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FRONT PAGE SPORTS



PLAYERS

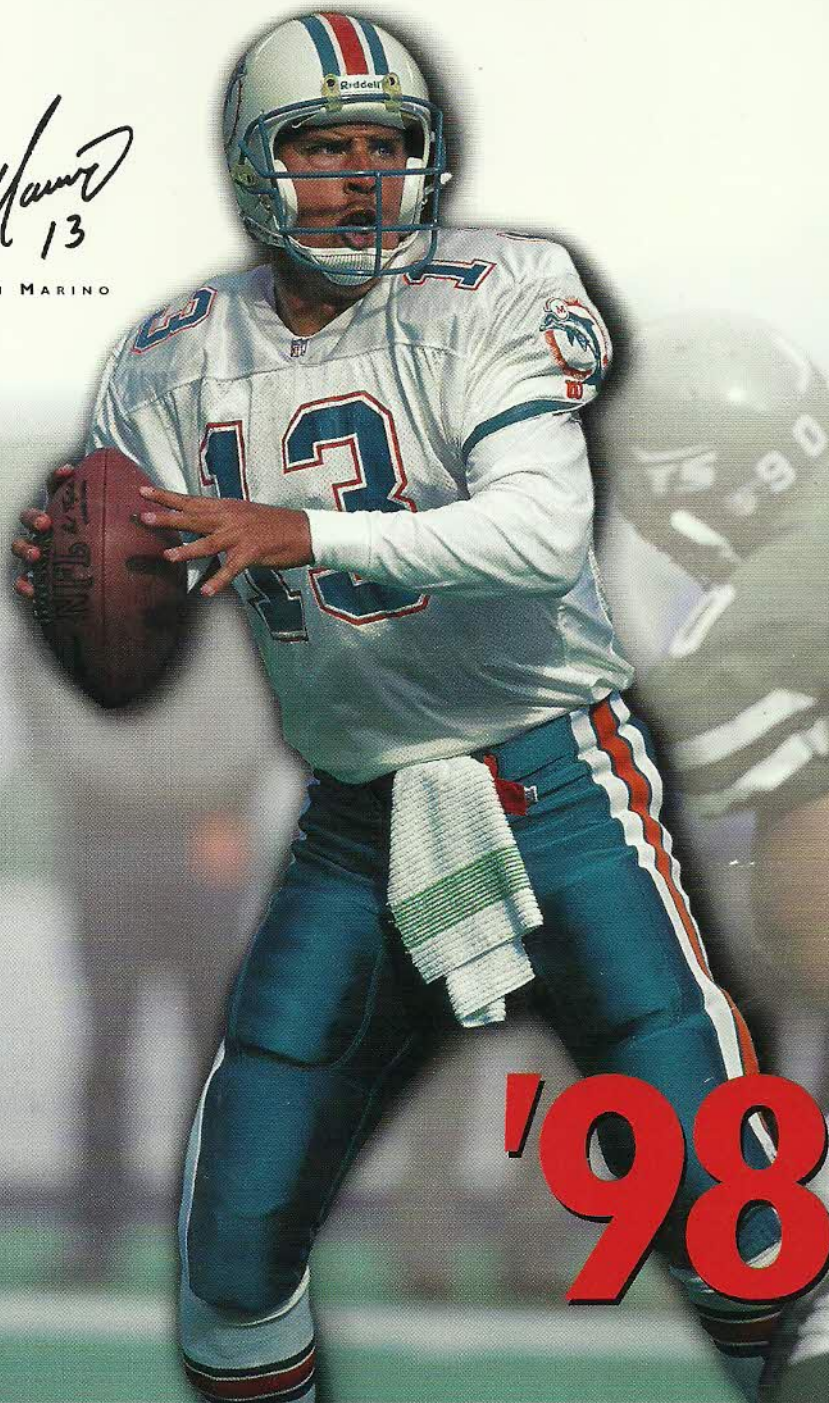
VOL. 6 NO. 1

FROM THE AWARD-WINNING SPORTS SERIES

ALL PRO

Dan Marino
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DAN MARINO

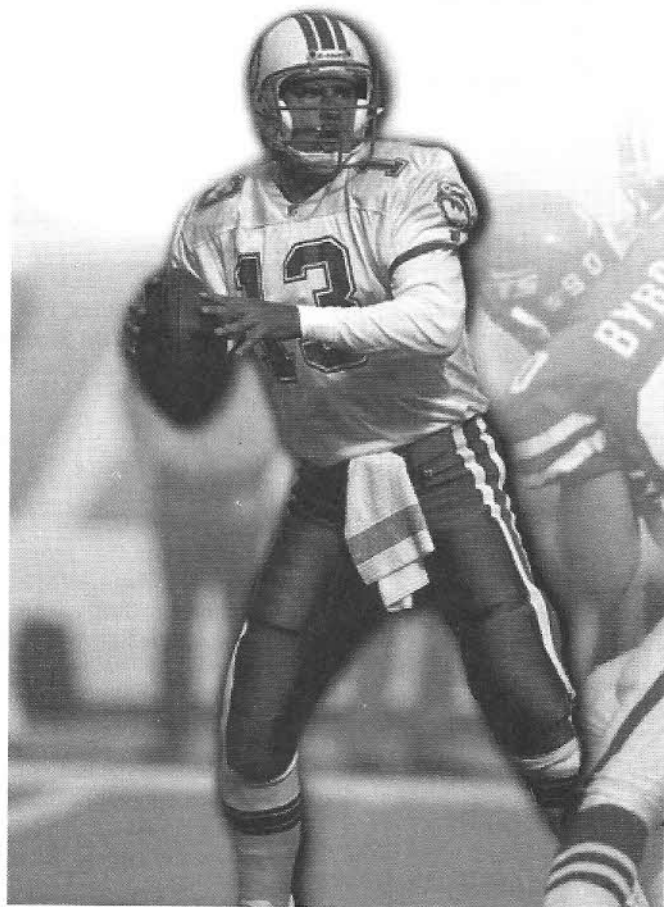


FOOTBALL PRO



S I E R R A®

COMMITTED TO EXCELLENCE
FRONT PAGE SPORTS
FOOTBALL PRO '98



Front Page Sports: Football Pro '98 © 1997 Sierra On-Line, Inc.

Developed by Synergistic Software, a member of the Sierra family



SIERRA®

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Welcome to What's New

How do you improve on the *Front Page Sports: Football* series when it's been consistently voted "Best Football Game Of The Year" by the critics and PC users? Well, you keep the scrambling arcade action, sophisticated stats, and powerful coaching and team manager capabilities but make it easier to use with a dynamic new interface and sound effects that give the whole front end a new and exciting look. We guarantee you'll get right to the action or stats faster than ever. Add to this the Internet arcade mode, which combined with network and modem play, take multiplayer and remote game play to a higher level.

This season, *Football Pro '98* takes the field with more dazzling SVGA graphics with actual NFL team logos, helmets, stadiums and background artwork in 640x480 resolution. Full-screen graphics mode is supported in either 16 or 8 bit color, your choice. With the powerful Camera Angle Management System™ (CAMST™), you can select exactly the view you want to see on the field and record instant replays as you create and edit your own "game highlight" films. This year, there are more camera views, and you can print to a file or .HTML format for posting on your web page.

Not enough? How about more weather conditions to set, more cities and stadium information, and, of course, the new audio play-by-play to make you feel like you're right at the stadium. There's a new look to the Play Editor, and it's faster than ever to test your plays. Make it to the Hall of Fame, and see some changes there also.

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. Put your favorite players in the Pro Bowl, and choose which plays lead you to victory. 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!

As always, the updated NFL team rosters are included and contain all NFLPI players for 1997 and the last three seasons. Or, release all players from their NFL teams, and redraft them from the common draft pool. You can set player attributes based on the previous year's statistics, or change those attributes as you prefer. Use multiplayer trades to improve your teams, or play commissioner and set up the teams and rules the way you want to run your league. In short, flexibility is what *Football Pro* is all about. Its sophisticated range of features lets you play NFL football any way and every way you want: as an owner, coach, general manager, and quarterback. Using the chat box, you can talk trash with your opponent in real time over local area networks, via a modem, or on the Internet. Try out your new offensive and defensive plays designed in the Play Editor, or use any of the new quarterback-designed play books compiled especially for *Football Pro '98*.

The teams are on the field; the ref's blowing the whistle. Get ready 'cause it's kickoff time.

— The Front Page Sports Team
 Synergistic Software

This manual is intended to help you install and run *Football Pro* and learn the game quickly. It's divided into the following sections.

Getting Started details the hardware and software requirements necessary to run the game. Refer to the "Installing *Football Pro*" area to setup this year's version of the game. Also described are the game's controllers, how to access the on-line help, and utilities for updating leagues.

The **Options** section explains all of the arcade and game settings that allow you to configure your game and its control to get the type of game play that you want.

The **Tutorials** section provides fast lessons that will help you develop the timing, agility, and organizational 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 by discovering 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 and CAMS™ functions, and acquire a host of other *Football Pro* essentials.

Any changes made to *Football Pro* after this 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 '98 READ THIS FIRST.txt**.

The **Starting a Game** section explains the steps for beginning a game using Quick Start, Exhibition, League, Multiplayer/Remote, and Pro Bowl games. Multiplayer games are possible over a network, modem, and the Internet. This also describes how to load a *saved game* to continue playing.

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 statistical screens. In short, it is a comprehensive rundown on all of *Football Pro*'s features.

The **Camera Angle Management System** section explains how to maneuver your camera to get any view of the playing field action that you want.

The **Instant Replay** section describes how to use the VCR interface screens, how to edit VCR tapes, and how to capture and view highlights of the game.

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 Editor** section shows you how to edit a player's statistics and how to create player ratings formulae.

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

The **Web Page** section describes some of the information contained on the *Football Pro '98* area of Sierra's web site.

The **Reference** section provides troubleshooting solutions to technical problems that might affect how *Football Pro* installs or runs on your system. Information about the game's utilities is also located there along with resources you may find helpful in your research.

System Requirements

To run *Football Pro '98*, the following software and hardware are the minimum requirements:

- An IBM-compatible computer with a Pentium 75 MHz processor.
- Sixteen megabytes (16 MB) of RAM.
- Windows 95.
- An SVGA graphics card and SVGA color monitor.
- A 2x CD-ROM drive.
- Windows® compatible sound card with DAC.
- A mouse.

The following hardware and software is strongly recommended:

- Pentium 100 MHz or better processor.
- Thirty-two megabytes (32 MB) or more of RAM.
- One or two Windows 95 compatible joystick(s).
- A 4x CD-ROM drive.

Football Pro '98 supports 14.4 baud modems (or higher) and network cards for multiplayer play.

DirectX 5™

To run this game with full screen graphics, it is necessary to use DirectX 5 drivers and to set the game to **Full Screen** in the *Options* menu. Earlier versions of DirectX may lock up, cause a crash, or give you strange flickers on the screen.

The game defaults to run DirectX in 16 bit color, but if it can't, it will use 8 bit color.

DirectX 5 is included on the installation CD-ROM. To install it, click on the **START** button, and select **RUN**. Type in **D:** (or your CD-ROM drive's letter) **directx\dxsetup**. This will install the correct drivers for you to run *Football Pro '98*.

***Note:** To check what version of DirectX is installed on your machine, click on the **START** button, and select **SETTINGS → CONTROL PANEL**. When the window opens, double-click on the DirectX icon to see the version number.*

***Warning:** Installing this version of DirectX may affect other software on your system. When running any program that uses DirectX, it's best to install the version of DirectX that came with that program.*

Installing *Football Pro '98*

To install *Football Pro*, you must use the game's installation program, not "copy" commands. That 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.

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:.

Installation for Windows® 95 with Autoplay activated:

1. Start Windows 95.
2. Insert the *Football Pro '98* CD into your CD-ROM drive.
3. When the *Football Pro '98 Install* screen appears, click on the **Install** button.
4. Follow the on-screen instructions.

Installation for Windows® 95 without Autoplay activated:

1. Insert the *Football Pro '98* 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.

Please refer to the information about DirectX on the previous page.

Warning: After you have installed *Football Pro '98*, if you want to move the program to another location, it is **STRONGLY** recommended that you uninstall the program from the first location and re-install to the new one.

Running *Football Pro '98*

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 '98** from the Windows **START** menu.

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

FPS Update Utility

To use previously created leagues and plays from *Football Pro '95*, run **FpsUpOld** to convert them to *Football Pro '96* or *'97* format. For leagues in *Football Pro '96* or *'97* format, run **FpsUpDat** to convert them to *Football Pro '98* format. To do this, go to the Windows 95 **START** menu, and select **PROGRAMS** → **SIERRA** → **FpsUpOld** or **FpsUpDat**.

Advanced User Option

You can start *Football Pro* with an additional option that can impact on-line game preferences. This start-up option can be found under the **START** menu: **PROGRAMS** → **SIERRA** → **Football Pro '98 Log**.

This saves a log of all play-by-play information.

On-line Help

This printed manual is available in the on-line help system. Press **[F1]** at any time to access the on-line information.

As always, the on-line help may contain information that was not available when the manual was printed.

Controllers

The menu screens, Game Plan Editor, Coaching Profile Editor, Player Ratings Editor, Draft Profile Editor, and Play Editor in *Football Pro* were designed to be controlled with a mouse. In the actual arcade game play, you may use a keyboard or a joystick.

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 functions may require a right click, which is 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.

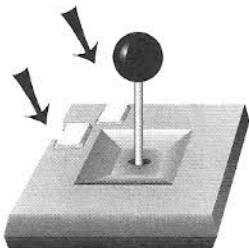
Note: Mouse control of players is not available on the Practice Field or during games.

Joystick and Keyboard Equivalents

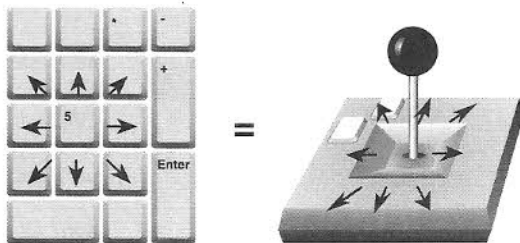
If you are using the keyboard, you can use the numeric keypad to emulate the eight movement directions of a joystick. The [Enter] key and [Spacebar] emulate button A; the [Shift], [Ctrl], and [Alt] keys emulate button B.

The [Shift], [Ctrl], or [Alt] keys may be used as button B.

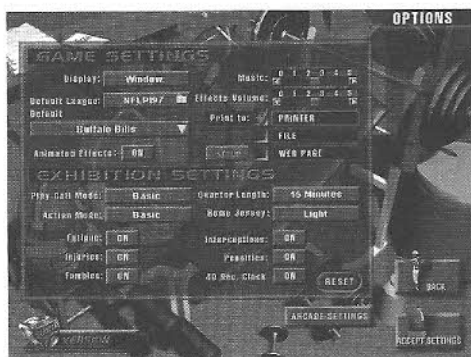
The [Enter] or [Spacebar] may be used as button A.



