

POST-PRINT MANUAL

CONTENTS

System Requirements	2
Controls	3
Saving And Loading	5
Welcome To <i>Backyard Football 2008</i>	5
Main Menu.....	6
Options.....	7
Pick-up Game Setup	8
Season Play Setup	12
Practice	15
In Game	16
Backyard Football League Rules.....	20
Credits	24
Humongous Inc. Web Site.....	27
Technical Support (U.S. & Canada).....	27
End-User License Agreement	28

SYSTEM REQUIREMENTS

- Operating System:** Windows® 2000/XP
- Processor:** Pentium® III 733 MHz or higher
- Memory:** 128 MB RAM or higher
- Hard Disk Space:** 50 MB free
- CD-ROM Drive:** 8X Speed or faster
- Video:** 32 MB SVGA video card (Windows® 2000/XP - compatible)
- Sound:** Windows® 2000/XP -compatible sound card*
- DirectX®:** DirectX® Version 9.0c (included) or higher

*Indicates device should be compatible with DirectX® version 9.0c or higher.

NOTE: This game is designed to run from the CD. There is no install necessary.

CONTROLS

PLAYBOOK CONTROLS	
Mouse	Move cursor
Left mouse click	Select play
Right mouse click	Back to Formation
OFFENSE – PRE-SNAP CONTROLS	
Left mouse click on Hike button	Snap ball
Alt key (press and hold)	Display receiver routes (pre-snap only)
PASSING	
Mouse	Move quarterback (once you’ve right clicked to toggle to run mode)
Left mouse click – left zone	Throw to receiver on left (in Zone Control mode)
Left mouse click – center zone	Throw to receiver in middle (in Zone Control mode)
Left mouse click – right zone	Throw to receiver on right (in Zone Control mode)
S	Throw to receiver mapped to S (with S button over head in Keyboard controls mode)
D	Throw to receiver mapped to D (with D button over head in Keyboard controls mode)

F	Throw to receiver mapped to F (with F button over head in Keyboard controls mode)
Spacebar	Initiate Power Move
Right mouse click	Toggle between Run and Pass (Behind the line of scrimmage)

BALL CARRIER – KICK/PUNT RETURN

Mouse	Move ball carrier
Right Click	Evasive move
Left Click and hold	Sprint
Alt	Dive
Space Bar	Initiate Power Move

DEFENSE – PRE-SNAP CONTROLS

Left mouse click	Cycle through defenders
Right mouse click	Cycle through defenders

DEFENSE

Mouse	Move defender (follows Cursor)
Space Bar	Initiate Power Up
Left click and hold	Sprint

Right Mouse click	Switch player
Alt key	Dive / Tackle when ball is on ground. Jump when ball is in mid-air.

KICKING

Left mouse click	Stop kick meter
-------------------------	-----------------

SAVING AND LOADING

The game is automatically saved in Season mode after a profile is created and after every season game ends. The game is not saved in Pick-Up or Practice mode.

To load a Season, select Season Game from the Main Menu, click on a saved profile, and click Accept.

WELCOME TO BACKYARD FOOTBALL 2008

Backyard Football is back on the PC, with the next generation of characters and graphics! Play alongside the Backyard gang as well as kid versions of your favorite NFL players. You get the best of both worlds when you combine the wacky antics of the Backyard kids with authentic plays and strategies of the NFL!

MAIN MENU



The main menu is the starting point for all of the Backyard Football League (BFL) action. Choose from the following menu options:

Kick Off!

Click on Kick Off to begin a game straightaway – just choose home or away, and the CPU randomly picks teams, players and a field for you. The difficulty

level will be set to medium.

Pickup Game

Play a single game against the CPU. You can pick your game options, teams and players. Set them all up how you'd like and play! See page 8 for details.

Season Game

Start or continue your season from this menu. See page 12 for details.

Practice

Learn how to play the game without the stress of being scored upon, or practice specific plays in this mode. See page 15 for details.

Controls

View the various controls in the game for offense and defense.

