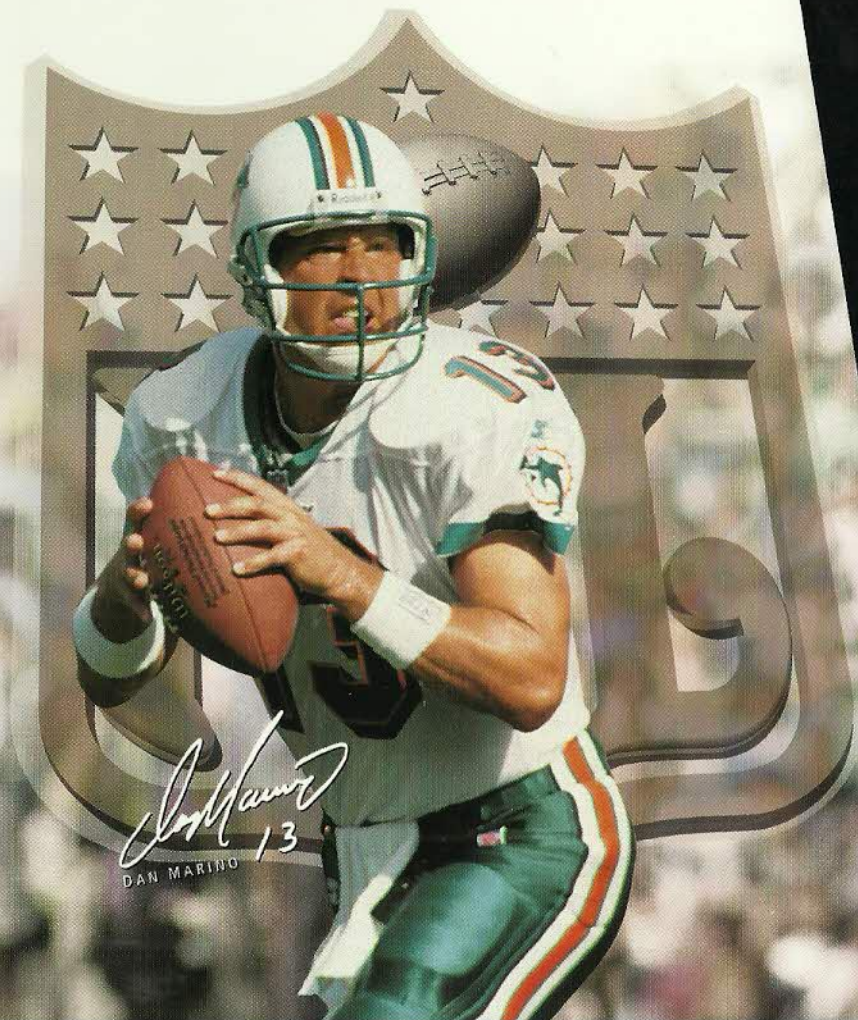


NFL FOOTBALL PRO '99



Call 1-800-757-7707 or visit your local retailer today. See our Web site at www.sierrasports.com

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FOOTBALL PRO 99

Developed by Sierra Sports, a member of the Sierra Family

SIERRA
SPORTS

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DIG IN, PLAY HARD

Hope you came to play, because it's game day. Welcome to *Football Pro '99* from Sierra Sports, a member of the Sierra family.

In a few minutes you'll be exactly where you want to be — in the game — pacing the sidelines clutching the coach's clipboard, crunching stats in the front office, or dropping back to pass with an eye downfield looking for an open receiver.

Or choose all of the above. *Football Pro '99* gives you a rich, convincing arcade game display...and a sophisticated statistical simulation...plus a solid, realistic management model for team finances. Use one, use two, use 'em all. Be the star QB, the coach, the owner or the league commissioner. Whatever aspects of *Football Pro '99* you choose, you'll have a satisfying, fill-your-senses experience that keeps you coming back for more. With an arcade look that's more fun and graphically appealing than video games, plus the most comprehensive football management simulation ever made available to gamers, *Football Pro '99* is the only total football package available...on any platform.

Football Pro '99 is more than just an improvement over last year's best-selling edition. *Football Pro '99* delivers two of the most sweeping changes in *Football Pro* history: a financial model and a new 3-D engine.

You'll be forming a league and setting up conferences; completely customizing your team's name, logo and uniforms; and playing a full season schedule.

Tap the Internet with other *Football Pro '99* owners to form a league across multiple computers. Name a commissioner, set a schedule, play home and away contests...and maybe find yourself in the middle of an all-out Super Bowl drive.

Every play you run goes into the record books. You choose how to store and view statistics (more extensive than ever) and highlight reels.

New roster management and trading interface screens make the business side of the game just as compelling. Draft free agents and negotiate salaries under a system based on the real NFL collective bargaining agreement. Trade to boost your starting lineup; spring for a superstar and see your stands fill up. But winning and pleasing your fans aren't everything. With *Football Pro '99's* new financial side, the other half of your job is keeping your franchise in the black. You'll figure team salaries and ticket costs and even set stadium concession prices. Price things too high and next Sunday you could be gazing up from the bench at a lot of empty seats.

Sound real? You're about to see just how real. Give the command and you'll be out there in the mud, sleet whipping past your face, the crowd roaring as you take the field.

The pre-game hype is over. It's time to Play The Sport — *Football Pro '99*.

TIME TO SUIT UP: INSTALLING & RUNNING THE GAME**About This Manual**

This manual is laid out to help you have fun right away with *Football Pro '99*. We've thought about how you'll probably want to proceed (hey, it's how we proceed with a great new game): install it as quickly as possible, get it running, try out the cool features...then come back and check out the manual to get the most out of the product.

Time To Suit Up, explains how to get *Football Pro '99* ready for action on your computer in just a few minutes.

Take The Field tells you everything you need to know to set up and play an exhibition game quickly. In this section you'll learn *Football Pro '99's* most common screens and start enjoying some of your customization options.

Now It Counts shows you how to start and play regular-season games — and how to coach and manage a team through a regular season, from creating offensive and defensive strategies to juggling a roster and taking care of front-office issues.

Around The League takes you to the next level — covering league setup, the powers of the League Commissioner, team management issues, and playing games against other "team owners" online.

Saving It For Posterity shows you how to save an unfinished game for later completion or review archived "game videos" of contests already in the record books.

Two-a-Day Drills are tutorials that take you screen-by-screen through some common tasks. They're a fast way to get more out of *Football Pro '99*.

Performance Clinic gives you sources for technical support via telephone or the Internet.

One Note:

Football Pro '99 is a rich, sophisticated game. There's a great deal of information and functionality here. But don't worry that it's too big for you to get your arms around. Jump in and you'll soon have virtually limitless gaming scenarios at your fingertips. Come on and get a little mud on your uniform. The more you play, the more satisfaction you'll get out of Football Pro '99.

SYSTEM REQUIREMENTS

Every pro player has a minimum equipment list — and so do we. *Football Pro '99* requires this hardware and software to run successfully:

Pentium 166 with 3D accelerator card

Pentium 200 MMX without 3D accelerator card

Windows 95/98 or NT 5

32 MB of RAM

3D Card must have 4 MB RAM minimum

2D Card must be capable of displaying 800 x 600 with 16 bit (High Color) color

An 8X speed CD-ROM drive

Windows-compatible sound card

Mouse

To get the most from *Football Pro '99*, this level of hardware is recommended:

Pentium II 266 or better

64 MB of RAM

One or more Windows compatible joysticks with 8 or more buttons, such as Microsoft Sidewinder™ or Gravis Gamepad Pro™

A 20X speed or faster CD-ROM drive

INSTALLING FOOTBALL PRO '99

To play *Football Pro '99* you must install the game on your computer's hard drive. And to install it, you must use the game's installation program. The program walks you through the process of installing *Football Pro '99* on your hard drive.

Football Pro '99 will automatically detect and adjust to your computer's graphic and sound capabilities.

Installation for Windows 95/98 with Autoplay activated

1. Start Windows 95/98. (It probably starts automatically when you boot up your computer.)
2. Open your CD-ROM drive, insert the *Football Pro '99* CD, and close the drive door.
3. A *Football Pro '99* INSTALL screen should appear. Click on the Install button.
4. Follow the onscreen instructions.

Installation for Windows 95/98 without Autoplay activated

1. Start Windows 95/98.
2. Insert the *Football Pro '99* CD into your CD-ROM drive and close the drive door.
3. Click on START to display the Windows START menu, then click on RUN.
4. If your CD-ROM drive is Drive D, type D:\SETUP.EXE in the file text box. If your CD-ROM drive isn't Drive D, substitute the proper letter.
5. Click OK. Follow the onscreen instructions.

TROUBLESHOOTING

If *Football Pro '99* fails to install on your computer, see this checklist.

The screen says "Error Reading Drive D (or other letter standing for your CD-ROM drive)."

Several problems can generate this message.

Is the CD dirty or scratched? Extract it from the drive and check for smudges, fingerprints, scratches or cracks. Clean it

with a soft cloth, replace it and try again.

If the CD is cracked or scratched it must be replaced.

Are your CD-ROM drivers up to date? Outdated or incompatible CD drivers can generate this error message.

Your computer fails the Display test. The screen says "Your video display supports 16 colors..."

Football Pro '99 must be run in High Color mode. Your monitor and video card may be capable, but set incorrectly.

To reset:

Right-click on your Windows 95/98 desktop and select Properties from the pop-up menu. In the Settings section, if the Color Palette section is set for 256 colors, change it to 16 bit color and click OK. Also, if your system is not set to display 800 x 600 resolution at 16 bit color, change the Desktop Area to 800 x 600 pixels and click OK.

Your computer fails the Display test. The screen says "Your video display supports 256 colors at a resolution of 800 x 600 and a speed of XXX K pixels/second..."

Your computer's display rate isn't fast enough.

Football Pro '99 requires 800 x 600 pixel resolution. You can try to reset your display as follows, but be aware that even if this facilitates installation, *Football Pro '99* probably won't look its best.

Right-click on your Windows 95/98 desktop and select Properties from the pop-up menu. In the Settings section under Desktop Area, if your resolution is set at 800 x 600 pixels, reset it to 640 x 480 at 16 bit color, and click OK. Follow the onscreen prompts. Once Windows has resized, click on the START button and choose Settings, then Control Panel. Double-click on the System icon. Then click on the Performance tab and the Graphics button. Set the Hardware Acceleration slider to the far right.

Now restart Windows and try again to install *Football Pro '99*. If your computer still fails the Display test, you may nonetheless be able to play the game with some limitations. Minimize the game's display options.

Your computer fails the Memory test. The screen says you don't have enough memory to run Football Pro '99.

Scrape together all the memory you can. Close all other Windows applications including alternate desktops such as Norton Navigator. Disable screen savers, virus scans and diagnostics, etc. Turn off wallpaper if you have it: right-click on the Windows desktop and select Properties from the pop-up menu. Under Wallpaper, choose none and click OK.

If this doesn't free up enough memory, try lowering your CD-ROM Supplemental Cache Size or see Microsoft Windows documentation. Click on START; Settings; Control Panel; System; Performance; File System. Click on the tab for CD-ROM. Adjust the slider bar for Supplemental Cache Size to Small, then click OK.

If you're still short, consider installing more memory in your computer if it will accept it. Memory upgrades are available at major computer retailers. If you've never done this yourself, it's not that difficult; chances are your upgrade salesperson can talk you through it.

Your computer fails the Sound Card test.

Your sound card may be incorrectly configured, or your sound card drivers may not be properly installed. Make sure your speakers are 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 your audio and MIDI settings. Click START; Settings; Control Panel; Multimedia. The settings displayed should resemble these Soundblaster 16 drivers:

AUDIO: SB16 Wave Out

MIDI: MIDI for Internal OPL2/OPL3 FM Synthesis

For more information, including replacement driver names and installation instructions, contact your sound card manufacturer.

