Team NFL

COMMIT TO ★ EXCELLENCE

FRONT PAGE SPORTS®

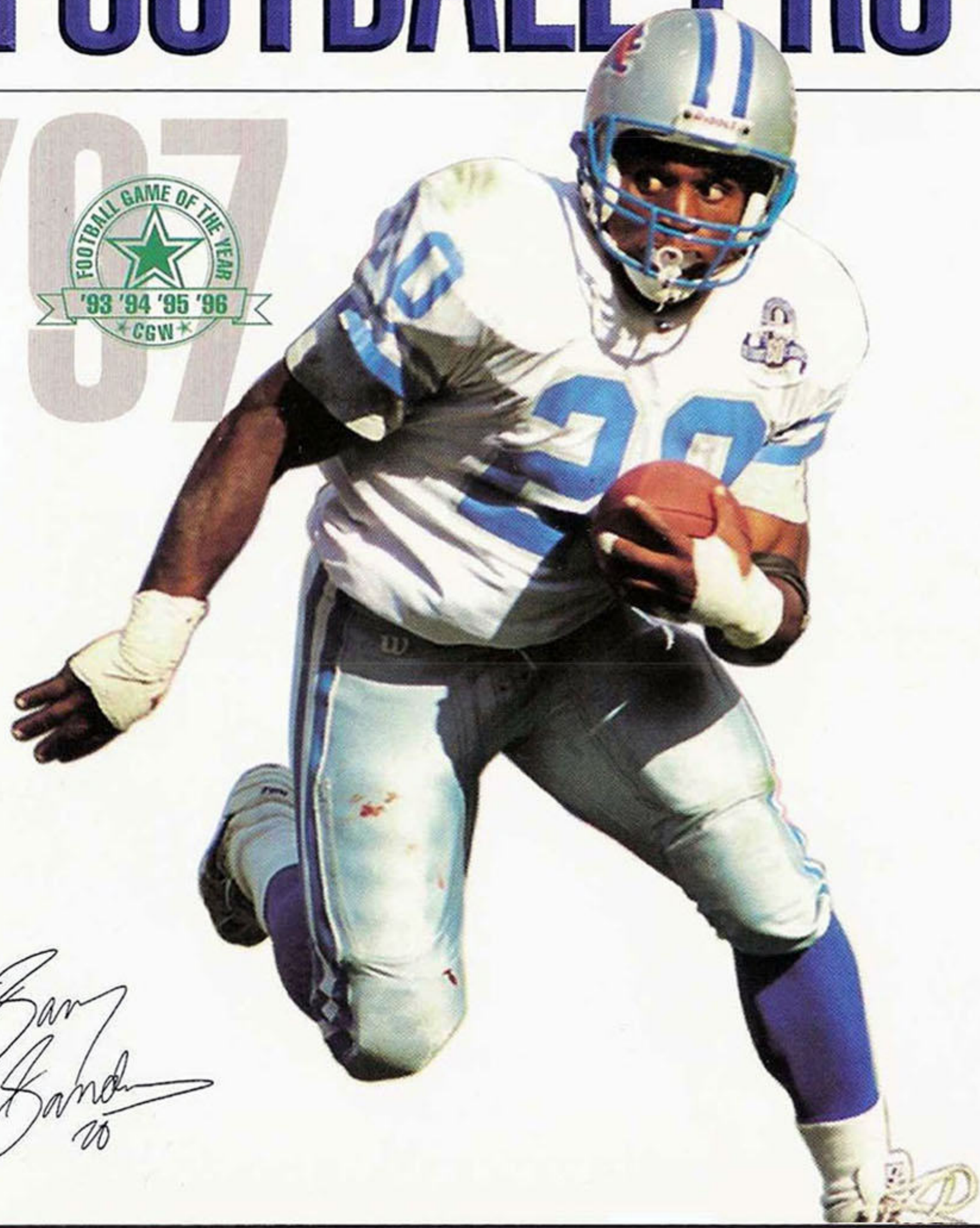
PLAYERS INC

VOL. 5 NO. 1 FROM THE AWARD-WINNING SPORTS SERIES ALL PRO

FOOTBALL PRO™

'97

FOOTBALL GAME OF THE YEAR '93 '94 '95 '96 ★CGW★



Barry Sanders 20

SIERRA®

FOOTBALL PRO '97 ERRATA

The following text completely replaces the text found in the *Football Pro '97* manual on pages 44-46 under the heading Multiplayer Games.

MULTIPLAYER GAMES

Multiplayer games can be played across a network, modem or the Internet. Multiplayer mode is possible in Exhibition Play and can be accessed from the Exhibition Play screen.

Getting Connected

Click on the **Multiplayer** button from the *Exhibition Play* screen. This brings up *the Select Type of Multiplayer Game* dialog box. Click on either **Network/Modem** for local area network (LAN) or modem play, **Sierra Internet Gaming Systems (SIGS)** for Internet play, or **Cancel** to return to the *Exhibition Play* screen.

Network Play

The first time you select **Network/Modem**, *Football Pro* defaults to Network play and will search for current games on an **IPX Connection for Direct Play** (LAN) and each time after that will default to your last selection. Select **Network Play** to bring up the *Football Pro'97 MultiPlayer Game Setup* screen. You may enter your **PLAYER NAME, GAME NAME**, and check the box for **MY TEAM** as either *Home* or *Visitor*, or use the default names.

To *start* a game, click **Start Game**. At this point you will notice the message "Waiting for the other player to join the game." As soon as someone joins your game, you will automatically advance to the *Exhibition Play* screen. To *join* a network game, click **Find Games**. If there is a current game on the network, the game name and the player name will appear in the box below the connection type. Click on the game you to which you wish to connect, then click **Join Game**.

Modem Play

For Modem Play, proceed as explained above for Network Play. Also click on the **Connection Type** box to change to **Modem Connection for DirectPlay**. Click on **Find Games**, then click on **Dial into Game** to start the game, or click on **Wait for Opponent** to receive a call. Selecting **Dial into Game** brings up the *Dialing Properties* screen. Insert the phone number to call. Click **Dial**. Selecting **Wait for Opponent** brings up the message "Waiting for other players." Once the connection is made you automatically advance to the *Exhibition Play* screen.

Note: Make sure that the current modem installed on the machine is in the "Connect Using" box. See your modem instruction manual for additional assistance.

Internet Play

Although modem and network play are the recommended MultiPlayer modes for Football Pro, you can play Football Pro over the Internet's World Wide Web using the Sierra Internet Gaming System (SIGS). Both players need to have the game installed for Windows 95, and have a working Internet connection and Web browser. SIGS was in beta version at the time of shipment for Football Pro and is particularly slow when sending and receiving files during connection of two machines. Further improvements to SIGS may yield improved file transfer times.

Internet Play *(continued)*

Connect to SIGS:

From the *Football Pro* Exhibition Menu, select MultiPlayer, and then SIGS. Your system will start your Internet browser software, if necessary, and link to the SIGS Web site. SIGS itself is free. (Your cost for Internet connect time to SIGS depends on your Internet provider.) If you are a NEW MEMBER, you will be asked to enter your name, a password, and other information the first time you visit and download the SIGS software. Be sure to write down your user name and password somewhere—you'll need them again next time you enter SIGS.

Join or Start a Game:

After you sign into SIGS, you'll see the "Gaming Rooms" screen. Here you can *Join a Room* or *Create a Room*. Use the SIGS Chat window to find out about games that are starting. When you see a game you want to join, simply click on it and then click **Join Game**. You can also choose to **Create Game**, and invite another to join. As soon as two players join the game it automatically launches into *Football Pro* and takes you to the Exhibition screen.

To Exit:

To quit a game before it ends, select **Esc** from the Play Call screen. You will then see a confirmation message "Quit Game? Y/N" and press either **Y** or **N** for yes or no, respectively. This will shut down SIGS and return you to the Main Menu for *Football Pro*.

STARTING MULTIPLAYER GAMES

Once connected to opponent, you will be back at the Exhibition Play screen. Select your **Team**, **League**, **Jersey Colors**, and **Playcall Mode** (Basic, Standard or Advanced). Although Action Mode buttons appear enabled, they will not impact the game play. Multiplayer is in Coaching Mode only. After selecting team and league, click **Play Football**. At this point the home team selects the **Weather** and the **Month**. After all options are selected, click **OK**.

OTHER CORRECTIONS TO PRINT MANUAL

1. Page 56: Advanced

In Advanced Mode, you can customize play calling any way you choose from the field by pressing **[F7].**

2. Page 79: (first line)

For example, to move the current camera position, press **[F9]** to bring up CAMS interface, ….

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WELCOME TO *FRONT PAGE SPORTS®: FOOTBALL PRO*

The best has gotten even better – again! Each of the Front Page Sports: Football series – Football, Football Pro, Football Pro '95 and Football Pro '96 – have been voted "Best Football Game Of The Year" by the critics. Football's scrambling arcade action, sophisticated stats, and powerful coaching and team manager capabilities have proven popular with hundreds of thousands of PC football fans as well.

This season, *Football Pro '97 Season* blasts onto the field with more hi-res SVGA graphics than ever before. You will see all of the actual NFL team logos (including the new Baltimore Ravens), helmets and the endzone artwork from each team in stunning 640x480 resolution. Updated NFL team rosters are included and contain all NFLPI players for the 1996 season. In addition to the current NFL team rosters, we have included rosters for the last three NFL seasons. We've also given you a common draft pool which lets you release all players from their NFL teams and redraft them as you see fit. Set up the teams and rules the way you want to run the league. Multiplayer trades are now supported: up to three players per side may be traded.

With *Football Pro '97* you can now play head to head over local area networks or via modem. Taunt your opponent in real time with the chat box. Winning has never felt so good.

Create new plays with an ease never before seen in a football simulation. The inclusion of the new Play Wizard allows you to create plays from scratch in a matter of seconds. Offensive plays can be created in

five easy steps, defensive plays in just three! The new Windows interface makes editing plays much easier than in previous versions of *Football Pro*! Substitutions are also easier, allowing you to substitute players in groups using the new Sets method. You can define collections of players as a set in the Play Editor. During the actual game you can substitute groups of players using the Sets interface with the single click of a button.

Flexibility is what *Football Pro* is all about. You can set player attributes based on the previous year's statistics, or change those attributes as you prefer. Our powerful Camera Angle Management System (CAMS) has been improved so you can select exactly the view you want to see on the field and recording instant replays is easier than ever before. Create and edit your own "game highlight" films to swap with your friends.

Football Pro's sophisticated range of features lets you play NFL football any way and every way you want: as owner, coach, general manager, and quarterback. Try for a 2-point conversion on the last play of a game, trade away the wide receiver that missed the game-winning touchdown , and set your draft order so your team drafts fast, agile halfbacks. Take your favorite team to the playoffs, battle a tough post-season schedule and, ultimately, win the Super Bowl. Challenge other virtual coaches in the on-line *Football Pro* leagues that have sprung up all around the nation. We've given you the ability to do all of this and more!

The players are ready and the referees are signaling for the kickoff. Strap on your helmet – it's time to take the field.

— The Front Page Sports Team



GETTING STARTED

USING THIS MANUAL

This manual will help you install *Football Pro* and learn the game quickly. The "Getting Started" and "Tutorials" sections will get you up and running. Then, as you play, the "Game Play" and "Trouble-shooting" sections should answer any "How do I do this?" or "What do I do now?" questions you may have.

The **Getting Started** section contains all the hard-ware, software, and memory requirements necessary to run the game on your computer. Use the "Installing *Football Pro*" section to install your version of the game. This section also describes some of the game's control options.

The **Tutorials** section provides ten fast lessons that will help you develop the timing, agility, and organi-zational skills you will need to take your team to the Super Bowl. Practice dives and sweeps, and learn how to control ball carriers in the open field. Work on your passing touch and discover the best way to throw successful slant, streak, and fade routes. This section also teaches you how to build a play, produce a Game Plan, edit a Coaching Profile, use the VCR/CAMS™ functions, and a host of other *Football Pro* essentials.

The **Game Play** section takes the skills you have acquired on the practice fields of the tutorials and offers in-depth explanations on how to use them in an actual game or during the course of a season. This section expands your basic knowledge of how to play a game, create teams, manage leagues, and design plays. It also provides more detailed information on menu and statistical screens, game configuration, game control, and the VCR/CAMS™ interface. This section also explains Multiplayer play via a network or

modem. In short, it is a comprehensive rundown on all *Football Pro* features.

The **Play Editor** section details the Play Editor, and the Game Plan and Coaching Profile Editors. It also gives all the details of Logic Assignments and shows you how to work with Team Profiles.

The **Player Ratings Profile Editor** section shows you how to edit player ratings and create player ratings formulae.

The **League Play** section explains how to build and manage leagues, as well as buy and manage teams. You'll also learn how to manage, trade, and draft players, and work with a Draft Profile.

Check out the **Reference** section for troubleshooting solutions to technical problems that might affect how *Football Pro* installs or runs on your system.

Any changes made to *Football Pro* after the manual was printed are detailed in the **README** file in your *Football Pro* folder. To view the file, from the Windows 95 START menu, select PROGRAMS >SIERRA>FOOTBALL PRO 97 READ THIS FIRST.

SYSTEM REQUIREMENTS

To run *Football Pro,* the following minimum software and hardware is required:

An IBM-compatible computer with an 80486/66 MHz DX2 or better processor.

Local-bus video.

Eight megabytes (8 MB) of RAM.

Window 95

A hard disk with 100 MB free.

■ **Note:** *Football Pro* does not require a memory manager. If you want to use one, set it to use extended memory, not expanded. If you use QEMM, do not use the DPMI function.



An SVGA graphics card and SVGA color monitor.

A CD-ROM drive.

The following hardware and software is strongly recommended:

Pentium or better processor.

16 MB of RAM.

A mouse.

One or two joysticks.

Sound Blaster™ sound card or a 100% compatible sound card.

Football Pro '97 supports 9600 baud modems (or higher), and network cards for multiplayer play.

MEMORY REQUIREMENTS

To run *Football Pro*, your computer must have at least 8 Megabytes (MB) of RAM and at least 409,600 bytes (400 kilobytes) of free conventional memory. *Football Pro* will take advantage of additional memory by loading graphics and sound effects to reduce disk access time during play.

If *Football Pro* DOES NOT start correctly, use the MS-DOS MEM command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press **[Enter]**. Check the line "Largest executable program size" (free conventional memory). If you do not have enough free memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

Note: We do not recommend using the unauthorized tools and utilities that are found on networks and BBSs to make adjustments to the leagues and players in

Football Pro. *These programs may corrupt important game files, and you may then have to completely reinstall your game for it to work properly.*

INSTALLING *FOOTBALL PRO*

This section describes how to install *Football Pro*. The installation program automatically determines the graphics and sound capabilities of your computer system, then takes you step-by-step through the process of installing *Football Pro* on your hard drive.

You must install the game with the *Football Pro* installation program, not "copy" commands, to ensure that the game is installed correctly.

These instructions assume that you are using CD drive **D:** and hard drive **C:**. If not, please substitute the appropriate drive letters for **D:** and **C:**.

1. After starting your machine, insert the *Football Pro* CD into your CD-ROM drive.
2. Follow the on-screen instructions.

To manually install *Football Pro*:

1. Insert the *Football Pro* CD into your CD-ROM drive.
2. Select **Run** from the Windows START menu.
3. In the file text box, type D:\SETUP.EXE. Click **OK**.
4. Follow the on-screen instructions.

FPS UPDATE UTILITY

To use previously created leagues and plays from *Football Pro '96* with *Football Pro '97*, you must use the FPS Update utility. To do this, go to the Windows 95 Start menu, and select PROGRAMS>SIERRA>FOOTBALL PRO 97 UPDATE.

RUNNING *FOOTBALL PRO*

1. Start your computer, and insert the *Football Pro* CD, if you haven't already.
2. Follow the on-screen instructions

To manually start Football Pro:

1. Start your computer, and insert the *Football Pro* CD, if you haven't already.
2. Select PROGRAMS>SIERRA>FOOTBALL PRO 97 from the Windows START menu.

If you wish to skip the introduction and credits, click anywhere on the screen.



ADVANCED USER OPTIONS

You can start *Football Pro* with a number of additional options that can impact printing and on-line game preferences. Each start-up option can be found under the Start menu (PROGRAMS>SIERRA>).

■ **Note:** To turn music on/ off in the game intro and menus, press [M].

■ **Note:** There is no PC speaker sound available.

OPTION

Print To File: Print all output to a text file called **PRINT.OUT**. You can view this file with any ASCII text editor.

Log: Save a log of all play-by-play information. Only one log is saved at a time. To save multiple logs, simply rename the **PLAY.LOG** file before you start your next game.

Remote Commissioner: BBS league users please see page 196 for more information.

Remote Player: BBS league users please see page 196 for more information.

Remote Game Update: BBS league users please see page 196 for more information.

Remote Computer: BBS league users please see page 196 for more information.

CONTROLS

The menu screens, Game Plan Editor, Coaching Profile Editor, Player Ratings Profile Editor, Draft Profile Editor, and Play Editor in *Football Pro* were designed to be controlled with a mouse, although you may use a keyboard. *Note: Mouse control of players is not available on the Practice Field or during games.*

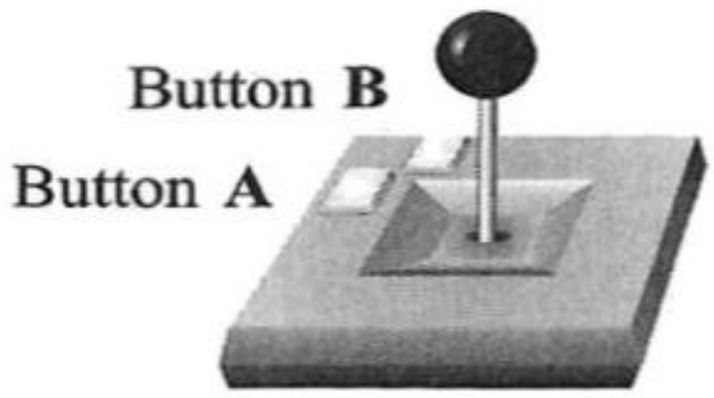
Mouse

Use the mouse to control the cursor on the screen. Most functions require a single *click* on an on-screen button. Move the cursor over the button and press the left mouse button once. (This is sometimes referred to as a *left click*.) Some other functions require a *right click*, using the right mouse button instead of the left one. You can also *double-click* (two quick clicks of the left mouse button) to select items from rosters or other lists.



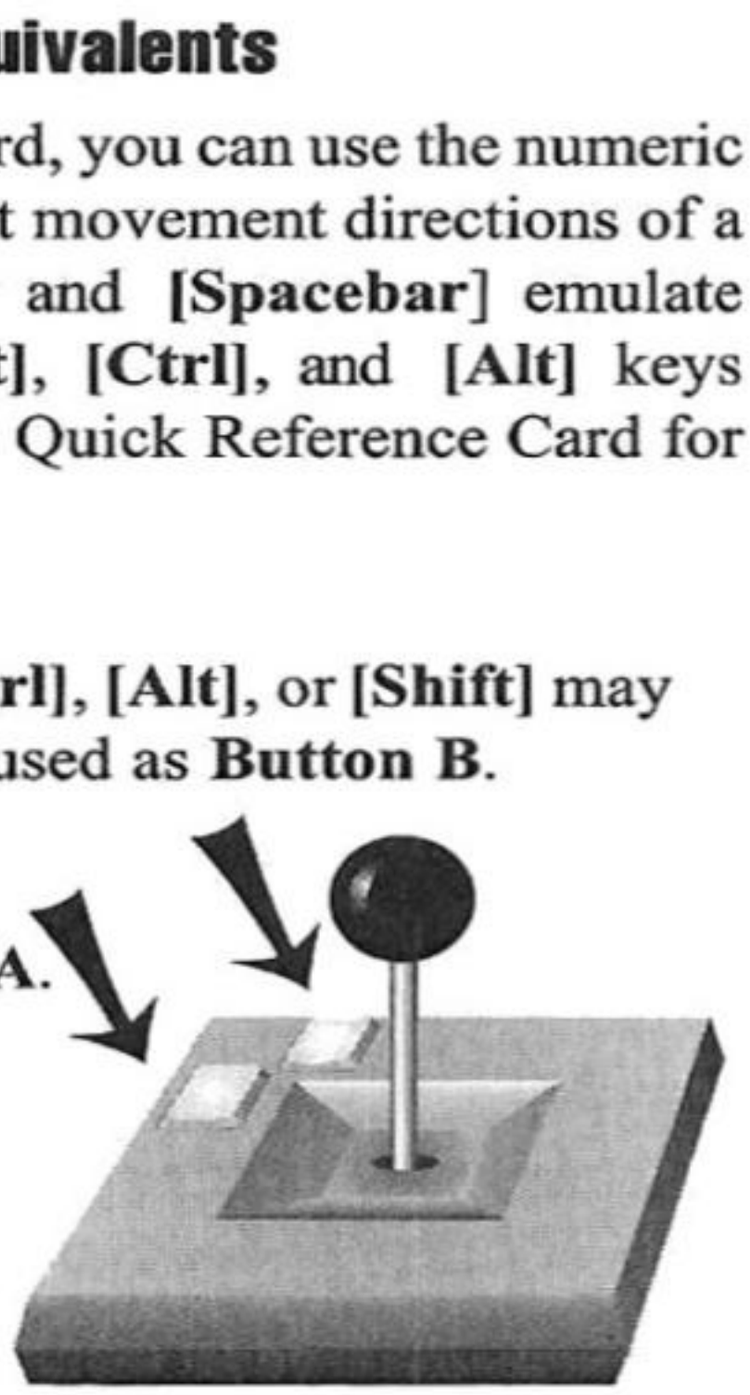
Joystick Keyboard Equivalents

If you are using the keyboard, you can use the numeric keypad to emulate the eight movement directions of a joystick. The **[Enter]** key and **[Spacebar]** emulate **Button A**, and the **[Shift]**, **[Ctrl]**, and **[Alt]** keys emulate **Button B**. See the Quick Reference Card for details.



[Ctrl], **[Alt]**, or **[Shift]** may be used as **Button B**.

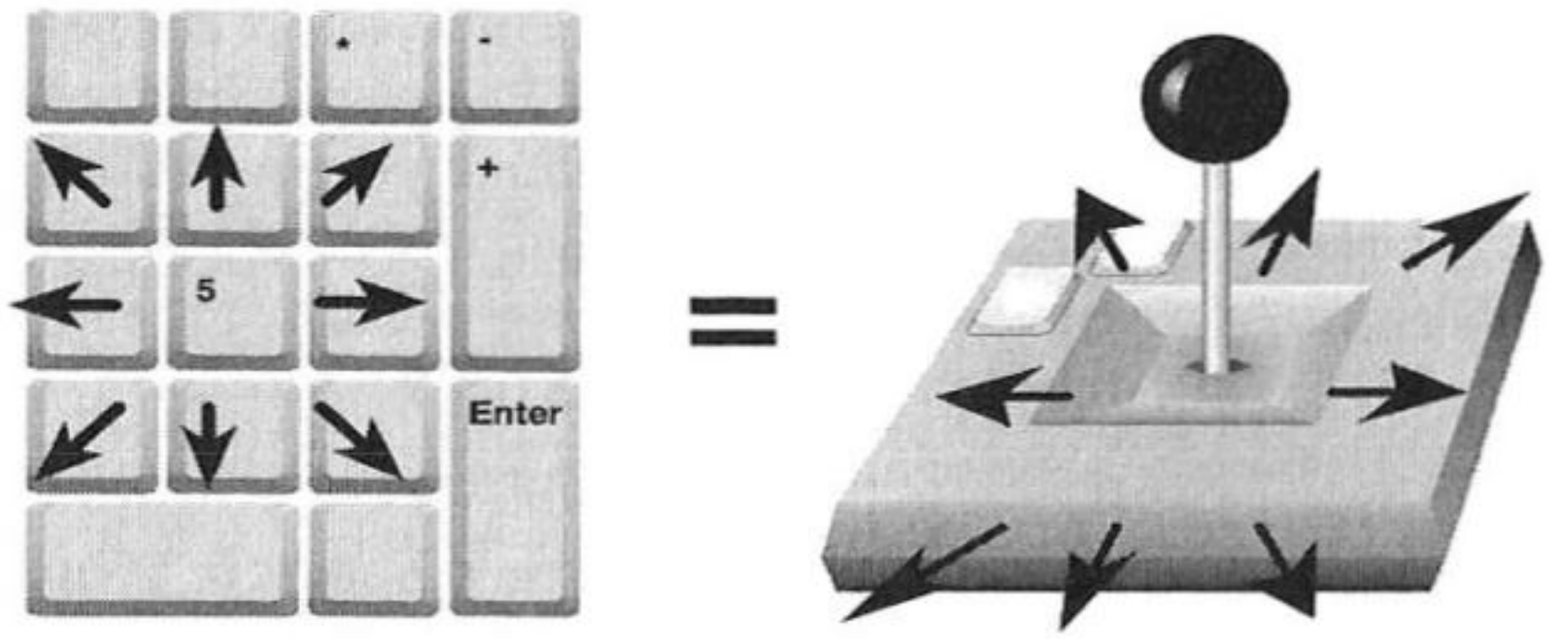
[Enter] or [Spacebar] may be used as **Button A**.



Note: Use the arrow keys on the numeric keypad only.



The keypad keys emulate the eight directions of the joystick.



CONTEXT SENSITIVE AND ON-LINE HELP

Additional information about menu screens, including information not detailed in this manual, is available via context-sensitive help and on-line help system.

For context-sensitive help when in a menu screen, click any on-screen buttons and text fields with the right mouse button, or press the **[Shift], [Ctrl]** or **[Alt]** keys to display any available help text. Clear the help text by pressing the right mouse button, or the **[Shift], [Ctrl]** and **[Alt]** keys again.

The on-line manual deals with most of the topics discussed in this print manual. Press **[F1]** any time to access the on-line manual

*Note: No context sensititve help is available in Football Prois Play Editor because the right mouse button, and the **[Shift], [Ctrl]** and **[Alt]** keys have been assigned different functions. However, you may use the **[F1]** key while inside the Play Editor to access on-line help.*

TUTORIALS

ON THE FIELD

The following step-by-step practice drills encompass most basic *Football Pro* skills. By completing these tutorials, you will become familiar with the main *Football* screens and procedures.

Tutorial 1: Entering Practice Mode

This series of tutorials begins on the Practice Field, and features the Green Bay Packers. You will be experimenting with a running play and a passing play. In each case, you try the play with just the offense on the field, and then add in the defense.

Note: The tutorials assume you are using a mouse on the menu screens and in the Play Editor, and joystick 1 on the Practice Field.

To get to the Practice Field, you must first go to the Play Editor.

1. To start *Football Pro,* select PROGRAMS>SIERRA>FOOTBALL PRO 97 from the Windows START menu.
2. From the Main Menu screen, click **Exhibition Play**.
3. Click on the text box labeled **Home Team**.
4. When the dialog box appears, click **Green Bay.**
5. In the section marked **Controls** (underneath the **Home Team** text box), click **Joystick 1**.
6. In the section marked **Action Mode** underneath the **Home Team** text box, click **Standard**.
7. Click **Play Editor**.

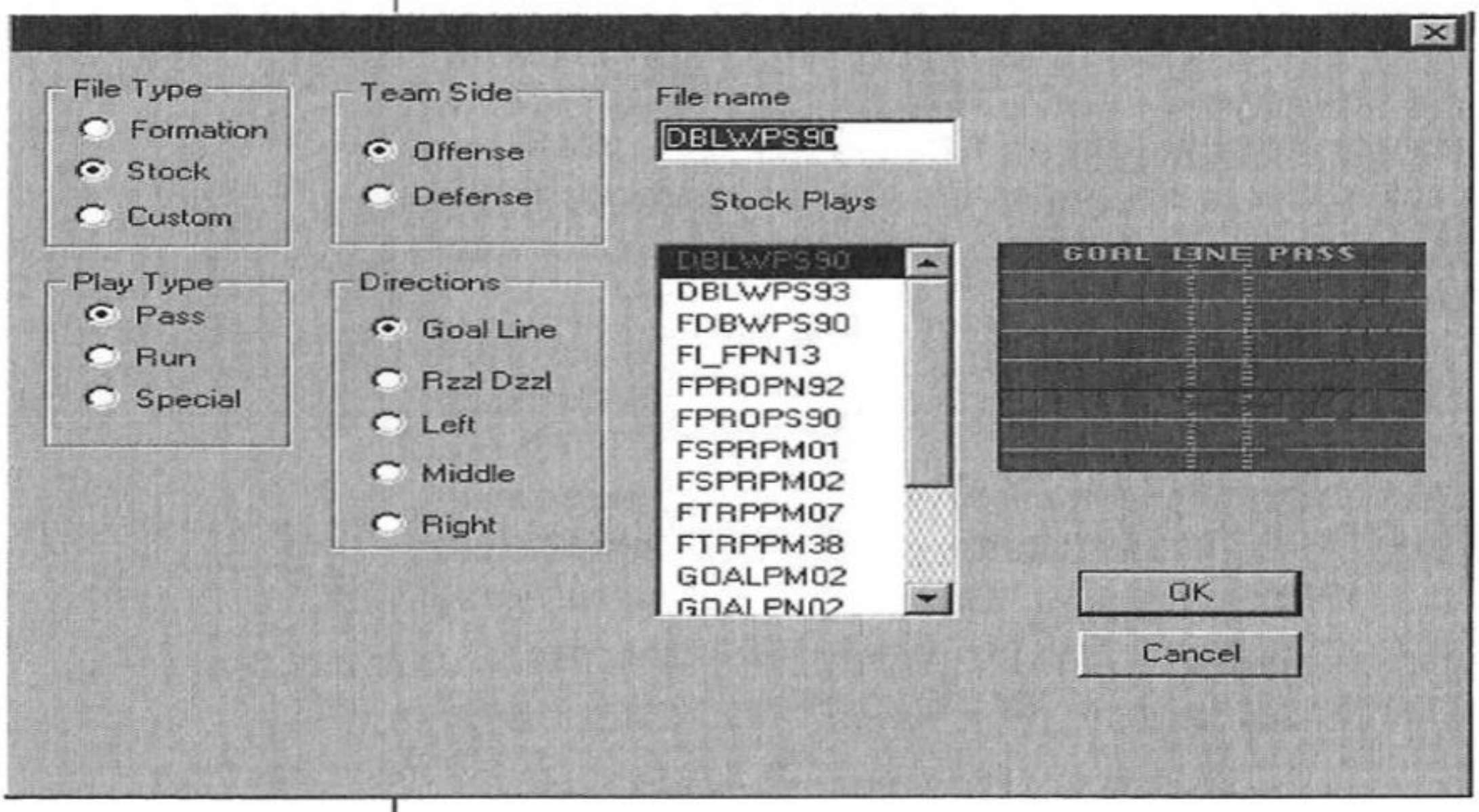
You are now in the Play Editor. This has a set of pulldown menus along the top of the screen and a scroll bar on the right side. The rest of the screen shows the playing field. The heavy black line is the

line of scrimmage, and each green stripe represents ten yards. The full width of the field is shown. At this point, you will be using the Play Editor just to load plays and get to the Practice Field.

Tutorial 2: Running Plays

Continue on from the previous tutorial to load a running play:

1. Select LOAD from the Play Editor pulldown menu.
2. Under File Type, click on the button next to **Stock**.
3. Click **Offense** for Team Side.

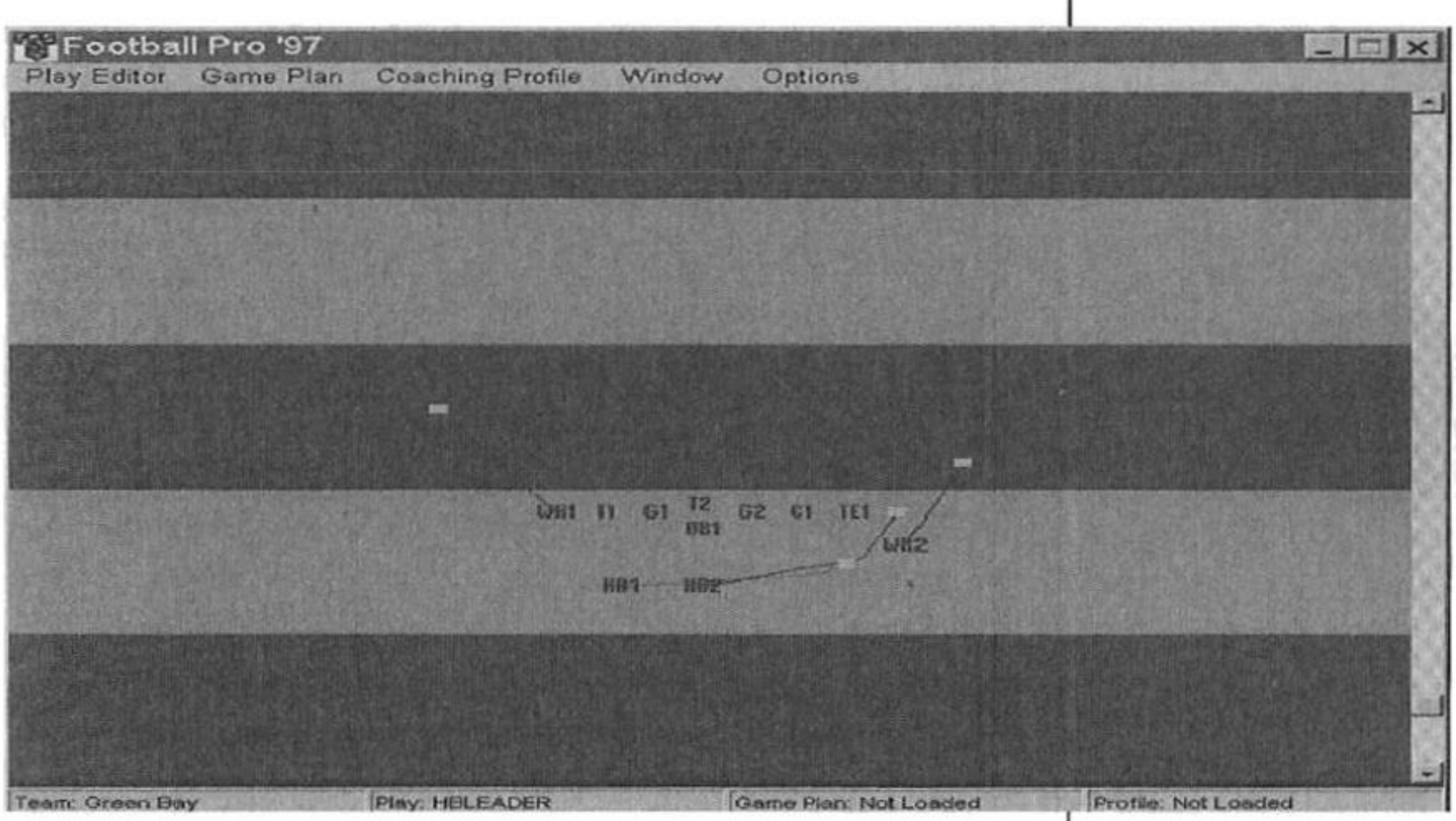


The Load Play dialog box.

4. Click **Run** for Play Type.
5. Click **Right** for Direction.
6. Scroll down through the list of Stock Plays until you see the word **HBLEADER,** then double-click on it.
7. When the play loads, you will see the offensive

formation with the player positions in blue letters.

8. From the Options pulldown menu, select VIEW PLAY > AFTER SNAP and SHOW LOGIC BOXES FOR > ALL PLAYERS.



Offensive play HBLEADER loaded with movement showing for After the snap.

The Play Editor will now show movement after the snap. This play is a run to the right. The quarterback hands off to the left running back (HB1). The right running back (HB2) acts as lead blocker.

Now go to the Practice Field.

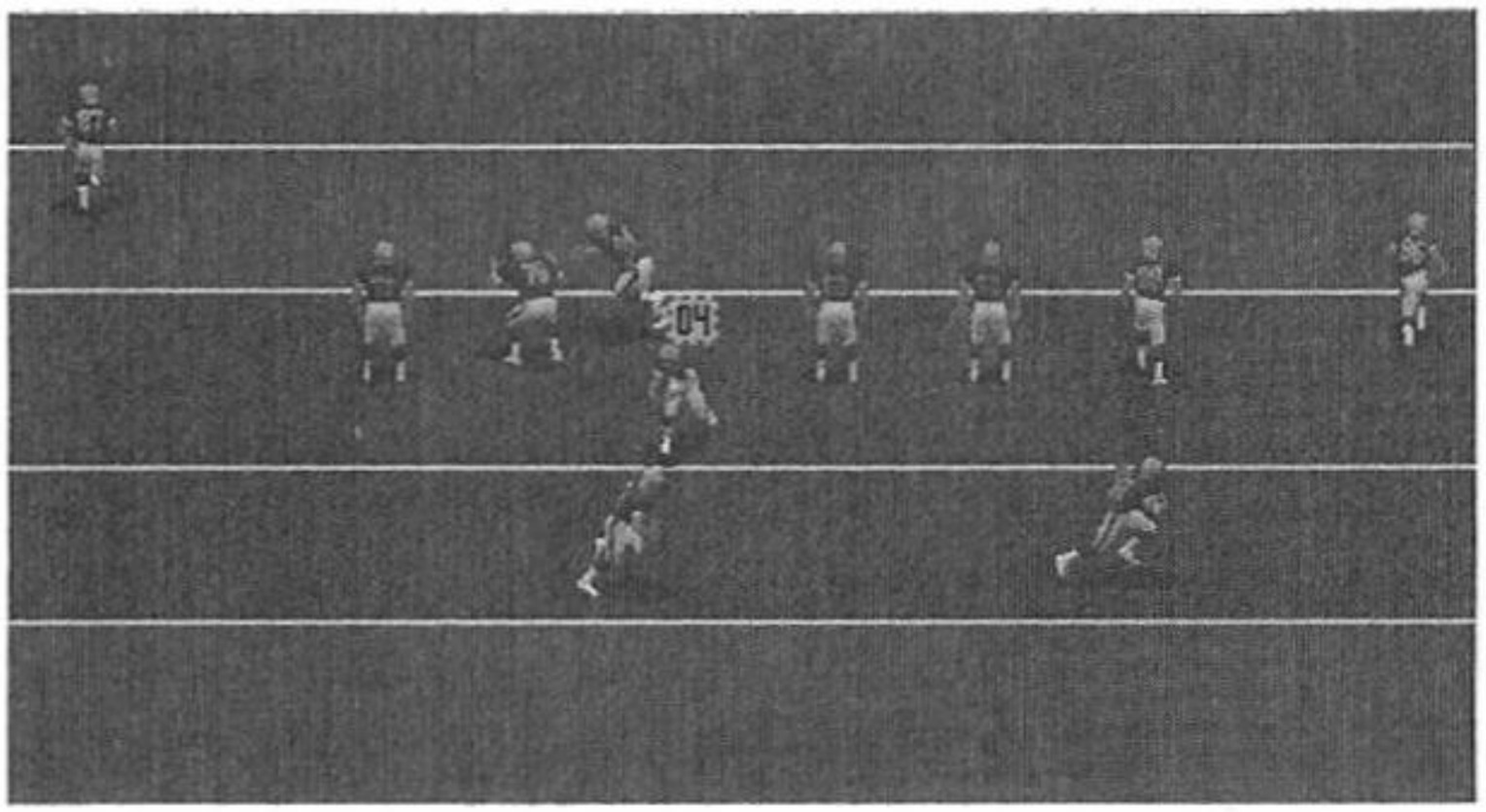
9. SelectPRACTICE from the Play Editor pulldown menu

When the offense appears on the field, run the play once or twice, letting the computer keep control.

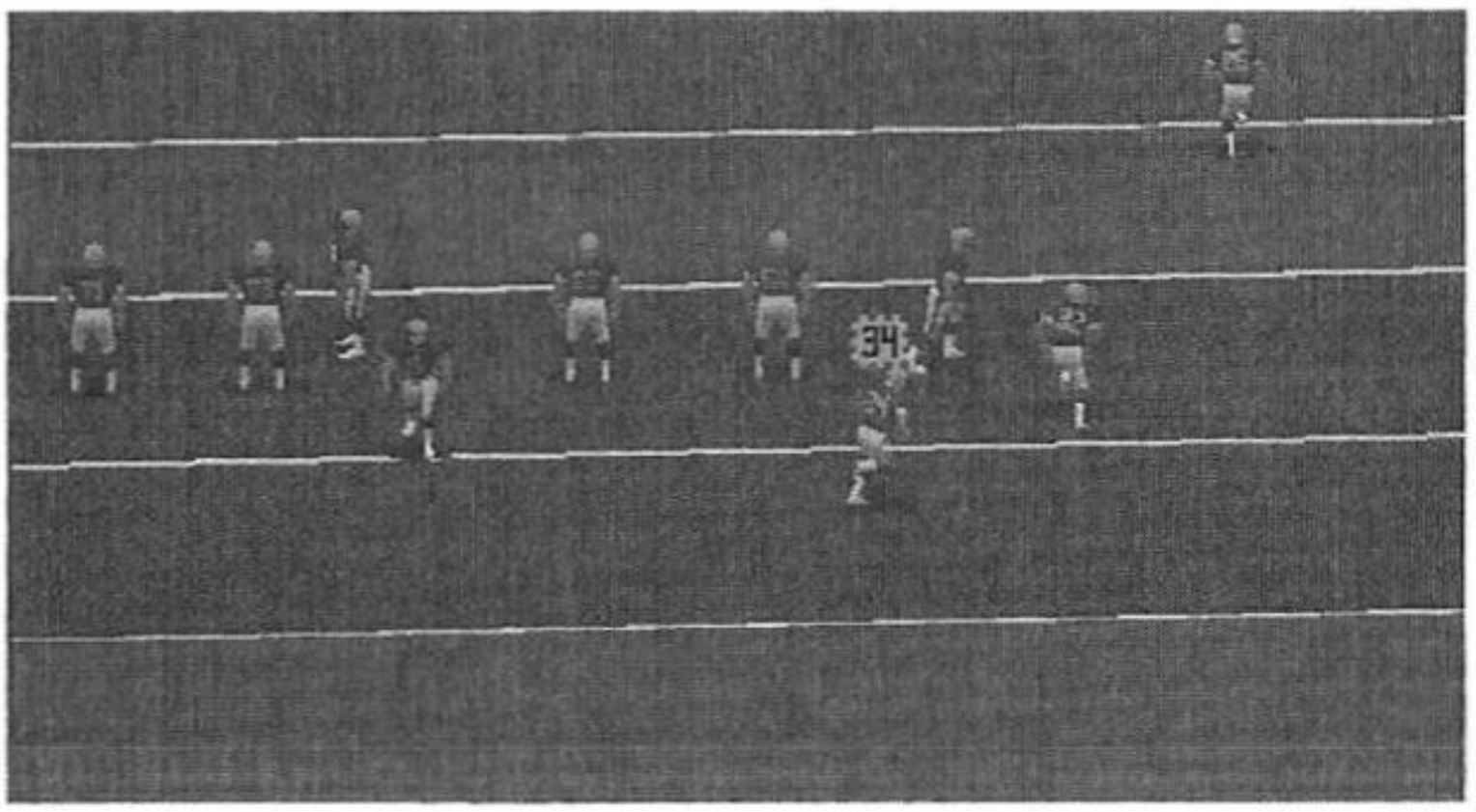
10. When the players get set, press button **A**. This tells the center to snap the ball.

Watch the play unfold. Study how it works. When the play has finished, click **Continue** to run the play again. To restart the play in progress, press **[Backspace]**. To watch the play from a different angle, press the various number keys. A text message will appear briefly in the lower left-hand corner that states which view you are in.

Repeat step #10 until you understand what all the players do. Notice how an orange and blue "cursor"



appears over any ball carrier controlled by the computer. You will see the cursor box shift from the quarterback to the halfback when the handoff is made. The number displayed in the cursor is the player number of the current ball carrier.



Now try taking control of the running back. The computer keeps control of the play until the quarterback hands the ball off. At that point, or at any time after, you can take control of the ball carrier.

11. Snap the ball by pressing button **A**.
12. When the ball carrier cursor switches from the QB to the RB, move your joystick to take control of the ball carrier. The ball carrier will now run in the direction you move the joystick.

The cursor will change to a blue and white outline around a green box with the ball carrier's number in black. This blue and white cursor outline means this player has the ball and he is under *your* control. (For a description of all the Player Cursors, see page 73.)

Try running the play a few times while controlling the ball carrier. Sweep the halfback around the right end of the line to practice the play as it is designed. Or, reverse field and cut back around the left side. When you are finished experimenting, return to the Play Editor and add the defense.

13. Press **[Esc]**.
14. When the "**Quit practice?**" dialog box appears, press **[Y]** to return to the Play Editor.
15. In the Play Editor screen, select LOAD.
16. Click **Stock**.
17. Click **Defense**.
18. Click **Pass**.
19. Click **Medium**.
20. In the text box listing the Stock Play names, double-click **34PMZONE**.
21. When the play loads, you will see the defensive formation in red letters by position.

The red outlined boxes show the zone coverage of the defensive backs on this play.

22. Select PRACTICE.

Now, run the play a couple of times, letting the computer control the action so you can see how the defense reacts to the play. When you are ready, run the play against the defense and take control of the ball carrier.



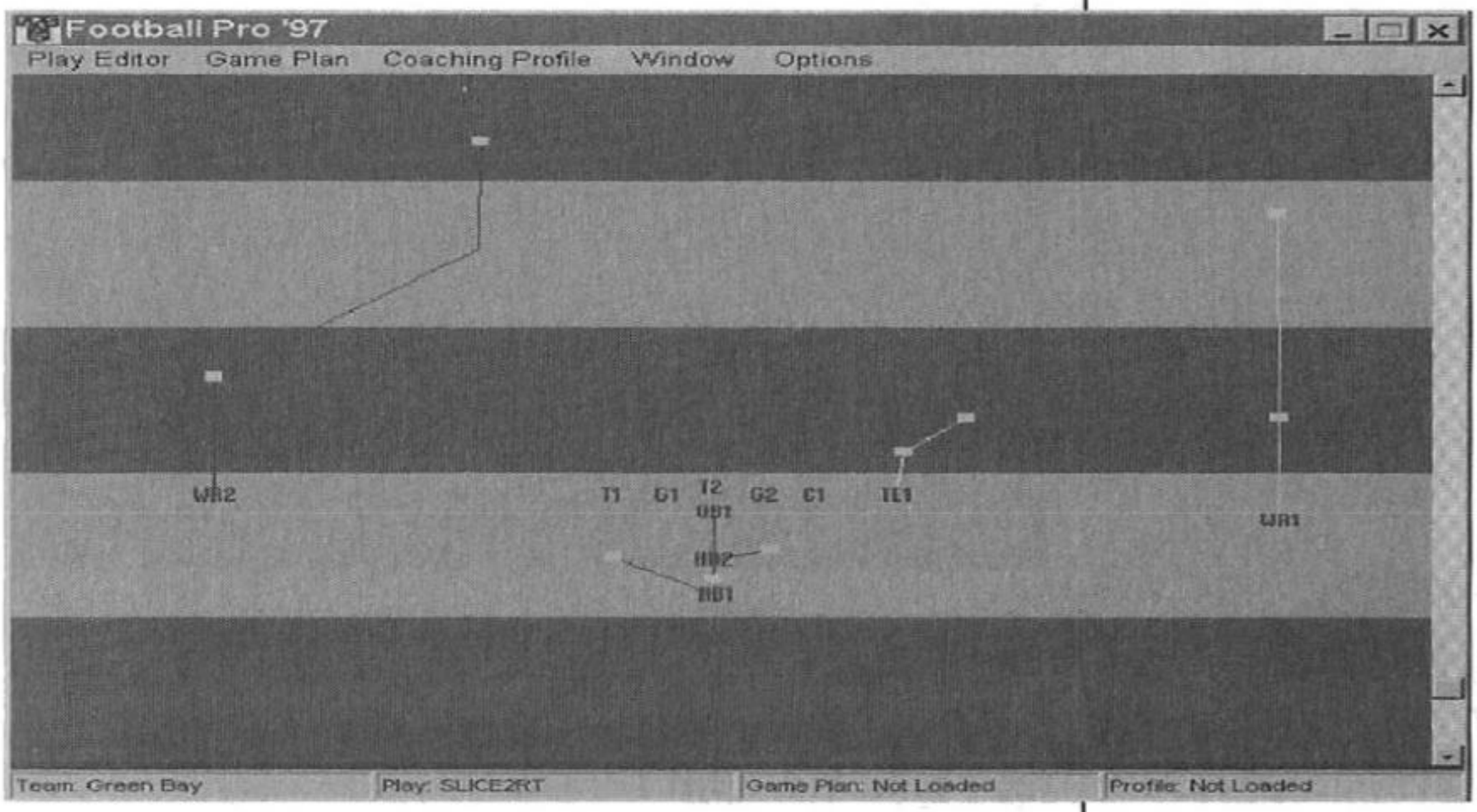
While practicing your running moves, try a couple of *Football Pro* player control options. First, press button **A** while pushing the joystick in a chosen direction, and your halfback will *dive* in that direction. Next, press button **B** to try to break a tackle. Your running back will either *stiff-arm* the defender or do a *spin move* to elude defensive pursuit.

Tutorial 3: Passing Plays

Now that you have polished your open field running moves against a live defense, it is time to work on your passing game. Continuing from the previous tutorial:

1. Quit Practice and Return to the Play Editor.
2. Select ERASE from the Play Editor pulldown menu.
3. Click **Defense** to remove the current defensive play.
4. Select LOAD.
5. Click **Stock, Offense, Pass, Right,** and **Short**.
6. Scroll down to **SLICE2RT** and double-click to select it.

This play is a check-off pass from the "I" formation. In a check-off pass, the quarterback has a list of receivers he will look at and possibly throw to. If the first one is covered, he shifts attention to the next receiver on his check list. The list for this play has two receivers. The



split end on the right side has a *white* movement path, indicating that he is the *primary* receiver. His pattern moves two yards down the field, then angles to the sideline. The *secondary* receiver is the right flanker — his movement path is *yellow*. His route is a "fly" pattern (straight down the field). The remaining receiver is running a *dummy* pass route and has a *blue* movement path. The running backs are blocking.

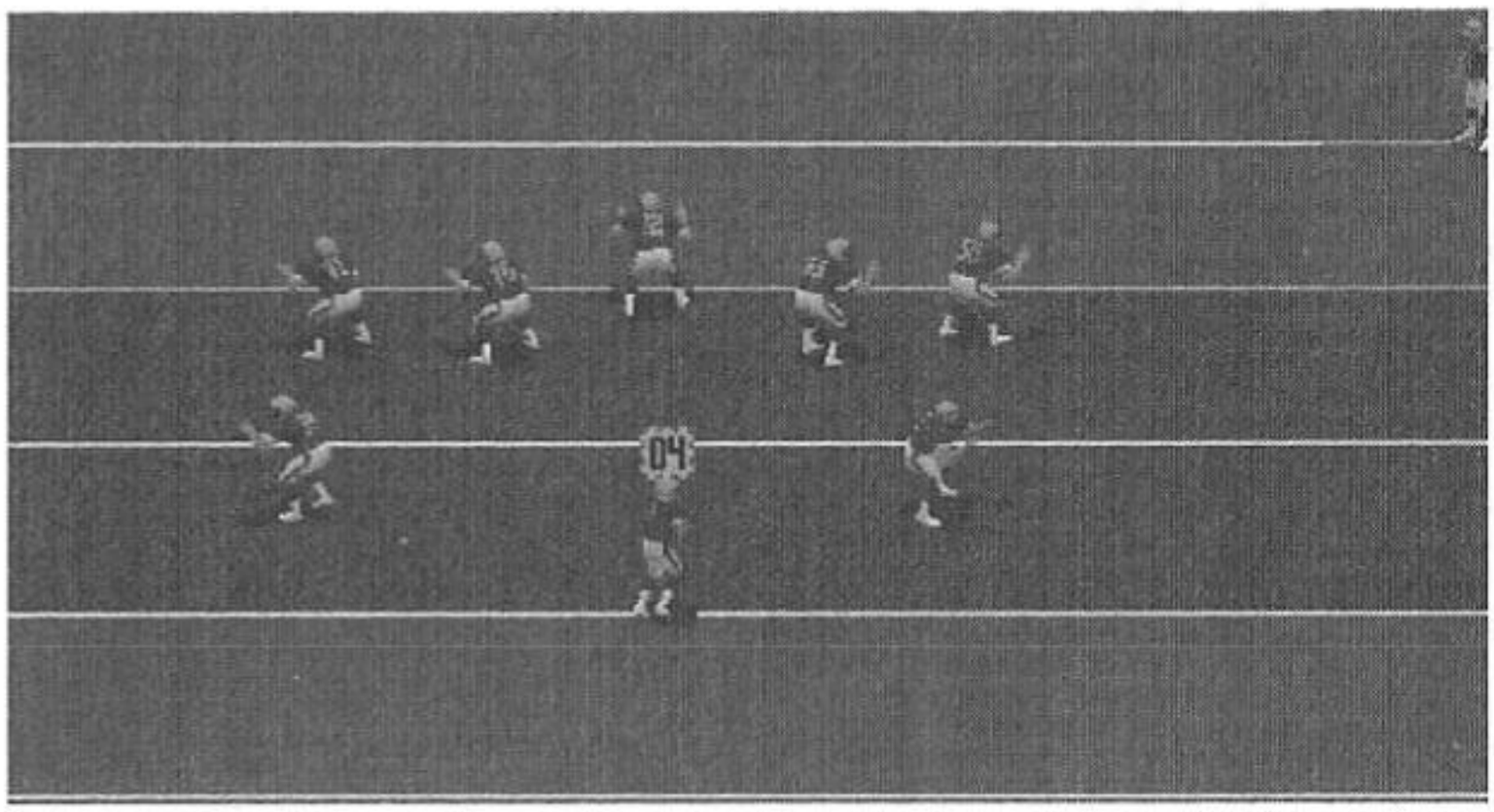
Now go to the Practice Field.

7. Select PRACTICE from the Play Editor pulldown menu.
8. Snap the ball.

Study how the play develops. Notice that when the quarterback throws the ball, a red circle with an orange "X" in it appears on the field. This is the Catch Zone. The closer the receiver is to the center of the Catch Zone, the better his chances are of catching the pass.

Now, try throwing a few passes.

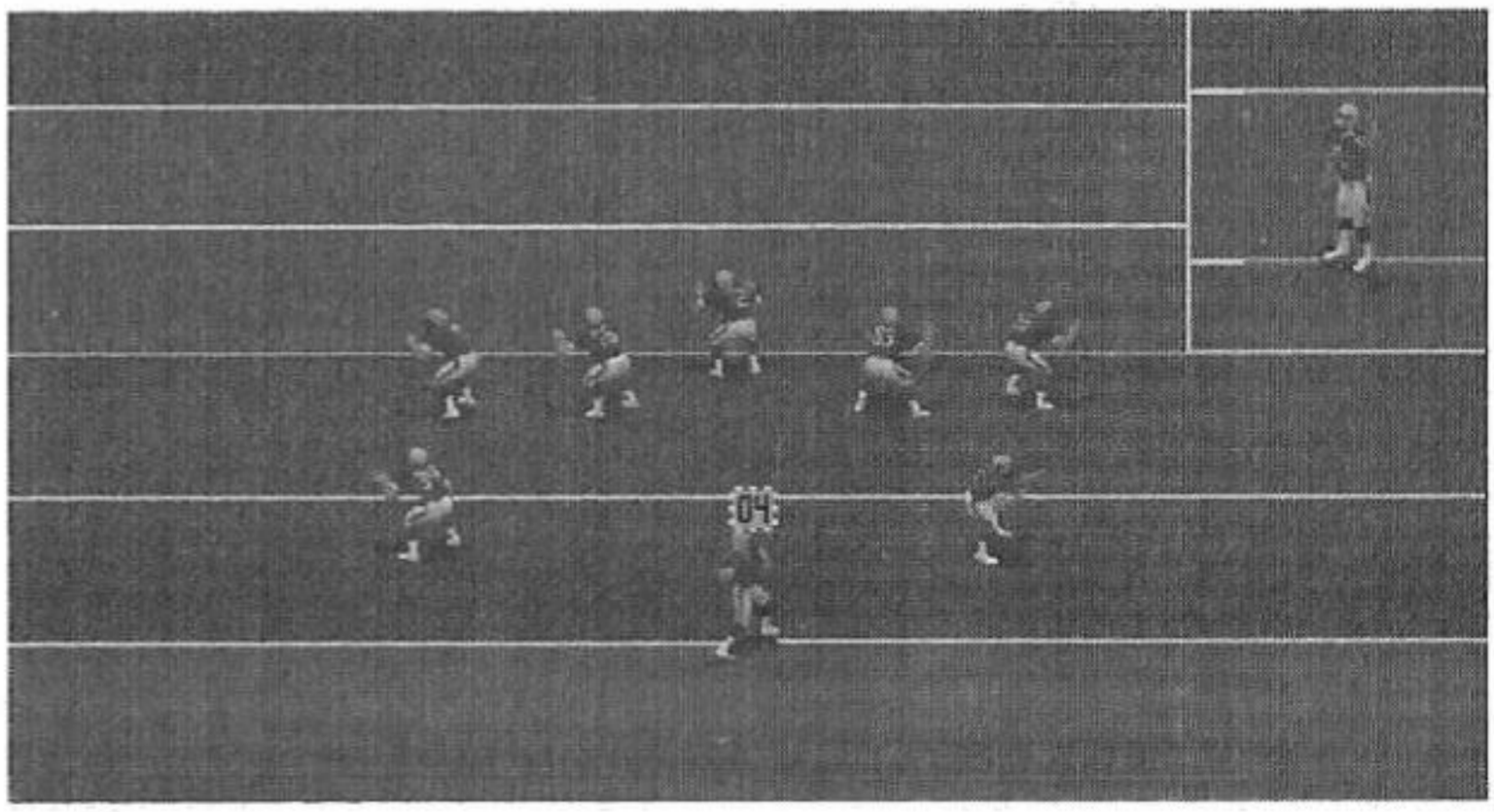
9. Snap the ball.
10. Immediately pull the joystick back. This gives you



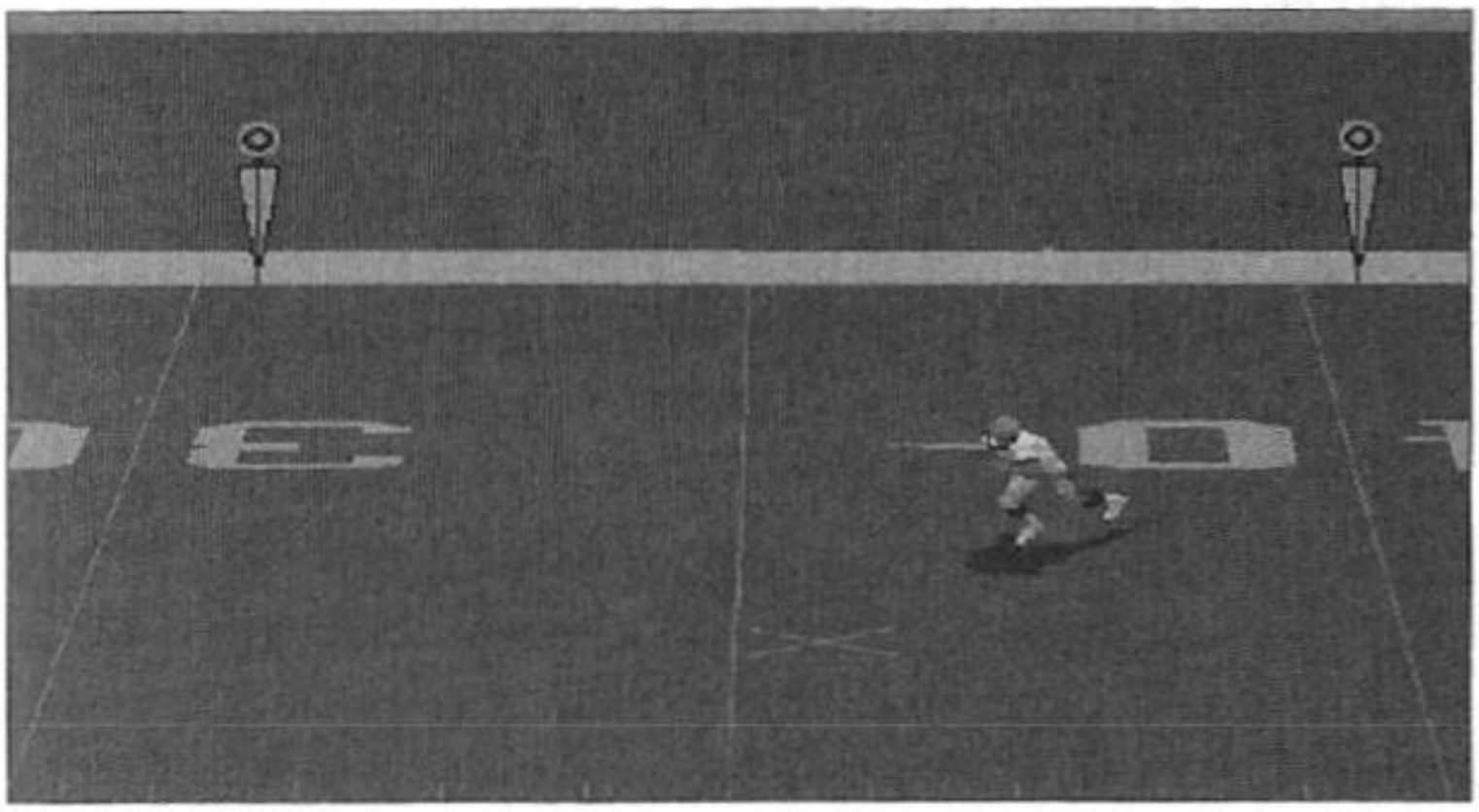
control of the QB (notice the cursor outline colors change) and moves him back into the pocket, away from the line of scrimmage.

