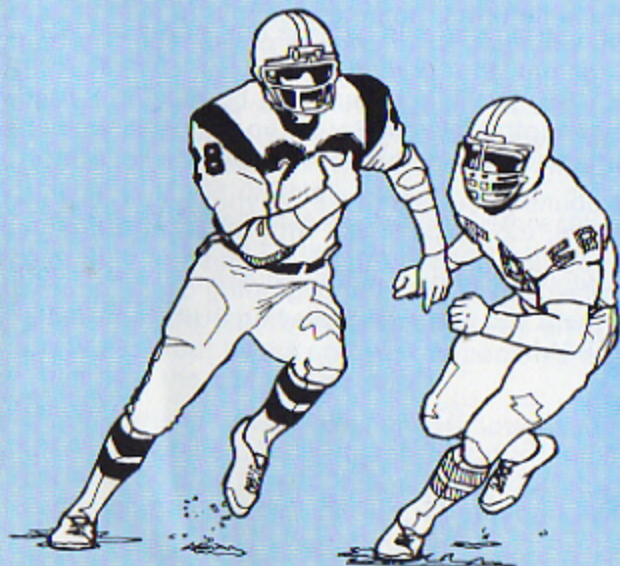


**COLECO  
VISION**®

Guide No. 14392

***SUPER ACTION***™  
**FOOTBALL**  
**PLAYBOOK**



Here are some terrific plays . . . in words and diagrams . . .  
for both offense and defense.

**COLECO**

## GREETINGS, SPORTS FANS . . .

. . . and welcome to the action! As the head coach in Coleco's SUPER ACTION™ FOOTBALL, you'll have to make some crucial decisions before the game's over—decisions that'll put your skill and foresight to the test. Lucky for you, this playbook can make your job a little easier. Use it to select and execute realistic running and passing plays never before possible in a home video game.

On the following pages, you'll find diagrams of the available offensive blocking patterns and defensive rushing patterns, along with a variety of plays based on those patterns. Some are simple to execute and others will need a fair amount of practice. Try them out against the computer first in ONE-PLAYER OFFENSE. Then test your skill by playing directly against another player. Before you know it, you'll be running and passing just like the pros!

Of course, you can make up your own plays and run them, too. Experiment with different strategies until you find the ones that work best for your team. This playbook is only the beginning of the hours of enjoyment you can expect playing SUPER ACTION™ FOOTBALL!



## PRACTICE MAKES PERFECT

Before selecting and running the plays that follow, take some time to become familiar with your controls. Refer to your basic Instruction Guide for detailed instructions on using the Control Stick, Keypad and Action Buttons, and that all important Speed Roller. Then practice against the computer in ONE-PLAYER OFFENSE. The more you practice, the better your performance on the field will be.

### Offensive Strategy Tips

- Try to decide what type of play you're going to execute **before** you select a blocking pattern during the huddle.
- Watch how the defensive player positions his linebackers before the hike and use that information to finalize the play in your mind. For example, if the defensive player moves his linebackers to the left side of your line before the hike, you might decide to hand off to your halfback and then send him around to the unprotected right side.
- Consider how your block selection will affect the motion of your backs and your opponent's backs. Then hike the ball and go for it!
- Use your handoff and fake handoff options to confuse the defense. But remember that for the brief period following a handoff or fake handoff the ball is hidden and the ball carrier can still be tackled.
- Use your backs to block on the run for your ball carrier during the play. For example, your quarterback can hand off to your halfback and then get in the way of a defensive linebacker.

- Passing for long gains is not easy. Practice completing passes of all lengths to get a feel for the type of spin needed on the Speed Roller at each distance. Remember, the Roller's speed when the pass leaves the quarterback's hand is all that matters.

## Defensive Strategy Tips

- Use the linebacker blitz to pressure the quarterback.
- If you have the lead late in the game, delay breaking your huddle to eat up clock time!
- Move your backs before the hike to keep the offense off balance.
- Get your yellow safety into the action quickly by setting him in continuing motion toward the line of scrimmage just when the ball is hiked. Then, when he reaches the line, you can take control of him again to cover the flankerback or to pursue the ball carrier.
- Just as in an actual football game, it's sometimes difficult to follow the ball because of the variety of plays the Offense can select. Concentrate on the quarterback until he passes or hands off so you don't lose track of the ball!
- Keep every offensive back covered until the quarterback passes, hands off or crosses the line of scrimmage. To cover a potential receiver, move your back within three yards of the receiver, then set your back in continuing motion to stay with the receiver. Check on the relative positions of the two men every few seconds during the play to keep your back close to the receiver.

- No game is worth its salt without risks. Take a gamble and defend aggressively by playing for the interception. Keep a back near each receiver; when a pass is in the air, get between the ball and the receiver and go for the interception! Your back can catch a pass as well as the receiver can.