RUNNING FOOTBALL PRO '99

1. Start your computer.
2. Go to the Windows START menu and select PROGRAMS; Sierra Sports Football Pro 1999 Edition.
3. If you want to skip the introduction, click anywhere. You'll go directly to the Main Screen.
4. To play right away, turn to Page 15, "Set Up Your First Exhibition Game."

MOUSE

You'll need a mouse to interact with the menu screens, or you can use a joystick to emulate a mouse.

Most functions take a single click from the left mouse button. (Move your cursor over the desired button and press the left mouse button once.) Note that the mouse cursor changes into a gloved hand with the index finger pointing up when the cursor moves over an area that can be activated with a click.

Some functions may require a right mouse button click — adding rules in the play editor. In a few cases — selecting items from rosters or other lists — you'll need to double-click (press the left mouse button quickly twice).

PLAY WITHOUT JOYSTICKS

Football Pro '99 does not require joysticks. You can use the numeric keypad on your standard keyboard to emulate joystick movements. Imagine a joystick where the "5" key is, in the center of the keypad. Press the eight numeric keys that surround the "5" key to get joystick-style directional movement.

PLAY WITH JOYSTICKS

Football Pro '99 offers joystick controls with multi-button support for the Gravis Gamepad Pro and the Microsoft Sidewinder. Your joystick must have a minimum of 8 buttons. You can take maximum advantage of joysticks this way, using them to select plays and manipulate your players before and after the snap.

Football Pro '99 will recognize these joysticks when you're using them and display icons on the Controller Select Screen.

Refer to the Quick Reference Guide for joystick and controller configurations.

ONLINE HELP

This manual, plus any new information available since we printed it, is available online.

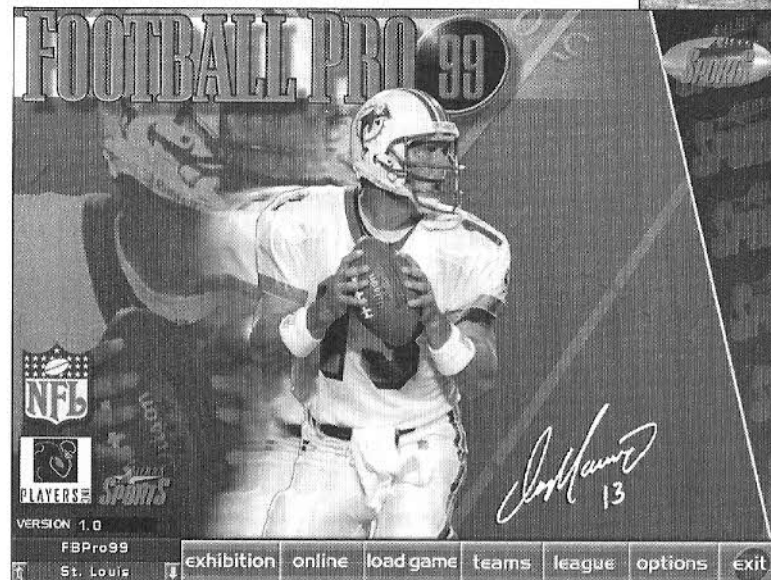
Press F1 to access Help File

TAKE THE FIELD: GETTING STARTED

This is a fast guide to *Football Pro '99* controls — enough to help you jump in fast and try the game on for size. Details on all controls appear later, but here are the basics.

UNIVERSAL TOOLBAR

Look at the main screen that appeared when you started *Football Pro '99*. Across the bottom you see the Universal Toolbar.



The Universal Toolbar is the main way you make things happen in *Football Pro '99*. It appears across the bottom of virtually every screen in the system, so whether you want to do drafts, or your upper management duties, it'll be your constant companion. The Universal Toolbar never changes and lets you get virtually anywhere in *Football Pro '99* at any time.



The Universal Toolbar has two control areas.

Left Side

The Toolbar's left side has two controls:

The Current Team Control shows the team currently selected as your team. As you get started, there's a default team displayed. Clicking on the UP and DOWN arrows lets you view all the teams in the league and change your selection. Or you can click on the Team Name to bring up a list of teams to select from.

The Current League Control shows the name of the league you're currently in. You start in a default league called FBPRO99. It mirrors the state of the NFL at the beginning of its '1998-99 season.

Clicking on the Current League Control brings up a Load League dialog box. Use it to view and select other leagues if they've been created. (More about creating leagues yourself later on. Right now we're just trying to get a game going here.)

Across the Bottom

exhibition online load game teams league options exit

The rest of the Universal Toolbar has your seven main navigation controls. Click any of these buttons and you'll go to other screens with detailed destination or functionality options. Here's a quick rundown:

Exhibition

This button takes you immediately to the Pregame Screen, where you can set up an exhibition game on your computer alone. Exhibition games run independently from any league or season functions or games. They are simply a way to have fun and play some football right now, or anytime. If that's what you want to do, skip ahead in this manual to "Set Up Your First Exhibition Game."

Online

Use this function for multi-player online Exhibition games using the Internet or Direct Play. You can also use it to update league files for remote leagues.

Load Game

This button loads uncompleted games that you halted in progress and saved. It's also where game videos can be retrieved and viewed.

Teams

In this section you manage or view the currently selected team, reviewing stats, updating the roster, preparing for upcoming games, and much more.

League

Here you set or review the rules that govern league play. You can also create and manage alternate leagues here.

Options

This is where you control all the game's configuration settings, including sound, music, announcements and more.

Exit

Gets you out of the game. You have to eat and sleep occasionally.

SET UP YOUR FIRST EXHIBITION GAME

To play your first *Football Pro '99* game, click on Exhibition.

In the *Football Pro '99* world, you control one or more teams in a league, some of your friends may control others; the computer controls the rest. All these teams play scheduled contests and compile won-lost records; with each play during the regular season, every player on every team adds to a career history. In other words, everything counts. In league play, you can also elect to play pre-season games, these are also scheduled contests, however the statistical results don't count toward career goals. Players injured during pre-season games do, however, count.

Exhibition games, however, are different. Player achievements don't go into career stats. Game results don't count. You can play an exhibition game outside the league structure. Exhibition games, therefore, are the equivalent of a "demo" — the best way to learn *Football Pro '99* features and functionality without permanently affecting team records.

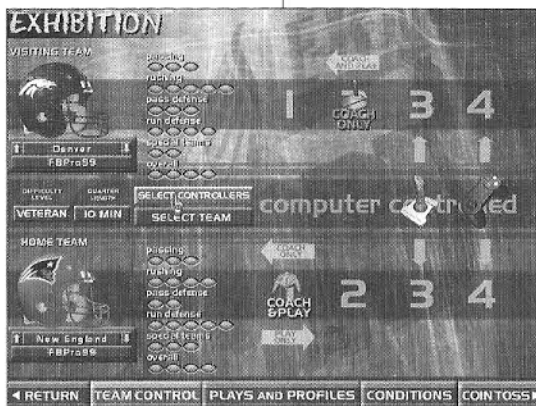
In this environment, you can play an exhibition game against a friend with you — or against the computer.

As mentioned earlier, when you click on Exhibition you see a Pregame Screen. You have a few choices to make before play can begin. To make them, use the buttons you find after clicking on Exhibition:



Return

This function sends you back to the previous screen.



Team Control

Click on Team Control to choose the teams you wish to have play your exhibition game.

As you'll see, default choices have been loaded for you. If you wish to change the teams, use the pull-down menus or arrows. You may select any teams in the league. If you're just starting out and playing in the default league, FBPRO99, this means you may choose any 1998 NFL team. Do so by

scrolling through the team list or using the pull-down team menu. When you select different teams, the screen art changes accordingly.

The visiting team is in the top area of the screen, and the home team is on the bottom.

You can opt to change the league. Click on the name of the current league to load a league file.

Or you can change (once you've played the game for awhile) to a league wholly created by you or a friend.

When you select a different league, the set of teams available

to you may change. Click on the current team names to see your options.

The strengths and weaknesses of each currently selected team are displayed graphically. Ratings are shown for the team's quarterback & receivers, running backs, offensive line, defensive line, linebackers and defensive backs. Five footballs is the highest rating, one is the lowest. This information is to help you plot strategy against your opponent.

Select Number of Players

You can play against a friend who is with you at this computer, or you can play the computer itself.

You cannot set up an online exhibition game, played against a person in another location, from this menu. (Online exhibition games can be played, however — through the online menu.)

Select Controllers

Click the Select Controllers button to make your controllers active. The center position for each controller is the computer controlled position. Selecting up or down with a controller assigns control of that team to the chosen controller. When a team is controlled, you have the option of Coaching Mode only, or Coach and Play mode. Coaching Mode requires you to select each play for your team, while Coach and Play mode also has you controlling the player with the ball. When you are finished with controller selection, click the Select Teams button.

Football Pro '99 will recognize and automatically configure for some common types of joysticks/controllers such as the Microsoft Sidewinder and the Gravis Gamepad Pro. 3-D graphical models of these controllers will appear onscreen.

It is not necessary to have a joystick controller to enjoy *Football Pro '99*; see Play Without Joysticks under Time to Suit Up: Installing & Running the Game.

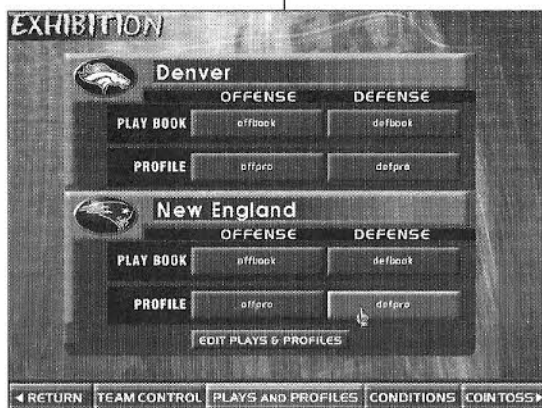
Difficulty Level

Under Team Control you can also pick the difficulty level of your exhibition game. You can select Rookie, Veteran or All-Pro.

Game Length

A game consists of four quarters. In Team Control you can choose to play quarters of five, ten or fifteen minutes. (In a game, the clock runs as long as the ball remains inbounds, just as it does in the NFL.)

When you are satisfied with your selections, you can move on to Playbooks & Profiles.



Playbooks & Profiles

You can view and edit each team's playbook and profile prior to the start of the game. This is a way for you to increase your own repertoire of plays and anticipate strategies that could be employed by your opponent.

For each team selected to play the exhibition game, the Playbooks & Profiles screen displays a chart offering access to an offensive

profile, an offensive playbook, a defensive profile and a defensive playbook. Each is represented onscreen by a computer program-type filename ("offprof", "defbook"). Clicking on a filename opens a dialog box containing a scrollable list of plays. Click on a play to view a chart associated with it.

Each team comes with a repertoire of standard plays. Later in this manual you will learn how to create your own using the *Football Pro '99* Play Editor.

To edit profiles, click on the Edit Playbooks & Profiles button beneath the Playbooks & Profiles chart.

When you are done here, click on Conditions.

Conditions

Under Conditions, you customize the environment for your Exhibition game.

Using the scrolling menu on the left side of the Conditions screen, select a stadium to serve as a game site. The default stadium is the actual stadium for the home team you have selected. You can "audition" various other NFL game sites by scrolling up and down and viewing the pictures on the screen's right side.

Across the top of the Conditions screen you'll see a Month Selector and various Weather Controls. Use the Month Selector to select a month, and the game will be played in conditions to match. (Conditions get colder and less hospitable toward the end of the year and in January.)