11. Press button **B** to enter Passing mode.

Note that a solid orange outline around a green box with black numbers appears over the split end, the primary receiver. If the receiver is off the screen, he appears in a window at the edge of the screen. The border of this window is *white* to indicate that this is the *primary* receiver.



Note: The window border is the same color as the receiver's pass route seen in the Play Editor.) A receiver who is wide open will wave to the quarterback.



12. Press button **A** to throw the ball.

The Catch Zone appears on the field and the receiver runs toward it to make the grab.

Football Pro's player control options let you throw the ball two ways. If you press button **A** briefly, the quarterback will fire with a "bullet" pass — fast and low. Hold button **A** a bit longer, and the QB will launch a "lob," a slower and higher pass that can travel farther.

Try it again. This time, throw to the secondary receiver.

13. Snap the ball.
14. Move the joystick to take control of the QB.
15. Press button B to enter passing mode and check the primary receiver.
16. Press button **B** again to check the next receiver.
17. Press button **A** to throw the ball.

Now, practice passing to improve your skill. You will learn to sense when to throw the ball. Get a feel for when to zip the ball and when to rainbow it. Alternate throwing to each of your wide-outs. When you feel ready, bring on the defense.

18. Return to the Play Editor.
19. Select LOAD.
20. Click **Stock, Defense, Pass,** and **Long.**
21. Double-click **34REDDOG.**
22. Select PRACTICE.

Hike the ball and let the computer run the play a few times to see how the defense reacts, then try taking control of the quarterback yourself. (To learn more about check-off and timed passes, see pages 69 & 107.)



Tutorial 4: CAMS™

Football Pro features a sophisticated view control system that allows you to customize any game view or instant replay camera angle. You have been running these practice plays in the **TRACK OBJECT-BALL** view. Now we'll run the pass play from Tutorial #3 from a different field view.

1. Select PRACTICE to return to the Practice Field, if necessary.
2. You should be on the field, ready for another play. To enter the Camera Angle Management System™ interface (CAMS™), press **[F9].**
3. Click on the window beside **WHAT** and drag down to highlight **CHECK RECEIVER.**
4. Press **[F9]** or **[Esc]** to leave CAMS.
5. Snap the ball.
6. Take control of the QB and press button **B** to enter Passing mode and check the primary receiver.
7. Press button **B** again to check the next receiver.

You will notice that this time, instead of a passing window, you will now see a full-screen view with the intended receiver centered in the view. This view lets you see more of what is going on around the receiver.

On the other hand, you can't see your QB to know if he's about to be sacked.

Experiment with all of the available views to find the ones that are most useful to you. CAMS allows you to program your favorite custom views into specific numeric keys so you can change to those views while playing on the field.

Next, try programming the **TRACK OBJECT-CHECK RECEIVER** view into the **[1]** button on your keyboard.

8. Make sure the current view is **TRACK OBJECT-CHECK RECEIVER**.
9. Press the red button to the right of the MODE window.
10. The View Assignment window will appear. Click on the **[1]** or anywhere on that line of the menu.

The view has now been assigned to that number button on the top row of your keyboard. Now when you press **[1]** during play, the view will change to the **TRACK OBJECT-CHECK RECEIVER** view. You can program any view you want in this manner. Experiment with the CAMS camera controls to find the best angle in each view (the camera location, angle, and zoom are saved along with each view).

Tutorial 5: Instant Replays

Nothing makes watching football on television more enjoyable than seeing a well-executed play replayed from several angles. The VCR function in *Football Pro* gives you that capability. You can also edit the replays so the views look exactly the way you want them to, even for each single frame.

1. After you run the practice play from Tutorial

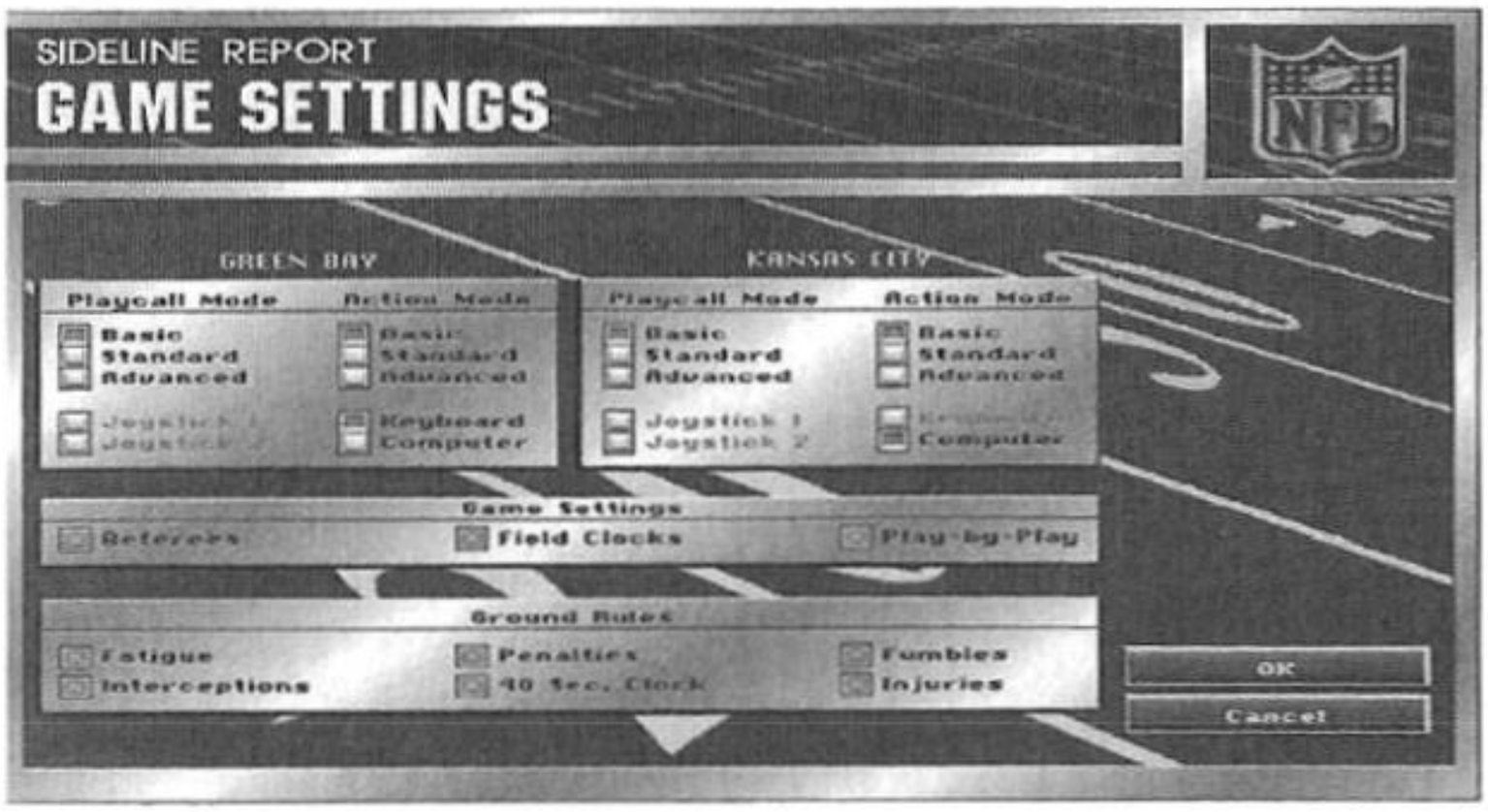
#3, click on the button marked **INSTANT REPLAY**.

2. Now click on the **CAMS** button (fourth from the left).
3. Click the **MODE** window and drag down to highlight **TRACK OBJECT**, then release.
4. Click the **WHAT** window and drag down to highlight **ISOLATION**.
5. A window listing all the players in the previous play will appear. Click on **#89** and the view will switch to center on that player.
6. Now go to the **Zoom In/Out** button and zoom in on the receiver (see page 75 for diagram).
7. Click on the **PLAY** button. Note: Do NOT click on the CAMS button before you press PLAY or the view will go back to the default view. (For details, refer to "Editing VCR Tapes" on page 81.)
8. You will now see the play progress from a view behind the receiver. You can use the view control in CAMS to rotate around or zoom in/out on this receiver. This view works especially well when you are in the Play Editor and want to make sure a specific player is doing what you want him to do.

Tutorial 6: Playing Defense

Now, practice from the defensive side of the ball. Continuing from the practice field of Tutorial #3:

1. When the offense has lined up on the ball, press **[F7]**. The Game Settings Screen will appear.
2. In the section under **OFFENSE**, click **Computer**.
3. In the section under **DEFENSE**, click **Joystick 1**.
4. In the **Action Modes** section under **DEFENSE**



click **Standard**.

5. Click **OK**.
6. Before the offense snaps the ball, press **[F9]** to start CAMS and click on the **WHAT** box. Change it to **SELECTED-DEF**.
7. Now exit CAMS and press button **A** to take control of a player. (The defensive player control cursor is an orange outline around a black box with green numbers. Remember, the offensive player control cursor uses a green box with black numbers.)
8. Press button **A** again to change the player you control. You will see the view change to center on your selected defender. You may do this as many times as you wish before the ball is snapped.
9. When the ball is snapped, move your player around by moving the joystick. Find the ball carrier and close in. Once you get your player near the ball carrier, he will try to make the tackle on his own.
10. As the offense continues to run plays, experiment with *Football Pro*'s defensive player control options. Move your chosen defensive player near the ball carrier, then press button **A** while holding the joystick in the direction of the ball carrier. Your player will try to make a *diving tackle*.

11. When you defend against a passing play, have your player rush the quarterback, or cover the primary receiver. If you press button **A** with the joystick centered, your player will *leap* up to try to block the throw or tip the pass away.
12. If you want to change players after the snap, press button **B**. You will switch to the player nearest the ball, or nearest the Catch Zone if the ball is in the air.

Tutorial 7: Kicking Field Goals

The last type of play you will practice is a field goal. You can execute all kicks (including field goals, points after touchdown, punts, and kickoffs) using the same control interface.

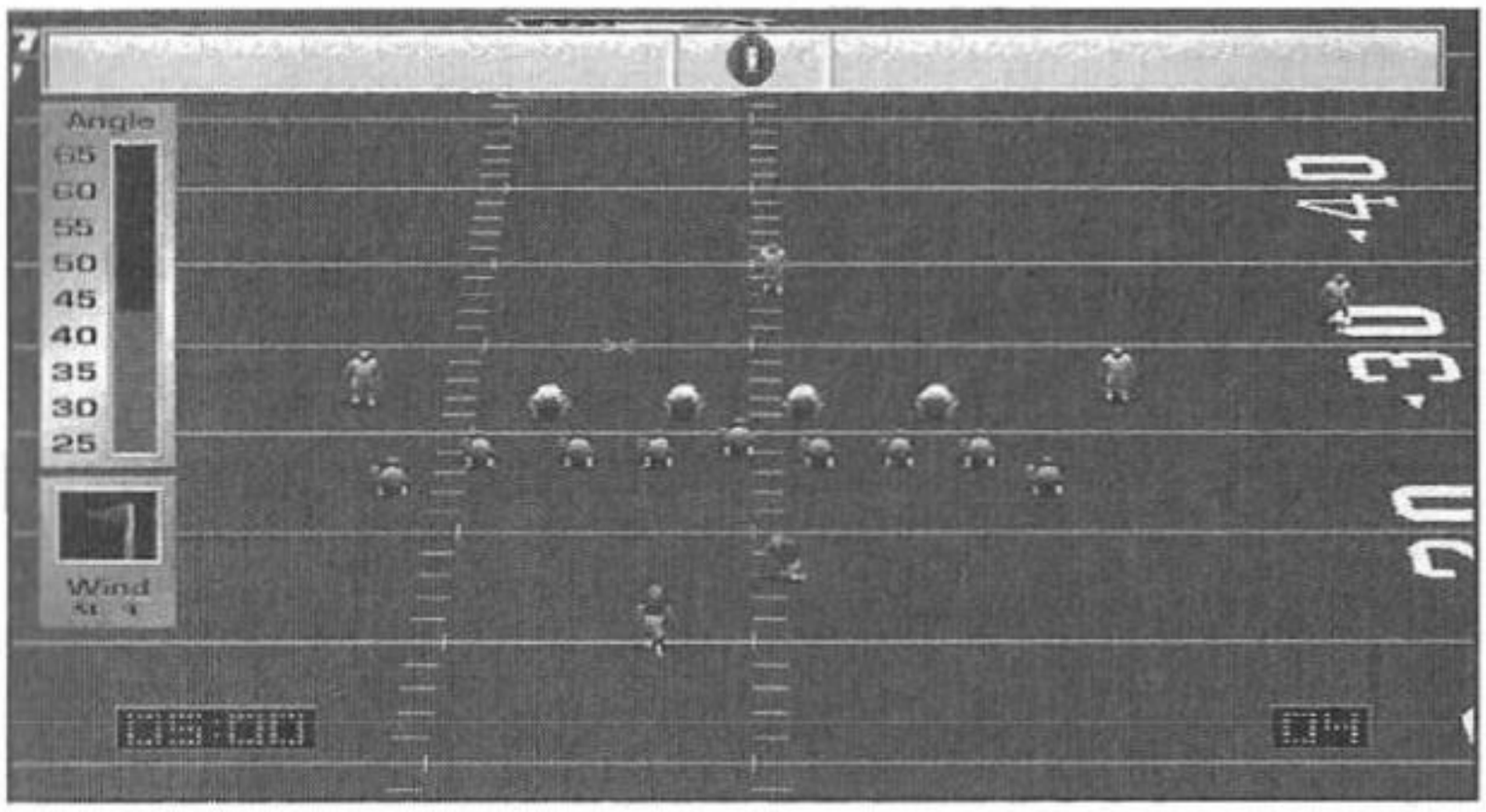
Continuing from the practice field of the previous tutorial:

1. Press **[F7]** to get to the Game Settings Screen.
2. In the section under **DEFENSE**, click **Computer**.
3. In the section under **OFFENSE**, click **Joystick 1**.
4. In the **Action Mode** section under **OFFENSE**, click **Advanced**.
5. Click **OK** to return to the Practice Field, then press **[Esc]** and **[Y]** to return to the Play Editor.
6. Select LOAD.
7. Click **Stock, Offense**, and **Special.**
8. Double-click on **FGPAT**.
9. Select PRACTICE to return to the Practice Field.
10. Change the CAMS™ view to **Track Object-Ball**.

On the left side of the screen is the Angle Bar. This control sets the angle of your kick, which determines how far the ball will travel and its trajectory. A 45-



Note: While the scoreboard flag is oriented to the points of the compass, the kicking flag is oriented toward the kicker.



degree angle will normally give you the best distance on kicks. When kicking into a strong wind, however, you may get more distance with a lower angle. A high angle will give you better hang time, but less distance.

11. As the red bar moves up and down, press button **A** when it reaches the desired angle (from 25 to 65 degrees).

12. When you have selected the angle, the football cursor on the Aim Bar at the top of the screen will move from side to side. The Aim Bar determines the direction in which you kick the ball. When the football reaches the desired direction, press button **A** to aim and kick the ball. The yellow vertical lines represent the uprights of the goalpost. Normally, you will want to aim between these yellow lines — but remember to factor in the speed and direction of the wind.

Note: The aiming point is the only significant difference between each kind of kick in Football Pro. You may want to angle punts or kickoffs toward a sideline instead of aiming them at the center of the goalpost.

THE PLAY EDITOR

Football Pro has a sophisticated Play Editor that allows you to create virtually any type of offensive or defensive scheme. You can build customized playbooks

by creating all-new plays or by modifying some of the over 10,000 plays included on the CD.

After you have created a play, you can test its effectiveness by trying it out against a variety of opposing formations on the Practice Field. Once the play is perfected, the Game Plan Editor allows you to assemble your plays into opponent-specific Offensive and Defensive Game Plans.

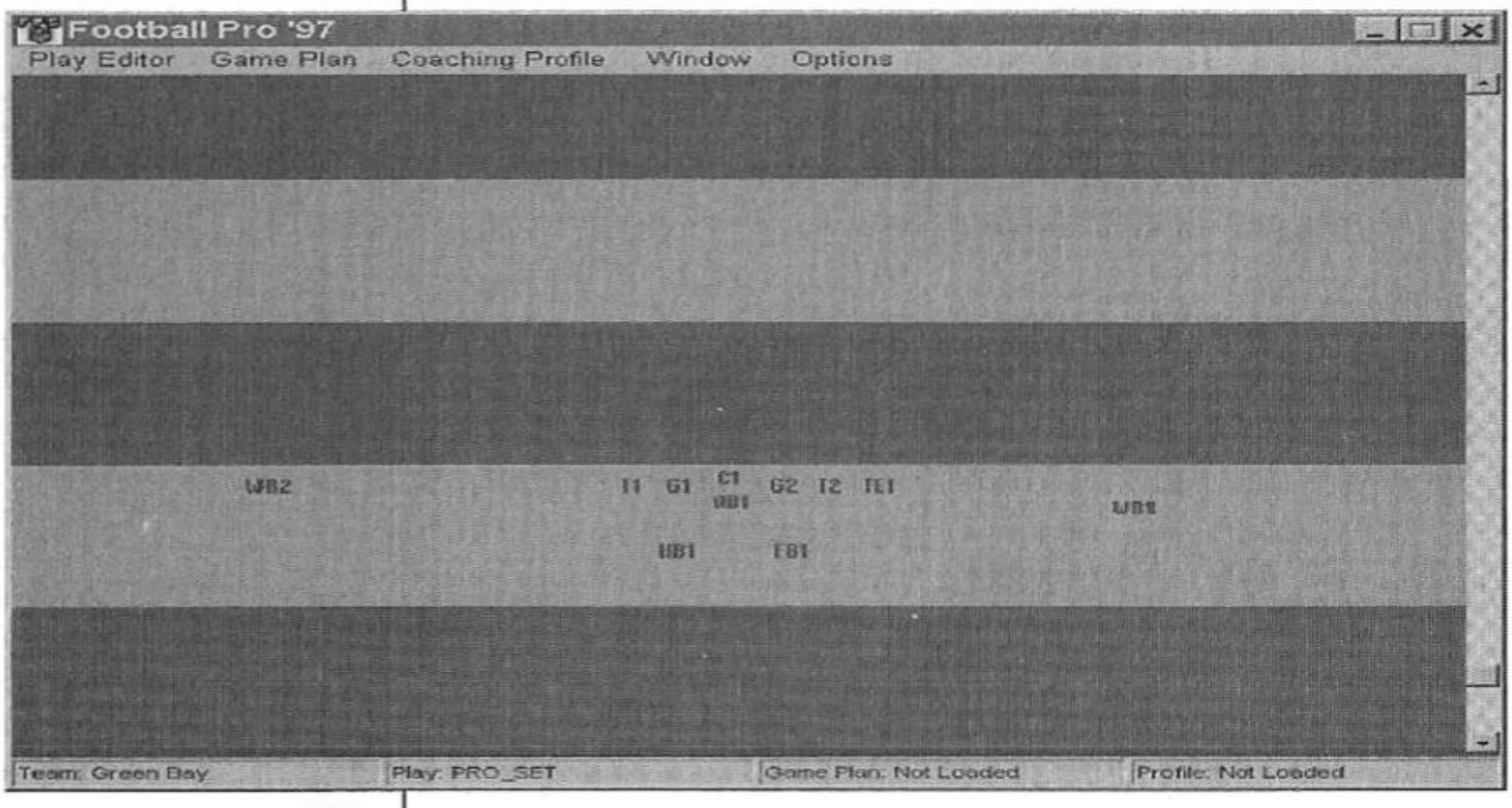


There is a Play Wizard within the Play Editor that allows you to quickly create a play, then modify it later on the Play Editor screen. Step-by-step instructions on how to use the Play Wizard begin on page 100. The tutorial below explains how to build a play from a beginning formation.

Tutorial 8: Building a Play

In this tutorial you will create a passing play for the Green Bay Packers. (**Note**: Unlike earlier tutorials, this one does not continue from the preceding lesson.)

1. Start *Football Pro* or return to the Main Menu, as needed.



2. At the Main Menu Screen, click **Exhibition Play**.
3. Make sure that the home league is **NFLPI 96**.
4. Click on the text box labeled **Home Team**.
5. Click **Green Bay**.
6. Click **Play Editor**.

The heavy black line is the line of scrimmage, and each green stripe represents ten yards. The full width of the field is shown.

Now load some players.

7. Select LOAD from the Play Editor pulldown menu.
8. Click **Formation** and **Offense**.
9. On the **Load Play** dialog box, double-click **PRO_SET**.
10. Under the Options pulldown menu, select VIEW PLAYERS BY > POSITION.

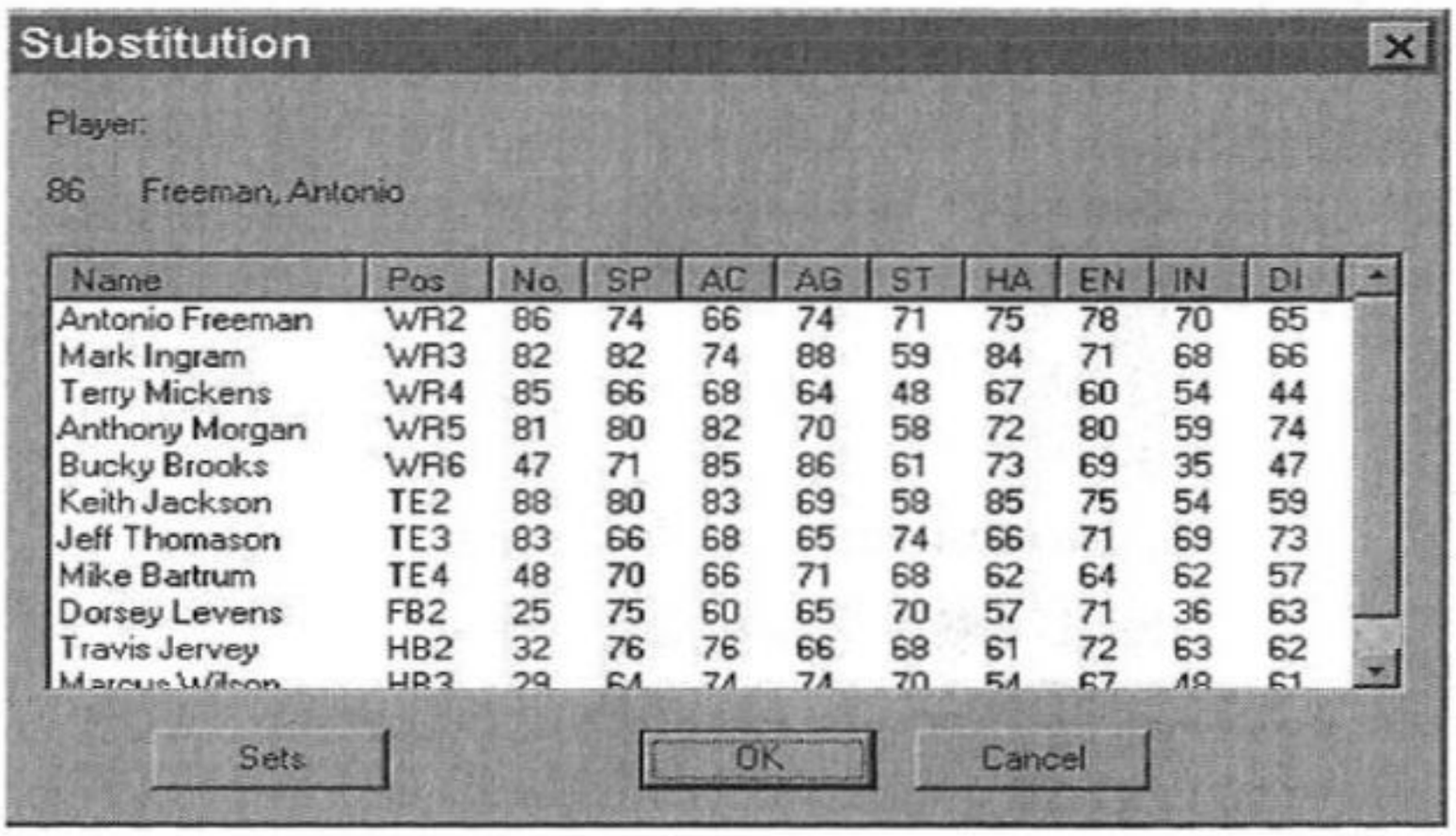
You now have 11 player abbreviations on the field in their initial positions. The **C1** abbreviation represents your center, who cannot be moved. You can, however, move the other players to modify the formation. For this particular play, your goal is to convince the defense you will run to the right side when your actual intention is to pass. First, bring the flanker (i.e. **WR1** — the wide receiver located behind the line of scrimmage on the far right) in closer to the tight end.

11. Plays are divided into two parts: **BEFORE THE SNAP** and **AFTER THE SNAP**. Select BEFORE THE SNAP from the Options pulldown menu.
12. Click on and drag the **WR1** abbreviation to the desired position.

Be sure to keep the flanker about a yard behind the line of scrimmage, or your tight end will be an ineligible receiver.

To make this shift in the formation work with the plan to fool the defense into thinking that you are calling a running play, substitute a tight end (a potential blocker) for the wide receiver you just moved.

Substitution Window



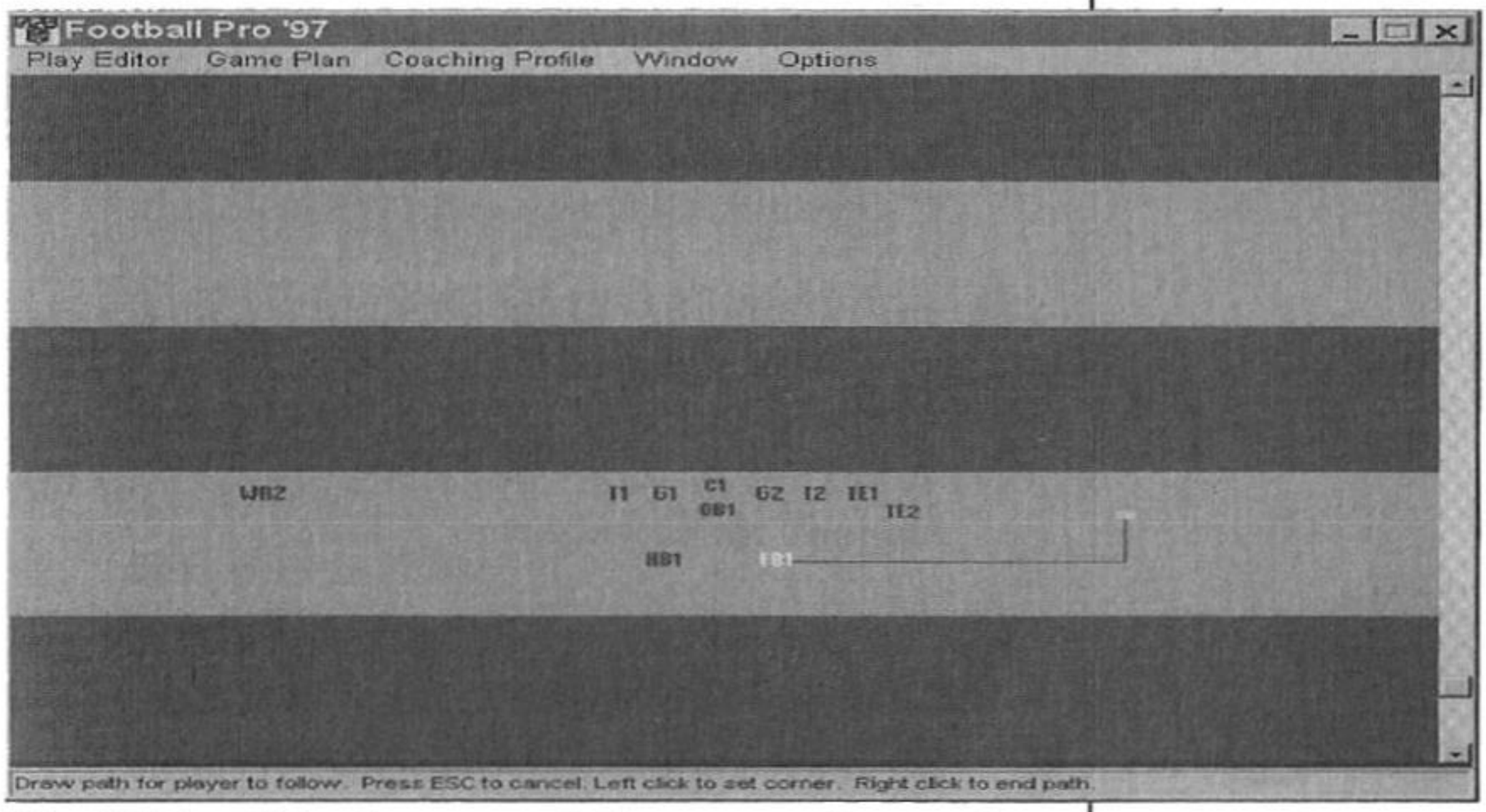
13. Right-click on **WR1** and select **Substitute** from the pop-up menu.
14. In the Substitution window, click on the player whose position is **TE2**, then click **OK**.

To confuse the defense further, give your right running back (**FB1**) instructions to Shift To a new position.

15. Right-click on **FB1** and select **Shift to...** from the pop-up menu.

Instructions on the message bar along the bottom of the Play Editor window assist you with what to do next.

16. Click with the left mouse button directly to the right of your **FB1** current position and about seven yards outside of your slotback (**TE2**). This will create a first anchor position so you can change the player's direction.



17. Right click about a yard above your first anchor position. This sets a final anchor position even with and seven yards to the right of the slotback.

A box appears at the end of the movement path. This is called a Logic Box, normally displayed in yellow. After you place the Logic Box, your screen should look like that pictured above.

If you make a mistake while editing a Logic Script, click the line in the Logic Script Window that contains the mistake, and press **[Delete]** or **[Backspace]**, or right-click. Be careful! This action deletes *that line and everything after it, including subsequent Logic Boxes!* Also, be aware that left clicking on another player while the current player's Logic Script Window is open will end the editing for player 1, and open player 2's Logic Script Window.

FB1 is now the flanker, and **TE2** is lined up next to **TE1** in the slot position. For a final bit of deception, have the slot man (**TE2**) go in motion.

18. Right-click on **TE2**.

19. Select **Go in motion....**
20. Choose **Stop and get set at....**
21. Left click about halfway between the left tackle (**T1**) and the left split end (**WR2**).

You have just finished the **BEFORE THE SNAP** part of the play. Now you need to work on the **AFTER THE SNAP** logic.

22. Select VIEW PLAY > AFTER SNAP from the Options pulldown menu.



All of the players you moved in the **BEFORE THE SNAP** part of the play now appear in their positions at the moment the ball is snapped.

You must now give each player his assignment for the play. First, the offensive linemen, as well as the tight end and the running back, need to form a pocket to pass block for the QB.

23. Right-click on the center, **C1**, then select **Block > Pass** from the pop-up menu.

*Note: This pass-blocking command will now automatically apply to all other offensive linemen—**G1, G2, T1,** and **T2.** In* Football Pro, *when a blocking command is given to one of the five interior offensive linemen, all remaining linemen without previously assigned logic for the play will be assigned the same commands.*

24. Right-click on **TE1**.
25. Select **Block > Pass** from the pop-up menu.
26. Right-click on **HB1**.
27. Select **Block > Pass** from the pop-up menu.

*Note: If you make a mistake or change your mind while entering a command, you can usually cancel it by pressing the **[Esc]** key.*

Next, give the receivers their assignments.

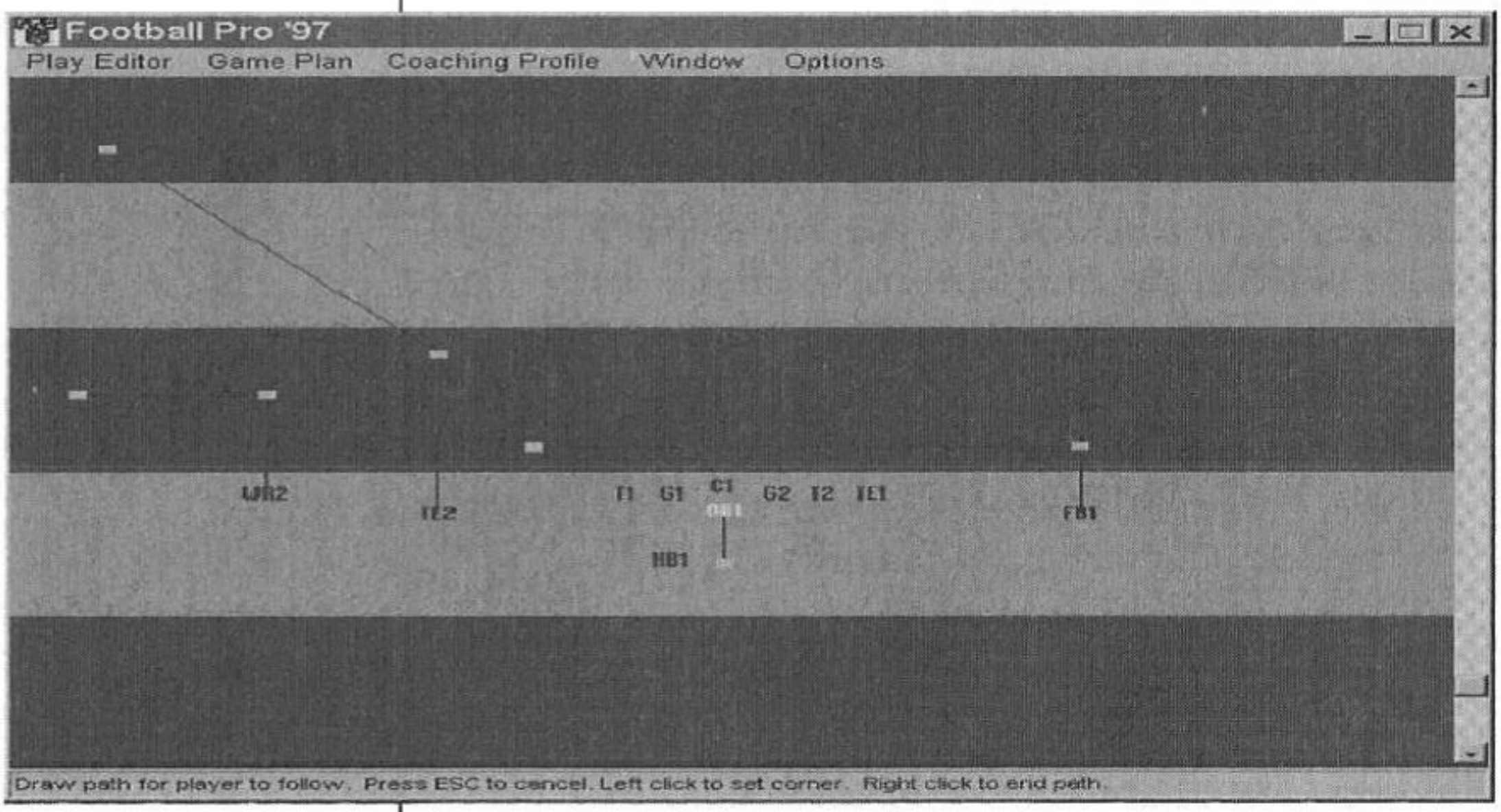
28. Right-click on the left split end, **WR2**.
29. Select **Look for pass** from the pop-up menu.
30. Right-click on **WR2** again and select **Move to....**
31. Left-click a movement path about seven yards down the field.
32. Right-click to set a second movement path about five yards directly toward the sideline and to set a Logic Box.
33. Right-click on **TE2**.
34. Select **Move to....**
35. Right-click to set the movement path about ten yards down the field and set the Logic Box.

Note: When a new Logic Box is created for a player, the Logic Script Window automatically includes the new Logic Box. Each new Logic Box can contain additional instructions for the player. Each player can have several Logic Boxes during a play.

36. Right-click on **TE2** again and select **Throw a fake**.
37. Right-click on **TE2** again and select **Move to...** then left-click a movement path that goes toward the left sideline at a 45-degree angle.
38. Right-click about 5 yards from the left sideline and set a Logic Box.
39. Right-click on **FB1**.
40. Select **Move to...**, and right-click a movement path down the field seven yards and set a Logic Box.
41. Right-click on **FB1** again and select **Look for pass**.
42. Right-click on **FB1** again and select **Move to**, then right-click a movement path about two-thirds of the way to the left sideline, and set the Logic Box.

Finally, you must tell the QB what to do.

43. Right-click on **QB1**.
44. Select **Move to...**, and right-click to set a path about five yards straight back, and set a Logic Box.
45. Right-click the Logic Box and select **Pass > Check receivers**.
46. Left-click on your primary receiver **TE2**.
47. Then left-click on your secondary receiver **FB1**.
48. Next, right-click anywhere to finish the **Check Receivers** command. The Logic Script Window will list the receivers you have selected to be checked off by the quarterback.



Your finished play, showing the paths and Logic Boxes for the quarterback, offensive line, blocking back, and receivers, should look similar to the screen above. Edit as needed until it matches.

Once the play is complete, you can save it to disk.

49. Select **Save** from the Play Editor pulldown menu.
50. In the filename box, type **MYPLAY**.

51. Click **OK**.
52. To see what **MYPLAY** looks like in action, select **Practice** from the Play Editor pulldown menu.

Tutorial 9: Editing A Game Plan

The sophistication of *Football Pro* does not stop with the Play Editor. *Football Pro* recognizes 2,520 different game situations in each half and gives you the power to design plays and make decisions based on each one.

How much time is left in the half? What down is it? How much yardage is needed for a first down? Where are you on the field? Are you ahead or behind? *Football Pro* lets you address all these questions, and more, with Game Plans and Coaching Profiles that specify the play you want to call and how often you want to call it given a particular game situation.

These final two tutorials will take you through the steps necessary to edit a Game Plan, and then use that revised Game Plan to customize a Coaching Profile. To edit a Game Plan and/or Coaching Profile, the first order of business is getting to the Coaching Profile and Game Plan Management Screen.

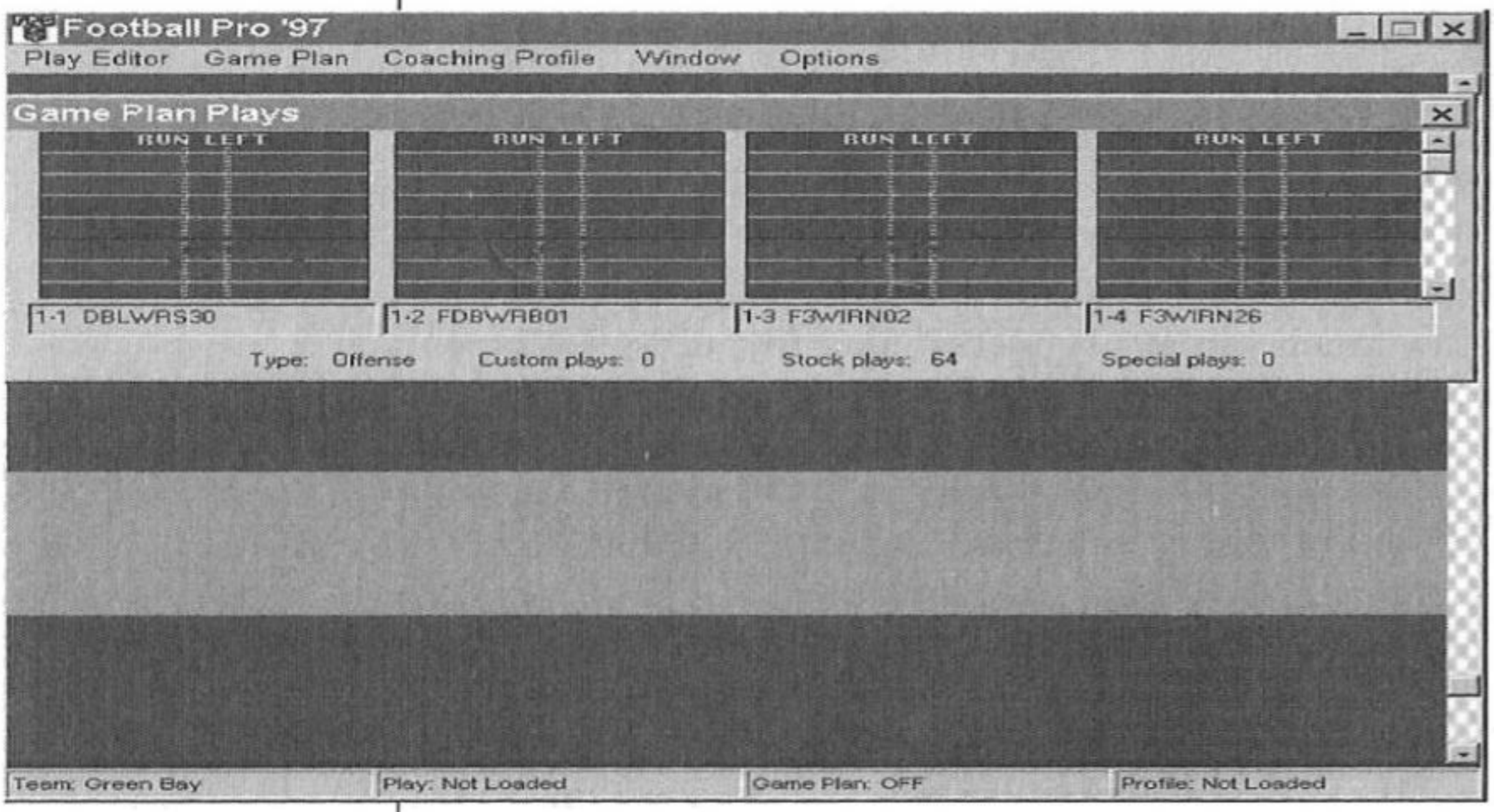
1. Start *Football Pro* or return to the Main Menu Screen, as needed.
2. At the Main Menu, click **Exhibition Play**.
3. Make sure that the home league is **NFLPI96**.
4. Click on the text box labeled **Home Team**.
5. Click **Green Bay**.
6. Click **Play Editor**.
7. Select LOAD > OFFENSE from the Game Plan pulldown menu.

The Load Game Plan dialog box shows the SIERRA/

FBPRO97 directory.

8.) Highlight the first plan shown in the list box, called **OFF**. Click **OK**.

You will now see the Game Plan Management Screen with the first four play slots showing.



9. Click on the first play slot, labeled **1-1 DBLWRS30**, to open the Load Play dialog box.
10. Click **Stock**, **Offense**, **Pass, Right,** and **Short**.
11. Click **SLICE2RT** then click **Add**.

You should now see a diagram of **SLICE2RT** in the first play slot.

12. Click **Close** to go back to the Game Plan Management Screen.
13. Click SAVE under the Game Plan pulldown menu.
14. Type **MYPLAN** in the upper left text box and click **OK** to save your customized Game Plan.

Tutorial 10: Customizing a Coaching Profile

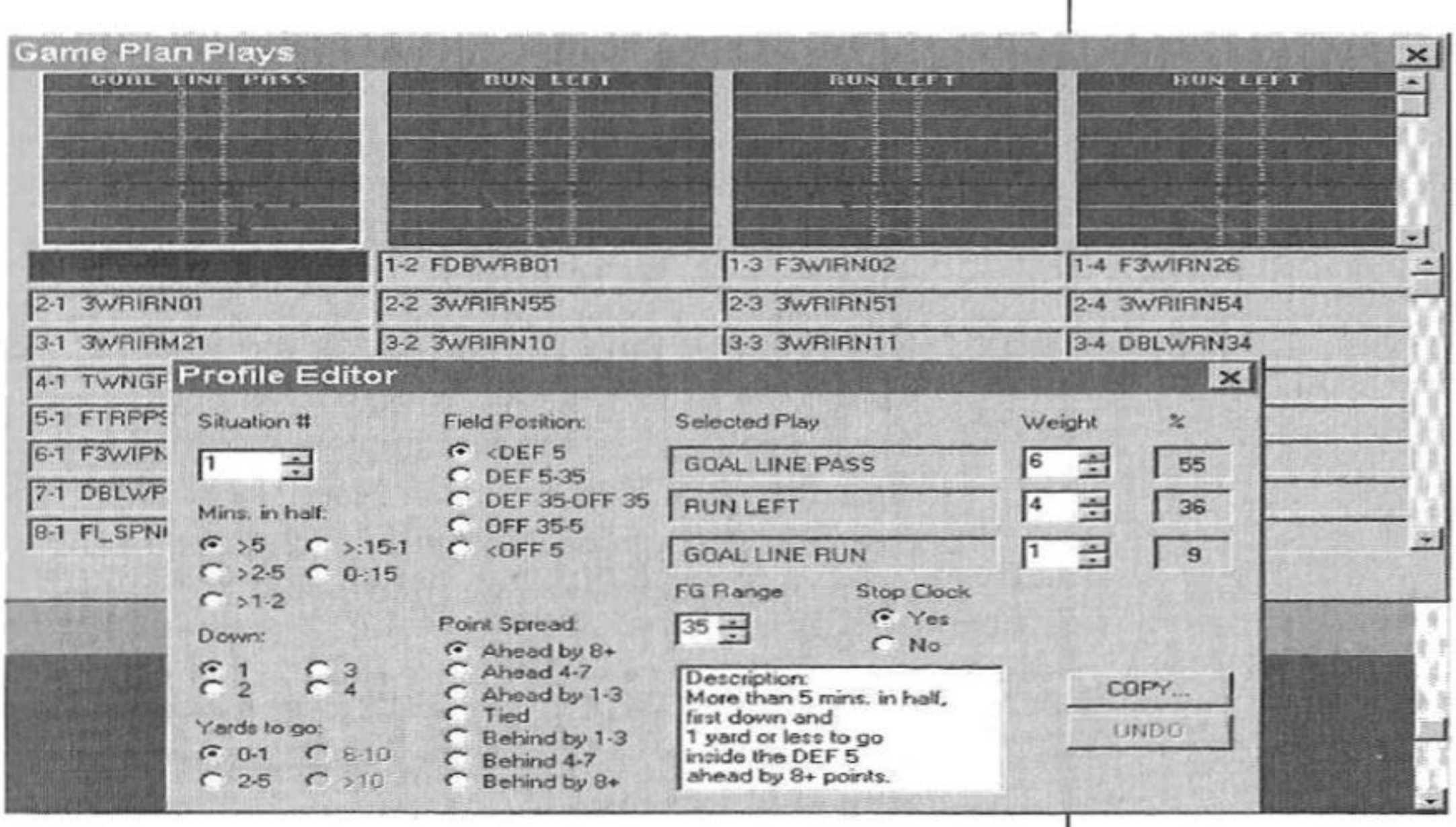
Now it is time to use your customized Game Plan in a Coaching Profile. This Profile will allow you to specify how often you want to call plays in given game situations.

Continuing from the previous tutorial:

1. Select LOAD > OFFENSE from the Coaching Profile pulldown menu. Note: The Coaching Profile Editor will default to the previously loaded Game Plan.

The **Load Coaching Profile** dialog box shows the **SIERRA\FBPRO97** folder.

2. Highlight **OFF1** and click **OK**.
3. Select **Edit** from the Coaching Profile pulldown menu.



You should now see the Coaching Profile Edit Screen and, on it, the first of *Football Pro's* 2,520 possible game situations per half. Notice that this specific situation will be referred to by the Computer-con-

trolled offense whenever you face the following game situation: You are on offense. There are more than 5 minutes left in the half. It is first down with 1 yard or less to go inside the defensive 5 yard line. You are leading by 8 or more points.

Football Pro's Coaching Profile Editor automatically assigns each situation a set of three Play Types or specific plays. For this situation, the default Profile calls for the Play Types **GOAL LINE PASS, RUN LEFT**, and **GOAL LINE RUN.**

In this tutorial, we will be substituting a specific play for the **GOAL LINE PASS** Play Type. You could also substitute specific plays for the other two Play Types. The plays you substitute *do not* have to match the default Play Types.

4. Highlight the top text box underneath the **Selected Play** heading. The box should read **GOAL LINE PASS.**

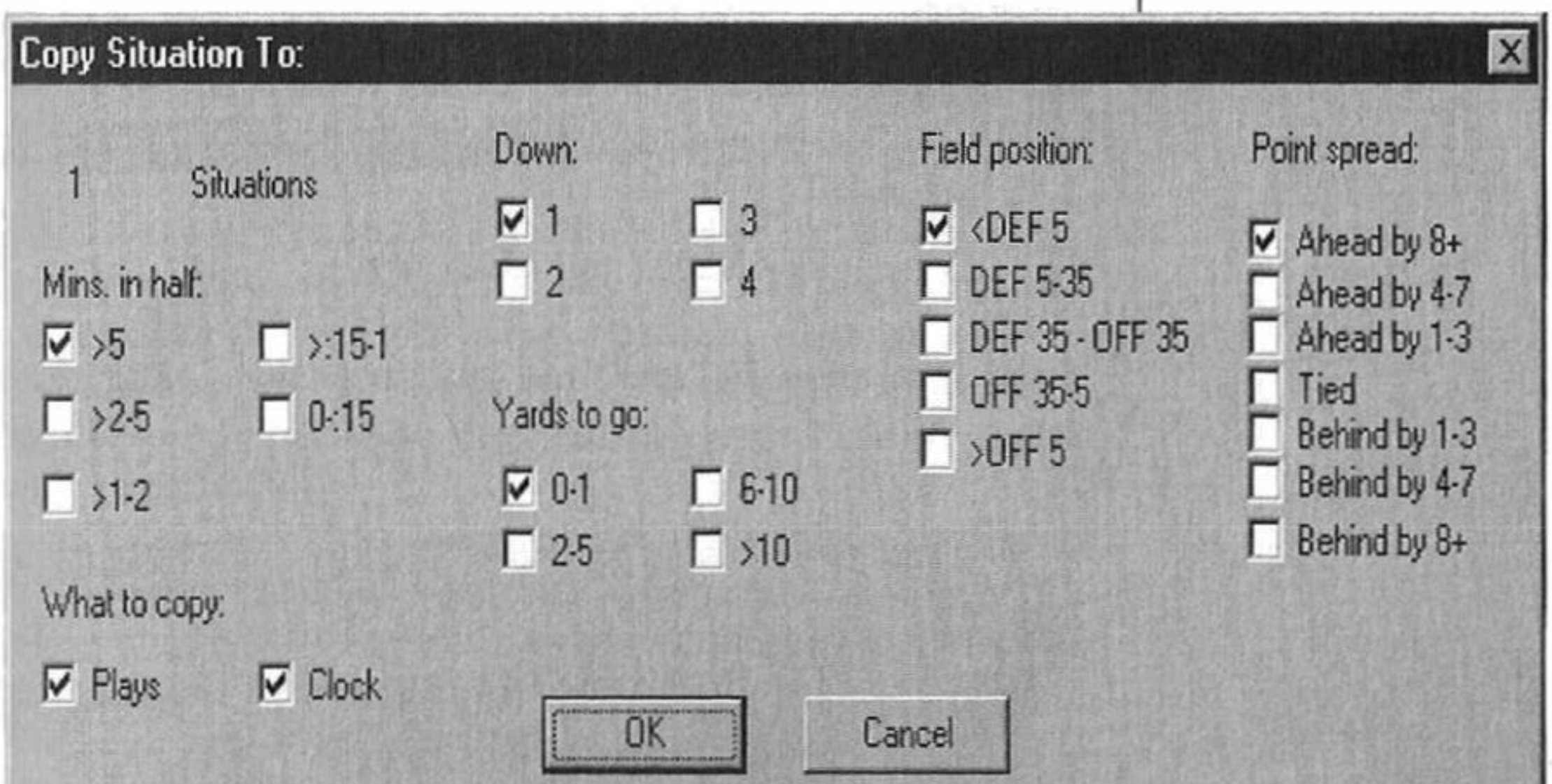
5. Move the pointer up to diagram box **1-1** and left click. The play named **SLICE2RT** should now appear in the text box. You have just replaced the general Play Type **GOAL LINE PASS** with the specific play **SLICE2RT**.

6. Now change the play weighting by clicking the **up arrow** button under **Weight**. Change it from **5** to **6**. Notice how the percentage shown changes from **50** to **55**. You have increased the probability that this particular play will be chosen by the computer when the specified game situation occurs.

7. Now click **COPY....** A check box menu will appear with all of *Football Pro 's* possible game situation variables.

8. Go down the list of variables. Click the appropriate check boxes to put an **X** beside the following game variable options:

   Mins in half: **>5** and **>2-5**



Down: **1, 2 and 3**

Yards to go: **0-1**

Field position: **<DEF 5**

Point spread: **Ahead by 8+**

The Situation Count should now read **6.**

9. Once the variables are selected, click **OK.**

Clicking **OK** will copy the selected plays and play types, plus the associated weighting and time out information, to each of these six situations: **1, 127, 253, 505, 631** and **757.**

To verify that each of these situations has the correct information, click on the arrows next to the **Situation #** box. A left-click on the arrows adjusts the situation number by **1.** A right-click adjusts the situation number by **10.** Holding down both mouse buttons at the same time adjusts the situation number by **100.** You may also click inside the **Situation #** box, type in any number from 1 to 2520, and press **[Enter]**.

10. Click **RETURN** to go back to the Coaching Profile and Game Plan Management Screen.

Notice in the information box on the right side of the screen that the specific play count is now set to **6**.

11. Select SAVE from the Coaching Profile pulldown menu.
12. Type **MYPROF** and click **OK**.

Your customized Coaching Profile is now ready for use.

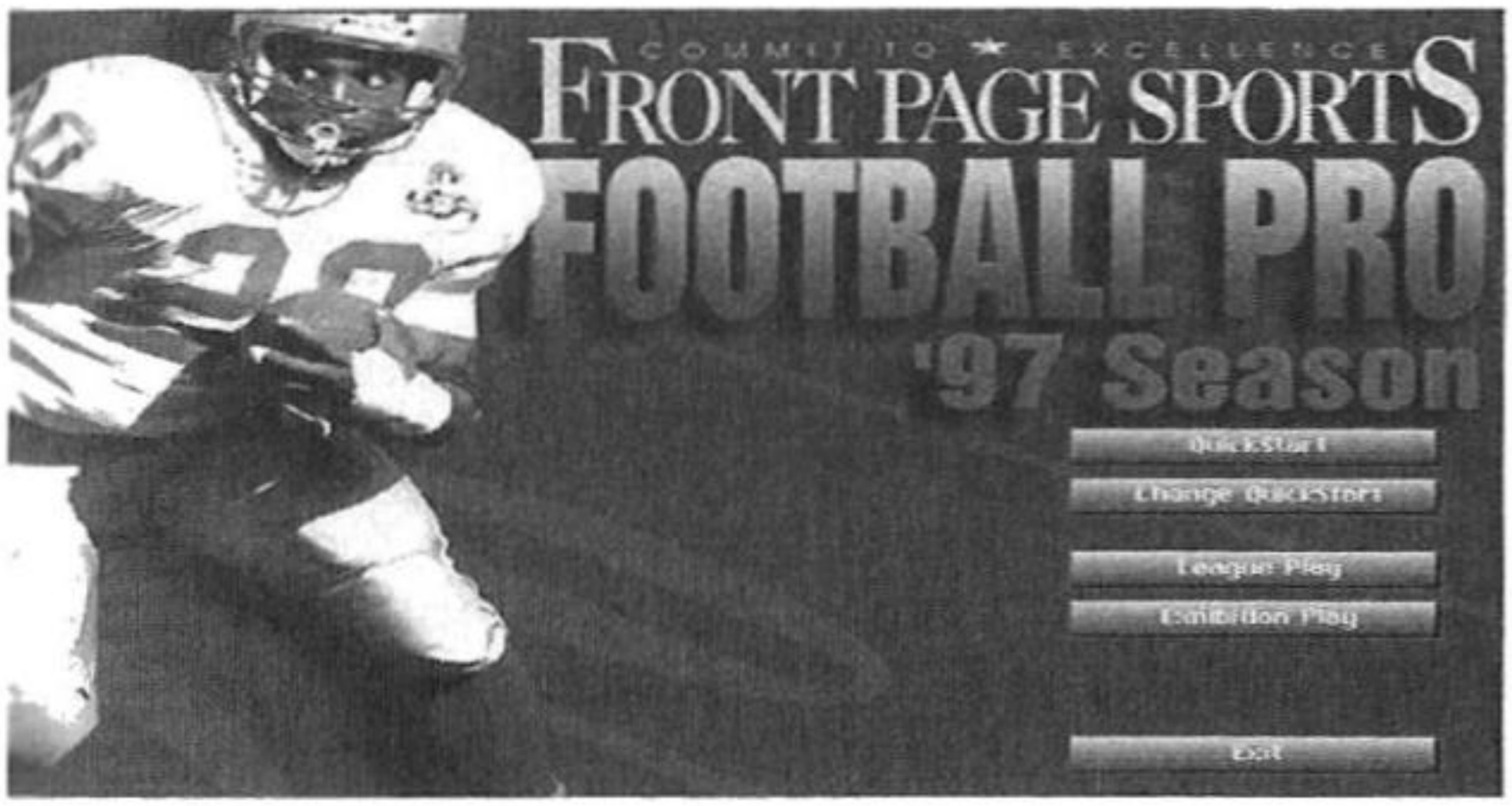
Congratulations! You have completed all of the *Football Pro* tutorials, and now know several of the main play options available to you. See the following "Game Play" section for complete descriptions of the various simulation, set-up, and League Play options.



