



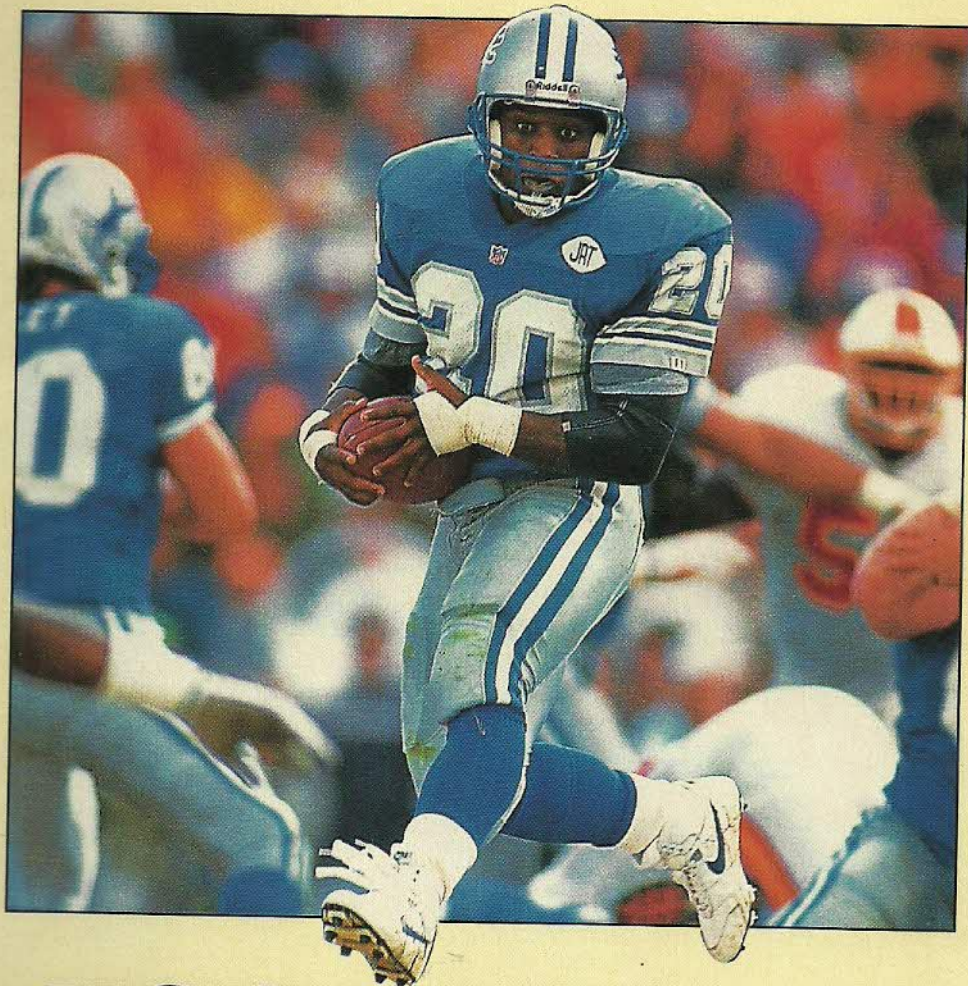
COMMIT TO ★ EXCELLENCE  
**FRONT PAGE SPORTS**



VOLUME THREE • NO. 1



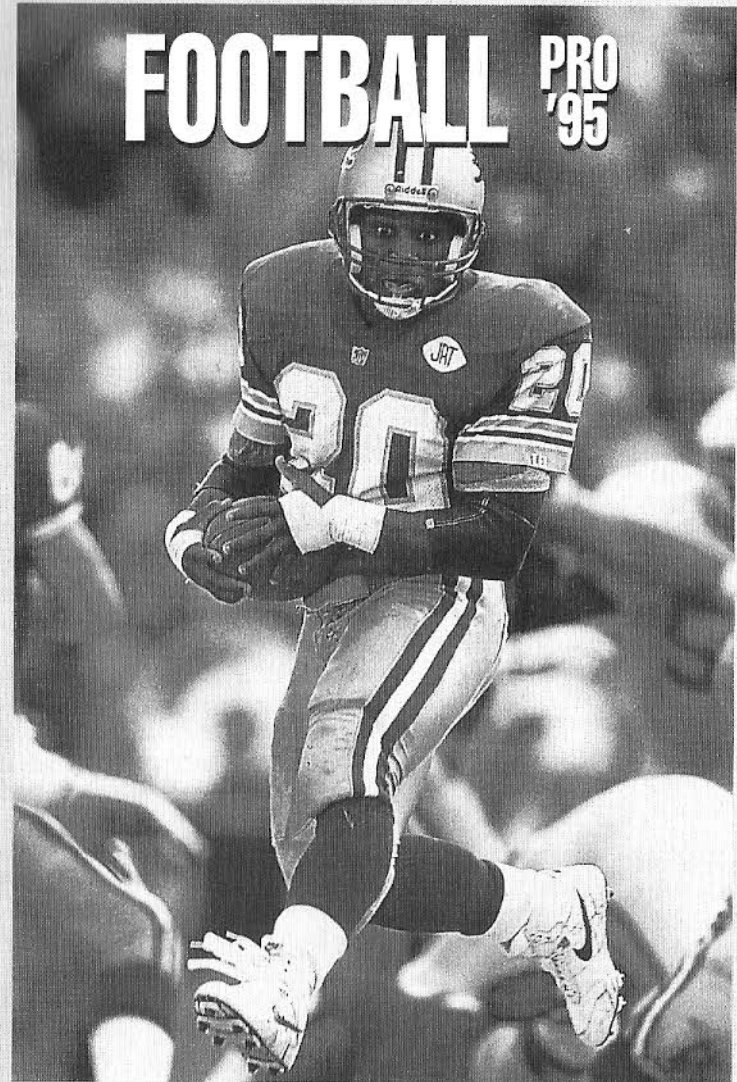
ALL PRO



**FOOTBALL PRO '95**

COMMIT TO ★ EXCELLENCE  
FRONT PAGE SPORTS®

# FOOTBALL PRO '95



SIERRA®



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# WELCOME TO FRONT PAGE SPORTS: FOOTBALL PRO '95

This year marks the 75th anniversary of the National Football League. When you look at the history of pro football, you can see an amazing evolution over those 75 years. Despite all the changes, you can still see the same basic game that was started back in 1922.

At Front Page Sports, we give you the means to run your own NFL. *Front Page Sports: Football* and *Football Pro* were voted "Best Sports Game Of The Year" by the critics two years in a row. The range of play these simulations offer—scrambling arcade action, sophisticated stats, powerful coaching and team manager capabilities—has proven popular with hundreds of thousands of PC football fans as well. (Thanks!) *Football Pro '95* builds on this proud heritage with great new features that make running your own simulated league more fun, more challenging, and more authentic than ever before.

The 1994 season brings many rule changes to the NFL. Now teams kick off from the 30-yard line, attempt 2-point conversions after touchdowns, and, when opponents miss a field goal, get the ball where the kick attempt was spotted. All of these changes, and more, are included in *Football Pro '95*.

*Football Pro '95* provides the actual NFL team logos, helmets, and the endzone artwork from each team. Also included are the NFL team rosters, including all NFLPA players for the 1994 season. Just in case you liked the team rosters for 1993, we provide a league that starts the 1994 season with those rosters. We've also given you a common draft pool, which lets you

release all players from their NFL teams and redraft them as you see fit. Set up the teams and rules the way you want to run the league.

Flexibility is what *Football Pro '95* is all about. You can set player attributes based on the previous year's statistics, or change those attributes as you prefer. Our unique Camera Angle Management System™ (CAMS™) allows you to select exactly the view you want for play on the field and instant replays. We've even included an "isolation" camera so you can concentrate on the precise movements of a particular player.

*Football Pro '95*'s sophisticated range of features lets you play NFL football in any way and every way you want: as owner, coach, general manager, and quarterback. Try for a 2-point conversion on the last play of the game, trade away the wide receiver that missed the game-winning touchdown, and set your draft order so your team drafts fast, agile halfbacks. Take your favorite team to the playoffs, battle through a tough post-season schedule and, ultimately, win the Super Bowl. Challenge other virtual coaches in the on-line *Football Pro* leagues that have sprung up around the nation. We've given you the ability to do all this and more.

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

— The Front Page Sports Team



# GETTING STARTED

## USING THIS MANUAL

This manual applies to all versions of *Front Page Sports: Football Pro '95*: floppy disk, CD, and the *Football Pro* upgrade. It is designed to help you get the most out of *Football Pro '95*. We want you to learn the game as quickly and thoroughly as possible. To make sure that happens, we have put together simple, step-by-step explanations and arranged them in four basic units. We think you will be ready to play after going through the "Getting Started" and "Tutorials" sections. Then, as you play, the "Game Play" and "Troubleshooting" sections should answer any "How do I do this?" or "What do I do now?" questions you may have.

The **Getting Started** section contains all the hardware, software, and memory requirements necessary to run the game on your computer. Use the "Installing *Football Pro '95*" or "Upgrading to *Football Pro '95*" sections as appropriate to install your version of the game. This section also describes some of the game's control options.

The **Tutorials** section provides ten fast lessons that will help you develop the timing, agility, and organizational skills you will need to take your team to the Super Bowl. Practice dives and sweeps, and learn how to control ball carriers in the open field. Work on your passing touch and discover the best way to throw successful slant, streak, and fade routes. This section also teaches you how to build a play, produce a Game Plan, edit a Coaching Profile, use the new VCR/CAMS™ functions, and a host of other *Football Pro '95* essentials.



In the early 1890s, the dawn of pro football, fields were 110 yards long, games lasted 90 minutes, field goals counted five points, and referees were paid by the hometown team. The forward pass was illegal, making mass running plays such as the "flying wedge" the most common type of offensive play.

The **Game Play** section takes the skills you have acquired on the practice fields of the tutorials and offers in-depth explanations on how to use them in an actual game or during the course of a season. This section expands your basic knowledge of how to play a game, create teams, manage leagues, and design plays. It also provides more detailed information on menu and statistical screens, game configuration, game control, the VCR/CAMS™ interface, the Play Editor, the Player Ratings Profile Editor, the Draft Profile, the Team Profile, and the Game Plan and Coaching Profile Editor. In short, it is a comprehensive rundown on all *Football Pro '95* features.

Check out **Troubleshooting** for possible solutions to technical problems that might affect how *Football Pro '95* installs or runs on your system.

Any changes made to *Football Pro '95* after the manual was printed are detailed in the **README** file in your *Football Pro '95* directory. To view the file, simply change to the directory in which the game is installed (usually SIERRA\FBPRO95), type **README**, and press **[ENTER]**.

### CD Samplers

Included on the CD version is a sampler containing demos of the newest games from Sierra and Dynamix. To see the product demos, change to the \DEMO directory on the *Football Pro '95* CD, type **DEMO [ENTER]**, and follow the on-screen instructions. **Note:** You must have Windows 3.1 to run this demo.

Also included on the CD is the ImagiNation Network™ (INN) sample installation. The INN is the premier interactive on-line entertainment service. If you have a modem, you can connect to the INN and play games with all sorts of people from all over the country (usually at local phone rates). This sampler lets you access the network and offers a limited membership. To install, change to the *Football Pro '95* CD, type **fun or inn [ENTER]**, and follow the on-screen instructions.

■ **Note:** *Football Pro Upgrade* users should check the "**NEWSTUFF.TXT**" file in their *Football* directory for a list of the hundreds of changes and additions.



In 1956, Johnny Unitas began his amazing career with the Baltimore Colts by throwing an interception. In 1972, his 5,108th and last pass as a pro was completed for a touchdown. In between those two passes, he played in 10 Pro Bowls, won 3 world championships, and threw a touchdown pass in 47 consecutive games.

## SYSTEM REQUIREMENTS

To run *Football Pro '95*, the following minimum software and hardware is required:

- An IBM-compatible computer with an 80386/33 MHz or better processor.
- Four megabytes (4 Mb) of RAM with Expanded Memory Manager software.
- MS-DOS® version 5.0 or above.
- A hard disk. *Football Pro '95* requires approximately 12 Mb of space on your hard drive with about 14 Mb needed to install. If your system uses some type of disk compression utility, such as Stacker® or SuperStor®, you will need about double the indicated space on your hard drive (since the game files will not compress as much as your compression software will estimate).
- A VGA graphics card and VGA color monitor.
- A 1.44 Mb, 3.5" floppy drive, CD-ROM (CD version only).

The following hardware and software is strongly recommended:

- 80486 or better processor
- A mouse.
- One or two joysticks. (You must have at least one joystick to play two-player games. To use two joysticks, you must have a game card with two joystick ports.)
- One of the following sound cards or a 100% compatible: Sound Blaster™, Sound Blaster Pro, Sound Blaster 16, Roland® LAPC-1™ or MT-32™, and General MIDI (using true MPU-401 controller). (Note: You will get NO sound effects, ONLY music with the Roland.)
- SMARTDrive or other disk caching software. (SMARTDrive is included with MS-DOS 5.0 and above, and with Windows 3.1.)

## MEMORY REQUIREMENTS

To run *Football Pro '95*, your computer must have at least 4 Megabytes (MB) of RAM and an Expanded Memory Manager, such as EMM 386 (included with MS-DOS 5.0 and above) or QEMM-386™ (by Quarterdeck). You must also have at least 590,000 bytes (576 kilobytes) of free conventional memory and 2,621,440 bytes (2,560 kilobytes) of free expanded memory (EMS). *Football Pro '95* will take advantage of expanded memory by loading graphics and sound effects into memory to reduce disk access time during play.

To get enough free conventional memory, you may need to load DOS into the high memory area (HMA) of your extended memory. (Make sure your **CONFIG.SYS** file contains the command **DOS = HIGH, UMB.**)

If *Football Pro '95* DOES NOT start correctly, use the MS-DOS MEM command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press **[Enter]**. Check the lines "Largest executable program size" (free conventional memory), and "bytes free EMS" (free expanded memory). If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

If you have trouble configuring your system to provide the necessary free memory, try using the **INSTALL** program to create a boot disk. In most cases, a boot disk will configure your system with enough free memory to run *Football Pro '95* without the risk of altering your normal start-up files. For more information, please see the "Creating a Boot Disk" section on page 175.

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





In his first two years with the Pittsburgh Steelers, Terry Bradshaw threw 46 interceptions. Chuck Noll made things worse for the young QB by constantly moving him in and out of the lineup. Bradshaw went on to be the first QB to win four Super Bowls, a feat matched only by San Francisco's Joe Montana.

in *Football Pro '95*. These programs may corrupt important game files, and you may then have to completely reinstall your game for it to work properly.

## INSTALLING FOOTBALL PRO '95

This section describes how to install the complete version of *Football Pro '95*. To make installing *Football Pro '95* as simple as possible, we have created an installation program that automatically determines the graphics and sound capabilities of your computer system, then takes you step-by-step through the process of installing *Football Pro '95* on your hard drive. It also helps you create a boot disk, if needed. **Note:** If you are upgrading from *Football Pro* to *Football Pro '95*, follow the directions for "Upgrading to *Football Pro '95*," on the following page.

Because the *Football Pro '95* files are compressed, the installation program provided must be used to install *Football Pro '95* on your hard drive. Attempts to copy the files using "copy" commands will not work. The installation program decompresses the files as it copies them to your hard drive.

These instructions assume that you are using floppy drive **A:** (drive **D:** for CD) and hard drive **C:**. If not, please substitute the appropriate drive letters for **A:**, **D:**, and **C:**. **Note:** The CD version of *Football Pro '95* must be completely installed to your hard drive.

1. After starting your machine, insert *Football Pro '95* game Disk #1 into drive **A:** or insert the CD into your CD-ROM drive.
2. Type **A:** [ENTER] for floppy disk version; **D:** [ENTER] for CD version.
3. Type **INSTALL** [ENTER].
4. Follow the on-screen instructions.

## CHANGING SOUND SETTINGS

When you install *Football Pro '95*, the software "detects" your sound card and creates a sound "configuration file" based on your card. Normally, you can change your sound settings as follows:

1. In your **\FBPRO95** directory, type **soundset** [ENTER].
2. Follow the menu instructions to test or change your card settings, save your changes, and exit to MS-DOS.

The installation program may not detect some cards or settings accurately. If your game sounds aren't working correctly, follow these steps:

1. Restart your PC, and restart **soundset**.
2. Manually select your sound card and music driver type, as well the correct DMA, IRQ, and Port address settings. For each setting, use arrow keys to highlight an option, and [Enter] to select it. (Don't "detect" the card and settings.)
3. Test these settings. When they are working correctly, save them to the configuration file.

## UPGRADING TO FOOTBALL PRO '95

Use the following procedures to upgrade your existing *Football Pro* files to *Football Pro '95*. After you upgrade the files, you will run the **FPSUPDAT** utility to upgrade your leagues and plays for use with *Football Pro '95*. **Notes:** You will need your original *Football Pro* diskettes. The upgrade will not change your existing directory structure. If you have installed **FBPRO** to a directory other than the default **C:\DYNAMIX\FBPRO**, substitute the appropriate drive or directory names in the following steps. This upgrade cannot be used with the original *Front Page Sports: Football*.



In the 1940 regular season match between Washington and Chicago, the Bears trailed 7-3 with just seconds left. On the Redskins' six-yard line, Bears QB Sid Luckman threw to Bill Osmanski in the end zone for an incomplete. The Bears claimed pass interference, but there was no flag. Later, Redskins owner George Marshall commented, "The (Bears) are just a bunch of cry-babies."

1. Back up all user-created data to floppy disks. This includes the league files and all plays, plans, and profiles. The league files are all the ones in the FBPRO directory that start with the name you used when you created the league. The plays, plans, and profiles will usually be found in the CUSTOM directory using the name you gave them when they were created.
  - a. Type: **C: [Enter]**
  - b. Type: **CD\DYNAMIX\FBPRO [Enter]**
  - c. With a formatted diskette in drive A:, type: **COPY NFLPA93.\* A: [Enter]**  
[Repeat this for each league you have created.]
  - d. Type: **CD CUSTOM [Enter]**
  - e. Type: **MD A:\CUSTOM [Enter]**
  - f. Type: **COPY \*.\* A:\CUSTOM [Enter]**
2. After backing up your data, use the UNINSTAL program included with FBPRO to completely delete the existing installation:
  - a. Type: **C: [Enter]**
  - b. Type: **CD\DYNAMIX\FBPRO [Enter]**
  - c. Type: **UNINSTAL [Enter]**
3. Reinstall *Football Pro* using the procedures found in your *Football Pro* game manual.
4. Copy your backed-up league files back into the FBPRO directory:
  - a. Type: **C: [Enter]**
  - b. Type: **CD\DYNAMIX\FBPRO [Enter]**
  - c. Type: **COPY A:\NFLPA93.\* [Enter]**  
[Repeat for each league backed up.]
  - d. Type: **CD CUSTOM [Enter]**
  - e. Type: **COPY A:\CUSTOM\\*.\* [Enter]**

5. Install the *Football '95* upgrade. Assuming that you are updating from drive A:,
  - a. Type: **A: [Enter]**
  - b. Type: **INSTALL C:\DYNAMIX\FBPRO [Enter]**
  - c. Follow the instructions on screen to complete the upgrade.

## FPSUPDAT Utility

To use previously created leagues and plays from *Front Page Sports: Football Pro* with *Football Pro '95*, you must use the FPSUPDAT utility. To do this, go to the directory to which you have installed *Football Pro*, and type:

**FPSUPDAT** [Drive:][path]  
(Example: **FPSUPDAT C:\DYNAMIX\FBPRO [Enter]**)

If no drive or path is specified, all leagues and plays in the *Football Pro* directory will be updated. If a drive is specified, but no path, all leagues and plays on the specified drive will be updated. **Note:** You must type a colon (:) after the drive letter.

If a path is specified, all leagues and plays in the specified directory AND its subdirectories will be updated. We recommend that you analyze your custom plays after you have updated them by practicing them in the Play Editor to see that they do what you intended. Several new play commands have been added to the Play Editor. You may find that your custom plays will need to be revised or can be improved by using one of these new commands in place of previous ones.

■ **Note:** Upgrade users will keep their **Dynamix FBPRO** directory. Substitute this directory name wherever **SIERRA FBPRO95** is shown in this manual.





The 1940 NFL Championship game between the Bears and the Redskins reprised a regular season game Chicago had lost 7-3. Thirsting for revenge, Chicago pounded Washington 73-0. Just three weeks earlier, Redskins owner George Marshall had said, "The Bears are front runner quitters. They're not a second half team."

## RUNNING FOOTBALL PRO '95

To run the game, type **HIKE [Enter]** from your *Football Pro '95* directory. If you wish to skip the introduction and credits, press **[Esc]**.

## HIKE COMMAND LINE OPTIONS

The **HIKE** command has a number of additional options which can impact printing and on-line game preferences. If you use **HIKE** with one or more options from the left-hand column of the table, you will achieve the results in the right-hand column. For example, if you start the program with **HIKE -F**, all printer output will be redirected to a text file called **PRINT.OUT**, instead of to the printer.

### OPTION EFFECT

<b>-F</b>	<b>Print to File</b> Prints all output to a text file called <b>PRINT.OUT</b> . You can view this file with any ASCII text editor.
<b>-L</b>	<b>Saves a log of all play-by-play information.</b> Only one log is saved at a time. To save multiple logs, simply rename the <b>PLAY.LOG</b> file before you start your next game with the <b>-L</b> option.
<b>-XC</b>	<b>Remote Commissioner</b> BBS league users please see page 167 for more information.
<b>-XP</b>	<b>Remote Player</b> BBS league users please see page 167 for more information.

## Copy Protection

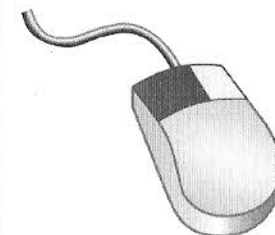
As soon as you start a simulated league or practice session after starting *Football Pro '95*, the game will ask you a football trivia question. A dialog box will present the question and a page number in this manual. Turn to that page, type the correct answer from the starred "trivia sidebar" into the dialog box, then click **OK** or press **[Enter]** to proceed. **Note:** If you have the CD version, you can skip the trivia question by playing the game with the *Football Pro '95* CD in your CD drive.

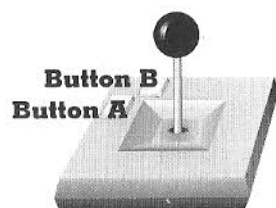
## CONTROLS

The menu screens, Player Editor, Player Ratings Profile Editor, Draft Profile Editor, and Play Editor in *Football Pro '95* were designed to be controlled with a mouse, although you may use a joystick or the keyboard. **Note:** Mouse control is not available on the Practice Field or during games.

## Mouse

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





The 1981 Chargers' 10-6 record earned them a playoff berth. After beating Miami 41-38, San Diego went to Cincinnati to play for the AFC title. The on-field weather was so cold (-59 degrees with wind chill) that Pete Rozelle almost postponed the game. In the end, 46,302 well-bundled fans watched Ken Anderson lead the Bengals to a 27-7 victory.

## Joystick or Keyboard

Use the joystick to move the cursor between buttons on the screen. Activate buttons by clicking on them with joystick button **A**.

On certain scrolling list boxes, such as the team rosters, you can scroll the highlight up and down. Move the pointer over the list box and move the joystick up or down.

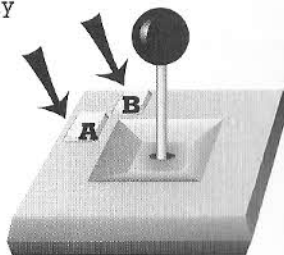
You may recalibrate your joystick by pressing **[J]** and following the on-screen instructions.

## Joystick Keyboard Equivalents

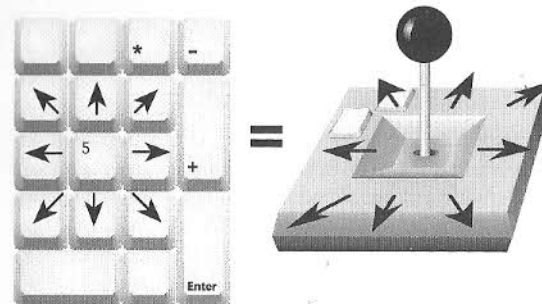
If you are using the keyboard, you can use the numeric keypad to emulate the eight movement directions of a joystick. The **[Enter]** key and **[Spacebar]** emulate **Button A**, and the **[Shift]**, **[Ctrl]**, and **[Alt]** keys emulate **Button B**. See the Quick Reference Card for details.

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

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



The keypad keys emulate the eight directions of the joystick.



## ON-LINE HELP

Additional information about menu screens, including information not detailed in this manual, is available in a context-sensitive, on-line help system. When in a menu screen, click any on-screen buttons and text fields with the right mouse button, joystick button **B**, or press the **[Shift]**, **[Ctrl]** or **[Alt]** keys to display any available help text. Clear the help text by pressing the right mouse button, joystick button **B**, or the **[Shift]**, **[Ctrl]** and **[Alt]** keys again.

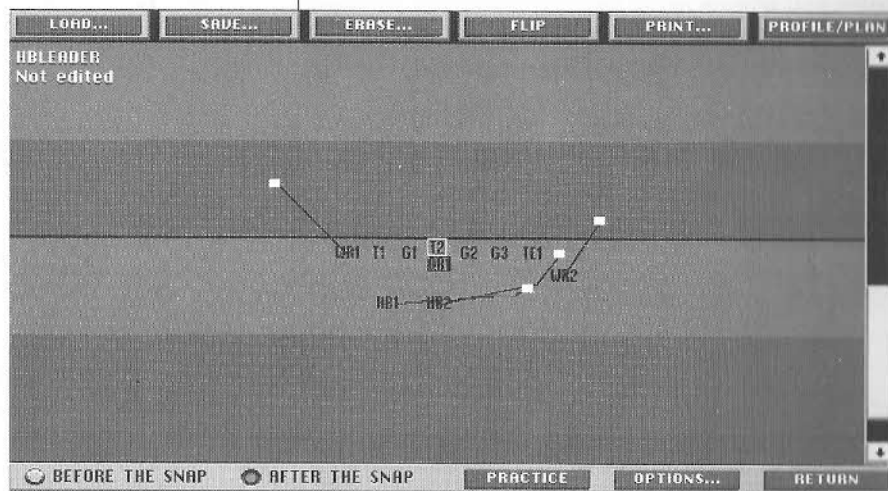
**Note:** No on-line help is available in *Football Pro '95's* Play Editor because the right mouse button, joystick button **B**, and the **[Shift]**, **[Ctrl]** and **[Alt]** keys have been assigned different functions.

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





- When the play loads, you will see the offensive formation with the player positions in blue letters.
- Click **AFTER THE SNAP** at the bottom of the screen.



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

Now go to the Practice Field.

- Click **PRACTICE**.

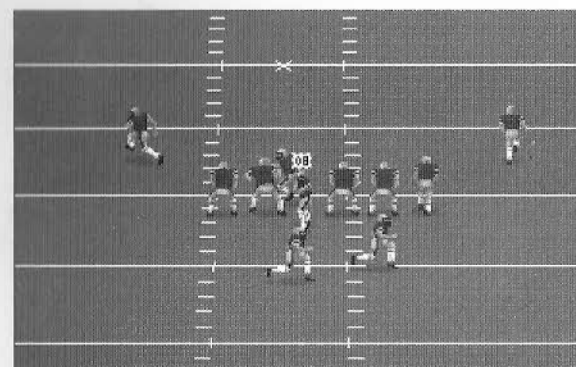
When the offense appears on the field, run the play once or twice, letting the computer keep control.