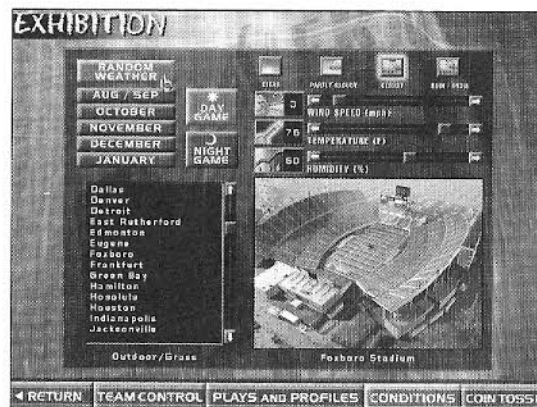
You can fine-tune the wind speed, temperature, humidity and general weather conditions at game time (clear, partly cloudy, rain/snow or day/night) with the Weather Controls.

Note that if you select a domed or covered stadium as your game site, the Month Selector and Weather Controls will not affect game play.

Coin Toss

Once you have clicked on Team Control, Playbooks & Profiles and Conditions and made all the selections you want, click on Coin Toss to start the game.

Once you are in Coin Toss, the arcade will load. If you are playing against the computer, you are asked to call a toss — heads or tails. (If you are playing your exhibition game against a friend, one of you will be asked to call the toss.)



The computer will announce the winner of the coin toss. The winner can elect to either kick or receive to open the game. The loser of the toss gets to decide which end of the field he or she wishes to defend — north or south.

Once the teams have registered their choices with mouse clicks, the screen changes to display the Game Environment's Main Play Screen and the Exhibition game gets underway.

PLAYING YOUR FIRST GAME

Kickoff! You're part of the receiving team or the kickoff team depending on how your coin toss turned out. Bust the wedge and make the tackle or return the ball as far up field as you can.

When the tackle is made (or you are run out of bounds) the ball is whistled dead; the announcer gives the "down and distance" (first and ten, in this case); and the Main Play Screen gives way to the Play Selection Screen.

Joystick Controllers

You can control a particular player on your team using your joystick controller.

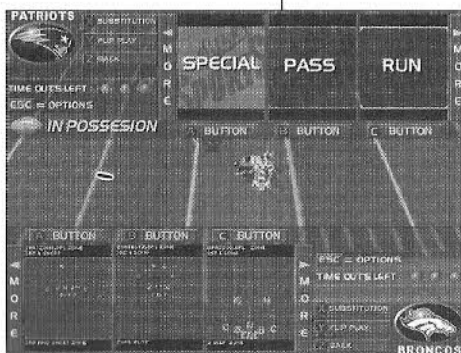
If you are using a joystick controller(s), note that onscreen play buttons are letter-coded and color-coded to correspond to your particular controller.

Play Selection Screen

You see the Play Selection Screen every time you're required to choose a play, whether you are on offense or defense.

Visiting team options are displayed across the top of the Play Selection Screen, home team play options across the bottom.

The Play Selection Screen displays one of three levels of complexity, according to the play calling option in the options menu.



Play Options

At the most basic level, offensive options are labeled simply: SPECIAL, PASS or RUN. Special are special team plays which include KICKOFF and PUNTS. Once you select the type of play, you will see (depending on the type you have chosen), other labels like LEFT, CENTER, RIGHT, SHORT, MEDIUM, LONG, etc. Make a selection to further narrow the search for plays. Keep drilling down until the plays that match your selections appear. You may then scroll through the plays to find the best one for the situation.

Defensive options are simply: MAN-TO-MAN, ZONE or SPECIAL (to defend against punts or field goal attempts). As above, you will drill down through the menus to find the play that best fits the situation.

On the Play Selector Screen are other buttons. One marked BACK will take you back one set of selections at a time, in case you change your mind. Another button marked FLIP will take the play currently selected and flip it to a mirror image. Depending on the play and the team members on the field you may want, for example, your strong side to the left, when the play was created for a strong right side.

Once you have selected a play, you'll return immediately to the Main Play Screen to run the play or see your strategy play out.

At the intermediate level, you'll still start with the RUN, PASS, SPECIAL, MAN-TO-MAN, ZONE, and etc. selectors. Next, however you will see the formations associated with the play type selected. Once you select a formation, the plays are presented.

At the advanced level, you will simply select the formation, and the play.

Each play at your disposal is shown as a graphic square which pictures a diagrammatic X-and-O-style view of the play. Each graphic square is headed with a playname, a phrase indicating how it's used, and a phrase indicating the situation in which the play works best ("2nd and short," etc.).

NOTE:

The play recommended by the computer will always be outlined in red for each of the options in the play selecting process. The recommended plays are selected by the computer based on the currently loaded playbook and profile. To learn more about the Profile Editor and Play Editor, see their sections later in this manual.

TIP:

Even at the basic level, all plays in your playbook are accessible to you. You just use the scrolling arrows adjacent to the options displayed to browse further.

Each play is also headed with its filename, with the tag .OPL denoting offensive plays, .DPL denoting defensive plays. This becomes more important when you start creating your own plays.

Watch the Clock

It's running. Once the Play Selection Screen appears, you have 25 seconds to choose a play. If you don't act within 25 seconds, there's a delay-of-game penalty. Unless, of course, the clock has been stopped by the previous play.

Substitutions

Labeled "X" onscreen, this function allows you to change players in the current formation or play. Click on the player you want to remove from the list at the top, and replace him with a player from the list at the bottom. View Player lets you take a look at a player's ratings for help in determining whether he's the best guy to use in a given situation. Any player can substitute for another, including switching an offensive player for a defensive one, and vice versa.

Flip Play Function

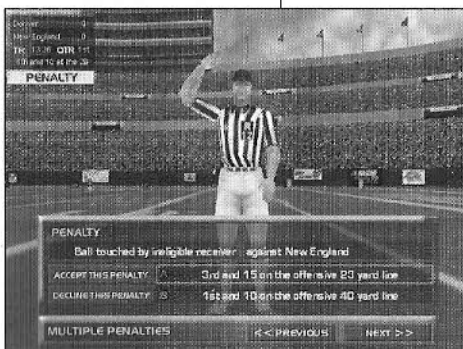
Labeled "Y" onscreen, this function flips the play.

Back Function

Labeled "Z" onscreen, this function takes you back one function.

Penalties & Injuries

The referees in *Football Pro '99* enforce real NFL rules and will award penalties for off sides, holding, late hits, pass interference, unnecessary roughness, and so on. If one of your players incurs a penalty, a dialog box will appear asking you to accept or decline it.



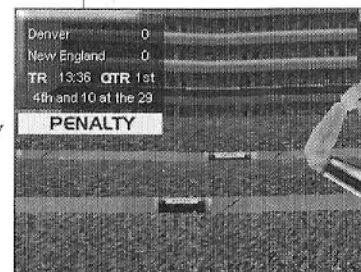
Depending on what you do, the line of scrimmage, down number, and/or yards to go to a first down may change accordingly.

Behavior that draws penalties is a function of individual player attributes. Each player on your team has a different mix of skills, weaknesses and experience; some are more penalty-prone than others. There's much more about player attributes under Advanced League Team Management.

If an injury occurs during a game, it affects some of the injured player's skills in realistic ways. For example, a wrist injury hurts a player's ability to throw or catch, but his running speed will remain the same. When an injury occurs a message will appear on screen. Injured players may remain in the game, but will suffer reduced performance.

Score & Status Display

This display shows the game score, team names, down and distance, quarter and time remaining in a small rectangle at the upper left hand corner of the Main Play Screen. If a penalty is called, visual confirmation also appears in the Score & Status Display.



Play-by-Play

You'll hear a broadcast-style play-by-play, and down and distance in your game. Yes, you've heard that voice before. It belongs to Howard David, the voice of Monday Night Football for CBS Radio Sports.

Progression of the Game

The game will last four quarters, each running the length of time you specified in the game setup phase. You cannot alter the running time of quarters once the game has begun.

For the second half you'll defend the other side of the field, and, if you won the pre-game Coin Toss and deferred your decision to the second half, you must decide whether to kick or receive.

When the game is over the final score will be displayed but, as this is an exhibition game not recorded by *Football Pro '99*, the achievements of individual players will not be added to their permanent statistical records.

Saving Uncompleted Games

Unlike your NFL counterparts, you have the ability to break for lunch. You can freeze a game in progress, save it in *Football Pro '99*, and return to finish it later.

To save an uncompleted game, go to Options menu, select Save and Quit.

To return to an uncompleted game, start from the Universal Toolbar. Click on Load Game, then from the next menu click on Load Saved Game. A dialog box will appear displaying a list of games you have saved. Select the game you want using your mouse. The game will load automatically and you'll pick up where you left off.

Like it So Far?

These first pages have helped you get in there and learn the game. But you haven't seen anything yet!

Still ahead:
regular seasons, team and roster management, and league play.

As you progress, you'll probably want to try some of *Football Pro '99's* Two-a-Day Drills — simple tutorials that take you through useful or rewarding aspects of the game one step at a time.

Setting Up a Basic League

This part of the manual covers overall team management in a regular season, both on the field and in the owner's office. Most of the functionality discussed here is found under the Teams button on your Universal Toolbar.

You can access this information in two ways. If you're looking at a button right now and wondering what it does, start here: we'll run down all the Teams functionality one button at a time.

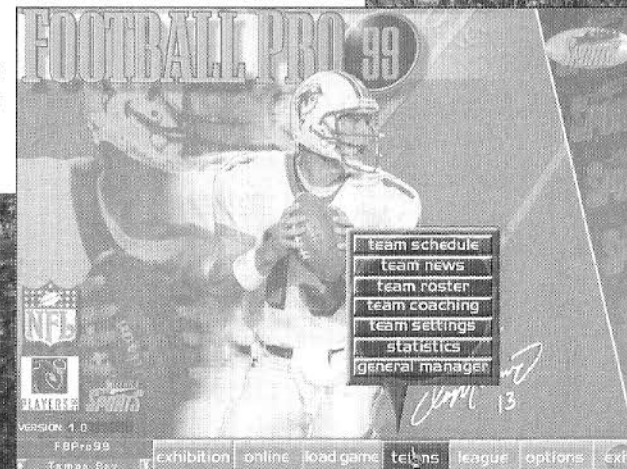
If you have a task in mind and want to know how to do it, skip ahead and peruse the section headings.

TEAMS BUTTON FUNCTIONALITY GUIDE

Bear in mind that you can manage multiple teams, but only one team at a time — the one whose name appears in the Current Team Control space on the left side of your Universal Toolbar. To manage another team, use the scroll or pull-down menu functions of the Current Team Control to display a different team name.

And, of course, you can't manage a team being managed by the computer or someone else!

With the desired team name displayed in Current Team Control, find Teams on the Universal Toolbar and click it.

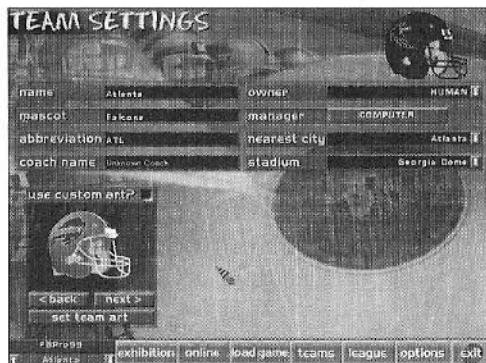


Note:

To take control of a team, change its Ownership to Human. To manage the team, change Management to Human. You can also make changes to a computer managed team, but those changes may be lost when the computer manages the team.

Team Settings

On this screen you can personalize your football team. You decide how much managing you actually want to do and how much you wish to assign to the computer.



