

**JAGUAR  
64-BIT**

**GAME  
MANUAL**

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# **ARENA Football '95**

**JAGUAR 64-Bit Interactive Multimedia System**  
Game Manual

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## INTRODUCTION

### Original Press Release

V-Reel will develop and market Arena Football exclusively for Jaguar. This represents the first license of the Arena Football League for home video game systems. V-Reel also plans to develop Horrorscope, a Jaguar fighting game based on the 12 characters of the Zodiac.

### Commentary

Arena Football (in its present state) is missing a number of missing features. No extra point kicks. No field goals. No penalties. Most options don't work. You will experience lock-ups.

However, don't let this scare you away.

The running and passing games work well (with exception of the occasional lock-up). Instant replay works. TeamTap compatibility is present for 8-player gameplay. Team selection works.

It may not be complete, but there is still a lot of fun to be had!

*Note: Many (if not all) of the Arena Football '95 cartridges are mislabeled, saying for "1 or 2 players". Actually, "1 to 8 players" are supported (more details about this later in this manual).*

## GETTING STARTED

### Loading

1. Insert your JAGUAR ARENA Football '95 cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Insert the ARENA Football '95 overlay in the Jaguar Controller's keypad slot.
3. Press the POWER button.
4. Press any button to discontinue the Title Screens.

If for any reason your cartridge does not load, or you see a red screen, refer to the warranty information included with your JAGUAR cartridge.

## GAME CONTROLS

### Buttons -- During Menu Navigation

A =	Back
B =	Forward
C =	Forward

### Buttons -- During Game Play

	<u>Offense</u>	<u>Defense</u>
A =		
B =		
C =	Pass	Switch Player

## OPTIONS



### Start Screen

Quick Start

Play a one player game with random teams.

Play the Game

Takes you to the **Game Screen**

Continue a game

Takes you to the **Load Screen**

Options

Takes you to the **Options Screen**

Demo

### Options Screen

Quarter Length

- 5 Min Default
- 10 Min
- 15 Min

Music

- ON Default
- OFF

Sound

- ON Default
- OFF

Camera View

- Offense Default
- Defense
- Sideline

Difficulty

- Rookie Default
- Professional

*Note: None of these options seem to be functional. No matter what you select, the default values are always used.*

### Load Screen

This screen consists of:

**Team1**

vs  
**Team2**

In a <exhib/seas/playoff> game

You you wish to play this game?

Button A = Yes

Button C = No

## RULES

Arena Football is a bit of a fringe sport, therefore a brief discussion of the rules seems prudent.

The game is played very much like traditional football, with a few differences:

	<u>Arena Football</u>	<u>Traditional Football</u>
Field length	50 yards	100 yards
End-zone length	30 yards	8 yards
Field width	85 feet	160 feet
Num players on field	8 players	11 players
Kick-off position	0 yard-line	30-yard line
Punting	Illegal	Legal
Rebound nets*	Yes	No

\*Rebound nets are taut nets at each end of the field on either side of the field goal uprights. A ball that bounces off of these nets (as the result of a pass or kick) remains "live" and in play. Rebound nets are patented, giving Arena Football the distinction of being the only sport to have it's own patent (though the patents are set to expire soon).

## PRE-GAME



Before beginning the game, you are must make a number of selections on various screens. These screens are listed here.

*Note: If you take too long on a screen making your selection, the game will start moving through the screens automatically for you. This is a bit strange the first time you experience it!*

## **Game Screen**

### Exhibition Game

Play a Single Game

Test out your first stringers...and your playbook...in a single pre season practice game. Choose the teams, pick the place, then get ready to rock n roll.

### Season Play

Play a Whole Season

This is it. 13 teams, only one trophy. Choose your squad and wage war against the rest of the league in full regular season play from the opener to the Big Game (if you're lucky).

### Playoff Series

Play Just the Playoffs

Skip the regular season and leap into an 8 team playoff for the coveted Arena Bowl.

Better be ready to play. They are.

*Note: It seems very doubtful that these options actually do anything.*

## **Home Team Screen**

Choose the Home Team (see TEAMS).

