

GAME BOY ADVANCE

Backyard

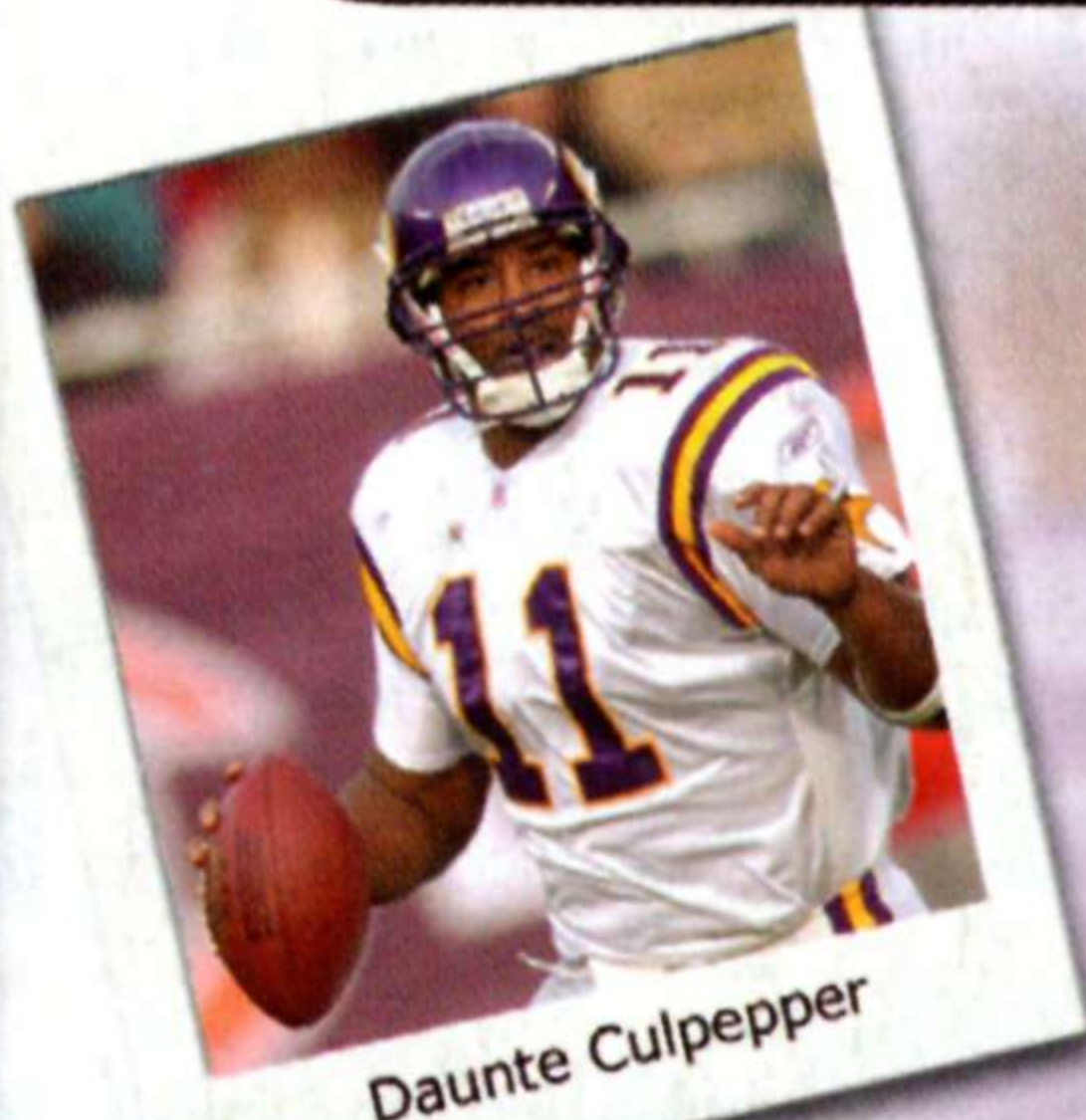


FOOTBALL
2006

AGB-BYFE-USA



PLAYERS INC.



