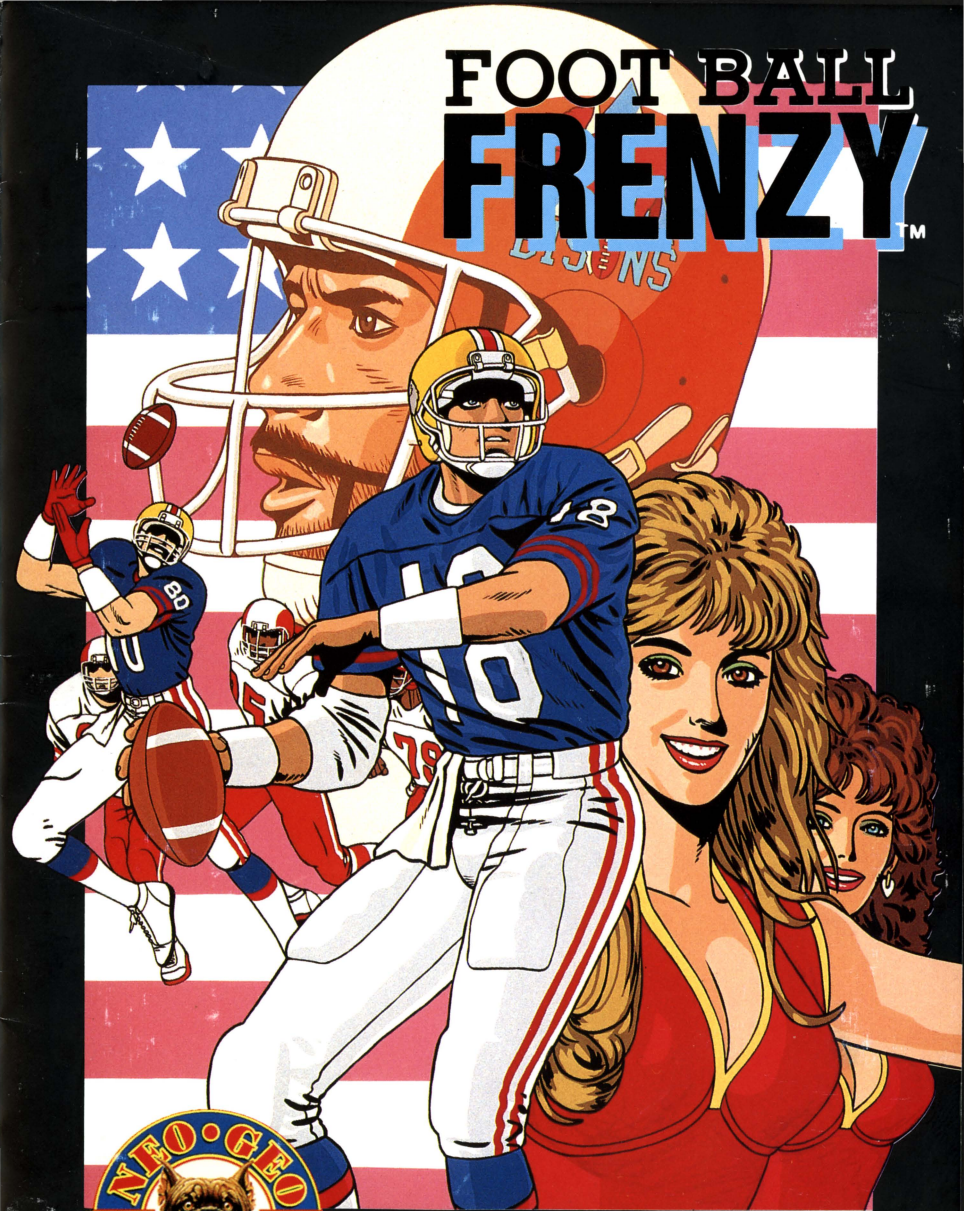


# FOOTBALL FRENZY™



FOOTBALL FRENZY User's Manual

# FOOTBALL FRENZY

## [ ATTENTION ]

- This product can only be used on the NEO GEO System.
- Do not disassemble !!  
Contains high precision parts!
- Avoid dropping or other strong shocks.  
Keep away from extreme temperatures.
- Do not touch terminal.  
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

## CONTENTS | FOOTBALL FRENZY USER'S MANUAL

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| 2  | ..... | FOOTBALL FRENZY    |
| 4  | ..... | The Controller     |
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# FOOTBALL FRENZY

## Football Frenzy Strategies!

Football is one of the greatest American sports of all time. "Football Frenzy" has simplified the rules of football to make it easy for the expert football buffs or even the beginners of the game.





