

FOOTBALL PRO '95™

ACTION MODE FUNCTIONS



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Dots indicate the functions available for each Action mode—Basic, Standard, or Advanced. If there is no dot under a particular mode, that function is controlled by the computer.

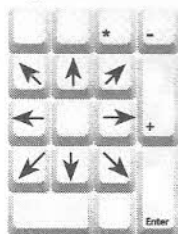
• Basic • Standard • Advanced		• Basic • Standard • Advanced		• Basic • Standard • Advanced	
• •	AUDIBLES: Press and hold button B before the snap, then hold the joystick up, down, left, or right, and release button B . To call a fake audible, press and release button B before the snap, while leaving the joystick centered.	• •	Leap: Press button A with the joystick centered to leap straight up.	• •	Snap ball: Press button A .
• •	Break Tackle: When the player has the ball, press button B to try a stiff arm or spin move.	• •	Pass—check-off: Press button B to enter Passing mode and select the first receiver on the checking list. Press button B to select the next receiver. After the last receiver on the list, you can press button B again to select the sideline (throw pass away).	• •	Switch player: <i>Before the snap:</i> On defense, press button A until the cursor appears over the desired player. <i>After the snap:</i> Press button B to switch to the player closest to the ball or catch zone.
• •	Dive: Press button A with the joystick pushed in the direction you want to dive.	• •	Pass—timed: Press button B to enter Passing mode and select a pre-assigned pass location. Press button B again to exit passing mode.	• •	Timeout: Before the snap: Press and hold button B then press button A .
• •	Fair catch signal: On punt returns and kickoffs, press button B while the ball is in the air. You may still move your player to avoid catching the ball after pressing B .	• •	Pass—bullet: While in Passing mode, briefly press button A to throw a bullet pass.	• •	Downing the ball: After catching a punt or kickoff in the endzone, you may down the ball for a touchback by pressing button B while your ball carrier is still in the endzone.
• •	Kicking: The angle bar (left side) will start moving up and down. Press button A to select the angle of the kick. The aiming cursor (top window) will start moving left and right. Press button A to stop the aiming cursor at the desired point. Standard mode kicks automatically after 10 seconds.	• •	Pass—lob: Hold button A longer to throw a lob.		
		• •	Receiving: Between the time the pass is thrown and the time it reaches the catch zone, you may take control of the receiver by pressing button B .		

Keyboard Command Keys

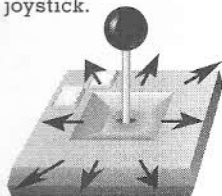
Quit & Save Game, Quit Practice	Esc
Access Game Settings Screen	[F1]
Statistics (During Game)	[F2]
Access Detail Settings Screen	[F3]
Toggle Player Numbers, Positions, and Names	[F5]
Screen Capture (.LBM file)	[F6]
CAMS TM	[F10]
Toggle Endzone Art on/off	[E]
Toggle Goal Posts on/off	[G]
Toggle Hash Marks on/off	[M]
Toggle Yard Numbers on/off	[N]
Toggle All Sound Effects on/off	[S]
Calibrate Joystick(s)	[J]
Pause Game	[P]
Restart Play (In Practice)	[Backspace]

Joystick Keyboard Equivalents

The keypad keys emulate the eight directions of the joystick.



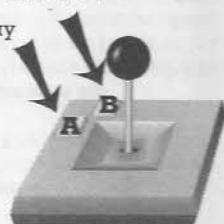
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Note: Use the arrow keys on the numeric keypad only.

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

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



Mouse control is only available on menu screens and in the Play Editor, not during on-field action.

Audible Defaults

Offensive audible default settings:

Joystick Up	Pass: Deep
Joystick Down	Pass: Short
Joystick Left	Run: Outside
Joystick Right	Run: Inside
Joystick Centered	Fake



Defensive audible default settings:

Joystick Up	Pass Coverage: Man to Man
Joystick Down	Pass Coverage: Zone
Joystick Left	Run Coverage: Outside
Joystick Right	Run Coverage: Inside
Joystick Centered	Fake

Play Hot Keys

Play Editor Hot Keys

L	Load	F	Flip
S	Save	R	Return
P	Print	O	Options

Playcall Screen

To switch playgroup rows, hold button **B** and move joystick up/down. To call a time out, hold button **B**, then press **A**.