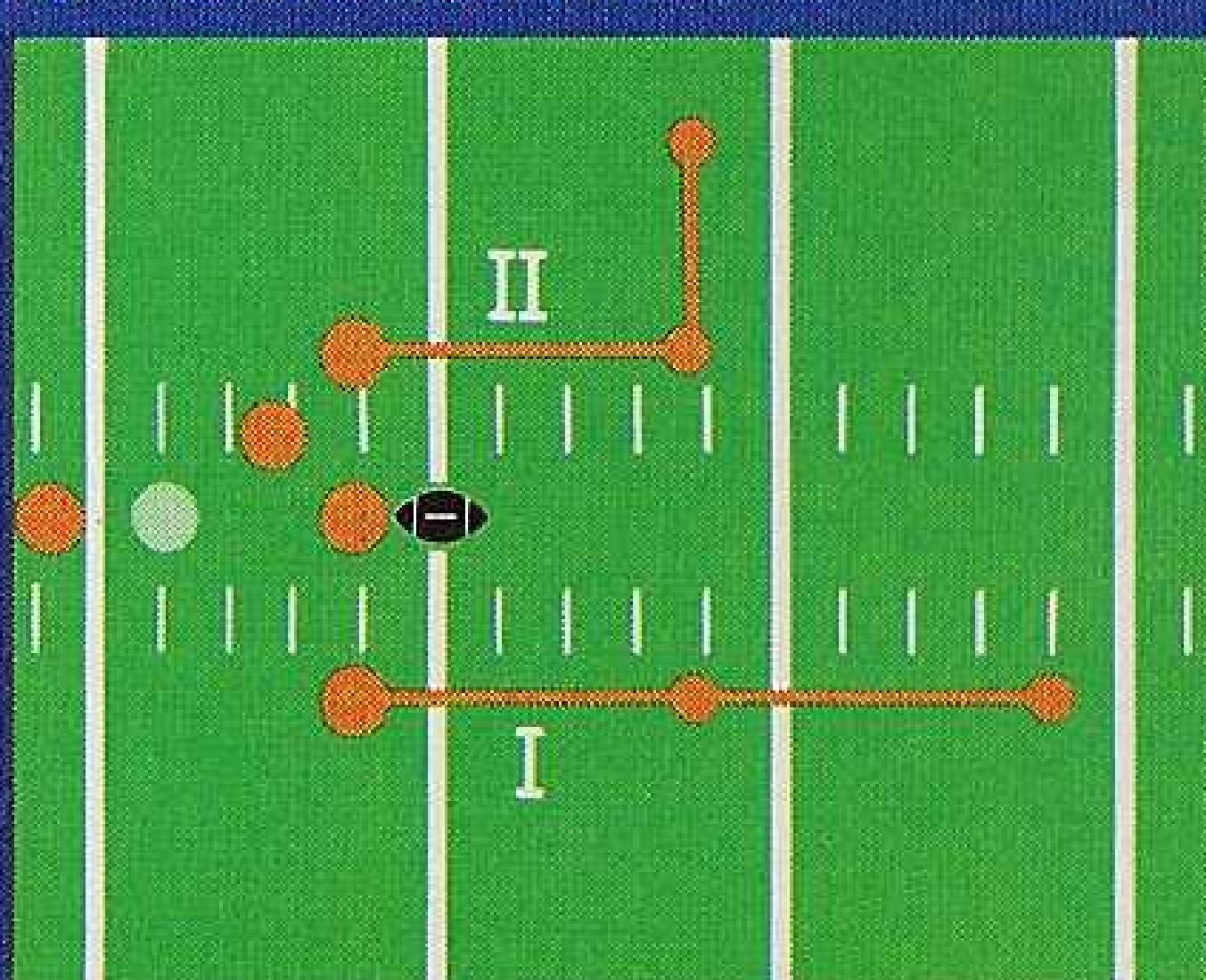
2 - 3



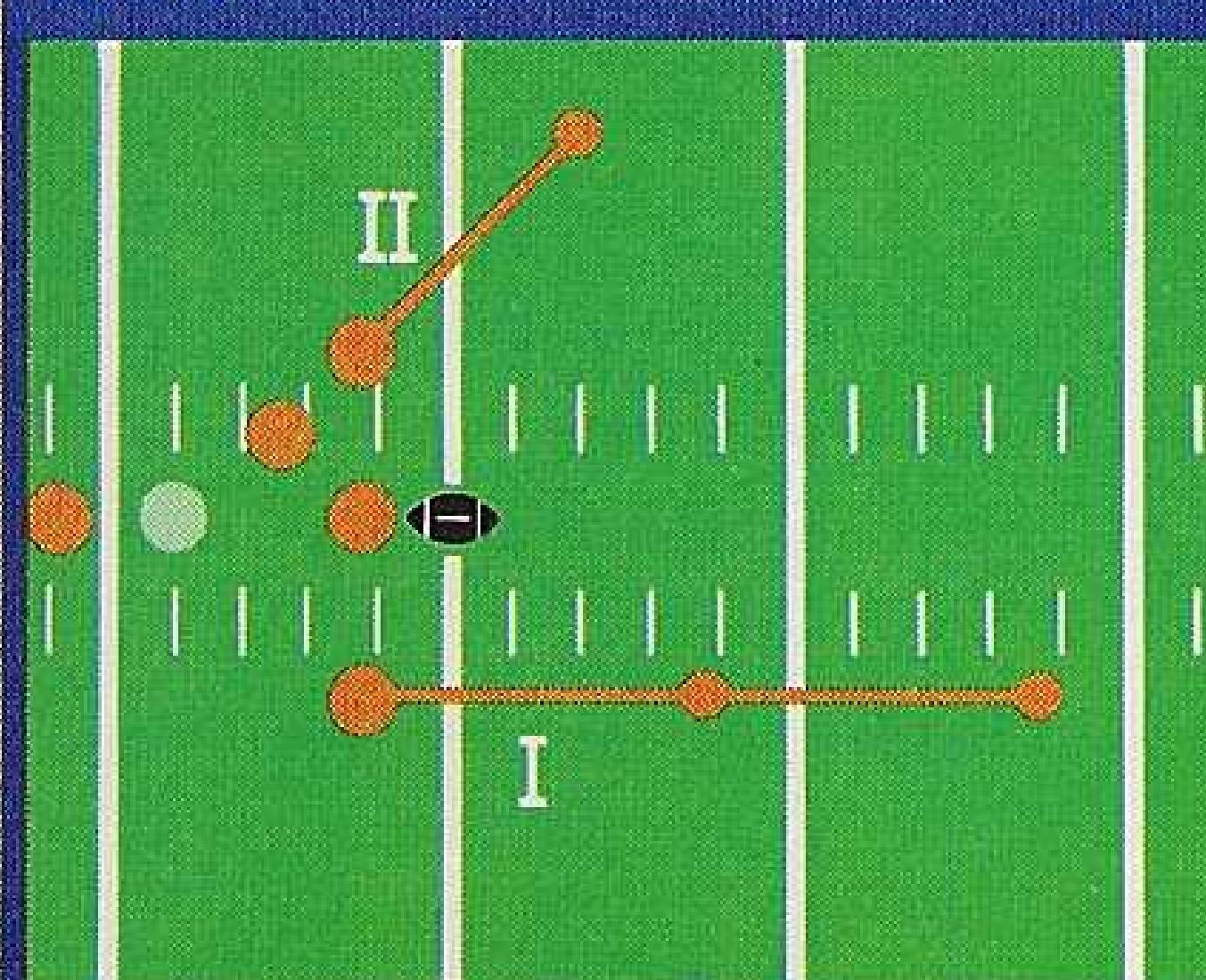
3 - 1 Field Goal



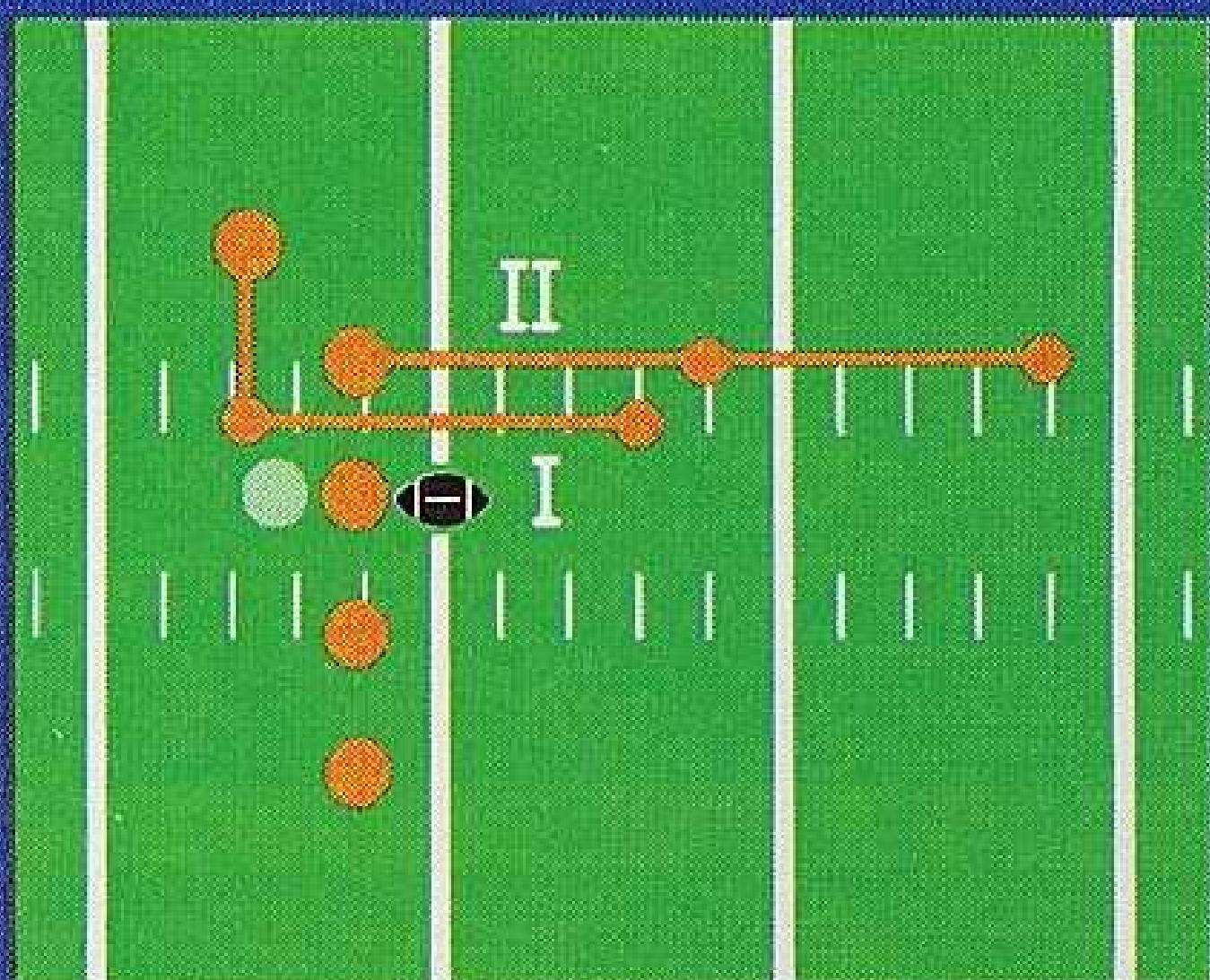
3 - 2 Fake F.G.



