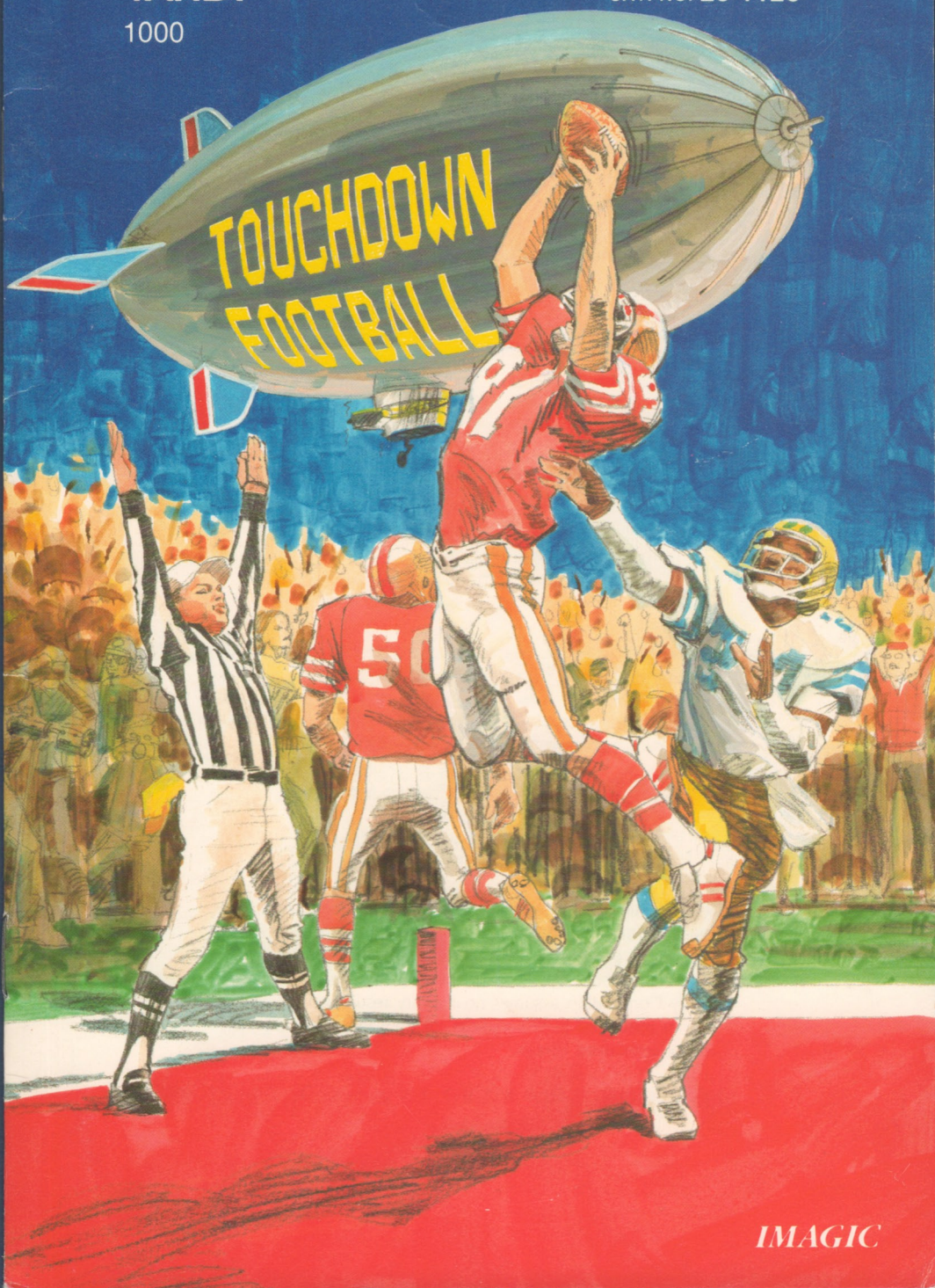


TANDY™

1000

CAT. NO. 25-1123



IMAGIC

Touchdown Football Program:
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10 9 8 7 6 5 4 3 2

LOADING

1. Turn on your Tandy 1000, and then insert your disk. Press Reset. The game will come up by itself.
2. Always leave the disk in the drive while playing the game. (The disk is required for the sound to function.)

