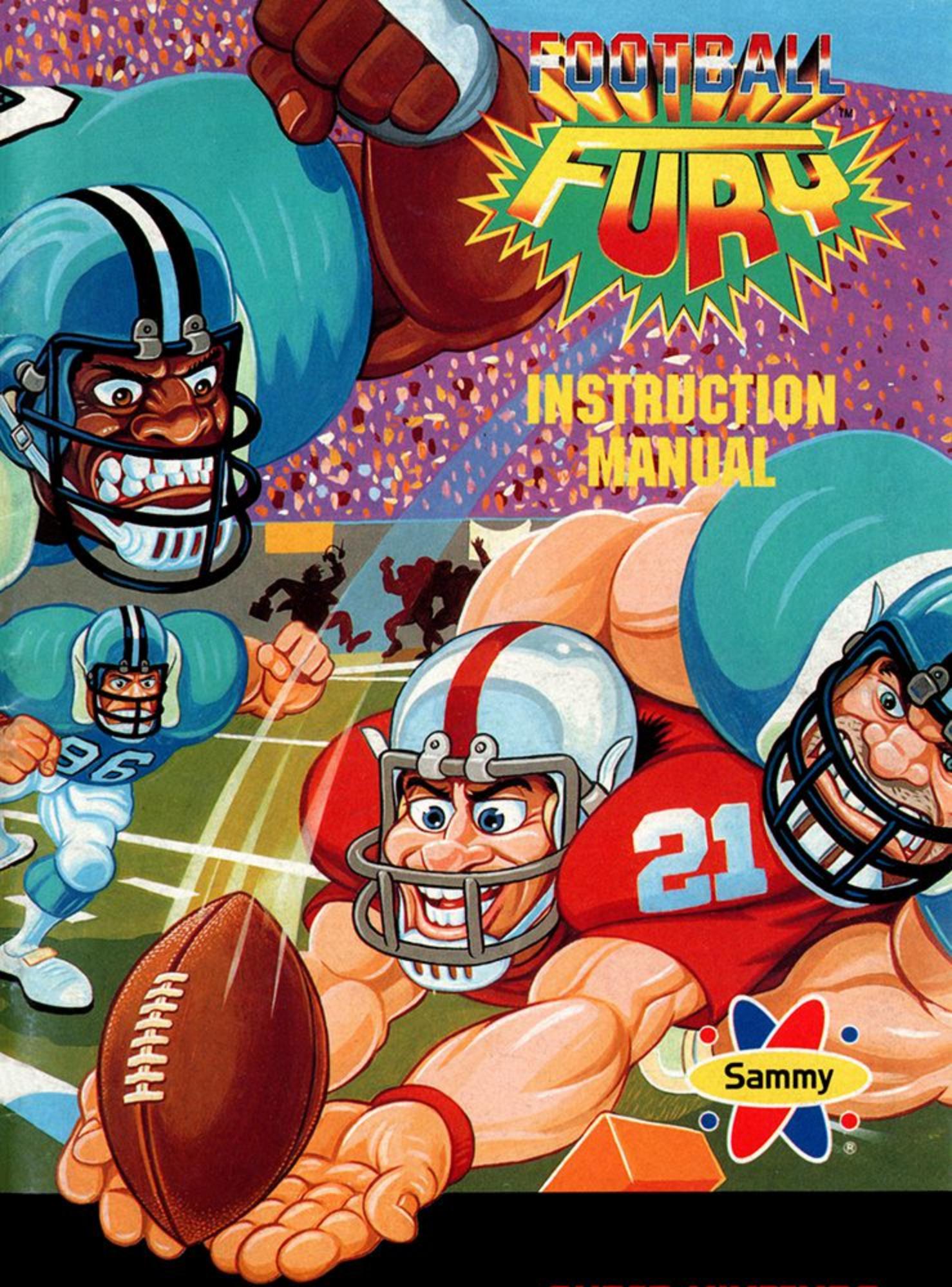


FOOTBALL

FURY™

INSTRUCTION
MANUAL



SUPER NINTENDO®
ENTERTAINMENT SYSTEM



Thank you for purchasing FOOTBALL FURY from American Sammy. To get the most out of your new game, please read this manual carefully and save it for future reference.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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INTRODUCTION

