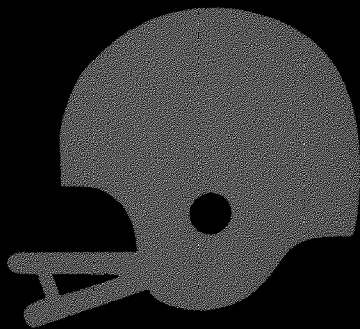


TOTAL CONTROL 4™ FOOTBALL



PLAYBOOK

COLECO

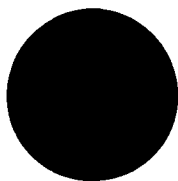
INTRODUCTION

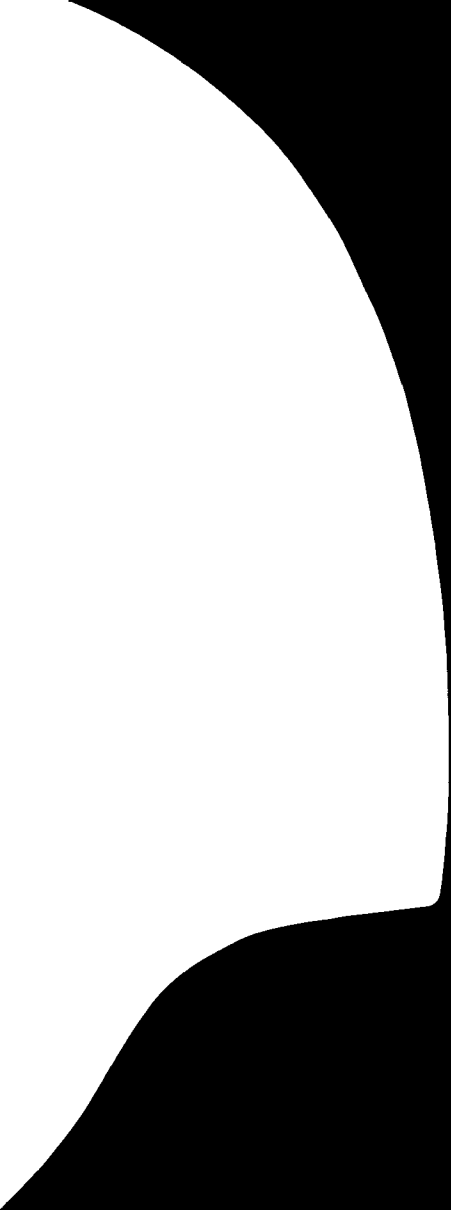
Congratulations on your (new) ownership of Coleco's Total Control 4™ Sports Cartridge System with 4 player football cartridge.

We're sure you'll soon discover that Total Control 4™ Football is the most advanced electronic football game on the market. So advanced, in fact, that you can run plays right out of a football playbook — just like the pros. The football playbook helps you select and execute realistic running and passing plays — plays not previously possible in an electronic game — whether you're playing against the computer, against one opponent or as a team against a team.

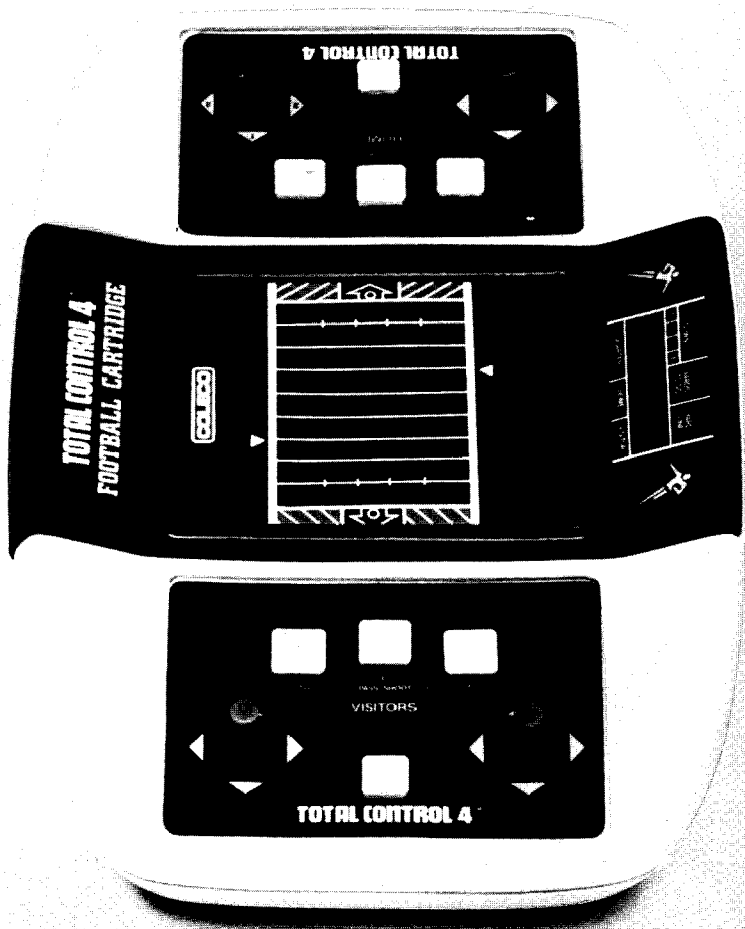
There are 36 plays diagrammed in the playbook. Some are simple to execute and others will require practice, either alone or with your teammate. Just like in pro ball, the defender may not react the way you've planned, and you may have to scramble out of a broken play. You may want to code the plays with a letter or a number so you can call the play in your huddle and run it from memory. You can, of course, make up your own plays and run them, too.