## GLOSSARY OF SYMBOLS FOR BLOCKING PATTERNS

DEFENSIVE MAN



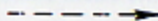
OFFENSIVE MAN



BLOCKING PATTERN



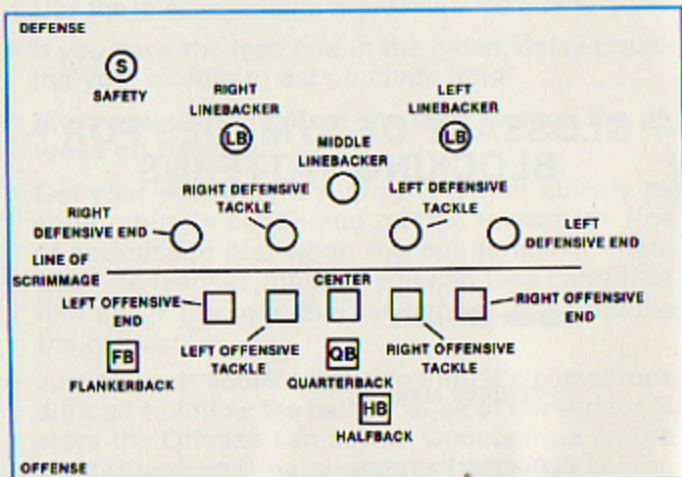
RUSHING PATTERN



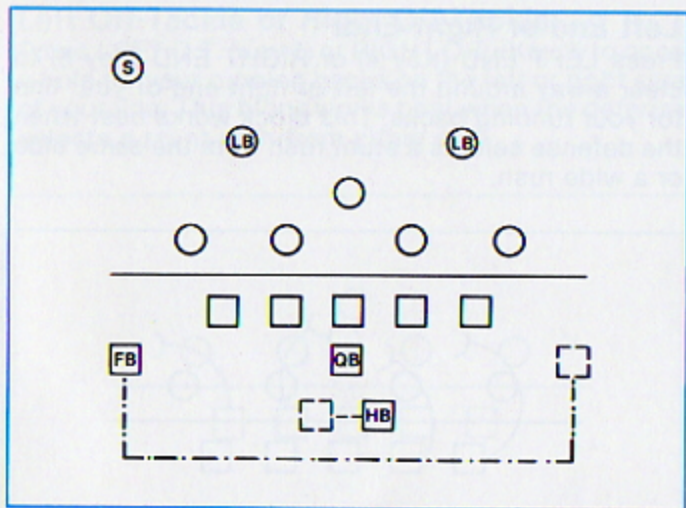
PRE-HIKE SHIFT



## THE LINEUP



Here's the Basic Lineup of Both Teams, Seen from Above



The offensive player can shift his flankerback and halfback to the opposite sides before the hike by pressing RIGHT (Key 3) or LEFT (Key 1) and back again by pressing LEFT or RIGHT.

The defensive player can move his linebackers freely before the hike (but must avoid running offside) and can shift his safety by using LEFT (Key 1), MIDDLE (Key 2) or RIGHT (Key 3).

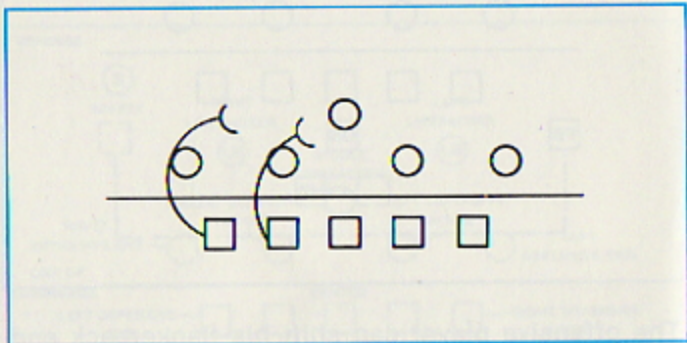
## OFFENSE

### OFFENSIVE BLOCKING PATTERNS

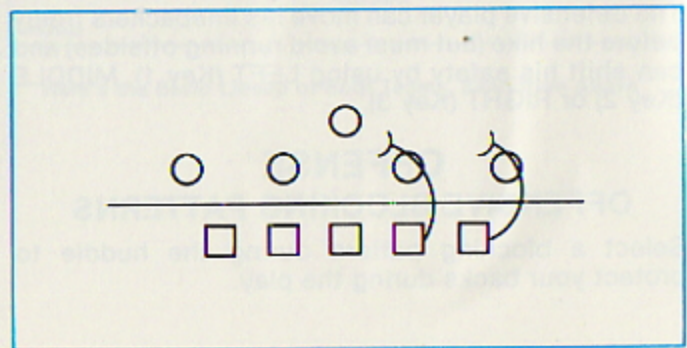
Select a blocking pattern during the huddle to protect your backs during the play.

## Left End or Right End:

Press **LEFT END** (Key 4) or **RIGHT END** (Key 6) to clear a way around the left or right end of your line for your running backs. This block works best when the defense selects a stunt rush from the same side or a wide rush.



Left End

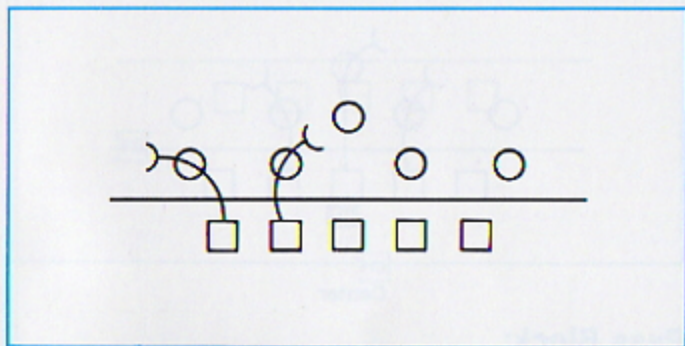


Right End

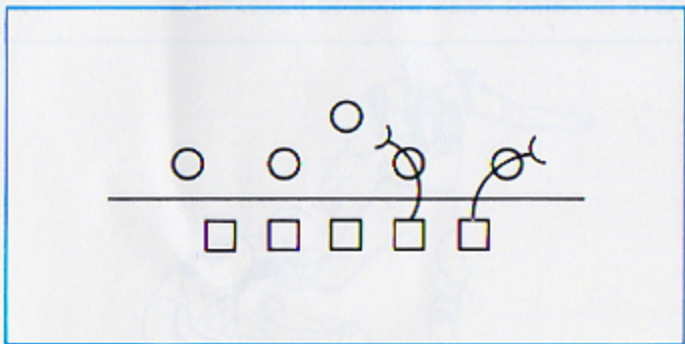


## Left Off-Tackle or Right Off-Tackle:

Press LEFT O.T. (Key 1) or RIGHT O.T. (Key 3) to open a hole for your running backs on the left or right side of your line. This block works best when the defense selects a stunt rush from either side.