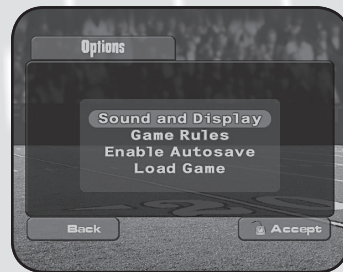
Options

Change the various game and sound options. See below for details.

Extras

Through the Extras menu, you can go behind the scenes of *Backyard Football 2008*. You can meet the players, view all-time records, access your trophy case, see the credits of who made the game, and replay the intro movie.

OPTIONS



You can access the Options menu from the Main Menu.

Sound and Display

Camera Position: Normal, Classic or Back. Classic view puts the camera at field level. Back view pulls the camera back and up for a more zoomed out view.

Volume: Change the volume on the following options:

- **Music** – This is the music that plays in the menus and at certain times during gameplay.
- **Sound FX** – All the sound effects related to the game, such as a ball kick.
- **Commentary** – Sunny Day and Chuck Downfield's game commentary.
- **Chatter** – All of the on-field kid chatter.

PICK-UP GAME SETUP

Play a single game where you set the rules and then choose a field, teams and players. Pick-Up games do not affect Season Play statistics.

CONTROLLER SELECT SCREEN



Choose whether you would like to play as the Home team or the Away team. If you play as the Home team, you will receive the first kickoff. If you play as the Away team, you will kick to the other team first.

PICK TEAM SCREEN



You are free to choose from all 32 NFL teams and 12 Backyard teams. Pick your team first and then click Accept to choose your opponent.

If you want to customize a Backyard Team, click Customize when the team that you want to change is selected (can not be used with NFL teams).

PICK FIELD SCREEN



Select the field you'd like to play on. You can view a small picture of the field and a brief description of the field.

Note: As you play through Season mode, you will unlock extra fields that you can use for play in Pick-Up games or other Seasons.

GAME RULES SCREEN



At the Game Rules screen you can adjust the following rule settings individually:

Power Moves: Turn Power Moves ON/OFF.

Set Time: Set the length of each quarter.

Difficulty: Select Easy, Medium or Hard difficulty to change the settings to the following:

Setting	Easy	Medium	Hard
Power Moves	ON	ON	OFF
Set Time	2 Minutes	3 Minutes	4 Minutes
Passing Mode	1 Click	Zone	Keyboard

Passing Mode

With Passing Mode, you can change the offensive passing controls:

1 Click: After the ball is hiked, left-click to simply throw the ball to the most open receiver.

Zone: With Zone passing, you can click on a specific zone to throw to an available receiver within that zone. Highlight the left, middle or right zone

and then left-click to throw the ball. You can throw the ball to any zone, even if there is not an available receiver there to catch the ball, so be careful!

Keyboard: Receivers will have an S, D or F key graphic above their head. Press the corresponding keyboard key to throw to that receiver.

PICK PLAYERS SCREEN



Teams alternate picking players until both teams have chosen seven players. Select from 16 NFL players as kids as well as 22 Backyard kids. You can also create your own players and customize their name, stats and appearance.

Use the arrow keys to scroll through the list of kids. To add a specific player to your team, highlight the player and click on the

Pick button (or press Enter). If you want to create a custom player, choose the Custom kid at the top of the list.

You can sort the players by different categories (e.g., alphabetical) by clicking on the heading above the players list. You can also view a selected kid's bio by clicking on Info.

Note: If at any time you want to bypass picking players, you can click the Kickoff button to start the game with randomly picked players. Any kids picked up to that point will be included in your lineup.

TEAM LINEUP SCREEN



You can change the field positions of your kids on this screen. Click on any two positions and then click the Swap button to have the chosen kids trade positions.

SEASON PLAY SETUP

Pick a team, seven players and try to win the coveted BFL Trophy! This is also the mode where you can unlock NFL players, extra fields and more.

PICK COACH SCREEN



Create a new coach and begin a new BFL Season, or select an existing coach to resume a season in progress. You can also delete coaches in this menu.

New Coach

To start a new coach, select any Create New file and click Accept to create your coach. Use the onscreen keyboard to pick a name and select “Done” to start the season setup process.