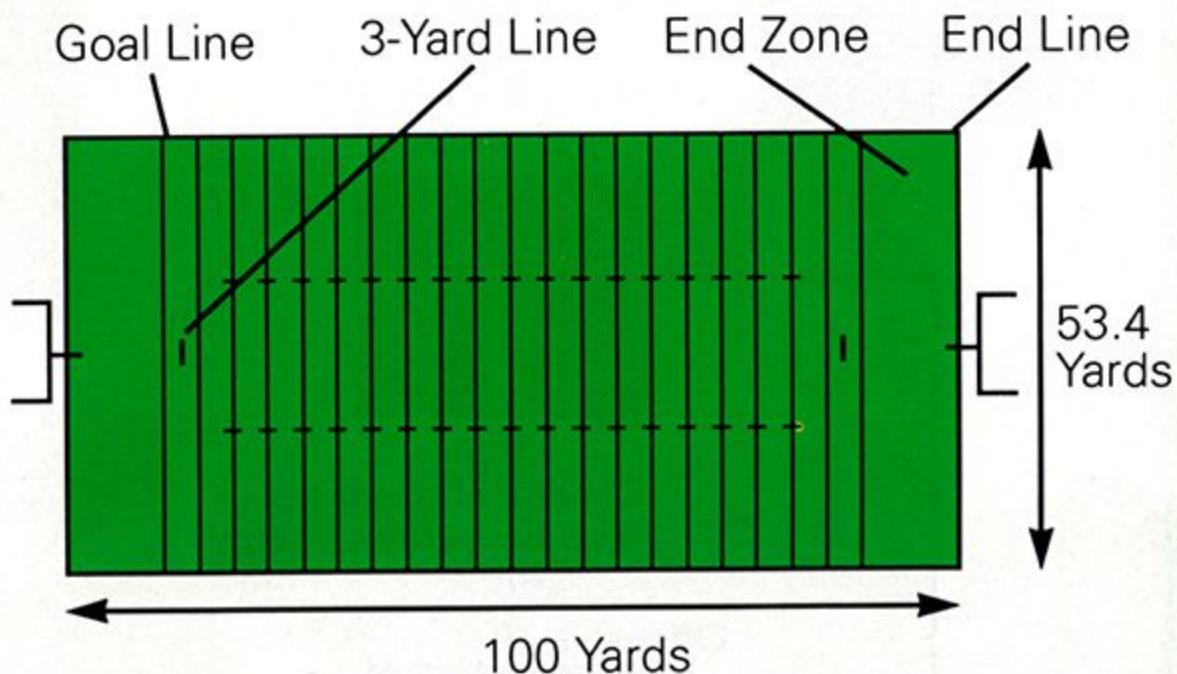
AT LAST...USER-FRIENDLY FOOTBALL!

Here's a football game with a difference: it's easy to learn! If you're tired of reading through long, complicated manuals and frustrated by confusing controls, how about a game you can just sit down and *play*? FOOTBALL FURY puts you right into the action, with all the great strategy and play options of the real game. Whether you're a rookie or a seasoned pro, if you like your football fast and furious... FOOTBALL FURY is your game!

GAME BASICS



FIELD LAYOUT



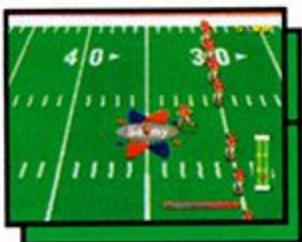
BASIC RULES

One game consists of four quarters. Defense and offense can be repeated as often as possible till the time runs out. You must advance the ball more than 10 yards within four downs to keep possession of the ball.



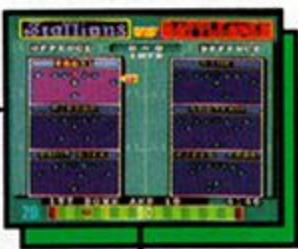
GAME PROGRESSION

Kickoff



Offense

First Down



Change of players/
time for game strategy

Offensive

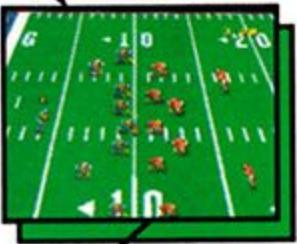
If advancing
over 10
yards...



Running
play



Passing
play

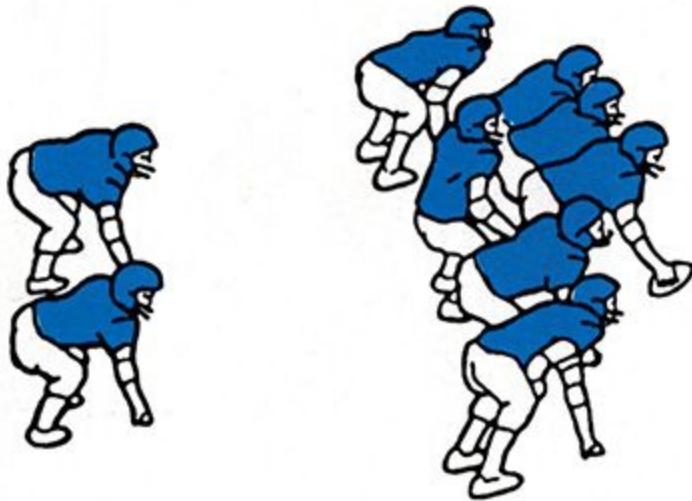


Punt-kick

A fourth
down

Defense

PLAYER POSITIONS

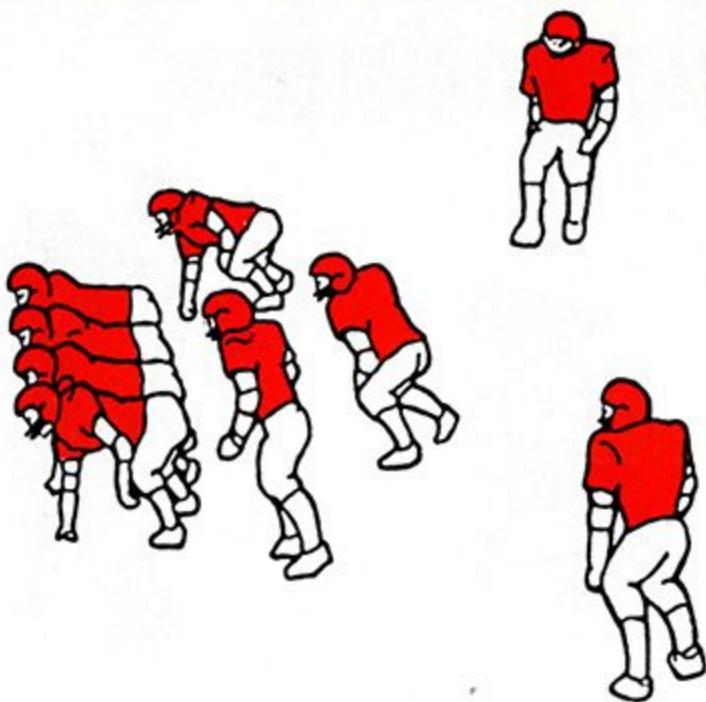


OFFENSIVE PLAYERS

Center (C): Snaps and hands the ball to the quarterback, while at the same time acts as a blocker.