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

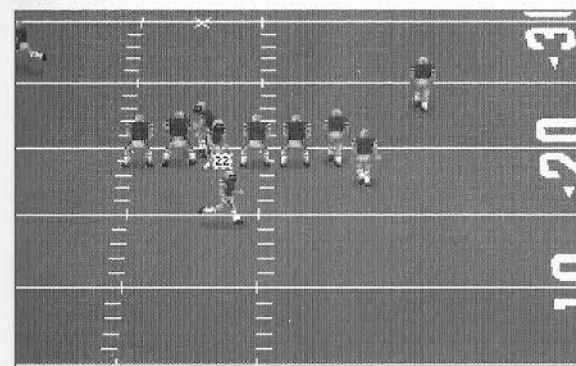
Watch the play unfold. Study how it works. When the play has finished, click **Continue** to run the play again. To restart the play in progress, press **[Backspace]**. To watch the play from a different angle, press the various number keys. A text message will appear briefly in the lower left-hand corner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



In 1987, 49er fullback Harry Sydney, a former Kansas option quarterback in college, threw a 50-yard completion to Jerry Rice that resulted in a touchdown. Sydney ended his passing career with the 49ers 1-3 for 50 yards and 1 TD.



Repeat step #10 until you understand what all the players do. Notice how an orange and blue "cursor" appears over any ball carrier controlled by the computer. You will see the cursor box shift from the quarterback to the halfback when the handoff is made. The number displayed in the cursor is the player number of the current ball carrier.



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

- Snap the ball.
- When the ball carrier cursor switches from the QB to the RB, move your joystick to take control of the ball carrier. The ball carrier will now run in the direction you move the joystick.





In the 1993 season, Steve Young set a 49er all-time passing record when he threw for 4,023 yards on 462 attempts. He completed 68% of his passes and tossed 29 touchdown throws. He did this even though he did not play for most of the second half in six games.

The cursor will change to a blue and white outline around a green box with the ball carrier's number in black. This blue and white cursor outline means this player has the ball and he is under *your* control. (For a description of all the Player Cursors, see page 74.)

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

13. Press **[Esc]**.
14. When the "Quit practice?" dialog box appears, press **[Y]** to return to the Play Editor.
15. In the Play Editor screen, click **LOAD...**
16. Click **Stock**.
17. Click **Defense**.
18. Click **Pass**.
19. Click **Medium**.
20. In the text box listing the Stock Play names, double-click **3-4BNCKL**.
21. When the play loads, you will see the defensive formation in red letters by position.
22. Click **PRACTICE**.

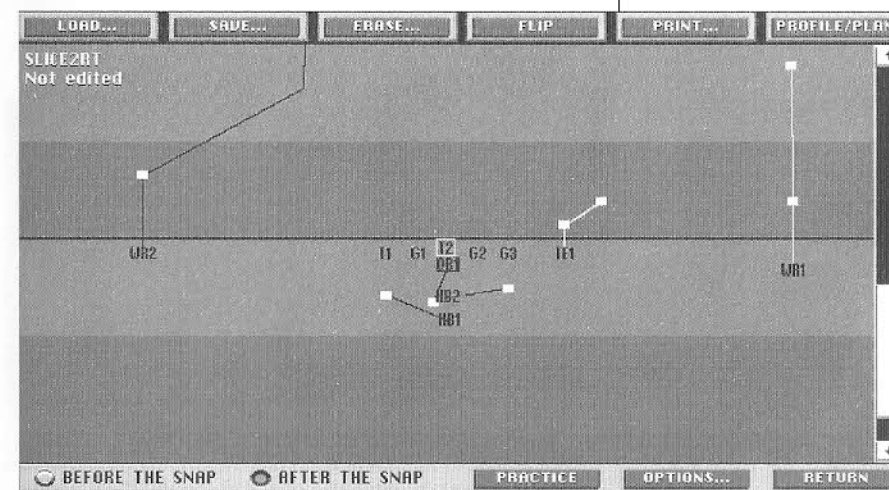
Now, run the play a couple of times, letting the computer control the action so you can see how the defense reacts to the play. When you are ready, run the play against the defense and take control of the ball carrier.

While practicing your running moves, try a couple of *Football Pro '95* player control options. First, press button **A** while pushing the joystick in a chosen direction, and your halfback will *dive* in that direction. Next, press button **B** to try to break a tackle. Your running back will either *stiff-arm* the defender or do a *spin* move to elude defensive pursuit.

## Tutorial 3: Passing Plays

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

1. Quit Practice and Return to the Play Editor.
2. Click **ERASE...** (or press **[E]**).
3. Click **Defense** to remove the current defensive play.
4. Click **LOAD...**
5. Click **Stock, Offense, Pass, Right, and Short**.
6. Scroll down to **SLICE2RT** and double-click to select it.



This play is a check-off pass from the "T" formation. In a check-off pass, the quarterback has a list of receivers he will look at and possibly throw to. If the first one is covered, he shifts attention to the next receiver on his check list. The list for this play has two receivers. The split end on the right side has a *white* movement path, indicating that he is the *primary* receiver. His pattern moves two yards down the field, then angles to the sideline. The *secondary* receiver is the right



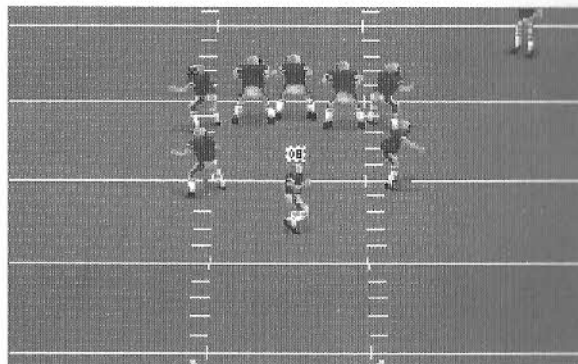
In the second game of the 1963 season, Cleveland Brown's running back, Jim Brown, rushed for 232 yards on just 20 carries against Tom Landry's Dallas Cowboys. The Browns won 41-24, then beat Dallas again later in the season 27-17. In that rematch, Brown was held to just 51 yards, his lowest total for the entire season.

flanker—his movement path is yellow. His route is a "fly" pattern (straight down the field). The remaining receiver is running a dummy pass route and has a blue movement path. The running backs are blocking.

Now go to the Practice Field.

7. Click **PRACTICE**.

8. Snap the ball.



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

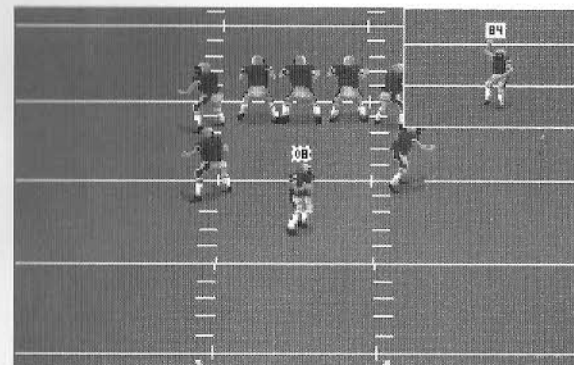
Now, try throwing a few passes.

9. Snap the ball.

10. Immediately pull the joystick back. This gives you control of the QB (notice the cursor outline colors change) and moves him back into the pocket, away from the line of scrimmage.

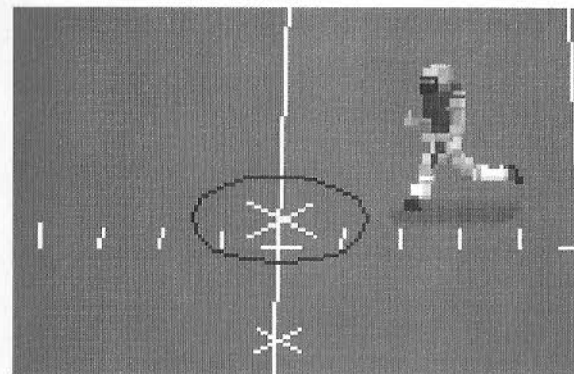
11. Press button **B** to enter Passing mode.

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



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

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



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

Football Pro '95's player control options let you throw the ball two ways. If you press button **A** briefly, the quarterback will fire with a "bullet" pass—fast and low. Hold button **A** a bit longer, and the QB will launch a "lob," a slower and higher pass that can travel farther.



In 1906, the Columbus Panhandles boasted the seven Nesser brothers. While Raymond played only briefly, John, Phil, Al, Frank, Fred, and Ted (later Ted's son), enjoyed long pro careers. John played to age 46, Phil to 40, Ted and Frank to 37, and Fred until age 35. The largest Nesser, the 350-pound Pete, never played.

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

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

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

18. Return to the Play Editor.
19. Click **LOAD....**
20. Click **Stock, Defense, Pass,** and **Long.**
21. Double-click **3-4DEEP.**
22. Click **PRACTICE.**

Hike the ball and let the computer run the play a few times to see how the defense reacts, then try taking control of the quarterback yourself. (To learn more about check-off and timed passes, see pages 73 & 108.)

## Tutorial 4: CAMS™

*Football Pro '95* features a sophisticated view control system that allows you to customize any game view or instant replay camera angle. You have been running these practice plays in the **TRACK OBJECT-BALL** view. Now we'll run the pass play from Tutorial #3 from a different field view.

1. Click on **Continue** to return to the Practice Field, if necessary.
2. You should be on the field, ready for another play. To enter the Camera Angle Management System™ interface (CAMS™), press **[F10]**.

3. Click on the window beside **WHAT** and drag down to highlight **CHECK RECEIVER.**
4. Press **[F10]** or **[Esc]** to leave CAMS.
5. Snap the ball.
6. Take control of the QB and press button **B** to enter Passing mode and check the primary receiver.
7. Press button **B** again to check the next receiver.

You will notice that this time, instead of a passing window, you will now see a full-screen view with the intended receiver centered in the view. This view lets you see more of what is going on around the receiver. On the other hand, you can't see your QB to know if he's about to be sacked.

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

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

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

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



## Tutorial 5: Instant Replays

Nothing makes watching football on television more enjoyable than seeing a well-executed play replayed from several angles. The VCR function in *Football Pro '95* gives you that capability. You can also edit the replays so the views look exactly the way you want them to, even for each single frame.

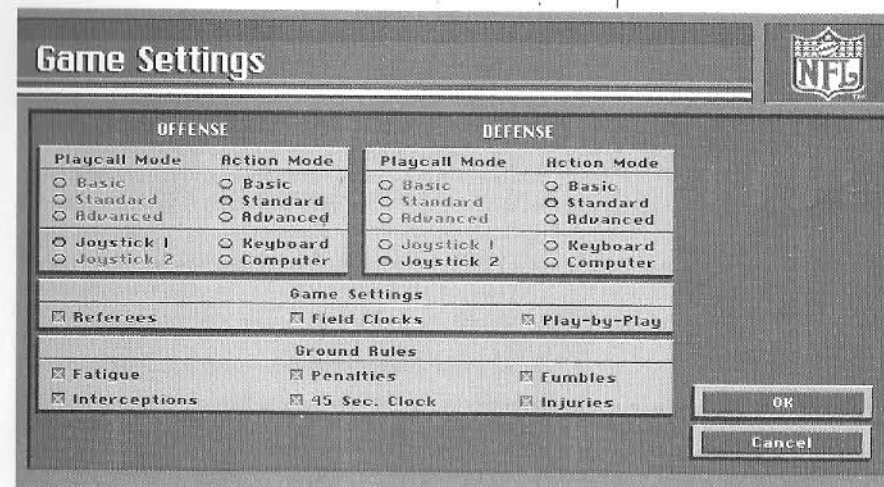
1. After you run the practice play from Tutorial #3, click on the button marked **INSTANT REPLAY**.
2. Now click on the **CAMS** button (fourth from the left).
3. Click the **MODE** window and drag down to highlight **TRACK OBJECT**, then release.
4. Click the **WHAT** window and drag down to highlight **ISOLATION**.
5. A window listing all the players in the previous play will appear. Click on **#84** and the view will switch to center on that player.
6. Now go to the **Zoom In/Out** button and zoom in on the receiver (see page 77 for diagram).
7. Click on the **PLAY** button. Note: Do NOT click on the CAMS button before you press PLAY or the view will go back to the default view. (For details, refer to "Editing VCR Tapes" on page 80.)
8. You will now see the play progress from a view behind the receiver. You can use the view control in CAMS to rotate around or zoom in/out on this receiver. This view works especially well when you are in the Play Editor and want to make sure a specific player is doing what you want him to do.



In 1970, 13 Ohio State seniors were picked in the NFL draft. Four, including Rookie of the Year FB John Brockington, went in the first round.

## Tutorial 6: Playing Defense

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



1. When the offense has lined up on the ball, press **[F1]**. The Game Settings Screen will appear.
2. In the section under **OFFENSE**, click **Computer**.
3. In the section under **DEFENSE**, click **Joystick 1**.
4. In the **Action Modes** section under **DEFENSE** click **Standard**.
5. Click **OK**.
6. Before the offense snaps the ball, press **[F10]** to start CAMS and click on the **WHAT** box. Change it to **SELECTED-DEF**.
7. Now exit CAMS and press button **A** to take control of a player. (The defensive player control cursor is an orange outline around a black box with green numbers. Remember, the offensive player control cursor uses a green box with black numbers.)

8. Press button **A** again to change the player you control. You will see the view change to center on your selected defender. You may do this as many times as you wish before the ball is snapped.
9. When the ball is snapped, move your player around by moving the joystick. Find the ball carrier and close in. Once you get your player near the ball carrier, he will try to make the tackle on his own.
10. As the offense continues to run plays, experiment with *Football Pro '95's* defensive player control options. Move your chosen defensive player near the ball carrier, then press button **A** while holding the joystick in the direction of the ball carrier. Your player will try to make a *diving tackle*.
11. When you defend against a passing play, have your player rush the quarterback, or cover the primary receiver. If you press button **A** with the joystick centered, your player will *leap up* to try to block the throw or tip the pass away.
12. If you want to change players after the snap, press button **B**. You will switch to the player nearest the ball, or nearest the Catch Zone if the ball is in the air.

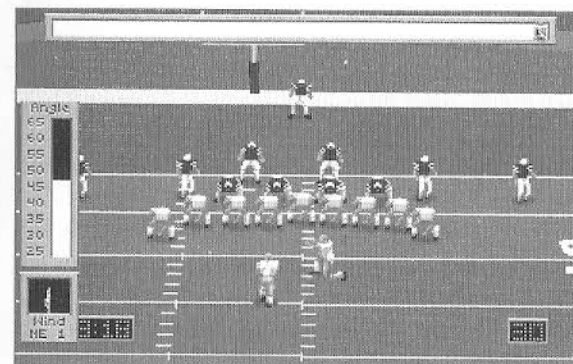
## Tutorial 7: Kicking Field Goals

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

Continuing from the practice field of the previous tutorial:

1. Press **[F1]** to get to the Game Settings Screen.
2. In the section under **DEFENSE**, click **Computer**.

3. In the section under **OFFENSE**, click **Joystick 1**.
4. In the **Action Mode** section under **OFFENSE**, click **Advanced**.
5. Click **OK** to return to the Practice Field, then press **[Esc]** and **[Y]** to return to the Play Editor.
6. Click **LOAD...**
7. Click **Stock**, **Offense**, and **Special**.
8. Double-click on **FGPAT**.
9. Click **PRACTICE** to return to the Practice Field.



10. Change the CAMS™ view to **Track Object-Ball**.

On the left side of the screen is the Angle Bar. This control sets the angle of your kick, which determines how far the ball will travel and its trajectory. A 45-degree angle will normally give you the best distance on kicks. When kicking into a strong wind, however, you may get more distance with a lower angle. A high angle will give you better hang time, but less distance.

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



The 1947 Notre Dame team had 47 of its 53 players go on to play pro football.

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

**Note:** The aiming point is the only significant difference between each kind of kick in *Football Pro '95*. You may want to angle punts or kickoffs toward a sideline instead of aiming them at the center of the goalpost.

## THE PLAY EDITOR

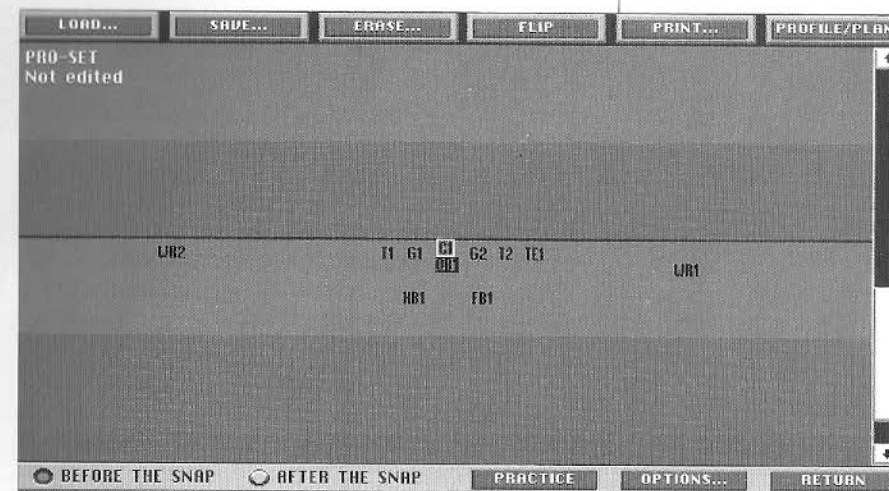
*Football Pro '95* has a sophisticated Play Editor that allows you to create virtually any type of offensive or defensive scheme. You can build customized playbooks by creating all-new plays or by modifying some of the over 3,000 plays included with the game (over 10,000 on CD).

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

### Tutorial 8: Building a Play

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

1. Start *Football Pro '95* or return to the Main Menu, as needed.
2. At the Main Menu Screen, click **Exhibition Play**.
3. Make sure that the home league is **NFLPA 1994**.



4. Click on the text box labeled **Home Team**.
5. Click **Dallas**.
6. Click **Play Editor**.

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

Now load some players.

7. Click **LOAD....**
8. Click **Formation** and **Offense**.
9. On the **Load Play** dialog box, double-click **PRO-SET**.

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



In 1962, the Dallas Cowboys signed a free agent named Cornell Green. Green, a basketball star from Utah State, never played college football. Nevertheless, he started at cornerback and later played safety, appearing in 170 straight games. He played until 1974 and had a total of 34 interceptions.



10. Plays are divided into two parts: **BEFORE THE SNAP** and **AFTER THE SNAP**. Click **BEFORE THE SNAP**.

11. Move your pointer to the flanker, **WR1**.

12. Press and hold the left mouse button. The **WR1** abbreviation will turn yellow and your pointer will become a crosshair. While still holding the left mouse button, move the crosshair until the flanker is lined up to the right of, and slightly behind, the tight end (**TE1**).

13. Release the left mouse button.

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

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

14. Right-click on **WR1**.

15. In the Substitution window, double-click **TE2**.

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

16. Left-click on **FB1**.

17. On the Logic Script Window at the bottom of the screen, click **SHIFT TO...**

The pointer changes to a crosshair and jumps to **FB1**. As you move the crosshair, a blue line indicating the player's path stretches out between the crosshair and the player.

18. Move the mouse to stretch the blue line straight towards the right sideline.

19. When the crosshair is about seven yards to the right of your slotback **TE2**, press the left mouse button.

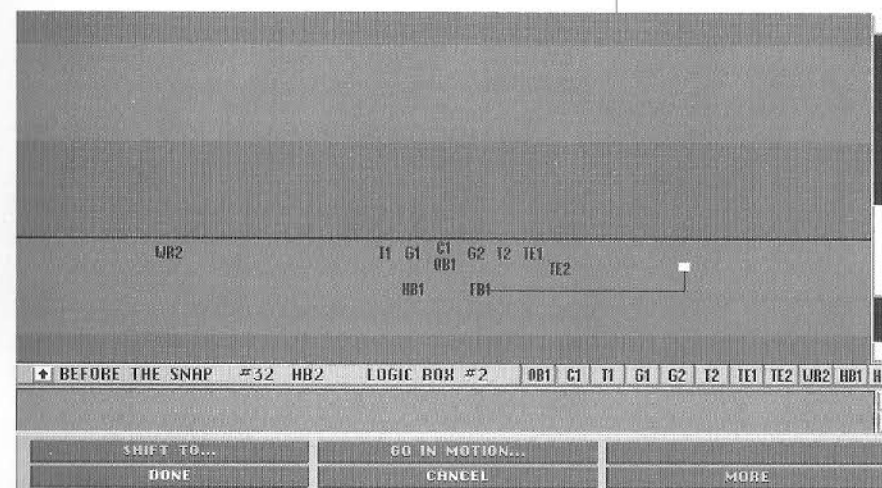
POS	NO.	NAME	SP	AC	AG	ST	HA	EN	IN	DI
WR1	88	Michael Irvin	87	82	86	81	88	89	68	71
WR3	82	Cory Fleming	78	85	72	56	68	67	51	58
TE2	89	Scott Galbraith	58	72	63	88	44	58	59	61
FB2	34	Tommie Agee	74	77	73	78	63	58	66	73

Substitution Window

This will anchor the path so that you can change the player's direction at this point.

20. Draw the path straight up until the crosshair is about two yards behind the line of scrimmage, then press the right mouse button.

A box appears at the end of the movement path. This is called a Logic Box, normally displayed in yellow. When you place or select a Logic Box, it turns white and its Logic Script Window is displayed at the bottom of the screen. You can use the Script Window to specify a wide range of player commands appropriate to that point in the movement path. After you place the Logic Box, your screen should look like that pictured below.



Besides being one of the NFL's greatest quarterbacks, Washington's Sammy Baugh also punted for an average 51.3 yards per game in the 1940 season. In one game, Philadelphia defender Bob Suffridge blocked three of Baugh's punts. Nevertheless, QB Baugh led the Redskins to a 20-14 victory over the Eagles.



In 1962, Baltimore defender R.C. Owens blocked a Redskins field goal. When the Redskins lined up on the 40 yard line, "Alley-Oop" Owens ran down and stood just in front of the goal posts. When the ball was kicked, Owens leaped into the air and batted it down inches in front of the crossbar.

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

21. Click **DONE**.

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

22. Left-click on **TE2**.

23. Click **GO IN MOTION...**

24. Choose **Stop and get set at...**

25. Move the crosshair about halfway between the left tackle (**T1**) and the left split end (**WR2**), then press the left mouse button.

26. Click **DONE**.

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

27. Click on the button labeled **AFTER THE SNAP** at the bottom of the screen.

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

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

28. Left-click on the center, **C1**, to open his Logic Script Window.

29. Click **BLOCK...** then **Pass**.

**Note:** This pass-blocking command will now automatically apply to all other offensive linemen—**G1**, **G2**, **T1**, and **T2**. In *Football Pro '95*, when a blocking command is given to one of the five interior offensive linemen, all remaining linemen without previously assigned logic for the play will be assigned the same commands.

30. Left-click on **TE1**.

31. Click **BLOCK...** then **Pass**.

32. Left-click on **HB1**.

33. Click **BLOCK...** then **Pass**.

34. Click **DONE**.

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

Next, give the receivers their assignments.

35. Left-click on the left split end, **WR2**.

36. Click **LOOK FOR PASS**. (You may have to click **MORE** one or more times to find this option.)

37. Click **MOVE TO...**

38. Draw the movement path about seven yards down the field.

39. Press the left mouse button to anchor the path at that point.

40. Continue drawing the path out towards the left sideline about five yards.

41. Press the right mouse button to end the path and place a Logic Box.

42. Left-click on **TE2**.

43. Click **MOVE TO...**

44. Draw the movement path about ten yards down the field, then right-click.

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

45. Click **THROW A FAKE**.
46. Click **MOVE TO...**, then draw a movement path that goes toward the left sideline at a 45-degree angle.
47. Right-click about 5 yards from the left sideline (Logic Box #3).
48. Left-click on **FB1**.
49. Click **MOVE TO...**, draw a movement path down the field seven yards, then right click.
50. Click **LOOK FOR PASS**.
51. Click **MOVE TO...**, draw the movement path about two-thirds of the way to the left sideline, and right click.

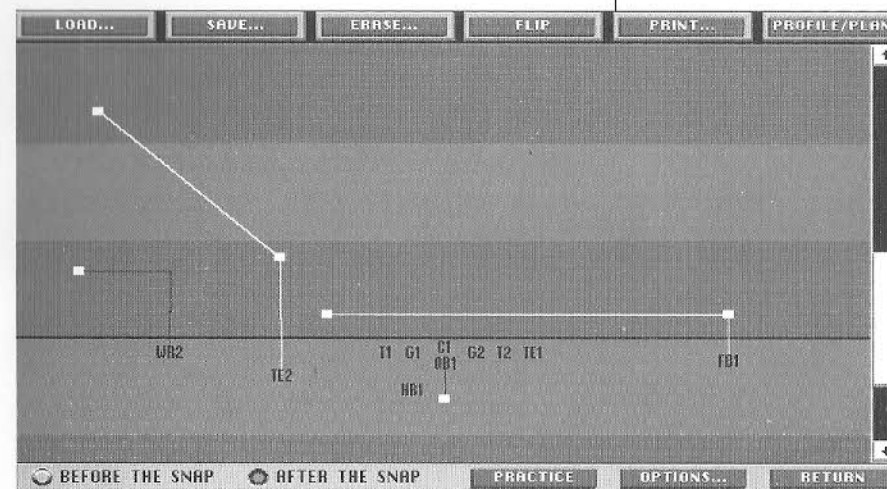
Finally, you must tell the QB what to do.

52. Left-click on **QB1**.
53. Click **MOVE TO...**, draw a path about five yards straight back, and right-click to place a Logic Box.
54. Click **PASS...** then click **Check receivers....**
55. Left-click on your primary receiver **TE2**.
56. Then left-click on your secondary receiver **FB1**.
57. Next, right-click to finish the **Check Receivers...** command.
58. Click **DONE**.

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



Wilbur Henry, a 245-pound tackle, once set an NFL punting record when he booted the ball 94 yards while playing with the Canton Bulldogs.



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

59. Click **SAVE...** (or press **[S]**).
60. In the filename box, type **MYPLAY**.
61. Click **OK**.
62. To see what **MYPLAY** looks like in action, click **PRACTICE**.

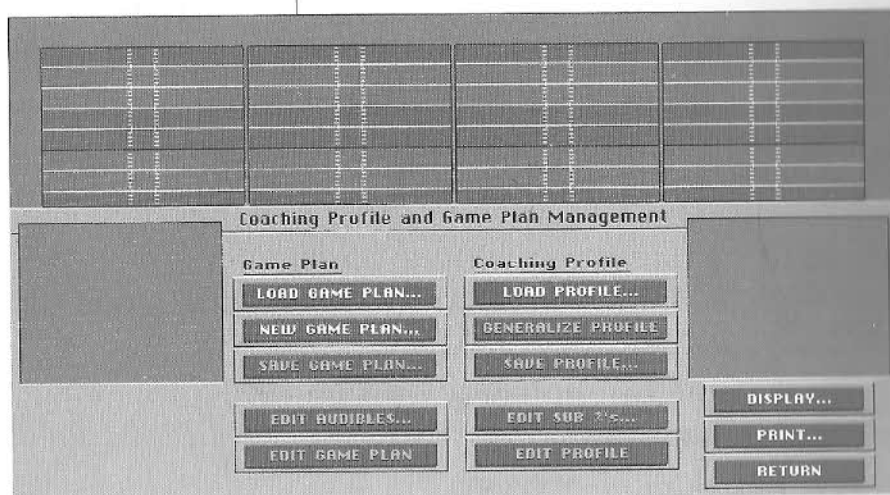
## Tutorial 9: Editing A Game Plan

The sophistication of *Football Pro '95* does not stop with the Play Editor. *Football Pro '95* recognizes 2,520 different game situations in each half and gives you the power to design plays and make decisions based on each one.

