

BACKYARD FOOTBALL™ 2004
PC MANUAL FRONT COVER

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FIRST THINGS FIRST

The ReadMe File

The *Backyard Football™ 2004* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Backyard Football 2004* directory found on your hard drive (usually C:\Program Files\Atari\Backyard Football 2004). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Backyard Football 2004*, and then on ReadMe.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 350 MHz or higher
Memory:	48 MB RAM (64 MB for XP)
Hard Disk Space:	450 MB Free
CD-ROM Drive:	8X Speed
Video:	8 MB Windows® 98/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
 2. Insert the *Backyard Football 2004* CD-ROM game disc into your CD-ROM drive.
 3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
 4. Follow the remainder of the on-screen instructions to finish installing the *Backyard Football 2004* CD-ROM game.
 5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Backyard Football 2004/Backyard Football 2004 to start the game.
- Note:** You must have the *Backyard Football 2004* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Backyard Football 2004* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

SAVING AND LOADING

Your Season Play progress is automatically saved at the end of each game. To pick up exactly where you left off in the season schedule, simply load the same coach. **Note:** Games played in Play Now mode and Single Game mode are not saved.



WELCOME TO BACKYARD FOOTBALL™ 2004

It's the coolest football game around — kid versions of real NFL pros team up with the Backyard Kids! Pick your favorite players, NFL logos and fun fields... then, play in sunshine, rain, even snow. Call the right plays and become a Backyard Football hero.

MAIN MENU

This screen is where all of the Backyard Football League (BFL) excitement begins. Select one of the following options:



Play Now (1 Player)

Play a spontaneous pickup game with randomly selected teams, field and players. Selecting this option takes you directly to the Sidelines screen (see page 11) where you can choose your lineup, check out your team photo and set options before hitting the gridiron.

Note: In Play Now mode, the game uses the most recent game settings (or default settings if the game is running for the first time).

Single Game (1-2 Players)

Play an exhibition game where you can choose teams, select a field and pick players before the game begins. Season teams can be used, but season standings and stats are not affected. See "Single Game and Season Play Setup" on pages 7-11.

Season Play (1 Player)

Lead your team through the rigorous 14-game Backyard Football League season and take a shot at the BFL championship. See "Single Game and Season Play Setup" on pages 7-11.

Practice (1 Player)

Practice any of the offensive and defensive plays in your playbook, or take the tutorial to improve your football skills. See "Practice" on page 17.

Meet the Players

Check out all of the Backyard Kids and pro kids. View each player's background information and skill ratings, or hear them talk. See "Draft Players Screen" on page 10.

Hall of Fame

Here you will find the BFL Championship trophies, a list of all of the coaches who have won them and pictures of the winning teams. Plus, check out the All Time Records, for the greatest achievements in Backyard Football. See "Hall of Fame" on page 18.

Goodies

Check here often to see all of the game extras that have been unlocked. See "Goodies" on page 18.

Options

Configure controls, display, sound and system settings. See "Options" on page 11.

SINGLE GAME AND SEASON PLAY SETUP

Select Coach Screen (Season Play only)

Create a new coach, or load an existing coach to resume a season currently in progress. You can also delete coaches.

New Coach

Begin a new BFL season here. Your coach name can be up to 10 characters, including spaces. When finished, click on the Done button to sign in and continue to the Select Team screen.

Load Coach

To resume a season in progress, select an existing coach and click on the Load button to sign in that coach and continue to the Select Team screen.

Delete Coach

To delete one or more coaches, select the coach you want to delete and click on Delete to confirm. When finished, click on the Done button to return to the Select Coach screen.

Select Team Screen

Select Teams

You are free to select from all 32 NFL teams and 20 Custom teams. Player 1 (Home team) appears on the right, and Player 2 (Away team) appears on the left.

Note: In Season Play mode, Player 2 is grayed out.



Choose Controls

Home team Toggle between mouse (default), keyboard, gamepad (if installed) and computer player.

Away team Toggle between mouse, keyboard, gamepad (if installed) and computer player (default).

Note: For a computer-versus-computer game, select computer players for Player 1 and Player 2.

Select Field Screen

Select Field

Choose from 12 playable football fields, each with a different playing surface. As you progress in the game, you can unlock an additional secret field. (See "Goodies" on page 18.)



