

Nintendo®

GAME BOY™

DMG-FT-USA



NFL FOOTBALL



PLAYBOOK

KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is" without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

THIS GAME IS LICENSED BY



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1990 NINTENDO OF AMERICA INC.



THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

WELCOME TO THE NFL—ROOKIE!

Don't expect superstar treatment, just because you're a big shot, bigwig video game player. Because this is the BIG time, where BIG plays are accompanied by bone crushing BIG hits.

The set-up is supremely pro-style, with 4 quarters, 2 halves and four-eyed referees who signal first downs and touchdowns (sorry, no BIG bands or high-kicking cheerleaders during the halftime festivities). You control the offense when your team has the ball, and the defense when your opponent has possession. The object is to move the ball upfield and into the end zone, scoring as many touchdowns as possible. First down markers are 10 yards apart, and you have 4 plays to go this distance. If your drive stalls, you can punt on fourth down. Or, if you're inside your opponent's 40 yard line, you can try a field goal.

As usual, TDs are worth 6 points, while kicked extra points carry a 1 point value and field goals equal 3. If you trap or sack your opponent in his own end zone a safety will occur, you'll receive 2 points, and then get the ball on a kickoff.

Those are the basics. If you need more information, we suggest you spend a Sunday afternoon with a couple of colorful ex-jock commentators.

To begin, insert the cartridge into the Game Boy, then click on the Power Switch. When Konami appears, press either the Start Button for player 1, or press Select then Start for 2 players (using the Game Link™).

When the time screen appears, press the Control Pad Up or Down to choose the Normal or Short Clock. (Normal = 15:00 min. quarters. Short = 10:00 min. quarters).

Once you've selected the game time, press the Start Button again and the team selection screen will appear. From here you'll pick your favorite team by pressing the Control Pad Up or Down, Left or Right. Lock in your decision with the A or B Button. You'll repeat this procedure again to select the computer's team or player two's team (your friendly foe).

Now it's kickoff time, time to play up to your potential or have your face mask ground into the turf. To boot the ball, press the A Button. If you're playing against the computer, you'll start on offense. If you're playing against a friend, whoever selected their team first will begin on the receiving end.

Between quarters, be sure to press the A or B Button to continue the pad bashing action. During the game you can press the Start Button to pause the action. Press it a second time to restart. To clear the field after the contest ends, press A or B again.

NOTE: For rules on how to control the offense and defense... read the rest of this NFL playbook!

CONTROLLING YOUR PRO-STYLE OFFENSE

When on offense, the first thing you must do before each play is choose your formation (page 5 lists your options).