# FOOTBALL FRENZY

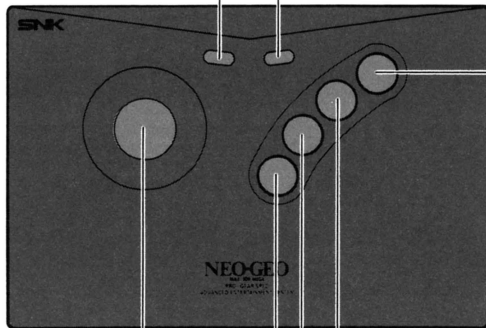
## CONTROLS

Select button

Pause, restart game after pause

Start button

Starts the Game



D button

C button

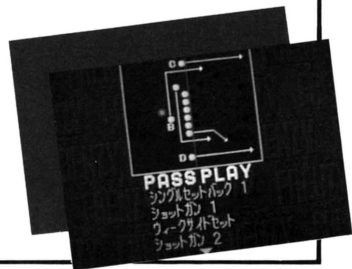
B button

A button

8 directional joystick

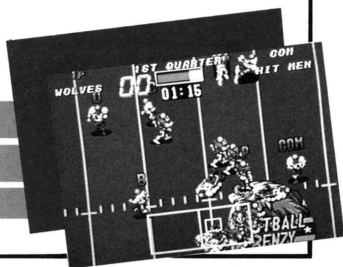
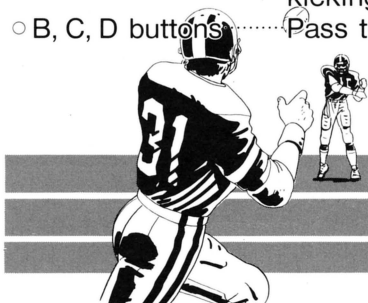
### ★ Selection Screens ★

- Joystick.....Move Cursor
- A button.....Choosing the option
- B button.....Cancel
- C, D buttons..... Not used



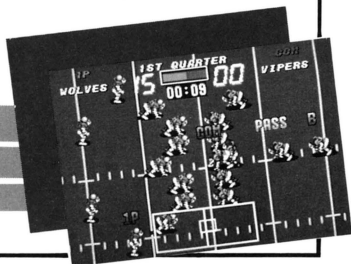
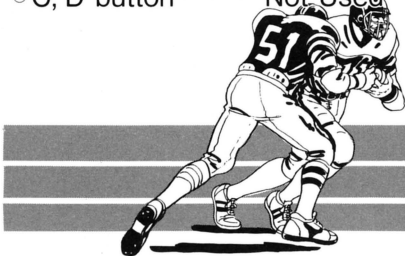
## ★ Controls - Offense ★

- Joystick ..... Movement of players; wiggle joystick to break tackles
- A button ..... Hike the ball; increase running or kicking by tapping
- B, C, D buttons ..... Pass to the lettered receiver



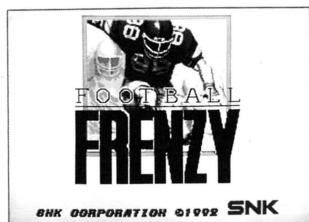
## ★ Controls - Defense ★

- Joystick ..... Move the players
- A button ..... Increase running and tackling by tapping
- B button ..... Change to the closest player
- C, D button ..... Not Used



# FOOTBALL FRENZY

## STARTING THE GAME



### ① Game Start

Press the A button during Title Screen to start. Selection screen of game modes will appear.



### ② Selection of game mode

There are two modes to choose from. Select either "1P vs Computer" or "1P vs 2P" with joystick and press A button to choose.  
\* In "1P vs 2P" mode, connect another controller for 2P.

### OPTIONS

GAME LEVEL

EASY

**NORMAL**

HARD

MVS

PLAY TIME

1M 30S

**3M 00S**

5M 00S

10M 00S

#### [ Time of play ]

1 min. 30 sec. 3 min. 5 min. 10 min.

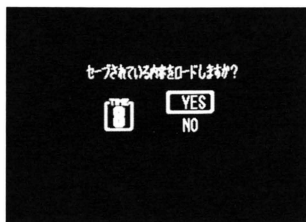
(Game time is faster than actual real life time.)

