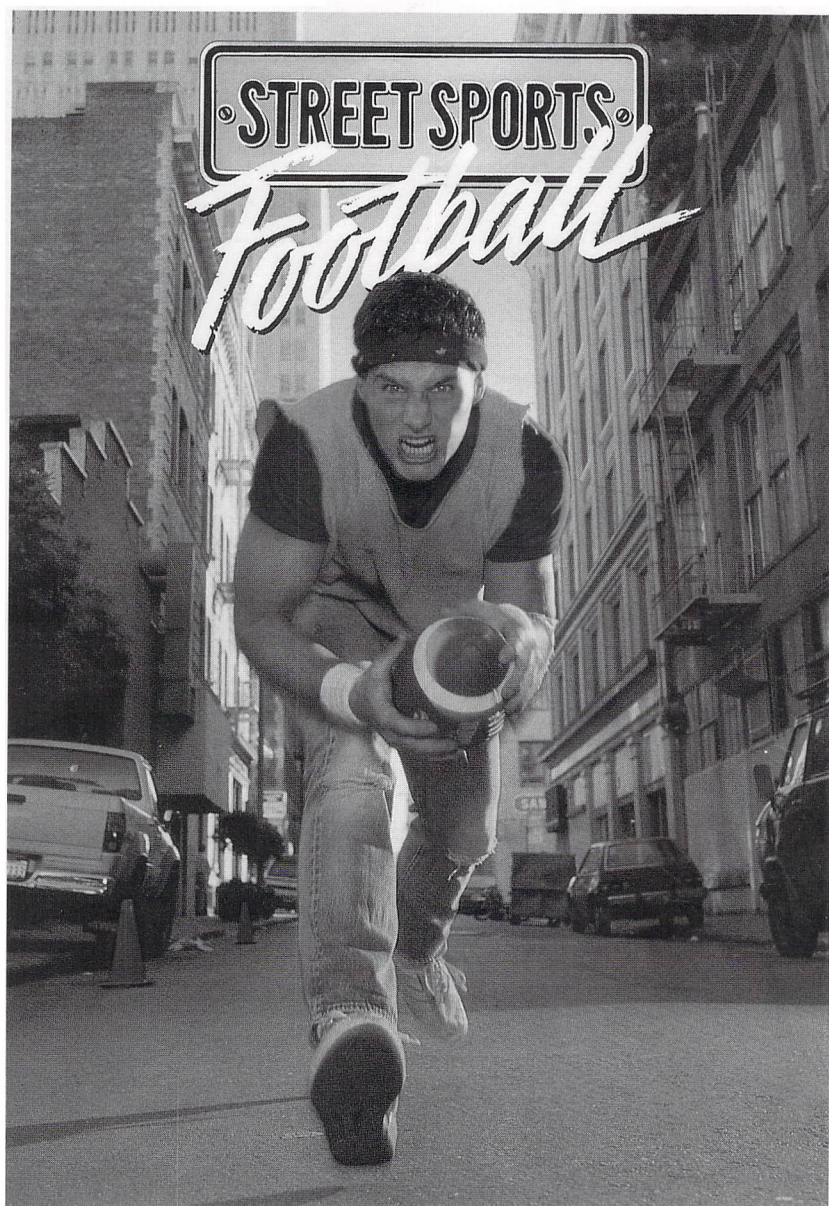


**EPYX®**



## **Game Manual**

for the Apple® II series, Commodore 64®/128™,  
IBM® PC and compatibles



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## TOUCHDOWN!

You need one more touchdown to win and you're half a block from victory. You dig into your playbook and call an unbeatable secret play. Vic snaps the ball to Ralph and sprints toward the streetlight as Julie battles through the defensive line. Vic is wide open, but he slips in the mud! The nose guard leaps at Ralph to make the sack, and Ralph has nowhere to go. Then Julie breaks free and runs to the end zone! Ralph dodges the tackle and fires the ball. The throw is long, but Julie leaps for an incredible catch! Touchdown!

*Street Sports Football* lets you call the plays in a rough-and-tumble game of tackle football. Pick your three-player team from the best kids on the block, then pit your strategy against the computer or a friend.

Play in the street or at the construction site, but watch out for potholes and puddles! Decide on the rules before each game to make it as easy as you want or as tough as you can handle. You can also create your own plays and put them in action during a game.

With your custom playbook and hand-picked players, you'll still need quick reflexes and a bit of luck to drive the ball to that game-winning touchdown.