We wish you hours of enjoyment and challenge with your new Total Control 4™ Sports Cartridge System and Football game.





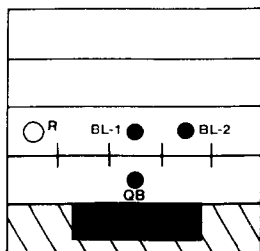
Get ready for the kickoff!



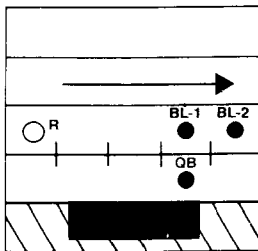
TOTAL CONTROL 4™ FOOTBALL



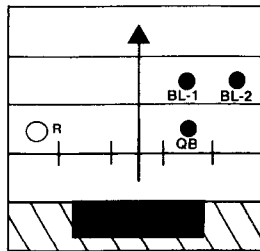
Once you have started a play by moving one of your controls, the QB and Blockers (BL₁ and BL₂) usually move in a fixed pattern. See Figures 3 & 4 below.



1. Start with a SPLIT LEFT formation

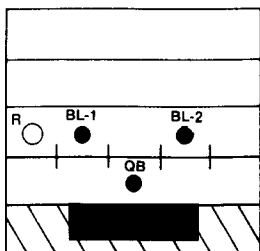


2. Move QB Control right one position

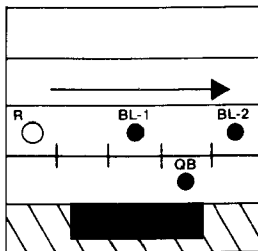


3. Move QB Control ahead one position

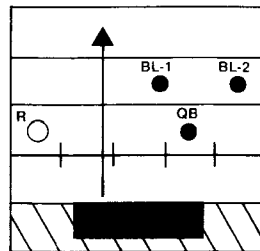
(FIG. 3)



1. Start with a POWER LEFT formation



2. Move QB Control right one position



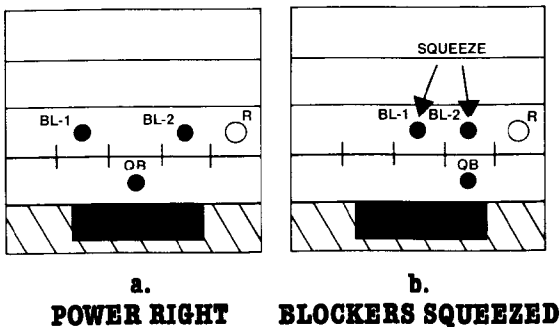
3. Move QB Control ahead one position

(FIG. 4)

You can, however, ALTER the pattern between the QB and his two Blockers once a play has started by creating SQUEEZES, SPREADS or SLIDES.

The following examples should be practiced so they can be used to execute plays.

