

PLAYER'S MANUAL



WELCOME TO CANADIAN FOOTBALL 2017

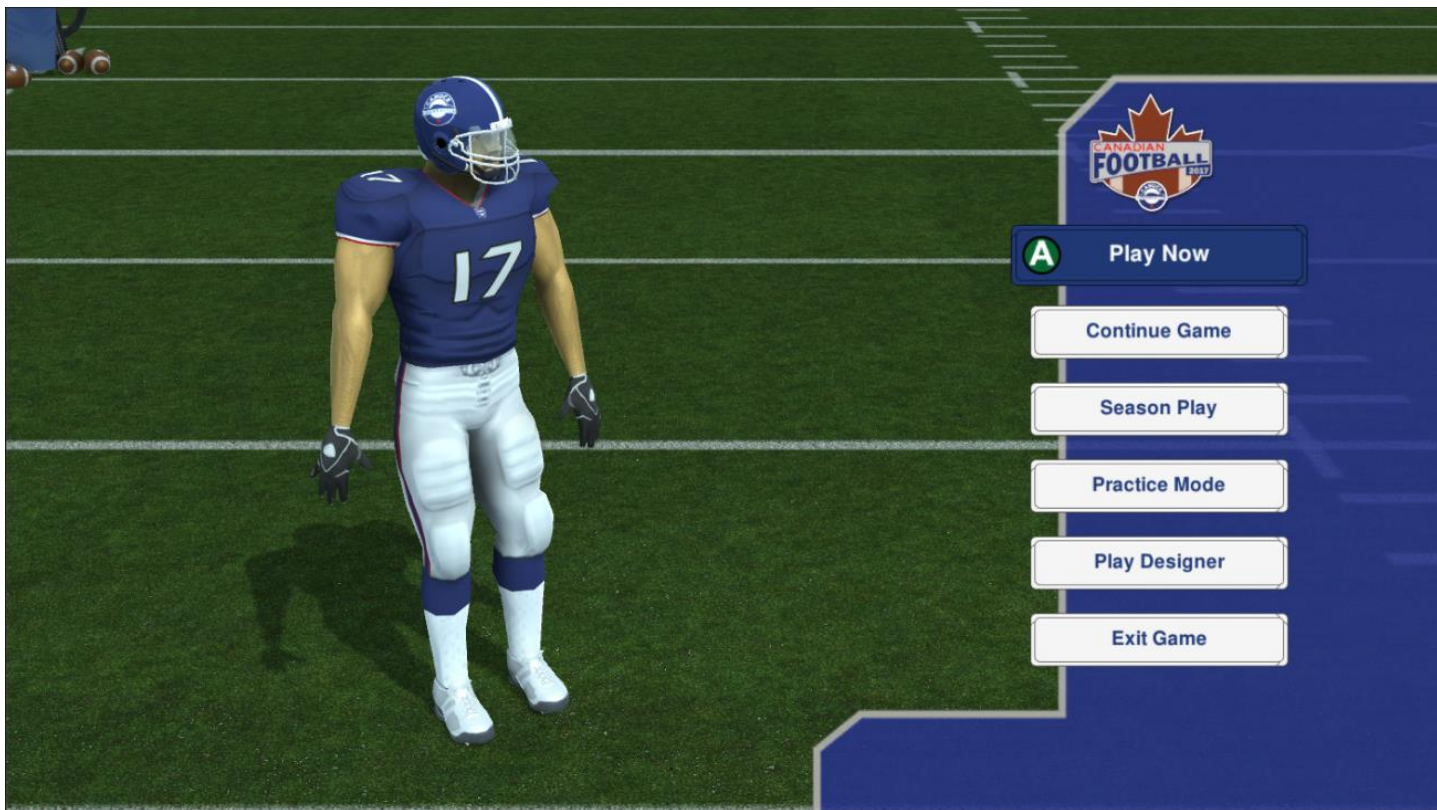


Canuck Play is excited to present the only game that brings all the action of Canadian gridiron football to the PC desktop and console. To help our gamers get started, this manual is designed to guide you through game play and features on all platforms.

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GAME PLAY



From the *Title Screen* you have the following options:

- *Play Now* will start a new game.
- *Continue Game* will continue the Play Now game that was previously in progress.
- *Season Play* provides full season schedule, stats, and simulated games.
- *Practice Mode* allows you to hit the practice field to hone your skills. Practice Mode is a single player mode.
- *You will also be able to change the current active platform profile.*

On the PC desktop edition (shown) you will also have the option to enter the *Play Designer*.

NOVICE PLAYER



When playing the game for the very first time, and choose Play Now, you will be presented with this screen asking for your choice of starting game play settings.

Should you decide after playing the game to reset the options you go to the Team Select screen and

press the X button to get to the game settings.

