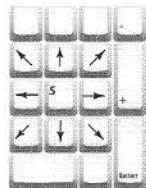


FOOTBALLPRO

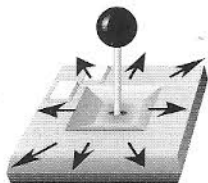
GAME PLAY QUICK REFERENCE

Keyboard & Joystick Equivalents

The keypad keys correspond to the eight directions of the joystick.



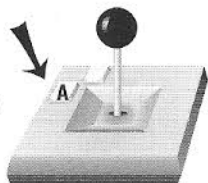
=



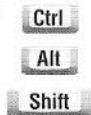
Enter or Spacebar may be used as button A.



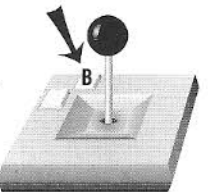
=



Ctrl, Alt, or Shift may be used as button B.



=



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

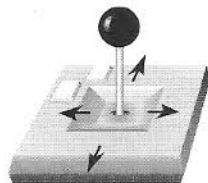
Keyboard Command Keys

Esc	Quit & save game, quit practice
F1	Access Game Settings screen
F5	Toggle player numbers on/off
F6	Screen capture
O	Behind offense view
D	Behind defense view
J	Calibrate joysticks
S	Toggle sound effects on/off
P	Pause game
N	Toggle yard numbers on/off
H	Toggle shadows on/off
M	<i>On Field:</i> Toggle hash marks on/off
M	<i>Menus:</i> Toggle music on/off
G	Toggle goal posts on/off
C	Toggle stadium (crowds) on/off
T	Toggle field texture on/off
1 - 8	Change camera (view)
0 (zero)	Overhead toggle on/off
+/-	Overhead view zoom in/out
Backspace	Restart play in practice

Audible Defaults

Offensive audible default settings:

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



Defensive audible default settings:

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

Play Editor Hot Keys

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

Playcall Screen

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

Dynamix
PART OF THE SIERRA FAMILY

® and TM indicate trademarks of, or licensed to, Dynamix, Inc.
©1993 Dynamix, Inc. Printed in the U.S.A. All rights reserved.
009321100

Action Mode Functions

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

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