

Backyard Football FAQ

by James Wyatt

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Backyard Football
Nintendo Gamecube
1-2 players simultaneous
6 blocks for each saved game

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I enjoy this game. I enjoyed writing this guide. Please use it to increase your fun with this game. Please do NOT sell this, or post it on your site without my permission. Feel free to print this up, pass it around your school or office, or make it into a paper airplane. Feel free to write me and tell me what you think about it. Do NOT pass this off as your own work.

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1) Background

Backyard football is not a regular football game. It's much like the games you played as a kid. You have some pros to pick, but only 10. The rest are a neat bunch of kids that are diverse in their skills.

I love this game because it reminds me of Tecmo Bowl. It's a cute game that is fun enough not to be frustrating. Don't misunderstand, it seems the CPU can do things you can't even think about!

If you like Madden's games, or EA Sports games, or NFL Blitz, you should like this one too. I think it's a great way to introduce the game to little kids or old guys alike.

2) Controls

You can find all this information in the game, so I'll just elaborate as needed.

In general, "A" selects, and "B" goes back. Use the Control stick to move your player on the field.

OFFENSE

Z button = Before snap, press "Z" to show the route. If you do this in a 2 player game, you'll give your play away! After snap, pressing "Z" will make the QB in "run mode". He won't be able to pass, but he'll run like

a RB with the ball instead of with his hand out, as if to pass.
Control Stick = Before snap, use to scan up and down the line.
L or R (shoulder) buttons = Use to call audible. Press "A" to confirm.
A button = Before snap, "A" snaps the ball. After snap, on a pass play, pressing "A" will throw the ball to the receiver marked "A". With possession of the ball, "A" will give you a quick speed burst.
B button = After snap, "B" will throw to the receiver marked "B". With possession, "B" will stiff-arm to the left.
X button = After snap, "X" will throw to the receiver marked "X". With possession, "X" will stiff-arm to the right.
Y button = After snap, with possession, "Y" will make your player hurdle.

DEFENSE

Z button = Show play route.
L or R (shoulder) buttons = Use to call audible. Press "A" to confirm.
A button = Tackle ball carrier when next to him. When not next to him, gives you a quick burst of speed.
Y button = Jump or deflect a pass, or maybe intercept it...!
B or X button = Select a different player.

3) Meet the kids

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There are a total of 40 kids you can select from. Actually, this is a bit incorrect. You can select the Rookie, which I'll get to in a minute.

When you place the highlighted box over a kid, you can see his stats in the corner. These are represented by footballs, with more footballs meaning stronger ability (10 footballs is the max). Using these stats, I've decided what I think the best position is for each player, and placed it in parentheses by each player.

POSITIONS

QB = quarterback - throws the ball to the receiver
RB = running back - runs with the ball, usually from scrimmage
WR = wide receiver - runs out into the field and catches passes from the QB
DB = defensive back - player who covers the WR
DT = defensive tackle - player who covers the RB and QB
K = kicker - kicks extra points, field goals, and kicks to the other team
P = punter - punts the ball for change of possession

Remember, on offense you'll only have a center, QB, RB, and 2 WRs. On defense, you'll have a safety, linebacker, defensive lineman, and 2 corner backs. Basically, on defense you'll have guys on the line and guys covering receivers. This is why I refer to my defense as DBs and DTs, although technically this is incorrect. Anyway, make sure to pick your seven players intelligently! You must have the whole field covered. If you pick 5 QBs and 2 Ks, you won't have anything for a defensive backfield!

There are pro kids and neighborhood kids to choose from.
Let's look at the pro kids first.

Pro Kids: There are 10 pro kids to select from. They are miniature versions of their real life pro players.

Brett Favre (QB) - As a quarterback, Brett is also quite tough. He's much like Payton Manning, but Payton is one less in blocking.

Passing: 9

Catching: 5

Running: 4

Blocking/Tackling: 6
Kicking: 3

Donovan McNabb (QB) - Donovan is slightly less accurate than Brett, but much faster.

Passing: 8
Catching: 5
Running: 7
Blocking/Tackling: 6
Kicking: 3

Jeff Garcia (QB) - Jeff is a weaker quarterback. He's as accurate as Donovan, but he's not as fast or strong. Opt for someone else.

Passing: 8
Catching: 4
Running: 5
Blocking/Tackling: 5
Kicking: 3

Jerry Rice (WR) - Jerry is a must have! Outside of your created Rookie, Jerry is the best receiver in the game. Take him and let him reel in the passes!

Passing: 6
Catching: 10
Running: 5
Blocking/Tackling: 5
Kicking: 4

Jevon Kearse (DB) - Jevon is the best pro defensive man. He's great at tackling, but he can't catch that well.

Passing: 5
Catching: 5
Running: 7
Blocking/Tackling: 9
Kicking: 4

Michael Vick (QB) - Michael is a good all around player. He throws well, runs fast, and is equally good at catching and blocking.

Passing: 8
Catching: 6
Running: 7
Blocking/Tackling: 6
Kicking: 4

Peyton Manning (QB) - Peyton is great at throwing. He can't run that fast, so if you select him get rid of the ball quickly!