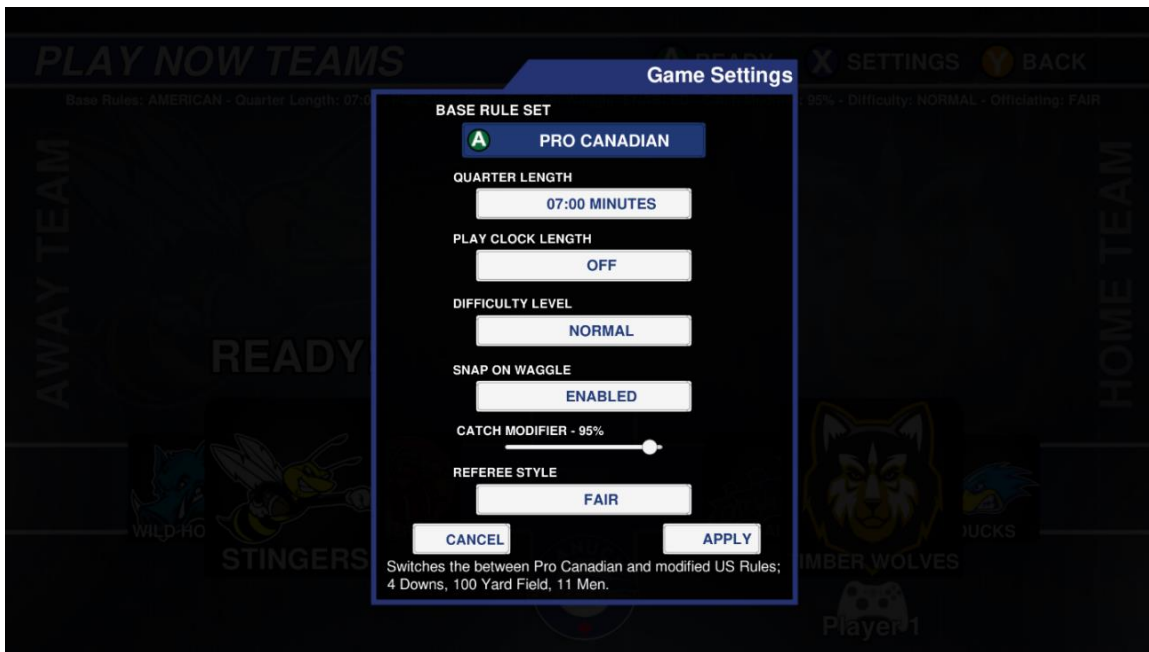
SELECTING A TEAM



For *Play Now* games you will have the ability to select both Home and Away teams.

Control	Function
Left Thumb stick	Changes your control between Home and Away.
D-Pad	Shuffles between the teams available in the team selection carousel.
(A) Button	Ready or un-Ready a team – Both teams must be in the Ready State.
(B) Button	Once both teams are Ready, advances the game into the stadium.
(Y) Button	Returns to the previous screen.
(X) Button	Displays the game settings screen.

GAME SETTINGS



Canadian Football 2017 allows you to adjust and save your preferences. You can access the game's settings by pressing the X Button while on the team select screen. Once on the settings screen, as seen above, use the D-pad and A Button to make selections.

Control	Function
Base Rule Set	Allows playing with professional rules Canadian football or a subset of American football rules.
Quarter Length	Sets the length of time for the game quarter.
Play Clock Length	Sets the length of time for the Play Clock. The Play Clock can be switched off.
Difficulty Level	Sets the overall difficulty level of the game.
Snap On Waggle	If enabled, this allows the computer to snap the ball for you as your team's backfield motion reaches the correct point in their movements. This reduces Offensive Offside calls until you become more familiar with using full motion.
Catch Modifier	This slider adjusts the overall percentage chance of a receiver catching the ball. The higher the number, the more catches. This modifier is combined with the players hands skill rating to effect the catch.
Referee Style	Sets how often penalties are likely to be called. This does not affect pre-snap penalties such as Illegal Procedure or Time Count penalties.
Apply	Saves the settings and returns to the previous screen.

Cancel	Returns to the previous screen without making any changes to the game settings.
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RULE SETS

Canadian Football 2017 allows for playing under two different rule sets.

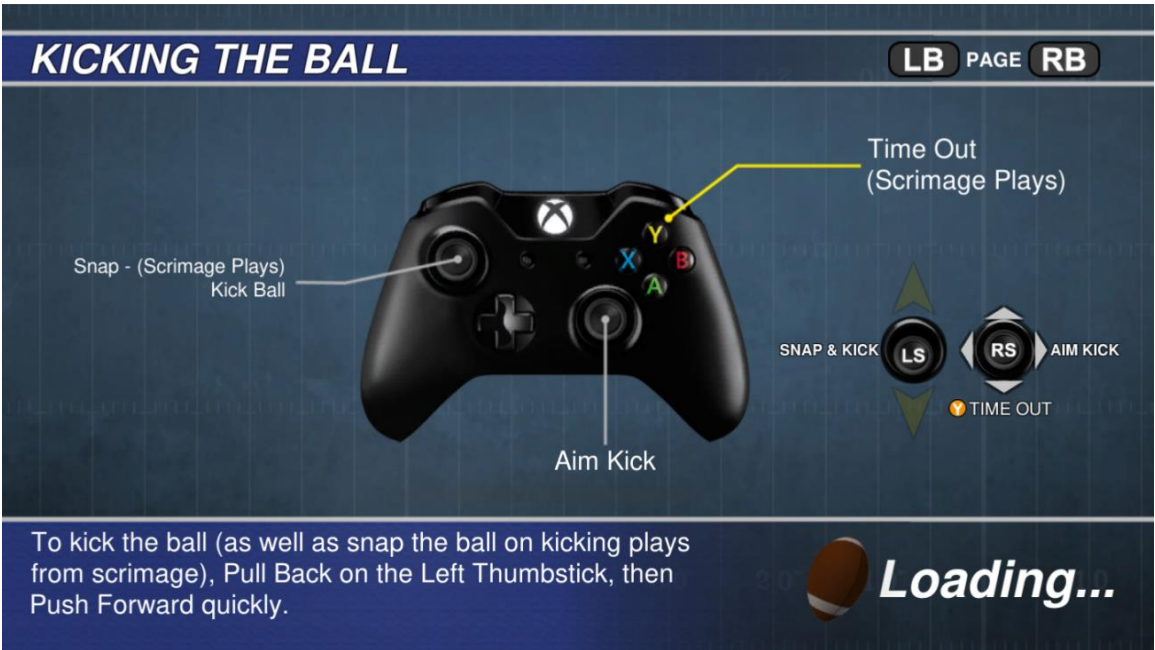
1. Professional Canadian – Matches all the rules you will find in a game of professional Canadian football; 110 yard field, 12 men per side, 3 downs per series, etc...
2. Modified American – Plays the game using many of the major rules of American football; 100 yard field, 11 men per side, 4 downs per series, goal posts on the dead ball line, 3 time outs per half, 2 minute warning.

