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# FRONT PAGE SPORTS™

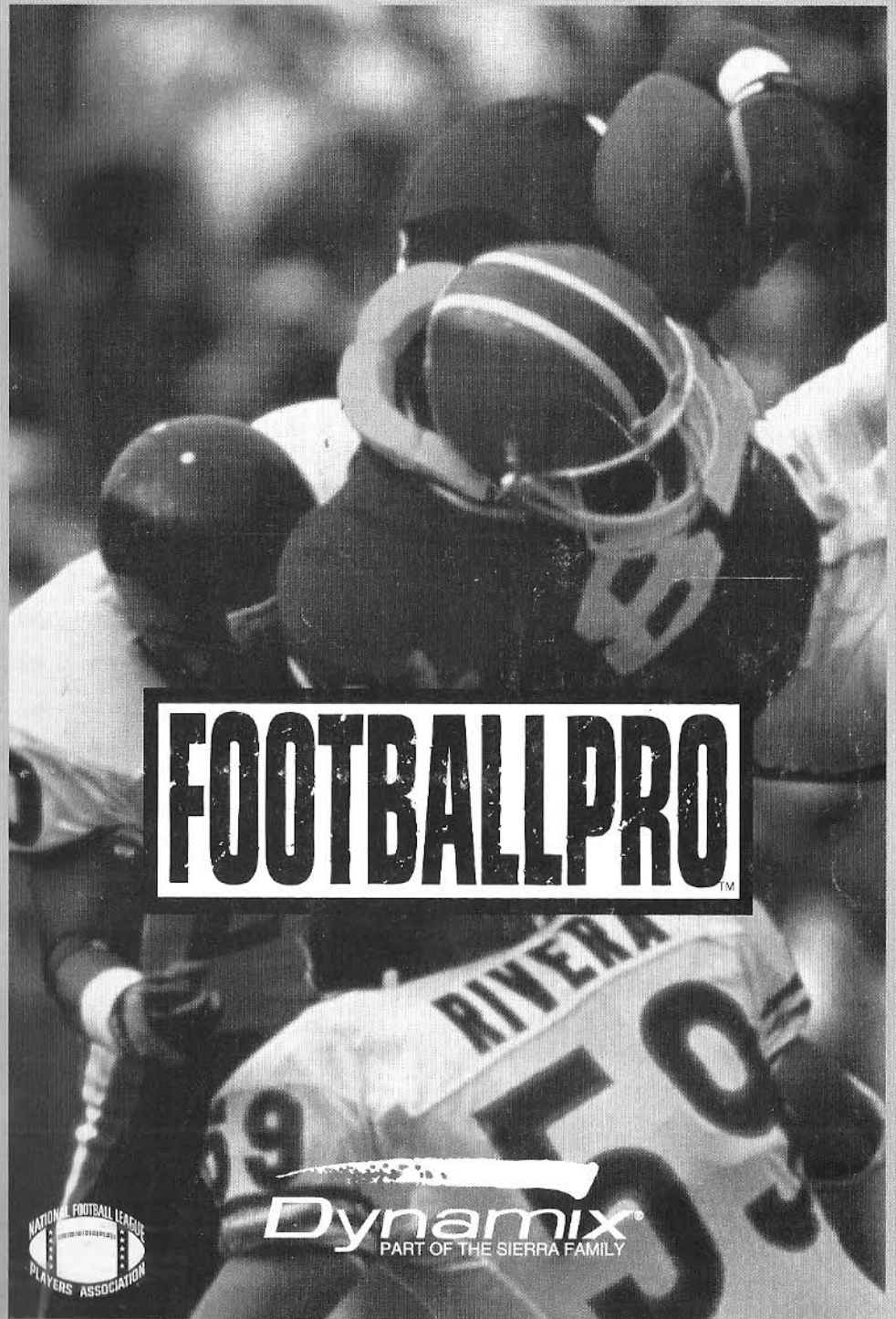
VOLUME TWO NO. 1

★★★★

PRO EDITION



**FOOTBALLPRO™**



# FOOTBALLPRO™



**Dynamix**  
PART OF THE SIERRA FAMILY

# FOOTBALLPRO™

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## DESIGNER'S NOTES

**O**ur *Front Page Sports: Football* team is extremely proud of what we accomplished last year. *Football* was one of the best-selling PC sports games of '92 and it won significant critical acclaim — including being voted Best Sports Game of The Year by both *Game Player's PC Entertainment* magazine and *Computer Gaming World* magazine. When we finished work, we thought we had made the highest quality PC football game ever done, but it was gratifying to have that belief confirmed through feedback from our fans. (We thank them, one and all.)