Passing: 9
Catching: 5
Running: 4
Blocking/Tackling: 5
Kicking: 3

Rich Gannon (QB) - Another QB? Rich is good, but not great. You may want to go with a neighborhood kid if all the other QBs are taken.

Passing: 8
Catching: 4
Running: 4
Blocking/Tackling: 5
Kicking: 3

Ricky Williams (RB) - Ricky is the best pro running back. He's small and hard to tackle. His extra point on blocking makes him a nice addition to your defense too.

Passing: 6

Catching: 7

Running: 9

Blocking/Tackling: 8

Kicking: 4

Terrell Davis (RB) - Terrell is exactly like Ricky, except one point less in blocking and tackling.

Passing: 6

Catching: 7

Running: 9

Blocking/Tackling: 7

Kicking: 4

Neighborhood kids: these are the kids that are typical of those you may have known (or been) growing up. I like that there are all type: fat and skinny, boys and girls, short and tall. Again, I'll go through the list alphabetically, and put the recommended position in parentheses.

Achmed Khan (DB) - This kid is an all-around good DB.

Passing: 5

Catching: 6

Running: 7

Blocking/Tackling: 6

Kicking: 6

Amir Kahn (WR) - I'm guessing this is Achmed's brother. Amir is better at catching, but he could be a kicker/punter.

Passing: 5

Catching: 8

Running: 6

Blocking/Tackling: 5

Kicking: 7

Angela Delvecchio (K/P) - Angela is a bit weak in offensive abilities, but she could make a good kicker.

Passing: 4

Catching: 4

Running: 4

Blocking/Tackling: 6

Kicking: 7

Annie Frazier (K/P) - Annie is the best kicker/punter in the game. Her speed makes her good at making it downfield to make the tackle herself too.

Passing: 4

Catching: 7

Running: 8

Blocking/Tackling: 6

Kicking: 9

Ashley Webber (RB) - Ashley is really good at everything. Putting her as RB and throwing to her is a good idea.

Passing: 6

Catching: 6

Running: 7

Blocking/Tackling: 6

Kicking: 5

Billy Jean Blackwood (QB) - Billy Jean has enough accuracy and speed to be a decent QB, but not as good as any of the pros.

Passing: 7

Catching: 5

Running: 6

Blocking/Tackling: 4

Kicking: 4

Dante Robinson (QB) - Dante is a good little dude! He makes a great QB when you want to pick someone besides the pros, due to his speed.

Passing: 8

Catching: 6

Running: 9

Blocking/Tackling: 6

Kicking: 5

Dmitri Detrovich (DT) - Dmitri is suited for blocking and tackling, and maybe even kicking.

Passing: 6

Catching: 5

Running: 7

Blocking/Tackling: 8

Kicking: 8

Ernie Steele (WR) - Ernie's height and catching ability makes him a welcomed addition to your team.

Passing: 6

Catching: 9

Running: 6

Blocking/Tackling: 5

Kicking: 5

Gretchen Hasselhoff (RB) - Gretchen is a tough and speedy running back.

Passing: 5

Catching: 5

Running: 8

Blocking/Tackling: 6

Kicking: 4

Jocinda Smith (QB/WR/DB) - Jocinda is one of the best girls in the game! She can throw, catch, and tackle, but she is a bit slow.

Passing: 8

Catching: 8

Running: 5

Blocking/Tackling: 8

Kicking: 6

Jorge Garcia (QB/K/P) - Jorge's speed might make him an acceptable backup QB, but he's weak in defensive skills.

Passing: 6

Catching: 3

Running: 6

Blocking/Tackling: 3

Kicking: 6

Kenny Kawaguchi (WR/RB) - Kenny is a good backup running back or receiver, and he might even back up the kicker!

Passing: 5

Catching: 7

Running: 7
Blocking/Tackling: 5
Kicking: 7

Kiesha Phillips (RB/DB) - Kiesha is another great girl. She's strong in blocking/tackling, and running. She'll play well on both teams.

Passing: 7
Catching: 5
Running: 9
Blocking/Tackling: 9
Kicking: 7

Kimmy Eckman (DT) - Although she's small, Kimmy can tackle!

Passing: 7
Catching: 3
Running: 4
Blocking/Tackling: 9
Kicking: 6

Lisa Crocket - (RB/DT) - Lisa can run and tackle. Enough said!

Passing: 5
Catching: 6
Running: 8
Blocking/Tackling: 8
Kicking: 7

Luanne Lui (RB) - If you like to run the ball, but don't plan on throwing it to your RB, Luanne is an excellent choice.

Passing: 3
Catching: 5
Running: 10
Blocking/Tackling: 3
Kicking: 6

Maria Luna (WR) - Maria will catch most passes, and she can move after she hauls in the ball too!

Passing: 1
Catching: 9
Running: 6
Blocking/Tackling: 4
Kicking: 7

Marky Dubois (DB) - Marky's speed and tackling should help you get interceptions.