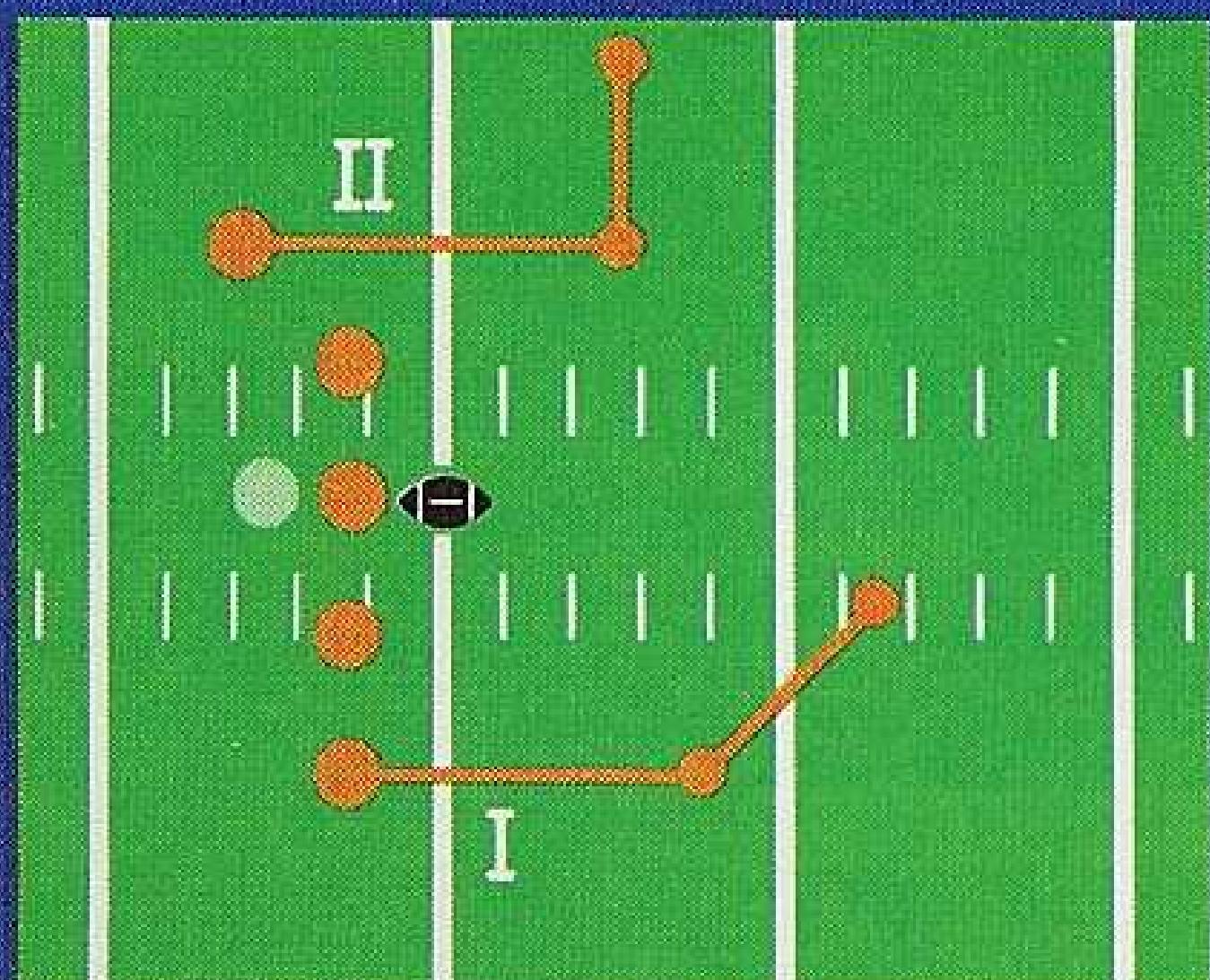
3 - 3



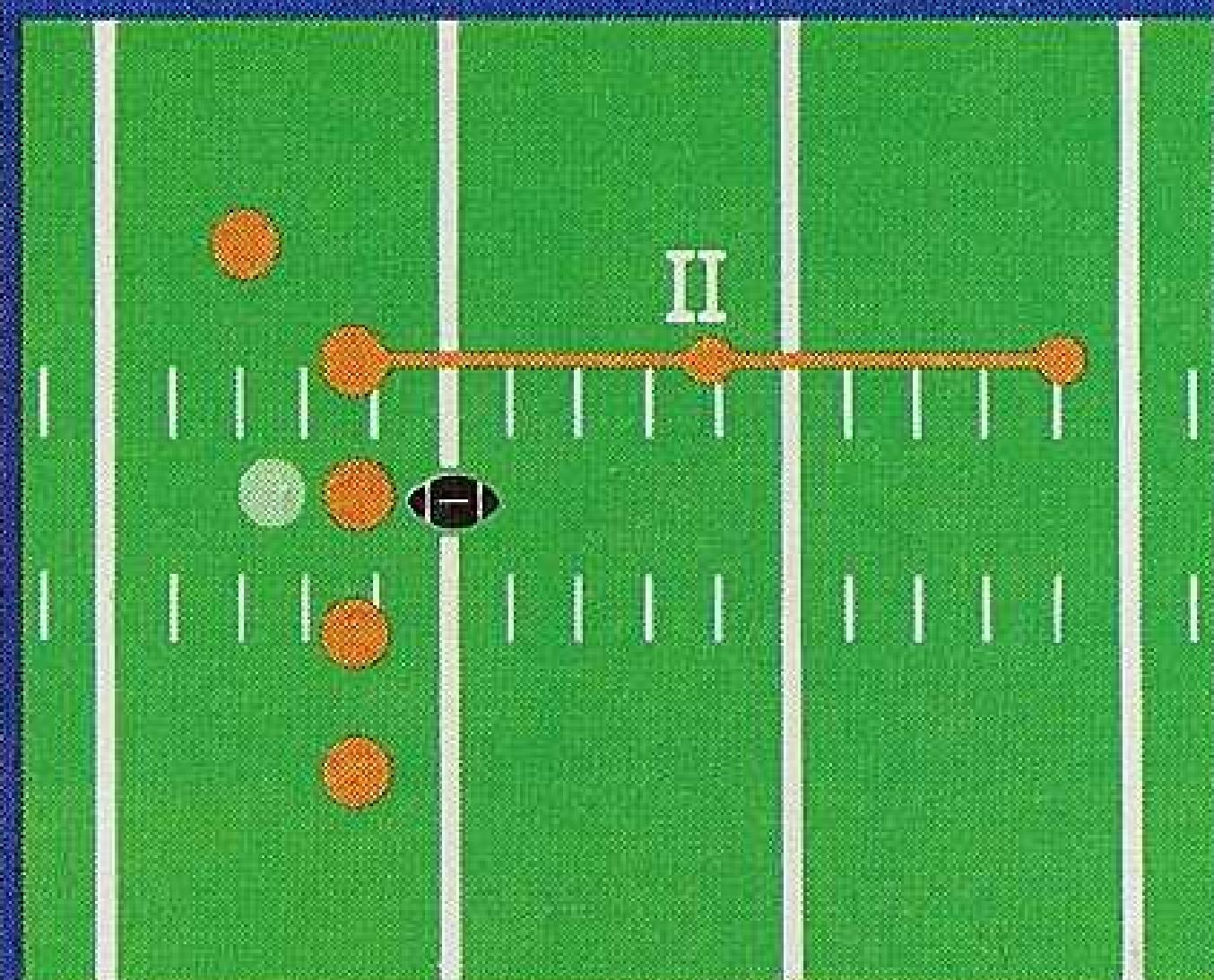
1 - 4 Screen Pass



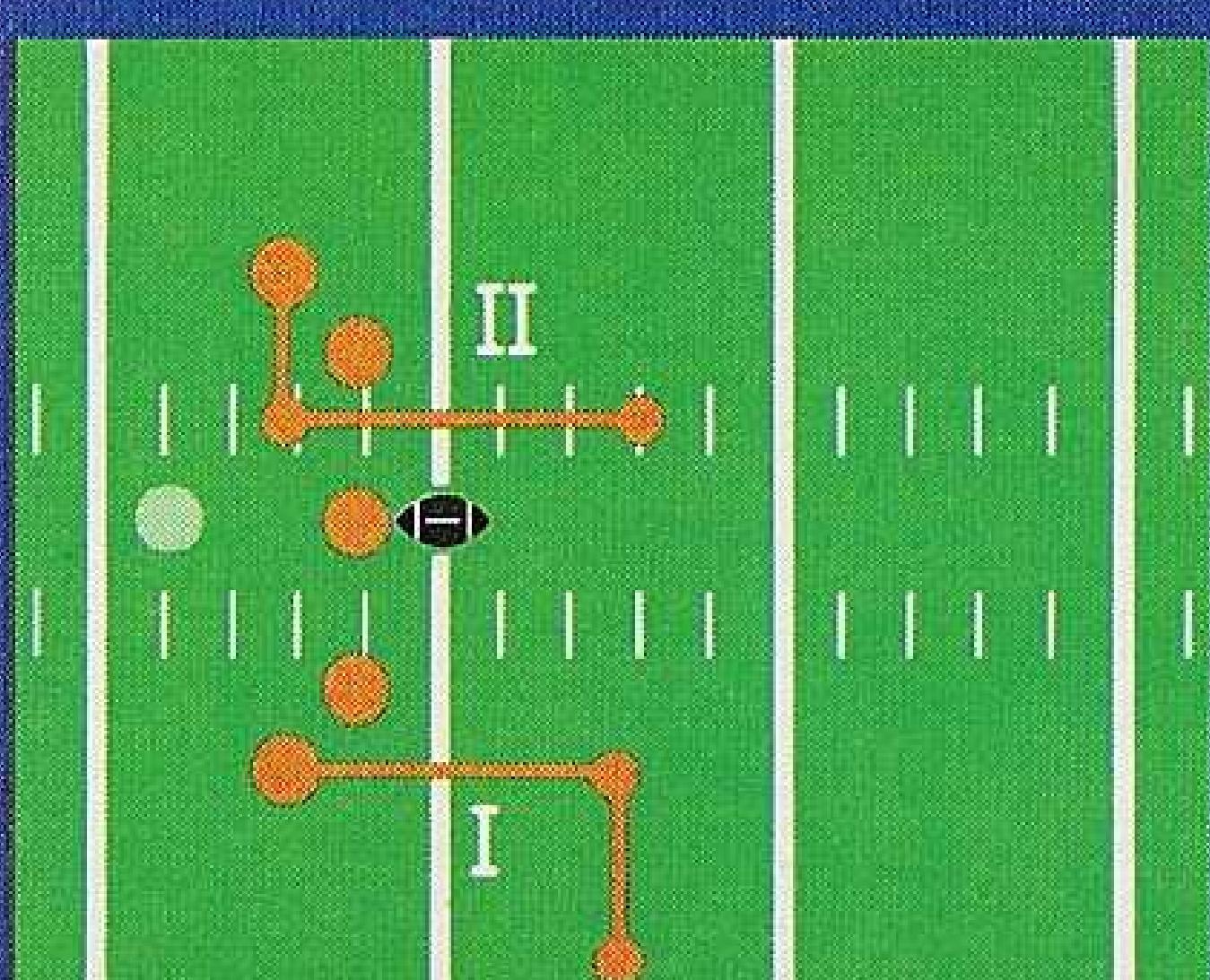
1 - 5 Run