Daunte Culpepper



INSTRUCTION BOOKLET

Play with NFL Pros as Kids!®

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND NINTENDO DS™
VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE
WHICH REQUIRES A GAME BOY® ADVANCE
GAME LINK CABLE.**



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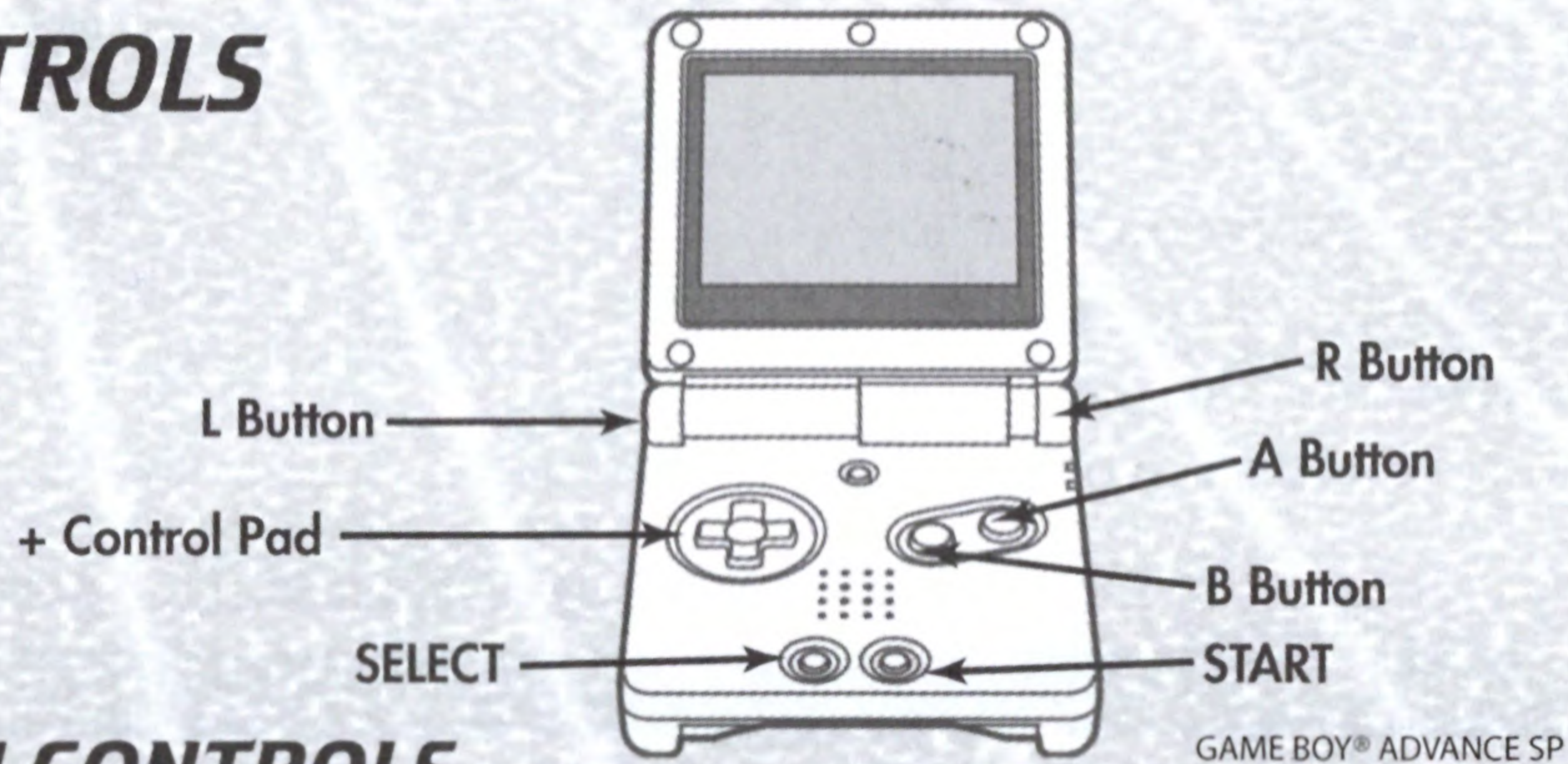
WELCOME TO BACKYARD FOOTBALL[®] 2006!

Create the football team of your dreams! It's great football action with the Backyard Kids and real pros as kids. Pick your team, logo, and playing field. Play single games or an entire season. It's the chance of a lifetime to play with the pros right in your own backyard!

GETTING STARTED

1. Switch the Nintendo[®] Game Boy[®] Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the Backyard Football[®] 2006 Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS



MENU CONTROLS

CONTROL	ACTION
+ Control Pad	Highlight Menu Choices
A Button	Confirm Selection
B Button	Return to Previous Menu
START	Confirm Selection Choose Random Pause Game
SELECT	Access InfoChuck™

GAME CONTROLS

Press the A Button to select a kicking play. Then use the A Button to position the yellow kick-off arrow and set the ball's direction. Next, use the A Button to set the red distance meter and set the distance of the kick.



