10-Yard Fight FAQ

by Beautiful Affair

Guide Opening

10-Yard Fight FAQ v1.10

Platform: NES
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Updates & Revision History

Version	Date	Information
1.10	8 August 2020	Updated format
1.00	20 July 2019	Initial version, everything complete

Introduction

Hello and welcome to my FAQ for *10-Yard Fight* (NES version). This is a rather basic gridiron football game (based on an earlier arcade hit) that was one of the first games to be included in the NES library at launch. This FAQ aims to discuss all the **general features** of the game, and also give some useful **strategies for both offensive and defensive play** in order for you to successfully win each game on each particular **skill level**.

10-Yard Fight, originally developed by Irem and brought to the NES by publishers Nintendo in 1985, is a straightforward American football game that appears pretty bland by today's standards, yet does at least get the basic plays right. In this game, you aim to guide your team 'on their way to the Super Bowl' (at no point in this port is there an actual ending screen) by defeating any of the five CPU teams of increasing **skill levels**, or a second player's team. You can select from a handful of **offensive** and **defensive plays**, and like in any old game of American football, look to amass the biggest score by scoring touchdowns (6 points, plus 1 for the extra-point conversion) and field goals (3 points), while preventing your opponents from scoring by preventing them from carrying the ball 10 yards over the course of four downs.

If you wish to **contact me** in regards to anything contained within this FAQ or leave me any feedback, please feel free to do so via the recommendation banner that appears at the top of this file if viewing on GameFAQs, or drop me an email including the game name in the subject header. Thanks for reading, and let's get started with the game!

~ Ryan Harrison

Game Overview

Here is the "**OBJECT OF THE GAME/GAME DESCRIPTION**" as phrased within the official instruction manual.

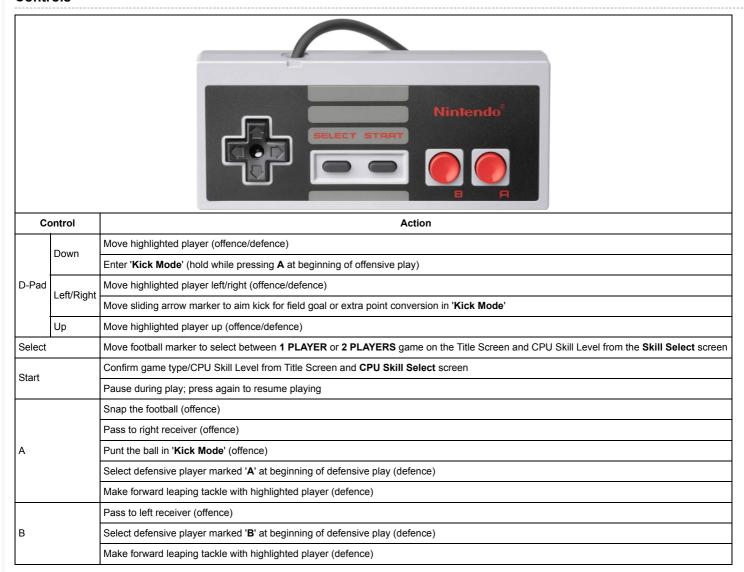
OBJECT OF THE GAME/GAME DESCRIPTION

American Football, the intense game where muscle, brains, and passion collide. Whether playing yourself, or just watching others, you can't help but get into the 10-yard fight! Offense tries to advance as far as they can toward the goal line. However, defense is ready to stop you with as many as 183 starting formations and as many as 133,407 plays --- they're trying to get yardage and win the game too! Size up each play slyly -- yet quickly -- and make a charge for the goal line! The game gradually gets harder as you get better. You start playing high school, then college, then pro, then play off, and finally Super Bowl level football.
Come up with game-winning strategies and nice moves for both offense and defense. So get on the gridiron and fight, fight, fight!

Upon starting the game you will be taken to the **Title Screen**, wherein you can choose to play a **1 PLAYER** or **2 PLAYERS** game. If you do not press anything for a few seconds, the game will play a brief gameplay demo.

Opting for the **1 PLAYER** game will next take you to a new screen, where you will be prompted to **SELECT YOUR OPPONENT'S SKILL LEVEL!!**. These are outlined in the **CPU Skill Levels** subsection.