A SQUEEZE is created by moving Blockers (BL₁ and BL₂) closer together. Spaced Blockers help protect the QB against an outside rush. "Squeezing" helps protect the QB from an inside rush. The Receiver or the sideline can be used to squeeze Blockers. For example, select a POWER RIGHT FORMATION. Then, use the QB Control Stick to direct the

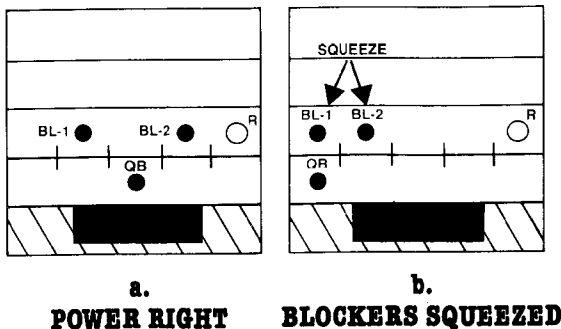


(FIG. 5)

SQUEEZE

offense to the right. DO NOT MOVE THE RECEIVER. Blocker 1 and the QB will move as directed. Blocker 2, however, is stopped by the Receiver, thus causing the two Blockers to squeeze together. (See Figure 5).

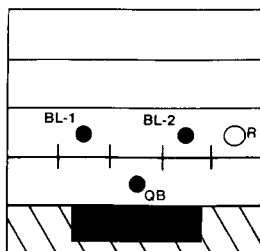
The sideline can also be used to squeeze blockers. For example, select a POWER RIGHT FORMATION. Then use the QB Control Stick to direct the offense two positions to the left. Blockers 1 and 2 will squeeze together against the left sideline. (see Fig. 6).



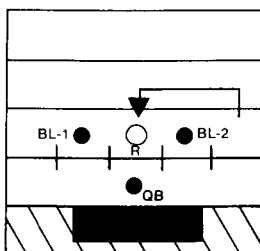
(FIG. 6)

A SPREAD occurs when the two Blockers are moved away from the QB. The Receiver can be moved in front of the QB in order to create a Spread. For example, select a POWER RIGHT FORMATION. Use the Receiver Control Stick to position the Receiver in front of the QB. Then push the QB Control Stick forward. Since the QB is blocked by the Receiver, only the Blockers will move forward, thus creating the Spread. (see Figure 7).

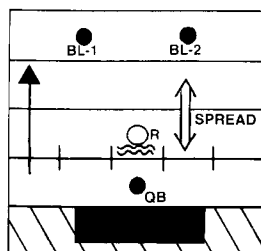
SPREAD



a.
POWER RIGHT



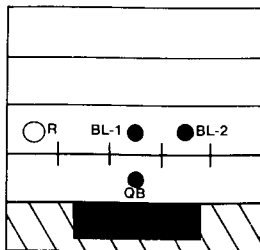
b.
**RECEIVER MOVED IN
FRONT OF QB**
(FIG. 7)



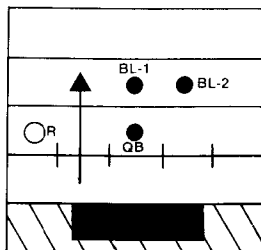
c.
**BLOCKERS MOVED
FORWARD**

DRAW

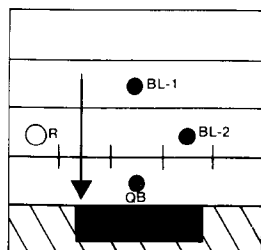
There is also a "DRAW" Spread using forward and back motion. The Spread is excellent for running plays because it gives the QB downfield blocking in addition to the use of the Receiver as a third Blocker. Select a SPLIT LEFT FORMATION. Next, move the QB Control Stick forward, then back. This will spread the QB from Blocker 1 (see Figure 8).



a.
SPLIT LEFT



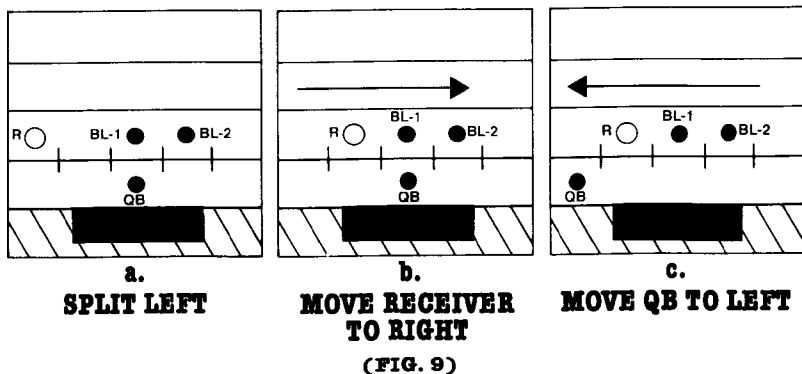
b.
**MOVE QB CONTROL
FORWARD**
(FIG. 8)