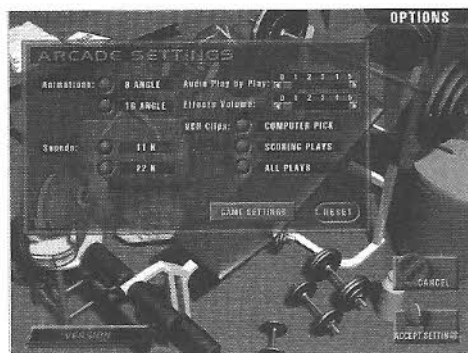
Note: Use the arrow keys on the numeric keypad only.



The keypad keys emulate the eight directions of the joystick.



Options Menu — Game Settings



Options Menu — Arcade Settings

Options

When you left-click on the **Options** button on the *Main Menu*, the screen shown on the left appears. That screen is used to set your game preferences, such as which league you want as your default league, how large you want the game window to be, how loud you want the volume of the music, and which settings you want toggled on and off during Exhibition and Quick Start games.

When you click on the **Arcade Settings** button below the dialog box, the screen switches to a new screen where you designate your preferences for play on the game field. There, you can control the sounds, animations, VCR clips, and volume of the announcer.

All of these choices are described in more detail on the following pages. When you have made your selections and want to continue with the game, left-click on the **Accept Settings** button in the bottom, right corner of the screen. This returns you to the *Main Menu* for your next selection. If you click on the **Cancel** button, your changes on both screens will be ignored and nothing will change. If you have made changes and wish to switch back to the default settings, click on the **Reset** button contained on each screen.

Note: Clicking the **Reset** button on one screen returns the settings to the default values for that screen **ONLY**.

Changing Game Settings

During a game, you can change Playcall mode, Action mode, controls, and other game settings. In previous versions of *Football Pro*, you had to be in the arcade game (on the game play field) to make these changes. In *Football Pro '98*, you can change the game settings at any time by clicking on the **Options** button on the *Main Menu* or by pressing [F7] while you are on the *Playcalling* screen or on the game field prior to the snap. These changes become the default settings for a player-controlled team.

Display — This option determines the size of your game display. Click on the button to display the drop-down menu and then on your choice of either *Full Screen* or *Window*. The game will run faster when the display is on the *Window* setting.

Default League — Click on the **Default League** button to display the drop-down menu. Click on the league you want to select as the default league that loads every time you play *Football Pro*. Your choices include the following:

8 team league	A league composed of two divisions with four teams in each.
10 team league	A league composed of two divisions with five teams in each.
12 team league	A league composed of three divisions with four teams in each.
18 team league	A league composed of two five-team divisions and two four-team divisions.
NFLPA 1992	Roster of NFL teams for the 1992-1993 season.
NFLPA 1993	Roster of NFL teams at the beginning of the 1993-1994 season.
NFLPA 1993E	Roster of NFL teams at the end of the 1993-1994 season.
NFLPA 1994	Roster of NFL teams at the beginning of the 1994-1995 season.
NFLPA94E	Roster of NFL teams at the end of the 1994-1995 season.
NFLPI95	Roster of NFL teams at the beginning of the 1995-1996 season.
NFLPI95E	Roster of NFL teams at the end of the 1995-1996 season.
NFLPI96	Roster of NFL teams at the beginning of the 1996-1997 season.
NFLPI96E	Roster of NFL teams at the end of the 1996-1997 season.
NFLPI97	Current roster of NFL teams for the 1997-1998 season.

Default Team — This button gives you a list of teams for you to choose your team.

Animated Effects — This toggles the twinkles *On/Off*.

Music and Effects Volume — The range for volume extends from 0 which is *Off* through 5 which is the loudest. To change the volume level, click and drag the box inside the slider bar to the desired location.

Print — Several dialog boxes in the game contain a **Print** button. Your selection here determines what those **Print** buttons will do. You can send a file to your printer for a paper copy of the information, save it as a text file on your hard disk, or save it in a .HTML format for use on a web page. Make your selection by clicking the mouse inside one of the boxes.

Playcall Mode — Click on the button to cycle through the choice of **Basic**, **Standard**, or **Advanced**. Playcall Mode uses the plays from your game plan to choose which ones to use during the game for both general and specific situations.

Action Mode — Click on the button to cycle through your choice of **Basic**, **Standard**, or **Advanced**. This choice determines how much control you'll have over your team. In effect, it determines the difficulty level of game play. In Basic mode, the computer controls most of the action.

Quarter Length — Click on the button to cycle through your choice of six minute, twelve minute, or fifteen minute quarters.

Home Jersey — Click on the button to toggle between *Light* and *Dark* jersey colors for your team.

Ground Rules — Toggle these settings between *On* and *Off* by clicking the mouse on the button. These buttons only affect Exhibition and Pro Bowl games. In League games, the Ground Rules are accessed by clicking on the **Settings** button on the opening *League Play* screen.

Fatigue: When set to *On*, the Energy Rating of your players will decrease the longer they are on the field. A decrease in energy usually means that the player will not perform as well as when he is fully rested.

Injuries: When set to *On*, players can be randomly injured during game play. They do NOT have to have possession of the ball for an injury to occur.

Fumbles: When set to *On*, a player carrying the ball will randomly lose possession of the ball.

Interceptions: When set to *On*, defensive players will be able to intercept passes.

Penalties: When set to *On*, penalties will be imposed on the guilty team for both the offense and the defense. See page 66 for a listing of fouls and penalties.

40 Second Clock: When set to *On*, the ball must be snapped before the clock expires. (The clock can be changed during a game only in Exhibition games.)

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 Arcade Settings

Animations — Click on your choice of either the *8 Angle* or the *16 Angle* button. Your choice determines how smoothly the animations are executed. Imagine a player turning 360° using eight positions as opposed to sixteen. The *16 Angle* choice will appear more natural and with less hesitation and jerkiness between moves. In short, the more animations, the greater the detail. However, because more time is needed to play the 16 animations, a fast processor is needed or the game may not run as fast as you would like. Experiment to see if your system is fast enough to run the superior graphics. If it isn't, select the *8 Angle* choice.

Sounds — Click on your choice of 11 K for mono or 22 K for stereo sound. Fast processors should use the stereo choice.

Audio Play-by-play — Click the mouse on the box in the slider bar, and move it to the desired location. This affects the announcer's volume calling the game.

Effects — Click the mouse on the box in the slider bar, and move it to the desired location. This affects the referee's volume and game sounds such as the crowd roar and tackling noises.

VCR Clips — Click on one of the following choices to determine how the computer will gather plays or clips for use during simulations.

Computer Pick: The computer selects those plays that it *thinks* might change the outcome of the game.

Scoring Plays: Any play where points are scored will be saved for review.

All Plays: Every play in the game will be saved and recorded for reviewing.

The **Game Settings** button takes you to the *Game Settings* screen described on the previous two pages. Clicking on the **Reset** button will restore the default settings to the *Arcade Setting* screen **ONLY**.

Click on the **Cancel** button in the bottom, right corner of your screen to erase any changes you made in either of the two dialog boxes, or click on the **Accept Settings** button to have your changes go into effect.

Note: Audio Play by Play and Effects settings are not true volume controls other than a setting of zero (0) is Off. Instead, they control the volume in relation to each other.

Tutorials

For these tutorials, use a mouse on any of the menu screens and a joystick or the keyboard for field play. The tutorials consist of step-by-step instructions for the following topics:

On the Playing Field

- Tutorial 1 Going to the Game Field
- Tutorial 2 Kickoff and Returning a Kick
- Tutorial 3 Playing Defense
- Tutorial 4 Punt Returns and Kicks
- Tutorial 5 Running Plays
- Tutorial 6 Passing Plays
- Tutorial 7 Camera Management
- Tutorial 8 Instant Replays

The Play Editor

- Tutorial 9 Building a Play
- Tutorial 10 Testing the Play
- Tutorial 11 Adding the Play to Your Playbook
- Tutorial 12 Editing a Game Plan
- Tutorial 13 Customizing a Coaching Profile

League Play

- Tutorial 14 Creating a League

On the Playing Field Tutorials

Tutorial 1 — Going to the Game Field

Start by playing an exhibition game between Seattle and Oakland. Exhibition games are similar to pre-season games in that they don't contribute to the league standings. So, don't worry about making mistakes or experimenting with several different approaches.

Start the Game

1. Click the mouse on **PROGRAMS** → **SIERRA** → **Football Pro '98** from the Windows **START** menu.

Select the Type of Game

2. When the *Main Menu* appears, click the mouse on **Game Type** and then on the **Exhibition** icon on the pop-up menu.

Select the Teams

3. The *Team Select* screen appears. There are two randomly selected teams shown. The home team is shown on the left; the visitors are shown on the right. The teams' logos are arranged in alphabetical order by city, state, or region name. Use the left and right arrows to click through the logos or drag the slider bar until **Seattle** appears.

Use an alternate method to change the visiting team to Oakland. First, click on the box with the opposing team's name. Notice that the white triangle in the *Focus* box now points to the Visitor side of the screen. Next, click on the **List** button in the top right corner of the dialog box. This displays a listing of the teams in that league by their division and conference. Click on **Oakland** in the Western division of the American League Conference.

When you are satisfied with your selections, click the **Accept** button to continue to the next screen. Of course, you can go back to the *Main Menu* by clicking on the **Back** button.

Choose the Controller

4. The *Controller* screen appears next. To make sure that the set-up is correct for you as the home team, **Joystick 1** or **Keyboard** should be the highlighted button for the team shown on the left. The visitor's controller should be **Computer**. Click on those buttons if they are not already highlighted. Click the **Accept** button when you are done.

Choices on the Exhibition Screen

5. When the *Exhibition* screen appears, you can change the factors that could affect the outcome of the game, i.e. the degree of difficulty, the Playcall mode, and the weather conditions for the stadium. Since the Kingdome is an indoor stadium, you don't have to worry about weather affecting the game, but experiment with clicking on the various buttons just to see the many options available to you for outdoor stadiums.

Press the **Difficulty Levels** icon. On the screen that appears, you'll see choices for Playcall mode and Action mode for each of the two teams. Click on the buttons to set the home team's Playcall Mode to **Standard** and the Action Mode to **Standard**. You only have to set them for your home team, not the visiting team. Press the **Game** button when you're ready to go to the game field.

*Setting your **Playcall** mode to **Standard** gives you the ability to select from all of the plays in the game play book.*

*Setting your **Action** mode to **Standard** gives you more control over your players on the field.*

Pre-game Activities

Load the Game

6. A graphic of the Kingdome stadium appears while the game is loading. The standings and records for the two teams are also displayed.

The Coin Toss

7. The referee will then hold the coin toss. The visitor (the computer) will call the toss. If the visiting team wins the toss, the team will receive the ball, and the home team will kick off. If you win the toss, then the home team will receive and Oakland will kick.

Choose Your Goal

8. The loser of the coin toss selects which goal to defend. Since this is an indoor stadium, wind won't be a factor in the decision. So, your selection is not as important as it might be on a windy day in Buffalo.

Tutorial 2 — Kickoff and Returns

Kicking Off

After the pre-game activities, the next screen is the *Playcall* screen. The top third of the screen shows the visitor's plays. (They are hidden from your view, of course.) The middle section shows the scoreboard, and the bottom area displays the various plays in your playbook.

1. Left-click the mouse on the **Kickoff** play and then on the **Ready-Break!** button to start the game action.
2. Press button **A** on the joystick or **[Enter]** or **[Spacebar]** on the keyboard to start your kicker moving.

Choose the Kicking Angle

3. A graph appears on the left of the screen, and a red bar starts moving up and down. The numbers next to the bar signify the degrees for the angle of the kick. Press button **A** when the red bar reaches the angle you want.

Choose the Kicking Direction

4. A wide area appears across the top of the screen with a football cursor moving left and right. Click button **A** when the ball is between the two yellow lines in the center. This will determine the direction of the kick and aim the ball between the uprights.

The camera follows the ball, and your team will run to tackle the player who caught the ball.

Returning a Kick

When the computer's team kicks to you, your team will receive the ball and attempt to run it back.

1. From the *Playcall* screen, select the kickoff play to catch the ball and protect the receiver.
2. Click on the **Ready-Break!** button to get to the playing field.
3. When the ball is kicked, a red circle with an X in it will appear on the field where the ball is to land. Your receiver will try to catch it.
 - a. If you don't want to run back the ball, press button **B** to signal for a fair catch.
 - b. To return the ball, move the joystick to maneuver your receiver into the circle to catch and then run with the ball. Press button **A** to attempt to break away from the defense.

Tutorial 3 — Playing Defense

Sooner or later, your team will play defense against the computer. The *Playcall* screen appears again on the monitor. There are four different plays shown on the screen, but this is only one of sixteen sets or pages in your playbook. Select other pages by clicking on the numbers to the left and right sides of the four displayed plays. This will show four new and different plays from your playbook.

1. Left-click on one of the defensive plays, and then click on the **Ready-Break!** button in the lower right of the screen.
2. Your team appears on the field at the line of scrimmage. Press button **A** on the joystick to control a player. You can press it again and again, and each time you will control a different defensive player. You can switch players this way **until** the opponent snaps the ball.
3. The players automatically follow the play and do their best to stop the offensive play. If you don't move the joystick, the player you control will move according to the defensive play. However, as soon as you move the joystick, you'll take total control of that player. When you move the joystick, try to tackle the ball carrier, or run to cover the primary receiver.
4. If you want to change which player you control, press button **B**. You'll be given control of the player nearest the ball carrier or nearest the intended receiver if the ball is in the air.
5. If you are near the ball carrier, your player will automatically try to tackle the ball carrier. If you want to try a diving tackle, push the joystick in the ball carrier's direction, and press button **A**.

If you want to jump up to block a pass or tip a thrown ball, press button **A** while the joystick is in its centered position.

Try several defensive plays where you move control from player to player to get a feeling for the controls and choosing plays from the playbook.

Tutorial 4 — Punt Returns and Kicks

Punt Returns

If your defense is successful in holding back your opponent's forward progress and keeps them from moving the ball ten yards for a first down, Oakland will have to relinquish possession of the ball. They will punt the ball, and you'll either signal for a fair catch or return the punt.

1. On the *Playcall* screen, select **PNTRTN** for the *punt return* play.
2. Click on the **Ready-Break!** button.
2. When the opponent kicks the ball to you, either press button **A** to signal for a fair catch, or move the joystick to maneuver your receiver into the circle with the X in it, the *Catch Zone*. After you catch the ball, move the joystick to control the runner, and return the ball as best you can.

Kicking a Punt

If you fail to move the ball past the first-down marker, you'll be faced with a fourth-down situation. The *Playcall* screen brings up the *Special Teams* plays and highlights the *Punt* play. While there may be scenarios where you would try to go for the first down or attempt to kick a field goal, for now, select the **Punt** play by clicking on it. Select **Ready-Break!** to return to the game field for a punt.

Repeat the same process you used for a kickoff to select the kicking angle and its direction.

Tutorial 5 — Running Plays

When you have possession of the ball, choose one of the plays from the *Playcall* screen to start moving the ball.

1. Step through the pages until you see a play named **HBLEADER**, and click on this play. Click on **Ready-Break!** to go to the field.
2. When the players get set, press button **A** on the joystick, and the center will snap the ball to the quarterback. To see how this play was designed, just watch the action and **don't move the joystick**.

The quarterback will hand off the ball to the running back. The ball carrier always has an orange and blue bordered number above him to represent the player's number.