Quarterback (QB): Receives the ball from the center. This is a pivotal position, requiring a cool composure.

Guard (G): Stays mainly at the front line in order to prevent the advances of the opposing team and blocks for the runner.



PLAYERS

Running-Back (RB): Retains a deep commitment to scoring a touchdown. They are fast, elusive and strong.

End (E): Blocks during running plays; plays as a receiver during pass plays.

Wide-Receiver (WR): A receiver who specializes in getting to a point as quickly as possible in order to receive a pass without fail.

Linebacker (LB): A position requiring strong maneuvers against the opposing team's plays to prevent their advances.

Defense-Back (DB): The main role is to prevent forward passes; has the heavy responsibility of guarding the last stronghold in the defensive play.

SCORING METHODS



TOUCHDOWN!



TOUCHDOWN (6 POINTS)

- 1) When the ball held by the offensive player is carried over inside the opponent's end zone.
- 2) When forward passes are caught on the opponent's goal line or inside the end zone.

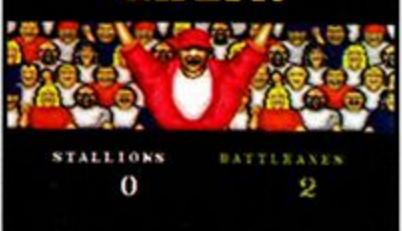
FIELD GOAL!



FIELD GOAL (3 POINTS)

When the ball, kicked as a place-kick by the offensive team, goes through the opponent's crossbar.

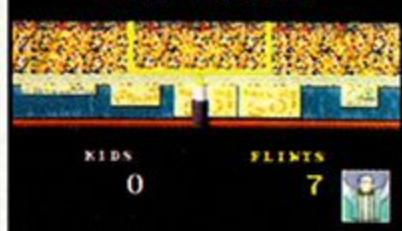
SAFETY!



SAFETY (2 POINTS)

If the ball becomes dead at one team's end zone during an offensive play, the opposing team scores points.

IT'S GOOD!



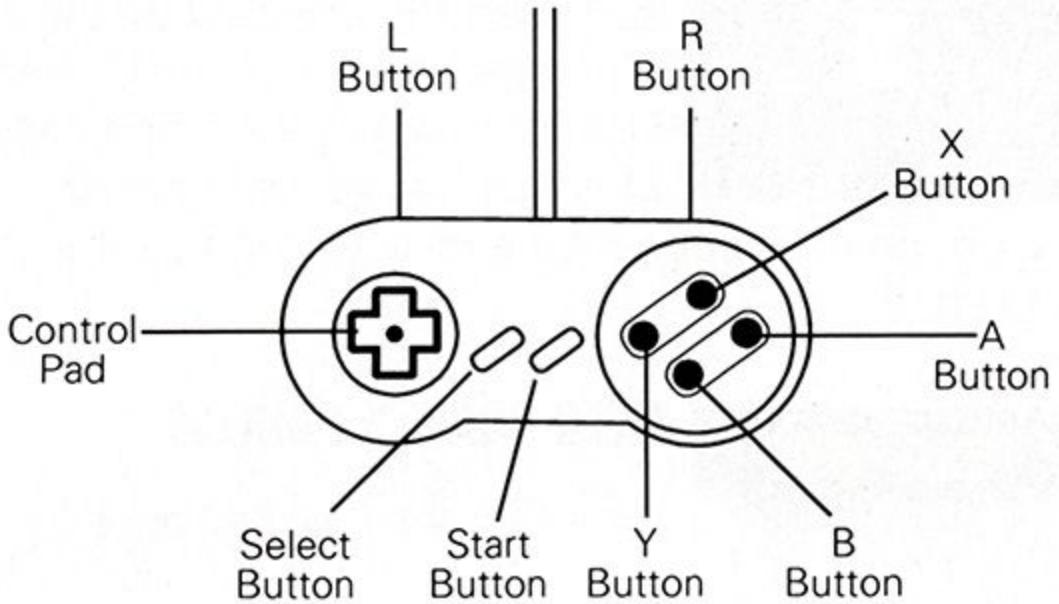
EXTRA POINT (1 POINT)

A bonus point is given when a touchdown succeeds, if a field goal is successfully scored from behind the 3-yard line.





GAME CONTROLS AND OPTIONS



Note: If you change your mind after selecting an option, press the X Button to cancel your selection.



SELECTING A PLAY MODE

You can choose between two play modes: 1 Player or 2 Players.

If you push the A or B Button, it switches to the play select screen.

Choose between items by pressing the Control Pad up and down, and make your selections with the A or B Button.