GAME PLAY

1. Select either 2, 1, or 0 players. (A, B, or C on keyboard). If you select 1 player, plug the joystick in the right slot.
2. Select the length of time for each quarter. (A, B, or C on keyboard)
3. Press the red button on the joystick controller to kickoff.
4. Enter plays by choosing formations, pass patterns, and line blocking directions.
5. Devise your own strategies to score the most points and win.

CONTROLS

Joystick:	9 positions RED Button BLACK Button
Screen Display:	Scoreboard Timeclock Current Down Yards To Go For First Down Quarter Time Outs Remaining

ENTERING PLAYS

NOTE: Joystick trims must be centered before playing game.

Offense:

Before the 30-second clock expires, choose between formations, pass patterns, and line blocking directions.

1. To preview the play selections, press the BLACK button and move the joystick through its 9 positions.
2. After previewing, release the BLACK button, and move the joystick back to the play you wish to select. You may now enter the play without displaying your choice on the screen, so your opponent will not see which play you have chosen. Hold the joystick in the selected direction and press the RED button. Your selection will be entered.
3. Program the left receiver, the right receiver, and line blocking in the same manner, previewing with the BLACK button, selecting with the RED. Remember that all four must be programmed within 30 seconds.
4. Move to the line of scrimmage and press the RED button to snap the ball.
5. After coming to the line of scrimmage, you may elect an audible change of play by pressing the BLACK button. Move the joystick to the desired position and press the RED button to select a new formation, receiver pattern, and blocking selection.

Defense:

Choose only the formation.

1. To preview play selections, press the BLACK button and move the joystick.
2. To enter the formation of your choice, hold the joystick in its appropriate position and press the RED button.
3. If you don't enter a formation, the computer will automatically bring the players to the line and pick "zone" defense, except on punts or field goals.
4. If the offense changes plays (see 5 above), you may enter another defensive formation.
5. Move the controllable defensive player anywhere with the joystick controller.

RUNNING

1. Move joystick controller in the desired direction to allow the quarterback to run for yardage. (He will get a slight burst of speed when crossing the line of scrimmage.)

PASSING

1. After the ball is snapped, move the QB back to pass with the joystick controller.

2. The QB can pass to one of the two designated receivers:

Press the BLACK button to pass to the player that lined up toward the TOP of the screen. Press the RED button to pass to the receiver that lined up toward the BOTTOM of the screen.

3. After the QB passes, your joystick will control the designated receiver, whom you must move into position to catch the pass. The quarterback cannot pass to a receiver who has been instructed to block.

KICKING

Kickoff:

Press the RED button: The kicker will advance and kick the ball, and the receiver will catch the ball.

Extra Point:

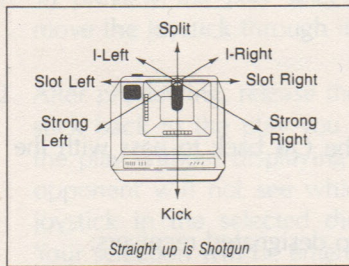
1. Snap the ball by pressing the RED button.
2. Direct the kicker to the ball with the joystick control (no need to press the red button to kick).

Punt:

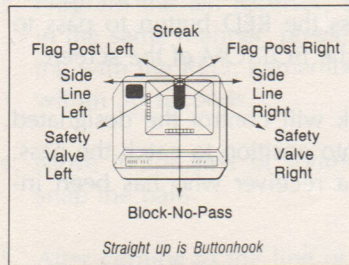
From the offensive options, select the kick formation. Then choose the punt option.