You may specify:

Team name

Team mascot

Team abbreviation/nickname

Coach's name

Nearest major city to team

Team's home stadium

Owner's name, if you want to assume owning duties yourself; or you can have the computer do those things for your team automatically

Assign team management duties

A change in helmet art (team logo)

TEAM ROSTER

Click on a player to select. Double-click on a player to view player information. For back a player's statistics, click on the player's current stat setting.

no	pos	name	age	exp	ht	wt	rating	status	injury
A 021	QB	Demaryius Thomas	26	2	72	203	8	0	0
A 022	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 023	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 024	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 025	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 026	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 027	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 028	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 029	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 030	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 031	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 032	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 033	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 034	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 035	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 036	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 037	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 038	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 039	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 040	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 041	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 042	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 043	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 044	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 045	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 046	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 047	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 048	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 049	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 050	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 051	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 052	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 053	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 054	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 055	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 056	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 057	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 058	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 059	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 060	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 061	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 062	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 063	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 064	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 065	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 066	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 067	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 068	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 069	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 070	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 071	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 072	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 073	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 074	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 075	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 076	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 077	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 078	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 079	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 080	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 081	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 082	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 083	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 084	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 085	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 086	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 087	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 088	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 089	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 090	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 091	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 092	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 093	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 094	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 095	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 096	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 097	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 098	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 099	QB	Drew Bledsoe	34	4	72	203	9	0	0
A 100	QB	Drew Bledsoe	34	4	72	203	9	0	0

release player active 47 inactive 0 print

FBPro99 exhibition online load game teams league options exit

Team Roster

This screen shows your team's roster in its entirety. You can also choose to view offensive players only, defensive players only, special teams or the injured list. Selecting these roster segments results in the display of specialized, more comprehensive statistics for each player.

An Overall Rating is provided for each player: a weighted numerical

performance rating which estimates the player's abilities and effectiveness as he is on your team. If you want more information about an individual player, you can double-click on the player and see a screen with his entire playing history and statistics, plus breakdown ratings of his various strengths and weaknesses, category by category.

The screen shows you the player's assessed potential ratings versus his actual ratings.

This information should help you determine your team's overall strength and decide whether to pursue other talent through trades or the free-agency pool.

If you are in a single-computer league, by clicking on View Player, you can view and alter a player's various strengths and weaknesses. If you're playing in an online league, you cannot edit a player's attributes. You cannot modify a player on a computer owned team.

At the bottom of the Team Roster screen there is a button to release a player.

Additional buttons on this screen let you sign free agents and trade players. See Team Roster Management, in the Advance Team League Management section, for more on the mechanics of player trades, negotiations, and signings.

Team News

A News Screen reports the team's game results, outstanding performances by players, awards won and other newsworthy developments. You can also view Award Information for every past year that your league has been in existence. Do this by clicking on the Year box above the News Screen and selecting an alternate year from the pull-down menu. Team news also shows the league news, big news items for the whole league. Team news will also tell you about proposed trades made to you by another team, which you will then have to accept, decline, or make a counter offer.

NEWS season 1999

league news

Week 1

480 yards passing in a game
Drew Bledsoe of New England against Denver
Glenn Foley of New York AFC against San Francisco

280 yards rushing in a game
Ericc Rhett of Baltimore against Pittsburgh

team news

Week 1

280 yards rushing in a game
Ericc Rhett against Pittsburgh

FBPro99 exhibition online load game teams league options exit

TEAM SCHEDULE
PACKERS

results	opponent	attendance
Pre Week 1	24-19 W	SAN FRANCISCO 48,949
Pre Week 2	27-14 W	NEW ORLEANS 54,228
Pre Week 3	16-5 L	Dallas 49,729
Week 4	17-7 W	Minnesota 59,539
Week 5	Not played	MINNESOTA
Week 6	Not played	DETROIT
Week 7	Not played	CHICAGO
Week 8	Not played	Chicago
Week 9	Not played	NEW ORLEANS
Week 10	Not played	New Orleans
Week 11	Not played	Dallas
Week 12	Not played	SAN FRANCISCO
Week 13	Not played	NEW ORLEANS
Week 14	Not played	Tennessee
Week 15	Not played	Tennessee
Week 16	Not played	PITTSBURGH
Week 17	Not played	Pittsburgh

print

FBPro99 exhibition online load game teams league options exit

Statistics

Football Pro '99 keeps track of all statistics you'd typically find in your daily sports page or sports Web site.

FINANCE REPORT **BRONCOS** financial settings draft futures

revenue	amount	rank
gate receipt sharing	\$ 0	30
broadcast revenue	+\$ 300,000	30
luxury box admission	+\$ 900,000	16
general admission	+\$ 1,802,250	16
concessions	+\$ 164,700	3
total revenue	+\$ 3,166,950	18
expenses		
profit sharing	260,000	21
operating expenses	50,000	1
salaries	3,000,000	10
stadium expenses	6,306,675	10
total expenses	\$ 3,940,675	10
total (revenue-expenses)	\$ 778,725	29
statement		
total YTD	\$ 778,725	29
year projected	\$ 2,278,800	29
cash on hand	\$ 15,450,000	3
salary cap remaining	\$ 2,000,000	28

print

FBPro99 exhibition online load game teams league options exit

Team Schedule

This screen displays a list of your team's games for this season. For games already played the screen reports the result and attendance. Double click on a played game to view the Box Score for that game.

SETUP INSTRUCTIONS

There are no human managed teams in the default league, so you must change a team to Human Owned to participate. Additionally, this league also has finances turned OFF, so you will need to Create a New League to use finances.

League Schedule

This screen displays all the scheduled contests in your league, both completed and upcoming.

To actually play a scheduled contest, click on its listing.

When you move to play a scheduled game, you have the option of playing it in the full Game Environment in real time, or in Simulation Mode.

Simulation Mode

With Simulation Mode, the computer pits the two teams against each other, considers their relative strengths, simulates a game "off-camera," and reports a final score. All the players involved add to their records, just as if the game had been played in the arcade-style Game Environment.

Simulation Mode may be attractive for two reasons:

If you are playing in an online league with more teams than people, the computer manages all the "spare" teams. When games between two computer-controlled teams are scheduled, you will likely want to play them in Simulation Mode.

If your interest lies with football statistics and roster management rather than the arcade experience, you can run most or all of your games in Simulation Mode and concentrate on scores and stats rather than coaching strategy.

PLAYING REGULAR SEASON GAMES (LEAGUE GAMES)

LEAGUE SCHEDULE Division Week 1

visitor	home	play simulate
Atlanta Falcons	New York NFL Broncos	
Carolina Panthers	San Francisco 49ers	
New Orleans Saints	Dallas Cowboys	
Denver Broncos	Arizona Cardinals	
Carolina Panthers	San Francisco 49ers	
Minnesota Vikings	St. Louis Rams	
Atlanta Falcons	Tampa Bay Buccaneers	
Denver Broncos	Miami Dolphins	
Carolina Panthers	New England Patriots	
Oakland Raiders	New York AFC Jets	
San Francisco 49ers	Buffalo Bills	
Indianapolis Colts	Indianapolis Colts	
Pittsburgh Steelers	San Diego Chargers	
Jacksonville Jaguars	Seattle Seahawks	

print play/simulate games simulate until

FBPro99 exhibition online load game teams league options exit

Tip:

You can also restart saved, uncompleted games from the League Schedule by clicking on the game you want.

LEAGUE STANDINGS

AFC					NFC						
West	W	L	T	PF	PA	West	W	L	T	PF	PA
Atlanta	0	0	0	0	0	Denver	0	0	0	0	0
Detroit	0	0	0	0	0	Kansas City	0	0	0	0	0
New Orleans	0	0	0	0	0	San Diego	0	0	0	0	0
San Francisco	0	0	0	0	0	Seattle	0	0	0	0	0
St. Louis	0	0	0	0	0						
AFC					NFC						
Central	W	L	T	PF	PA	Central	W	L	T	PF	PA
Chicago	0	0	0	0	0	Baltimore	0	0	0	0	0
Detroit	0	0	0	0	0	Cincinnati	0	0	0	0	0
Green Bay	0	0	0	0	0	Jacksonville	0	0	0	0	0
Minnesota	0	0	0	0	0	Pittsburgh	0	0	0	0	0
Tampa Bay	0	0	0	0	0	Tennessee	0	0	0	0	0
AFC					NFC						
East	W	L	T	PF	PA	East	W	L	T	PF	PA
Arizona	0	0	0	0	0	San Francisco	0	0	0	0	0
Dallas	0	0	0	0	0	Indianapolis	0	0	0	0	0
New York AFC	0	0	0	0	0	Miami	0	0	0	0	0
Philadelphia	0	0	0	0	0	New England	0	0	0	0	0
Washington	0	0	0	0	0	New York NFC	0	0	0	0	0

League Standings

Here *Football Pro '99* displays full conference standings, including the season's won-lost records and box scores, for the entire league. At the start of a new season every team's record is 0-0, of course; as the season progresses the standings will show which teams have clinched division titles and Wild Card spots in the playoffs.

LEADERS & RECORDS

Season	View	Qualifiers	Positions	Min	Max	DB
1998	Individuals	All players	All	10	10	DB
	Teams	League minimum	All applicable	10	10	DB
		10 min/1 game	uslect	OL	DL	
passing	receiving	rushing	yards	turnovers	scoring	
interceptions	tackles/sacks	efficiency	field goals	punting	returns	
passing						
Rank	Team	Rank	Min	Max	Rank	Min

League Statistics - Leaders & Records

Leaders & Records is the main statistical screen for the lifetime of the league; in other words, it covers more than the current season.

This screen shows you which teams, and which individuals, lead the league in a variety of categories.

Using the pull-down menu, you can choose to view:

- Active leaders
- All-time (lifetime) leaders
- 1998 (or previous season) leaders

You can opt to view either Individual Leaders or Team Leaders. And you can choose among the following achievement categories:

- | | |
|---------------|---------------|
| Passing | Receiving |
| Rushing | Yards |
| Turnovers | Scoring |
| Interceptions | Tackles/Sacks |
| Efficiency | Field Goals |
| Punting | Returns |

Depending on how you use this screen, you can display a list of all-time league leaders or current individual leaders in each category; or you can rank the league's teams by their demonstrated prowess in each category.

League News

A News Screen reports league scores, trades and signings, outstanding performances by players and other newsworthy developments. You can also view archived award information for every past year that your league has been in existence. Do this by clicking on the Year box above the News Screen and selecting an alternate year from the pull-down menu. (This screen is identical to the Team News screen found under Teams.)

NEWS

Season 1 1998

League news

Week 1

400 yards passing in a game
Drew Bledsoe of New England against Denver
Glenn Foley of New York AFC against San Francisco

200 yards rushing in a game
Eric Rutt of Baltimore against Pittsburgh

Team news

Week 1

200 yards rushing in a game
Eric Rutt against Pittsburgh

LEAGUE SETTINGS

Basic Commissioner Duties

- | | |
|-----------------------|----------------------|
| Changing League Stats | Updated League Files |
| League Settings | Financial Reports |
| Financial Settings | Create New League |

Changing League Stage

The League Stage shows exactly what your league is doing at that time. Between stages (each stage is described below), the computer will stop its processing to allow you the option of moving on to the next league stage. For example, at the end of the season you have a league stage that says "Generate Pro Bowl Teams." Click on this button to carry out the function and move onto the next.

CHANGE LEAGUE STAGE

update league files | financial settings
change league stage | league settings
host online draft | create new league

Season

Preseason

Regular Season

Playoffs

Generate Pro Bowl Teams

Calculate Awards

Generate pro-bowl teams | End season

LEAGUE STAGES

Pro football has an off-season, a preseason, a season schedule, and a post-season...and so does *Football Pro '99*. Like the sport's professional managers, you have activities year-round.

