Junior Sports™

for kids 5-10

QB Club

Featuring NFL players as kids.

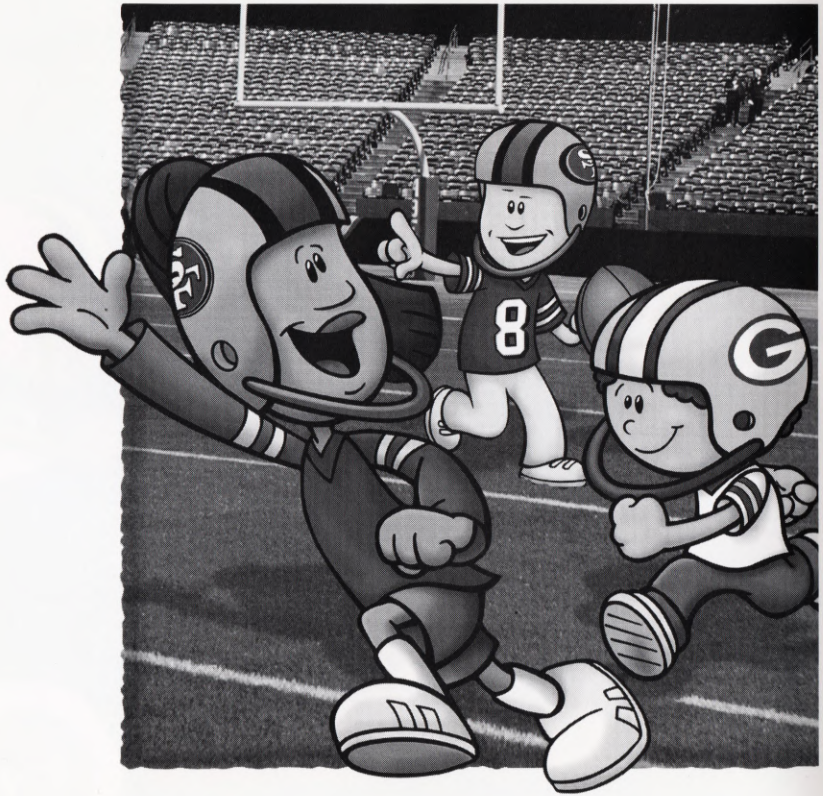
JUNIOR SPORTS

Backyard FOOTBALL™

NFL

Humongous Entertainment®

Win/Mac CD-ROM



Backyard FOOTBALL

The roar of the crowd. The cool autumn air. The mud on your jersey. It's *Backyard Football!* Junior Sports, the #1 selling sports CD-ROM series for kids, teams up with the NFL's Quarterback Club to bring you a unique gaming experience where the "real" Pro Players take the field... as kids! Now, you'll get a chance to play against your favorite sports stars. Pick from Steve Young, Barry Sanders, John Elway and your favorites from the Backyard Bunch. Then choose your team, logos, colors and strategy. Join announcers Sunny Day and Chuck Downfield for some of the wildest football ever! You direct the action as you run, pass, tackle and kick in an action-packed backyard football game.

TECHY STUFF

Minimum System Requirements

Windows®, Pentium® 90 or higher, Windows 98/95 or higher, 16 MB RAM, 4x speed or faster CD-ROM drive

Macintosh®, PowerPC™ 133MHz, System 7.5.3 or higher with 32MB RAM (8.3 MB available), 4x speed or faster CD-ROM drive

Online Play (Windows ONLY)

Junior Sports Network, Pentium® 166, Windows 95/98 with 32MB RAM, Internet Service Provider connection, 33.6K modem

STARTING THE GAME

Before installing *Backyard Football* on Macintosh or Windows, close all open applications.

1. Insert the *Backyard Football* CD-ROM into your CD-ROM drive.
2. Wait for the AutoPlay window.
3. Click the **PLAY** button.

After clicking **PLAY**, a few support files will be installed on your hard drive. The on-screen installation windows will direct you through a brief installation process. Installation is only required the first time *Backyard Football* is played.

Note: If necessary, a CD-ROM drive speed test may be performed the first time you run *Backyard Football.* This test takes several minutes and requires no input from you.

Windows 98/95 Users

Once *Backyard Football* is installed, to play the game:

1. Insert the *Backyard Football* CD-ROM into your CD-ROM drive.
2. Double-click the "My Computer" icon on your desktop.
3. Double-click the CD-ROM icon.
4. Double-click the "autoBYFB.exe" file.