### ③ Difficulty level and time options

Select the difficulty level and time for 1 quarter of play with the joystick and press the A button to enter.

#### [ Difficulty Setting ]

Beginner..... For Beginners (Kid's stuff)  
Normal..... For Average players  
Hard..... For Advanced players  
MVS..... Same difficulty as Arcade MVS  
(between Normal and Hard)

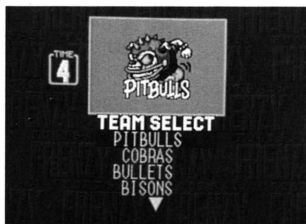


#### ④ Load

Game Play can be saved and loaded with Memory Card. If gameplay has been previously saved to the card and the card is inserted before starting, load screen will appear after the difficulty setting. To enjoy the game where you saved, select "Yes" and press the A button.

#### Save : Memory Card

After each quarter the "Save" select screen will appear. Select with joystick and press the A button to save.

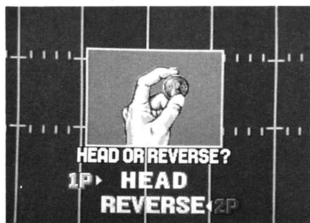


#### ⑤ Teams

Each Team has different formations. Select from 10 teams and press the A button. In "1P vs 2P", 1P selects first, then the 2P selects a team different from the 1st Player.



# FOOTBALL FRENZY

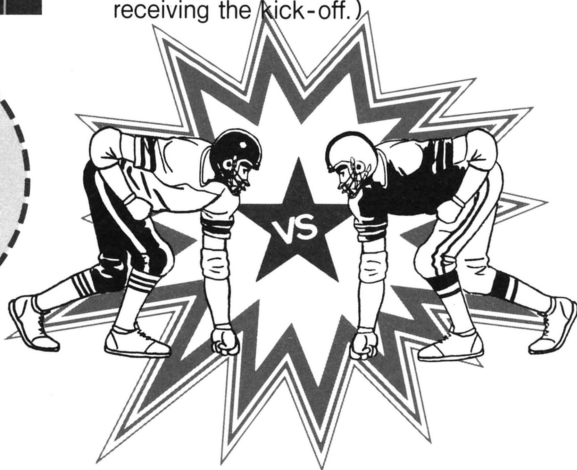


## ⑥ Coin Toss Screen (Only in "1P vs 2P")

VS play includes a coin toss to determine who kicks-off first.

Select Heads or Tail with joystick and press A button to choose.

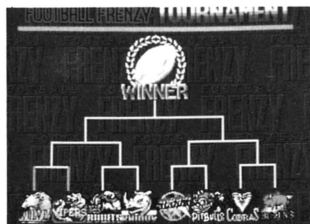
(In computer mode, you are automatically receiving the kick-off.)



## ⑦ Tournament Screen (In "1P vs computer" only)

10 Teams fight for the crown in this single elimination tournament.

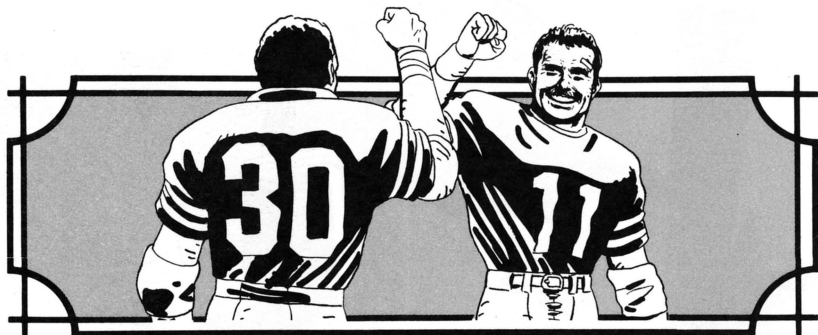
Matches are randomly chosen.





# FOOTBALL FRENZY

## BASICS OF THE GAME



### ★ Kick-off return

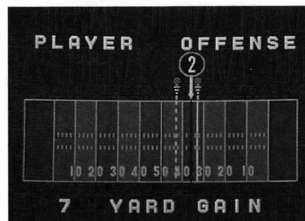
Game starts with the kick-off.  
Control the receiving player to try to  
gain as many yards as possible.