With the exception of there being no Rouge applied to non-returned missed field goals, the kicking game uses the Canadian rule set for kicking.

Backfield motion uses the Canadian rule set.

Most penalties use the Canadian rule set.

ENTERING THE GAME



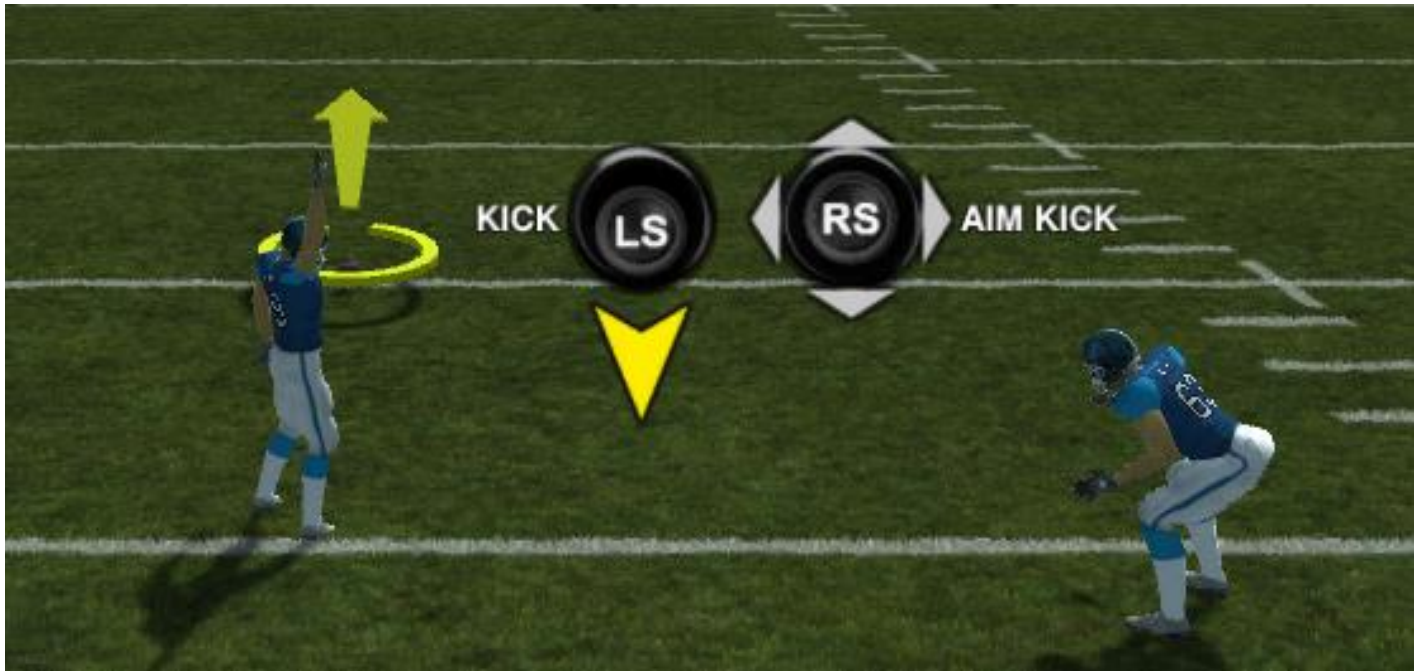
Once you have both teams Ready and Advanced, the game takes a few moments to load the stadium for the home team and set up. During this time, you can view the controller mapping for the various aspects of the game.

Control	Function
Left & Right Bumper	Changes pages.

During the on-field game play, these screens can be accessed again for further review by pausing the game and selecting (Y) from the pause screen.

KICKING

Kicking the ball uses both analog thumb sticks.



- **Aim The Kick:** the right Thumb stick will move the yellow directional arrow on screen. The ball will travel along this direction.
- **Kicking off:** pull back on the left Thumbstick and push forward again. The faster this action, the more power in the kick.
- **Scrimmage Kicks:** For punts and field goals, the ball will be snapped as soon as you complete the kicking process on the controller. Just as with kicking off, pull back and push forward on the left Thumbstick. The faster this action, the more power in the kick.
- **Give Up a Safety:** If your punter is standing in his own endzone and you wish to give up 2 points rather than proceed with the punt, you can press down on the Right Thumbstick as soon as he has received the ball but not yet kicked it.

