



QUICK HIT FOOTBALL

QUICKSTART GUIDE

Welcome to Quick Hit Football, Coach! This guide will help you hit the ground running, outlining some of the most common tasks you'll have to perform while building your Quick Hit dynasty. Feel free to print a copy for reference as you find your way around the locker room.

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SOFTWARE PLUG-INS

Quick Hit requires the latest version (10 and above) of Adobe Flash®. If you need help installing this application, use the link below.

<http://get.adobe.com/flashplayer>

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SITE NAVIGATION

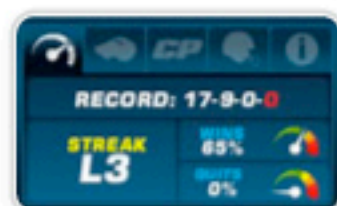
The navigation bar will help you get to different parts of the site quickly.



DASHBOARD

Use the Dashboard to view important information about your team, edit your team details and more.

MULTI-PLAYER RECORD



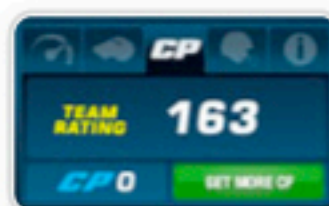
Check out your record in multi-player games, including wins, losses, ties, quits, win streaks and win percentages

COACH LEVEL



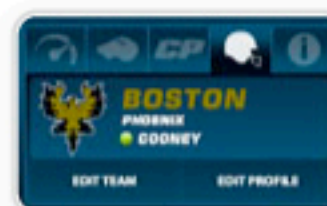
Raise your Coach Level by earning Fantasy Points (FP) from every game you play. Unlock valuable Coaching Points with each level

COACHING POINTS



Coaching Points (CP) can be used to train your players. Team rating measures the power of your team

TEAM INFO



Edit your team's current logo, color, city or team name or edit your account information

INFORMATION



Check this tab for high-priority news and updates

GAME LOBBY

Head to the game lobby to find a human or computer coach to play against and start your first game. Using the lobby system will help find the perfect opponent.

MULTI-PLAYER

This shows if you are in the Multi-Player or Single-player lobby

DIFFICULTY FILTER

Use this to display either easy, medium, or hard opponents to play against

Swap between 3 distinct Lobby Views

COACH CARDS

Scout potential opponents based on their record and team rating. Also check out their Stats, Bio and MVPs

BONUS

Playing more powerful coaches will get you a bigger bonus to the FP you earn in the game

TOGGLE LOBBY

Play against computer coaches in Single-Player or against real people in Multi-player

CREATE GAME

Create a game if you want to be seen by others in the lobby

MULTI PLAYER ANY DIFFICULTY REFRESH

JAMARON123
PLAY STATS BIO MVPS
CRYSTALSPRINGS TIGERS
PLAY NOW
TEAM RATING... 139
WINS... 67%
QUITS... 0%
BONUS... 14x

NICK2COOL2CARE
PLAY STATS BIO MVPS
LAS VEGAS COBRAS
PLAY NOW
TEAM RATING... 126
WINS... 100%
QUITS... 50%
BONUS... 11x

IAN420420
PLAY STATS BIO MVPS
SAN DIEGO GORILLA POWER
PLAY NOW
TEAM RATING... 153
WINS... 20%
QUITS... 0%
BONUS... 16x

SWITCH TO SINGLE PLAYER GAME
CREATE GAME
CREATE GAME

Game Invitation Pre Game Chat

GAME INVITATION

| | | |
|-----|-----------------|-----|
| 136 | ... RATING ... | 129 |
| 55% | ... WIN ... | 14% |
| 0% | ... QUITS ... | 0% |
| 0% | ... BONUS ... | 0% |
| 243 | ... OFFENSE ... | 150 |
| 174 | ... DEFENSE ... | 150 |

GENESHA SALLY CROWLERS 3-4-0-0 INVITATION EXPIRES IN 75 SECONDS WILLY A TOW COBRAS 1-4-0-0

DECLINE ACCEPT

GAME INVITATION

You get an invite when someone challenges you to a game. Choose "ACCEPT" to accept the challenge or "DECLINE" to reject the challenge

PRE-GAME CHAT

Chat with opponent before a game

PLAY CALLING

Use the menus below to keep track of the clock, get information on your plays and lock-in the play you want to call.