## **Visitors Team Screen**

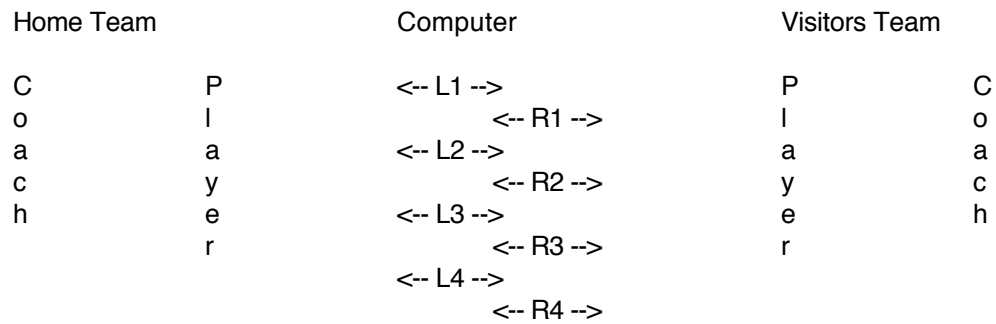
Choose the Visitors Team (see TEAMS).

## **Controls Screen**



This screen consists of:





This screen can be confusing, so further explanation is warranted. It is here where you assign what function each controller will have. Unlike many games where say the left controller is always the home team and the right controller is always the visitors team, Arena Football '95 has no such hard-coded assignments.

For clarity, the above diagram shows symbols such as L1, L2, R1, etc. The actual game has no such symbols -- only generic players. These symbols correspond to the controller positions on the TeamTap adapters.

Use </> to move your symbol left/right to where you want to assign it:

- Computer: Select this if the controller is not being used. All controllers default to this.
- Player: Select this to be one of the people who runs the plays.
- Coach: Select this to be the person who calls the plays. Only one controller at most can be assigned to each Coach.\*

\*If no controller is assigned to Coach, controller L1 or R1 (whichever is appropriate) will be assigned to Coach. If controller L1 or R1 was assigned to Player, that controller will be assigned to both Player and Coach.

### Coin Toss Screen

Here the visitors team calls the coin toss. This screen consists of:

<Visitors Team> Call It

Heads

Tails

### Kickoff Screen

Here the winner of the coin toss chooses to kick or receive. This screen consists of:

<Coin Toss Winner> Choose

Kick

Receive

*Note: It makes no difference what you select here. The home team will always kickoff to the visitors team.*

### Game Stats Screen

Here the ????. This screen consists of:

*Note: This screen is always blank.*

## GAMEPLAY



### Gameplay Screen

Here is where the actual gameplay takes place. Action is always viewed from behind the team on offense.

*Note: The camera will occasionally go in to a mode where it swings around to view the action from the behind the team on defense at the start of every play. This seems to happen randomly.*

Players that are not controlled by the computer have either a yellow (home team) or red (visitors team) circle under them. Press "C" to switch to a player that is being controlled by the computer.

*Note: There seems to be a bug related to the circle colors. Pressing "C" while playing for the home team will change players, but will also change the color of the circle to red. The circle will remain red on subsequent presses of "C". The circle will generally change back to yellow for the start of the next play.*

### Implemented Features

- Kickoffs. Kickoffs happen automatically.
- Running.
- Passing. You can pass as long as you are behind the line of scrimmage. Press "C" to pass.

### Missing Features

- Extra points cannot be kicked. After a touchdown is scored, both teams will line up for the conversion. Both teams will then immediately re-line up for the kickoff (the conversion

attempt does not actually happen).

- Field goals cannot be kicked.
- No penalties are called, including false starts and offsides. Note: This creates a fatal flaw in the game that allows you to score at will. The details of this flaw are left for you to discover!

### Play Selection Screen



There are lots of plays to choose from. To select a play:

- Use </> to select major play type.
- Use ^/v to select minor play type.
- Use A, B, and C to select individual play.

When a play has been selected, gameplay will resume.

