

FOOTBALL PRO™

'97 SEASON



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ACTION MODE FUNCTIONS

Basic	Standard	Advanced		Basic	Standard	Advanced		Basic	Standard	Advanced	
•	•	•	AUDIBLES:	•	•	•	Leap:	•	•	•	Snap ball:
			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.				Press button A with the joystick centered to leap straight up.				Press button A .
•	•	•	Break Tackle:	•	•	•	Pass—check-off:	•	•	•	Switch player:
			When the player has the ball, press button B to try a stiff arm or spin move.				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).				<i>Before the snap:</i> On defense, press button A until the cursor appears over the desired player.
•	•	•	Dive:	•	•	•	Pass—timed:	•	•	•	<i>After the snap:</i> Press button B to switch to the player closest to the ball or catch zone.
			Press button A with the joystick pushed in the direction you want to dive.				Press button B to enter Passing mode and select a pre-assigned pass location. Press button B again to exit passing mode.				Timeout:
•	•	•	Fair catch signal:	•	•	•	Pass—bullet:	•	•	•	Before the snap, Press and hold button B then press button A .
			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 .				While in Passing mode, briefly press button A to throw a bullet pass.				Downing the ball:
•	•	•	Kicking:	•	•	•	Pass—lob:	•	•	•	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.
			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.				Hold button A longer to throw a lob.				Receiving:
							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 .

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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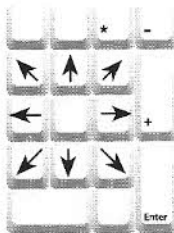
Game Play Quick Reference

Keyboard Command Keys

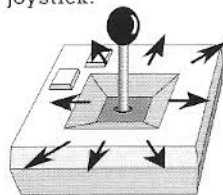
Quit & Save Game, Quit Practice	Esc
On-line Manual	[F1]
Statistics	[F2]
Detail Settings Screen	[F3]
Instant Replay	[F4]
Toggle Player Numbers, Positions, and Names	[F5]
Screen Capture (.BMP file)	[F6]
Game Settings Screen	[F7]
CAMS™	[F9]
Toggle Endzone Art on/off	[E]
Toggle Goal Posts on/off	[G]
Toggle 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.



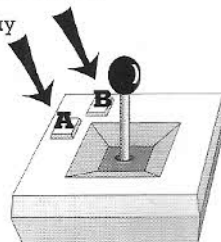
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Note: Use the arrow keys on the numeric keypad only.

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

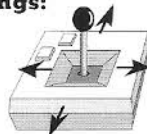
[Enter] or [Spacebar] may be used as **Button A**.



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

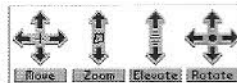


Defensive audible default settings:

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
Zoom
Elevate
Rotate

Move joystick and hold down:

no buttons
both buttons A & B
button A
button B

For more information on CAMS, see page 77 of the manual.