## LOADING THE GAME

To load *Street Sports Football*, find the information for your system in this section and follow the steps. And for all systems, use the Epyx 500XJ joystick for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger.

### Commodore 64/128

1. Set up your system and plug a joystick into either joystick port. For two players, plug in a second joystick.
2. Remove all disks from the disk drives, then turn on the system. For Commodore 128, hold down the **C** key when you turn on the system to set it to C64 mode.



3. Insert the *Street Sports Football* disk into the drive, label side up. Type **LOAD """,8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **C** key and press **Run/Stop**.)
4. When the *Street Sports Football* title screen appears, press the fire button to begin the game.
5. To end a game at any time and return to the title screen, hold down **Run/Stop** and press **Restore**.

## IBM PC and Compatibles

1. Set up your system.
2. To load the program, follow the instructions on the command card included with this manual.

## Apple II Series

1. Set up your system.
2. To load the program, follow the instructions on the command card included with this manual.



## GETTING STARTED

You can play a game or work on your playbook. To play, move the joystick handle to the left to highlight Game, then press the fire button. (If you want to work on your playbook, see **Using the Playmaker** later in this manual.)

Next, decide whether to play in the street or at the construction site. Both fields give you lots of room to run any play, with enough obstacles to trip you up if you're not careful. Highlight your choice by moving the joystick handle left or right and press the fire button.

## Picking the Team

Choose your opponent. For one-player games, highlight Computer. For two-player games, highlight Human. Then press the fire button.

Nine kids on the block can play, and each one has a specialty. You need to choose three players—a quarterback and two receivers. For a winning team, choose each player for the position he or she knows best.

Decide how you want to pick your players. The Old selection lets you select from five pairs of teams that have played before. Random lets the computer line up the teams. The New selection lets you choose your team player by player. If you pick a New team, you can name it. Type in the new name, then press **Return**. To keep the default name, press **Return** when the name appears on the screen.

Toss a coin to see who picks first. Move the joystick handle left for heads or right for tails and press the fire button.

To pick your team, move the joystick handle to highlight a player. Press the fire button to choose the kid who's highlighted. That player comes down to the street wearing his or her game colors. Then pick two more players.

## THE PLAYERS

For a quarterback, you need someone with the moves to avoid a sack and the aim to throw the ball to any spot on the field. For receivers you want fast feet to outrun the defense and sure hands to make the catch.

**Radar** He can throw that pigskin like nobody's business. He fumbles a lot, though, and has less than average speed.

**Julie** She's a great receiver and not too bad at passing. But her lack of speed slows her down.

**Melissa** Not the fastest in the neighborhood, but she's got the skill and talent to play almost any position.

**Ralph** This guy makes it look easy. He's an all-around athlete with an awesome arm, great receiving skills, and lightning-fast reflexes.

**Vic** He throws the ball like a pro and has the speed to maneuver around any defenseman. Just don't pass the ball his way.

**Brad** What he lacks in talent he makes up for in enthusiasm. He's got good speed—get the ball to him and he'll get it to the end zone.

**Bojo** Although his football skills are weak, you'll want his speed on your side.

**Butch** Throw a pass his way and he'll make the catch. Just don't expect him to run very far with it.

**Dana** One of the best on the block, with excellent receiving, skillful passing, and speed that would turn any guy's head.

Once the teams are picked, you have the option of changing any player's fielding position. If you select Yes, you are asked to choose your quarterback. Select one of the three players and press the fire button. You are then asked if you want to make another change. When you're satisfied with your players' positions, highlight No and press the fire button.

If you're playing with a new or random pair of teams, you can save them to the program disk as one of the five Old team pairs. To do that, highlight Yes and press the fire button. Then highlight the old team pair you want to replace with your new team pair. Press the fire button. (If you don't want to save your new team pair, select No.) These are the Old team pairs on your disk:

Teams	QBs	RCVs
Spikes vs. Jets	Dana Butch	Bojo, Vic Brad, Ralph
Pythons vs. Tornados	Radar Melissa	Bojo, Butch Ralph, Dana
Cheetahs vs. Stingers	Vic Radar	Bojo, Ralph Julie, Butch
Aces vs. Bolts	Ralph Bojo	Dana, Julie Radar, Vic
Breakers vs. Demons	Dana Vic	Julie, Melissa Bojo, Ralph



## PLAYING THE GAME

You can play either a novice or advanced game. In a novice game, while you are on offense you always control the player who has the ball. In an advanced game, you can control any player at any time. The novice and advanced games play the same while you are on defense. Move the joystick handle right or left to change the skill level.