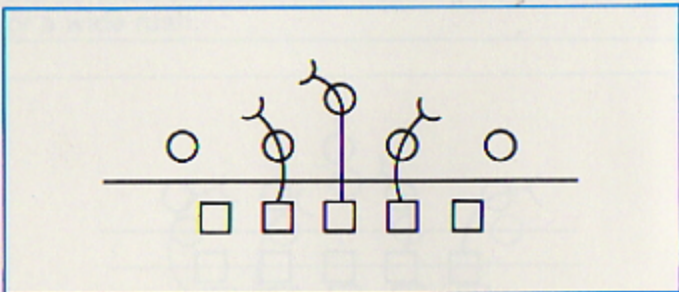
Left Off-Tackle



Right Off-Tackle

### Center:

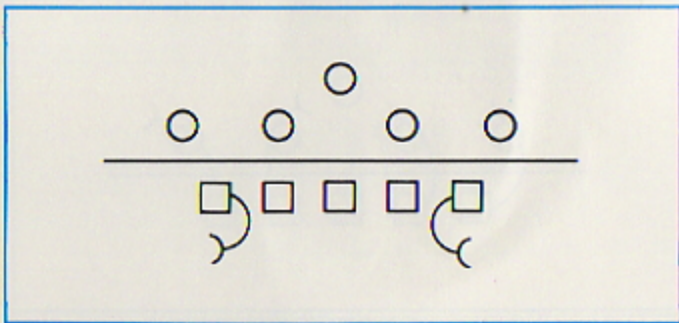
Press **CENTER** (Key 2) to open a hole for your running backs at the center of your line. This block works best when the defense selects an off-tackle rush.



Center

### Pass Block:

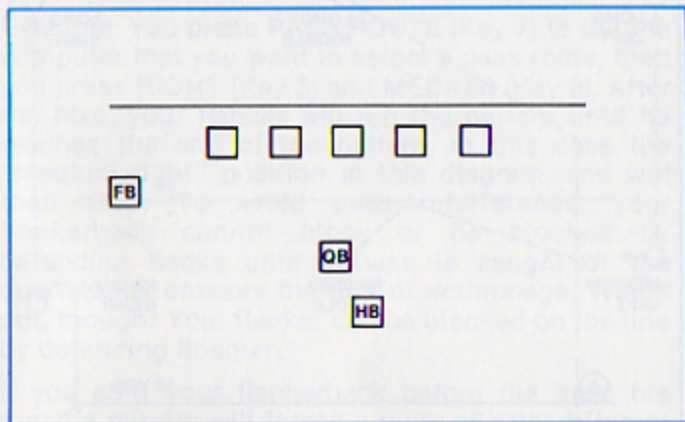
Press **PASS BLOCK** (Key 5) to form a protective pocket around your quarterback so that he has time to pass. This block works best when the defense selects an off-tackle or wide rush. **Note:** You do not have to select Pass Block to pass.



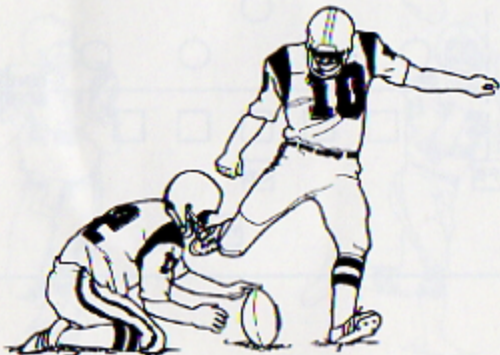
Pass Block

## Kick Formation:

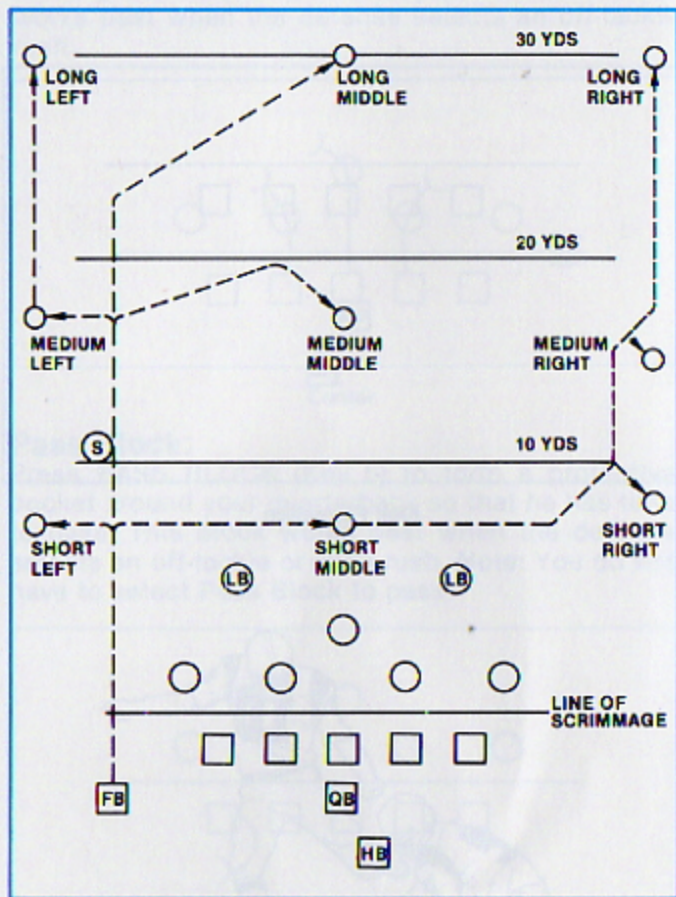
Press KICK (Key 9) to set up for a punt or field goal attempt.



Kick Formation



# FLANKERBACK PASS ROUTE PATTERNS



## Comment:

If you, as the offensive player, select a pass route for your flanker during the huddle, he will run one of these patterns during the play until you take control of him.

**Example:** You press **PASS ROUTE** (Key 7) to tell the computer that you want to select a pass route, then you press **RIGHT** (Key 3) and **MEDIUM** (Key 8). After the hike, your flanker will run the pattern until he reaches the end of the pattern, in this case the "medium right" position in this diagram, and will then stop. To avoid pass interference, your flankerback cannot block or be blocked by defending backs until a pass is caught or the quarterback crosses the line of scrimmage. Watch out, though! Your flanker can be blocked on the line by defending linemen.

If you shift your flankerback before the hike, his running pattern will follow a route slightly different from that in the diagram, but he will complete the pattern at the same point.



## OFFENSIVE PLAYS

These tried and true offensive plays are presented in order of difficulty, with simple plays first and complex plays last.

Set up each play in the huddle by selecting the listed block and flankerback pattern. Execute the play by following the numbered procedure.