GAME PLAY

STARTING GAMES

Each time you start *Football Pro*, the program takes you directly to the Main Menu screen. From here, you have a number of different choices. There are four ways to begin an actual game of *Football Pro*: you can QuickStart, opt for an Exhibition game, or dive right into League Play.



Go through the Tutorials in the preceding section if you have not done so already. The following Game Play procedures and details will be easier to learn if you are already familiar with the main simulation screens and controls.

STARTING GAMES WITH QUICKSTART

QuickStart is the fastest way to start playing *Football Pro*. When you first install the game, QuickStart is set to a one-player Exhibition Game: Pittsburgh at Dallas. You control Dallas.

To review or change these default QuickStart settings:

1. On the Main Menu screen, click **Change QuickStart**.

2. You should now see the Change QuickStart screen. Here, you can modify any of the following settings:

Type of Game

Default League

Quarter Length in Exhibition Games

Home and Visiting Teams

Playcall and Action Modes for each team

Type of Controls used by each team.



3. When you are satisfied with the default settings, click **Save & Return** to go back to the Main Menu screen.

To QuickStart a game with your new settings:

1. Click **QuickStart**.

2. A dialog box will appear, showing the weather conditions and default Coaching Profiles and Game Plans. After making any Profile or Plan changes you want, click **OK** to start the game.

STARTING EXHIBITION GAMES

Exhibition Games are played outside the regular league schedule. You may match up teams from the same league, different leagues, or even play a team against itself. Exhibition Games have no effect on the league standings or statistics of the teams and players. Injuries in Exhibition Games are not recorded.

Note: If you start an Exhibition Game from a league that is part way through its season, only teams that have all their assigned roster slots filled will be available to play. (See "Assigned Slots," page171.)

To start an Exhibition Game:

1. Click **Exhibition Play** on the Main Menu screen.

2. This takes you to the Exhibition Play screen. Select a **Home Team** and a **Visiting Team** by clicking on their team name text boxes. A dialog box will show available teams in the current league. Click on the team you want to select. If you want a team from another league, click on the **Home** or **Visitor League** text box to load the league you want, click on the team name box, then choose a team.

3. At the Exhibition Play screen, you may also change settings for your **Controls, Playcall** and **Action Mode, Home Jersey** and **Quarter Length**.

4. When you have made all your choices, click **Play Football**.

5. Choose how weather conditions for the game will be determined. Your choices are:

Computer: Allow the computer to generate conditions appropriate to the home team's nearest city for a randomly selected month. If the home team has an indoor stadium, weather has no effect.

Set Month: Select the month in which the game is played and let the computer generate suitable conditions. You will also be presented with an option to select the city in which the game will be played. If the home team has an indoor stadium, weather has no effect.

Set Conditions: Choose the exact weather conditions: temperature (in °F), humidity (%), wind speed (in m.p.h.), and skies (clear, partly cloudy, cloudy, rain/snow). These conditions will be in effect even if the home team plays in an indoor stadium, unlike the other options listed below.

6. Load Offensive and Defensive Coaching Profiles for each team that is not Computer-controlled. (Depending on the Profiles you choose, you may or may not have to select corresponding Game Plans.) You can

opt for the default Coaching Profiles and Game Plans, or select others from the files in the **SIERRA\FBPRO97\STOCK** folder. If you create your own Profiles and Game Plans, just load them from wherever you have saved them.

Note: If you have a Game Plan or Profile on a floppy disk, you should save it to your hard drive before trying to use it in a game.

*Note: When you view the **SIERRA\FBPRO97\STOCK** folder, you will see that some names are listed in **gold**, while others are shown in **gray.** For this and all other Football Pro directories, **gold** listings are filenames (i.e. Coaching Profiles, Game Plans, plays, etc.). **Gray** listings are subdirectories.*



MULTIPLAYER GAMES

Multiplayer games can be played across a network or a modem. Multiplayer mode is possible in Exhibition or League Play. To start a multiplayer game:

1. Click on the **Multiplayer** button in the Exhibition Play or the Team Schedule screen.

2. This opens the Multiplayer Game dialog box. Enter the name you wish to use in the game. Whether you are the Home or Visitor team will depend on which team you have selected. Click the **Full Arcade Mode** checkbox if you want to control all of the on-field action in addition to calling plays. Click on the **Connection Type** text box to toggle through the connection type options. The options are **Modem Connection For DirectPlay** (modem play), and **Winsock TCP** or **IPX Connection For DirectPlay** (network play).

Network Play

When you choose either **Winsock TCP** or **Winsock IPX Connection For DirectPlay** in the Multiplayer Game dialog box, you are presented with two options:

Start Game – Choose this option when you want to initiate a network game. First click inside the empty text window and type in a name to identify your game. Then click the **Start Game** button. This will broadcast your message over the network and a message reading "Waiting For Someone To Join" will appear in the text box.

Join Game – The Join Game button will only be available when another game is available. Press the **Join Game** button and a list of currently available games will be displayed in the text window. You can select a game by highlighting it in the text window and clicking the **Join Game** button, or by double-clicking the desired game in the text window.

Modem Play

When you choose **Modem Connection For DirectPlay** in the Multiplayer Game dialog box, you will be able to choose an opponent from the list that is displayed in the text window. If none are displayed, then click the **Add** button to add a new opponent. The other options are **Edit**, **Delete**, and **Cancel**.

Add: To add an opponent, click the **Add** button. You will then be able to type in your opponent's name, phone number, and baud rate (the speed of his modem). Press **[Enter]** and the information will be added to the opponents list and you will be returned to the Multiplayer Game dialog box.

Edit: To edit an opponent, highlight the desired opponent then click on the **Edit** button. If no opponent has been highlighted then the **Edit** button will be unavailable. Once you have finished making edits pressing **[Enter]** to return to the Multiplayer Game dialog box.

Delete: To delete an opponent, highlight the desired opponent then click on the **Delete** button. You will receive a confirmation to delete. Press **Y** or **N**. To accept or cancel.

Cancel: Pressing cancel will return the user to the Multiplayer Game dialog box.

To initiate a modem game, highlight the opponent you wish to play and click on the **Dial Opponent** button. An indicator box will let you know the status of your connection.

To join a modem game, click on the **Wait For Call** button. An indicator box will let you know the status of your connection.



STARTING MULTIPLAYER GAMES

After connecting with another player in either a network or a modem game, you will be returned to the Exhibition Play screen. Each player will have control of the information for his respective team. Any changes made in the Exhibition Play screen will be mirrored on your opponent's screen. You will not be able to make any changes to your opponent's team.

Both users must have identical Game Plans, Coaching Profiles, and teams loaded onto their computers. If one user does not have matching data, then it will be automatically transferred from the other player's system.

The Home Team user will be able to control the length of game quarters and the weather conditions. When the weather conditions have been set, the Visiting Team user will get a dialog box stating what the weather conditions are. Click **OK** in this dialog box to continue with the starting sequence.

Multiplayer Chat

This window will be available to both users in the setup and the arcade portions of the game. It is the mechanism by which you will communicate with your

opponent. The Home and Visitor names appear in the bottom left corner of the window. When you send a message, it will be automatically preceded by the player name you chose in the Multiplayer Game dialog box. To send a message, type it in from the keyboard. It will appear along the bottom portion of the chat window as you type it. Press the **[Enter]** key to transfer the message. It will then appear in the upper portion of the chat window for both you and your opponent.

If you or your opponent have the chat window minimized when a message comes in, it will automatically maximize to display the incoming message. *Note: The chat window can be minimized via the standard Windows 95 minimize button in the upper right corner of the window.*

There are two buttons at the bottom of the chat window:

Setup – Click this to open the setup dialog. **Buffer Size** is the number of lines the chat window will be able to scroll through via the scroll bar. **Hot Key** is the key(s) you specify to maximize the chat window manually. Click inside this text box, then press the key combination you want to use as the hotkey. If you check **Auto Hide**, the chat window will automatically minimize anytime you enter commands within the arcade portion of the game.

Disconnect – Click this button to end the game. You will receive a confirmation to delete. Press **Y** or **N**. To accept or cancel.

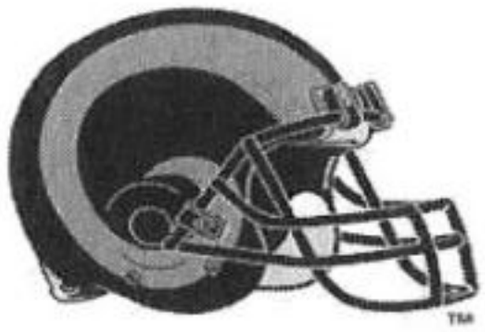
Disconnected Multiplayer Games

If you are accidentally disconnected during a multiplayer game, the program will automatically save the game and exit. When you attempt to restart the game, the program will attempt to reestablish the connection with the other player. If connection cannot

be reestablished, then the computer may assume the role of the other player.

STARTING LEAGUE GAMES

Football Pro creates a full schedule of games for each team in a league. Teams play one game per week. (**Exception:** 30- and 28-team leagues may choose a schedule with one or two *byes* for each team. A bye is a week without a game.) All games in the current week must be resolved (either played or simulated) before the next week's games may be played.



Play vs. Simulate

League games may be either played or simulated. When a game is *played,* you see the game take place on your screen. Games that involve Human-owned teams (see "Teams," page 163) are automatically set to **Play** at the beginning of each week. Games that involve only Computer-owned teams may be *played*, but you will not be able to control either team. You might want to *play* a game with two Computer-owned teams in order to scout an upcoming opponent.

When a game is *simulated*, the computer controls both teams and the game is not shown on screen. Because the computer makes all the decisions and no graphics are shown, a *simulated* game takes much less time than one that is *played*.

There are two types of *simulated* games. Normal *sim* games are physics-based games, where the computer calls all plays, controls each of the players, keeps track of statistics, and saves highlights from the game. Each game may take several minutes to resolve, depending on the speed of your system.

In a *fast sim* game, the game results are generated using the players' ratings, home field advantage, injuries, etc. *Fast sims* generate scores and statistics,

but no highlights. These games are resolved in just a few seconds, but the statistics of normal *sims* are more realistic. Whether your league uses normal *sims* or *fast sims* depends on how you set the **Ground Rules** when you create the league. (See "Ground Rules," page 87.) If you exit a *fast sim* game in progress, you will need to re-simulate the whole game later to complete that week.

Games involving only Computer-owned teams are automatically set to **Simulate** at the beginning of each week. You might also choose to *sim* a game involving a Human-owned team whose owner is not available to play that week.

Starting League Games from the League Schedule Screen

The League Schedule screen shows you all games for the current week. You may look at past and future weeks, but may start games for the current week only. (**Exception**: The **Pro Bowl**, an Exhibition Game, may be started from this screen at any time by clicking **Pro Bowl**.) You may also simulate groups of games from this screen.



The League Play – Current Schedule screen.

To start a League Game from the League Schedule screen:



1. Click **League Play** on the Main Menu screen.

2. From the League Play screen, click **League Schedule**.

You should now see the League Play-Current Schedule screen.

3. Click on the **Play** or **Sim** button beside the game to be resolved.

4. Click on the listing for the game. For example, if you want to play the game **New England AT Miami**, click directly on that text.

*Note: If a League Game has been saved, the word **Paused** will appear next to the game listing. You may save a game in progress by pressing the **[Esc]** key.*

If the game is between two Computer-owned teams, it will now begin. However, if the game involves a Human-owned team, continue with the following steps.

5. If both teams are Human-owned, a dialog box asks you to choose a team to set up first.

6. If the team has a password, a password check is performed (for details, see "Team Passwords" page 167). Enter the password and click **OK**. You get two attempts. If the check fails, the user may have the computer control the team (one- or two-player game), or simulate the game (one-player game only). If the game is a two-player game, and the user chooses to have the computer take over, it becomes a one-player game. In this case go to Step 10.

7. Select controls for each team by clicking **Keyboard**, **Joystick 1**, **Joystick 2** or **Computer**.

8. Take note of the game weather conditions. If you wish, change your Offensive and Defensive Coaching Profiles. Then, if necessary, load the corresponding Game Plan(s). (You may click **Cancel** to skip the game start sequence.) Click **OK.**

9. If the current team is the Home Team, click **Light** or **Dark** jerseys.

10. If you are setting up a two-player game, the other

player takes over and begins with Step 7.

Note: The computer is considered the Head Coach of each Computer-owned team and will select Coaching Profiles using the team's Team Profile.

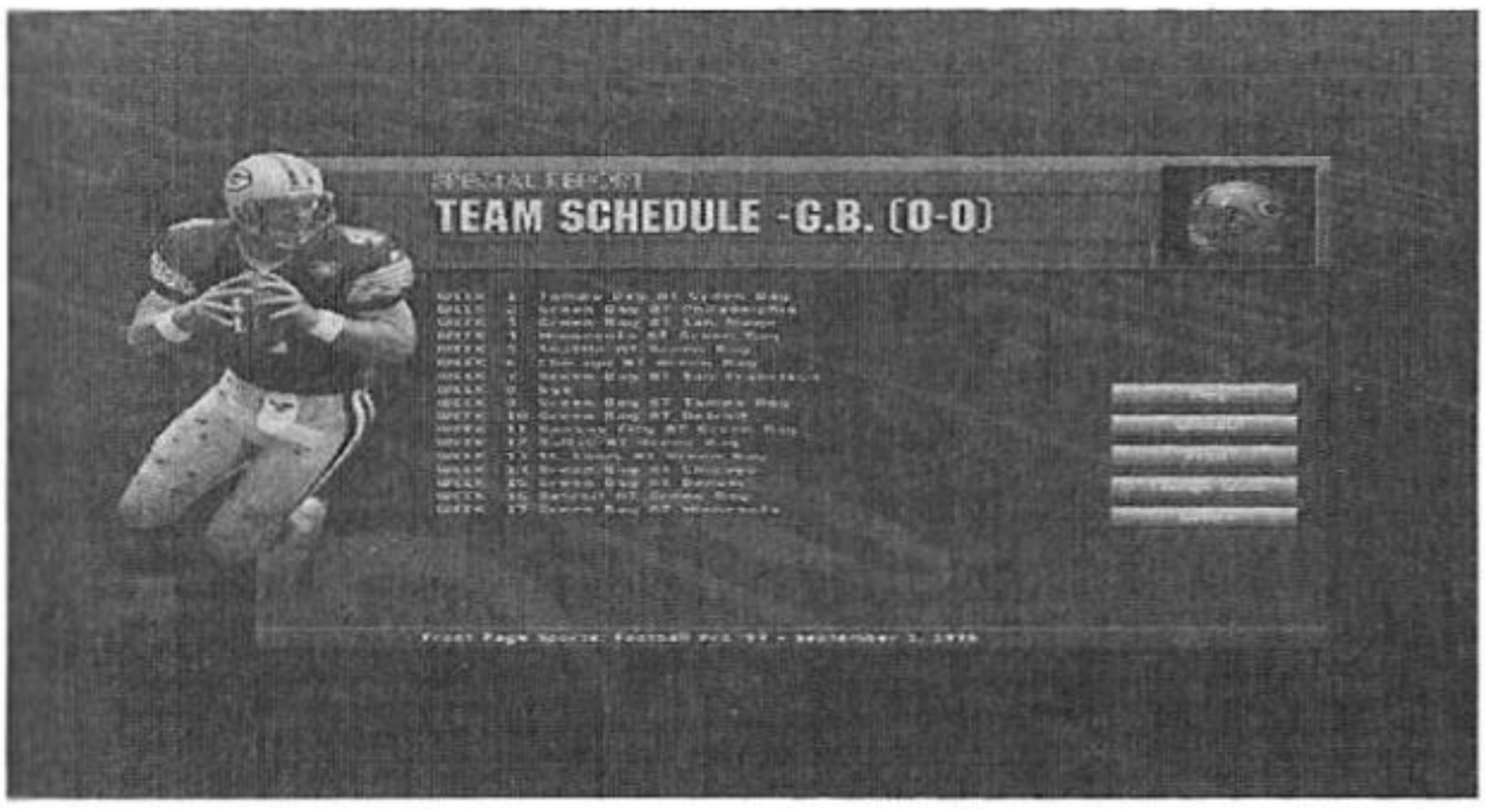
Starting League Games from the Team Schedule Screen

The Team Schedule screen shows a selected team's games for the entire season. Only the current week's game may be started. For example, assume your team is Green Bay and it is the second week of the season.

To reach Green Bay's Team Schedule screen from the Main Menu screen:

1. Click **League Play**.
2. On the League Menu screen, click **Teams & Standings**.
3. Click **Green Bay**.
4. Click **Schedule**.

You should now see the Team Schedule screen for Green Bay.



6. Click on the current week's game: **Philadelphia AT Green Bay**.
7. A dialog box will ask if you want to **Play** or **Simulate** this game.

If this game is between two Computer-owned teams, that is all you need to do. However, if the game involves a Human-owned team, you must continue from Step 6 under "Starting League Games from the League Schedule Screen."

Starting League Games with QuickStart

By clicking **Change QuickStart** on the Main Menu screen, you may choose to set QuickStart to play the next League Game for a selected team (by selecting the team and clicking **League**). This is especially convenient if the team is the only Human-owned team in its league.



Here are some things to keep in mind when using QuickStart with League Games:

• After a QuickStart-initiated game is completed, all unresolved games on the schedule involving ONLY Computer-owned teams are simulated automatically.

• QuickStart *cannot* start League Games under the following circumstances:

a. If the selected team has completed its game for the current week or has a bye, but other games are unresolved, QuickStart cannot start that team's next game until the other games are resolved.

b. If the selected team is part of a Career League that has not completed all preseason activities (College Draft, Supplemental Draft and Training Camp), QuickStart cannot start a League Game until those activities are completed.

c. If the selected team is part of a league that has completed its regular season schedule, and has not qualified for the playoffs, QuickStart cannot start a League Game with that team until the following season.

STARTING A PRO BOWL GAME

The Pro Bowl is the NFL's All-Star exhibition game and it is usually played shortly after the Super Bowl. In *Football Pro,* you can elect to play this game at any time during the season. The best players from the National and American conferences will be selected by a combination of the players' ratings and their statistics. You can set your own criteria to determine the Pro Bowl players using the Player Ratings Profile Editor.

1. To play the Pro Bowl, first load the league from which you want the players to be selected. Then, click on the **League Schedule** and click on **Pro Bowl Game** from the list of buttons on the right-hand side.

2. A dialog box will ask whether you want to use the **Default** Criteria or **Custom** Criteria for selecting Pro Bowl Players.

3. If you choose **Default**, you will start the Pro Bowl game immediately.

4. If you choose **Custom**, you will be taken to the Player Ratings Profile Editor. From here, you can apply or edit a previously saved set of criteria, or you may edit the default criteria.

5. Choose the Player Position for which you wish to set Pro Bowl selection criteria.

6. After you edit the criteria, click on **Show Results**.

7. You will then be taken to a ranking of the players in the chosen position.

8. Click on **Return** to go back to the **Equation Screen**.

9. You can save the criteria under a new name or over a previous name, by clicking on **Save Profile**.

10. Click on **Return** to exit the **Player Ratings Profile Editor,** and you will begin the Pro Bowl game with the players selected by your criteria.



COIN TOSS

After you select and start a game, you will see the coin toss. A coin toss at the start of each game determines which team gets the ball first. The Visiting Team's captain calls **Heads** or **Tails**. The team winning the toss may choose whether to **Kick** or **Receive,** *OR* may choose whether to defend the **North** Goal or **South** Goal. The team losing the toss gets second choice (which usually means they choose whether to defend the North or South goal). Per NFL rules, whoever loses the opening coin toss gets first choice after halftime.

PLAYCALLING & ACTION MODES

Modes

In *Football Pro*, Playcalling and Action each have three modes of involvement: **Basic, Standard**, and **Advanced.**

Playcalling Modes

The Playcalling mode determines how plays are displayed on the Playcalling screen and how much control you have over player substitutions. The following is a summary of your options in each of the Playcalling modes:

Basic

In Basic Playcalling mode, the four Play Diagram windows of each team's Game Plan area show the generic Play Type of the play in that slot.

An offensive play can be any of the following types:

Pass Short Left
Pass Short Middle
Pass Short Right

Pass Medium Left
Pass Medium Middle
Pass Medium Right

Pass Long Left
Pass Long Middle
Pass Long Right

Run Left
Run Middle
Run Right

Goal Line Run
Goal Line Pass

Razzle Dazzle Run
Razzle Dazzle Pass

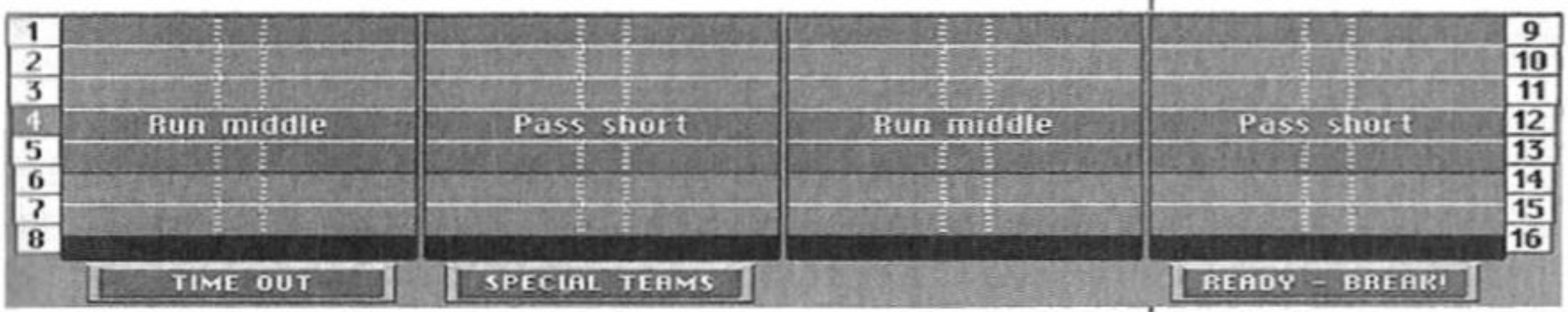
A defensive play will be listed as one of these types:

Run Left
Run Middle
Run Right

Goal Line Run
Goal Line Pass

Pass Long
Pass Medium
Pass Short

Razzle Dazzle Run
Razzle Dazzle Pass

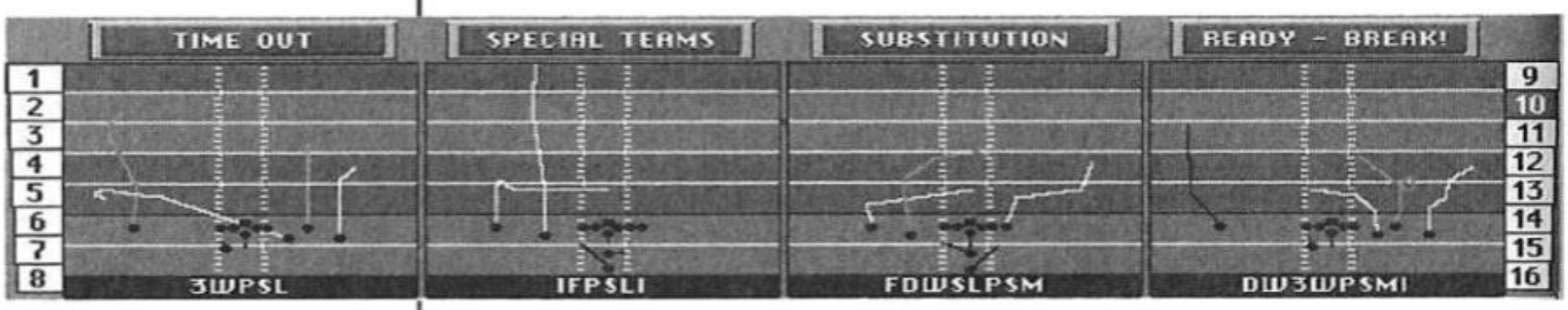


In Basic mode, the computer will automatically substitute for players who are injured or tired based on the team's Coaching Profile. You do not have the option to make your own substitutions.

Standard

In Standard Playcalling mode, the Play Diagram windows of each team's Game Plan area show diagrams of all player movement paths during the **AFTER THE**

SNAP portion of four plays. (Your chosen game plan can contain sixty-four different plays arranged in sixteen groups of four.) Timed passes and Logic Boxes are not shown. The name of the play is displayed below each diagram.



When you make substitutions in Standard Mode, the play clock will stop while the Substitution window is displayed. The computer will automatically substitute for players who are injured or tired according to the Coaching Profile. You may choose to make additional substitutions for a particular play, but if you subsequently choose another play, the computer will disregard your previous substitutions and again make its own substitutions based on the Coaching Profile.

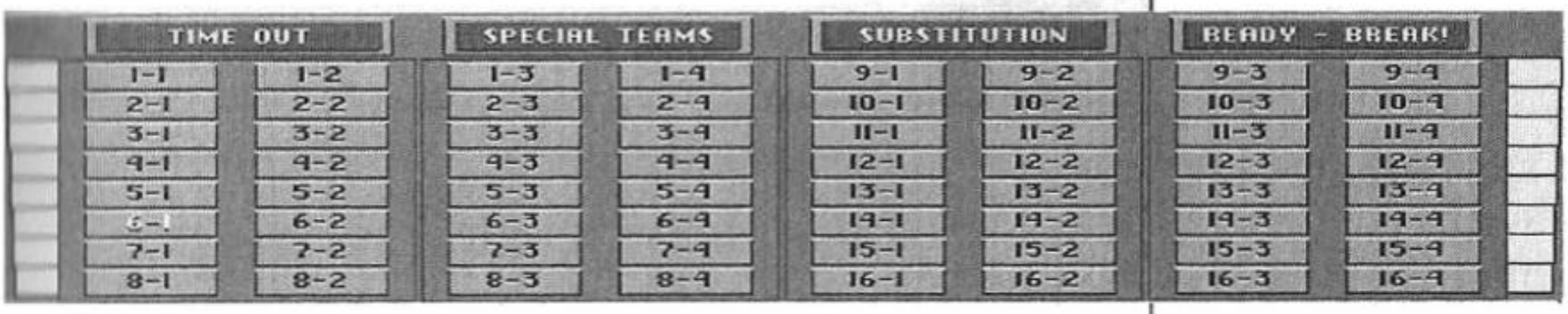
Advanced

In Advanced mode, you can customize playcalling any way you choose from the field by pressing **[F3]**.

Your options are:

Computer Substitutes For Fatigue: This lets you determine if the computer automatically substitutes players in/out for **Fatigue**. (See "Substitution IN/OUT" on page 61 for more information on fatigue subs.)

Show Plays As: Select **Play Type** to show the plays on the Playcalling screen as play types. Select **Diagram** to see diagrams of the specific plays on the Playcalling screen, and select **Number** to see only the specific play numbers. (If you choose **Number**, you will need to memorize the plays in your Game Plan or print them out.)



*The Playcalling screen with **Show Plays As Number** selected.*

Substitute Duration: This sets the length of time that substitutions are in effect. **Current Play** will keep your player substitutions for one play only. On the next play, the player that was originally assigned to the play will return, as in the standard Playcalling mode. **Until Changed** will keep your player substitutions until you change them or for the rest of the game, whichever comes first. (Players will still be substituted out for injuries in either mode.)

Play Clock Runs During Subs?: If this is selected, the game clock and 40 second clock will tick down normally while you substitute players. If it is not selected, the clock will stop while you make substitutions.

Highlight Suggested Play?: If this is selected, the play Type, Diagram, or Number that the Coaching Profile suggests will be highlighted in white.

PLAYCALLING SCREEN

The Playcalling screen is divided into three parts: the top third is the Visiting Team Game Plan area. The middle third is the Scoreboard. The lower third is the Home Team Game Plan area.

Controls

You can use a mouse, joystick, or keyboard to control the Playcalling screen. Because most players will be using a joystick, the following directions refer to joystick control. For information on other types of controllers, see the Quick Reference Card.



Calling Plays

Each team's Game Plan area is divided into four Play Diagram windows. Each team's Offensive and Defensive Game Plan may contain up to 64 plays.

There are two ways to select a play:

1) Click on the play. If you change your mind, you can pick a different play by clicking on the new play. When you are sure you have the play you want, click **READY - BREAK!**

2) Double-click on a play to call it immediately.

Note: In Basic and Standard Playcalling modes, the computer will automatically recommend a play based on your Coaching Profile. In Advanced mode, the Highlight Suggested Play option must be selected to do this. The recommended play and its play group button, or play number, will be highlighted in white.

*Note: In a two-player game, you may click on a play with button **B** (which does not select the play) to decoy your opponent.*

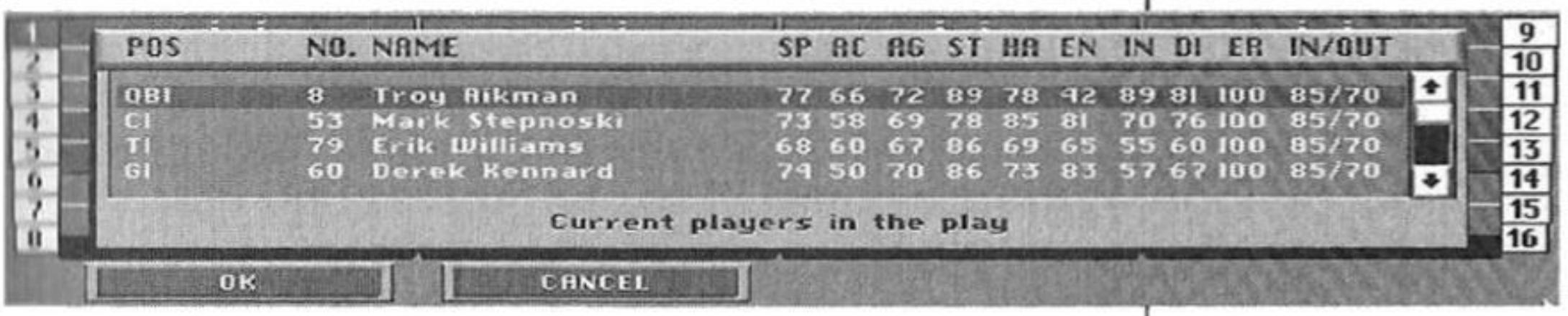
In Basic and Standard Playcall modes, play group buttons numbered from **1** to **16** are shown on the sides of your team's Game Plan area. To change the group of four plays displayed, click the group number you want. You may also change the play group shown by holding down button **B** as you move the joystick up or down.

Substitution

When playing *Football Pro* in Standard Playcalling mode, you may decide to make substitutions for a particular play or to rest tired players. If you want to substitute a player, or player sets, click on your chosen play, then click **SUBSTITUTION**. A substitution window will pop up.

■ **Note:** To substitute a player, you must first click on the play, then click on **Substitution**. The player can then be subbed out.

Scroll the highlight up or down through the list of **Current players**.



The following information is shown for each player:

POS: Player's normal roster position (with a letter abbreviation), his position on the depth chart (indicated by a number after the position abbreviation), and the on-field position he will take for the selected play when chosen as a substitute. For example, the third string tight-end would be listed as **TE3**. After you put him in the game for your first string halfback (who is listed as **HB1**), his **POS** will appear as **HB1(TE3)**.

NO.: Player's jersey number.

NAME: Player's name. Normally, the name will appear in *gold*. However, during a game, players may go on "hot" or "cold" streaks. When they begin those streaks and are available for use, you will be notified with a message, i.e. "Barry Sanders is hot," or "Barry Sanders is cold." Occasionally, a player's name will be shown in *black*. This indicates that a player is injured or was injured in a previous game. When a player is injured during play, he must leave the field. When he recuperates sufficiently to return to play, you will be notified with a message: "Ricky Watters is available," for example.

Effective Ratings: The next eight categories (**SP, AC, AG, ST, HA, EN, IN,** and **DI**) are a player's Effective Ratings. These ratings range between 0 and 99 and represent a current measurement of the player's skill levels. The higher the rating, the more physical or mental skill the player possesses. The lower the rating,

the lower the skill level. For more information on ratings, see page 176.

ER: Indicates a player's current Energy Rating. Throughout the game, each player has an energy rating ranging from 1 to 100 percent. The player's **ER** affects all of the player's other ratings during play except **IN, EN**, and **DI**. Players become fatigued and lose energy while they are in the game, and regain energy on the sideline and at halftime.



Fatigue influences how substitutions are made for a particular play during a game. A player's ER number reflects his level of fatigue. The color of the ER number tells you the player's status as follows:

Purple	Player is as rested as he's going to get.
Gold	Player is becoming fatigued, but not enough to warrant substitution.
Orange	Player is tired and should be subbed out so he can rest.

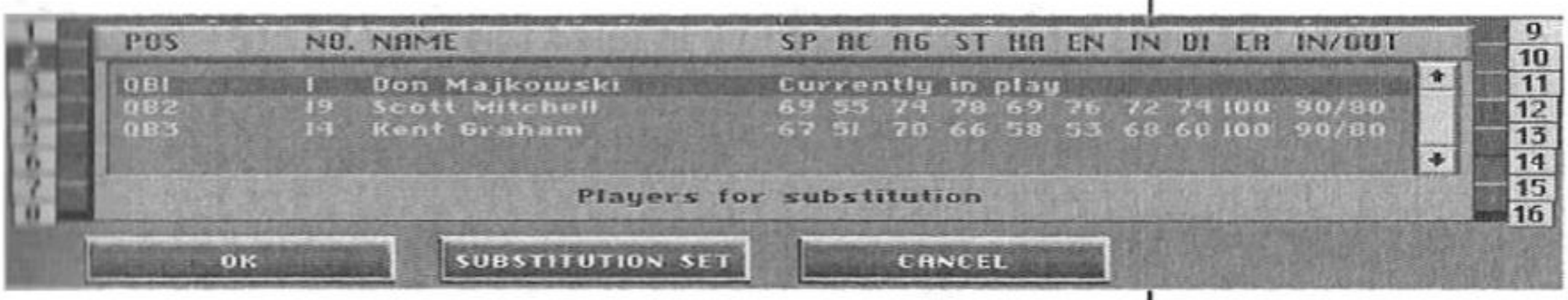
If a player is tired and falls below specified **Energy Rating** percentages, he will automatically come out of the game and the remaining players at the position are shifted up on the Depth Chart. (**Exception:** Advanced Playcall mode settings.)

Keep in mind that the player's maximum ER will decline the more he plays. If a player's maximum ER is 100 and he is at 100, the number will be shown in Purple. If his maximum ER is lower than 100 and he is at this maximum, the number will also show in Purple. How quickly a player's maximum ER declines is a function of his endurance (EN). The higher his endurance, the less his maximum ER will decline during play.

IN/OUT: This is the **ER** level (or fatigue level) at which players will automatically be substituted in or out of the game. You can set these percentages for various positions in your Coaching Profile.

For example, you might indicate in the Profile that your Receivers should come **OUT** of the game whenever their **ER** falls below 75 percent, and should go back **IN** when their **ER** reaches 90 percent. If you do not select your own position percentages in the Profile, the computer will substitute all positions according to the default percentages of **OUT**=70%, **IN**=85%.

To make a substitution yourself, highlight the player you want to take out, and press button **A**. If you change your mind about the player you want to remove from the game, click **CANCEL**. You may substitute as many players as you wish before clicking **READY - BREAK!** to call the play.

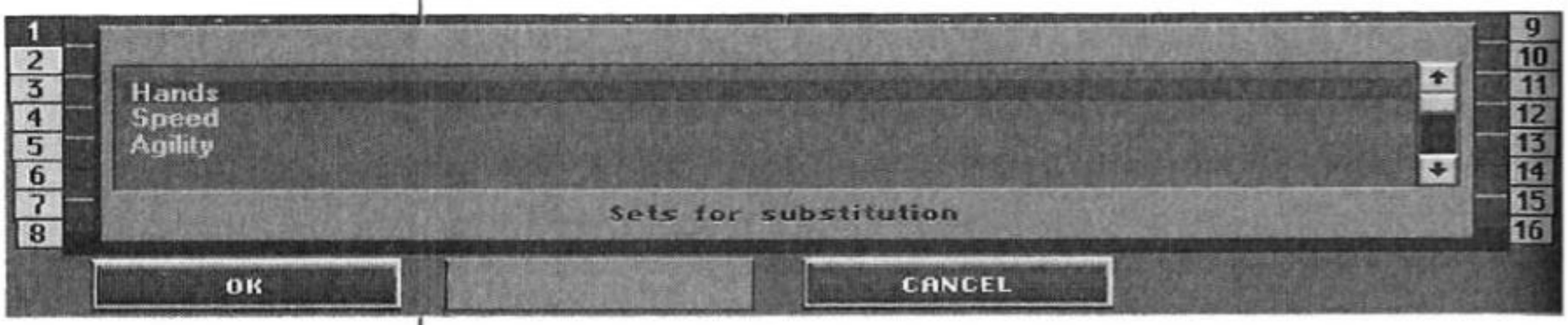


Once you select a player to take out of the game, the window changes to show all players available for substitution. To make the replacement, either double-click on the player you want to put in, or highlight him and click **OK**. Once you make your substitution, all current players in the game are shown again. Click **OK** to accept, or **CANCEL** to refuse the lineup change. Click **READY - BREAK!** when you are ready to call the play.

Substituting Player Sets

Click the **Sets** button to substitute multiple players at the same time. This is especially useful for substituting

a group of players with bigger size, high speed, or high hands ratings.



Click the name of the Set you want to substitute, then click **OK**.

Note: You can only create and modify Sets in the Play Editor.

Special Teams/Regular Plays

For most of the game, you and your opponent will call regular plays. When the Playcalling screen shows regular plays, the **SPECIAL TEAMS/REGULAR PLAYS** button is labeled **SPECIAL TEAMS.** In certain downs and game situations, the Playcalling screen will switch to show special teams plays, and the button will change to **REGULAR PLAYS**. To see your special teams plays, click on the **SPECIAL TEAMS** button when it's available. To return to normal offensive or defensive plays, click on the **REGULAR PLAYS** button.

Listed below are the offensive and defensive special teams plays in each group:

Group #1: Field Goal and PAT-Specific Plays:

Offense

Play Name	*Description*
FGPAT	Field goal/PAT kick
FKFGPASS	Fake FG, pass
FKFGRUN	Fake FG, run

Defense

Play Name	*Description*
FGPATD	Field goal/PAT defense
FKFGPASD	Fake FG defense, pass
FKFGRUND	Fake FG defense, run

Group #2: Punt Plays:

Offense

Play Name	*Description*
PUNT	Punt
FKPNTPAS	Fake punt, pass
FKPNTRUN	Fake punt, run

Defense

Play Name	Description
PUNTRET	Punt return
FKPNTPSD	Fake punt defense, pass
FKPNTRND	Fake punt defense, run

Group #3: Clock Management:

Offense

Play Name	*Description*
RUNCLOCK	QB kneels behind line
STOPCLOK	QB spikes ball into ground (also available at the end of each play)

*Note: The **REGULAR PLAYS/SPECIAL TEAMS** button is inactive if only one specific type of play is available. For example, you must choose a kickoff play at the beginning of a game. Also, in the last few seconds of a half when outside the field goal range of your chosen Coaching Profile, you will have to manually switch from regular plays to special teams plays to try long field goals or to call clock management plays.*

Two-Point Conversion Attempts

To attempt a two-point conversion, click on **2-POINT PLAYS** from the Playcalling screen, or a faked FG pass or run play from the **Special Teams** screen. If you are successful in taking the ball into the endzone, your team will be credited with two points. If the defense intercepts a pass or recovers a fumble on the attempt, the ball is dead and no points after touchdown (PAT) are credited to the offense. *Note: According to NFL rules, if the offense advances a blocked PAT kick into the endzone, they are still only credited with 1 point.*

Time Out

Click **TIME OUT** on the Playcalling screen to stop the game clock. The play clock is automatically set to 90 seconds. The offense has a full 90 seconds to launch a play, but the defense has only 70 seconds.



*Note: You may also stop the game clock by pressing and holding joystick button **B**, then pressing button **A** either on the Playcalling screen or before the ball is snapped on the field. When you call time out from the field, you return to the Playcalling screen where the play clock on the Scoreboard is set to 90 seconds. Each team may call time out up to three times each half and two in each overtime.*

Scoreboard

The scoreboard in the middle of the Playcalling screen shows the current status of the game (see opposite page).

After choosing the play you want from the Game Plan area, click **READY - BREAK!** to accept and run the selected play. Once you click this button, the cursor disappears and you may not call time out, change the play, make substitutions, or go to the Game Settings screen until you are on the field.

If you click **READY - BREAK!** without selecting a play, your team will run the suggested play. If the offense clicks **READY - BREAK!** first, the defense has only about 10 seconds left to call its play.

ACTION MODES

The Action mode you select determines your level of control over the action on the Play or Practice Field.

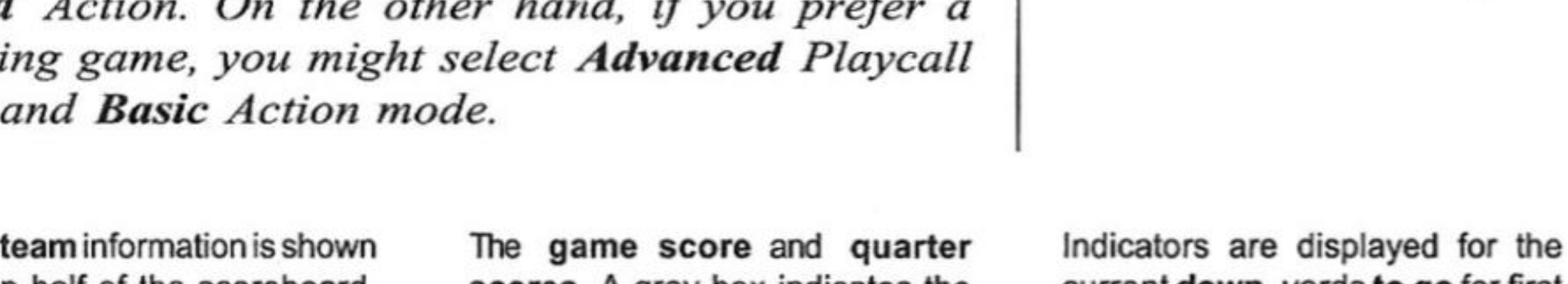
Basic mode is essentially a coaching-only mode. On offense, you must snap the ball, but you cannot control players. In **Standard** mode, the computer controls all the players until you take over. **Advanced** mode expects you to control almost everything on the field.

*Note: You may mix and match Playcall and Action mode levels to suit your abilities and preferences. For example, if your biggest strength is on-the-field play, you could choose **Standard** Playcall mode and **Advanced** Action. On the other hand, if you prefer a coaching game, you might select **Advanced** Playcall mode and **Basic** Action mode.*

Visiting team information is shown in the top half of the scoreboard, and **Home team** information is in the bottom half. The Situation Number relating to each team's Coaching Profile is shown in parentheses.

The **game score** and **quarter scores**. A gray box indicates the quarter being played. If the game is in overtime, a gray box will appear around the letters "OT" in TOTAL.

Indicators are displayed for the current **down**, yards **to go** for first down, **scrimmage line** (the arrows show which team's half of the field the ball is in), and **play clock**.



Possession is indicated by a football icon above or below QTR.

The **wind indicator** shows current wind speed and direction.

The **game clock** indicates time remaining and the number of time-outs remaining for each team.

On-Field Controls

No matter which Action mode you have selected, you must control the game with either a joystick or the keyboard while on the Play or Practice fields. Mouse control is not available. For information on using the keyboard, see the Quick Reference Card.

*Note: You may press the **[Pause]** key on the Playcalling screen or on the field to pause the game.*



Basic

In Basic Action mode, the computer controls nearly everything. You may call time-outs or audibles before the snap. On offense, you must snap the ball. If you try to snap the ball too early, the computer will ignore your button press. After the snap, the computer has complete control until the play is over.

Offense

Audibles: If you decide the play you have called will not work against the defense, you may call an audible before the snap. To call an audible, press and hold button **B**, move and hold the joystick up, down, left, or right to choose an audible as shown below, then release button **B**. To call a fake audible, press and release button **B** before the snap while leaving the joystick centered.

The offensive audible default settings are as follows:

Joystick Up—Pass: Long
Joystick Down—Pass: Short
Joystick Left—Run: Outside
Joystick Right—Run: Inside

Time outs: Before the snap, hold down button **B** and then press button **A**.

Snap ball: Press button **A**. The computer will ignore the button press if snapping the ball would cause an illegal motion or other penalty to be called on your team.

All other functions are controlled by the computer.

Defense

Call defensive audibles in the same way as offensive audibles. The defensive audible default settings are as follows:

Joystick Up—-Pass Coverage: Man to Man

Joystick Down—Pass Coverage: Zone

Joystick Left—Run Coverage: Outside

Joystick Right—Run Coverage: Inside

Time outs: Same as for Offense.

All other functions are controlled by the computer.

Kicking & Punting

Snap Ball: Same as for Offense.

Time outs: Same as for Offense.

All other functions controlled by the computer.

Standard

In Standard Action mode, the computer will control players after the snap until you choose to take control with the joystick or keyboard.

Offense

You must snap the ball on offense. The computer will *not* prevent illegal motion penalties. If you wish, you may call audibles or time outs before the snap.

After the snap, you may take control of the quarterback or other current ball carrier. To take control, move the joystick or press a keypad directional key. Handoffs and timed passes are run by the computer as diagrammed, but you may take control of the ball carrier *after* the handoff or completion of a timed pass. You may control the quarterback during check-off passes, and you may take control of the intended receiver while the ball is in the air on any pass. You may also take control of the kicker on all punts, field goals, points after touchdown, or kickoffs. If you do not take control of these actions, the computer will.

Note: When you take control of a player and change his direction with the joystick or keypad, it may take a moment or two for the player to make the change. Exactly how long it will take depends on how sharp the turn is, the player's agility (AG) rating, his energy (ER) rating, and the condition of the field.

Audibles: Same as Basic mode.

Time outs: Same as Basic mode.

Snap ball: Press button **A**. The computer will make Illegal Motion calls — if your players are moving forward during the snap, you will get a penalty.

Dive: Press button **A** while moving the joystick in the direction you want your ball carrier or receiver to dive. This may help ball carriers get extra yards, and help receivers make tough catches.

Leap: Press button **A** with the joystick centered to get your ball carrier or receiver to leap straight up. This may help the receiver catch a high throw.

Break tackle: When the defense closes in on your ball carrier, press button **B**. Your runner will either stiff-arm the tackler or do a spin move. This increases the

ball carrier's chances of breaking the tackle, but also increases the chance of a fumble.

Check-off pass: After the snap, move your QB to the setup position. Press button **B** to enter Passing mode and select the primary receiver on the checkoff list. If you think the receiver is open, press button **A** to throw the ball. If he is not open, press button **B** to check the next receiver. If you continue to press the **B** button, your QB will check the primary receiver every other time while moving down the list of alternate receivers. If you have checked **Receiver Checkoff** on the Detail Settings screen, then the QB will not alternately check the primary receiver. Instead, he will proceed sequentially through his receivers according to the color codes listed below.

A receiver window appears for receivers who move off the screen. The border of the window is color coded to indicate the order in which the quarterback will check the receivers:

1. White	6. Gray
2. Yellow	7. White
3. White	8. Black
4. Orange	9. White
5. White	10. Red (sideline)

After checking the last receiver on the list, press button **B** again to change your target to the sideline. Now you can press button **A** to throw the ball away and avoid a sack. The QB can also do a "roll-out pass." The QB can scramble to the left or right and throw while scrambling. Keep in mind that a scrambling QB can only throw at certain narrow angles, depending on which direction he is turned. If the QB stops and then throws, he will regain normal accuracy and broader angles.

Timed pass: The computer will retain control of the quarterback until the pass is thrown.

Bullet pass: Press button **B** to enter Passing mode, then briefly press button **A.** Use bullet passes on quick patterns when the receiver is closer to the QB than the defender who is covering him. A bullet pass travels faster than a lob, but, because of its lower trajectory, cannot be thrown as far and is more likely to be knocked down by pass rushers.

Lob pass: Press button **B** to enter Passing mode, then press button **A** a bit longer than for a bullet pass. Use lob passes on longer patterns, especially when the receiver has gotten behind the defender. A lob pass has a higher trajectory and travels farther than a bullet pass.

Receiving: While a pass is in the air, you *may* take control of the receiver by pressing button **B**.

Defense

Prior to the snap, you may take control of any player you choose, call time outs, or call audibles. After the snap, you may switch to the player closest to the ball or Catch Zone. You may make your player dive or jump. You may take control of a defensive player who intercepts a pass, recovers a fumble, or who returns a punt or kickoff. You may also signal fair catch or down the ball in the end zone on kicks.

To take control of defensive players who make interceptions, recover fumbles, or return kicks, move the joystick or press the keypad directional (arrow) keys. If you do not, the computer will retain control of the ball carrier on any return.

Audibles: Same as for Basic mode.

Time outs: Same as for Basic mode.

Dive: Push the joystick in the direction you want to

dive and press button **A.** Diving tackles increase the chance that your player will cause a fumble, but also increase the risk of injury for both the defender and the ball carrier. Also, diving tackles carry a greater risk of missing the ball carrier entirely.

Leap: Press button **A** with the joystick centered. By jumping, your selected defensive player can try to block the quarterback's throw, tip a pass away from a receiver, or block a kick.

Fair catch: On punt returns and kickoffs, press button **B** while the ball is in the air to have your kick returner wave for the fair catch. If he is in the end zone, he will down the ball. Once you have signaled for a fair catch, you can also avoid catching the ball by moving your player out of the catch zone before the ball arrives.

Switch player: Before the snap, repeatedly press button **A** until the cursor appears over the desired player. With this method, you may switch to any player on your defensive team. After the snap, press button **B** to switch to the player closest to the ball or, if a pass is on the way to a receiver, to the player nearest the Catch Zone.

Kicking & Punting

Snap Ball: Same as for Basic mode.

Time outs: Same as for Basic mode.

Lining Up & Kicking: You have 10 seconds to choose an angle and aim. Use the techniques explained in the Kicking Tutorial on page 26. If you take more than 10 seconds, the computer will choose the angle and aim for you. Human-controlled kicks have a slight advantage in distance and accuracy.

Note: You may down the ball in the endzone after you catch it by pressing button **B**.



Advanced

In Advanced mode, you *must* control nearly every action of a player on the field. On offense, you control the ball carrier. On defense, you may control any player and may switch players during a play.

Offense

You must snap the ball and may call time outs or audibles prior to the snap. You may take control of receivers while the ball is in the air. The computer will retain control of the quarterback until after any diagrammed handoff, but you must control the quarterback on all passing plays and control the ball carrier at all other times. You must control all kicks. If you do not take control of these actions, your player will stand on the field and do nothing.

Audibles: Same as Basic mode.

Time outs: Same as Basic mode.

Snap ball: Same as Standard mode.

Dive: Same as Standard mode.

Leap: Same as Standard mode.

Stiff Arm: Same as Standard mode.

Bullet Pass: Same as Standard mode.

Lob Pass: Same as Standard mode.

Check-off Pass: Same as Standard mode.

Timed pass: After the snap, you must take control of the quarterback. Press button **B** to enter passing mode and select a preassigned pass location. In a timed pass,

the quarterback will throw the ball to a designated spot on the field at a certain time. It is the receiver's responsibility to be there.

Receiving: While the pass is in the air, you may take control of the receiver by pressing button **B**.

Defense

On defense, you may take control of any defensive player and call time outs or audibles prior to the snap. After the snap, you may switch to the player closest to the ball or Catch Zone, and make your player dive or jump. You may also signal a fair catch on kicks, or down the ball in the end zone.

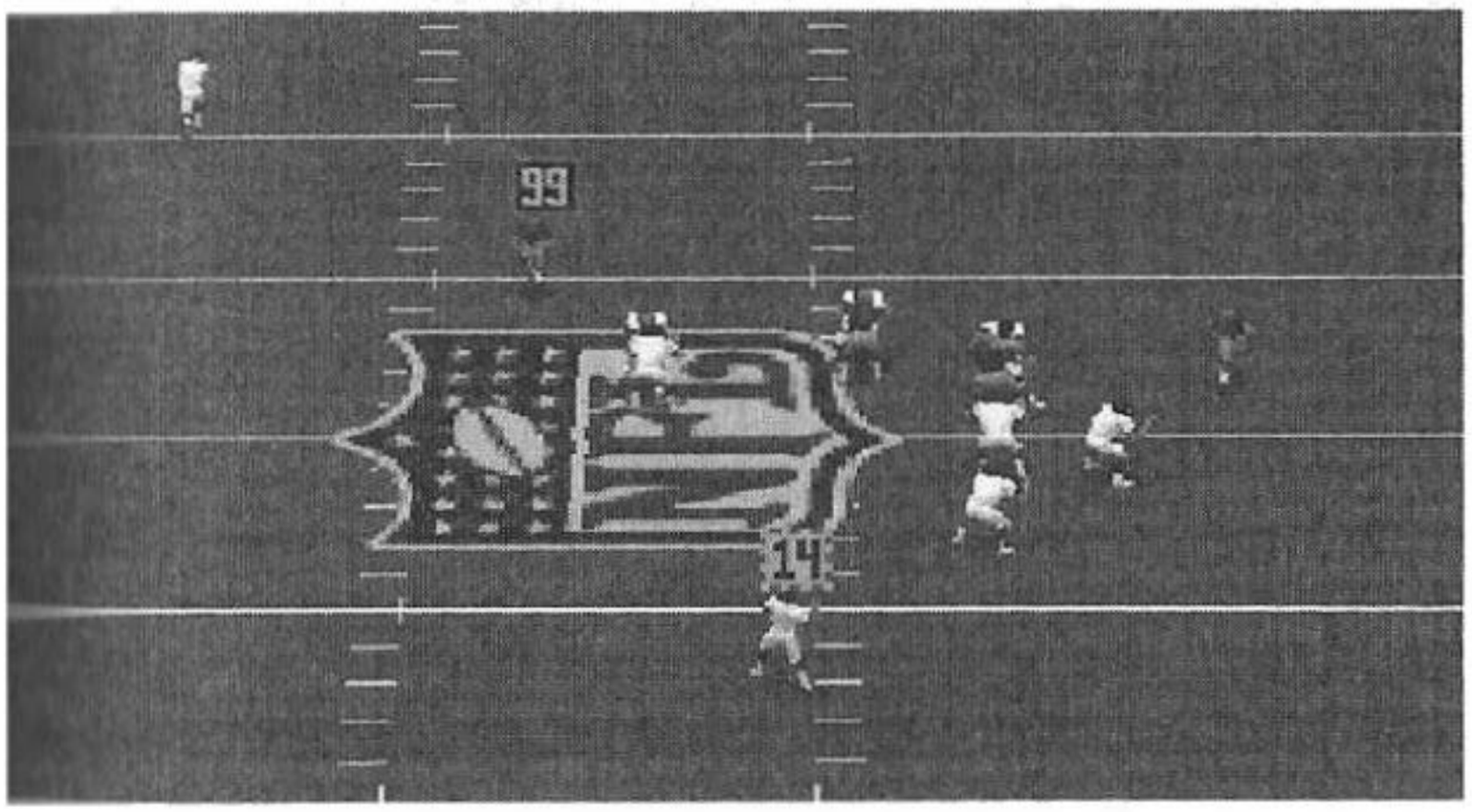
Advanced mode defensive controls are the same as those in Standard mode.

Kicking & Punting

You must control the entire kicking process. You must snap the ball, pick the angle, and aim.

PLAYER CURSORS

Ball carriers and players under human control are marked with cursors over their heads showing their jersey number and status.



Players with the Ball

For offensive players, the cursor displays *black* numbers on a *green* background. If the player with the ball is computer-controlled, the cursor will have a *blue* and *orange* border. If he is user-controlled, the cursor will have a *blue* and *white* border.

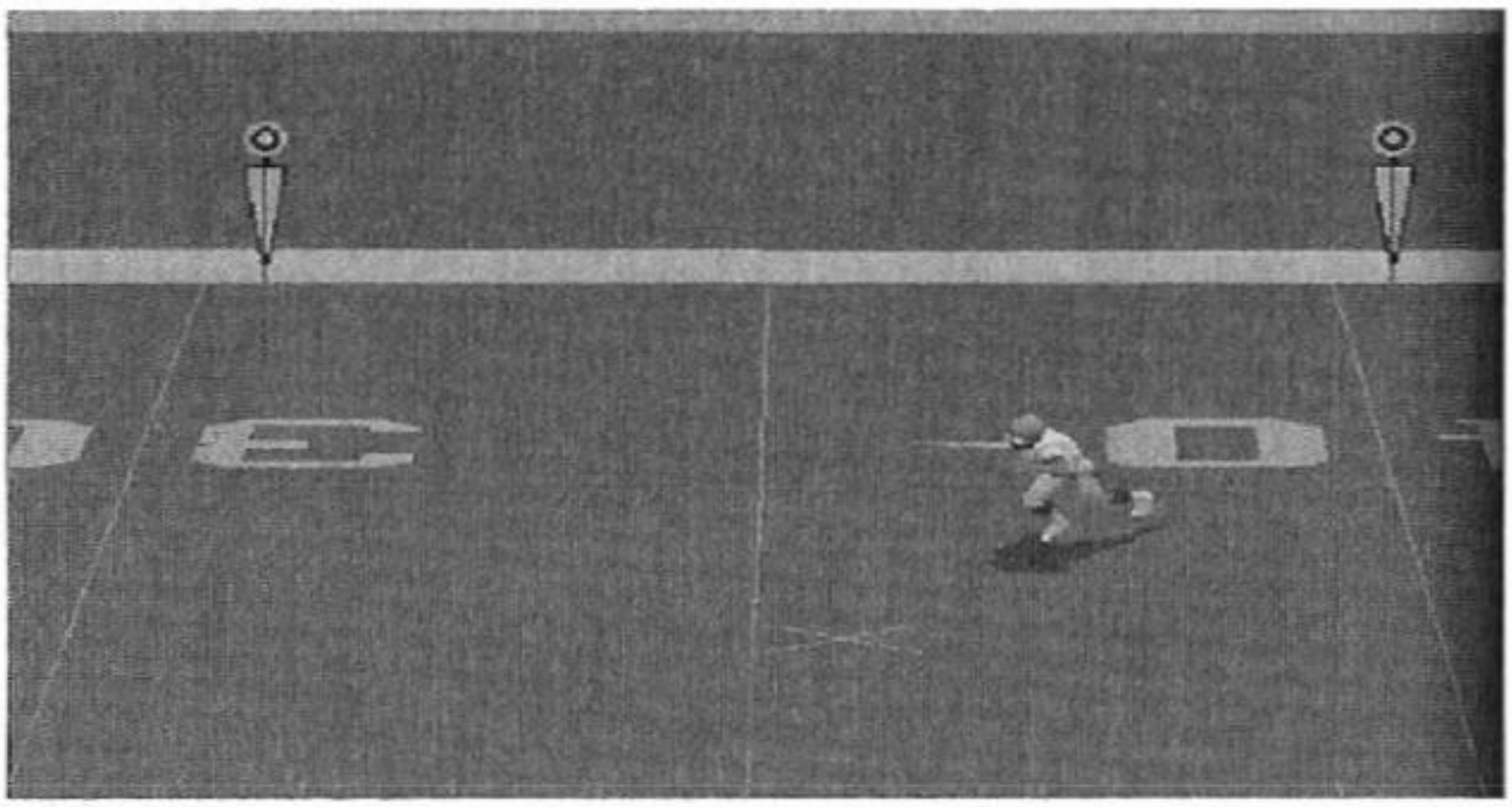
For defensive players, the cursor has *green* numbers on a *black* background. If the player with the ball is computer controlled, the cursor has a *blue* and *orange* border. If he is user-controlled, the cursor has a *red* and *black* border.