*Note: Pressing any two numbers on the keypad also causes gameplay to resume. It is unclear if this is an alternate way to select a play. On the one hand, it makes sense because plays have a number associated with them (e.g. 80). On the other hand, it doesn't make sense because some plays are three numbers long instead of two (e.g. 101).*

*Note: It is difficult to determine if selecting a play actually does anything. Since most of the other options in the game don't work, it seems likely that play selection doesn't actually work either(?).*

### Offensive Plays

Special Plays:

<u>Special</u>		<u>00, 00, 00</u>
All Go	All Go	All Go

Goal Line Plays:

<u>Goal Line</u>		<u>07, 19, 31</u>
360 Shield FB	60-2 Go Back	Right 61-2 Go

<u>Goal Line</u>		<u>11, 23, 35</u>
60-2 Go Stop	Left 37 Toss	Rip 35 DR Keep

Regular Plays:

<u>1st &amp; Short</u>		<u>00, 01, 02</u>
All Go	Center	Wing Post
<u>1st &amp; Short</u>		<u>04, 05, 06</u>
Wing Flag	2 Hook	All Hook
<u>1st &amp; Med</u>		<u>08, 09, 10</u>
Right All Hook	Right Rip 61 Post	Left 61-2 Choice
<u>1st &amp; Med</u>		<u>12, 13, 14</u>
Right 60 Bingo	Right Rip 60-2 Go	Left Load 61-2
<u>1st &amp; Long</u>		<u>16, 17, 18</u>
Right 38 Toss	Left 37 Toss	All Hook
<u>1st &amp; Long</u>		<u>20, 21, 22</u>
35 Base	Right Rip Cross	Left High Load Go
<u>2nd &amp; Short</u>		<u>24, 25, 26</u>
Right 50-5 Flair	Right High Rip 61	Right High 60-2 Go
<u>2nd &amp; Short</u>		<u>28, 29, 30</u>
Left Early High Liz	Right 35 Draw	500 Sting
<u>2nd &amp; Med</u>		<u>32, 33, 34</u>
600 Y-Z Whip	Right Loud 50 Z	Right Rip 60 Hook
<u>2nd &amp; Med</u>		<u>36, 37, 38</u>
40 Double Hook	50 All Hitch	5 Quick Hitch
<u>2nd &amp; Long</u>		<u>40, 41, 42</u>
Left High Load 602	Right Rip 60 Bingo	Right High Rip Fake
<u>2nd &amp; Long</u>		<u>44, 45, 46</u>
Left Early Rip High	Right Early High Y	Right 502 Hook
<u>3rd &amp; Short</u>		<u>48, 49, 50</u>
Rose Y Post	50 Left Early	High Liz 60-2 Go
<u>3rd &amp; Short</u>		<u>52, 53, 54</u>
Right High Throw	Right Rip 262-5	Right 60 Post
<u>3rd &amp; Med</u>		<u>56, 57, 58</u>
60 Dig Wing	50 Sting 2	50 Rainbow
<u>3rd &amp; Med</u>		<u>60, 61, 62</u>

Left 61-2	Right Go 5 Flair	All Hitch 7
<u>3rd &amp; Long</u> QB Keep	FB Sweep Week	<u>64, 65, 66</u> All Hook 5
<u>3rd &amp; Long</u> Short Motion	Right 60 Go	<u>68, 69, 70</u> Right High Rip
<u>4th &amp; Short</u> All Go Sting	Hitch n Pitch	<u>72, 73, 74</u> 50 Arrow
<u>4th &amp; Short</u> 61 with Flag	5 Throwback	<u>75, 77, 76</u> Double Post 1
<u>4th &amp; Med</u> LL Hook 7 Wing	50 Rainbow High	<u>39, 51, 55</u> 50-W Option
<u>4th &amp; Med</u> 60 Y Cross	60-2 Choice	<u>43, 63, 67</u> Left 60 Bingo
<u>4th &amp; Long</u> 4 Base (FD)	34 Loaded (QB)	<u>47, 59, 71</u> 38 Toss (FB)
<u>4th &amp; Long</u> 8 Wing Toss	QB Sneak	<u>03, 15, 27</u> Right High Go Back

### Defensive Plays

#### Special Plays:

<u>Special</u> Zone Deep	Zone Deep	<u>80, 80, 80</u> Zone Deep
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#### Regular Plays:

<u>Play Set 1</u> Zone Deep	Man to Man	<u>80, 81, 82</u> Man to Man Deep
<u>Play Set 1</u> Zone Man to Man	3 Deep	<u>83, 84, 85</u> Man to Man Long
<u>Play Set 2</u> Zone Long Deep	Close Cover	<u>86, 87, 88</u> Zone Long
<u>Play Set 2</u> 2 Long	1 Deep 1 Long	<u>89, 90, 91</u> Zone All
<u>Play Set 3</u> Stick Close	Zone Out Man to Man	<u>92, 93, 94</u> All Zoned
<u>Play Set 3</u> 2 Zone Center	1 Zone 1 Deep	<u>95, 96, 97</u> Man to Man Middle

<u>Play Set 4</u>		<u>98, 99, 100</u>
Jet Out Long	Zone All Short	Zone Man to Man Long
<u>Play Set 4</u>		<u>101, 102, 103</u>
Fake Out Long	Zone Far	All Zoned
<u>Play Set 5</u>		<u>104, 105, 106</u>
Run and Stop	Bullet Deep	2 Out Deep
<u>Play Set 5</u>		<u>107, 108, 109</u>
Zone Deep	Mac Blitz Right	Flake Blitz

### Pause Screen

Pressing **PAUSE** during the Gameplay Screen or the Play Selection Screen brings up the Pause Screen. The following is a list of the options available:

- A = Music                      Use </> to adjust.
- B = SFX                        Use </> to adjust.
- C = Save Game                Brings up the following mini-screen:

<home team> and <visitor>  
in a <exhib/seas/playoff> game.

This is the game that is currently  
saved in the cartridge.

Do you want to overwrite it?

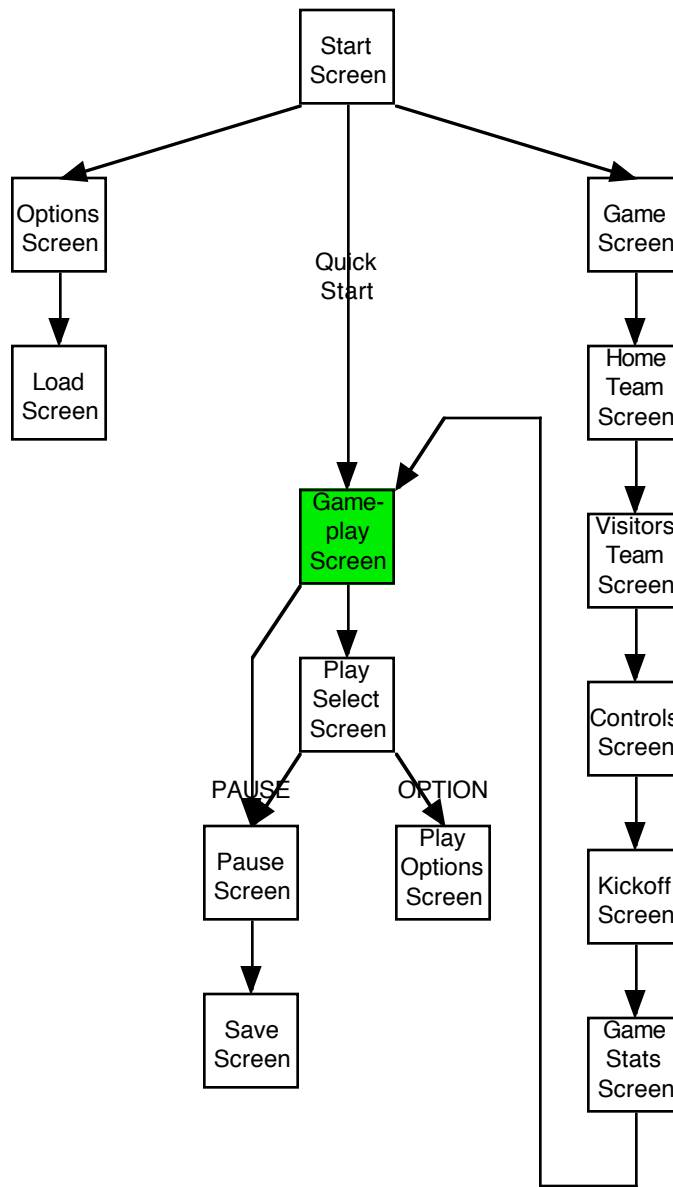
- OPTION = ?                    Brings up a picture of the controller (which seems to have no function)