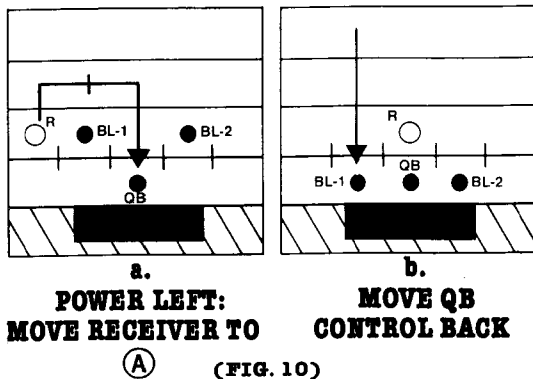
c.
**MOVE QB CONTROL
BACK**

SLIDE

A SLIDE is created by a sideways realignment of the QB and the Blockers. Using a horizontal Slide, the Receiver can change the QB's position behind the Blockers. Select the Split Left Formation. Move the Receiver one position to the right. Then move the QB one or two positions to the left. The Receiver prevents the Blockers from moving, thus realigning the QB behind the Blockers and creating a Slide (see Figure 9).




A SLIDE can be used to create a QB pocket. Start with a POWER LEFT FORMATION. Move Receiver in front of QB, then move the QB Control back. The end line prevents him from moving. The two Blockers, however, move backwards so that they are lined up "shoulder to shoulder" with the QB and form a Protective Pocket (see Figure 10).





CALLING PLAYS

DEFENSE



1. SAFETY BLITZ: To “blitz” both safeties, select a Strong Center Defense, move the safeties up to the Line of Scrimmage, and “shoot” them through the gaps on both sides of the Linebacker.

2. MAN-TO-MAN DEFENSE: Try to keep the DS one space in front of the Receiver in a line between the Receiver and the Quarterback.

3. ZONE DEFENSE: There are two basic zone defenses: (1) Divide the Safeties so that the DS covers the deep area and the SS covers the area nearer to the Line of Scrimmage — this is an excellent “Prevent” defense (use a Strong Center Defense) or (2) Divide the defensive backfield so that the DS covers the right side and the SS covers the left side — this is an excellent defense for making interceptions but could leave you vulnerable to the long bomb.

4. BUMP AND RUN: Use the SS or both Safeties to block the Receiver at the Line of Scrimmage.

5. DOUBLE TEAM: For double coverage of the Receiver, keep both Safeties in front of the Receiver and in line with the QB.



GLOSSARY OF SYMBOLS USED IN PLAYBOOK



DEFENSIVE PLAYER

(DASHED OUTLINE MEANS ELIMINATED DURING THE PLAY)



OFFENSIVE PLAYER



BLOCK



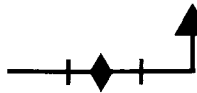
QUARTERBACK RUN or DEFENSIVE MOVEMENT



PASS



RECEIVER



RECEIVER BLOCKS



QUARTERBACK PASS POSITION



SQUEEZE



SPREAD



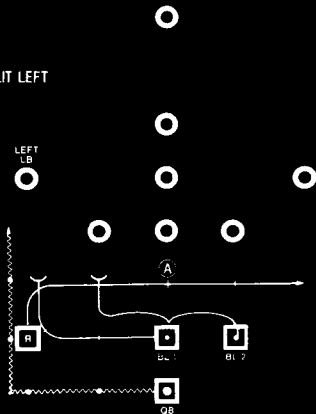
SLIDE

The following plays are diagrammed in order of increasing difficulty.