How much time is left in the half? What down is it? How much yardage is needed for a first down? Where are you on the field? Are you ahead or behind? *Football Pro '95* lets you address all these questions, and more, with Game Plans and Coaching Profiles that specify the play you want to call and how often you want to call it given a particular game situation.



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



In a 1969 game against Denver, Jets kicker Steve O'Neal blasted a punt from his own end zone that traveled some 77 yards in the air before bouncing past the Denver return man. The ball bounced down to the Broncos 1 yard line before being returned for 1 yard by Bill Thompson.

1. Start Football Pro '95 or return to the Main Menu Screen, as needed.
2. At the Main Menu, click **Exhibition Play**.
3. Make sure that the home league is **NFLPA 1994**.
4. Click on the text box labeled **Home Team**.
5. Click **Dallas**.
6. Click **Play Editor**.
7. Click the **PROFILE/PLAN** button.

You will now see the Coaching Profile and Game Plan Management Screen.

Put a play into your Game Plan.

8. Click **LOAD GAME PLAN....**
9. Click **Offense**.

The **Load Game Plan** dialog box shows the **SIERRA\FBPRO95\CUSTOM** directory. The only item listed is .. (double dot).

10. Double-click **..** to move up a level to the **FBPRO95** directory.
  11. Highlight **OFF** and click **OK**.
  12. Click **EDIT GAME PLAN**.
- You should now see the Game Plan Edit Screen, which will allow you to add and delete plays from this Game Plan.
13. Click **Stock, Offense, Pass, Right, and Short**.
  14. Click **SLICE2RT**.
  15. Move the pointer to the play diagram box in the upper left corner labeled **1-1** and right-click to remove that play from the box.



16. Now left-click to put **SLICE2RT** in that slot. You should now see a diagram of **SLICE2RT** in the slot.

17. Click **RETURN** to go back to the Coaching Profile and Game Plan Management Screen.
18. Click **SAVE GAME PLAN...**
19. Type **MYPLAN** and click **OK** to save your customized Game Plan.

## Tutorial 10: Customizing a Coaching Profile

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

Continuing from the previous tutorial:

1. Click **LOAD PROFILE...**
2. Click **OFFENSE**.

The **Load Coaching Profile** dialog box shows the **SIERRA\FBPRO95\CUSTOM** directory. The only item listed is .. (double dot).

3. Double-click .. to move up a level to the **FBPRO95** directory.
4. Highlight **OFF1** and click **OK**.
5. Click **EDIT PROFILE**.

You should now see the Coaching Profile Edit Screen and, on it, the first of Football Pro '95's 2,520 possible game situations per half. Notice that this specific situation will be referred to by the Computer-controlled offense whenever you face the following game situation: You are on offense. There are more than 5 minutes left in the half. It is first down with 1 yard or less to go inside the defensive 5 yard line. You are leading by 8 or more points.

Football Pro '95's Coaching Profile Editor automatically assigns each situation a set of three Play Types or specific plays. For this situation, the default Profile calls for the Play Types **GOAL LINE PASS**, **RUN LEFT**, and **GOAL LINE RUN**.

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

6. Highlight the top text box underneath the **Selected Play** heading. The box should read **GOAL LINE PASS**.
7. Move the pointer up to diagram box **1-1** and left click. The play named **SLICE2RT** should now appear in the text box. You have just replaced the general Play Type **GOAL LINE PASS** with the specific play **SLICE2RT**.
8. Now change the play weighting by clicking the **up arrow** button under **Weight**. Change it from **5** to **6**. Notice how the percentage shown changes from **50** to **55**. You have increased the probability that this particular play will be chosen by the computer when the specified game situation occurs.



In 1993, quarterback Jim Harbaugh fumbled more times than any other NFL player. While playing for the Bears, the ball got away from him 15 times.

Copy Situation To:

1 situations	Down:	Field position:	Point spread:
Mins. in half:	<input checked="" type="checkbox"/> 1 <input type="checkbox"/> 3	<input checked="" type="checkbox"/> <DEF 5	<input checked="" type="checkbox"/> Ahead by 8+
<input checked="" type="checkbox"/> >5 <input type="checkbox"/> >15-1	<input type="checkbox"/> 2 <input type="checkbox"/> 4	<input type="checkbox"/> DEF 5-35	<input type="checkbox"/> Ahead by 4-7
<input type="checkbox"/> >2-5 <input type="checkbox"/> 0-15	Yards to go:	<input type="checkbox"/> DEF 35-OFF 35	<input type="checkbox"/> Ahead by 1-3
<input type="checkbox"/> >1-2	<input checked="" type="checkbox"/> 0-1 <input type="checkbox"/> 6-10	<input type="checkbox"/> OFF 35-5	<input type="checkbox"/> Tied
What to copy:	<input type="checkbox"/> 2-5 <input type="checkbox"/> >10	<input type="checkbox"/> <OFF 5	<input type="checkbox"/> Behind by 1-3
<input checked="" type="checkbox"/> Plays <input checked="" type="checkbox"/> Clock	OK	Cancel	<input type="checkbox"/> Behind by 4-7
			<input type="checkbox"/> Behind by 8+

Situation #	Field position:	Selected Play	Weight
1	<input checked="" type="radio"/> <DEF 5	1-1 - SLICE2RT	6
Mins. in half:	<input type="radio"/> DEF 5-35	RUN LEFT	4
<input checked="" type="radio"/> >5 <input type="radio"/> >15-1	<input type="radio"/> DEF 35-OFF 35	GOAL LINE RUN	1
<input type="radio"/> >2-5 <input type="radio"/> 0-15	<input type="radio"/> OFF 35-5	FG Range	35
<input type="radio"/> >1-2	<input type="radio"/> <OFF 5	Stop clock?	
Down:	Point spread:	<input type="radio"/> Yes	
<input checked="" type="radio"/> 1 <input type="radio"/> 3	<input checked="" type="radio"/> Ahead by 8+	<input type="radio"/> No	
<input type="radio"/> 2 <input type="radio"/> 4	<input type="radio"/> Ahead by 4-7	2 POINT PAT's	
Yards to go:	<input type="radio"/> Ahead by 1-3	UNDO	
<input checked="" type="radio"/> 0-1 <input type="radio"/> 6-10	<input type="radio"/> Tied	DISPLAY...	
<input type="radio"/> 2-5 <input type="radio"/> >10	<input type="radio"/> Behind by 1-3	COPY...	
	<input type="radio"/> Behind by 4-7	RETURN	
	<input type="radio"/> Behind by 8+		

Description:  
More than 5 mins. in half,  
first down and  
1 yard or less to go  
inside the DEF 5  
ahead by 8+ points.

9. Now click **COPY....** A check box menu will appear with all of *Football Pro '95*'s possible game situation variables.

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

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

Down: **1, 2** and **3**

Yards to go: **0-1**

Field position: **<DEF 5**

Point spread: **Ahead by 8+**

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

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

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



In the '93 season, Neil Smith of the Kansas City Chiefs lead the league with 15 sacks.

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

12. Click **RETURN** to go back to the Coaching Profile and Game Plan Management Screen. Notice in the information box on the right side of the screen that the specific play count is now set to **6**.

13. Click **SAVE PROFILE....**

14. Type **MYPROF** and click **OK**.

Your customized Coaching Profile is now ready for use.

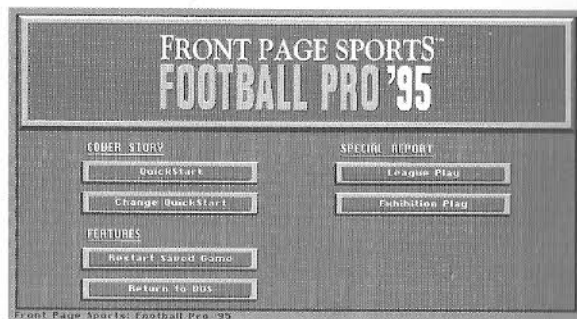
Congratulations! You have completed all of the *Football Pro '95* tutorials, and now know several of the main play options available to you. See the following "Game Play" section for complete descriptions of the various simulation, set-up, and League Play options.



## GAME PLAY

### STARTING GAMES

Each time you start *Football Pro '95*, the program takes you directly to the Main Menu screen. From here, you have a number of different choices. There are three ways to begin an actual game of *Football Pro '95*: you can QuickStart, opt for an Exhibition game, or dive right into League Play.



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

### Copy Protection

Regardless of how you begin the first actual game, the floppy disk version will display a Copy Protection dialog box. This dialog box asks you a football trivia question that is answered in the *Football Pro '95* manual. To proceed to game play, just turn to the specified page, find the answer in the starred "trivia box," type it into the dialog box, and click **OK**. Note: CD version players can skip this trivia question by starting the game with the *Football '95* CD in the CD-ROM drive.

## STARTING GAMES WITH QUICKSTART

QuickStart is the fastest way to start playing *Football Pro '95*. When you first install the game, QuickStart is set to a one-player Exhibition Game: Buffalo at Dallas. You control Dallas, using a joystick (if you have one) or the keyboard.

To review or change these default QuickStart settings:

1. On the Main Menu screen, click **Change QuickStart**.
2. You should now see the Change QuickStart screen. Here, you can modify any of the following settings:
  - Type of Game
  - Default League
  - Quarter Length in Exhibition Games
  - Home and Visiting Teams
  - Playcall and Action Modes for each team
  - Type of Controls used by each team.
3. When you are satisfied with the default settings, click **Save & Return** to go back to the Main Menu screen.

To QuickStart a game with your new settings:

1. Click **QuickStart**.
2. The Copy Protection dialog box will pop up. Find the answer requested, type it in, then click **OK**.
3. A dialog box will appear, showing the weather conditions and default Coaching Profiles and Game Plans. After making any Profile or Plan changes you want, click **OK** to start the game.



The Los Angeles Raiders beat the Washington Redskins 38-9 in Super Bowl XVIII in January, 1984. In that game, running back Marcus Allen carried the ball 20 times, gaining 191 yards. Allen also scored two touchdowns, one on a game-breaking 74 yard run in the 3rd quarter.



In the 1986 AFC Championship game, Denver trailed Cleveland 20-13 with 98 yards but only 1:47 to go. Undeterred, QB John Elway began an amazing effort known to Bronco fans only as "The Drive," ending with a five yard TD pass to Mark Jackson. After tying the score, the Broncos won in overtime 23-20.

## STARTING EXHIBITION GAMES

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

**Note:** If you start an Exhibition Game from a league that is part way through its season, only teams that have all their assigned roster slots filled will be available to play. (See "Assigned Slots," page 146.)

To start an Exhibition Game:

1. Click **Exhibition Play** on the Main Menu screen.
2. This takes you to the Exhibition Play screen. Select a **Home Team** and a **Visiting Team** by clicking on their team name text boxes. A dialog box will show available teams in the current league. Click on the team you want to select. If you want a team from another league, click on the **Home** or **Visitor League** text box to load the league you want, click on the team name box, then choose a team.
3. At the Exhibition Play screen, you may also change settings for your **Controls**, **Playcall** and **Action Mode**, **Home Jersey** and **Quarter Length**.
4. When you have made all your choices, click **Play Football**.
5. The Copy Protection dialog box will pop up. Find the answer requested, type it in, then click **OK**.
6. Choose how weather conditions for the game will be determined. Your choices are:

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

**Month:** Select the month in which the game is played and let the computer generate suitable conditions. If the home team has an indoor stadium, weather has no effect.

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

7. Load Offensive and Defensive Coaching Profiles for each team that is not Computer-controlled. (Depending on the Profiles you choose, you may or may not have to select corresponding Game Plans.) You can opt for the default Coaching Profiles and Game Plans, or select others from the files in the **SIERRA\FBPRO95\STOCK** directory. If you create your own Profiles and Game Plans, just load them from wherever you have saved them.

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

**Note:** When you view the **SIERRA\FBPRO95\STOCK** directory, you will see that some names are listed in **gold**, while others are shown in **gray**. For this and all other *Football Pro '95* directories, **gold** listings are filenames (i.e. Coaching Profiles, Game Plans, plays, etc.). **Gray** listings are subdirectories.

## STARTING LEAGUE GAMES

*Football Pro '95* creates a full schedule of games for each team in a league. Teams play one game per week. (**Exception:** 28-team leagues may choose a schedule with one or two byes for each team. A bye is a week without a game.) All games in the current week must be resolved (either played or simulated) before the next week's games may be played.



In James Lofton's rookie season in 1978, the amazing wide receiver caught 46 passes for 818 yards and 6 touchdowns. By 1993, he had caught 764 passes for 14,004 yards and 78 touchdowns, making him the all-time NFL receiver for total yardage.

## Play vs. Simulate

League games may be either played or simulated. When a game is *played*, you see the game take place on your screen. Games that involve Human-owned teams (see "Teams," page 141) are automatically set to **Play** at the beginning of each week. Games that involve only Computer-owned teams may be *played*, but you will not be able to control either team. You might want to *play* a game with two Computer-owned teams in order to scout an upcoming opponent.

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

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

In a *fast sim* game, the game results are generated using the players' ratings, home field advantage, injuries, etc. *Fast sims* generate scores and statistics, but no highlights. These games are resolved in just a few seconds, but the statistics of normal *sims* are more realistic. Whether your league uses normal *sims* or *fast sims* depends on how you set the **Ground Rules** when you create the league. (See "Ground Rules," pages 85, 139.)

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

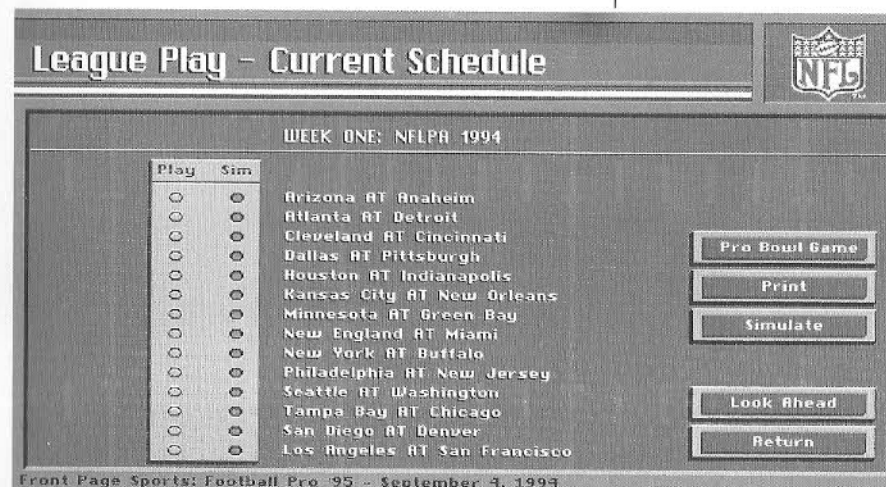
## Starting League Games from the League Schedule Screen

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

To start a League Game from the League Schedule screen:

1. Click **League Play** on the Main Menu screen.
2. From the League Play screen, click **League Schedule**.
3. The Copy Protection dialog box will pop up. Find the answer requested, type it in, then click **OK**.

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



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





Fran Tarkenton was not only quick on his feet but prolific in his passing as well. Between 1961 and 1978, Tarkenton attempted 6,467 passes, an NFL record that still stands.

5. Click on the listing for the game. For example, if you want to play the game **Seattle AT Washington**, click directly on that text.

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

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

6. If both teams are Human-owned, a dialog box asks you to choose a team to set up first.
7. If the team has a password, a password check is performed (for details, see "Team Passwords" page 142). Enter the password and click **OK**. You get two attempts. If the check fails, the user may have the computer control the team (one- or two-player game), or simulate the game (one-player game only). If the game is a two-player game, and the user chooses to have the computer take over, it becomes a one-player game. In this case go to Step 10.
8. Select controls for each team by clicking **Keyboard**, **Joystick 1**, **Joystick 2** or **Computer**.
9. Take note of the game weather conditions. If you wish, change your Offensive and Defensive Coaching Profiles. Then, if necessary, load the corresponding Game Plan(s). (You may click **Cancel** to skip the game start sequence.) Click **OK**.
10. If the current team is the Home Team, click **Light** or **Dark** jerseys.
11. If you are setting up a two-player game, the other player takes over and begins with Step 7.

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

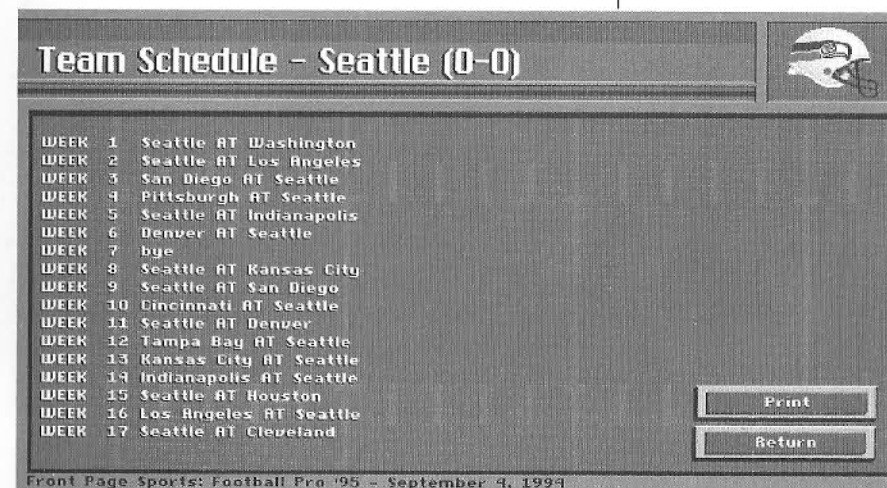
## Starting a League Game from the Team Schedule Screen

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

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

1. Click **League Play**.
2. On the League Menu screen, click **Teams & Standings**.
3. Click **Seattle**.
4. Click **Schedule**.
5. The Copy Protection dialog box will pop up. Find the word requested, type it in, then click **OK**.

You should now see the Team Schedule screen for Seattle.



6. Click on the current week's game: **Seattle AT Washington**.

7. A dialog box will ask if you want to **Play** or **Simulate** this game.

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

## Starting a League Game with QuickStart

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

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

- After a QuickStart-initiated game is completed, all unresolved games on the schedule involving ONLY Computer-owned teams are simulated automatically.
- QuickStart cannot start League Games under the following circumstances:
  - a. If the selected team has completed its game for the current week or has a bye, but other games are unresolved, QuickStart cannot start that team's next game until the other games are resolved.
  - b. If the selected team is part of a Career League that has not completed all pre-season activities (College Draft, Supplemental Draft and Training Camp), QuickStart cannot start a League Game until those activities are completed.
  - c. If the selected team is part of a league that has completed its regular season schedule, and has not qualified for the playoffs, QuickStart cannot start a League Game with that team until the following season.



In 1984, Tampa Bay back James Wilder carried the ball 407 times, an all-time league record in rushing attempts. He finished the year with 1,544 yards and 13 touchdowns.

## STARTING A PRO BOWL GAME

The Pro Bowl is the NFL's All-Star exhibition game and it is usually played shortly after the Super Bowl. In *Football Pro '95*, you can elect to play this game at any time during the season. The best players from the National and American conferences will be selected by a combination of the players' ratings and their statistics. You can set your own criteria to determine the Pro Bowl players using the Player Ratings Profile Editor.

1. To play the Pro Bowl, first load the league from which you want the players to be selected. Then, click on the **League Schedule** and click on **Pro Bowl Game** from the list of buttons on the right-hand side.
2. A dialog box will ask whether you want to use the **Default** Criteria or **Custom** Criteria for selecting Pro Bowl Players.
3. If you choose **Default**, you will start the Pro Bowl game immediately.
4. If you choose **Custom**, you will be taken to the Player Ratings Profile Editor. From here, you can apply or edit a previously saved set of criteria, or you may edit the default criteria.
5. Choose the Player Position for which you wish to set Pro Bowl selection criteria.
5. After you edit the criteria, click on **Show Results**.
6. You will then be taken to a ranking of the players in the chosen position.
7. Click on **Return** to go back to the **Equation Screen**.
8. You can save the criteria under a new name or over a previous name, by clicking on **Save Profile**.
9. Click on **Return** to exit the **Player Ratings Profile Editor**, and you will begin the Pro Bowl game with the players selected by your criteria.

## COIN TOSS

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

## PLAYCALLING & ACTION MODES

### Modes

In *Football Pro '95*, Playcalling and Action each have three modes of involvement: **Basic**, **Standard**, and **Advanced**.

### Playcalling Modes

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

#### Basic

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

An offensive play can be any of the following types:

Pass Short Left  
Pass Short Middle  
Pass Short Right

Pass Medium Left  
Pass Medium Middle  
Pass Medium Right

Pass Long Left  
Pass Long Middle  
Pass Long Right

Run Left  
Run Middle  
Run Right

Goal Line Run  
Goal Line Pass

Razzle Dazzle Run  
Razzle Dazzle Pass

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

Run Left  
Run Middle  
Run Right

Goal Line Run  
Goal Line Pass

Pass Long  
Pass Medium  
Pass Short

Razzle Dazzle Run  
Razzle Dazzle Pass

1					9
2					10
3					11
4	Run middle	Pass short	Run middle	Pass short	12
5					13
6					14
7					15
8					16
TIME OUT SPECIAL TEAMS READY - BREAK!					

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



In 1981, the San Francisco 49ers had an awesome defensive backfield. In one four-game stretch, the defensive backs scored three touchdowns. By the end of the season, the defense intercepted opposing quarterbacks no fewer than 27 times. Dwight Hicks had scored two touchdowns, and rookie Ronnie Lott had scored three.



## Standard

In Standard Playcalling mode, the Play Diagram windows of each team's Game Plan area show diagrams of all player movement paths during the **AFTER THE SNAP** portion of four plays. (Your chosen game plan can contain sixty-four different plays arranged in sixteen groups of four.) Timed passes and Logic Boxes are not shown. The name of the play is displayed below each diagram.

	TIME OUT	SPECIAL TEAMS	SUBSTITUTION	READY - BREAK!	
1					9
2					10
3					11
4					12
5					13
6					14
7					15
8					16
	3WPSL	IFPSLI	FDWLSPLM	DW3WPSMI	

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

## Advanced

In Advanced mode, you can customize playcalling anyway you choose.

Your options are:

**Computer Substitutes For Fatigue:** This lets you determine if the computer automatically substitutes players in/out for **Fatigue**. (See "Substitution IN/OUT" on page 63 for more information on fatigue subs.)

**Show Plays As:** Select **Play Type** to show the plays on the Playcalling screen as play types. Select **Diagram** to see diagrams of the specific plays on the Playcalling screen, and select **Number** to see only

TIME OUT		SPECIAL TEAMS		SUBSTITUTION		READY - BREAK!	
1-1	1-2	1-3	1-4	9-1	9-2	9-3	9-4
2-1	2-2	2-3	2-4	10-1	10-2	10-3	10-4
3-1	3-2	3-3	3-4	11-1	11-2	11-3	11-4
4-1	4-2	4-3	4-4	12-1	12-2	12-3	12-4
5-1	5-2	5-3	5-4	13-1	13-2	13-3	13-4
6-1	6-2	6-3	6-4	14-1	14-2	14-3	14-4
7-1	7-2	7-3	7-4	15-1	15-2	15-3	15-4
8-1	8-2	8-3	8-4	16-1	16-2	16-3	16-4

the specific play numbers. (If you choose **Number**, you will need to memorize the plays in your Game Plan or print them out.)

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

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

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



The underdog Rams led the Steelers 13-10 after the first half of Super Bowl XIV. Early in the 3rd quarter, Terry Bradshaw threw a 47 yard touchdown pass to Lynn Swann, going up 17-13. The Rams scored again, but minutes later, a 73-yard Bradshaw-to-Stallworth pass dealt the death blow. The Steelers won their 4th Super Bowl 31-19.

## PLAYCALLING SCREEN

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

### Controls

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

### Calling Plays

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

There are two ways to select a play:

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

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

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

In Basic and Standard Playcall modes, play group buttons numbered from **1** to **16** are shown on the sides

of your team's Game Plan area. To change the group of four plays displayed, click the group number you want. You may also change the play group shown by holding down button **B** as you move the joystick up or down.

### Substitution

When playing *Football Pro '95* in Standard Playcalling mode, you may decide to make substitutions for a particular play or to rest tired players. If you want to substitute a player, click on your chosen play, then click **SUBSTITUTION**. A substitution window will pop up.

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

	POS	NO.	NAME	SP	AC	AG	ST	HA	EN	IN	DI	ER	IN/OUT	
1														9
2														10
3	QB1	8	Troy Aikman	77	66	72	89	78	42	89	81	100	85/70	11
4	CI	53	Mark Stepnoski	73	58	69	78	85	81	70	76	100	85/70	12
5	TI	79	Erik Williams	68	60	67	86	69	65	55	60	100	85/70	13
6	GI	60	Derek Kennard	74	50	70	86	73	83	57	67	100	85/70	14
7	Current players in the play													15
8														16

The following information is shown for each player:

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

**NO.:** Player's jersey number.

**NAME:** Player's name. Normally, the name will appear in gold. However, during a game, players may go on "hot" or "cold" streaks. When they begin those streaks and are available for use, you will be notified



In 1986, the Jets won ten of their first 11 games. After being crushed by Miami 45-3 in game 12, the Jets kept losing, including a 45-24 pounding from Pittsburgh and a 52-21 disgrace from Cincinnati. While beating the Chiefs in the wildcard game, the Jets fell to the Browns in the divisional playoffs 20-17.

with a message, i.e. "Barry Sanders is hot." or "Barry Sanders is cold." Occasionally, a player's name will be shown in Black. This indicates that a player is injured or was injured in a previous game. When a player is injured during play, he must leave the field. When he recuperates sufficiently to return to play, you will be notified with a message: "Ricky Watters is available," for example.

**Effective Ratings:** The next eight categories (**SP**, **AC**, **AG**, **ST**, **HA**, **EN**, **IN**, and **DI**) are a player's Effective Ratings. These ratings range between 0 and 99 and represent a current measurement of the player's skill levels. The higher the rating, the more physical or mental skill the player possesses. The lower the rating, the lower the skill level. For more information on ratings, see page 150.

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

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

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

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

Keep in mind that the player's maximum ER will decline the more he plays. If a player's maximum ER

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

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

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

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

OK		CANCEL	
1	POS	NO. NAME	SP AC AG ST HA EN IN DI ER IN/OUT
2			
3	QB1	8 Troy Aikman	Currently in play
4	QB2	9 Rodney Peete	53 54 56 72 56 50 77 65 100 85/70
5	QB3	17 Jason Garrett	50 48 48 65 45 29 69 51 100 85/70
6			
7			
8	Players for substitution		

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

★  
The 1990 New England Patriots won only a single game, beating the Colts 16-14 in week 2. The Patriot defense gave up 30 or more points in seven games, while the offense never scored over 24 points in one game all year.