Playing Conditions

Customize gameplay by selecting a day or a night game. You can also choose from the following weather conditions in Single Game Mode:

Clear Weather conditions do not affect play.

Rain Rain makes it harder to pass.

Snow Snow makes it harder to run.

Game Setup Screen

Display the Game Setup screen where you can adjust gameplay options (see next page).

Game Setup Screen

There are three preset difficulty levels from which to choose: **Easy**, **Medium** (default) and **Hard**. Depending on which level you choose, the following settings are toggled ON/OFF. You can also change these settings individually.



SETTINGS	DESCRIPTION	DIFFICULTY DEFAULTS		
		EASY	MEDIUM	HARD
Qtr. Length	Determines how long each quarter lasts.	1 minute	1 minute	1 minute
Fatigue	Players tire over the course of the game, making player substitutions necessary.	OFF	OFF	ON
Power-Ups	Teams earn special abilities by accomplishing certain tasks.	OFF	ON	OFF
Clock	Clock limits play-calling to 20 seconds.	Off	OFF	ON
Rush Delay	How long the defense will wait until they rush the quarterback (0-5 seconds).	5 seconds	2 seconds	0 seconds
Play Arrows	Outline the routes of your receivers and runningbacks.	ON	OFF	OFF
AI Plays	Select Play to see the specific play that the computer player is going to use; select Page to see the playbook page that the computer player is going to choose from; or choose None to hide computer plays.	Play	Page	None

Draft Players Screen

It's time to draft some players for your team!

Leather & Laces (Single Game only)



In Single Game mode, Player 1 and Player 2 alternate choosing players for their teams. To determine which player goes first, play the traditional Leather & Laces guessing game. After spinning the ball, if Player 1 has guessed correctly, he or she picks first. Otherwise, Player 2 picks first.



Draft Players

Choose seven players for your team. Click on each kid to view his or her player card. To draft the selected kid, click on the Accept button. Otherwise, click on the Back button to cancel.

To view more players, click on the scrollbar arrow buttons. You can also sort players by skills or size by clicking on the Sort By arrow buttons.

Custom Players

You can create custom players for your team. Click on the "?" player icon to display the Custom Player screen. Choose a nickname and physical attributes, and then click on the Accept button to continue. Distribute the available skill points across the skill options, and click on the Accept button to finalize your custom player.

View Roster

Click on the View Roster button to view the players you have selected so far for your team. Use the scrollbar arrow buttons to see more players.

Note: During player selection, click on the Accept button from the main Draft Players screen to have the game select random players for the remaining open slots on your team.

Sidelines Screen

Play Game

You're ready to play some ball! Click on this to start your game.

Coaching

View your team lineup and player positions, or review and customize your football playbook.

Team Page

Take a look at and print your team's photo, or check out the Player Milestones and Team News for Season Play teams.

Options

See "Options" below.

Exit to Clubhouse

Click on this to return to the Clubhouse.



OPTIONS

At the Options screen, you can configure controls, display, sound and system settings. You can also select Game Setup where you can adjust gameplay options.

Game Setup See "Game Setup Screen" on page 9.

Controls Access the controls configuration menu where you can change mouse button, control pad (if installed) and keyboard controls. See next page, "Gameplay Controls" for default controls.

Display Toggle menu transition special effects, background animations and power-up special effects ON/OFF.

Sound Toggle menu music, menu sound effects, game commentary and in-game sound effects ON/OFF.

System Toggle the Use Hardware Render, Use Direct Sound and Run Game in Window options ON/OFF to improve the game's performance on your computer.

Delete Files Use this option to delete saved games.

GAMEPLAY CONTROLS

TWO-BUTTON MOUSE: RIGHT-HANDED

ACTION	CONTROL
Snap the ball	left mouse button
Select player	left mouse button
Move player	left mouse button (click on target destination)
Pass	right mouse button (click on target destination)
Dive	tap right mouse button
Juke	left mouse button + right mouse button
Punt / Kick field goal	left mouse button (two clicks: first click to aim ball, second to determine power)

TWO-BUTTON MOUSE: LEFT-HANDED

ACTION	CONTROL
Snap the ball	right mouse button
Select player	right mouse button
Move player	right mouse button (click on target destination)
Pass	left mouse button (click on target destination)
Dive	tap left mouse button
Juke	left mouse button + right mouse button
Punt / Kick field goal	left mouse button (two clicks: first click to aim ball, second to determine power)