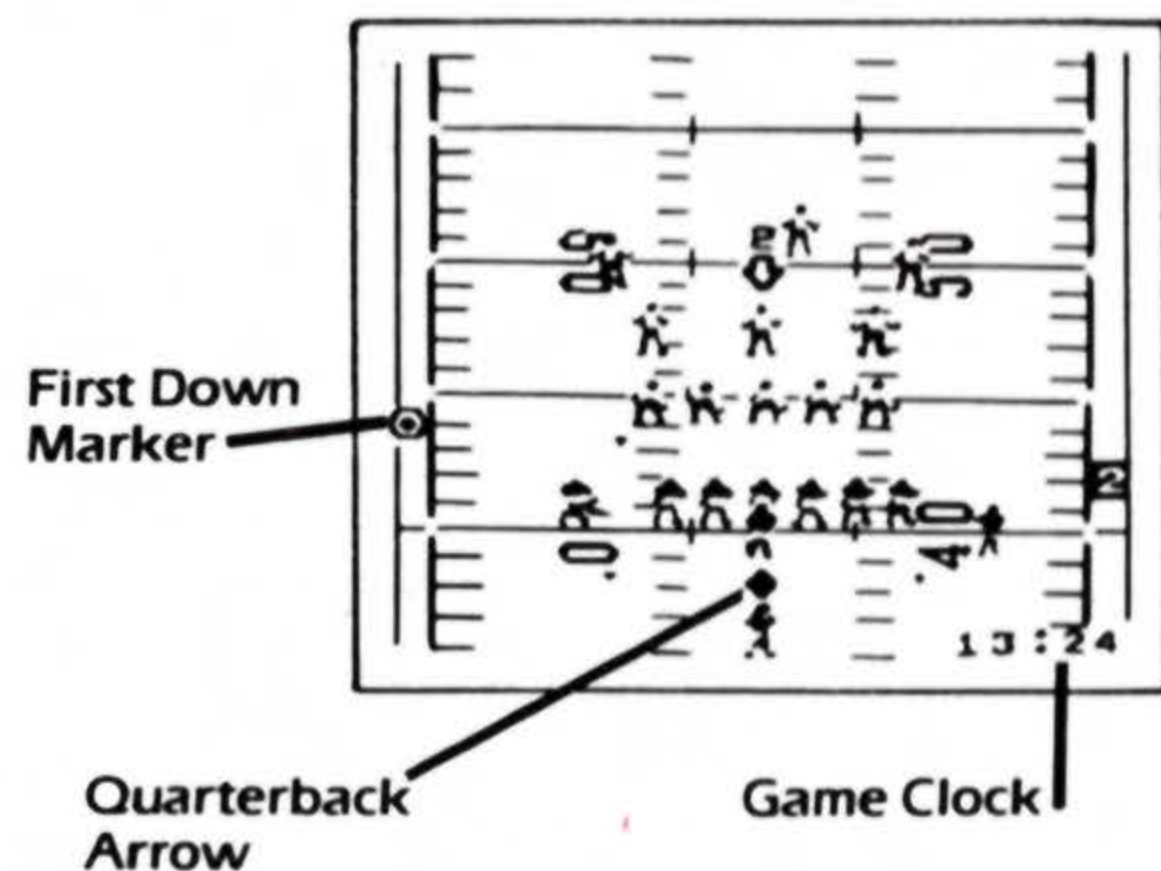
To select a play, press the Control Pad Up or Down, moving the cursor to CHANGE, then press the A Button. Notice that you also have the option of punting, but this should be reserved for situations such as fourth and long, or when you're pinned deep in your own territory. (Remember: Often it's better to punt and let your defense take control instead of gambling on fourth and short.)

Next, press the Control Pad Down to review your play options. When the play you want to run appears on the screen, press the A Button.

You'll then break from the huddle at the helm of your team, controlling the quarterback. Lined up behind the center, you'll see that this field general is marked by an arrow.

To take the snap, signal "Hike!" by pressing the A Button (If you delay, the computer center will automatically hike the ball after a few seconds). As the play develops, you'll see that you have the option of bootlegging and running the ball behind your wall of blockers, or passing the ball to the A or B receiver. (Note: A and B receivers are clearly marked on the play selection screens as seen on page 5.)

To maneuver the quarterback, use the Control Pad. To pass to the A receiver, press the A Button. To pass to the B receiver, press the B Button. Once you've completed a pass, the arrow will switch to the receiver, and you'll guide him upfield using the Control Pad.



