

ON-FIELD™
FOOTBALL

Featuring Player Perspective Graphics™

OFFICIAL PLAYBOOK



WE BRING SPORTS ALIVE

Created By
JOHN FITZPATRICK
&
SCOTT ORR

Original Music By

The logo for HUMM features the word "HUMM" in a bold, italicized, sans-serif font. The letters are white with a black outline. The text is centered between two sets of horizontal lines that resemble a musical staff, with three lines on each side.

WELCOME TO GAMESTAR STADIUM

Congratulations! You've just purchased the most exciting and innovative football game ever created for the home screen.

You'll experience the *fun* of real football as you challenge an awesome computer opponent or human player. The accent here is on realism *and* playability.

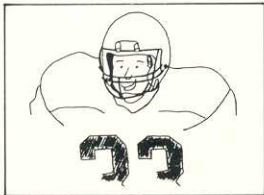
So before you grab your helmet, please read this official playbook to get the most out of your game. If you beat the computer you'll be eligible to join the "ON-FIELDERS"!

Good luck and have fun!

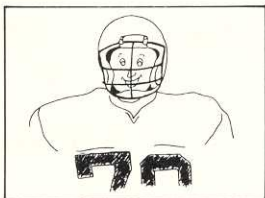
THE SCOUTING REPORT

You get to choose your starting offense (quarterback, wide receiver and tight end) in On-Field™ Football. Here's the latest scouting report:

QUARTERBACKS

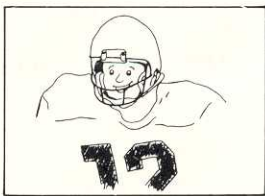


"PINPOINT" PEPPER: great passing accuracy & stamina; not very mobile



“SCRAMBLES” SMITH: good passing accuracy & stamina; very good mobility

WIDE RECEIVERS

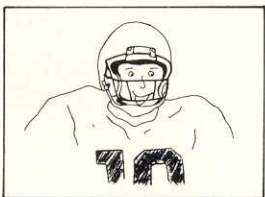


“HANDS” HANNAH: great hands; good speed; runs good pass routes

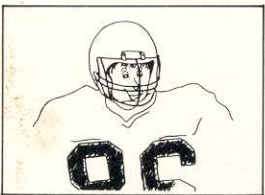


“LEGS” LANCER: good hands; great speed (if he gets behind you, forget it); runs great pass routes

TIGHT ENDS



“AGILE” ATKINS: good run blocker; good speed; runs very good pass routes; good hands



“TRAP” TIMMERMAN: great run blocker; runs good pass routes; decent speed; good hands

LOADING THE GAME

1. Make sure your computer is OFF, the cartridge slot is EMPTY, and your disk drive is properly connected.
2. Turn your disk drive's power switch ON. When the busy light goes out, insert the game diskette into your disk drive and close the door.
3. Turn your computer's power switch ON. Type **LOAD "FB",8,1** and press the RETURN key. The game will load automatically.

PREGAME WARM-UPS

F3 = 15 Minute
F5 = 1 Player
F7 = Next Menu

1. Plug a joystick controller firmly into PORT 1 on the side of the computer console if you are playing solo. Plug a second controller into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.
2. Press the F3 key on the computer console to choose between 15 MINUTE (regulation) or 5 MINUTE (short) quarters.
3. Press the F5 key to select between a 1 PLAYER, 2 PLAYER or DEMO game.
4. Press the F7 key to go to the NEXT MENU to choose your starting offense.

F3	HOME	PINPOINT-HANDS
		AGILE
F5	VSTR	SCRAMBLES-LEGS
F7	KICKOFF	TRAP

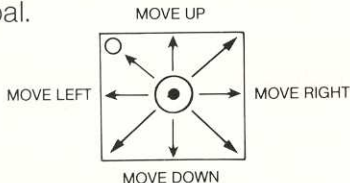
5. The HOME team uses the F3 key to choose its starting offense; the VISITOR team uses the F5 key to select its starting offense.
6. Both teams can have the same combinations if you choose. When playing solo against the computer, the scoreboard will read COMP in place of HOME.
7. When both teams have made their selections, press the F7 key to KICKOFF!
8. To PAUSE/RESUME a game, press the F1 and F3 keys simultaneously; to RESTART a game, press the F3 and F5 keys simultaneously any time the PLAYFIELD screen is up.