### Choosing the Rules

Pull the joystick handle down to select the total number of points required to win the game. Then move the joystick handle left or right until the score you want appears.

Continue down the list to set the rest of the rules. Pick the maximum number of passing first downs a team can get without scoring before losing possession. Choose the number of completed passes needed for a first down. Next decide how high the defense must count (One Mississippi...Two Mississippi...) before crossing the scrimmage line to rush the quarterback. Remember that the higher the defense must count before crossing the line of scrimmage, the harder it is to blitz the quarterback. Finally choose whether you want the offense to get a first down if they cross the midfield marker.

Move the joystick handle up to make any changes. When you are satisfied with the rules, press the fire button.

### Choosing the Playbook

Now choose a playbook. To use the computer's preset playbook, press **Return**. To see all the playbook names on your disk press **F7**.

To use a playbook of your own, type its name and press **Return**. (See **Using the Playmaker** for information on creating your own playbook disk.) Insert the disk with your playbook, then press any key. When your playbook is loaded, type in your password to use it. It's a good idea to have your password written down, because if you forget it you can't use your playbook!



## Offensive Action

When your team has the ball, you select plays to run. Carry the ball into your opponent's end zone to score a touchdown for seven points.

### CHOOSING A PLAY

Press the fire button to view your playsets. (Each playset contains up to eight plays.) Choose a playset from the titles shown at the bottom of the screen by moving the joystick handle up or down. When the playset you want is highlighted, move the handle left to select it.

**Note:** If your joystick clicks when you move the handle, your opponent can tell what your selection is. To confuse him or her, highlight other playsets and move the joystick handle right. This does not select a playset but makes a click so your opponent can't tell which playset you're really choosing.

When you are ready to choose a playset, press the fire button.

Use the same procedure to choose a play within your playset. If you want to open a different playset, press **F7** and then select another playset.

### STARTING A PLAY

In the novice game, your players automatically line up at the line of scrimmage. Press the fire button again to hike the ball. Once the play starts, you control the quarterback, who has a flashing jersey, for as long as he or she has the ball.

In an advanced game, you choose which player to control for the upcoming play. An arrow appears next to each receiver. Move the joystick handle in the direction indicated for the receiver you want to control, or in the center to choose the quarterback, and press the fire button. Press the fire button again to hike the ball.

The quarterback has a flashing jersey for as long as he or she has the ball, but you control the player you selected. Don't let your opponent see your joystick when you select your receiver or they will know which receiver the quarterback will pass to.



## PASSING

In a novice game, press the fire button to pass while designating a receiver with the joystick handle. If one player is above the other on screen, move the joystick handle up or down to select which one to throw to. If one player is behind the other, move the joystick handle right or left to select one.

You can pass only if you have not yet crossed the scrimmage line during that play. After the pass is thrown, put the joystick handle in the neutral position to control the intended receiver. If the pass is complete, the receiver's jersey begins to flash and you start controlling that player.

In an advanced game, if you are controlling the quarterback, use the same method to pass as in the novice game. If you are controlling a receiver, press the fire button to have the quarterback throw to you.

The quarterback's aim is controlled by the direction the receiver is running, so you might have to dodge a few defenders to get under the ball. If you make the catch, a tone sounds and the message Pass Complete appears. You then begin controlling the new ball carrier.

## LATERAL PASSING

You can pass, or lateral, the ball to a teammate who is behind you by pressing the fire button. Choose a player to lateral to with the joystick in the same way you would choose a pass receiver (see **Passing**), then press the fire button. If a lateral is complete, you then control the receiver with the joystick. If a lateral is incomplete, the ball is fumbled and can be picked up by a player on either team.

## PUNTING

Punt the ball by selecting Punt instead of a playset. Your team goes into punt formation when you press the fire button. Press the fire button once more to hike and kick. If you're too close to your opponent's end zone, a punt would probably break a window, so you have to go for the touchdown!

## **Defensive Action**

When the other team has the ball, you can try to guess their play and create a new defensive formation on the spot. If you read their play right, you can drive the quarterback into his own end zone for a safety worth two points.

## **STARTING A PLAY**

If you are playing against the computer, press the fire button to line up both teams at the scrimmage line. A few seconds later the computer will hike the ball. If you are playing against a friend, that person will press the fire button to line up both teams and to hike the ball.