### ★ Offense

Offense has 4 Downs to gain 10 yards for another set of downs.

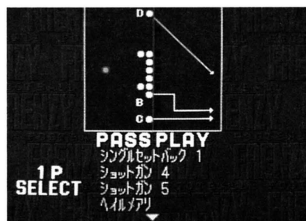
① 1st-Status of offense is indicated:



- ② Next, select pass, run, or kick play from selection screen.



- ③ Select play from formation screen.  
(Play is diagrammed at top.)



- ④ Finally, run the play.



# FOOTBALL FRENZY

## 3 Defense

Stop the offense from scoring.

- ① Defensive formation will automatically be set.



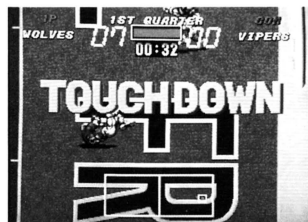
- ② Select player you wish to control with the B button before play starts.



- ③ Contain the offense with great tackles.  
You can change to the player closest to the ball by pressing the B button.
- ④ Intercept a pass play and return it towards your goal.

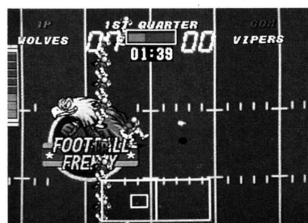
## 4 Touch Down

Break into the End Zone to collect 6 points and the touch down. Try for 2 points by running or passing it in on the extra points or play it safe and kick it through the goal posts for 1 point.



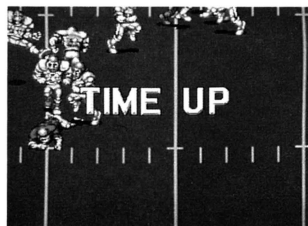
## 5 Kick-off

You must kick-off in the beginning of game, at half-time or after scoring a touchdown or a field goal. Tap the A button rapidly to kick it farther.



## 6 Time

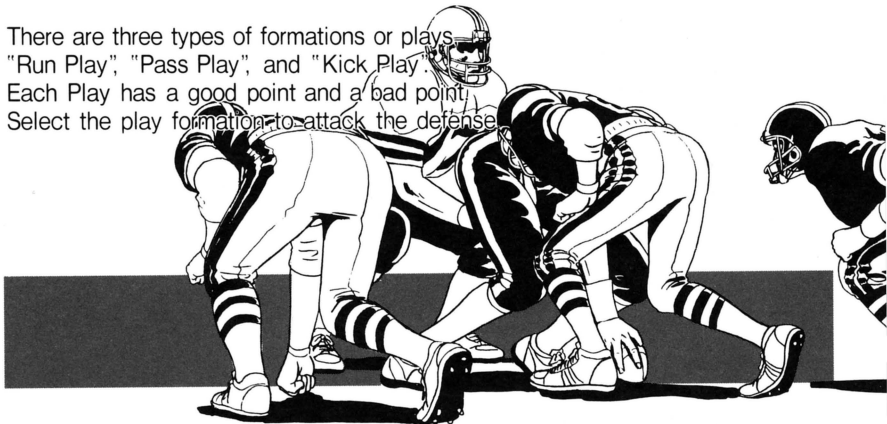
After 2 quarters, you go into half-time. In the beginning of the second half, the team that received the ball in the beginning of the game will kick-off.



# FOOTBALL FRENZY

## FORMATIONS

There are three types of formations or plays: "Run Play", "Pass Play", and "Kick Play". Each Play has a good point and a bad point. Select the play formation to attack the defense.



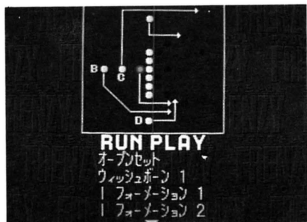
### RUN PLAY

The backbone of football is the run play. Basically, the running back takes the ball and runs for as many yards as possible. The raw toughness and speed determines how good a running back will be.

**P  
L  
U  
S  
M  
I  
N  
U  
S**

There is less chance of a turnover and is very helpful in short yardage situations. You will go forward safe and sure.

Big plays and long yardage is usually not obtained by a running play. On the average, a run play gains 4 yards.



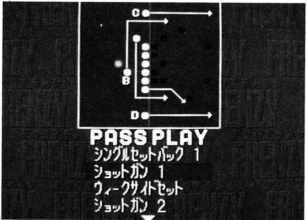
### I-formation

The classic run-play formation. It is named the "I" formation because the running backs are lined up in the shape of an "I". This formation has flexibility and the offense can attack in any direction.