POST-HIKE CONTROLS

CONTROL	ACTION (OFFENSE)	ACTION (DEFENSE)
+ Control Pad	Direct movement of selected player	
A Button	Throw to receiver with A icon	Shoulder Charge
B Button	Do evasive move (spin or stiff arm)	Dive Tackle
L Button	Throw to receiver with L icon	Scroll through defenders
R Button	Throw to receiver with R icon on pass plays. Speed Boost on running plays.	Speed Boost
START	Pause	

MAIN MENU

From the Main Menu, you can select from the following:

- PICKUP GAME
- EXHIBITION
- SEASON PLAY
- PRACTICE
- MULTIPLAYER
- OPTIONS
- PLAYER CARDS
- CREDITS



GAMEPLAY MODES

Pickup Game

Choose this mode to jump right into a pickup game with a pre-selected team name, players and opponent.

Exhibition

Choose this mode to play a pickup game as the coach; pick your team, field, weather conditions, and players. Note: if you do not want to hand-pick each player individually, press START to have random players chosen for you.

Season Play

Choose this mode to play through an entire season. Certain game, team and player statistics will be tracked as you advance through the season. The winner advances to the playoffs!

Once you have signed in as the coach and set the difficulty level, home field, team and players, the Season Menu appears. From there you can select from the following:

- Begin Season/Next Game – brings you directly into the next game of the season.
- League Standings – show your team's ranking against the rest of the league.



- Team Statistics – show your team's records (see chart on page 16).
- Team Strategy – brings you to the Time Out Options menu (see page 14).
- Options – same as those accessed from the Main Menu (see page 7).
- Quit Game – to Quit and save, or just Quit without saving.

SAVING

When you quit a season game, the game will prompt you to save. Your season will be saved from that point.

LOADING

When starting a season game, you can load your saved game by selecting Continue Season.

Practice

Choose this mode to test your football skills and brush up on the basics of the game.

Multiplayer (Two Player)

Two Backyard Football 2006 Game Paks, two Nintendo® Game Boy® Advance systems and a Game Boy® Advance Game Link® Cable are required for linked games. Two-player Multiplayer is the only configuration supported.

Choose this mode to play against a human opponent on another Nintendo® Game Boy® Advance system via the Game Link® Cable. From the Main Menu, both players must select the Multiplayer option. Note: The person connected to the purple connector on the Game Link® Cable serves as the host.

This mode can be played with 1, 2, or 3 minute quarters to make the game length of your choice.

Options

Choose this to toggle ON/OFF the options for Music, Commentary, and Auto-Save After Every Game.

PLAYER CARDS

View the individual player cards, which list each player's skills and background information. Use the L Button or R Button to scroll through the players.



CUSTOM PLAYER

Create a custom player for your team.

When on the Player Select screen, choose the icon at the bottom of the list that has a question mark on it. Then press the A Button to go to the Custom Player Card screen. Choose the nickname and physical attributes of the custom player.



Distribute the total skills points across the skill options. Your custom player gains experience as he or she plays more games. At certain milestones, the custom player earns more skill points to add to the individual skill options of your choice.

INFOCHUCK™

Press SELECT to bring up Chuck Downfield as your source of information and further explanation. Press SELECT again when you're done reading the tip.

DIFFICULTY LEVEL

The following settings are pre-set depending on what difficulty level you choose, but can be toggled independently.



SETTING	DESCRIPTION	DIFFICULTY DEFAULTS		
		Easy	Medium	Hard
Power-Ups	Teams earn special "power plays" by accomplishing certain tasks	ON	ON	OFF
Fatigue	Players tire over course of the game	OFF	OFF	OFF
Turnovers	Offense cannot fumble ball or throw interceptions (Defense drops passes instead)	OFF	ON	ON

LEATHER OR LACES

In Exhibition and Multiplayer mode, you will play Leather or Laces to see whether you or your opponent chooses a team first. A Backyard Kid spins the football around and stops with one hand covering the bottom.

Now it's your turn to guess what's on top: just leather, or the laces of the football. If you guess correctly, you get to choose your players first and your opponent gets to choose second.