Some plays include a **danger zone**, denoting an area that must be free of defensive linebackers when the ball is hiked in order for the play to gain good yardage. If you see a defensive linebacker move into the danger zone of the play you've planned, quickly improvise a play to a different area when you hike.

### Key to Offensive Play Diagrams:

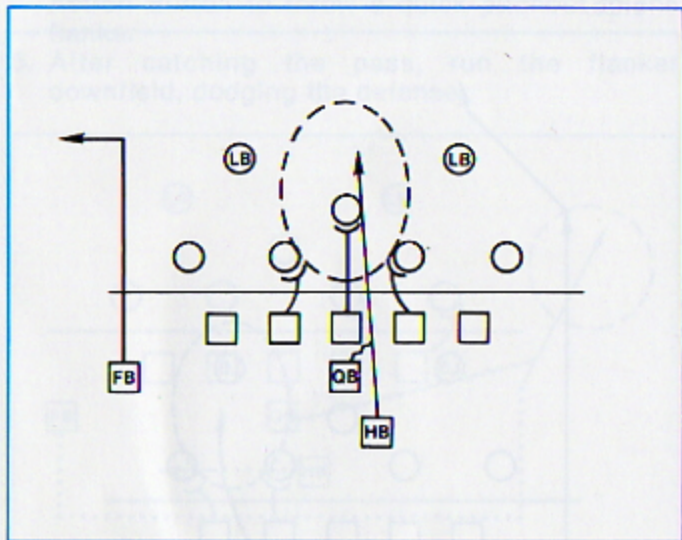
PRE-HIKE MOTION	.....
BLOCKING MOTION	—————C
RUNNING BACK MOTION	—————>
PASS OR HANDOFF	~~~~~
DANGER ZONE	——— ——— ———
FAKE HANDOFF	F

## Play 1: Line Plunge

BLOCK: Center (Key 2)

FLANKER PATTERN: Short (Key 0) Left (Key 1)

1. Hike.
2. Move the red halfback forward through the center of the line.
3. Keep the halfback's Red Action Button pressed and press the Blue Action Button as he runs by the quarterback to activate a handoff.
4. Continue running the halfback up the middle.



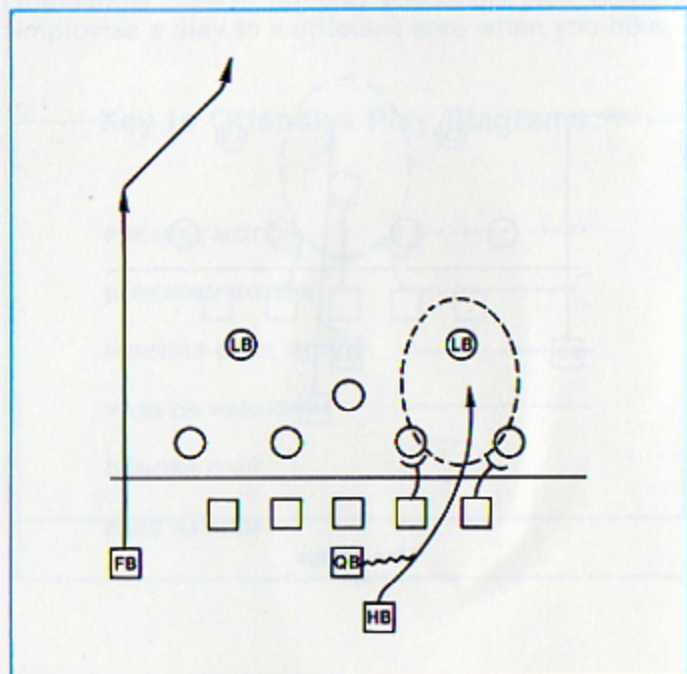
Line Plunge

## Play 2: Off-Tackle Slant

BLOCK: Right Off-Tackle (Key 3)

FLANKER PATTERN: Long (Key 5) Middle (Key 2)

1. Hike
2. Move your red halfback forward and slightly to the right. Maneuver him until he is heading through an opening in the line.
3. Press the Blue Action Button while holding in the halfback's Red Action Button to throw a short pass to the halfback.
4. Continue running the halfback through the right side.



Off-Tackle Slant

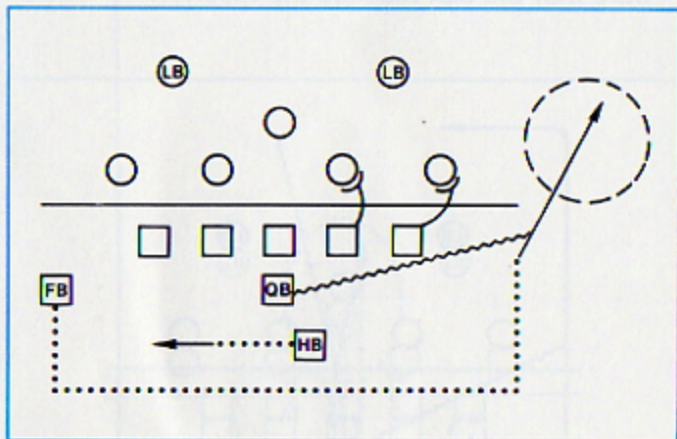


### Play 3: Pitchout Right

BLOCK: Right end (Key 6)

FLANKER PATTERN: None

1. Shift your backfield before the hike by pressing RIGHT (Key 3).
2. Hike.
3. Start your red halfback moving to the left to fake the defense.
4. Move the flankerback forward and to the right.
5. Spin the Speed Roller slowly while holding in the flankerback's Action Button and press the Blue Action Button to throw a quick pitchout to the flanker.
6. After catching the pass, run the flanker downfield, dodging the defense.