Sign In Coach

If you have already created a coach, select the coach you want to load and click Accept to load.

Delete Coach

If there is a coach you want to delete, select the coach you want to delete and click Delete.

TEAM, FIELD, PLAYERS, AND RULES SETUP

See corresponding sections under “Pick-Up Game Setup” (page 8). In Season Mode, the field you pick becomes your Home field.

SEASON MENU SCREEN



Play Game – Play your next season game.

Practice – Practice plays with your team.

Schedule – View your season schedule.

Statistics – Display league standings, player and team stats, and league leaders.

Team Management – Change your team lineup. You can also add players and trade players from this menu.

Milestones – View the milestones you’ve achieved as well as the ones you have yet to achieve.

Options – Change Sound and Game options.

ADD PLAYERS



You can access the Add Players screen by selecting Team Management in the Season Menu screen. The Add Players screen allows you to replace any current player on your team with a new player that you have unlocked in the game.

When in the Add Players screen, select the unlocked player you'd like to add to your team and click on Add. You'll be

taken to the Team Strategy Screen. Now choose the player on your team you'd like to replace with the new player to complete the change.

TRADE PLAYERS



The Trade Players screen is also accessed through the Team Management area. Here you can trade any of your players for a player from another team. You can do this as many times as you'd like throughout a season.

1. When in the Trade Players screen, select the player you'd like to trade from your own team.

2. Use the left and right arrows to browse other teams until you find a team with a player you want to trade for. Select that player.
3. Click Select and the two players will be swapped.

PRACTICE

Practice mode allows you to practice various aspects of football without worrying about scores or having the game on the line. Practice makes perfect!

Offense vs. Defense – Your team is on offense versus the CPU defense.

Defense vs. Offense – Your team is on defense versus the CPU offense.

Offense Only – Practice uninterrupted offense plays with your team.

Kickoff Coverage – Practice receiving a kickoff and running up the field.

Kickoff Return – Practice receiving a punted ball and running up the field.

IN GAME

PAUSE MENU

Press the Esc key to pause and unpause the game. The pause menu contains the following options: Continue, Camera (choose between Normal, Classic or Back), Team Lineup, Options, Team Stats, Player Stats and Quit Game.

PLAYBOOK VIEW



The Playbook screen has everything you need to know about the current game: The current score for both teams, the current quarter, time remaining in the quarter and all applicable play related information.

In the Playbook view, click on the formation you want to use. You can scroll through all the available plays in the formation chosen by using the left and right arrow keys.

Offensive Playbook

The yellow and orange arrows represent the receivers that will be available in that particular play to throw to.

The blue arrow represents a run play and the exact route the running back will attempt to take.

Defensive Playbook

The white squares indicate the defensive linemen while the white circles indicate the linebackers, cornerbacks and safeties.

The orange circles represent the “zone” that a particular defensive player will cover and not leave during the play.

The red arrows represent a blitz assignment for a defensive player, which means they will rush the quarterback on a passing play and pursue the ball carrier on a running play.

The yellow lines represent man coverage for a defensive player, which means they will cover their assigned receiver anywhere on the field.

KICK METER



When attempting a kick-off, field goal, or punt, a football-shaped meter will appear in the bottom-left corner of the screen. There is a yellow line that moves up and down across the meter. This line will continue to oscillate until you left click to stop it. Stop the line in the middle for the strongest kick.

POWER MOVES



As you play well throughout the game, the power gauge will fill up. When it fills completely, you will be rewarded with a Power Move that you can execute on either offense or defense, depending on which Power Move you received.

OFFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Flash	This sprint power move makes a player move a high rate of speed for a brief duration.
Front Flip	The ball carrier does a front flip, which makes it impossible to tackle them if the timing is right.
Bull Charge	A super powerful shoulder charge.

Slow Mo	All other players on the field slow down for a brief duration while the ball carrier maintains their speed.
Twister	The ball carrier turns into a whirlwind for brief time, knocking any defenders in a small radius off their feet.
Stun Arm	This stiff arm knocks down the nearest defenders who might be further from the ball carrier than normal.
Super Dive	This dive power move causes the player to dive a long distance. (Hint: This is good for scoring touchdowns)
Laser Beam Pass	The quarterback throws a high velocity pass that has a 100% chance of being completed.