3. Try the play again, but this time, move the joystick after the running back is handed the ball. Notice that the color of the border changes to blue and white. This means that you are in control of the runner, so head toward the end zone!

Try the play again, to see what happens when you run to the left instead of to the right.

4. While practicing your running, try these options.
 - a. Press button **B** on the joystick to avoid or break a tackle. Your player will either stiff-arm the defender or spin to avoid him.
 - b. Press button **A** to dive in the direction that you push the joystick to get some extra yardage.

Tutorial 6 — Passing Plays

The passing plays are a little more complex than running plays but still easy to use. While you have possession of the ball, mix some passing plays into your offensive game plan.

1. On the *Playcall* screen, step through the pages in the playbook until you find **SLICE2RT**. Left-click on this play with your mouse to select it.

This play is a check-off pass in the “T” formation. In a check-off pass, the quarterback has a list of receivers to whom he can throw. If he sees his primary receiver isn’t open, he can shift his attention to the next receiver on his list.

In the SLICE2RT play, there are two receivers on the list. The split-end on the right side has a white line in the playbook which means he is the primary receiver. The secondary receiver is the right flanker, and his path is shown in yellow. The remaining receiver is running a dummy route with his path shown in blue.

2. Click on the **Ready-Break!** button to return to the playing field.
3. Snap the ball by pressing button **A**, and pull the joystick back to get the quarterback to drop back.
4. Press button **B** to go to *passing* mode.

A solid orange outline around a green box appears over the primary receiver’s head. If he is off screen, a window will appear at the edge of the screen. If he is free and open, he will wave.

5. Press button **A** to throw the ball. The catch zone is shown with a red circle and an X in it. This is where the ball will land. The receiver will try to catch the ball.

When throwing the ball, if you press button **A** quickly, the ball will be thrown in a “bullet” pass — fast, low, and in a straight line.

If you hold the button a little longer, the ball will be thrown in a “lob” — a longer, slower pass with more arc to its path.

6. Practice throwing several more passing plays.
7. To pass to the secondary receiver, press button **B** again in *passing* mode to check the next receiver. Press button **A** to throw to him.

Tutorial 7 — Camera Angle Management

Football Pro includes a view control system that allows you to customize the view of the game, as well as those for instant replays. You have been running the previous plays in the *Track Object-Ball* view. However, you can also run the plays in other views. For example, run a passing play in *Check Receiver* view.

Run a Passing Play

1. Before the ball is snapped, press [F9] to bring up the Camera Management interface. This appears at the top of the screen.
2. Click on the green button on the right, and drag down to highlight **Check Receiver**.
3. Press [F9] to leave the Camera Management System.
4. Snap the ball by pressing button **A**.
5. Take control of the quarterback by pressing button **A** to step through the players. Then, press button **B** to enter *passing* mode. When you check the receiver, notice that instead of a small window, a full screen centered on the primary receiver appears. You can see all of the action around him. This is great for knowing about his coverage, but you can't see if your quarterback is about to be sacked.
6. Press button **B** again to select your secondary receiver. He'll be in the center of the screen, just as the primary receiver was.
7. Press button **A** to throw the ball.

There are many views to select from the Camera Management interface. To use these views in play, you can program them as "hot keys." This enables you to press a keyboard number to switch to your favorite view.



Programming Views as "Hot Keys"

1. Go to the Camera Management interface by pressing [F9], and change the view to **Track Object-Check Receiver**.
2. Click on the green **View Assignment** button.
3. Press the number **1** at the top of your keyboard.
4. Press [F9] to close the Camera Management interface.
5. After you resume play, pressing [1] on the keyboard will instantly change you to the *Check Receiver* view. You can set up any view you wish in the above way, allowing you to be aware of the play around you.

Note: You can program up to ten views using the horizontal row of number keys on your keyboard.


Tutorial 8 — Instant Replays

In *Football Pro*, you can watch a great play in instant replay from several angles, just like on television. After you have started a game, press [F7] to access the *Sideline Report* screen with the *Game Settings* dialog box. Click inside the box to add an X. This selects **Play by Play** for VCR clips.

1. Return to the game. After completing a play, click on the button marked **Instant Replay** or press [F4].
2. Click on the **Camera Angle Management** button. 
3. When the **Camera Angle Management** interface appears, click on the **green** button to the right of *Mode*. This lists all of the available camera angles.
4. Select the second line: **Track Object-Ball Carrier**.
5. Click on **Cancel** to remove the list, and press "2" on your keyboard (not your keypad) to activate that camera mode.
6. Click on the **Zoom In** button to get a close-up of the play.
7. Click on the **Play** button. 

You'll see the play change to a view from behind the player with the ball. You can use the view control in the *Camera Angle Management* to rotate around the player, to zoom in and out, or to elevate and lower the viewing angle.

Check different modes to see what you and the opposition are doing during the play, or just watch a great play unfold.

8. Finally, click on the **Eject** key  to erase the *Instant Replay* interface and return to the game.

For a complete explanation of all of the VCR controls, see page 79.

The Play Editor Tutorials

Football Pro has an advanced *Play Editor* that allows you to create almost any type of offensive or defensive scheme. You can build customized plays by creating your own or by modifying some of the many plays included with the game.

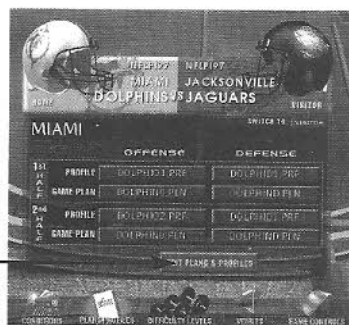
In this group of tutorials, you will create a custom play for your team, trying to confuse the defense and to complete a pass to your receiver. The way to confuse them is to make them think that you are going to run the ball. The plan is to set up a formation like a running play, and substitute in players that would be appropriate for such a play. However, before the snap, players will shift positions and move to get ready for the passing play, thereby catching the defense off guard.

Tutorial 9 — Accessing the Play Editor

1. From the *Main Menu*, click on the **Game Type** button to display the sub-menu. Then, click on **Exhibition** to begin a new game.
2. Select your two teams as described in *Tutorial 1* on page 14 with San Francisco as your home team.
3. Choose your controller devices and proceed to the *Weather* screen. Click on the **Plans and Profiles** icon at the bottom.
4. When that screen appears, you'll see that there are different plans and profiles for each half for the defense and the offense. After you have created and saved your own coaching profiles and game plans, the *Playcall* screen will allow you to choose your plans and profiles instead of the default plans and profiles.
5. Click on the **Edit Plans and Profiles** button to get to the *Play Editor* where you'll be able to edit plays, make game plans, and create coaching profiles.

In short, any time you see a **Plans and Profiles** icon, clicking on it will take you to the dialog box that contains an **Edit Plans and Profiles** button. Clicking on that button, in turn, takes you to the *Play Editor*.

You can also access the *Play Editor* when you see a **Team Info** icon. The path for that is **Team Info** → **Plans and Profiles** → **Edit Plans and Profiles** → **Play Editor**.



Plans and Profiles Screen

Tutorial 10 — Moving Players Before the Snap

When the *Play Editor* screen is visible, you'll notice that the full width of the field is shown. You're ready to start creating an offensive play.

1. Click on the **Play Editor** button on the right, and select **Load** from the pop-up menu.
 A box with many selections for play types appears. To select each option, click on the button beside the option.
2. Click on **File Type: Template**. This brings up basic formations for you to modify.
3. Click on **Team Side: Offense** and then **Play Type: Pass**.
4. A list of basic formations appears to the right. These are all basic offensive passing plays. Scroll down until you see the formation **PRO_SET**. Click on it to highlight it, and then click **OK**.

A screen showing the playing field in black and gray appears. Each of the thick gray lines is ten yards, and the thin gray lines are five yards. The entire width of the field is shown on this screen. The line of scrimmage is the twenty-yard line for creating and editing plays.

All of the offensive players in the formation are on the field. You have 11 player abbreviations marking their initial positions. All players except for the center, designated by C1, can be moved.

For this play, try to convince the defense that you are going to run to the right side. (Remember that you are actually planning a pass play.) To do that, you'll want to move the flanker (WR1 - the right far receiver) inside and closer to the tight end (TE1).

5. To perform that move, click on the **Before Snap** button on the bottom row. This will show the players' starting positions and any movement paths that they will run before the ball is snapped.
6. Click on and drag the WR1 to a position closer to the TE1. Be sure that you keep him at least a yard behind the line of scrimmage, or he will not be an eligible receiver.

To make the shift in the formation work with the plan to fool the defense and make your opponent think that this is a running play, substitute a tight end (a potential blocker) for the wide receiver you just moved.

7. Right click on **WR1**, and click on the **Substitute** button on the right side of the screen.

8. The **Substitution** menu shows all of the offensive players on the sideline. Click on a player whose position is **TE2**, and then click **OK**.

To further confuse the defense, give your right running back (FB1) instructions to change position before the ball is snapped or to **Shift to...** a new position.

9. Right-click on **FB1**, and select **Shift to...** from the pop-up menu. A *Logic Box* window appears on the screen. This window holds all of your instructions for the players. It also allows you to delete mistakes in the player's instructions after you have entered them. The logic box window shows the number and name of the player.
10. Move the mouse and left-click directly to the right of the current FB1 position and about seven yards outside of your slotback (TE2). A blue line appears, showing the movement path the full-back will run. This will create a first logic box position so you can change the player's direction. What this means is that the running back will move seven yards right to the sideline and then change direction.
11. Move the cursor about a yard above your first Logic Box and right-click. This will set the final logic box position, which is even with and seven yards to the right of the slotback (TE2). Before the ball is snapped, the running back will move outside, then forward, and set.

NOTE: When setting movement paths, right click to complete the player's movement. Left-click if you want the player to change direction from that Logic Box.

The boxes displayed on the field are **logic boxes**. Movement paths are varied colors. When you complete the final Logic Box, the text for that movement appears in your *Logic Script* section on the right side of the screen.

If you make a mistake, click the line in the *Logic Script* that contains the error, and press either **[Delete]** or **[Backspace]**. This will delete that line and everything after it. Use the arrows on the top right to see other logic if there is more than one *Logic Box*.

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 into motion.

12. Right-click on **TE2**.
13. Select **Go in motion...** on the pop-up menu.

14. Choose **Stop and get set at...** on the next pop-up menu.
15. Move the cursor, and left-click about halfway between the left tackle (T1) and the left split-end (WR2). The slot man will run from the right side of the formation to the left before the ball is snapped.

Congratulations! You have just finished the BEFORE SNAP part of the play.

Tutorial 11 — Moving After the Snap

Continuing from Tutorial 10, now you need to work on the AFTER SNAP logic. This tells the players what to do once the ball is in play.

1. Click **AFTER SNAP** from the buttons on the bottom of the screen.

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

You must then 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.

2. 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. You can still change any of their logic later, of course.*

3. Right-click on TE1.
4. Select **Block → Pass** from the pop-up menu.
5. Right-click on HB1.
6. Select **Block → Pass** from the pop-up menu.

***Note:** If you have made a mistake or change your mind while entering a command, you can cancel it by clicking on the player and then deleting the line in the Logic Box window.*

Next, you must give the receivers their assignments.

7. Right-click on the left split-end, WR2.
8. Select **Look for pass** from the pop-up menu.
9. Right-click on WR2 again, and select **Move to...**
10. Move the cursor (and the blue movement path) about seven yards down the field. Left-click to set a Logic Box to designate the place he'll change direction.
11. Move the cursor to set a second movement path about five yards directly toward the sideline. Right-click to set the logic box.

***Note:** When a new Logic Box is created for a player, the Logic Script 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.*

12. Right-click on **TE2**, and select **Move to....**
13. Right-click to set the movement path about ten yards down the field and to set the Logic Box.
14. Right-click on **TE2's** new Logic Box 2, and select **Throw a fake**.
15. Right-click on **TE2's** new Logic Box 2 again and select **Move to....** Then, move the cursor to make a movement path that goes toward the left sideline at a 45-degree angle. Continue to move the cursor until it is about 5 yards from the left sideline, and right-click to set a Logic Box.
16. Right-click on **FBI**.
17. Select **Move to...**, and move the cursor to make a movement path down the field seven yards. Right-click to set a Logic Box.
18. Right-click on the new Logic Box at the end of the movement path for **FBI**, and select **Look for pass**.
19. Right-click on the Logic Box again, and select **Move to....** Then, move the cursor to make a movement path about two-thirds of the way to the left sideline, and right-click to set the Logic Box.
20. Finally, you must tell the quarterback what to do. Begin this process by right-clicking on **QB1**.
21. Select **Move to...**, and move the cursor to set a path about five yards straight back. Right-click to set a Logic Box.
22. Right-click the new Logic Box, and select **Pass → Check receivers**.
23. Left-click on your primary receiver, **TE2**.
24. Then, left-click on your secondary receiver, **FBI**.
25. Next, right-click anywhere to finish the *Check Receivers* command. The Logic Script will list the receivers you have selected to be checked off by the quarterback.
26. Click the **Save** button to save the completed play.
27. In the filename dialog box, type **MYPLAY**, and click **OK**.
28. To see what **MYPLAY** looks like on the field, select **Play Editor → Practice**.

Tutorial 12 — Editing a Game Plan

As well as being able to edit and create your own custom plays with the *Play Editor*, you can add your own plays into a playbook. You can have sixty-four offensive, sixty-four defensive, and one play for each Special Teams type.

Football Pro recognizes 2,520 different game situations in each half and gives you the power with the *Coaching Profile* to have the quarterback select the plays you wish from your *Game Plan*.

This tutorial will take you through creating a *Game Plan*. In the following tutorial you will put that game plan into use with a *Coaching Profile* that will analyze the game situation and choose from your plan.

1. Return to the *Exhibition* screen, and select **Plans/Profiles**.
2. Click on the **Edit Plans & Profiles** button.
3. Click on the **Game Plan** button.

The *Load Game Plan* dialog box displays the SIERRA\FBPRO98 directory.

4. Highlight the plan shown in the list box called **OFFpln** (for Offense), and click **Load**.

You will now see the *Game Plan Play* screen with the first four play slots showing. Below the four plays showing in the window are the sixty-four offensive plays contained in the complete offensive playbook for this team. You will change this playbook by replacing a running play with a short pass play.

5. Click on the first play slot, labeled **1-1 29STRETCH**.
6. Click the **Add/Remove** button at the bottom to erase the old play.
7. Click the **Add/Remove** button again to open the *Load Play* dialog box. Select the new play, **SLICE2RT**, and exit the dialog box.

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

8. Click **Close** to go back to the *Game Plan Plays* screen.
9. Click the **SAVE** button.
10. Type **MYPLAN** in the upper left text box, and click **OK** to save your customized Game Plan.

This has changed the first play in the playbook. Now, your quarterback has your custom, short passing play to use in the game.

Tutorial 13 — Customizing a Coaching Profile

Now you can put your customized Game Plan into a Coaching Profile. The *Coaching Profile* chooses plays to call in specific situations.

How much time 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's Coaching Profile* allows you to select which play to call from your custom game plan for each of these situations and more.

In the last tutorial, you added a passing play to your game plan. Now, you can tell the computer when to select that play.