KICK RETURN

The computer will automatically put the closest kick return player into the best position to receive the ball. If the ball is kicked to a location outside the reach of the return player, that player will attempt to chase down the ball and pick it up.

Once your team's returner has possession of the ball, you are now in control of that player.

If you are inside your own endzone, you can press down on the Right Thumbstick button to take a knee and give up a Rouge to the opposing team.

BALL CARRIER – NON-PASSER

Controlling a Ball Carrier that is not in the backfield looking to pass.

Control	Function
Left Thumb stick	Steer player. Speed of the player is controlled by the amount you move the stick. Moving the stick slightly makes the player walk, moving the stick to its limit makes the player run.
(A) Button	Press and hold to make the player sprint.
Left & Right Bumper	Spin Move.
Left & Right Trigger	Side Step.

SCOREBOARD



On the bottom of the screen you will find the game's scoreboard and information on:

- The Canuck Play roundel displays the button option to Pause the game.
- The Visiting Team logo, score, and number of time outs remaining.
- The Home Team logo, score, and number of time outs remaining.
- Down and distance.
- Field Position as well as what side of the field that yard line is on.
- The current quarter and time remaining in that quarter.

In the event of a penalty, a penalty flag is displayed to the right of the quarter time.

The team with current possession of the ball is indicated by the highlight above and below the team logo.

PLAY SELECTION



To start you first need to select the play that your team will execute. Play selection for both offense and defense is done in a similar way, although, some options are slightly different.

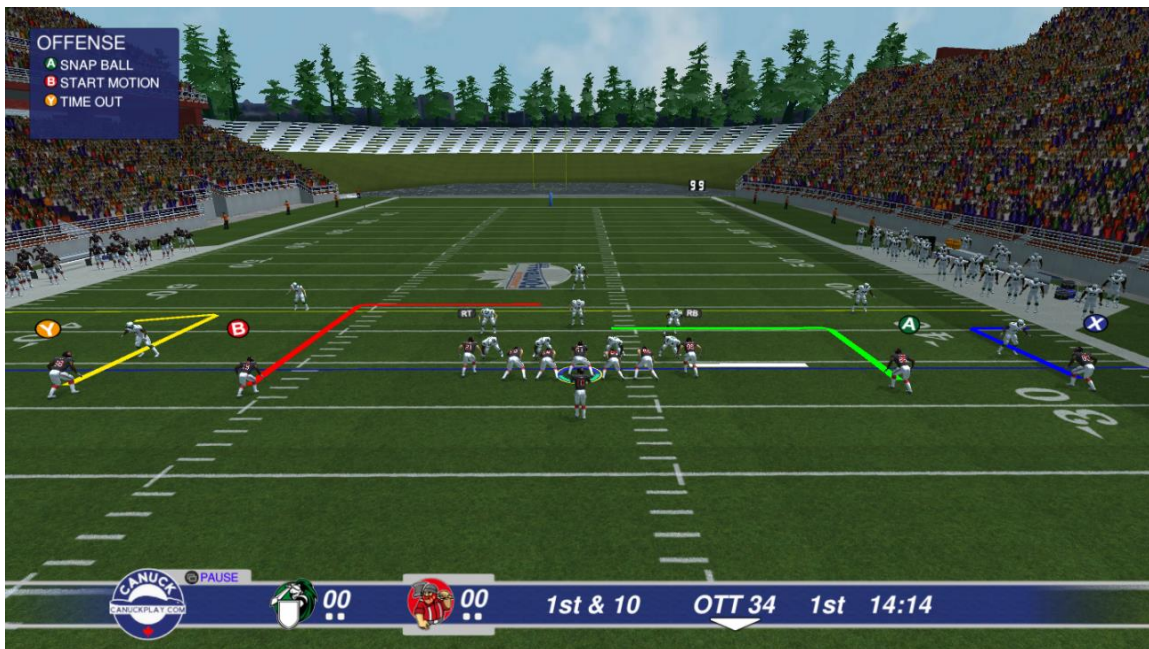
FORMATION & PLAY TYPE

Control	Function
D-Pad	Navigate up, down, the formation or play type list.
(A) Button	Select a particular formation or play type.

PLAY WINDOWS

Control	Function
D-Pad	Navigate up, down, left, right on the play preview thumbnails.
(A) Button	Selects the currently highlighted play.
(B) Button	Returns to the Formation List.
(X) Button	Displays the player substitution screen.
Left Bumper	Flips direction of the currently highlighted play.
Left & Right Trigger	Navigates through the various pages of the available plays for the selected formation or play type.

FORMATION AND PRE-SNAP – NON-KICKING PLAYS



Select a play then players will break the huddle and move into starting formation positions.

Control	Function
(A) Button	Immediately snaps the ball without putting the players into motion.
(B) Button	Starts any back-field motion for this play. • If the game's <i>Snap On Waggle</i> option is enabled, the ball will be snapped as soon as players are in the correct position. • If the game's <i>Snap On Waggle</i> option is NOT enabled, you will need to press the (A) button at the right point in the motion to snap the ball. If you do not snap the ball at the appropriate point, your team could be called for an Offside penalty.
(MENU) Button	Brings up the Audible dialog to change play at the line of scrimmage.