DEFENSIVE POWER MOVES

POWER MOVE	DESCRIPTION
Big Crush	Knocks the ball carrier backward several feet and has a good chance of causing a fumble.
Glue Ball	Prevents the quarterback from throwing a pass for a short time.
Super Tackle	Allows the selected defender to automatically home in and tackle the ball carrier.
Homing Interception	The selected defender automatically intercepts a pass.
The Hammer	The defender tries to strip the ball from the ball carrier.
Grease Ball	Greatly increases the chance of fumbling the ball.

BACKYARD FOOTBALL LEAGUE RULES

Backyard Football uses rules similar to those used by the National Football League. The objective of the game is to score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

THE KICKOFF

The Away team always kicks the ball to the Home team to begin the first half of the game, and vice versa in the second half.

The kicking team kicks off from its own 30 yard line. If the ball is kicked into the other team's end zone and not returned, a touchback is called and the opposing team automatically starts with the ball at the 20 yard line.

The team that has the ball (offensive team) has four chances or "downs" to advance the ball 10 yards. If they succeed, they are given four more downs.

If the offensive team fails to advance 10 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to a) kick a field goal or b) punt (kick) to the defensive team on the fourth down to get the ball as far away from their own goal as possible.

THE PLAYERS

Each team consists of seven players. These are the positions your team members may play on offense:

Center – this person hikes the ball to the quarterback at the beginning of each play.

Quarterback – the quarterback takes the snap from the Center and then decides whether to throw it to a receiver, pass it to a running back, or take it down the field him or herself.

Tackle: a tackle's job is to protect the quarterback from getting sacked on passing plays and block for the running back on running plays.

Running back – running backs are generally the fastest players on the team. Their job is to carry the ball down the field on running plays, avoiding the opposing team's defense.

Receiver – receivers specialize in catching long passes from the quarterback, and then running to gain as many yards as possible.

TIME

The game is divided into 4 quarters and each quarter length is set between 1 and 15 minutes, depending on the settings you have chosen. The game clock runs after every play except on incomplete passes and in the last minute of each quarter.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage (where the ball was hiked) on passing plays. Only one forward pass is permitted per play. All forward passes that touch the ground are considered dead.

TURNOVERS

A turnover can happen in two situations:

Fumble – a fumble occurs when a receiver, running back or quarterback drops the ball while it's still in play. If this happens, the ball is considered "live" and either team can grab it. If the defensive team recovers the ball, it's considered a turnover.

Interception – an interception occurs when a pass made by the quarterback is caught by the other team.

SCORING

Touchdown – Touchdowns are worth 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 2 yard line. A PAT can be scored by kicking an Extra Point Field Goal for 1 point, or by running/passing the ball into the end zone for 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone or (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

OVERTIME

If the score is tied at the end of regulation play, the game will go into "sudden death" overtime. Possession starts with the home team, and the first team to score wins the game.

CREDITS

Humongous, Inc

Skip Saling
EXECUTIVE PRODUCER

Erik Haldi
CREATIVE DIRECTOR

Aimee Paganini
SENIOR PRODUCER

Bob Givnin
ASSOCIATE GAME DESIGNER

Melissa Heidrich
ASSOCIATE PRODUCER

Frederic Chesnais
CEO

Alyssa Padia Walles
Lauren Schechtman
Co-PRESIDENTS

Michael Rouette
CFO

ADDITIONAL CONTENT:

Rafael Calonzo, Jr.
*CHARACTER DESIGN & INTRO DESIGN
AND ANIMATION*

Tom Witte
INTRO ANIMATION

GameBrains
ENVIRONMENT AND CHARACTER ART

Paul Merrill
DIALOG WRITING

Original Music by
Nathan Rosenberg
www.doghouseNYC.com

“Get Together”
*WRITTEN, PERFORMED, RECORDED AND
MIXED BY CHRIS BALLEW FROM THE
PRESIDENTS OF THE UNITED STATES
OF AMERICA*