PLAY CLOCK

Keeps track of the time you have to call a play

OFFENSIVE FORMATION

Shows the offensive formation to the coach on defense

DEFENSIVE CLOCK

On defense you get a few extra seconds after the offense has called a play

PLAY INFORMATION

Displays key stats and information on the play you have selected

PLAY FILTER

Use this filter to navigate your playbook, and access your favorite plays



Click on the Lock to save your filter settings between plays

RESET

If you don't see the play you want, press this to reset the filter



3rd & 14

Down and Distance



Click the heart to add plays to Favorites



Click the arrows to flip the play's direction

B

Grades show if a play is a good choice given your current down and distance

SELECT

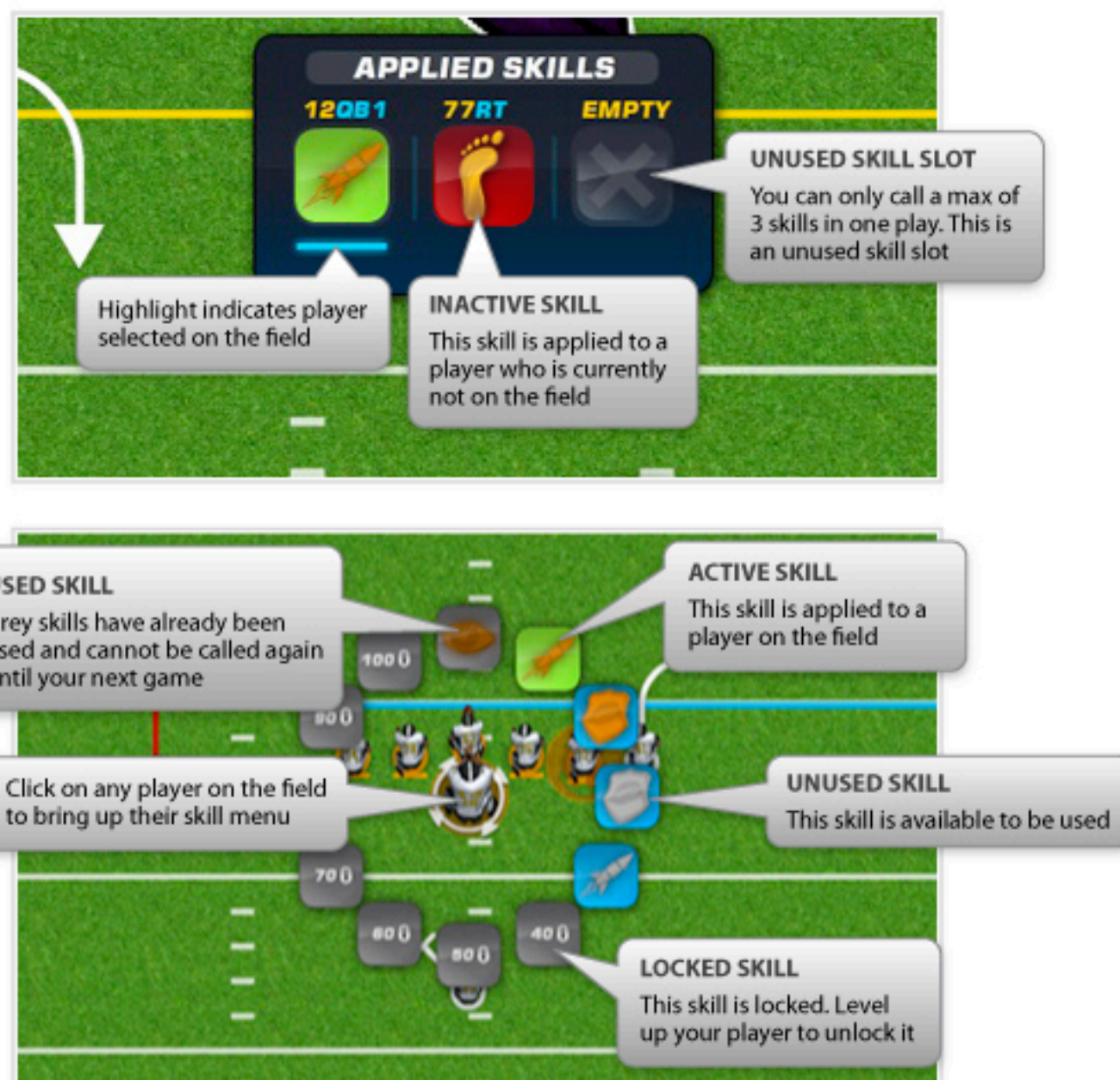
Click once to choose a play and setup skills for your players. Then click again to run the play. Double-Click if you want to run a play right-away