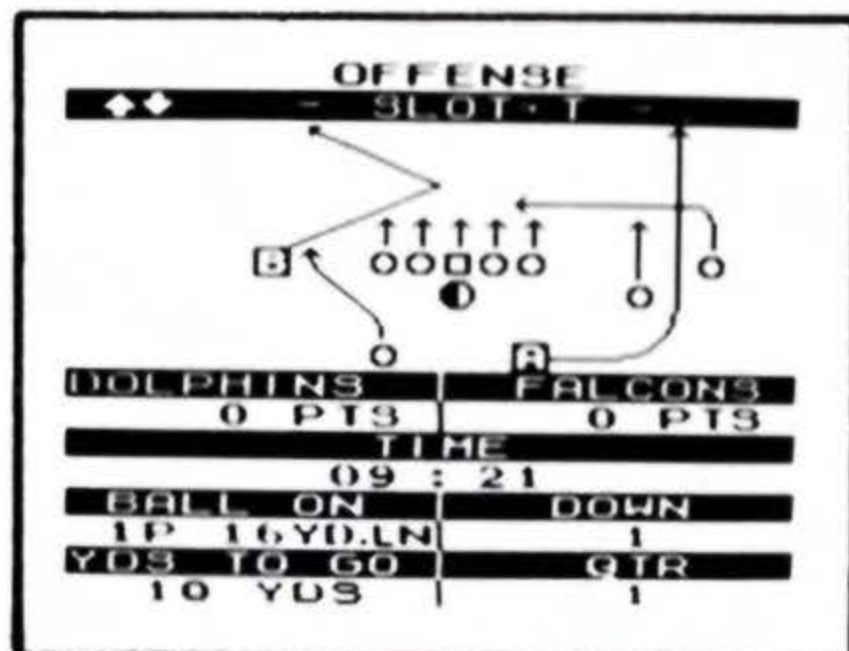
If an interception/turnover occurs, a second arrow will appear on the defensive player who's stolen the pigskin, and you'll have to take a defensive attitude to chase him down.

You also have the option of punting on 4th down. Simply select "punt" and press the A Button.

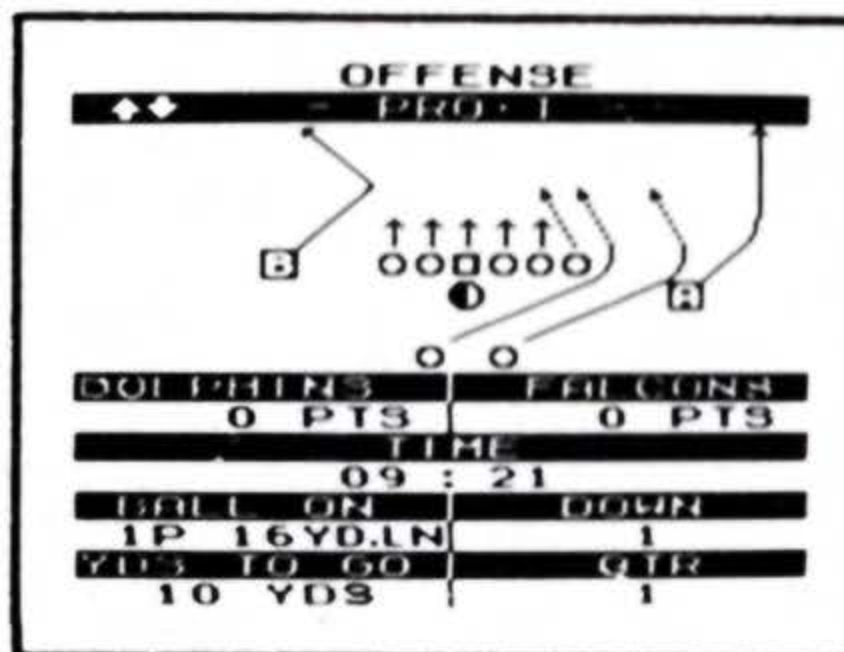
FIELD GOALS (YOUR 3 POINT PLAN)

This option will automatically replace the punt option when your team is inside the opponent's 40 yard line. To send in the "feel-no-pressure" kicker, select the punt/field goal option and press the A Button. (Timing is critical!)