The last tie game in Atlanta Falcon history was in 1986. That year, while playing at home against the 49ers, the game went into OT at 10-10. The Falcon defense had knocked out 49er QB Jeff Kemp in the second half, and 3rd stringer Mike Moroski could not lead the 49ers on a scoring drive.

## Special Teams/Regular Plays

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

Listed on the next page are the offensive and defensive special teams plays in each group:

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

#### Offense

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

#### Defense

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

### Group #2: Punt Plays:

#### Offense

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

#### Defense

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

### Group #3: Clock Management:

#### Offense

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

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

## Two-Point Conversion Attempts

In the 1994 season, the NFL introduced the option to try for a two-point conversion after touchdowns. To attempt a two-point conversion, click on **2-POINT PLAYS** from the Playcalling screen, or a faked FG pass or run play from the **Special Teams** screen. If you are successful in taking the ball into the endzone, your team will be credited with two points. If the defense intercepts a pass or recovers a fumble on the attempt, the ball is dead and no points after touchdown (PAT) are credited to the offense. **Note:** According to NFL rules, if the offense advances a blocked PAT kick into the endzone, they are still only credited with 1 point.

## Time Out

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

**Note:** You may also stop the game clock by pressing and holding joystick button **B**, then pressing button **A** either on the Playcalling screen or before the ball is

snapped on the field. When you call time out from the field, you return to the Playcalling screen where the play clock on the Scoreboard is set to 90 seconds. Each team may call time out up to three times each half and two in each overtime.

## Scoreboard

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

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

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

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

Buffalo (200)	00	00	00	00	00	WIND	01	TIME OUTS	DOWN	TO GO	GOAL
Dallas (200)	QTR: 1	2	3	4	TOTAL						
	00	00	00	00	00			TIME OUTS	PLAY CLOCK		

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

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

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



The first American Football League commissioner was Joe Foss, a WWII fighter ace who flew for the Marine Corps in the Pacific and shot down 26 planes during his combat career.

## ACTION MODES

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

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

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

### On-Field Controls

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

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

### Basic

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

### Offense

**Audibles:** If you decide the play you have called will not work against the defense, you may call an audible before the snap. To call an audible, press and hold button **B**, move and hold the joystick up, down, left, or

right to choose an audible as shown below, then release button **B**. To call a fake audible, press and release button **B** before the snap while leaving the joystick centered.

The offensive audible default settings are as follows:

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

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

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

All other functions are controlled by the computer.

### Defense

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

- Joystick Up—Pass Coverage: Man to Man
- Joystick Down—Pass Coverage: Zone
- Joystick Left—Run Coverage: Outside
- Joystick Right—Run Coverage: Inside

**Time outs:** Same as for Offense.

All other functions are controlled by the computer.

### Kicking & Punting

**Snap Ball:** Same as for Offense.

**Time outs:** Same as for Offense.

All other functions controlled by the computer.

## Standard

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

### Offense

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

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

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

**Audibles:** Same as Basic mode.

**Time outs:** Same as Basic mode.

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

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

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



The Houston Oilers defeated the Los Angeles Chargers in the first AFL Championship game. Ageless George Blanda completed 16 out of 31 passes for 301 yards, leading the Oilers to a 24-16 victory.



**Breach tackle:** When the defense closes in on your ball carrier, press button **B**. Your runner will either stiff-arm the tackler or do a spin move. This increases the ball carrier's chances of breaking the tackle, but also increases the chance of a fumble.

**Check-off pass:** After the snap, move your QB to set-up position. Press button **B** to enter Passing mode and select the primary receiver on the checkoff list. If you think the receiver is open, press button **A** to throw the ball. If he is not open, press button **B** to check the next receiver. If you continue to press the **B** button, your QB will check the primary receiver every other time while moving down the list of alternate receivers. A receiver window appears for receivers who move off the screen. The border of the window is color coded to indicate the order in which the quarterback will check the receivers:

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

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

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

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

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

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

## Defense

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

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

**Audibles:** Same as for Basic mode.

**Time outs:** Same as for Basic mode.

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

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

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



In 1970, the Oakland Raiders were penalized 179 times for 2,269 yards.



In 1988, quarterback Randall Cunningham led the Philadelphia Eagles in rushing with 624 yards on 93 attempts. He scored six rushing touchdowns, and threw 24 more in the course of a 10-6 season under coach Buddy Ryan.

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

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

### Kicking & Punting

**Snap Ball:** Same as for Basic mode.

**Time outs:** Same as for Basic mode.

**Lining Up & Kicking:** You have 10 seconds to choose an angle and aim. Use the techniques explained in the Kicking Tutorial on page 30. If you take more than 10 seconds, the computer will choose the angle and aim for you. Human-controlled kicks have a slight advantage in distance and accuracy.

## Advanced

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

### Offense

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

**Audibles:** Same as Basic mode.

**Time outs:** Same as Basic mode.

**Snap ball:** Same as Standard mode.

**Dive:** Same as Standard mode.

**Leap:** Same as Standard mode.

**Stiff Arm:** Same as Standard mode.

**Bullet Pass:** Same as Standard mode.

**Lob Pass:** Same as Standard mode.

**Check-off Pass:** Same as Standard mode.

**Timed pass:** After the snap, you must take control of the quarterback. Press button **B** to enter passing mode and select a pre-assigned pass location. In a timed pass, the quarterback will throw the ball to a designated spot on the field at a certain time. It is the receiver's responsibility to be there.

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

### Defense

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

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

### Kicking & Punting

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



Head Coach Tom Flores, currently with the Seattle Seahawks, got his start in the pros by playing quarterback for the AFL Oakland Raiders in 1960. That year, he completed 54% of his passes, and threw for 12 touchdowns with 12 interceptions.

## PLAYER CURSORS

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

### Players with the Ball

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

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

### Players without the Ball

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

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

### Catch Zone

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



### Down and Yardage Markers

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

### Instant Replay

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

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

If you choose **Select Play**, you will be given the choice to watch an **Instant Replay** or **Continue**. Click on **Continue** and you will go to the Playcalling screen.

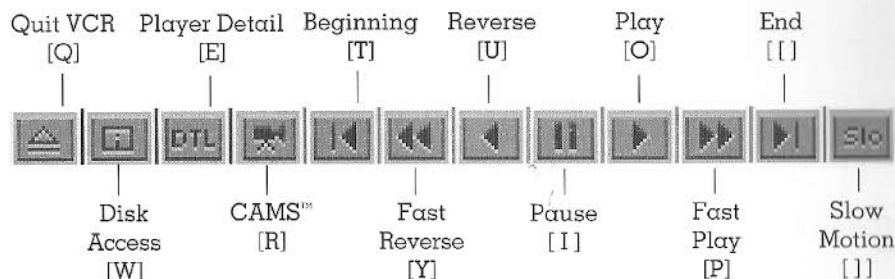
**Note:** If the Expanded Memory of your system is at or near the minimum *Football Pro '95* requirements, the **Instant Replay** option may not be available to you.





## VCR Interface

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



From left to right, the VCR control buttons are:

- Eject: Exits VCR.
- Disk Access: Loads and saves VCR tapes.
- Player Detail: Displays player's numbers, positions, last names, or nothing above their heads while on-field.
- CAMS™: Opens and closes the Camera Angle Management System™. CAMS™ will remain open until you click the CAMS™ button again to close it or press [Escape] or [F10].
- Beginning: Jumps to the beginning of the tape.
- Fast Reverse: Runs the play backward quickly.
- Reverse: Runs the play backward at normal speed. If the PAUSE button is on, the play will step back one frame per click.
- Pause: Pauses replay. The PAUSE button will remain locked until you click on it again. If PAUSE is activated, pressing the PLAY button will advance the replay one frame. Pressing the REVERSE button will reverse the replay one frame.
- Play: Runs the play forward at normal speed. If PAUSE is turned on, PLAY moves the play forward one frame at a time.
- Fast Play: Runs the play forward quickly.
- End: Jumps to the end of the tape.
- Slo: Plays the tape at half speed. To resume normal speed, click the SLO button again.



The Dallas Cowboys have beaten the San Francisco 49ers in every playoff game except the 1981 NFC title match. In 1970, Dallas won 17-10, and in 1971 won 14-3. In the 1973 playoffs, Dallas came from behind to prevail 30-28. In the '92 title match, Dallas won 30-20, and in 1993, won again 38-21.

The VCR functions can also be activated with these keyboard controls:

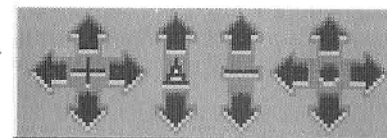
Quit VCR	[Q]	Reverse	[U]
Disk Access	[W]	Pause	[I]
Player Detail	[E]	Play	[O]
CAMS™	[R]	Fast Play	[P]
Beginning	[T]	End	[I]
Fast Reverse	[Y]	Slow Motion	[J]

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

## Camera Angle Management System™ (CAMS™)

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

Move Camera



Pan Left/Right  
Pitch Up/Down

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

- Forward: Moves the camera forward.
- Backward: Moves the camera backward.
- Left: Moves the camera left.
- Right: Moves the camera right.
- Zoom In: Changes the focus of the active camera to zoom in on the selected object or on-field action.
- Zoom Out: Changes the focus of the active camera to zoom back for a more long-distance perspective of the selected object or player.



In 1973, the Oakland Raiders failed to score a touchdown in their first three games. After Coach John Madden replaced QB Daryle Lamonia with Ken Stabler, the Raiders earned the AFC West title and a championship game with Miami. Miami proved too tough, though, and the Raiders lost 27-10.

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

- Pan Left: Rotates (or pans) the camera left.
- Pan Right: Rotates the camera right.
- Pitch Up: Changes the camera pitch up.
- Pitch Down: Changes the camera pitch down.

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

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

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

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

## CAMERA AND REPLAY MODES

*Football Pro '95* provides a variety of options for controlling the cameras that cover the on-field action.

You have four camera modes to choose from:

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



- **Static TV:** Pans in any direction to track the selected subject, and will zoom in and out automatically to keep the subject at a constant distance. This stationary camera can be placed anywhere. Its physical location will not change.
- **Target Area:** Allows you to define pre-set cameras for each of nine field regions. With this mode, the camera for the selected field region will center on the catch zone while the ball is in the air. Once the ball is caught, the cameras in each region will "track" the ball until the ball leaves that camera's region. When the object is **Active**, the active camera will be the one in the zone where the ball is located.
- **Free Floating:** This is a stationary camera that you can place anywhere in the stadium facing in almost any direction. This camera does not track or zoom in on any object. It remains in the same location no matter what happens during the play.

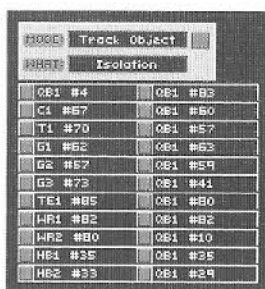
## Objects (WHAT):

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

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

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

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



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

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

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

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

## EDITING VCR TAPES

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

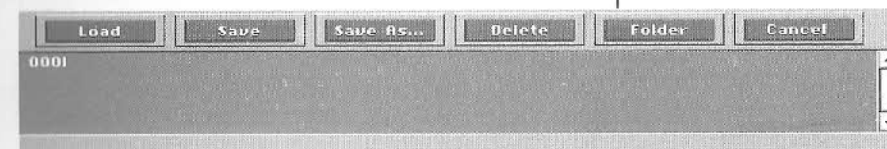
To edit a tape you are viewing, open the CAMS interface by pressing **[F10]** or clicking on the **CAMS** button. As long as the CAMS interface is on the screen, you are able to alter the viewing perspectives for the current replay.

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

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

## GAME HIGHLIGHTS

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



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

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



The New York Giants won Super Bowl XXV against Buffalo when the Bills' kicker, Scott Norwood, missed a potentially game winning 47-yard field goal in the last seconds of the game. New York retained its slim 20-19 lead for a victory.



## TRADING HIGHLIGHTS

At the start of each week, all of the computer-saved highlights for the previous week's games will be deleted from the **TAPES\GAME** directory. If you wish to keep these highlights so you can trade them with other *Football Pro '95* owners or view them later, do the following:

1. Click on **Show Highlights** from the box score screen in the game where the highlight(s) occurred.
2. Click on the Disk Access button.
3. Double-click the highlight that you want to keep.
4. Your view will now be from the playing field. You can view the highlight, edit it, or save it as it is.
5. Click on the Disk Access button.
6. Click the Folder button and change to the **TAPES\USER** directory.
7. Click on **Save As** (or **Save** if you want to save over an existing replay). Type in a brief description of the play, if you wish. Press [Enter].

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

To send highlights to a friend, copy the **\*.DAT** files from your **SIERRA\FBPRO95\TAPES\USER** directory into your friend's **\USER** directory. He can view the replays by loading them from the VCR.

**Note:** It is also possible to save and trade other types of files (such as Leagues, Custom Plays, Coaching Profiles, or Game Plans) with *Football Pro '95*. See page 167 for details.

## FOULS & PENALTIES

If any player on the field commits a foul, the referee will appear after the play to name the foul committed, the player, and the penalty. The team fouled may either accept or decline the penalty. Some penalties are enforced automatically. Following is a summary of *Football Pro '95*'s fouls and penalties.

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



In 1987, no fewer than seven men threw passes for the Kansas City Chiefs: Bill Kenney, Matt Stevens, Frank Seurer, Todd Blackledge, Alex Espinoza, Doug Hudson, and Paul Palmer.

## WEATHER

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

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

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

## CHANGING GAME SETTINGS

During a game, you can change Playcall mode, Action mode, controls, and other game settings. To make these changes, open the Game Settings screen by pressing **[F1]** while you are on the Playcalling screen or on the field prior to the snap.

### Playcall Mode, Action Mode

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

## Controls

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

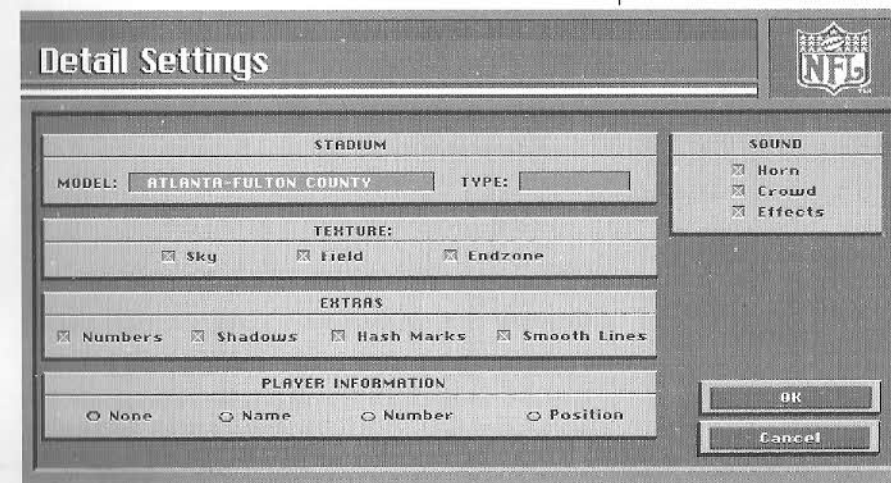
## Ground Rules

The following rules may be toggled on or off: **Fatigue**, **Penalties**, **Injuries**, **Fumbles**, **Interceptions** or **40-second clock**. (Can be changed during game for Exhibition Games only.)

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

## CHANGING GAME DETAIL

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



In 1978, Houston Oiler great Earl Campbell rushed for 1,450 yards and scored 13 touchdowns. That year, the Oilers under coach Bum Phillips went 10-6, beating Miami 17-2 in the AFC wildcard game and New England 31-14 in the divisional playoffs. The bubble burst when the Steelers crushed them 34-5 in the AFC title game.

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

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

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

Numbers: Field Numbers.

Shadows: Player and Ball Shadows.

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

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

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

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

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

**Sound:**

Crowd: Switches the crowd cheers On/Off.

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

Horn: Switches the air horn On/Off.

**OK:** accepts changes and returns to the game.

**Cancel:** cancels changes and returns to the game.

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

## QUITTING AND SAVING GAMES IN PROGRESS

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

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

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

The next time you start *Football Pro '95*, you will be told, "**There is a saved game.**" If the saved game is an Exhibition Game, you may either **Play/Watch** the game, **Save for later** or **Delete** it. If it is a League Game, you may either **Play/Watch**, **Save for later**, or have the computer **Simulate** the remainder of the game.

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



During his entire 15-year career, from 1970-1984, Ken Stabler rushed only 118 times for 93 yards, averaging .8 yard/carry. He did, however, score touchdowns on 4 of those carries.



# THE PLAY EDITOR

This section explains how to use the Play Editor. It describes how to build plays, how to load and save them to your Game Plan with the Game Plan Editor, and how to add them later to your chosen Coaching Profiles with the Coaching Profile Editor.

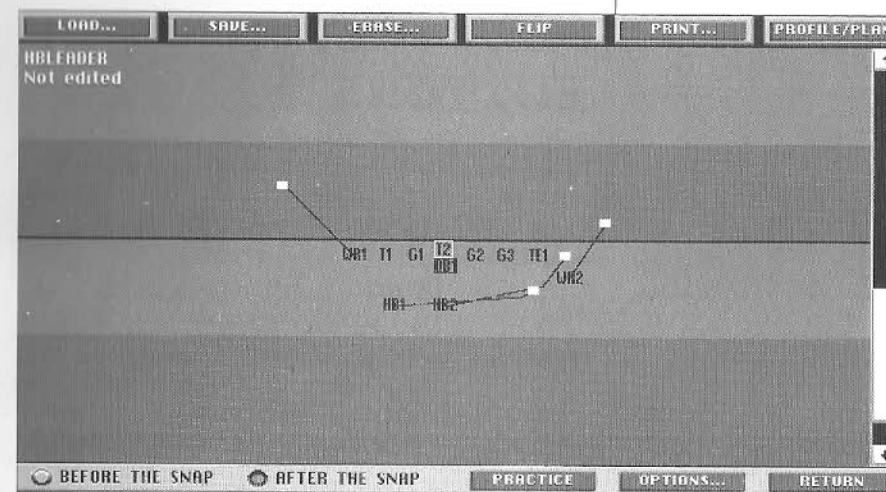
## THE PLAY EDITOR SCREEN

### The Main Window

Click **Play Editor** from either the Team Data screen or the Exhibition Play screen to display the Play Editor main window. This window shows the entire width of the playing field and approximately forty yards of the field length. Each green stripe represents ten yards. The heavy black line across the field is the line of scrimmage, which is always at the offense's 20-yard line. The scroll bar on the right side of the screen may be used to scroll up and down the field. You may re-center the screen on the scrimmage line by pressing **[Home]** when the pointer is on the field.

### Play Editor Controls

The Play Editor interface was designed for use with a mouse. If you are using a joystick, move the joystick left, right, up, or down to move the pointer between buttons. When the pointer is over the main window, press button **A** to change to a crosshair. Move the crosshair over a player's symbol or Logic Box, then press button **A** to open the Logic Script, or press button **B** to substitute for that player. When the crosshair is displayed, the joystick or keypad can move the cursor to any point of the field. (The field will scroll when the cursor reaches the top or bottom of the window.) Move the crosshair and press button **A** to change back to the pointer.



If you are using the keyboard, see the Quick Reference Card for instructions. If you press the **[Tab]** key, the cursor goes to the field and changes to a crosshair.

### Symbols

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

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



In the 1954 NFL Championship game, the Cleveland Browns trounced the Detroit Lions 56-10. While passing for only 163 yards, Brown QB Otto Graham threw three touchdown passes on nine completions. Graham also ran for three more touchdowns on nine rushing attempts.



The last time the wishbone offense appeared in the NFL was during the 1987 strike season. The Giants and the 49ers strike squads met in a televised Monday night game, but the New York scabs were so bad that SF coach Bill Walsh started running the wishbone to lighten things up. The 49ers won handily, 41-21.

## PLAY EDITOR BUTTONS

Two rows of control buttons stretch across the top and bottom of the main window of the Play Editor.

LOAD...

### LOAD...

Click on the **LOAD...** button to display the **Load Play** dialog box. This window shows up to six source and play-customizing categories: File Type, Team Side, Play Type, Direction, Distance, and Coverage.

#### File Type

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

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

**Stock** play files include any of the over 300 ready-to-use plays included with *Football Pro '95*. There are another 2,700 plays you can choose or edit located in the **SIERRA\FBPRO95\EXTRA** directory and its subdirectories (9,700 on CD, depending on your installation selection). You can use these as they appear in your Game Plans, or modify them to make new plays of your own.

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

#### Team Side

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

#### Play Type

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

plays. **Custom** plays are divided into **Regular** plays and **Special** teams plays.

#### Direction

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

#### Distance

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

#### Coverage

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

**Note:** Although you cannot change the logic on special teams plays, you can substitute the players you want in these plays. See "Assigning Players to Plays" on page 100 to see how substitutions work.

To load a play, you can double-click on its name in the list box, or highlight its name in the list box and click **OK**. If you know the name of the specific play you want to load, you may also highlight the Load Play box, hit **[Delete]** to clear the box, type the name of the play, and press **[Enter]**.

### SAVE...

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

## SAVE...

modify an existing **Custom** play permanently, save the modified version under the same filename.

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

## Where To Save Plays

You may save your new or modified play wherever you choose. However, we strongly recommend that you save plays in subdirectories of your **SIERRA\FBPRO95** directory. A default subdirectory called **CUSTOM** is available for this purpose.

If you copy files to another computer, you *must* duplicate the original directory structure of these files on the other hard drive if you want use those files in a custom Game Plan. If the computer can't find your plays, you will see empty play slots in your Game Plan.

## ERASE...

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

**Offense:** Erase the entire offensive play.

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

**Defense:** Erase the whole defensive play.

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

★

In 1990, when Jerry Glanville became head coach of the Atlanta Falcons, the team changed its uniforms from red to black. It didn't help. Under Glanville, the team made the play-offs in 1991 only. In 1990, they went 5-11. In '92 they went 6-10. After Atlanta finished 6-10 again in 1993, Glanville was replaced with June Jones.

## FLIP

## FLIP...

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

## PRINT...

If you have a compatible printer connected to your computer, you can print out your plays. Compatible printers include: Epson 9-pin or 24-pin or 100% Epson compatible printers, or an HP Laserjet II (or higher). Pressing **PRINT...** brings up a dialog box with the printing options available. Choose the appropriate buttons for your configuration and what you want to print.

Depending what you have loaded in the Play Editor, the following buttons may appear at the bottom of the print dialog box:

**Save Settings:** This will save any changes you have made but will not print anything.

**Cancel:** Ignore any changes and close this box.

**Offense:** Print out the offensive play according to your selected settings.

**Defense:** Print out the defensive play according to your selected settings.

**Note:** Since most printers require their own driver for printing graphics, it is impossible for *Football Pro '95* to support every printer available. If you are having trouble printing, consult your printer manual to see if it is compatible with one of the choices available, and switch your printer to one of those modes.

## PROFILE/PLAN...

This button takes you to the Coaching Profile and Game Plan Management screen. This is discussed in more detail beginning on page 123.

## PROFILE/PLAN



## PRACTICE

## PRACTICE

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

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

On the Practice Field, game controls work the same as in the real games. To adjust the Game Settings, press **[F1]** prior to the snap. Use **[Backspace]** to restart the play at any time during Practice (except during a kick). Press **[Esc]** to quit Practice and return to the Play Editor.

## OPTIONS...

## OPTIONS...

This button allows you to alter Play Editor settings.

## Yard lines: Show or Hide

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

## Show Logic Boxes for: Selected player only or All players.

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

Since 1977, the Tampa Bay Buccaneers have had only three winning seasons. In 1979 they went 10-6 to take the division title. In 1981, they took the Central Division by going 9-7. The next year, during the strike, they went 5-4. For the rest of their 17 year history, the Bucs have rarely won more than six games in a season.

## View players by Position, Number, or Symbol.

When **Position** is selected, players are represented by the one- or two-letter abbreviation for their specific position and their level in the Depth Chart (i.e. TE1, HB3, QB2, etc.). See the table at right for *Football Pro '95's* position abbreviations.

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

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

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

## RETURN

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

Football Pro '95  
Position  
Abbreviations

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

## RETURN

☐ BEFORE THE SNAP ☐ AFTER THE SNAP

## BEFORE THE SNAP, AFTER THE SNAP

These settings let you select which part of the play to edit. **BEFORE THE SNAP** shows initial player position and movement until the ball is snapped. **AFTER THE SNAP** shows all positions and movement from the moment the ball is snapped until the completion of the play.

## LOGIC SCRIPT WINDOW

### Logic Boxes

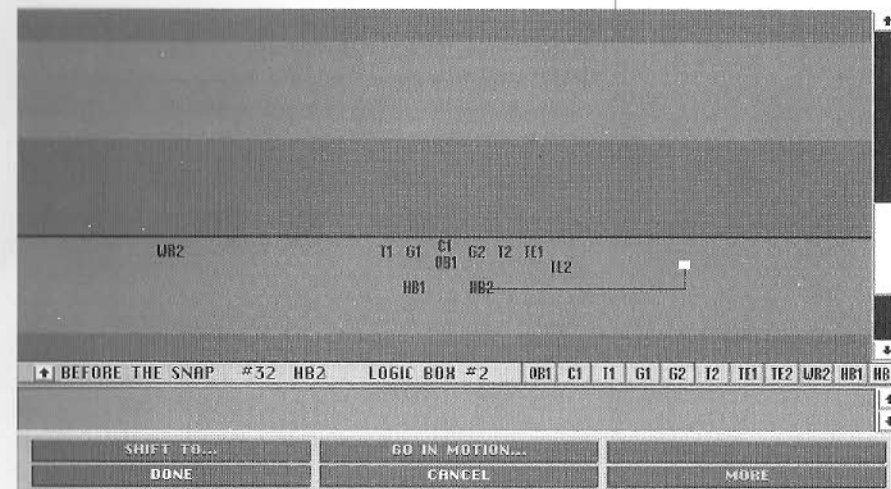
You can determine what each player will do at any point in the play by placing Logic Boxes and entering instructions in them. Each Logic Box you place allows you to define and edit a Logic Script: a set of instructions that determines the activity of each player when he gets to that point on the field. Logic Boxes are represented by small yellow boxes.

To examine or edit a Logic Script, left click on any Logic Box or player symbol. This opens the Logic Script window. The text box in the window contains any Logic Instructions that already have been assigned to this player. If you are working on a new play from a stock formation, all Logic Boxes will be empty.

**Note:** Each player's Logic Box #1 is contained in that player's starting location. If a play has overlapping Logic Boxes, you may click on the player you want first. That player's Logic Boxes will now be on top of the others. If your Logic Boxes are getting cluttered, select **Show Logic Boxes for: Selected player only** in the Options window (see page 94).



In Super Bowl I, Green Bay beat Kansas City 35-10. In Super Bowl II, after the 1967 season, Green Bay beat Oakland 33-14. Since these back-to-back victories, the Packers have not returned to the Super Bowl.



### Title Bar

This shows which part of the play is being edited, which Logic Box, and which player. To switch between the **BEFORE THE SNAP** and **AFTER THE SNAP** portions of the play, click on the up arrow button.

Click on any of the eleven position buttons to jump directly to that player's Logic Box #1. The current player is highlighted in blue for offensive players and red for defensive players.

### Text Box

This area contains the actual Logic Script for the current Logic Box. If there are more than two lines of logic, use the up and down arrow buttons to scroll the script up and down.