Pitchout Right

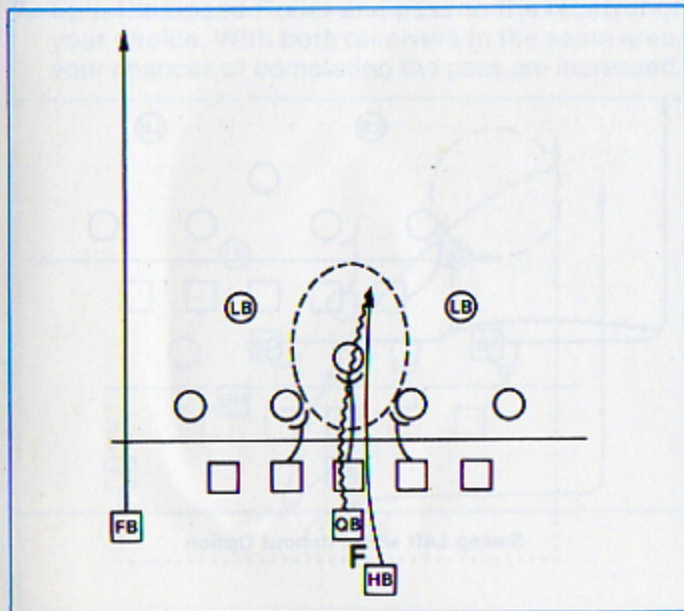


## Play 5: Play-Action Pass

BLOCK: Center (Key 2)

FLANKER PATTERN: Long (Key 5) Left (Key 1)

1. Hike.
2. Start your red halfback moving toward the center of the line, through the quarterback's location.
3. When the halfback is next to the quarterback, press the Blue Action Button (without holding in the halfback's red button) to fake a handoff.
4. While the halfback continues forward with continuing motion, move the quarterback back a few yards to gain time.
5. Pass to the halfback when he has broken through the line.



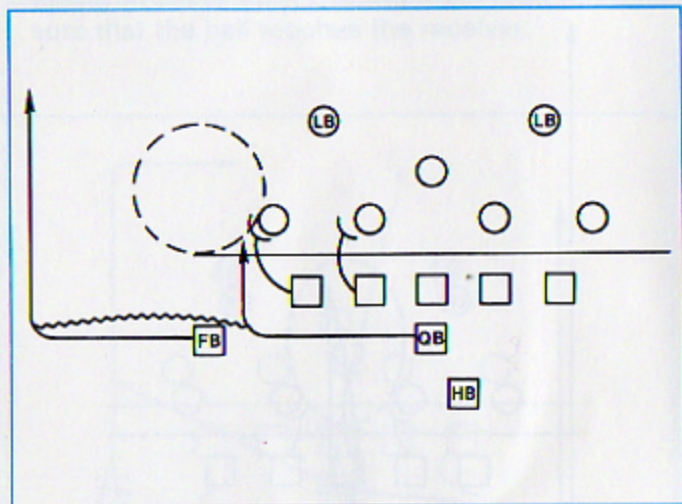
Play-Action Pass

## Play 6: Sweep Left with Pitchout Option

BLOCK: Left End (Key 4)

FLANKER PATTERN: None

1. Hike.
2. Move your quarterback and flankerback to the left.
3. When the quarterback reaches the outside of the line, assess the situation. If a defender is covering the flankerback, turn the quarterback toward the line of scrimmage. If the flanker is open, press the Blue Action Button while holding in the flanker's button to pitch out to the flanker.
4. Move the ball carrier downfield, avoiding the defense.



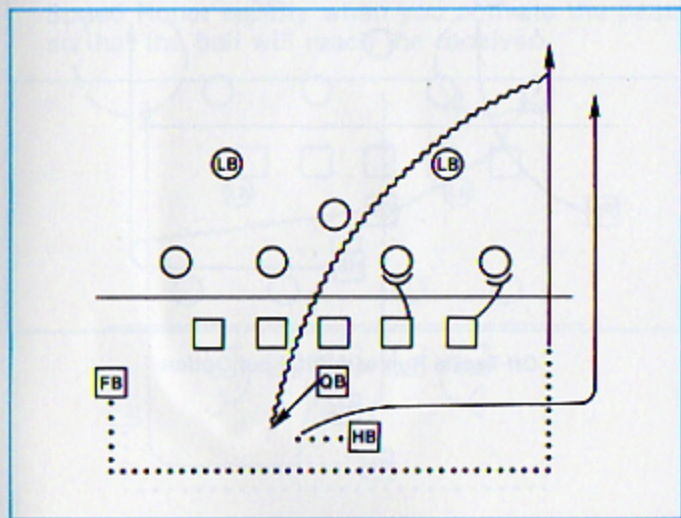
Sweep Left with Pitchout Option

## Play 7: Flood-Right Pass

**BLOCK:** Right End (Key 6)

**FLANKER PATTERN:** Long (Key 5) Right (Key 3)

1. Shift your flankerback and red halfback before the hike by pressing RIGHT (Key 3).
2. Hike.
3. Start your red halfback moving toward the right side of the line.
4. Move your quarterback to the left and back a few yards for better protection.
5. When your halfback reaches the right side of the line, send him downfield toward your flankerback.
6. Maneuver your halfback and flankerback together to confuse the defense.
7. Spin the Speed Roller and pass to the receiver of your choice. With both receivers in the same area, your chances of completing the pass are increased.



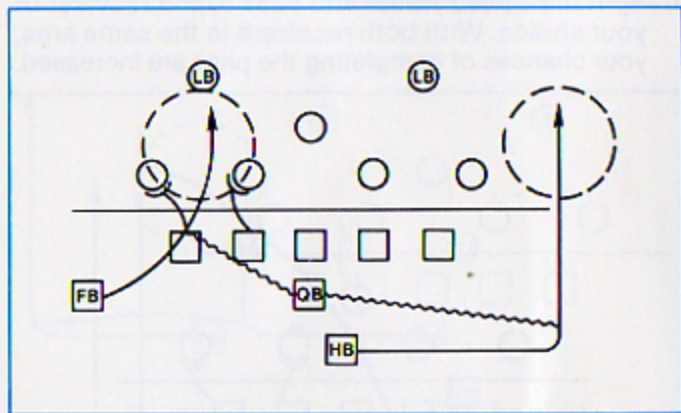
Flood-Right Pass

## Play 8: Off-Tackle Run with Pitchout Option

BLOCK: Left O.T. (Key 1)

FLANKER PATTERN: None

1. Hike.
2. Start your red halfback moving toward the right side of the line.
3. Move your flankerback inside and forward, searching for a hole in the left side of the line.
4. If the flankerback has an opening, toss quickly to him.
5. If the right side is undefended, pitch out to the halfback.
6. Move the ball carrier downfield, avoiding the defense.