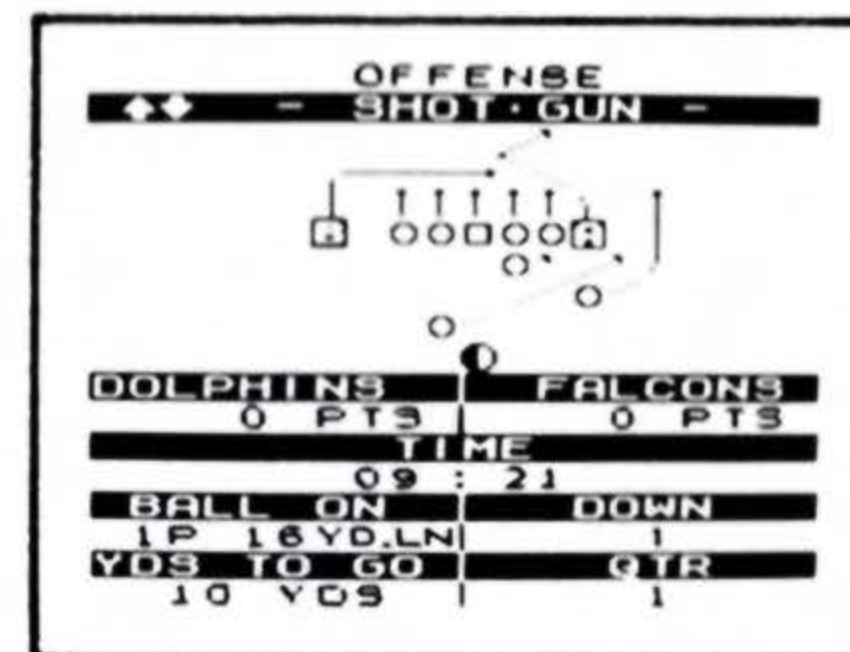
THE BIG PLAYS



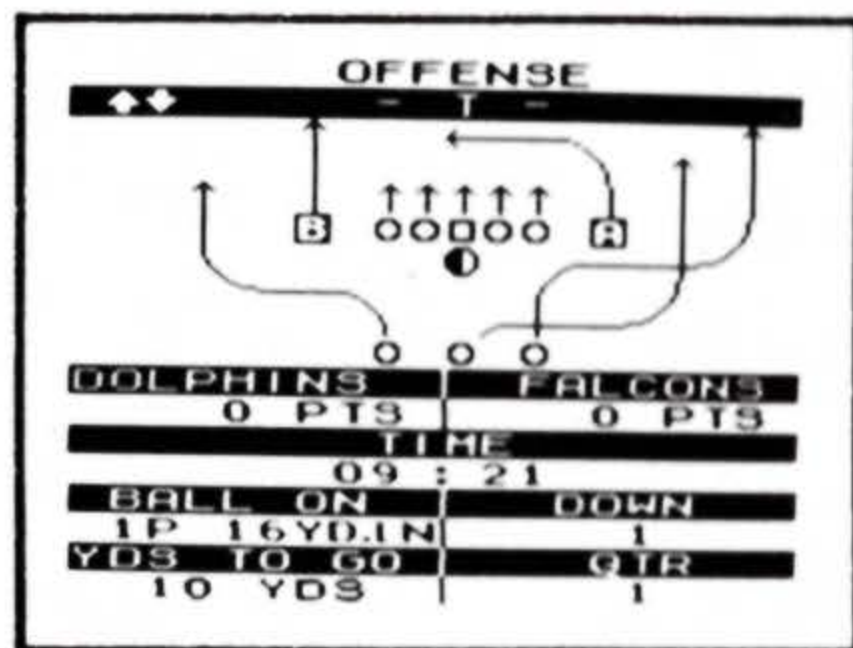
Slot T



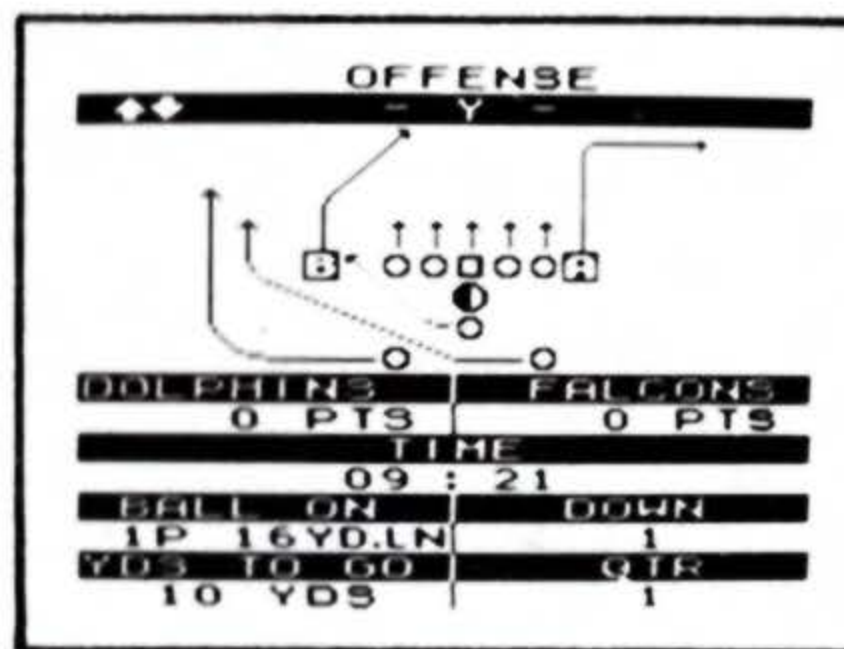
Pro T



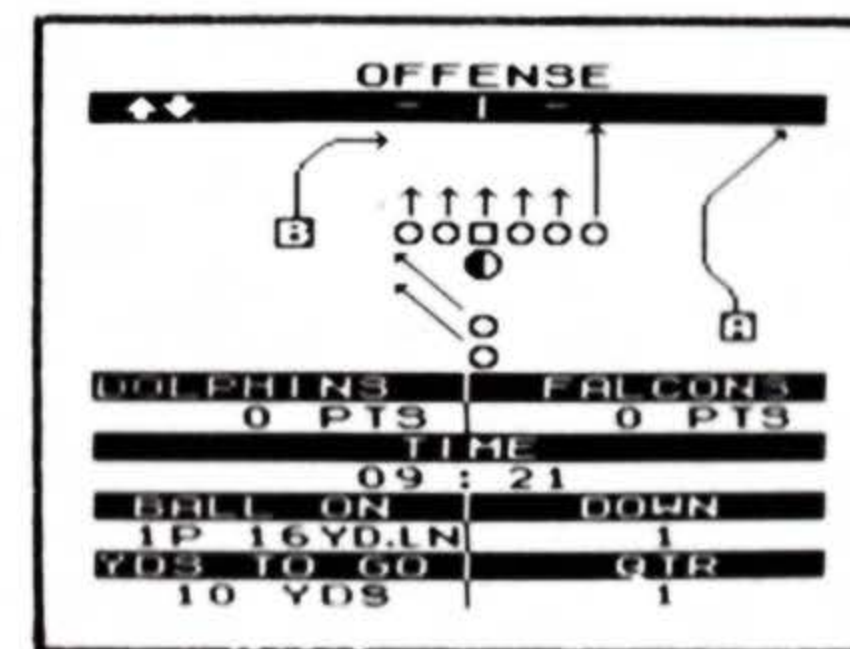
**The Infamous
Shot Gun**



T Formation



Y Formation



I Formation

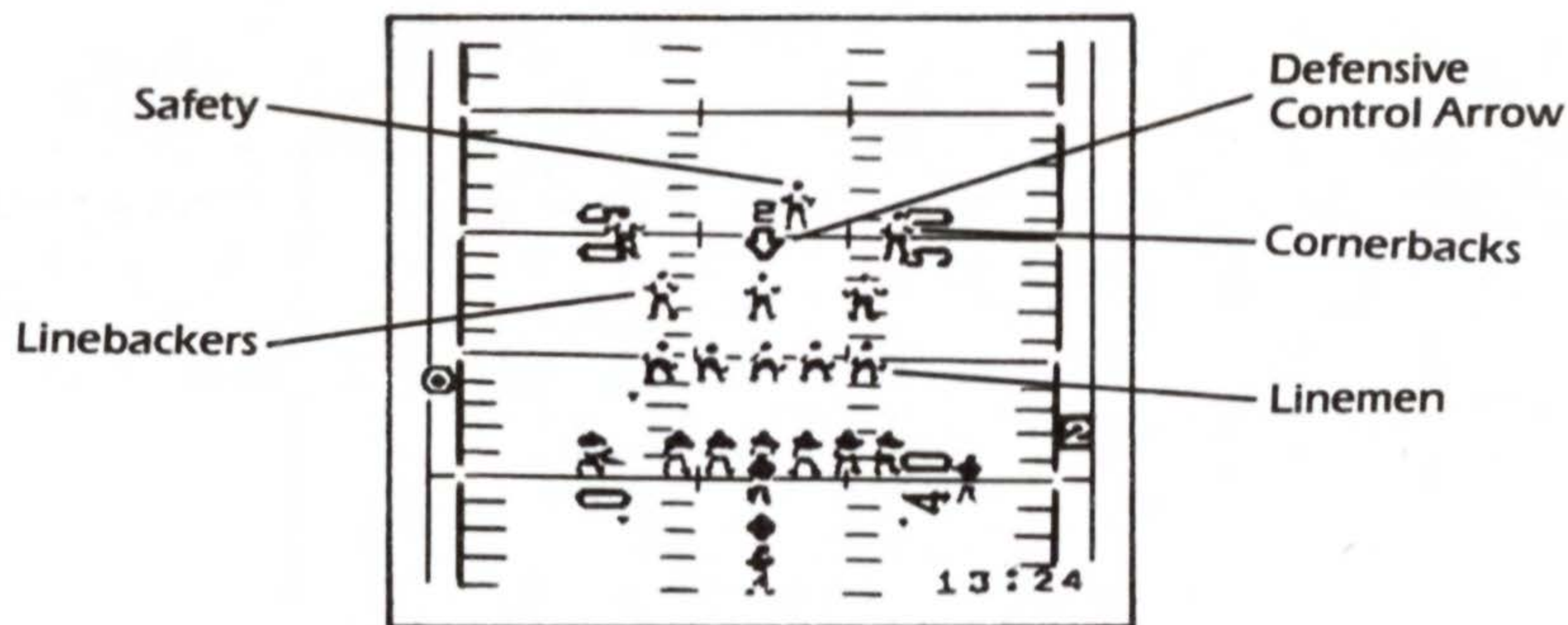
CONTROLLING THE DEFENSE (TONE-DOWN YOUR BRAINS AND CRANK-UP THE BRAWN!)

When lined up on the defensive side of the ball, where pain is the name of the game, you'll again control the player with the arrow on his back.

And, just like on offense, you'll set-up your defense before each play (see page 7 for defensive schemes). To align your hit men, press the Control Pad Down, then press the A Button to lock in your plan of attack.

When the computer or your friend snaps the ball, you must react quickly . . . and viciously. Controlling the player with the arrow, you can charge through the gaps on a blind-sided blitz, or hang back in zone coverage, playing the rover position in search of an errant pass.

By pressing either A or B, you can change the player you'll control. You have until the snap to make this defensive audible.



DUBIOUS DEFENSIVE DESTRUCTION DESIGNS

DEFENSE	
5-2	
<pre> A A A A A B B H H S S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

5-2

DEFENSE	
5-3-3	
<pre> A A A A A B B H H S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

5-3-3

DEFENSE	
3-5-3	
<pre> A A A B B B B B H H S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

3-5-3

DEFENSE	
4-3-4	
<pre> A A A A B B H H S S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

4-3-4

DEFENSE	
4-4-3	
<pre> A A A A B B B B H H S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

