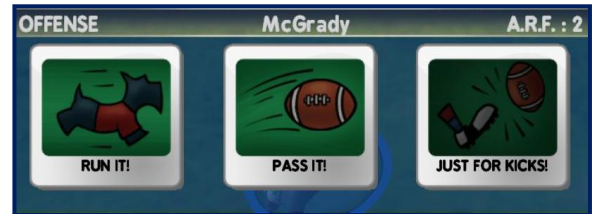


DOG FOOTBALL - DEFENSIVE STRATEGIES -

SELECTING THE RIGHT PLAY - PASS, RUN, or JUST FOR KICKS!

Choose wisely! Selecting incorrect defensive plays can cost you the game. If your opponent is gaining a lot of ground with Pass Plays, you will want to counter with your own Pass Defense plays. If successful, this will likely cause your opponent to mix in run plays which normally achieve shorter distances. If your opponent is gaining a lot of ground with Run Plays, you will want to counter with your own Run Defense plays.



Keep in mind that your opponent may also choose to Kick the ball, either on the 4th attempt, or, to collect A.R.F Points. You can counter these attempts by selecting a "Just For Kicks" Defense play. Some Offensive Kick Plays are actually "fake" kick plays where your opponent instead passes or runs the ball... so be prepared.

INTERCEPTING A THROWN BALL

Try to intercept ball by getting between the intended receiver and the QB. JUMPING for the ball increases your chance of interception. If successful, you will gain possession of the ball AND steal all of your opponents accumulated A.R.F bonus points.

You may select a TREAT for your dogs before the play begins. Select a "FOCUS" TREAT before the play begins to help your dog intercept a thrown ball



TACKLING THE QUARTERBACK BEFORE THE BALL IS THROWN

To assign dogs to go after the Quarterback, choose a Run or Pass play with the word "Blitz"

Example "Strong Right Blitz"

When controlling a dog set for "Blitz," Hold down the A button to **automatically** go after the Quarterback, and when close, **sharply snap the Wii Remote up** to tackle. If the A button is released, you will need to manually guide your dog to the Quarterback.

Select a "POWER" TREAT before the play begins, then activate (*press up on the + Control Pad*) to help increase your dogs chance of getting to the Quarterback before the ball is thrown.



SUBTRACTING OPPONENTS ACCUMULATED A.R.F POINTS

To decrease your opponents accumulated A.R.F. points, select an "A.R.F" TREAT before the play begins, then activate (*press up on the + Control Pad*) and run on, over, and through field objects.

