

DOG FOOTBALL - HOW TO PLAY-

FLY-IN

- The camera automatically sweeps the environment to show dogs using **OBJECTS** on the field
 - * Using objects on the field builds bonus points, known as A.R.F points. A.R.F. stand for Agility Reward Factor*



CONTROLLER (Wii Remote)

- Virtually all control utilizes just these three buttons, plus motion gestures (swing remote up, left, or right)



COIN TOSS

- Flip the coin as instructed to decide who's team **KICKS** the ball and who team **RECEIVES** the ball
 - * The Winner of the coin toss elects to kick or receive, and, loser may choose which end of the field to start from*

KICK OFF (Starts the game!)

- Press** the **A Button** to start the **Kick Meter** (the ball will move left to right)

Press **A Button** again to stop the ball on the **red line** of the Kick Meter

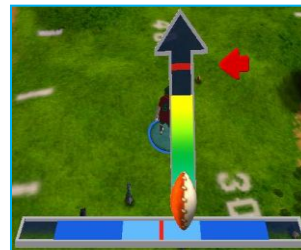
** "Press" means pushing down and releasing the button*

** Stopping ball left or right of the red line will cause the ball to be kicked left or right*



- Strongly Snap** the **Wii Remote** **upward** to kick the ball

** After the kick, hold down the A button to go after the opponent's dog who receives the ball and swing the Wii Remote up to tackle their ball carrier!*



- Dog on receiving team will try to catch the ball and attempt to **score**

** If a dog does NOT catch the ball, point your bone cursor at the ball, OR, hold down the A button to steer your dog to the ball*



- The receiving team's dog attempts to score by **running the Ball into the END ZONE** at the far end of the field. This is done by pointing Wii Remote toward top of screen and following instructions below.

Dog Bone appears where Wii Remote is aimed.

Place bone ahead of your dog to run towards **END ZONE** to score points



END ZONE



Center of **END ZONE** displays team logo & team color on corner Flags

CONTROLLING YOUR DOG

1. Aim the Wii Remote at the screen, and you will see a **BONE-CURSOR**
Colors separate the different players.
Player 1 will have a BLUE bone cursor, P2 Red, P3 Yellow, P4 Violet



2. As you aim and move your Wii Remote around the screen, notice how the Bone Cursor moves

You will see a circular shadow beneath one of the dogs which will match the same color as your bone



Simply aim and move the bone to guide your associated dog in the desired direction

- * Holding A button for more than 1/2 second initiates "auto" mode where your dog will **IGNORE** the bone and decide the best path to the goal or ball carrier. Simply release the A button to redirect your dog to follow bone
- * While in "auto" mode (A button held down for more than 1/2 second) simply snap the Wii Remote up, left, or right to initiate a jump or tackle (your dog will know which action to take)

Make sure you are not also pressing the B button!

This will cause your dog to **WALK toward the bone instead of run!*

TACKLED! (Play is Over)

1. If your dog is knocked down, the kickoff play will end



You will now have 4 chances to move up the field past the yellow line

If you make it past the yellow line but are tackled or go out of bounds, the yellow line will be placed further ahead and you will have 4 more chances to cross it

Try to advance to the **END ZONE** to score points!



END ZONE

YELLOW LINE

YOUR TEAM

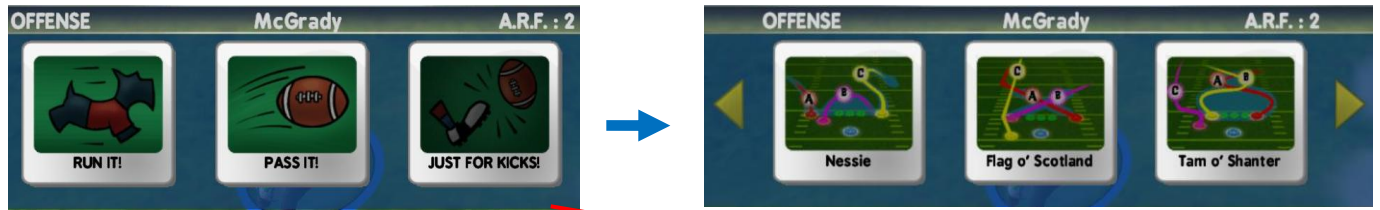
Tip! Try to run on, over, or through objects on the field for bonus points!

2. To continue, both teams must select a play from their Play Selection Bar

If your team has the ball, you are on **OFFENSE** and must select a play from the **OFFENSE Play Selection Bar**

If your team does NOT have the ball, you are on **DEFENSE** and must select a play from the **DEFENSE Play Selection Bar**

There are two selections to make. The "Type" of play followed by the "specific" play.



"TYPE OF PLAY"

"SPECIFIC PLAY"

For Multiplayer, the **BACKGROUND COLOR** of Play Selection Bar matches the bone cursor color of the team member in charge of play selection.