SWEEP LEFT-MISDIRECTION

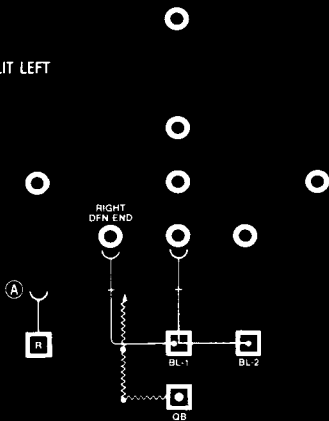
SPLIT LEFT



COMMENT: START RECEIVER FIRST. MOVE QB WHEN END IS AT A. BL-1 TAKES OUT LEFT LINEBACKER

COUNTER LEFT

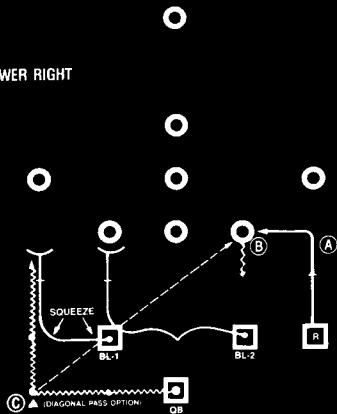
SPLIT LEFT



COMMENT: FIRST MOVE RECEIVER TO A. THEN MOVE QB THROUGH HOLE AT RIGHT DFN END

SWEEP LEFT/OPTION PASS WITH SQUEEZE

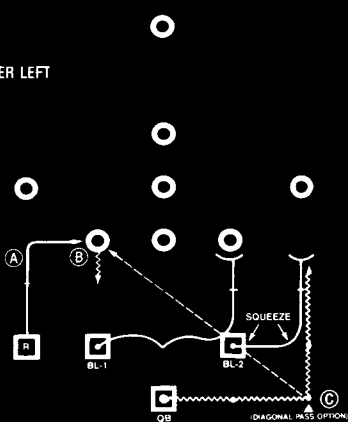
POWER RIGHT



COMMENT: FIRST MOVE RECEIVER TO A. THEN B. WHEN CLEAR, MOVE THE QB TO C TO ALLOW FOR PASS OPTION OR SWEEP

SWEEP RIGHT/OPTION PASS WITH SQUEEZE

POWER LEFT

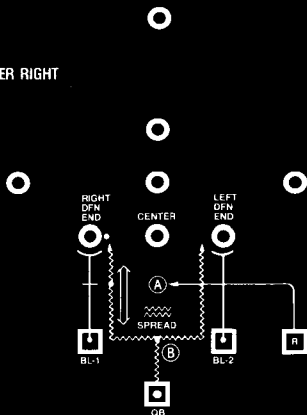


COMMENT: FIRST MOVE RECEIVER TO A. THEN B. WHEN CLEAR, MOVE THE QB TO C TO ALLOW FOR PASS OPTION OR SWEEP



OFF TACKLE OPTION

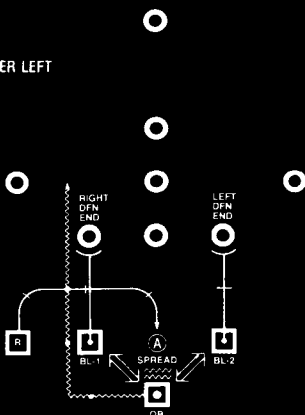
POWER RIGHT



COMMENT: FIRST MOVE RECEIVER TO A. THEN MOVE QB STRAIGHT UP, CAUSING BL-1 AND BL-2 TO SPREAD, TAKING OUT THE RIGHT AND LEFT END. QB WILL BE HELD BEHIND THE RECEIVER WHO ALSO BLOCKS THE CENTER. USE EITHER HOLE AS SOON AS IT OPENS.

OFF TACKLE LEFT WITH SPREAD

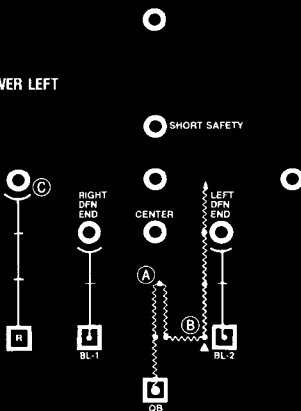
POWER LEFT



COMMENT: FIRST MOVE RECEIVER TO A TO HOLD QB. MOVE QB CONTROL FORWARD THIS CAUSES BLOCKERS BL-1 AND BL-2 TO SPREAD TAKING OUT DFN ENDS. ONCE HOLE IS OPENED, MOVE QB OFF TACKLE AND AVOID DEFENSE.

QB KEEPER OFF-TACKLE WITH OPTION PASS

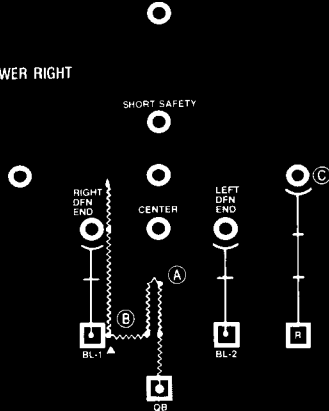
POWER LEFT



COMMENT: MOVE QB TO (A), THEN QUICKLY BACK TO (B) FOR PASS OPTION OR RUN. AT THE SAME TIME RECEIVER IS MOVED TO (C) FOR DECOY OR PASS. BLOCKERS TAKE OUT DFN ENDS. WATCH OUT FOR CENTER OR BLITZING SAFETY.