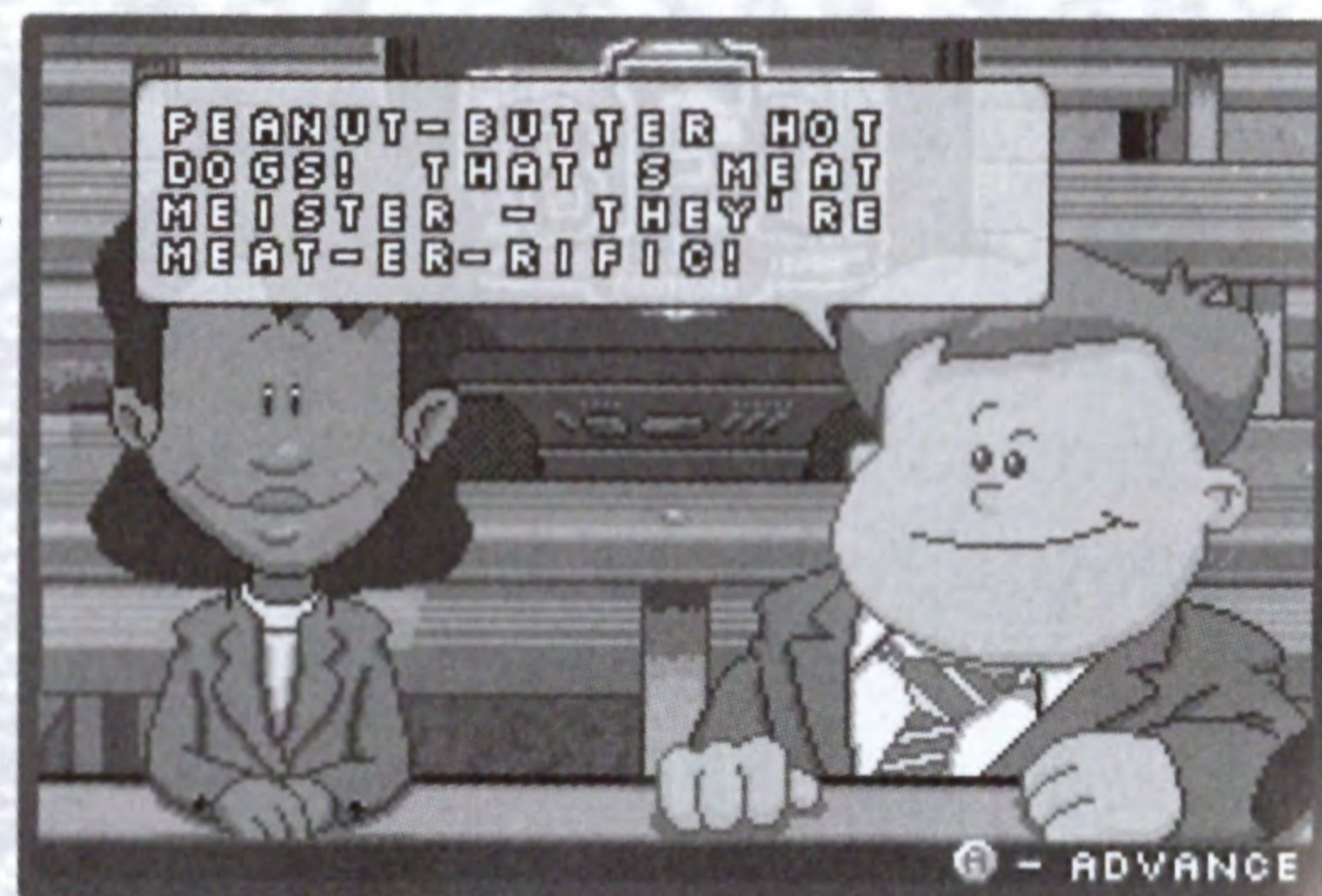


TEAM PHOTO

Once your full team is chosen, you'll see a picture of all of your players in uniform.