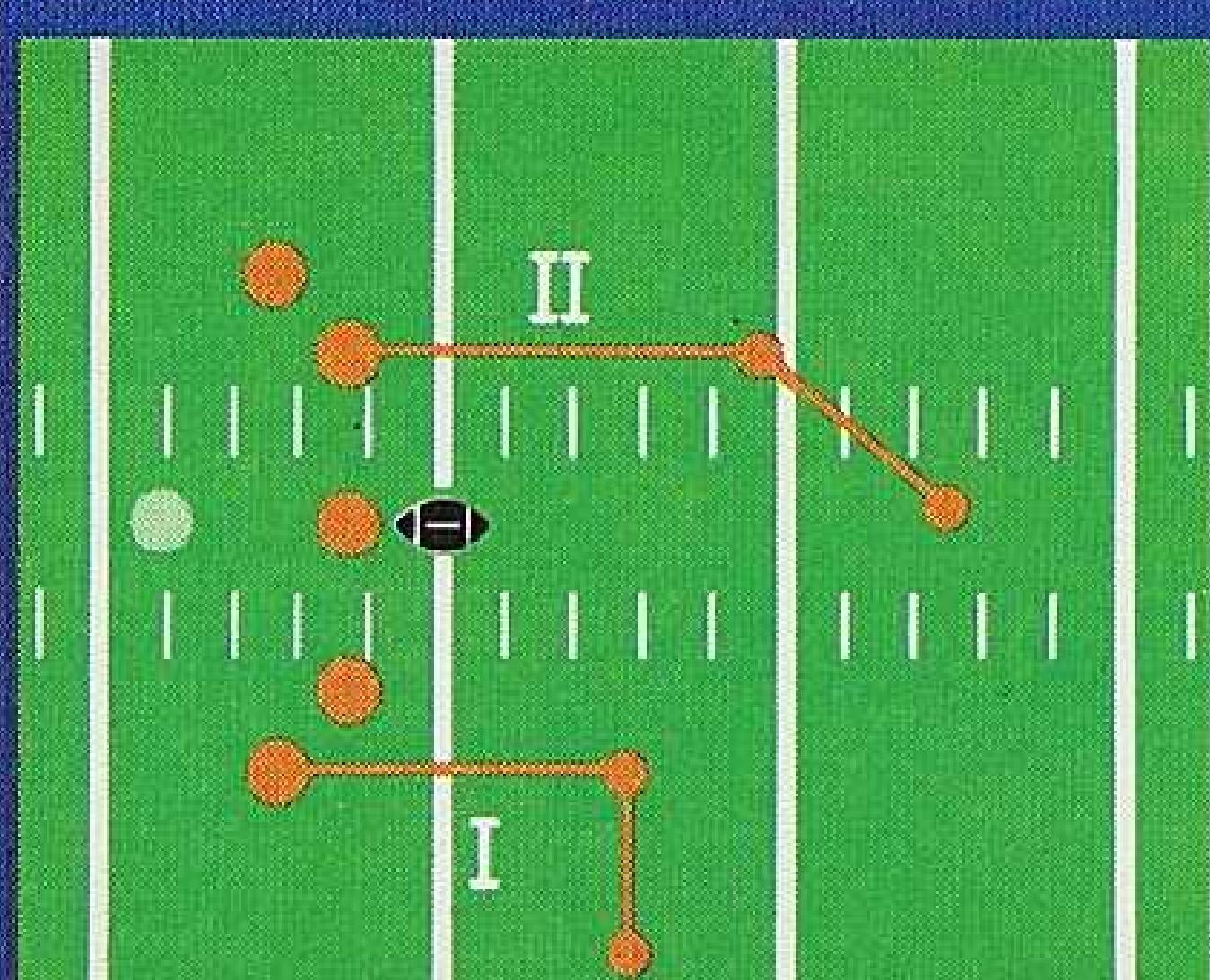
1 - 6 Run



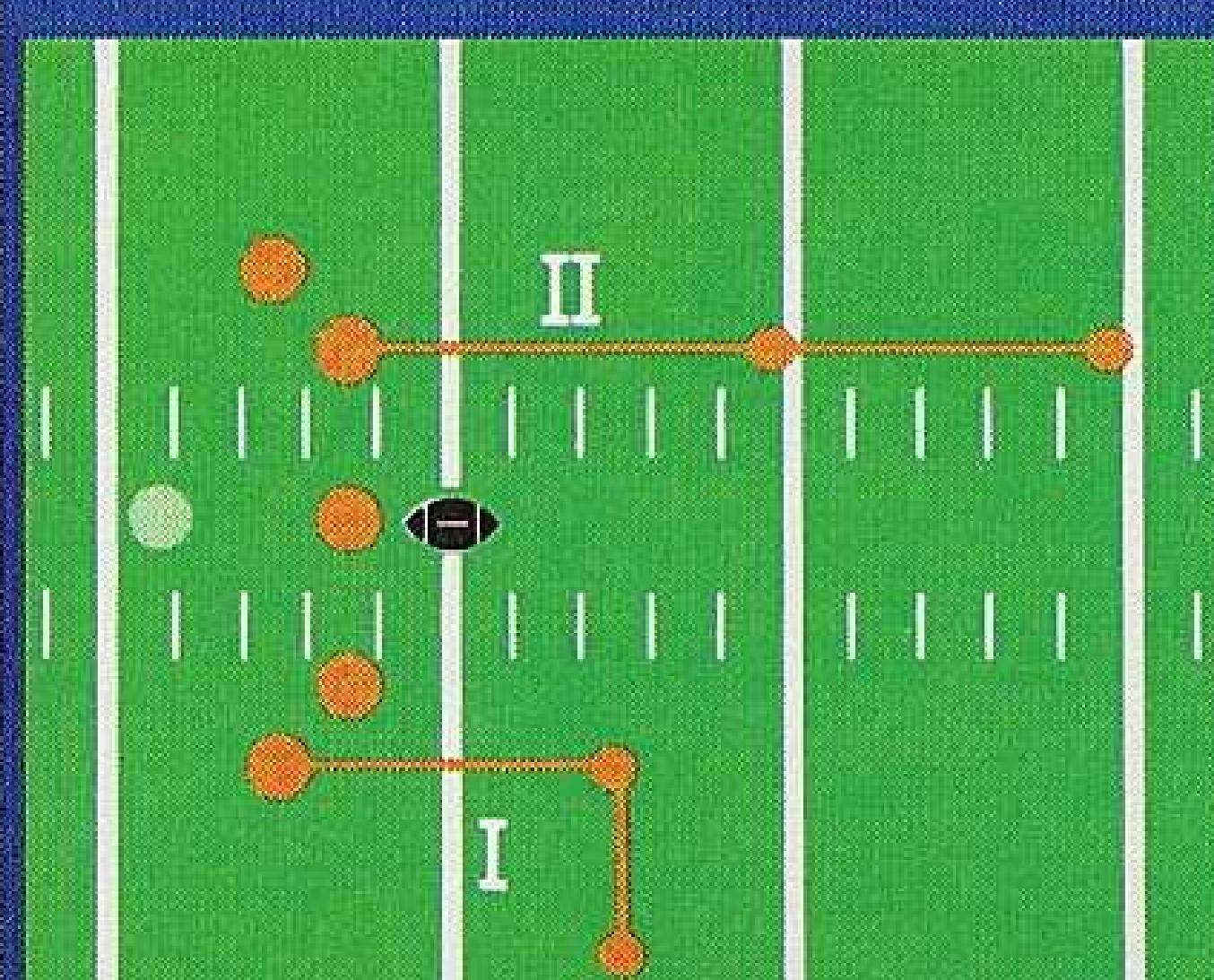
2 - 4 Screen Pass



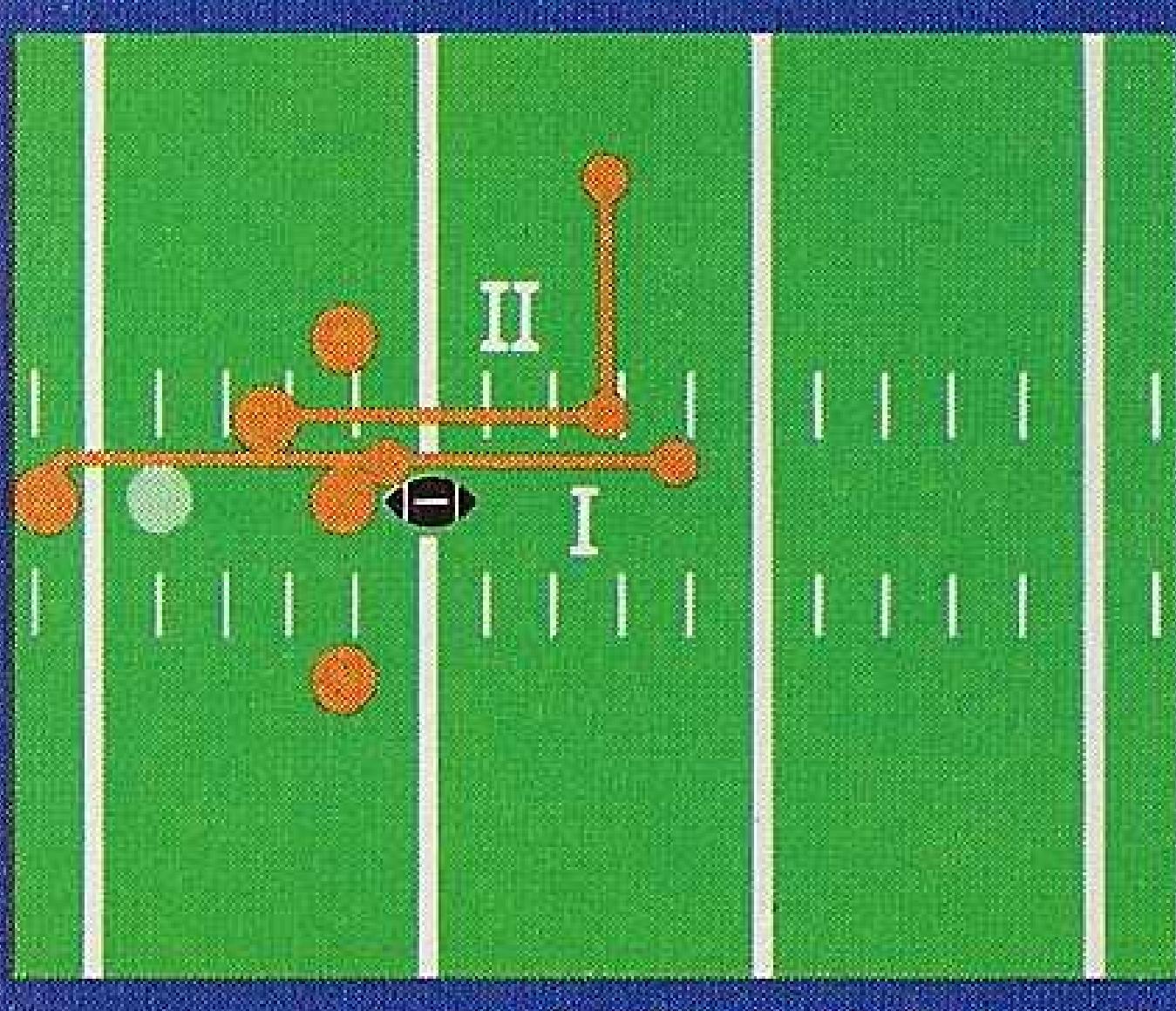
2 - 5