Colors are a representation of playslice letter grades

Quickly scroll or page through your playbook

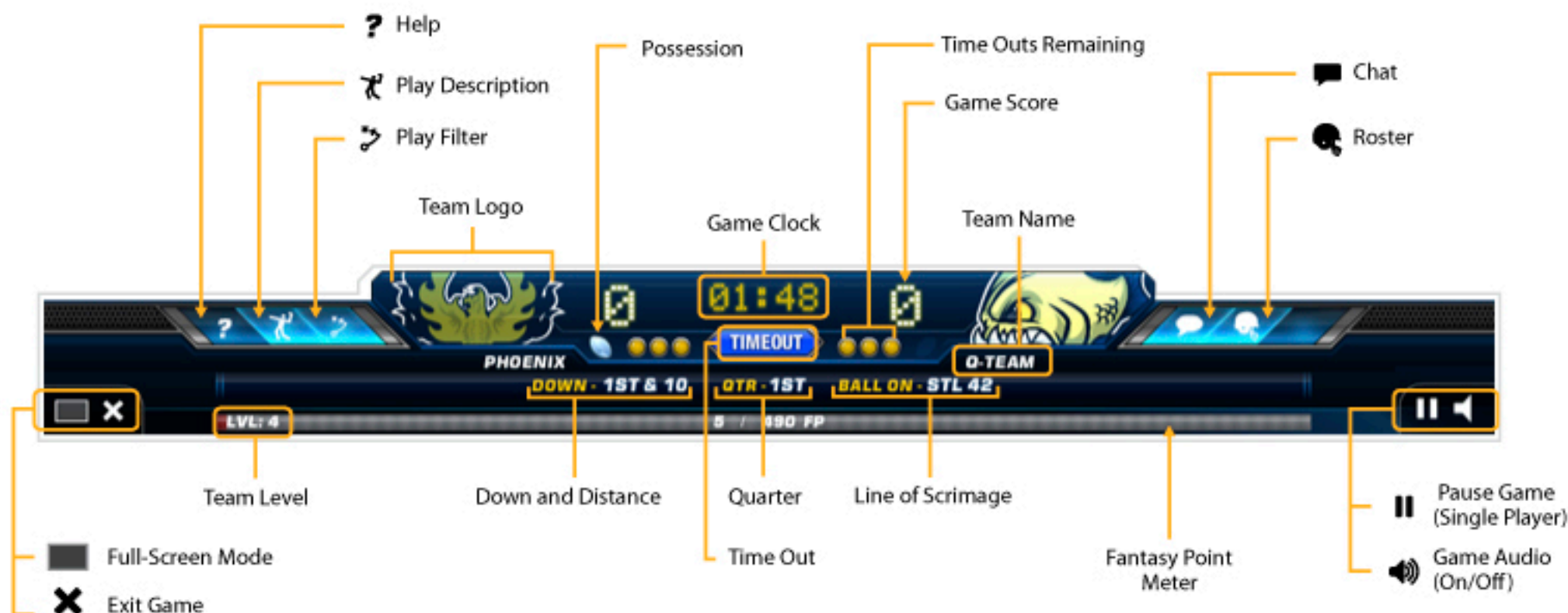
SKILLS SYSTEM

Skills give your players major boosts in their abilities at key moments in the game. They are unlocked when you level up your players. Use them wisely because a player can only use each of his skills once per game.