Players without the Ball

For most offensive players without the ball, the black-on-green cursor will have a *white* border; the cursor for an intended receiver, however, will have an *orange* border. The green-on-black cursor for defensive players will have a *red* border for players without the ball.

You may toggle on number cursors, positions, or last names for all players by pressing **[F5]**. You will notice that, no matter what appears above all players, the player with the ball and players that are controlled by a human will have a number cursor above them.



Catch Zone

When the quarterback has thrown a pass, a *red* target circle with a *orange* 'X' in it will appear where the receiver should be to catch the ball. This target is called the Catch Zone.

Down and Yardage Markers

The down marker is *orang*e with *gray* and *black* stripes. Yardage markers are *orang*e with a circle on top.

INSTANT REPLAY

If you are on defense, you will be able to choose **Instant Replay** or **Continue** after each play.



If you are on offense, after each play you will be prompted to choose either **StopClock** or **Select Play**. If you select **StopClock**, you will immediately go back to the field view and your team will run the **STOPCLOCK** play.

If you choose **Select Play**, you will be given the choice to watch an **Instant Replay** or **Continue**. Click on **Continue** and you will go to the Playcalling screen. Replay shortcut: Press [F4] to replay the last play completed.

VCR Interface

When you select **INSTANT REPLAY**, the VCR screen scrolls into view and the VCR control panel is displayed at the top of the screen. You may use mouse, joystick, or keyboard control on the VCR.

From left to right, the VCR control buttons are:



Eject: Exits VCR. **[Q]**



Disk Access: Loads and saves VCR tapes. **[W]**

■ **Note:** **[F4]** brings up the Replay screen from the Playcalling screen.



Player Detail: Displays player's numbers, positions, last names, or nothing above their heads while on-field. **[E]**



CAMS™: Opens and closes the Camera Angle Management System™. CAMS™ will remain open until you click the CAMS™ button again to close it or press **[R]**.



Beginning: Jumps to the beginning of the tape. **[T]**



Fast Reverse: Runs the play backward quickly. **[Y]**



Reverse: Runs the play backward at normal speed. If the PAUSE button is on, the play will step back one frame per click. **[U]**



Pause: Pauses replay. The PAUSE button will remain locked until you click on it again. If PAUSE is activated, pressing the PLAY button will advance the replay one frame. Pressing the REVERSE button will reverse the replay one frame. **[I]**



Play: Runs the play forward at normal speed. If PAUSE is turned on, PLAY moves the play forward one frame at a time. **[O]**



Fast Play: Runs the play forward quickly. **[P]**



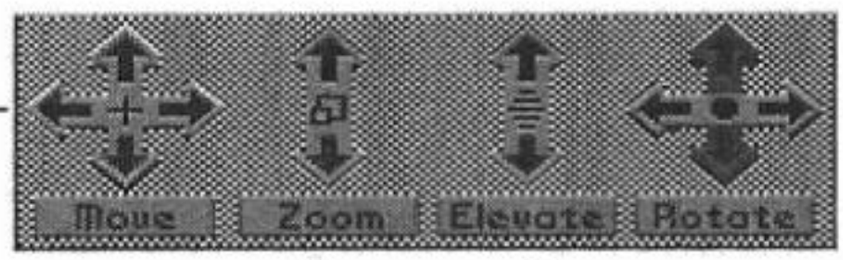
End: Jumps to the end of the tape. **[[ ]**



Slow Mo: Plays the tape at half speed. To resume normal speed, click the slow button again. **[ ]]**

Camera Angle Management System™ (CAMS™)

Using the CAMS™ interface, you can change the camera's location, angle, and direction, even while the play is running. If you change a camera position during a play, the play will pause while you make your changes. When you resume the play, the new camera settings will be used. With CAMS™, you are able to personalize the camera coverage of the game to suit your tastes and viewing preferences.



The buttons on the CAMS™ panel offer the following options. From the left:

Forward: Moves the camera forward.

Backward: Moves the camera backward.

Left: Moves the camera left.

Right: Moves the camera right.

Zoom In: Changes the focus of the active camera to zoom in on the selected object or on-field action.

Zoom Out: Changes the focus of the active camera to zoom back for a more long-distance perspective of the selected object or player.

Raise: Raises the camera.

Lower: Lowers the camera.

Pan Left: Rotates (or pans) the camera left.

Pan Right: Rotates the camera right.

Pitch Up: Changes the camera pitch up.

Pitch Down: Changes the camera pitch down.

Note: See tutorial #4 for a CAMS™ walkthrough.

Note: To save a custom camera view between games, you must assign it to a specific number key.

[C] Resets the current view to its default camera location.

[D] Resets all views to their default camera locations and returns you to the default camera mode.

The controls to the right of the CAMS™ buttons allow you to change the Camera mode. In most cases, multiple camera locations/objects are available.

NOTE: You can load a different set of default CAMS views. (Before doing this, finish any saved games, or they will be deleted.) Then, from your FBPRO97 folder, type ***OLDPRO****. To return to the original views, type* ***NEWPRO*** *instead — again, finish any saved games first.*

The gray button next to the **MODE** Window is used to assign views to the top row of number keys on your computer's keyboard. To assign a view, adjust the **MODE** and object **(WHAT)** to a view you desire, then click on the red button. When the **View Assignment** menu appears, click on the number that you wish to hold this view and the dialog box will disappear. Now when you press that number while you are on the field, the view will change to the one assigned to that number.

CAMS™ Joystick Interface

The following functions can be controlled by the joystick:

Function	Buttons
Move	None
Elevate	A
Rotate	B
Zoom	A+B

For example, to move the current camera position, press **[F6]** to bring up the CAMS interface, then move the joystick (with no buttons pressed) to place the camera where you want it. To zoom in, press both buttons and move the joystick forward until you have the right zoom level.

Note: If the pointer is placed over a control, pressing the joystick button will activate the control that the pointer is over. This allows proper mouse functionality. So, when using the joystick to manipulate CAMS make sure that the pointer is NOT on a CAMS control.

CAMERA AND REPLAY MODES

Football Pro provides a variety of options for controlling the cameras that cover the on-field action.

You have four camera modes to choose from:

Track Object: Allows you to pick an object (player or ball) as the camera's focal point. You can adjust the distance of the camera to the player, the camera's elevation, and also rotate (left/right) around the object. This camera will remain the same relative distance and angle from the object once the CAMS™ control panel has been turned off.

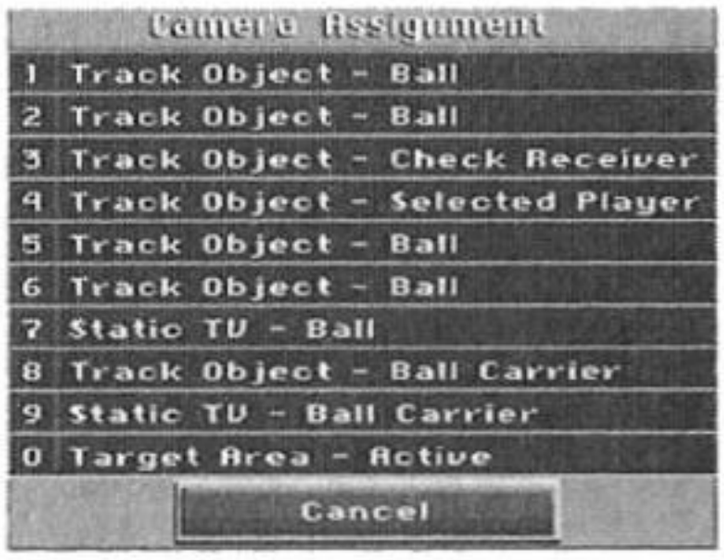


Static TV: Pans in any direction to track the selected subject, and will zoom in and out automatically to keep the subject at a constant distance. This stationary camera can be placed anywhere. Its physical location will not change.

Target Area: Allows you to define preset cameras for each of nine field regions. With this mode, the camera for the selected field region will center on the catch zone while the ball is in the air. Once the ball is caught, the cameras in each region will "track" the ball until the ball leaves that camera's region. When the object is **Active,** the active camera will be the one in the zone

Note: Target Area mode is best suited to Coach-only play, since the constantly-changing views make it difficult to control players.





where the ball is located. Target Area. To define target area views:

1. Open CAMS™ and set Mode to TARGET AREA.
2. Set each individual zone's camera view (left short, middle short, etc.).
3. After you have set the views you want, set WHAT to ACTIVE and assign each view to a specific number key.

Free Floating: This is a stationary camera that you can place anywhere in the stadium facing in almost any direction. This camera does not track or zoom in on any object. It remains in the same location no matter what happens during the play.

Objects (WHAT):

Most cameras require an object on which to focus. Different modes will have different objects on which they may focus.

Ball: When the **Ball** is selected, the camera centers on the person who possesses the ball during run plays, and the QB, receiver, and the ball in flight during pass plays. When the QB is checking off receivers, they appear in a pass window.

Ball Carrier: When the **Ball Carrier** is selected, the camera centers on the ball carrier during run plays. During pass plays, the camera cuts to the catch zone when the ball is in flight. When the QB is checking off receivers, they appear in a pass window.

Check Intended Receiver: In run plays, the camera operates the same manner as for the previous two objects. In pass plays, when the QB is checking off receivers, the camera shows full screen views of the intended receivers, with the current receiver always centered in the view.

Selected-Off: When a human is on offense, the camera will track the offensive player that you (or another human) control. If you are on defense and the computer is on offense, the camera will follow the ball carrier.

Selected-Def: When a human is on defense and the computer is on offense, the camera will track the defensive player the human controls. If a human is on defense and another human is on offense, the camera will follow the ball carrier.

Selected Player: When a human plays the computer, the camera will track the player that the human controls, whether on offense or defense. If two humans are playing, the camera will track the human-controlled offensive player.

Isolation: (Available only during replays.) This brings up a list of players who were in the previous play. Click on a player's number or position and the camera will track only that player during the replay.

EDITING VCR TAPES

When you save replays to disk as a "VCR tape," you are able to rerun, reedit, and re-save the camera views on the play as many times as you wish for every single frame of tape.

To edit a tape you are viewing, open the CAMS™ interface by pressing **[F9]** or clicking on the **CAMS** button. As long as the CAMS™ interface is on the screen, you are able to alter the viewing perspectives for the current replay.

The camera positions you select while rerunning tapes position, the camera positioning interface must be showing, and the frame must be "played" with the new camera settings. Once recorded, the new camera settings will be saved with the tape.

Remember that while you are watching a replay, you can change your views in any way you like and this will not affect the views you have already assigned for play on the field.

GAME HIGHLIGHTS

During League games, the computer will automatically save five plays as highlights. Highlights from League games may be viewed between games by choosing Show Highlights on the Box Score screens. you may overwrite computer-saved highlights with your own choices (or save highlights in Exhibition games) by clicking the **Disk Access** button and choosing **Folder**. A dialog box will ask whether you want to go to **User** or **Game**. Select **Game** and then type in a line of text to describe the replay. When you are finished, click on **Save As**. You may also view highlights during the game by selecting **Instant Replay** after a play, clicking the **Disk Access** button and choosing **Load**.



When you click **Load** and go to the GAME folder, a list appears showing five replays that have been saved for this game. Each play is marked with a "**C**" prefix to indicate that the play was saved by the computer. (The replays you saved will have a "**U**" prefix.) Click a line to select a play, then click **Load** or just double-click on the replay you wish to load.

During a league game, the computer may overwrite a computer-saved play, but not a human-saved play.

*Note: To reduce the hard drive space needed to simulate a game, you can delete the **FBPRO97\TAPES** folder. However, this means you will have no highlights tapes.*

TRADING HIGHLIGHTS

At the start of each week, all of the computer-saved

highlights for the previous week's games will be deleted from the **\TAPES\GAME** folder. If you wish to keep these highlights so you can trade them with other *Football Pro* owners or view them later, do the following:

1. Click on **Show Highlights** from the box score screen in the game where the highlight(s) occurred.

2. Click on the Disk Access button.

3. Double-click the highlight that you want to keep.

4. Your view will now be from the playing field. You can view the highlight, edit it, or save it as it is.

5. Click on the Disk Access button.

6. Click the Folder button and change to the **\TAPES\USER** folder.

7. Click on **Save As** (or **Save** if you want to save over an existing replay). Type in a brief description of the play, if you wish. Press [Enter].

This will change the replay's prefix from **C** to **U** and save it in the **TAPES\USER** folder. This allows you to retain the highlight at the end of the week.

To send highlights to a friend, copy the ***.DAT** files from your **SIERRA\FBPRO97\TAPES\USER** folder into your friend's **\USER** folder. He can view the replays by loading them from the VCR.

Note: It is also possible to save and trade other types of files (such as Leagues, Custom Plays, Coaching Profiles, or Game Plans) with Football Pro. *See page 196 for details.*

FOULS & PENALTIES

If any player on the field commits a foul, the referee will appear after the play to name the foul committed, the player, and the penalty. The team fouled may either accept or decline the penalty. Some penalties are enforced automatically. Following is a summary of *Football Pro 's* fouls and penalties.

Foul against Offense	
Delay of game	Five yards
False start	Five yards
Illegal forward pass	
— Second forward pass	Loss of down
— Forward pass after ball has passed line once	Loss of down
— Forward pass beyond line	Five yards, loss of down
Illegal formation	Five yards
Illegal motion	Five yards
Ineligible player downfield	Five yards
Intentional grounding	Ten yards, loss of down
Holding	Ten yards
Pass interference	Ten yards
Offside	Five yards
Personal foul	Fifteen yards
Foul against Defense	
Encroachment	Five yards
Holding	Five yards, 1st down
Pass interference	Ball at point of foul, 1st down
Offside	Five yards
Personal foul	Fifteen yards, 1st down

Foul against Kicking Team	
Fair catch interference	Fifteen yards
Illegal block	Ten yards
Foul against Receiving Team	
Illegal block	Ten yards

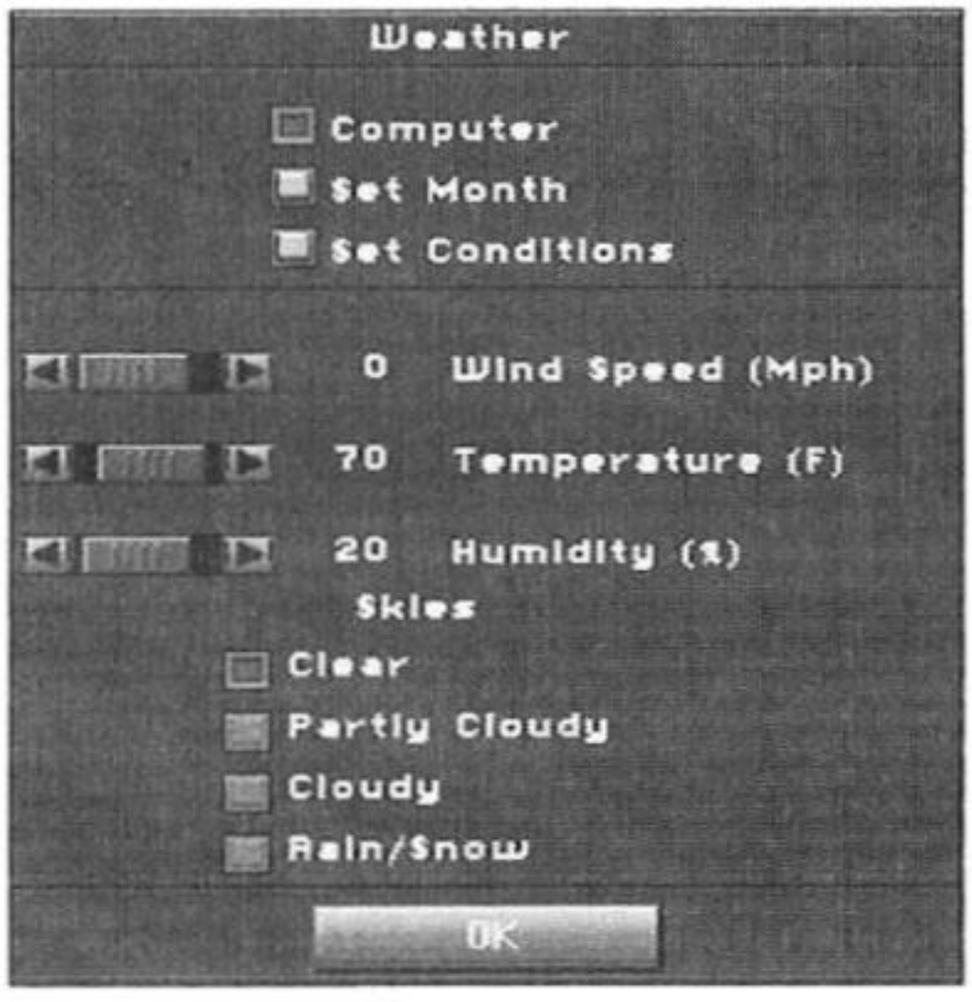
WEATHER

There are four main weather factors during games. When the weather is hot, energy is lost at a faster rate and the ball flies farther on throws and kicks. When the weather is cold, players are more likely to be injured and the ball does not travel as well. Wind can make cold weather even colder (wind chill) and has an effect on the football in flight. Humidity can make warm weather even warmer (heat index) and alter the distance the football will fly.



Conditions may be set to **Clear**, **Partly Cloudy**, **Cloudy**, and **Rain/Snow**. The amount of cloud cover can modify the effects of temperature. Rain will make the field muddy and increase the chance that players will lose their footing in the mud or in snow. **Rain/Snow** also makes the ball slippery and harder to catch.

The computer will generate conditions for QuickStart games. You have the option to select weather conditions from the Exhibition Play screen (except for QuickStart Exhibition games). In League Games, the computer will select weather appropriate to the Home Team's nearest city for the date of the game.



CHANGING GAME SETTINGS

During a game, you can change Playcall mode, Action mode, controls, and other game settings. To make these changes, open the Game Settings screen by pressing **[F7]** while you are on the Playcalling screen or on the field prior to the snap.

Playcall Mode, Action Mode

Select **Basic, Standard,** or **Advanced** Playcalling and Action modes for each team.

Controls

Select **Joystick 1**, **Joystick 2**, **Keyboard,** or **Computer** control for the home or visiting team. Buttons for unavailable devices are grayed out.

Ground Rules

The following rules may be toggled on or off: **Fatigue**, **Penalties**, **Injuries**, **Fumbles**, **Interceptions** or **40-second clock**. (Can be changed during game for Exhibition Games only.) Per NFL rules, if the offense fumbles with less than 2:00 left in the first half or 5:00 in the second half, only the player who fumbled the ball may advance it. If another offensive player picks up the ball, the ball is dead at that point.

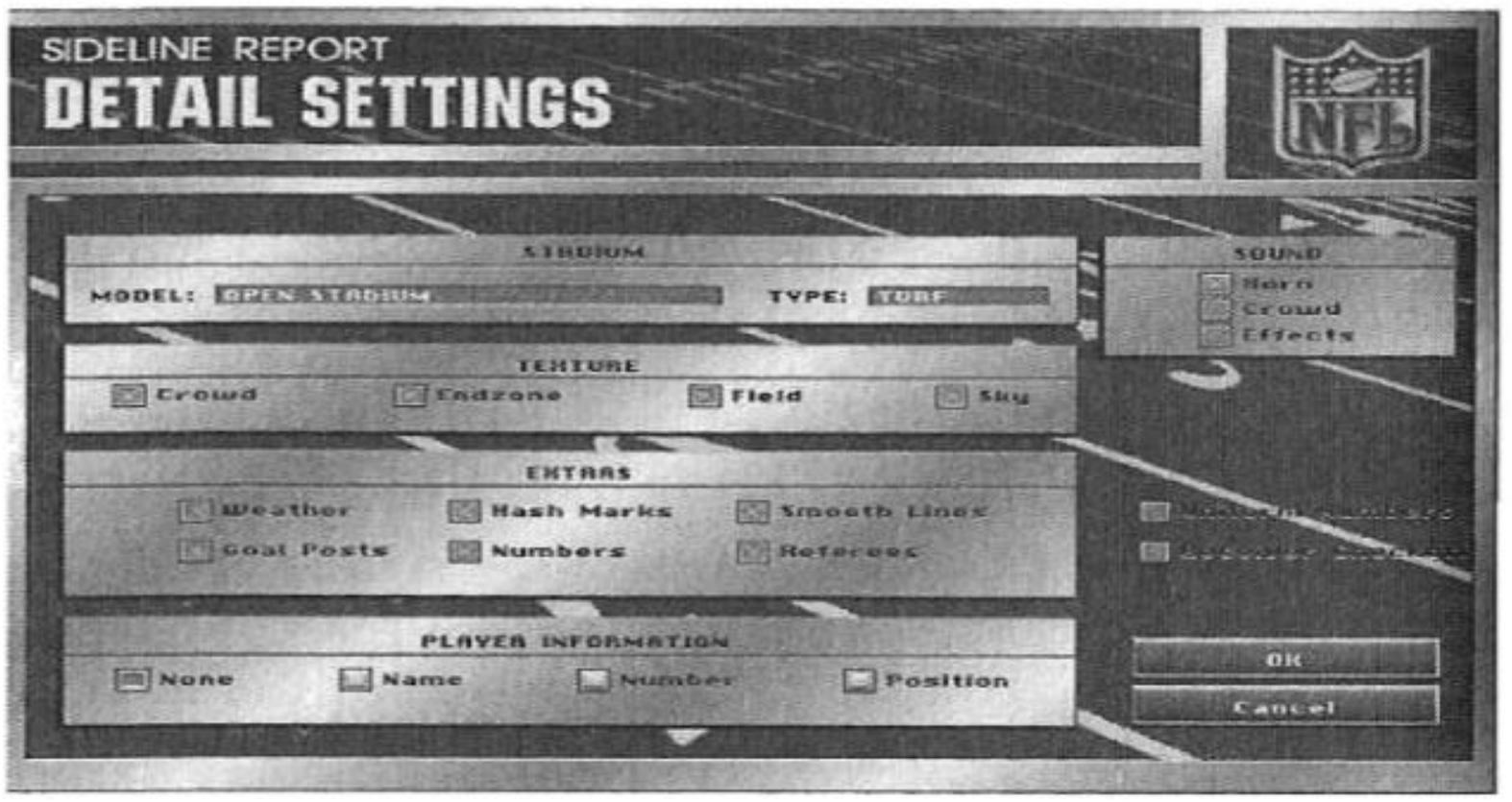
*Note: When the **40-second clock** rule is turned off, the game clock will pause until the snap if the 40-second clock runs out.*

CHANGING GAME DETAIL

Press **[F3]** to show the Detail Settings dialog box. This box lets you adjust the graphic detail as needed to increase the game's speed on computers with slower processors.



■ **Note:** Select **None** for no stadium or crowd.



Stadium

Model: Allows you to change the stadium in which you are playing.

Type: Allows you to change the playing surface to Turf, Grass, Mud, or Snow. (Available in Exhibition Games only.)

Extras: The following details may be switched on or off.

Numbers: Field Numbers.

Weather: Rain/Snow animation.

Goal Posts: Goal Posts at each end of the field. (You should probably have these on during a Field Goal or PAT!)

Hash Marks: The hash marks in the middle of the field.

Smooth Lines: Switches between smooth anti-aliased lines and regular lines.

Referees: Referee animations for penalties, first downs and touchdowns.

Player Information: Allows you to set the text above each player to None, Name, Number, or Position.

Texture: Allows you to turn off the detailed textures on the Crowd, Endzone, Field, and Sky.

Sound:

Crowd: Switches the crowd cheers On/Off.

Effects: Switches the ball bounces, player hits, and other sound effects on the field On/Off.

Horn: Switches the air horn On/Off.

Uniform Numbers: Displays jersey numbers on every player.

Receiver Checkoff: If this is checked, then the quarterback will not alternate between the primary receiver and each of the alternate receivers. In other words, the quarterback will simply check off the list of receivers in order of priority. See page 69 for details.

OK: accepts changes and returns to the game.

Cancel: cancels changes and returns to the game.

You may turn some individual Field Detail options On/Off from the field by pressing the appropriate "hot keys." (See the Quick Reference Card for details.)

QUITTING AND SAVING GAMES IN PROGRESS

During games, you may quit by pressing the **[Esc]** key prior to the snap.

League Games: You will be prompted to **Quit game? Y/N**. If you press the **[Y]** key, the game is saved and you will be returned to Windows. If you press the **[N]** key, you are returned directly to the game.

Exhibition Games: After you press the **[Esc]** key, you will be prompted to **SAVE GAME? Y/N.** If you choose **[Y]**, the game will be saved and the program will exit to Windows. If you press the **[N]** key, you are returned to the Main Menu.

The next time you start *Football Pro*, you will be told, "**There is a saved game.**" If the saved game is an Exhibition Game, you may either **Play/Watch** the game, **Save for later** or **Delete** it. If it is a League Game, you may either **Play/Watch, Save for later,** or have the computer **Simulate** the remainder of the game.

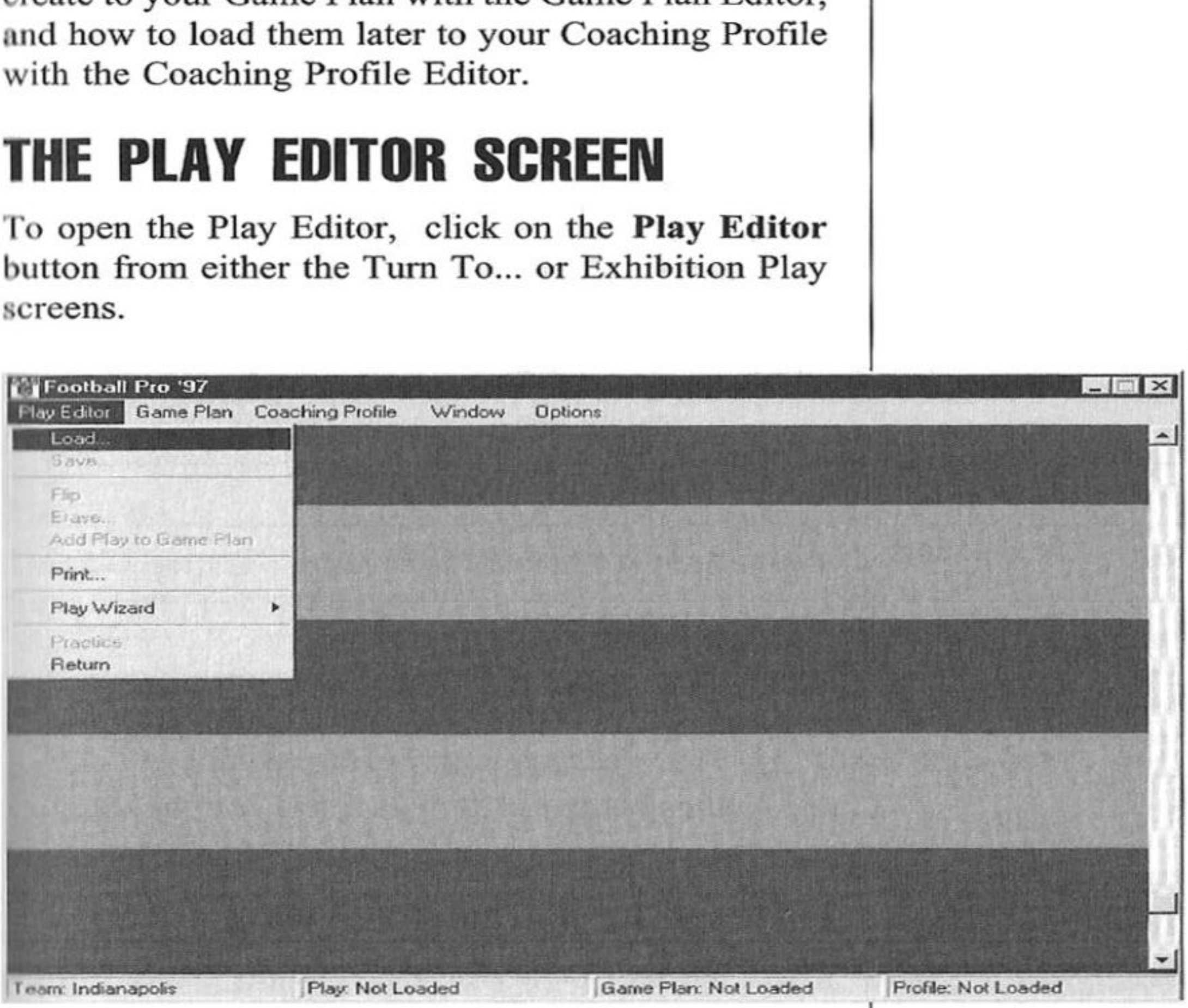
Any games you save for later can be restarted from the Main Menu screen by clicking on **Restart Saved Game.** Next, highlight the game you want and click **OK** to continue it.

THE PLAY EDITOR

The Play Editor allows you to create your own, customized, offensive and defensive plays. This section shows you how to use all of the Play Editor pulldown menus, how to use the Play Wizard to create new plays, and how to use the Play Editor to edit plays. It also shows you how to load and save the plays you create to your Game Plan with the Game Plan Editor, and how to load them later to your Coaching Profile with the Coaching Profile Editor.

THE PLAY EDITOR SCREEN

To open the Play Editor, click on the **Play Editor** button from either the Turn To... or Exhibition Play screens.



The Play Editor screen.

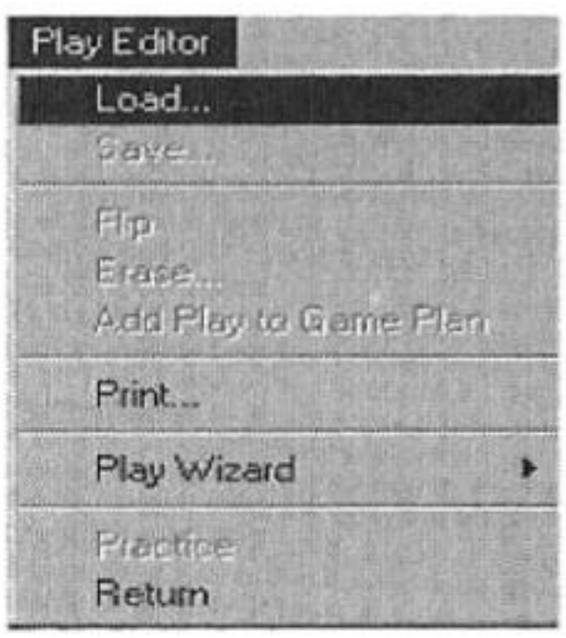
You will see the entire width of the playing field and approximately 40 yards of the field's length. Each green stripe represents ten yards. The heavy black line across the field is the line of scrimmage, which is always at the offense's 20-yard line. The scroll bar on

the right side of the screen may be used to scroll up and down the filed. You may re-center the screen on the scrimmage line by pressing **[Home]** when the mouse pointer is on the field.

Symbols

When a play is loaded, several types of symbols and lines will appear on the field. The table below lists some symbols and what they represent.

■ Blue square	Center
● Blue circle	Other offensive players
▬▬ Blue line	Offensive movement Path
▬▬ Light blue line	Offensive player's path after taking handoff
■ ■ ■ Orange dotted line	Timed Pass
Various	Check off receiver routes colored lines
● Red circle	Defensive back
■ Red square	Defensive lineman
▼ Red triangle	Linebacker
▬▬ Red line	Defensive movement path
□ Red open box	Defensive pass coverage zone



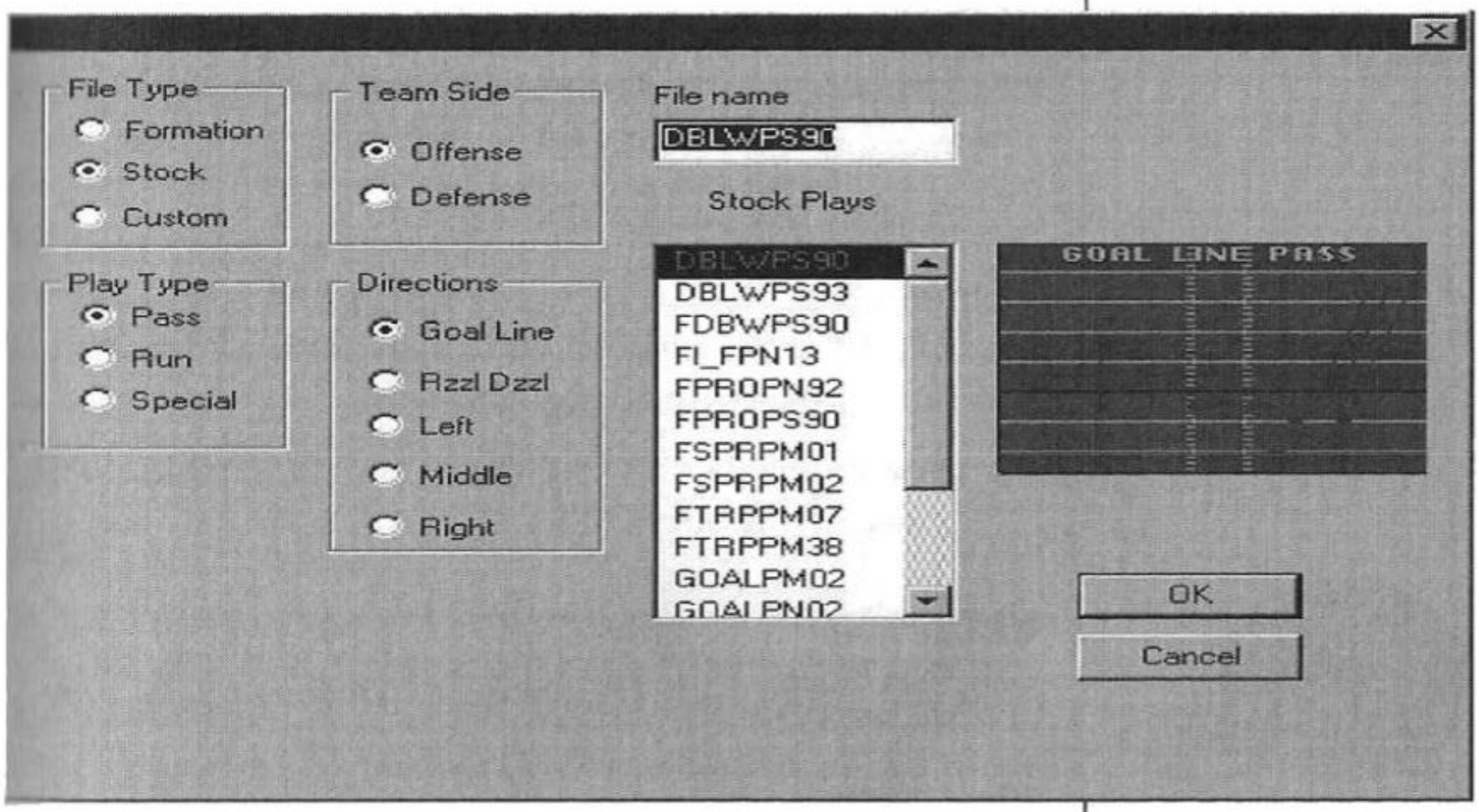
Play Editor Pulldown Menus

There are five pulldown menus along the top of the main window of the Play Editor. This section describes the function of each menu selection.

Play Editor Menu

Load

Click on the **Load** button to display the **Load Play**



The Load Play dialog box.

dialog box. This window shows up to six source and play-customizing categories: File Type, Team Side, Play Type, Direction, Distance, and Coverage.

File Type

This category splits play files into three types: **Formation, Stock,** and **Custom**.

Formation files are initial play templates. Eleven players are placed in formation on the field but no **Before The Snap** or **AFTER THE SNAP** logic is assigned to them. Use these files when designing a new play from scratch.

Stock play files include any of the over 300 ready-to-use plays included with *Football Pro*.

Custom files are plays that you have built from scratch or modified and saved from a **Stock** or **Custom** play file. There are over 10,000 plays you can choose or edit in the **FBPRO97\EXTRA** folder on the CD. You can use these as they appear in your Game Plans, or modify them to make new plays of your own.



Play Naming Conventions

Most of the offensive stock plays use the following naming convention:

4 letter formation description

R/P for run or pass.

Motion: S=shift M=motion B=both N=none.

ID number: 01 02 03 04 etc...

For example: TWNGPN02.ply is Triple Wing, Pass, No motion, 02

Team Side

You can work with **Offense** and **Defense** play types.

Play Type

These options vary with the File Type you have selected. **Formation** files have no Play type. **Stock** plays may be either **Run**, **Pass**, or **Special** teams plays. **Custom** plays are divided into **Regular** plays and **Special** teams plays.

Direction

If you have chosen either **Run** or **Pass Stock Offense** plays, you may also select the Direction of the play. Choices include: **Stock Offense** plays, you may also select the Direction of the play. Choices include: **Goal Line**, **Rzzl Dzzl** (Razzle Dazzle, or "trick" plays), **Left**, **Middle**, or **Right**.

Distance

For **Pass** plays, you may choose Distance: **Short**, **Medium**, or **Long**.

Coverage

For **Stock Defense** plays, you may choose the type of Coverage in the play. **Pass** options are **Goal Line**, **Rzzl Dzzl**, **Short**, **Medium**, or **Long**. **Run** options include **Goal Line**, **Rzzl Dzzl**, **Left**, **Middle**, and **Right**.

Note: Although you cannot change the logic on special teams plays, you can substitute the players you want in these plays. See "Assigning Players to Plays" on page 117 to see how substitutions work.

To load a play, you can double-click on its name in the list box, or highlight its name in the list box and click **OK**. If you know the name of the specific play you want to load, you may type the name of the play in the Load Play edit box, and click **OK**.

Save

When you are finished designing a new play or editing a **Stock** play, click **Save** under the Play Editor menu to save your play. A dialog box asks you to name the file for the play to be saved. (Filenames can be no more than eight characters, and are subject to DOS format limitations. The computer automatically adds the extension **.PLY** to plays.) If you are editing an existing **Custom** play, you will have to give the play a unique filename to avoid overwriting the original play. If you want to modify an existing **Custom** play permanently, save the modified version under the same filename.

Note: When you save a play, be sure to correctly specify the type of play you have made. The play type you specify here will be shown on the Playcalling screen (when you use Basic mode) and in the Coaching Profiles. For example, if you have designed a play as a run to the right, but save it as a Pass Left Long, it will be saved and used by your Coaching Profile as a pass. Notice that the play type is displayed in yellow letters above the play diagram in the Load or Save windows.

Where To Save Plays

You may save your new or modified play wherever you choose. However, we strongly recommend that you save plays in subdirectories of your **SIERRA\FBPRO97** folder. A default subdirectory called **CUSTOM** is available for this purpose.

If you copy files to another computer, you *must* dupli-

cate the original folder structure of these files on the other hard drive if you want use those files in a custom Game Plan. If the computer can't find your plays, you will see empty play slots in your Game Plan.

Flip

This will reverse a play on its center axis. If both the offense and defense are loaded, a dialog box will ask you to pick which side you want to flip.



Erase

When you select **Erase**, you are prompted for what part of the current play you would like to erase, depending on what is loaded. It only erases from the screen. It does NOT delete a previously saved file from your disk. Your choices are:

Offense: Erase the entire offensive play.

Offense Logic: Keep the formation, but erase all of the Offensive Player Logic.

Defense: Erase the entire defensive play.

Defense Logic: Keep the formation, but erase all of the Defensive Player Logic.

Add Play To Game Plan

After you create or edit a play, you can add it to a game plan. You must have a game plan open in order to do this. ##

Print

If you have a compatible printer connected to your computer, you can print out your plays. Selecting **Print** brings up a dialog box with the printing options available. Choose the appropriate buttons for your configuration and what you want to print.

The following check boxes appear at the bottom of the print dialog box:

Play Diagram:

Full Size – Prints the play diagram at full size.

Mini – Prints the play diagram as a thumbnail image.

None – No Play diagram prints.

Play Logic Text:

All Logic – Prints a list of each position's logic before and after the snap.

Before Snap Only – Prints a list of each position's logic before the snap.

After Snap Only – Prints a list of each position's logic after the snap.

None – Print no logic.

Print:

Play – Prints the diagram/logic combination you selected.

Plan – Prints the open Game Plan.

Profile – Prints the open Coaching Profile.

Play Wizard

Start the Play Wizard which allows you to create new offensive and defensive plays in just a few steps. This is discussed in detail on page 100.

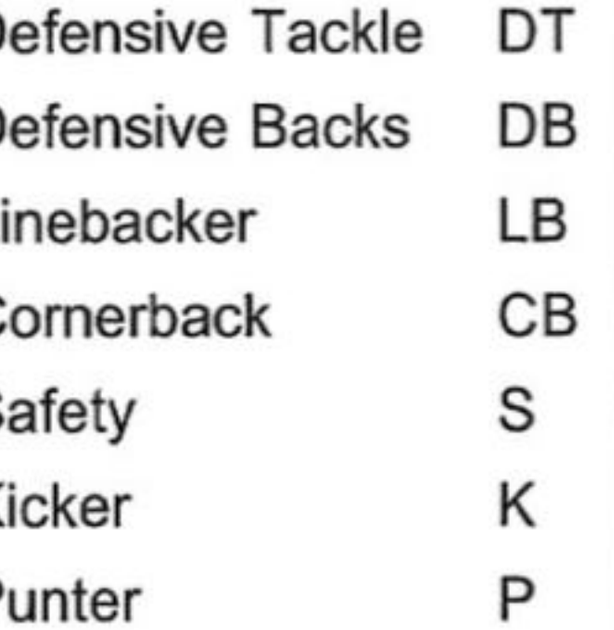
Practice

This takes you to the Practice Field to practice the currently loaded play(s). Offensive plays begin on a team's 20-yard line. Place-kicking plays (field goals or extra points) start from random places on the field between the 50-yard line and the defense's goal line.

If you have loaded both an offensive and defensive play, both teams will appear on the Practice Field. If only an offensive play has been loaded, only the offense will appear. **PRACTICE** is not available if only a defensive play has been loaded.

On the Practice Field, game controls work the same as in the real games. To adjust the Game Settings, press **[F7]** prior to the snap. Use **[Backspace]** to restart the

Football Pro **Position Abbreviations**	
Quarterback	QB
Running Back	RB
Halfback	HB
Fullback	FB
Receiver	R
Wide Receiver	WR
Tight End	TE
Offensive Lineman	OL
Offensive Guard	G
Offensive Tackle	T
Center	C
Defensive End	DE
Defensive Tackle	DT
Defensive Backs	DB
Linebacker	LB
Cornerback	CB
Safety	S
Kicker	K
Punter	P



play at any time during Practice (except during a kick). Press **[Esc]** to quit Practice and return to the Play Editor.

Return

This exits the Play Editor and returns you to the previous screen—either the Exhibition Play screen or a Team Data screen. If you have made changes to a play and have not saved them, a dialog box asks if you want to **Exit** (discarding the changes), **Save then exit...**, or **Cancel**.

Game Plan Menu

All of the **Game Plan** pulldown menus are described in detail in the Game Plan Editor section that starts on page 137.

Coaching Profile Menu

All of the **Coaching Profile** pulldown menus are described in detail in the Coaching Profile Editor section that starts on page 143.

Windows Menu

Selecting any of the three options (Play Editor Script, Game Plan, Coaching Profile) will bring that window to the front if it is already open.

Options Menu

This pulldown menu allows you to alter Play Editor settings.

Yard Lines: On or Off

When **On** is selected, a line will be drawn across the field every five yards and hash marks will appear every yard. These lines do not appear when **Off** is selected. **On** is the default setting.

View Players By: Position, Number, or Symbol.

When **Position** is selected, players are represented by the one- or two-letter abbreviation for their specific position and their level in the Depth Chart (i.e. TE1, HB3, QB2, etc.). See the table on the opposite page for *Football Pro's* position abbreviations.

When **Number** is selected, the players are represented by their jersey numbers. When **Symbol** is selected, centers appear as blue squares, other offensive players are blue circles, defensive linemen are red squares, linebackers are red triangles, and defensive backs are red circles. **Position** is the default setting.

Show Logic Boxes for: All Players or Selected Player Only

When **Selected player only** is chosen, movement paths and Logic Boxes appear for one player at a time. They appear for all players when **All Players** is selected. **All Players** is the default setting.

Show formations for: Offense and Defense, Offense Only, or Defense Only

When **Offense and Defense** is selected, one play of each type may be loaded and edited and all players for both plays appear. This allows you to see how offensive plays match up against defensive plays of the opposite type. When **Offense Only** or **Defense Only** is selected, only that side of the play is displayed and available for editing. **Offense and Defense** is the default setting.

View Play: Before Snap and After Snap

These settings let you select which part of the play to edit. **Before Snap** shows initial player position and movement until the ball is snapped. **After Snap** shows all positions and movement from the moment the ball is snapped until the completion of the play. **After Snap** is the default.



THE PLAY WIZARD

The Play Wizard, new to the '97 version Football Pro, takes you through the development of new offensive plays in six steps, and new defensive plays in four steps. The Wizard is designed for use with a mouse.

Note: As you move through this section of the manual, you may encounter logic assignment terminology that you are not familiar with. All of the logic assignments that you can give players in the Play Wizard are described in the Logic Assignments section starting on page 121.



To get to the Wizard, select **Play Wizard** from the Play Editor menu. Your first choice is to decide what type of play you want to create, offensive or defensive. Once in the Wizard, make your choices and click **Next** to continue, **Cancel** to return to the main Play Editor window, or **Help** for context sensitive advice. On subsequent screens in the Wizard, you may click **Back** to move back a step, or **Finish** to create the play using the information you have entered.

Creating An Offensive Play

Play Wizard Menu—Choose Offensive Scheme

Click **Offense** from the Play Editor>Play Wizard menu.

Play Wizard Step #1
Select Starting Play Formation.

This is the formation your team will assume when getting set for the ball. There are 20 formations from which to choose. You will see a set of six formations visible at a time. To scroll through the formation list, click on the slider bar buttons or on the slider bar itself. Select a formation by clicking directly on it. A dashed box will appear around the perimeter of the formation window

of the formation window and the **Next** button will highlight, allowing you to move to the next step.

Play Wizard Step #2
Select Pre-Snap Logic

This is the adjusted formation your team will move into just prior to the snap of the ball. Selection is made in the same manner as in step 1. The elements of the pre-snap formation illustrations are as follows:

The default logic set labeled "None" will result in no pre-snap adjustments. Click **Next** to move on.

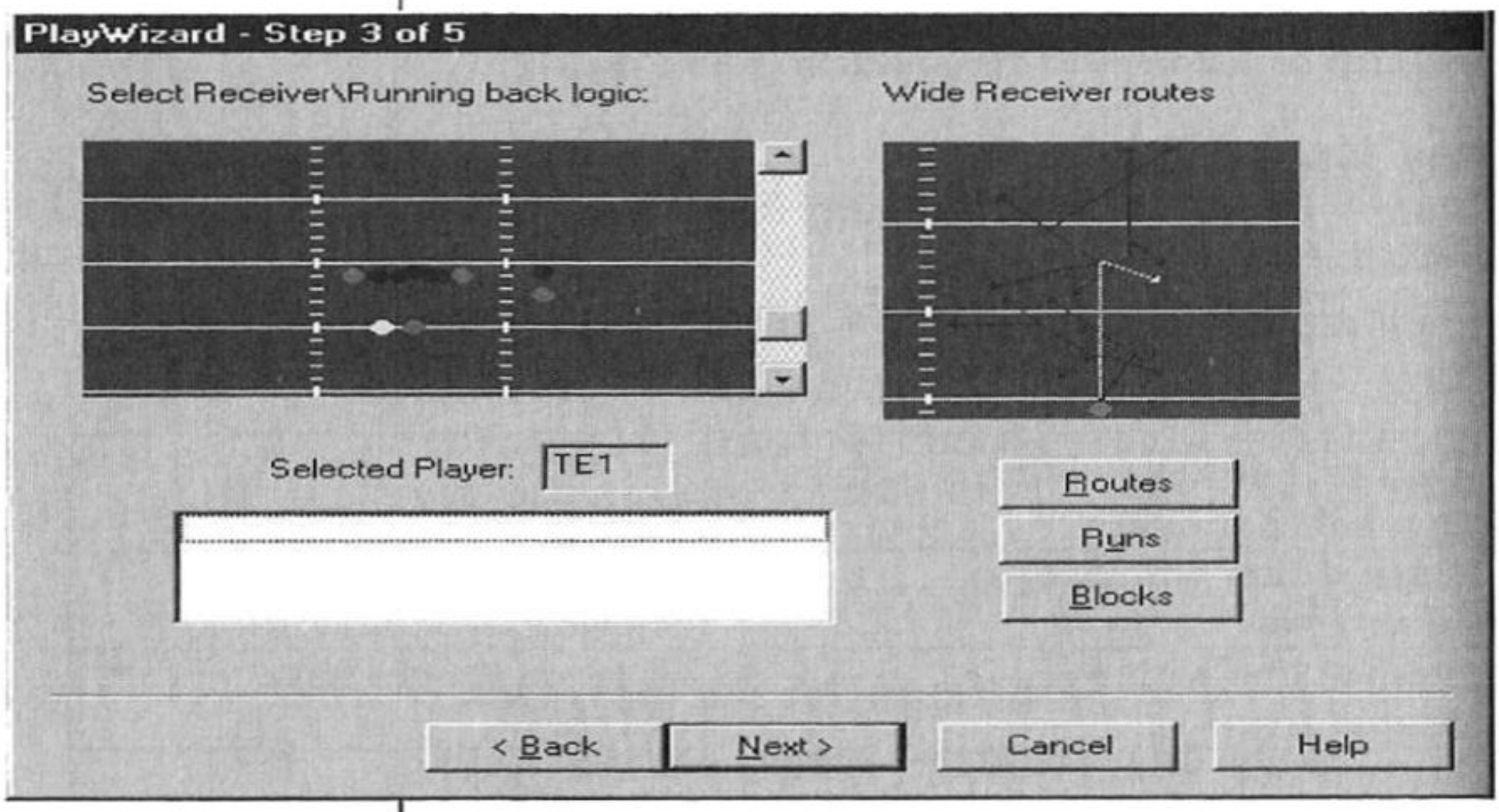
Play Wizard Step #3
Create Receiver and Running Back Assignments

There are two smaller windows in this step of the Wizard: the play diagram window on the left, and the logic assignment window on the right. The play diagram window is scrollable up and down via the slider on the right side of the window. Each player that needs an assignment during this step is shown in light blue (vs. dark blue) in the play diagram window. The leftmost player who is either a running back or receiver is the current player and is indicated in yellow in the play diagram window. You can select the other eligible players by left-clicking on the solid circle that represents the desired player.

Dashed line terminating in a hollow circle	Shows the position shift
Dashed line terminating in an arrow	Shows player motion
Dashed line with a double arrow	Shows positions have reversed
Dashed line terminating in a hollow circle	Stop and get set

Note: Player positions in the play diagram window are approximations of position based on the estimated time of snap. For example, players who are in motion will be moved in the play window to the approximate position where the computer thinks they should be at the time of the snap.

Player assignment occurs via the logic assignment window (right side of dialog box.). Logic is broken down into three distinct categories:



An example of a route diagram.

Routes: Each position will have a passing route tree specific to that position (WR, TE, RB.) To assign a route to a player, click on the **Route** button to display route information in the logic assignment window. The logic assignment window will automatically display the correct route tree based on the currently selected player's position. To assign a route to the displayer, left click on the end of the route (the arrow head) you choose. The route pattern will then be drawn in the play diagram window. In the player logic text box, a message describing the route will appear. To replace the route, simply select a new route or delete it by highlighting the text message in the logic text

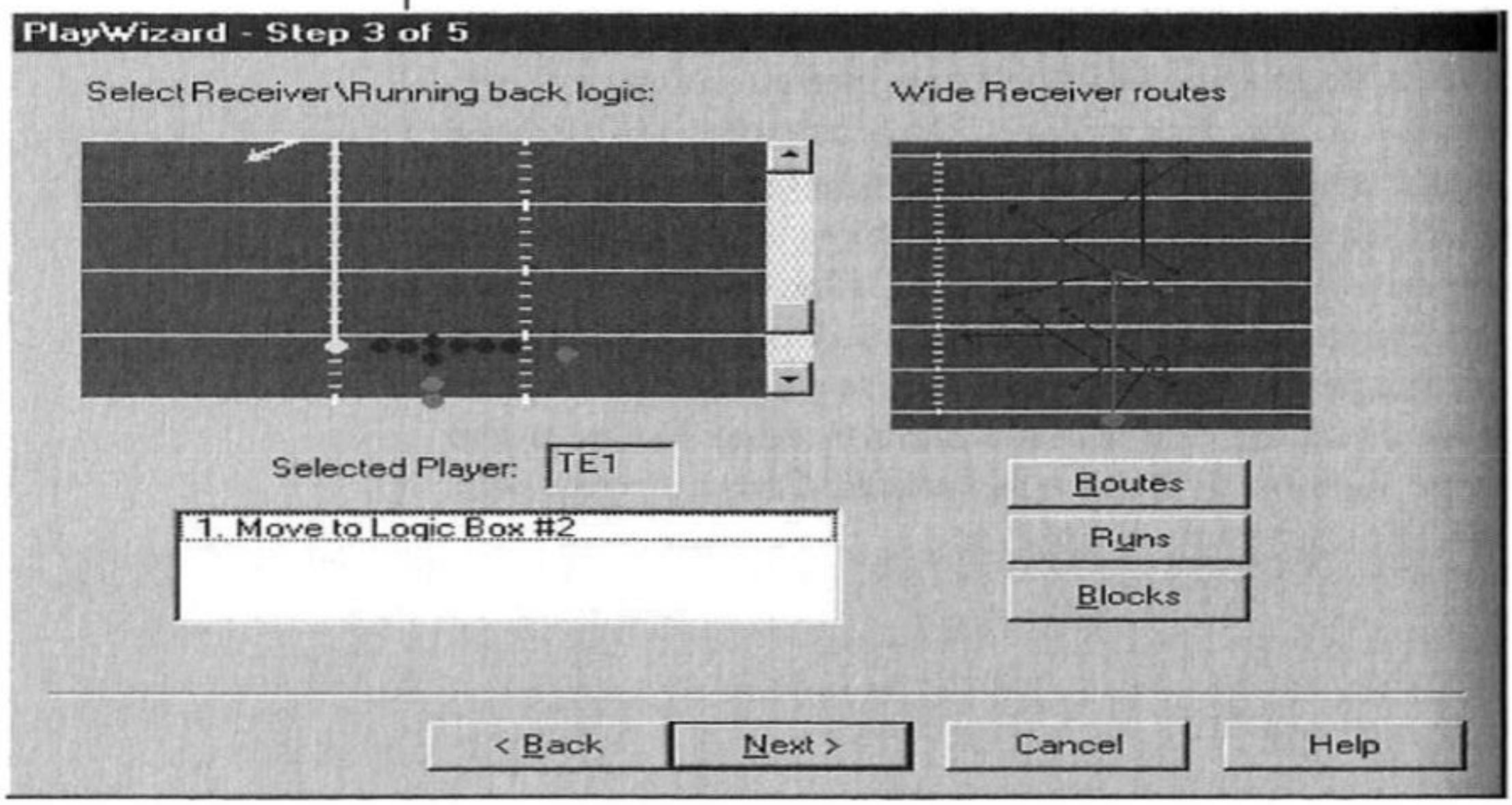
window and pressing **Delete** on your keyboard. Only one route may be assigned to a player.

Runs: Runs are assigned in a similar manner to routes. Click on the **Runs** button below the logic assignment window, then click on the head of the arrow that best represents the desired run. The computer will then complete the running path in the play diagram window. Deletion and replacement of a run works in the same fashion as it does for routes. Only one run path may be assigned to a player.

Blocks: Blocks work in the same manner as runs. Click the **Blocks** button, then, in the logic assignment window, click on the block path that best represents what you want that player to do.

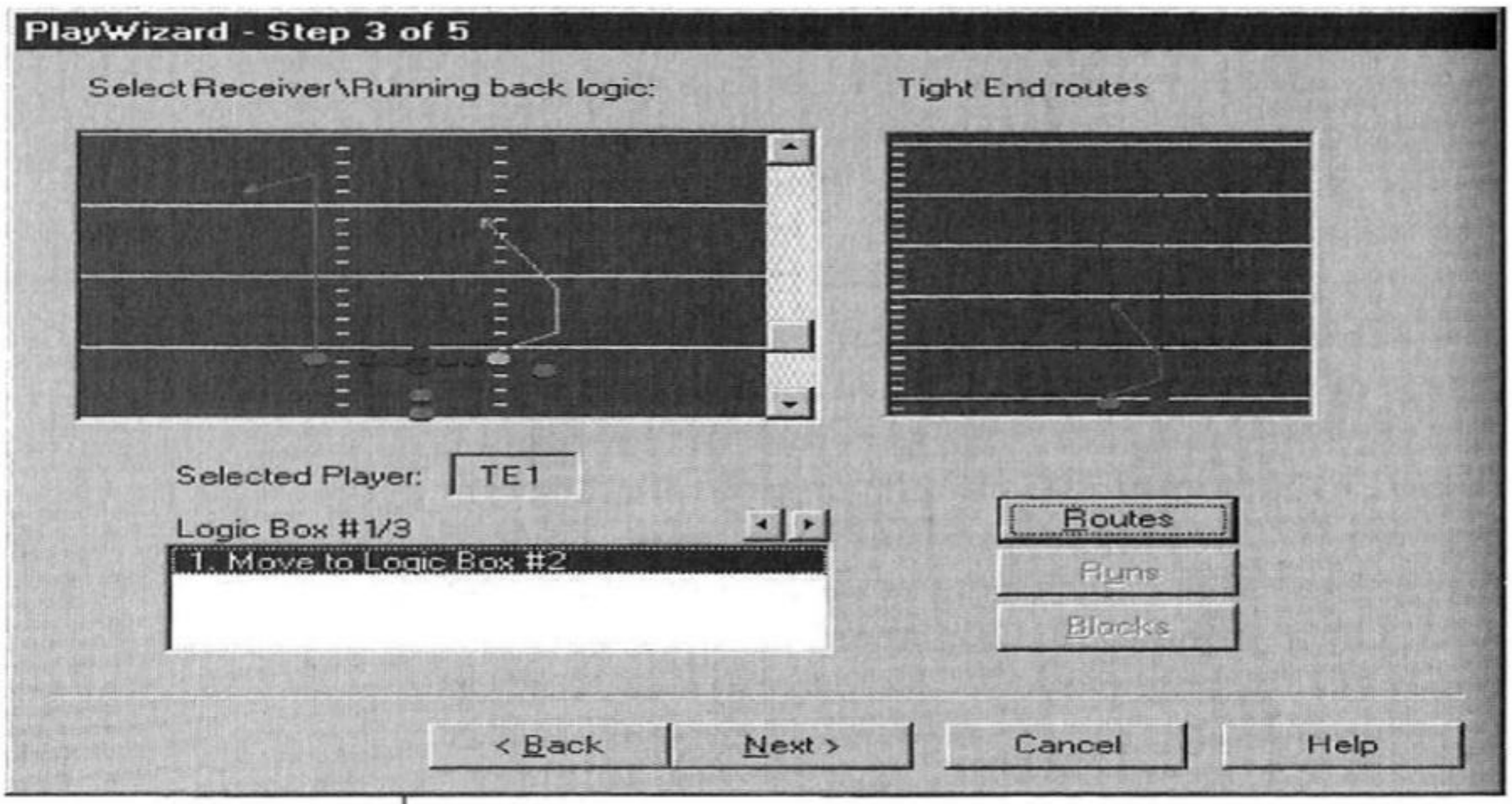
Note: unlike routes and runs, blocks may be appended. If you choose a blocking path for a player on a route or a run assignment, the computer will assume that the blocking action is a block\release to combination, where the player will hold his block for a few seconds, then let it go and proceed to his run/route assignment. This is a good block for a tight end on a "delay" pattern, or for running backs releasing out of the backfield as a "safety valve" on a passing play. This is also good for setting up the blocking for screen passes.