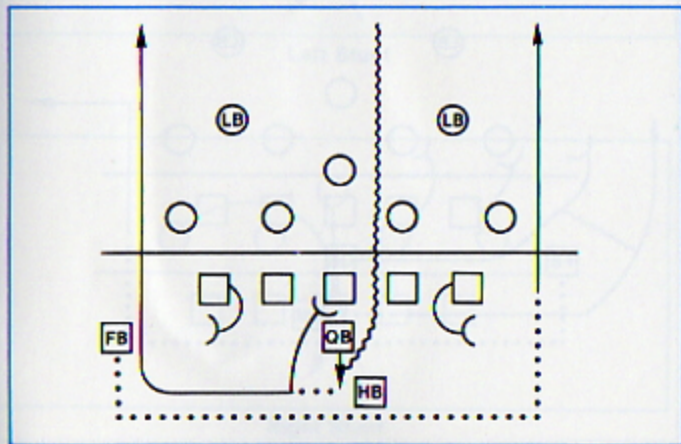
Off-Tackle Run with Pitchout Option

## Play 9: Long Pass

**BLOCK:** Pass Block (Key 5)

**FLANKER PATTERN:** Any Long Pattern (Key 5)

1. Shift your flankerback and halfback before the hike by pressing RIGHT (Key 3).
2. Hike.
3. Assess the defense. If your quarterback is threatened by rushing linemen or blitzing linebackers, move the quarterback and your halfback so that the halfback provides additional blocking for your quarterback.
4. If your quarterback is well protected, move your halfback to the left of the line and then downfield as a second receiver.
5. Maneuver your flankerback (and halfback, if going out for a pass) until a receiver is deep and open, then pass to that receiver. Make sure to spin the Speed Roller rapidly when you activate the pass so that the ball will reach the receiver.



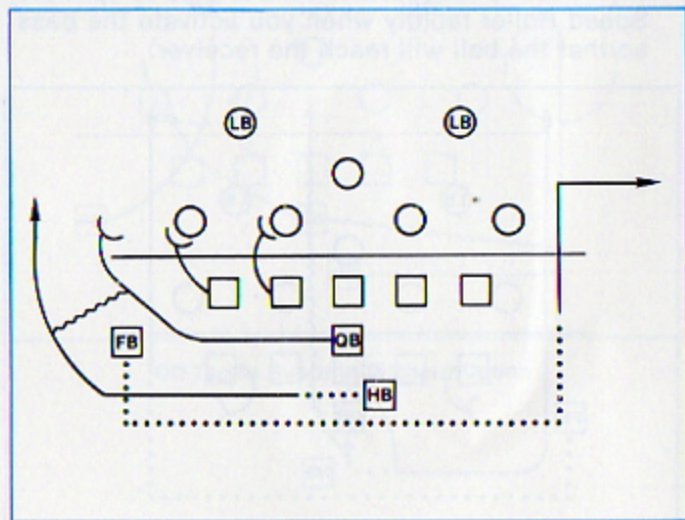
Long Pass

## Play 10: Option Left

BLOCK: Left End (Key 4)

FLANKER PATTERN: Short (Key 0) Right (Key 3)

1. Shift your flankerback and halfback before the hike by pressing RIGHT (Key 3).
2. Hike.
3. Move your quarterback and halfback together toward the left side of the line.
4. When the quarterback and halfback are beyond the left end of the line, cut them diagonally toward the line of scrimmage.
5. As the defense bears down on your quarterback, toss the ball to the halfback. **Note:** The quarterback cannot pass or hand off once across the line of scrimmage.
6. Move the halfback downfield, using the quarterback as a blocker.



Option Left



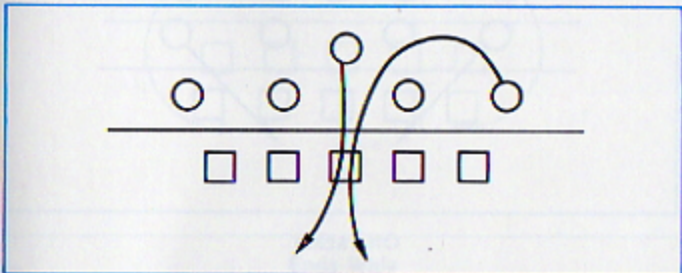
# DEFENSE

## DEFENSIVE RUSHING PATTERNS

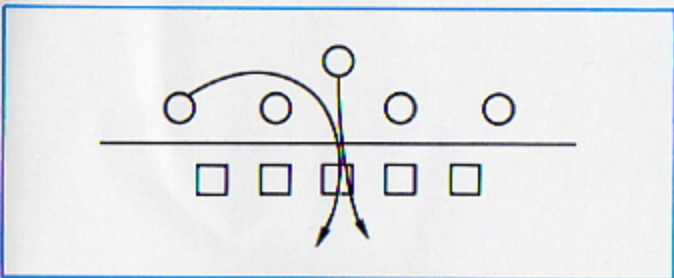
Select a rushing pattern during the huddle to pressure the offense during the play.

### Left Stunt or Right Stunt:

Press LEFT STUNT (Key 1) or RIGHT STUNT (Key 3) to send your left or right defensive end through a hole in the center of the line opened by your middle linebacker. This rush is most effective when the offense selects a pass block.