To delete a Logic Step, left click on it to highlight it, then right click or press **[Delete]** or **[Backspace]**.

**Caution:** Deleting a step also deletes any steps following it, including subsequent Logic Boxes! If you make a mistake, click **CANCEL** immediately to undo any edits.



In the 1992 playoff game with Houston, trailing 35-3 in the 3rd quarter, Buffalo's 2nd string QB Frank Reich began throwing touchdown passes—lots of them. The bewildered Oilers were barely able to even the score at 38-38 and send the game into OT. A final 32 yard field goal by Steve Christie gave Buffalo the greatest come-from-behind victory in NFL history.

Some Logic Steps can be edited by double-clicking on them. For example, you may edit the delay on a **STOP AND WAIT FOR....** Double-click on that Logic Step and a dialog box will allow you to change the amount of time the player will wait.

## Logic Option and Control Buttons

Along the bottom of the Logic Script Window are two rows of buttons. The top row of buttons are the Logic Options such as **MOVE TO....**, **BLOCK....**, and **STOP AND WAIT FOR....**

When you click on a Logic Option button, a Logic Step is added to the Script in the text box. Often, dialog boxes will appear asking for more detail. For example, if you tell a linebacker or defensive back to **KEY ON....**, a dialog box will ask whether you want to key on a **Quarterback**, or **Hot Player**. Logic Options that need more information have an ellipsis (...) at the end of the command (for example, **MOVE TO....**, **PASS DEFENSE....**).

The bottom row contains control buttons. Press **DONE** when you have finished editing the selected player. Press **CANCEL** to exit without keeping changes for the selected player. Press **MORE** to display any additional Logic Option buttons available for the player during this portion of the play. Buttons displayed with dark gray text are not currently available.

**Note:** Clicking on a new player while a current player's Logic Script Window is open is the same as picking **DONE** for the current player and then selecting the new player.

## USING THE PLAY EDITOR

### Building and Editing Plays

After you have selected the **LOAD...** button at the Play Editor main window, the **Load Play** dialog box is displayed.

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

A small diagram of the play is shown in the window to the right of the dialog box. Click **OK** to load the play. You may delete a Custom play by selecting it, then clicking **Delete....** Stock plays and formations cannot be deleted.

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

### Moving Players

After you have loaded a play or formation, you may move any player except the center. First, be sure you are in the **BEFORE THE SNAP** portion of the play. Then position the cursor on the desired player, press and hold the left mouse button, and drag the player to a new location. Release the mouse button to place the player. A player being moved is drawn in gold. You may move players only if they do not already have **SHIFT TO...** or **GO IN MOTION...** logic.

Defensive players may be placed anywhere on their side of the line of scrimmage, but there are limitations on how offensive players may be placed. The center may not be moved. (He is the reference point for the



In Tom Landry's final year of an amazing coaching career, the 1988 season, his beloved Dallas Cowboys fell to a terrible 3-13. The next year coach Jimmy Johnson went 1-15. In the 1992 and 1993 seasons, though, the Cowboys came roaring back and won back-to-back Super Bowls over the Buffalo Bills.

other players.) At least six players, in addition to the center, must be placed on the line of scrimmage. If this rule is not followed, the offense will be assessed an illegal formation penalty of five yards.

## Assigning Players to Plays

When you design a play, *Football Pro '95* lets you assign specific Depth Chart positions for the eleven player roles of your formation. For example, you may have WR1, WR2, and WR3 in the play as you design it.

To change a Depth Chart position assignment, click on the position with the right mouse button. This opens the window showing the Depth Chart position (and the player in that position) highlighted at the top, followed by all the other positions that may be used. Double-click the position you want to put in the play, or right-click to cancel the change.

When changing Depth Chart position assignments, be aware of the following conditions:

- Running backs and receivers are interchangeable.
- Only another offensive lineman may be put in for an offensive lineman.
- Only another quarterback may be put in for a quarterback.
- Punters and kickers are interchangeable, but a kicker suffers penalties to his ratings when trying to punt and punters suffer when trying to kick.
- All defensive players are interchangeable.
- You cannot edit Special Teams logic, but you can change the position assignments in the play.

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

## How Player Assignments are used during Games

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

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

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

## Substitution: Playcall Mode Logic

Substitution logic is affected by the Playcall mode you have chosen.

**Basic Mode.** Substitutions are handled by the computer in Basic mode.

**Standard Mode.** When you make a substitution during the game on the Playcalling screen, that substitution will apply only to the one play in which you substitute. For example, if you substitute HB2 Tommie Agee in for TE1 Jay Novacek on the play **SSFLOOD**, then Agee replaces Novacek for this play only, not for the plays you call afterward.

**Note:** Keep this in mind when you are designing Custom plays. It is not necessarily a good idea to take your WR1 out one play at a time or leave him in on every passing play. You should rotate your players in and out through careful play design. This will save you a lot of time on the substitution window, and will also give your best players a chance to rest.



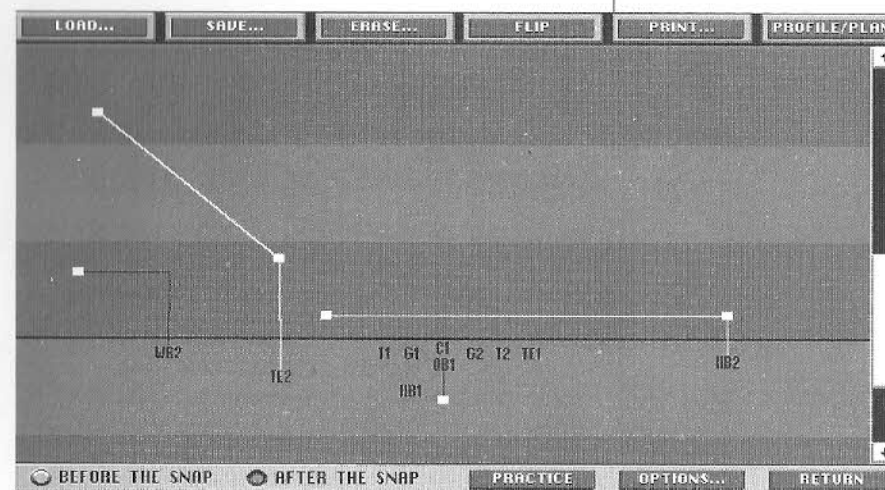
**Advanced Mode.** Substituting in the Advanced mode where **Substitute Duration** is set to **<Until Changed>** is essentially changing your Depth Chart "on the fly." For example, if you substitute CB1 Larry Brown in for LB2 (Robert Jones), then Brown replaces Jones in every play to which LB2 (Jones) was assigned. The computer will substitute in the next available player in the depth chart on any plays where the same player is playing two roles.

There are advantages and disadvantages to this mode of substitution. You must be careful about who you are substituting in, or you might end up having one player trying to play several roles at once. Substitution in this mode can also be a very powerful tool. You might want to design some plays for use in the second half that only use certain players in your Depth Chart. Until you call those plays, those players will be rested and on the sidelines. Then late in the game, you can start calling that set of plays and using completely fresh players. You could even design the exact same plays and have a "first team" and a "second team" filled for the positions. Experiment with this idea to see if it fits your coaching philosophy.

## Drawing Movement Paths

The most commonly used logic option is **MOVE TO...**. This and all other movement options require you to draw a movement path of the player. When you select **MOVE TO...**, a crosshair will appear over the Logic Box (or over the player if you are editing Logic Box #1).

As you move the crosshair around the field, a straight line stretches between it and the Logic Box. This line represents the player's movement path. If you want to put a turn in the line, click the left mouse button at the place on the field you want the player to turn. When you want to end the movement path, click the right mouse button. A new Logic Box will appear at the end of the movement path. The Logic Script Window automatically changes to the new Logic Box.



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

## Saving Plays

When you have finished editing a play, click **SAVE...** (or press **[S]**). A **Save Play** dialog box, similar to the **Load Play** dialog box, will appear. Enter a filename, then click **OK**. Filenames are subject to the standard DOS filename limitations. A three letter extension **.PLY** will be added automatically.



In 1989, the Detroit Lions made Barry Sanders their first-round pick (third overall) in the draft, and he has lived up to their expectations. In 1993, he became only the third RB ever to rush for at least 1,000 yards in each of his first five seasons. The other two are Eric Dickerson and Hall of Famer Tony Dorsett.

## LOGIC ASSIGNMENTS

### Offense: Before The Snap

Logic: **SNAP TO...**

Used by: C

When: Before the snap

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

Logic: **SHIFT TO...**

Used by: R's and RB's

When: Before the snap

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

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

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

Continue until snap

Stop and get set at...

Reverse motion at...

Used by: R's and RB's

When: Before the snap

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

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

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

Logic: **RANDOM SNAP COUNT**

Used by: QB

When: Before the snap

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

### Defense: Before The Snap

Logic: **LINE UP ON MAN**

Used by: LB's and DB's

When: Before the snap

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

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

Logic: **PREFERRED PLAYER**

Used by: All Defensive Players

When: Before the snap

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

## Offense And Defense: After The Snap

Logic: **MOVE TO...**

Used by: All Players

When: After the snap

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

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

Used by: All Players

When: After the snap

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

## Offense: After The Snap

Logic: **BLOCK...**

Pass

Push Left

Push Right

Fire Out

Nearest Defender

Release to...

Lead To

Used by: All offensive players

When: After the snap

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

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

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

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

**BLOCK...Release to:** Player will hold his block for a few seconds, then let it go and proceed to his next Logic Box. This is a good block for a tight end on a "delay" pattern, or for running backs releasing out of the backfield as a "safety valve" on a passing play. This is also good for setting up the blocking for screen passes. **Note:** You cannot have an eligible receiver block past the line of scrimmage on a pass play until AFTER the pass is caught. If he does, he will be called for offensive pass interference.

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

Logic: **PASS...**  
 Timed Pass...  
 Check receivers...  
 Fake Pass

Used by: QB, RB's, R's  
 When: After the snap

**PASS...Timed Pass...Bullet/Lob:** The quarterback will do a **STOP AND WAIT FOR...** for the length of time you specify, then throw the ball to a specific spot on the field (regardless of anything else). A bullet travels more quickly, but can't go as far as a lob. It is also thrown lower and can be knocked down more easily. A lob will go farther, but takes longer to get there, which gives the defense time to react to it. Be careful. A backward pass, or lateral, that is not caught is a fumble! **Note:** Timed passes are good for quick, short passes towards the sidelines or on slants by the tight end. A timed pass into the ground by the QB is a good way to stop the clock quickly. You can either design one of your own or use the **Stock** play called **STOPCLOK**.

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

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

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

Logic: **LOOK FOR PASS**  
 Used by: QB's, R's, and RB's  
 When: After the snap

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

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

Logic: **STOP LOOKING FOR PASS**  
 Used by: QB's, R's, and RB's  
 When: After the snap

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

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

Logic: **THROW A FAKE**  
 Used by: QB's, R's, and RB's  
 When: After the snap

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

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

Logic: **HANDOFF/PITCH TO...**  
 Real  
 Fake

Used by: QB's, R's and RB's  
 When: After the snap



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

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

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

Logic: **RUN...**

Run to daylight  
Inside  
Outside  
Right  
Left

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

When: After the snap

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

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

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

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

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

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

## Defense: After The Snap

Logic: **READ**

Used by: All Defensive Players

When: After the snap

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

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

Logic: **PASS RUSH**

Used by: DL

When: After the snap

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

Logic: **RUN RUSH...**

Aggressive  
Balanced  
Conservative

Used by: DL

When: After the snap

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

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

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

Logic: **PURSUIT IS...**

Aggressive  
Balanced  
Conservative

Used by: DL

When: After the snap

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

**Note:** Although diving can give you more range on your tackle and cause more fumbles, you will also miss more tackles when you dive. The player also must get up from the ground, which takes time based on his agility rating.

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

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

Logic: **KEY ON...**

Quarterback  
Hot Player

Used by: LB's and DB's

When: After the Snap

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

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

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

Logic: **PASS DEFENSE...**

Zone...  
Man to Man...  
Bump man at line  
Shade coverage...  
Underneath  
Deep

Used by: LB's and DB's

When: After the snap

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

**PASS DEFENSE...Man to Man:** The defender has the ability to look for specific players and attributes. When the defender is selected, you will have a choice of covering **Backfield** or **Non-Backfield** or **Either**. **Backfield** offensive players are those that line up behind the line of scrimmage and between the outermost ineligible Offensive Linemen. **Non-Backfield** are all other eligible receivers. If **Either** is selected, the defender covers any receiver from either category who is not already covered.

You may also choose a rating and ranking by which you can choose who is covered. Example: You choose a defender and assign him to cover **Either, SP, 1**. He would then be assigned to cover the fastest player that is not already covered by another defender.

466LP2  
Not edited

Man to man:

28 S1 Darren Woodson

Cover players in:

☐ Backfield  
☐ Non-backfield  
☐ Either

☐ Bump man at line  
☐ Shade coverage...

Pos	No.	Coverage...	Rating	Rank
S6	37	Bckfld	ST	1

Rating: Rank:  
☐ SP ☐ 1  
☐ ST ☐ 2  
☐ HA ☐ 3  
☐ AG ☐ 4  
☐ AC ☐ 5

OK  
Cancel

AFTER THE SNAP #28 S1 LOGIC BOX #1 DE1 DT1 DT2 DE2 LB1 LB2 LB3 LB4 CB1 S1 CB2

KEY ON... PASS DEFENSE... RUN DEFENSE...  
 DONE CANCEL MORE

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

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

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

**Man to Man...Shade coverage... Underneath/Deep:** In **Shade coverage**, the defender stays in man-to-man coverage, but will be slightly ahead or behind the receiver. In **Deep**, the defender will try to stay between the end zone and the receiver and is more likely to give up a pass and make the tackle later. If he plays **Underneath**, he will try to stay between the quarterback and the receiver. He is more

likely to get an interception or knock down the ball, but if the quarterback lobs one over his head, he can get burned for the touchdown. He will always follow his man if he goes in motion.

Logic: **RUN DEFENSE...**

Aggressive  
Balanced  
Conservative

Used by: LB's and DB's

When: After the snap

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

Logic: **BLITZ...**

Real  
Fake

Used by: LB's and DB's

When: After the snap

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

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

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

Logic: **IF RUN, PURSUIT IS...**

Aggressive  
Balanced  
Conservative

Used by: LB's and DB's

When: After the snap

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

Logic: **IF PASS, COVERAGE IS...**

Aggressive  
Balanced  
Conservative

Used by: LB's and DB's

When: After the snap

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

**IF PASS, COVERAGE IS...Balanced:** The defender is equally likely to go for the interception or for the tackle. There is less chance of a pass interference call than with aggressive coverage, but a greater chance than with conservative coverage.

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

## INFRACTIONS

While designing plays, keep the following infractions in mind:

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

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

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

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

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



# PLAYER RATINGS PROFILE EDITOR

Football Pro '95 includes a Player Ratings Profile Editor that lets you reassign player ratings based on your own criteria. You may edit any of the eight ratings for any position and, from the Pro Bowl Screen, edit and apply Pro Bowl player selection criteria. The Formula screen allows you to create a formula for the rating, while the Results screen allows you to see how players are ranked and to assign new ratings based on one of four distribution curves. When you are satisfied with the results, you may save the new ratings to the original league or to a newly-created league. You may also go to the **View All Ratings** screen to edit the ratings for individual players. In addition, you can save any formulas you create into a Player Ratings Profile.

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

## EDITING FORMULAS

You may create formulas to establish each individual rating for each position. For example, you may create a QB strength (ST) formula, a DE agility (AG) formula, and so forth. The **Change Position** button allows you to choose any general position (e.g., receivers) or specific position (e.g., tight ends). To change the current rating being edited, click one of the rating buttons near the top of the screen.

### SPECIAL REPORT Player Ratings - Formulas

LEAGUE: NFLPA94	<input type="radio"/> ST	<input type="radio"/> SP	<input type="radio"/> HA	<input type="radio"/> AC
PROFILE: DEFAULT	<input type="radio"/> EN	<input type="radio"/> AG	<input type="radio"/> DI	<input type="radio"/> IN

QB ST = I:PASL + AND(5) / ( SP / 2 ) - T:SACK |

7	8	9	/	(	)	ST	SP	HA	AC
4	5	6	*	BKSP	EN	AG	DI	IN	
1	2	3	-	DEL	Ind. Stats	Tm. Stats			
0	.	+	CE/C	Random	Set To				

Load Profile  
 Save Profile  
 Apply Profile  
 Print Profile  
 Select Position  
 Show Results  
 View All Ratings  
 Return

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You may use the Calculator display to edit your new formula. The buttons work as follows:

- 0-9, . (decimal): These buttons insert a numeral or decimal into your formula. (You may also use the number keys on the top row of your keyboard.)
- +, -, \*, /, (, ): These buttons insert an operator into your formula. Note: You will get an error message if your left and right parentheses do not match up.
- BKSP: Backspaces over the numeral, operator, rating, or statistic to the left of the cursor. (You may also use the [Backspace] key on your keyboard.)
- DEL: Deletes the numeral, operator, rating, or statistic to the right of the cursor. (You may also use the [Delete] key on your keyboard.)
- CE/C: Clicking this once clears the previous item entered (Clear Entry); clicking it twice clears the entire formula.
- SP, AC, AG, ST, HA, EN, IN, DI: These buttons insert the current value of the player's rating into the formula.

- Ind. Stats, Team Stats: Inserts a statistic into your formula. A dialog box will allow you to choose from all available statistics. Individual statistics are indicated in the formula box by "I:" followed by the abbreviation for the statistic. Team statistics are indicated by "T:" followed by the abbreviation.
- RANDOM: Inserts a random number into your formula. A dialog box will ask you to specify a maximum number up to 99. The number generated will be between 1 and the number you specify.
- Set To: Allows you to replace the current formula. You may choose **Default**, **Blank**, **Revert To Last Saved Formula** (if you are modifying a formula in a previously saved Ratings Profile), or **Another Position's Formula** for the current rating.

You may use the numeric keypad cursor keys (Up arrow, Down arrow, Left arrow and Right arrow) and the [Home] and [End] keys to move the cursor around in the Formula display.

The other buttons on this screen are:

- Load Profile: Allows you to load (or delete) a previously saved Ratings Profile.
- Save Profile: Allows you to save a Ratings Profile.
- Print Profile: Prints all formulas in the current Ratings Profile.
- Apply Profile: Modifies all player ratings in the current league using the formulas in the current Ratings Profile.
- View Results: Takes you to the Results screen to see how players are ranked using the current formula.
- View All Ratings: Takes you to the All Ratings screen to see all of the ratings for players of the current position.
- Return: Returns you to the League Menu screen.

## VIEWING RESULTS AND ASSIGNING RATINGS

Once you have finished your formula, click **View Results** on the Formula screen to see how the players are ranked according to your formula.

SPECIAL REPORT  
**Curve Selection**

NAME	POS	TEAM	RESULT	STR.	BELL	LOG.	EXP.
Miller, Chris	QB	ATL	87.00	95	95	95	95
Faure, Brett	QB	GB	77.00	93	88	75	95
Rikman, Troy	QB	DAL	76.00	91	85	71	95
Deberg, Steve	QB	TB	68.00	90	83	68	94
Wilson, Wade	QB	NO	66.00	88	82	66	94
Everett, Jim	QB	ANA	62.00	87	82	65	94
Carson, Ed	QB	MINN	56.00	85	80	64	94
Bono, Steve	QB	SF	54.00	83	79	63	94
Peete, Rodney	QB	DET	50.00	82	79	62	94
Harbaugh, Jim	QB	CHI	47.00	80	77	61	94
Ware, Andre	QB	DET	40.00	79	77	60	94
Detmer, Ty	QB	GB	32.00	77	75	60	93
Pagel, Mike	QB	ANA	25.00	75	75	59	93
Buck, Mike	QB	NO	8.00	74	74	59	93
Furrer, Will	QB	CHI	0.00	72	74	58	92

Position: QB Rating: ST MIN 55 MAX 95

Print Save Ratings Calculate Equation Screen

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At the bottom of the Results display are two text boxes, labeled **Min** and **Max**. You may use these text boxes to define the range for the rating, then click the **Calculate** button to calculate new ratings for each player.

On the right side of the display, you will see four columns of ratings, labeled **STR.** (straight), **BELL** (bell curve), **LOG.** (logarithmic), and **EXP.** (exponential). These indicate the distribution curves for the ratings. A straightline distribution has players equally spaced in the range. The bell curve groups the players in the middle of the range. The logarithmic curve groups the players near the bottom of the range, and the exponential curve groups the players toward the top of the range. Remember, the ratings are assigned on the basis of the ranking of the players, not on the

actual result of the formula. Two players may have nearly the same result, but different ratings, because one is ranked higher than the other. (If two or more players have the same result, they are sorted on the basis of their current ratings.) Now click on a column heading to select a distribution, and you may save the new ratings by clicking the **Save** button. These ratings can be saved to the original league or to a new league.

## VIEWING ALL RATINGS

If you click **View All Ratings** on the Formula screen, you will see all of the ratings for the players at the selected position. You may double-click on any player to bring up a dialog box that will let you directly edit his ratings.

## COACHING PROFILES, TEAM PROFILES, AND GAME PLANS

To use the plays that you design, you must put them into Game Plans. You may also choose specific plays from a Game Plan when putting together a new Coaching Profile.

You can tailor your offensive and defensive Game Plans to suit anticipated opponent strategies and game situations, and to work against the playcalling tendencies of other teams. Coaching Profiles allow you to choose up to three general Play Types or specific plays to call for each of *Football Pro '95's* 2,520 game situations per half, and determine the chance that a particular play will be called.

The Profiles assign your coaching decisions to the computer for play selection, player substitutions, time outs, and field goal range, as well as giving you the ability to play computer-controlled games against your friends. Profiles also let you begin a game personally controlling the on-field action, then have the computer finish the contest for you.

To reach the Coaching Profile and Game Plan Editor screens from the Play Editor screen, click **PROFILE/PLAN**.


Team Profiles allow you to assign up to six Coaching Profiles to computer-owned teams, and to determine the chance that each will be called. To reach the Coaching Profile and Game Plan Editor screens, go to the Team Data screen and click on **Coaching Profile**.

## Plan And Profile Descriptions

There are six types of stock Game Plans and Coaching Profiles. The first three characters of a Plan or

SPECIAL REPORT

### League Player Ratings



PBS	RK	NAME	TEAM	INJ	YR	SP	AC	AG	ST	HA	EN	IN	DI
QB	1	Aikman, Troy	DAL	OK	5	77	66	72	89	78	42	89	81
QB	2	Bono, Steve	SF	OK	9	68	70	65	79	62	61	81	84
QB	3	Buck, Mike	NO	OK	4	65	69	62	77	53	66	64	67
QB	4	Carson, Ed	MINN	OK	11	67	58	52	82	75	35	85	76
QB	5	Dahl, Darius	DET	OK	8	26	38	57	54	33	28	46	33
QB	6	Deberg, Steve	TB	OK	17	58	46	50	72	62	35	77	75
QB	7	Detmer, Ty	GB	OK	1	64	46	61	67	58	58	76	65
QB	8	Erickson, Craig	TB	OK	2	64	53	62	70	54	69	70	67
QB	9	Everett, Jim	ANA	OK	8	61	58	48	87	68	80	78	78
QB	10	Favre, Brett	GB	OK	3	79	57	73	88	70	76	89	74
QB	11	Fields, Frank	SF	OK	8	30	32	51	53	42	22	49	42
QB	12	Furrer, Will	CHI	OK	2	62	60	56	70	56	68	63	52
QB	13	Garrett, Jason	DAL	OK	1	50	48	48	65	45	29	69	51
QB	14	Harbaugh, Jim	CHI	OK	7	77	60	71	83	76	77	82	73
QB	15	Hebert, Bobby	ATL	OK	8	72	71	70	86	77	46	79	71

Print Sort Save Ratings Position: QB Equation Screen

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You may also click on the **Name** column, or on one or more of the ratings columns, then click **Sort** to sort the display. If you select multiple ratings, the players will be sorted by the sum of all ratings selected. (For example, if you selected SP and AC, a player with SP = 80 and AC = 64 would be sorted above a player with SP = 95 and AC = 40.)

Profile's file name indicate offense (OFF) or defense (DEF). (The first three characters do not appear on the Plan/Profile selection lists within the game.) The next two letters denote the type of Plan or Profile:

PA Pass Aggressive	RA Run Aggressive
PB Pass Balanced	RB Run Balanced
PC Pass Conservative	RC Run Conservative

The last character is a number. For Game Plans, the number simply indicates which Plan it is—there are six plans of each type, numbered 1 to 6. For example, the OFFRC5 is the Offensive Run Conservative #5 Plan. For Profiles, it indicates for which half the Profile was designed. For example, the Profile OFFPA2 is an Offensive Pass Aggressive Profile for the second half. There is one Profile of each type for each half. If you are looking at the **STOCK** directory from DOS, **.PLN** files are Plans and **.PRF** files are Profiles.

When saving plays, the play type is determined by the "radio button" on the **Save Play** dialog box. The play type determines how the play will be used by the Coaching Profile during a game. Sometimes you may want to include a play in a Game Plan that you want the profile to use only in a very specific situation. In this case, save the play using the Specific play type (which won't be selected by the Coaching Profile unless you assign it), then add the play to the specific situation(s) in which it should be used.

For example, you design a play in which two receivers run routes down the sidelines and go out of bounds when they catch the ball. You want to use this play only in a "hurry-up" offense situation (for example, down by 4-7 points late in the half), but not during "regular" time. If you saved the play as a regular Pass type, it might be called at any point in the game. Save it as a Specific play, then create a Profile that calls this play only when you want to use it: for example, only in the last 2 minutes on 3rd downs and 2-5 yards to go when behind by 4-7 points.

Directories in *Football Pro '95* can display up to 512 files. Any additional files in a directory will not be visible in any **Load** dialog box, although the files will

still be there. If you are going to create more than 512 plays in the Play Editor, you may wish to create subdirectories for the plays, such as \PASSLONG or \RUNLEFT, and store your various categories of plays there.

## COACHING PROFILE AND GAME PLAN MANAGEMENT

### Game Plans

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

### Coaching Profiles

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

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



## Using the Coaching Profile & Game Plan Management Screen

Following is a list of the buttons available on the Game Plan Management screen and what they do. When you first come to this screen, only the **LOAD PROFILE...**, **LOAD GAME PLAN...**, **NEW GAME PLAN...**, **DISPLAY...**, **PRINT...**, and **RETURN** buttons are available. To activate the other buttons under Coaching Profile, you must first load a Profile. To activate the other buttons under Game Plans, you must either load an existing Game Plan or start a new one.