Before-Season Period

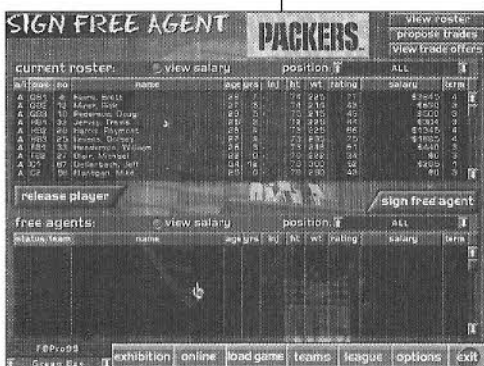
During this stage teams may waive any players they wish and designate Transitional and Franchise Players.

Free Agent Signing Period

All teams make offers to the available free agents. A team has no restrictions on the number or amount of offers at this point. Players do not accept or reject offers as yet. Once all the offers have been made, *Football Pro '99* evaluates them, starting with the one with the highest likelihood of acceptance. If this one is accepted, all other offers are declined. If two competing offers have equal odds of acceptance, the team with the worst record is evaluated first.

A player need not accept an offer. Once all offers are evaluated and decisions made, all teams are notified which offers have been accepted and which have been rejected. If any of the accepted offers are from a player whose current team has rights of first refusal then the team has the option of matching the offer at this point. If the offer goes unmatched then the new team may sign the player. If the offer is matched the current team retains the player.

After all offers have been handled, the League Commissioner has the option of performing another run-through the signing process or ending the Free Agency signings. If the commissioner stops the process the league goes on to the draft. Any Free Agents not signed when the draft begins are automatically placed on waivers and become members of the Free Agent Pool.



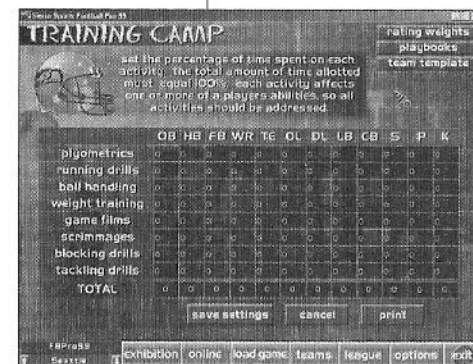
Player Draft

New players enter the league. Teams take turns drafting talent. The draft continues through 7 rounds; undrafted players are moved into the Free Agent pool.

Training Camp

This function allows you to set training camp priorities for the next pre-season on a position-by-position bases. Players ratings will improve based on the amount of playing time. If a minimum amount of playing time isn't met, ratings may decline.

Players are trained according to the choices made in the team's training camp settings.



Pre-Season Play

As the pre-season begins, all teams have a maximum roster size of 80 players. Before the regular season starts, the roster must be cut down to the regular season limit of 53 players.

Regular Season

Play games.

Post-Season Playoffs

Next step to the ring.

League Championship Game

May the best team win.

Awards

Recognition for a great year to those deserving.

End-of-Season Activities

At the end of each season *Football Pro '99* updates the status of all roster players. This includes healing all players, retiring players, advancing player ages and determining the free agency status of all players. Any player on Injured Reserve will be placed on the team's roster before the new season begins.

LEAGUE MANAGEMENT

Creating a League

Leagues can consist of 8, 10, 16, 20, 24 or 30 teams. *Football Pro '99* will organize them automatically into conferences as evenly-sized as possible. Teams are divided into a maximum of two equal-sized conferences, with two or three divisions in each conference. Divisions can have no fewer than four teams and no more than six.

Football Pro '99 includes a League Creation Wizard to assist you in forming your own league. To start the process, go to your Universal Toolbar, click on Leagues, then League Commissioner, then Create New League. This starts the League Creation Wizard, which takes you through the creation process step by step.

The first screen asks you to:

Name your league. You can choose any league name that isn't already taken. Picking a league name that is already taken will overwrite existing league data.

Indicate whether your league is to exist online, or on a single computer.

Pick a starting year for the league.

Pick a name for your league's Championship Trophy.

The second screen asks you to:

Decide on the number of teams that will comprise your league.

Show whether the league's participants want to start with default team rosters supplied by the computer, or build each team's roster themselves from the ground up.

The third screen asks you to:

Name your league's conferences and divisions.

Select a team for replacement or add to the league.

The fourth screen asks you to make some decisions about the way your league will operate:

Do you wish to use the basic free agency system, or the advanced free agency system? (In basic mode the computer will figure everything for you.)

Do you want to enable the full Financial Model, enable a simplified version, or disable it altogether?

Do you want to keep all weekly statistics as the season progresses, or keep only statistics relating to the most recent game played plus season-to-date statistics?

Do you want to keep previous season statistics for review?

Do you want to automatically retire players after a specified number of years? If so, how many years do you want to constitute a career in your league?

The fifth screen asks you to:

Set league ground rules concerning fatigue, injuries, fumbles, interceptions, and penalties.

Decide whether you want to use the 40-second play clock (requiring gamers to run plays within 40 seconds or else suffer a delay-of-game penalty).

Choose the length of the quarters your teams will play. Quarters can be 5, 10 or 15 minutes long.

Set the level of game difficulty you wish: rookie, veteran or all-pro.

After the fifth screen, the League Creation Wizard will show a synopsis of the information you've entered and ask you to approve it.

Duties & Powers of the League Commissioner

League Commissioner duties include managing the settings for the league if he wishes to change the league settings after its creation. If the league is Online, the Commissioner updates and manages the transfer of league files between other players in the league and the commissioner's system.

Changing League Settings

You can use this function to view the league wide options. However, most of the options cannot be changed until after the season has ended and before the new season begins. Additionally, you'll find that the Financial Options are defaulted to OFF. To turn them on you'll need to either create a new season or change the options after the end of the season. By the way, these options mirror many of the options found the League Creation Wizard.

League Finance Reports

You can use this screen only if the league has the Financial Options turned ON. Along the top of the screen you'll find a financial overview of all league teams. The lower portion gives salary averages for each player in the league. Columns such as Average Salary of the 5 and 10 highest paid players are especially useful when negotiating with Free Agents.

League Finance Settings

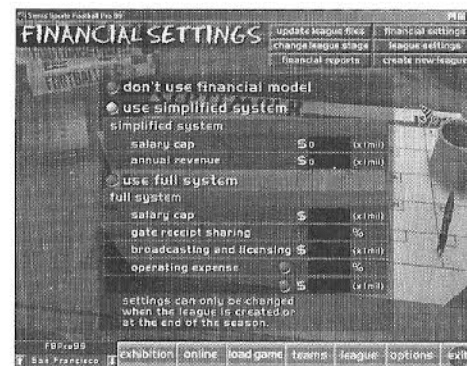
This screen allows a League Commissioner to make "global" changes to league financial settings. The League Commissioner can adjust:

The salary cap, or the maximum salary a team owner is permitted to pay out.

Revenue sharing, or the amount of broadcast and licensing income each team receives. The League Commissioner can decide whether this is a flat dollar amount — or a percentage of revenue, which may rise or fall depending on the success of the league.

Deductions from team gross revenues for overhead/operating expenses.

Non-commissioners may consult the Financial Settings screen to see how the Commissioner has set these values and may also view other league financial data: low and high salaries, average ticket and concession prices, etc. This data may be informative as you plot financial strategy for your own team.



ADVANCED LEAGUE TEAM MANAGEMENT

Team Roster Management

As noted above in the Teams Button Functionality Guide, the Team Roster screen displays the entire roster, or selected portions, for the team you're controlling. You can choose to view offensive players only, defensive players only, special teams, or the injured list.

The Team Roster Screen's Overall Rating button displays the weighted numerical performance rating for each player on your roster. *Football Pro '99* recalculates this rating every time you request it, so recent game performance can affect ratings.

You'll perform all your roster management tasks on this screen, including signing Free Agents and trading or releasing players.

Using the Current Team Control on the Universal Toolbar to select another team will put a different roster in the Team Roster Screen. This way you can check out an opponent's lineup.

TEAM ROSTER

Click on a player to select. Double-click on a player to view player information. To toggle a player's active state, click on the player's current a/i setting.

sign free agent
propose trades
view trade offers

view by: OFFENSE position: ALL

a/i	pos	no	name	age	yrs	inj	ht	wt	rating	salary	term
A	QB1	14	Detmer, Ty	30	20		78	184	8	\$0	0
A	QB2	14	Druckenmiller, Jim	25	20		76	228	7	\$0	0
A	QB3	8	Young, Steve	36	20		74	205	8	\$0	0
A	HB1	20	Heans, Tomson	26	20		71	215	9	\$0	0
A	HB2	32	Lavy, Chuck	25	20		78	197	8	\$0	0
A	FB1	44	Edwards, Man	22	20		78	237	8	\$0	0
A	C1	67	Dalman, Chris	27	20		75	285	7	\$0	0
A	G1	65	Brown, Ray	34	20		77	315	7	\$0	0
A	G2	66	Bogen, Kevin	32	20		79	325	7	\$0	0
A	T1	70	Brown, Jamie	25	20		80	320	6	\$0	0
A	T2	63	Grase, Derrick	27	20		75	275	7	\$0	0
A	T3	77	Hanshaw, Tim	27	20		77	300	7	\$0	0
A	WR1	68	Harris, Mark	27	20		75	195	8	\$0	0
A	WR2	81	Owens, Tarnell	23	20		74	213	9	\$0	0
A	WR3	80	Rice, Jerry	35	20		74	200	8	\$0	0
A	WR4	83	Stokes, J.J.	25	20		76	217	8	\$0	0
A	WR5	85	Umezuka, Iteany	24	20		79	195	7	\$0	0
A	TE1	85	Clark, Steve J.	25	20		75	255	7	\$0	0
A	TE2	66	Fann, Chad	27	20		75	253	8	\$0	0
A	TE3	82	Smith, Irv	26	20		75	248	8	\$0	0

release player active 41 inactive 0 print

FBPro99 San Francisco exhibition online load game teams league options exit

Roster Limits

Although *Football Pro '99* will allow you to exceed the roster limits, there are some limitations to the number of players allowed to play a game. During the preseason, a team may have up to 80 players on its roster. During the regular season, a team is limited to 53 players on the roster. Of these players, only 45 of them can be Active at any time. The number of Active players is shown at the bottom of the team's roster screen. You can change the Active/Inactive status of a player by clicking on the current status of the player. This will toggle the player from Active to Inactive or vice versa. If a team has less than 42 or more than 52 Active players, the team will be unable to participate in any games.

In addition to the total number of players, *Football Pro '99* imposes some requirements on the minimum number of players of each position that is active. A team must have:

- 2 Quarterbacks
- 3 Runningbacks (Halfbacks and Fullbacks)
- 5 Receivers (Wide Receivers and Tight Ends)
- 6 Offensive Linemen (Centers, Guards and Tackles)
- 5 Defensive Linemen (Defensive Tackles and Defensive Ends)
- 5 Linebackers
- 7 Defensive Backs (Cornerbacks and Safeties)
- 1 Kicker
- 1 Punter
- 1 Kick Returner
- 1 Punt Returner

Specifying Kick and Punt Returners

On the Team Roster screen, you can view by Special Teams. If you then switch to Kick or Punt Returner you may select a player and then set that player to be the returner for the view selected.

Player Attributes

This section tells you how to assess player attributes, how salaries are figured, and how to deal for a player's services.

Every player in *Football Pro '99* is defined by a set of values. Some are obvious, like his name and age. Some are more subtle, like agility ratings, team loyalty and playmaking ability.

Each player's attributes are displayed on his Attribute Screen, one of the Team Roster Player Screens. *Football Pro '99*'s long list of player attributes virtually assures that no two players you meet will act the same.

Every player on a team receives a salary based on their position, performance and attributes.

Team Coaching

This screen is where you can select playbooks, create plays and prepare strategy for upcoming games.

Coaching duties during games include play calling, time-out calling and substitutions. You can choose to coach your team yourself or have the computer do it.

Play Editor

The *Football Pro '99* Play Editor is the tool you use to create and store plays.

