

10-Yard Fight FAQ/Walkthrough

by NMorgan

Updated to v2.0 on Dec 12, 2004

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10 Yard Fight
For the Nintendo Entertainment System
FAQ/Walkthrough

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Section One: Background

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The welcoming stuff to my amazing 10-Yard Fight FAQ!

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A) FAQ History

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Version Two - December 12, 2004 - Second Release - New Layout

Version One - February 26, 2003 - First Release

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B) Introduction

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I have to admit, this game is crap compared to todays more advanced games. Gameplay is way too slow and needs to be speeded up. The computers AI is too predictable. Despite all the bad flaws, this game is still addicting in my mind, but it cannot be played for too long at a time or it will become dumb. 10 Yard Fight was released in 1985 by Irem Cooperation, and is liscenced by Nintendo. 10 Yard Fight was one of the very first games released for the nes, which is the main reason for the graphics being so much worse than all the other nes games. Although 10 Yard Fight is a football game, it really doesn't have much to do with football. In my mind, it is more of a racing game because the whole point of the game is racing for a first down so that you can acquire more time.

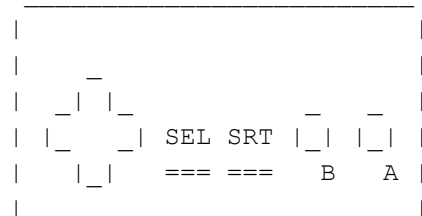
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Section Two: Controls

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Press buttons.

This is an NES controller.



D-Pad: Move your player around the field.  
A: Pass the ball; Tackle player; Select defensive player.  
B: Kick the ball; Tackle player; Select defensive player.  
Select: Toggle 1 player/2 players.  
Start: Pause game.

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Section Three: Tips and Tricks

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**Interceptions:** When the opposing team intercepts the ball, the ball will be moved back 20 yards. 20 yards can be made up at high school and college levels, but when you get to the professional level, those 20 yards will become crucial. I recommend you only pass the ball to your receiver when you are absolutely certain that the ball will be picked off.

**Fourth Down:** If you don't earn a first down on a fourth down conversion, the ball will be moved back a certain amount of yards. You will also receive an automatic first down, but it is not worth it because the ball will be moved back too far.

**Running Out:** Running out of bounds will not stop the clock to your advantage like in other football games. Running out of bounds will have the same effect as if you were tackled.

**Lateral Tips:** After you hike the ball, wait until an opposing player makes an attempt to sack your quarterback. Just before he does, lateral the ball either to the player to the left, or the player to the right, whichever path is more open. This is extremely successful for the easier skill levels, but it also works for the harder ones. Note that you must be behind the line of scrimmage to lateral the ball.

**Extra Point:** After you score a touchdown, you will have the opportunity to kick an extra point. If you make it successful, you will gain an extra 1500 points which is always good. When you line up for an extra point, you will see an arrow pointing north which should be moving across the screen. Where this arrow is located at will be where the ball is kicked to when you kick it. So, wait for the arrow to be in between the two goal posts before you kick. If you do, you are guaranteed to nail a successful point.

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Section Four: Walkthrough

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#### High School

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**Starting Time On Clock:** 60 seconds during first half. 50 seconds during second half.

**Jersey Color:** Red shirt; White pants; Grey helmet.

Kickoff Return Line: Own 30 during first half. Own 25 during second half.

This is the easiest possible team to play. They are all extremely slow and cannot tackle well. They are so easy that you can just run right by them. If you are having trouble beating the high school team, then maybe this game is too advanced for you, which is one of the worst insults ever, because this game is one of the simplest games I've ever played.

College

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Starting Time On Clock: 40 seconds during first half. 30 seconds during second half.

Jersey Color: Yellow shirt; White pants; Black helmet

Kickoff Return Line: Own 20 for first half. Own 15 for second half.

College is obviously a little harder than high school, but it still shouldn't give you any problems. If it does, then just play for a while and you will find that college level has become easier as you go on. The players are faster, but that is the only difference between high school and college, besides their jersey colors.

Professional

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Starting Time On Clock: 25 seconds during first half. 20 seconds during second half.

Jersey Color: Red shirt; White pants; Black helmet.

Kickoff Return Line: Own 10 for first half. Own 5 for second half.

The professional level is where you start to get somewhat of a challenge. The players are so much faster and are much likelier to get a quick tackle which would give up precious seconds on the clock. Just play smart and be sure not to give up any interceptions. If you do give up an interception, the ball will be placed 20 yards back and those 20 yards will be hard to make up.

Super

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Starting Time On Clock: 15 seconds during first half. 10 seconds during second half.

Jersey Color: Black shirt; White pants; Blue helmet.

Kickoff return line: Own 5 for first and second half.

You have reached the skill level called super. This level is extremely challenging even for the more experienced 10 Yard Fight players. Try not to lose any yardage at all, because if you do, you will most likely lose the match and you'll have to start all over again. Just do what you did for the professional skill level. It isn't really much harder than the professional skill level, but that doesn't mean you can just take your merry time, you still need to play well. When you finally beat the Super skill level, you'll find that your next opposing challenge is...Another Super skill level? That's right, you face the same team over and over for all eternity until you lose. There is no limit to how many times you can beat the super skill level, because no matter what, you will face the same team for your next challenge.

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Section Five: Secrets

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Zigzagging: If a player tries to making a diving tackle, just move out of the way of his dive. He will dive and miss you, then he'll take time to pick himself up putting him in the dust and you many yards ahead.

Kick over 100 yards: When you attempt at an extra point, take the ball back to your own goal line. When you are at your own 5 yard line or so, kick the ball. The ball will never hit the ground. It will just float at a constant speed in the air which certainly isn't very realistic.

Extra point run back: On the extra point, you can run the ball back into your own endzone. If you do this, the referee will blow his whistle and hold his arms up the way he holds them if you get a normal touchdown. However, you will not get any points.

Touchdown on extra point: If you run the ball in for a touchdown while you are attempting an extra point, you will receive 5000 points instead of the 1500 points that you would normally get for making the extra point.

Touchdown return: If you return a kickoff for a touchdown you will receive 10,000 points instead of only 5000 points for a normal touchdown.

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Section Six: Closing

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Ending of this wonderful FAQ!

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A) Thanks/Credits

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Thanks to Link. It's amazing that he's able to defeat Ganon and save the princess at the young age of 16. I love that green kid.

Thanks to Devin Morgan. He doesn't know it, but I learned the "Skip A Locked Door" glitch talked about in the Secrets/Tricks section of this guide by reading through his guide. He also has a very favorable last name.

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B) Contact

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E-mail - NicholasSMorgan <at> comcast <dot> net

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AIM - Skcin7

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-END OF FILE!-Ending of this wonderful FAQ!

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A) Thanks/Credits

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I am going to thank that awesome buffalo chicken cheesesteak I had maybe an hour ago, because I really don't have anything else to thank.

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B) Contact

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E-mail - NicholasSMorgan <at> comcast <dot> net

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AIM - Skcin7

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