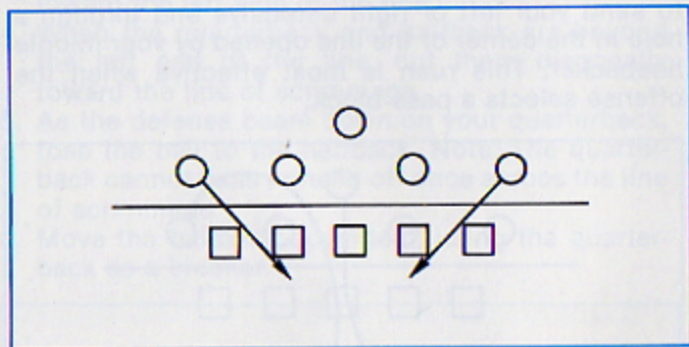
Left Stunt



Right Stunt

## Off-Tackle:

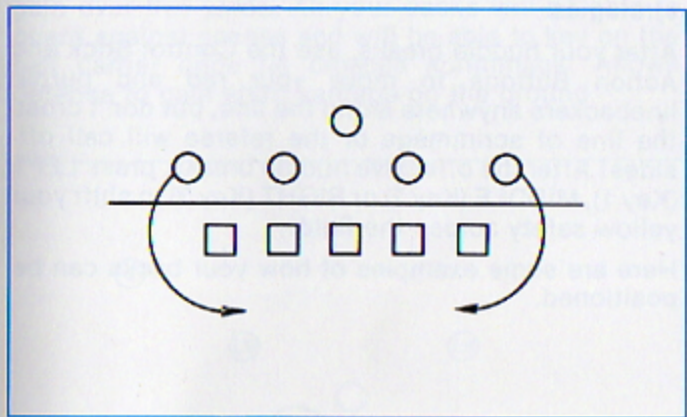
Press OFF TACKLE (Key 2) to send your defensive ends through the line between the offensive ends and offensive tackles. This rush is most effective when the offense selects a left end or right end block.



Off-Tackle

## Ends Wide:

Press ENDS WIDE (Key 5) to send your defensive ends around the offensive line. This rush is most effective when the offense selects a left off-tackle or right off-tackle block.



Ends Wide

## DEFENSIVE ALIGNMENTS

In addition to selecting rushing patterns for your defensive linemen, you can assign one or both of your linebackers to blitz and you can align your backs before the hike to anticipate offensive strategies.

After your huddle breaks, use the Control Stick and Action Buttons to move your red and purple linebackers anywhere along the line, but don't cross the line of scrimmage or the referee will call off-sides! After the offensive huddle breaks, press LEFT (Key 1), MIDDLE (Key 2) or RIGHT (Key 3) to shift your yellow safety across the field.

Here are some examples of how your backs can be positioned.

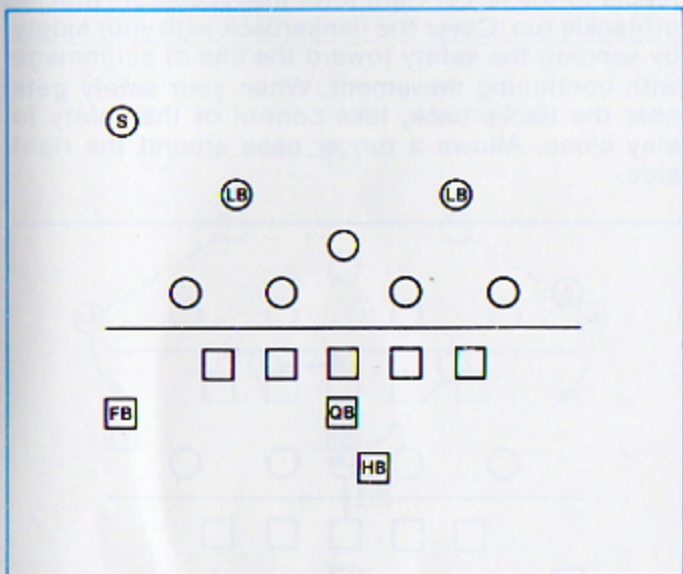


## Standard Alignment

**LINEBACKERS:** No shift, no blitz.

**SAFETY:** No shift. However, if the flankerback shifts to the opposite side, shift to stay with him.

Provides excellent protection against an offensive gain over five yards. All your backs will be able to guard against passes and will be able to key on the ball carrier once he crosses scrimmage. Allows defense to gain short yardage on the ground.



**Standard Alignment**

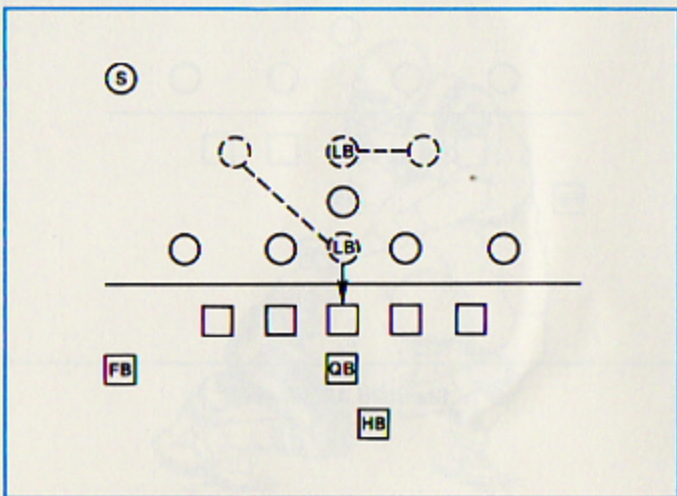
## Stack Alignment:

**LEFT LINEBACKER:** Move up to the center of the line, blitz.

**RIGHT LINEBACKER:** Move to the center of the backfield, no blitz.

**SAFETY:** No shift. However, stay with the flanker-back.

Stops short running gains through the line. The blitzing linebacker pressures the quarterback and prevents a run up the middle. The rear linebacker reacts to the left or right after the hike to prevent an off-tackle run. Cover the flankerback with your safety by sending the safety toward the line of scrimmage with continuing movement. When your safety gets near the flankerback, take control of the safety to stay close. Allows a run or pass around the right side.