Macintosh Users

Once *Backyard Football* is installed, to play the game:

1. Insert the *Backyard Football* CD-ROM into your CD-ROM drive.
2. Double-click on the *Backyard Football* icon on your desktop.
3. In the open folder, double-click on the *Backyard Football* executable.

CONTROL OPTIONS

Keyboard

This control method uses the arrow keys and the control (CTRL) key.

Use the arrow keys to scroll through the menus, run and highlight receivers. Use the CTRL key to select a menu item, pass and switch players.

Mouse

This control method uses a one-button mouse. Click the mouse to run, pass, cover and tackle an opposing player or switch the player that you control. Click and drag the mouse to run with the ball in the direction that you desire.

Gamepad

This control method uses a one or four-button gamepad. Use the D-pad to scroll through the menus, run and highlight receivers. Use the buttons to select a menu item, pass and switch players.

STARTING A NETWORK GAME (Windows only)

You must have an Internet service provider (ISP) and be dialed-up to the Internet before playing *Backyard Football* online.

1. Visit the www.jrsn.com web site to register your Coach's name.
2. You will receive e-mail verifying your Coach's name and password.
3. Insert the *Backyard Football* CD-ROM into your CD-ROM drive.
4. Wait for the AutoPlay window.

5. Click the **PLAY** button.
6. Click the **JrSN** logo in the middle of the Clubhouse room.
7. Click the **New** button and sign in your Coach's name.
8. Enter your password.
9. Follow the on-screen options.

THE CLUBHOUSE

As the game begins, the *Backyard Football* kids display some of their fancy football hijinks. After their show, you'll find yourself in the **Clubhouse**. As you move your cursor around the screen you'll notice that some areas highlight and your cursor turns into a large white arrow. Clicking on any of these areas will take you to different parts of the game. From the **Clubhouse**, you can visit the following locations:

The Hall of Fame, where you'll find all the **trophies** displayed.

Single Game Window, where you can choose a game, create a team and select weather conditions and a playing field.

Season Play, where you can play against different league teams. Just sign in as a coach, select a team name and colors, and draft players. Then head over to the **Team Bench**, where you'll choose your strategy, find your season schedule, view the team trophy case and access team statistics. From the **Team Bench**, you'll go right to playing *Backyard Football*!

Junior Sports Network (JrSN), where kids from around the country can get together to play a one-on-one game of *Backyard Football.*

Cards, where you can meet and find interesting statistics and information about each of the Backyard players.

Football, click on the football to replay the introductory movie.

Quit, click quit to stop playing the game. *(Note: Game play is saved ONLY when the game is exited through the Clubhouse.)*

NETWORK GAME (Junior Sports Network)

The Junior Sports Network web site, called www.jrsn.com, is an online play area for fans of Humongous Entertainment's Backyard games. Kids play each other over a closed network hosted by Humongous Entertainment and accessed only through a CD-ROM game. This web site can be accessed by typing **www.jrsn.com** directly into your browser or by a link on the front page of **www.humongous.com.**

To become a member of JrSN, you must first register a Coach Name. On the registration page, the only required information is name, e-mail address, city, state, and coach name. This is to ensure a unique Coach Name per person and to gather data about who is participating in the Junior Sports Network. After receiving an e-mail confirming the Coach name, you are ready to play network *Backyard Football!*

PLAYING FOOTBALL!

Quick Start

To jump right into a game, click on the **Single Game Window** in the Clubhouse. Scroll through the different fields until you find one you like, and then pick a new team or choose a random team at the bottom of the screen to start your game.

TODAY'S GAME

Before the football game actually begins, you will see a brief TV-style introductory sequence, hosted by the *JrSN* broadcast team, Sunny Day and Chuck Downfield. The screen shows the helmets and names of the two participating teams. You will find out where the game takes place, which teams are playing, and (in a League game) what is at stake.

Choosing Plays

Between plays, you can choose a play to carry out or create your own by editing your playbook in the strategy screen. Take as much time as you need to view all the plays in the handbook, then select one. Once you have chosen a play, you will return to the game. The kids on the field will execute the play, as specified in the playbook. When the play is over, you return to the playbook.

To make a substitution, change your playbook or create a play, click on the **whistle** for a Time Out. This will take you back to

Team Strategy. Time outs can only be called between plays.