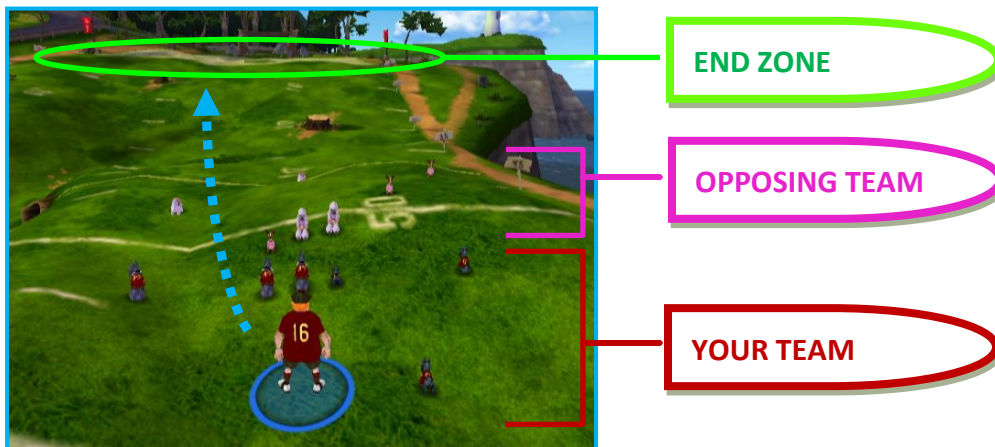


TIP: To secretly select your play, you can also use the +Control Pad to select plays...
Next time, try pressing Left, Down, or Right to select!

TIP: Be sure to point and click on the yellow arrows at the side of the "Specific Play" selections to discover more plays!

OFFENSE - Controlling the Human Character (Quarterback or "QB")

You are now controlling the Quarterback and your goal is to get the Ball into your End Zone



1. **GET READY!** - Press and **HOLD** the **A Button** to get your team ready



2. "HIKE" THE BALL TO THE QUARTERBACK!

While holding down the A Button, sharply snap the Wii Remote upward

This will toss ("hike") the Ball to the Quarterback and set the dogs in motion



Do NOT release the A Button, or the Quarterback will drop the Ball ("Fumble!")

Keep the Wii Remote AIMED AT THE CEILING. If you tilt it, the Quarterback will move in that direction

3. THROW THE BALL!:

With the A button still held down, **sharply snap the Wii Remote downward WHILE releasing the A Button**



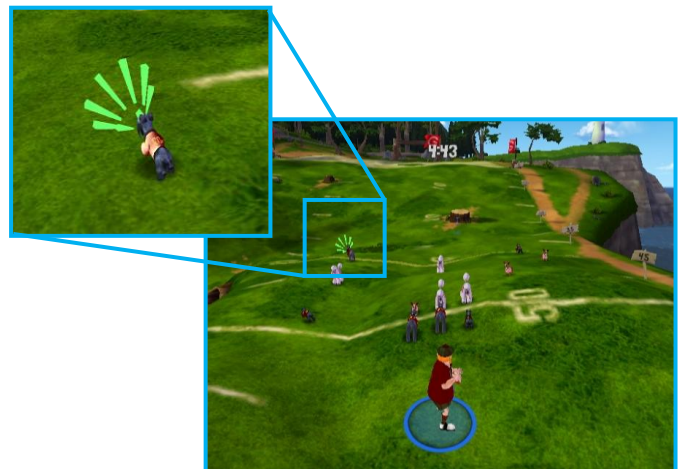
* This is like throwing a real ball & may take a few practice tries before you are a top star Quarterback

* If you are having trouble, try practicing the motion slowly, then working up to speed

4. THROWING TO A SPECIFIC DOG!

There will be **3 available dogs** to catch the ball. Each one will **visible bark**, in turn, to signal that he is ready to receive the ball.

Quickly throw the ball to any one of the available dogs Immediately following their **visible bark** and the ball will **automatically** target your dog.



TIP: If you miss the 3 visible bark opportunities, or, if your Quarterback runs too far up the field, your Quarterback will automatically begin running with the ball! Point the Wii Remote at the screen to guide your Quarterback whom will follow the bone cursor

TIP: If you keep getting tackled , try using Pass Plays and throwing the ball after the second or third Visible Bark. This gives your team a better chance to advance the ball and score points.

OFFENSE - Controlling Dog Who Caught The Ball!

1. Your team will take control of the Dog who catches the Ball

If color of the circular shadow below the dog with the ball matches the color of your bone cursor, you are in control of the "ball carrier!"

All Offensive Team Dogs **automatically** run their prescribed routes until the ball has been caught.

Before play begins, you may switch control to another dog by pressing down on the + Control Pad.



2. BONUS POINTS! - (A.R.F. Points)

Run on, over, and through **OBJECTS on the field** on your way to the End for Bonus Points **(A.R.F POINTS)**

A.R.F stands for Agility Reward Factor



A.R.F. points are displayed close to your dog as they are earned. Varied use of field objects (running on, over, or through) award different point values, and, can differ with the size of the dog. Explore the various field objects in each level to identify "big point" opportunities.

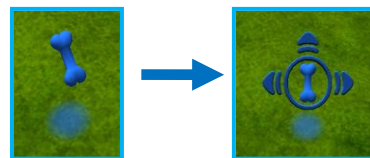
2. JUMP & DODGE!