### LOAD GAME PLAN...

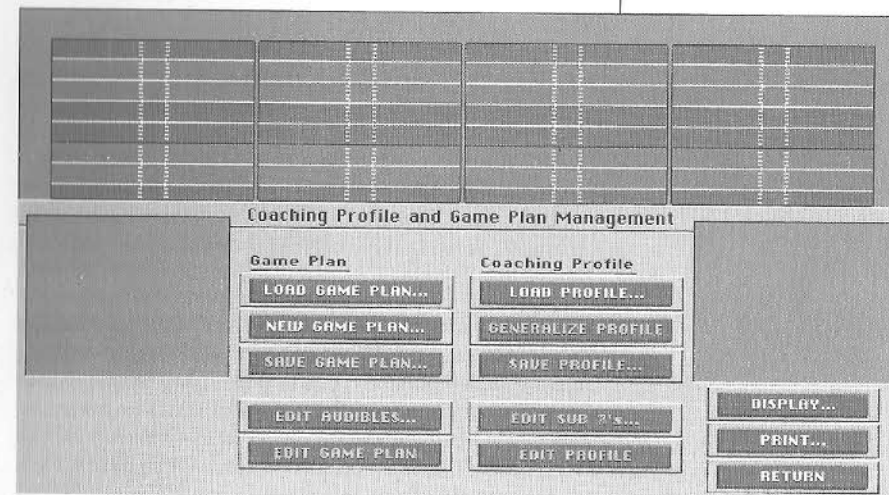
Click on this button, then select **Offense** or **Defense**. This dialog box works in the same way as the one for loading plays in the Play Editor. Two plans, called **OFF** (for offense) and **DEF** (for defense) are in the **SIERRA\FBPRO95** directory. These are the Game Plans used in Quickstart Exhibition games.

Go to the **SIERRA\FBPRO95\STOCK** directory to find stock Game Plans. (The **SIERRA\FBPRO95\CUSTOM** directory is the recommended location for saving the Game Plans you create.) If you load a Game Plan from a floppy disk, save it to your hard drive before trying to use it.

### NEW GAME PLAN...

Click on this button, then select **Offense** or **Defense**. The display windows at the top of the screen will become active (see **DISPLAY...** page 129). This is a "blank sheet" on which you can start building a Game Plan. All 64 slots are empty. To build the Game Plan, you must now choose **EDIT GAME PLAN**.

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



### SAVE GAME PLAN...

This works in the same way as the **SAVE...** button in the Play Editor. Your Game Plan must have at least one play before you can save it. The default directory for your plans is **SIERRA\FBPRO95\CUSTOM**. The directory where you last saved a Game Plan becomes the default directory for saving Game Plans for your team.

### EDIT AUDIBLES...

Use this to reassign audibles to joystick directions. Click on any text box to highlight it, then click on a second text box. Those two audibles will switch places.

*Offensive audible default settings are:*

Joystick up:	Long pass
Joystick down:	Short pass
Joystick left:	Run outside
Joystick right:	Run inside

*Defensive audible default settings are:*

Joystick up:	Man to man pass coverage
Joystick down:	Zone pass coverage
Joystick left:	Outside run coverage
Joystick right:	Inside run coverage

## EDIT GAME PLAN

Use this function to modify a Game Plan, or build a new one. This will change the bottom portion of your screen, but not the top.

This display is very similar to the **Load Play** screen in the Play Editor. You can choose one button at a time in each group. Some buttons may not be available. For example, you can have offensive or defensive plays in any single Game Plan, but not both.

When you change the buttons, the plays matching your selections are listed in the window in the bottom middle of the screen. To place the play in the Game Plan, first highlight a play (left-click on its name in the list). The diagram for this play will show up in the window on the right and its name will appear in the text box above. Next, left-click on an empty slot in the display at the top of the screen to place the play there.

You may click the numbered buttons on the left and right sides to switch the group you want to put the play in, but you must have the display set to **4 plays** or **32 plays**.

To remove a play from a Game Plan, right-click on it. You must first remove a play in an occupied slot if you want to put a different play in that slot. To accomplish this, right-click to remove the original play from the slot, then left-click to place the new play in the slot.

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

When you have finished editing the Game Plan, save it by clicking on the **RETURN** button, then **SAVE GAME PLAN...**

## DISPLAY...

Brings up a dialog box with choices for how you wish to view the plays. The choices are:

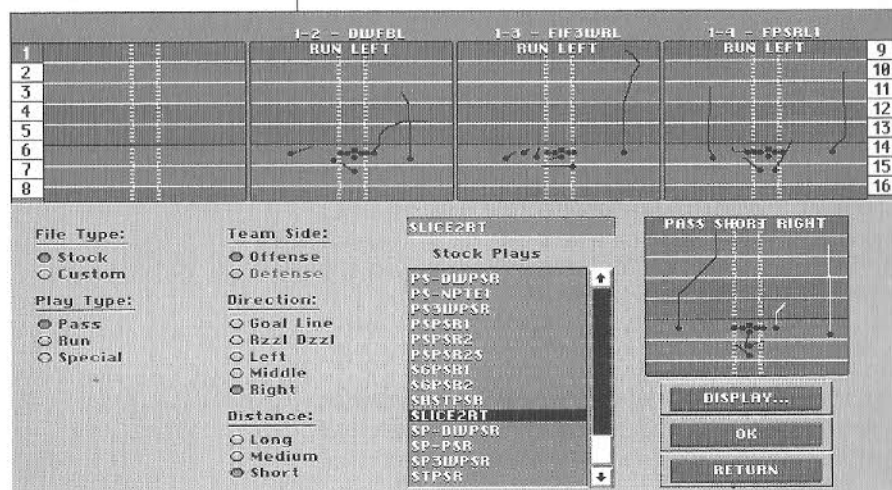
**4 Plays:** Shows the plays in 16 groups of four diagrams each. Click numbered buttons **1-16** on the left and right of the diagrams to switch to a different group of four. You must have a Game Plan loaded already or these windows will be blank.

**32 Plays:** Lists 32 plays by their names only. Click **1-8** or **9-16** to switch to the other set of 32 plays. You must have a Game Plan loaded already or these windows will be blank.

If you press and hold the right button on a play name, the play diagram will appear.

**Special Plays:** Shows Special Teams plays available to all teams. These plays are automatically attached to all Game Plans.

**Play Types:** Shows the general categories that plays fit into, such as **GOAL LINE RUN**, **PASS MEDIUM MIDDLE** or **PASS RANDOM LONG**. The Play Types are based on distance and which side of the field the play is going. The sides of the field for



runs and passes are divided into thirds called Left, Middle, and Right. The distances for passes are:

Short: 5 yards or less  
Medium: 5 to 10 yards  
Long: 10 yards or more

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

### PRINT...

This allows you to print out your Profile or Game Plan. When you click on Print, you will have several printing options.

#### Play Diagram:

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

**Mini:** Prints all plays in a smaller format.

**None:** Prints no play diagrams.

#### Play Logic Text:

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

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

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

**None:** Only the play names are printed.

**Return:** Takes you back to the Play Editor. Prompts you to save any unsaved changes.

Choose the appropriate buttons for the printing setup you have, then click the **Game Plan** or **Profile** buttons to print that choice.

Click **Save Settings** to have these options saved as your default options, without printing.

## The Coaching Profile Editor

### LOAD PROFILE...

You must load a Profile before you can activate the other Profile Editor buttons. Choose **Offense** or **Defense**. There are default Profiles called **OFF1** and **OFF2** (for offense) and **DEF1** and **DEF2** (for defense) in the **SIERRA\FBPRO95** directory. You can find additional Profiles in the **SIERRA\FBPRO95\STOCK** directory.

### GENERALIZE PROFILE

When you build a Profile, you can use either general Play Types or specific plays in it. If you use specific plays in your Profile, the Game Plan using those plays will be included automatically as part of the Profile. A Profile using only Play Types can use any appropriate Game Plan for offense or defense.

This button will take a Profile with specific plays and will substitute the Play Types for those plays into the Profile.

### SAVE PROFILE...

This saves your Profile. The default directory is **SIERRA\FBPRO95\CUSTOM**. Standard DOS file naming conventions apply.

### EDIT SUB %'s...

This allows you to choose the Energy level (ER) at which you want specific positions to sub in and out of the game. Click this button to bring up the percentages windows. You may adjust the percentages up or down by clicking on the arrows. The percentages must be between 0 and 100.

For example, the defaults for most positions are 70% to come out and 85% to go back in. When a receiver's energy reaches 70%, he will be substituted out of the game and will rest until he gets back to 85% energy.

**EDIT PROFILE**

When you click this button, the bottom of the screen will change to show you the Profile editing controls. You must first load a Profile before you can edit one. All Profiles must be completely filled out to be used, so you can only edit a pre-existing Profile. Start with one of the stock Profiles and adjust it as you wish.

1-1 - SLICE2RT PASS SHORT RIGHT		1-2 - QWFL RUN LEFT		1-3 - FIE3DRL RUN LEFT		1-4 - FFSRL RUN LEFT	
1							9
2							10
3							11
4							12
5							13
6							14
7							15
8							16

Situation # + 1 -		Field position: <input type="radio"/> <DEF 5 <input type="radio"/> DEF 5-35 <input type="radio"/> DEF 35-OFF 35 <input type="radio"/> OFF 35-5 <input type="radio"/> <OFF 5		Selected Play 1-1 - SLICE2RT RUN LEFT GOAL LINE RUN		Weight 2 + 6 + 55 + 4 + 36 + 1 + 9	
Mins. in half: <input type="radio"/> >5 <input type="radio"/> >:15-1 <input type="radio"/> >2-5 <input type="radio"/> 8-:15 <input type="radio"/> >1-2		Point spread: <input type="radio"/> Ahead by 8+ <input type="radio"/> Ahead by 4-7 <input type="radio"/> Ahead by 1-3 <input type="radio"/> Tied <input type="radio"/> Behind by 1-3 <input type="radio"/> Behind by 4-7 <input type="radio"/> Behind by 8+		FG Range + 35 + Description: More than 5 mins. in half, first down and 1 yard or less to go inside the DEF 5 ahead by 8+ points.		Stop clock? <input type="radio"/> Yes <input type="radio"/> No 2 POINT PAT'S UNDO DISPLAY... COPY... RETURN	

There are 2,520 game situations that can occur in each half of a game, based on several variables. You can select up to three Play Types or specific plays that the computer will randomly select in each situation, and the percentage chance that each of those plays will be called (probability weighted against the others). You may also change your field goal range and decide whether you want to stop the clock before a particular play starts.

The variables used are:

**Minutes in half:**

- >5 More than 5 minutes left in the half
- >2-5 Between 2 and 5 minutes left in the half
- >1-2 Between 1 and 2 minutes left in the half
- >:15-1 Between 15 seconds and 1 minute left in the half
- 0-:15 15 seconds or less left in the half

**Down:**

1	First down	0-1	1 yard or less
2	Second down	2-5	2 to 5 yards
3	Third down	6-10	6 to 10 yards
4	Fourth down	>10	More than 10 yards

**Yards to go:****Field position:**

<DEF 5	Inside the defense's 5 yard line (5 yards or less to a TD)
DEF 5 - 35	Between the defense's 5 and your field goal range
DEF 35 - OFF 35	Between your field goal range and the offense's 35 yard line
OFF 35 - 5	Between the offense's 35 and 5 yard line
<OFF 5	Inside the offense's 5 yard line (5 yards or less for a safety)

**Note:** When you change your field goal range, the **DEF 35** changes to match it. The default is the **DEF 35**.

**Point Spread:**

Ahead by 8+	Behind by 1-3	Tied
Ahead by 4-7	Behind by 4-7	
Ahead by 1-3	Behind by 8+	

**Situation #**

This is a number from 1 to 2,520 that describes the game situation based on the variables that are chosen. To change the Situation Number, you can click the buttons to change the variables. You can also click the **Situation #** text box, type in a new number, and press **[Enter]**. You may also use the up or down buttons on either side of the text box as follows:

Single left-click:	Increase/decrease by 1
Single right-click:	Increase/decrease by 10
Left & right-click and hold:	Increase/decrease by 100

**FG Range**

The FG Range must be between 5 and 50 yards. Adjust it the same way you adjust the situation number. Changing this number changes two of the variables in **Field Position**. By adjusting **FG Range**, you can customize your Profile to fit your kicker's ability.

**Stop Clock?**

If you click **Yes** for this situation, the computer QB will call a time out if there are time outs remaining. If there are no time outs and it is not fourth down, the QB will automatically run the play **STOPCLOCK**.



This option brings up a dialog box that allows you to determine when your team will try for 2 points after a touchdown. It is very similar to the regular coaching profile screen, but applies only to 2-point conversion attempts.

This shows the three Play Types or specific plays from which the computer will choose for any given situation. To change one of these plays, click its text box, then click on a specific play or Play Type from the display above. **Note:** To generalize a specific play in a Selected Play slot, right-click the slot.

Use this to increase or decrease the chance the computer will pick that play over the others. The value must be between 0 and 10. When you change the weight, the percentage next to it will automatically be recalculated as necessary. At least one play must have a weight greater than zero: i.e., you must call something.

This powerful feature allows you to modify several situations at once. Click **COPY...** to open a display at the top of the screen. Click the check boxes to select game variables. The number of situations you are changing will be shown in the upper left corner. You must select at least one check box for each variable before any situations will be changed. You may choose to copy just the **Stop clock** logic, just the **Selected plays** and their weighting, or both.

**Copy Situation To:**

**Situation 1:**  
 Minus. in half: ☐ 1st ☐ 2nd  
 Yards to go: ☐ 1-10 ☐ 11-20 ☐ 21-30 ☐ 31-40  
 What to copy: ☐ Play ☐ Kick

**Situation 2:**  
 Minus. in half: ☐ 1st ☐ 2nd  
 Yards to go: ☐ 1-10 ☐ 11-20 ☐ 21-30 ☐ 31-40  
 What to copy: ☐ Play ☐ Kick

**Field position:**  
☐ 1st ☐ 2nd  
☐ 3rd ☐ 4th  
☐ 5th ☐ 6th  
☐ 7th ☐ 8th  
☐ 9th ☐ 10th  
☐ 11th ☐ 12th  
☐ 13th ☐ 14th  
☐ 15th ☐ 16th  
☐ 17th ☐ 18th  
☐ 19th ☐ 20th  
☐ 21st ☐ 22nd  
☐ 23rd ☐ 24th  
☐ 25th ☐ 26th  
☐ 27th ☐ 28th  
☐ 29th ☐ 30th  
☐ 31st ☐ 32nd  
☐ 33rd ☐ 34th  
☐ 35th ☐ 36th  
☐ 37th ☐ 38th  
☐ 39th ☐ 40th  
☐ 41st ☐ 42nd  
☐ 43rd ☐ 44th  
☐ 45th ☐ 46th  
☐ 47th ☐ 48th  
☐ 49th ☐ 50th  
☐ 51st ☐ 52nd  
☐ 53rd ☐ 54th  
☐ 55th ☐ 56th  
☐ 57th ☐ 58th  
☐ 59th ☐ 60th  
☐ 61st ☐ 62nd  
☐ 63rd ☐ 64th  
☐ 65th ☐ 66th  
☐ 67th ☐ 68th  
☐ 69th ☐ 70th  
☐ 71st ☐ 72nd  
☐ 73rd ☐ 74th  
☐ 75th ☐ 76th  
☐ 77th ☐ 78th  
☐ 79th ☐ 80th  
☐ 81st ☐ 82nd  
☐ 83rd ☐ 84th  
☐ 85th ☐ 86th  
☐ 87th ☐ 88th  
☐ 89th ☐ 90th  
☐ 91st ☐ 92nd  
☐ 93rd ☐ 94th  
☐ 95th ☐ 96th  
☐ 97th ☐ 98th  
☐ 99th ☐ 100th

**Point spread:**  
☐ Ahead by 1-7  
☐ Ahead by 8-13  
☐ Tied  
☐ Behind by 1-3  
☐ Behind by 4-7  
☐ Behind by 8+

**Selected Play:**  
 1-1 - SLICK2RT  
 RUN LEFT  
 GOLF LINE RUN

**Height:**  
☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10

**2 POINT PAT?**

**Description:**  
 More than 3 yards in half, first down and 3 yards or less to go inside the DEF 20 yard line by 1st point.

**UNDO...**

Clicking this will cancel your most recent edit decision, whether it was changing a single selected play, changing the weighting of a play, or copying information to other situations with **COPY...**

If you decide to edit Coaching Profiles, you will probably want to do separate profiles for the first and second halves. For example, on 4th down on the defensive 10 yard line with 10 seconds to go in the half and trailing by 6, you might settle for a field goal in the first half, but you would definitely go for the touchdown in the second half.

Real NFL teams do not use the same Coaching Profile week after week. They vary their play selection somewhat to make it more difficult for their opponents to predict what they will do. In *Football Pro '95*, you can set the probability that a computer-owned team will select a particular Coaching Profile using the Team Profile.

**Set Profile Selection Criteria**

☐ Computer Profile      ☒ Choose Team Profile

Offense			Defense	
Weight	Pct.		Weight	Pct.
↓ 0 ↑	0	Bush Aggressive	↓ 0 ↑	0
↓ 1 ↑	20	Bush Balanced	↓ 1 ↑	50
↓ 0 ↑	0	Bush Conservative	↓ 0 ↑	0
↓ 2 ↑	40	Pass Aggressive	↓ 0 ↑	0
↓ 1 ↑	20	Pass Balanced	↓ 1 ↑	50
↓ 1 ↑	20	Pass Conservative	↓ 0 ↑	0

OK Cancel

To access this profile, go to the **Team Data** screen for the computer-owned team you wish to edit. Switch the team to Human-owned. You may then click on the **Team Profile** button and adjust the weights on the offensive and defensive coaching profiles. (These weights operate in the same manner as those in the Coaching Profile.) When finished, switch the team back to Computer-owned.

# LEAGUE PLAY

## BACKING UP AND BUILDING LEAGUES

*Football Pro '95* offers you the choice of competing in the default **NFLPA 1994** league or building one or more new leagues of your own. To build a new league, click **League Play** at the Main Menu screen, then click **League Data**. When the League Data screen appears, click **New League**.

### Default Leagues

We have included four single-season leagues filled with players who are members of the NFL Players Association (NFLPA). These leagues are **NFLPA92**, **NFLPA93**, **NFLPA93E** and **NFLPA94**. These are single season leagues only, which means that once you have played through a full season with any of these leagues, the personnel on the teams may have changed due to trades and signing free agents.

We have also included a utility you can use to back up leagues. To use this, type **BACKUP** [Enter] in DOS from your **VBPRO95** directory. We strongly recommend that you back up the NFLPA94 and NFLPA93E leagues before you begin play.

**NFLPA93E League:** The NFLPA players for this league are on the same teams as they were at the end of the 1993 season. This allows you to take your team through the 1994 season with 1993 rosters.

**NFLPA94 League:** This league is set to the beginning of the 1994 season with 1994 rosters.

## Restoring Default Data

It is best to have backups of both of these leagues readily available in case you want restart the season or use the Player Ratings Editor to adjust player ratings. (For more information on the Player Ratings Editor, see page 118.)

To restore these leagues to their original default status, first, delete the NFLPA94.\* files from your Football Pro '95 directory on your hard drive. (Example: **del NFLPA94.\*** [Enter].) Then copy all of the NFLPA94 files from the **SIERRA\FBPRO95\BACKUP** directory into your *Football Pro '95* directory.

If you don't have room on your hard disk to store backups of the default leagues, you may also restore them to their default status by copying the default files off of the *Football Pro '95* CD or Disk #1. First, delete the NFLPA94.\* files from your Football Pro directory on your hard drive. Then change to your Football Pro directory, insert the CD or Disk #1 in drive A:, and type **COPY A:NFLPA94.\*** [Enter]. You may also create a Career league, of course, and choose to fill it with the teams from one of the NFLPA leagues.

## Editing Names and Ratings

If you compare NFLPA94 team rosters with those in the NFL, you may notice that some names have been changed or are missing. This is because some players are not available to license through the NFLPA and have their own special arrangements with the league. Other players, such as some rookie players, are also not yet covered by the licensing agreement. Our agreement does not permit us to provide the names of players who are not NFLPA members.

If you wish to edit the names of any players, just double-click on the player in the Offense/Defense Roster and then click on the player's name in the dialog box. You may then type in any name you wish. You may also edit the player ratings in this same manner. So if you don't agree with what is there, adjust them however you wish. Ratings are the key to

how the players perform, so experiment with them and see what results you get. **Note:** Name changes can only be made before the season starts.

## Choosing League Type

*Football Pro '95* offers two types of leagues: Career leagues and Single-season leagues. In Career leagues, new players are drafted each year. As seasons pass, they accumulate career statistics, age and retire. In Single-season leagues, there are no drafts, players do not age or retire, and no career totals are kept.

## League Configurations

*Football Pro '95* offers you five league sizes, from eight to twenty-eight teams. Each has its own configuration of divisions, conferences, season length, and playoff schedule.

All leagues contain *divisions* of three to five teams. In most leagues, each team will play about half its games against other teams in its division. Usually, each division rival is played once at home and once on the road. In leagues with two conferences, the conference champions meet in the Super Bowl at the end of the post-season tournament.

## Selecting Teams

You may accept *Football Pro '95's* default teams or select the teams you want for the new league. When you select teams, you may use teams from any existing league. Teams retain the team data they had in their previous league, including type of ownership. Human-owned teams are still Human-owned and keep the same password. If you want to remove this password, change the ownership to Computer or set all Human-owned teams to Computer Manager using the **Manage Teams** button (see "Manage Teams" on page 139).

If you decide to select your teams, a screen appears with the default teams listed. You may change any team by clicking on it, then clicking **Select Team**. A dialog box with all of the teams in the current league is displayed. Click on the team that you want to replace the default team with. If the team you want is in a different league, click **Load League** to load that league. Once you do, it becomes the current league. When you are satisfied with your selections, click **Return** to go back to the League Data screen.

## New League Names

The League Data screen shows the default name of the new league, its divisions, and the name of the league championship trophy. You may change these names by clicking on each respective text box, pressing **[Delete]** to clear the text box, then typing in your chosen name(s).

## Ground Rules

With this option, *Football Pro '95* lets you decide the rule structure of your new league. **Caution:** Once you have saved your league, the ground rules will be in effect for every game.

Ground Rules options include:

Fatigue	Penalties
Injuries	Fumbles
Interceptions	40-Second Clock
Sim or Fast Sim	5:00, 10:00, or 15:00 Quarters

## Manage Teams

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

- Playcall mode and Action mode
- Computer Owner & Manager
- Computer Manager
- Clear Passwords

Changes made on this dialog box will affect all Computer-owned teams and all Human-owned teams that have no password. Teams with passwords are not modified, unless the Clear Passwords box is turned on.

When Computer Owner & Manager is turned on, each team's ownership is changed to Computer. When it is turned off, each team's ownership is changed to Human, with no password. Similarly, when Computer Manager is turned on, each Human-owned team is set to Computer Manager; when it is turned off, it is turned off for each Human-owned team.

**Note:** When you click **OK**, the settings for all teams in the league will be changed. For example, you have a league with some Human and some Computer-owned teams and you click **Manage Teams**, then **OK**. All of the teams in the league (except Human-owned teams with passwords) will be immediately changed to the default settings on the **Manage Teams** dialog box. (The default settings are: Basic Playcall Mode, Basic Action Mode, not Computer-owned, not Computer-managed, and passwords will not be cleared). If you do not want to make these changes, click **Cancel**.

The **Manage Teams** option is available at all times. It is especially useful when creating a new league with teams selected from existing leagues, because teams that were Human-owned in their previous league retain all of their team data, including their passwords. You may also want to use this to set all teams to Human-owned with Computer Manager turned off, in order to exactly duplicate trades and free agent signings when you are simulating your favorite real-world professional league.

## Past Champions

In Career leagues, click here to see who has won the Super Bowl in previous years. You can also see who they defeated and by what score.

## Saving New Leagues

To save your league, click **Return**. At the **Save this new league?** dialog box, click **Yes**. On the **Save New League** dialog box, click in the filename box, press **Delete** to empty the box, type a file name for your league of 8 letters or less, then click **OK**.

## TEAMS

### Buying A Team

All teams in a new league start with their **Ownership** listed as **Computer** (unless they were Human-owned teams copied into the new league—see "Selecting Teams" on page 138). You may "buy" any team by changing its ownership from **Computer** to **Human**, or "sell" a team by changing ownership from **Human** to **Computer**. You may buy or sell a team at any point during the season.

Team Data - Seattle

LEAGUE: NFLPA 1994

CONFERENCE: AMERICAN

DIVISION: WESTERN

Team Name: Seattle

Nickname: Seahawks

Abbreviation: SEA

Ownership: Computer

Head Coach: Merl Fosto

Stadium: The Kingdome

Surface: Indoor/Artificial

Nearest City: SEATTLE

Playcall Mode

☒ Basic  
☐ Standard  
☐ Advanced

Action Mode

☒ Basic  
☐ Standard  
☐ Advanced

Computer manager: ☒

Team Profile

Draft Profile

Jersey Colors

Return

Front Page Sports: Football Pro '95

To take ownership of a team, go to the League Play screen. Click **Teams & Standings**. Choose any team on the League Standings screen and click on it.



(Each of the team names are actually buttons that you can click on to take you to specific information about that team.) Choose **Team Data**. Then, click the text box labeled **Ownership**.

## Team Passwords

Human-owned teams can be configured to require a password to perform the following team management functions:

- edit team data
- view and edit playbook
- edit player data
- change player numbers
- initiate or accept trades
- sign players from free agent pool
- move players to or from injured reserve
- modify rosters
- modify coaching profiles

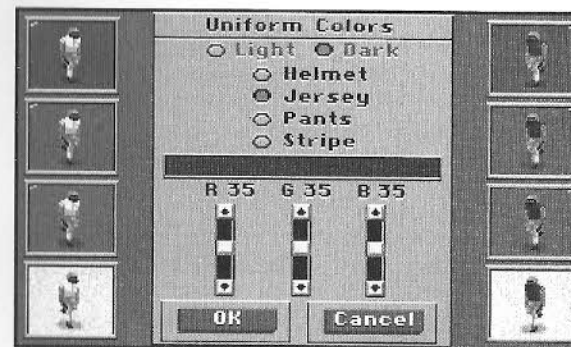
Password protection prevents other human owners in your league from altering your team. When changing Ownership from **Computer** to **Human**, you will be asked to enter a password. Type any password (of eight characters or less) you like, then press [Enter]. As you type each letter of your password, an asterisk will appear in the text box. If you do not wish to use a password, leave the text box blank. Confirm the new password by retyping it in the text box, then press [Enter] or click **OK**. To change your password (or add one if you have not been using one), click **New Password**.

Whenever you go to the team information screens of a Human-owned team that is password-protected, you will be asked to enter the team password. If you do not correctly enter the password after two attempts, a dialog box informs you that the check failed and the buttons that perform these functions become inactive. You may still look at these screens, but you may not alter anything.

A team's password, if it has one, is required to play league games, but not to simulate them. (See "Starting League Games" on pages 49-54.)

## Pick Uniform Colors

Click **Jersey Colors** to go to the Uniform Color screen. You may customize both **Light** and **Dark** versions of your team's uniforms. The **Light** uniform version will appear on the players running in the left-hand windows. The **Dark** uniform version will be shown in the right-hand windows. Choose which version you want to work on by clicking on either **Stripe**, **Jersey** or **Pants**, then clicking on **Light** or **Dark**.



You may also change the color of your **Helmet**, which is the same for both the **Light** and **Dark** uniforms. Next, adjust the **R** (red), **G** (green), **B** (blue) slider bars up or down to alter the combination of basic colors and change the hue of your **Stripe**, **Jersey**, **Pants**, or **Helmet**. When you are finished, click **OK** to save these settings.

**Note:** You cannot change your uniform colors after the first game of a league season.

## Stadium, Surface & Nearest City

Each team has a home stadium located in or near a major city. The surface and the city can affect players' performance during the game. Stadiums may be indoor (domed) or outdoor. Indoor stadiums have artificial turf and are not affected by weather. Outdoor

stadiums may have natural turf (grass) or artificial turf. The nearest city, and the month in which the game is played, determine the weather for the game, which in turn affects the players' performance.