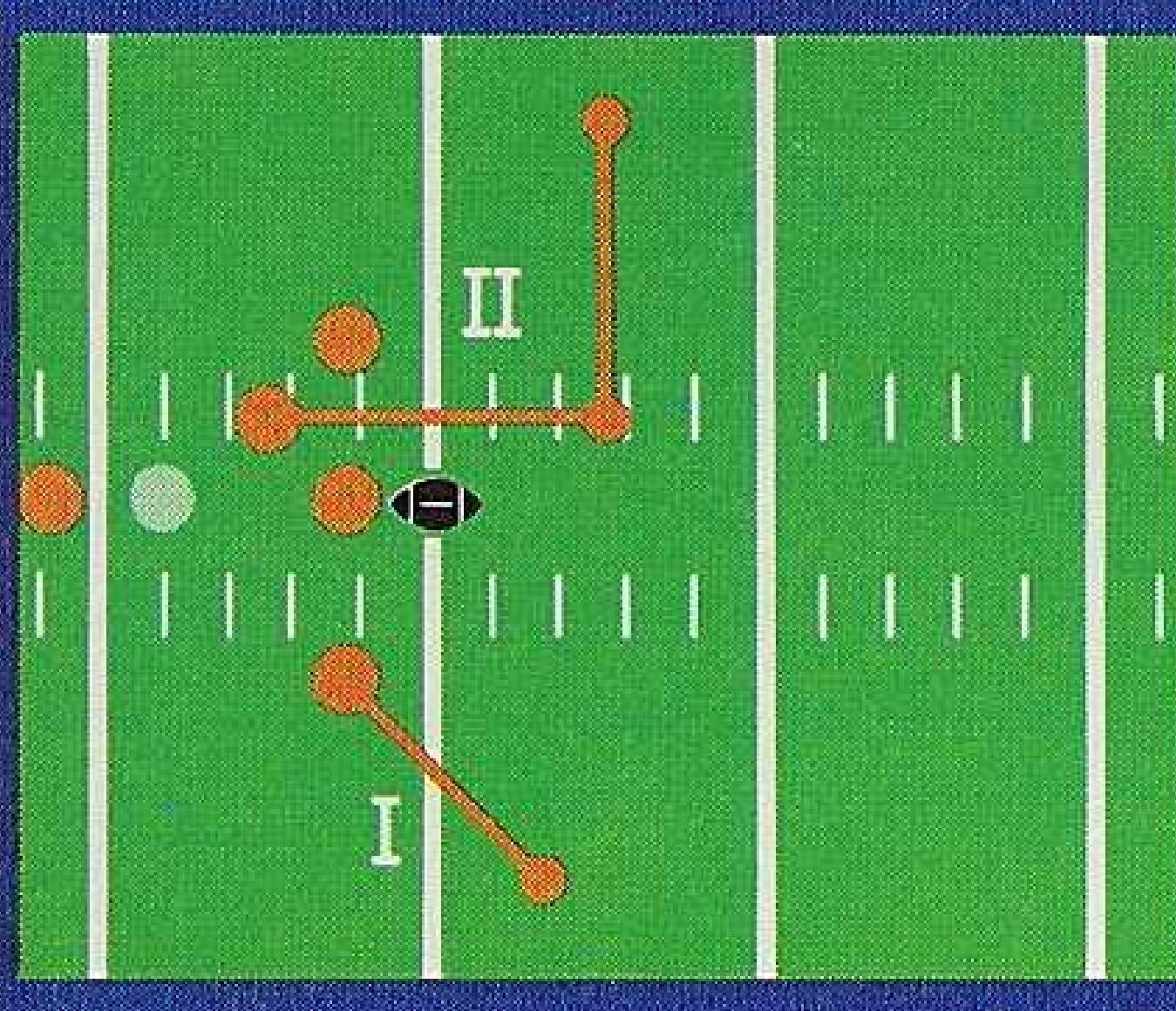
2 - 6



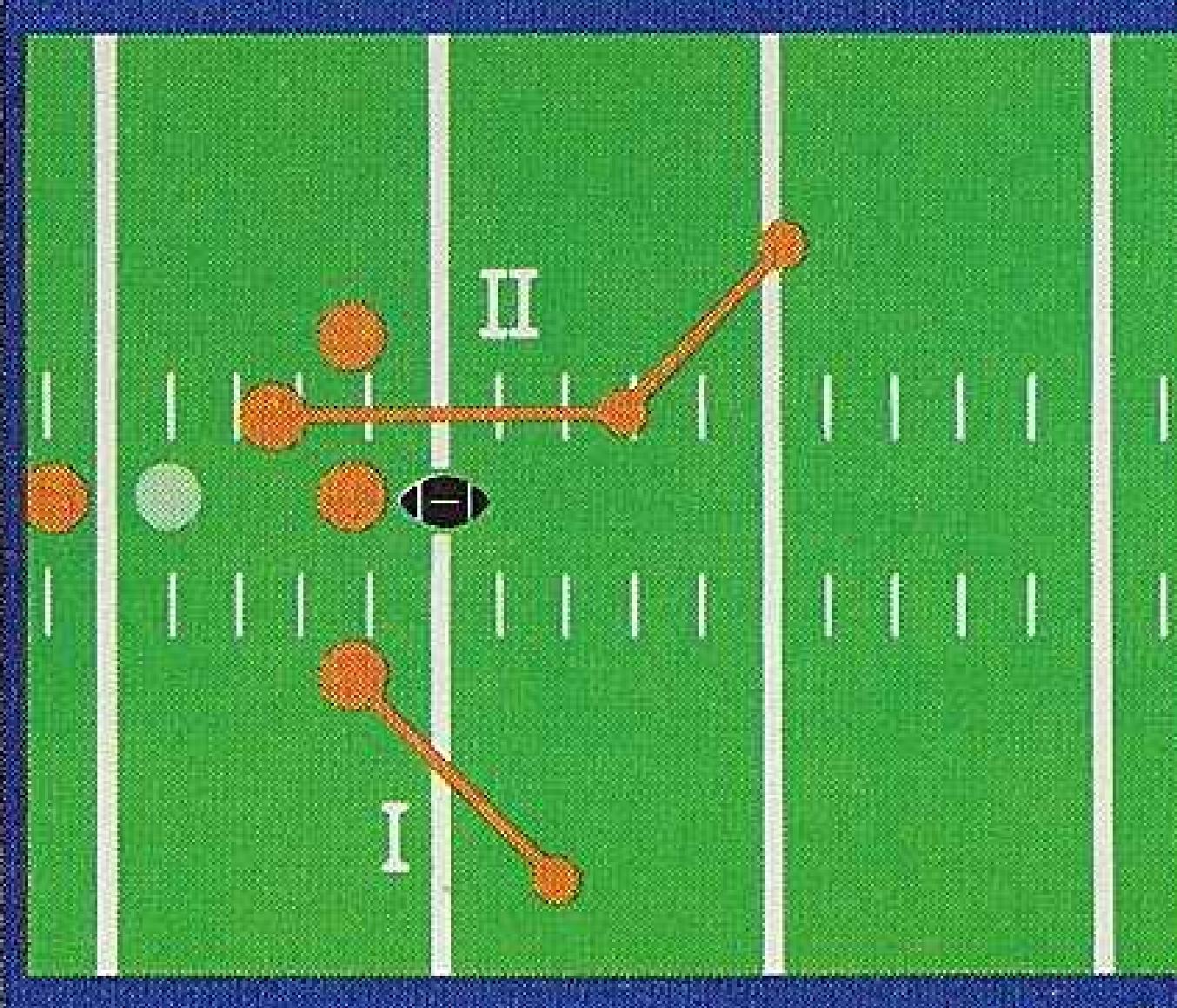
3 - 4 Screen Pass



3 - 5



3 - 6



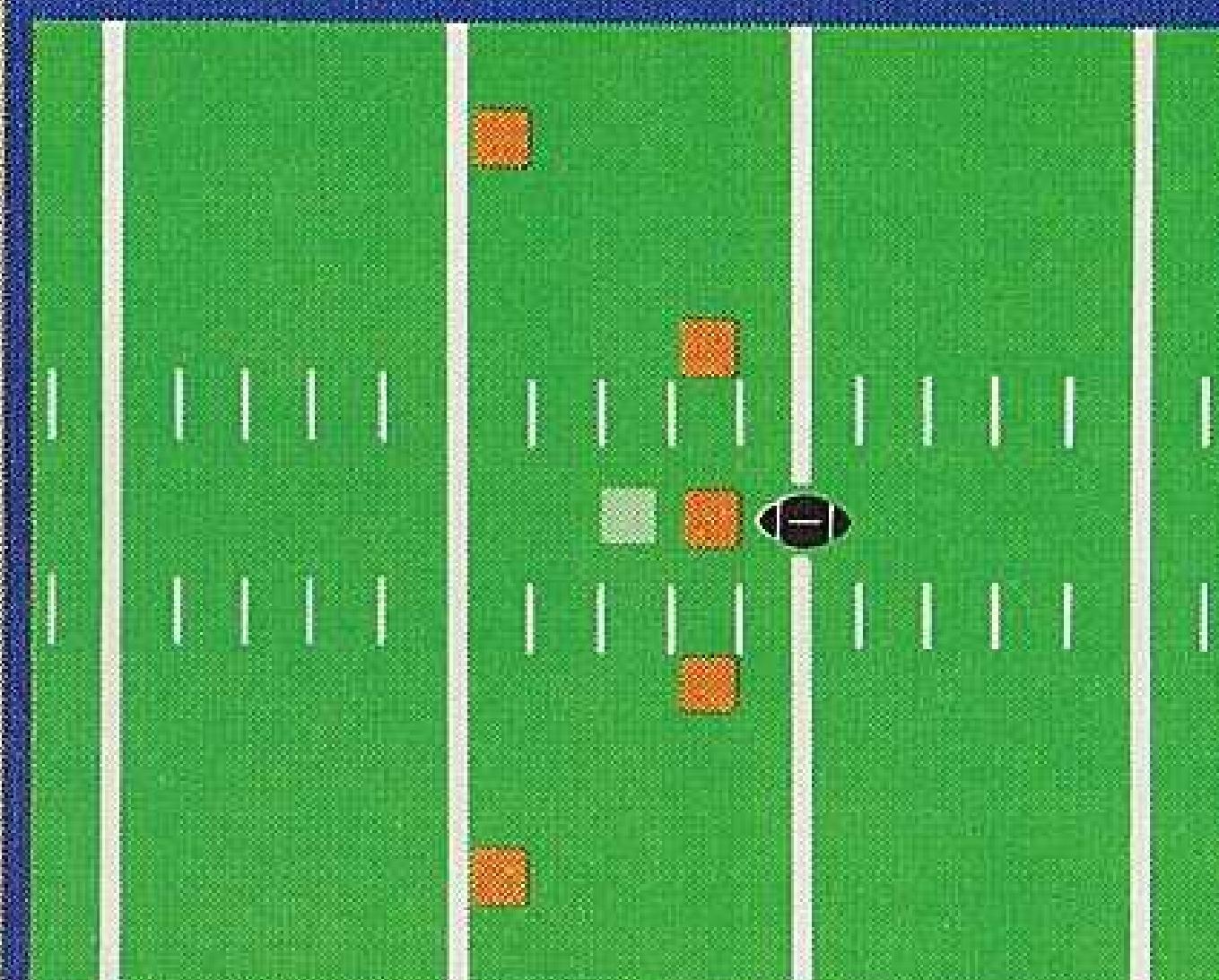
TO maintain correct screen direction in calling plays:
HOME TEAM uses this page to call plays during 2nd and 4th quarters.
VISITORS use this page to call plays during 1st and 3rd quarters.