# PASS PLAY

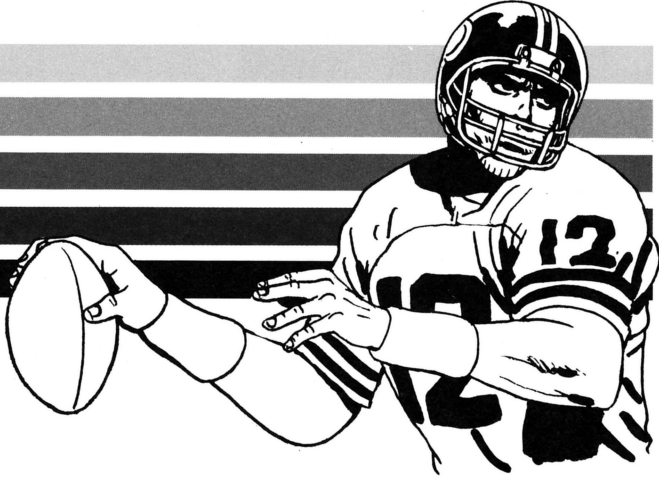
The most exciting aspect of the game is the long bomb. Throw long, down the field for big gains and game breaking plays.

|              |  |
|--------------|--|
| <b>PLANS</b> | The pass play is good for long yardage situations and the average pass play is good for 13 yards.    |
|              | <b>MINUS</b>   |
|              | A chance of interception or turn-over is higher and if the receiver drops the ball there is no gain. |



## Shot Gun

The shot gun is the classic pass play formation. They don't need to back up and can throw the ball right after the snap.

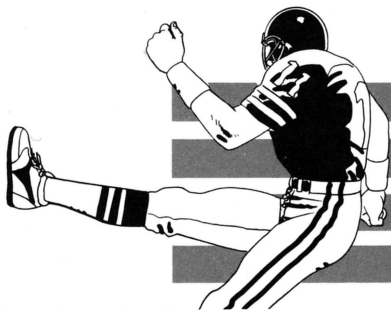




# FOOTBALL FRENZY

## KICK PLAY

There are two kick plays. After either kick play, the ball will be turned over to the opponent. The two kick plays are punt and field goal.

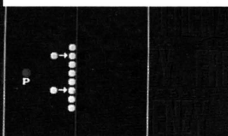


### Field Goal Kick

If you are close enough, you can kick a field goal for 3 points.



KICK  
ゴールキック



KICK  
パントキック  
ゴールキック

### Punt Kick

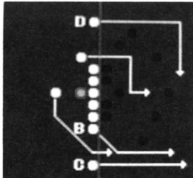
Punt on 4th down to make the opponent start from as far away from their end zone as possible.

Usually used on 4th down, this helps the defense do their job.