Controls

Control		Action
D-Pad	Down	Move highlighted player (offence/defence)
		Enter '**Kick Mode**' (hold while pressing **A** at beginning of offensive play)
	Left/Right	Move highlighted player left/right (offence/defence)
		Move sliding arrow marker to aim kick for field goal or extra point conversion in '**Kick Mode**'
	Up	Move highlighted player up (offence/defence)
Select		Move football marker to select between **1 PLAYER** or **2 PLAYERS** game on the Title Screen and CPU Skill Level from the **Skill Select** screen
Start		Confirm game type/CPU Skill Level from Title Screen and **CPU Skill Select** screen
		Pause during play; press again to resume playing
A		Snap the football (offence)
		Pass to right receiver (offence)
		Punt the ball in '**Kick Mode**' (offence)
		Select defensive player marked '**A**' at beginning of defensive play (defence)
		Make forward leaping tackle with highlighted player (defence)
B		Pass to left receiver (offence)
		Select defensive player marked '**B**' at beginning of defensive play (defence)
		Make forward leaping tackle with highlighted player (defence)

Basics

The Playing Field

In a game of *10-Yard Fight*, you will see the following on-screen:

The following is a rundown of what you see in the **Information Bar**, located on the right-hand side of the screen:

- **Score:** Shown at the top of the **Information Bar**, the teams are the characters in red (**1** = First Player, **2** = Second Player, **C** = CPU), and number of points their team has scored in the current game. Point values are those of traditional American football scoring:
    - Touchdown: **6 points**
    - Field Goal: **3 points**
    - Safety: **2 points**
    - Extra Point Conversion: **1 point**
- **Time:** Remaining playing time on the clock in the half. The timer is only active when the ball is in play, or when you or the CPU has selected their receiver/tackler and the extra defender changes position behind the scrimmage line before the ball is snapped. Unlike real-life American football, this game is played in 30-game-minute halves rather than 15-minute quarters. When the ball goes out of play after the timer has ticked down to **00:00**, the on-screen referee will declare the half over.
- **Down & Yards Required:** The offensive team's current down, and how many yards they must carry the ball before being tackled, to be awarded another first down. You'll start at **1st & 10** (or if the goal line is less than 10 yards, the respective number of yards required to make the touchdown), and are permitted up to four downs in order to carry the ball past the original point that was 10 yards ahead of the scrimmage line when the first down was awarded. If you fail to pass the 10 yard mark, the referee will declare "**NOT 10 YARDS**" and possession will change over to the other team.
- **Field Map:** Shows your current position on the field in relation to the 10, 30 and 50 yard markings in either half. The position of the ball is indicated by a grey dot, and the 10 Yard line with a grey line. The offensive team's end zone is the red box at the bottom of the grid, and the defensive team's is the green box at the top.

CPU Skill Levels

High School Team

- **Opponent's Colour:** Red jerseys, Grey helmets
- **1st Half Player's Starting Position:** 30 yards
- **2nd Half Player's Starting Position:** 30 yards

Obviously, the easiest of all teams in the game, the High School players are the slowest and most inept at tackling. You can easily outrun them from the kickoff if you head towards one end of the field, and provided you do not attempt any passes over the scrimmage line that could possibly by intercepted, you should have no problems in making up 10 yards within four downs and getting a high score on the board.

College Team

- **Opponent's Colour:** Orange jerseys, Black helmets
- **1st Half Player's Starting Position:** 20 yards
- **2nd Half Player's Starting Position:** 30 yards

The players are a little quicker than those of the **High School Team**, are a bit more coordinated and are also better at tackling, though yet again it is easy to find spaces to run into and make plenty of yardage within four downs. Other than different attire colours and having to make more/defend less yards from the kickoff, you should have little trouble in defeating them.

Professional Team

- **Opponent's Colour:** Dark pink jerseys, Black helmets
- **1st Half Player's Starting Position:** 10 yards
- **2nd Half Player's Starting Position:** 30 yards

Once again, players are quicker and now more positionally aware, so you should carefully consider which of the two available receivers you want to go with when trying to get into open space and make more yardage. They are also less hesitant with tackles, so your own positioning and making those angled runs is key.

Playoff Team

- **Opponent's Colour:** Black jerseys, White/Blue striped helmets
- **1ˢᵗ Half Player's Starting Position:** 5 yards
- **2ⁿᵈ Half Player's Starting Position:** 30 yards

Having to advance virtually the entire length of the field in order to score from kickoff means you should be trying to avoid losing yardage at all costs. Again much like the **Professional** setting, choosing which receiver would be more likely to make up the necessary space for a first down or the defender more likely to tackle the opponent in possession can be key. Provided you can keep them at bay and take the play to a fourth down, meaning they might have to resort to a punt to push you back (or in the worst case scenario go for the 3-point field goal), if you have mastered the art of diagonal runs and side passes to receivers in open space, you should still be scoring plenty of touchdowns to outscore them.

Super Bowl Team

- **Opponent's Colour:** Bright pink jerseys, White/Blue striped helmets
- **1ˢᵗ Half Player's Starting Position:** 5 yards
- **2ⁿᵈ Half Player's Starting Position:** 30 yards

Essentially the same as the **Playoff Team** in terms of speed, difficulty and starting positions from kickoff, so provided you pick the best receiver, tackler and know how best to evade tackles via diagonal runs, it is still not too difficult to score a good few touchdowns and win on this setting. You may just also want to be a bit more wary when defending a fourth down; sometimes, if the opposition is within goal range or only have a couple of yards to make up, they may still opt to press forward. Upon beating this mode, the game repeatedly loops over on this difficulty level.