DEFENSIVE PLAYS

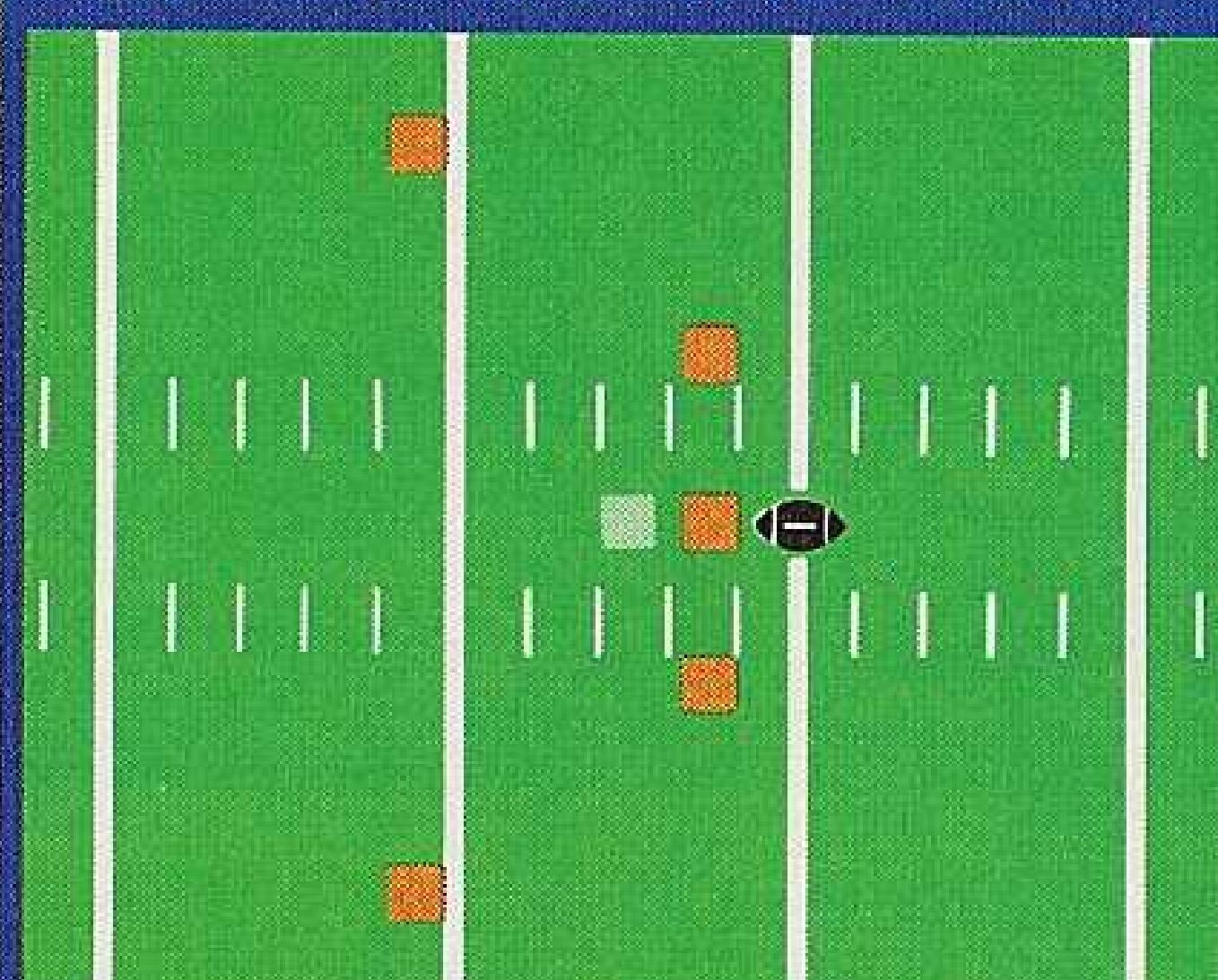
To maintain correct screen direction in calling plays:

HOME TEAM uses this page to call plays during 1st and 3rd quarters.
VISITORS use this page to call plays during 2nd and 4th quarters.