When you start playing *Football Pro '99* you'll find a number of preloaded plays at your disposal. As you get more adept at the game, you may want to build your own — to test your own strategies or catch an opponent off-guard.

Instructions for the Play Editor are found a little further on.

Players

Football Pro '99 comes loaded with NEARLY 1,700 NFL player profiles. They're real, authentic players, and their statistics are accurate to the start of the 1998 season.

Eventually, players age and retire — as they do in real life. With each season the player pool would shrink — were it not for the fact that *Football Pro '99* creates new players for you to draft.

Note:

In league situations the free agency system works hand in hand with the Financial Model to balance out teams.

With retirements and new player creation, over time, your roster will become a unique mix of real and fictional players.

Player Free Agency Status

If your league is using the Advanced Free Agency System, every player will have a free agency status. Consequently, every player in *Football Pro '99* will fall into one of six categories.

Unrestricted Free Agent

An unrestricted Free Agent is not employed and is available to you. He is not under contract with his current team and is free to negotiate and sign with any team. If he switches teams, his former team is due no compensation or right of first refusal.

Unrestricted Free Agent: Franchise Player

A Franchise Player is a Free Agent who remains employed and bound to his current team. Each team can designate just one player as its Franchise Player. The player is free to negotiate with and examine offers from other teams, but if the player reaches a deal his current team has the right to match it and retain him. If his current team chooses not to match the new offer and loses its Franchise Player, it receives two picks in the upcoming draft as compensation.

Note:

You can have a Franchise Player or a Transition Player on your roster, but not both.

Unrestricted Free Agent: Transition Player

A Transition Player is a Free Agent who is also bound to his current team. A team can designate one potential free agent on its roster as a "transitional" player. The player is free to negotiate with and examine offers from other teams. But if the player reaches a deal with another team, his current team has the right to match it and keep him.

Restricted Free Agent

A restricted Free Agent is employed by a team but not under contract. He may be shopping for a new team, but his current team retains some rights. If the player agrees to a contract with a new team, the current team has the right to match the offer and keep the player — or lose the player with no compensation.

Signed & Under Contract

Unless he's signed and under contract to you, you can admire him, but you can't have him.

Waived

When a player is "waived" from a team, that team is giving up its contractual right to that player. A waived player has been released and is available. In the NFL there is a procedure to releasing a player, who then "clears waivers" once the procedure is complete. In *Football Pro '99*, however, a player who is "waived" is release and is available for signing by any team immediately.

Making Offers

You offer a proposed salary; signing bonus; and a contract of one, two, three or four years.

You need not offer a player exactly what he's asking. When trying to sign a player after the season has started, for example, lower offers grow more attractive as time goes by.

A signing bonus can make a longer contract more attractive to a player. Bonuses are amounts of cash that go to a player at once.

Competing for Talent

In a league environment a player may be sought after by more than one team. If so, all interested teams submit offers at once and the player analyzes all the offers before him. How this process works depends on the time of year.

Franchise Players, Transition Players and Restricted Free Agents give their own teams the right of first refusal. If a player strikes a deal with a new team, his current team has the right to match it and retain his services.

Player Negotiations

You negotiate directly with players to reach contract agreements. While salaries and contract lengths are negotiable, you still need to abide by a salary cap set by the League Commissioner.

You can negotiate deals for players at any point in your season, especially if injuries or trades create holes in your roster and require you to turn to the Free Agency Pool. Most contract negotiations, however, take place during the Free Agency signing period before the pre-season.

All player negotiations and signings occur in the Player Negotiation Dialog. This screen will appear when you attempt to sign a Free Agent.

The Player Negotiation Dialog includes three financial detail sections. The first shows the player's current deal, if any. The second shows the player's most recent new offer. The third displays his counteroffer.

The first section of the Player Negotiation Dialog shows the player's current deal and whether he has a Franchise or Transition designation. You are allowed only one of the two on your team — not both. If no player of yours already has a Franchise or Transition Player designation, you can assign one at this point.

If you do this, a tender offer from your team is automatically entered in the second section of the Player Negotiation Dialog, which always displays the most recent offer the player has received. The automatic tender offer to a designated Franchise Player is 120% of his base salary for the previous year or the average of the five highest prior-year salaries for players at his position — whichever is higher. The automatic tender offer to a designated Transition Player is 120% of his base salary for the previous year or the average of the ten highest prior-year salaries for players at his position — whichever is higher.

The third section of the Player Negotiation Dialog shows any counter offer the player may make in response to his latest salary offer. The player's response is determined by his attitude attribute and the number of championship teams he's played with.

Roster and Free Agent Pool Limits

If a team has too many players, it is not allowed to sign more until spots open up on the roster. Additionally, the Free

Agent Pool always has at least five players available in each position.

Player Draft

The annual draft is when newly created players are introduced to the teams. Team's draft players until 7 rounds have passed. Undrafted players are deposited in the Free Agent pool.

Trades

You can trade players with other teams, whether or not you are playing in an online league. If you aren't, you can trade with teams controlled by the computer. They or you can propose trades.

Retiring Players

It happens in the NFL, and it happens here too. Injuries and aging are the major factors that determine whether a player is prime for calling it quits. A majority of the retirements will occur with players who are in the Free Agent Pool. Any player in the Free Agent Pool 40 years old, or older, will automatically retire.

FRONT OFFICE FINANCES

Football Pro '99 includes a complete Financial Model that accurately depicts the financial side of modern team sports.

The Financial Model gives you the added challenge of negotiating personnel salaries and managing other expenses, setting ticket prices and maximizing other revenues, and trying to make money in the bargain.

Your decisions will affect team performance and attract or repel fan support. You can spend big to land a superstar free agent, for example, but you might then have to raise ticket prices to cover his paycheck...which could drive attendance down...which could actually lower your gate receipts.

Sure, it's a challenge. That's why NFL general managers always have that dazed look.

To enable the Financial Model, create a new league using the Financial settings you desire.

Team Revenues

Your team takes in money in the following ways. (This isn't profit, remember, just revenue. Like your paycheck before you cover the grocery bill.)

Gate Receipts

Gate receipts are revenues from home game ticket sales. Receipts are figured from the average ticket price and the number of fans who attend the game. The lower the price, the more takers you'll have — but, remember — each is paying less.

Teams depend heavily on gate receipts. Attendance is affected by a number of factors:

Season win/loss record

Prior popularity

Prior championships

Ticket prices and their relationship to league average prices (if you're dramatically higher than the league average, your fans will start to ask why)

Superstar players on your roster

You sell two types of tickets — general seating and luxury box tickets. 10% of your available seats are luxury box seats.

To set ticket prices click on General Manager and select Financial Settings, then set ticket prices.

Concessions

This revenue comes from food and beverage sales at your games. Again, the lower you set the price of a meal at your stadium, the more you'll sell, but the smaller your profit margin. It's up to you to find the best price.

To set concession prices click on General Manager, select Financial Settings, then set Concession prices.

Broadcast and Licensing Income

This revenue is from TV interests and league-wide licensing contracts. This money is shared equally with all teams and you don't really have to do anything to earn it except show up. If you're in an online league, the amount to be shared is determined by the League Commissioner.

Team Expenses

Player Compensation

The total amount paid to your players. You can affect this figure by trading, negotiating, opting for high-priced or bargain talent, etc.

Gate Receipt Sharing

A portion of your revenue at home games is automatically shared with the visiting team. If you're in a league, the amount is determined by the League Commissioner.

Overhead

A percentage of your revenue is spent automatically to cover overhead expenses. This expense doesn't affect the quality of team play.

Effect of Financial Decisions

The best way to make money is to win football games. A popular, successful team has a more loyal fan base which is less apt to be turned off by higher ticket prices.

If this isn't turning out to be your season but you still want to try to make money, you can help compensate for subpar performance on the field by cutting ticket and concession prices. Your financial decisions can add success. If you sign expensive talent to improve your team's record, however, you may have to raise revenues — and risk angering fans used to cheap entertainment. You'll feel like a real NFL GM in no time.

You can assess your team's financial performance by clicking to General Manager.

Bankruptcy

If your team runs out of operating funds, you will automatically receive a loan so you can continue operating. You're responsible for paying this loan back with interest on a weekly basis. The cost of the loan is added to your overhead.

USING THE PLAY EDITOR

The *Football Pro '99* Play Editor is the tool you use to create and store plays. The Play Editor has been changed and improved for this edition of *Football Pro '99*.

The Play Editor divides stored plays into offensive and defensive plays.

Offensive Plays

Offensive plays are organized in the Play Editor according to four characteristics you assign:

<i>Formation</i>	<i>What's the basic formation of the play, minus shifts or motions?</i>
<i>Pass/Run</i>	<i>Is it a passing play or a running play?</i>
<i>Down</i>	<i>What down do you generally call the play?</i>
<i>Distance</i>	<i>How much yardage is the play designed to gain?</i>

Defensive Plays

Defensive plays are classified in the Play Editor using three characteristics you specify:

<i>Formation</i>	<i>What's the basic formation of the play?</i>
<i>Pass Coverage</i>	<i>Man-to-man, zone, or combination?</i>
<i>Blitz</i>	<i>Real, fake, or none?</i>

Playbooks

If you're not using the default Playbooks provided, you'll need to use the Play Editor to create Playbooks. Before a

game begins, each team must designate offensive and defensive Playbooks for the entire game.

Your Playbook can consist of up to 64 offensive plays and 32 defensive plays. To simplify things, plays within a Playbook are listed first by formation, and then in the order you created them.

Profiles

Think of Profiles as instructions for the computer on how to coach your team when playing a game in simulation. Click on Profiles and build your team as you see fit, the computer will play the game accordingly in simulation or while you watch. More information on building a coaching Profile is provided in the upcoming Tutorial.

External Play Editor

You have an external Play Editor which you can use without having to load and use the rest of *Football Pro '99*.

The external Play Editor works just like the in-game Play Editor. You can create players to be imported into existing leagues, modify existing players, and create or modify players for a League Draft. To get to the external play editor, click on its icon in the Start menu under Programs, Sierra Sports.

AROUND THE LEAGUE:

To let your friends in on the action you're now digging into, league functionality is fully integrated into *Football Pro '99*.

You can organize a league of as few as four teams or as many as 30; you can play league games on one computer or, with online connectivity, over distance. You can stage a preseason, a regular season, playoffs and a championship game. *Football Pro '99* even lets you customize league rules and expand the league between seasons.

This section covers league setup, the powers of the League Commissioner, multi-player functionality issues, and team management issues such as online trades that come up in a league context.

Most of the functionality discussed here relates to the League and Online buttons on your Universal Toolbar. We'll start by running down the screens and functions each button summons. So if you're looking at a particular button and want to know what it does, start here. If you have a particular task in mind instead and want to know how to proceed, skip ahead to browse the section headings.

LEAGUE BUTTON FUNCTIONALITY GUIDE

When you click on League on your Universal Toolbar, you'll get the opportunity to view — and, if you happen to be the League Commissioner, change data and rules relating to the league currently displayed in the Current League Control window on your Universal Toolbar's left side.