Hold down the A Button and Sharply Snap the Wii Remote Upward to JUMP

Hold down the A Button and Sharply Snap the Wii Remote Left or Right to DODGE



THE CURSOR WILL CHANGE
While holding the **A Button**



TIP: When holding down the A button, your dog will run straight ahead for the first 1/2 second
This allows you to accurately maintain a direction while performing a jump or dodge

REMEMBER! In "Auto Mode" (holding A button for more than 1/2 second) your dog will **IGNORE** the bone and decide the best path to the goal, but, you can still jump or dodge by snapping the Wii Remote up, left, or right (your dog will choose which action to take).

3. SCORING POINTS - TOUCHDOWN

Make it to the End Zone to score a **TOUCHDOWN!**

A **TOUCHDOWN** is worth 6 points!



4. SCORING POINTS - A.R.F Bonus Points!

Upon scoring a Touchdown, you have a chance to collect any A.R.F Bonus Points that you have accumulated on the way to the End Zone by running on, over, and through objects on the field.

You now have a chance to collect FULL accumulated A.R.F. Points by making it into the End Zone with a successful Pass or Run play.

OR

1/2 of accumulated A.R.F. points by selecting "Just For Kicks" followed by "Nail That Kick" play to attempt kicking the ball over and through the goal posts.



TIP: To execute a pass play while tricking your opponent into believing it will be a kick, Choose "Nail That Kick" followed by "Fake N' Bake Left" or "Fake N' Bake Right" play. Your team will lineup for a kicking play, but, it's ACTUALLY a passing play! Simply Hike the ball as normal and go for the End Zone pass!

After the Ball is caught, press any direction on the +Control Pad to swap to the dog nearest the ball carrier

DEFENSE - Controlling Your Defensive Dogs!

Your Team is now on "Defense" (No Human Character) and trying to stop the "Offense" from scoring!

1. BEFORE THE BALL HAS BEEN HIKED

You are controlling the dog with circular shadow matching the color of your bone cursor.

Before play begins, you may switch control to another dog by pressing down on the + Control Pad.



The Defensive Team consists of 3 dogs positioned up front which **automatically** engage the Offensive Team, and, 4 **controllable** dogs positioned behind and to the sides.

2. BEFORE THE BALL HAS BEEN THROWN AND CAUGHT

Hold down the A button and your dog **automatically** chases a receiving dog, or, guards his position. Before play begins, you may switch control to another dog by pressing down on the + Control Pad.

3. AFTER THE BALL HAS BEEN CAUGHT

CHASE THE BALL CARRIER

Hold down the A button and your dog **automatically** chases the ball carrier.

OR

Release the A button to control your dog with the bone cursor.

You may switch control to another dog closer to the ball carrier by pressing down on the + Control Pad.

STOPPING THE BALL CARRIER - *JUMP, DODGE, & TACKLE!*

When Away from the Ball Carrier

Hold down the A Button and Sharply Snap the Wii Remote Upward to JUMP

Hold down the A Button and Sharply Snap the Wii Remote Left or Right to DODGE

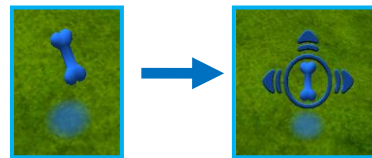
When Close to the Ball Carrier

Hold down the A Button and Sharply Snap the Wii Remote Upward to Tackle

Hold down the A Button and Sharply Snap the Wii Remote Left or Right to Tackle Sideways



THE CURSOR WILL CHANGE
While holding the A Button



TIP: When holding down the A Button, your dog will run straight ahead for the first 1/2 second
This allows you to accurately maintain a direction while performing a jump, dodge, or tackle

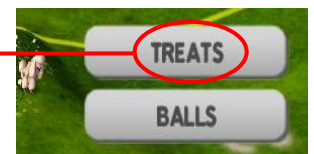
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TREATS!

Known as P.E.T'S (Performance Enhancing Treats), these little goodies will give a dog a significant advantage for a short period of time. Treats can be used by each team (only 1 dog at a time per team), and will remain with a dog for 4 plays unless activated (see "ACTIVATING TREATS" below).

1. CHOOSE A TREAT

Place your Cursor on the "TREATS" Menu Button (just above "Balls" Menu Button for Offense, OR, only Menu selection for Defense) and press the A button to enter the TREATS MENU



If the game settings have been adjusted accordingly ("*SOME*"), each team will have 4 unique P.E.T's to select from.

Place your Cursor on any of the Treat icons to display text describing the special attributes of the Treat.



2. GIVE TREAT TO DOG

Point your Cursor at the dog of your choice and a GREEN shadow will appear below the dog indicating he is ready to receive the treat. Press the A button to throw treat to dog with GREEN shadow.

3. ACTIVATING TREATS

All treats (except Focus Treats) must be activated to release the Performance Enhancing qualities. To Activate the treat, you must be in control of the dog and **Press UP** on the + Control Pad.

If you are not currently in possession of dog with treat, **Press down** on the + Control Pad to cycle through available dogs until the desired dog is under your control.

You can identify a dog with a treat by the thought bubble above the dog showing the Treat icon.