1 Player (Player vs. Computer):

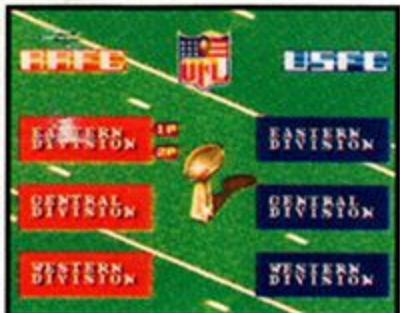
Select your team from the 28 choices.

Your goals are:

- Fight successfully through the division on a league tournament basis.
- Win a play-off within the conferences.
- Participate in the "Ultra Ball."
- Capture a final victory!

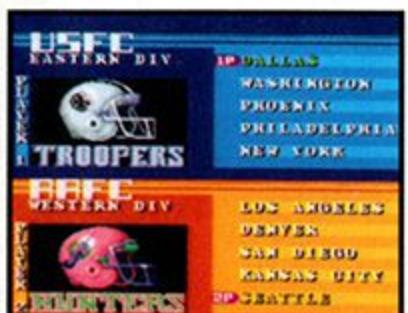
2 Players (Player vs. Player): Without having to pay attention to divisions or conferences, select the team you prefer out of the 28 teams.

Password (Reopening of 1P Mode): By inputting a password, you can resume play at the point of a lost game.



SELECTING A CONFERENCE/DIVISION

Decide on a region for either AAFC League or USFC League. Press the Control Pad up, down, left and right to choose, and the A or B Button to make the selection.



SELECTING A TEAM

The team names belonging to different regions are shown. Press the Control Pad up and down to choose, and the A or B Button to make the selection.



THE GAME BEGINS

OPENING SCREEN



After the team selection is completed, the helmets and logo marks of both competing teams are shown, and the game starts.

In a 1-player game, the opponent (computer) starts with a kickoff and the player's offense (left side of the screen) begins. With 2-players, likewise, it starts with the offense of player 1 (left side of the screen).



With the team on the right side of the screen kicking off, the game begins. The offensive

side catches the ball, and at the point of the ball becoming dead, it changes to the formation select screen.



SELECTING OFFENSIVE FORMATIONS



1) Formation Select:

Select the player formation. Press the Control Pad up, down, left and right to choose, the A or B Button to make the selection, and the X Button to cancel.



2) Play Select: Select player movements suitable to the formation. Press the Control Pad up and down to choose, and the A, B or Y Button to make the selection (select play that corresponds to each button).

SELECTING DEFENSIVE FORMATIONS

Defense formations are selected the same way as plays. Press the Control Pad up and down to choose, and the A, B or Y Button to make the selection.

Note: In a 1-player game, both offense and defense of the opponent side are automatically selected and determined by the computer.



OFFENSE CONTROLS

BALL SNAP (START OF OFFENSE)

Press the (B) Button to snap the ball.



RUN PLAY

The game proceeds automatically from the point of the quarterback (QB) receiving the snap ball. The QB may hand the ball to the RB or run with it.

Control Pad: Movement of player you're controlling.

(A) Button: Avoid tackles (effective against enemy attack from the front).

(B) Button: Break away from tackles (effective when grappled with).



PASS PLAY

The player controls the QB that received the snap ball. The success or failure of a pass is determined by the gauge.

(Note: The QB retains the option of running with the ball.)



Control Pad: Movement of player you're controlling.

(A/B/Y) Buttons: Gauge indication.

(A/B/Y) Buttons: Pass to the corresponding receiver.



KICK PLAY

The success or failure and the flying distance of kickoffs, punt-kicks, and field goals are determined by the gauge indicated on the screen.

(B) Button: Kickoff.



DEFENSE CONTROLS



BEFORE BALL SNAP (BEFORE PLAY)

During scrimmages, decide on which player to control.

(A) Button: Selection of player to control.



AFTER BALL SNAP (DURING PLAY)

Control Pad: Movement of player you're controlling.

(A) Button: Switching of player you're controlling to the player nearest to the ball.

(B) Button: Tackle.

(Y) Button: Intercept.

SCREEN INDICATORS

Time

Player Controlled by Offense

Player Controlled by Defense

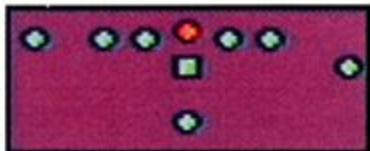
Gauge

OFFENSIVE FORMATIONS

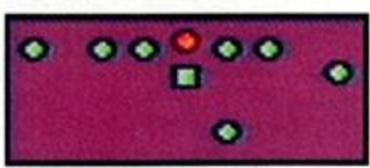


The key to victory is to make the play selection suitable for a team's special qualities.

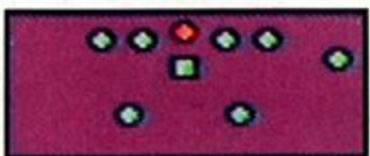
PRO-I: A well-balanced formation that is effective for a running offense as well as a passing offense.



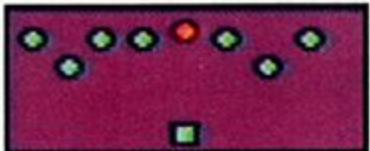
Wing: Especially excellent for a running offense. It is suitable for the type of offensive play which involves outrunning the opponent from the side.