COMMENTARY

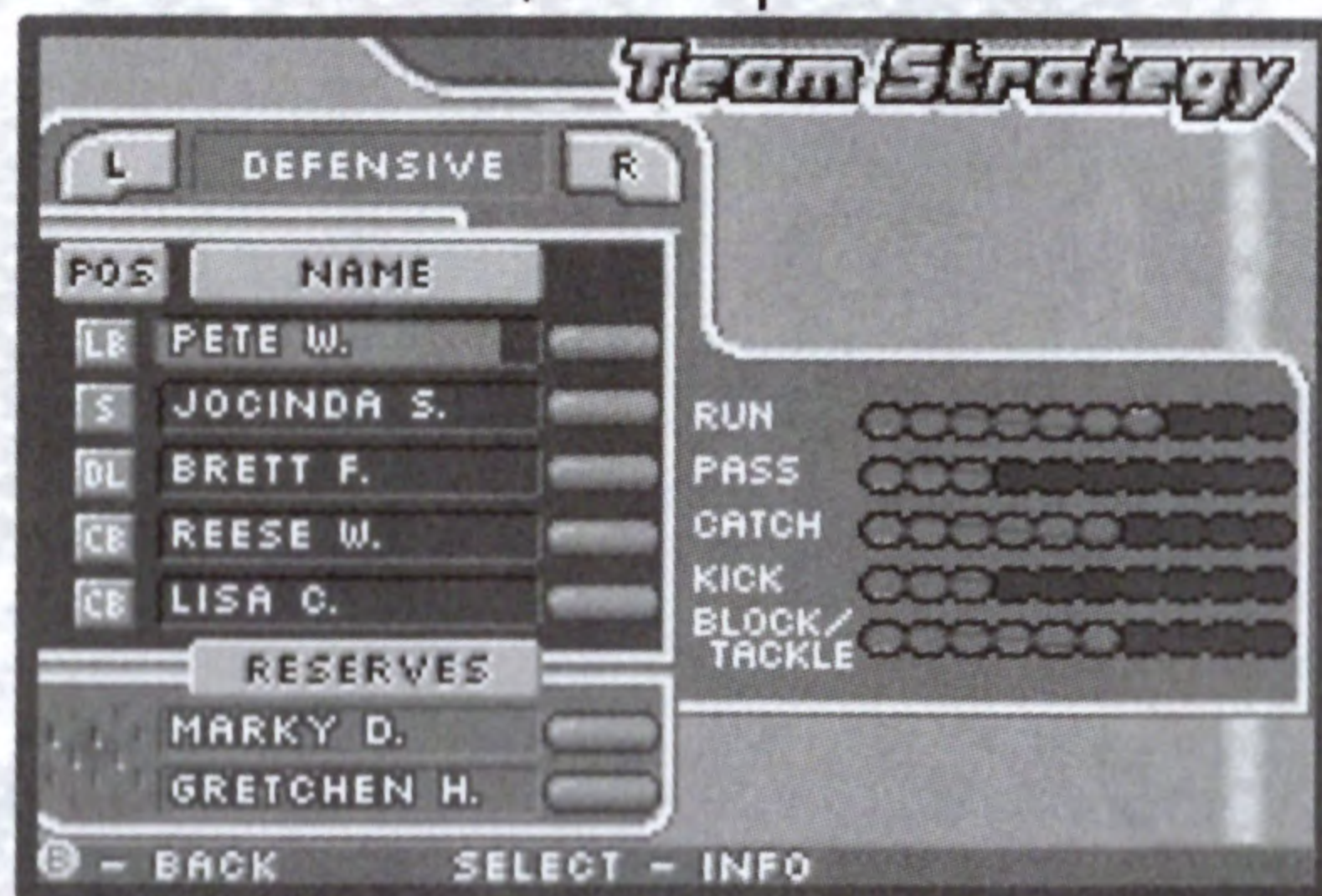
Press the A Button to advance the commentary (move on to the next screen of commentary text) from Sunny Day and Chuck Downfield. Press START to skip the commentary.