You may change your stadium, or move your team to a new city, before the first game of any season. To change the Surface, click the text box. To change the Nearest City, click the text box. On the dialog box, scroll through the list until the desired city appears, then click the city name and click **OK**.

## Computer Manager

You may want to let the computer control some team functions such as trading players, signing free agents, placing players on Injured Reserve, modifying the Depth Chart, and moving players between assigned and open roster slots.

In Career leagues, the computer may also select players in the College and Supplemental Drafts and allocate training time in Training Camp. The Computer Manager option is turned off when ownership is changed from Computer to Human. It may be turned on or off at any time.

For example, say you want to control your team's draft without worrying about managing assigned and open slots during the season. Simply turn Computer Manager off after starting the new season, then turn it back on after completing the Supplemental Draft.

Each team has a philosophy and personality that is reflected in the way the computer manages it. Some teams place an emphasis on their passing offense, others on defense against the run, etc. As time goes on, each team will change its priorities based on its performance during the previous season.

## Other Team Data

You may pick out a new Team Name, Nickname, Abbreviation, Head Coach, or Stadium for your team by clicking the respective text boxes, pressing [**Delete**], and typing in your new choices.

The following table lists the information about each team that can be customized:

### Data May be changed:

#### *Before the first game of the season:*

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

#### *Anytime:*

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

## Post-Season Play

In all leagues, the team that has the best won-lost-tied percentage in each division is the division champion and advances to the post-season tournament. In most league configurations, one or more wild card teams are selected in each conference on the basis of won-lost-tied percentages of the remaining teams.

## Tiebreakers

In case of a tie in the standings, the following tie-breaking procedures are used:

1. Head-to-head (best won-lost-tied percentage in games between the clubs.)
2. Best won-lost-tied percentage in games played within the division.
3. Best won-lost-tied percentage in games played within the conference.
4. Best net points in division games.

5. Best net points in all games.
6. Strength of schedule. Combined won-lost-tied percentage of all opponents faced. **Note:** Other teams in division are counted once only.
7. Best net touchdowns in all games.
8. Coin toss.

## PLAYERS

### Slots

A team consists of 53 player slots. You must have between forty-two (42) and forty-six (46) of these players **Active** for each game. Before each game starts, you will be able to change which players will be active for that game. To do this, go to the team's roster and click on **Turn to...** then **Active/Inactive**.

You will be shown a list of all players on your team. The Active players will be at the top of the list and the Inactive players at the bottom. To change a player's status, double-click on his name and select the status from the buttons shown there.

There are three types of slots:

### Assigned Slots (A)

Assigned slots are reserved for specific positions. For example, each team has two assigned slots for quarterbacks. **Note:** All assigned slots must be filled before any game can begin. This ensures that teams will be able to field enough players on offense, defense, and special teams at the beginning of the game. If you wish to trade or release a player in an assigned slot, you must replace him with a player of the same position. There are 34 assigned slots on each team. All assigned slots are automatically on the active roster.

### Distribution of assigned slots.

Position	Slots	
<b>Offense</b>		
Quarterback	QB	2
Running back	RB	3
Receiver	R	5
Offensive line	OL	6
<b>Defense</b>		
Defensive line	DL	4
Linebacker	LB	5
Defensive back	DB	7
<b>Special Teams</b>		
Kicker	K	1
Punter	P	1

**Note:** Per NFL rules, once a third string QB (QB3) is subbed in during a game, you will no longer be able to use your starting QB (QB1) or second-string QB (QB2) for the rest of that game.

### Open-Active and Open-Inactive Slots (O or I)

Open slots may be filled by players of any position. This allows you to fill in your team as you see fit. Players in open slots may be traded or released, and replaced with players of any position. Players in an Open-Inactive slot are on the team, but not eligible to play in games.

### Injured Reserve Slots (IR)

Injured Reserve (IR) slots may be filled by injured players of any position. In *Football Pro '95*, each team has ten IR slots. Once a player has gone on IR, however, he cannot come off IR until the next season. The IR slots allow a team to replace injured players who will not be able to play, without releasing them.

In summary, the roster definitions are:

- A = Assigned/Active Player
- O = Open/Active Player
- I = Open/Inactive Player
- IR = Injured Reserve

## Roster Requirements

A = Minimum 34

A + O = Minimum 42; Maximum 46

A + O + I = 53

IR = Maximum 10

Remember, if you want to switch a player from Active to Inactive or vice-versa, go to your team's Offense/Defense Roster and click on the Active/Inactive button. Then, point to the player you want to switch and double-click. A dialog box will appear which will allow you to change the player's status.

## Rosters and Depth Charts

To view a team roster, select a team on the League Standings screen. When the dialog box appears, click **Rosters**. This takes you to the **Offense** roster. To see other rosters, click **Turn to....** This will bring up a dialog box with several display options. Your choice also determines the roster moves you can make.

On the roster, each player's position has a number at the end. This indicates the ranking of the player for his position in the depth chart. On some rosters there is a box with Selection Mode and two buttons in it. On these roster screens, you can select **Choose Player**, or you may use **Depth/Slot** to change the Depth Chart position of players.

### Roster display options are:

1. **Offense or Defense:** Shows all offensive or defensive players. You may choose a player (click on him to highlight him) and try to trade him to another team (Propose Trade). Or you can release him (Release Player) and sign a free agent (Sign Free Agent). You may also double-click on a player to edit some of his data (see "Player Data" on page 152).

2. **Position (QB, RB, etc.):** Shows all of the players at their general positions. You may **Sign Free Agent** or **Propose Trade** from here or choose **Depth/Slot** to change your Depth Chart. To do this, click the radio button next to **Depth/Slot**. Click and hold the left button on the player you want to move, then drag his name to the spot you want him to be in and release the button. Notice the slots changing as you move the player up or down the roster window. Use this same method to change players from assigned to open slots.

You may only trade ranks in the Depth Chart for the same position (e.g., CB1 to CB3, FB1 to FB2, etc.). A player's rank in the Depth Chart is important to substitutions and play design.

If you have an injured player, make sure to move him down in the Depth Chart or make him Inactive before your next game to prevent him from playing while injured.

3. **Active/Inactive:** Shows all players on the team and whether they are Active or Inactive.
4. **Injured players:** This shows all of the injured players on your team. You may place a player on Injured Reserve (IR) from here if he is injured seriously enough to be eligible for IR, or you may trade him, but an injured player may not be released to the free agent pool until one week after his injury is healed (and he has returned from IR).

To move a player to Injured Reserve, double-click on the injured player. If he is eligible to go on IR (he must be expected to be injured for six weeks or more), he will move to an IR slot.

To bring a player back from IR, double-click on the player. You can only do this in Career leagues. If he is eligible to return from IR (must be at the end of the season) and there is a slot available for him, he will be returned to the active roster. You may have to release a player in either an assigned or an open slot in order to bring the player back from IR.



## Ratings

Players have eight basic ratings which range between 0 and 99. These numbers represent a measurement of the player's current skill levels. The higher the rating, the more physical or mental skill the player possesses. The lower the rating, the lower the skill level.

To see the players in the roster ranked by a rating or ratings, just click on the rating(s) and click **Sort Roster**. The players will be ranked by position with the highest-rated players at the top. **Note:** This option cannot be used while in the Depth/Slot mode. To use **Sort Roster** on a Roster screen, first you must change to **Choose Player** mode.

<b>Speed</b>	SP	How fast the player can run.
<b>Acceleration</b>	AC	How fast the player can achieve his top speed from a standing start.
<b>Agility</b>	AG	How well the player changes direction or leaps.
<b>Strength</b>	ST	How strong the player is (making or breaking tackles, blocking, etc.).
<b>Hands</b>	HA	How well the player uses his hands (catching passes, avoiding fumbles, etc.).
<b>Endurance</b>	EN	How well the player resists injury and fatigue.
<b>Intelligence</b>	IN	How well the player interprets events and uses that information.
<b>Discipline</b>	DI	How well the player performs under pressure or avoids mistakes.

Each player has three different sets of these ratings, which are used at various points in the game:

- Actual ratings are the player's normal performance levels as shown on the roster screens. Actual ratings do not change during the season.
- Potential ratings are the maximum level the player can gain. You will never actually see a

player's potential ratings. A player's actual ratings may increase during training camp, but never above the level of his potential ratings.

- Effective ratings are up-to-the-second player ratings during a game, shown on the substitution screen. The effects of injury, streaks, and fatigue are reflected in a player's effective ratings.

Here are some examples of the use of ratings by players at each position.

<b>QBs:</b>	<b>ST</b>	determines how far he can throw the ball.
	<b>DI</b>	affects completion percentage and interception rate.
	<b>HA</b>	is used when checking for a fumble on the snap from the Center.
<b>RBs:</b>	<b>HA</b>	affects catching passes and fumbling.
	<b>ST</b>	is used when blocking and when trying to break tackles.
<b>Rs:</b>	<b>HA</b>	is checked when catching the ball.
	<b>AG</b>	is used when trying a fake.
<b>OLs:</b>	<b>ST</b>	is important when run blocking ("fire out").
	<b>AG</b>	is crucial in pass blocking.
<b>DLs:</b>	<b>AG</b>	and <b>ST</b> are used in various types of rushing.
	<b>ST</b>	is key in tackling.
<b>LBs:</b>	<b>HA</b>	affects the chance of interceptions.
	<b>IN</b>	is checked when calling audibles.
	<b>ST</b>	is used in tackling.
<b>DBs:</b>	<b>AG</b>	and <b>SP</b> are important elements in staying with a receiver.
	<b>IN</b>	is checked when a receiver tries a fake.
	<b>HA</b>	affects the chance of interceptions.
<b>Ks/Ps:</b>	<b>ST</b>	helps determine how far the ball is kicked.
	<b>DI</b>	affects the accuracy of the kick.

The following table lists the **key ratings** used by the computer when evaluating players for trades, drafts, etc., and when setting up depth charts. They are also the most important and frequently-used ratings for each position during games.

<b>QB</b>	ST, IN	<b>DE</b>	AC, ST
<b>FB</b>	ST, SP	<b>DT</b>	AG, ST
<b>HB</b>	SP, HA	<b>LB</b>	SP, ST
<b>TE</b>	HA, ST	<b>CB</b>	SP, AG
<b>WR</b>	HA, SP	<b>S</b>	SP, HA
<b>C</b>	HA, ST	<b>K</b>	ST, DI
<b>G</b>	ST, AG	<b>P</b>	ST, DI
<b>T</b>	ST, AC		

## NFLPA Ratings

We have assigned ratings to players for the 1994 season based on their statistics and performance during the 1993 season. For example, Steve Young has a higher than average ST, IN, SP, and AC rating. Of course, there will be as many arguments about how each player should be rated as there are football fans. Feel free to adjust the ratings as you desire. You can also create your own formulas to determine the players' ratings with the Player Ratings Profile Editor (See page 118 for more information).

## Player Data

The table below summarizes all the data shown for players on the rosters. You may change most items, but Injury Status is maintained automatically by the computer.

### Data may be changed

<i>Before the first game of the season:</i>	<i>Anytime:</i>
First name	Active/Inactive
Last name	Slot
Years in league	Jersey number
	Ratings

Injury status data may be changed automatically by computer.

To edit a player's data, go to the **Offense, Defense** or a position roster. Highlight the player you want to edit, then click on his name. A dialog box allows you to edit various items. You may type directly in any of the text boxes except **Position**.

## Injury Status

The team rosters list the injury status of all players. Ratings reductions for injured players appear only on the substitution screen during games. The Reduction column in the following table specifies how much an injury has cut into the player's normal Effective Ratings.

Code:	Injury Status:	Reduction:
OK	healthy	none
P	probable	10%
Q	questionable	40%
D	doubtful	70%
O	out	100%
CEI	career-ending injury	100%

The number of weeks a player is expected to remain sidelined is listed after the injury status. Injured players heal between games and during bye weeks. Although their status may not change, (they may still be listed as Q-3 two weeks in a row) their injury is being healed. Players who play in games while injured will heal about half as fast as they normally would. Players on Injured Reserve heal a little bit faster than normal. No player may be released to the free agent pool until one week after he is healed, although an injured player may be traded at any time.

**Note:** Players may get injured during games. Injuries may be minor, like getting shaken up for a few plays, or serious enough to end a player's career. (Injuries sustained during Exhibition games, regardless of severity, are not recorded after the game is over.) When a player is injured, the computer will replace him with another player from the bench. A player who receives a minor injury cannot be put back in the game until he has recovered. When he is available, you will be notified on the playcalling screen. If an injury is more serious, the player will be listed on a team's injury roster after the game. In the following weeks, while a player heals, he may be put into a game, but his ratings will be reduced.

As soon as the Super Bowl is over, all players are completely healed. **Note:** All players on IR must be moved back onto the regular roster before a new season can be started.

## Trading

Trading is allowed from the completion of the Super Bowl until eight weeks into the next season. Trades can be proposed only before the first game of the week is started.

Any team may propose a trade to any other team. Trades are always one player for one player. Players in assigned slots may only be traded for other players of the same position. Players in open slots may be traded for any other player.

### To make a trade

1. On any roster screen, highlight the player you wish to trade away.
2. Click **Propose Trade**.
3. Choose the position of the player you want to acquire.
4. You will be shown a list of players that other teams are willing to trade for your player.
5. If you see a player you want, select the player by double-clicking.
6. The proposed trade is shown to you in a dialog box. If you change your mind about the player you selected, you may click on a new player. If you are satisfied with the trade, click **OK**. To cancel the entire trade, click **Cancel**.

A message will appear in the Team News screen for your team and the team to which you proposed the trade. To accept or reject a trade that another team has proposed, click the trade proposal text on the Team News screen, then choose **Accept** or **Reject**.

## Free Agents

Free agents may be signed before any game is started during any week of the season. To sign a free agent, select the position of the player you want to acquire, then choose the player. The new player will be placed in an assigned slot, if one is available, or an open slot. If you have no empty slots, you will be asked to release a player.

## NEW SEASONS FOR CAREER LEAGUES

The following rules apply only to Career leagues:

### Player Retirement

Each year, players decide whether to come back for another season or to hang up their cleats. Factors involved in the decision include: the number of seasons they have played, how well they performed in the previous season, and how well their team performed in the previous season. (Younger players might try to win another championship, older players like to go out on a winning season.) **Note:** According to the NFLPA, the average player's career lasts only 3.32 years.

### Aging

All players who continue for another year will experience the effects of aging. The player's potential ratings may be reduced and a corresponding reduction in his actual ratings will occur. The effects of aging will be greater each year the player remains in the league. **Note:** Aging only affects a player's physical ratings—mental ratings (IN & DI) are not affected.

### Player Drafts

At the beginning of each season, Career leagues conduct a College Draft and a Supplemental Draft. Team owners may adjust their open and assigned roster slots or make trades prior to either draft, but no trades may be made while the draft is in progress. Free agents may not be signed from the time the **Start New Season** button is pressed until the Supplemental Draft is complete.

### The College Draft

All teams in the league must participate in the College Draft. Teams take turns selecting players from the College Draft pool. The draft lasts for three rounds. All players not selected during the College Draft and all players released to make room on the roster for draftees are placed into the Supplemental Draft pool.

### The Supplemental Draft

The Supplemental Draft is similar to the College Draft. However, teams may pass during any round or quit drafting altogether at any time. The Supplemental Draft continues as long as there are still teams who want to participate. Players not drafted remain in the free agent pool and may be picked up by any team during the season.

### Draft Order

Teams draft in reverse order of their regular season won-lost-tied record (i.e., worst to best). If two or more teams are tied for selection order, the conventional strength-of-schedule tie-breaker (see page 145) will be applied. Regardless of records, the League Champion will be the last team to draft and the loser of the Super Bowl will be next-to-last.

### Making Selections

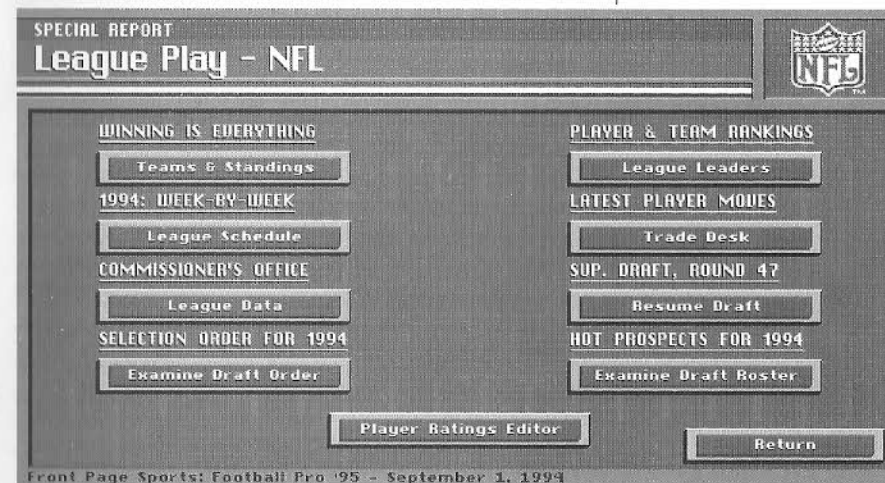
When you are ready to start making selections, click **Start Draft** on the League Play screen. (You may wish to print the draft pool and decide whom you want to draft before clicking **Start Draft**.) There are two ways to proceed through the draft. If you want to see which players are taken by each team, click **Select**. Computer-managed teams (Computer-owned teams or Human-owned teams with **Computer Manager** turned on) will make their selections, then a dialog box will tell you who was selected. You must click **Select** for each team that will draft. When it is a Human-managed team's turn to pick, you must pass a password check, then choose the position and the player you want to draft. If you fail the password check, you may have the computer select for you, or **Cancel**. If you **Cancel**, your team still must make a selection before the draft can continue. You may exit the draft after any selection. To continue the draft,

click the **Resume Draft** button on the League Play screen.

If you want to get through the draft quickly, click **QuickDraft**. This works the same as **Select**, with two exceptions: 1) There is no display of players taken by Computer-managed teams. 2) The draft does not stop until a Human-managed team's turn.

### Common Draft Pool

When a new league is formed, you will be given the option to release all of the players to a common draft pool. This option allows you to release all of the players from the NFL teams and send them to free agency. Then all of the NFL owners start from scratch and redraft their entire team.



If you decide to release all players and redraft from a common draft pool, you will be taken to the Common Draft Pool Screen. From this screen you will have several options.

League Schedule:	View the schedule for the teams in your league.
Examine Draft Roster:	View all of the players available for draft.
League Data:	Allows you to change league attributes.
Draft Order Method:	Lets you set the teams' draft order yourself or allow the computer to set it randomly.



To change the draft order, go to either of these screens:

Examine Draft Order:	Allows you to view or change the draft order.
Start Draft:	Change the draft order or begin the draft.

When the draft begins you will be given two options:

Use Draft Profile:[Name]	Your draft will proceed by using the draft profile that is currently assigned to the team through the Team Data screen.
Draft By Round:	You will be able to draft players round by round when it is your team's turn to pick.

The computer-owned teams' drafting will automatically be guided by a Draft Profile. This profile gives priorities with respect to positions, and the option to use one or two ratings as draft pick criteria.

## Drafting Round By Round

If you decide to draft round-by-round, you will see a dialog box when it is your turn that gives you a list of player positions from which to choose. Click on a position and you will be given a list of the available players in the league at that position. You will also see an **Assigned Slot Status** box. This box will update you as to what assigned slots still need to be filled. This is especially important because a team's game cannot begin until all of the assigned slots have been filled. (For more information on assigned slots, see page 146.) If there are any assigned slots left open at the end of the draft, you will have to fill those with free agents before you can play a game. Once the draft is completed, you can **View League Schedule**, and start playing games with the teams.

## Using The Draft Profile Editor

In the NFL, the General Manager is usually responsible for scouting, drafting, and hiring replacement players during the season. The Draft Profile is best

described as a plan that you give to your *Football Pro '95* General Manager—the computer—who then does the drafting for you.

SPECIAL REPORT

Team Draft Profile

POS	RT1	RT2	POS	RT1	RT2	POS	RT1	RT2
1	QB	HA	ST	19		37		
2	HB	HA	SP	20		38		
3	FB	ST	SP	21		39		
4	CB	SP	AG	22		40		
5				23		41		
6				24		42		
7				25		43		
8				26		44		
9				27		45		
10				28		46		
11				29		47		
12				30		48		
13				31		49		
14				32		50		
15				33		51		
16				34		52		
17				35		53		
18				36				

Draft Profile

EXAMPLE1

Erase

Reset

Load

Save

Print

Return

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To enter the Draft Profile Editor, click on **Draft Profile** in the Team Data screen. You will then see a Draft Profile Editor like the one above. There are six default Draft Profiles available. Each concentrates on building a team with specific strengths. You can view these profiles by using the Draft Profile Editor.

To edit a draft round, you must first select the round in which you want to draft a position. Click on this round and a dialog box will appear. From this box, you select the position for which you want to draft (QB, HB, WR, etc.), a rating by which it should judge the position (SP, AG, ST, etc.), and, if you wish, a second rating by which it should judge the players. If you only want to use one rating, select the same one for rating 1 and rating 2.

For example, if you choose WR, HA, and ST, the General Manager (computer) will look through all of the available wide receivers and select the one with the highest combined hands (HA) and strength (ST). If there is a tie, the General Manager will chose the WR with the highest of all eight ratings combined.

SPECIAL REPORT  
**Team Draft Profile**

Edit Draft Round 5

Assigned Slots Remaining

QB	RB	R	OL	DL	LB	DB	K	P
1	1	5	6	4	5	6	1	1

Position

<input type="radio"/> QB	<input type="radio"/> DE	<input type="radio"/> SP	<input type="radio"/> SP
<input type="radio"/> HB	<input type="radio"/> DT	<input type="radio"/> AC	<input type="radio"/> AC
<input type="radio"/> FB	<input type="radio"/> LB	<input type="radio"/> AG	<input type="radio"/> AG
<input type="radio"/> WR	<input type="radio"/> S	<input type="radio"/> ST	<input type="radio"/> ST
<input type="radio"/> TE	<input type="radio"/> CB	<input type="radio"/> HA	<input type="radio"/> HA
<input type="radio"/> C	<input type="radio"/> K	<input type="radio"/> EN	<input type="radio"/> EN
<input type="radio"/> G	<input type="radio"/> P	<input type="radio"/> IN	<input type="radio"/> IN
<input type="radio"/> T		<input type="radio"/> DI	<input type="radio"/> DI

OK Cancel

35 36

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### Editing Draft Profile information:

**Clicking on an empty slot** will bring up a Draft Assignment dialog box.

**Clicking on an occupied slot** will highlight that slot.

**Double-clicking on an occupied slot** will open a Draft Assignment dialog box with the default information selected. You may edit this as you wish.

**Clicking on an occupied slot and then clicking on another slot** (empty or occupied) will swap the information in the two slots.

Once you have made a change to the Draft Profile, you will be asked if you want to save it. You can then save over a previous profile or create a new name.

You may change the Draft Profile assigned to computer-owned teams by changing the ownership to **Human**, changing the Draft Profile to whatever you wish, and then changing the ownership back to **Computer**.

## Training Camp

Each July, teams hold a training camp to get their players in shape for the new season. Head coaches assign percentages of training time to each of the eight player skill ratings (see pages 150-152 for ratings). With sufficient training time, players' actual ratings will increase. The amount of increase in an actual rating depends on the amount of training time allocated and the percentage of his potential rating the player has reached. If a player has an actual rating that is very close to his potential, very little increase will be gained even by a large amount of training.

To allocate training time, select the team on the **Teams & Standings** screen, then choose **Training Camp**. Click on the up and down arrow buttons to adjust the allocations for each exercise. The remaining training time for the current position is displayed at the bottom of the screen. Each position has its own set of allocations.

When all teams are ready, click **Start Training Camp** on the **League Menu** screen. If any teams have incomplete allocations, a dialog box will list those teams and ask if you want to have the computer finish their allocations.

## Statistics

There are three types of statistical screens in *Football Pro '95*: Box Score screens, Team Statistics screens, and League Leaders screens.

### Box Score Screens

Box score screens, available during the game and from the Team or League Schedule screens, show data for both teams in the selected game. Box scores are available for any completed game in the current week (or the previous week if no game has been completed in the current week). Statistics are shown automatically at the half and at the end of the game.

To get statistics during games, press **[F2]**. To see the box scores from the schedule screens, click the text line showing the score from that game.

SPECIAL REPORT

Box Scores: Week 4



NO - 3 7 3 3 - 16  
SF - 17 7 10 14 - 48

OFFENSIVE PLAYER STATISTICS

NO RUSHING: Dunbar 35 att/169 yds, 4 TD; Hilliard 18/71, 0 TD; Hebert 2/4, 0 TD;  
SF RUSHING: Watters 7 att/34 yds, 0 TD; Bono 2/10, 0 TD; Rathman 8/9, 0 TD; Lee 2/(-1), 0 TD;  
NO PASSING: Hebert 15 comp/20 att for 163 yds, 2 TD, 0 INT;  
SF PASSING: Bono 11 comp/31 att for 228 yds, 2 TD, 2 INT;  
NO RECEIVING: Hilliard 5 rec/65 yds, 0 TD; Martin 3/34, 1 TD; Early 2/33, 1 TD; Carroll 2/26, 0 TD; McRfee 1/3, 0 TD; Dunbar 2/2, 0 TD;  
SF RECEIVING: Taylor 3 rec/146 yds, 2 TD; Rice 3/29, 0 TD; Rathman 2/20, 0 TD; Jones 2/18, 0 TD; Turner 1/15, 0 TD;  
FIELD GOALS: Andersen/NO: 2/2; Cofer/SF: 1/1;

Print

Turn to...

Show Highlights

Return

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Box Scores: Offense

This screen shows offensive statistics for players in the selected game.

<b>Rushing:</b>	Rushing attempts, rushing yards gained, rushing touchdowns.
<b>Passing:</b>	Pass completions, pass attempts, net passing yards, passing touchdowns, and interceptions thrown.
<b>Receiving:</b>	Pass receptions, receiving yards gained, receiving touchdowns.
<b>Field goals:</b>	Field goals attempted, field goals made.

SPECIAL REPORT

Box Scores: Week 4



NO - 3 7 3 3 - 16  
SF - 17 7 10 14 - 48

TEAM STATISTICS

	NO	SF		NO	SF
1st DOWNS	27	10	PASS YDS	154	215
Rushing	13	4	Comp/Att	15/20	11/31
Passing	12	6	Yds/Pass	7.0	6.3
Penalty	2	0	Sacks/Yds	2/9	3/13
3rd DOWNS	11/18	2/12	Intercepted	0	2
4th DOWNS	0/0	1/2	PUNTS/RUG	5/49	6/34
TOTAL YDS	398	267	RETURN YDS	47	180
Total Plays	77	53	Punts/Rets	6/17	4/35
Avg Gain	5.1	5.0	KO/Rets	4/29	9/145
RUSH YDS	244	52	Interceptions	2/1	0/0
Rushes	55	19	PENALTY/YDS	0/0	6/29
Avg/Rush	4.4	2.7	FUMBLES/LOST	0/0	2/1
			TIME POSS	39:21	20:39

Print

Turn to...

Show Highlights

Return

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Box Scores: Team

Team Statistics screens show team totals and opponent totals for the selected game.