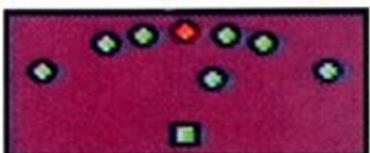
T-Form: An effective formation for confusing your opponent, as RBs are on both sides.



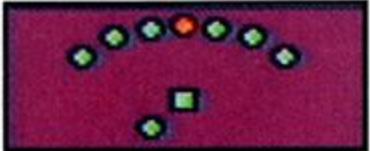
Shot Gun: A formation that can attack all the way with a pass offensive. However, there is a risk of counter-attack.



Punt Kick: A formation most often used where there is hardly any chance of making a first down. Extremely handy to push the ball back away from your end zone. **Note:** After a punt kick, a change of possession occurs.



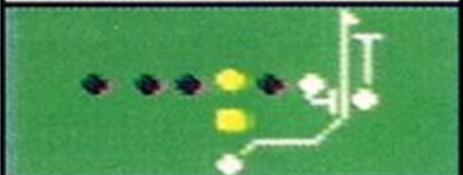
Field Goal: This is used when there is not much chance of offensive play during the fourth down only. This formation offers a one-time shot at turning the tide of the score.





PRO-1 PLAYS

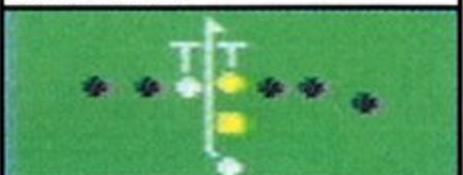
OB OPTION



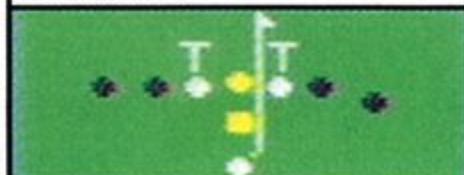
HOOK SNAP



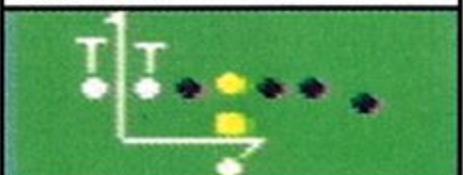
FB DIVE L



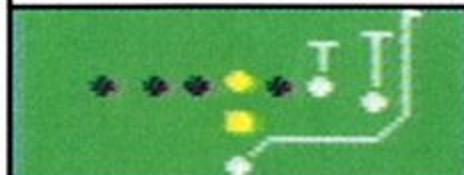
FB DIVE R



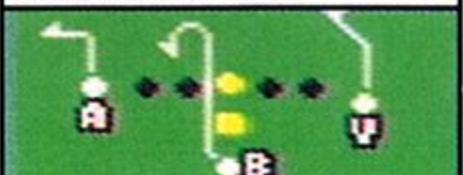
SWEET L



SWEET R



FLOOD L BOMB



HEAD ON ACT



SHOT DRAW



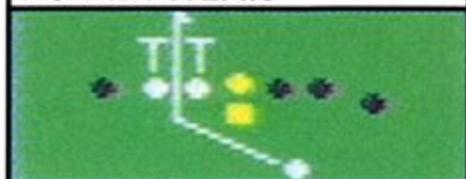


WING PLAYS

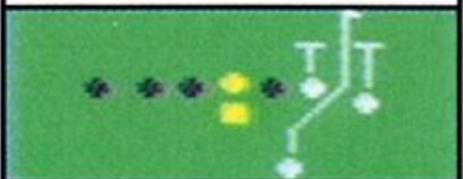
BACK LUNGE



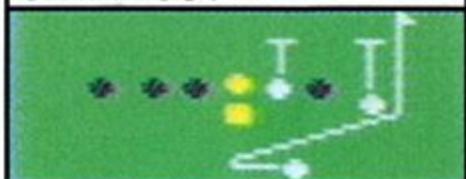
POWER WEAK