THE BIG GAME

As in real football, your goal in ON-FIELD™ FOOTBALL is to outscore your opponent with touchdowns, field goals, and safeties.

THE KICKOFF

1. The start of the game and second half begin with a kickoff. The HOME team (blue) kicks off to begin the game; the VISITOR team (yellow) kicks off to start the second half.
2. To kick off, press the RED BUTTON on the joystick controller after both teams have lined up. The ball will travel 55-70 yards upfield and be caught automatically by an opposing player. This player will change color to GRAY indicating BALL POSSESSION.
3. Use the joystick to move the BALL CARRIER downfield, towards your opponent's goal.

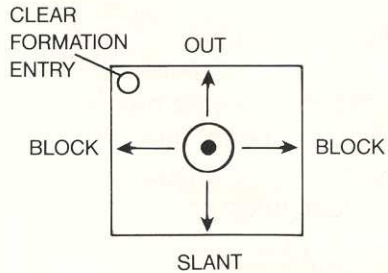


4. The first defensive player to appear on screen after the ball is caught is the FREE SAFETY. Use the joystick to move him to tackle (collide with) the BALL CARRIER.
5. The play is over when the BALL CARRIER is tackled (by colliding with any defensive player) or runs out-of-bounds. The game clock will stop and both teams will huddle, awaiting play inputs from their respective players. The MAIN scoreboard will appear briefly to remind you that there's been a change of possession.
6. The OFFENSE (team in possession of the ball) always moves UP, towards the top of the TV screen.
7. NOTE - If the kickoff travels into the end zone, the play is a TOUCHBACK and the ball is spotted on the 20-yard-line.

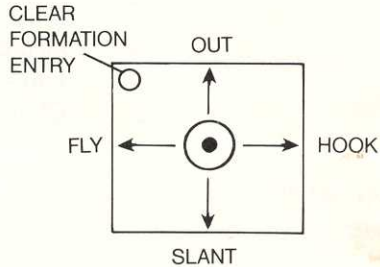
You will now be prompted to call your play, depending on the FORMATION you choose; run, pass, or kick.