QB KEEPER OFF-TACKLE WITH OPTION PASS

POWER RIGHT

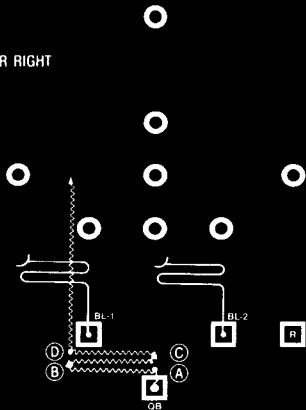


COMMENT: MOVE QB TO A, THEN QUICKLY BACK TO B FOR PASS OPTION OR RUN. AT THE SAME TIME RECEIVER IS MOVED TO C FOR DECOY OR PASS. BLOCKERS TAKE OUT DFN ENDS. WATCH OUT FOR CENTER OR BLITZING SAFETY.

TOTAL CONTROL 4™

ZIG ZAG LEFT OFF TACKLE

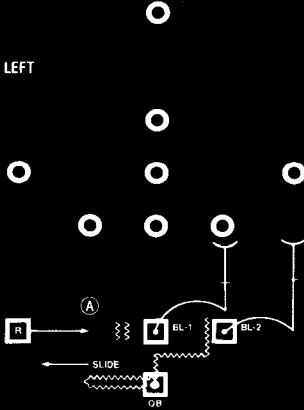
POWER RIGHT



COMMENT: MOVE UP QB ONE SPACE TO A. CLEAR OUT DEFENSE BY MOVING QB AND BLOCKERS QUICKLY LEFT B, RIGHT C, LEFT D. THEN MOVE THROUGH HOLE.

COUNTER RIGHT—QB SLIDE

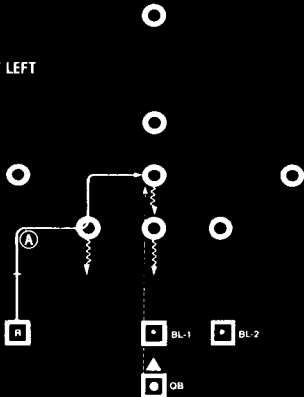
SPLIT LEFT



COMMENT: MOVE RECEIVER TO A. THEN MOVE QB CONTROLLER LEFT, CAUSING SLIDE SO THAT BLOCKERS ARE SHEWED TO RIGHT, THEN MOVE UPFIELD AS SHOWN.

CURL-IN

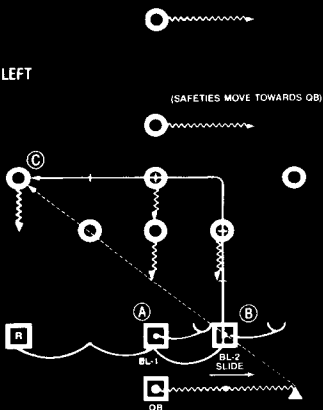
SPLIT LEFT



COMMENT: MOVE RECEIVER TO A. FIRST WAIT FOR CENTER ZONE TO CLEAR, THEN MOVE INTO VACATED AREA AND PASS.

ROLL RIGHT THROWBACK, HOOK

SPLIT LEFT

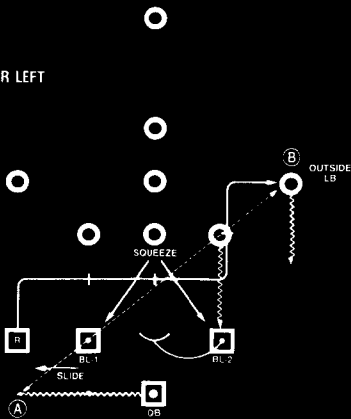


COMMENT: MOVE RECEIVER TO A. AT THE SAME TIME MOVE QB TO A. WAIT FOR DEFENSE TO RUN INTO BL-2 (BLOCKER 2) AT B. THEN COMPLETE PATTERN TO C. THEN THROW PASS.



LEFT SQUEEZE WITH DELAYED SLANT.

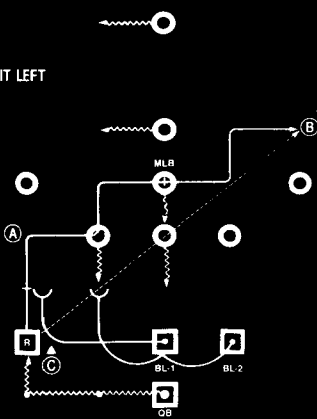
POWER LEFT



COMMENT: FIRST MOVE QB TO A. SQUEEZING BLOCKERS AND SLIDING QB BEHIND RECEIVER. MOVE RECEIVER AS SOON AS POSSIBLE TAKING ANY ROUTE TO B. PASS ONLY AFTER RECEIVER REACHES B. TO PREVENT INTERCEPTION.