LEAD STRONG



SHARP CUT



H.B. COUNTER



SHARP R PASS



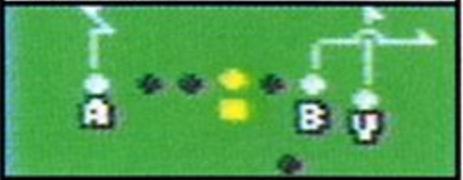
LEFT & CUT



FLOOD R BOMB



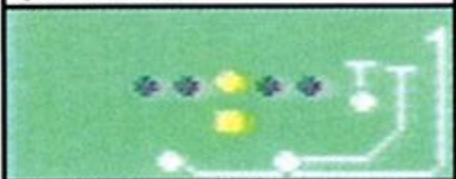
OUT & UP



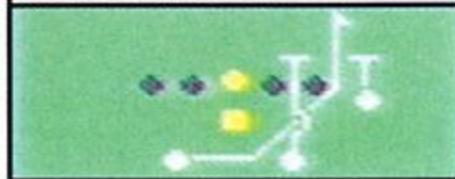


T-FORM PLAYS

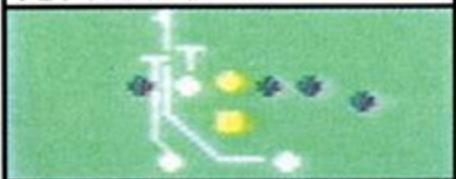
SWEEP R



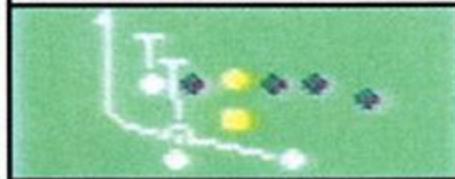
HB. PLUNGE R



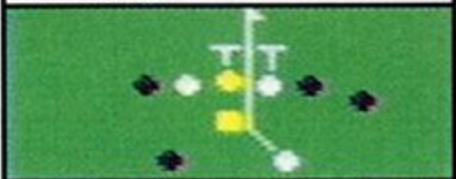
FB. TRAP L



LINE SWEEP



STRONG



QUICK TURN



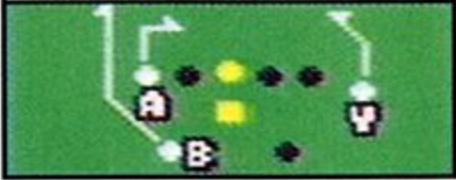
COUNTER PASS



POST UP



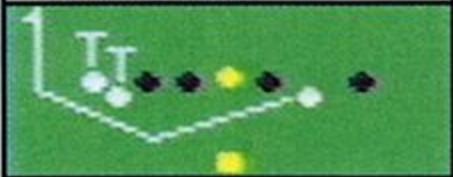
OVER & UNDER





SHOTGUN PLAYS

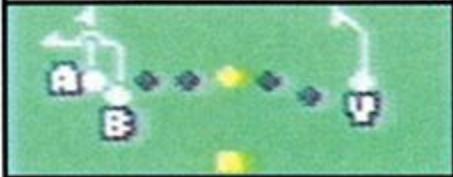
L SNAP RUN



SNAP SWEEP



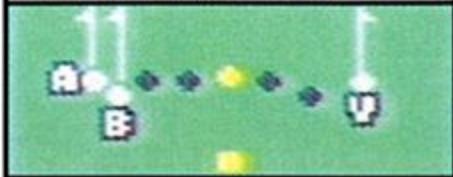
FLAG L TED



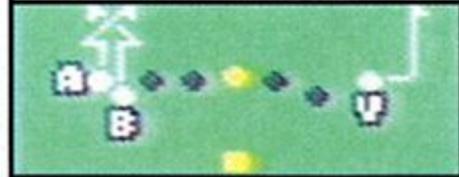
DOUBLE EDGE



MONSTER THROW



CRISS-CROSS



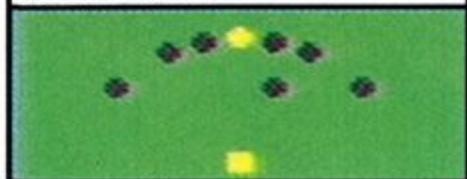
CROSS & CURL





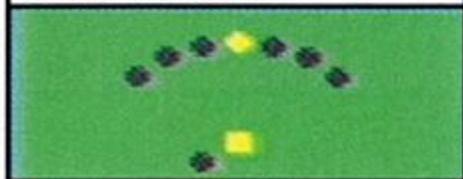
PUNT KICK PLAYS

PUNT KICK



FIELD GOAL PLAYS

FIELD GOAL



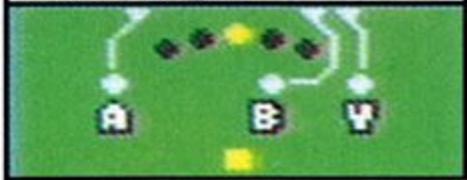
FAKE PUNT 1



FAKE F.G. 1



FAKE PUNT 2



FAKE F.G. 2

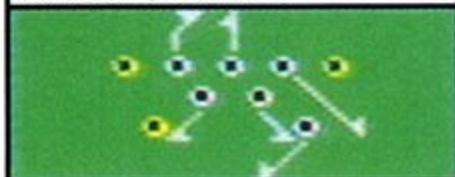




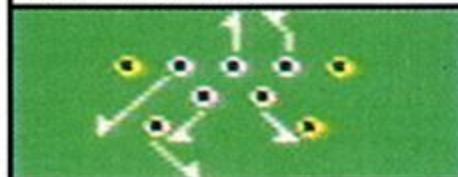
DEFENSIVE FORMATIONS

The basis of defensive play to make accurate predictions.