B. TIGHT END

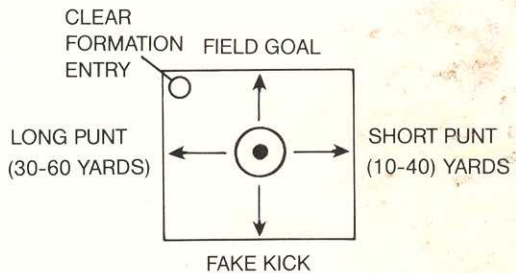
If you choose an "I" formation



If you choose a Slot Right or Split Left formation

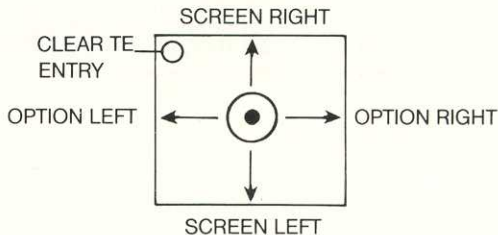


If you choose the Kick formation

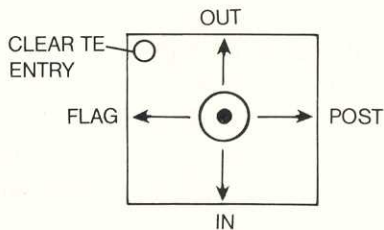


C. WR/HB

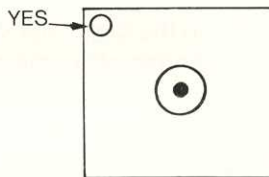
If you choose
an "I" formation



If you choose
a Slot Right or
Split Left formation

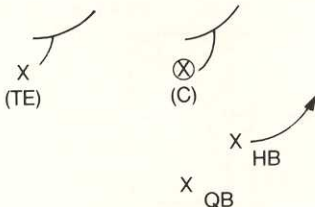


D. AUDIBLE



1. Press and HOLD red button to audible within 1-second
2. Move joystick to change WR/HB pass pattern as above

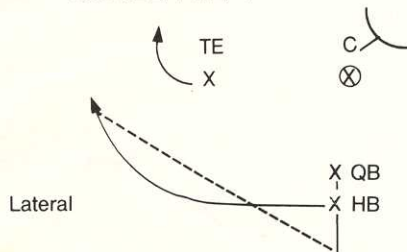
3. If you choose a FAKE KICK, the tight end (TE) will BLOCK, and the halfback (HB) will run a SCREEN RIGHT pattern. You must pass or run the ball.



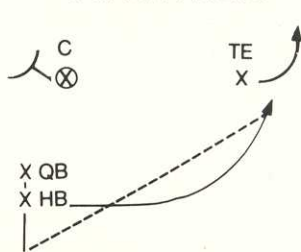
4. The offense must “set” for 2-seconds when it gets to the line of scrimmage. To hike the ball, press the RED BUTTON on the joystick controller. The QUARTERBACK (QB) will automatically catch the hike and change color to gray, indicating ball possession. Use the joystick to move the QB upfield, pass or lateral.
5. Sometimes when the BALL CARRIER is tackled, a FUMBLE will occur. The on-field scoreboard will appear with a FUMBLE message flashing and the tackled ball carrier will change color from gray to his team color. The first player (offense or defense) to PRESS his/her RED BUTTON on the controller will recover the ball at the point of the fumble. If the offense recovers the fumble, play continues with the next down; if the defense recovers the fumble, there is a change of possession and play continues with a first down.
6. The CLEAR ENTRY and AUDIBLE functions allow you to clear the previous entry in case you change your mind or accidentally make the wrong entry.

RUNNING PLAYS

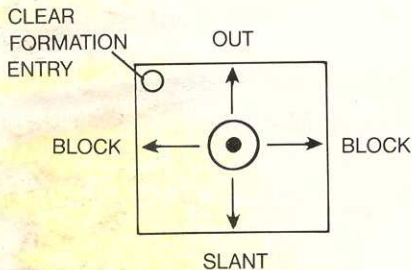
-SCREEN LEFT-



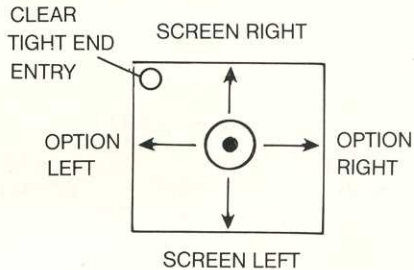
-SCREEN RIGHT-



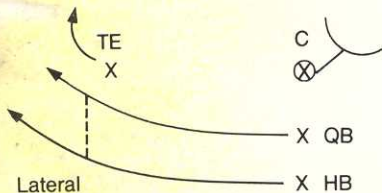
TIGHT END



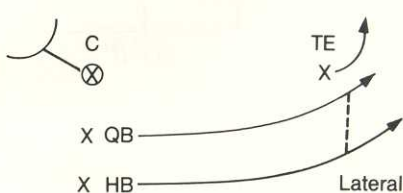
HALFBACK



-OPTION LEFT-

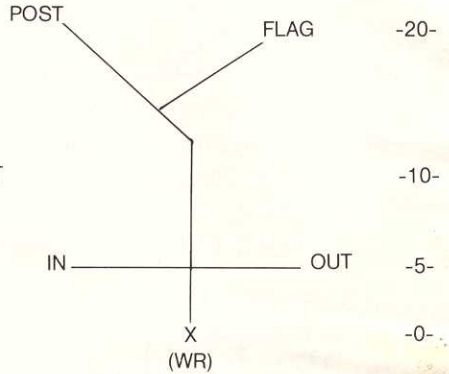
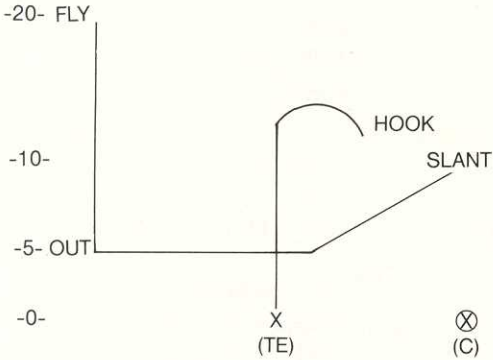


