

BACKYARD FOOTBALL
MANUAL INTERIOR
NINTENDO WII
FRONT COVER PLACEHOLDER

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



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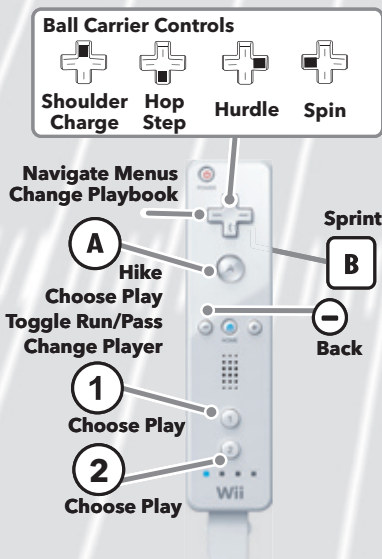
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CONTROLS

Wii Remote™



Nunchuk™



MENU CONTROLS

+Control Pad or Control Stick	Navigate Menu
A Button	Accept / Next
- Button	Cancel / Back
Z Button / B Button / 1 Button / 2 Button	Toggle Menu Options
PLAYBOOK CONTROLS	
+Control Pad or Control Stick	Change playbook pages
A Button / 1 Button / 2 Button	Choose Play
- Button	Back
Z Button	Chuck's Pick
C Button	Sort plays by type or formation

OFFENSE – PRE-HIKE CONTROLS

A Button or Pull Wii Remote back quickly	Hike
Z Button (hold)	Display receiver routes
C Button (hold)	Pan back camera with no receivers

OFFENSE – QB CONTROLS

Control Stick	Move player
Flick Wii Remote Forward	Pass to a receiver (Easy mode)
C Button	Power Move
B Button	Sprint (once in run mode)
A Button (press and hold)	Switch to Run mode (release button to revert to Pass mode)

OFFENSE – BALL IN AIR CONTROLS

Control Stick	Move selected player
A Button	Select player closest to ball
Flick Wii Remote and Nunchuk up	Catch
B Button	Sprint

BALL CARRIER CONTROLS

Control Stick	Move runner
+Control Pad RIGHT	Hurdle
Shake Nunchuk left or right quickly	Stiff Arm
Shake Wii Remote left or right quickly	Juke
Z Button	Dive
+Control Pad LEFT	Spin
C Button	Power Move
B Button	Sprint
+Control Pad UP	Shoulder Charge
+Control Pad DOWN	Hop Step

DEFENSE – PRE-HIKE CONTROLS

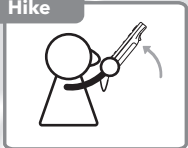
Control Stick	Move player
A Button	Change player
Z Button	Change player

DEFENSE – GAMEPLAY CONTROLS	
Control Stick	Move player
Z Button	Dive Tackle
A Button	Select closest player to the ball
Flick Wii Remote and Nunchuk down	Tackle
C Button	Power Move
B Button	Sprint
Flick Wii Remote and Nunchuk up	Jump
KICK – FIELD GOAL AND PUNT CONTROLS	
A Button or Quickly flip the Wii Remote up	Stop kick meter

GESTURES

You can gesture using the Wii Remote and Nunchuk to execute some moves, as illustrated below.

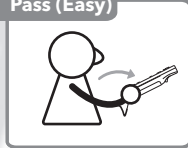
Hike



HIKE

Description: Quickly snap the Wii Remote backward

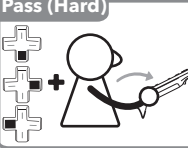
Pass (Easy)



PASS (EASY MODE)

Description: Flick the Wii Remote forward.

Pass (Hard)



PASS (HARD MODE)

Description: Press the +Control Pad LEFT, RIGHT, or DOWN and flick the Wii Remote forward.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

Stiff Arm



STIFF ARM

Description: Shake the Nunchuk left or right quickly.

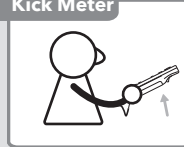
Juke



JUKE

Description: Shake the Wii Remote left or right quickly.