MAN TO MAN 1



MAN TO MAN 2



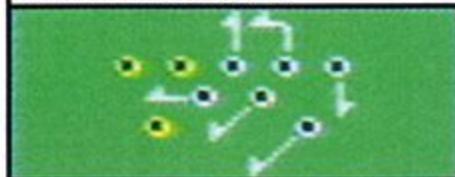
MAN TO MAN 3



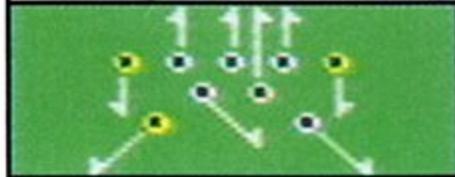
MAN TO MAN 4



MAN TO MAN 5



ZONE 1



ZONE 2



ZONE 3

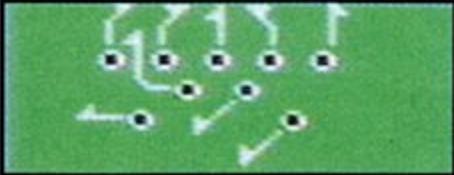


ZONE 4

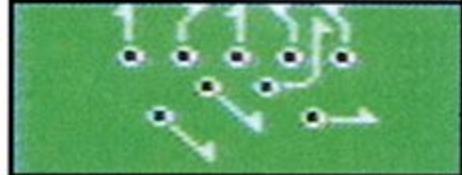




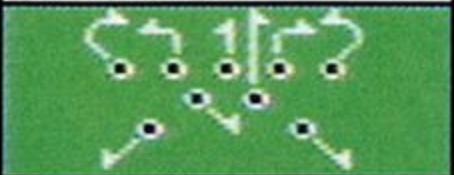
BLITZ L



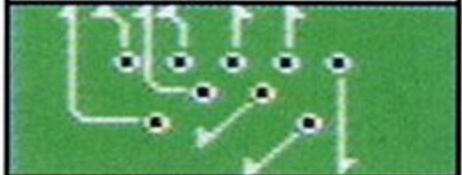
BLITZ R



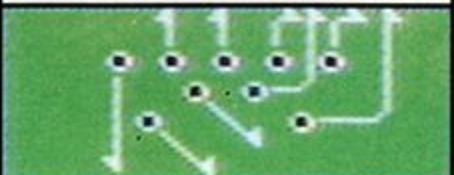
BLITZ FULL



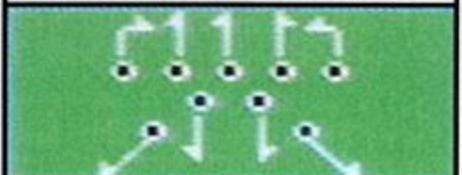
LEADING L



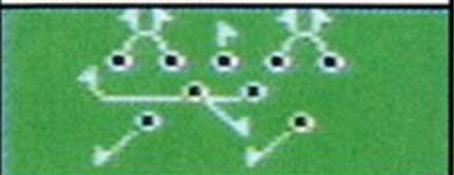
LEADING R



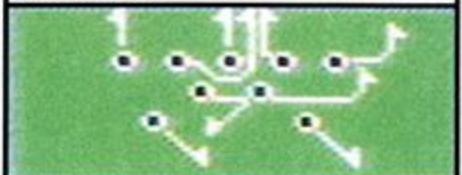
LEADING FULL



INFLUENCE L



SLANT R



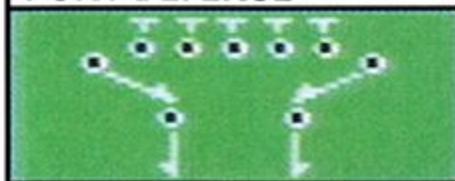
INFLUENCE C



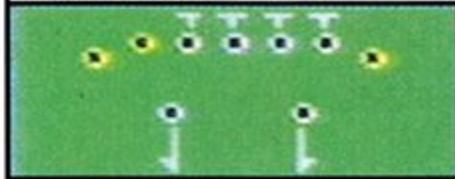


PUNT-KICK PLAYS

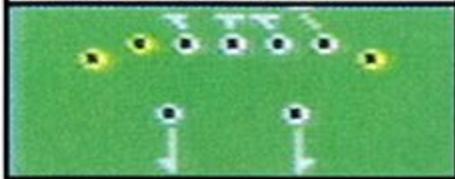
PUNT DEFENSE



FAKE PUNT DEF. 1



FAKE PUNT DEF. 2

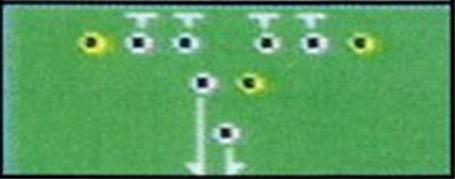


FIELD GOAL PLAYS

FIELD GOAL DEF.



FAKE F.G. DEF. 1



FAKE F.G. DEF. 2





INTRODUCTION OF TEAMS

AAFC EASTERN DIVISION



Indianapolis Stallions: Their main feature is the terrific run-play of the RBs.

They may reach the Ultra Ball if the QBs' ability and the defensive mesh well.



New England Battleaxes: A balanced offense and a defense that specializes in quick maneuvers. The only weak point is the QBs. Get to the backfield men with quick maneuvering of passes and handing of the ball.



Miami Sharks: Their QBs are the team's star players, and the offense by the WRs and RBs is reputed to offer reliable plays. The problem is with the defense – ranked at the bottom of the league.



New York Kids: An unpretentious team, but their solid offense and defense are the selling feature. If you can make the most of the team's well-balanced qualities, it should reach the upper ranks.



Buffalo Bighorns: Resolved the weak point with the QBs' enormous growth. If the solid backfield men and good footwork of the WRs work well, they have the best shot at the Ultra Ball.

AAFC CENTRAL DIVISION



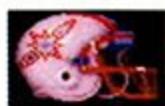
Pittsburgh Metals: Their poor showing is due to their slow offense speed. But their run offense deserves special mention — their RBs are playing remarkably well recently. Expect plays that are favorably competitive with the other teams.



Cincinnati Cyclons: This team consists of top-notch QBs and RBs. Offensive blockers of the RTs and RGs are also backed up with a powerful defensive force. Their destructive power is feared by the other teams.



Cleveland Bees: The QBs show good potential, but their offense lacks sharpness. They're itching to ride the wave by making good use of their passes and the run offense.



Houston Flints: Both offense and defense consist of thick layers of good players, and to become the team's regular star player requires much talent. This team possesses top-ranking strength.