To call a time out at any point before the snap, you must first pause the game.

FORMATION AND PRE-SNAP – KICKS FROM SCRIMMAGE

Once you have selected a play your players will break the huddle and move into their starting formation positions. To call a time out at any point before the snap, you must first pause the game.

Control	Function
Left & Right Thumbstick	Controls aim, executes the snap, and kicks the ball.

RUNNING

If you have selected a designated running play (with either a hand off or a pitch out), control of the Quarterback is managed by the computer until after the exchange of the ball. Once the exchange has been made, you will control the new ball carrier.

PASSING

If you have selected a designated passing play, you have control of the Quarterback at the snap of the ball.

Control	Function
Face Button	Pass to any receiver on the play by pressing the button on the controller that matches the button icon floating on top of that receiver.
Left Thumb stick	Moves the Quarterback around in the backfield. The QB movement while reading the play is restricted to strafe movement at the ready throw pose.
Left Bumper	Scramble. Exits out of strafe movement and allows you to run down field at a sprint.
Left Trigger	Take a Knee.

Action	Type
Press ½ Second	Bullet Pass
Quick Button Tap	Touch Pass
Double Tap	Lob Pass

Canadian Football 2017 allows you to throw the ball in 3 different ways. The primary way to pass the ball is just tap the button for the receiver you want to throw to. Tap meaning a quick press and release. **The QB will not**

start his throwing motion until you release the button. If you tap and release in less than ½ second the QB will throw a nice touch pass.

If you tap the button to start the throw, then tap it a second time -- before the ball is released, the pass will be thrown as a lob ball with lots of air under it.

If you hold the button down for more than ½ second, the QB will throw a bullet pass. Bullet passes to a receiver that are within 10 yards are very hard to catch.

SEASON PLAY

SEASON PLAY

B RESET **X** SETTINGS **A** SELECT **Y** BACK

Base Rules: CANADIAN - Quarter Length: 15:00 - Play Clock: 20 - Snap On Waggle: ENABLED - Catch Modifier: 95% - Difficulty: NORMAL - Officiating: FAIR

LB SCHEDULE **RB** **LT** WEEK 3 **RT**

DIVISION 1

TEAM	G	W	L	T	PT	PF	PA
CALGARY	2	2	0	0	4	69	45
EDMONTON	2	2	0	0	4	67	59
WINNIPEG	1	1	0	0	2	30	26
BC	2	1	1	0	2	60	78
SASKATCHEWAN	3	1	2	0	2	83	87

DIVISION 2

TEAM	G	W	L	T	PT	PF	PA
MONTREAL	2	1	1	0	2	60	51
OTTAWA	3	1	2	0	2	93	72
HAMILTON	1	0	1	0	0	39	43
TORONTO	2	0	2	0	0	42	82

SCHEDULE

AWAY	SCORE	HOME	SCORE
LUMBER JACKS	25	KNIGHTS	29
A RUSTLERS	0	WILD HOGS	0
DUCKS	0	STINGERS	0
CORSAIRS	0	RHINOS	0

Canadian Football 2017 includes a full season play mode allowing you progress your favourite team through a complete season, including playoffs and the championship game – should you get there.

Season Play accumulates statistics on a team and individual player level.

You have the ability to simulate a game quickly. Simulation games use the same team roster, data, and coaching profiles as normal on-field games. Games are played out completely by the CPU using the same rules are applied to the core game (so they use 7 minute quarters, the same catch modifier, difficulty level, and even base rule set.)

Season games have the same rule options as Play Now games.

THE PLAY DEVELOPMENT SYSTEM (PDS)

PC Desktop Edition Only

The Canadian Football 2017 Play Development System (PDS) is an extremely flexible play designer. The PDS will allow you to design almost any play you can imagine, not just for offensive plays but also for defense and special teams as well.

The PDS is the only part of the game that requires a mouse and keyboard. There's no game pad support in this portion of the game.

The PDS is a drawing board on which you point and click to draw routes by drawing connected Command Nodes. For each Node, you can assign up to three commands to be performed. Most commands also have a variety of values. For example; the **[MOVETO]** command has many possible values. These commands and values will be detailed shortly.

Along with the post snap play commands, the defensive side of the ball also includes pre-snap commands (for coverages) to line the defender up against a specific offensive player.

ATTENTION: Before making new plays, or editing existing ones, it is strongly recommended that you back up your existing plays folder. This can be found at:

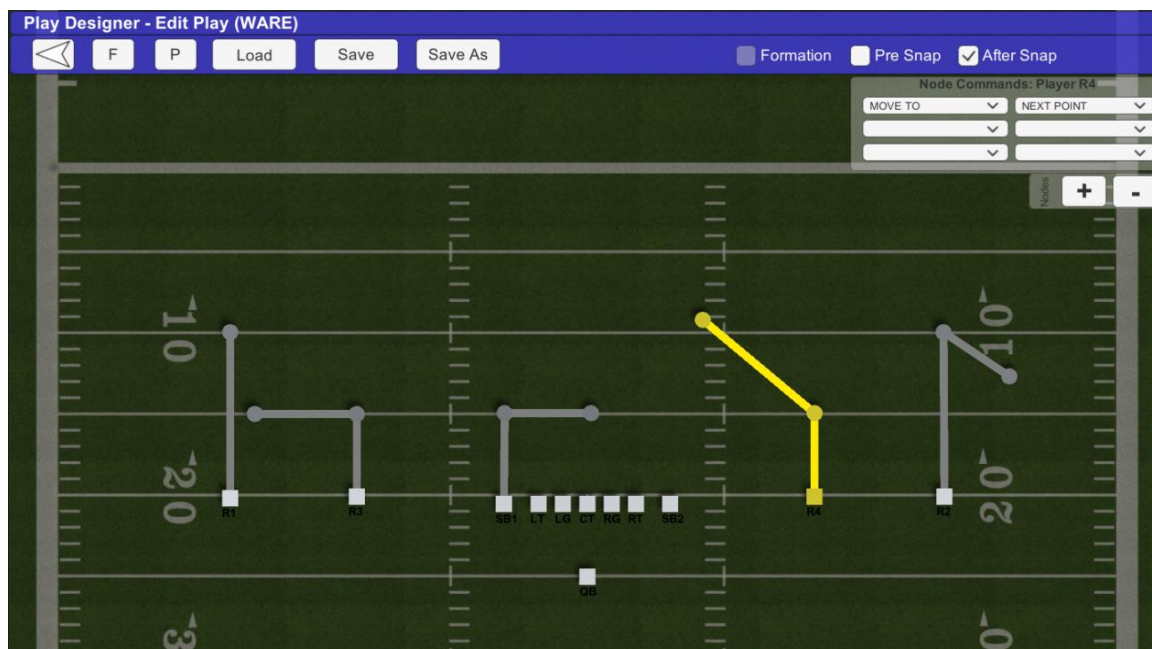
*C:\Program Files (x86)\Steam\steamapps\common\Canadian Football
2017\CFB2017_Data\StreamingAssets\Plays*

Copy this folder to a safe location so that you can replace it if problems arise.

STARTING THE PLAY DEVELOPMENT SYSTEM

The PDS is now accessed via the game's main menu screen by clicking on the menu item or using the game pad to navigate to the item and pressing the (A) button.

THE INTERFACE



The PDS is made up of the primary tool bar, command and zone panels, and the play sketcher.

Control	Function
<	Return to main menu
F	Creates a new Formation
P	Creates a new Play
Load	Loads an existing Play or Formation
Save	Save the current Play or Formation
Save As	Save the current Play or Formation as a new file.
Play State	Sets the editing state between Formation, Pre-Snap, and After Snap

COMMAND NODES

Command Nodes are points in the route that provide instructions to the player. Nodes have two parts:

- The Command
- The Command Value

The on-field players in Canadian Football 2017 follow these commands (pretty much) to the letter. Most players do as directed but some players such as linebackers have various layers of AI that allow them to switch from their assigned task to another depending on what the offense is doing.

Many commands are common for all positions (such as **[MOVETO]**), others are specific only to certain positions. For example, it is not possible to have the Centre pass the ball.

Some commands, like **[STAND]**, have no values to provide. The players complete commands on their own. In these cases, the value beside the command will not be enabled.

As stated above, players on the field will normally only ever do as they're told. This also means they don't do things they're not told to do.

This is true for **[MOVETO]-[NEXTPOINT]** commands. If your route is drawn in such a way as to instruct the player to run out of bounds, that's likely what he'll do.

Command Order

The order in which the commands are entered into the Command Node is very important. Some commands must be the last command for that point because any subsequent commands for that point are ignored. The best example of this is the **[MOVETO]** command.

The **[MOVETO]** command does just what the command name implies. It tells the player to leave the current point and move to the next one. Because the player is no longer on that point, he can no longer process commands for that point.

This is an example of what not to do:

Point 1

Command	Value
MOVETO	NEXTPOINT
STAND	<NOVALUE>

In this example, you can see that the first command for Point 1 is **[MOVETO]** and the second is **[STAND]**. In this example, **[STAND]** will never execute because the player has already moved to the next point in his route.

COMMAND LIST

Command	Description
MOVE TO	Makes the player move from the node they're currently on, to the next node, or to a position on the field.
STRAFE TO	Used to make a defender move to the next point in the route while facing the offense.
SNAP TO	Snaps the ball to the specified player.
TAKE SNAP	Tells this player he's the Snap To target.
PK HOLD	Tells this player he should be holding the ball on placekicks.
STAND	Player just stands there.
PLACE KICK	Tells the player he should be place kicking (field goal)
KICK OFF	Tells the player he should kick off.
PUNT KICK	Tells the player he should punt the ball.
WAIT FOR	Tells the player he should wait <n> seconds before doing the next command.
PASS TO	Makes the player pass the ball to a specific target with no regard to what the defensive is doing.