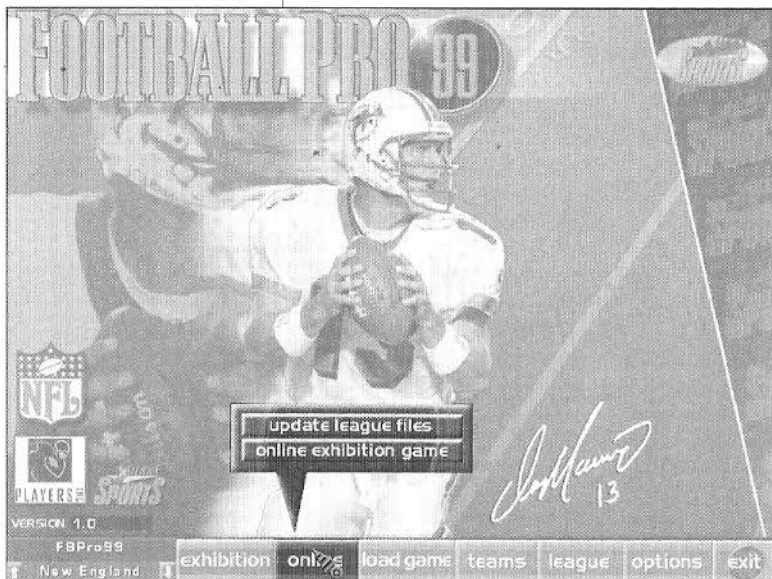
The default league you start with is called NFL. It's a replica of the NFL as it existed at the start of the 1998-99 season.

Note:

Functions for these buttons were described earlier under Playing Regular Season Games.

ONLINE BUTTON FUNCTIONALITY GUIDE

The Online button on your Universal Toolbar connects you with other gamers in your league using the Internet. This is where you go to play league games or keep your league files current. From your Universal Toolbar, click on Online and you'll see these two following options.



Update League Files

If you are not the League Commissioner, this button brings your league files up to date with the "latest and greatest" version as prepared by the commissioner. The League Commissioner can post updates files on an FTP site on the Web, or make them available via e-mail. Clicking here brings up a dialog box that asks you how you want to synchronize your files.

Online Exhibition Game

You can play "off-the-books" exhibition games in a league/online environment, just like the game described in this manual under Take the Field: Getting Started.

When you click here, you'll get a dialog box asking whether you want to Create Game (initiate a new exhibition game) or Find Game (join a game created by another league participant in another location).

Online League Games

To play Online League Games you must use the League Schedule Screen. When you play, you will be given an option: play Locally or play Online. If you select Online, the game will connect using a method of your choosing.

League Security

League Security requires team controllers to log in with a password. If someone enters an incorrect password three times, the system will treat that person as a guest. Guests cannot view secure information or change team or league parameters.

The League Commissioner's password permits him or her to change all team information and make other league-wide changes.

Updating League Files

In even a moderate-sized online league, numerous games may be played away from your particular computer. Records improve, statistics change, and the state of the league evolves. In this area, *Football Pro '99* synchronizes your league records with those online to insure that you're kept current.

There are two basic ways to update your computer's league files:

If your League Commissioner maintains an FTP (File Transfer Protocol) site on a World Wide Web server, you can use this screen to instruct *Football Pro '99* to "TRANSFER FILES VIA FTP." If you are a League Commissioner and you wish to maintain such a resource yourself, contact your Internet service provider (ISP). Sierra Sports does not offer online FTP resources to *Football Pro '99* users at this time.

You can opt to transfer files via e-mail to or from the League Commissioner by clicking on Transfer Files via E-mail and following the instructions.

In either case *Football Pro '99* will access the Internet via your modem without needing to launch your computer's Web browser or e-mail facility.

A League Commissioner who updates his or her league files will see league activity (trades, free agency disputes, etc.) reported on this screen via dialog boxes.

Update League Settings

Here, the commissioner can change some of the settings in the league.

Remote League Management

The Remote League Manager allows the league to be updated across Internet email and FTP. View the README file in your *Football Pro '99* directory for more information on how to setup and use the Remote League Manager.

Multi-player Connectivity

Unless you're visiting the Sierra Sports Web site, *Football Pro '99* goes online without using your computer's Web browser and supports two controllers in a multi-player game. In addition, *Football Pro '99* supports up to two computers connected via Direct Play™.

Multi-player Action on One Computer

Multi-player games on a one computer can be started as Exhibition Games or through the League Schedule.

At the Controller Selection Screen the game will be classified as multi-player if one controller is assigned to one team, and another controller assigned to the other team.

After selecting controllers, move the control left or right to select Coach only, Coach and Play, or Play only.

When the game begins, each controller on a team is assigned a player. When you're playing offense, Player One on each team is assigned the quarterback position. Other people controlling the same team are assigned players at random, but may change at any time as long as their new choice isn't already under the control of someone else.

In all other respects, multi-player games on a single computer work identically to single-player games. If the game is an exhibition game, team selections can be changed; if it's a league game, they can't.

SAVING IT FOR POSTERITY: UNFINISHED GAMES & GAME VIDEOS

The NFL has its official film unit — and we have ours. Virtually everything that happens on a *Football Pro '99* playing field is recorded.

Football Pro '99 gives you the option of stopping a game at any point, storing it in the computer, then returning to it later and completing play. You can also view video records of old games: yours...or those of upcoming opponents.

SAVING & RETRIEVING GAMES

To halt and save a game in progress that you wish to complete later, save and quit from the Game Option menu. You can now Exit *Football Pro '99* and your unfinished game will be saved.

To return to an unfinished game, launch *Football Pro '99*. On the Universal Toolbar, click on Load Game. You will get two clickable options: Load Saved Game and Load VCR Tape. Click on Load Saved Game. A dialog box will appear offering a list of saved games. Use your mouse to highlight the game you wish to continue and click to load. Play will automatically pick up where you left off.

In an online league, you can also restart saved games by clicking on League from the Universal Toolbar, clicking on League Schedule to display the status of all league contests; and then clicking on the game you want to reopen.

Note:

You can take comfort knowing that Football Pro '99 saves your game automatically after each play. This would be handy in the event of a power failure.

VIEWING GAME VIDEOS

To view video records of completed games, go to the Universal Toolbar and click on Load Game. From the next set of options, click on Load VCR Tape. A dialog box will appear offering a list of completed contests available for video review. Use your mouse to select the game you wish to view.

If you are participating in an online league, updating league files will download videos of games played elsewhere onto your hard drive. This way, you can preview strategies used by opponents you haven't yet played.

TWO-A-DAY DRILLS: LEARNING THE

TEAM MANAGEMENT TUTORIALS

Changing Rating Weights

Rating Weights are the values that are used by each team to calculate the Overall Rating of a player in the specified position. Depending on how the rating weights value the attributes, a player may be good at one position or another. Each team has their own set of rating weights, so each team can value different aspects of a position in the way that best suits the team.

To view the rating weights for your team, first make sure that the team is the current active team. Change to the Rating Weights Screen by clicking on Team and then Coaching from the Universal Toolbar.

The screen will show the rating weights for a particular position, by default the position is quarterback. You can change the position using the selector in the upper portion of the screen. Select the position you wish, to change, for example Halfback.

The values shown are what the AI is currently using when valuing players. The values can be set from 0 to 9, with 0 being "don't use in calculation" and 9 being "very important in calculation." Click in a field to change the weight in that rating. Notice at the bottom of the screen that as the weights change the values for the sample player also change. If at any time you wish to undo the changes, click the "Restore" button. To save the changes click the "Save" button.

Changing the Team Template

The template is used in conjunction with the rating weights to build a team. If the rating weights describe how to judge the quality of materials, the template is what material to use. In addition the template also knows when the quality of players at a position is sub-par so that the computer manager will replace the players through draft or trade.

Go to the Team Template Screen. Click on Team and then select Coaching from the Universal Toolbar. In the upper right hand corner select Team Template.

When you enter this screen, the current team template will be shown. The right hand side of the screen is for navigating through other team templates on your system. The left hand side of the screen shows the details about the currently loaded team template.

For this we will create a new team template. Click on "New Template" at the bottom of the right hand side. This will clear all of the existing values. At the top of the screen give the new template a short name and a file name. Then click the save button. Now we can set the values in the template. On the left hand side there is a Threshold column next to each position name, on the other side of the position name there is a list of zeroes. The threshold value is how the computer manager knows that the current players are not what are needed for the team. As the value for the position falls below the threshold the computer manager will attempt to acquire better players for that position. The depth slot values show how important the player of a given position and depth slot is to the overall make-up of the team. All values on this screen can be set between 0 and 99. An item with a value of 99 is more important to the team than a player with a value of 95. In addition a depth slot with a value of 0 is not important to the team at all.

Once all the items have been set, click on the "Save" button again. In addition to creating this blueprint for the team, you can also designate a set of coaching profiles and playbooks to be used with this template. Finally click on the "Set Template As Default" button. This will make this the template used by your team when the computer is managing.

PLAY EDITOR TUTORIALS

Making a Running Play

Click on the "File" button (upper right of screen).
 Select "New Play" from the list.
 Select Offense.
 Select "Run" from the Play Type list.

Select "I-Form" from the Formation list.
 Select 1st from the Down list.
 Select Medium from the Situation list.
 Enter a short description of the play (Ex: HB Sweep Right).
 Click "OK".

Click on the QB.
 Click on the "Add Rule" button (lower right of screen).
 Select "Wait for snap" from the list.
 Click on "Add Rule" again.
 Select "Handoff".
 Select "Handoff to HB" from the Handoff To list.
 Select "Next Spot" from the Handoff At list.
 Position the mouse to the right of the QB at the place you want the handoff to occur and click on it. This creates Spot #2 for the HB. A path is created for the HB to move to that spot and take the ball.

Right-click on the HB's 2nd spot (that was just created).
 Select Drag New Spot.
 Place HB Spot #3 about 5 yards past the TE and a yard or 2 behind the line of scrimmage. This creates a path that causes the HB to run outside.
 Select HB Spot #3.
 Click on "Add Rule".
 Select "Run the ball!" from the list. This causes the HB to run up field.

Right-click on the FB.
 Select Drag New Spot.
 Place FB Spot #2 just outside and upfield of HB Spot #3.
 Click on FB Spot #2.
 Click on "Add Rule".
 Select "Run Block" from the list.
 Select "Block nearest defender" from the Run Block list.
 Select "Block Style: Out" from the Block In/Out.
 Select "Rest of Play" from the Block For list.

Select Any Offensive Lineman.
 Look at the "Rules List" (above the Add Rule button). Since this is a run play, all OLs are set to Run Block - Standard. For most of them, this is fine, but we want one of the guards to Pull.
 Select the WG (the guard opposite the TE's side).

Select "Run Block" from the list.
 Select "Block along path" from the Run Block list.
 Place WG Spot #2 on the line of scrimmage in front of HB Spot #3. This causes the WG to pull to the strong (TE) side and block for the HB.

Select the TE.
 Click on "Add Rule".
 Select "Run Block" from the list.
 Select "Standard" from the Run Block List.
 Select "Block Style: Out" from the Block Out/In list.
 Select "Rest of Play" from the Block For list.

Right-click on either WR.
 Select Drag New Spot.
 Place Spot #2 upfield somewhere. This creates a dummy pass route that may keep the CB (or other defender) busy.
 Repeat for the other WR.

Making a Passing Play

Click on the "File" button (upper right of screen).
 Select "New Play" from the list.
 Select Offense.
 Select "Pass" from the Play Type list.
 Select "Pro" from the Formation list.
 Select "3rd" from the Down list.
 Select Short from the Situation list.
 Enter a short description of the play (Ex: X Post, TE Out, FB Flat).
 Click "OK".

Click on the QB.
 Click on the "Add Rule" button (lower right of screen).
 Select "Wait for snap" from the list.
 Click on "Add Rule" again.
 Select "Drop back to Pass".
 Select Read #1 from the QB Read list.
 Select "X".
 Select Read #2.
 Select "TE/Z".
 Select Read #3.
 Select "FB"
 Select "OK". The QB will now read in the order of X receiver, then TE, then FB.

Right-click on the X receiver.
 Select Drag New Spot.
 Position the mouse about 10 yards straight upfield from the X and click. This places the X's Spot #2 at the position.
 Select X Spot #2.
 Click on "Add Rule".
 Select "Look for pass" from the list.
 Right-click on X Spot #2.
 Select Drag New Spot.
 Position mouse about 20 yards upfield from Spot #2 in the middle of the field.