SCOREBOARD

Keep an eye on the scoreboard for key game time information including the current quarter, time remaining, down and distance, and Fantasy Point (FP) earned. You can also use it to call time outs or toggle additional interface elements on and off.



ROSTER & CHAT

Use these panels to interact with your roster, scout your opponent's team, and talk smack with other coaches.

ROSTER

WR 17 **Bill Simons** LEVEL 25

STAMINA [Progress Bar]

SKILLS STATS INFO

SELECT A SKILL
BOOST A PLAYER'S CAPABILITIES FOR ONE PLAY

DEPTH CHART

OFFENSE WR

| # | NAME | POS | LVL | STATUS |
|----|--------------|-----|-----|--------|
| 17 | B. SIMONS | WR1 | 25 | PUMPED |
| 18 | C. STARLING | WR2 | 25 | PUMPED |
| 86 | H. MOORE | WR3 | 15 | PUMPED |
| 88 | W. BLACKBURN | WR4 | 7 | PUMPED |

PHOENIX

Annotations:

- Selected Player
- Help
- Close / Exit
- SKILLS: Activate Player Skills
- STATS: View Game Stats
- INFO: Get basic Player Info
- Page Scroll
- Expand / Collapse
- Group Filter
- Position Filter
- Scroll Bar

TEAM FILTER
Use this filter to toggle your opponent's roster.

ROSTER
This panel shows the current filtered list of players.

MESSAGES

CHAT PLAYxPLAY

cooney [2:23 PM]: hey

SEND

Annotations:

- Chat
- Play By Play (Coming Soon)
- Chat Input Box

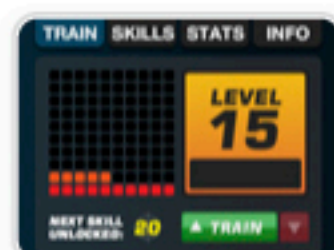
PLAYER TRAINER

When you gain a Coach Level, you will earn valuable Coaching Points (CP) which you can use in the Player Trainer to improve on your team's overall performance.

The main interface is titled "PLAYER TRAINING" and includes tabs for "TRAIN BY POSITION" and "TRAINING OPTIONS". It features a player profile for **#11 ARRON JOSEPH**, a **BALANCED QB**, currently at **LEVEL 15**. A skill grid shows progress towards **LEVEL 15** with a **NEXT SKILL UNLOCKED: 20** and a **TRAIN** button. To the right, the **COACHING PLAN** section shows **CP USED ... 0** and **CP REMAINING ... 10**, with **CONFIRM PLAN** and **RESET** buttons.

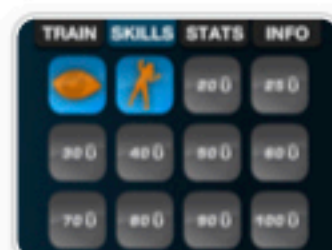
Callouts explain the interface:

- Click this button to train a specific position or group (points to TRAIN BY POSITION)
- Click this button to train your best / worst players or to balance your team (points to TRAINING OPTIONS)
- Here you'll find the name and position of the currently highlighted player (points to player profile)
- Click the "TRAIN" button to spend Coaching Points (CP). Every 10 CP will improve your player by one level (points to TRAIN button)
- This area shows a summary of your training choices. Hit "CONFIRM PLAN" to lock them in, or hit "RESET" to cancel (points to COACHING PLAN section)



TRAIN TAB

The higher the level of your player, the better his abilities will be on the field



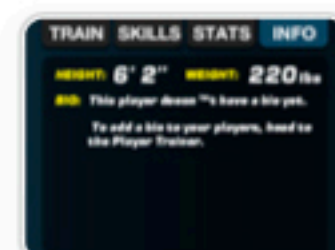
SKILLS TAB

Skills boost a player's abilities when they are used. Train a player to unlock them