<b>1st downs:</b>	Total first downs earned by the offense. Rushing: First downs earned on rushing plays. Passing: First downs earned on passing plays. Penalty: First downs gained on penalties.
<b>3rd downs:</b>	First downs earned on third down plays, number of third downs attempted.
<b>4th downs:</b>	First downs earned on fourth down, number of fourth downs that the team did not punt or attempt a field goal.
<b>Total yards:</b>	Net yards gained on offense. Total play: Offensive plays run by the team. Avg gain: Average yards gained per offensive play.
<b>Rush yds:</b>	Total rushing yards gained. Rushes: Total rushing attempts. Avg/rush: Average yards gained per rushing play.

continued next page

SPECIAL REPORT

Box Scores: Week 4



NO - 3 7 3 3 - 16  
SF - 17 7 10 14 - 48

DEFENSIVE PLAYER STATISTICS

NO TACKLES: Maxie 5; Jones 5; Taylor 4; Cook 4; Mills 4; Jackson 4; Johnson 3; Swilling 3; Wilks 2; Warren 1; Turnbull 1; Buck 1; Martin 1;  
SF TACKLES: Harris 12; Davis 9; Hall 9; Harrison 8; Whitmore 6; Griffin 6; Brown 5; Romanowski 5; Delong 5; Fagan 1;  
NO SACKS: Swilling 1; Jackson 1; Cook 1;  
SF SACKS: Brown 1; Harris 1;  
NO INTERCEPTIONS: Jackson 1; Maxie 1;  
SF INTERCEPTIONS: none

Print

Turn to...

Show Highlights

Return

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<b>Pass yds:</b>	Total passing yards gained. Comp/att: Pass completions/ pass attempts. Yds/pass: Average yards gained per passing play. Sacks/yds: Times sacked, all passers/yards lost on sacks. Intercepted: Interceptions thrown.
<b>Punts/avg:</b>	Punts/net average yards per punt.
<b>Return yds:</b>	Yards gained on punt, kickoff, and interception returns. Punts/rets: Punts returned/total punt return yards gained. KO/rets: Kickoffs returned/total kickoff return yards gained. Interceptions: Interceptions caught/total interception return yards gained.
<b>Penal/Yds:</b>	Number of penalties against team/yards penalized.
<b>FmbIs/Lost:</b>	Fumbles by team/fumbles lost.
<b>Time Poss:</b>	Time of possession.

## Team Statistics

Team Statistics screens show player totals, team totals, and opponent totals for the last game or for the season to date. In Career leagues, they also show player career totals for selected categories.

To look at a team's statistics, choose the team you would like to examine from the League Standings screen. Click on the team name, then choose **Statistics** from the dialog box.

Initially, these screens show totals for the current season. The second button from the bottom (labeled **Career** in a Career league, or **Last Game** in a Single-Season league) changes the time period for which statistics are displayed. Each time you click on it, it will switch to the next selection (watch the title at the top of the statistics page). Click **Turn to...** to bring up different statistical categories to examine.

**Note:** Team statistics are calculated from the current roster of players on the team. A team's season totals may not equal the sum of all players listed if the team has traded or released players during the season.

## League Leaders

League Leaders compares all of the players and teams in the league according to criteria you define. To access these statistics, click **League Leaders** from the League Play screen.

To sort through the list for any given category, left-click the column heading. Each of these abbreviations acts as a button for that column. For example, on the Passing screen, left-click on **RTG** to see the players in order of passing rating from best to worst. Left-click on **AVG/ATT** to see the average per attempt from best to worst.

**Note:** In the League Leaders screens, you may right-click on a column heading or abbreviation to bring up a help box that gives you a definition for the abbreviation. For example, on the second page of the Passing screen, right-click the heading **SK YDS**. A dialog box will open that says **SK YDS: Number of yards lost on sacks**.

Buttons available on most League Leaders screens include:

**First Page/Next Page:** If there is more than one page for this statistical category, click on this to go to the other page.

**Individual/Team:** Toggles between showing the individual players (as defined by your criteria in **Turn to...**) and the team statistics.

**Print:** Prints out the current screen to your printer.

**Return:** Lets you turn to another team information screen.

**Turn to...:** This brings up a dialog box that allows you to choose a statistical category to view, and select the players to be shown in that category.

The Qualifiers options let you choose to show all players who have statistics in the category, or only those players who have reached the league minimums. After five games, for example, selecting **All players** might show you a player with 1 pass reception for 55 yards as one of highest ranked receivers in



the league. If you choose **League min**, however, that player would not have enough receptions to qualify.

There are three **Positions** options:

**All Positions**—checks every single player to see if they qualify in the statistical category. For example, if a Punter attempted a pass, he would be shown on the Passing display (assuming you had also chosen **All Players** for qualifiers). This option gives you the most thorough list, but also takes the longest time to generate.

**All Applicable**—checks only players at positions that "make sense" for the chosen category. For example, no defensive players will be checked for passing stats. This is faster than **All Positions**, but some players may be left out.

**Choose Positions**—lets you decide the exact positions you want to include for any given category. For example, you may want to look only at running backs (RB) for Rushing, or linebackers (LB) for Sacks. Although other players may have Rushing yards or Sacks, only the players you choose will show up. This is typically the fastest and shortest list.

A third set of buttons is available when you are using the default 28-team league (**NFLPA94**). These allow you to look at final 1993 statistics for the NFLPA (**1993 NFLPA**), or the current season of the default league.

The **Current Category** button on the **Turn to...** dialog box allows you to re-sort the category you are in with any new Qualifiers or Positions criteria you may have chosen. For example, choose **RB** and **QB** under **Choose Positions**, then click on **Scoring**. You will see the scoring for RB's and QB's only. Click **Turn to...** and then turn off **RB** and **QB** and turn on **R**. Now click **Current Category**. You will see Scoring for R's only.

**Note:** *Football Pro '95* has hundreds of statistical categories. When used with the more than 1,400 players in a 28-team league, the statistical database quickly grows very large. Slower machines may take quite a while to sort through large lists. If you are

concerned that nothing seems to be happening, try moving the "running player" cursor with your mouse. If it still animates when you move it, the machine has not locked up, but it is still sorting. You may also try using SMARTDrive or some other disk caching software to speed things up, if your system configuration permits.

## REMOTE LEAGUES

Remote *Football Pro* leagues are very popular on some of the on-line information services, such as Prodigy, America Online, CompuServe, and GENie. In a remote league, one user is the Commissioner, and other users play their games on their own machines all across the country. We have added two command line options for use in remote leagues.

If you are the Commissioner, start the program with the command **HIKE -XC**. This adds a button labeled "Commissioner" to the League Schedule screen. Pressing this button generates a file called **GAMExxyy.IN** for each game in the current week's schedule. In this filename, "xx" is a two-digit number for the current week. (For example, the first week would be 01.) "yy" is a two-digit number for the game. The top game listed on the League Schedule screen is 01. The last game listed in a 18-team league, for example, with nine games each week is 09. A **GAMExxyy.IN** file should be sent to one of the users in each game. (In our office league, we send it to the user who is the HOME team.)

For example, if Philadelphia is visiting Green Bay in week number 2, send the **GAME0207.IN** file to the owner of Green Bay. Send the other owner's their corresponding **GAMExxyy.IN** files, depending on who will actually play the game on their machine. The remote user should copy that file to the directory in which *Football Pro '95* has been installed, then start the program with the **HIKE -XP** command. After the game has been completed, the program will create a **GAMExxyy.OUT** file, which should be sent back to the Commissioner.

With the powerful Coaching Profile Editor, the Game Plan Editor, and the Play Editor, the visiting team can send a very good representation to the user hosting the game. When the Commissioner receives the **GAMExyyy.OUT** file, he must copy it into his Football Pro directory, so he can then integrate it into the league data files with the command **UPSTATS-XC**.

**Note:** We recommend that each remote user create a new league and modify one team in it for use in the remote league. (You may also use a team from any existing league.) When you have finished, send the league files to the Commissioner. To copy the league files for a league named **MYLEAGUE** to a floppy disk, go to the directory where the files are located and type: **COPY MYLEAGUE.\* A: [Enter]**.

When the Commissioner receives all of the leagues from the remote users, he should create the remote league by selecting the appropriate teams from each of these leagues. When the remote league is created, he should send these league files out to all remote users.

All remote users must keep the league files in the same directory on their hard drive where the Commissioner stores it on his machine. For example, if the Commissioner saves **MYLEAGUE** to a directory called **REMOTELG**, all remote users must copy the files to **REMOTELG** on their machines.

The Commissioner should keep the ownership for all teams owned by remote users as Human, with Computer Manager turned off. The Commissioner will be entering all roster moves submitted by remote users.

If you are playing a game as a remote user, and your opponent (another remote user), sends you a Profile, Game Plan, or plays for his team to use in the game, these data files must be installed to the same directory on your hard drive as they are on his, or the program may not be able to find them.

If you are playing a game, and quit (and save) in progress, when you start the program to resume playing the game, you must use the command line option **-XP** to generate the **GAMExyyy.OUT** file. When you (as the Commissioner) are using **UPSTATS-XC** to update the league, you must have a **GAMExyyy.IN** file for each **GAMExyyy.OUT** file you are using.

For help with the remote league option, log on to your favorite BBS service and find a league to join. Many of our beta testers are "locals" on the large networks and can direct you to a league to join, as well as give you helpful hints about the game.

Please see the "readme" file for other options added after the manual was printed.

## REFERENCE

### RECOMMENDED READING

If you want more information on the rules and strategies of professional football, the Football Pro team recommends the following books:

- National Football League Properties; The Illustrated NFL Playbook; Workman Publishing Co.; New York; 1988.

Not just an X's and O's book, this one very clearly explains the fundamentals of the game and touches on the rules and strategy as well. The glossary is excellent and explains a few advanced concepts such as stacks, stunts, and pinches in clear, easy-to-understand terms. This is the best one-volume introduction to football.

- Barrett, Frank and Lynn; How to Watch a Football Game; Holt, Rhinehart & Winston; New York; 1980.

Although this book is a bit old, it effectively teaches the novice how to watch a game for both the action and strategy aspects. It explains football terms in simple language and has plenty of clear diagrams. This is an excellent choice for the novice to intermediate fan.

- Wilkinson, Bud; Sports Illustrated Football Winning Offense; Sports Illustrated Winner's Circle Books; New York; 1987.
- Wilkinson, Bud; Sports Illustrated Football Winning Defense; Sports Illustrated Winner's Circle Books; New York; 1987.

Oriented toward fans with an intermediate knowledge of the game, these books include some chalkboard talk but also discuss physical skills

and strategy. They analyze the individual player positions in more detail and describe each position's individual responsibility. Unfortunately, there is no glossary.

- National Football League; The Official National Football League 1994 Record & Fact Book; Workman Publishing Co.; New York; 1994.

This book has just about any football statistic you could want to know, as well as all of the current player rosters, schedules, records, and history. In addition, there is a comprehensive explanation of the rules of football. Perfect for the statistical buff and the intermediate to advanced fan.

## TECHNICAL HELP

### Troubleshooting

**Problem:** *I just installed the game, and the sound isn't working right.*

**Possible solution:** The installation software may not have identified your sound card correctly. See "Changing Sound Settings" on page 11.

**Problem:** *I have installed Football Pro '95 on a compressed drive, and it doesn't run.*

**Possible Solution:** Football Pro '95 may need more disk space. Compression software estimates available disk space using an expected compression ratio of 2 to 1 or more. However, many Football Pro '95 files won't compress much. This means you may need to free up to twice as much space as the compression software says.

**Problem:** *The joystick is not responding properly, or the cursor skips through the menu options on its own.*

**Possible Solution:** This may happen if you have a fast computer and have connected your joystick using a sound card's joystick port. Try re-calibrating your joystick. If this doesn't work, you may need to use a dedicated game card with a speed-adjustable joystick adapter, or simply disable the joystick with the [Alt]+[J] command.

**Problem:** After upgrading to MS-DOS 6.0, I can no longer run Football Pro '95. I keep getting an "Out of Memory" error.

**Possible Solution:** If you have installed MS-DOS 6.0 and run the MemMaker utility, it may have configured your computer's memory so that there is no longer enough conventional memory to run Football Pro '95. See your MS-DOS 6.0 manual, or try the Boot Disk option in the INSTALL program.

**Problem:** My computer has at least 4 megabytes of memory, but I receive a message saying that I don't have enough conventional or expanded memory.

**Possible Solution:** Football Pro '95 requires 590,000 bytes of free conventional memory and 2,621,440 bytes of expanded memory (EMS). Your computer's conventional memory may be taken up by background programs or device drivers, or not configured correctly. Try creating a Boot Disk.

**Problem:** My computer has at least 4 megabytes of memory, but even after creating a boot disk, I still receive a message saying that I don't have enough memory to run the game.

**Possible Solution:** Your boot disk may require further modifications to load your device drivers correctly into upper memory. See the "Customizing the Boot Disk" section, or consult your computer system manual or manufacturer for assistance.

**Problem:** When trying to load the program or after running the program, the computer locks up or I am returned to the MS-DOS prompt.

**Possible Solution:** Although your computer may satisfy all of the hardware and software requirements, there may be a configuration or software conflict in your computer while running Football Pro '95. Try loading the program after booting from a boot disk.

**Problem:** My program hesitates or locks up during game play. I am using a SoundBlaster or compatible sound card.

**Possible Solution:** Run the Install procedure from the game sub-directory and change the sound option to "No Sound." If the program operates properly, there

may be a "interrupt conflict" with your sound card. SoundBlasters should be run with the default settings of IRQ=5 and DMA=1. If you need more help, call your sound card manufacturer for assistance, or call Technical Support at Sierra On-Line.

**Problem:** My mouse is not responding.

**Possible Solution:** Your mouse driver may not be loaded for MS-DOS programs. You will need to edit the AUTOEXEC.BAT or CONFIG.SYS files on the boot disk to include the command to load your mouse driver.

**Problem:** I have a SCSI drive and Football Pro '95 does not work properly.

**Possible Solution:** There are incompatibilities between SMARTDRV.SYS and SCSI drives. Don't use SMARTDRV.SYS for Football Pro '95 if you have a SCSI drive.

**Problem:** I am getting vertical white bars or other graphic anomalies in the game.

**Possible Solution:** You may be using a mouse driver that is not fully compatible. Football Pro '95 requires a 100% Microsoft compatible mouse.

## Error Messages

This section offers possible solutions for error messages you may encounter.

YOU NEED XXX MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME. Try using a boot disk.

GENERAL FAILURE READING DRIVE (floppy drive letter). You may have a low-density drive that can't read the high-density game disk(s).

CRC ERROR.

DATA ERROR READING DRIVE (A or B or C or D)

SECTOR NOT FOUND READING DRIVE (A or B or C or D)

These mean you have a faulty game disk, and should return it for a replacement.



■ **Note:** For information on installing *Football Pro '95* or changing system sound card settings, see "Getting Started" beginning on page 6.

#### ASSERTION FAILED...

The program cannot load a file because of insufficient memory, or because the file is missing or corrupted or some other abnormal program condition exists. You should be able to avoid most of these by keeping your files in the default directories and configuring your PC correctly for the game.

#### Manual Installation

If you have trouble with the normal *Football Pro '95* installation, you can try installing the program manually. (You need to be confident with MS-DOS commands to do this.)

For full instructions, see the file MANFB95.TXT on the *Football Pro '95* CD or Disk #1. You may view or print this file using your MS-DOS EDIT utility, the Windows Notepad, or your preferred word processor in its text-only mode.

#### Configuring Memory

Even if your system has the minimum 4MB of RAM, *Football Pro '95* may not run correctly unless the RAM is configured (set up) correctly: you need at least 590,000 bytes of free conventional memory and 2,621,440 bytes of free expanded memory (EMS).

If *Football Pro '95* DOES NOT start correctly, use the MS-DOS **MEM** command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free EMS" is your expanded memory. If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs. This means you will need to free up memory for *Football Pro '95* by removing one or more of these programs, or moving them into "upper memory."

#### Freeing up Memory

1. If you cannot run *Football Pro '95* because of low memory, try the Install program's "Make Bootable Floppy Disk" option as described below. A boot disk is a fast and effective way of freeing more memory to run the game.
2. If you continue to have problems even with a boot disk, try customizing the **boot disk's** AUTOEXEC.BAT and CONFIG.SYS start-up files. See "Customizing the Boot Disk" on page 177 for details.
3. Consult your DOS and memory manager software documentation for detailed information about system memory and how to optimize it.

#### Creating a Boot Disk

A boot disk is the simplest way to configure your computer's memory for running *Football Pro '95*. The *Football Pro '95* Install program has a "Make Bootable Floppy Disk" option that makes creating a boot disk easy. If you set it up successfully, all you will have to do is put the boot disk in your floppy drive and restart the computer to configure its memory correctly and launch the game.

Although the "Make Bootable Floppy Disk" option does a very good job of configuring most systems, it may not be able to properly recognize every possible sound card, mouse, or disk-controlling device driver. This means that you might have to make additional changes to the boot disk to get the program running. If you are having trouble starting the game, try "Make Bootable Floppy Disk"—it can't hurt. If it does not work, however, see the "Customizing the Boot Disk" section, below.

#### "Make Bootable Floppy Disk" Option

You can use the Install program to format and create a *Football Pro '95* boot disk for your computer's **A:** drive. Before you start, have a blank or formattable floppy disk for your **A:** drive ready. (All files on it will be erased.)

1. Start the Install program from the *Football Pro '95* directory on the hard disk, or from disk #1.
2. From the Installation Choices window, select "Make Bootable Floppy Disk."
3. The Install program will guide you through the process—follow the on-screen prompts carefully. Insert the blank diskette into your A: drive when prompted. Install will use DOS commands to format the floppy disk and write all the necessary start-up files to it.

When the process is finished, exit the Install program. You can then re-boot your computer with the boot disk in the **A:** drive.

### Using a Boot Disk

The boot disk you have created with the Install program's "Make Bootable Floppy Disk" option contains a stripped-down version of your usual start-up files. You must start (or restart) your computer with the boot disk in the A: drive for it to work. (Note: a boot disk will work only in the A: drive).

1. Place the boot disk in the A: drive and start the computer. (If your computer is already running, exit any programs and restart the system with your PC's Reset button, or use [Ctrl]+[Alt]+[Del] from the keyboard.)
2. The computer will start up using the boot disk's memory configuration. (If you created the boot disk with the Install program from within the *Football Pro '95* directory, it will also try to start the game automatically.) Otherwise, start the game manually by entering **HIKE** as usual in your *Football Pro '95* directory. (To return your computer to its normal setup later, just restart it again without using the boot disk.)

If the game still will not run, or the drivers for your mouse, sound card, or CD-ROM will not load correctly, you will need to customize the start-up files manually as described in the following section.

### Customizing Your Boot Disk

To customize a configuration for your specific system, you can edit the CONFIG.SYS and AUTOEXEC.BAT start-up files **on the boot disk** the install program created, or create a new Boot Disk from scratch. CONFIG.SYS and AUTOEXEC.BAT are simple text files that you can edit using your MS-DOS EDIT utility, the Windows Notepad, or your preferred word processor in its text-only mode. On your hard drive, these files tell your computer how to arrange its memory for normal operation. On the boot disk, these files tell your computer how to arrange its memory specifically for running *Football Pro '95*.

**Warning:** Manually altering the CONFIG.SYS and AUTOEXEC.BAT start-up files can be a trial and error process. **When opening a file to edit, triple-check to MAKE SURE you are working with the files on your boot disk in the A: drive.** Otherwise, you may change the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive instead, which in turn may impair the normal operation of your system.

Note: If you have not already tried the Install program's "Make Bootable Floppy Disk" method, try that first before starting here. Even if that boot disk does not let you run *Football Pro '95*, it will at least give you a good place to start customizing the configuration files.

If you prefer to create a boot disk from scratch, you will need a freshly formatted system diskette for your **A:** drive. (See your MS-DOS manual for details on how to create a system diskette.) You can then create a new CONFIG.SYS and AUTOEXEC.BAT from scratch right on the boot disk.

Compare the CONFIG.SYS and AUTOEXEC.BAT files on your boot disk to the following examples. Differences may indicate places where you can remove a driver, load it into upper memory, or change a device switch to use less memory. As always, refer to your system reference manuals if unsure about anything.

■ **Note:** Some computers are set up to ignore boot disks. If your PC starts normally even with a boot disk in A:, you will need to consult its documentation or manufacturer for a solution.

### Sample Boot Disk CONFIG.SYS File

These examples show a "minimum configuration" that will let you run *Football Pro '95* on most PCs. The lines in your start up files will differ according to your system's drivers and directory names, and the version of MS-DOS you use. (NOTE: Parentheses indicate comments that are NOT part of the file.)

**DEVICE=C:\DOS\HIMEM.SYS**

**DEVICE=C:\DOS\EMM386.EXE RAM 2560**

(You may use a different expanded memory manager)

**DOS=HIGH,UMB**

(Loads DOS into Upper Memory)

**FILES=30**

**BUFFERS=20**

**BREAK=ON**

**LASTDRIVE=Z**

**DEVICEHIGH=C:\MOUSE\MOUSE.SYS**

(Only if using a mouse. See "Mouse Drivers," below.)

**DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE**

(Only if using DBLSPACE. See "Disk Compression Drivers," below.)

**DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220**

(See "CD ROM Drivers," below.)

### Sample Boot Disk AUTOEXEC.BAT file

**@ECHO OFF**

**PROMPT FBPRO95 Boot Disk \$P\$G**

(If you are working with files created with "Make Bootable Floppy Disk.")

**PATH=C:\DOS**

**SET COMSPEC=C:\COMMAND.COM**

**LOADHIGH C:\MOUSE\MOUSE.COM**

(Only if you do not use MOUSE.SYS in CONFIG.SYS. See "Mouse Drivers," below.)

**C:\DOS\MSCDEX /D:MSCD001 /E**

(See "CD ROM Drivers," below.)

**C:**

(From "Make Bootable Floppy Disk." Changes to hard drive.)

**CD C:\SIERRA\FBPRO95**

(From "Make Bootable Floppy Disk." Changes to current *Football Pro '95* directory.)

**HIKE**

(From "Make Bootable Floppy Disk." Starts *Football Pro '95*.)

To disable a line in one of your start-up files, you can just type **REM** in front of it. For example, **REM DEVICEHIGH=C:\MOUSE\MOUSE.SYS** will disable the mouse driver. To re-enable it, just take the **REM** back out again.

### Mouse Drivers

If you have a mouse, the Install program will have assumed that you want to be able to use it with *Football Pro '95*, and put a mouse statement on the boot disk. This means you should have one mouse driver line in either your CONFIG.SYS or AUTOEXEC.BAT file—but not both! For example:

**DEVICEHIGH=C:\MOUSE\MOUSE.SYS**

(Used in the CONFIG.SYS file only)

**LOADHIGH C:\MOUSE\MOUSE.COM**

(Used in the AUTOEXEC.BAT file only)

If you have a different mouse driver name (MOUSE.EXE, IMOUSE, GMOUSE, HPMOUSE, etc.) or if you keep the driver in a different directory (C:\MSMOUSE, C:\DRIVERS, etc.) the path and driver name will be different. See your mouse manual if unsure.

### CD-ROM Drivers

*Football Pro '95* does not play completely from the CD—most of it must be installed to your hard drive. You may bypass the game's manual-based copy protection by playing with the *Football Pro '95* CD in your CD drive. If you wish to do this, you still need to have the CD-ROM drivers loaded before you start the game.

If you need more memory after you install the game, you may "REM" or exclude any CD-ROM lines from your *Football Pro '95* boot disk files: the MSCDEX line in AUTOEXEC.BAT and the CDROMDRV.SYS line in CONFIG.SYS. This will require you to use the manual-based copy protection, however.

The Boot Disk AUTOEXEC.BAT file needs an MSCDEX line. Depending on your CD-ROM type, it should look much like one of the following:

```
C:\DOS\MSCDEX /D:MSCD001 /E
LH C:\DOS\MSCDEX /D:MSCD001 /E
LOADHIGH /L:14429 C:\DOS\MSCDEX /D:MSCD001 /E
```

**Note:** We recommend that you use the latest version of MSCDEX.EXE to insure the best CD access. As of this writing, the current version of MSCDEX is 2.23.

The Boot Disk CONFIG.SYS file needs a CD device driver line. Depending on your CD-ROM type, it should look much like one of the following:

```
DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220
DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220
DEVICEHIGH /L:14652 =C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220
```

Since the program requires expanded memory, you will also want to add the "/E" switch to the end of the MSCDEX line. For example:

```
DEVICE=C:\DOS\MSCDEX /D:MSCD001 /P:220 /E
```

### Mouse Hints

If you do not want to use a mouse with *Football Pro '95* at all, "REM" the mouse driver statement from your boot disk's CONFIG.SYS or AUTOEXEC.BAT file as described above. This will free up memory.

Use MOUSE.SYS rather than MOUSE.COM or MOUSE.EXE, if possible. MOUSE.SYS is smaller and takes less memory.

Make sure you do not have a mouse driver line in *both* the CONFIG.SYS or AUTOEXEC.BAT files. If you do, remove one, because you are needlessly loading two mouse drivers into memory.

### Disk Compression Drivers

If you use disk compression on your hard disk, you must include the correct disk compression driver statement on your boot disk, or your mouse or other drivers may not load correctly. The example CONFIG.SYS shows the correct statement if you are using the DBLSPACE utility from MS-DOS 6.0—6.2. If you are using Stacker 3.1 or later, use the following line instead:

```
DEVICEHIGH=C:\STACKER\STACHIGH.SYS
```

For other utilities, refer to your manual or contact the manufacturer for complete instructions.

Reminder: For the boot disk to work, you must REBOOT your computer with the boot disk in your A: drive. Place the boot disk in drive A: and press your PC's Reset button, or [Ctrl]+[Alt]+[Del]. Your computer will now reboot, using the start-up files on the boot disk in A:. Have a great time!

### Additional Boot Disk Instructions

If you have a modem, you can download additional boot disk instructions from the Sierra Bulletin Board Service, or BBS. The file to download is BDALL.EXE or BDALL.ZIP (BDALL.ZIP is compressed—you will need the PKUNZIP shareware utility to open it.). After downloading this file, select the instructions that will best match your system and program needs.

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- ☐ Costco ☐ Montgomery Ward ☐ Walmart
- ☐ Egghead ☐ Sam's Wholesale
- ☐ Other: \_\_\_\_\_

What types of systems do you own? (Please check all that apply)

- ☐ IBM or compatible ☐ Macintosh (color) ☐ 3DO ☐ Sega CD
- ☐ Super NES ☐ Sega Genesis
- ☐ Other: \_\_\_\_\_

How many games do you purchase per year?

- Do you own a CD-ROM drive? ☐ Y ☐ N
- Do you own a modem? ☐ Y ☐ N
- Do you subscribe to an on-line service? ☐ Y ☐ N
- Do you own Front Page Sports: Baseball '94? ☐ Y ☐ N
- Do you want your free InterActions? ☐ Y ☐ N

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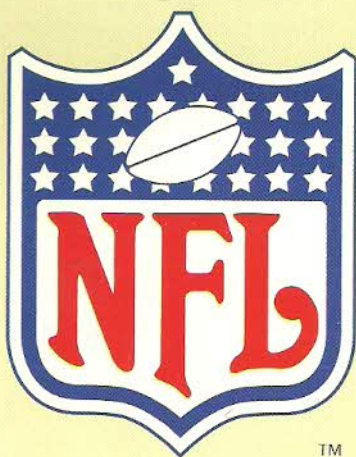
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