-OPTION RIGHT-



PASSING PLAYS

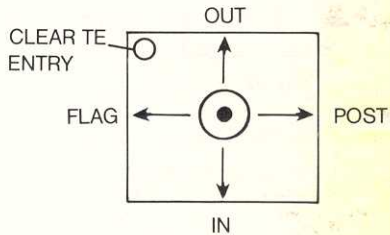
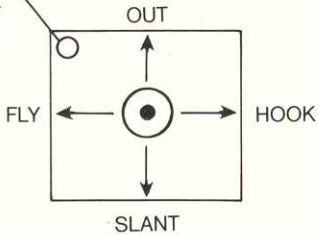
-SLOT RIGHT-



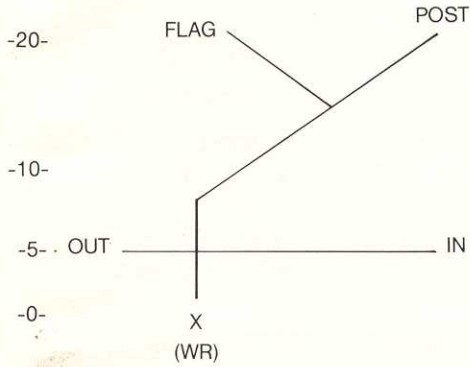
TIGHT END

WIDE RECEIVER

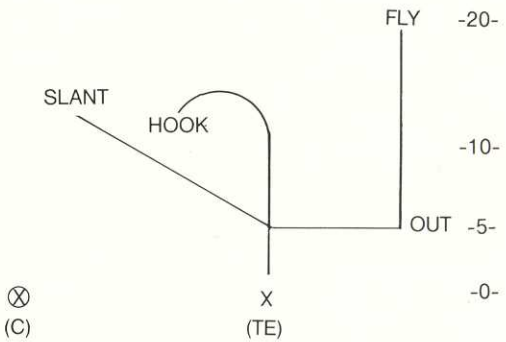
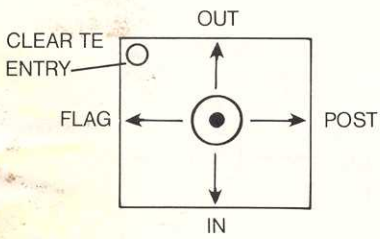
CLEAR
FORMATION
ENTRY



-SPLIT LEFT-

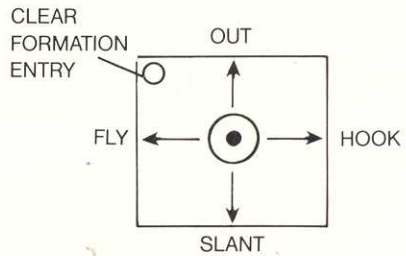


WIDE RECEIVER



⊗
(C)

TIGHT END



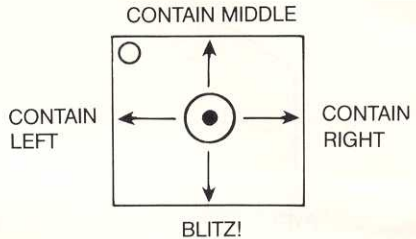
DEFENSIVE PLAY CALLING

1. After your team huddles, you will be prompted by the on-field scoreboard to choose a RUSH and select PASS COVERAGE for your secondary (cornerbacks). After each input, you will hear a "tone" and the prompt will change. Your team will move to the line of scrimmage after your last input.