The run holes and block locations are the "ending" pieces of logic for a player. When a hole (location) is chosen, the computer will generate the necessary "move to" logic to get the player from his starting position to the start of the run/block logic. Once a player gets either a route, run, or block assignment, the next player without an assignment automatically becomes the "current player." You can click anytime on an eligible player and (re)assign or delete logic for that player.

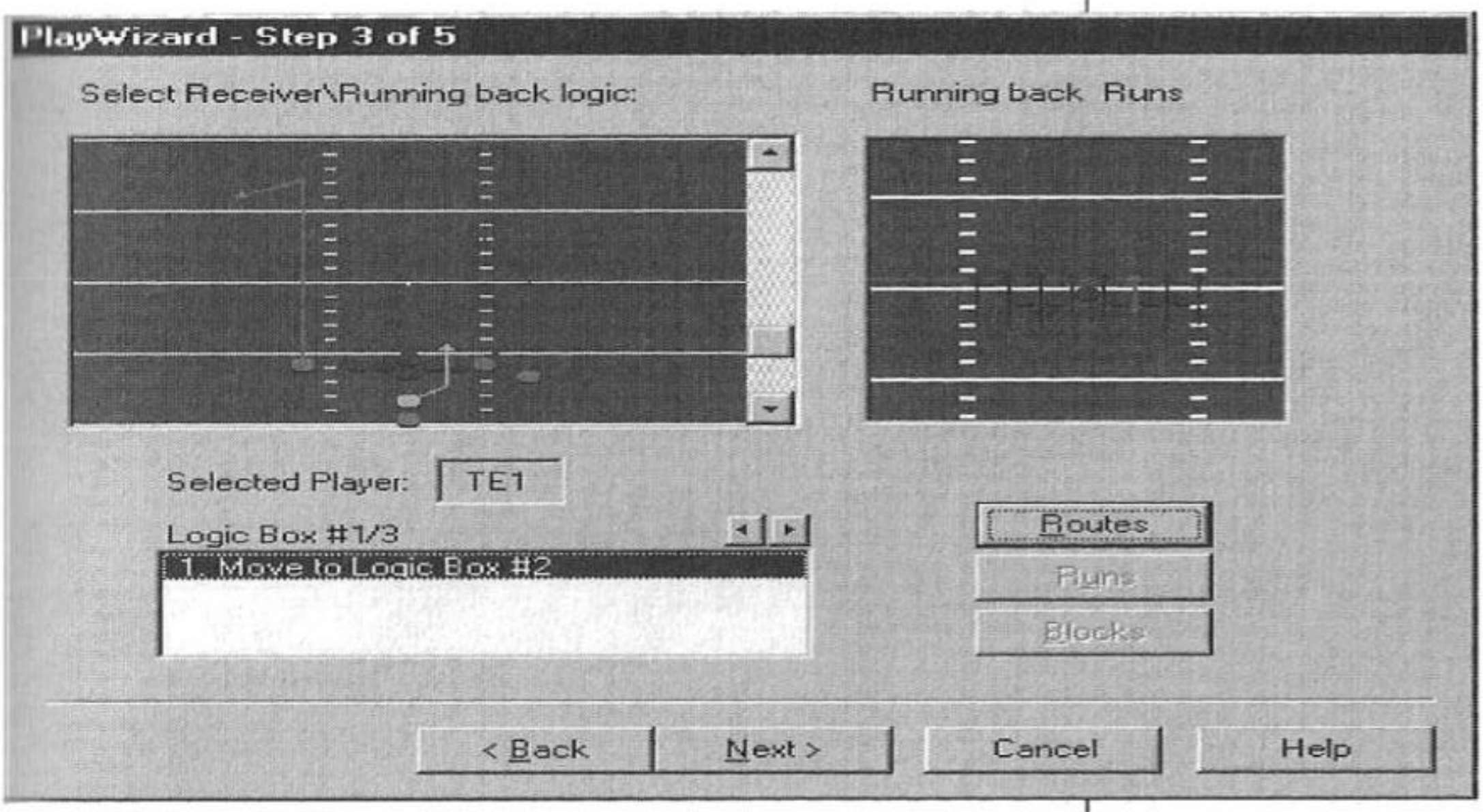


Above: WR1 has been assigned an "Out" route. Note the wide receiver specific route tree in the logic assignment window.

Below: A tight end is assigned a slant pattern.



Once all running backs and receivers have been given assignments, the **Next** button highlights. Click it to move on.



Play Wizard Step #4
Assign Quarterback Logic

This step is broken into three categories.

Handoff: Handoffs can either be fake or real and have a single target. Only one fake handoff is allowed per play. When you select the **Handoff** button below the logic assignment window, the window will change to handoff mode. There are three options that you can select in this mode.

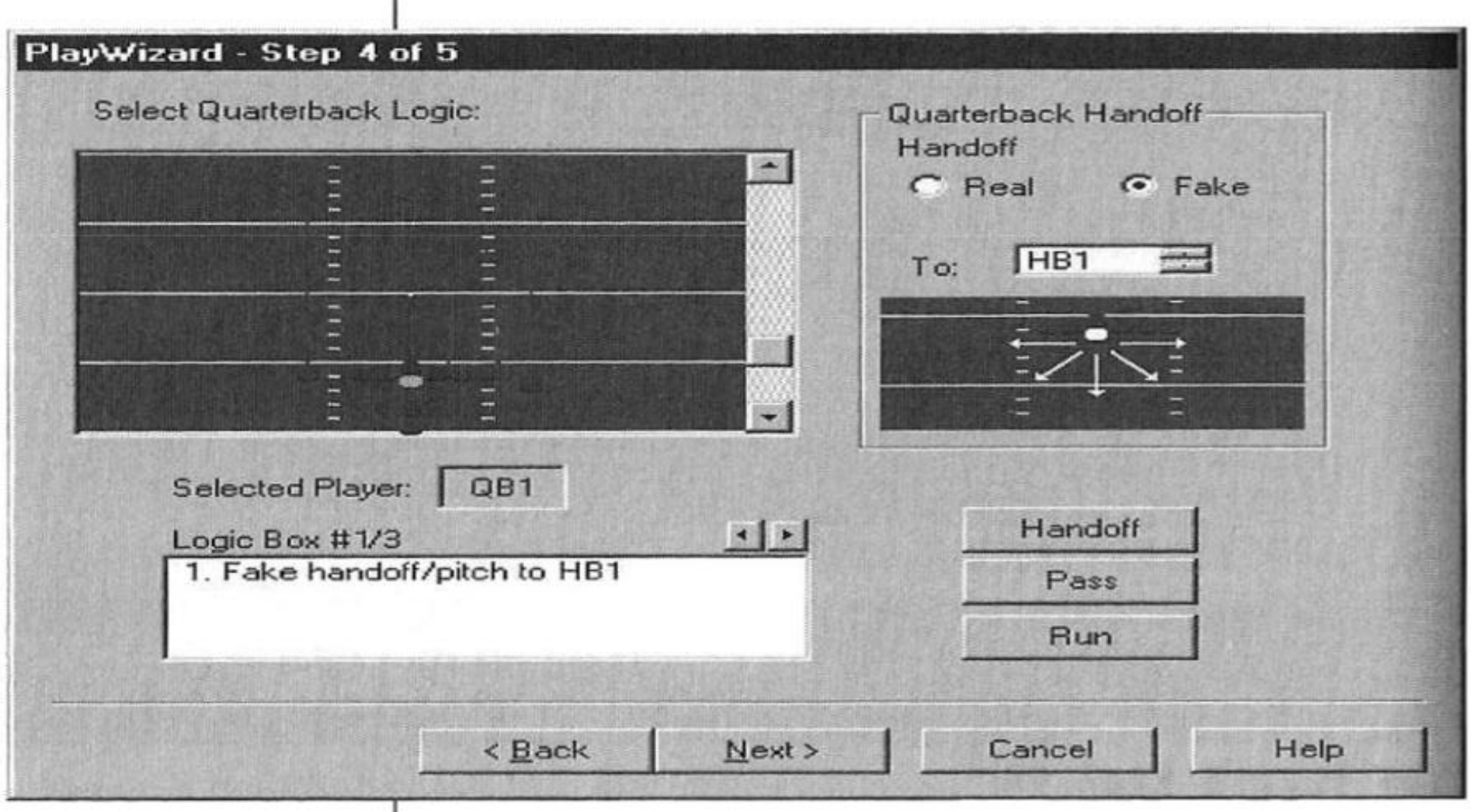
Handoff type: **Real** or **Fake**

To: This is the target player for the handoff. Only WR's, TE's and RB's are eligible for handoffs. Select the target by either clicking the up and down arrows next to the target box until the player you want is listed, or click directly on the player in the play diagram window.

QB movement path: This is the general direction that the QB is going to move during the handoff. Since the handoff location will be determined by

HB1 is assigned a "Run - through Hole #4" command.

the computer, the actual path may vary slightly from what you choose here. In the logic assignment window, click on the path you want the QB to take.



The QB is doing a fake handoff to HB1.

Pass: There are three types of passes available through the Play Wizard. Each type can have a drop distance, and from one to five targets.

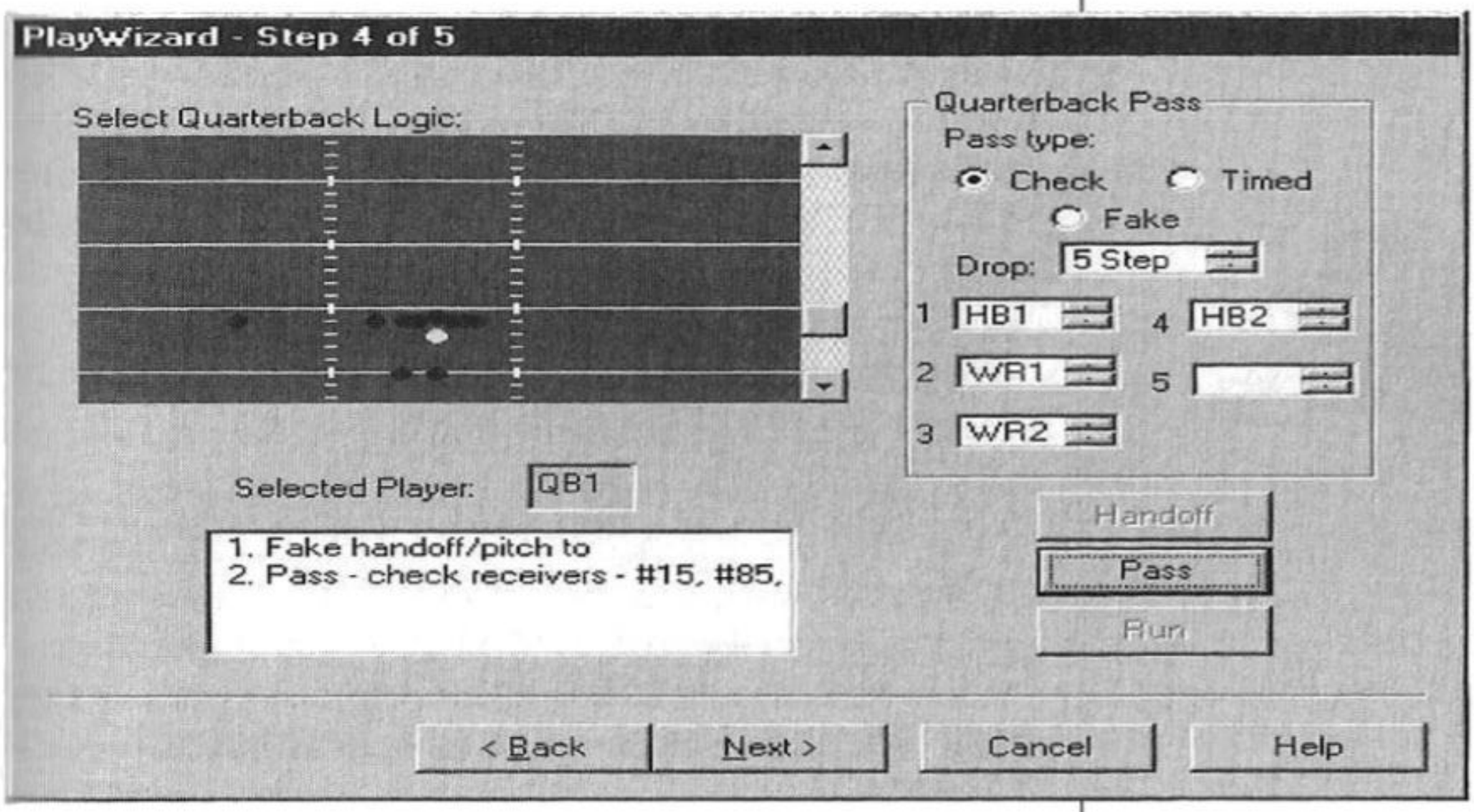
Check Receiver: Select from one to five targets for the QB to check off.

Timed Pass: The timed pass has only a single target. In addition to the target selection box there is a time delay box. Using the target, his ratings, and his route pattern, in conjunction with the time delay, the "best" throw location will be automatically generated by the computer. A dashed red line will appear originating from the QB's position to the throw target location. Only one timed pass is allowed per play.

Fake: A fake pass has a single target. You can assign other pass types after doing a fake pass.

(**Drop Distances**: Set the number of steps or the direction the QB will drop after the snap.)

Run: Assigning runs to the QB is the same as assigning runs to receivers or running backs. Click on the **Run** button below the logic assignment window, then click on the hole number you want the QB to try and run through. The Wizard will generate the appropriate path to get the QB to the desired hole location.



After the fake handoff, the QB takes a five-step drop and checks four receivers.

Play Wizard Step #5
Set Offensive Line Blocking Scheme.

The offensive line blocking will default to a set scheme based on the selections made for the QB and the other skilled players in the previous two steps. You can modify the scheme if you wish. Select a lineman in the play diagram window. If you choose to modify both the Move logic and the Blocks logic for an offensive lineman, you must modify the Move logic first.

Click the **Move** button to display the movement path assignment box (similar to what you saw in the QB movement path assignment). Click the path you want the lineman to take. You can then click the **Blocks** button to set the block for the lineman then modify it with one of the four options displayed above the

Blocks button: **Pass, Push right, Push left,** and **Fire out**.

Click the **Move** button to have the computer assign a block.

Finish

Once all logic has been assigned, click on the **Finish** button to finalize the Play Wizard process. All of the commands that were assigned will be pieced together to create a "real" play that can be further edited via the main Play Editor window. To save a play created with the Play Wizard, click **Save** under the **Play Editor** pull down menu. You will be prompted to name your new play and to select the destination folder.



To make additional edits to a play you have created, see "Logic Assignments" starting on page 121.

Creating a Defensive Play

Play Wizard Menu—Choose Defensive Scheme

Click **Defense** from the Play Editor>Play Wizard menu.

Play Wizard Step #1 Select Starting Play Formation

This is the formation your team will assume when getting set for the ball. The available schemes allow you to start with most formations and personnel arrangements currently in use in the NFL today. You will see a set of six formations visible at a time. To scroll through the formation list, click on the slider bar buttons or on the slider bar itself. Select a formation by clicking directly on it. A dashed box will appear around the perimeter of the formation window and the **Next** button will highlight, allowing you to move to the next step.

Play Wizard Step #2 Create Linebacker and Defensive Back Assignments

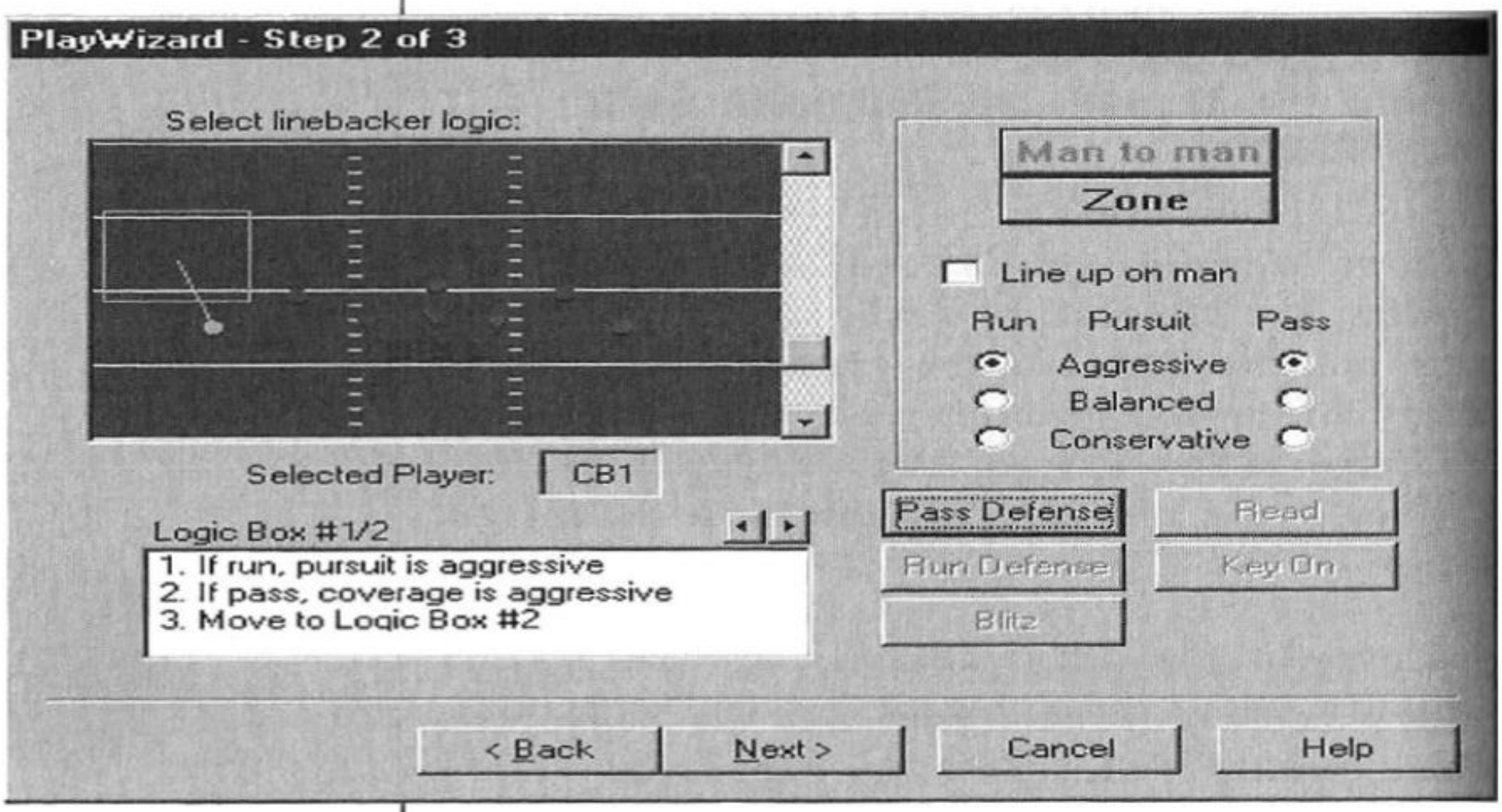
Each player that needs an assignment during this step is shown in light red (vs. dark red) in the play diagram window. The left-most player who is either a defensive back or a linebacker is the current player and is indicated by a yellow icon in the play diagram window. You can select the other eligible players by left-clicking on the solid icon that represents the desired player.

Player logic assignment occurs via the logic assignment window (right hand portion of the dialog box) which consists of the following components:

Pass Defense: Click on the **Pass Defense** button to change to pass defense mode. In pass defense mode, two buttons are active in the upper portion of the logic assignment window. The **Man to man** button enables you to assign man to man logic for the current player. The **Zone** button enables you to assign zone logic to the current player.

Zone: Click on the **Zone** button and a dialog box containing the default zones will appear. To choose a zone for the current player, click on the name of the zone desired. Once a zone has been chosen (by clicking in the area of the zone name) a box will be drawn inside the dialog box with the range of the zone outlined by a yellow box. To pick a different zone, click on the name of the new zone. The previous yellow outline will disappear and the new zone will be outlined with the yellow box. To finish the zone logic assignment, click on the **OK** button to return to the Linebacker\Defensive back logic assignment window. *Note: The **OK** button will not appear until you have chosen a zone.*

Once the zone has been chosen the logic text window will contain the appropriate text for the assigned logic.



In this example, the player was given a SLOT zone to cover.

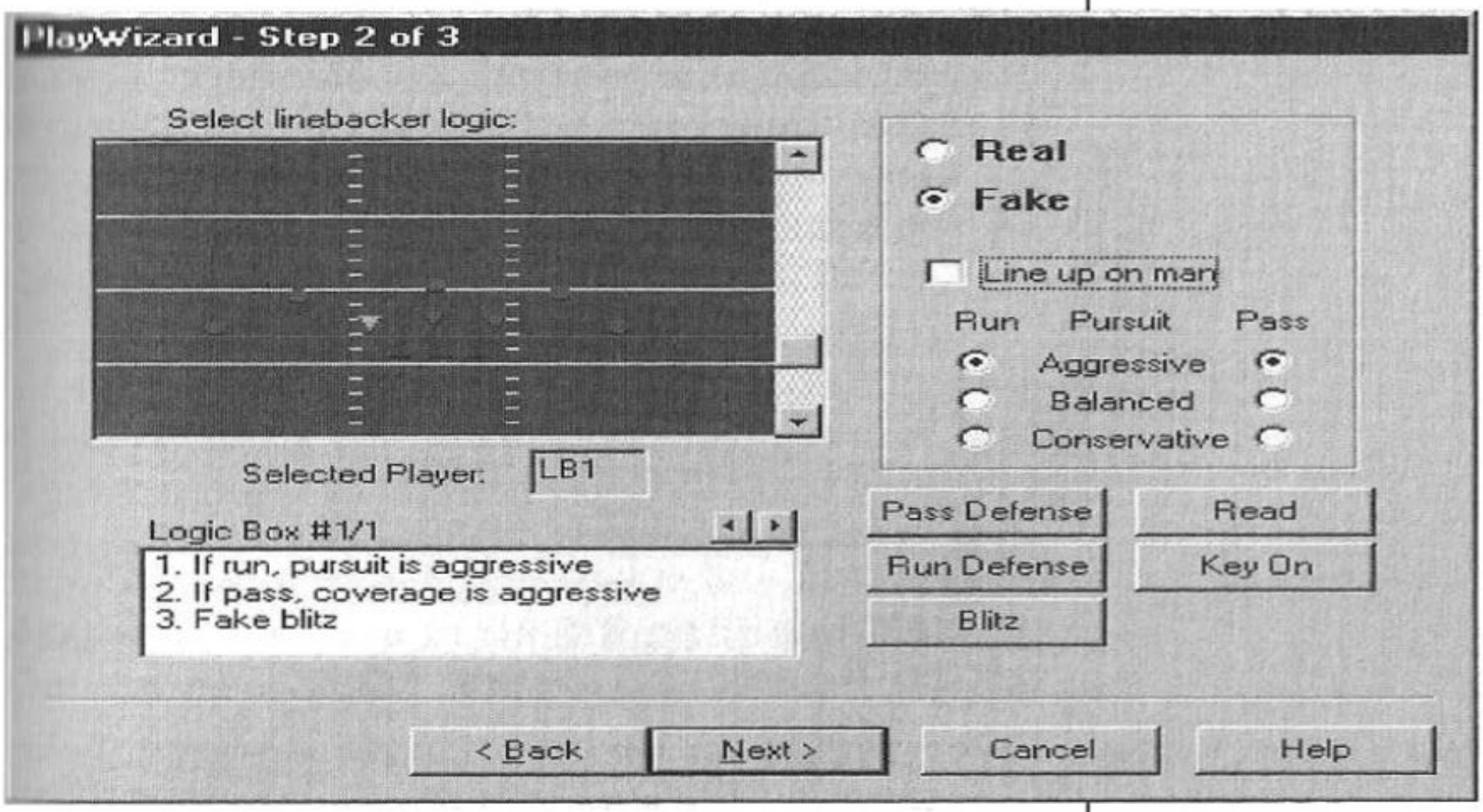
Man to Man: To assign a player man to man logic, click on the **Man to man** button in the upper portion of the logic assignment window. When this button is clicked, a pop-up dialog will appear. The first portion of the dialog relates to the target for the man to man logic: **Backfield**, **Non Backfield**, and **Either**.

The second portion of the dialog is specific instructions for how to play the man. This consists of two long check boxes: **Bump Man at Line**, and **Shade Coverage**.

All logic assigned to a player for man to man logic will appear as part of a single line in the play logic text window. For example: **Pass Defense - Man to man - Non Backfield - Shade underneath**. If the text is too long to fit in a single line of the text display window it will wrap to the next line.

Run Defense: When this button is clicked, you can choose the type of run defense that the player should follow: **Aggressive**, **Balanced**, or **Conservative**.

Blitz: When assigning blitz logic to a player, you have two choices: **Real** or **Fake**.



Read: Assigns the current player read logic. All other logic assignment buttons will ghost once a player has been given read logic.

Key on: When a player is given Key on Logic he has two choices for the player to be "keyed on": Quarterback or Hot Player. All other logic assignment buttons will ghost once a player has been assigned key on logic.

In addition to the type of logic assigned for each player, you may set the following pieces of logic via the lower 2/3 portion of the logic assignment window:

Line up on man: If you do not choose this option, the defenders line up wherever you put them to start or on their man if they have man-to-man pass coverage. Default is Off.

Pursuit:

Run Column – Set the run pursuit logic for the current player. Default is **Balanced**.

Pass Column – Set the pass pursuit logic for the

LB2 is given fake blitz logic for his first command. Note how the other logic assignment buttons are still available.

current player. Default is **Balanced**.

These logic statements will always follow the other assigned logic text in the logic text window. For example, if you had given the player Key On - Hot player logic, no Line up on man logic, and conservative pursuit logic for both a run and pass, the text would appear in the logic text window in the following order:

Key On - Hot Player

If Run... Pursuit is Conservative

If Pass... Pursuit is Conservative

Click **Next** to move on.

Play Wizard Step # 3
Assign Defensive Linemen Logic.

Defensive linemen can be assigned three types of play logic: **Pass Rush, Run Rush,** and **Read**. Pass and Run Rush logic can be further modified with **Aggressive, Balanced**, or **Conservative** pursuit.

Assigning a player Run Rush logic will ghost the other two logic options.

Finish

Once all the defensive players have received play logic the **Finish** button will highlight. Click it to compile all of the data entered and generate actual player logic that can be further edited in the main Play Editor window.

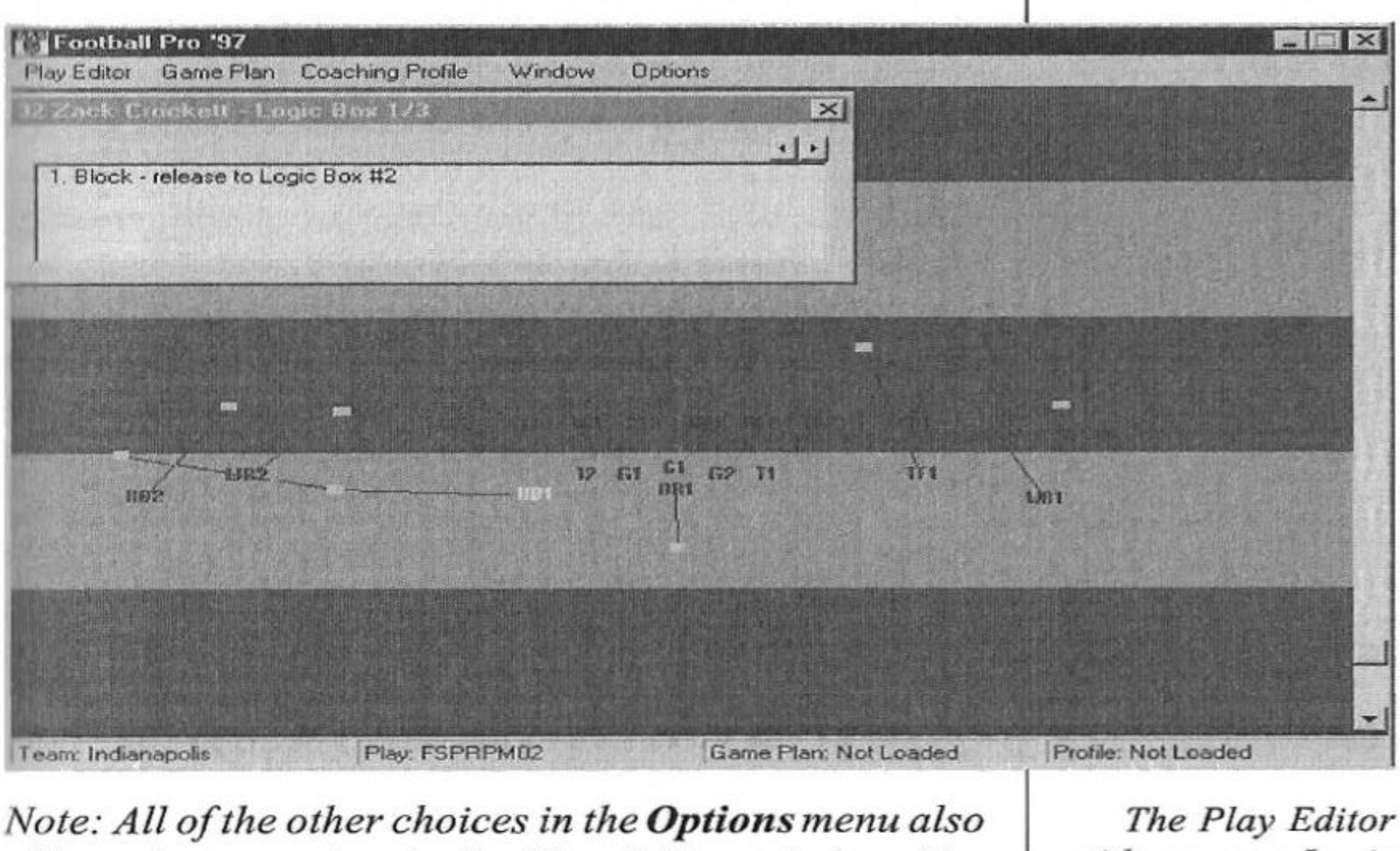
To save a play created with the Play Wizard, click **Save** under the **Play Editor** pull down menu. You will be prompted to name your new play and to select the destination folder.

To make additional edits to a play you have created, see "Logic Scripts" next.

CREATING AND EDITING PLAYER LOGIC SCRIPTS

A script is the set of commands that are issued to each player on any given play. Scripts are automatically created in the Play Wizard, however, you can also create scripts from scratch, or edit existing ones, directly in the Play Editor main window.

To create a new script, load any formation play from the Load dialog box. To edit an existing script, load any other custom or stock play. When you click on a player, his Logic Script will be displayed in a Logic Script Window. You can choose to edit logic **Before Snap** or **After Snap** by selecting either one from the **Options** menu.



The Play Editor with an open Logic Script Window.

*Note: All of the other choices in the **Options** menu also affect what you view in the Play Editor window. For details on these menu commands, see "Options Menu" on page 98.*

When you click on a command from the Logic Pop-Up Menu, a Logic Step is added to the Script in the Logic

Script Window. Often, dialog boxes will appear asking for more detail. For example, if you tell a linebacker or defensive back to **KEY ON...**, a dialog box will ask whether you want to key on a **Quarterback**, or **Hot Player**. Logic Options that need more information have an ellipsis (...) at the end of the command (for example, **Move To...**, **Pass Defense...**).

Logic Boxes

A Logic Box is actually a location assignment for a player and is represented by a yellow square. Logic Boxes are automatically created when you select a command from the Logic Pop-Up Menu. To see the menu, click with the right mouse button on the player you want to edit. The player's symbol will turn gray, his Logic Script Window will open, and the Logic Pop-Up Menu will appear. Here you will see a list of commands to assign. A detailed description of each command starts on page 121.

Note: *Each player's Logic Box #1 is his starting location. If a play has overlapping Logic Boxes, you may click on the player you want first. That player's Logic Boxes will now be on top of the others. To reduce clutter, select* ***Show Logic Boxes for: Selected Player Only*** *in the* ***Options*** *menu (see page 98).*

You can combine commands from the Logic Pop-Up Menu as long as the last command selected is not a final one. You will know whether you can continue to assign commands by the text in the Logic Pop-Up Menu. If all commands are ghosted, then no more options are available.

After additional Logic Boxes are assigned, you can click on them to assign additional commands to the same player.

Look for additional instructions in the message bar along the bottom of the Play Editor main window.

They will tell you other mouse movements and keystrokes you need to make in order to complete a Logic Script step.

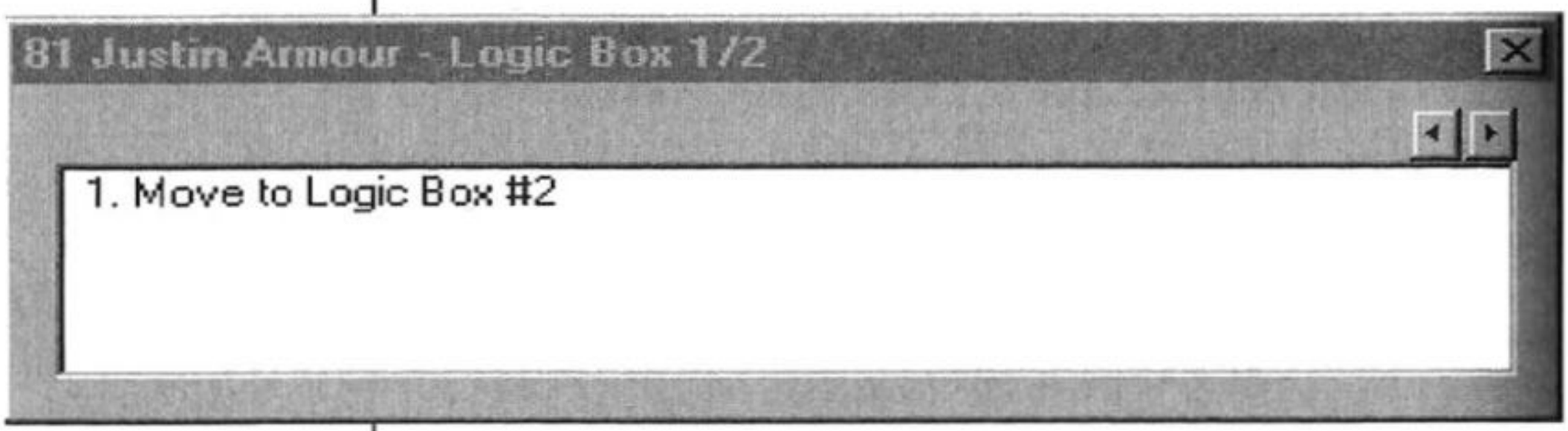
Drawing Movement Paths

The most commonly used logic option is **Move To**. This and all other movement options require you to draw a movement path of the player. Click on the field where you want the player to go. A line will appear that represents the player's movement path. If you want to put a turn in the line, click the left mouse button at the place on the field you want the player to turn. When you want to end the movement path, click the right mouse button. A new Logic Box will appear at the end of the movement path. The Logic Script Window automatically changes to the new Logic Box.

Other movement options work in a similar manner, except **Pass Defense...Zone**. Here, you draw the zone that the defender is to cover. Move the mouse to a corner of the zone, then press and hold the left mouse button while moving it to the opposite corner. As you move the mouse, a red box extends between the cursor and the origin point. When the zone is the desired size, release the button to set the zone.

Logic Script Window

When you first left click on any Logic Box or player symbol, their Logic Script Window opens. The text box in the window contains any Logic steps that already have been assigned to this player. The information in the Logic Script Window header shows the player's number, name, logic box number selected, and total number of logic boxes associated with that player. There are also two arrow buttons at the top right of the window. These allow you to scroll forward and backward through the logic boxes for that player (assuming he has more than one).



The Logic Script Window for a TE, WR, or RB.

If you are working from a play formation, all Logic Scripts will be empty. If there are more than four lines of logic, click on the up and down arrow buttons to scroll the script up and down.

To delete a Logic step, left click on it to highlight it, then press **[Delete]**.

Caution: Deleting a step also deletes any steps following it, including subsequent Logic Boxes!

USING THE PLAY EDITOR

Building and Editing Plays

After you have selected **Load** from the **Play Editor** menu, the **Load Play** dialog box is displayed.

Highlight a play or formation to load by clicking on the filename. You may also select a play by typing its exact name in the text box at the top-center of the **Load Play** dialog.

A small diagram of the play is shown in the window to the right of the dialog box. Click **OK** to load the play.

If the play you are looking for is not in the current folder, you can change directories by double-clicking on a directory name. To back up through the subdirectory structure, click the double dots at the top of the filename/directory window, then click **OK**. Change drives by clicking the drive button, selecting a drive in the window, and clicking **OK**.

Moving Players

After you have loaded a play or formation, you may move any player except the center. First, be sure you are in the **Before Snap** portion of the play. Then position the cursor on the desired player, press and hold the left mouse button, and drag the player to a new location. Release the mouse button to place the player. A player being moved is drawn in *yellow*. You may move players only if they do not already have **Shift To** or **Go in Motion** logic.

Defensive players may be placed anywhere on their side of the line of scrimmage, but there are limitations on how offensive players may be placed. The center may not be moved. (He is the reference point for the other players.) At least six players, in addition to the center, must be placed on the line of scrimmage. If this rule is not followed, the offense will be assessed an illegal formation penalty of five yards.

Assigning Players to Plays

When you design a play, *Football Pro* lets you assign specific Depth Chart positions for the eleven player roles of your formation. For example, you may have WR1, WR2, and WR3 in the play as you design it.

To change a Depth Chart position assignment, click on the position with the right mouse button. Then click **Substitute** from the Logic Pop-Up Menu. This opens the window showing the Depth Chart position (and the player in that position) highlighted at the top, followed by all the other positions that may be used.

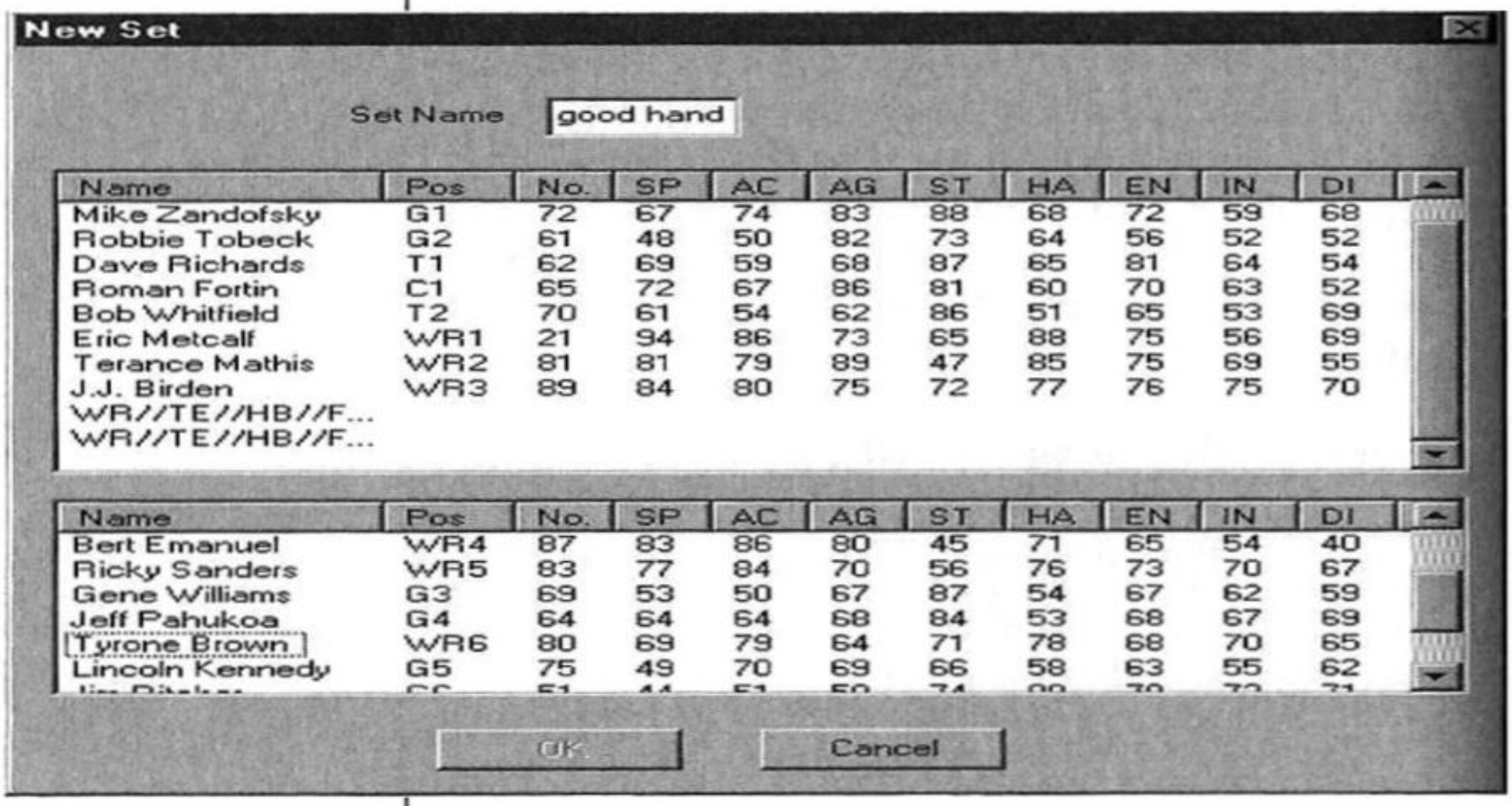
Substituting Players

If you select a player who is already on the field for substitution with the currently selected player, the players will swap positions on the field. The **OK** button will only be available after a player has been highlighted in the available players window. Press the

OK button to compete the substitution. The **Cancel** button will exit the dialog without making any substitution changes.

Substituting Player Sets

Right-click any player on the Play Editor screen and select **Substitute** from the po-up menu. Click the **Sets** button to substitute multiple players at the same time. This is especially useful for substituting a group of players with bigger size, high speed, or high hands ratings.



The Sets dialog box.

The Sets dialog box consists of the Set Name and the Set Positions (11 players). There are default player sets or you can create a Set. Click **New** to create a new Set.

First, name the Set by typing in the name (up to 24 characters) in the **Set Name** text box. Below this text box are two windows, the **Players In Set**, and the **Players available**. Double click on an available player's name to add him to the set in the upper window. You can sort players by position or individual ratings by clicking on any column heading. An offensive Set must include a quarterback, five linemen, and a com-

bination of five running backs and receivers. A defensive Set must include at least three linemen and eight other defensive players of any position. All 11 positions must be filled for a set to be complete. When a Set is complete, you can click **OK** to return to the Sets dialog box. The new Set you created now appears in the list.

You can edit Sets by clicking the **Edit** button. This takes you back to the same dialog box as when you created a new Set. To replace a player, highlight his name in the **Players in Set** window by clicking once on it, then double click on the replacement player's name in the **Players available** window. You can also change the name of the Set anytime by typing in a new one in the **Set Name** text box. Click **OK** to return to the Sets dialog box.

You can remove a Set by highlighting it and clicking the **Delete** button. To select the Set you want for substitution, highlight it and click **OK**. To return without substituting a Set, click **Cancel**. Double-click the player you want to put in the play. Click OK when you are ready or click **Cancel** to close the dialog box without making changes.

Note: This is the dialog box where you can also substitute a group of players using the ***Sets*** *button.*

Be aware of the following when changing Depth Chart position assignments:

Running backs and receivers are interchangeable.

Only another offensive lineman may be put in for an offensive lineman.

Only another quarterback may be put in for a quarterback.

Punters and kickers are interchangeable, but a kicker

suffers penalties to his ratings when trying to punt and punters suffer when trying to kick.

All defensive players are interchangeable.

You cannot edit Special Teams logic, but you can change the position assignments in the play.

Note: Putting a LB or DB in for a DL will erase all logic previously assigned to the DL. The same is true for putting a DL in for a LB or a DB.

How Player Assignments are used during Games

During a game, the play will be run according to the Depth Chart positions it is designed with, NOT with the specific players.

Example 1: Michael Irvin is your WR1 in the Depth Chart and you use WR1 in a play called **GODEEP**. When you call **GODEEP** in a game, Irvin will play as the WR1 (if he is not injured or fatigued).

Example 2: Before the game, you go to your roster and change your Depth Chart, moving Alvin Harper from WR3 to WR1. Now when you call **GODEEP** in the game, Harper will be in the play as WR1. Michael Irvin may be in the play as WR2 or WR3, or he may not be in the play at all, depending on where you have him ranked on your Depth Chart.

Saving Plays

When you have finished editing a play, click **Save** under the Play Editor menu. A **Save Play** dialog box, similar to the **Load Play** dialog box, will appear. Enter a filename, then click **OK**. Filenames are subject to the standard DOS filename limitations. A three letter extension **.PLY** will be added automatically.

LOGIC ASSIGNMENTS

This is a detailed description of all the commands that can be issued from the Logic Pop-Up Menus.

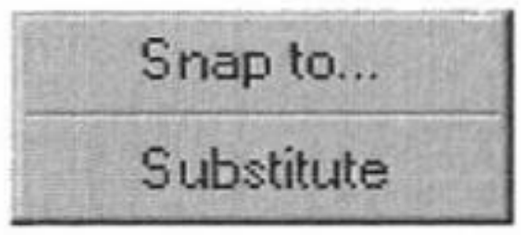
Offense: Before The Snap

Logic: **SNAP TO...**

Used by: C

When: Before the snap

Tells the center to whom to hike the ball. You can try trick plays such as snapping to a running back. If you do not assign this logic, the center will snap the ball to the quarterback. The center's range is limited to an area about five yards wide and 20 yards deep.



Logic: **SHIFT TO...**

Used by: R's and RB's

When: Before the snap

A few seconds after the formation is set the first time, all players with this logic will shift to their new location and get set again. This is useful in trying to deceive the defense as to what kind of play is coming. The players must be set for one full second before the center hikes the ball or the team will receive an illegal motion penalty.

Note: There are several differences between motion and a shift. 1) The man in motion can stay in motion while the ball is snapped, but a shifting man must stop and get set. 2) A shifting player can move anywhere and in any direction behind the line of scrimmage, but a man in motion may not move toward the line of scrimmage. 3) You may shift several players at once, but you can only have one man in motion at the snap.

Logic: **GO IN MOTION...**

Continue until snap

Stop and get set at...



Reverse motion at...

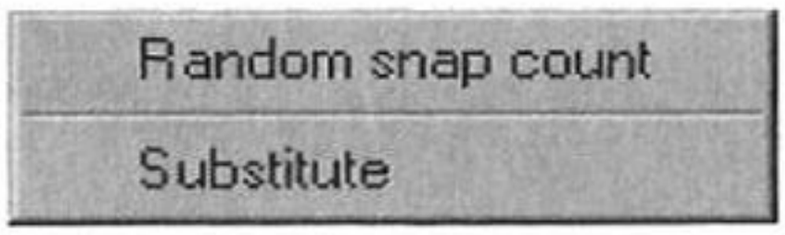
Used by: R's and RB's

When: Before the snap

GO IN MOTION...Continue until snap: Player will move and stay in motion until the ball is hiked or until he reaches the sideline.

GO IN MOTION...Stop and get set at...: Player will go in motion then stop and get set when he reaches the point you specify.

GO IN MOTION...Reverse motion at...: Player goes in motion until he gets to the point you specify, then turns around and goes back the way he came until the snap or until he reaches the sideline.



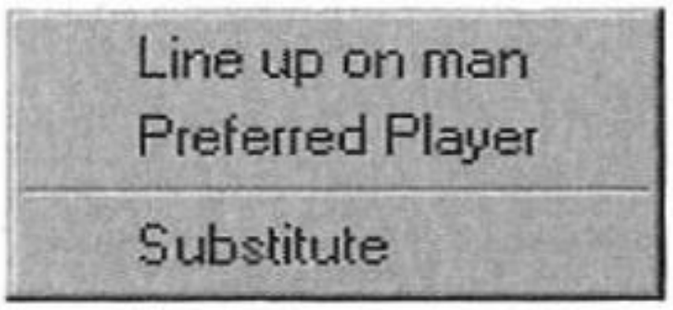
Logic: **RANDOM SNAP COUNT**

Used by: QB

When: Before the snap

This can draw the defense offsides, but increases the chance the offensive line will get called for a false start. It also raises the chance of a fumble on the exchange from the center to the quarterback. If this is not chosen, the quarterback uses a regular snap count.

Defense: Before The Snap



Logic: **LINE UP ON MAN**

Used by: LB's and DB's

When: Before the snap

Tells the defense to line up depending on where the offense lines up. Defensive backs will usually line up on wide receivers, and linebackers will usually line up on the nearest uncovered receivers and running backs. This only indicates where the defense will line up, *not* what kind of pass coverage you are calling. **Note:** If you choose man-to-man pass coverage after the snap,

that player will automatically line up on the man he is to cover. Use **LINE UP ON MAN** to try to fool the quarterback when you have chosen zone pass coverage after the snap. If you do *not* choose this option, the defenders line up wherever you put them to start or on their man if they have man-to-man pass coverage.

Logic: **PREFERRED PLAYER**

Used by: All Defensive Players

When: Before the snap

You may pick one player as your **PREFERRED PLAYER**. He becomes the first defensive player selected for you to control during each play of the action game. This will draw a red box around the player in the Play Editor.

Offense And Defense: After The Snap

Logic: **MOVE TO...**

Used by: All Players

When: After the snap

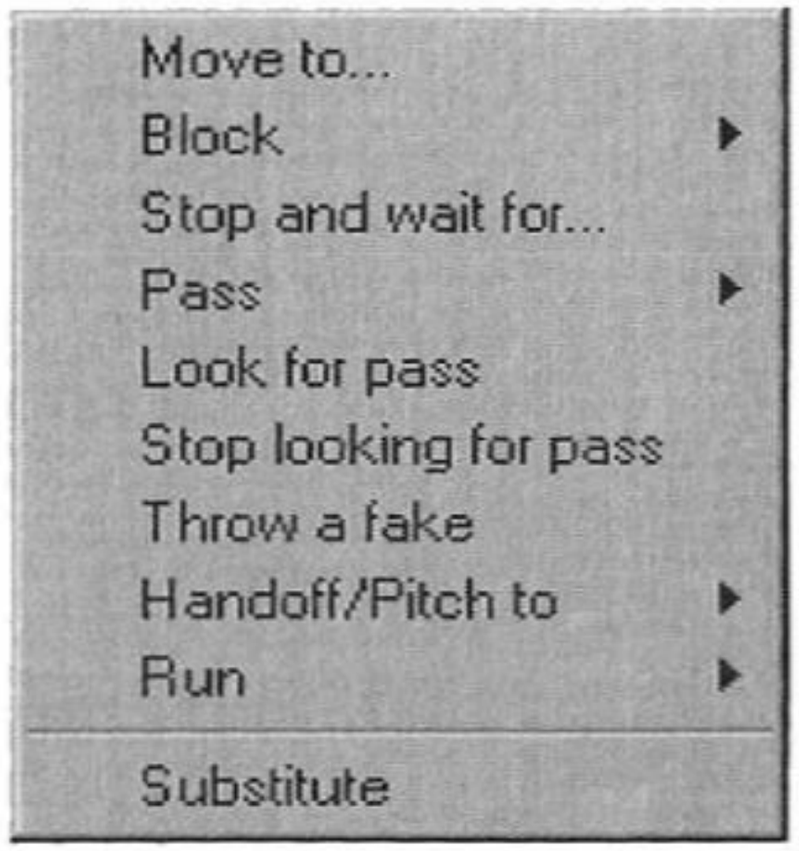
This is the basic command for moving a player from one spot to another. You use **MOVE TO...** to draw pass routes, indicate a quarterback dropping back to pass, establish defensive linebacker stunt rushes, etc. The player will try to follow the path you draw. If he gets knocked off the path by a block, he will try his best to get back on the path and continue with his logic.

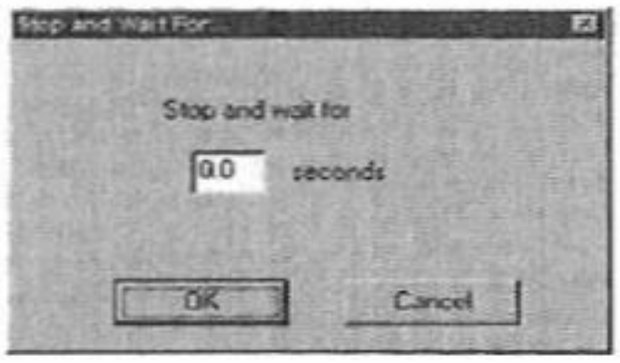
Logic: **STOP AND WAIT FOR...**

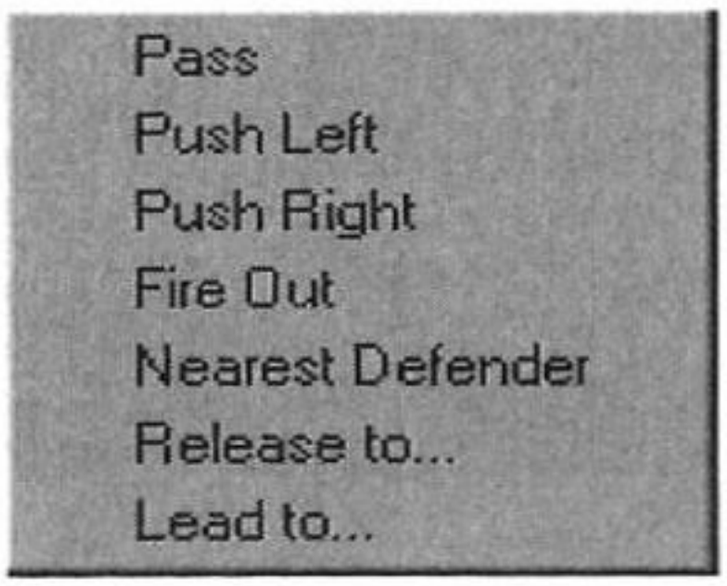
Used by: All Players

When: After the snap

This is used mainly as a delay for players. With this logic, players will stand at their current Logic Box location for a specified length of time in seconds and tenths of seconds. It is useful in crucial timing plays such as handoffs, stunts by the defensive linebackers, timed passes, etc.







Offense: After The Snap

Logic: **BLOCK ➢**

Pass

Push Left

Push Right

Fire Out

Nearest Defender

Release to...

Lead To...

Used by: All offensive players

When: After the snap

BLOCK...Pass: Players will move between the man with the ball (usually the quarterback) and the first defender to try to "roll" the defender away from the passer. With **BLOCK...Pass**, players are basically trying to buy a little time for the passer instead of moving the defender back and knocking him down. The further away from the center of the line, the more they will drop back before they start blocking. **Note:** The longer the QB takes to throw, the more likely a holding penalty will be called during pass blocking.

BLOCK...Push Left/Push Right/Fire Out: The player will try to push the nearest opposing player in the chosen direction (fire out is straight ahead). He is trying to push the defender back several yards. This move is used primarily when the blocker is trying to open a hole for a running back.

BLOCK...Move To: You do not need to add a block at the end. The computer will do that for you.

BLOCK...Nearest Defender: Player will try to block the defender who is *closest*. This is a good block for a receiver who is downfield after another receiver has caught the ball.

Note: On a pass play, your blockers may not go down the field before the ball is thrown or you will get an ineligible man downfield penalty. Use a ***STOP AND WAIT FOR...*** *or* ***BLOCK...Pass****.*

BLOCK...Release to: Player will hold his block for a few seconds, then let it go and proceed to his next Logic Box. This is a good block for a tight end on a "delay" pattern, or for running backs releasing out of the backfield as a "safety valve" on a passing play. This is also good for setting up the blocking for screen passes.

Note: You cannot have an eligible receiver block past the line of scrimmage on a pass play until AFTER the pass is caught. If he does, he will be called for offensive pass interference.

BLOCK...Lead To: Player will block the first unblocked man near his movement path from his starting position to his next logic box. This is a good block for lead blocking FBs or pulling guards on sweeps.

Logic: **PASS ➢**

Timed Pass (Bullet)...

Timed Pass (Lob)...

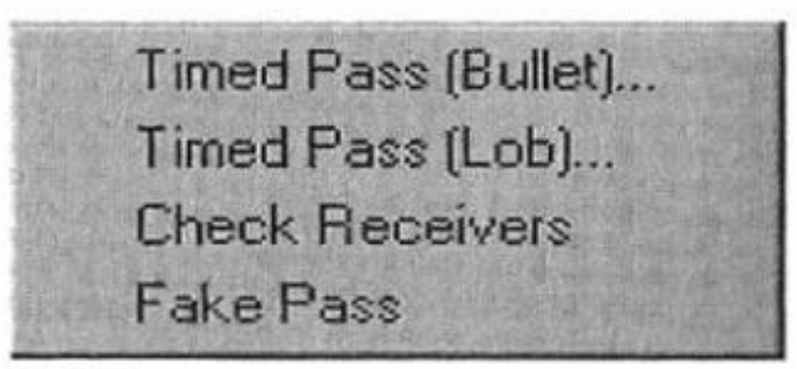
Check receivers

Fake Pass

Used by: QB, RB's, R's

When: After the snap

PASS...Timed Pass...Bullet/Lob: The quarterback will do a **STOP AND WAIT FOR...** for the length of time you specify, then throw the ball to a specific spot on the field (regardless of anything else). A bullet travels more quickly, but can't go as far as a lob. It is also thrown lower and can be knocked down more easily. A lob will go farther, but takes longer to get there, which gives the defense time to react to it. Be



careful. A backward pass, or lateral, that is not caught is a fumble! **Note:** Timed passes are good for quick, short passes towards the sidelines or on slants by the tight end. A timed pass into the ground by the QB is a good way to stop the clock quickly. You can either design one of your own or use the **Stock** play called **STOPCLOK**.