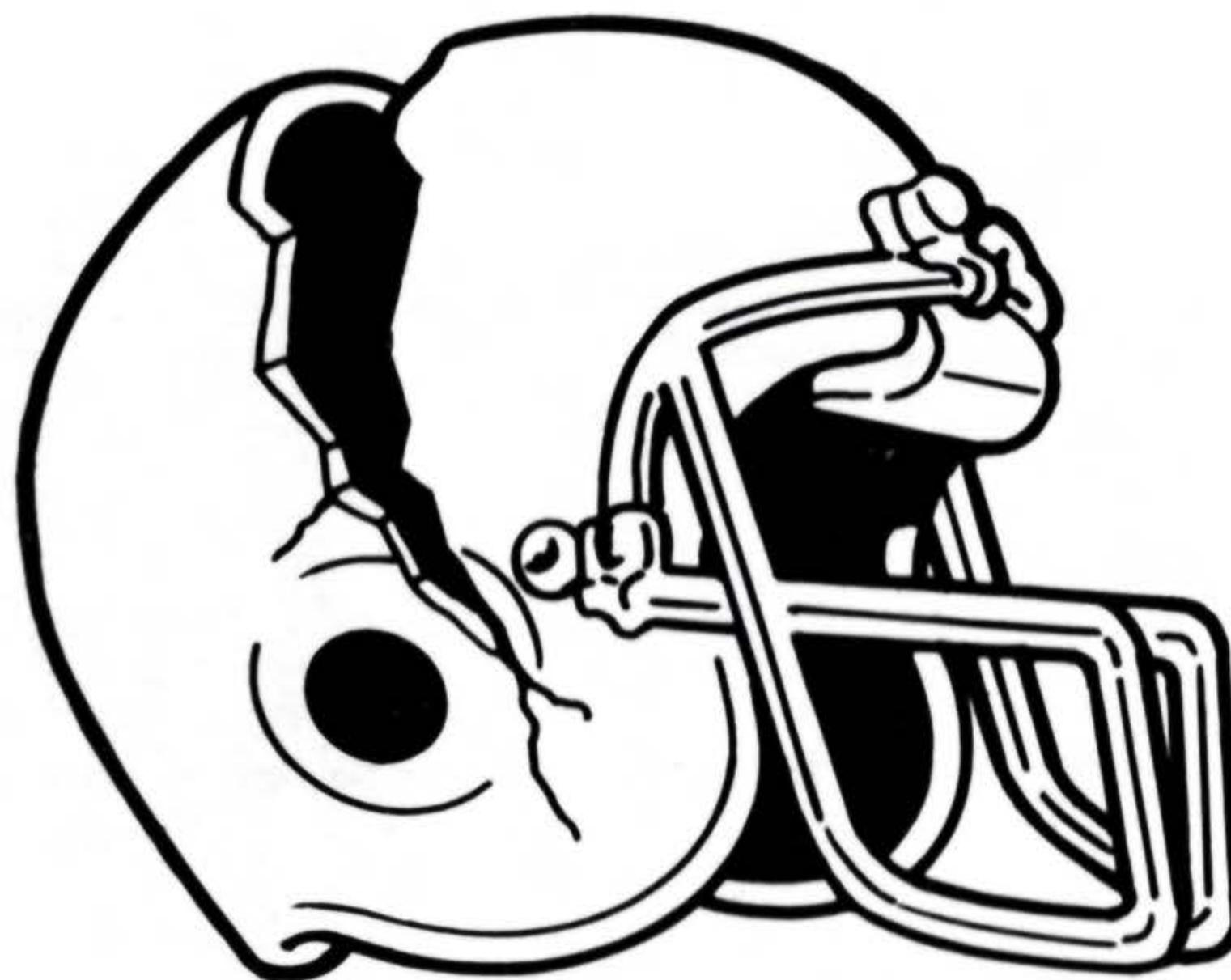
4-4-3

DEFENSE	
6-2	
<pre> A A A A A A B B H H S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

6-2

DEFENSE	
GOAL LINE	
<pre> A A A A A A A B B B S </pre>	
DOLPHINS	FALCONS
0 PTS	0 PTS
TIME	
09 : 11	
BALL ON	DOWN
1P 19YD.LN	1
YDS TO GO	QTR
10 YDS	1

The Goal Line Stand



NFL FOOTBALL

NFL is a registered trademark of the National Football League.

Konami® is a registered trademark of Konami Industry Co., Ltd.

© 1990 Konami Inc.

Konami Inc. 900 Deerfield Parkway
Buffalo Grove, IL 60089-4510 (708) 215-5111

PRINTED IN JAPAN