Stack Alignment

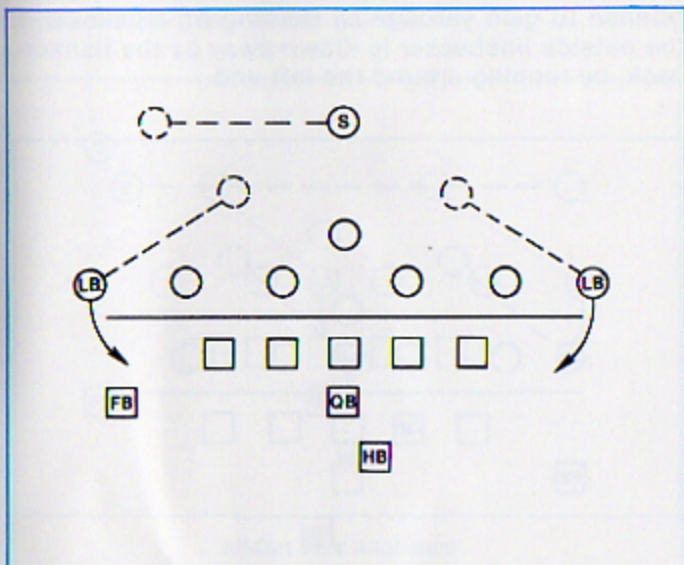
## Spread Alignment:

**LEFT LINEBACKER:** Move up to the left end of the line, blitz.

**RIGHT LINEBACKER:** Move up to the right end of the line, blitz.

**SAFETY:** Shift to the center.

Shuts down any running plays around either end of the line. The safety guards the center against a run up the middle. Allows offense to gain short yardage up the middle. Allows passes if receivers get past the blitzing linebackers.



Spread Alignment

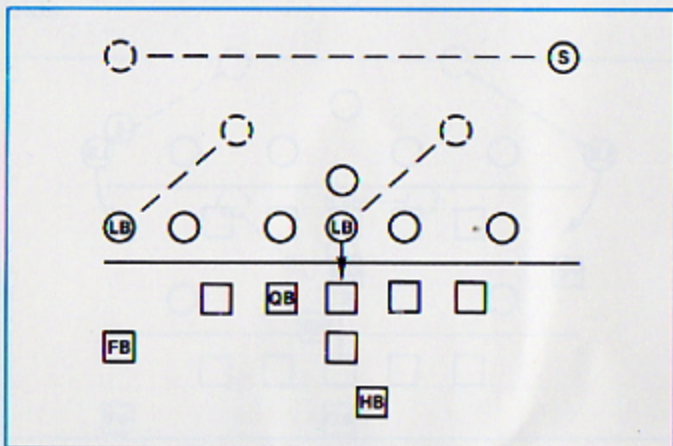
## Pass-Prevent Alignment:

**LEFT LINEBACKER:** Move up to the left end of the line, no blitz.

**RIGHT LINEBACKER:** Move up to the center of the line, blitz.

**SAFETY:** Shift to the side of the field opposite the flankerback.

Makes offensive passing almost impossible. The blitzing linebacker pressures the quarterback and prevents a run up the middle. The outside linebacker covers the flankerback. The safety covers the halfback if he runs around the right side. Allows the offense to gain yardage by running off-tackle or, if the outside linebacker is drawn away by the flankerback, by running around the left end.



Pass-Prevent Alignment



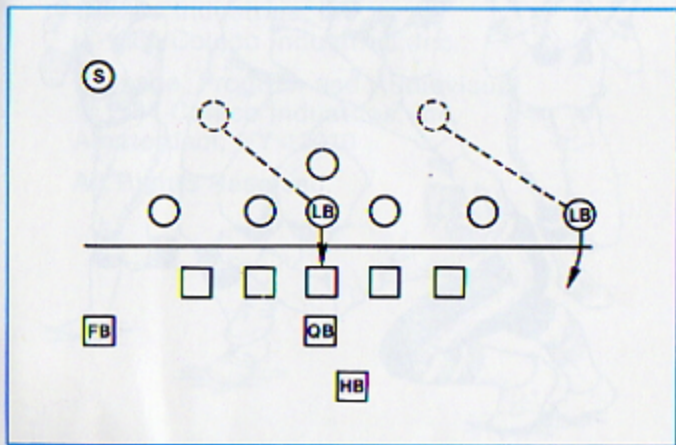
## All-Out Blitz Alignment:

**LEFT LINEBACKER:** Move up to the center of the line, blitz.

**RIGHT LINEBACKER:** Move up to the right end of the line, blitz.

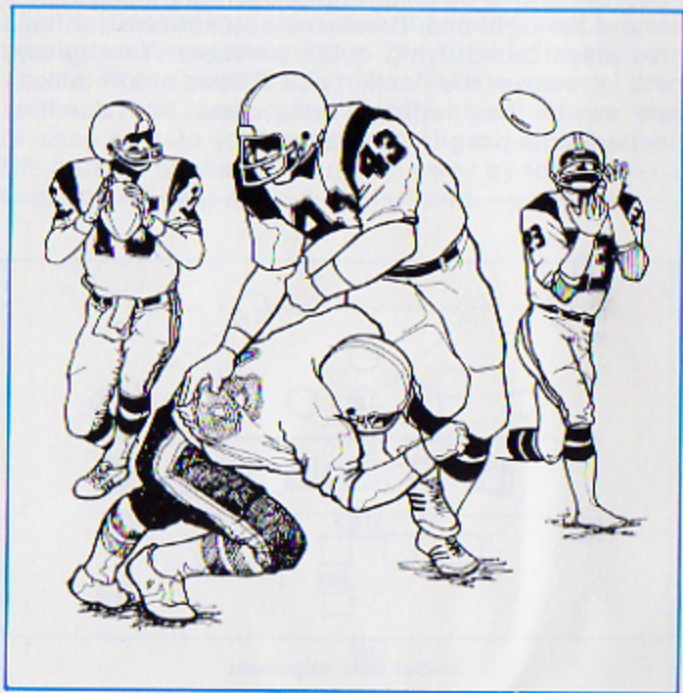
**SAFETY:** No shift. However, stay with the flankerback.

Presents a long pass, a run up the middle and a run around the right end. Breaks up sophisticated offensive plays by applying quick pressure. The safety runs in to cover the flankerback. Allows an off-tackle run or, if the halfback gets past the outside linebacker, a pass to the halfback.



All-Out Blitz Alignment

It's game time and the pressure's on! Plan strategies that push your team toward the goal line, then execute every play with the utmost precision. You're not in the grandstand anymore—you're where the action is!



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