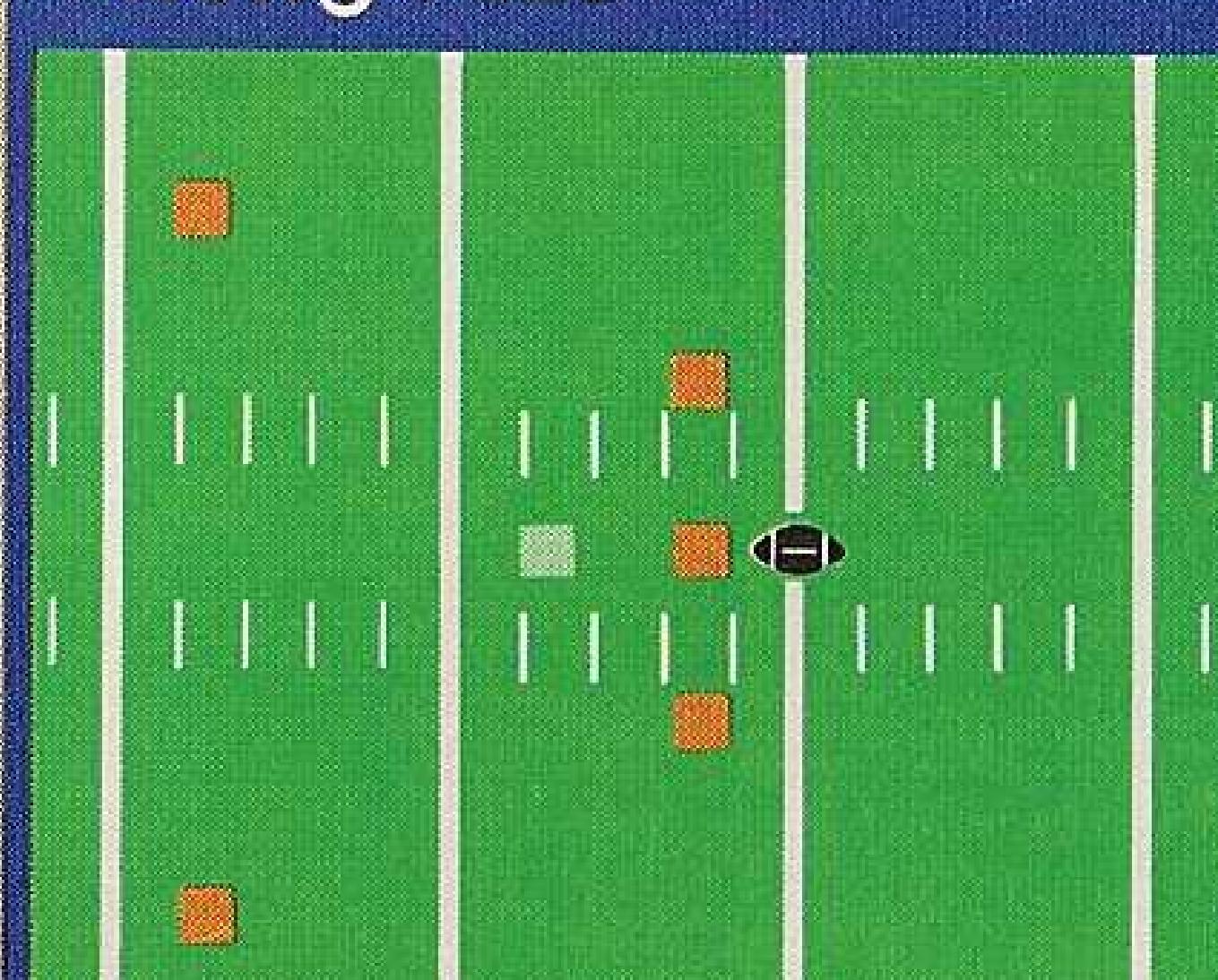
1 Run; Medium Pass



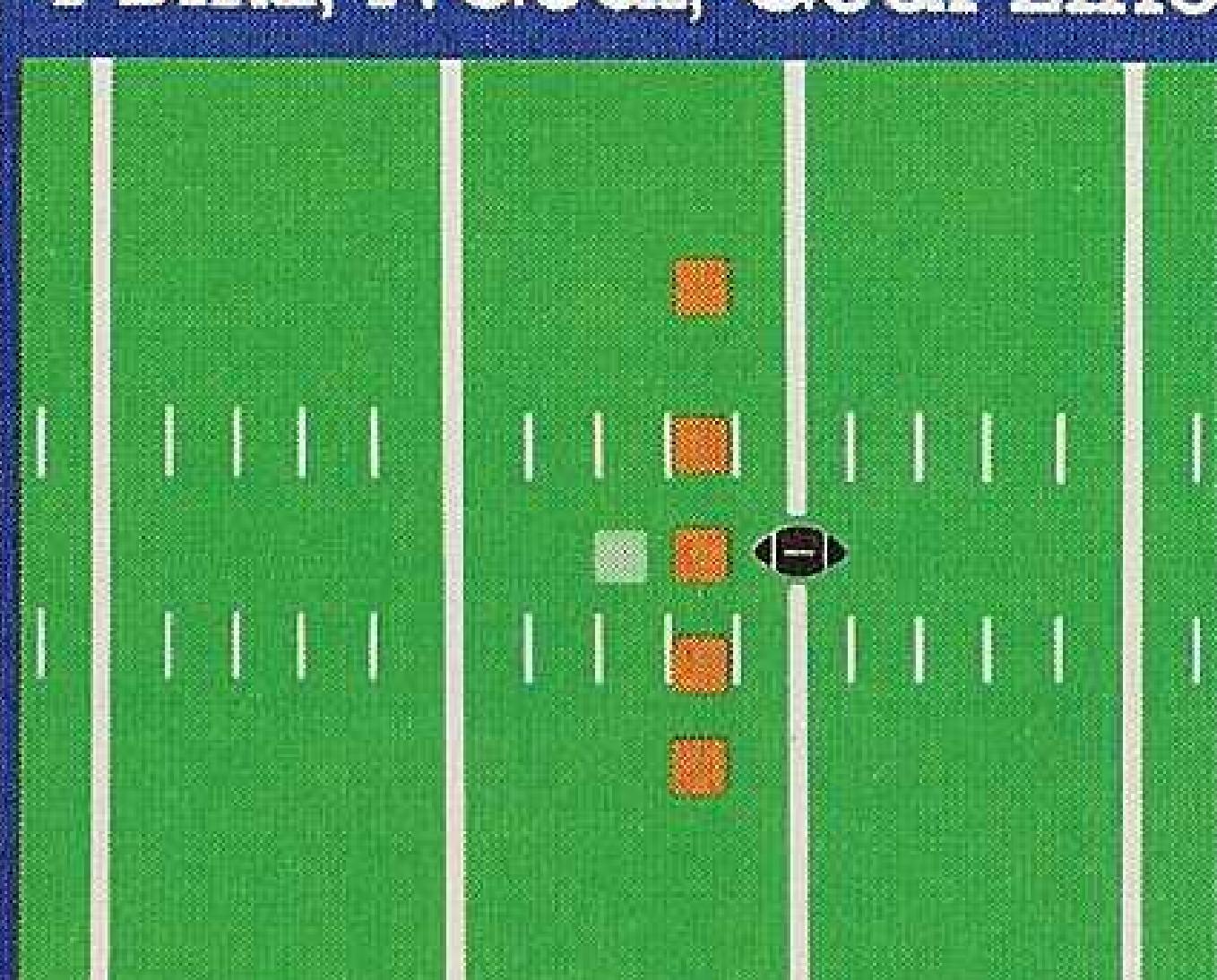
2 Rush; Medium Pass



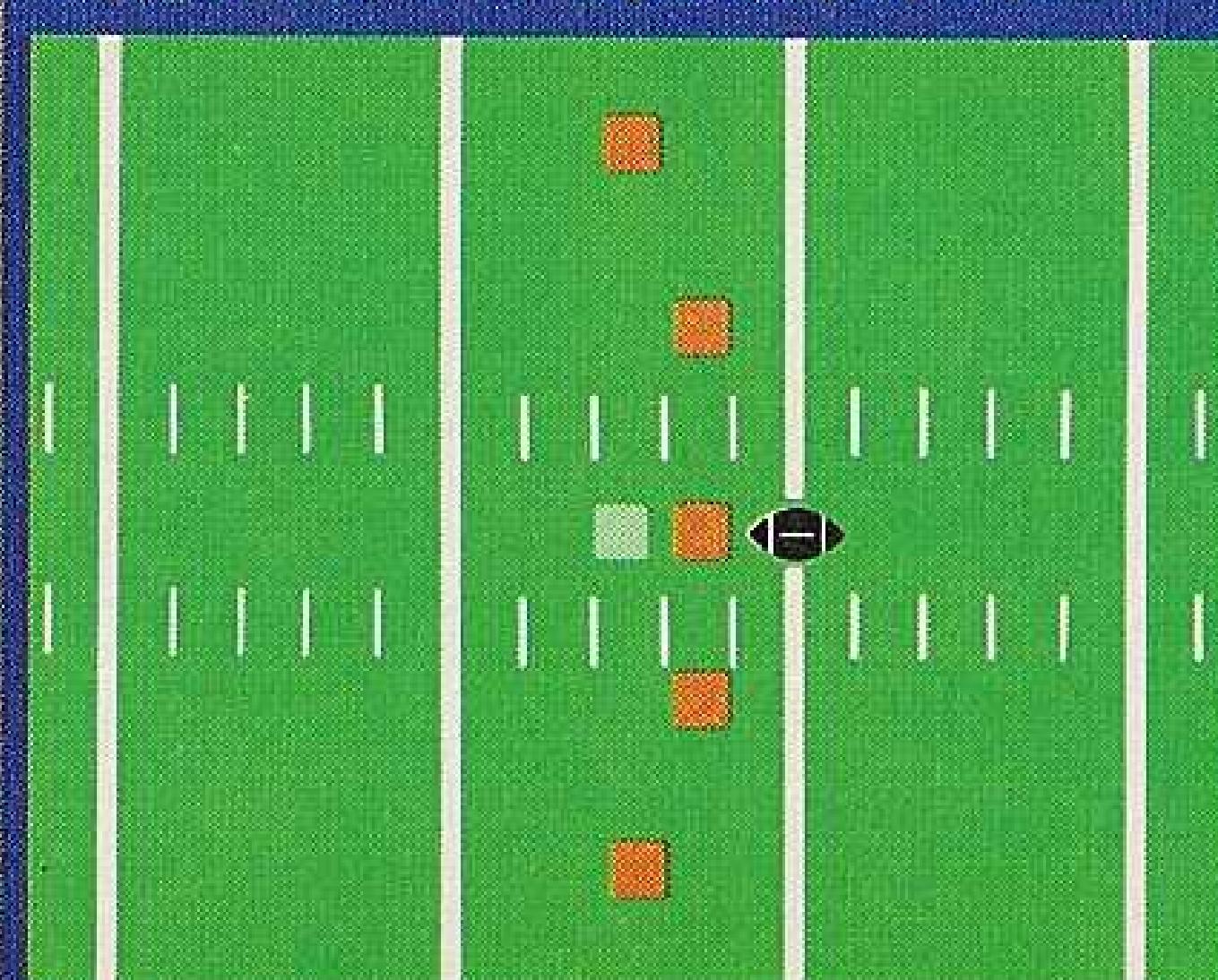
3 Long Pass



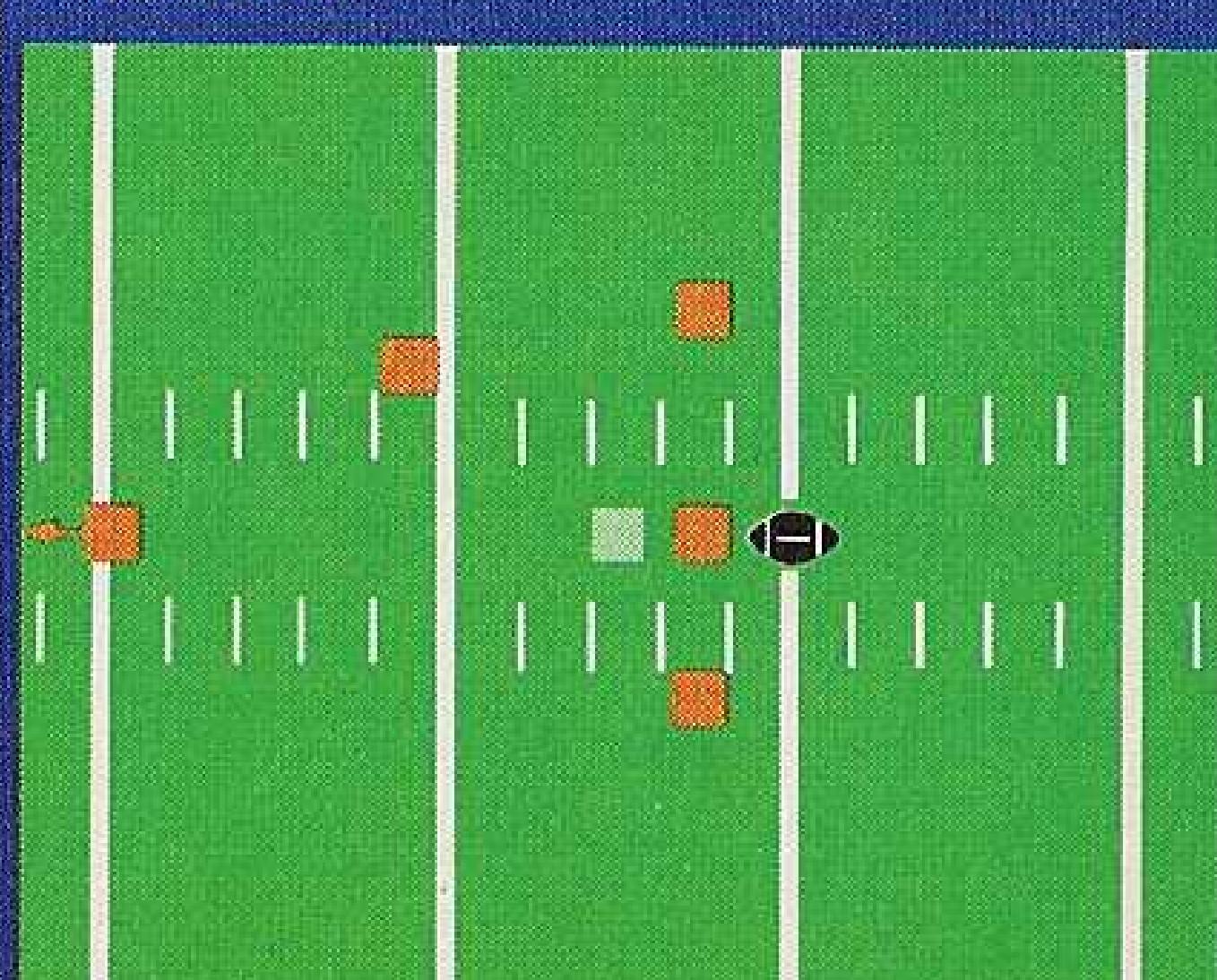
4 Blitz; F. Goal; Goal Line



5 Short Pass; Goal Line



6 Punt



VISITORS use this page to call plays during 1st and 3rd quarters.

HOME TEAM uses this page to call plays during 2nd and 4th quarters.

To maintain correct screen direction in calling plays:

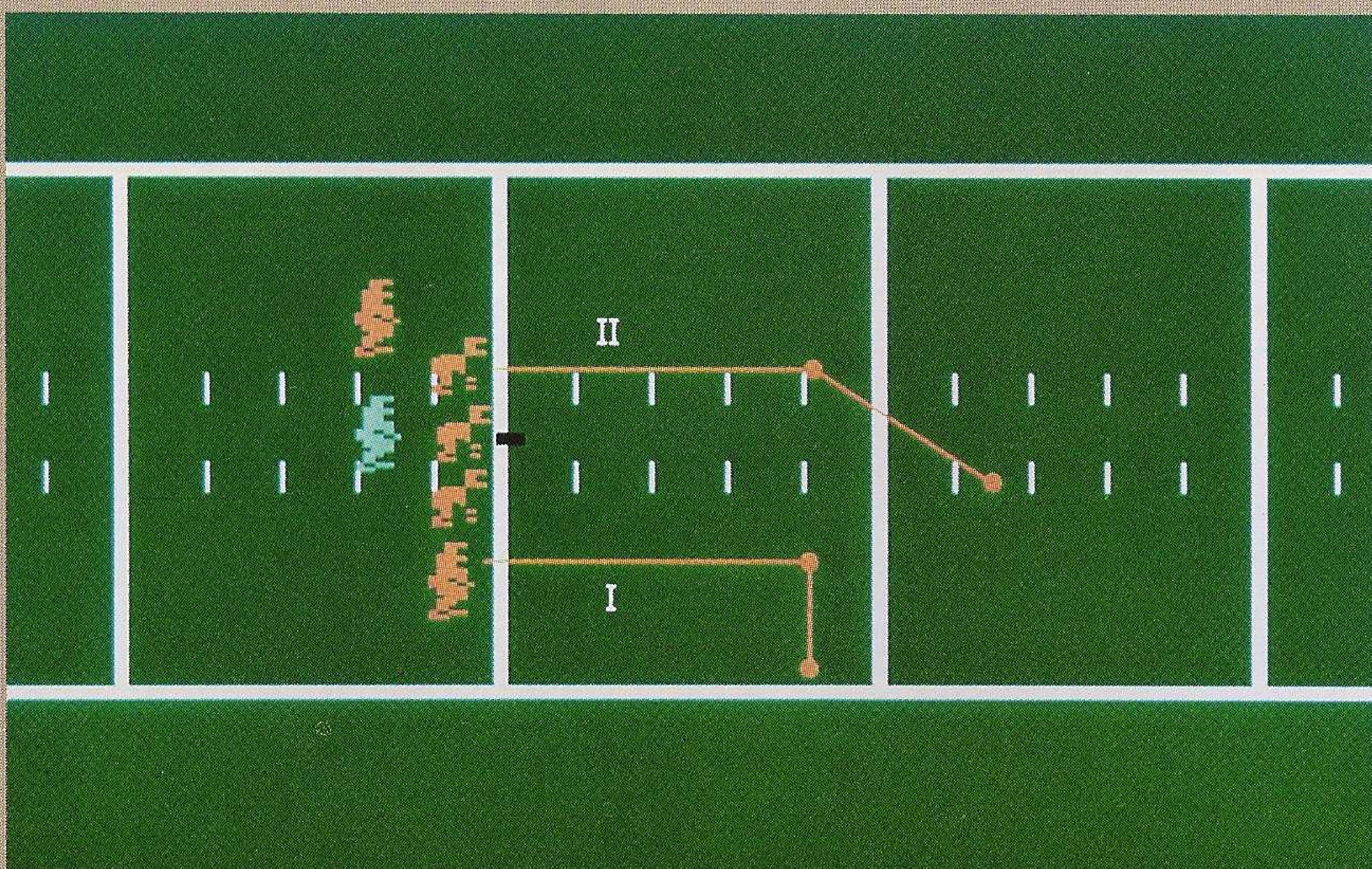
HELPFUL HINTS



ON PASSING

Time the release of the ball to match up with the arrival of your intended receiver at one of the "cut-points" in his