

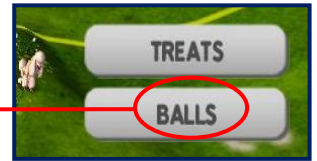
DOG FOOTBALL - OFFENSIVE STRATEGIES -

SELECTING THE RIGHT "BALL" FOR THE JOB

For the player controlling the Quarterback: Place your Cursor on the "BALLS" Menu Button (just below Treats Menu Button) and press the A button to enter the BALLS MENU

If the game settings have been adjusted accordingly (MAX), each team will have 4 unique game balls to select from.

Place your Cursor on any of the game ball icons to display text describing the special attributes of the ball.



GOING FOR DISTANCE!

Select a long distance Pass Play that sends your dogs deep into the field (such as "Doggies Go Deep"). Next, hold down the B button to display the route paths of your doggie receivers. Letters identify the route paths and the point where your dogs will VISIBLY BARK when ready to receive the ball. Give a "FOCUS" Treat to the dog with the longest distance route (route marked with the letter "C").

Now select a game ball designed for long distance. Hike and throw your ball to the dog with the "Focus" Treat when he barks. By following these steps, you have a GREAT chance of making the long distance play a success!

Hint: This strategy is extremely helpful when attempting to collect your A.R.F. Points with a Pass or Run play!



PASS WITH CAUTION!

A skilled defending team will try to intercept a thrown ball by getting between your receiver and your Quarterback. Before throwing the ball, check positions of defending dogs to make sure your receiver is clear to receive the ball.



DOG TYPES - ADVANTAGES & DISADVANTAGES

Getting to know your breeds and how they behave on the various fields will provide you with a significant advantage over your opponent. Some dog breeds are better suited for particular environments and situations.

For example, Saint Bernard's and Huskies have better handling on the ice than Chihuahuas or Terriers. Some dog breeds are natural diggers and will stop to dig when they see a mound of dirt. Other breeds are more prone to stop for a "pee break" if they see another dog has already relieved himself in the same spot.

Dogs come in 3 different sizes, small, medium, and large. Small dogs are great for running through tunnels to safely gain distance against bigger dogs. Conversely, large dogs can jump onto higher ground and objects leaving small dogs, and sometimes even Medium dogs, behind. Bigger dogs also have a higher top speed where small dogs have quicker acceleration. Small dogs are also likely to stop and confront wild animals such as raccoons, crabs and penguins, whereas larger dogs chase these animals away.

ALL dogs "sprint" (quick burst of speed) when using field objects. Small dogs also "sprint" through tall grass as found on the Golden Cliffs level.



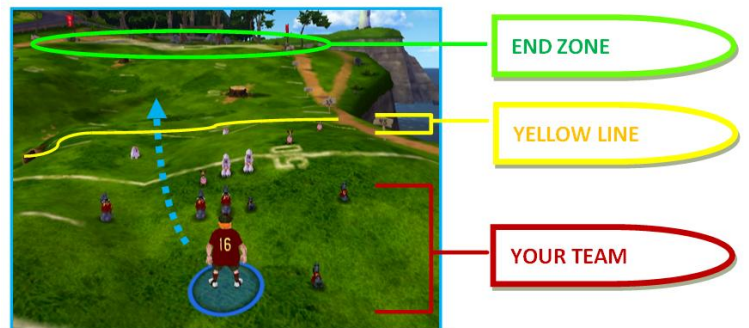
RUN VS. PASS PLAY

Pass plays are great for quickly gaining distance but carry the risk of having the ball intercepted by the defending team. Run plays allow you to get the ball to your dogs quickly, with less chance for interception, but make it more difficult to gain major ground. If your opponent is doing a good job of defending of your pass plays, mix in run plays to keep your opponent guessing.



WHEN TO PUNT

If far away from END ZONE and don't think you can cross the Yellow Line on 4th attempt, consider "Punting" (Kicking) the ball, making it harder for your opponent to score. To Punt, choose "Just for Kicks" and choose a "Punt" play. *Note: the "Fake N' Shake" play is a normal pass play disguised as a Punt so Hike the ball as normal.*



RUN FOR IT!

Surprise your opponent by letting your Quarterback run with the ball! One way to do this is to wait until all your dogs have barked. With no dogs left to receive, your QB will automatically go into run mode. Simply point your Wii Remote at the screen and control your QB as you would a dog. Another way to do this is Tilt your Wii Remote to the side (to avoid the front line) and then tilt the Wii Remote forward until your QB gets past the front line. He will then automatically enter run mode.