BOOTLEG: DELAYED DEEP CROSSING PATTERN

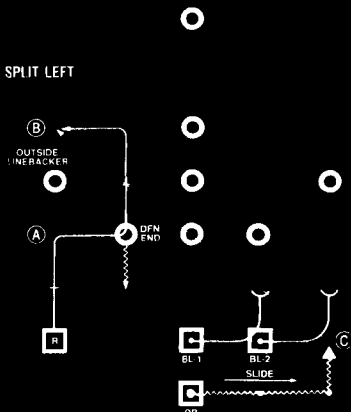
SPLIT LEFT



COMMENT: MOVE RECEIVER FIRST TO A. DELAY UNTIL MLB CLEARS AREA. THEN CROSS OVER TO B. MOVE QB TO C. AS SOON AS RECEIVER REACHES B. PASS.

ROLL OUT DEEP SIDELINE THROWBACK PASS

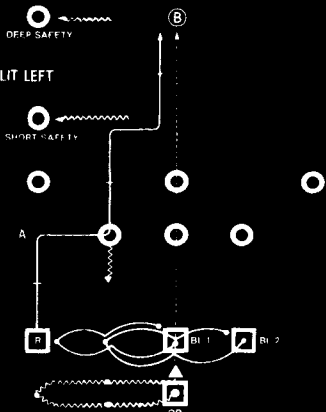
SPLIT LEFT



COMMENT: MOVE RECEIVER TO A. FIRST, THEN AROUND OUTSIDE LINEBACKER. WAIT FOR DEEP END TO CLEAR. MOVE TO B. THEN MOVE QB TO C. QUICKLY AND PASS.

SCRAMBLE PASS, DEEP POST

SPLIT LEFT

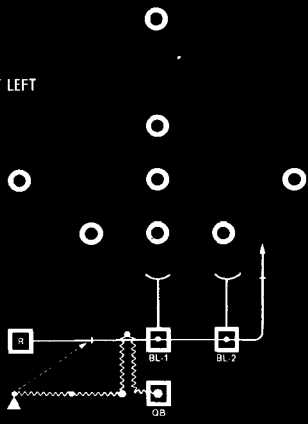


COMMENT: MOVE RECEIVER TO A. THEN ROLL QB LEFT AND MOVE RECEIVER TO B. THEN QUICKLY MOVE QB BACK IN LINE AND PASS. NOTE THAT YOU MAY HAVE TO MOVE QB UP AND AROUND TO AVOID PASS RUSH.



DELAY REVERSE

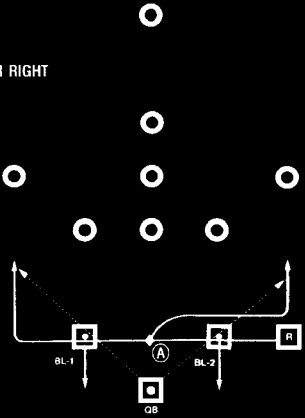
SPLIT LEFT



COMMENT: MOVE QB FORWARD ONE SPACE, THEN BACK TO SPREAD BLOCKERS. MOVE THE QB TO THE LEFT AND THE RECEIVER TO THE RIGHT AT THE SAME TIME. PASS AS THEY CROSS.

POCKET PASS

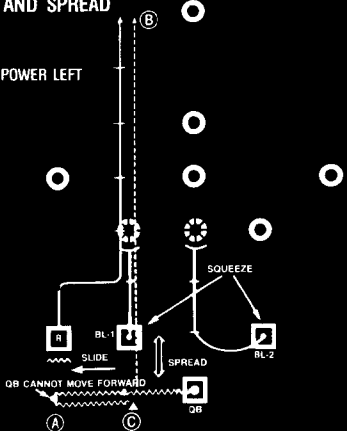
POWER RIGHT



COMMENT: DROP QB BACK, AND MOVE RECEIVER TO A TO FORM POCKET. AS BLOCKERS ARE ELIMINATED AND HOLE DEVELOPS, MOVE RECEIVER EITHER LEFT OR RIGHT INTO AREA VACATED BY LINEBACKERS AND PASS.