Click on the TE.
 Click on "Add Rule".
 Select "Pass Block".
 Select "Fake block, then" from the Pass Block list.
 Right-click on the TE.
 Select Drag New Spot.
 Place TE Spot #2 about 5 yards directly upfield from the TE.
 Click on TE Spot #2.
 Click on "Add Rule".
 Select "Look for pass" from the list.
 Right-click on TE Spot #2.
 Select "Drag New Spot".
 Place TE Spot #3 parallel with Spot #2, but about 5 yards from the right sideline.

Right-click on the FB.
 Select Drag New Spot.
 Place FB Spot #2 about 5 yards to the left of the WT and 2 yards behind the line of scrimmage.
 Click on FB Spot #2.
 Click on "Add Rule".
 Select "Look for pass" from the list.

Right-click on the HB.
 Place HB Spot #2 half way between HB Spot #1 and TE Spot #1.
 Click on HB Spot #2.
 Select Pass Block from the list.
 Select "Standard" from the Pass Block list.
 Select "Rest of play" from the Block For list.

Select the Y receiver.
 Click on "Add Rule".
 Select "Look for pass" from the list.
 Right-click on the Y receiver.
 Select Drag New Spot.
 Place Y Spot #2 about 25 yards straight upfield.
 This is a decoy route that they QB does not read.

Select Any Offensive Lineman.
 Look at the "Rules List" (above the Add Rule button). Since this is a pass play, all OLs are set to Pass Block - Standard.
 No further rules are needed for these players.

Making a Defensive Play

Click on the "File" button.
 Select "New Play".
 Select "Defense".
 Select "Zone" from the Play Type list.
 Select "4-3" from the Formation list.
 Select "2nd" from the Down list.
 Select "Medium" from the Situation list.
 Enter a short description of the play (Ex: Zone Blitz).
 Click on "OK".

Click on "Set Zone Pattern" (upper right of screen).
 Select "2 deep 4 shallow".

Click on the LDE.
 Click on the "Add Rule" button (lower right of screen).
 Select "Rush Aggressively" from the list.

Click on the LDT.
 Click on "Add Rule".
 Select "Rush Aggressively".

Click on the RDE.
 Select "Control Gap" from the list.
 Click on the RDT.
 Click on the "Use linebacker rules" radio button.
 This allows the DT to drop back into coverage.
 Click on the "Pass" button.
 Click on "Add Rule".
 Select "Cover zone" from the list.

Select "S Hook" from the Choose Zone list.
 Select "If flooded, take deep man" from the Flood Rules list.
 Select "No" from the Lineup on Man list.
 Select "No" from the Never Double list.
 Select "No" from the Never Leave Zone list.
 Click on "Flow to".
 Right-click on the RDT.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the RDT.
 Select Drag New Spot.
 Place the spot near the middle of the field.

Click on the RLB.
 Click on the "Pass" button.
 Click on "Add Rule".
 Select "Cover zone" from the list.
 Select "W Hook" from the Choose Zone list.
 Select "If flooded, take deep man" from the Flood Rules list.
 Select "No" from the Lineup on Man list.
 Select "No" from the Never Double list.
 Select "No" from the Never Leave Zone list.
 Click on "Flow to".
 Right-click on the RLB.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the RLB.
 Select Drag New Spot.
 Place the spot near the line of scrimmage on the opposite side.

Click on the FS.
 Click on the "Pass" button.
 Click on "Add Rule".
 Select "Cover zone" from the list.
 Select "Deep Left" from the Choose Zone list.
 Select "If flooded, take deep man" from the Flood Rules list.
 Select "No" from the Lineup on Man list.
 Select "No" from the Never Double list.
 Select "No" from the Never Leave Zone list.
 Click on "Flow to".
 Right-click on the FS.
 Select Drag New Spot.

Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the FS.
 Select Drag New Spot.
 Place the spot near the middle of the field, about 20 yards deep.

Click on the SS.
 Click on the "Pass" button.
 Click on "Add Rule".
 Select "Cover zone" from the list.
 Select "Deep Right" from the Choose Zone list.
 Select "If flooded, take deep man" from the Flood Rules list.
 Select "No" from the Lineup on Man list.
 Select "No" from the Never Double list.
 Select "No" from the Never Leave Zone list.
 Click on "Flow to".
 Right-click on the SS.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the SS.
 Select Drag New Spot.
 Place the spot near the middle of the field, about 20 yards downfield.

Click on the RCB.
 Click on the "Pass" button.
 Click on "Add Rule".
 Select "Cover #1 receiver" from the list.
 Select "Yes" from the Bump and Run list.
 Select "None" from the Vertical Shading list.
 Select "None" from the Horizontal Shading list.
 Click on "Flow to".
 Right-click on the RCB.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the RCB.
 Select Drag New Spot.
 Place the spot on the far side of the field, about 10 yards deep.

Click on the LCB.
 Click on the "Pass" button.
 Click on "Add Rule".

Select "Cover #1 receiver" from the list.
 Select "Yes" from the Bump and Run list.
 Select "None" from the Vertical Shading list.
 Select "None" from the Horizontal Shading list.
 Click on "Flow to".
 Right-click on the LCB.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the LCB.
 Select Drag New Spot.
 Place the spot on the far side of the field, about 10 yards deep.

Click on the MLB.
 Click on "Start".
 Click on "Add Rule".
 Select Blitz.
 Click on "Flow to".
 Right-click on the MLB.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the MLB.
 Select Drag New Spot.
 Place the spot near the line of scrimmage, on the opposite side.

Click on the LLB.
 Click on "Start".
 Click on "Add Rule".
 Select Blitz.
 Click on "Flow to".
 Right-click on the LLB.
 Select Drag New Spot.
 Place the Spot near the line of scrimmage.
 Click on "Flow away".
 Right-click on the LLB.
 Select Drag New Spot.
 Place the spot near the line of scrimmage, on the opposite side.

Editing a Formation

Click on the "File" button.
 Select Edit Formations.
 Select "Offense".
 Select "Pro" from the Formation list.

Click on the TE.
 Click on the "Change button". The substitution menu appears.
 Select WR3 from the list of available players.
 Click on "Make Substitution". The substitution menu closes.
 Click on the FB.
 Substitute WR4 in for the FB.
 Click and hold on WR4.
 Place him between WR 3 and the Y receiver about 1 yard behind the line of scrimmage.
 Click and hold on WR3.
 Place him about a yard away from the tackle.
 Click and hold on the HB.
 Place him about 2 yards directly behind the QB.
 Click on "File".
 Select "Save As".
 Save the formation as "4 Wide Flood".
 Click the "Exit" button.

Making/Editing a Playbook

From the Play Editor...
 Click on the "Playbook Editor" button (upper right of screen).
 The Playbook Editor screen appears.
 Click on the "New Playbook" button (lower right of screen).
 Enter a name for the new playbook.
 Click on "OK". The new playbook is displayed.
 It contains the minimum number of plays a playbook needs (a FG, a run, a pass, etc...).

To Add a play to the playbook:
 Click on the name of the current formation (upper left of screen).
 Select the "I" formation. The I-form plays that are currently in the playbook are listed on the right of the screen and the I-form plays that are available are listed on the left.
 Click on "HB Sweep Right" in the list of available plays.
 Click on "Add to playbook". The play is added to the playbook and becomes grayed out on the list of available plays.

To Remove a play from the playbook:
 Click on "HB Sweep Right" in the list of plays in the current playbook.
 Click on "Remove play". The play is removed from the playbook and becomes available on the list of available plays.

To Add a play as an audible:
 Click On "HB Sweep Right" in EITHER the playbook list or the list of available plays.
 Click on "Add to Audibles". The play is added to the audibles list without affecting the other lists.

COACHING PROFILE

The Coaching Profile allows you to specify the kinds of plays the computer AI should use in various situations when you are simulating games, or when you are using the Play Only mode. (The Profile also recommends plays when you are coaching.) Football Pro recognizes 3,920 different situations that can occur in a half game of football, based on the time remaining in the half, the down and yards to go, your field position and the difference between your score and your opponent's. In each situation, you can recommend up to three types of plays to be used.

The top portion of the screen contains information about the current profile and situation, and a variety of command buttons. Below this is a group of radio buttons that allow you to specify the situation. Each group of radio buttons includes an "Any" button, which allows you to modify several situations at once. (For example, if in most 4th and long situations you will want to punt, you could select Any for minutes in half, field position, and point spread, then assign a 100 percent weighting to Punt Kick Long. You might then go back to certain exceptions, such as 4th and long inside the defense's 5 yard line, to change the plays used in that situation.)

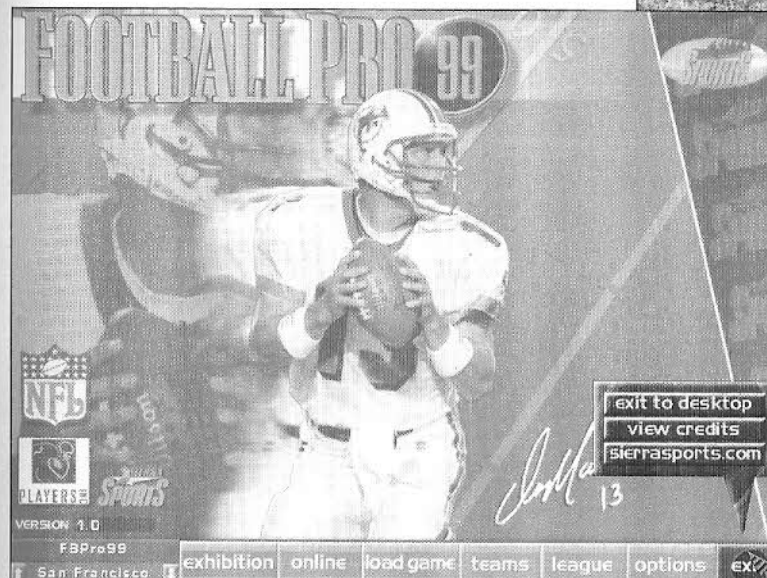
In the bottom right corner of the screen is a list of the three play types specified for the current situation and the weighting for each. Play types are a combination of a formation, such as Slot or Pro, a play type (either Run, Pass, or Kick), and a desired yardage. This last is the expected result of the play. To change any of the three plays listed, click on the play you want to change, then click on the radio buttons in the left half of the bottom of the screen. To change the weighting of the play, click on the up and down arrows next to the play listed. As you add or subtract from the weight, the percentage chance of calling that play in the given situation will change. (Note that you can

list the same play multiple times; you may also set the weighting for a play type to 0, insuring that play will not be called.) Two check boxes at the bottom of this area allow you to indicate that you want to try to stop the clock or that your team should call an audible at the line of scrimmage.

Three buttons in the top right of the screen allow you to decide on Substitution percentages, Point After Touchdown logic, and Kickoff logic. The Substitution percentages indicate when a player should be removed from a play and returned to a play. He will be taken out when his energy (which can normally be seen on the Substitution display in the game) drops below the Out %. He will return to the game when his energy rises to the In %. PAT logic and Kickoff logic function similarly to the regular coaching profile weighting decisions, but for those special situations.

TWO -A-DAY HIT THE SHOWERS: EXITING FOOTBALL PRO '99

To exit *Football Pro '99*, go to the Universal Toolbar and click on the Exit button. You'll see three options:



Clicking on Exit to Desktop closes the application and returns you to your Windows 95/98 desktop. Click on View Credits, and you'll meet the actual football fiends who created *Football Pro '99*.

THE SIERRA SPORTS WEB SITE

Clicking on sierrasports.com takes you directly to the Sierra Sports Web site through your computer's existing Web browser, which will launch automatically. On the Web site we offer game tips, online support, forums where you can meet other *Football Pro '99* owners and software patches if and when required. We also provide links to a number of online leagues that may be looking for new participants.

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