Playing the Game

The general way a game of *10-Yard Fight* flows is that Player 1 will receive possession from kickoff at the beginning of the first half, whereas Player 2 or the CPU will have it at the beginning of the second. Possession changes every time a touchdown is scored and the extra point conversion has been taken, as well as every time a team fails to make 10 yards from four down, if a team punts the ball (scoring a field goal resulting in a regular kickoff taking place afterwards; if not, the opposition getting a first down from the spot at which the ball lands), or when a pass is intercepted. Player 1's controlled player is highlighted white, while Player 2 or the CPU's controlled player (in the case of the latter, the player in possession of the football) is highlighted black. Unlike real football, play stops at the moment a pass is intercepted and the first down will take place there, rather than allowing the interceptor to run with the ball and get tackled first.

When the timer reaches **00:00** at the end of a half, it concludes the next time the ball is out of play. At the end of a game, the winner is the team with the most points; if both teams are level, it is declared a draw. When playing in a **1 PLAYER** game, once you win a game you will thereafter begin a new game against the opponent of the next skill level up (in the order of **High School → College → Professional → Playoff → Super Bowl**). Winning a **Super Bowl** game still gives you the same end screen as usual and the game loops over infinitely from here on this difficulty setting.

Offence

- Look for open space wherever you can. You may opt to pass to one of your nearby receivers (use the **Left**/**Right** buttons on the **D-Pad** and **B**/**A** to make a side pass to the left or right respectively) and make a run for it. Or, you may also opt to have the quarterback make the run himself if either receiver are too close to an opposing tackler for comfort.
  - You should only really make upfield passes if you are *absolutely* certain it won't cross the path of any CPU defenders who could catch it for an interception. Even on higher difficulty levels, provided you find an open space it's not really too difficult to make 10 yards and keep possession until you score a touchdown.
- Diagonal runs are VERY effective in this game, and opposing tacklers often miss their mark, allowing you to easily run around them.
- If you do somehow end up running your way into a pack of players, you can try to shake them off by rapidly pressing **Left** or **Right** on the **D-Pad**. On lower skill levels, you may even pass through them unscathed.
- You can take advantage of the running clock at the start of play if you have a heavy lead and just want to run the clock down, or if there is not much time left and you are defending a narrow lead. When you confirm your receiver with the **A** or **B** button, the extra defender slowly walks from one end of the scrimmage line to the other, and while doing this, the clock will tick down, wasting a few seconds while he does this.
- If you're within 20 or so yards or the goal posts and would prefer to try going for a field goal if scoring the touchdown looks a mite tricky, at the beginning of a play, hold **Down** on the **D-Pad** while pressing **A** or **B**, and when the ball is snapped, an arrow marker appears at the top of the screen, to indicate you are in 'Kick Mode'. Simply slide it into position with **Left** and **Right**, and pressing the **A** button will make you kick the ball. It should pass right through the arrow marker, so if you have positioned it correctly and it goes far enough to pass between the uprights, you'll score **3 points**.
  - You also go into **Kick Mode** automatically after you score a touchdown. The same rules apply; move the arrow so that it points right in the centre between the uprights and press **A** to kick the ball for a very easy extra point conversion.

Defence

- There is no absolute certain way of knowing which direction the CPU will pass or run with the ball, but they do tend to go for the more open space, so it is usually best to pick the defender nearest to that spot. Provided you're quick and don't offer them too much space, you can usually get a tackle in before they get

the chance to try passing upfield.

- You can sort of goad the CPU player with the ball out of bounds if they're near the side of the pitch, even when you're not near them. The AI is programmed in such a way that the CPU player will try to run in the opposite direction of an incoming tackle. This can help you save precious yardage, and can be useful on the higher skill levels.
- As long as you can get the opponents to a fourth down, 9 times out of 10 they'll opt to punt the ball, and this will often result in a turnover of possession. You'll have more yards to make up, but provided you're scoring often enough, this isn't too big a problem.
- The clock continues to tick down while you're waiting to select which defender to take control of, so again you can use this to your advantage to run the clock down if you're wanting to sit on your lead and see the game out.

Guide Closing

Credits

- **GameFAQs & Neoseeker** – for the hosting of this FAQ in glorious HTML, and the many great fellow FAQer and reviewer folks in their respective communities for their continued support. Thanks also to GameFAQs for the Title Screen screenshot used for this **FAQ header**.
- **Games Database (https://www.gamesdatabase.com/)** – for a scanned, online copy of the *10-Yard Fight* instruction manual wherein I obtained the "**Object of the Game/Game Description**" extract, and various useful pieces of information used throughout the **Basics** section.
- **Irem & Nintendo** – for developing and publishing this game on the NES, respectively.

Legal Disclaimer

Contacting Me

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: **rjharrison.gaming [at] gmail [dot] com**. Please make sure that you read the FAQ thoroughly to make sure any questions you may have are not already covered. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

https://gamefaqs.gamespot.com/community/RJHarrison/contributions

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