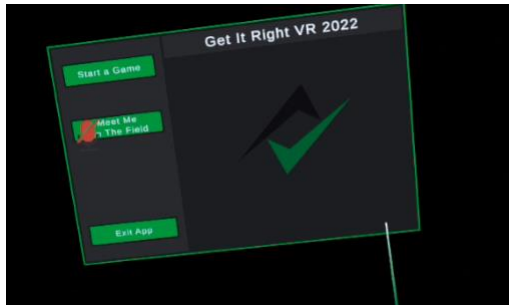




Initial rough instructions....

Press the Y key on your left controller to activate the Get It Right menu. You may need to look over your right shoulder and down about belt level to find it. We are moving it to a Jumbotron in the next build.



Yea, right now we have a microphone floating in the screen. We're tucking that away.

Select "Start a Game" use the front trigger on your right controller. Just aim, shoot, and release.

Your next screen shows your scenario options.



Aim at Long Pass and pull the trigger.

The green box surrounding the scenario will light up green.



Then shoot at Start

The scenario will download and you'll find yourself on the field behind the offensive huddle.

Use the toggle on the left controller to move around on the field.

Identify the official you want to become. Push the toggle on the right controller forward and hold it there. Aim that green arc until the official you want is encapsulated in the blue.



Release the toggle, and you are now that official!



That teleport feature will also allow you to move to different parts of the field (if you don't want to wait for the left toggle to move on the field).

Raise your left toggle and you will see the play/pause control.



Use the right controller to shoot at the play button; then you can drop your left hand.

Again, use the toggle on the left controller to move on the field; just turn your head to look different directions.



The play will end on its own. You can hit pause any time. You can hit play again to restart it.

When you are ready to leave this scenario, press the Y button on the left controller and the menu will appear BUT WE CURRENTLY HAVE AN ISSUE. The menu is fixed at about the 15 yard line. If you are not facing it head on (or behind it like the next picture) you'll need to move to the front of it.



This is why we will build a jumbotron in the next release. Across the field opposite the scoreboard.

Anyway, move to the other side and you can select exit or go to the locker room to select another scenario