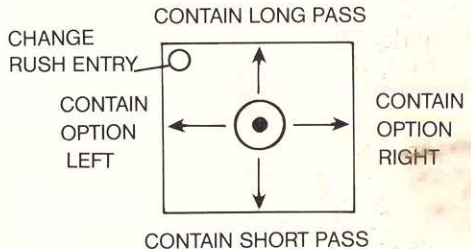
2. PROMPT

JOYSTICK ACTION

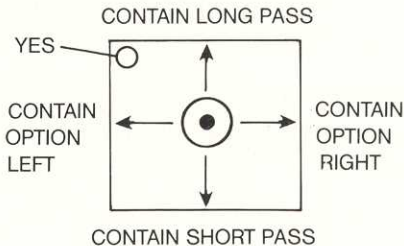
A. RUSH



B. SECONDARY



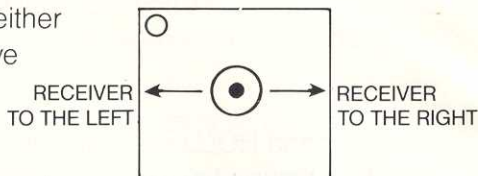
C. AUDIBLE



1. Press and HOLD red button to audible within 1-second
2. Move the joystick to change secondary coverage.
3. You now have full control over your FREE SAFETY and can position him *anywhere* on the field prior to the hike. If you decide to use him to blitz the QB, be careful that you don't cross the line of scrimmage or you'll be assessed a 5-yard OFFSIDES penalty!
4. If you haven't called your defense by the time the offense moves to the line of scrimmage, your defense will be auto-selected BLITZ and/or SHORT PASS. You can audible your secondary coverage before the hike.
5. If the offense calls a KICK play, your defense is auto-selected PASS RUSH; CONTAIN RIGHT.

PASSING & CATCHING

1. Press and HOLD the red button on the controller to DESIGNATE a pass - the QB will stop running
2. Move the joystick to PASS to either receiver, based on their relative positions to each other



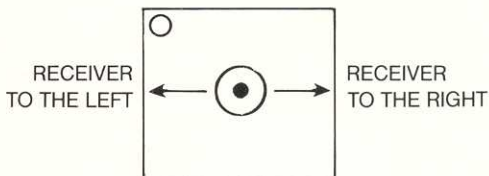
3. Release red button BEFORE moving joystick to regain control over QB
4. QB will throw pass to zone at the END of the receiver's pass pattern - accuracy of the pass is dependent on QB's passing strength as summarized in the SCOUTING REPORT.
5. If receiver collides with BALL near the end of his pass pattern the pass may be complete, depending on the receiver's pass catching strength. You gain control over receiver as soon as the ball is PASSED, so you can move him to the ball if the pass is off-target. If the pass is caught, the receiver will change color to gray, indicating ball possession. Use the joystick to move him upfield.
6. QB cannot pass if he runs past the line of scrimmage.

INTERCEPTIONS

1. Either CORNERBACK (CB) or the FREE SAFETY (FS) can intercept a pass by colliding with the ball in front of the receiver. If a pass is intercepted, use the joystick to move the ball carrier downfield.

LATERALS & SCREEN PASSES

1. Move your QB in the SAME direction and slightly AHEAD of your halfback to LATERAL; move your QB STRAIGHT BACK to SCREEN PASS effectively.
2. Press and HOLD the red button to DESIGNATE a lateral or pass
3. Move the joystick to lateral/screen pass to halfback or forward pass to tight end, based on their relative positions to each other



4. Release red button BEFORE moving joystick to regain control over QB
5. NOTE - your QB must be close to and ahead of your halfback for the computer to accept a LATERAL joystick input

FIELD GOAL PERCENTAGES

<u>Distance of Kick</u>	<u>%Good</u>
1-9 Yards	95
10-19 Yards	90
20-29 Yards	85
30-39 Yards	70
40-49 Yards	50
50-55 Yards	30
56+ Yards	0

FIELD GOALS & PUNTS

1. Press the red button to HIKE the ball - QB will automatically kick the ball.
2. Use SHORT punts to trap your opponent deep near his/her goal; use LONG punts to get the ball away from your goal.
3. Only try field goals when the odds for success are high - if you miss, the ball changes possession at the line of scrimmage or 20-yard line, whichever is GREATER.
4. As on kickoffs, the FREE SAFETY will automatically catch punts unless the play is a TOUCHBACK. Use the joystick to move him downfield after he catches the punt.
5. If the offense chooses a FAKE KICK, the FREE SAFETY will quickly come back into play from his upfield (off screen) position once the ball is hiked.