Voice Talent
Samantha Kelly
As SUNNY DAY

Klem Daniels
As CHUCK DOWNFIELD

Ariel Barthelmes
Holly Brewer
Amy Broomhall
Rebecca Davis
Susan House
Mark Lund
Dex Manley
Robin Parks
Patty Pomplin
Shelly Reynolds
Dolores Rogers
Caety Sagoian
Rhonda J. Soikowski
Adam Watson
Kate Wisniewski
VOICE TALENT

Audio recorded at :
BAD ANIMALS STUDIO

FarSight Studios

Jay Obernolte
PRESIDENT / TECHNICAL DIRECTOR

Bobby King
DIRECTOR OF DEVELOPMENT

Tom Green
ART DIRECTOR

Scott Shelton
PRODUCER / LEAD DESIGNER

Jeff Rice
LEAD ENGINEER

Ash Thoth
Michael Reitmeyer
ENGINEERS

Sean Shannon
TOOLS PROGRAMMER

Ryan Broner
ADDITIONAL ENGINEERING

Chris Kline
SENIOR ARTIST / AUDIO DIRECTOR

Craig Alexander
SENIOR ARTIST

Migo Wu
SENIOR ARTIST

Darrin Hart
LEAD ANIMATOR

David Dawson
ANIMATOR

Norman Stepansky
AUDIO

Bobby King
Jeff Rice
Tom Green
ADDITIONAL DESIGN

William Anderson
ASSISTANT PRODUCER

Special Thanks

Valen Anderson
Tim Arnold and Hippie
Ryan Broner
Lisa Ching
Theresa Dawson
Grace Dawson
Sarah Dawson
Jennifer Green
Vivian Green
Rosa King
Gabi King
Sophia King
Trina Kline
Chandler Kline

Heather Obernolte
Hale Obernolte
Troy Obernolte
Stephanie Reitmeyer
Tracy Rice
Zoey Rice
Kyle Rice
Carrie Steichen
Jeff Steichen
Cherish Thoth
Stephanie Thoth
Rob Wolpov
Eubank Wang
Magson Wu
Patrick Wu

ATARI, INC.

Strategic Relations

Joy Schnee

DIRECTOR, STRATEGIC RELATIONS

Cecelia Hernandez

Sr. MANAGER STRATEGIC RELATIONS

Quality Assurance and

Support

Ezequiel “Chuck” Nunez

MANAGER OF PUBLISHING SUPPORT

Jason Cordero

Q.A. SUPERVISOR

Jason Kausch

QA PROJECT SUPERVISOR

Dave Strang

MANAGER, COMPATIBILITY AND

ENGINEERING SERVICES

Eugene Lai

ENGINEERING SERVICES TECHNICIANS

Patricia-Jean Cody

COMPATIBILITY ANALYST

Chris McQuinn

Sr. COMPATIBILITY ANALYST

Special Thanks

Nick Mirkovich

Jenn Eiler

Kellee Riley

Steve Bercu

Tom Brady

Wondergroup

Valerie Kissling

Tim Langley

NATIONAL FOOTBALL LEAGUE

Dexter Santos

Joshua Goodstadt

Ricky Medina

PLAYERS INC

Stephen Dubin

YEE & DUBIN SPORTS LLC

HUMONGOUS INC. WEB SITE

Check out new games, contests and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & CANADA)

HELP VIA EMAIL

If you are experiencing technical problems with Backyard Football and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must contact Customer Support at www.atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an “Editor”), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the “Variations”), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase.

The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

BACKYARD FOOTBALL® © 2007 Humongous, Inc. All rights reserved. HUMONGOUS, BACKYARD SPORTS, and BACKYARD FOOTBALL word marks and logos are trademarks or registered trademarks owned by Humongous, Inc. in the U.S. and other territories. Produced by Humongous, Inc. Distributed by Atari, Inc. Developed by FarSight Studios. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. All other trademarks are the property of their respective owners.

© 2007 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2007 PLAYERS INC.

09147