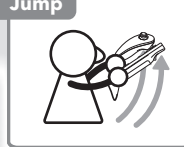
Kick Meter



STOP KICK METER

Description: Quickly flip the Wii Remote up.

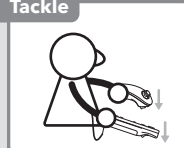
Jump



JUMP

Description: Quickly flip both controllers up.

Tackle



TACKLE

Description: Quickly flip both controllers down.

SAVING AND LOADING

Your season play progress is automatically saved following the completion of each *Backyard Football*® season game. To pick up where you left off in the schedule, simply sign in as the same coach.

Note: Season statistics are not altered in any way if you play Pick-Up games. You can store up to 5 coaches on the internal Nintendo Wii memory.

WELCOME TO BACKYARD FOOTBALL!

Backyard Football is out on the Wii! Play alongside the beloved Backyard gang, as well as some of your favorite NFL players as kids! You get the best of both worlds when you combine the wild antics of the Backyard kids with authentic plays and strategies of the NFL!

MAIN MENU



The main menu is the starting point for all of the Backyard Football League (BFL) action. Choose from the following menu options:

Kick Off!

Start a game straightaway — just choose 1 or 2 players, and the CPU randomly picks teams, players, and a field for you. The difficulty level will be set to medium.

Pickup Game

Play a single game against the CPU or against a friend. You can pick your game options, teams and players. Set them all up how you'd like and play! See next page for details.

Season Game

Start or continue your season from this menu. See page 9 for details.

Practice

Learn how to play the game without the stress of being scored upon, or practice specific plays in this mode. See page 10 for details.

Controls

View the various controls in the game for offense and defense.

Options

Change the various game and sound options. See next page for details.

Extras

Through the Extras menu, you can go behind the scenes of Backyard Football 2008. You can meet the players, view all-time records, access your trophy case, see the credits of who made the game, and replay the intro movie.

OPTIONS

Sound and Display

Camera Position: Normal, Classic or Back. Classic view puts the camera at field level. Back view pulls the camera back and up for a more zoomed out view.

Volume: Change the volume on Music, Sound FX, Commentary and Chatter.

PICK-UP GAME SETUP (1-2 PLAYERS)

Play a single game where you set the rules and then choose a field, teams and players. Pick-Up games do not affect Season Play statistics.

CONTROLLER SELECT SCREEN



Press the **+Control Pad** or the **Control Stick LEFT** or **RIGHT** to choose between Home and Away, then press the **A Button** to continue.

If you want to play a 2-player game, move one controller to Home and one controller to Away, then press the **A Button** to continue.

PICK TEAM SCREEN



You are free to choose from all 32 NFL teams and 12 Backyard Teams.

If you want to customize the Backyard Teams, press the Circle button when the Backyard team is selected that you want to change.

Press the **+Control Pad UP** or **DOWN** to scroll through the teams. When you find the team you want to use, press the **A Button** to continue.

PICK FIELD SCREEN



Press the **+Control Pad LEFT** or **RIGHT** to select the field you'd like to play on. Press the **A Button** to continue.

Note: As you play through Season mode, you will unlock extra fields that you can use for play in Pick-Up games or other Seasons.

GAME RULES SCREEN



At the Game Rules screen you can adjust the following rule settings:

Power Moves: Turn Power Moves ON/OFF.

Set Time: Set the length of each quarter.

Rumble: Turn this ON or OFF. Default is set to ON.

Difficulty: By selecting Easy, Medium or Hard, you can change the settings to the following :

Setting	Easy	Medium	Hard
Power Moves	ON	ON	OFF
Set Time	2 Minutes	3 Minutes	4 Minutes

PICK PLAYERS SCREEN



Players alternate picking kids until both teams have chosen seven kids. You can also create your own players and customize their name, stats and appearance.

Press the **+Control Pad UP** or **DOWN** to scroll through the list of kids. To add a specific player to your team, highlight the player and press

the **A Button** to add that kid to your team. If you want to create a custom player, highlight the Custom Kid option at the top of the list and press the **A Button** to start the create a player process.