## **CHOOSING A FORMATION**

When the offense lines up at the scrimmage line, your team lines up head-to-head. You control the player whose jersey is highlighted. To switch control to another player, press the fire button.

Before the play begins, you can reposition your players. Move the joystick handle to move the highlighted player, then press the fire button to highlight another player. If you can guess what your opponent's play is, you can quickly move your players for a better defense.

## **INTERCEPTIONS**

Successful offensive plays depend on receivers being in the right place at the right time. By placing your player in the path of an opponent's intended receiver after the ball is thrown, you can prevent the receiver from making the catch. If you are controlling the wrong defender, press the fire button until the player you want is highlighted. If you position your player correctly, you can intercept the pass.

## **TACKLING**

When the offensive player is running downfield, your two players that are not under joystick control are automatically trying to make the tackle. When the defender gets close enough to the ball carrier, he'll succeed in tackling the runner.

If you are controlling a player far away from the action, and you want to control the defender closest to the ball carrier, press the fire button until the defender you want is highlighted. You now control that player. Get close enough to the runner and you'll tackle 'em!

## End of the Game

When a team reaches the set score, a winner is announced and the game ends. Wanna play again? Start another game with the same teams by selecting Yes and pressing the fire button. Or move the joystick handle right to select No, and press the fire button to return to the title screen.



## USING THE PLAYMAKER

The Playmaker is an editor that lets you design and modify plays, and then save them to your own playbook disk.

**Note:** You should have a blank disk available for saving the playbook(s) you create. (See **Saving your Playbook.**)

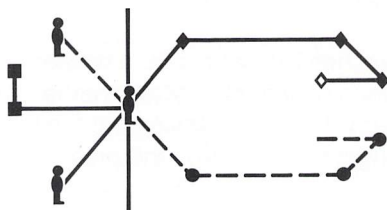
After the title screen appears, press the fire button. Move the joystick handle right to highlight Playmaker and press the fire button again. Then select either a Random or a New team. Follow the same procedure as you would before playing a game (see **Picking the Team**). After selecting your team, turn your *Street Sports Football* disk over to load the Playmaker and press the fire button.

## Editing a Playbook

The preset playbook is filled with plays (four playsets, eight plays each) which you can modify and put in your own playbook. Or you can create your own plays from scratch. To edit the preset playbook, press **Return** when asked to type your playbook name.

After your playbook is loaded, it opens to show your playsets. Move the joystick handle right to highlight Edit and press the fire button. To see the plays in the playset called Dynamite, pull the joystick handle down to highlight it and press the fire button.

### Bambino



The next two pages show the preset playbook supplied in *Street Sports Football*. Note that the symbols used in this manual are different from those on screen. The quarterback is shown with a Q; the receivers are shown with Rs. At the end of each player's path there is an S, C, or G. S means that the player stops; C means that the player continues running downfield toward the end zone; and G means that the player tries to get open. The scrimmage line is a broken vertical line.



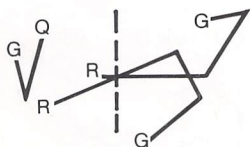
## BOOK I. GRINDERS

The diagram shows a three-phase transmission line with phases R, Q, and R (from top to bottom). A fault is indicated on the top phase R by a vertical dashed line. The fault is located at a distance of 100 km from the sending end. The fault is a single-phase-to-ground fault, as indicated by the 'F' and the ground symbol. The fault impedance is given as  $Z_f = j0.1 \text{ pu}$ . The fault current is labeled as  $I_f$ . The fault voltage is labeled as  $V_f$ . The fault is located on the top phase R, which is the first phase from the left. The fault is located at a distance of 100 km from the sending end. The fault is a single-phase-to-ground fault, as indicated by the 'F' and the ground symbol. The fault impedance is given as  $Z_f = j0.1 \text{ pu}$ . The fault current is labeled as  $I_f$ . The fault voltage is labeled as  $V_f$ .

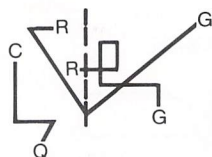
The diagram shows a simple circuit. On the left, a battery is represented by a long vertical line labeled 'S' and a shorter, thicker vertical line labeled 'Q'. Two horizontal wires, both labeled 'G', run from the battery towards the right. A switch, represented by a small circle with a diagonal line through it, is connected to the top 'G' wire. Two resistors, each represented by a rectangle and labeled 'R', are connected in series between the top and bottom 'G' wires. The first resistor is connected to the switch and the top 'G' wire. The second resistor is connected to the first resistor and the bottom 'G' wire.