Continuing from the last tutorial:

1. Click on the **Exit** key to go back to the *Play Editor* screen.
2. On the *Play Editor* screen, select **Coaching Profile** by clicking on the button on the right.
3. Click on the **Load** button, and select **Offense** from the pop-up menu. Note that the *Coaching Profile Editor* will default to the previously loaded *Game Plan*. This means that any changes that you have in your playbook can be used in the *Coaching Profile*.

The *Load Coaching Profile* dialog box shows the **SIERRA\FBPRO98** folder.

4. Highlight **OFF1**, and click **OK**.

On the *Coaching Profile* screen, you'll see 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-controlled offense whenever you face the following game situations:

- a. You are on offense.
- b. There are more than five minutes left in the half.
- c. It's first down with less than one yard to go inside the defensive five yard line.
- d. You are leading by eight 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 RUN**, **GOAL LINE RUN** (again), and **RUN MIDDLE**. Each play has a percentage of times that it may be called in a situation. In this case, the first goal line run is set at 100%. This means that your quarterback will, in this case, call a Goal Line Run every single time this situation comes up.

To change this, you'll want to substitute a specific play for the first GOAL LINE RUN 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.

6. Highlight the top text box underneath the *Selected Play* heading. The box should read GOAL LINE RUN.
7. 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 RUN with the specific play SLICE2RT. The quarterback will now call this play every time this described situation comes up.
8. To give the quarterback a chance of calling a different play, change the play weighting by clicking the up-arrow button under Weight on the middle play, GOAL LINE RUN. Notice how the percentage shown changes from 0 to 17, and the percentage for SLICE2RT is reduced from 100%. You have changed the probability that particular plays will be chosen by the computer when the specified game situation comes up.
9. Now click **COPY....** A check box menu will appear with all of *Football Pro's* possible game situation variables.
10. Go down the list of variables. Click the appropriate check boxes to but a checkmark 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.	

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

This 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, 757. This will assist you in customizing the profile without having to do every single one of the over 2,000 play situations.

You can also, after copying, go to the situation and modify it. For example, you may want Situation 757 to have a higher chance of being selected as a goal line run over the SLICE2RT pass. Selecting this situation and changing the weighting will make this happen. It won't change any of the other five situations, but you can always copy this one to other situations as well.

To verify that each of these situations has the correct information, click on the box next to the Situation #. Type in the numbers, or use the up arrow to adjust.

12. Select **SAVE** from the *Coaching Profile* menu.
13. Type **MYPROF**, and click **OK**.

Your customized *Coaching Profile* is now ready to use. When selecting games, click on the **Plans/Profiles** button on the screen. Instead of using the team's default profile, click on the button to load your own saved versions, **MYPLAN** and **MYPROF** from the tutorials.

League Play Tutorial

There is more to *Football Pro* than playing a single game. You can play entire seasons, simulate the entire league, or take a special interest in one team as if you were the owner and manager. You can even build your own custom leagues and teams. There are many NFL leagues from over the years for you to load, but it is often fun to start from scratch.

Tutorial 14 — Building a League

The computer walks you through every step of Building a League with the *League Creation Wizard*. If you prefer, the **Quick Set** button will jump to the summary screen, and you can modify your league there.

From the *Main Menu*, select **Game Type**. Choose **League Play** from the pop-up menu. On the *League Play* screen, you'll see an icon at the bottom of the screen named **Create League**. Click on it to start.

1. The computer asks you what you would like to name your new league. Type in any name not already in use, unless you purposely want to overwrite the old league. The computer will save your league to the hard disk using the name you entered. For this tutorial, type in "Tutorial."
2. The computer also allows you to select a career league or a single season league. The single season league play ends after one season, while the career league allows you to continue for as many years as you'd like. Select the **Career** league, and click on **Next**.
3. How many teams do you want in your league? The computer has a selection of league sizes to choose from. (It also picks default cities for each model.) For this tutorial, it may be easier to handle the eight team **Canadian Model** league than an NFL 30 team league. Select the choice.
4. You can either select teams, or let the computer put in the defaults. Click on **Select Teams** to enter your custom teams.
5. Name the conferences, the divisions, and the bowl for the championship. To do that, click on **Select Names** and **Next** to continue.

In the Canadian Model, there are only eight teams. So, there are only two conferences and no divisions. Leave the conference names as they are, but change the name of the trophy. Click on "NEW BOWL," press [Delete], and type in "Northern Bowl." Press **Next** to continue.

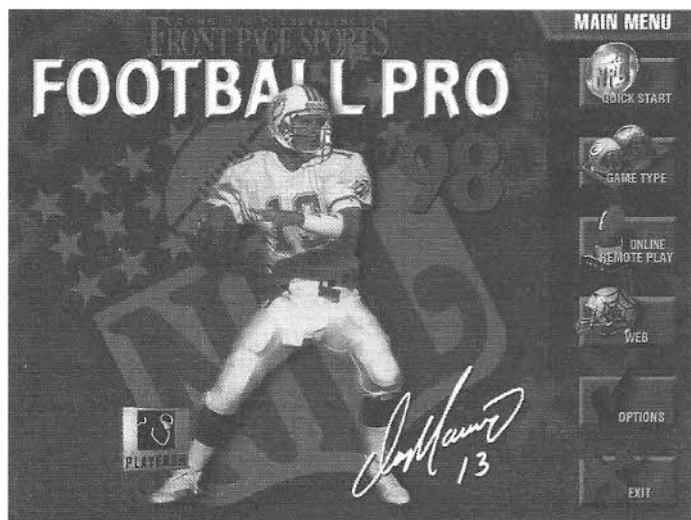
6. The eight teams that the computer chose are eight Canadian cities. (Note: Even though the computer selects Canadian cities, only NFL rules are used in games.) To replace a team, click on the team you want replaced and then on the new team. For example, click on **Hamilton**, the team you want to drop from your league. Then, click on **Baltimore** in the list of other teams on the right side. This will replace Hamilton on the schedule with Baltimore. Click on **Next** to continue.
7. You can go directly into the playing schedule, but if you want to have more control over what players you have on your team and your training camp, select to begin with the pre-season. Click on the **Start at Pre-Season** button. For team management, click on **Team Management - Computer**. You can always change this later. Click **Next** when you're ready to go to the next step.
8. The next option is to specify the *Playcall* and *Action* modes. Select **Standard** for both by clicking on the appropriate buttons. This option only makes a difference in *played* games, not in *simulated* games. Click on **Next** to go on.
9. The **Ground Rules** can be changed also. Leave the defaults as they are set for fatigue, injuries, fumbles, interceptions, penalties, play clock, and retirement. With *No Retirement* toggled On, players never retire. You can also select the length of the quarters with the default being the regulation fifteen minutes. Click **Next** when ready.
10. Finally, you are asked what kind of simulation to run. *Simulated* games are run entirely by the computer. A standard simulation generates more realistic statistics than the fast simulation, but it also takes more time. Click on **Standard Simulation**.
11. Click on **Finish**, and you are all done with creating a league of your own.
12. The computer displays a summary of your created league. If there are any changes you wish to make, enter them now.

 Note that if you had clicked **Quick Set**, all of the defaults for the *Wizard* would have been selected, and you would have been sent directly to this location.
13. If you want to keep your newly created league, click on **Save** to preserve it to the hard disk.

Starting a Game

Each time you start *Football Pro*, the program takes you directly to the Main Menu screen shown below. From there, you have six choices for starting various types of games.

Note: If you are new to the Front Page Sports Football series, go through the Tutorials first. The following game play procedures and details will be easier to understand if you are already familiar with the main simulation screens and controls.



Main Menu

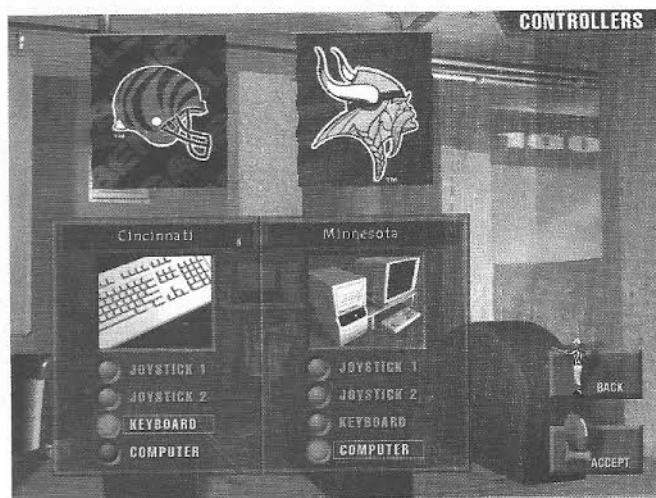
- Select the **Quick Start** button for the fastest method to begin playing a game.
- From **Game Type**, select the **Exhibition** game button to conduct practice games outside the regular season.
- From **Game Type**, select **League Play** to simulate an actual season.
- From **Game Type**, select the **Pro Bowl** button where you can select the players for each team.
- From **Game Type**, select the **Load Saved** button to load a previous game and continue playing.
- Select the **Online Remote Play** button for multiplayer games using the Internet, a network, or a modem.

Quick Start Games

Note: Unlike previous versions, in Football Pro '98, you cannot review or change the Quick Start settings because they are random, rather than fixed.

Quick Start is the fastest way to start playing Football Pro '98.

1. From the *Main Menu*, left-click on the **Quick Start** button.
2. Football Pro '98 will ask you which controller device you want to use. Select **Joystick 1**, **Joystick 2**, **Keyboard**, or **Computer** controllers for the home and visiting teams. Buttons for devices that are not available are grayed out.



Select Controllers

3. Click the **Accept** button in the bottom, right corner of the screen, and **Quick Start** will load a one-player Exhibition Game with the teams chosen randomly. The game is played in the home team's stadium. If it's an open-air type, then weather conditions will also be chosen randomly. Both the Playcall and Action mode will be set to **Standard**.

Exhibition Games

To start an Exhibition game:

1. From the *Main Menu*, click on the **Game Type** icon. The pop-up menu displays four icons for different types of games. Click on the **Exhibition** icon.
2. This takes you to the *Team Select* screen shown below where you select the two teams you want to play. Select one team as the home team and a second as the visiting team.

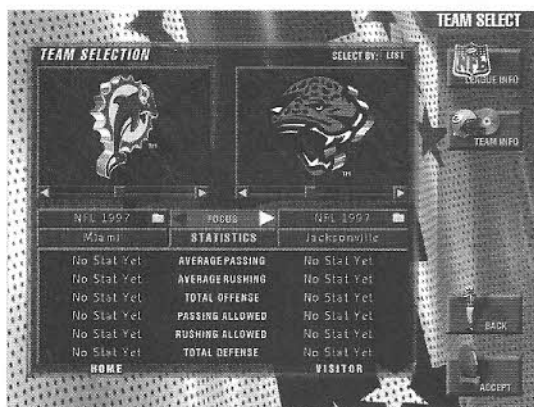
There are three ways to do this.

- a. Click and drag the boxes in the scroll bars below the team logos to reach the teams you wish to select.
- b. Click on the arrows at the ends of the scroll bars to step through the teams alphabetically by city, state, or regional names.
- c. Click on the **List** box in the top, right corner of the dialog box, and left-click on the team name to select it from the list.

Note: To change the focus from the home team to the visiting team (or vice versa), click on one of the city, state, or regional name buttons to the left and right of the **Statistics** button.

If you want a team from a different league, click on the **League Name** button with the folder icon. (The default league is NFLPI97.) From the list of other leagues, click on the name of the new league and then on the **Load** button. Choose a home and visiting team as described above.

Note: See page 122 for a complete description of the leagues.



Select the Teams

When you're satisfied with your teams, click the **Accept** button.

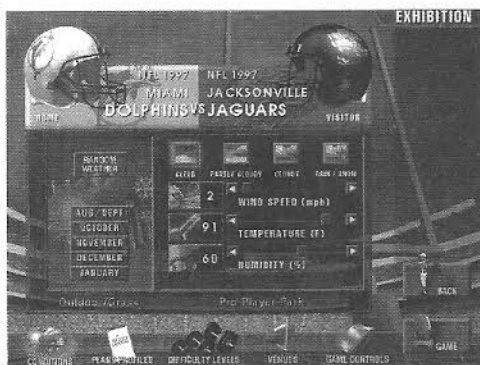
Note: If you start an Exhibition Game from a league that is part way through its season, only teams that have all their assigned roster slots filled will be available to play. (See Assigned Slots on page 130.)

3. The next screen is the *Controller* screen (shown on page 36) where you select the device you want to use to control your team. Click on your choice of joysticks, the keyboard, or the computer and then on the **Accept** button.
4. This displays the *Exhibition Play* screen where you can change the game settings for the various conditions that could affect the game.

The default screen lets you set the game's weather conditions. The computer generates weather conditions appropriate to the home team's nearest city during a randomly selected month. If the home team has an indoor stadium, weather has no effect.

Click the mouse on the **month** button in which the game will be played, and the computer will generate average weather conditions for that location in that part of the country for that month.

If you prefer, you can choose the weather conditions for sky conditions (Clear, Partly Cloudy, Cloudy, Rain/Snow), wind speed (in m.p.h.), temperature (in degrees F), and humidity (%).



Set Weather Conditions

5. The buttons at the bottom of the screen access other dialog boxes for setting team profiles, game plans, playcall and action modes, stadium locations, the team's jersey colors, and the quarter length.
6. When you have made all of your choices, click the **Game** button.

Weather Conditions

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 seem warmer (heat index) and alter the distance the football will fly.

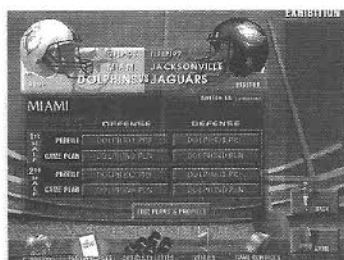
Conditions may be set to *Clear*, *Partly Cloudy*, *Cloudy*, and *Rain/Snow*. The amount of cloud cover can modify the effects of temperature. Rain will make the field muddy and increase the chance that players will lose their footing in the mud. Rain/Snow also makes the ball slippery and harder to catch.

The computer will generate conditions for Quick Start games. You have the option to select weather conditions for other Exhibition games. In League Games, the computer will select weather appropriate to the home team's nearest city for the date of the game.

Plans and Profiles

Here you can 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\FBPRO98\STOCK** folder. If you create your own profiles and game plans, just load them from wherever you have saved them. However, 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.

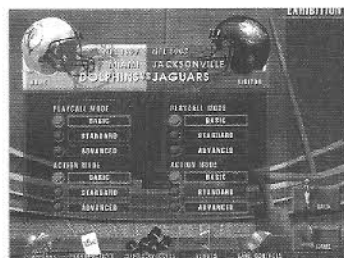
Note: When you view the **SIERRA\FBPRO98\STOCK** folder, you will see that some names are listed in **gold**, while others are shown in **gray**. For this and all other Football Pro directories, **gold** listings are filenames (i.e. Coaching Profiles, Game Plans, plays, etc.). **Gray** listings are sub-directories.



A *Game Plan* is defined as the collection of plays in a team's play book. The *Coaching Profile* details which plays will be used in what situations.