As we sat down to begin work on *Front Page Sports: Football Pro*, we had only one goal—to make an even better game. To accomplish this, we scribbled out a wish list of things we wanted in the game. At the top of this list was acquiring rights to use real NFL players and their statistics. So we did it. Next, we wanted to expand the catalogue of player animations to include smash-mouth, helmet-cracking spins and flips. We did this too. The list went on, including things like providing an All-Pro Game option, offering users the ability to pick their own uniform colors, improving the “football smarts” of ball carriers and tacklers, expanding the number of play-call and Game Plan options, and improving the overhead camera angle. We are proud to announce that we have managed to put all these new features, and more, in *Football Pro*.

As you might imagine, our *Football Pro* team is feeling pretty proud again. *Football Pro* is everything we wanted it to be. It has all the action, quality, and bone-crunching realism of the original—plus every drop of creativity and love of professional football we could stuff in the box. We are convinced *Football Pro* is the best PC football game yet developed. We hope you agree.

Catch you on a post route,

Patrick Cook

P.S. This manual assumes you have a basic knowledge of the sport of football. For information on the rules and strategy of football, please see *Recommended Reading* on page 93.



# GETTING STARTED

## USING THIS MANUAL

**T**his manual was designed to help you get the most out of *Front Page Sports: Football Pro*. 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 examining the first two, short sections. Then, as you play, the final two sections should answer any "How do I do this?" or "What do I do now?" questions that might pop up.

The **Getting Started** section contains all the hardware, software, and memory requirements necessary to run the game on your computer. This section also discusses the control options supported by the game and how to install *Football Pro* on your hard drive.

**Tutorials** provide eight fast lessons that will help you develop the timing, agility, and organizational skills you will need to take your team to the championship. 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. The section also teaches how to build a play, produce a Game Plan, edit a Coaching Profile, and a host of other *Football Pro* essentials.

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 interface, the Play Editor and the Game Plan and Coaching Profile Editor. In short, it is a comprehensive rundown on all *Football Pro* features.

Check out **Trouble Shooting** for a quick sampler of solutions to technical problems that might affect how *Football Pro* installs or runs on your system.

## REQUIREMENTS

### SYSTEM REQUIREMENTS

**T**o run *Football Pro*, the following minimum software and hardware is required:

- An IBM-compatible computer with an 80386/25 MHz or better processor.
- Two megabytes (2 Mb) of RAM with Expanded Memory Manager software.
- MS-DOS<sup>®</sup> version 5.0 or above.
- A hard disk. *Football Pro* requires approximately 9 Mb of space on your hard drive with about 11 Mb needed to install. If your system uses some type of disk compression utility, such as Stacker or SuperStor, you will need approximately 18 Mb of space on your hard drive with about 22 Mb needed to install.

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- A VGA graphics card and VGA color monitor.
- A 1.44 Mb, 3.5" floppy drive.

The following hardware and software is strongly recommended:

- A mouse.
- One or two joysticks. (You must have at least one joystick to play two-player games.)
- One of the following sound cards: SoundBlaster, SoundBlaster Pro, ThunderBoard, Pro Audio Spectrum Plus, Pro Audio Spectrum 16, AdLib, Roland LAPC-1 or MT-32 (you will get NO sound effects, ONLY music with the Roland).
- SmartDrive or other disk caching software. (SmartDrive is included with MS-DOS<sup>®</sup> 5.0 and above.)

### MEMORY REQUIREMENTS

Because of the sheer size of *Football Pro*, your computer should have at least 2 Mb of RAM and an Expanded Memory Manager, such as EMM386 (included with MS-DOS<sup>®</sup> 5.0 and above) or QEMM-386 (by Quarterdeck). You must also have at least 590,000 bytes of free conventional memory and 1024K of free expanded memory (EMS). *Football Pro* will take advantage of expanded memory by loading graphics and sound effects into memory to reduce disk access time during play.

To get 590,000 bytes of free conventional mem-

ory, 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**. Use the MS-DOS<sup>®</sup> command: **MEM** to determine the amount of available conventional and expanded memory you have.)