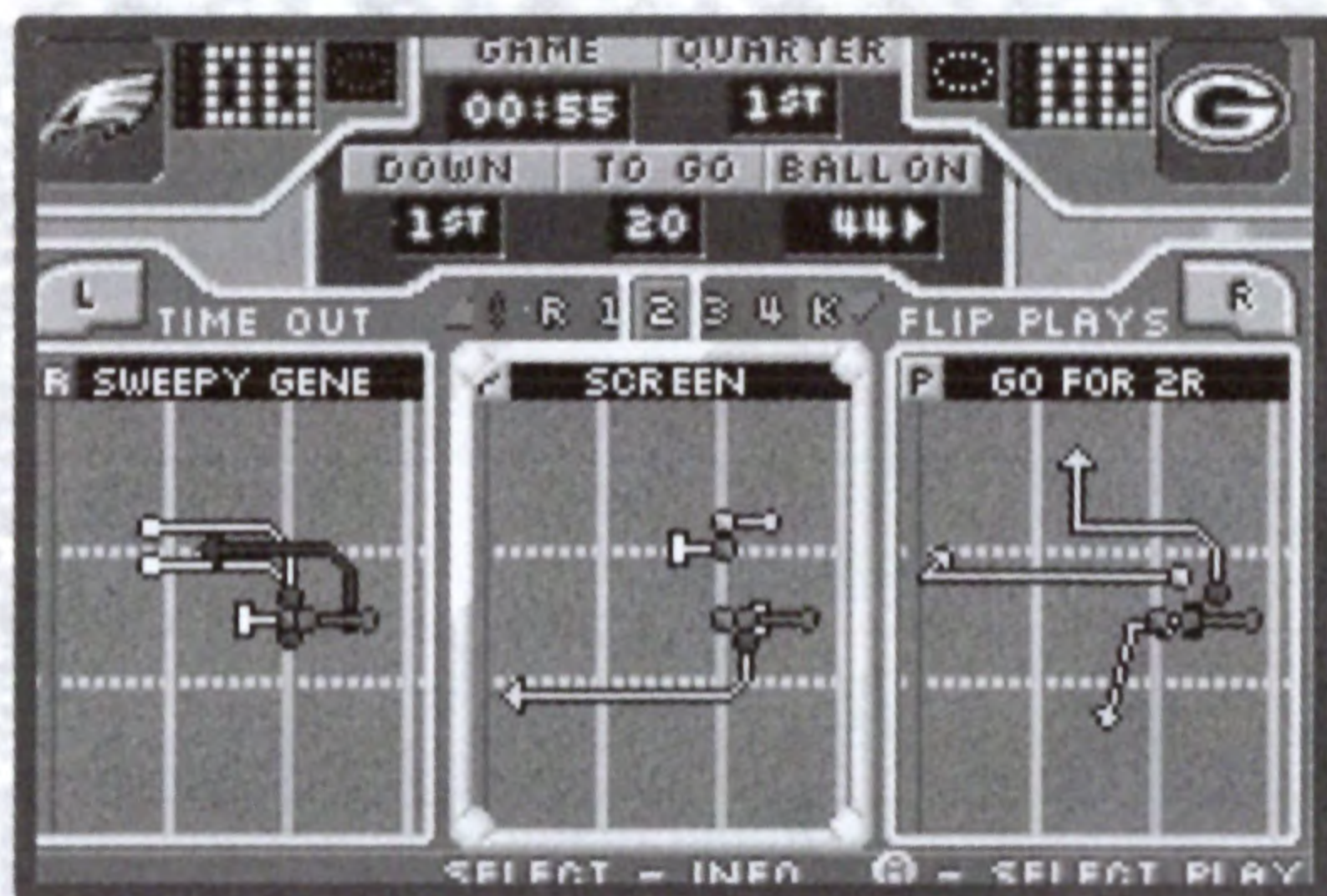


TIME OUT OPTIONS

Team Strategy

To substitute players, use the + Control Pad ↑ and ↓ to highlight the player you want to move, then press the A Button to select that player. Use the + Control Pad to move the player to another position. Press the A Button again to de-select the player. Note: The other players will move down below the moved player, in the same order as before. The green bar indicates fatigue, which is only applicable if turned ON from the Difficulty Level screen. From this screen, press the L Button or the R Button to scroll between Defensive, Offensive, Kicking, and Kick Return rosters.





Change Playbooks

Choose your plays from the Offense, Defense, Kicking, and Kick Return playbooks.

PLAYBOOK CONTROLS

KEY	ACTION
+ Control Pad ↑ and ↓	Scroll through the pages of plays
+ Control Pad ← and →	Scroll through the plays on the page
A Button	Select highlighted play
L Button	Time Out (to Strategy/Playbook screen)
R Button	Flip Play (vertically)