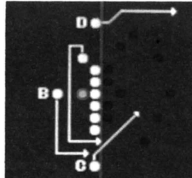




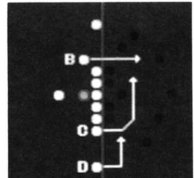
# PASS PLAY



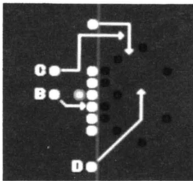
SINGLE SET BACK 1



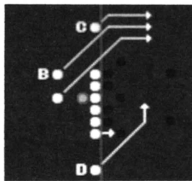
SINGLE SET BACK 2



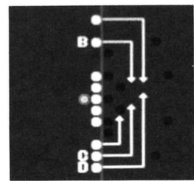
SINGLE SET BACK 3



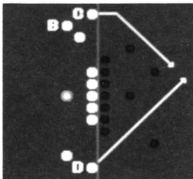
WEAK SIDE SET



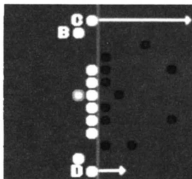
WEAK SIDE SET 2



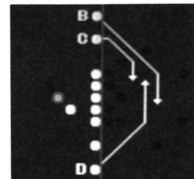
MIDDLE CROSS



DEEP SLANT



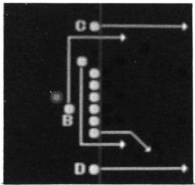
LEFT DEEP



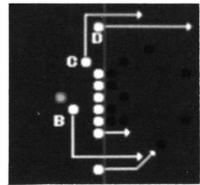
MIDDLE SLANT



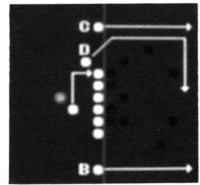
# FOOTBALL FRENZY



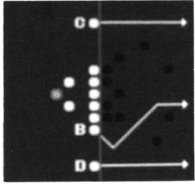
SHOT GUN 1



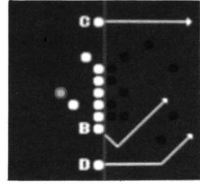
SHOT GUN 2



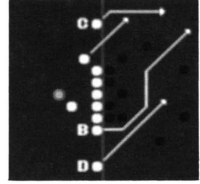
SHOT GUN 3



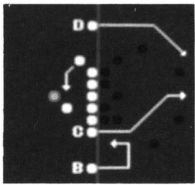
SHOT GUN 4



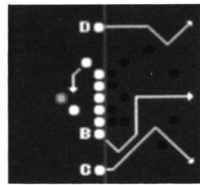
SHOT GUN 5



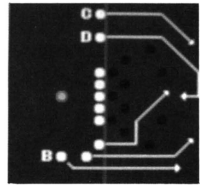
SHOT GUN 6



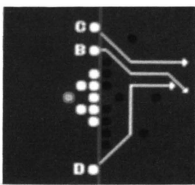
SHOT GUN 7



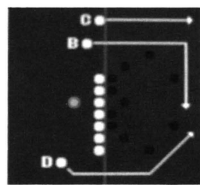
SHOT GUN 8



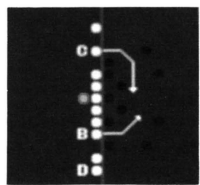
SHOT GUN 9



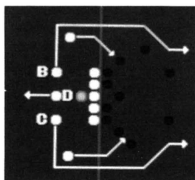
SHOT GUN 11



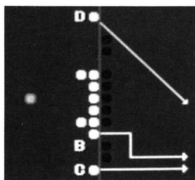
SPREAD 1



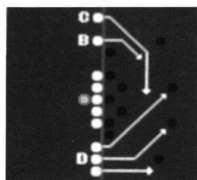
SPREAD 2



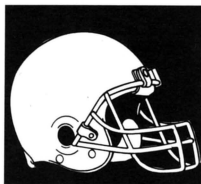
KAMIKAZE



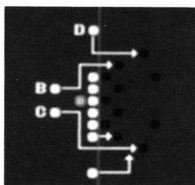
HAIL MARY



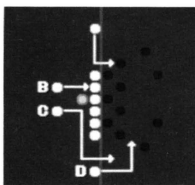
CROSS PICK



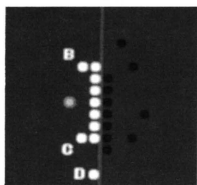
## RUN PLAY



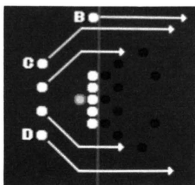
OPEN SET



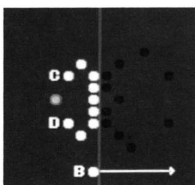
OPEN SET



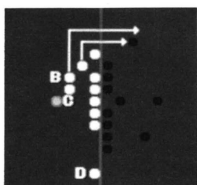
BLAST RUN



T BONE

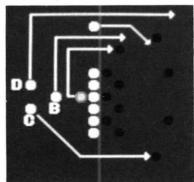


SHOT GUN 10

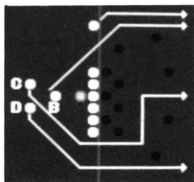


LEFT OPTION

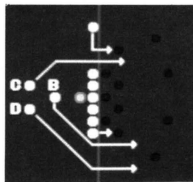
# FOOTBALL FRENZY



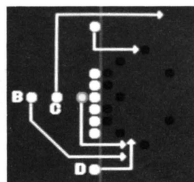
WISH BONE 1



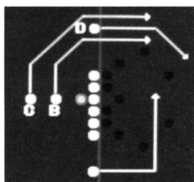
WISH BONE 2



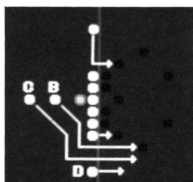
WISH BONE 3



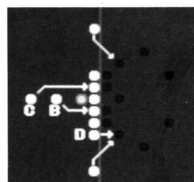
I FORMATION 1



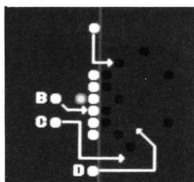
I FORMATION 2



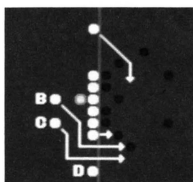
I FORMATION 3