If you have trouble configuring your system to provide the necessary free memory, you may want to use 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* without altering or damaging your computer's boot-up files. For a quick tutorial, please see *System Memory Problems?* on page 83.

## INSTALLING FOOTBALL PRO

**I**n an effort to make installing *Football Pro* 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* on your hard drive, and making a boot disk.

**Note:** Because the *Football Pro* files are compressed, the installation program provided must be used to install *Football Pro* on your hard drive. Attempts to copy the files using the MS-DOS<sup>®</sup> **COPY** command will not work. The installation program decompresses the files as it copies them to your hard drive.



## COPYING FOOTBALL PRO TO YOUR HARD DRIVE

These instructions assume that you are using floppy drive **A:** and hard drive **C:**. If not, please substitute the appropriate drive letters for **A:** and **C:**.

1. After booting your machine, insert *Football Pro* Disk #1 into drive **A:**.
2. Type **A:** [Enter].
3. Type **INSTALL** [Enter].
4. Follow the on-screen instructions.

## GRAPHICS AND SOUND SETTINGS

To modify the install program's selected graphics or sound card settings, follow these steps:

1. Go to the *Football Pro* directory on your hard drive by typing **C:** [Enter] then **CD DYNAMIX\FBPRO** [Enter]. (Note: Throughout this manual we assume you have installed *Football Pro* to the default location on the **C:** drive. Please substitute the appropriate drive letter and directory name if you have changed them.)
2. Type **INSTALL** [Enter].
3. Follow the on-screen instructions.

## RUNNING FOOTBALL PRO

To run the game, type **HIKE** [Enter] from the *Football Pro* directory. Press [Esc] to skip the introduction and credits.

## HIKE COMMAND LINE OPTIONS

The **HIKE** command also has a number of additional options which can impact memory, printing, audio, sound card, animation, 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 -S -F** SoundBlaster or SoundBlaster Pro will be selected as your system's sound card and all output will be redirected to a text file called **PRINT.OUT**, instead of to the printer.

### OPTION EFFECT

<b>-A</b>	<b>AdLib</b> Overrides previously chosen or default sound card selection and uses AdLib.
<b>-F</b>	<b>Print to File</b> Prints all output to a text file called <b>PRINT.OUT</b> .
<b>-N</b>	<b>No Sound</b> Overrides previously selected audio preferences and uses no sound.
<b>-NA</b>	<b>No Menu Animations</b> Eliminates menu screen animations and saves conventional memory.
<b>-O</b>	<b>Pro Audio</b> Overrides previously chosen or default sound card selection and uses Pro Audio Spectrum Plus or Pro Audio Spectrum-16.
<b>-P</b>	<b>PC Speaker</b> Overrides previously chosen or default sound card selection and uses PC Speaker.

<b>-R</b>	<b>Roland</b> Overrides previously chosen or default sound card selection and uses to Roland LAPC-1 or MT-32.
<b>-S</b>	<b>SoundBlaster</b> Overrides previously chosen or default sound card selection and uses to SoundBlaster or SoundBlaster Pro.
<b>-XC</b>	<b>Remote Commissioner</b> BBS league users please see the <b>READ.ME</b> file for more information.
<b>-XP</b>	<b>Remote Player</b> BBS league users please see the <b>READ.ME</b> file for more information.

## MENU SCREEN CONTROLS

The menu screens and Play Editor in *Football Pro* 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. *Double-clicking*, using two quick clicks of the left mouse button, is often a shortcut when selecting items from rosters or other lists.

## 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**.

If you are using the keyboard, use the numeric keypad to emulate the eight directions of the 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.

On certain scrolling list boxes, such as the team rosters or the filename list on load dialog boxes, 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.

## 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 the **Shift**, **Ctrl** and **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*'s Play Editor because the right mouse button, joystick button **B**, and the **Shift**, **Ctrl** and **Alt** keys have been assigned different functions.

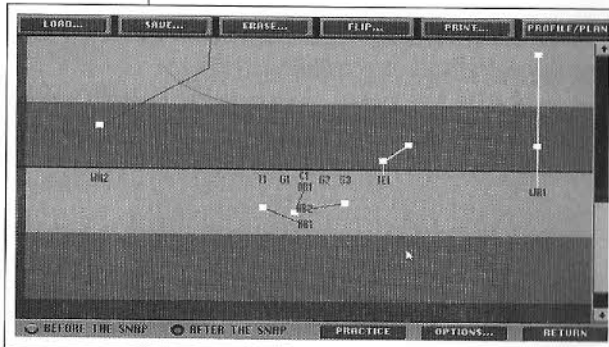


The cursor will change to a blue and white outline around a green box with the ball carrier's number in black. This blue and white cursor outline means this player has the ball and he is under *your* control. (For a description of all the Player Control Cursors see page 35.)