## BOOK III. GORILLA

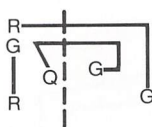
WING DING



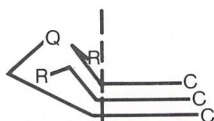
THOR



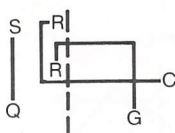
V.I.P.



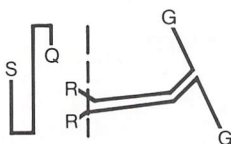
BARBARIAN



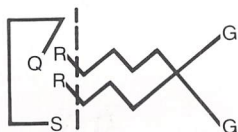
CURLEY



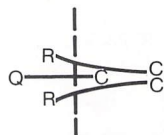
PIGSKIN POP



## SHAKE DOWN

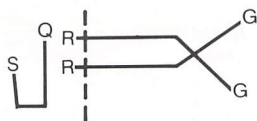


DRILLER

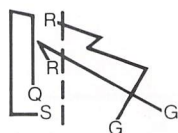


## BOOK IV. CANNON BALL

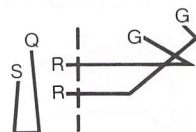
BURN RUBBER



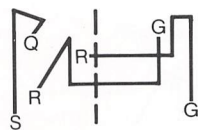
WIZARD



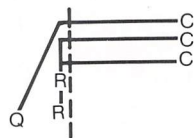
HATCHET



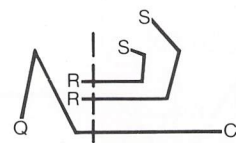
BULL'S-EYE



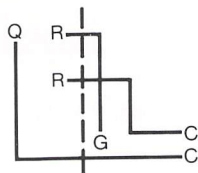
F TROOP



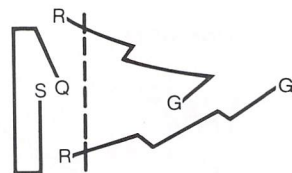
THUNDER



PEE WEE



## LIGHTNING



## EDITING A PATTERN

To edit a pattern, move the joystick handle to highlight **Edit** and press the fire button. Now you can delete, move, and add nodes. Move the X cursor to the node you want to edit and press the fire button to select it.

To delete the node, press **Delete** and the pattern is redrawn without the node.

To move the node, move the joystick handle. The paths follow the node to its new position. When you are satisfied with its position, press the fire button.

To add a node, position the X cursor on the last node, the special one, and press the fire button. The node is deleted and your last path is attached to the X cursor. Move to where you want the player to go, pressing the fire button to add a node each time you want the player to change direction, for a maximum of five regular nodes. When you are done, place a special node to end the player's pattern. Press **S** for the player to stop, **C** for the player to continue running in the same direction, or **G** to have the player try to get open. Then press **F7** to exit the pattern editor.

**Note:** For more information, see **Creating a Play** later in this manual.

## EDITING A FORMATION

If you want to edit the players' formation, move the joystick handle to highlight **Reposition** and press the fire button. Move the joystick handle to position the X cursor on the player you want to move and press the fire button. The player's path disappears. Move the joystick handle to make the player jog to a new position and press **Return**. When you are satisfied with your new formation, press **F7**. Use the procedures in **Creating a Pattern** later in this manual to draw a new path for a repositioned player.

## SAVING YOUR PLAY TO MEMORY

To save your play to your playbook in memory, move the joystick handle to highlight **Save** and press **Return**. Your play is stored in memory. You must save your playbook to your playbook disk to use it in a game. (See **Saving your Playbook**.)

## PRACTICING A PLAY

To try out your new play, highlight **Save And Run** and press the fire button. Your play is saved to your playbook in memory, and your team goes to the construction site to practice. Run your play as though you were playing an advanced game, but there's no defense or obstacles to get in your way. While in the middle of the play, you can press **F7** to restart it. Press **F1** before the next play starts to return to the Playmaker.

To edit more plays, press **F7** until you see the list of plays in your selected playset. If you want to edit plays in a different playset, press **F7** again. Move the joystick handle to highlight **Edit** and press the fire button. Continue to edit plays as described above until you are satisfied with your playbook.

## Saving your Playbook

When you finish your playbook, press **F7** until you see the **Disk Options** menu. If you don't have a playbook disk ready, see **Disk Options** for information on formatting a playbook disk before continuing.