PASS...Check receivers...: The quarterback will look at one to five receivers, one at a time, in the order you choose. The order is indicated by the color of their movement path in the following order: white, yellow, orange, gray, black. You may check up to five receivers, but checking each receiver takes time. You may not have time to look at five receivers two or three times each. A computer-controlled quarterback will only throw to a receiver who currently has his **LOOK FOR PASS** logic active.

Note: Running backs and receivers can also throw the ball. This lets you try trick plays.

PASS...Fake pass: The passer will do a throwing motion ("pump fake") to the spot on the field you specify. This takes some time, but may fool some of the defenders who have **READ** logic into reacting as if it were a real pass to that spot.

Logic: **LOOK FOR PASS**

Used by: QB's, R's, and RB's

When: After the snap

Used mostly by players on a passing play. A computer-controlled quarterback will only throw to a player who has **LOOK FOR PASS** active. On a human-controlled pass, the intended receiver has a better chance of catching the ball if he is looking for it. Players who have **LOOK FOR PASS** logic run slightly slower than normal.

Note: You should give all receivers a ***LOOK FOR PASS*** *logic — even if they are only running dummy pass routes. If you do not assign this logic, they may try to block downfield and, on pass plays, get called for offensive pass interference.*

Logic: **STOP LOOKING FOR PASS**

Used by: QB's, R's, and RB's

When: After the snap

Used after **LOOK FOR PASS** has been executed in an earlier Logic Box. When a player stops looking for the pass, he can run at full speed again.

Note: *You may want to have a halfback* ***LOOK FOR PASS*** *in the backfield for a few seconds, then* ***STOP LOOKING FOR PASS*** *so he can run downfield at full speed to do another* ***LOOK FOR PASS****.*

Logic: **THROW A FAKE**

Used by: QB's, R's, and RB's

When: After the snap

Generally used during a pass route. When a player "throws" a fake, he takes a few stutter steps in an attempt to confuse the defender covering him about which way he is going.

Note: Throwing a fake takes a little time, but when a defender falls for it (usually in man-to-man pass coverage) he will run the wrong way for a moment, giving the receiver a chance to get open.

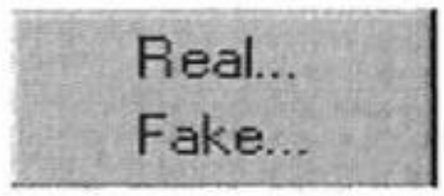
Logic: **HANDOFF/PITCH TO ➢**

Real...

Fake...

Used by: QB's, R's and RB's

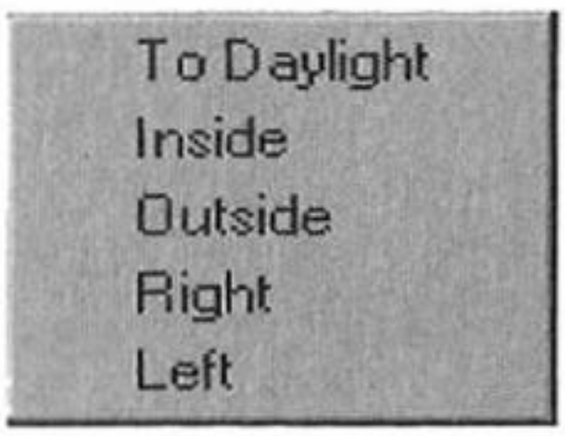
When: After the snap



HANDOFF/PITCH TO...Real: If he is close enough, the ball carrier will hand off to the player you specify within a certain range, or pitch if he is not within handoff range. The longer the pitch is, the greater the chance of a fumble.

HANDOFF/PITCH TO...Fake: The ball carrier will do the handoff or pitch motion without actually giving the ball away. Used on counters and play-action kinds of plays.

*Note: This takes some time, but sometimes defenders (especially those with **READ** logic) will fall for it and react as if it were a real handoff.*



Logic: **RUN ➢**
To daylight
Inside
Outside
Right
Left

Used by: QB's, R's, and RB's

When: After the snap

RUN...Run to daylight: The ball carrier will run away from the defenders while generally trying to move upfield. He may run sideways or even back up a little to avoid a tackle.

RUN...Inside: Ball carrier will look for a hole between the two players on the outside of the offensive line (usually the tackles).

RUN...Outside: Ball carrier will run outside of the offensive line closest to where he takes the handoff.

RUN...Right: Ball carrier goes to the right from

wherever he takes the handoff. Useful on traps and draws.

RUN...Left: Ball carrier goes to the left from wherever he takes the handoff. Useful on traps and draws.

*Note: If you give a ball carrier a long **MOVE TO...** followed by a **RUN...Right** or **RUN...Left**, he may ignore the direction and run for daylight if the field is open. Also, try combining a **HANDOFF/PITCH...Fake** with any **RUN...** logic for a better chance of fooling the defense.*

Defense: After The Snap

Logic: **READ**

Used by: All Defensive Players

When: After the snap

The player will wait for a moment and try to analyze what kind of play the offense is running, then react in the best way.

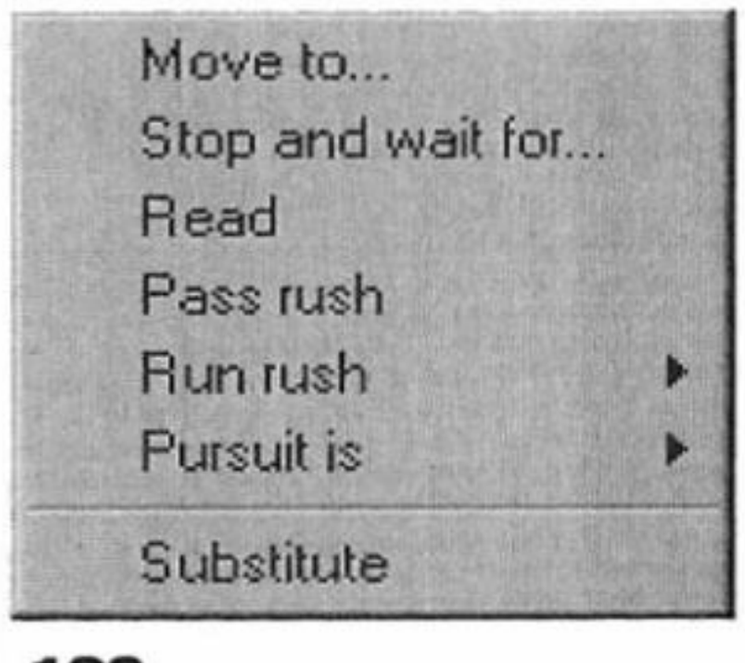
DLs will react with a pass rush or run rush; LBs and DBs will react with pass coverage or run pursuit. The higher the player's intelligence rating, the more likely he will "read" correctly and move more quickly. Players are also more susceptible to fakes when they are trying to **READ** the play.

Logic: **PASS RUSH**

Used by: DL

When: After the snap

The player's goal is to get to the ball carrier before he throws the ball. If a player is pass rushing, he has less chance of tackling a runner who comes by him, but he is also more likely to get past someone trying to block him.



Logic: **RUN RUSH ➢**
Aggressive
Balanced
Conservative

Used by: DL

When: After the snap

RUN RUSH...Aggressive: The player will try to charge three or four yards straight into the backfield, then go directly after the ball carrier regardless of blocking by the offense.

RUN RUSH...Balanced: The player will try to plug up any holes that open in the line and hold his position while trying to make the tackle at the line of scrimmage.

RUN RUSH...Conservative: The player will try to fight off blocks and move laterally with the ball carrier wherever he goes, then attempt a tackle when the ball carrier gets close to him.

Logic: **PURSUIT IS ➢**
Aggressive
Balanced
Conservative

Used by: DL

When: After the snap

PURSUIT IS...Aggressive: Tells the player to chase the ball carrier aggressively *after* the ball has been thrown or handed off. Defender will try to run straight for the ball carrier, regardless of blocking, and is much more likely to try a diving tackle.

Note: Although diving can give you more range on your tackle and cause more fumbles, you will also miss more tackles when you dive. The player also must get

up from the ground, which takes time based on his agility rating.

PURSUIT IS...Balanced: The defender is equally likely to dive or to try a regular tackle. He will also try to lead the ball carrier a little before he makes his tackle.

PURSUIT IS...Conservative: The defender will rarely dive on his tackle. He will move sideways with the ball carrier, and wait for him to get close to make sure of the tackle instead of charging at him.

Logic: **KEY ON ➢**
Quarterback
Hot Player

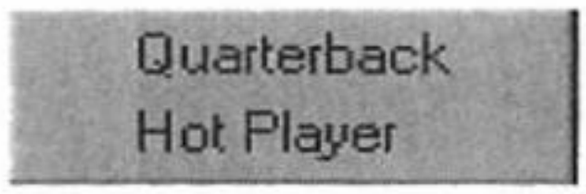
Used by: LB's and DB's

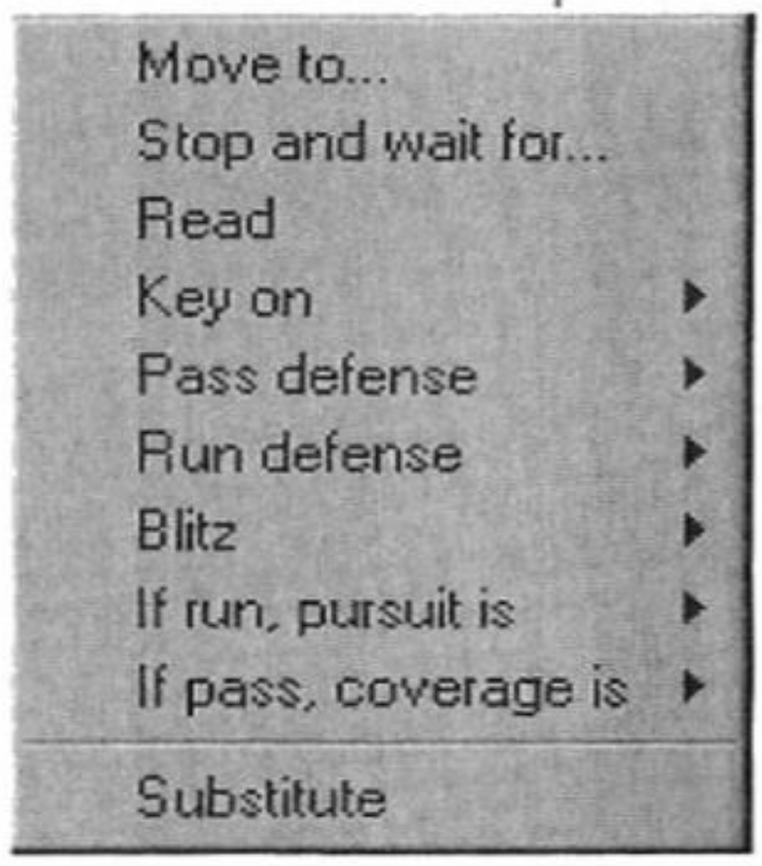
When: After the Snap

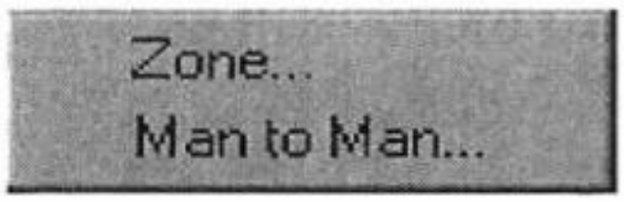
KEY ON...Quarterback: Defender moves parallel to the quarterback as the quarterback moves left and right. If the quarterback crosses the line of scrimmage, the defender will try to tackle him. Usually, you will want to have at least one linebacker to key on the quarterback on a deep pass play in case the quarterback decides to run the ball. This linebacker is called the "stay at home" man.

Note: If the quarterback rolls out left or right around the ends of the offensive line, the defender will run straight at him.

KEY ON...Hot Player: Defender will go after the offensive player who has gained the most yardage in the last several plays — regardless of position. If there is no **Hot Player,** the defender will line up to key on the nearest skill player (i.e., halfback, fullback, wide receiver, tight end, or quarterback).







Logic: **PASS DEFENSE ➤**
Zone...
Man to Man...
Bump man at line
Shade coverage...
Underneath
Deep

Used by: LB's and DB's

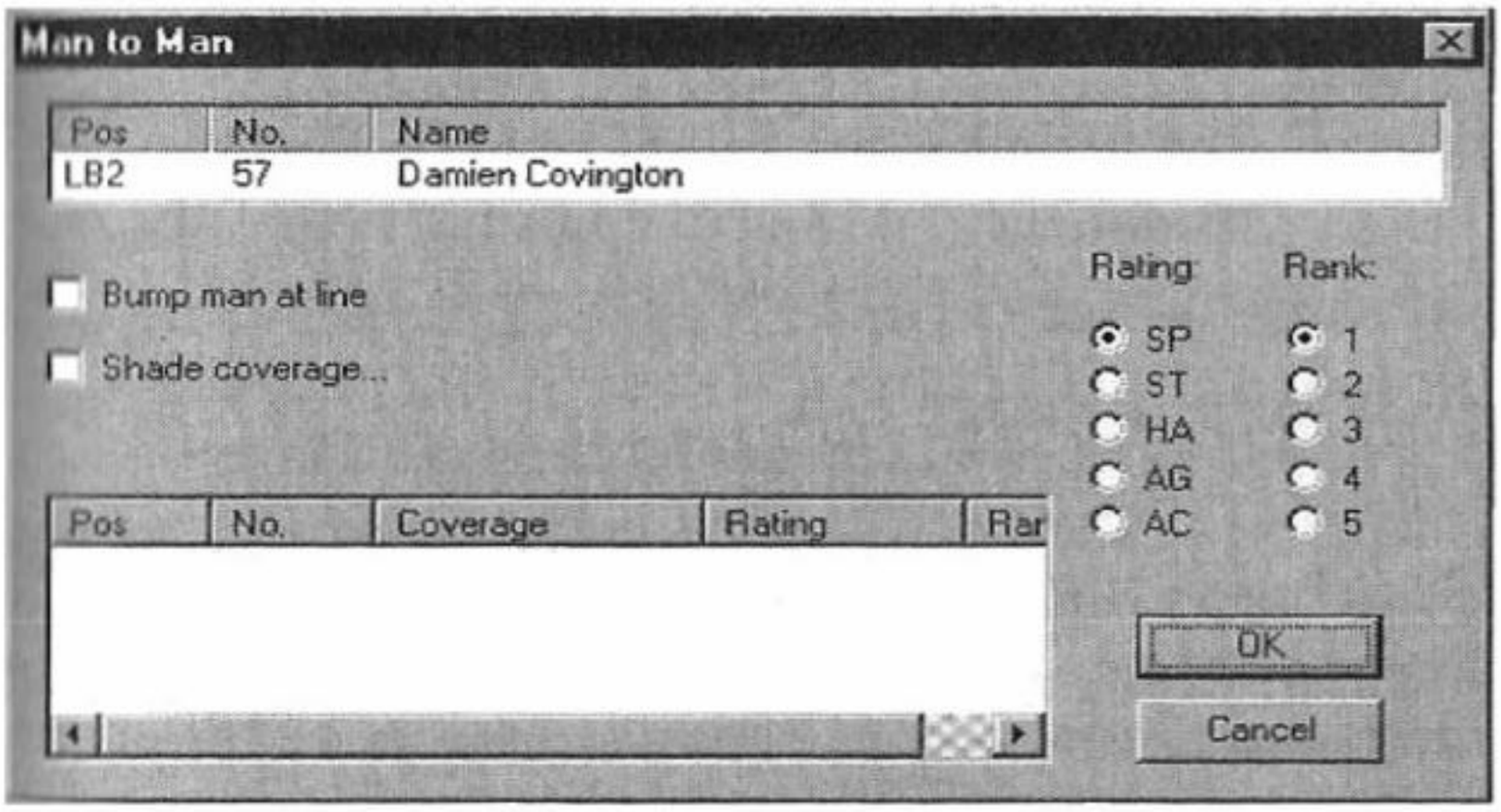
When: After the snap

PASS DEFENSE...Zone...: The defender will move to the center of his zone when the ball is snapped. He will cover receivers man-to-man in his zone until they enter another zone. If multiple receivers are in a zone the defender will cover the deepest receiver. If the receiver leaves the zone and does *not* enter another zone, the defender will abandon his zone and stay with the receiver. If a defender is dropping into a zone and has **LINE UP ON MAN** in his **BEFORE THE SNAP** logic, he will *not* move with his man if he goes in motion.

PASS DEFENSE...Man to Man: The defender has the ability to look for specific players and attributes. When the defender is selected, you will have a choice of covering a player according to his ranking at specific skills, such as Speed or Hands.

Example: You choose a defender and assign him to cover **SP, 1**. He would then be assigned to cover the fastest player that is not already covered by another defender.

At the bottom of the **Man-to-Man** dialog box is a list of the defenders that have Man to Man coverage on this play. This makes it easier to determine what offensive players are being covered.



Man to Man...Bump man at line: This is basic man-to-man coverage. You may choose to both **Bump man at line** and decide how to shade the coverage. A player will always follow his man if he goes in motion.

Note: By bumping a man at the line, the defender can disrupt timed pass patterns or slightly slow down the receiver. There is also a chance, however, that the defender will be called for defensive holding or that he may slip and fall and leave the receiver uncovered. He might also completely miss the receiver and get burned on a long pass.

Man to Man...Shade coverage... Underneath/Deep: In **Shade coverage**, the defender stays in man-to-man coverage, but will be slightly ahead or behind the receiver. In **Deep**, the defender will try to stay between the end zone and the receiver and is more likely to give up a pass and make the tackle later. If he plays **Underneath**, he will try to stay between the quarterback and the receiver. He is more likely to get an interception or knock down the ball, but if the quarterback lobs one over his head, he can get burned for the touchdown. He will always follow his man if he goes in motion.

Logic: **RUN DEFENSE ➢**

Aggressive

Balanced

Conservative

Used by: LB's and DB's

When: After the snap

These work the same as the **RUN RUSH...** for the defensive line, but the player has a better chance of realizing where the run is going (inside, outside, left, right, etc.) and reacting correctly.

Logic: **BLITZ ➢**

Real

Fake

Used by: LB's and DB's

When: After the snap

BLITZ...Real: When a linebacker blitzes, he is trying to do the same thing as a defensive back who is blitzing: get to the quarterback before he can throw a pass. He will run directly towards the quarterback. When a linebacker blitzes, he will sometimes stutter step a little to shake up the quarterback.

Note: A blitz sometimes works well against a run if the ball carrier runs to a hole that the blitzer is coming through.

BLITZ...Fake: The defender will do the stutter step and move towards the line as if he will blitz. The goal is to shake up the quarterback and get him to call an audible, but the player will continue with whatever other logic you give him.

Logic: **IF RUN, PURSUIT IS ➢**

Aggressive

Balanced

Conservative

Used by: LB's and DB's

When: After the snap

This is similar to **PURSUIT IS...** logic for the defensive linemen. When the ball is handed off or a receiver catches it and is running, this tells the defender how to pursue the ball carrier. If the defender is fooled by a fake handoff, he could switch to this logic early, abandoning, for example, the pass defense. The defender defaults to "balanced" if you don't choose an option.

Logic: **IF PASS, COVERAGE IS ➤**

Aggressive

Balanced

Conservative

Used by: LB's and DB's

When: After the snap

IF PASS, COVERAGE IS...Aggressive: The defender is much more likely to go for the interception and dive for the pass. He will pick more passes off and knock more passes down, but if he misses, the receiver will not be covered. There is a greater chance of a pass interference call.

IF PASS, COVERAGE IS...Balanced: The defender is equally likely to go for the interception or for the tackle. There is medium chance of a pass interference call.

IF PASS, COVERAGE IS...Conservative: The defender rarely goes for the interception. He will wait until the receiver catches the ball, then make sure he makes the tackle. There is a very low chance of a pass interference call.

INFRACTIONS

While designing plays, keep the following infractions in mind:

Illegal formation: The offense *must* have at least seven men on the line of scrimmage on each play.

Ineligible receiver downfield: Certain offensive players are not eligible to receive a pass. Eligible players include the man at each end of the line of scrimmage (tight ends or split ends) and all players in the backfield (one yard or more behind the line of scrimmage). Interior linemen are not eligible. If an ineligible receiver crosses the line of scrimmage (goes downfield) and a pass is thrown, a penalty is called regardless of whether the pass is thrown to the ineligible receiver or not. After the pass is thrown, any player may move downfield.

Note: Ineligible receiver downfield will generally happen when an OL has a blocking assignment other than ***BLOCK...Pass*** *on a passing play.*

Illegal forward pass: A pass may be either a forward pass or a lateral (also called a backward pass) pass. The offense may pass as many times as it wants on a play, but only one pass may be a forward pass. There are three types of illegal forward passes. 1) If a second forward pass is thrown during a play, it is an illegal forward pass. 2) If a player in possession of the ball is across the line of scrimmage and throws a forward pass, it is an illegal forward pass. 3) If the ball moves across the scrimmage line, then is moved back behind the line and a forward pass is thrown, it is an illegal forward pass.

Offensive pass interference: If an eligible receiver is given a **MOVE TO...** downfield on a pass play, but does not have a **LOOK FOR PASS**, he may throw a block before the ball has been caught and get called for offensive pass interference.

COACHING PROFILE AND GAME PLAN MANAGEMENT

Game Plans

Both the offense and defense have their own Game Plans. Game plans can contain up to sixty-four plays each. You do not have to fill all 64 slots in a Game Plan to use it, but you must fill at least one. Each Plan also contains additional Special Teams plays.

Coaching Profiles

This is where you decide what plays to call, what your field goal range is, and whether to stop the clock based on: minutes in the half, down, yards to go, field position, and/or point spread. You may also decide at what Energy level to substitute players in and out of the game and whether or not your team will try for 2-point conversions after touchdowns.

Should you decide that you do not like one of the Stock Profiles (which are used by the computer teams), you may change it by creating a new one, then copying that new Profile to the **\STOCK** folder and renaming it with the name of the Profile you wish to replace. You should preserve the original stock profile to something like OFFPA1.OLD, then name your replacement profile OFFPA1.PRF. Your replacement *must* use the same name, and *must* be in the **\STOCK** folder, or the game may not work properly.

Game Plan Management

You can manage Game Plans in the Play Editor from the Game Plan pulldown menu. Following is a list of the choices available on this menu and what they do.

LOAD

Click on this menu option, then select **Offense** or **Defense**. This dialog box works in the same way as the

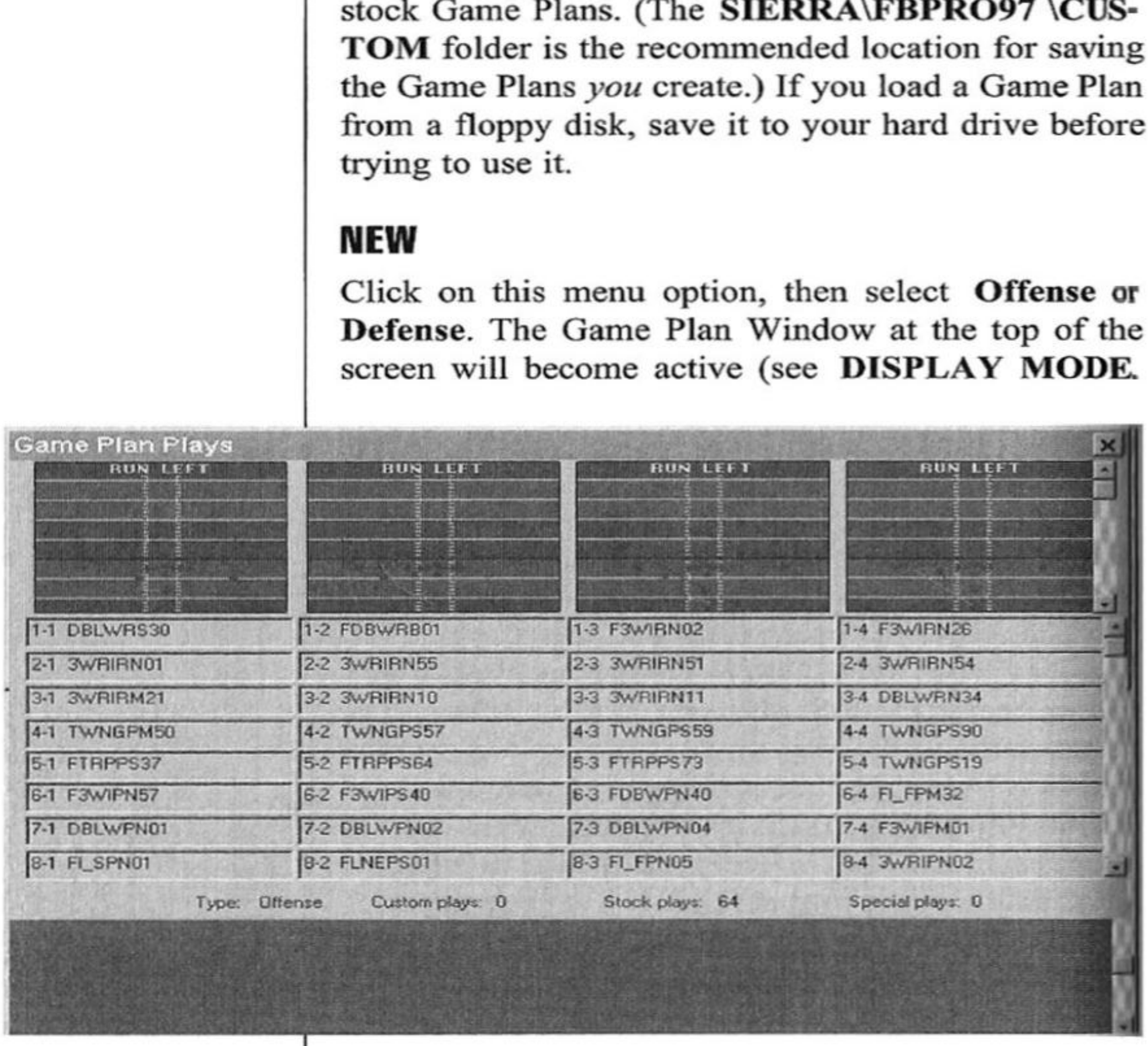


one for loading plays in the Play Editor. Two plans, called **OFF** (for offense) and **DEF** (for defense) are in the **SIERRA\FBPRO97** folder. These are the Game Plans used in Quickstart Exhibition games.

Go to the **SIERRA\FBPRO97\STOCK** folder to find stock Game Plans. (The **SIERRA\FBPRO97 \CUSTOM** folder is the recommended location for saving the Game Plans *you* create.) If you load a Game Plan from a floppy disk, save it to your hard drive before trying to use it.

NEW

Click on this menu option, then select **Offense** or **Defense**. The Game Plan Window at the top of the screen will become active (see **DISPLAY MODE**, page 140). The Game Plan Window is a "blank sheet" on which you can start building a Game Plan. All 64 slots are empty although only the first four shots are showing. Below each slot is a text slot which will display the play name once the slot is filled. When you first open a Game Plan Window, the first play slot is



The Game Plan Editor screen.

highlighted. Click on the play slot to open the Play Selection Window. Again, this dialog box works in the same way as the one for loading plays in the Play Editor. Simply click on the play you want and click the **Add** button. The play will be automatically inserted into the first play slot labelled 1-1. The highlight will then move to the play slot labelled 1-2. Click on the next play you want to insert, and continue to build your Game Plan, up to 64 plays total. To close the Play Selection Window, click the **Close** button or the **x** button in the upper right corner of the window.

To remove a play from the Game Plan, make sure it is the highlighted play slot, then select **Erase** from the Play Editor pulldown menu. To replace a play in the Game Plan with a different play, click on it, then select another play from the Play Selection Window. The old play will automatically be replaced with the new one. Once the first four slots are filled, the next four empty slots scroll into view. If all 64 play slots are filled, the highlight will automatically "wrap around" to the beginning (play slot 1-1).

When creating a Game Plan, try to group similar plays together. For example, one group could include short pass plays, another group could consist of goal line runs, and so forth.

You may mix Stock plays and Custom plays in a Game Plan. Stock play names are in *blue* for Offense and *red* for Defense. Custom play names are in *gold* letters. If you are going to create a large number of Custom plays, you may want to create subdirectories so you can organize them into groups, such as **PLL** for **Pass Long Left** plays, etc. This will make it easier to find specific plays you want.

SAVE

In addition to the play names and mini-diagrams, the Game Plan Window displays the following information in a message bar along the bottom:

Plan Type – Offense or Defense

Custom Plays – the number of custom plays in the Game Plan.

Stock Plays – the number of stock plays in the Game Plan.

Special Plays – the number of special plays in the Game Plan.

This works in the same way as the **Save** button in the Play Editor. Your Game Plan must have at least one play before you can save it.

The default folder for your plans is **SIERRA\FBPRO97.** The folder where you last saved a Game Plan becomes the default folder for saving Game Plans for your team.

Game Plan Editor Keyboard Commands	
Right arrow key	Move forward to next play slot
Left arrow key	Move back to previous play slot
Up arrow key	Move up to play one row above
Down arrow key	Move down to play one row below
[Delete]	Delete highlighted play

DISPLAY MODE

4 Play – This is the default view where four play slots are displayed in the Game Plan Window.

32 Play – This will still display four play diagrams, but 32 play names are listed in groups of four below the diagrams. You can click on any row of play names to display the corresponding play diagrams. Use the scroll bar on the right to quickly move through the list of plays. You must have a Game Plan loaded already or these windows will be blank.

64 Play – Again, this will display four play diagrams, but all 64 play names are listed in groups of four below the diagrams. You can click on any row of play names to display the corresponding play diagrams.

Special Plays – Shows Special Teams plays available

to all teams. These plays are automatically attached to all Game Plans.

Play Types – Shows the general categories that plays fit into, such as **GOAL LINE RUN, PASS MEDIUM MIDDLE** or **Pass Random Long**. The Play Types are based on distance and which side of the field the play is going. The sides of the field for runs and passes are divided into thirds called Left, Middle, and Right. The distances for passes are:

Short: 5 yards or less

Medium: 5 to 10 yards

Long: 10 yards or more

There are four special offensive Play Types. **RUN RANDOM, PASS SHORT RANDOM, PASS MEDIUM RANDOM**, and **PASS LONG RANDOM** will choose a direction at random. For example, a **PASS SHORT RANDOM** could be a **PASS SHORT LEFT**, a **PASS SHORT MIDDLE** or a **PASS SHORT RIGHT**.

INFO

When you select this option from the Game Plan pulldown menu a dialog box appears that provides a snapshot of your overall Game Plan. Click the **OK** button to close it.

QUICK PLAN

Quick Plan allows you to quickly assemble a Game Plan by just choosing the number of each kind of play you want. From the Game Plan pulldown menu, select **Quick Plan** and either **Offense** or **Defense**. This brings up the Quick Plan creation dialog box. This dialog box contains all of the possible play types with a number box next to each type. Use the arrow buttons next to each number box to increase or decrease the number of plays, then click the **Create Plan** button. If the **Custom plays** check box has been selected, the computer will first look for matching plays from your

custom plays folder. Once all of the custom plays have been chosen that match, you can in fill the rest of the game plan (if necessary) with stock plays.

Once the Quick Plan has been completed a Game Plan Window opens with all of the plays listed.. Make any edits desired as described in the "New" section on page 138.

Printing a Game Plan

You can print out your Game Plan. When you click on Print from the Play Editor pulldown menu, you will have several printing options.

Play Diagram:

Full Size: Prints a full size After-the-Snap diagram of each play.

Mini: Prints all play diagrams in a thumbnail format.

None: Prints no play diagrams.

Play Logic Text:

All Logic: The text for Before- and After-the-Snap logic is printed for each play.

Before Snap Only: Only the text describing Before-the-Snap logic is printed for each play.

After Snap Only: Only the text describing After-the-Snap logic is printed for each play.

None: Only the play names are printed.

*Note: Printing a Game Plan with **None** selected on both **Play Diagram** and **Play Logic Text**, will print play number, type, and name only.*

Print:

Play: Print only the highlighted play in the Game Plan.

Plan: Print the entire Game Plan. Be careful – if

you have a lot of plays in your plan, and especially if you have diagram and logic options printing, this can amount to quite a few pages.

Title Page: **Yes** will print a title page with game plan, team name, team nickname, team abbreviation, coach, league, conference, and division information on it. **No** will not print a title page.

Make the appropriate selections for the printing setup you have, then click **OK** to print, or **Cancel** to return to the Game Plan Window.

The Coaching Profile Editor

LOAD >

You must load a Profile before you can activate the other Profile Editor menu options. Choose **Offense** or **Defense**. There are default Profiles called **OFF1** and **OFF2** (for offense) and **DEF1** and **DEF2** (for defense) in the **SIERRA\FBPRO97** folder. You can find additional Profiles in the **SIERRA\FBPRO97 \STOCK** folder.

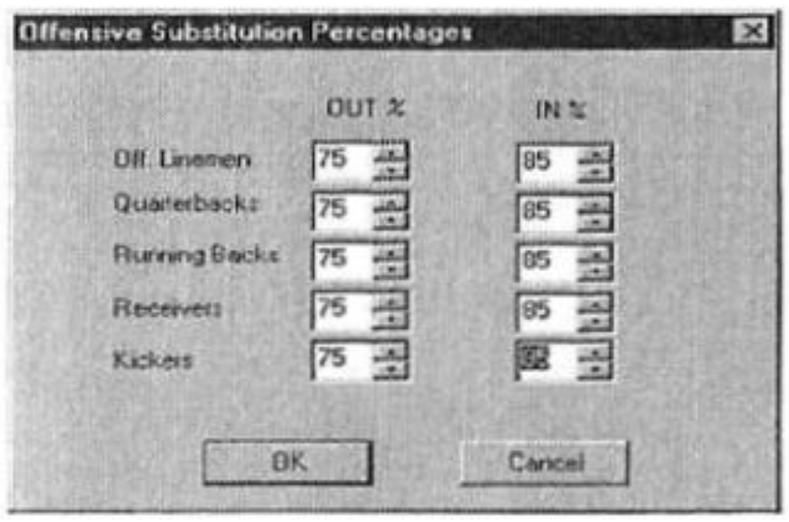
GENERALIZE

When you build a Profile, you can use either general Play Types or specific plays in it. If you use specific plays in your Profile, the Game Plan using those plays will be included automatically as part of the Profile. A Profile using only Play Types can use any appropriate Game Plan for offense or defense.

This option will take a Profile with specific plays and will substitute the Play Types for those plays into the Profile.

SAVE...

This saves your Profile. The default folder is **SIERRA\FBPRO97\CUSTOM**. Standard DOS file naming conventions apply.



EDIT SUB %'s

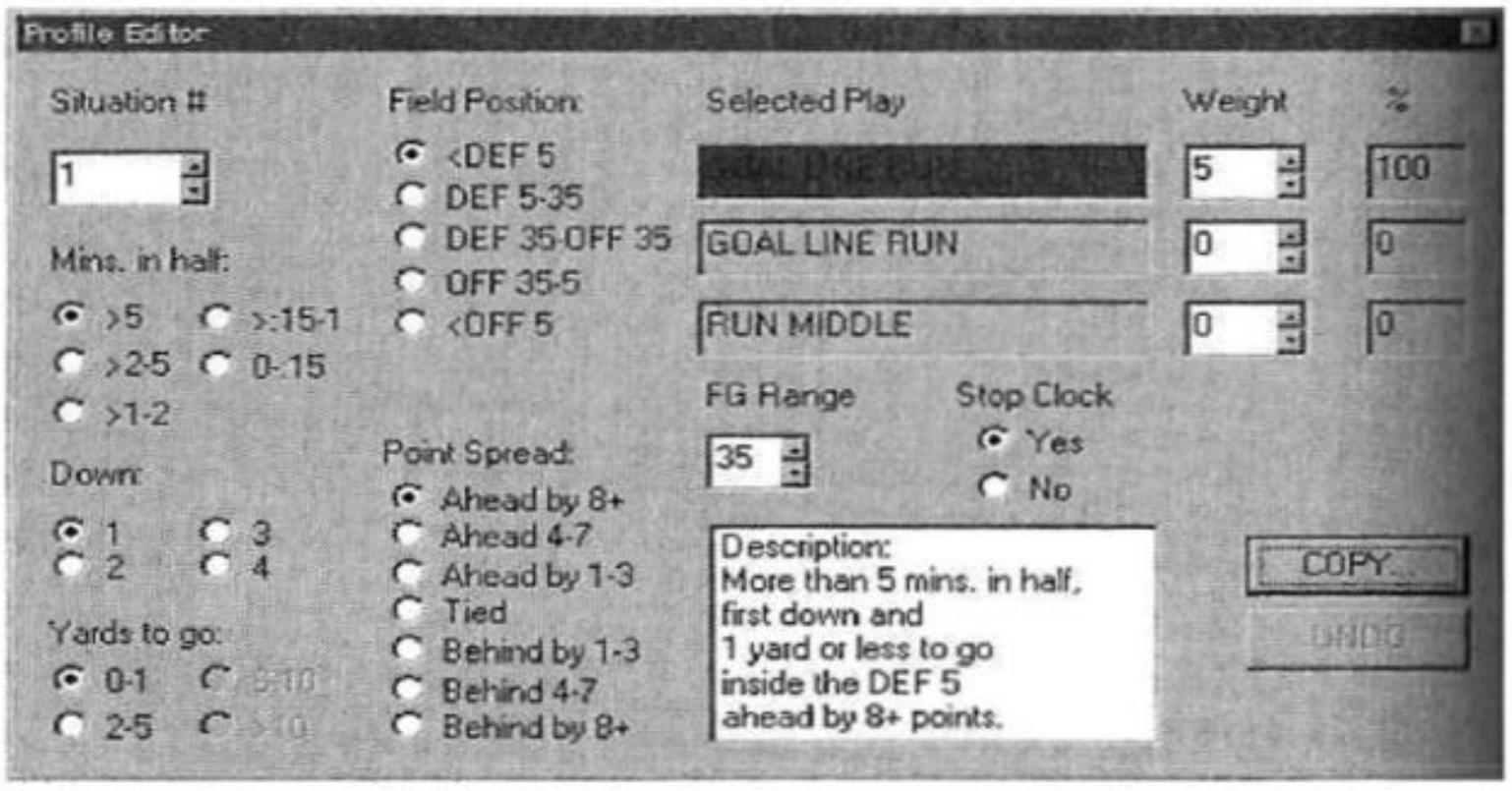
This allows you to choose the Energy level (ER) at which you want specific positions to sub in and out of the game. Select this option to bring up the percentages windows. You may adjust the percentages up or down by clicking on the arrows. The percentages must be between 0 and 100.

For example, the defaults for most positions are 70% to come out and 85% to go back in. When a receiver's energy reaches 70%, he will be substituted out of the game and will rest until he gets back to 85% energy.

EDIT PROFILE

When you select this option, a dialog box opens with Profile editing controls. You must first load a Profile before you can edit one. All Profiles must be completely filled out to be used, so you can only edit a preexisting Profile. Start with one of the stock Profiles and adjust it as you wish.

There are 2,520 game situations that can occur in each half of a game, based on several variables. You can select up to three Play Types or specific plays that the computer will randomly select in each situation, and the percentage chance that each of those plays will be called (probability weighted against the others). You



whether you want to stop the clock before a particular play starts.

The variables used are:

Minutes in half:

>5	More than 5 minutes left in the half
>2-5	Between 2 and 5 minutes left in the half
>1-2	Between 1 and 2 minutes left in the half
>:15-1	Between 15 seconds and 1 minute left in the half
0-:15	15 seconds or less left in the half

Down:

1	First down
2	Second down
3	Third down
4	Fourth down

Yards to go:

0-1	1 yard or less
2-5	2 to 5 yards
6-10	6 to 10 yards
>10	More than 10 yards

Field position:

<DEF 5	Inside the defense's 5 yard line (5 yards or less to a TD)
DEF 5 - 35	Between the defense's 5 and your field goal range
DEF 35 - OFF 35	Between your field goal range and the offense's 35 yard line
OFF 35 -5	Between the offense's 35 and 5 yard line
<OFF 5	Inside the offense's 5 yard line (5 yards or less for a safety)

Note: When you change your field goal range, the ***DEF 35*** *changes to match it. The default is the* ***DEF 35****.*

Point Spread:

Ahead by 8+	Behind by 1-3	Tied
Ahead by 4-7	Behind by 4-7	
Ahead by 1-3	Behind by 8+	

Situation #

This is a number from 1 to 2,520 that describes the game situation based on the variables that are chosen. To change the Situation Number, you can click the buttons to change the variables. You can also click the **Situation #** text box, type in a new up or down buttons on either side of the text box as follows:

Single left-click:	Increase/decrease by 1
Single right-click:	Increase/decrease by 10
Left & right-click and hold:	Increase/decrease by 100

The scoreboard and play-by-play text includes the situation number. This helps you track your coaching skills on a printout of your profile.

FG Range

The FG Range must be between 5 and 50 yards. Adjust it the same way you adjust the situation number. Changing this number changes two of the variables in **Field Position**. By adjusting **FG Range**, you can customize your Profile to fit your kicker's ability.

Stop Clock?

If you click **Yes** for this situation, the computer QB will call a time out if there are time outs remaining. If there are no time outs and it is *not* fourth down, the QB will automatically run the play **STOPCLOK**.

2-Point PATs

This option brings up a dialog box that allows you to determine when your team will try for 2 points after a touchdown. It is very similar to the regular coaching profile screen, but applies only to 2-point conversion attempts.

Selected Play

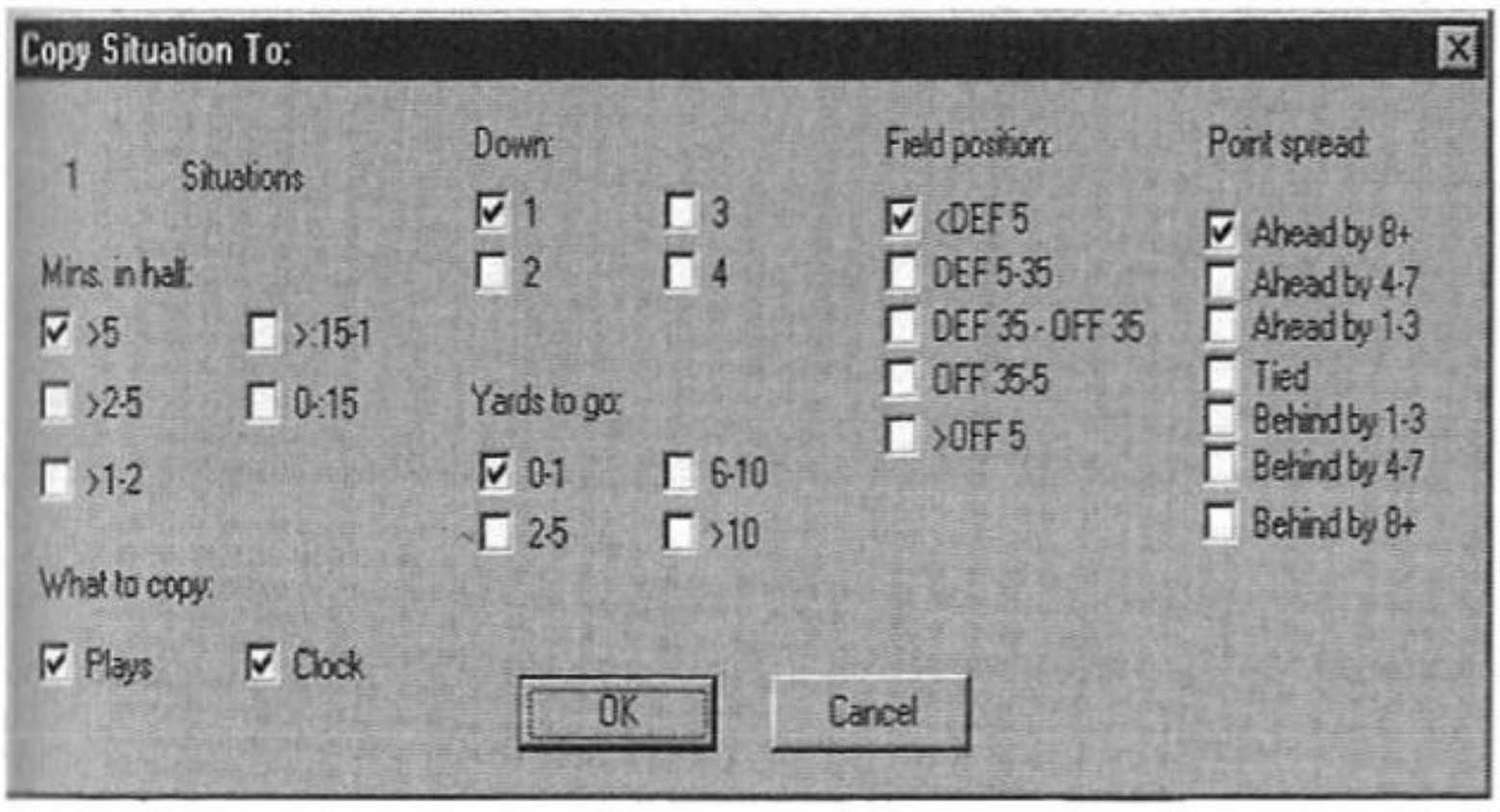
This shows the three Play Types or specific plays from which the computer will choose for any given situation. To change one of these plays, click its text box, then click on a specific play or Play Type from the display above. **Note:** To generalize a specific play in a Selected Play slot, right-click the slot.

Weight

Use this to increase or decrease the chance the computer will pick that play over the others. The value must be between 0 and 10. When you change the weight, the percentage next to it will automatically be recalculated as necessary. At least one play must have a weight greater than zero: i.e., you must call something.

COPY

This powerful feature allows you to modify several situations at once. Click **COPY** to open a display at the top of the screen. Click the check boxes to select game variables. The number of situations you are changing will be shown in the upper left corner. You must select at least one check box for each variable before any situations will be changed. You may choose to copy just the **Stop clock** logic, just the **Selected plays** and their weighting, or both.



When you click **OK**, the information selected under **Copy Options** will be copied over to all of the situations with the variables you have checked.

UNDO

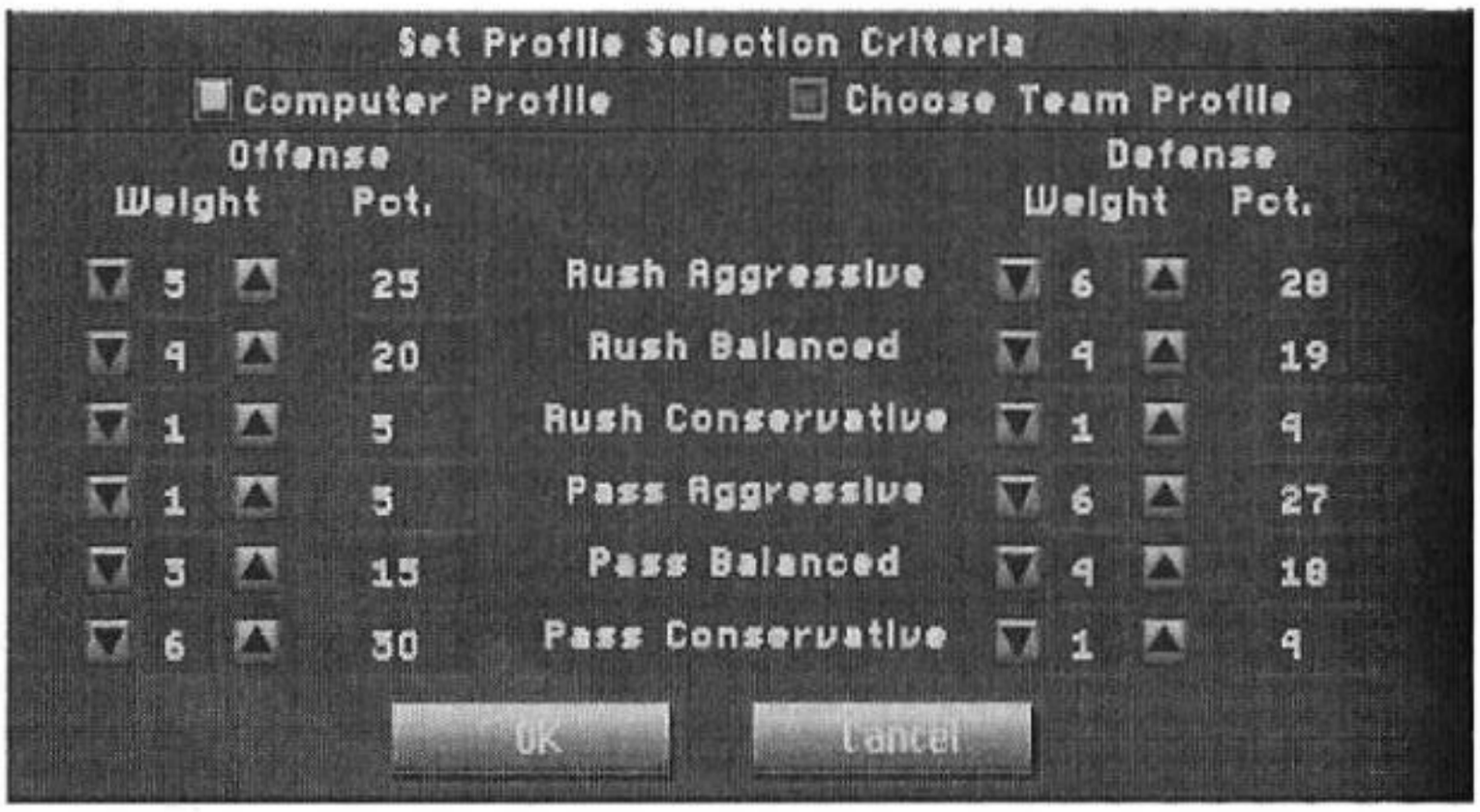
Clicking this will cancel your most recent edit decision, whether it was changing a single selected play, changing the weighting of a play, or copying information to other situations with **COPY**.

First and Second Half Profiles

If you decide to edit Coaching Profiles, you will probably want to do separate profiles for the first and second halves. For example, on 4th down on the defensive 10 yard line with 10 seconds to go in the half and trailing by 6, you might settle for a field goal in the first half, but you would definitely go for the touchdown in the second half.

Team Profiles

Real NFL teams do not use the same Coaching Profile week after week. They vary their play selection some-



what to make it more difficult for their opponents to predict what they will do. In *Football Pro*, you can set

the probability that a computer-owned team will select a particular Coaching Profile using the Team Profile.

The computer normally selects the best profile for its personnel (weight=0). To alter this profile, go to the **Team Data** screen for the computer-owned team you wish to edit. Switch the team to Human-owned. You may then click on the **Team Profile** button and adjust the weights on the offensive and defensive coaching profiles. When finished, switch the team back to Computer-owned.

PLAYER RATINGS PROFILE EDITOR

Football Pro includes a Player Ratings Profile Editor (PRPE) that lets you reassign player ratings based on your own criteria. You may edit any of the eight ratings for any position and, from the Pro Bowl Screen, edit and apply Pro Bowl player selection criteria. (Ratings are kept in .RAT files, while selection criteria are kept in .RAS files.) The Formula screen allows you to create a formula for the rating, while the Results screen allows you to see how players are ranked and to assign new ratings based on one of four distribution curves. When you are satisfied with the results, you may save the new ratings to the original league or to a newly-created league. You may also go to the **View All Ratings** screen to edit the ratings for individual players. In addition, you can save any formulas you create into a Player Ratings Profile.

ADJUSTING PLAYER RATINGS

Follow these basic steps to adjust ratings. See the following sections for more detail.

1. In the **League Data** screen, load the league that contains the players you wish to edit. Exit to **League Play** and click on **Player Ratings Editor** to open the PRPE.

2. Create a formula that will be used to RANK the players. *Note: This formula determines only the ordering of players from best to worst, not the actual ratings.*

3. Go to the **Curve Selection** screen by clicking on **Show Results**. You will see all of players ranked according to your formula, and the raw data ("RESULT") for each player. Decide what the lowest and highest ranked player's ratings should be, and enter them into the **MIN** and **MAX** boxes, respectively.

4. Select a distribution curve to group the players' ratings:

Straight: even distribution between Min and Max.

Bell: more players near the average of the Min and Max.

Log: more players near the Min.

Exp: more players near the Max.

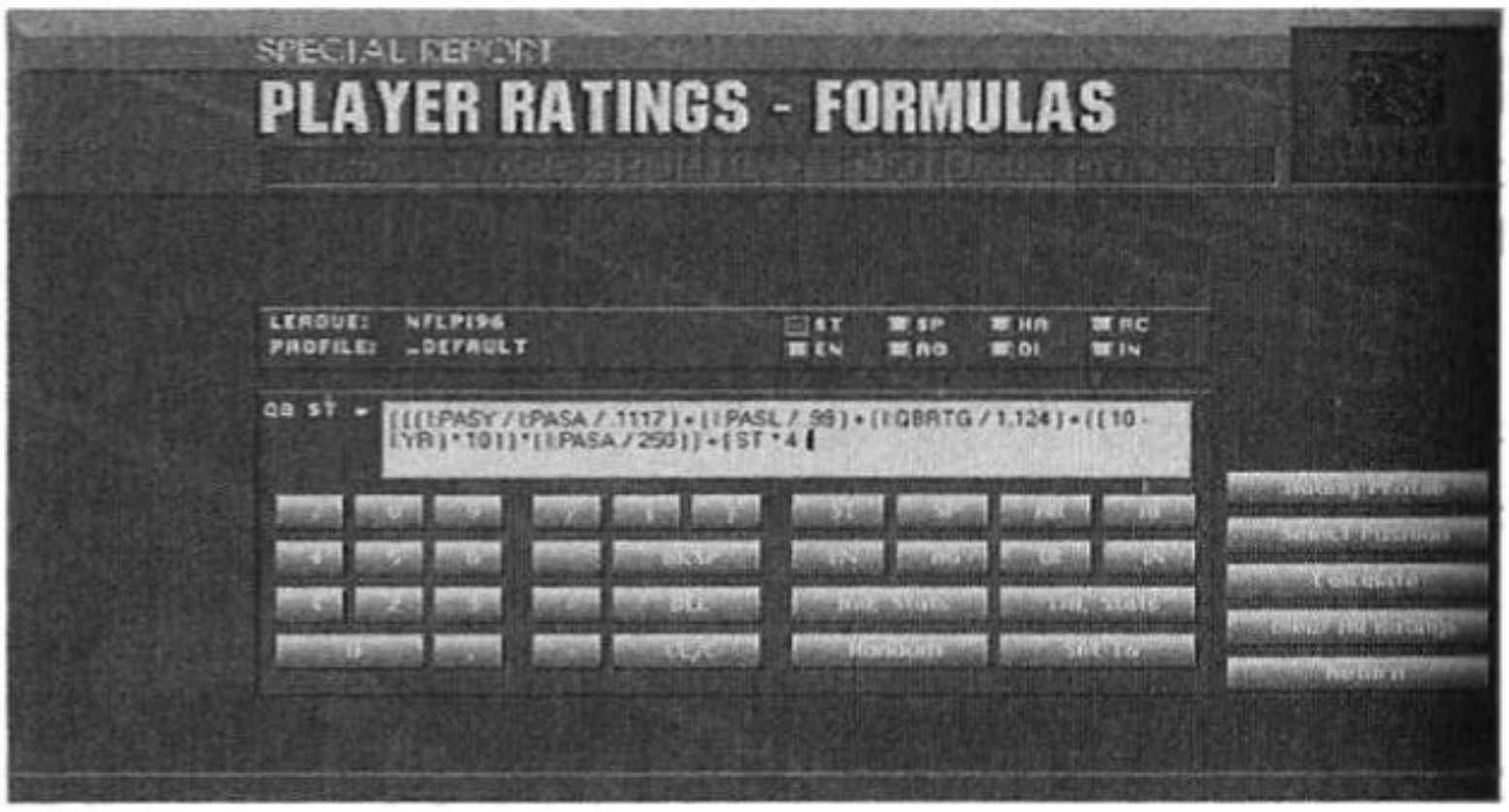
5. To change the players' ratings, you must APPLY the profile or SAVE RATINGS.

Note: Some default player ratings have been modified to produce more realistic scores and statistics. If you apply the DEFAULT player ratings, some ratings in that league will not match those that came with the game.

EDITING FORMULAS

You may create formulas to establish each individual rating for each position. For example, you may create a QB strength (ST) formula, a DE agility (AG) formula, and so forth. The **Select Position** button allows you to choose any general position (e.g., receivers) or specific position (e.g., tight ends). To change the current rating being edited, click one of the rating buttons near the top of the screen.

The Player Ratings Profile Editor interface.



You may use the Calculator display or the keyboard (see "'Smart Formula' Entry" on page 155) to edit your new formula. The buttons work as follows:

0-9, **.** (decimal): These buttons insert a numeral or decimal into your formula. (You may also use the number keys on the top row of your keyboard.)

+, –, *, /, (,): These buttons insert an operator into your formula. Note: You will get an error message if your left and right parentheses do not match up.

BKSP: Backspaces over the numeral, operator, rating, or statistic to the left of the cursor. (You may also use the [Backspace] key on your keyboard.) Be careful near numbers- it's easy to clip the first digit.

DEL: Deletes the numeral, operator, rating, or statistic to the right of the cursor. (You may also use the [Delete] key on your keyboard.)

CE/C: Clicking this once clears the previous item entered (Clear Entry); clicking it twice clears the entire formula.

SP, AC, AG, ST, HA, EN, IN, DI: These buttons insert the current value of the player's rating into the formula.

IND. STATS, TM. STATS: Inserts a statistic into your formula. A dialog box will allow you to choose from all available statistics. Individual statistics are indicated in the formula box by "**I:**" followed by the abbreviation for the statistic. Team statistics are indicated by "**T:**" followed by the abbreviation.

RANDOM: Inserts a random number into your formula. A dialog box will ask you to specify a maximum number up to 99. The number generated will be between 1 and the number you specify.

SET TO: Allows you to replace the current formula. You may choose **Default, Blank, Revert To Last Saved Formula** (if you are modifying a formula in a previously saved Ratings Profile), or **Another Position's Formula** for the current rating.

Use your mouse to move the cursor around in the Formula display. You can also use the numeric keypad cursor keys (Up arrow, Down arrow, Left arrow and Right arrow) and the [Home] and [End] keys.

The other buttons on this screen are:

Rating Profile: This opens a window with four additional Profile options.

Load Profile: Allows you to load (or delete) a previously saved Ratings Profile.

Save Profile: Allows you to save a Ratings Profile.