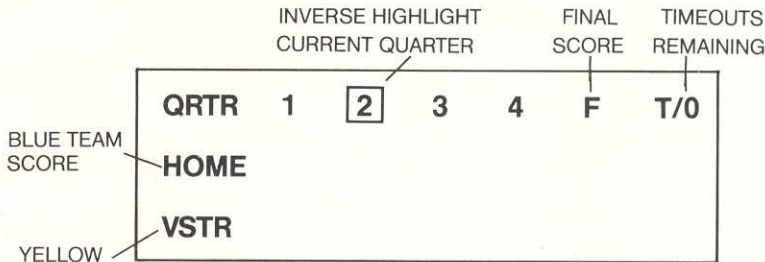
EXTRA POINTS

After a touchdown is made, both teams will automatically line up for the extra point kick. Hike the ball as usual - the QB will automatically kick the ball to attempt the extra point.

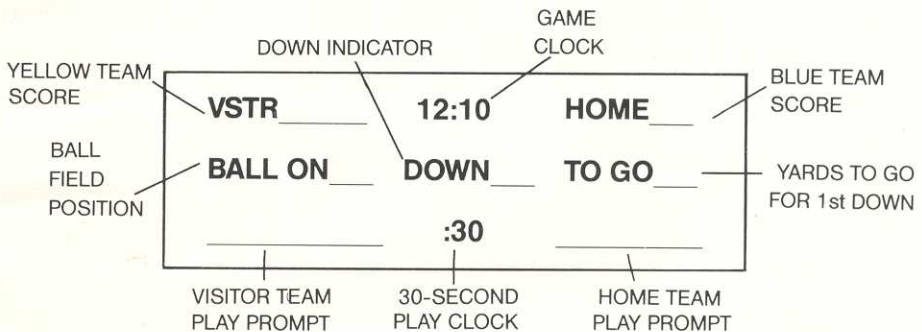
SCORING

1. TOUCHDOWN (6 POINTS): run or catch the ball over your opponent's goal line to score a touchdown
2. EXTRA POINT (1 POINT): kick the ball through your opponent's goal posts after scoring a touchdown
3. FIELD GOAL (3 POINTS): kick the ball through your opponent's goal posts to score a field goal
4. SAFETY (2 POINTS): if the ball carrier is tackled or runs out-of-bounds in his own end zone, a safety results. The offense then kicks off from its own 20-yard line.

THE SCOREBOARDS



(MAIN SCOREBOARD)



(ON-FIELD SCOREBOARD)

1. **QUARTERS** - there are (4) quarters per game, (2) quarters per half.
2. **DOWNS** - the offense gets (4) chances to advance 10 yards to make a first down or score.
3. **TO GO** - indicates yards needed to make a first down.
4. **TIME OUTS** - each team gets (3) time outs per half. See **SPECIAL FEATURES** section for details.

5. 30-SECOND PLAY CLOCK - the offense gets 30-seconds to call a play *and* hike the ball once the players huddle. If you take too long, you'll be assessed a 5-yard DELAY OF GAME penalty.
6. GAME CLOCK - indicates time remaining in quarter. The clock stops after changes of possession, scores, out-of-bounds runs, incomplete passes, penalties and time-outs.
7. PLAY PROMPTS - both teams will be prompted as they call their plays. Messages indicating touchdowns, extra points, penalties, field goals, safeties, interceptions and fumbles will also be shown here.
8. MAIN SCOREBOARD - appears between quarters and after changes of ball possession.
9. PAUSE/TIMEOUT SCREEN - appears when either player pauses the game and/or calls a timeout.