Press the **Z Button** or the **B Button** to sort the list by different categories.

You can also view the selected kid's bio by pressing the **2 Button**.

Note: If at any time you want to bypass picking players, you can press the **+ Button** to start the game with randomly picked players. Any kids picked until you pressed the **+ Button** will be included in your lineup.

TEAM LINEUP SCREEN



You can change the field positions of your kids on this screen. Highlight the kid you want to change, press the **2 Button**, then highlight the position you want the kid to be in and press the **2 Button** again. The kids will swap positions.

When all your changes have been made, press the **A Button** to start the game.

SEASON PLAY SETUP (1 PLAYER)

Pick a team, seven players and try to win the coveted BFL Trophy! This is also the mode where you can unlock NFL players, extra fields and more.

PICK COACH SCREEN



Create a new coach and begin a new BFL season, or select an existing coach to resume a season in progress. You can also delete coaches in this menu.

New Coach

To start a new coach, highlight any "create new" file and press the **A Button** to create your coach. Use the onscreen keyboard to pick a name and press the **A Button** to start the season setup process.

Sign In Coach

If you have already created a coach, highlight the coach you want to load and press the **A Button** to load the coach.

Delete Coach

If there is a coach you want to delete, highlight the coach you want to delete and press the **2 Button**.

TEAM, FIELD, PLAYERS, AND RULES SETUP

See corresponding sections under “Pick-Up Game Setup” (page 7). In Season Mode, the field you pick becomes your Home field.

SEASON MENU SCREEN



Play Game – Play your next season game.

Practice – Practice plays with your team.

Schedule – View your season schedule.

Statistics – Display player and team stats.

Team Management – Change your offensive and defensive players.

Milestones – View the milestones you’ve achieved as well as the ones you have yet to achieve.

Options – Sound and Display and Game Rules.

PRACTICE

Practice mode allows you to practice various aspects of football without worrying about scores or having the game on the line. Practice makes perfect!

Offense vs. Defense – Your team is on offense versus the CPU defense.

Defense vs. Offense – Your team is on defense versus the CPU offense.

Offense Only – Practice uninterrupted offense plays with your team.

Kickoff Coverage – Practice kickoff coverage.

Kickoff Return – Practice receiving a kickoff and running up the field.

IN GAME

PAUSE MENU

The pause menu contains the following options: Continue, Camera (choose between Normal, Classic or Back), Team Lineup, Options, Team Stats, Player Stats and Quit Game.

PLAYBOOK VIEW



The Playbook screen has everything you need to know about the current game: the current score for both teams, the current quarter, time remaining in the quarter and all applicable play-related information.

In the Playbook view, press the **Control Stick** or the **+Control Pad LEFT** or **RIGHT** to choose a formation and press the **A Button**. Then, press the **A Button**, the **1 Button** or the **2 Button** to choose the play you want to execute. You can scroll through all the available plays in the formation chosen by pressing the **Control Stick** or the **+Control Pad LEFT** or **RIGHT**.

Offensive Playbook



The yellow and orange arrows represent the receivers that will be available in that particular play to throw to. The orange arrow also represents the primary receiver for the play.

During a pass play, press and hold the **+Control Pad** in the direction shown by the **+Control Pad** icon while flicking the Wii Remote forward to throw to a specific receiver.

The blue arrow represents a run play and the exact route the running back will attempt to take.

Defensive Playbook



The white squares indicate the defensive linemen while the white circles indicate the linebackers, cornerbacks and safeties.

The orange circles represent the “zone” that a particular defensive player will cover and not leave during the play.

The red arrows represent a blitz assignment for a defensive player, which means they will rush the quarterback on a passing play and pursue the ball carrier on a running play.

The yellow lines represent man coverage for a defensive player, which means they will cover their assigned receiver anywhere on the field.

Other Playbook controls include:

- Chuck's Pick: **Z Button**
- Flip the plays: **B Button (offense only)**
- Sort plays by type or formation: **C Button**
- Back to the Formations page: **- Button**

KICK METER



When attempting a field goal or punt, a football-shaped meter will appear in the bottom-left corner of the screen. There is a yellow line that moves up and down across the meter. This line will continue to oscillate until you flip the Wii remote controller up to stop it. Stop the line in the middle for the strongest kick.