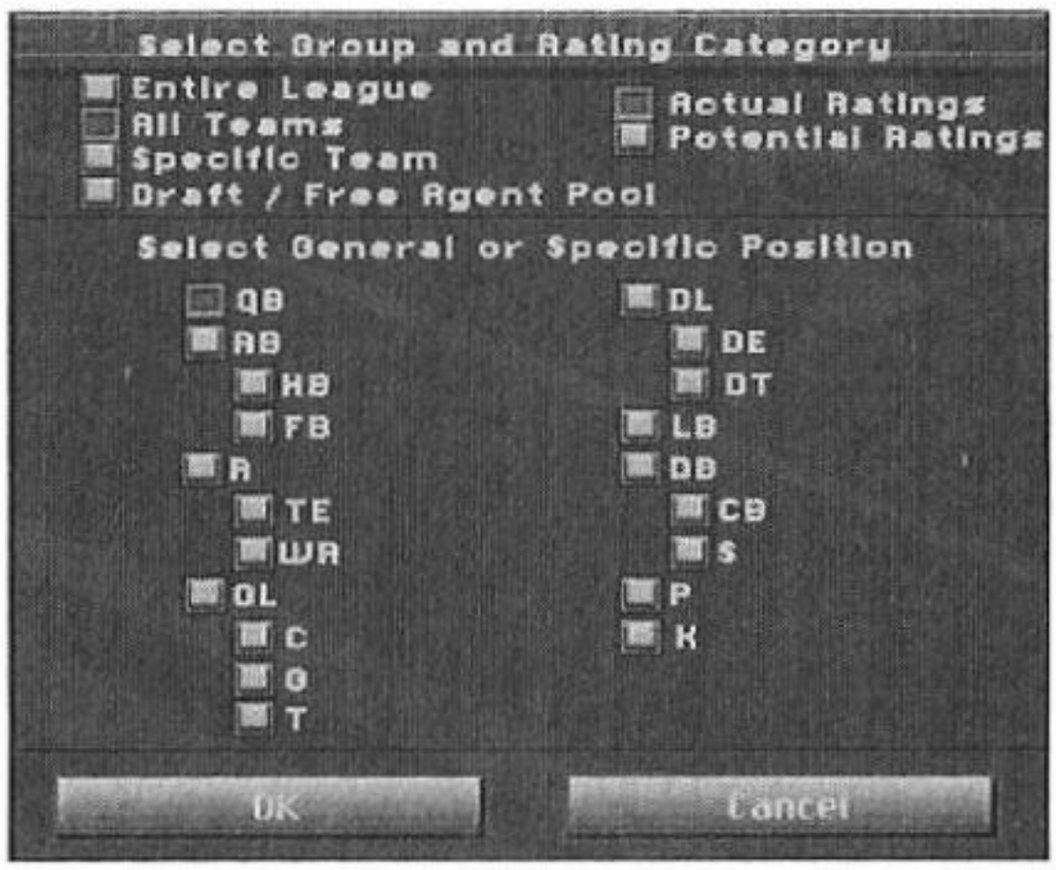
Print Profile: Prints all formulas in the current Ratings Profile.

Apply Profile: Modifies all player ratings in the

current league using the formulas in the current Ratings Profile.

Cancel Profile: Returns you to the main Profile Ratings editor screen.

Select Position: Allows you to choose any general position (e.g., receivers) or specific position (e.g., tight ends). You can also select from the following options to further define the position and ratings you want to effect: **Entire League**, **All Teams**, **Specific Team**, **Draft/Free Agent Pool**, **Actual** Ratings, and **Potential** Ratings. *Note: An Actual Rating can never be greater than a Potential Rating.*



Calculate: Opens a dialog box that shows the selected players' ratings, from a minimum and maximum value, through four different distribution curves. You can change the MIN and MAX values and click **Calculate** again from the dialog box to redistribute the ratings.

View All Ratings: Takes you to the All Ratings screen to see all of the ratings for players of the current position.

Return: Returns you to the League Menu screen.

CONTEXT SENSITIVE HELP

All buttons on the Player Ratings calculator have

context sensitive help. Use the right mouse button to click on any calculator button. A pop-up text box explains the function of each one.

"SMART FORMULA" ENTRY

You can create formulas that rank players by their years in the league, passer rating, personal stats, team stats, stats for opposing teams, or even the current ratings. The examples below show you how to do this. You can type in formulas via the keyboard, or use your mouse to click on the individual calculator buttons. As you type, the computer automatically checks your entries for validity. If it is determined that what you are typing is not a valid entry, then you will be warned with an audible beep. In addition to this "auto check" feature, you can type in a partial entry, followed by an asterisk, then press the **[Tab]** key to have the program conduct a search for the first alphabetical match. For instance, if you type in **I:PA** (the beginning of an Individual Stats, Pass formula), the program will come up with **I:PASA** (Pass Attempts). You can continue the search by pressing the **[Tab]** key again. **I:PASC** (Pass Completions) would be the next alphabetical match in the search. Continue to press the **[Tab]** key until the proper match is made. Once the proper match is made, you can continue typing in other formula entries.

In the examples below, you can replace the mouse click instructions with the equivalent keyboard entries.

Note: Statistic-based formulas results begin the season at "0" but become more useful as the season progresses.

Formula Example 1:

You have just completed a season with the NFLPI96 league. For the 1997 season, you want all the HBs'

speed (SP) adjusted so the players with the most yardage in the 1996 season will be the fastest for 1997.

To do this you would go to the Player Ratings Editor and:

1. Click on **Select Position**, then choose **Entire League** and **HB**. Click **OK** to return to the main screen.

2. Click on "SP" in the gray ratings box at the top. You will now be editing the formula ranking all HBs speed in this league. (You have NOT changed the ratings yet.)

3. Clear the current formula by clicking on **CE/C** twice.

4. Click on **Ind. Stats** to display individual statistics. Scroll down to "Rushing Yardage." Click on it to place its abbreviation (I:RUY) in the formula display.

5. The formula is now "HB SP = I:RUY". Click on **Calculate** to open the **Curve Selection** screen. This shows all of the HBs ranked by rushing yardage for the 1996 season. Under **Result**, each player's rushing yardage for 1996 will be shown. (All results will be zero if you have not actually played any games yet in 1996.)

6. Set the **MIN** and **MAX** values. (Use 50 and 90, respectively.) Then click on **Calculate** to distribute the players' ratings from 50 to 90 through four different distribution curves.

7. Scroll through the list and determine which of the four distributions you like best, then click on the column heading for that distribution.

8. To assign these ratings to the actual league, click on **Save Ratings**. You will be asked to select a league from the scroll box. You can either select NFLPI96 (to replace the ratings in that league) or enter a new name to create a new league using the revised HB SP ratings). Now, the HB SP ratings have been revised but

all other ratings, endzone art, insignia, etc. will remain from NFLPI96.

Formula Example 2:

You want to improve the HA "Hands" rating of all the tight ends (TE), but have them ranked in the same order.

1. Click on **Select Position**, then choose **TE**. Click **OK** to return to the main screen.

2. Click on "HA" in the gray ratings box at the top.

3. Set the TE HA formula equal to HA. To do this, clear the current formula (double-click **CE/C**) and then click the red "HA" button.

4. When you show results, the TEs will be ranked by the current HA rating. If the highest TE HA rating is 85 and the lowest is 60, you could change the MAX to 95 and the MIN to 70.

5. Choose a Straight Distribution, and then **Save Ratings**. Now all of the TEs will have better HA ratings.

Example 3: Pro Bowl

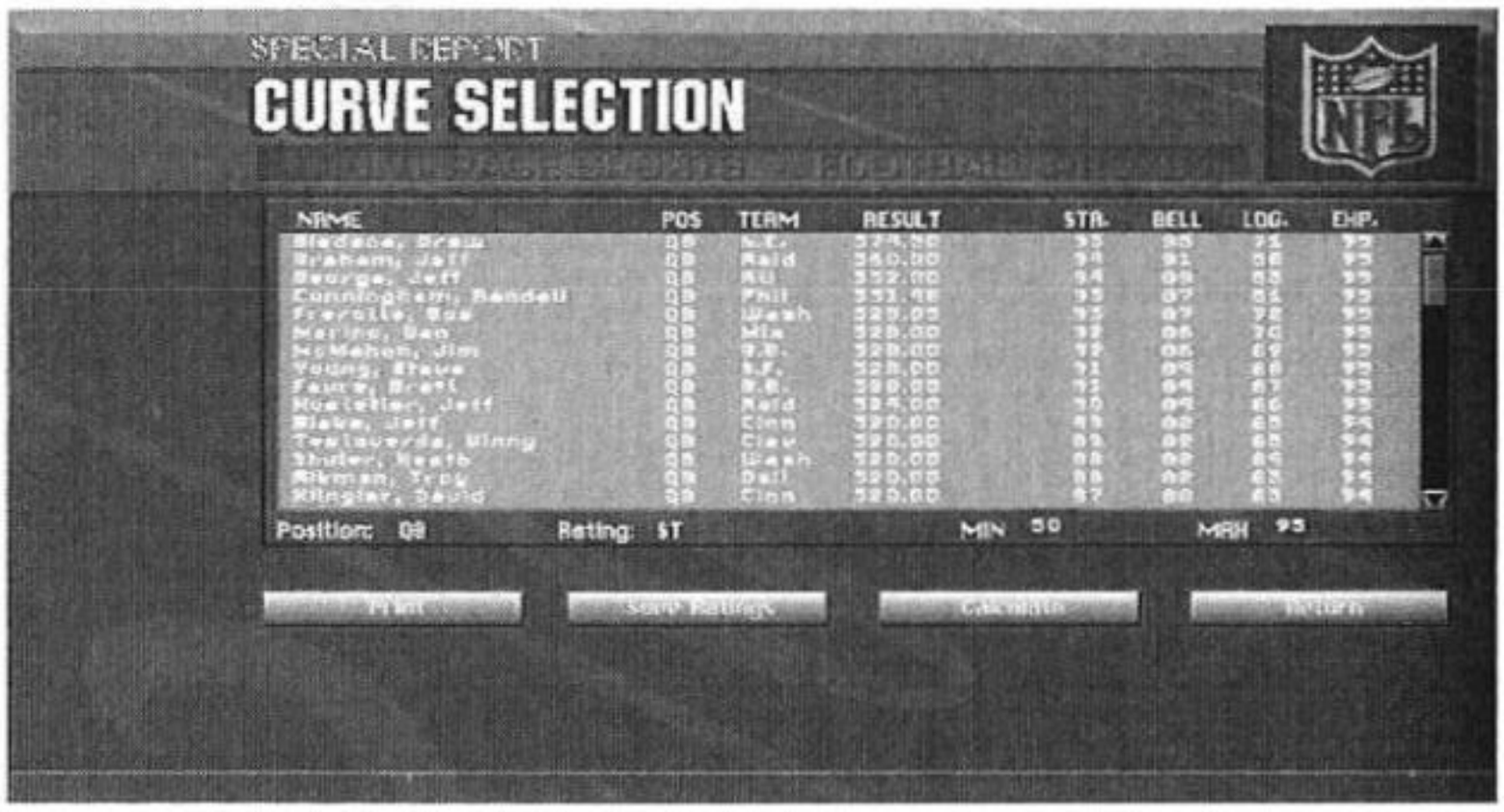
To set Custom criteria for a Pro Bowl Game, use the same method as above. You will not be able to select a rating, however, because you can't adjust ratings in the Pro Bowl. You can only set criteria for Pro Bowl player selection. For example, if you set the HB formula to be "Rushing Yardage," then **Show Results** lists all of the HBs by yards rushing. (If there are no yards rushing (beginning of the season) then the HBs will be ranked by the total of their ratings.)

VIEWING RESULTS AND ASSIGNING RATINGS

Once you have finished your formula, click **View Results** on the Formula screen to see how the players are ranked according to your formula.

At the bottom of the Results display are two text boxes, labeled **Min** and **Max**. You may use these text boxes to define the range for the rating, then click the **Calculate** button to calculate new ratings for each player.

The Curve Selection screen.

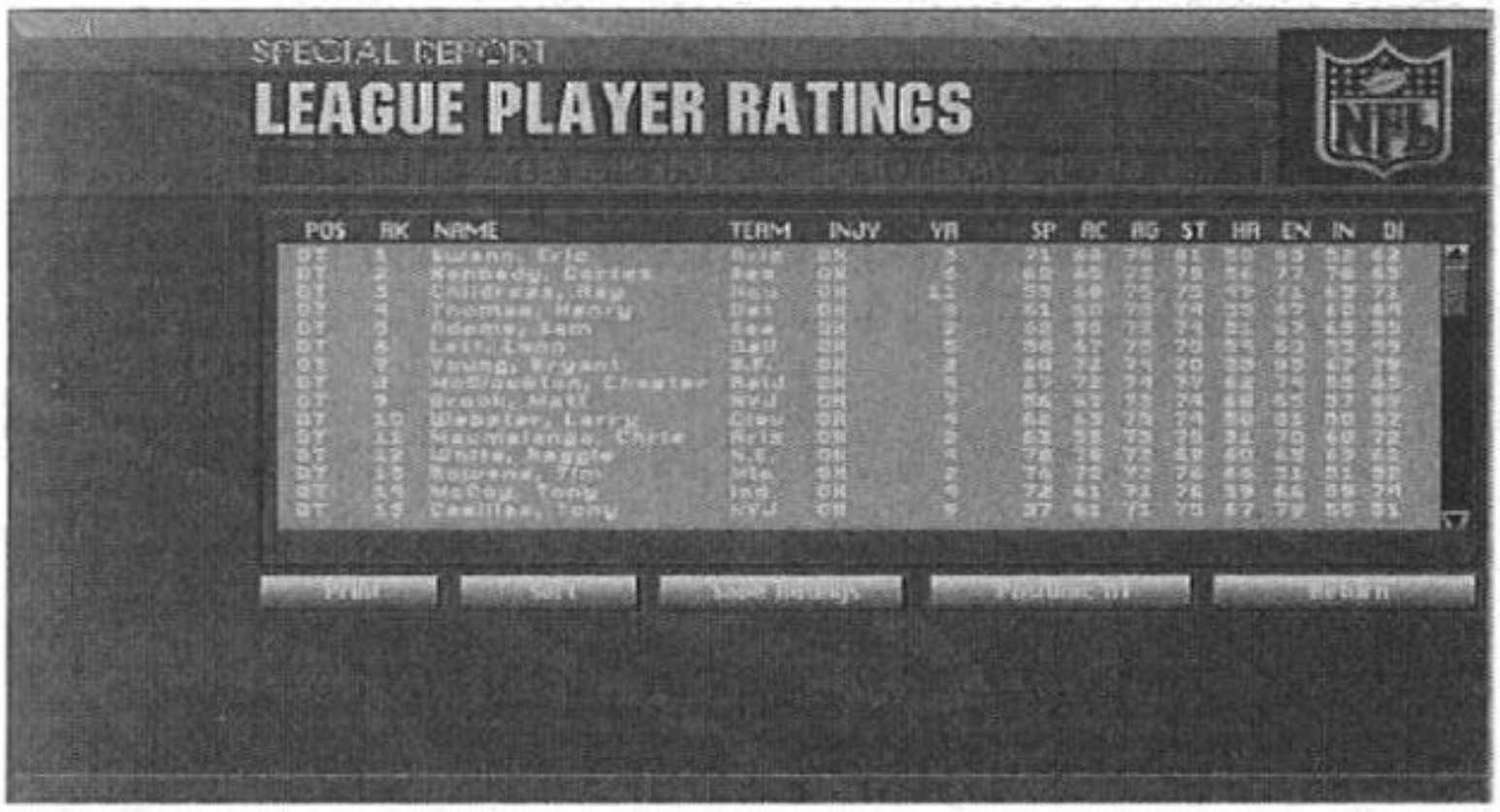


On the right side of the display, you will see four columns of ratings, labeled **STR.** (straight), **BELL** (bell curve), **LOG.** (logarithmic), and **EXP.** (exponential). These indicate the distribution curves for the ratings. A straight-line distribution has players equally spaced in the range. The bell curve groups the players in the middle of the range. The logarithmic curve groups the players near the bottom of the range, and the exponential curve groups the players toward the top of the range. Remember, the ratings are assigned on the basis of the ranking of the players, not on the actual result of the formula. Two players may have nearly the same result, but different ratings, because one is ranked higher than the other. (If two or more players have the same result, they are sorted on the basis of their current ratings.) Now click on a column heading to select a distribution, and you may save the new ratings by clicking the **Save** button. These ratings can be saved to the original league or to a new league.

VIEWING ALL RATINGS

If you click **View All Ratings** on the Formula screen, you will see all of the ratings for the players at the selected position. You may double-click on any player to bring up a dialog box that will let you directly edit his ratings.

You may also click on the **Name** column, or on one or more of the ratings columns, then click **Sort** to sort the



The League Player Ratings screen.

display. If you select multiple ratings, the players will be sorted by the sum of all ratings selected. (For example, if you selected SP and AC, a player with SP = 80 and AC = 64 would be sorted above a player with SP = 95 and AC = 40.)

LEAGUE PLAY

BACKING UP AND BUILDING LEAGUES

Football Pro offers you the choice of competing in the default **NFLPI 1996** league or building one or more new leagues of your own. To build a new league, click **League Play** at the Main Menu screen, then click **League Data**. When the League Data screen appears, click **New League**.

Default Leagues

We have included eight career leagues filled with players who are members of the NFL Players Association (NFLPA, later named NFL Players, Inc, or NFLPI). These leagues are**NFLPA92, NFLPA93, NFLPA93E, NFLPA94, NFLPA94E, NFLPI95, NFLPI95E**, and **NFLPI96**.

Note: In 1995, the NFL Players' Association (NFLPA) changed its name to NFL Players Incorporated (NFLPI).

Note: Leagues with an "E" on the end of the filename are rosters as they were at the end of the season. All other leagues are beginning of season rosters.

We have also included a utility you can use to back up leagues. To use this, select PROGRAMS>SIERRA> FOOTBALL PRO 97> BACKUP from the Windows START menu. We strongly recommend that you back up the NFLPI96, NFLPI95, NFLPA94, and NFLPA93E leagues before you begin play.

NFLPA93E League: The NFLPA players for this league are on the same teams as they were at the end of the 1993 season. This allows you to take your team through the 1994 season with 1993 rosters.

NFLPA94 League: This league is set to the beginning of the 1994 season with 1994 rosters.

NFLPA94E League: This league is set to the beginning of the 1995 season with the rosters as they were at the end of the 1994 season.

NFLPI95 League: This league is set to the beginning of the 1995 season with 1995 rosters.

NFLPA95E League: This league is set to the beginning of the 1996 season with the rosters as they were at the end of the 1995 season.

NFLPI96 League: This league is set to the beginning of the 1996 season with 1996 rosters.

Restoring Default Data

It is best to have backups of default leagues readily available in case you want restart the season or use the Player Ratings Editor to adjust player ratings. (For more information on the Player Ratings Editor, see page 150.)

To restore these leagues to their original default status, first, delete the NFLPI96.* files from your Football Pro folder on your hard drive. Then copy the NFLPI96 files from the **SIERRA\FBPRO97\BACKUP** folder into your *Football Pro* folder.

If you don't have room on your hard disk to store backups of the default leagues, you may also restore them to their default status by copying the default files off of the *Football Pro* CD. First, delete the NFLPI96.* files from your Football Pro folder on your hard drive. Then insert the CD in drive D:, and use Windows 95 Explorer to copy the files into your Football Pro folder. You may also create a Career league, of course, and choose to fill it with the teams from one of the NFLPA leagues.

Editing Names and Ratings

If you compare NFLPI96 team rosters with those in the NFL, you may notice that some names have been changed or are missing. This is because some players

are not available to license through the NFLPI and have their own special arrangements with the league. Other players, such as some rookie players, are also not yet covered by the licensing agreement. Our agreement does not permit us to provide the names of players who are not NFLPI members.

If you wish to edit the names of any players, just double-click on the player in the Offense/Defense Roster and then click on the player's name in the dialog box. You may then type in any name you wish. You may also edit the player ratings in this same manner. So if you don't agree with what is there, adjust them however you wish. Ratings are the key to how the players perform, so experiment with them and see what results you get. You can change any attribute of the players or teams at any time.

Choosing League Type

Football Pro offers two types of leagues: Career leagues and Single-season leagues. In Career leagues, new players are drafted each year. As seasons pass, they accumulate career statistics, age and retire. In Single-season leagues, there are no drafts, players do not age or retire, and no career totals are kept.

Note: To retain any of the NFL helmets, insignia, and endzone art for teams in a new league, ALL teams selected must be from the NFLPI96 league.

League Configurations

Football Pro offers you five league sizes, from eight to thirty teams. Each has its own configuration of divisions, conferences, season length, and playoff schedule.

All leagues contain *divisions* of three to five teams. In most leagues, each team will play about half its games against other teams in its division. Usually, each division rival is played once at home and once on the road. In leagues with two conferences, the conference champions meet in the Super Bowl at the end of the post-season tournament.

Selecting Teams

You may accept *Football Pro's* default teams or select the teams you want for the new league. When you select teams, you may use teams from any existing league. Teams retain the team data they had in their previous league, including type of ownership. Human-owned teams are still Human-owned and keep the same password. If you want to remove this password, change the ownership to Computer or set all Human-owned teams to Computer Manager using the **Manage Teams** button (see "Manage Teams" on page 164).

If you decide to select your teams, a screen appears with the default teams listed. You may change any team by clicking on it, then clicking **Select Team**. A dialog box with all of the teams in the current league is displayed. Click on the team that you want to replace the default team with. If the team you want is in a different league, click **Load League** to load that league. Once you do, it becomes the current league. When you are satisfied with your selections, click **Return** to go back to the League Data screen.

New League Names

The League Data screen shows the default name of the new league, its divisions, and the name of the league championship trophy. You may change these names by clicking on each respective text box, pressing **[Delete]** to clear the text box, then typing in your chosen name(s).

Ground Rules

With this option, *Football Pro* lets you decide the rule structure of your new league. **Caution:** Once you have saved your league, the ground rules will be in effect for every game.

Ground Rules options include:

Fatigue	Penalties
Injuries	Fumbles
Interceptions	40-Second Clock
Sim or Fast Sim	5:00, 10:00, or 15:00 Quarters

Note: You cannot change ground rules in NFLPA/l leagues. However, you may create a new league with all NFLPA teams and then change the rules.

Manage Teams

This allows you to change the following functions for all the teams in your league at once:

Playcall mode and Action mode

Computer Owner & Manager

Computer Manager

Clear Passwords

Changes made on this dialog box will affect all Computer-owned teams and all Human-owned teams that have no password. Teams with passwords are not modified, unless the **Clear Passwords** box is turned on.

When **Computer Owner & Manager** is turned on, each team's ownership is changed to Computer. When it is turned off, each team's ownership is changed to Human, with no password. Similarly, when **Computer Manager** is turned on, each Human-owned team is set to Computer Manager; when it is turned off, it is turned off for each Human-owned team.

*Note: When you click **OK**, the settings for all teams in the league will be changed. For example, you have a league with some Human and some Computer-owned teams and you click **Manage Teams**, then **OK**. All of*

the teams in the league (except Human-owned teams with passwords) will be immediately changed to the default settings on the ***Manage Teams*** *dialog box. (The default settings are: Basic Playcall Mode, Basic Action Mode, not Computer-owned, not Computer-managed, and passwords will not be cleared). If you do not want to make these changes, click* ***Cancel****.*

The **Manage Teams** option is available at all times. It is especially useful when creating a new league with teams selected from existing leagues, because teams that were Human-owned in their previous league retain all of their team data, including their passwords. You may also want to use this to set all teams to Human-owned with Computer Manager turned off, in order to exactly duplicate trades and free agent signings when you are simulating your favorite real-world professional league.

Past Champions

In Career leagues, click here to see who has won the Super Bowl in previous years. You can also see who they defeated and by what score.

Player Awards

Click the **Awards** button on the Teams & Standings screen to view the recipients of the following awards:

Player of the Game
Player of the Week
All-Pro Team
Rookie of the Year
Most Valuable Player
Coach of the Year
Offensive Player of the Year (one per conference)
Defensive Player of the Year (one per conference)

Hall of Fame

Whenever a player is retired, either due to injury, or to voluntary retirement, he is evaluated to see if he qualifies for nomination to the Hall of Fame. Players are eligible to be elected to the Hall of Fame five years after retirement and remain eligible for 15 years. If a player has not been elected to the Hall after 15 years of eligibility, he loses eligibility.

Saving New Leagues

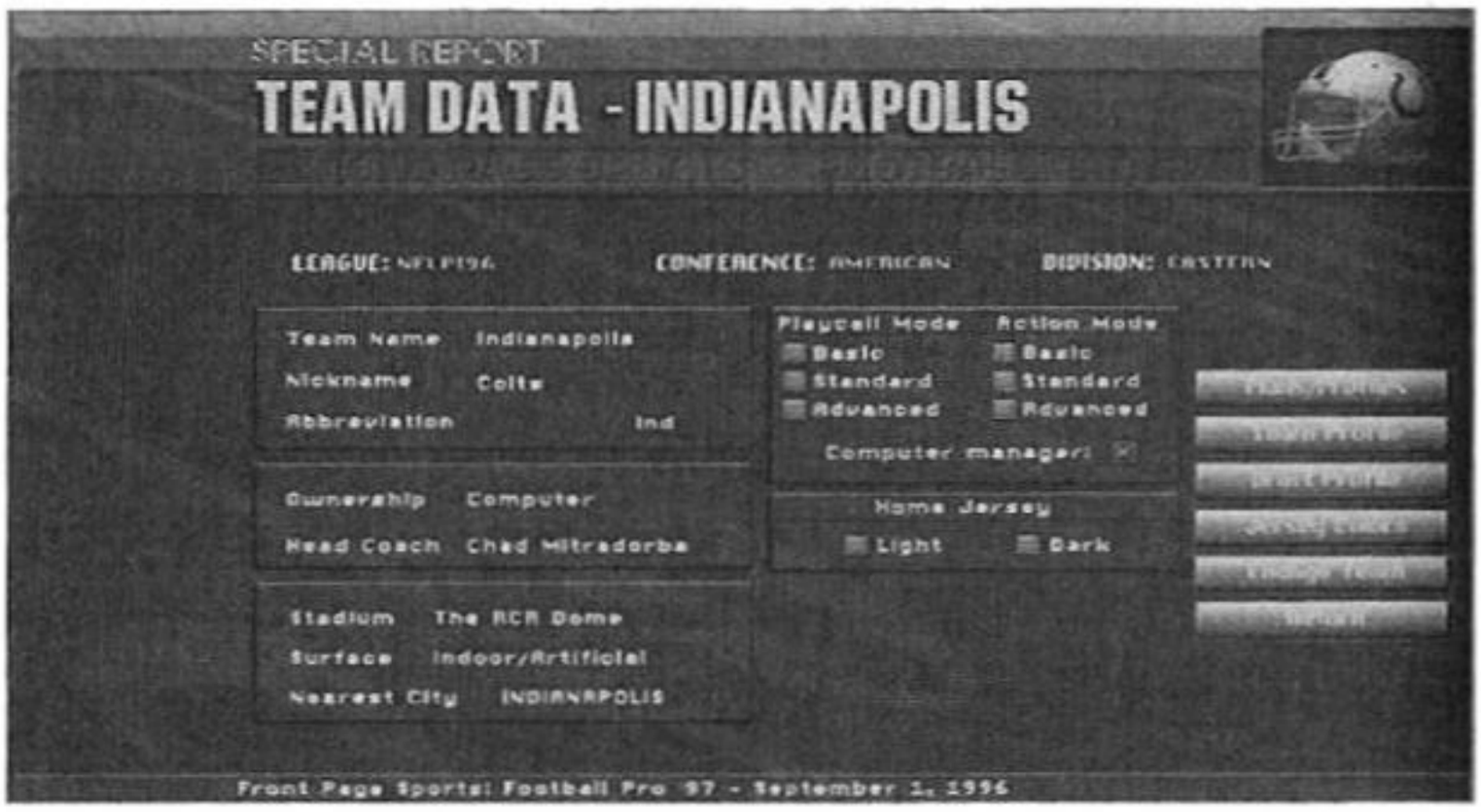
To save your league, click **Return**. At the **Save this new league?** dialog box, click **Yes.** On the **Save New League** dialog box, click in the filename box, press **Delete** to empty the box, type a file name for your league of 8 letters or less, then click **OK**.

TEAMS

Buying A Team

All teams in a new league start with their **Ownership** listed as **Computer** (unless they were Human-owned

The Team Data screen.



teams copied into the new league—see "Selecting Teams" on page 163). You may "buy" any team by changing its ownership from **Computer** to **Human**, or "sell" a team by changing ownership from **Human** to **Computer**. You may buy or sell a team at any point during the season.

To take ownership of a team, go to the League Play screen. Click **Teams & Standings**. Choose any team on the League Standings screen and click on it. (Each of the team names are actually buttons that you can click on to take you to specific information about that team.) Choose **Team Data**. Then, click the text box labeled **Ownership**.

Plans/Profiles Management

From the Team Data screen, you can set the defaults for each team's Game Plan and Coaching Profile, for Offense and Defense, and for the first and second half. These defaults will be automatically set each time you start a game with that team.

Team Passwords

Human-owned teams can be configured to require a password to perform the following team management functions:

edit team data

view and edit playbook

edit player data

change player numbers

initiate or accept trades

sign players from free agent pool

move players to or from injured reserve

modify rosters

modify coaching profiles

Password protection prevents other human owners in your league from altering your team. When changing Ownership from **Computer** to **Human**, you will be asked to enter a password. Type any password (of eight characters or less) you like, then press [Enter]. As you type each letter of your password, an asterisk will appear in the text box. If you do not wish to use a password, leave the text box blank. Confirm the new

password by retyping it in the text box, then press [Enter] or click **OK**. To change your password (or add one if you have not been using one), click **New Password**.

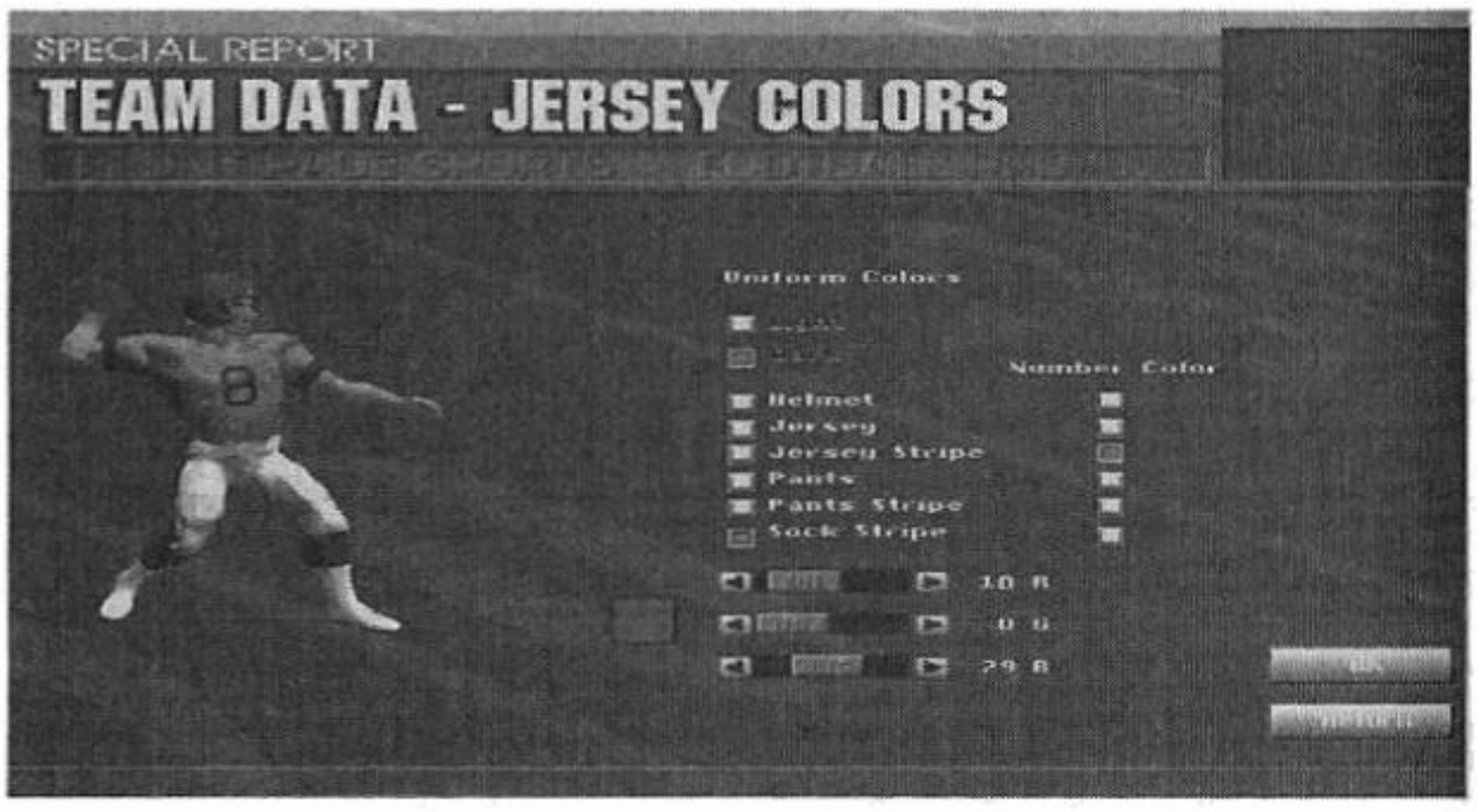
Whenever you go to the team information screens of a Human-owned team that is password-protected, you will be asked to enter the team password. If you do not correctly enter the password after two attempts, a dialog box informs you that the check failed and the buttons that perform these functions become inactive. You may still look at these screens, but you may not alter anything.

A team's password, if it has one, is required to play league games, but not to simulate them. (See "Starting League Games" starting on page 49.)

Pick Uniform Colors

Click **Jersey Colors** to go to the Uniform Color screen. You may customize both **Light** and **Dark** versions of your team's uniforms. Choose which version you want to work on by clicking on **Light** or **Dark**, then clicking on either **Jersey**, **Jersey Stripe**, **Pants**, **Pant Stripe**, **Sock** or **Sock Stripe**.

The Uniform Color selection screen.



You may also change the color of your **Helmet**, which is the same for both the **Light** and **Dark** uniforms. Next, adjust the **R** (red), **G** (green), **B** (blue) slider bars

up or down to alter the combination of basic colors and change the hue of your **Jersey**, **Jersey Stripe**, **Pants**, **Pants Stripe**, **Sock Stripe**, or **Helmet**.

You can match the color of your jersey number with a color already created for any other part of the uniform. To do this, click the radio button under **Number Color** that corresponds to the uniform part you want to match. When you are finished, click **OK** to save these settings.

Note: You cannot change your uniform colors after the first game of a league season.

Stadium, Surface & Nearest City

Each team has a home stadium located in or near a major city. The surface and the city can affect players' performance during the game. Stadiums may be indoor (domed) or outdoor. Indoor stadiums have artificial turf and are not affected by weather. Outdoor stadiums may have natural turf (grass) or artificial turf. The nearest city, and the month in which the game is played, determine the weather for the game, which in turn affects the players' performance.

You may change your stadium, or move your team to a new city, before the first game of any season. To change the Surface, click the text box. To change the Nearest City, click the text box. On the dialog box, scroll through the list until the desired city appears, then click the city name and click **OK**.

Computer Manager

You may want to let the computer control some team functions such as trading players, signing free agents, placing players on Injured Reserve, modifying the Depth Chart, and moving players between assigned and open roster slots.

In Career leagues, the computer may also select players in the College and Supplemental Drafts and allocate training time in Training Camp. The Computer Manager option is turned off when ownership is changed from Computer to Human. It may be turned on or off at any time.

For example, say you want to control your team's draft without worrying about managing assigned and open slots during the season. Simply turn Computer Manager off after starting the new season, then turn it back on after completing the Supplemental Draft.

Each team has a philosophy and personality that is reflected in the way the computer manages it. Some teams place an emphasis on their passing offense, others on defense against the run, etc. As time goes on, each team will change its priorities based on its performance during the previous season.

Other Team Data

You may pick out a new Team Name, Nickname, Abbreviation, Head Coach, or Stadium for your team by clicking the respective text boxes, pressing **[Delete]**, and typing in your new choices. You may also select another team with the **Change Team** button.

The following table lists the information about each team that can be customized:

Data may be changed:	
Before the first game of the season:	*Anytime:*
Team name	Ownership
Team nickname	Computer management option
Team abbreviation	Playcalling mode
Name of head coach	Action mode
Stadium	Team password
Surface	Team profiles
Nearest city (affects weather)	Plans/Profiles
Uniform colors	

Post-Season Play

In all leagues, the team that has the best won-lost-tied percentage in each division is the division champion and advances to the post-season tournament. In most league configurations, one or more wild card teams are selected in each conference on the basis of won-lost-tied percentages of the remaining teams.

Tiebreakers

In case of a tie in the standings, the following tie-breaking procedures are used:

1. Head-to-head (best won-lost-tied percentage in games between the clubs.)
2. Best won-lost-tied percentage in games played within the division.
3. Best won-lost-tied percentage in games played within the conference.
4. Best net points in division games.
5. Best net points in all games.
6. Strength of schedule. Combined won-lost-tied percentage of all opponents faced. *Note: Other teams in division are counted once only.*
7. Best net touchdowns in all games.
8. Coin toss.

PLAYERS

Slots

A team consists of 53 player slots. You must have between forty-two (42) and forty-six (46) of these players **Active** for each game. Before each game starts, you will be able to change which players will be active for that game. To do this, go to the team's roster and click on **Turn to...** then **Active/Inactive.**

You will be shown a list of all players on your team. The Active players will be at the top of the list and the

Inactive players at the bottom. To change a player's status, double-click on his name and select the status from the buttons shown there.

There are three types of slots:

Assigned Slots (A)

Assigned slots are reserved for specific positions. For example, each team has two assigned slots for quarterbacks. **Note:** All assigned slots must be filled before any game can begin. This ensures that teams will be able to field enough players on offense, defense, and special teams at the beginning of the game. If you wish to trade or release a player in an assigned slot, you must replace him with a player of the same position. There are 34 assigned slots on each team. All assigned slots are automatically on the active roster.

Distribution of assigned slots.

Position	*Slots*	
Offense		
Quarterback	QB	2
Running back	RB	3
Receiver	R	5
Offensive line	OL	6
Defense		
Defensive line	DL	4
Linebacker	LB	5
Defensive back	DB	7
Special Teams		
Kicker	K	1
Punter	P	1

Open-Active and Open-Inactive Slots (O or I)

Open slots may be filled by players of any position. This allows you to fill in your team as you see fit. Players in open slots may be traded or released, and

replaced with players of any position. Players in an Open-Inactive slot are on the team, but not eligible to play in games.

Note: If your roster shows unoccupied Active Assigned slots, you can select a player only for positions for which there are too few players. For example, if you have enough players for every Assigned position, but only have one QB, and you have one unoccupied Active Assigned slot, you must pick a QB.

Injured Reserve Slots (IR)

Injured Reserve (IR) slots may be filled by injured players of any position. In *Football Pro*, each team has ten IR slots. Once a player has gone on IR, however, he cannot come off IR until the next season. The IR slots allow a team to replace injured players who will not be able to play, without releasing them.

In summary, the roster definitions are:

A = Assigned/Active Player

O = Open/Active Player

I = Open/Inactive Player

IR = Injured Reserve

Roster Requirements

A = Minimum 34

A + O = Minimum 42; Maximum 46

A + O + I = 53

IR = Maximum 10

Remember, if you want to switch a player from Active to Inactive or vice-versa, go to your team's Offense/Defense Roster and click on the Active/Inactive button. Then, point to the player you want to switch and double-click. A dialog box will appear which will allow you to change the player's status.

To make sure your roster is ready for the next game:

1. Make sure you have no more than 34 Assigned, 12 Open Active, and 7 Inactive players.

2. Make sure you have no open slots.

3. Make sure all of your assigned slots are filled.

Rosters and Depth Charts

To view a team roster, select a team on the League Standings screen. When the dialog box appears, click **Rosters**. This takes you to the **Offense** roster. To see other rosters, click **Turn to...**. This will bring up a dialog box with several display options. Your choice also determines the roster moves you can make.

On the roster, each player's position has a number at the end. This indicates the ranking of the player for his position in the depth chart. On some rosters there is a box with Selection Mode and two buttons in it. On these roster screens, you can select **Choose Player**, or you may use **Depth/Slot** to change the Depth Chart position of players.

Roster display options are:

1. **Offense** or **Defense**: Shows all offensive or defensive players. You may choose a player (click on him to highlight him) and try to trade him to another team (Propose Trade). Or you can release him (Release Player) and sign a free agent (Sign Free Agent). You may also double-click on a player to edit some of his data (see "Player Data" on page 179).

2. **Position** (**QB**, **RB**, etc.): Shows all of the players at their general positions. You may **Sign Free Agent** or **Propose Trade** from here or choose **Depth/Slot** to change your Depth Chart. To do this, click the radio button next to **Depth/Slot**. Click and hold the left button on the player you want to move, then drag his name to the spot you want him to be in and release the

button. Notice the slots changing as you move the player up or down the roster window. Use this same method to change players from assigned to open slots.

You may only trade ranks in the Depth Chart for the same position (e.g., CB1 to CB3, FB1 to FB2, etc.). A player's rank in the Depth Chart is important to substitutions and play design.

If you have an injured player, make sure to move him down in the Depth Chart or make him Inactive before your next game to prevent him from playing while injured.

3. **Active/Inactive**: Shows all players on the team and whether they are Active or Inactive.

4. **Injured players**: This shows all of the injured players on your team. You may place a player on Injured Reserve (IR) from here if he is injured seriously enough to be eligible for IR, or you may trade him, but an injured player may not be released to the free agent pool until one week after his injury is healed (and he has returned from IR).

To move a player to Injured Reserve, double-click on the injured player. If he is eligible to go on IR (he must be expected to be injured for six weeks or more), he will move to an IR slot.

To bring a player back from IR, double-click on the player. You can only do this in Career leagues. If he is eligible to return from IR (must be at the end of the season) and there is a slot available for him, he will be returned to the active roster. You may have to release a player in either an assigned or an open slot in order to bring the player back from IR.

Ratings

Players have eight basic ratings which range between 0 and 99. These numbers represent a measurement of the player's current skill levels. The higher the rating, the more physical or mental skill the player possesses. The lower the rating, the lower the skill level.

To see the players in the roster ranked by a rating or ratings, just click on the rating(s) and click **Sort Roster**. The players will be ranked by position with the highest-rated players at the top. **Note**: This option cannot be used while in the Depth/Slot mode. To use **Sort Roster** on a Roster screen, first you must change to **Choose Player** mode. On long rosters, you may need to scroll up the list manually.

Speed	SP	How fast the player can run.
Acceleration	AC	How fast the player can achieve his top speed from a standing start.
Agility	AG	How well the player changes direction or leaps.
Strength	ST	How strong the player is (making or breaking tackles, blocking, etc.).
Hands	HA	How well the player uses his hands (catching passes, avoiding fumbles, etc.).
Endurance	EN	How well the player resists injury and fatigue.
Intelligence	IN	How well the player interprets events and uses that information.
Discipline	DI	How well the player performs under pressure or avoids mistakes.

Each player has three different sets of these ratings, which are used at various points in the game:

Actual ratings are the player's normal performance levels as shown on the roster screens. Actual ratings do not change during the season.

Potential ratings are the maximum level the player can gain. You will never actually see a player's potential ratings. A player's actual ratings may increase during training camp, but never above the level of his potential ratings.

Effective ratings are up-to-the-second player ratings during a game, shown on the substitution screen. The effects of injury, streaks, and fatigue are reflected in a player's effective ratings.

Here are some examples of the use of ratings by players at each position.

QBs:	**ST**	determines how far he can throw the ball.
	DI	affects completion percentage and interception rate.
	HA	is used when checking for a fumble on the snap from the Center.
RBs:	**HA**	affects catching passes and fumbling.
	ST	is used when blocking and when trying to break tackles.
Rs:	**HA**	is checked when catching the ball.
	AG	is used when trying a fake.
OLs:	**ST**	is important when run blocking ("fire out").
	AG	is crucial in pass blocking.

DLs:	**AG**	and **ST** are used in various types of rushing.
	ST	is key in tackling.
LBs:	**HA**	affects the chance of interceptions.
	IN	is checked when calling audibles.
	ST	is used in tackling.
DBs:	**AG**	and **SP** are important elements in staying with a receiver.
	IN	is checked when a receiver tries a fake.
	HA	affects the chance of interceptions.
Ks/Ps:	**ST**	helps determine how far the ball is kicked.
	DI	affects the accuracy of the kick.

The following table lists the **key ratings** used by the computer when evaluating players for trades, drafts, etc., and when setting up depth charts. They are also the most important and frequently-used ratings for each position during games.

QB	ST, IN	**DE**	AC, ST
FB	ST, SP	**DT**	AG, ST
HB	SP, HA	**LB**	SP, ST
TE	HA, ST	**CB**	SP, AG
WR	HA, SP	**S**	SP, HA
C	HA, ST	**K**	ST, DI
G	ST, AG	**P**	ST, DI
T	ST, AC		

NFLPI Ratings

We have assigned ratings to players for the 1996 season based on their statistics and performance during the 1995 season. For example, Steve Young has a higher than average ST, IN, SP, and AC rating. Of course, there will be as many arguments about how

each player should be rated as there are football fans. Feel free to adjust the ratings as you desire. You can also create your own formulas to determine the players' ratings with the Player Ratings Profile Editor (See page 150 for more information). Use the ratings to compare players at the same position. For example, a QB with an 84 ST rating is not necessarily stronger than a DL rated 65. QB's use their ST rating for passing, while DL's use theirs for rushing and tackling.

Keep in mind that football is a team sport. A QB with the best individual ratings may not be the league leader if his offensive linemen don't block well. Try to match the plays and profiles of your favorite team and coach, and see what kind of results you get with the players.

Player Data

The table below summarizes all the data shown for players on the rosters. You may change most items, but Injury Status is maintained automatically by the computer.

Data may be changed:	
Before the first game of the season:	*Anytime:*
First name	Active/Inactive
Last name	Slot
Years in league	Jersey number
	Ratings

Injury status data may be changed automatically by computer.

To edit a player's data, go to the **Offense**, **Defense** or a position roster. Highlight the player you want to edit, then click on his name. A dialog box allows you to edit various items. You may type directly in any of the text boxes except **Position**.

Injury Status

The team rosters list the injury status of all players. Ratings reductions for injured players appear only on the substitution screen during games. The Reduction column in the following table specifies how much an injury has cut into the player's normal Effective Ratings.

Code:	*Injury Status:*	*Reduction:*
OK	healthy	none
P	probable	10%
Q	questionable	40%
D	doubtful	70%
O	out	100%
CEI	career-ending injury	100%

The number of weeks a player is expected to remain sidelined is listed after the injury status. Injured players heal between games and during bye weeks. Although their status may not change (they may still be listed as Q-3 two weeks in a row), their injuries are healing. Players who play in games while injured will heal about half as fast as they normally would. Players on Injured Reserve heal a little bit faster than normal. No player may be released to the free agent pool until one week after he is healed, although an injured player may be traded at any time.

Note: Players may get injured during games. Injuries may be minor, like getting shaken up for a few plays, or serious enough to end a player's career. (Injuries sustained during Exhibition games, regardless of severity, are not recorded after the game is over.) When a player is injured, the computer will replace him with another player from the bench. A player who receives a minor injury cannot be put back in the game until he has recovered. When he is available, you will be notified on the playcalling screen. If an injury is more serious, the player will be listed on a team's injury roster after the game. In the following weeks, while a

player heals, he may be put into a game, but his ratings will be reduced.

As soon as the Super Bowl is over, all players are completely healed. *Note: All players on IR must be moved back onto the regular roster before a new season can be started.*

Trading

Trading is allowed from the completion of the Super Bowl until eight weeks into the next season. Trades can be proposed only before the first game of the week is started.

Any team may propose a trade to any other team. Trades are always one player for one player. Players in assigned slots may only be traded for other players of the same position. Players in open slots may be traded for any other players.

To make a trade

1. On any roster screen, click on the **Propose Trade** button to bring up the trading block screen.



2. To place a player in the trading block double click on the desired player in the roster window.

If the selected player is in an "Assigned" slot then the



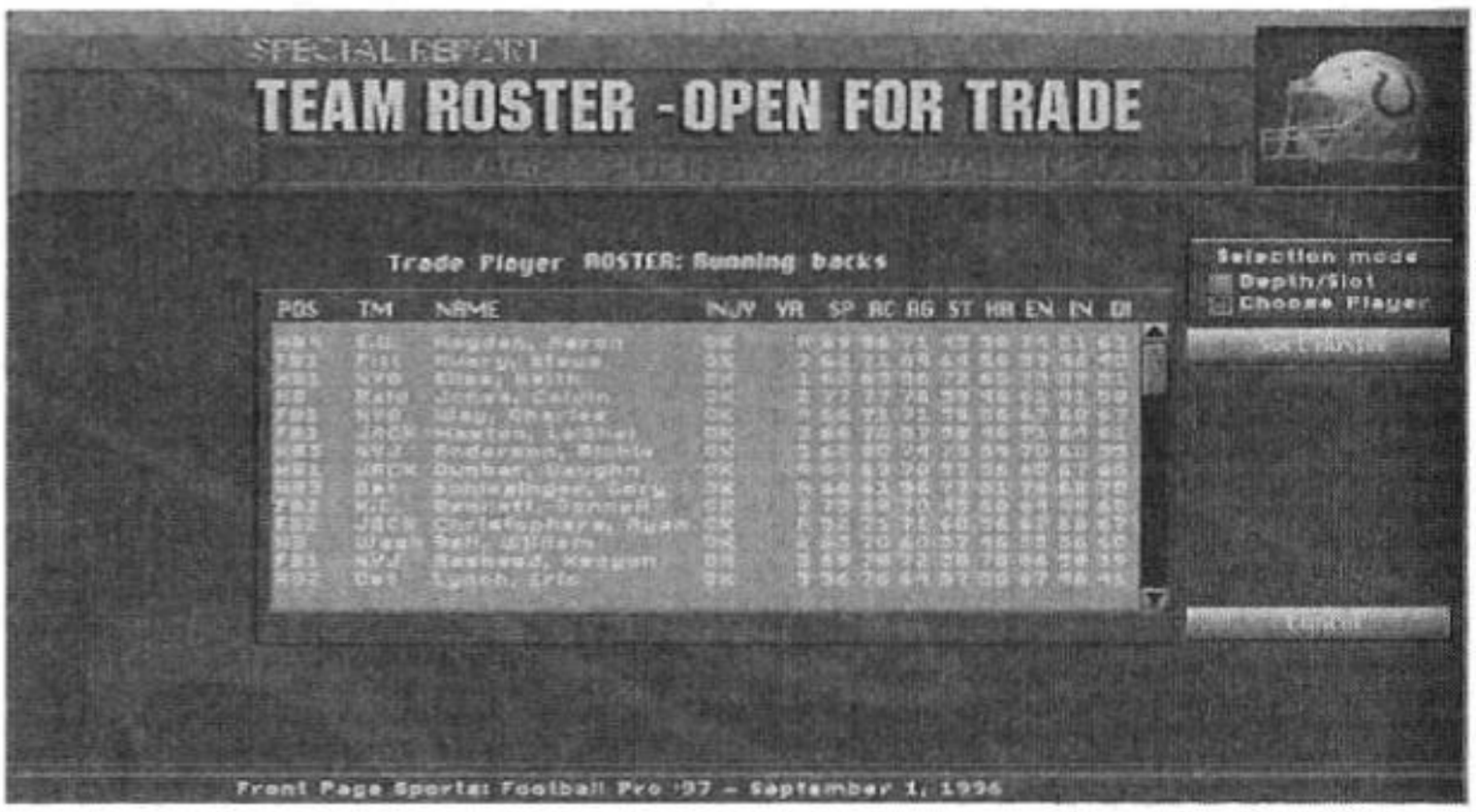
position to trade for will automatically default to the position of the selected player. If the selected player is in an "Open" slot, then you will need to choose a position for which you want to trade. You may do this with the **Any** position button.

Note: To remove a player from the trade block click on name of the player in the Roster window. To change the position to trade for on a player listed in the trade block, double click on that player in the trade block window. Only players in an Open or Inactive slot may be traded for players in different positions.

To remove a player from the trade box, highlight him in the roster window, then click on him in the trade box.

3.) Once you have placed the desired player(s) into the Trade Block, click on the **Find Offers** button to bring up the Players Open For Trade screen.

The Players Open For Trade screen contains a list of



potential trade offers. The trade can be from one to three players. To see the detailed list of players in any trade, highlight the trade in the list box. The details of each player in the currently highlighted trade will appear in the Trade Block box along the bottom edge of the screen.

Double click on the desired trade or click the **Accept Trade** button. The upper box will display your players, and the lower box will display the chosen players.

Free Agents

Free agents may be signed before any game is started during any week of the season. To sign a free agent, select the position of the player you want to acquire, then choose the player. The new player will be placed in an assigned slot, if one is available, or an open slot. If you have no empty slots, you will be asked to release a players.

NEW SEASONS FOR CAREER LEAGUES

The following rules apply only to Career leagues:

Player Retirement

Each year, players decide whether to come back for another season or to hang up their cleats. Factors involved in the decision include: the number of seasons they have played, how well they performed in the previous season, and how well their team performed in the previous season. (Younger players might try to win another championship, older players like to go out on a winning season.) *Note: According to the NFLPI, the average player's career lasts only 3.32 years.*

Aging

All players who continue for another year will experience the effects of aging. The player's potential ratings

may be reduced and a corresponding reduction in his actual ratings will occur. The effects of aging will be greater each year the player remains in the league. *Note: Aging only affects a player's physical ratings — mental ratings (IN & DI) are not affected.*

Player Drafts

At the beginning of each season, Career leagues conduct a College Draft and a Supplemental Draft. Team owners may adjust their open and assigned roster slots or make trades prior to either draft, but no trades may be made while the draft is in progress. Free agents may not be signed from the time the **Start New Season** button is pressed until the Supplemental Draft is complete.

The College Draft

All teams in the league must participate in the College Draft. Teams take turns selecting players from the College Draft pool. The draft lasts for three rounds. All players not selected during the College Draft and all players released to make room on the roster for draftees are placed into the Supplemental Draft pool.

The Supplemental Draft

The Supplemental Draft is similar to the College Draft. However, teams may pass during any round or quit drafting altogether at any time. The Supplemental Draft continues as long as there are still teams who want to participate. Players not drafted remain in the free agent pool and may be picked up by any team during the season.

Draft Order

Teams draft in reverse order of their regular season won-lost-tied record (i.e., worst to best). If two or more teams are tied for selection order, the conventional strength-of-schedule tie-breaker (see page 171) will be applied. Regardless of records, the League Champion

will be the last team to draft and the loser of the Super Bowl will be next-to-last.

Making Selections

When you are ready to start making selections, click **Start Draft** on the League Play screen. (You may wish to print the draft pool and decide whom you want to draft before clicking **Start Draft**.) There are two ways to proceed through the draft. If you want to see which players are taken by each team, click **Select**. Computer-managed teams (Computer-owned teams *or* Human-owned teams with **Computer Manager** turned on) will make their selections, then a dialog box will tell you who was selected. You must click **Select** for each team that will draft. When it is a Human-managed team's turn to pick, you must pass a password check, then choose the position and the player you want to draft. If you fail the password check, you may have the computer select for you, or **Cancel**. If you **Cancel**, your team still must make a selection before the draft can continue. You may exit the draft after any selection. To continue the draft, click the **Resume Draft** button on the League Play screen.

If you want to get through the draft quickly, click **QuickDraft**. This works the same as **Select**, with two exceptions: 1) There is no display of players taken by Computer-managed teams. 2) The draft does not stop until a Human-managed team's turn.

You can also just select the top round players, and then let the computer select the rest using your profile. Change your team to computer-owned after the round-by-round portion, complete the draft, then switch it back.

Common Draft Pool

When a new league is formed, you will be given the option to release all of the players to a common draft pool. This option allows you to release all of the players

from the NFL teams and send them to free agency. Then all of the NFL owners start from scratch and redraft their entire teams.

If you decide to release all players and redraft from a common draft pool, you will be taken to the Common Draft Pool Screen. From this screen you will have several options.

League Schedule:	View the schedule for the teams in your league.
Examine Draft Roster:	View all of the players available for draft.
League Data:	Allows you to change league attributes.
Draft Order Method:	Lets you set the teams' draft order yourself or allow the computer to set it randomly.

To change the draft order, go to either of these screens:

Examine Draft Order:	Allows you to view or change the draft order.
Start Draft:	Change the draft order or begin the draft.

When the draft begins you will be given two options:

Use Draft Profile:[Name]	Your draft will proceed using the draft profile assigned to the team through the Team Data screen.
Draft By Round:	You will be able to draft players round by round when it is your team's turn to pick.

The Common Draft Pool screen.



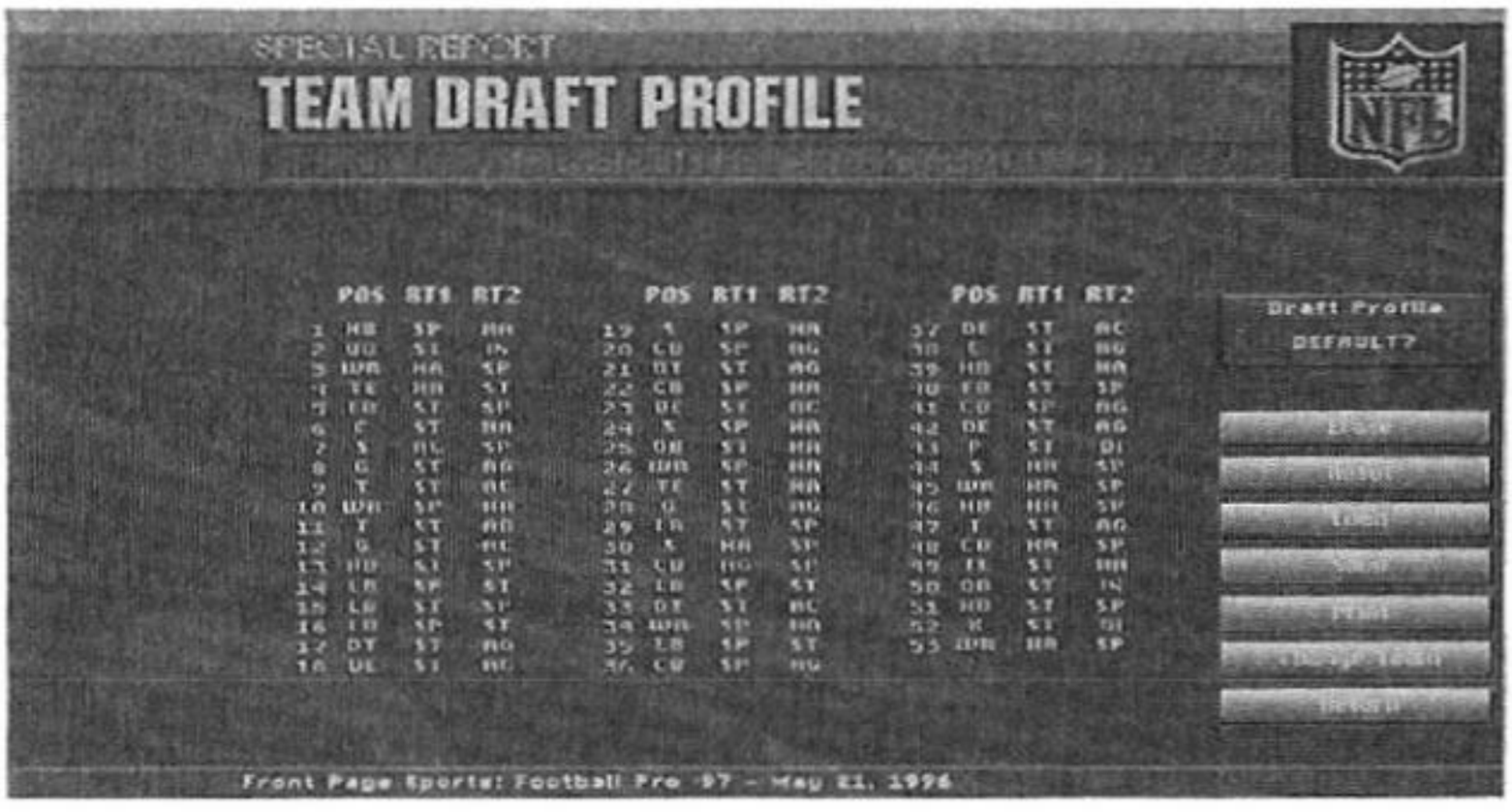
The computer-owned teams' drafting will automatically be guided by a Draft Profile. This profile gives priorities with respect to positions, and the option to use one or two ratings as draft pick criteria.