TEAM STATISTICS

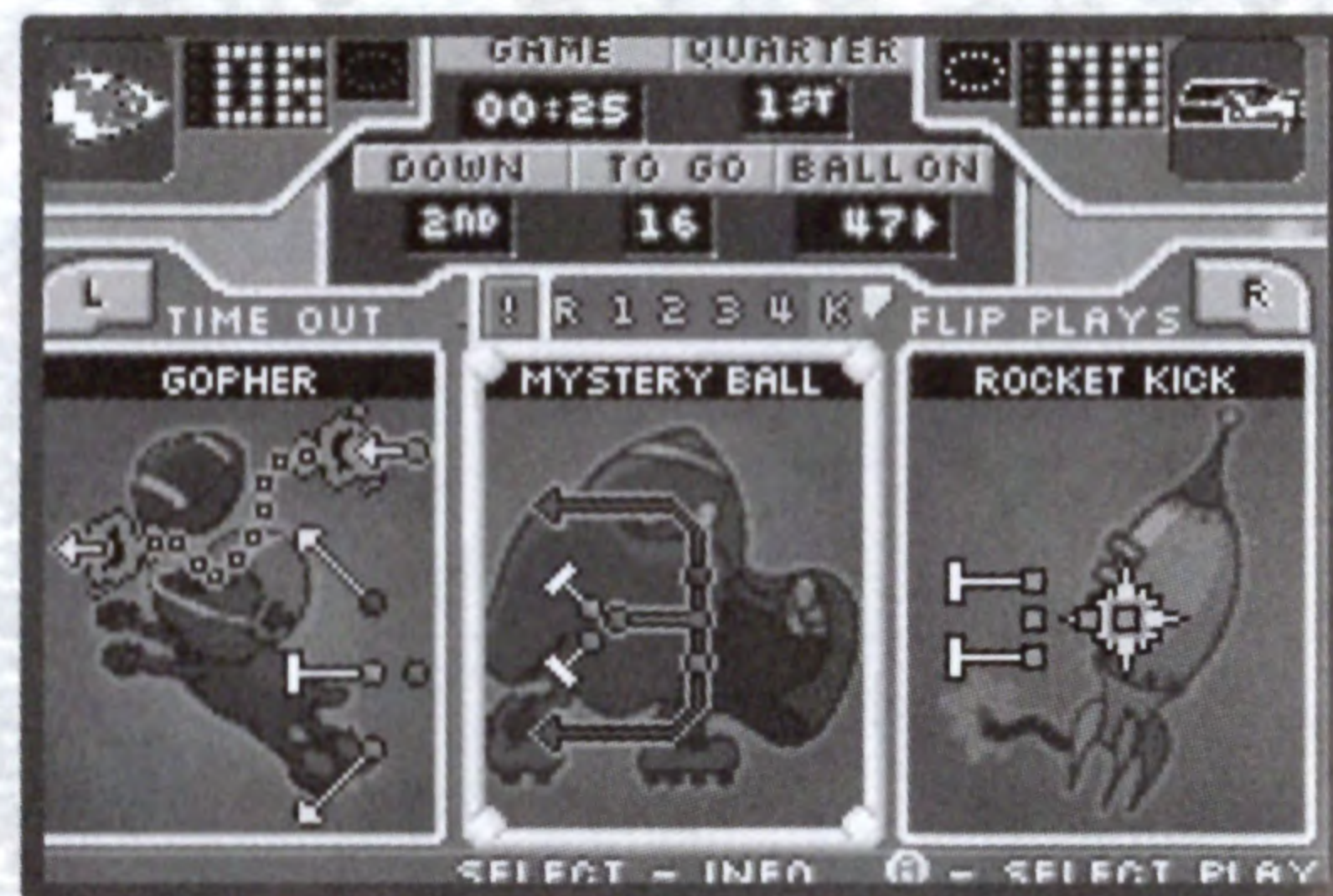
OFFENSIVE PASSING		OFFENSIVE RECEIVING	
G	Games	G	Games
CMP%	Completion Percentage	REC	Receptions
ATT	Pass Attempts	YDS	Total Receiving Yards
CMP	Pass Completions	AVG	Yards Per Reception
YDS	Total Yards	LONG	Longest Reception
TD	Touchdowns	TD	Touchdowns
LONG	Longest Pass		
INT	Pass Interception		

OFFENSIVE RUSHING**DEFENSE**

G	Games	G	Games
YDS	Yards Rushed	TCK	Tackles
AVG	Yards Per Rush	INT	Interceptions
LONG	Longest Rush	FREC	Fumble Recoveries
TD	Touchdowns	D TD	Defensive Touchdowns
FMBL	Fumbles	SFT	Safeties

POWER PLAYS

Power plays are special plays awarded to you for excellent gameplay. For example, use the Sonic Boom to knock over the defense for a few seconds, making it easy for you to run through them unopposed. Or use the Leap Frog to jump super high into the air and over your opponent, landing safely a few yards downfield. Be sure to toggle to the playbook tab marked with an exclamation point [!] to view the Power Plays you've earned.



BACKYARD RULES

The objective of Backyard Football 2006 is to score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

Possession

Home team determines order of possession. The Home team receives the kickoff in the first half, and the Away team receives the kickoff to begin the second half.

The kicking team kicks off from its own 30-yard line.

A ball that is fielded in the opposing end zone can be downed for a touchback. In that case, the ball is given to the offensive team at the 20-yard line.

The offensive team has four chances or "downs" to advance the ball 20 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the defensive team's 20-yard line, the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 20 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to kick a field goal or punt to the defensive team on the fourth down. If a field goal is missed from outside the defensive team's 20-yard line, the opposing team receives possession at the last spot of the ball. If a field goal is missed from inside the defensive team's 20-yard line, the opposing team receives possession at the 20-yard line.

BACKYARD RULES (cont.)

Number of Players

Each team consists of seven players. On the field, play is five-on-five. The two remaining spots on the roster are for reserves that may be used as substitutes for players on the field.

Time

The game is divided into four quarters.

The game clock stops after every play.

A traditional digital countdown clock keeps time.

If the score is tied at the end of regulation play, the game will go into Sudden Death Overtime. Possession is given to to the Home team. Time is not kept and the game continues until a tem scores, winning the game.