POWER MOVES



As you play well throughout the game, the power gauge will fill up. When it fills completely, you will be rewarded with a Power Move that you can execute on either offense or defense, depending on which Power Move you received.

OFFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Flash	This sprint power move makes a player move a high rate of speed for a brief duration.
Front Flip	The ball carrier does a front flip, which makes it impossible to tackle them if the timing is right.
Bull Charge	A super powerful shoulder charge.
Slow Mo	All other players on the field slow down for a brief duration while the ball carrier maintains their speed.

Twister	The ball carrier turns into a whirlwind for brief time, knocking any defenders in a small radius off their feet.
Stun Arm	This stiff arm knocks down the nearest defenders who might be further from the ball carrier than normal.
Super Dive	This dive power move causes the player to dive a long distance. (Hint: This is good for scoring touchdowns)
Laser Beam Pass	The quarterback throws a high velocity pass that has a 100% chance of being completed.

DEFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Big Crush	Knocks the ball carrier backward several feet and has a good chance of causing a fumble.
Glue Ball	Prevents the quarterback from throwing a pass for a short time.
Super Tackle	Allows the selected defender to automatically home in and tackle the ball carrier.
Homing Interception	The selected defender automatically intercepts a pass.
The Hammer	The defender tries to strip the ball from the ball carrier.
Grease Ball	Greatly increases the chance of fumbling the ball.

BACKYARD FOOTBALL LEAGUE RULES

Backyard Football uses rules similar to those used by the National Football League. The objective of the game is to score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

THE KICKOFF

The Away team always kicks the ball to the Home team to begin the first half of the game, and vice versa in the second half.

The kicking team kicks off from its own 30 yard line. It's good to kick the ball far from your own endzone, and if the ball is kicked into the other team's endzone and they don't return it, a touchback is called and the opposing team automatically starts with the ball at the 20-yard line.

The team that has the ball (offensive team) has four chances or "downs" to advance the ball 10 yards. If they succeed, they are given four more downs.

If the offensive team fails to advance 10 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to a) kick a field goal or b) punt (kick) to the defensive team on the fourth down to get the ball as far away from their own goal as possible.

THE PLAYERS

Each team has 7 players that are always on the field – no reserves.

These are the positions your team members may play on offense:

Center – this person hikes the ball to the quarterback at the beginning of each play.

Quarterback – the quarterback takes the snap from the Center and then decides whether to throw it to a receiver, pass it to a running back, or take it down the field him or herself.

Tackle – a tackle's job is to protect the quarterback from getting sacked on passing plays and block for the running back on running plays.

Running back – running backs are generally the fastest players on the team. Their job is to carry the ball down the field on running plays, avoiding the opposing team's defense.

Receiver – receivers specialize in catching long passes from the quarterback, and then running to gain as many yards as possible.

TIME

The game is divided into 4 quarters and each quarter length is set between 1 and 15 minutes, depending on the settings you have chosen. The game clock runs after every play except on incomplete passes and in the last minute of each quarter.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage (where the ball was hiked) on passing plays. Only one forward pass is permitted per play. All forward passes that touch the ground are considered dead.

TURNOVERS

A turnover can happen in two situations:

Fumble – a fumble occurs when a receiver, running back or quarterback drops the ball while it's still in play. If this happens, the ball is considered "live" and either team can grab it. If the defensive team recovers the ball, it's considered a turnover.

Interception – an interception occurs when a pass made by the quarterback is caught by the other team.

SCORING

Touchdown – Touchdowns are worth 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 2 yard line. A PAT can be scored by kicking an Extra Point Field Goal for 1 point, or by running/passing the ball into the end zone for 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone or (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

OVERTIME

If the score is tied at the end of regulation play, the game will go into "sudden death" overtime. Possession starts with the home team and the first team to score, wins the game.

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Check out new games, contests and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & CANADA)

HELP VIA EMAIL

If you are experiencing technical problems with Backyard Football and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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