ONE-BUTTON MOUSE

ACTION	CONTROL
Snap the ball	mouse button
Select player	mouse button
Move player	mouse button (click on target destination)
Pass	mouse button (click on target destination)
Punt / Kick field goal	mouse button (two clicks: first click to aim ball, second to determine power)

GAMEPAD

ACTION	CONTROL
Move player	directional buttons
Snap the ball	button 1
Select player	
Punt / Kick field goal	
Pass	button 2
Juke	button 3
Dive	button 4

KEYBOARD

ACTION	CONTROL
Move player left	left arrow key
Move player right	right arrow key
Move player up	up arrow key
Move player down	down arrow key
Snap the ball	Ctrl key
Select player	
Punt / Kick field goal	
Pass	Shift key
Juke	Enter key
Dive	Backspace key

Note: These are the default gameplay controls settings. You can change button and keyboard settings at the Options screen (see page 11).

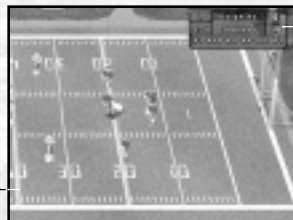
KEYBOARD COMMANDS

The following commands are available in-game:

ACTION	CONTROL
Quit without saving	Alt + F4
Play in a window	Alt + Enter key
Return to full screen	Alt + Enter key
Terminate a scene	Enter key
Terminate dialogue	. (period)

LET'S PLAY FOOTBALL!

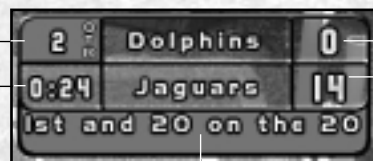
Game Screen



HUD
(Heads Up Display)

First Down Marker

HUD Detail



Current Quarter

Clock

Home Team Score

Away Team Score

Down / Yards to Go / Field Position

Gameplay Icons

Active Player Icon



A blinking circle appears beneath the player you are currently controlling.

Select Player/Move Player/Pass Icon



- Move this icon over another player and then click to select that player.
- To move a player, simply point and click on where you want him or her to go.
- To pass, move the icon across the screen to where you want the ball to go, and click.

Snap Icon



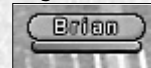
When this icon appears, click to snap the ball.

Off-screen Icon



Points to a player when he or she is off-screen.

Fatigue Bar



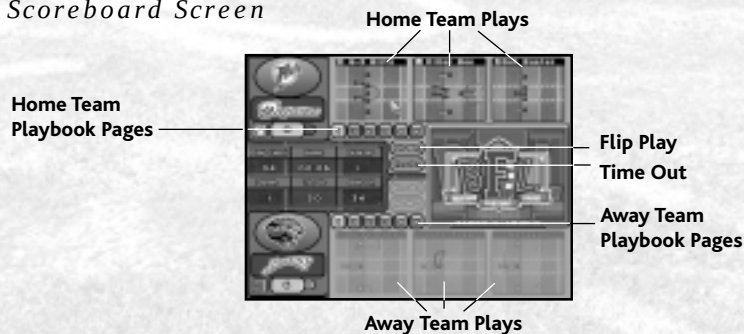
Indicates the amount of energy that the player has left (if fatigue is set to ON at the Game Setup screen).

Kicking Icon



The kicking icon appears when you are punting or kicking a field goal. Your first click aims the ball (use the arrow to determine direction), and your second click determines how much power is behind the kick (shown by how much the arrow bends).

Scoreboard Screen



Choose a play for the upcoming down. To select one of the three visible plays, double-click on it. Or, to see more pages of the playbook, click on the playbook pages buttons. The Flip Play button changes the vertical orientation of the plays on the current page of the playbook. The Time Out button displays the Sidelines screen, where you can modify gameplay settings.

Power Plays

Select a power play to gain temporary special abilities including turbo speed, improved leaping and even teleportation!

PRACTICE

Practice

Offense

Practice any of the offensive plays in the BFL playbook. You are free to work on your running, passing and kicking skills.

Defense

Practice any of the defensive plays in the BFL playbook. You can work on your rushing, pass coverage and tackling skills.

When you are finished practicing, click on the Time Out button from the Scoreboard screen.