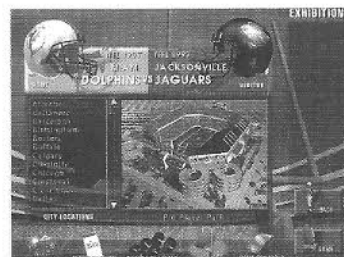
Difficulty Levels

Select the **Playcall** and **Action** modes for each team from **Basic**, **Standard**, and **Advanced**. These choices determine how much control you will have over the players' actions on the field. In Basic mode, the computer controls almost everything. See pages 53-61 for detailed information on playcalling. Action modes are described on pages 62-70.



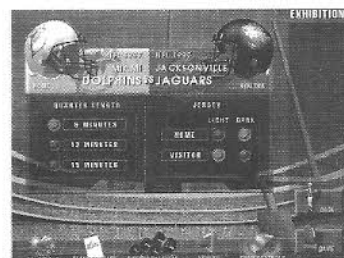
Venues

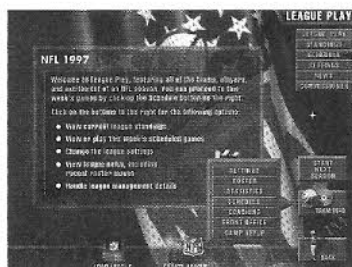
This screen lets you select the stadium in which the game will be played. The game will default to the nearest city of the home team. However, if you prefer to change it, simply click on the name of the city for a different playing location.



Game Controls

Click on your choice to select 6, 12, or 15 minute quarters and whether your team will be wearing light or dark colored jerseys.





League Play Screen

League Games

From the *Main Menu*, click the **Game Type** button and then the **League** button from the pop-up menu. When the *League Play* screen appears, click on the **Schedule** button near the top to view the current week's schedule.

Football Pro displays 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.) **All games in the current week must be played or simulated before the next week's games may be played.**

Play vs. Simulate vs. Fast Sims

League games may be either *played* or *simulated*. When a game is *played*, you'll see the game take place on your screen. Games that involve human-owned teams 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 between 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 the 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*.

Simulated Games — 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.

Fast Simulated Games — 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 generated by *normal sims* are more realistic. Whether your league uses *normal sims* or *fast sims* depends on which buttons you click on the *League Schedule* screen. 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 want to *sim* a human-owned team game if the team's owner is not available to play that week.

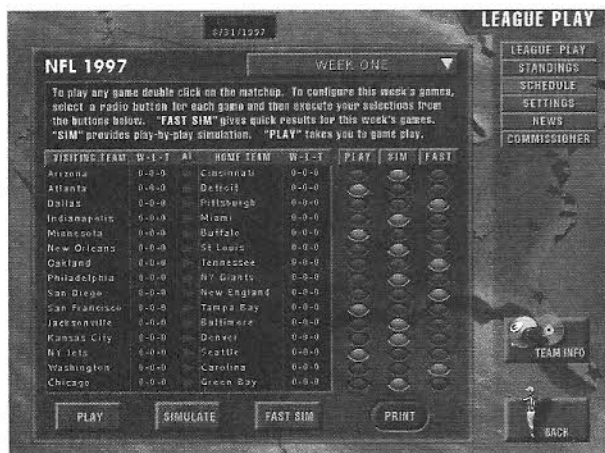
League Games from the League Schedule Screen

The *League Schedule* screen shows you all of the games for the current week. You may look at past and future weeks, but you may start games for the current week only. You can also simulate groups of games from this screen.

To start a League Game from the *League Schedule* screen:

1. From the *Main Menu*, click on **Game Type** → **League Play**.
2. When the *League Play* screen appears, click the **Schedule** button in the row of buttons.

You should now see the *League Schedule* dialog box shown below.



League Schedule Dialog Box

3. Click on one of the games in the list. For example, if you want to play the fourth game in the list, **Indianapolis AT Miami**, click anywhere on that text.
4. Then, click in one of the **Play**, **Sim**, or **Fast** columns to the right of the list.
5. Finally, click on the corresponding button at the bottom of the screen (**Play**, **Sim**, or **Fast**).

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.

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

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

7. If the team has a password, a password check is performed. (For details, see *Team Passwords* on page 127.) Enter the password and click **OK**.

You'll get two attempts. If the check fails, you may have the computer control the team in one-player or two-player games, or you may simulate the game in one-player games 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 12.

8. Select controls for each team by clicking **Joystick 1**, **Joystick 2**, **Keyboard**, or **Computer**.
9. 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)**.
10. Click on **Game Controls** to select the length of the quarters and to choose **Light** or **Dark Jerseys** for the home team.
11. Click **Back** to return to the *League Schedule* screen or **Game** to begin the game start sequence.
12. If you are setting up a two-player game, the other player takes over and repeats steps eight through eleven.

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 you have several *Paused* games, you can restart one of them in two ways:

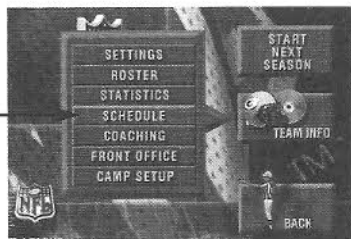
1. From the Main Menu, click on **Game Type** → **Load Saved**. When the list of saved games appears, notice that your game was saved using the names of the two teams. Click on the game you want to resume and then on the **Load** button.
2. Go to the *League Schedule* dialog box (shown on the previous page), and double-click on the game you want to continue playing.

League Games from the Team Schedule Screen

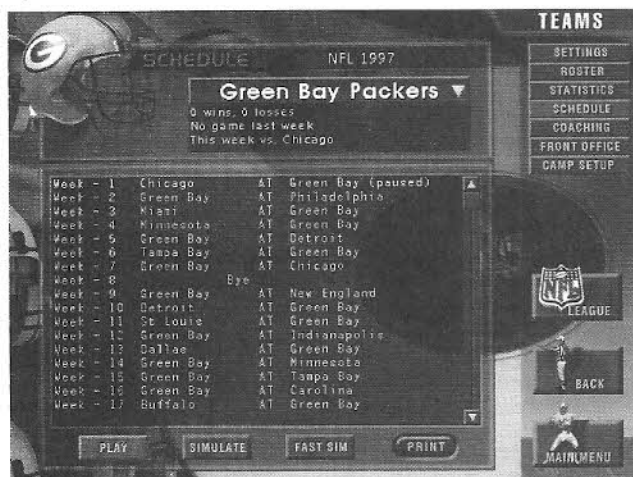
The *Team Schedule* screen shows a selected team's games for the entire season, but only the current week's game may be started. For example, assume your team is Green Bay, and it is the first week of the season.

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

1. Click on **Game Type** ➔ **League Play**.
2. On the *League Play* screen, click on the **Team Info** icon.
3. Next, click on the **Schedule** button from the pop-up menu. You should now see the *Team Schedule* screen for the Buffalo Bills, the opening default team shown in alphabetical order.
4. When you click on the team name at the top of the dialog box, a drop down list appears. Select your team by clicking on **Green Bay**.



Team Info Pop-up Menu



Team Schedule Dialog Box

5. Click on the current week's game: **Chicago AT Green Bay**.
6. Then, click on one of the **Play**, **Simulate**, or **Fast Sim** buttons at the bottom.

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* dialog box on page 41.

Pro Bowl Games

The *Pro Bowl* is the NFL's All-Star exhibition game, and it is 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 Editor*.

From the *Main Menu*, select **Game Type** → **Pro Bowl**.

1. First, load the league from which you want to select the players if you don't want the default league.
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 Criteria**, you will start the *Pro Bowl* game immediately.
4. If you choose **Custom Criteria**, you will go to the *Player Ratings Editor*. From there, 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 go to a ranking of the players in the chosen position.
8. Click on **Back** to go 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 Editor*, and you will begin the *Pro Bowl* game with the players selected using your criteria.

Saved Games

When you see the *League Schedule* screen, you may see a game with *Paused* next to it. This means that the game was not finished, but you chose to save it to your hard disk when you quit.

To load a game that you previously saved:

1. From the *Main Menu* screen, left-click on the **Game Type** icon.
2. On the pop-up menu, left-click on the **Load Saved** icon.
3. When the *Load Saved* dialog box appears, all of your previously saved games are displayed in a list. If there are more games than the dialog box displays, use the scroll bar on the right to move through the list until you see the game you want to continue playing.

Games are listed in alphabetical order by visiting team name. The name of the game is preceded by three letters which display the type of game that you saved.

- Lge — League Game
- Exb — Exhibition Game
- Pro — Pro Bowl Game

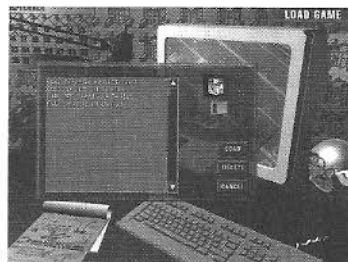
That is followed by the visiting team's name and finally, the home team's name.

4. Left-click on the name of the game you wish to resume, and click on the **Load** button.

Note: You can also delete any games which you no longer wish to keep on your hard drive by left-clicking on the name of the game to select it and then clicking the **Delete** button.

5. The saved game will display the stadium while the game is loading and then the playing field. You will restart at whatever point you quit the game when you last played it.

You may save as many games as the different pairings allow and as hard disk space permits.



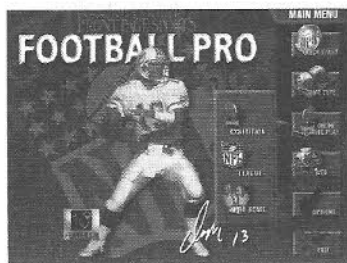
Load Saved Game
Dialog Box

Note: When pausing amidst a batch of league games (simmed or played), only the current game will be listed. All others will be simmed following the first.

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.

Modem Play

For Modem Play, proceed as explained for Network Play. Also click on the **Connection Type** box to change to **Modem Connection for DirectPlay**. Click on **Find Games**, and then click on **Dial into Game** to start the game. You can also click on **Wait for Opponent** to receive a call. Selecting **Dial into Game** brings up the *Dialing Properties* screen. Type in 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.



Online Remote Play
Pop-up Menu

Multipayer and Remote Play Games

Multipayer games can be played across a network, modem or the Internet. From the *Main Menu*, click on the **Online Remote Play** button. Select one of the types of game from the pop-up menu: *Exhibition*, *League*, or a *Pro Bowl* game. Next, click on **Network/Modem** to play over a local area network (LAN) or to connect with another player through a modem. To connect with players on the web, click on the **Internet** button. The **Cancel** button returns you to the *Main Menu*.

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 DirectPlay (LAN) and each time after that, will default to your last selection. Select **Network Play** to bring up the *Football Pro '98 Multipayer Game Setup* screen. Enter your **PLAYER NAME**, the **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 to which you wish to connect, and click **Join Game**.

When you choose either **Winsock TCP** or **Winsock IPX Connection** for DirectPlay in the *Multipayer 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 has already been started. Press the **Join Game** button, and a list of currently available games will be displayed in the text window. You can select a game in the following ways:

- Click on the name to highlight it in the text window, and click the **Join Game** button.
- Double-click on the desired game in the text window.

Internet Play

Although Internet play is the recommended multiplayer mode for *Football Pro*, you can play *Football Pro* over the modem or a local area network. The Internet's World Wide Web uses the Sierra Internet Gaming System (SIGS). Both players need to have the game installed and have a working Internet connection and web browser.

Connect to SIGS

From the *Football Pro* Main Menu, click on the **Online Remote Play** icon, and then select **Exhibition**, **League**, or **Pro Bowl**. At the pop-up menu that prompts you to select **Internet** or **Network/Modem**, click on the **Internet** button. 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, your e-mail address, and other information the first time you visit and download the SIGS software. SIGS will send you a new password at your e-mail address. Be sure to write down your user name and password somewhere for use the next time you enter SIGS.

Join or Start a Game

After you sign into Sierra Internet Gaming System, 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 player to join you. As soon as the second player joins the game, the program automatically launches into *Football Pro* and takes you to the starting game screens.

To Exit

To quit a game before it ends, press [Esc] while you're on the *Playcall* screen. You will then see a confirmation message "Quit Game? Y/N". Press either **Y** or **N** for *yes* or *no*, respectively. This will shut down the Internet connection and return you to the *Main Menu* of *Football Pro*. In Internet play, you cannot save your game.

Beginning Play

Once connected to an opponent, you will see the usual screens for the starting sequence. Each player will have control of the information for his respective team. Any changes made will be mirrored on the other player's screen. You will not be able to make any changes to your opponent's team. Select your team, league, jersey colors, and playcalling 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 the team and league, click **Play Football**.

If both players already have the same league files, the start-up time will be much faster. These files must be in the same sub-directory on both players' machines. Otherwise, the computer must transfer the league files, and this can take several minutes. Both users should have identical Game Plans, Coaching Profiles, and teams loaded onto their computers. If one user does not have matching data, then it will be transferred automatically from the other player's system.

The Home Team user will be able to control the length of game quarters, month, and weather conditions. When all options 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 start sequence.

Multiplayer Exhibition Games

After you're connected to an opponent, the *Select Teams* screen appears. Each player will have control of the information for his respective team. Any changes you make will be mirrored on the other player's screen. However, you will not be able to make changes to your opponent's team. Select your league and team as described on page 32. Then, click the **Accept** button.

After both players have selected their teams, you'll have the opportunity to select your controller. The controller will default to the highest detected controller: **Joystick 1 > Joystick 2 > Keyboard > Computer**. Please see the page 9 on controller use.

Selecting **Computer** will allow you to watch the game being played, without directing it. After you have left-clicked on your choice of controllers, click the **Accept** button.

Next, both teams need to set their Game Plan, Coaching Profile, Playcall, and Action Modes. New for *Football '98*, the Action Mode can be set to *Basic*, *Standard*, or *Advanced*. When those choices have been made, click **Game** to start the game.

If both players already have the same league files, the start-up time will be much faster. These files must be in the same sub-directory on both players' machines. Otherwise, the computer must transfer the league files, and this can take several minutes. *Football Pro* will always transfer game plans and profiles before starting games.

Remote Games

After you're connected to your opponent, the *Controllers* screen appears. The two team flags shown on that screen were automatically selected, based upon the Remote League game to be played. The controller will default to the "highest" detected device: **Joystick 1 > Joystick 2 > Keyboard > Computer**. Refer to page 9 on controller use.

Selecting **Computer** will allow you to watch the game being played, without actually directing it. Left-click on your preferred controller, and click the **Accept** button.

Next, both teams need to set their Game Plan, Coaching Profile, Playcall, and Action Modes. New for *Football '98*, the Action Mode can be set to *Basic*, *Standard*, or *Advanced*. When those choices have been made, click **Game** to start the game.

If both players already have the same league files, the start-up time will be much faster. These files must be in the same sub-directory on both players' machines. Otherwise, the computer must transfer the league files, and this can take several minutes. *Football Pro* will always transfer game plans and profiles before starting games.

***Note:** The chat window can be minimized via the standard Windows 95 Minimize button in the upper right corner of the window.*

***Note:** Press the [F8] key to access the chat window.*

Multiplayer Chat

This window is available to both users in the setup and the arcade portions of the game. It's the mechanism by which you communicate with your opponent. The home and visitor names appear in the bottom left corner of the window. When you send a message, it automatically will be 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 **Public** button to transfer the message. It will then appear in the upper portion of the chat window for both you and your opponent to view.