To save your playbook to disk, press **F1**. To keep the existing playbook name, select **Yes** by pressing the fire button. To change the name, move the joystick handle right and press the fire button. Then type a new name and press **Return**. If the name appears as you want it saved, highlight **Yes** and press the fire button.

**Note:** You can edit the preset playbook and then save it as your own, but you cannot alter the actual preset playbook.

Type in a password (the letters will not appear) and press **Return**. Type it again to verify it and press **Return**. Then insert your playbook disk and press any key.



When the playbook is saved, insert the *Street Sports Football* disk into the drive, label side up, and press the fire button to restart the game.

**Warning:** If you forget your password, you can't use your playbook! It's a good idea to write down your password along with diagrams of your plays. Keep your notes until you memorize your password and your plays (you can't view your plays during a game).

## Creating a New Playbook

To create a new playbook, first enter the Playmaker. Type a new name when asked which playbook you want to load, and press **Return**. Then insert the disk you want to save your playbook to and press any key. Or press **F7** to see a directory of all your playbooks after you insert the disk. Press the fire button to answer Yes when asked if you want to create a new playbook.

To create a new playset, move the joystick handle left to highlight New and press the fire button. Type in the name of your new playset and press **Return**.

## Creating a Play

Now you are ready to create a play. Move the joystick handle left to highlight New and press the fire button. Type in the name of your new play and press **Return**. Your team appears on the street behind a white scrimmage line.

## CREATING A FORMATION

First decide on your formation. To position a player, move the joystick handle until the X cursor is on the player you want, then press the fire button. The player's name appears so you can keep his or her abilities in mind as you make your formation. Now move the joystick handle to make the player jog to any place behind the line of scrimmage. Press the fire button to set your player in position. Move the cursor to the next player and continue moving players until you are satisfied with their placement. Then press the fire button. Press **F7** to exit the formation editor.

**Note:** There must be one player over the ball, either a receiver to hike the ball to the quarterback, or the quarterback to take the ball without a hike. If a receiver is hiking the ball, the quarterback will receive it unless the other receiver is in the way.

## CREATING A PATTERN

To create a pattern, move the joystick handle to highlight Edit and press the fire button. Then move the joystick handle to place the X cursor on the feet of a player and press the fire button. Move the joystick handle to extend a line from the player in the direction you want him or her to run. Press the fire button to place a node where you want the player to change direction. Move the joystick handle again to extend another path from that node.

To end the player's pattern, place the last node by typing **S** to have the player stop, **C** to have the player continue to run downfield toward the end zone, or **G** to have the player try to get open, or break away from the defense.

**Note:** Each player can have up to six nodes including the special end node.

To add onto the path, select the player again. If you reposition a player, his or her pattern gets deleted.

To move a node, end your current path by typing **S**, **C**, or **G**, then place your X cursor on the node and press the fire button. Move the node to its new location. Notice that the lines connected to the node follow it to its new location.

If you want to delete a node, select it and press **Delete**.

## SAVING YOUR PATTERN

When you are satisfied with your play, press **F7**. To save your new play to your playbook in memory, highlight Save and press the fire button. If you change your mind and want to modify the patterns, highlight Edit and press the fire button. If you want to modify the formation, highlight Reposition and press the fire button.

**Note:** After saving new plays to a playbook in memory, be sure to save your playbook to disk. Otherwise your new plays will be lost when you switch off the system.

When you return to the Playmaker, you are in the play editor. Press **F7** to exit and see the list of plays in your playset.

Press **F7** again to exit and see the list of playsets in your playbook. You can add more playsets (up to four playsets per playbook) and more plays (up to eight plays per playset).

## Disk Options

*Street Sports Football* offers four disk options. Press **F7** until you see the Disk Options menu with these selections:

- Press **F1** to save your playbook to disk.
- Press **F3** to delete a playbook from your playbook disk. Insert the disk, type the name of the playbook you want to delete, then press **Return**.
- Press **F5** to quit the program without saving your playbook to disk. Move the joystick handle left to select Yes if you want to exit, then press the fire button. Place the *Street Sports Football* disk, label side up, into the drive and press the fire button to restart the game.
- Press **F7** to format a new playbook disk. Move the joystick handle left to select Yes to continue, then press the fire button. Insert the disk to be formatted into the drive and press any key. When the format is done, your disk is ready to store your playbooks.

**Warning:** Formatting a disk will erase all files on that disk!

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