Passing

An offensive player can only pass the ball from behind the line of scrimmage on passing plays. Only one forward pass is permitted per play.

All forward passes that touch the ground are considered dead.

Running/Receiving

All players are eligible to receive a pass. The center is eligible only when he or she is beyond the line of scrimmage.

The ball is spotted at the farthest point it was advanced when the ball carrier's knee/back/bottom touched the ground.

A player must have at least one foot in bounds when making a reception. Otherwise the pass is ruled incomplete.

BACKYARD RULES (cont.)

Turnovers

A ball that is dropped by a ball carrier is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

Fumbles may be advanced by the recovering team.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team.

However, any kickoff or punt that is first touched by the kicking team but not "downed," can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

Penalties

Penalties will neither be allowed nor assessed.

Scoring

Touchdown – One touchdown equals 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 5 yard line. A PAT can be scored by kicking an Extra Point Field Goal for 1 point, or by running/passing the ball into the end zone for a conversion equalling 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone or (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

ATARI WEB SITES

To get the most out of your new game, visit us at:
atari.com/kids

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

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Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the FAQ.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

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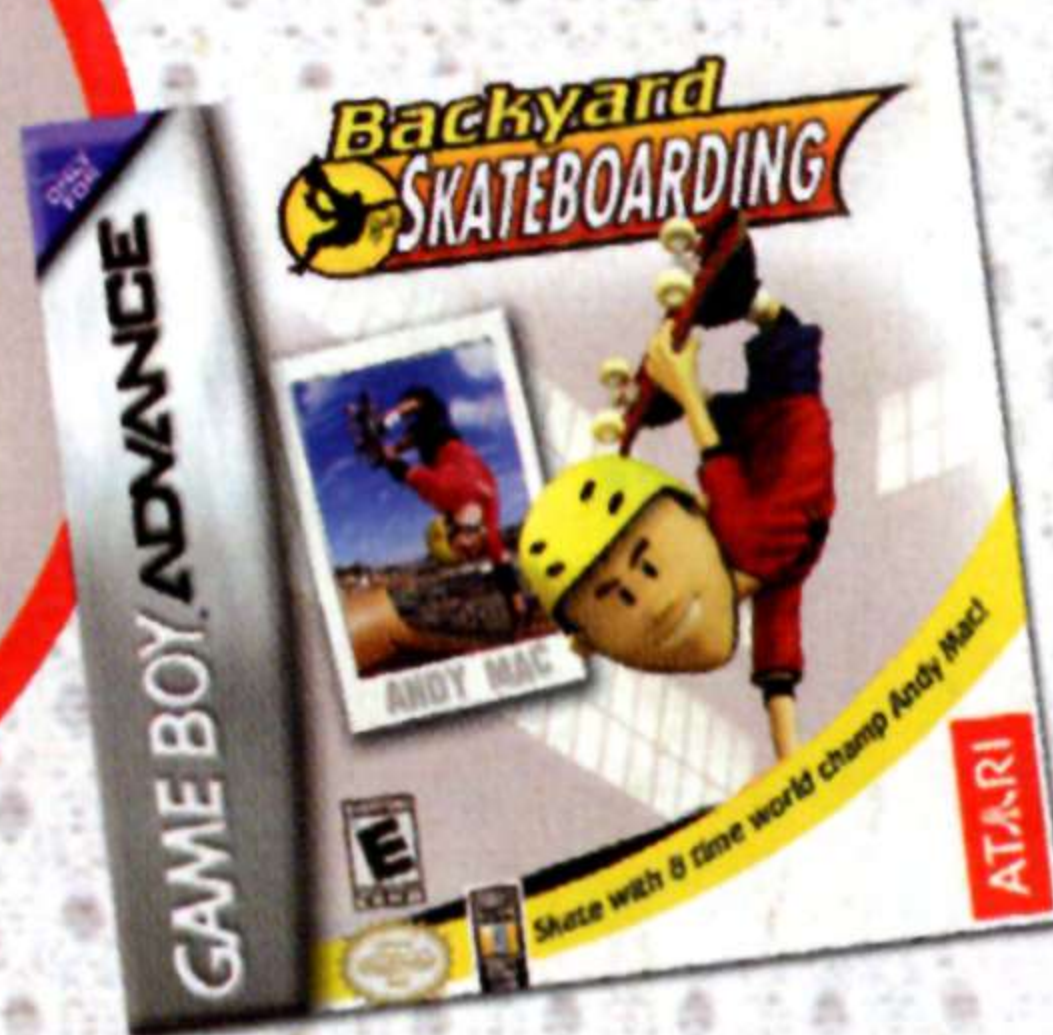
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