Tutorial

Offense

Chuck Downfield coaches you through the basics of running, passing and kicking.

Defense

Chuck Downfield coaches you through the basics of rushing, pass coverage and tackling.

When you are finished with the tutorial, click on the Time Out button from the Scoreboard screen.



HALL OF FAME

BFL Champions

After you have completed one or more BFL Seasons, check out all of the BFL Championship trophies, a list of all of the coaches who have won them and pictures of the winning teams.



All Time Records

View the greatest achievements in *Backyard Football 2004* here.

Credits

Click on Credits to view all of the people who helped create *Backyard Football 2004*.

GOODIES

You can unlock a secret field and extra players by reaching the playoffs or by winning the BFL championship in Season Play mode. The Goodies screen lists all of your unlocked extras.



OFFICIAL BFL RULES

Objective

To score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

Possession

Home team determines order of possession. The Away team receives the kickoff in the first half, and the Home team receives the kickoff to begin the second half.

The kicking team kicks off from its own 40-yard line.

A ball that is fielded in the opposing end zone can be downed for a touchback. In that case, the ball is given to the offensive team at the 20-yard line.

The offensive team has four chances or "downs" to advance the ball 20 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the defensive team's 20-yard line, the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 20 yards after four downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to kick a field goal or punt to the defensive team on fourth down. If a field goal goal is missed from outside the defensive team's 20-yard line, the opposing team receives possession at the last spot of the ball. If a field goal goal is missed from inside the defensive team's 20-yard line, the opposing team receives possession at the 20-yard line.

Number of Players

Each team consists of seven kids. On the field, play is five-on-five. The two remaining spots on the roster are designated for reserves that may be used as substitutions for players on the field.

Field of Play

The basic unit of measurement in *Backyard Football 2004* is the "Backyard Yard." One Backyard Yard equals .5 meters.

The field of play is 100 Backyard Yards from goal line to goal line Division (50 meters in real-world units), 16 Backyard Yards from sideline to sideline Division (8 meters), with an end zone of 10 Backyard Yards at each end.

Field divisions are marked on the field every 10 Backyard Yards, with hash marks appearing at every Backyard Yard.

Attire

Skirts, shorts or overalls are allowed. The only requirement is a Backyard Certified football helmet.

Team colors consist of a primary color for the jersey and helmet, and a secondary or accent color for the stripes, facemask and logo circle on the helmet. Teams in one league can have identical color schemes. However, when they play each other, the home team gets to retain their original colors while the visiting team must wear alternate colors, usually replacing one of their primary team colors with white.

Time

The game is divided into four quarters.

The game clock stops after every play.

A traditional digital countdown clock keeps keep time.

In Single Game mode and in Season Play mode, you can choose to play with a play clock. The play clock allows each coach only 20 seconds to choose a play from his or her playbook. Otherwise, the computer will select the first play on the displayed playbook page after 20 seconds. With this setting, the center will snap the ball automatically 5 seconds after the team returns to the field.

If the score is tied at the end of regulation play, the game will go into Sudden Death Overtime. Possession is given to the home team. Time is not kept and the game continues until a team scores, winning the game.

Passing

An offensive player can only pass the ball from behind the line of scrimmage. Only one forward pass is permitted per play.

All forward passes that touch the ground are considered dead.

Running/Receiving

All players are eligible to receive a pass. The center is eligible only when he or she is beyond the line of scrimmage.

The ball is spotted at the farthest point it was advanced when the ball carrier's knee/back/butt touched the ground.

A player must have at least one foot inbounds when making a reception. Otherwise the pass is ruled incomplete.

Turnovers

A ball that is dropped by a ball carrier is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

Fumbles may be advanced by the recovering team.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team.

However, any kickoff or punt that is first touched by the kicking team but not "downed," can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

Penalties

Penalties will neither be allowed nor assessed.

Scoring

Touchdown

One touchdown equals 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. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point.

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 5 yard line. A PAT can be scored by kicking an Extra Point Field Goal for 1 point, or by running/passing into the end zone for a conversion, equaling 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 (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.

CREDITS

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Special Thanks

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Gene Goldberg

PLAYERS INC

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LaShun Lawson
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ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.atarikids.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricomunity.com

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Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

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www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.



END-USER LICENSE AGREEMENT

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

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