OFFENSIVE PLAY CALLING

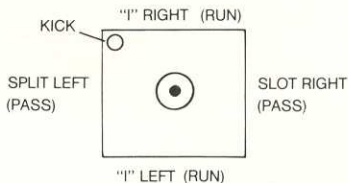
- After your team huddles, you will be prompted by the ON-FIELD scoreboard to choose a FORMATION (offensive set) and select PASS PATTERNS for your receivers and/or halfback. After each input, you will hear a "beep" and the prompt will change. Your team will move to the line of scrimmage after your last input or 3-seconds, whichever is longer. Keep an eye on the 30-second clock - you must call your play *and* hike the ball within 30-seconds to avoid a delay-of-game penalty!

TE = TIGHT END
 WR = WIDE RECEIVER
 QB = QUARTERBACK
 HB = HALFBACK
 C = CENTER

2. PROMPT

A. FORMATIONS

JOYSTICK ACTION



X ⊗ X
 X
 -SPLIT LEFT-

X ⊗
 X
 X
 -"I" LEFT-

X ⊗ X
 X
 -SLOT RIGHT-

⊗ X
 X
 X
 -"I" RIGHT-

SPECIAL FEATURES

1. Play solo against a high scoring, thinking computer team or human opponent. The computer team is awesome - you'll need to do everything right to beat it.
2. Choose your starting offense. Learn the relative strengths and weaknesses of each player; the more *you* know the better *they'll* play together.
3. As the game progresses, the starting receivers "tire" and will drop accurate passes more often. Between 3rd and 4th quarters a menu will come up for you to change (substitute) *both* receivers:

F3	HOME	NO CHANGE
F5	VISITOR	CHANGE BOTH
F7	CONTINUE PLAY	

Thus, if you start the game with LEGS and TRAP, you'll end the game with HANDS and AGILE. Keep this in mind when you select your starting offense and whether you substitute or not. When both teams have made a decision (by pressing the F3 and F5 keys), press the F7 key to continue play.

4. Each team gets (3) TIME-OUTS per half. To call a time-out, press the F1 and F3 keys to PAUSE the game any time the PLAYFIELD screen is up. Then press the RED BUTTON on your controller. Play will continue normally except that the game clock will not restart until the ball is hiked and the 30-second clock will reset if the teams are in a huddle.

If you PAUSE a game, play will be frozen until you call a TIME-OUT (press red button) or press the F1 and F3 keys again (to RESUME the game).

JOIN THE "ON-FIELDERS"

If you beat the computer team, you're eligible to join Gamestar's exclusive "ON-FIELDERS" Football Club.

Here's how:

1. Take a photo of your TV screen showing the final main scoreboard at the end of the game. You must be playing the computer to show COMP in place of HOME.
2. Send that to us along with the proof of purchase seal located on the top corner flap of your box.

You'll receive an official "ON-FIELDERS" membership card signifying your winning skill!

TIPS FOR STARS

"The key to victory in ON-FIELD™ FOOTBALL is proper execution. So before playing a real game, watch the DEMO mode to get a feel for the strategy and timing of the game.

"On offense, be sure to mix up running and passing plays to keep your opponent guessing. When running, use the option laterals on the strong (tight end) side and weak side. On sweeps, run your QB wide, towards the sideline to give your halfback time to run up-field and block the nearest defender. And, don't forget you can send your tight end for a short pass from running formations.

"When passing, read the defense by watching the free safety/cornerback pass coverage and pass where the defense isn't. Flood zones by sending *both* receivers long or short to catch your opponent off-guard; try sending your tight end long and your wide receiver short to confuse the free safety.

"On defense, be sure to use all your rush and secondary options during the course of a game to take advantage of the strategies built-into ON-FIELD™ FOOTBALL. Be aggressive with your free safety - blitz on passing plays; hang back and anticipate your opponents actions on running downs.