Passing: 6
Catching: 7
Running: 4
Blocking/Tackling: 8
Kicking: 6

Mikey Thomas (DT/QB) - Mikey can tackle, and he's a good backup QB.

Passing: 8
Catching: 7
Running: 4
Blocking/Tackling: 9
Kicking: 4

Pablo Sanchez (RB/WR/QB/DB) - Pablo, Pablo, Pablo! Man, this guy is my favorite neighborhood kid in the game! He can run and catch, on both offense and defense. He can even throw!

Passing: 8
Catching: 9
Running: 10
Blocking/Tackling: 6
Kicking: 6

Pete Wheeler (RB) - Pete's got speed! Let him use it.

Passing: 6
Catching: 5
Running: 10
Blocking/Tackling: 5
Kicking: 5

Reese Worthington (WR/K/P) - Reese can catch, his speed is decent, and he can be a backup kicker.

Passing: 6
Catching: 9
Running: 7
Blocking/Tackling: 4
Kicking: 8

Ricky Johnson (K/P/RB) - Ricky's main strength is kicking, but he might enjoy running with the ball too.

Passing: 5
Catching: 6
Running: 8
Blocking/Tackling: 5
Kicking: 9

Ronny Dobbs (QB) - Ronny isn't the best, but he might be a good backup QB.

Passing: 6
Catching: 3
Running: 6
Blocking/Tackling: 2
Kicking: 4

Sally Dobbs (QB) - A more solid choice than her brother Ronny, Sally has the speed and accuracy you want in your QB.

Passing: 8
Catching: 5
Running: 7
Blocking/Tackling: 4
Kicking: 6

Sidney Webber (RB) - Exactly like her sister Ashley, Sidney is well suited for just about any position.

Passing: 6
Catching: 6
Running: 7
Blocking/Tackling: 6
Kicking: 5

Stephanie Morgan (WR/RB) - Stephanie can catch and run, so putting her as either RB or WR is a good choice.

Passing: 7
Catching: 8
Running: 7
Blocking/Tackling: 7
Kicking: 2

* If turnovers are off, go nuts ;) !

* Use the shotgun formation often. If you've got a fast QB, he may be able to get the 1st down by himself. However, reread the hint about fumbles first...

* On kickoff returns, select the middle one that looks like an inverted "T". Using your super rookie, run towards the man who is not guarded. When you get close, press and hold "R" (or "L", depending on which side you're running towards). If done correctly, you'll juke the player. Keep running!

* If you've picked a good team, your teammates should be trustworthy. Let them cover the WRs on their routes. Resist the urge to hit "B" to select them and let your CPU player take the CPU WR. You have a better chance of getting the interception this way.

* If someone approaches you from the side, a juke will not work. Instead, press the appropriate stiff-arm button, and turn towards him. If done correctly, you'll put your hand on his helmet, and shove him away from you.

* Stiff-arming works best with a strong runner. If your QB is weak, do NOT attempt to stiff-arm, or he may fumble!

* I've found if you hit "A" about 3 strides before you touch the ball carrier, you may be able to hit him hard enough to cause a fumble. This works best if you hit him head on, although I seem to fumble even if hit on the side!

* You are privy to 3 plays by the computer. From my experience, it will always choose one of the 3 plays you saw. Use this to your advantage. For example, on 3rd and 6, the CPU may elect to blitz. Look at the 3 defensive plays he's showing, and if it looks like he's got all 5 guys on the line, be prepared to pass. If the CPU is on 3rd down, and he's showing all pass plays, go with a man-to-man defense like Super Man, and expect a pass.

* My recommended play on defense is the Super Man. Using your super rookie, you should be able to run to cover a receiver before the ball is snapped. Since the computer seems to favor one receiver, cover him, and stay between the WR and the QB. When the ball is thrown, use the "A" button if necessary to sprint to the WR, then use "Y" to jump up and attempt to intercept.

* Here's a neat trick I found. Sometimes, by pressing "START" and fooling around with the Sidelines menu (you don't have to actually change anything), when you come back the CPU will select a different play. So, if you have special plays ON, and it looks like the CPU is going to use one, you may be able to press "START", wait a minute, then go back and get him to select a different play.

* Replace your normal punt return play with Safe Return. Before the snap, use anyone besides the returner to watch for a fake punt.

* At least on easy and medium difficulty, the CPU seems easy to trick on a punting situation. Opt for the fake punt or just throw it, and you should get the easy 1st down.

* Since there are no penalties, try to bump the receivers off the line to slow them down or get between them and the QB.

* On any screen that lets you listen to the kids, keep pressing "Y" to make them talk. Brett Favre will tell a funny story about alligators!

6) Version history

August 23, 2003

Version 1.0 Initial Version

7) Credits

Thanks to:

My wife Stacy - this game was the perfect 1 year anniversary present!

GameFaqs/CJayC - GameFAQs is the best video game site on the net!

Megadeth, Dream Theater, Joe Satriani - for making great music to play while playing football games.

Bill Parcells - for bringing the Cowboys back to the Super Bowl!
(this is thanks in advance ;))

You - for reading my FAQ!

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