Drafting Round By Round

If you decide to draft round-by-round, when it is your turn you will see a dialog box that gives you a list of player positions from which to choose. Click on a position and you will be given a list of the available players in the league at that position. You will also see an **Assigned Slot Status** box. This box will update you as to what assigned slots still need to be filled. This is especially important because a team's game cannot begin until all of the assigned slots have been filled. (For more information on assigned slots, see page 171.) If there are any assigned slots left open at the end of the draft, you will have to fill those with free agents before you can play a game. Once the draft is completed, you can **View League Schedule**, and start playing games with the teams.

Using The Draft Profile Editor

In the NFL, the General Manager is usually responsible for scouting, drafting, and hiring replacement players during the season. The Draft Profile is best described as a plan that you give to your *Football Pro*



The Draft Profile Editor

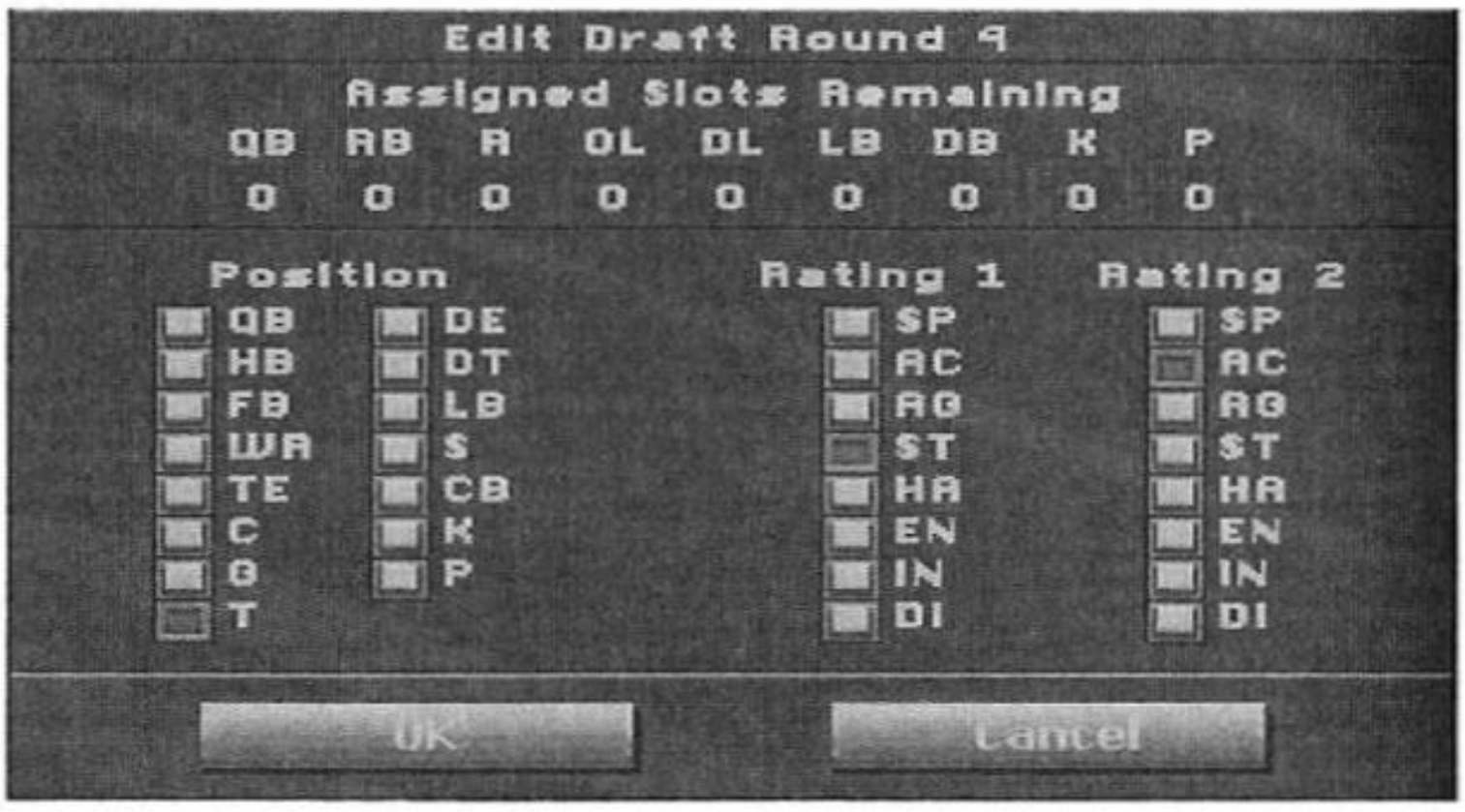
Note: Draft Profiles are used only for the initial draft when starting a new league using a common draft pool. They are not used during the college or supplemental draft at the end of each season.

General Manager — the computer — who then does the drafting for you.

To enter the Draft Profile Editor, click on **Draft Profile** in the Team Data screen. You will then see a Draft Profile Editor like the one above. There are six default Draft Profiles available. Each concentrates on building a team with specific strengths. You can view these profiles by using the Draft Profile Editor.

To edit a draft round, you must first select the round in which you want to draft a position. Click on this round and a dialog box will appear. From this box, you select the position for which you want to draft (QB, HB, WR, etc.), a rating by which it should judge the position (SP, AG, ST, etc.), and, if you wish, a second rating by which it should judge the players. If you only want to use one rating, select the same one for rating 1 and rating 2.

For example, if you choose WR, HA, and ST, the General Manager (computer) will look through all of the available wide receivers and select the one with the highest combined hands (HA) and strength (ST). If there is a tie, the General Manager will chose the WR with the highest of all eight ratings combined.



The Draft Assignment dialog box.

Editing Draft Profile information:

Clicking on an empty slot will bring up a Draft Assignment dialog box.

Clicking on an occupied slot will highlight that slot.

Double-clicking on an occupied slot will open a Draft Assignment dialog box with the default information selected. You may edit this as you wish.

Clicking on an occupied slot and then clicking on another slot (empty or occupied) will swap the information in the two slots.

Once you have made a change to the Draft Profile, you will be asked if you want to save it. You can then save over a previous profile or create a new name.

You may change the Draft Profile assigned to computer-owned teams by changing the ownership to **Human**, changing the Draft Profile to whatever you wish, and then changing the ownership back to **Computer**.

■ **Note:** Remember that the last Draft Profile that has been loaded when you leave the Draft Profile Editor is the one that will be assigned to that team. So, if you edit multiple profiles, be sure to load the profile you want assigned to that team before you leave the editor.

■ **Note:** Draft Profiles must be saved in the **FBPRO97** folder or they will not be used by the draft.

Training Camp

Each July, teams hold a training camp to get their players in shape for the new season. Head coaches assign percentages of training time to each of the eight player skill ratings (see pages 175-177 for ratings). With sufficient training time, players' actual ratings will increase. The amount of increase in an actual rating depends on the amount of training time allocated and the percentage of his potential rating the player has reached. If a player has an actual rating that is very close to his potential, very little increase will be gained even by a large amount of training.

To allocate training time, select the team on the **Teams & Standings** screen, then choose **Training Camp**. Click on the up and down arrow buttons to adjust the allocations for each exercise. The remaining training time for the current position is displayed at the bottom of the screen. Each position has its own set of allocations.

When all teams are ready, click **Start Training Camp** on the **League Menu** screen. If any teams have incomplete allocations, a dialog box will list those teams and ask if you want to have the computer finish their allocations.

Statistics

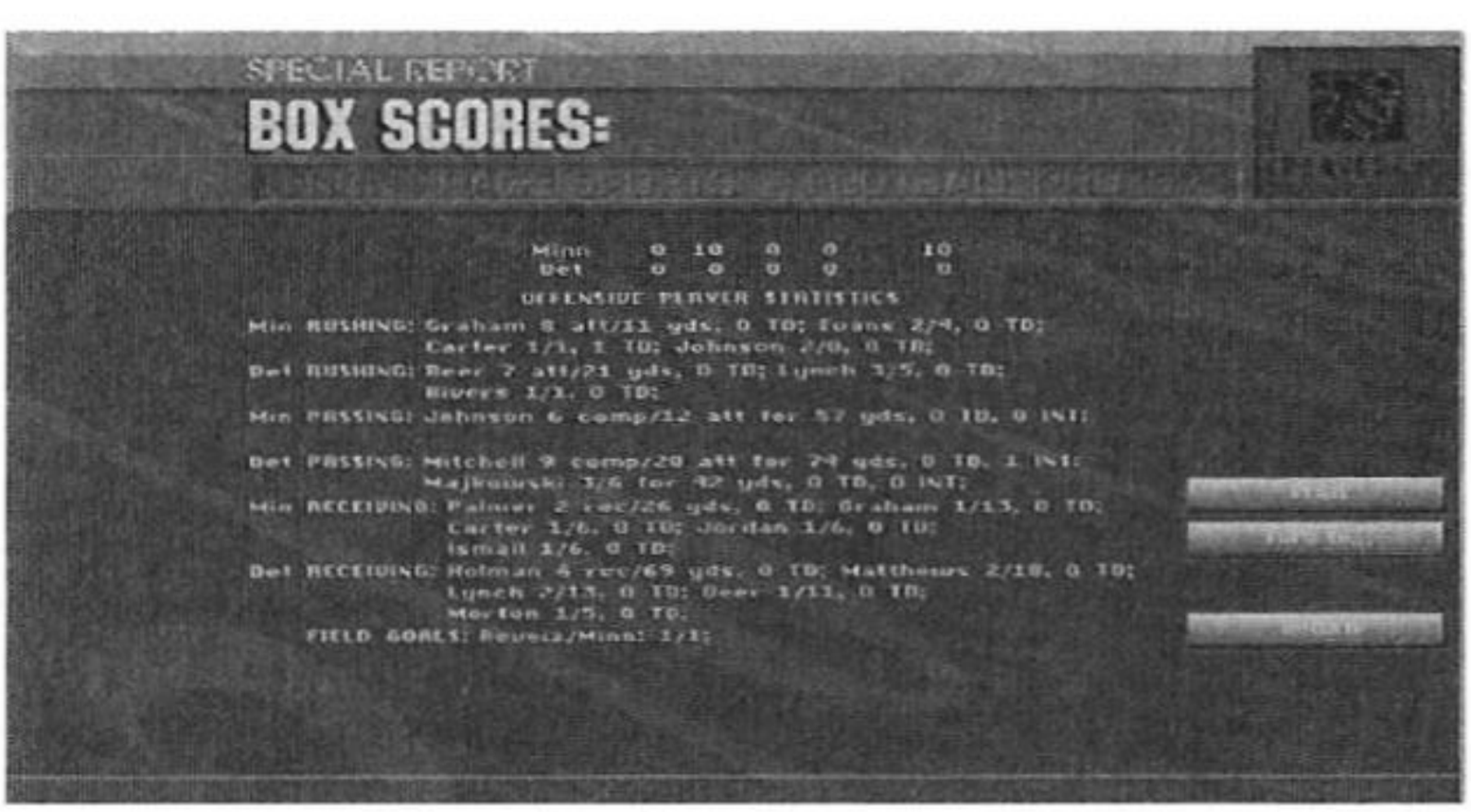
There are three types of statistical screens in *Football Pro*: Box Score screens, Team Statistics screens, and League Leaders screens.

Box Score Screens

Box score screens, available during the game and from the Team or League Schedule screens, show data for both teams in the selected game. Box scores are available for any completed game in the current week (or the previous week if no game has been completed

in the current week). Statistics are shown automatically at the half and at the end of the game.

To get statistics during games, press **[F2]**. To see the box scores from the schedule screens, click the text line showing the score from that game.



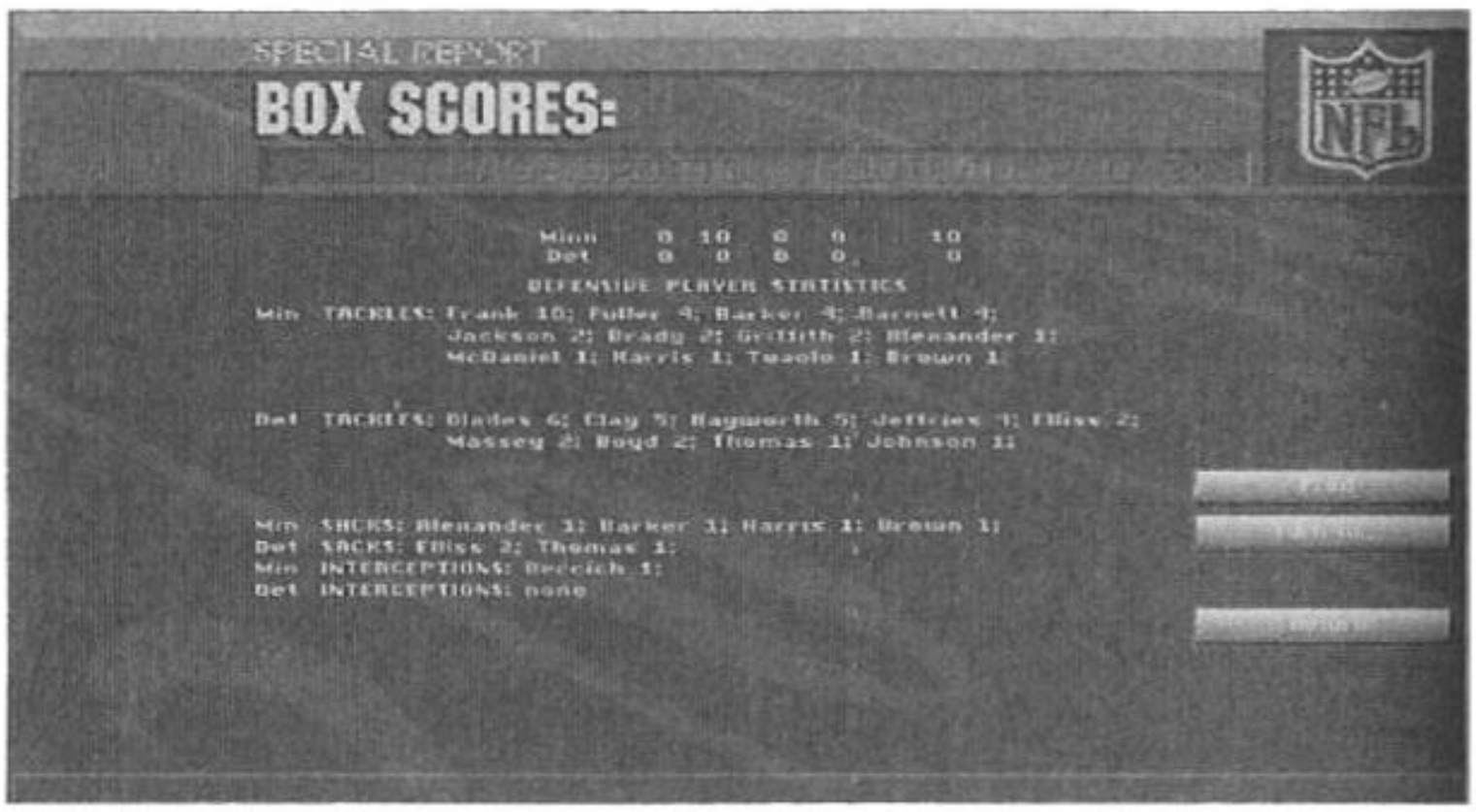
The Box Scores screen for Offensive Statistics.

Box Scores: Offense

This screen shows offensive statistics for players in the selected game.

Rushing:	Rushing attempts, rushing yards gained, rushing touchdowns.
Passing:	Pass completions, pass attempts, net passing yards, passing touchdowns, and interceptions thrown.
Receiving:	Pass receptions, receiving yards gained, receiving touchdowns.
Field goals:	Field goals attempted, field goals made.

The Box Scores screen for Defensive Statistics.

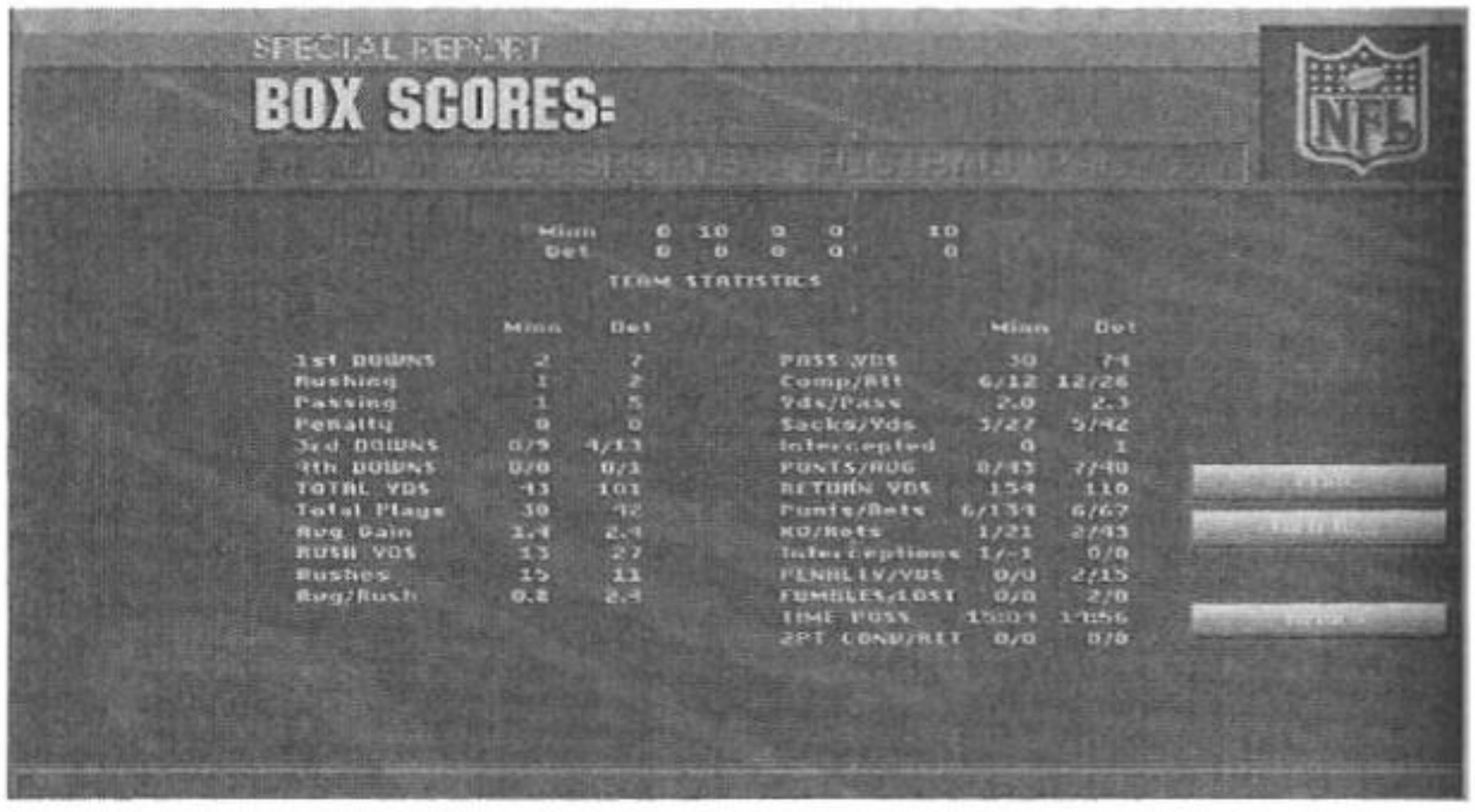


Box Scores: Defense

This screen shows defensive statistics for individual players in the selected game.

Tackles:	Number of tackles.
Sacks:	Number of sacks.
Interceptions:	Number of interceptions.

The Box Scores screen for Team Statistics.



Box Scores: Team

Team Statistics screens show team totals and opponent totals for the selected game.

1st downs:	Total first downs earned by the offense. Rushing: First downs earned on rushing plays. Passing: First downs earned on passing plays. Penalty: First downs gained on penalties.
3rd downs:	First downs earned on third down plays, number of third downs attempted.
4th downs:	First downs earned on fourth down, number of fourth downs that the team did not punt or attempt a field goal.
Total yards:	Net yards gained on offense. Total play: Offensive plays run by the team. Avg gain: Average yards gained per offensive play.
Rush yds:	Total rushing yards gained. Rushes: Total rushing attempts. Avg/rush: Average yards gained per rushing play.
Pass yds:	Total passing yards gained. Comp/att: Pass completions/ pass attempts. Yds/pass: Average yards gained per passing play. Sacks/yds: Times sacked, all passers/yards lost on sacks. Intercepted: Interceptions thrown.
Punts/avg:	Punts/net average yards per punt.
Return yds:	Yards gained on punt, kickoff, and interception returns. Punts/rets: Punts returned/total punt return yards gained. KO/rets: Kickoffs returned/total kickoff return yards gained. Interceptions: Interceptions caught/total interception return yards gained.
Penal/Yds:	Number of penalties against team/yards penalized.
Fmbls/Lost:	Fumbles by team/fumbles lost.
Time Poss:	Time of possession.

Team Statistics

Team Statistics screens show player totals, team totals, and opponent totals for the last game or for the season to date. In Career leagues, they also show player career totals for selected categories.

To look at a team's statistics, choose the team you would like to examine from the League Standings screen. Click on the team name, then choose **Statistics** from the dialog box.

Initially, these screens show totals for the current season. The second button from the bottom (labeled **Career** in a Career league, or **Last Game** in a Single-Season league) changes the time period for which statistics are displayed. Each time you click on it, it will switch to the next selection (watch the title at the top of the statistics page). Click **Turn to...** to bring up different statistical categories to examine.

Note: Team statistics are calculated from the current roster of players on the team. A team's season totals may not equal the sum of all players listed if the team has traded or released players during the season.

League Leaders

League Leaders compares all of the players and teams in the league according to criteria you define. To access these statistics, click **League Leaders** from the League Play screen.

To sort through the list for any given category, left-click the column heading. Each of these abbreviations acts as a button for that column. For example, on the Passing screen, left-click on **RTG** to see the players in order of passing rating from best to worst. Left-click on **AVG/ATT** to see the average per attempt from best to worst.

*Note: In the League Leaders screens, you may right-click on a column heading or abbreviation to bring up a help box that gives you a definition for the abbreviation. For example, on the second page of the Passing screen, right-click the heading **SK YDS**. A dialog box*

will open that says ***SK YDS: Number of yards lost on sacks.***

Buttons available on most League Leaders screens include:

First Page/Next Page: If there is more than one page for this statistical category, click on this to go to the other page.

Individual/Team: Toggles between showing the individual players (as defined by your criteria in **Turn to....**) and the team statistics.

Print: Prints out the current screen to your printer.

Return: Lets you turn to another team information screen.

Turn to...: This brings up a dialog box that allows you to choose a statistical category to view, and select the players to be shown in that category.

The Qualifiers options let you choose to show all players who have statistics in the category, or only those players who have reached the league minimums. After five games, for example, selecting **All players** might show you a player with 1 pass reception for 55 yards as one of highest ranked receivers in the league. If you choose **League min**, however, that player would not have enough receptions to qualify.

There are three **Positions** options:

All Positions: checks every single player to see if they qualify in the statistical category. For example, if a Punter attempted a pass, he would be shown on the Passing display (assuming you had also chosen **All Players** for qualifiers). This option gives you the most thorough list, but also takes the longest time to generate.

All Applicable: checks only players at positions that "make sense" for the chosen category. For example, no defensive players will be checked for passing stats.

This is faster than **All Positions**, but some players may be left out.

Choose Positions: lets you decide the exact positions you want to include for any given category. For example, you may want to look only at running backs (RB) for Rushing, or linebackers (LB) for Sacks. Although other players may have Rushing yards or Sacks, only the players you choose will show up. This is typically the fastest and shortest list.

A third set of buttons is available when you are using the default 30-team league (**NFLPI96**). These allow you to look at final 1995 statistics for the NFLPI (**1995 NFLPI**), or the current season of the default league.

The **Current Category** button on the **Turn to...** dialog box allows you to re-sort the category you are in with any new Qualifiers or Positions criteria you may have chosen. For example, choose **RB** and **QB** under **Choose Positions**, then click on **Scoring**. You will see the scoring for RB's and QB's only. Click **Turn to...** and then turn *off* **RB** and **QB** and turn *on* **R**. Now click **Current Category**. You will see Scoring for R's only.

Note: Football Pro has hundreds of statistical categories. When used with the more than 1,500 players in a 30-team league, the statistical database quickly grows very large. Slower machines may take quite a while to sort through large lists.

REMOTE LEAGUES

Remote *Football Pro* leagues are very popular on some of the on-line information services, such as Prodigy, America Online, CompuServe, and GEnie. In a remote league, one user is the Commissioner, and other users play their games on their own machines all across the country.

You can start a game as Commissioner by selecting the

Remote Commissioner option under the Sierra Program Group. (Start the game from the PROGRAMS>SIERRA>FOOTBALL PRO 97>REMOTE COMMISSIONER menu under the Windows 95 START menu.)

This adds a button labeled **Commissioner** to the League Schedule screen. Pressing this button generates a file called **GAMExxyy.IN** for each game in the current week's schedule. In this filename, "xx" is a two-digit number for the current week. (For example, the first week would be 01.) "yy" is a two-digit number for the game. The top game listed on the League Schedule screen is 01. The last game listed in a 18-team league, for example, with nine games each week is 09. A GAMExxyy.IN file should be sent to one of the users in each game. (In our office league, we send it to the user who is the HOME team.)

For example, if Philadelphia is visiting Green Bay in week number 2, send the **GAME0207.IN** file to the owner of Green Bay. Send the other owners their corresponding GAMExxyy.IN files, depending on who will actually play the games on their machines. The remote user should copy that file to the folder in which *Football Pro* has been installed, then start the program with the **Remote Player** option under the Sierra Program Group. (Start the game from the PROGRAMS>SIERRA>FOOTBALL PRO 97>REMOTE PLAYER menu under the Windows 95 START menu.) After the game has been completed, the program will create a **GAMExxyy.OUT** file, which should be sent back to the Commissioner.

With the powerful Coaching Profile Editor, the Game Plan Editor, and the Play Editor, the visiting team can send a very good representation to the user hosting the game. When the Commissioner receives the **GAMExxyy.OUT** file, he must copy it into his Football Pro folder, so he can then integrate it into the

league data files with the **Remote Game Update** option in the Sierra Program Group.

*Note: We recommend that each remote user create a new league and modify one team in it for use in the remote league. (You may also use a team from any existing league.) When you have finished, send the league files to the Commissioner. To copy the league files for a league named **MYLEAGUE** to a floppy disk, insert a blank floppy into your A: drive, then drag the **MYLEAGUE** file over the **A:**\ icon in Explorer.*

When the Commissioner receives all of the leagues from the remote users, he should create the remote league by selecting the appropriate teams from each of these leagues. When the remote league is created, he should send these league files out to all remote users.

All remote users must keep the league files in the same folder on their hard drive where the Commissioner stores it on his machine. For example, if the Commissioner saves **MYLEAGUE** to a folder called **\REMOTELG**, all remote users must copy the files to **\REMOTELG** on their machines.

The Commissioner should keep the ownership for all teams owned by remote users as Human, with Computer Manager turned off. The Commissioner will be entering all roster moves submitted by remote users.

If you are playing a game as a remote user, and your opponent (another remote user), sends you a Profile, Game Plan, or plays for his team to use in the game, these data files must be installed to the same folder on your hard drive as they are on his, or the program may not be able to find them.

If you are playing a game, and quit (and save) in progress, when you start the program to resume play-

ing the game, you must use the **Remote Player** start-up option to generate the **GAMExxyy.OUT** file. When you (as the Commissioner) are using **Remote Game Update** to update the league, you must have a **GAMExxyy.IN** file for each **GAMExxyy.OUT** file you are using.

For help with the remote league option, log on to your favorite BBS service and find a league to join. Many of our beta testers are "locals" on the large networks and can direct you to a league to join, as well as give you helpful hints about the game.

You can salso start Football Pro with the Remote Computer option. This is used by the commissioner when the human's involved fail to play their game by a "deadline" or when two computer-owned teams in a remote league play each other. It can also be used bya human owner who doesn't want to call his own plays. The computer will control all on-field and playcall actions.

Please see the "readme" file for other options added after the manual was printed.

MULTIPLAYER GAMES

Setting up and running head-to-head games via a network or modem is described in detail in the Game Play section of this manual (see page 44).

REFERENCE

FOOTBALL PRO UTILITIES

There are four batch file utilities available that will allow you to backup, restore, zip, and unzip entire leagues.

BAKLEG.BAT

This utility lets you backup any leagues you choose and copy them to a target drive or directory. To use it, select RUN from the Windows 95 START menu. In the text box, type C:\SIERRA\FBPRO97\BACKLEG followed by the league name, destination drive, and folder where you want to store the league.

Example:

C:\SIERRA\FBPRO97\BACKLEG NFLPI C:\LEAGUES

This statement assumes that your *Football Pro* directory hasn't changed from the original installation.

RESLEG.BAT

This utility lets you restore leagues, reversing the process described above. Follow the directions above replacing BACKLEG with RESLEG and typing in a destination folder for the restored files.

ZIPLEG.BAT

This utility lets you backup leagues as compressed files in order to save disk space. To use this utility, you must have PKWare's PKZIP compression software, and the directory must be included in your AUTOEXEC.BAT PATH statement.

Select RUN from the Windows 95 START menu. In the text box, type ZIPLEG followed by the name of the source drive and folder where the league file resides, the league file name, then the destination drive and folder.

Example:

```
ZIPLEG C:\SIERRA\FBPRO97\NFLPI96 C:\LEAGUES
```

This statement would backup and compress the NFLPI96 league into a folder called LEAGUES.

UNZIPLEG.BAT

This utility reverses the zip process described above. To use it, go to the RUN command line and type UNZIPLEG followed by the source drive, folder and .ZIP filename, then the destination drive and folder.

Example:

```
UNZIP C:\LEAGUES\NFLPI96.ZIP C:\SIERRA\FBPRO97
```

RECOMMENDED READING

If you want more information on the rules and strategies of professional football, the Football Pro team recommends the following books:

- National Football League Properties; The Illustrated NFL Playbook; Workman Publishing Co.; New York; 1988.

  Not just an X's and O's book, this one very clearly explains the fundamentals of the game and touches on the rules and strategy as well. The glossary is excellent and explains a few advanced concepts such as stacks, stunts, and pinches in clear, easy-to-understand terms. This is the best one-volume introduction to football.

- Barrett, Frank and Lynn; How to Watch a Football Game; Holt, Rhinehart & Winston; New York; 1980.

  Although this book is a bit old, it effectively teaches the novice how to watch a game for both the action and strategy aspects. It explains football terms in simple language and has plenty of clear

diagrams. This is an excellent choice for the novice to intermediate fan.

- Wilkinson, Bud; Sports Illustrated Football Winning Offense; Sports Illustrated Winner's Circle Books; New York; 1987.

- Wilkinson, Bud; Sports Illustrated Football Winning Defense; Sports Illustrated Winner's Circle Books; New York; 1987.

Oriented toward fans with an intermediate knowledge of the game, these books include some chalkboard talk but also discuss physical skills and strategy. They analyze the individual player positions in more detail and describe each position's individual responsibility. Unfortunately, there are no glossaries.

- National Football League; The Official National Football League 1994 Record & Fact Book; Workman Publishing Co.; New York; 1994.

This book has just about any football statistic you could want to know, as well as all of the current player rosters, schedules, records, and history. In addition, there is a comprehensive explanation of the rules of football. Perfect for the statistical buff and the intermediate to advanced fan.

CUSTOMER SERVICE & TECHNICAL SUPPORT

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– Ken Williams, CEO, Sierra On-Line, Inc.

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Automated Technical Support

When you call Technical Support at (206) 644-4343, you can access our Automated Technical Support line. Available 24 hours a day, this service provides recorded answers to the most frequently asked questions. Follow the recorded instructions to find your specific topic.

Technical Support Representatives

If you are unable to resolve your problem through the Automated Support line, contact our Technical Support representatives directly. If you choose to write or fax us, please provide detailed information on your computer system and the nature of your problem. In addition, please include your address and telephone number should we need to call back or send you information.

Technical Support - United States

Call: (206) 644-4343
8:15a.m. - 4:45p.m. PST
Fax: (206) 644-7697
Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506 Monday-Friday

Technical Support - United Kingdom

Call: (44) 1-734-303-171
Monday – Friday, 9:00a.m.-5:00p.m.
Fax: (44) 1-734-303-362
Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading
Berkshire RG7 5AJ UNITED KINGDOM

Support Technique - France

Phone: (33) 1-46-01-46-50
(7 jours sur 7 de 9h à 21h)
Fax: (33) 1-46-30-00-65
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
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Fax: (+49) 0 - 6103 - 99 40 35
Mailbox (+49) 0-6103-99 40 41
Sierra Coktel Deutschland
Robert-Bosch-Str. 32
D-63303 Dreieich
GERMANY

Servicio Tecnico - Spain

Tel: (34)-1-764-39-69
(lunes a viernes de 9h30 a 14h y de 15h a 18h30)
Fax: (34)-1-381-08-39
Coktel Educative Multimedia
C/ Tomas Redondo, 1-1° F
Edificio Luarca
28033 Madrid
SPAIN

Technical Support - Italy

Contact your local distributor or vendor.

MODEM SUPPORT

Sierra U.K. BBS: (44) 1-734-30-4227
CompuServe: GO SIERRA
America Online: Keyword Sierra
Internet: http://www.sierra.com

DIRECT SALES / INFORMATION

U.S. Direct Sales

Sierra On-Line
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Fax: (408) 644-2018
24 hours a day, 7 days a week.
Direct Sales
P.O. Box 3404
Salinas, CA 93912

Vente par correspondance - France

Phone: (33) 1-46-01-48-53
(lundi au vendredi de 9h à 18h)
Fax: (33) 1-46-30-00-65
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
FRANCE

On-Line Sales

CompuServe: GO SI (CServe Mall)
GO SIERRA (Sierra BBS)
America Online: Keyword: SIERRA
Internet: http://www.sierra.com

US Patch Disk/Manual Replacement

Disk/Manual replacement:
Sierra On-Line Fulfillment
PO Box 485
Coarsegold CA 93614

INTERNATIONAL SUPPORT SERVICES

International Sales

Phone: (206) 746-5771
Fax: (408) 655-6179
24 hours a day, 7 days a week.
Sierra Direct
P.O. Box 3404
Salinas, CA 93912-3404

United Kingdom

Phone: (44) 1-734-30-3171
9:00 a.m. - 5:00 p.m., Monday-Friday
Fax: (44) 1-734-30-3362
Modem: (44) 1-734-30-4227
Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ UNITED KINGDOM

(Disk/CD replacements in the U.K. are £6.00, or £7.00 outside the UK. Add "ATTN: Returns.")

France

Phone: (33) 1-46-01-46-50
Fax: (33) 1-46-30-00-65
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
FRANCE

(Disk/CD replacements: Call for information.)

Germany

Phone: (+49) 0-6103 -99 40 40
(Montag bis Freitag von 9 - 19h)
Fax: (+49) 0-6103-99 40 35
Mailbox (+49) 0-6103-99 40 41
Sierra Coktel Deutschland
Robert-Bosch-Str. 32
D-63303 Dreieich
GERMANY

(Disk/CD replacements: Call for information.)

TROUBLESHOOTING

COMMON INSTALLATION PROBLEMS

PROBLEM: When installing the game, you receive the message "Error reading drive D". Message will vary depending on what drive you are installing from.

SOLUTION: There are several factors that can cause a "read" error of this type. The most common is a dirty or scratched CD. You should check the CD to make sure that there are no smudges, fingerprints, scratches or cracks on it. If you see any smudges on the CD, clean it off with a soft cloth and try it again. If the disk is scratched, it will need to be replaced.

If cleaning the CD doesn't help, the problem may lie with the CD ROM drivers. When using Windows 95, use version 2.95 of MSCDEX in the C:\WINDOWS\SYSTEM directory. You should also check with the CD ROM drive manufacturer to make sure that you have the latest version of their CD drivers. Outdated or incompatible CD drivers can cause this type of problem.

If you need to replace your CD, replacement is FREE for the first 90 days of product ownership. After 90 days there is a $10.00 handling fee per program. Mail us the CD, a copy of your sales receipt dated within 90 days or the $10.00 handling fee, and a note detailing your computer hardware and the problem that is occurring. Please include your full name, mailing address, and daytime telephone number so we can contact you if necessary. We will then send you a replacement CD. The address is: Sierra On-Line Customer Service, PO Box 485, Coarsegold CA 93614-0485.

PROBLEM: Your computer fails the Display test; you get a message saying "Your video display supports 16 colors...".

SOLUTION: Sierra's Windows games require that Windows is running in 256 color mode. Even though your monitor and video card may be capable of displaying 256 colors, Windows may not be set up to use this resolution. To check, right-click on the desktop and choose Properties from the pop up menu. In the Settings section, if the *Color Palette* section reads 16 color, you

will need to change to 256 colors. Do not use more than 256 colors with *Football Pro*. Although the game will run, you will not be able to view some of the visual effects in the game. If your system will support 800 x 600 at 256 colors, change the *Desktop Area* to 800 x 600 pixels.

Warning: *Be careful when changing video drivers!* If you choose one that is not designed for your particular monitor, Windows will not display properly. If this occurs, restart your computer and hit [F8] when the words "Starting Windows '95" are displayed. Choose Safe Mode from the options list. While you are in Safe Mode, right-click on the desktop and select Properties from the pop up menu. Change the *Color Palette* and *Desktop Area* to a setting supported by your system.

PROBLEM: Your computer fails the Display test; you get a message saying "Your video display supports 256 colors at a resolution of 800 x 600 and a speed of XXX K pixels/sec...".

SOLUTION: The display rate of your computer is not fast enough to satisfactorily play the game. If you are running 800 x 600 resolution, switch to 640 x 480 at 256 colors. Right-click on the desktop and choose Properties from the pop up menu. In the Settings section, if the *Desktop Area* section reads 800 x 600, or higher, change to 640 x 480. Click on the OK button and follow the onscreen prompts from Windows '95. Once Windows has resized, click on the Start button and choose Settings, Control Panel. Double click on the System icon, then click on the Performance tab and the Graphics button. Make sure the slider for Hardware Acceleration is all the way to the right. Restart Windows and run the setup program and test your display. If your computer still fails the display test, you may be able to play Football Pro on your system with some limitations. In the game, turn down all of the display options. Also be aware that the game may play jerky.

Warning: *Be careful when changing video drivers!* If you choose one that is not designed for your particular monitor, Windows will not display properly. If this occurs, restart your computer and hit [F8] when the words "Starting Windows '95" are displayed. Choose Safe Mode from the options list. While you are in Safe Mode, right-click on the desktop and select Properties from the pop up menu. Change the *Color Palette* and *Desktop Area* to a setting supported by your system.

PROBLEM: Your computer fails the Memory test in Windows; you get a message stating you do not have enough memory to run *Football Pro*.

SOLUTION: First, create a *FOOTBALL PRO* boot disk using the instructions on page 215. Reboot the system using the boot disk, then create a clean Windows environment. Make sure that there are no other Windows programs running. Disable all screen savers, virus scans, etc. Wallpaper can sometimes take up a considerable amount of memory, so turn it off. Right-click on the desktop and choose Properties from the pop up menu. Make sure None is chosen for Wallpaper and click on OK. These steps should give you enough memory to run the game. If they do not, please refer to Section 4, Windows Memory Troubleshooting.

PROBLEM: Your computer fails the Sound Card test.

SOLUTION: Your sound card may be incorrectly configured for DAC (Audio) or your sound card drivers may not be properly installed or configured. Make sure your speakers are turned on and run the Windows mixer program for your sound card so you can increase its volume levels for MIDI (music) and DAC (Audio). Also check the Audio and MIDI settings in the Multimedia section of Control Panel. The Audio setting defines what driver will be used to produce digitized sound (DAC). Speech and sound effects in a game are usually DAC sounds. The MIDI setting indicates what driver is being used for music playback. The following examples are for the SoundBlaster 16:

AUDIO: SB16 Wave Out

MIDI: MIDI for Internal OPL2/OPL3 FM Synthesis

The names of the Audio and MIDI drivers will vary, depending on your sound card. However, they should be similar to these SoundBlaster 16 drivers. For complete information (including driver names and installation instructions) for Windows 95 drivers for your sound card, contact your sound card manufacturer.

WINDOWS MEMORY TROUBLESHOOTING

If you are having trouble getting enough memory to run *Football Pro*, these steps should help you.

Create a Boot Disk: Create a boot disk using the instructions on page 215.

Disable any hardware cache: Some CD ROM drives, such as the Teac 4x, install their own cache. This cache may use as much as 2 MB of memory. Consult with the manufacturer or your hardware documentation if you do not know how to disable this cache.

Create a Clean Windows Environment: Make sure that there are no other Windows programs running. Disable all screen savers, virus scans, etc. If you are using an alternate Windows desktop (Norton Navigator, etc.) use plain Windows 95 instead. If you have sound-related Windows programs installed (IconHearIt, SoundBits, etc.), make sure they are disabled before starting the game. Also, turn off your Wallpaper. Wallpaper can sometimes take up a considerable amount of memory.

ILLEGAL OPERATION ERRORS

An Illegal Operation is a generic Windows 95 error message than can occur in any Windows program. Insufficient memory, conflicts between two or more drivers or programs, or corrupted files can all contribute to this type of error. The following steps will resolve most of these illegal operation errors.

1) Create a Windows 95 boot disk. See page 215 for boot disk instructions.

2) Disable any and all other Windows programs (if any) that are running prior to starting the game. This includes all screen savers, wallpaper, etc.

3) Set your Video Display to 640 by 480, 256 colors. (Consult the steps given for changing display settings in Section 3 - Common Installation Problems.)

4) Run SCANDISK on your hard drive by clicking Start, then Programs, Accessories, System Tools, Scandisk. Let Scandisk correct any errors, then uninstall the game and re-install it.

5) Disable Video Acceleration. Click on Start, then Settings, Control Panel. Double-click the System icon, choose Performance, then Graphics. You should see a slider bar labeled Hardware Acceleration. Lower the bar a notch (slide it to the left), then restart Windows when you are prompted and run the game again. Continue doing this until you cannot lower the bar any more or the problem is corrected. If this corrects the problem, you should contact your video card manufacturer to obtain updated video drivers.

6) Free up memory by lowering your CD ROM Supplemental Cache Size. From Control Panel, click on System, then Performance, File System. Click on the tab for CD ROM. Adjust the slider bar for Supplemental Cache Size from "Large" to "Small", then click on OK.

COMMON GAME PROBLEMS

PROBLEM: Parts of the game display incorrect colors or certain screens are mostly black.

SOLUTION: *Football Pro* requires 256 color mode in Windows. Right-click on the desktop and choose Properties from the pop up menu. In the Settings section, if the *Color Palette* section reads more than 256 colors, you will need to change to 256 colors. If your system will support 800 x 600 at 256 colors, change the *Desktop Area* to 800 x 600 pixels.

Warning: *Be careful when changing video drivers!* If you choose one that is not designed for your particular monitor, Windows will not display properly. If this occurs, restart your computer and hit [F8] when the words "Starting Windows '95" are displayed. Choose Safe Mode from the options list. While you are in Safe Mode, right-click on the desktop and select Properties from the pop up menu. Change the *Color Palette* and *Desktop Area* to a setting supported by your system.

PROBLEM: The screen image is distorted or has horizontal white lines.

SOLUTION: This problem can be corrected by changing display drivers. Right-click on the desktop and choose Properties from the pop up list. Click on the Settings tab, then click on the Change Display Type. In the Adapter Type section, click on Change. Try a different driver from the list of drivers. For instance, if you are using the ET4000W/32; use the ET4000 driver. For information on what drivers will work with your video card, contact the video card manufacturer.

PROBLEM: The mouse disappears or exhibits erratic behavior on the menu screens.

SOLUTION: Animated or 3D cursors can cause this problem. To avoid these

problems, double click the MOUSE icon under the Control Panel, select the Pointers, and choose the Windows Standard.

PROBLEM: Certain keys do not work to bring functions up.

SOLUTION: This can happen if the joystick was changed without changing the joystick configuration in the Control Panel. See the joystick section in the *Football Pro* Readme file located in the game directory.

PROBLEM: When you click the mouse outside of the game window, the game stops functioning normally.

SOLUTION: Click back on the game window, or return back to the Main Window in the game and restart the game.

PROBLEM: *Football Pro* runs slowly.

SOLUTION: There are many ways to speed the game up. The first thing to do is create an *Football Pro* boot disk. Follow the instructions starting on page 215 to do this. Also make sure that all of your other Windows applications are closed. On some 486 computers it is recommended running at a resolution of 320X240. Lowering the detail of the graphics can also improve game speed. Press **[F3]** while playing a game, to bring up the Detail Settings dialog box. This box lets you adjust the graphic detail as necessary to increase the game's speed on computer's with slower processors.

SOUND CARD CONFIGURATION AND SOUND ISSUES

Improper sound card configuration will cause problems with some multimedia applications. Check your sound card's documentation, or with the manufacturer of the card, to ensure your sound card is properly set up for Windows 95. If your manual does not cover configuration for Windows 95, you should get updated information from the card's manufacturer. This information may be available online through CompuServe, America On Line or another service.

Football Pro requires a 100% Soundblaster compatible sound card. Not every

sound card is 100% Soundblaster compatible. If you encounter any problems, check the documentation for your sound card to ensure it is correctly setup in Windows '95.

For your sound card to be 100% Soundblaster compatible, it must be supported directly by Windows '95. If your sound card is not directly supported by Windows '95 and requires lines in the CONFIG.SYS and AUTOEXEC.BAT to function, you need to check with the manufacturer of the sound card for the availability of Windows '95 drivers.

PROBLEM: No sound in the simulation.

SOLUTION: Make sure you have the sound options enabled in the Detail Settings dialog box. Also make sure that the Windows CD Player is closed prior to loading *Football Pro*. If you continue to have problems, make sure you have a CD Audio cable connected between your sound card and your CD-ROM drive, or an audio cable leading from the CD-ROM drive's headphone port to the sound card or external speakers in order to hear game music. Consult your sound card documentation for more information on connecting an audio cable to your CD-ROM drive.

BOOT DISK INSTRUCTIONS

STEP 1 - FORMATTING THE DISK

To make a boot disk, you must system format a high density diskette in the A: drive. This procedure will transfer the "system files" to the disk and allow the computer to boot up correctly. The disk must be in the A: drive; the computer will not boot from the B: drive.

To format a disk in Windows '95, insert the disk, open My Computer, then right click on the A: icon. From the menu, select Format. Under "Format type" select Full; under "Other options", choose Copy system files. Click on Start.

After the disk is formatted, you must copy the MSDOS.SYS file from the hard drive to the floppy disk. To do this, leave the floppy disk in the drive, open Windows Explorer and find the MS-DOS.SYS file in the root of the C: drive. Right click on the file, then select Send to from the pop-up menu. Send the file to the A: drive.

Note: If you don't see the MSDOS.SYS file in Explorer, the file is hidden. To make the file visible, select View, Options, then Show all files. If you do not wish the hidden files to remain visible, you can hide them again after you've made the boot disk by choosing View, Options, Hide files of this type.

When this has been completed, leave the disk in the drive and restart the computer by clicking on Start, Shut Down, Restart the Computer. When Windows 95 is restarted, start *Football Pro*. If the CD ROM and/or the sound card does not work then follow the following instructions.

STEP 2 - LOCATING THE CD ROM DEVICE DRIVER

Most CD ROM drives are supported directly by Windows '95. If your CD ROM drive is supported you can skip STEP 3. To determine if your CD ROM drive is supported by Windows '95, click on the Start button, then choose Settings, Control Panel, System. Now double-click on the System icon and then click the Device Manager tab. If CD ROM appears in the device list, your CD ROM drive is supported by Windows '95. You can click on CD ROM to

find out what type of CD ROM drive you have. If CD ROM does not appear in the list, follow the instructions below.

If your CD ROM is not supported by Windows '95, you should first check with the manufacturer of the CD ROM drive to determine when the drivers will be available. Until then, the CD ROM drives requires a device driver to be loaded in the CONFIG.SYS file. This driver must be loaded correctly or you will be unable to access your CD ROM drive. To make sure that the device driver loads correctly on the boot disk, look at the CONFIG.SYS on the hard drive and copy the driver line from there. To display the CONFIG.SYS, click on the Start button, then choose Run. In the command line, type SYSEDIT. The SYSEDIT window will appear. Click on the CONFIG.SYS title bar to display the CONFIG.SYS file. Look for the line that loads the CD ROM device driver. The line should look something like this:

DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH/L:14652=C:\DRV\CDROMDRV.SYS/D:MSCD001/P:220

The device driver in your CONFIG.SYS may differ slightly from those listed above. Write down the line for your boot disk.

Note: If you cannot find your CD ROM driver in the CONFIG.SYS file, you may need to look in the CONFIG.DOS file. To access this file, choose Start, Run, then type NOTEPAD C:\CONFIG.DOS. If you still cannot locate the driver, check your CD-ROM drive documentation, or contact the drive's manufacturer.

STEP 3 - LOCATING THE SOUND CARD DRIVERS

Like it does for CD ROM drives, Windows '95 also provides direct support for most sound cards. If your sound card is not supported by Windows '95, you should first check with the manufacturer of the sound card to determine when the drivers will be available. You will not be able to play *Football Pro* unless your sound card is supported by Windows '95. If there is no Windows '95 drivers available for your sound card, you may be able to use the Windows '95 driver for a different sound card. (You'll need to check with the manufacturer or in the support forums for the sound card you are using).

STEP 4 - CREATING THE CONFIG.SYS FILE

If your CD ROM drive and sound card are supported directly by Windows '95, (and do not add any lines to the CONFIG.SYS file), you will not need to create a CONFIG.SYS file on your boot disk. Go to Step 5.

To create the CONFIG.SYS file on the boot disk, choose Start, Run, then type NOTEPAD A:\CONFIG.SYS in the command line field. This will start the Windows Notepad program. Add the CD ROM device driver as you wrote it down in the "Locating the CD ROM Device Driver" section. If you need to load any sound card drivers, copy them from the "Sound Cards" section now. Save the file by clicking on File, Save. Close Notepad by clicking on File, Exit.

STEP 5 - CREATING THE AUTOEXEC.BAT FILE

If your sound card does not require lines in the AUTOEXEC.BAT go to STEP 6.

To create the AUTOEXEC.BAT file on the boot disk, choose Start, Run, then type NOTEPAD A:\AUTOEXEC.BAT in the command line field. This will start the Windows Notepad program. Copy the lines from the "Sound Cards" section now. Then save the file by clicking on File, Save. Close Notepad by clicking on File, Exit.

STEP 6 - REBOOT THE COMPUTER

Leave the disk in the drive and restart the computer by clicking on Start, Shut Down, Restart the Computer. When Windows 95 is restarted, start *Football Pro*.

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FRONT PAGE SPORTS®

FOOTBALL PRO™ '97 SEASON



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Game Play Quick Reference

ACTION MODE FUNCTIONS

Basic	Standard	Advanced	
•	•	•	**AUDIBLES:** Press and hold button **B** before the snap, then hold the joystick up, down, left, or right, and release button **B**. To call a fake audible, press and release button **B** before the snap while leaving the joystick centered.
	•	•	**Break Tackle**: When the player has the ball, press button **B** to try a stiff arm or spin move.
•	•		**Dive**: Press button **A** with the joystick pushed in the direction you want to dive.
•	•		**Fair catch signal**: On punt returns and kickoffs, press button **B** while the ball is in the air. You may still move your player to avoid catching the ball after pressing **B**.
•	•		**Kicking**: The angle bar (left side) will start moving up and down. Press button **A** to select the angle of the kick. The aiming cursor (top window) will start moving left and right. Press button **A** to stop the aiming cursor at the desired point. Standard mode kicks automatically after 10 seconds.

Basic	Standard	Advanced	
	•	•	**Leap**: Press button **A** with the joystick centered to leap straight up.
	•	•	**Pass—check-off**: Press button **B** to enter Passing mode and select the first receiver on the checking list. Press button **B** to select the next receiver. After the last receiver on the list, you can press button **B** again to select the sideline (throw pass away).
		•	**Pass—timed**: Press button **B** to enter Passing mode and select a pre-assigned pass location. Press button **B** again to exit passing mode.
	•	•	**Pass—bullet**: While in Passing mode, briefly press button **A** to throw a bullet pass.
	•	•	**Pass—lob**: Hold button **A** longer to throw a lob.
	•	•	**Receiving**: Between the time the pass is thrown and the time it reaches the catch zone, you may take control of the receiver by pressing button **B**.

Basic	Standard	Advanced	
•	•	•	**Snap ball**: Press button **A**.
	•	•	**Switch player**: *Before the snap*: On defense, press button **A** until the cursor appears over the desired player. *After the snap*: Press button **B** to switch to the player closest to the ball or catch zone.
•	•	•	**Timeout**: Before the snap: Press and hold button **B** then press button **A**.
	•	•	**Downing the ball**: After catching a punt or kickoff in the endzone, you may down the ball for a touchback by pressing button **B** while your ball carrier is still in the endzone.

Dots indicate the functions available for each Action mode—Basic, Standard, or Advanced. If there is no dot under a particular mode, that function is controlled by the computer.

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FOOTBALL PRO™ '97 SEASON

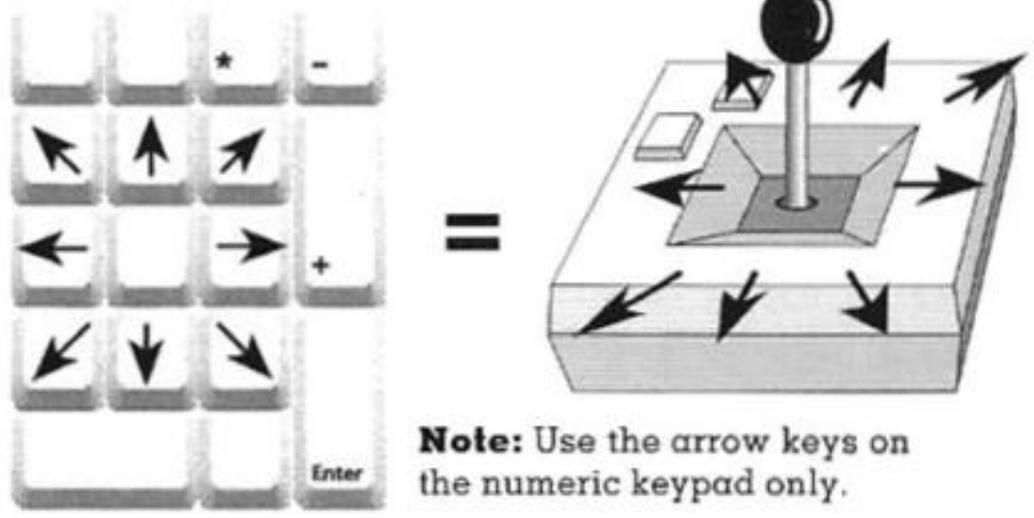
Game Play Quick Reference

Keyboard Command Keys

Quit & Save Game, Quit Practice	Esc
On-line Manual	[F1]
Statistics	[F2]
Detail Settings Screen	[F3]
Instant Replay	[F4]
Toggle Player Numbers, Positions, and Names	[F5]
Screen Capture (.BMP file)	[F6]
Game Settings Screen	[F7]
CAMS™	[F9]
Toggle Endzone Art on/off	[E]
Toggle Goal Posts on/off	[G]
Toggle Hash Marks on/off	[M]
Toggle Yard Numbers on/off	[N]
Toggle All Sound Effects on/off	[S]
Toggle Weather on/off	[W]
Pause Game	[P]
Restart Play (In Practice)	[Backspace]
Toggle Game Summary on/off	[-]

Joystick Keyboard Equivalents

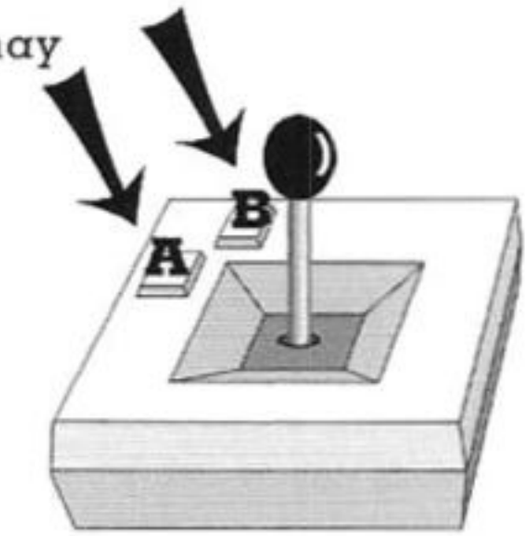
The keypad keys emulate the eight directions of the joystick.



Note: Use the arrow keys on the numeric keypad only.

[Ctrl], [Alt], or [Shift] may be used as **Button B**.

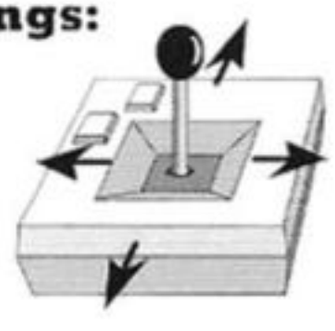
[Enter] or [Spacebar] may be used as **Button A**.



Audible Defaults

Offensive audible default settings:

Joystick Up	Pass: Deep
Joystick Down	Pass: Short
Joystick Left	Run: Outside
Joystick Right	Run: Inside
Joystick Centered	Fake

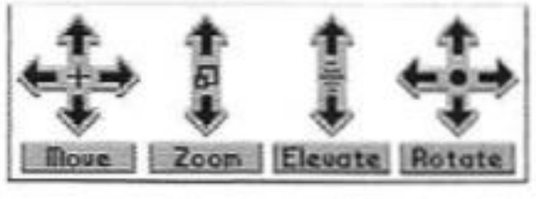


Defensive audible default settings:

Joystick Up	Pass Coverage: Man to Man
Joystick Down	Pass Coverage: Zone
Joystick Left	Run Coverage: Outside
Joystick Right	Run Coverage: Inside
Joystick Centered	Fake

CAMS

To modify a setting, click on the CAMS arrows, or use a joystick movement and button combination listed below.



CAMS View:	Move joystick and hold down:
Move	no buttons
Zoom	both buttons A & B
Elevate	button A
Rotate	button B

For more information on CAMS, see page 77 of the manual.