1. Press the RED button to snap the ball to the quarterback.
2. Press the RED button to kick. Press the BLACK button to abort the attempt. The quarterback can then elect to run or throw.

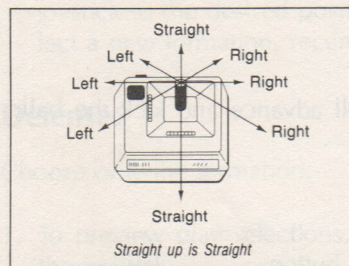
OFFENSE PLAYS



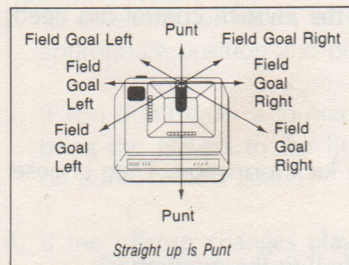
FORMATIONS



PASS PATTERNS (2)

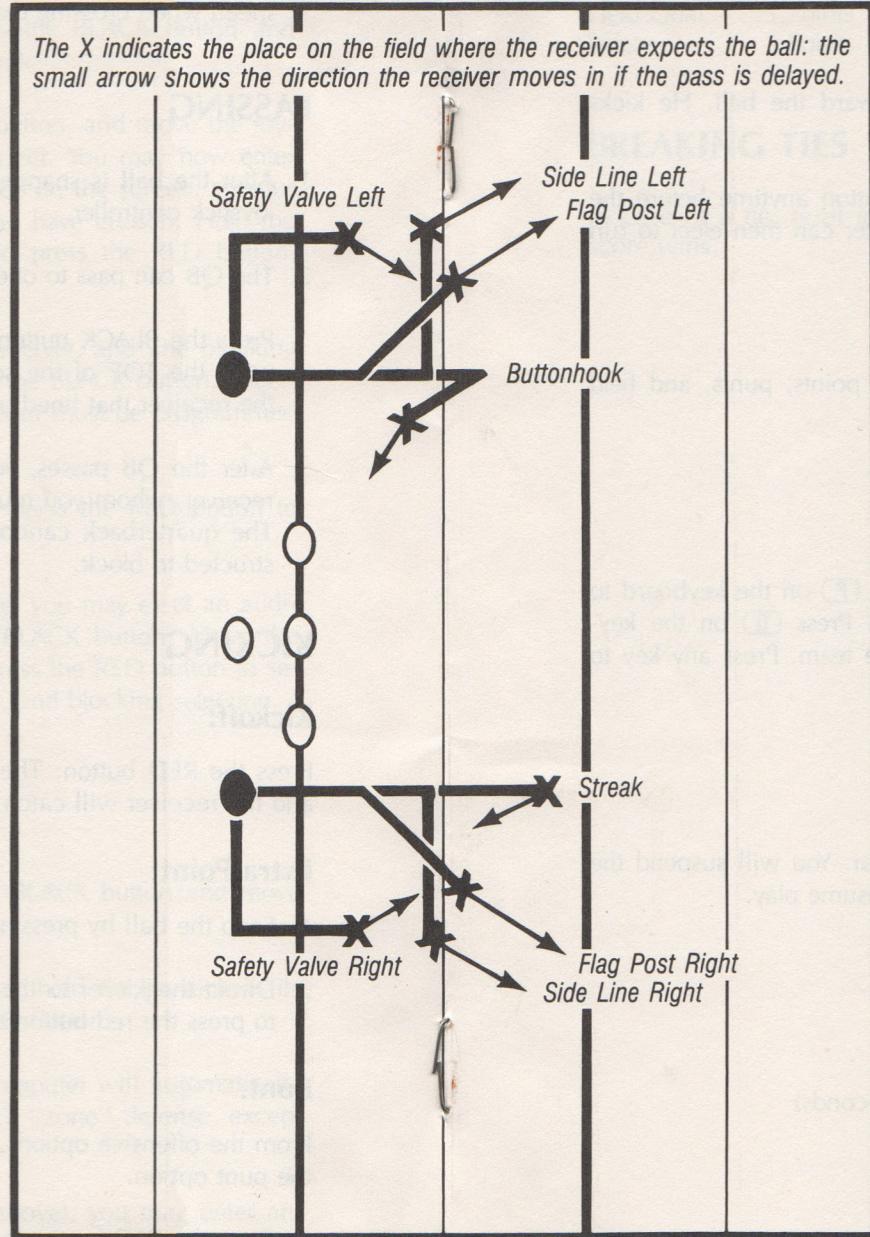


LINE BLOCKING



KICKING

Diagrams match actual pass patterns in the game.



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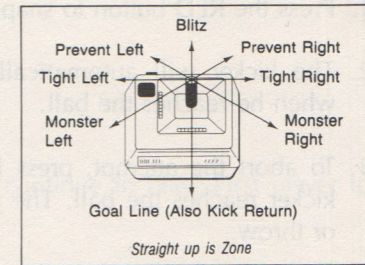
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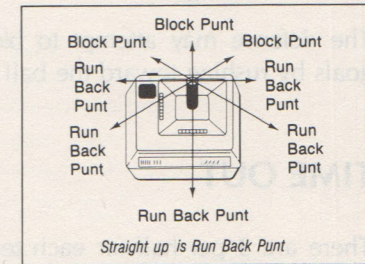
YARDS

YARDS

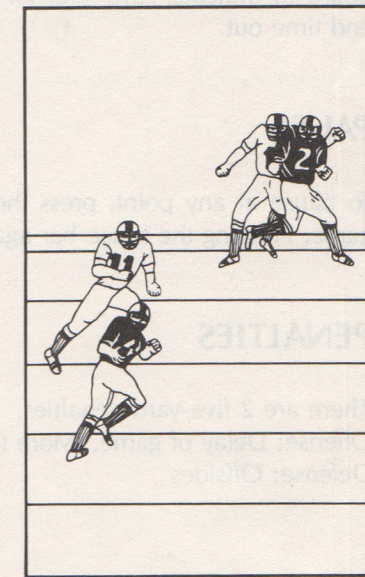
DEFENSE PLAYS



FORMATIONS



AGAINST KICK



Field Goal:

From the offensive options, select the kick formation. Then choose the field goal option.

1. Press the RED button to snap the ball.
2. The kicker will automatically run toward the ball. He kicks when he reaches the ball.
3. To abort the attempt, press BLACK button anytime before the kicker reaches the ball. The place kicker can then elect to run or throw.

Kick Blocking:

The defense may attempt to block extra points, punts, and field goals by rushing toward the ball holder.

TIME OUT

There are 3 per half for each team. Press **(P)** on the keyboard to indicate Time Out for the visiting team. Press **(Q)** on the keyboard to indicate Time Out for the home team. Press any key to end time out.

PAUSE

To pause at any point, press the space bar. You will suspend the game. Pressing the space bar again will resume play.

PENALTIES

There are 2 five-yard penalties.

Offense: Delay of game. (More than 30 seconds)

Defense: Offsides

SCORING

Touchdown	6 Points
Extra Point	1 Point
Field Goal	3 Points
Safety	2 Points

BREAKING TIES

In case of a tie, reset game and continue to play. First player to score wins.

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Touchdown Football lets you play armchair quarterback. Control the formations, pass patterns, and line blocking instructions. Coach your team to victory over the computer or another coach. Pick up pointers by watching the computer run plays for both teams. Don't go offside or delay the game. Avoid overtime by scoring early. Who knows? You might have what it takes to coach the pros!

To play Touchdown Football, you need:

- A Tandy® 1000 computer
- One joystick (two if you want to play against another coach)