

CONTROLS

Menu Controls:	
Select	Left-Click
Cancel	Right-Click

Basic Controls:	
Run	Move your Mouse around the screen to move your Bone Cursor. Your character will chase the Bone!
Walk	Hold Right-Click
Swap Characters	Space Bar
Activate a Dog Treat	Alt
Pause Menu	Esc

Advanced Controls:	
Jump	Hold Left-Click and move Mouse Up or Down
Dodge	Hold Left-Click and move Mouse Left or Right
Tackle	Hold Left-Click and move Mouse while near an opponent
Auto-Dog	When holding Left-Click, your dog will automatically chase the nearest opponent. If your dog is the Ballcarrier, he will run towards the End Zone!

Quarterback Controls:	
Show Pass Routes	Hold Right-Click before Cadence
Get Ready	Left-Click to enter Cadence
Hike!	Left-Click
Throw	Left-Click
Exit Cadence	Right-Click

Maneuvering the Quarterback before you throw	
Move Left	Move Mouse Left
Move Right	Move Mouse Right
Move Forward	Move Mouse Up
Move Backward	Move Mouse Down

Kicking Controls:	
Start Kick Meter	Left-Click
Set Accuracy	Left-Click
Kick Ball	Quickly slide Mouse Up

TIPS: Find things to jump on and tunnels to run through for a speed boost!



* Dog receivers bark with a visible bark icon when they are ready to catch the ball. There are three dog receivers, and you will always throw to the last dog who barked. If you do not throw the ball to one of your receivers, then the Quarterback will become the Ballcarrier!

GAME MODES

PLAY NOW!: Choose this mode to jump in and start playing! Select any of the unlocked fields and characters!

FULL SEASON: Compete against every team in the Pet Sports League™ to earn the Golden Hydrant trophy! Win games and find hidden gift boxes to earn Doggy Dollars and unlock new outfits and items!

PRACTICE: Go here for some interactive training... You will learn all the secrets you need to become a Dog Football champion!

CUSTOMIZE: Create a custom team with your favorite Quarterback and dogs! You can change your team colors, give them special outfits, and even name the pooches whatever you like!

* You can save up to four custom profiles per Quarterback and access them in PLAY NOW! mode.

HOW TO PLAY

RULES

When your team has the ball, you have four chances (downs) to get the ball past the First Down Line. If you can do that, then the First Down Line will move ahead to a new location, and you have four more chances to get the ball past it again! Your goal is to bring the ball all the way down the field, into your End Zone.

If you score, if you cannot advance the ball far enough in four downs, or if the opposing team intercepts the ball, then it becomes your opponents' turn to have control of the ball, and you must do everything you can to stop them!

SCORING

TOUCHDOWN: If you get the ball into your End Zone, your team scores **6 Points!**

A.R.F. ATTEMPT: You will gain **A.R.F. Points** (Agility Reward Factor) for leaping onto objects, running through tunnels, or knocking things over! After scoring a Touchdown, your team gets a chance to earn these extra points:

- If you kick the ball through the goalposts, you will earn half of your **A.R.F. Bonus!**
- If you pass or run the ball into the End Zone, you will earn the full **A.R.F. Bonus!**

TIP:* Be careful... If the other team intercepts the ball, they will take all of the **A.R.F. Points** you earned!

SAFETY: If you are tackled inside the End Zone you are trying to defend or you run out of bounds in that End Zone, your opponent scores **2 Points** and gains control of the ball!

For more help, please visit www.judobaby.com

Pour plus d'information, veuillez visiter www.judobaby.com