



GAME MANUAL





Axis Football 2016 is an American football simulation game featuring innovative aimed passing and nearly unlimited customization. In our second iteration of the series, we strive to give you the most realistic and customizable football experience, letting you play your copy of Axis Football 2016 your way.

CONTENTS

WHATS NEW IN AXIS FOOTBALL 2016.....	2
GAME MODES.....	3
MODABLE FEATURES.....	4
CONTROLS.....	5
TIPS.....	7

NEW IN AXIS FOOTBALL 2016

- Massively upgraded graphics (shadows, textures, player models, and more!)
- 100+ New Animations
- New player controls (Spins, Jukes, and Dives)
- Completely moddable experience
- Multiple templates for streamlined modding
- Completely redesigned user interface
- Brand new franchise mode
- 33% larger playbook
- Animated cheerleaders
- Completely overhauled player audio
- New play by play announcer
- Expanded Player Attributes
- On-field graphics for each team
- Completely customizable camera controls
- Upgraded crowds
- New game setup options (day/night, weather, quarter length, uniform selection, and more!)
- Unlimited uniform support for every team
- Improved AI (blocking, passing, pursuits, and more!)
- All new player and team ratings for all 32 teams

GAME MODES

Player vs AI

"Test your ability against Axis Football's new and improved AI."

Local Player vs. Player

"Play for bragging rights, test the limitation of your friendships, and assert dominance over your foes!"

Coach Mode

"Step back from the controls and over to the sideline where you call the plays and watch the action unfold on the field."

AI vs. AI

"Can't get enough football? Watch the AI battle it out."

Franchise Mode

"Our brand new franchise mode lets you be the general manager. Build your team into Axis Bowl champions over multiple seasons."

MODABLE FEATURES

- Team names
- Player uniforms
- Cheerleader uniforms
- Team GUI icons
- Team mid-field logos
- Team endzone graphics
- Team stadium crowd graphics
- Rosters (names, numbers, attributes, skin tones, and size)
- Hot Routes
- Announcer
- QB Audio (cadence, snap, and audibles)
- Stadium mods
- Broadcast mods
- Complete set of templates for easy modding



CONTROLS

Misc Controls

Start Button / Escape – Open Game Menu

Left + Right Bumper / T on Keyboard – Quick Timeout

Offense Before Play

Include screenshot of offense before a play starts

A Button / Spacebar – Snap Ball

B Button / Click Button – Open Audible Menu

Y Button / Click Button – Open Hot Route Menu

Defense Before Play

Include screenshot of defense before a play starts

Triggers / Q, E on Keyboard – Shift Linebackers

Left, Right Bumpers / Z, C on Keyboard – Shift Linemen

Y + Up, Down / R, F on Keyboard – Shift Defensive Backs

A, B Buttons / Left, Right Click – Cycle Players

CONTROLS CONT.

Passing

Include screenshot of QB in pocket with the pass circle visible

Right Stick / Mouse – Move Pass Aim Circle (ball is thrown at a random point inside the pass circle)

Right Trigger / Left Click – Throw Pass (tap for lob, hold for bullet pass)

Running With The Ball

B Button / Scroll Wheel Down – Spin

X Button / Scroll Wheel Up – Dive

Left, Right Bumpers / Left, Right Click – Juke

A / Spacebar – Speed Burst

TIPS

Passing Tips

Include a screenshot of the QB with the pass circle aimed across his body

- Because the ball will be thrown at a random point inside of the pass aim circle, the larger the circle, the less accurate your passes will be.
- Several factors influence the size of the pass aim circle:
 - o If the QB is running, the pass circle grows larger.
 - o If the QB is attempting a pass across his body, the pass circle grows larger.
 - o The farther the throw, the larger the pass circle grows.
- The rate at which the circle grows under each of these circumstances is dictated by the QB's accuracy and the selected difficulty level.