If you or your opponent has the chat window minimized, it automatically will maximize and play a sound when a message comes in.

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. If you check **Auto Hide**, the chat window will automatically minimize anytime you enter commands in 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 restart the game, the program attempts to reestablish the connection with the other player. If a connection cannot be made, then the computer may assume the role of the other player.

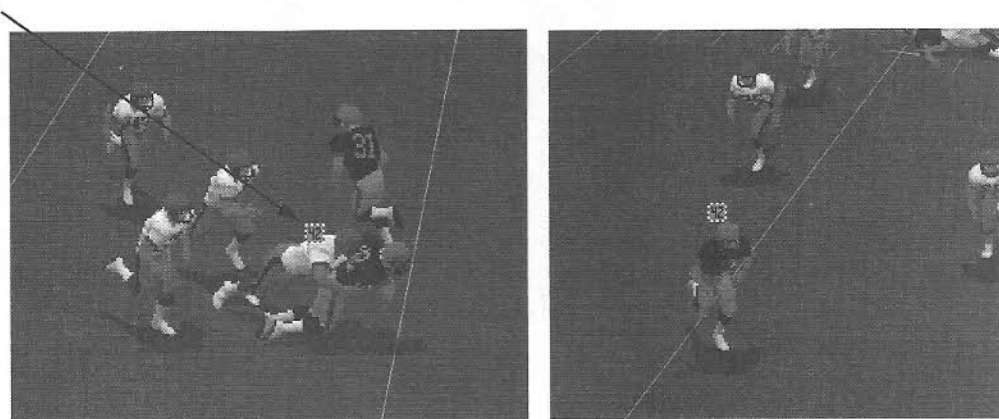
Game Play

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 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.

Player Cursors

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



Defender and Ball Carrier with Jersey Number and Status Displayed

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 an orange 'X' in it will appear where the receiver should be to catch the ball. This target is called the *Catch Zone*.

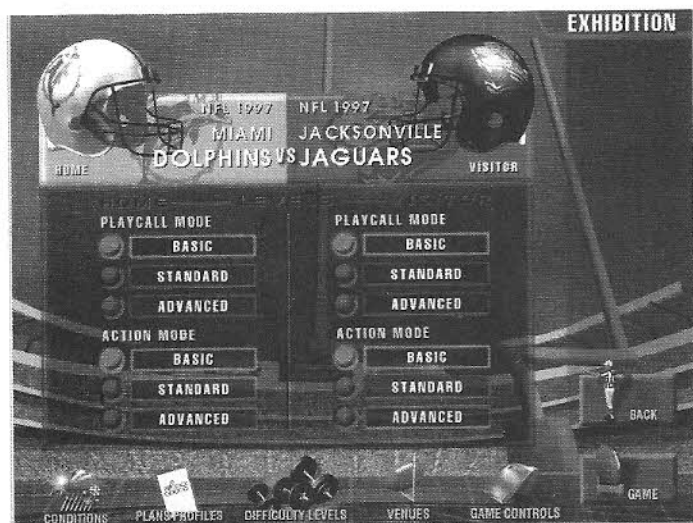
Down and Yardage Markers

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

Playcalling Modes

In *Football Pro*, a game's difficulty level is controlled by two modes: *Playcall Mode* and *Action Mode*. Each of those modes has three levels of difficulty: Basic (the easiest), Standard, and Advanced (the most difficult).

The Playcall mode determines how plays are displayed on the *Playcall* screen and how much control you have over player substitutions. The following pages provide you with a summary of your options in each of the Playcall modes.



The Playcall Screen

Basic Playcalling Mode

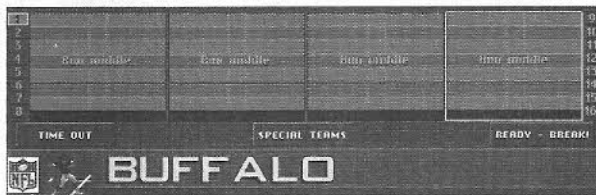
In Basic Playcalling mode, the four Play Diagram windows of each team's Game Plan area show the generic play type of the play in that slot.

An offensive play can be any of the following types:

Pass Short Left	Pass Long Left
Pass Short Middle	Pass Long Middle
Pass Short Right	Pass Long Right
Pass Medium Left	Run Left
Pass Medium Middle	Run Middle
Pass Medium Right	Run Right
Goal Line Run	Razzle Dazzle Run
Goal Line Pass	Razzle Dazzle Pass

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

Run Left	Pass Long
Run Middle	Pass Medium
Run Right	Pass Short
Goal Line Run	Razzle Dazzle Run
Goal Line Pass	Razzle Dazzle Pass

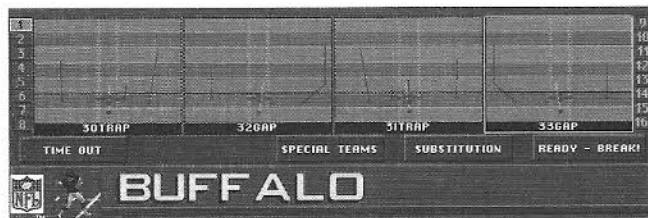


Basic Playcall Mode

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 Playcalling Mode

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.



Standard Playcall Mode

Click on the **Substitution** button to swap players in and out of the game. 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 Playcalling Mode

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* and *out* for Fatigue. (See *Substitution IN/OUT* on page 59 for more information on fatigue and 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.)

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.

The 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; and 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.

In Basic and Standard Playcall modes, play group buttons numbered from 1 through 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.

Note: In Basic and Standard Playcall 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.

Substitution

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

Scroll the highlighted row up or down through the list of **Current Players**.



Current Players in the Play

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. "Dan Marino is hot." or "Dan Marino 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 Code

SP	=	Speed
AC	=	Acceleration
AG	=	Agility
ST	=	Strength
HA	=	Hands
EN	=	Endurance
IN	=	Intelligence
DI	=	Discipline

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, see *Ratings* on page 132.

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. The exception is the setting for Advanced Playcall mode.

Keep in mind that the more a player plays, the more his maximum ER will decline. 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.

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.

POS	NO.	NAME	SP	AC	AG	ST	HA	EN	IN	DI	ER	IN/OUT
1	61	Dusty Ziegler	Currently in play									
2	70	John Fina	Currently in play									
3	72	Corey Louchmey	Currently in play									
4	65	Jamie Sims	36	60	67	66	56	69	40	57	100	90/80
Players for substitution												
OK SUBSTITUTION SET CANCEL												

Substituting a Player

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.

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.

Here are the offensive and defensive Special Teams plays:

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
FKPNTTRND	Fake punt defense, run

Group #3: Clock Management:

Offense

Play Name	Description
RUNCLOCK	QB kneels behind line
STOPCLOCK	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.

Scoreboard

The scoreboard in the middle of the *Playcalling* screen shows the current status of the game.

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.

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 are shown below. 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.

Washington	00	00	00	00	00	WIND	SE 08	TIME OUTS	DOWN	TO GO
(88)	QTR:	1	2	3	4	TOTAL				
Buffalo	00	00	00	00	00			TIME OUTS	PLAY CLOCK	
1										9
2										10

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 timeouts remaining for each team.

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.

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. Refer to the Quick Reference Card.

Note: Press [P] on the Playcalling screen or on the field to pause the game.

Basic Action Mode

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.

Basic 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

Basic Offense - Time Outs

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

Basic Offense - 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.

*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.*

Basic Off. - Break Tackle

Controlled by the computer.

Basic Offense - Bullet Pass

Controlled by the computer.

Basic Off. - Check-off Pass

Controlled by the computer.

Basic Offense - Dive

Controlled by the computer.

Basic Offense - Leap

Controlled by the computer.

Basic Offense - Lob Pass

Controlled by the computer.

Basic Offense - Receiving

Controlled by the computer.

Basic Defense - Audibles

Call defensive audibles in the same way as offensive audibles. If you decide the play you have called will not work against the offense, 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 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

Basic Defense - Time Outs

This is the same as for Offense: Before the snap, hold down button **B**, and then press button **A**.

Basic Defense - Dive

This function is controlled by the computer.

Basic Defense - Fair Catch

This function is controlled by the computer.

Basic Defense - Leap

This function is controlled by the computer.

Basic Defense - Switch Player

This function is controlled by the computer.

Kicking & Punting

Time outs

Before the snap, hold down button **B**, and then press button **A** (same as for Offense).

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 (same as for Offense).

All other functions are controlled by the computer.

Standard Action Mode

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.

Standard Offense - Audibles

(Same as Basic mode.) 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

Standard Offense - Time Outs

(Same as Basic mode.) Before the snap, hold down button **B** and then press button **A**.

Standard Offense - 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.

Standard Offense - 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 run

extra yards and receivers make tough catches.

Standard Offense - 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.

Standard Off. - 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 to increase his chance of breaking the tackle. However, it also increases the chance of a fumble.

Std. Off. - Check-off Pass

After the snap, move your QB to the set-up position. Press button **B** to enter *passing* mode, and select the primary receiver on the check-off 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 Check-off** 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 on the next page.

A receiver window appears for receivers who move off the screen. The window's border 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 has turned. If the QB stops and then throws, he will regain normal accuracy and broader angles.

Standard Offense - Timed Pass

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

Standard Offense - 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.

Standard Offense - 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.

Standard Offense - 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.

***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.*

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.

Standard Defense - Audibles

(Same as for Basic Defense mode.) Defensive audibles are called in the same way as offensive audibles. If you decide the play you have called will not work against the offense, 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 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

Standard Defense - Time Outs

(Same as for Basic mode.) This is the same as for Offense: Before the snap, hold down button **B**, and then press button **A**.

Standard Defense - 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.

Standard Defense - 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.

Standard Defense - Fair Catch

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

Std. Def. - 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 about kicking field goals. 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:** By pressing button **B**, you may down the ball in the endzone after you catch it.*

Advanced Action Mode

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.

Advanced Offense - Audibles

(Same as Basic and Standard mode.) 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

Advanced Offense - Time Outs

(Same as Basic and Standard mode.) Before the snap, hold down button **B**, and then press button **A**.

Advanced Offense - Snap Ball

(Same as Standard mode.) Press button **A**. The computer will make Illegal Motion calls. If your players are moving forward during the snap, you will get a penalty.

Advanced Offense - Dive

(Same as Standard mode.) 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.

Advanced Offense - Leap

(Same as Standard mode.) 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.

Advanced Offense - Break Tackle

(Same as Standard mode.) 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.

Advanced Offense - Bullet Pass

(Same as Standard mode.) 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.

Advanced Offense - Lob Pass

(Same as Standard mode.) 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.

Advanced Offense - Check-off Pass

(Same as Standard mode.) After the snap, move your QB to the set-up position. Press button **B** to enter *passing* mode and select the primary receiver on the check-off 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 Check-off 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 | 5. White | 8. Black |
| 2. Yellow | 6. Gray | 9. White |
| 3. White | 7. White | 10. Red (sideline) |
| 4. Orange | | |

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.

Advanced Offense - Timed Pass

After the snap, you must take control of the quarterback. Press button **B** to enter *passing* mode, and select a pre-assigned 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.

Advanced Offense - Receiving

(Same as Standard mode.) 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.

Advanced Defense - Audibles

(Same as for Basic and Standard Defense mode.) Defensive audibles are called in the same way as offensive audibles. If you decide the play you have called will not work against the offense, 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, and then release button **B**. To call a fake audible, press and release button **B** before the snap while leaving the joystick centered.

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

Advanced Defense - Dive

(Same as for Standard Defense mode.) 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.

Advanced Defense - Fair Catch

(Same as for Standard Defense mode.) 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.

Advanced Defense - Leap

(Same as for Standard Defense mode.) 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.

Advanced Defense - Switch Player

(Same as for Standard Defense mode.) 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. If a pass is on the way to a receiver, this will switch to the player nearest the Catch Zone.

Advanced Defense - Time Outs

(Same as for Basic and Standard Defense mode.) This is the same as Offense: Before the snap, hold down button **B**, and press button **A**.

Kicking & Punting

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

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
---------------	-----------

Changing Game Detail

Note: 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.)

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.

Stadium — *(Note: Select None for no stadium or crowd.)*

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 touch-downs.

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 Field, Crowd, and Endzone.

Uniform Numbers — Displays jersey numbers on every player.

Sound:

Crowd — Switches the crowd cheers On or Off.

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

Horn — Switches the air horn On or Off.

Receiver Check-off — 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 Check-off pass in Action Mode for details.

OK — Accepts changes and returns to the game.

Cancel — Cancels changes and returns to the game.

Quitting and Saving Games in Progress

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

After you press the [Esc] key, you will be prompted to **Quit the game?**

Y/N.

- a. If you press the [Y] key, you'll be prompted to **Save the game?** Y/N.
 - (1) If you choose [Y], the game will be saved, and the program will return to the *Main Menu*.
 - (2) If you press the [N] key, you are returned to the *Main Menu*.
- b. If you press the [N] key, you'll return to the current game.

Any games that you save can be restarted from the *Main Menu* screen by clicking on **Game Types** → **Load Saved**. When the dialog box appears, highlight the game you want to continue by left-clicking on the name and then on the **Load** button.

The 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. (See Tutorial #7 on page 21 for a CAMS walk-through.)

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

Press [F9] to access the CAMS interface. The buttons on the CAMS panel offer the following options. From the left:

Button 1 Move Camera

- Forward: Moves the camera forward.
- Backward: Moves the camera backward.
- Left: Moves the camera left.
- Right: Moves the camera right.

Button 2 Zoom In/Out

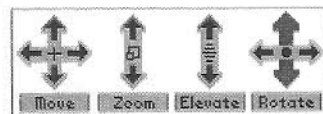
- Zoom In: Changes the focus of the active camera to zoom in on the selected object or on-field action.
- Zoom Out: Changes the focus of the active camera to zoom back for a more long-distance perspective of the selected object or player.

Button 3 Raise or Lower

- Raise: Raises the camera.
- Lower: Lowers the camera.

Button 4 Pan Left/Right, Pitch Up/Down

- 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.
- [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.

The 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 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 on the field, the camera 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 [F9] 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: 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 FBPRO98 folder, type OLDPRO. To return to the original views, type NEWPRO instead — again, finish any saved games first.

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.

Modes

You have five camera modes from which to choose:



Camera Modes

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

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.

Track Object: This mode 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: This stationary camera pans in any direction to track the selected subject and will zoom in and out automatically to keep the subject at a constant distance. Think of this view as that of a spectator. The spectator (camera) can be seated (placed) anywhere in the stadium, and his (the camera's) physical location will not change.

Broadcast: This is the pre-defined default mode and is similar to watching a televised game. The camera always follows the ball and the player with the ball. This is well-suited for Coach-only play since it cannot be changed.

Target Area: This view 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 where the ball is located.

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.

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, 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 in 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.

Instant Replay

After each play, you will be able to choose *Instant Replay* or *Continue* after each play. Replay shortcut: Press [F4] to replay the last play completed.

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**.

Note: There are new options for game highlights this year. Click on the **Options** icon on the Main Menu. On the Arcade Settings screen, you can choose

1. To save highlights of every scoring play, or
2. To have the computer randomly select five plays, or
3. To record the entire game.