### Play Options Screen

Pressing **OPTION** during the Play Selection Screen brings up the Play Options Screen. The following is a list of the choices available:

- Instant Reply                "A" = Fast Forward, "B" = Play, "C" = Rewind
- Substitute Players        Locks up the game
- Controller Menu            Locks up the game
- Camera View                Locks up the game
- Quit Game                    Exits the Play Options Screen (does not actually quit the game)

## APPENDIX A: Screens Diagram



Press **B Button** or **C Button** to move down the diagram, press **A Button** to move up the diagram -- except for the Play Options Screen, which are accessed by pressing **OPTION**.

## APPENDIX B: 1995 TEAMS

These are the 1995 AFL teams, including the write-ups from the game.

*Note: Many of the team colors in the game are incorrect, making it very difficult to determine which team is which during gameplay. The best way to determine which team is which during gameplay is to keep in mind that the home team always kicks off to the visitors team at the start of the game.*

WARNING -- the write-ups from are extremely cheesy. It appears as though the programmer knew nothing about Arena Football, and so instead tried to write something about each team based almost solely on the team's name!

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**Albany**

**Firebirds**

**Orange, Black, White**

After six years in the league, this scorching squad is due for a Bowl. These heat seeking New Yorkers will come out smokin and go out with a blast.

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**Arizona**

**Rattlers**

**Black, Teal, Copper, White**

Last year's Arena Bowl champions return with more venom than ever. Look for these league veterans to shake, rattle, and roll all the way to the Bowl once again.

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**Charlotte**

**Rage**

**Red, Teal, Silver, White**

With a fire in their bellies, this veteran club has more drive and determination in their little fingers than most teams have in their entire bodies.

---



**Connecticut**

**Coyotes**

**Midnight Blue, Scarlet Red, Gray, White**

Rookies with a war cry for the Arena Bowl. And when the smoke clears, don't be surprised if these newcomers are somewhere on the top howling at the moon.

---



**Iowa**

**Barnstormers**

**Black, Cardinal Red, Gold, White**

These good 'ol boys from the midwest are rumbling and ready to strike. But no black clouds for the Barnstormers, these guys definitely won't be buying the farm this season.



**Las Vegas**

**Sting**

**Black, Purple, Gold, White**

Although their sting barely raised a welt on the league last year, look for these glitzy high rollers to walk away winners this time around.



**Memphis**

**Pharaohs**

**Black, Egyptian Gold, White, Red**

Straight from the land of Elvis, these Tut wannabes could very well be king this year ..and walk like Egyptians into the playoff picture.



**Miami**

**Hooters**

**Orange, Maroon, Black, White**

How many wins does it take to get to the Arena Bowl? Just ask Mr. Owl. Watch for big things from

these Florida hot shots this year. These boys can cook ..especially during the playoffs.

---



**Milwaukee**

**Mustangs**

**Purple, Teal, Black, Silver, White**

Starting their second year in the league, the Stangs leave the stable rested and ready to kick butt this time around. Don't be surprised if these wild horses sow a lot more than their oats this season.

---



**Orlando**

**Predators**

**Red, Black, Silver, White**

Falling prey to Arizona in the final seconds of last year's Arena Bowl, look for this #2 ranked squad to be on the prowl. And they're prepared to tear apart anybody who gets in their way.

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**San Jose**

**Sabercats**

**Green, Black, Gold, Coral, White**

The flashiest rookie squad to ever enter the league, these California based bad boys are poised to spread their cat scratch fever throughout the league this year.

---



**St. Louis**

**Stampede**

**Black, Red, Yellow, White**

These rookies are sure to make quite an impression in their league debut. Like wild stallions roaming the plains, look for the Stampede to runaway with some big wins this year.

---



**(It is unclear which helmet was used in 1995)**

**Tampa Bay**

**Storm**

**Black, Royal Blue, Silver, White**

There's a Storm a brewin this year. After five years in the league, these boys are charged ..and this time their ain't nobody who can rain on their parade.







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**J9003E**

800108-006  
Printed in USA