- **The Plays:** When your team has possession of the ball, your playbook consists of three tabs for run plays and pass plays and one tab for kick plays. There is an additional fourth tab that appears when you've earned a power-up play. You can create or edit even more plays in **Change Playbook** which is located in the strategy screen.

You can direct the movement of your player in one of two ways:

- **Clicking a spot on the Field:** You can change a player's direction by running toward the most recently clicked-on location on the field. For example, to make a player run in a zigzag pattern using this method, alternate clicks on points ahead of and above and below the player's current position on the field.
- **Clicking and Dragging:** You can also change a player's direction by clicking and holding the mouse button, then dragging the mouse in a path you want the player to follow. For example, to make a player run in a zigzag pattern using this method, click and drag the mouse in the zigzag pattern you want the player to follow.

You have additional control options depending on whether you're playing offense or defense and what position the player you are controlling plays:

- **The Quarterback:** You can click anywhere behind the line of scrimmage to make the quarterback run. To *pass*, click beyond the line of scrimmage. The ball will be thrown to that point on the field. Arrows pointing off screen indicate receivers who have run beyond the visible field of play.
- **The Running Back/Receiver:** After a receiver catches a pass or a running back takes a hand-off/pitch, control reverts to click-a-spot and click-and-drag techniques.
- **The Kicker:** If you have selected a field goal or punt play, you must click to hike the ball and then click again to actually kick the ball.

KEYBOARD COMMANDS

Purpose	Windows	Macintosh
In-Game Help	Press F1	See Readme file
Load	Sign in under Coach's name	Sign in under Coach's name
Quit	To quit and save: **Clubhouse Quit**. To quit without saving: **Spacebar + Quit button** Also: **Alt+F4**	To quit and save: **Clubhouse Quit**. To quit without saving: **Spacebar + Menu** Also: **Command + Q**
Pause/Unpause the Game	Press spacebar	Press spacebar
Play the Game in a Window	Shift + F5	F5/ Shift + F5
Re-size the Screen	Shift + F5	N/A
Terminate a Scene	Press escape (Esc)	Press escape (Esc)
Terminate Dialog Only	. (period)	. (period)
Change Sound and Other Options	Press spacebar	Press spacebar and select from Game Menu

TECHNICAL SUPPORT

Have a question? Need Help? No problem!

Windows In-Game Help:

Press F1 during game play to find more detailed technical and game play instructions.

Mac In-Game Help:

Check the game Readme to find more detailed technical and game play instructions.

Help via the World Wide Web:

Visit Humongous Entertainment's Web site at: **http://www.humongous.com** for up-to-the-minute technical information. You'll find answers to frequently asked questions (FAQs), all the latest Humongous Entertainment product information and even a way to e-mail us to ask specific technical support questions.

Help via Mail:

Write to us with your question at:
Technical Support, Humongous Entertainment, 13110 NE 177th Place, Suite B101, Box 180, Woodinville, WA 98072-9965.

When contacting tech support, please:

- Be at your computer.
- Have your system information available, including make, model, RAM, video card and sound card data and note any error messages you've encountered and where you encountered them.

Having this information available will help our representatives provide fast, helpful service.

Our Interactive Voice Response and Faxback system is also available 24 hours a day, seven days a week. It will provide interactive recorded answers or automatic faxback documents that will assist you in installing, running and enjoying your Humongous Entertainment programs.

Help via Phone (United States & Canada):

For Humongous Entertainment's technical support call:
(425) 485-1212.

Live telephone support is available Monday through Friday from 7:30 am to 7:30 pm (PST), but may be closed on major holidays.

INTERNATIONAL TECHNICAL SUPPORT

United Kingdom: Contacting Humongous Entertainment

Help via Telephone (United Kingdom)
English speaking customers call **01923 209 145**

Australia: Contacting Humongous Entertainment

Help via Telephone (Australia) **1 900 957 665**
** $1.50 per minute charge (higher rates apply to pay phones and mobile phones)

New Zealand: Contacting Humongous Entertainment

Help via Telephone(New Zealand) **0 900 54 263**
**$1.99 + G.S.T. per minute charge

NOTES:

Here are just a few of our newest CD-ROMs!

For a complete selection visit our Web site

www.humongous.com

To order any Humongous Entertainment® game visit our Web site or call: 1-800-499-8386

Look inside this manual for Technical Support and Customer Service information.

HUMONGOUS ENTERTAINMENT®

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