AAFC WESTERN DIVISION



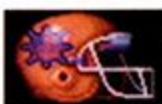
Los Angeles Riders: The QBs seem a bit shaky, but it goes without saying that the speedy run offense and solid defense cover their shortcomings very well.



Denver Frontiers: Though their QBs seem to be failing, they actually possess powerful potential. The WR men and special team are both highly rated. Their offense blockline may pose some concern, however.



San Diego Clashers: Compared with their offense, their defense is somewhat lacking. By studying the offense of an opponent and by making the most of their quick moves, they can fight a game that surpasses top-ranking opponents.



Kansas City Captains: Their keen-edged RBs dash across the field, slashing right and left. Their playing style that adheres to the basics is one of their inherent strengths.



Seattle Hunters: The most appealing feature of this team is the WR men's agility, precision catches and their dashing force. This is indeed the "hunter" that never lets his prey get away.

USFC EASTERN DIVISION



Dallas Troopers: Behind the Troopers' outstanding RB men, basking in the spotlight, are their defense men, the shadow players. The QB and RW men may be in need of something, but the team can aim high by making the most out of their run play.



Washington Blue Thunders: A solid defense and the passline from QBs to WRs befit the name, Blue Thunders. Their RB men's lack of speed is a bit worrisome, but in total, their mark is quite impressive.



Phoenix Condors: A classy playing style is their best asset. By having the defense follow their QB men in need of more mobility, quite a good game can be expected of them.



Philadelphia Wings: The main feature of their offense lies in the QBs, who are good at both throwing and running. If the flying WRs that catch passes by extending their wings can lead their men to ride the wave, it's for sure they can make it to an upper rank.



New York Titans: A strong team that ranks in the Best Three for both conferences. Their offense mows down the opponents by their quick maneuvers, and the LB men take pride in the most powerful blocking force in the league.



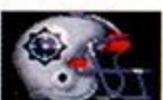
USFC CENTRAL DIVISION



Minnesota Vulcans: The team's main players are the RBs who turn out a daring offensive with their run play at its core. The problem lies in the defense that has no power to contain the opponent. A good balance between offense/defense is the key to victory.



Chicago Grizzlies: A prestigious team that continues to hang low. Recently, tenacious RBs that have been single-handedly carrying the team have pushed them upward. Their future is promising, as their potential is second to none.



Detroit Bullets: Their offense and defense are both average. The deciding factor rests with the RB Bullets, who pride in the top-ranking running speed in the league. But a concern remains about their offense pattern, which leans too much towards the run offense.



Tampa Bay Boosters: This team hangs low both in popularity and ranking, perhaps due to a lack of star players. The RBs excel in the sweep offense that involves the T and G axis of L/R with their strong defending force.



Green Bay Hippos: Their heavyweight frontline possesses a world-class ability to ward off the opponent's penetration. Agile QBs and WRs. The key to success lies with quick attacks from the PRO-I formation.

USFC WESTERN DIVISION



Los Angeles Lizards: The number one defense in the league. A powerful QB-WR lineup called E-E line. The QBs take pride in pulling the team with excellent stability.



San Francisco 11 Knights: They are regulars at the Ultra Ball. The capacity of their offense line is flawless; their QB-WR passline goes by the nickname "Hotline" and is feared by the other teams.



New Orleans Showboats: Though never flamboyant, they enjoy a good reputation for fighting solid games in both their offense and defense. They are ranked well with their steady scoring and exacting guards.



Atlanta Swallows: A bit more is expected of their QBs, but there is a lineup of good players in the SE-WRs and RBs. By making the most of these players, they can meet the rigors of fast-moving games.



GLOSSARY OF TERMS

Conference: An association/federation that oversees several teams of a region.

Conversion: An additional point scored as try-for-point after a touchdown.

Cornerback (CB): Defensive backfield men that guard both sides of the downfield.

Dead Ball: When the ball is not in play.

Division: A region with a league. In Football Fury, the regions are divided into the West, the Middle and the East.

Field Goal: To win points by kicking during the fourth down (3 points). **Note:** The ball must pass between the two goal posts.

First Down: To win four new offensive rights by advancing the ball 10 yards.

Formation: A lineup form that both teams take before the game starts.

Forward Pass: A pass by the offensive side.

Gain: The distance advanced.

Goal Post: Pole erected at the center of the end line.

Interception: To retrieve the ball passed by the opponent. When this occurs, switching of offense and defense takes place.



Kickoff: This is done before a game starts, at the start of a second half, after touchdowns and field goals, or to restart the play.

Linebacker (LB): A defensive position. They tackle runners and cover for receivers.

Neutral Zone: The area within the scrimmage lines.

Measure: To measure the 10 yards necessary for a first down.

Out-of-bounds: When the ball goes outside of a sideline or an end line, it becomes out-of-bounds.

Penalty: Punishment for violating the rules (fouls).

Punt-kick: During the fourth down, before change of possession, the offensive team will kick the ball to gain as many yards as possible.

Pursuit: The action of overtaking a runner by defensive players.

Quarter (Q): One-fourth of the game's playing time.

Return: Receiving kicks and advancing the ball.

Rush: To advance the ball by running.

Snap: To pass the ball to a quarterback by the offensive center.

Tackle: To knock the opposing ball carrier on the ground.

Turnover: As the ball is taken away by the opponent, change of offense/defense occurs.



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