Backyard Football FAQ

by James Wyatt Updated on Oct 21, 2003

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 misuderstand, 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

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 i 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

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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
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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
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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
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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!
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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
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Tony Delvecchio (QB/DT) - Tony can throw and tackle, and he's got decent

speed too.
Passing: 8
Catching: 6
Running: 6

Blocking/Tackling: 9

Kicking: 6

Vicki Kawaguchi (RB/WR) - Despite her size, Kenny's sister Vicki can really

catch and run. I'd suggest making her a wide receiver.

Passing: 4
Catching: 9
Running: 9

Blocking/Tackling: 4

Kicking: 6

The ROOKIE

The rookie is a unique case. He's at the end of the list of kids, and he's wearing a jersey with a "?" on it. His stats are only 1 in everything, but you can change this!

After selecting the rookie, you can change his name, appearance (including height, build, skin tone, hair style, and hair color), characteristics (including the nickname the announcers will call him, gender, handedness, birth month and day), and his stats.

This is the best part of picking your team. You have 29 ability points to use in any manner possible. You can create a well-balanced player, a perfect QB, or speedy DB. I STRONGLY suggest you give him a 10 in catching, a 10 in running, and the rest in blocking/tackling. He has to have at least a 1 in every field, so his throwing and kicking will be 1. If you do this, this player will be near perfect at WR and RB, including returning kicks and punts. Also, he'll be great on defense, picking up interceptions frequently.

4) At the main menu

The first option, Pick-up Game, is a scrimmage or exhibition game just for fun.

The second option is Play Season, where you'll play multiple games with the same team through a season, like real football.

The third option is Team Practice, where you can work on all aspects of play.

The fourth option is Coach's Challenge.

The fifth is Meet the Players. Here you can look at all the players and their stats, much like I've typed out above.

The sixth option is the Credits, which is who made the game.

The seventh and final option is the Options menu, which has the game's options.

PICK-UP GAME ^^^^^^^^^^^^^^^^^^^

Pick-up Game - Under this menu, you can choose Kick Off! to go straight into play. If you choose Pick Teams, you will pick your team out of the 32 NFL teams and 6 Backyard Football League (BFL) teams, and then pick your 7 players. You can also adjust the game options from here, or view the controls.

Before you play, you can change the field, the weather conditions (sunny, rainy, snowy, or nighttime game), difficulty (easy, medium, or hard) and the

length of the quarters (1, 2, or 3 minutes).

When you choose to kick off, you put your controller on the side with the helmet from the team you want to control. Placing it in the middle gives you the option of watching a computer vs. computer game.

After selecting your side, you can adjust the handicap. Using the control stick, you can add or remove footballs from your helmet. More footballs means your team is stronger/better than the other one. Now hit "A" to accept and you're ready to play!

SEASON MODE ^^^^^^^^^^^^^^^

To play the season mode, you'll need a memory card with at least 6 blocks free. You'll enter your coach's name, then pick your team much like described above. You can adjust the options, play a season or exhibition game, or go to the sidelines. You can also get to the sidelines from the in game pause menu.

On the sidelines, you can adjust several things. You can view your team, look at the season standings, view your team's schedule or weekly schedule, or check the season statistics. You can also view any trophies you've won or look at the Hall of Fame.

Most frequently, you'll look to Change the Lineup or Change Playbook. This is quite easy to figure out, so I won't spend much time on it. Basically, you can substitute players or change the plays you have to run.

When you enter the Change Lineup menu, you can scroll through the plays and select the guys you want in each position. Usually, the CPU does a good job of doing this for you, but you may want to tweak it some.

Under the Change Playbook menu, you first change the library (offensive, defensive, kicking, or kick return). Then you select the play type (run, pass, or custom). Finally, with the yellow C-Stick, highlight the play you want to change. When you select it using the Control Stick or Control Pad, the new play will be in the right window. When you press "A", this play will be the one in the yellow-highlighted box. To select a play for your audible, simply press "L" or "R", respectively, when that play is in the right window.

When you select a custom play, you are able to edit it slightly. You can change the play name, formation of each player, patter set and pattern of each player too. This is easy to figure out, so I'll let you find out on your own.

For the rest of season mode, you'll play 14 games of regular season. Then, should you qualify, you'll go into playoffs. After winning your division and conference, you'll be in the Cereal Bowl for the ultimate prize!

This is a good place to go to learn the game. Even if you're a veteran video game player, you'll have to get used to the 5-on-5 action that is Backyard Football.

In the tutorial modes, Chuck Downfield will help you learn the basics. You have all the practice modes at your disposal, and again it's real simple with on-screen instructions, so I won't type it all out here.

saved on your memory card, if you don't have 2 coaches, you can't have a

challenge. This is fun with your custom made teams though.

MEET THE PLAYERS ^^^^^^^^^^^^^^^^^^^^

You already have! This screen will take you to the players, where you can look at them, see their stats, and even listen to them talk. Lil' Brett Favre sure has a lot to say...

CREDITS ^^^^^^^^^^^^

Nothing fancy here, but some nice music while the game designer's names roll by. Guess it's worth a look :)

GAME OPTIONS ^^^^^^^^^^^^^^^^

This is an options screen. DUH! However, the options make the game fun or annoying, and you can control that.

Special Plays - When this option is ON, you will earn special plays such as Leap Frog (your RB jumps about 10 feet in the air, gaining at least 10 yards) that can really get you out of a bind. I'm not sure how you earn them, but I've played the computer and watched him earn and run 4 special plays in a row before I even earned one! It might have something to do with the handicap system, or the difficulty, but I haven't figured it out yet. I usually leave this off, since it seems to favor the computer teams...

Fatigue - When this is ON, you're players will get tired when you use them. You can check on this at any time by going to the Sidelines menu. If the green bar by their name is yellow or red, they are getting tired! Put in your reserves, cause the tired players don't play well.

Wind - When ON, the wind may blow passes or kicks off course.

Turn-overs - When ON, players may fumble the ball when tackled or your QB may throw interceptions. When OFF, the DBs will block passes but not intercept them. Likewise, the players will not fumble.

TD Close-up - When ON, the camera focuses on the scorer after a touchdown. Turn this OFF to speed the game up.

Rumble Feature - When ON, rumble responsive controls will rumble.

Play Clock - When ON, you will have a limited time to select your play.

5) Game play and hints

Game play is straight forward. Select your play, run it, and try to score.

Game play is straight forward. Select your play, run it, and try to score. I'll assume that most of you who are reading this understand the basics of football, and I'll focus on some hints for better game play in this format.

- * For best results, ALWAYS have the super rookie on your team. In offense, play him at RB or WR with a good QB. Also, make sure this is the player that will return your punts and kicks. On Defense, place him at defensive lineman on the select screen. Let him cover the middle of the field.
- * The clock stops after each play. Use this to carefully plan your attack.
- * If turnovers are on, be careful when throwing into traffic. Also, be careful when juking or stiff-arming. You may drop the ball.

- * 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!

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