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 cutback 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]**.
15. On 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 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's* 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

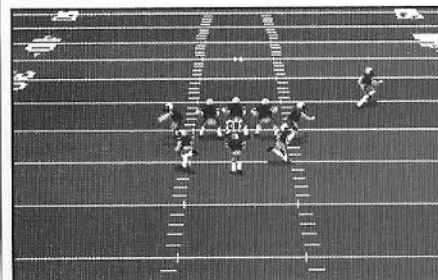
Now that you have polished your open field running moves against a live defense, it is time to work on your passing game. Continuing from the previous tutorial:

1. Return to the Play Editor.
2. Click **ERASE...** (or press **[E]**).
3. Click **Defense**.
4. Click **LOAD...**
5. Click **Stock, Offense, Pass, Right, and Short**.
6. Double-click **SLICE2RT**.

This play is a check-off pass from the "I" 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 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.



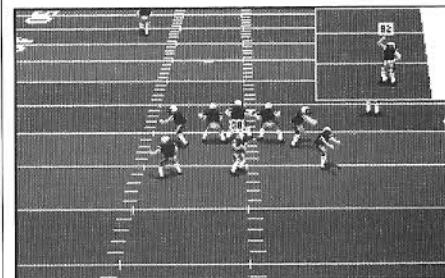
Watch how the play develops. Study it. Notice that when the quarterback throws the ball, a red and orange circle with an X in it appears on the field. This is the Catch Zone. The closer to the center of the Catch Zone a receiver is, the better his chances to catch the pass.

Now, try throwing a few passes.

9. Snap the ball.

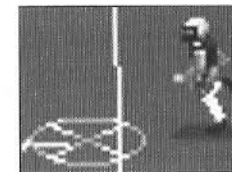
10. Immediately pull the joystick down. This gives you control of the QB (notice the cursor outline colors change) and moves him back into the pocket and away from the line of scrimmage.

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 (the 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'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.

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.

If the receiver is off the screen, the receiver window will appear with a *yellow* border, indicating that this is the *secondary* receiver.

Now, practice passing to build your confidence. You will learn to sense when to throw the ball at the Catch Zone. Get a feel for when to zip the ball and when to rain-bow it. Alternate throwing to each of your wide-outs. When you feel ready, bring back the defense.

18. Return to the Play Editor.

19. Click **LOAD....**

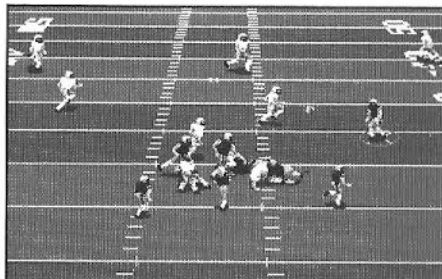
20. Click **Stock, Defense, Pass, and Long.**

21. Double-click **3-4DEEP.**

22. Click **PRACTICE.**

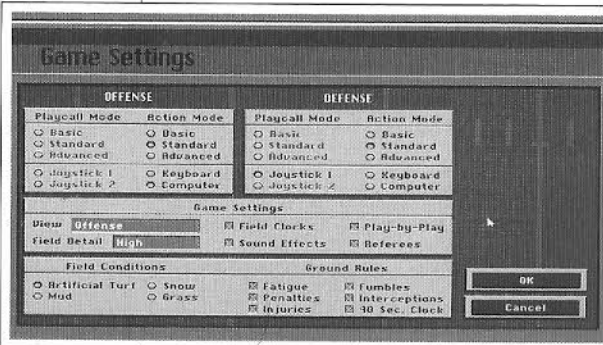
Hike the ball and let the computer run the play a few times to see how the defense reacts, then try taking control of the quarterback yourself.

To learn more about check-off and timed passes, see page 33.