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 FBPRO98\TAPES folder. However, this means you will have no highlights tapes.

Editing VCR Tapes

When you save replays to disk as a "VCR tape," you are able to re-run, re-edit, 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 can be included on the tape. To record the new camera 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.

VCR Interface

When you select INSTANT REPLAY, the VCR interface is displayed at the top of the screen. You may use a 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]
-  **Player Detail** — Displays players' 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. [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. []

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

Exchanging Highlights

At the start of each week, all of the computer-saved highlights for the previous week's games will be deleted from the folder named **TAPES\GAME**. If you wish to keep these highlights so that 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].

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 the Remote Leagues on page 126 for details on sending files.

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\FBPRO98\TAPES\USER** folder into your friend's **\USER** folder. He can view the replays by loading them from the VCR interface.

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 features to create and edit new 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 **Plans/Profiles** button from the *Exhibition Play* screen, and then click the **Edit Plans and Profiles** button. The field now looks like a chalkboard. You'll see the entire width of the playing field and approximately 40 yards of the field's length. Each thick gray stripe represents ten yards. The line of scrimmage is always at the offense's 20-yard line. The arrow buttons at the bottom right of the field may be used to scroll up and down the field. 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 what those symbols represent.

Blue square	Center
Blue circle	Other offensive players
Blue line	Offensive movement path
Light blue line	Offensive player's path after taking the handoff
White dotted line	Timed pass
Various colored lines	Check-off receiver routes
Red circle	Defensive back
Red square	Defensive line-man
Red triangle	Linebacker
Red line	Defensive movement path
Red open box	Defensive pass coverage zone

Play Editor Button

There are four buttons on the right side of the main window of the Play Editor. This section describes the function of each button.

Play Editor Pop-up Menu — Load

Click on the **Load** button to display the Load Play 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: Template, Stock, and Custom.

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

Custom — Custom files are plays that you have built from scratch or modified and saved from a Stock or Custom play file.

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 ...

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 depending upon the File Type you have selected. Template 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: Goal Line, Razzle Dazzle (trick plays), Left, Middle, or Right.

Distance

For Left, Middle, or Right pass plays, you may choose a Distance of Long, Short, or Medium.

Coverage

For Stock Defense plays, you may choose the type of Coverage in the play. Pass options are Goal Line, Razzle Dazzle, Short, Medium, or Long. Run options include Goal Line, Razzle Dazzle, 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 to see how substitutions work.

Load Play List Box

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.

Play Editor Pop-up Menu-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 over-writing 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 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 sub-directories of your SIERRA\FBPRO98 folder. A default sub-directory called CUSTOM is available for this purpose.

If you copy files to another computer, you must duplicate 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.

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 Editor Pop-up Menu-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.

Play Editor Pop-up Menu-Print

This selection opens a print dialog box. See the *Print Button* on page 86.

Play Editor Pop-up Menu-Practice

This pop-up menu choice 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 play at any time during Practice (except during a kick). Press [Esc] to quit Practice and return to the Play Editor.

Play Editor Pop-up Menu-Return

Selecting 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 Button

All of the Game Plan controls are described in detail in the Game Plan Editor section on page 108.

Coaching Profile Button

All of the Coaching Profile controls are described in detail in the Coaching Profile Editor section on page 112.

Display Button

This button pops up a menu that allows you to alter Play Editor settings.

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 *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.

Play Editor Buttons

At the bottom of the screen, there is a row of buttons that perform various functions explained in the following:

Flip Button

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 Button

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.

Before Snap and After Snap (View Play) Buttons

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.

Print Button

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.

Save Button

This will save the play you designed so that it can later be added to your play book.

Exit Button

This button leaves the Play Editor and returns to the previous screen.

Add Logic Button

This button provides the tools for creating and editing player logic scripts. A script is the set of commands that are issued to each player on any given play. You can create scripts from scratch or edit existing ones directly in the *Play Editor* main window.

To create a new script, load any template 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 corner of the *Play Editor* window. You can choose to edit logic Before Snap or After Snap by selecting either one of the buttons.

When you click on a command from the Add Logic button, a logic step is added to the script. Often, dialog boxes will appear asking for more detail.

Undo Button

Clicking this will cancel your last editing change.

Logic Boxes

A Logic Box is actually a location assignment on the field for a player and is represented by a small 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 white, his Logic Script window will open, and the Logic pop-up menu will appear. Here you will see a list of commands to assign.

Note that 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 Box will now be on top of the others. To reduce clutter, select **Show Logic Boxes for: Selected Player Only** in the *Display Options* menu.

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 (except *Substitute*) are grayed out, then no more options are available.

After additional Logic Boxes are assigned, you can click on the last of 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 where 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 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 desired zone, then press and hold the left mouse button while dragging the mouse 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 Display

When you first left-click on any Logic Box or player symbol, their Logic Script is displayed in the lower-right corner of the *Play Editor* window. The script shows any Logic steps that already have been assigned to this player. The Logic Script header shows the player's number, name, logic box number selected, and total number of logic boxes associated with that player. Two arrow buttons at the bottom of the script allow you to scroll forward and backward through the logic steps. If you are at the last step of the Logic box and scroll down, you'll move to the next logic box if there is one. Similarly, if you are at the first step of a logic box and scroll up, you'll move to the previous logic box if one exists. To move among the logic boxes, a box at a time, click on the small arrows next to the Logic Script header.

If you are working from a play formation, all Logic Scripts will be empty. If there are too many lines of logic to fit on the screen at once, 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. 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 custom 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 sub-directory 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 complete the substitution. The Cancel button will exit the dialog box without making any substitution changes.

Substituting Player Sets

Right-click any player on the Play Editor screen and select Substitute from the pop-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 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.

An offensive Set must include a quarterback, five linemen, and a combination 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**. 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.

Using Player Assignments 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.

You may save your new or modified play wherever you choose. However, we strongly recommend that you save plays in sub-directories of your SIERRA\FBPRO98 folder. A default sub-directory called CUSTOM is available for this purpose.

If you copy files to another computer, you must duplicate 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.

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 locations 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.

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 — Player will move and stay in motion until the ball is hiked or until he reaches the sideline.

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

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.

Used by: R's and RB's

When: Before the snap

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 — 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 STOPCLOCK.

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, red, gray, green. 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, 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, 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, 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: QBs, 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...

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.

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

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

Right — Ball carrier goes to the right from wherever he takes the handoff. Useful on traps and draws.

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

RUN Left: *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.*

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

When: After the snap

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 — 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.

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.

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.

Used by: DL

When: After the snap

Logic: 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.

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.

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.

Used by: DL

When: After the snap

Logic: 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.

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).

Used by: LB's and DB's

When: After the snap

Logic: 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.

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.

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.

Shade coverage... — In Shade coverage, the defender stays in man-to-man coverage, but will be slightly ahead or behind 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.

Underneath — If he plays Underneath, he will try to stay between the quarterback and the receiver.

Deep — 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.

Used by: LB's and DB's

When: After the snap

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

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.

Used by: LB's and DB's

When: After the snap

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 — 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.

Balanced — The defender is equally likely to go for the interception or for the tackle. There is medium chance of a pass interference call.

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.

Used by: LB's and DB's

When: After the snap

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.

Game Plan Editor

Keyboard Commands

→ Right Arrow	Move forward to next play slot
← Left Arrow	Move back to previous play slot
↑ Up Arrow	Move up to play one row above
↓ Down Arrow	Move down to play one row below
[Delete]	Delete highlighted play

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* screen. Click on the **Game Plan** button on the main *Play Editor* screen to get to the *Game Plan* screen. This screen displays the names of all 64 plays in the game plan. The diagrams for the highlighted row of plays appear at the top of the screen. Summary information about your game plan appears on the right side of the screen. Following is a list of the choices available on this screen 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\FBPRO98 folder. These are the Game Plans used in Quick start Exhibition games.

Go to the SIERRA\FBPRO98\STOCK folder to find stock Game Plans. (The SIERRA\FBPRO98\CUSTOM folder is the recommended location for saving the Game Plans you create.) If you want to load a Game Plan from a floppy disk, save it to your hard drive before trying to load it.

NEW

Click on this menu option, then select Offense or Defense. When you first open a Game Plan window, the first play slot is highlighted. Click on the **Add/Remove** button to open the *Load Play* dialog box. 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 labeled 1-1. Click on the next play you want to insert, and continue to build your Game Plan, up to 64 plays total. If all 64 play slots are filled, the highlight will automatically wrap around to the beginning (play slot 1-1). To close the Play Selection window, click the **Close** button.

To remove a play from the Game Plan, make sure it is the highlighted play slot, then click the **Add/Remove** button. To replace a play in the Game Plan with a different play, delete the old play as described above. Then, click the **Add/Remove** button to select another play from the *Load Play* dialog box.

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 sub-directories 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

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\FBPRO98. The folder where you last saved a Game Plan becomes the default folder for saving Game Plans for your team.

DISPLAY MODE

64 Play — This will display four play diagrams with all 64 play names 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 to 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 each 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.

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 that match have been chosen, 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 109.

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.

Note: Diagrams will appear only on paper printouts, not on the print to file or web page options.

The Coaching Profile Editor

To get to the Coaching Profile Editor, click the **Coaching Profile** button on the main *Play Editor* screen. The Coaching Profile Editor has six command buttons in the upper right corner of the screen.

LOAD

You must load a Profile before you can use the other Profile Editor options. Choose Offense or Defense. There are default Profiles called OFF1 and OFF2 (for offense) and DEF1 and DEF2 (for defense) in the SIERRA\FBPRO98 folder. You can find additional Profiles in the SIERRA\FBPRO98\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\FBPRO98\CUSTOM. Standard DOS file naming conventions apply.

EDIT PAT LOGIC

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.

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 window. 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.

DISPLAY

This button displays a sub-menu of options for how you want to view the plays in your coaching profile. The sub-menu consists of:

Thumbnails — Diagrams of four plays are shown.

Play Names — Plays are listed by their name.

Special Plays — Only plays used in specific situations are listed.

Play Types — Plays are displayed according to categories such as a group of passing plays.

EDIT PROFILE

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 pre-existing Profile. Start with one of the stock Profiles, and adjust it.

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 also decide 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
0:15-1	Between 15 seconds and 1 minute left in the half
0-:15	15 seconds or less left in the half

Down

Yards to Go

1	First down	0-1	1 yard or less
2	Second down	2-5	2 to 5 yards
3	Third down	6-10	6 to 10 yards
4	Fourth down	>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 lines
<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 manipulate the Situation # text box by clicking the up or down buttons 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 STOPCLOCK.

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 somewhat 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 with weight set at zero. 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.

The Player Ratings Editor

Football Pro includes a Player Ratings Editor (PRE) 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.

Note: *The Player Ratings Editor affects only players who are currently assigned to teams.*

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 PRE.
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 the players ranked according to your formula, and the raw data ("RESULT") for each player. Decide what the lowest and highest ranked players' 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 Editor Interface

You may use the Calculator display or the keyboard (see Smart Formula Entry) 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 — This button 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 — This button 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, Team Stats — This button 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 — This button 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** — This button 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 may 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** — This button allows you to load (or delete) a previously saved Ratings Profile.
- **Save Profile** — This button allows you to save a Ratings Profile.
- **Print Profile** — This button prints all formulas in the current Ratings Profile.
- **Apply Profile** — This button modifies all player ratings in the current league using the formulas in the current Ratings Profile.
- **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** — This button 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** — This button takes you to the All Ratings screen to see all of the ratings for players of the current position.
- **Return** — This button returns you to the League Menu screen.

"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 NFLPA96 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 on the OK button.
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 actually 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 NFLP196 (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 NFLP196.

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."
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.

Formula Example 3 You want to set Custom criteria for a Pro Bowl Game.

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.

On the right side of the display, you will see four columns of ratings, labeled STRSTR. (straight), BELLBELL (bell curve), LOG.LOG. (logarithmic), and EXPEXP. (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 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

Building a League

Football Pro offers you the choice of competing in the default NFLPI 1997 league or building one or more new leagues of your own. To build a new league, click **Game Type** → **League** from the **Main Menu** screen, then click **League Data**. When the *League* screen appears, click **Create League**.

Default Leagues

We've included many 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, NFLPI96, NFLPI96E, and NFLPI97.

We have also included a utility you can use to back up leagues. To use this, select **PROGRAMS** → **SIERRA** → **Football Pro '98 BACKUP** from the Windows **START** menu.

NFLPA92 League — This league is set to the beginning of the 1992 season with 1992 rosters.

NFLPA93 League — This league is set to the beginning of the 1993 season with 1993 rosters.

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.

NFLPI95E 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.

NFLPI96E League — This league is set to the beginning of the 1997 season with the rosters as they were at the end of the 1996 season.

NFLPI97 League — This league is set to the beginning of the 1997 season with 1997 rosters.

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 the beginning of season rosters.

Editing Names & Ratings

If you compare NFLPI97 team rosters with those in the NFL, you'll notice that some names have been changed or are missing. This is because some players are not available to license through the NFLPI and other players, such as some rookies, are not yet covered by the licensing agreement. Our agreement doesn't permit us to provide the names of players who aren't 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. Retype any name you wish. Edit the player ratings in this same manner. So, if you don't agree with the data there, adjust it however you wish. Ratings determine how the players perform, so experiment 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 NFLP197 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.

Player Awards

Click the Season Awards button on the League Data 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)	

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).

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-Sec. Clock
Sim or Fast Sim	6:00, 12:00, or 15:00 Minute Quarters

Note: You cannot change ground rules in NFLPA/I leagues. However, you may create a new league with all NFLPA teams and then change the rules.

League Management

All of the teams in a league can be managed using the *Global Team Settings* dialog box. From the *Main Menu*, select **Game Type → League**. When the *League Play* screen appears, click on the **Settings** button on the right side. This opens the *Edit League Settings* dialog box. Click on the **Global Team Settings** button at the bottom of the dialog box.

This new screen allows you to change the following functions for all the teams in your league at once:

Playcall mode	Clear Passwords
Action mode	Ownership

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 ownership is set to Computer, each team's ownership is changed to Computer. When Human is selected, each team's ownership is changed to Human, with no password.

Note: 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 any changes, leave No Change selected. If you want to change any, use the drop-down menu and click on the change.

Past Champions

To see the list of teams who have won the Super Bowl in previous years or who they defeated and by what score, use the following path from the *Main Menu* screen:

Game Type → League → Commissioner

Hall of Fame

To view the players in the Hall of Fame, click on the **Hall of Fame** button on the *Awards* screen that appears when you click the **Commissioner** button.

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 **Finish**. On the *Save New League* dialog box, enter the new name, and click **OK**.

Remote Leagues

Remote *Football Pro* leagues are very popular on the Internet and through the various on-line services such as America Online and Compuserve. In a remote league, one user is the Commissioner, and other users play their games on their machines all across the country.

The Commissioner is responsible for maintaining current league files for all other players and for the distribution and collection of game files. If you are the Commissioner of a remote league, you can create the game files for the remote players from *Football Pro*. From the *Main Menu*, select **Game Type** → **League**. Click on the **Load League** icon at the bottom of the screen to load your remote league. Then, click on the **Commissioner** button in the right-hand navigation panel.