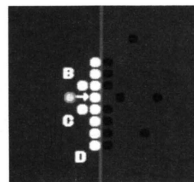
I FORMATION 4



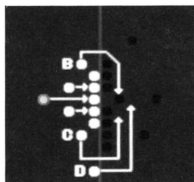
STRONG SIDE SET



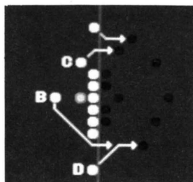
STRONG SIDE SET 2



QB SNEAK 1

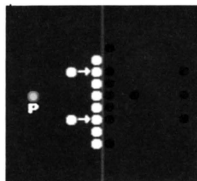


QB SNEAK 2

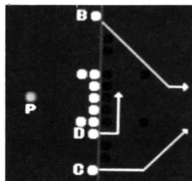


SINGLE SET BACK 4

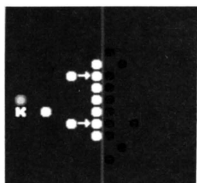
# KICK



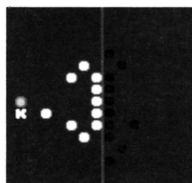
PANT KICK



PANT KICK



GOAL KICK



GOAL KICK



# FOOT BAL IZY



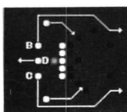
# FOOTBALL FRENZY

## TEAM INTRODUCTIONS

### BULLETS



This team is one of the strongest out of three teams and has a high-level mobile quarterback.

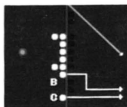


Power Play: **KAMIKAZE**

### BISONS



This team is the archrivals of the Bullets. High-speed receivers are the strengths.

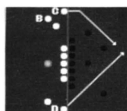


Power Play: **HAIL MARY**

### COBRAS



The third strongest team is well rounded in offense and defense.

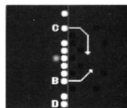


Power Play: **DEEP SLANT**

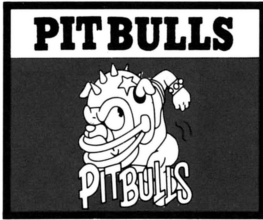
### HIT MEN



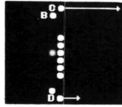
This team is well balanced and above average. Defensive tackling is their strong point.



Power Play: **SPREAD 2**



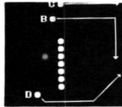
Also, an above average team with great plays.



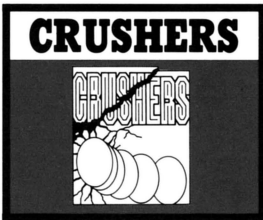
Power Play: **LEFT DEEP**



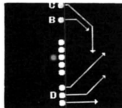
This team has prominent players and is a middle-level team.



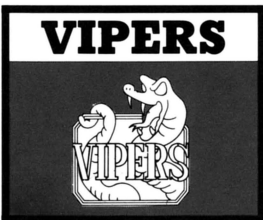
Power Play: **SPREAD 1**



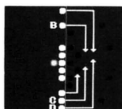
Their quarterback is the leader of the team.



Power Play: **CROSS PICK**



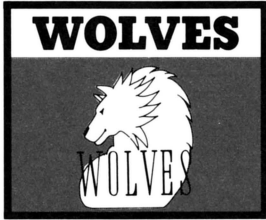
A low ranking team with a fast attack.



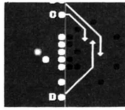
Power Play: **MIDDLE CROSS**



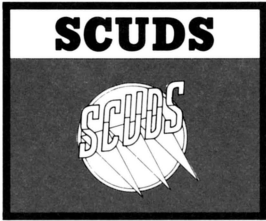
# F FOOTBALL FRENZY



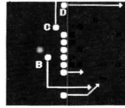
A low ranking team that has won the title in the past.



Power Play: **MIDDLE SLANT**



Good receivers help their passing game, but they need more than hands to contend.



Power Play: **SHOT GUN**





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