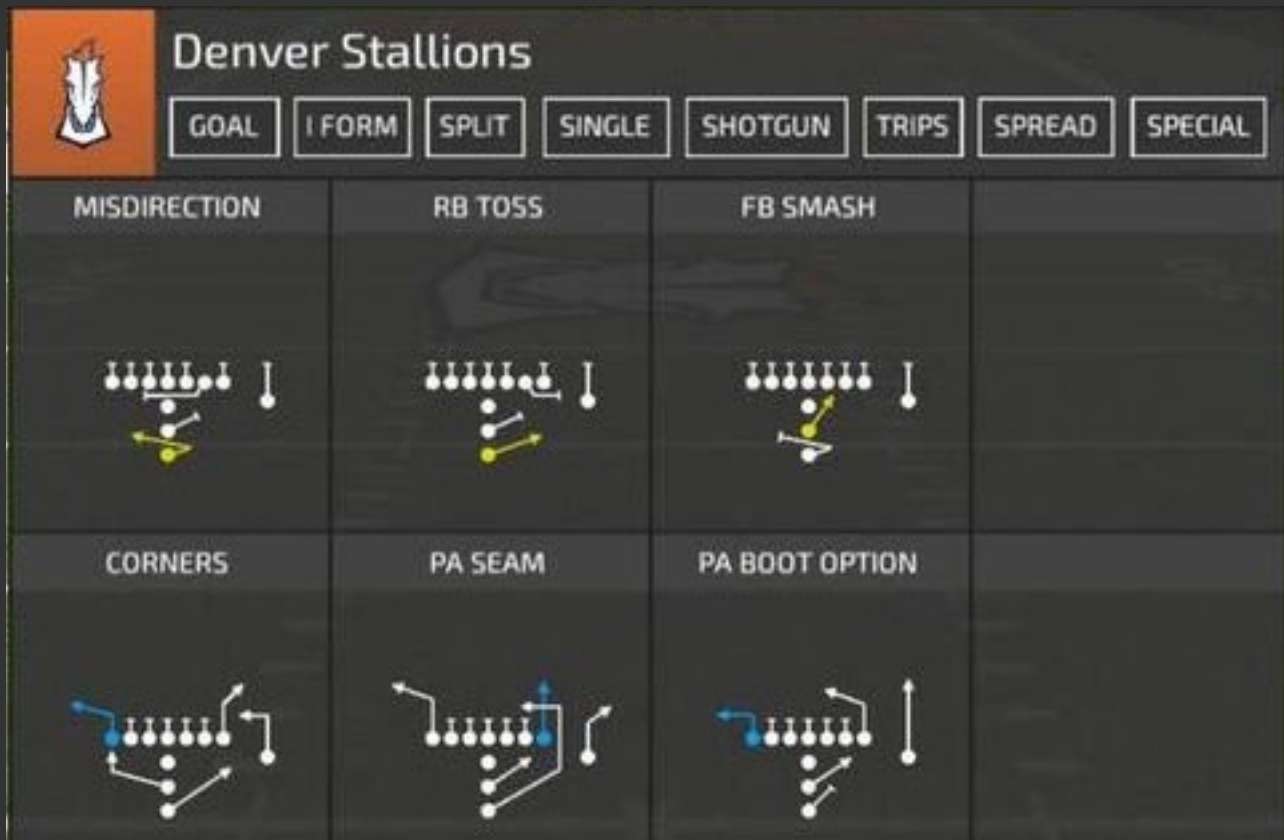
Play Selection Tips



TIPS

Play Selection Tips

- Just like an actual competitor would, the computer AI keeps track of your play calling habits and will attempt to pick a defense to stop what it thinks you're going to run.
- If you pick passing plays over and over, the AI will adjust accordingly and vice versa.
- Picking a balanced mix of run and pass plays yields more consistent results.



TIPS

Audible Tips

Include a screenshot of the offense lined up before the play starts with the mouse over the audible button

- You can audible to any offensive play within the same formation of the selected play.
- Look at the defense's formation and areas of apparent strengths and weaknesses.
- If you are running to the right side and the defense has eight men in the box with their linebackers shifted to the right, it would benefit you to change the play.



TIPS

Hot Route Tips

Include a screenshot of a player selecting a hot route for a receiver

- You can adjust the route of any receiver prior to the start of the play.
- Tight Ends and Running Backs can also be told to block or run a route regardless of their originally assigned duty.
- Look at the defensive formation and identify any potential mismatches (WRs covered by LBs)
- Look for any areas of the field that might be left unguarded and change a receiver's route to go to that area.



TIPS

Kicking Tips

- The harder you try to kick the ball, the faster the aim indicator moves.
- For extra points and shorter field goals, kick it three quarter or half power to make it easier to aim.