STATS TAB

Having high Career Stats will give you bragging rights on Quick Hit Forums

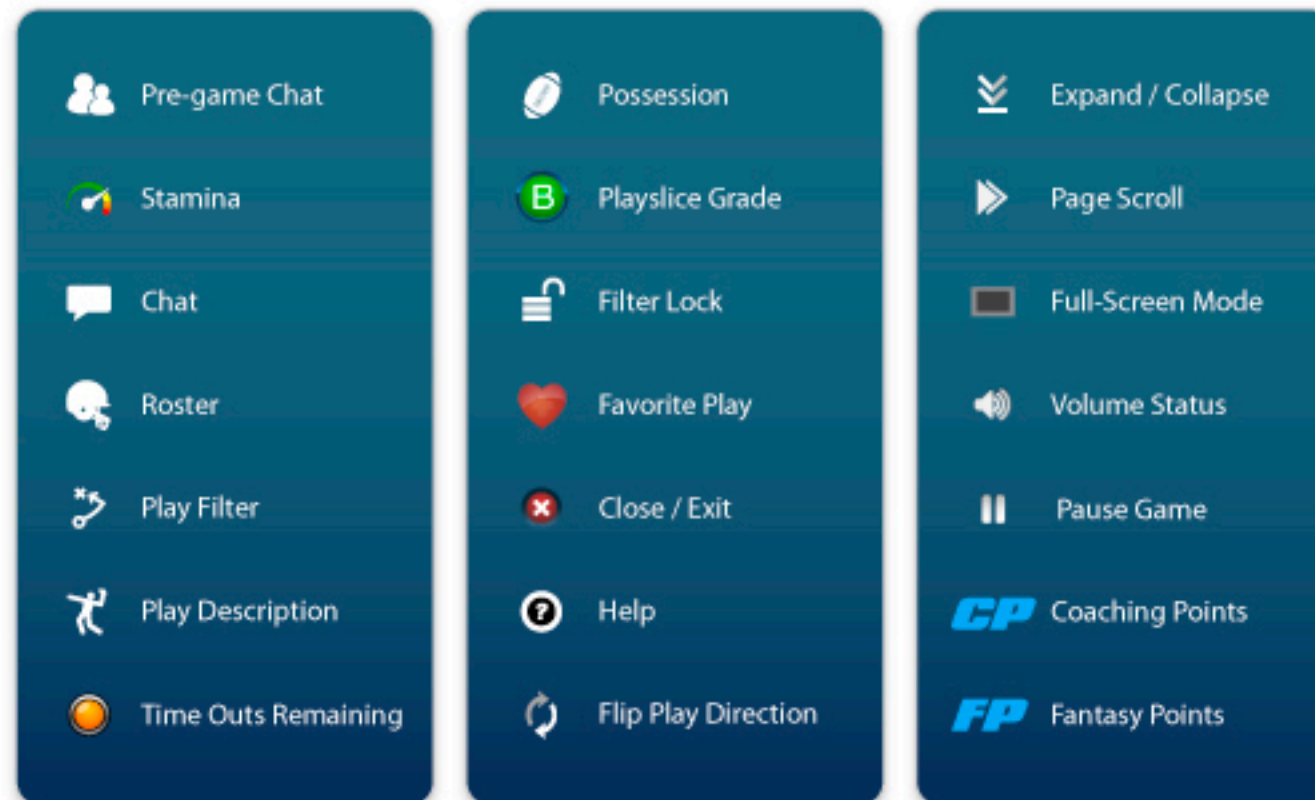


INFO TAB

View basic info on your player, including height, weight, and bio















ICONOGRAPHY

08



PLAY-ART KEYS

09

| | |
|---|---|
|  Skill Position |  Defensive Lineman |
|  Blocking Skill Position |  Man Coverage |
|  Offensive Lineman |  Double Coverage |
|  Primary Target |  Bump Coverage |
|  Block |  Zone Coverage |
|  Play Action |  Blitz |
|  Linebacker / Defensive Back |  Toss Ball |

*On Defense, grey symbols indicate Quarterback spy