PLAY ACTION FLY PASS WITH SQUEEZE, SLIDE AND SPREAD

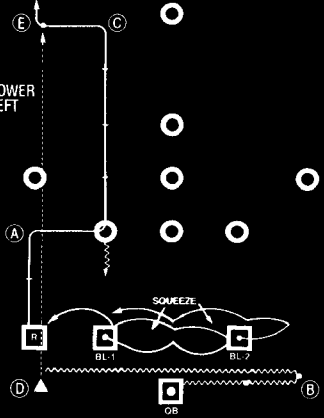
POWER LEFT



COMMENT: FIRST MOVE QB TO A SQUEEZING BLOCKERS AND SLIDING BEHIND RECEIVER. MOVE QB FORWARD TWICE. SPREADING BLOCKERS NOW MOVE RECEIVER TO B. WHEN RECEIVER REACHES B, MOVE QB TO C AND PASS.

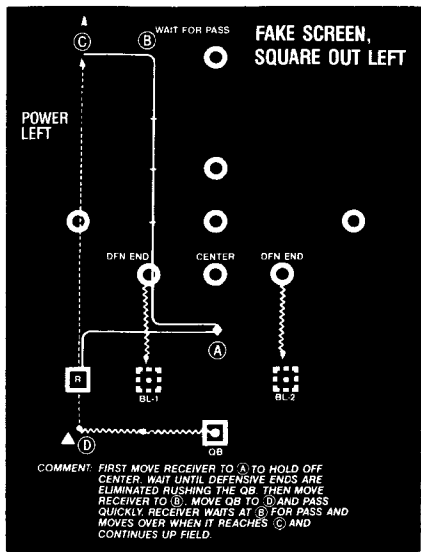
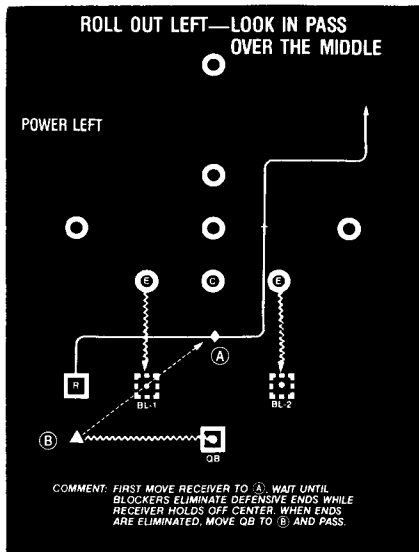
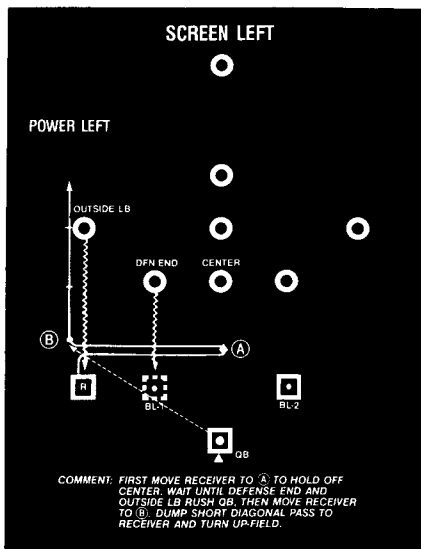
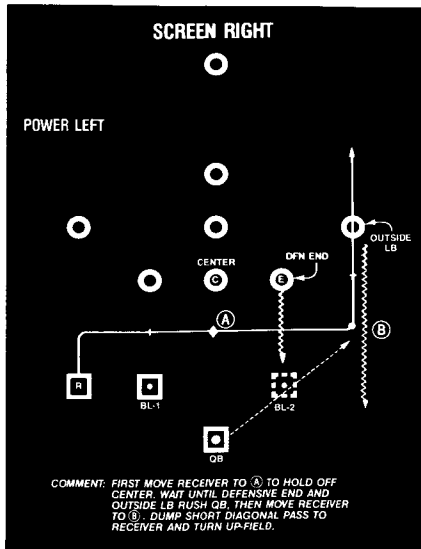
STOP AND GO FLY PASS (FAKE SWEEP RIGHT)

POWER LEFT



COMMENT: FIRST MOVE RECEIVER TO A. THEN MOVE QB TO B. SQUEEZING BLOCKERS. WHEN CLEAR, MOVE END TO C. QUICKLY MOVE QB BACK ACROSS AND PASS AT B. RECEIVER TIMES HIS MOVE TO E. WHEN PASS IS CAUGHT, CONTINUE TO MOVE UPFIELD WITHOUT DELAY.

TOTAL CONTROL 4™





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