HAND OFF	Makes the player give the ball to the target player – there are Real and Fake version of this command.
PITCHOUT	Makes the player pitch the ball to the target player – there are Real and Fake versions of this command.
ZONE READ	Makes the ball carrier read the defensive end and pitches to the specified player or takes the ball himself.
TAKE BALL	Makes the specified Hand off or Pitch target look for the ball.
KICK BLOCK	Tells the player to block for his kick returner
PASS COVER	Tells the player to cover in either Man 2 Man or Zone. Zone coverage commands must be inside a zone to execute.
FREE SAFETY	Tells this player that he's the free safety on this play.
BLOCK	Executes various types of blocking.
KEY ON	Tells a defender to follow this player.
LINE UP ON	Tells a defender to line up on a specific player (if that player is on the field).
DROP BACK	Tells the QB to drop back and read the defense then pass the ball.
ROLL OUT	Similar to Drop back but sprints to the next point.
PUNT	Punts the ball.
LEAD BLOCK	Tells this player he should be lead blocking.
FIELD KICK	Tells this player he's a kick returner that should field the kick and return it.
KNEEL DOWN	Tells this player to take a knee.
COVER KICK	Tells this player he should be covering the kick off and attempting to tackle the kick returner.
COVER PUNT	Tells this player he should be covering the Punt and attempting to tackle the kick returner.

Some commands are used prior to the snap only. This is generally the defensive side of the ball only and provides commands to line up against specific offensive players.

PLAYER POSITIONS

When you create an offensive or defensive formation in the PDS you need to specify what positions will be on the field for that formation.

On offence, this means indicating what running backs and slotbacks will be used.

On defense, this means indicating how many down lineman and linebackers you wish to use. (the remainder will be Corner Backs, Safeties, and Defensive Half Backs)

PDS Abbreviation	Position
QB	Quarterback
HB	Half Back
FB	Full Back
3B	3rd Back (aka Wing Back)
LT	Left Tackle
LG	Left Guard
CT	Centre
RG	Right Guard
RT	Right Tackle
SB(n)	Slotbacks
R(n)	Receivers
DE1	Left Defensive End
DT(n)	Defensive Tackles
DE2	Right Defensive End
OL(n)	Outside Linebacker
IL(n)	Inside Linebacker
CB(n)	Cornerback
SA(n)	Safety
DB(n)	Defensive Back
FS	Free Safety
SS	Strong Safety
K	Place Kicker
P	Punter

PLAYER POSITIONING

Players are automatically assigned when creating a new formation.

When creating a formation, you can not create player routes or assign player commands. That is done by designing a play.

Move the players into appropriate positions and click Save (or Save As). You will be prompted to provide a formation name. It is advised to create a naming convention for your formations. This will allow you to identify the formation by its name. For example, a defensive formation with 3 down linemen, and 4 linebackers is usually called a 3-4 defense.

Once you have saved your formation, you can start creating plays based on that formation.

AFTER SNAP – CREATING PLAYER ROUTES

Now the fun part, creating routes and instructions for our players to execute during the play.

Select receiver R1 and then click the Add Points button on the tool bar.

Now click about 10 yards in front of the R1 icon and 45 degrees to the left; you should see a red circle connected to the player icon via a yellow line.

Click 10 yards further up, but 45 degrees to the right of the player icon and you will see a second red circle connected to the first via a yellow line.

This is our basic route for the R1 player. To stop adding points, simply right-click the mouse anywhere on the play design screen.

When you stop drawing points for a player, the player becomes unselected, so we need to select it again by clicking the player icon.

Notice that when you select the player now, the first command listed on the three command points drop downs is **[MOVETO]-[NEXTPOINT]**. If you click the first red circle you will also see the **[MOVETO]** command as well as is the last red circle. As there is no other point to move to, let's change **[NEXT POINT]** to **[ONPATH]** by picking it from the drop-down list.

DEFENSIVE BACK COVERAGE

The primary defense against the pass is the defensive backfield. Defensive backs are generally as fast as receivers but do not have a Catch skill that is as high. They're much better at knocking the ball down than trying to catch it.

Defensive backs in Canadian Football 2017 have two types of coverage:

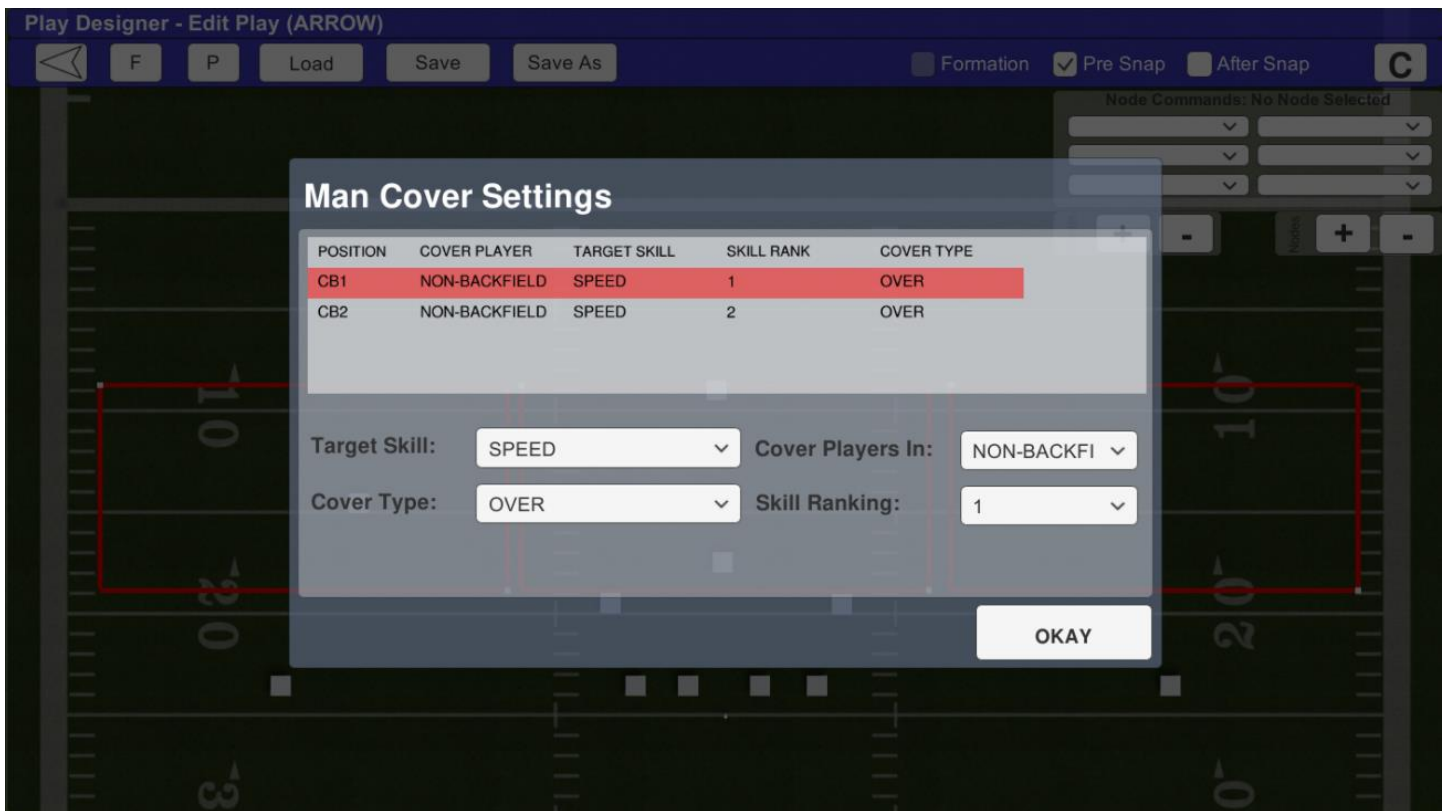
1. ZONE: The football field is divided up into a number of zones; the exact number and layout depends on the play selected. When a defensive back is given a **[ZONE]** command, he will first drop to a position where he can best keep any players entering his zone in front of him. This gives him the better chance to move on a player in his zone, or make a break on the ball.

He'll also cover the player that is deepest in his current zone. This will ensure that the deep man is covered but opens up the underneath passing game. It is also possible the offence will flood a zone by sending two or more deep routes into the same zone. If there is only one defender tasked with that zone, only one deep man is covered. With two or more defenders in the same zone, each will cover one receiver. If there are more defenders in a zone than receivers, the extra defender will move up to double cover the deepest man.

If a defender is in a deep zone and a receiver runs out the zone and doesn't enter another, the defender will follow the receiver out of the zone to ensure he's covered.

Defenders in zone coverage will also watch the offensive line to see what sort of blocking they're engaged in. If the offensive line is blocking down (run blocking) field, they are likely to drop out of their zone and attack the ball carrier. The time it takes the defender to read this and react is based upon their Intelligence skill.

2. MAN-TO-MAN: This is the simplest coverage to describe, but it has the most options. These options can be changed via the Man-To-Man Cover Settings Dialog which is accessed by clicking the Cover button [C] on the tool bar.



This dialog lets you define exactly who the defender should line up on, and how the defender should cover that player.

The first step is to tell the player what offensive person to line up on.

Cover Players In: Backfield, Non-Backfield, Either. This tells the defender to look in-between the tackles and behind the LOS for the player. Non-Backfield is any other player. And Either is any player on the offensive side of the ball (minus the offensive linemen)

Target Skill/Rank: These two options tell the defender to line up against the offensive player with this combination. A skill of Speed and a Rank of 1 will tell the defender to line up against the fastest player on the field. A skill of Speed and a Rank of 3 will tell the defender to line up against the 3rd fastest player on the field.

Cover Type: This tells the defender where to cover his man from. Under will put him between the receiver and the QB. Over will put him between the receiver and the end zone. Deep will put the defender between the receiver and end zone, but at about double his normal coverage distance.

How close a defender gets to a receiver is determined by his Coverage skill. A high skill will have the defender within a yard or so of the receiver. A low skill can see him give up as much as a 5-yard buffer to his covered man. A low skill means more completions but far fewer pass interference calls.

When the ball is thrown the closest defender to the target will, depending on his Coverage skill, do one of two things. One, he will try to knock the ball down, or two, simply ensure he's behind the

receiver and wait for him to make the catch then tackle him. If a defender is too far away from the ball to knock it down he'll try to get in position to ensure the tackle is made.

Any time the defender can knock the ball down there is a chance he, or someone else, could catch it. The chance of a defender intercepting the ball is based on his Catch skill and random chance.

A ball tipped by a defender can still be caught by the receiver it was intended for.

Defenders in Man-To-Man coverage do not read the offensive line and so do not react to running plays until the ball carrier has crossed the line of scrimmage.

Defenders in Man-To-Man coverage ignore any pre-snap **[LINEUPON]** commands they may be given as long as they can find a man to line up on. This means that if a defender is told to line up on the Backfield player that is ranked 5th in speed, and there is only one player in the backfield, the defender will use his pre-snap logic to line up on a player.