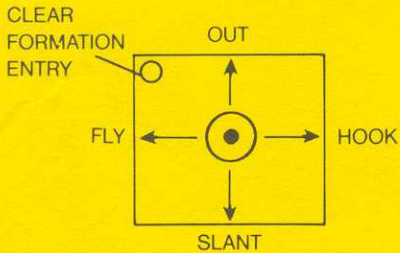
"It'll take more than luck or a few trick plays to beat the computer teams, so develop a game plan. Use the various offensive players to take advantage of your particular abilities. Think about the scouting reports and how each players' strengths and weaknesses affect your strategy. Remember, if you send your receivers out long every play they will tire quickly, especially Legs. Finally, don't be surprised if the computer keeps coming back when you get ahead; 'floating intelligence' lets it vary its skill with yours without cheating.

"We've created ON-FIELD™ FOOTBALL for rookies and pros alike to capture the essence of real football. So have fun with it and keep in touch . . ."

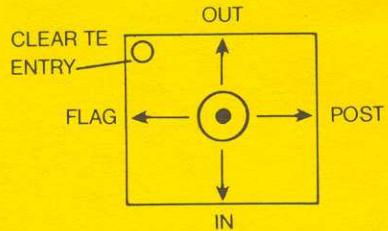
PASSING PLAYS

-SLOT RIGHT FORMATION-

TIGHT END

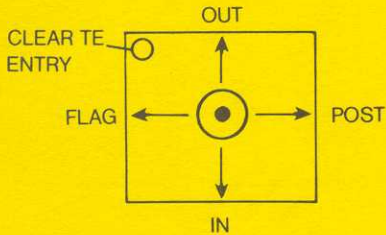


WIDE RECEIVER

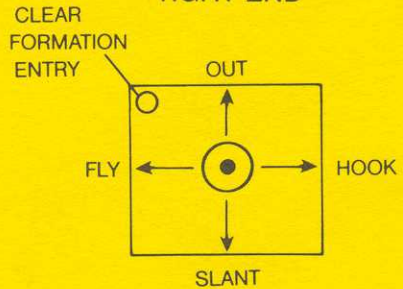


-SPLIT LEFT FORMATION-

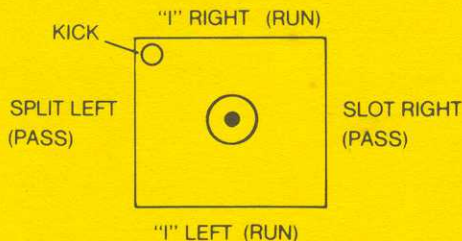
WIDE RECEIVER



TIGHT END



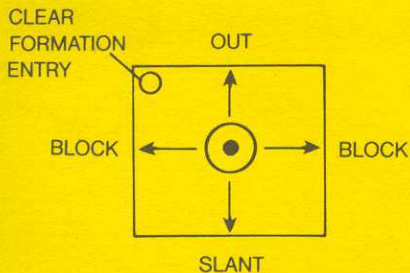
FORMATIONS



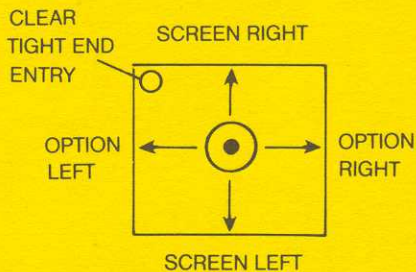
RUNNING PLAYS

-“I” FORMATION-

TIGHT END

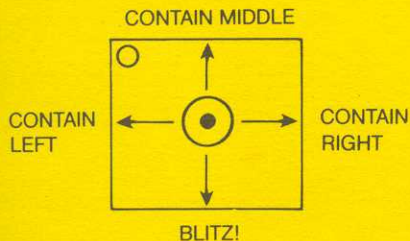


HALFBACK

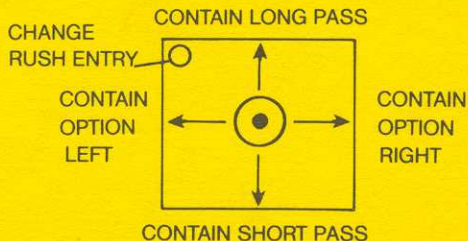


DEFENSIVE PLAYS

RUSHER



SECONDARY



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