pattern. After the receiver completes his pattern, the defensive safety has a greater chance of intercepting.

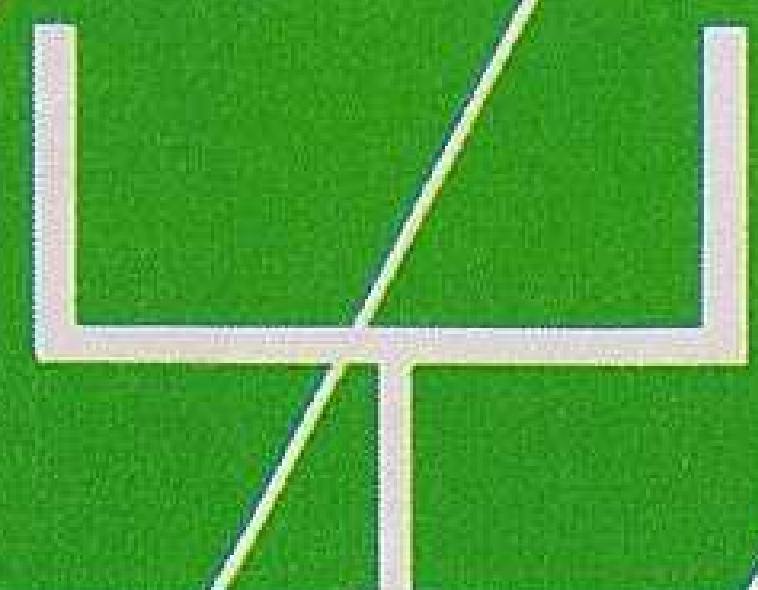
Press the lower fire button to pass to receiver I, press the upper fire button to pass to receiver II.





FIELD GOAL COMPLETION TABLE

If the line of
scrimmage is:



Your chances of
completing a field
goal are:

1 yard or less	►	99%
2 - 5 yards	►	95%
6 - 13 yards	►	92%
14 - 17 yards	►	88%
18 - 21 yards	►	85%
22 - 25 yards	►	83%
26 - 29 yards	►	80%
30 - 33 yards	►	72%
34 - 37 yards	►	69%
38 - 41 yards	►	60%
42 - 45 yards	►	52%
46 - 49 yards	►	31%
50 yards or more	►	0%



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