The Commissioner section opens to the League Awards display. Click on the **Remote League** button to open the Remote League Management dialog box. Select **Process Weekly Games** to update the league database with results from remote games, or select **Create Game Files for This Week** to create the game files to send to the remote players.

"Create game files for this week" 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.) The "yy" is a two-digit number for the game. The top game listed on the League Schedule screen is 01. In an 18-team league with nine games each week, the last game listed is 09. A GAMExxyy.IN file should be sent to one of the users in each game, usually the HOME team.

For example, if Philadelphia is visiting Green Bay in the second week, send the GAME0207.IN file to the owner of the Green Bay Packers. 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, and then start *Football Pro*. From the *Football Pro Main Menu*, select **ONLINE\REMOTE PLAY** and then **LEAGUE**. Select the appropriate GAMExxyy.IN file, and choose whether the game should be played as **Single Computer** or **Multiplayer**.

If the game is played Single Computer then the game will begin. If the game is to be played as Multiplayer see the section on playing Multiplayer games on pages 46-50. After the game has completed the resulting GAMExxyy.OUT file, which is created in the *Football Pro* directory, the file should be sent back to the Commissioner.

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.

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. With head-to-head play via the Sierra Internet Gaming System (SIGS), modem or local area network, you can now play the league games directly.

When the Commissioner receives all of the game result files, he should copy them all into the *Football Pro* game directory, and from the Commissioner screen, select **Process Weekly Games**. If all of the files are present, the league will be updated with the results from each game. New league files should be sent to players before each game, so that all league files are always in sync with each other.

Teams

Buying a Team

All teams in a new league start with their Ownership listed as Computer (unless they were Human-owned teams copied into the new league — see Selecting Teams). 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 **Game Type → League** screen, and click **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.) In the Team Settings area, click the text box labeled **Ownership**, and select **Human**.

Plans and Profile Management

From the **League → Team Info → Settings** or **Team Info → Coaching** screens, 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 | sign players from free agent pool |
| change player numbers | initiate or accept trades |
| edit player data | modify coaching profiles |
| modify rosters | view and edit playbook |
| move players to or from injured reserve | |

Password protection prevents other human owners in your league from altering your team. Since no password is set, anyone can change the team's data. To prevent unwanted changes, press the **New Password** button, **enter the password** you'd like (eight characters or less), and 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. You'll be prompted to confirm the new password by retyping it in the text box, then press **[Enter]** or click **OK**. You can only change your password after entering the old one.

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.)

Stadium and 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 city, and the information for that team from the previous city will still be used.

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.

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**.

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**, **Pant 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.*

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 team information that can be changed:

Before first game of the season:

Team name
 Team nickname
 Team abbreviation
 Name of head coach
 Stadium
 Surface
 Nearest city (affects weather)
 Uniform colors

Any time:

Ownership
 Computer management option
 Playcalling mode
 Action mode
 Team password
 Team profiles

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.

Tie-breakers

In case of a tie in the standings, these 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	Abbrev.	No. of 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

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. Double-click on the player you want to switch. A dialog box appears for changing the player's status.

Make sure your roster is ready for the next game by having:

1. No more than 34 Assigned, 12 Open Active, and 7 Inactive players.
2. No open slots.
3. All assigned slots are filled.

Rosters & 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.

The number at the end of each player's position 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 those, select Choose Player, or use Depth/Slot to change the Depth Chart position of players.

Roster Display Options

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).
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.

Examples of Use of Ratings

QBs:	ST	Determines how far he can throw the ball.
	DI	Affects completion percentage and interception rate.
	HA	Used when checking for a fumble on the snap from the Center.
RBs:	HA	Affects catching passes and fumbling.
	ST	Used when blocking and trying to break tackles.
Rs:	HA	Checked when catching the ball.
	AG	Used when trying a fake.
OLs:	ST	Important use when run blocking (<i>fire out</i>).
	AG	Crucial use in pass blocking.
DLs:	AG	Used in various types of rushing.
	ST	Used in various types of rushing and key in tackling.
LBs:	HA	Affects the chance of interceptions.
	IN	Checked when calling audibles.
	ST	Used in tackling.
DBs:	AG	and SP are important elements in staying with a receiver.
	IN	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	WR HA, SP
FB ST, SP	DT AG, ST	S SP, HA
HB SP, HA	LB SP, ST	C HA, ST
TE HA, ST	CB SP, AG	K ST, DI
G ST, AG	P ST, DI	T ST, AC

NFLPI Ratings

We have assigned ratings to players for the 1997 season based on their statistics and performance during the 1996 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 Editor. (See the Player Ratings Editor 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. QBs use their ST rating for passing, while DLs 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.

Before first game of the season:

First or last name
 Years in league

Any time:

Active/Inactive Slot
 Jersey number
 Ratings

Injury status data may be changed automatically by the 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 human-managed team may propose a trade to any other team. Trades are always one player for one player. **Players in open slots may be traded for any other players.**

To make a trade, go to **Main Menu → Game Type → League → Team Info**. From the pop-up menu, select **Front Office**. If the *Free Agents* and *Trades* buttons are dimmed, click on the **Settings** button to change the *Ownership* category to a human-owned team.

1. On the roster display, double-click on the name of the player you want to trade.
2. Click the slot in the Trade Block where you want to put the player.

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.

You may only trade up to three players at a time. You can replace players on the Trade Block by clicking on the name of the player to be replaced on the Trade Block.

To remove a player from the trade box, double-click on the player in the Trade Block or highlight the player in the Trade Block and click the **Remove** button.

3. Once you have placed the desired player(s) into the Trade Block, click on the **Propose Trade** button to bring up the **Players Open For Trade** screen.

The **Players Open For Trade** screen contains a list of potential trade offers. The upper part of the box will display your players, and the lower box will display the chosen players. 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 bottom part of the Trade Block box along the bottom edge of the screen.

Click the **Accept Trade** button to complete the trade.

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 player.

New Seasons for Career Leagues

The following rules apply only to Career leagues:

Player Retirement and Aging

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.

All players who continue for another year 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.

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 Tiebreakers) 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

Click **Commissioner** on the *League Play* screen. (You may wish to print the draft pool and decide whom you want to 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. If you fail the password check, 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 **Resume Draft**.

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 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, see Assigned Slots.) 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* General Manager — the computer — who then does the drafting for you.

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.

To enter the Draft Profile Editor, click on **Draft Profile** in the Team Data screen. You will then see a Draft Profile Editor. 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 choose the WR with the highest of all eight ratings combined.

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 FBPRO98 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 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

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.

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.

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.

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, click on any **Team Info** button. From the pop-up menu, select **Statistics**. Choose the team you would like to examine from the drop-down list of teams.

Initially, these screens show totals for the current season. The second button (labeled **Career** in a Career league or **Last Game** in a Single-Season league) changes the time period for which statistics are displayed.

The blue tabbed buttons represent the different categories of statistics available for viewing. For example, if you click on **Interceptions**, you'd see a list of the defensive players on that team who have made interceptions for that **Season**, in their **Career**, or the **Last Game**.

Added this year is a button for **Team Rankings**. Click on it, and you'll get the ranking for all of the players in the league who have made an interception.

***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.

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. If you are concerned that nothing seems to be happening, try moving the "running player" cursor with your mouse. If it still animates when you move it, the machine has not locked up, but it is still sorting.

Buttons available on most League Leaders screens include:

First Page/Next Page — Click on this to go to the other page.

Individual/Team — This toggles between showing the individual players (as defined by your criteria in Turn to....) and the team statistics.

Print — This prints out the current screen to your printer.

Return — This lets you turn to another team information screen.

Turn to... — This displays a dialog box where you choose a statistical category to view and select players to be shown in that category.

The Qualifiers options let you choose to show all players with 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 for qualification in the statistical category. For example, if a Punter attempted a pass, he'd be shown on the Passing display (assuming you had also chosen All Players for qualifiers). This option gives you the most thorough list, but 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 the fastest and shortest list.

A third set of buttons is available when you are using the default 30-team league (NFLPI97). These allow you to look at final 1996 statistics for the 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.

Restoring Default Data

You'll want to have backups of default leagues readily available in case you want to restart the season or use the Player Ratings Editor to adjust player ratings. (See the Player Ratings Editor.)

To restore these leagues to their original default status, first, delete the NFLPI97.* files from your *Football Pro* folder on your hard drive. Then copy the NFLPI97 files from the SIERRA\FBPRO98\BACKUP folder into your *Football Pro* directory.

You may also restore them to their default status by copying the default files off the *Football Pro* CD. First, delete the NFLPI97.* files from your *Football Pro* folder on your hard drive. Then insert the CD in drive D:, and use the Windows 95 Explorer to copy files into your *Football Pro* folder. You may also create a Career league, of course, and fill it with the teams from one of the NFLPA leagues.

The Web Page

On the *Main Menu*, click on the button labeled **Web** which will take you directly to the Sierra web page for *Football Pro '98*. There you can find the latest information about your game.

If you have an Internet browser, clicking on the **Web** button will automatically load the browser and connect to the *Football Pro '98* web site. Sierra's web address is **www.sierra.com**.

Note: You must have access to the Internet, either with an Internet Service Provider or a LAN, to use this feature.

The Web page may contain:

1. Add-ons to the game.
2. Answers to the most frequently asked questions.
3. Biographical sketches of those who worked on *Football Pro*.
4. Links to other *Football Pro* sites.

Reference

Football Pro Utilities

There are four batch file utilities that will allow you to backup, restore, zip, and unzip entire leagues.

Example:

```
C:\SIERRA\FBPRO98\BACKLEG
NFLPI C:\LEAGUES
```

This statement assumes that your *Football Pro* directory hasn't changed from the original installation.

Example:

```
ZIPLEG C:\SIERRA\FBPRO98\NFL
PI96 C:\LEAGUES
```

This statement would backup and compress the NFLPI96 league into a folder called LEAGUES.

Example:

```
UNZIP C:\LEAGUES\NFLPI96.ZIP
C:\SIERRA\FBPRO98
```

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\FBPRO98\BACKLEG** followed by the league name, destination drive, and folder where you want to store the league.

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.

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.

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 great 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. This is perfect for the statistical buff and the intermediate to advanced fan.

- STATS Inc.; **Pro Football Handbook 1996.** STATS Publishing. USA. 1996.

- STATS Inc.; **Pro Football Revealed.** STATS Publishing. USA. 1997.

If you want complete statistics on active NFL players and teams, these two books, with their amazing depth of statistical breakdown, are for you.

Troubleshooting

Common Installation Problems

Problem: When installing the game, you receive the message "Error reading drive D." The message can vary depending on the name of your installation drive.

Possible Solution: There are several factors that can cause a "read" error of this type. The most common is a dirty or scratched CD. 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. 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. Include your full name, mailing address, and daytime telephone number. We will then send you a replacement CD. The address is: Sierra On-Line Fulfillment, 4100 West 190th Street, Torrance, CA 90504.

Problem: Your computer fails the Display test; you get a message saying "Your video display supports 16 colors...."

Possible Solution: Sierra's games for Windows 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, change it to 256 colors. Don't use more than 256 colors with *Football Pro*. Although the game will run, you won't 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 isn't designed for your monitor, Windows won't 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're in *Safe Mode*, right-click on the desktop, and select **Properties** from the pop-up menu. Change the *Color Palette* and *Desktop Area* to settings supported by your system.

Problem: The Display test fails; a message says "Your video display supports 256 colors at a resolution of 800 x 600 and a speed of XXX K pixels/sec...."

Possible 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 to 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 with some jerkiness.

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*.

Possible Solution: First, 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 the next section, Windows Memory.

Problem: Your computer fails the Sound Card test.

Possible 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.

Illegal Operation Errors

An Illegal Operation is a generic Windows 95 error message that 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) Disable any and all other Windows programs (if any) that are running prior to starting the game. This includes all screen savers, wallpaper, etc.
- 2) Set your Video Display to 640 by 480, 256 colors. (Consult the steps given for changing display settings in Common Installation Problems.)
- 3) Run SCANDISK on your hard drive by clicking **START → PROGRAMS → ACCESSORIES → SYSTEM TOOLS → SCANDISK**. Let *Scandisk* correct any errors. Then, uninstall the game and re-install it.
- 4) Disable Video Acceleration. Click on **START → SETTINGS → CONTROL PANEL**. Double-click on the **System** icon; choose **Performance** and then **Graphics**. You should see a slider bar labeled *Hardware Acceleration*. Lower the bar a notch by sliding 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.
- 5) Free up memory by lowering your CD-ROM Supplemental Cache Size. From **CONTROL PANEL**, click on **SYSTEM** and 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**.

Windows Memory Troubleshooting

If you are having trouble getting enough memory to run *Football Pro*, these steps should help you.

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.

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: I cannot utilize *Full Screen* mode in simulation.

Solution: You must have DirectDraw installed. Sierra's Setup utility should auto-detect for DirectDraw and, if necessary, install it when you install *Football Pro*. However, you must reboot before the changes can take effect. To use DirectDraw during the game, click on the **Options** icon on the *Main Menu* screen and activate the full screen option from the *Game Settings* dialog box.

Problem: The game freezes or crashes to the main Windows screen when playing in a full-screen mode.

Solution: Not all video cards support DirectDraw properly. DirectDraw only affects *Football Pro* when running with full screen enabled in the *Game Settings* screen. If you are running Windows in 640x480 mode, you can play the game in a full-screen window without using the full-screen mode and DirectDraw being present on your machine. Please contact your video card manufacturer for updated drivers and to verify that they support DirectDraw.

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.

Solution: Click back on the game window.

Problem: *Football Pro* runs slowly.

Solution: There are many ways to speed the game up.

1. Make sure that all of your other Windows applications are closed.
2. On the Main Menu, click on the **Options** icon. When the *Game Settings* screen appears, set the *Display* setting for **Window** rather than *Full Screen* mode.
3. Lowering the detail of the graphics from *16 Angle* to *8 Angle* can also improve game speed. This setting is part of the *Arcade Settings* dialog box which is accessed through the *Main Menu's Options* button.

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 on-line through the manufacturer's web site.

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 *Arcade 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.

Technical Support

Sierra On-Line offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our on-line services. Please provide detailed information on your computer system and the nature of your problem.

U.S. Technical Support

Sierra On-Line	Main: (425) 644-4343
Technical Support	8:00 AM - 4:45 PM PST, Monday - Friday
P.O. Box 85006	FAX: (425) 644-7697
Bellevue, WA 98015-8506	

Automated Technical Support Line - United Kingdom

Sierra On-Line UK offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Internet site.

U.K. Technical Support

Sierra On-Line Limited	Phone: (0118) 920-9111
2 Beacontree Plaza	9:00 AM - 5:00 PM, Monday - Friday
Gillette Way	FAX: (0118) 987-5603
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Parc Tertiaire de Meudon	Téléphone: 01-46-01-46-50
Immeuble "Le Newton"	Support Technique automatisé 7 jours sur 7 24h/24
25 rue Jeanne Braconnier	Techniciens accessibles du Lundi au Vendredi de 10h à 19h
92366 Meudon La Forêt Cedex	FAX: 01-46-30-00-65
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Sierra Coktel Vision Deutschland	Phone: (0) 6103-99-40-40
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