#### TUTORIAL 4: PLAYING DEFENSE

Now, practice busting some heads from the defensive side of the ball. Continuing from the practice field of the previous tutorial:



1. When the offense has lined up on the ball, press **[F1]**. The Game Settings Screen will appear.

2. In the **Controls** section under **OFFENSE**, click **Computer.**

3. In the **Controls** section under **DEFENSE**, click **Joystick 1.**

4. In the **Action Mode** section under **DEFENSE** click **Standard.**

5. Click **OK.**

6. Before the offense snaps the ball, 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.)

7. Press button **A** again to change the player you control. You may do this as many times as you wish before the ball is snapped.

8. When the ball is snapped, move your player around by moving the joystick. Find the ball carrier, close in, and deliver the hit. Notice that when your player gets near the ball carrier, he will try to make the tackle on his own.

9. As the offense continues to run plays, experiment with *Football Pro's* defensive player control options. Move your chosen defensive player near the ball carrier, then press button **A** with the joystick held in the direction of the ball carrier. Your player will try to make a *diving tackle.*

10. 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.

11. If you want to change players during the play, press button **B**. You will switch to the player near-

est the ball, or nearest the Catch Zone if the ball is in the air.

#### TUTORIAL 5: KICKING FIELD GOALS

The last type of play you will practice is a field goal. All kicks (including field goals, points after touchdown, punts and kickoffs) are controlled with the same interface.

Continuing from the practice field of the previous tutorial:

1. Press **[F1]** to get to the Game Settings Screen.

2. In the **Controls** section under **DEFENSE**, click **Computer.**

3. In the **Controls** section under **OFFENSE**, click **Joystick 1.**

4. In the **Action Mode** section under **OFFENSE**, click **Advanced.**

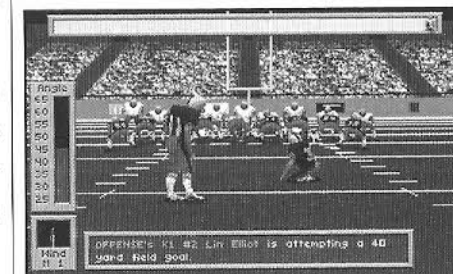
5. Return to the Play Editor.

6. Click **LOAD....**

7. Click **Stock, Offense, and Special.**

8. Double-click **FGPAT.**

9. Click **PRACTICE.**



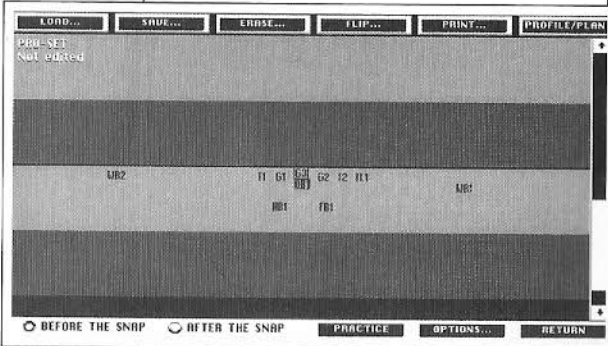
On the left side of the screen is an Angle Bar. This bar determines the trajectory of your kick,

i.e., the angle between the ground and the flight of the ball. A 45-degree angle will normally give you the best distance on kicks. However, when kicking into a strong wind, you may get more distance with a lower trajectory. 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).

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. This aim bar determines the direction you kick the ball. Press button **A** to kick when the football reaches the desired direction. The yellow vertical lines represent the uprights of the goalpost. Try to aim between these yellow lines—but remember to factor in the strength and direction of the wind.

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



## THE PLAY EDITOR

**F**ootball Pro 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 200 stock plays

included with the game.

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 6: BUILDING A PLAY

In this tutorial you will create a passing play for the Dallas Ranchers. (**Note:** Unlike previous tutorials, this one does NOT continue from the one which precedes it.)

1. Start *Football Pro*.
2. At the Main Menu Screen, click **Exhibition Play**.
3. Make sure that the home league is **NFLPA 1993**.

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

The Play Editor screen has a row of buttons across the top and bottom of the screen and a scroll bar on the right side. The rest of the screen shows

the playing field. 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. 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.

10. 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.

POS	NO.	NAME	SP	RC	RB	ST	HR	EN	IN	DI
QB1	88	Michael Irvin	87	76	86	39	74	29	33	45
WR1	89	Walt Harper	77	69	72	36	71	48	31	52
WR2	92	Jimmy Smith	71	89	67	32	63	67	72	34
WR3	91	Alexander Wright	62	66	68	38	71	36	59	28
TE1	87	Alfredo Roberts	29	62	77	39	72	45	53	65
FB1	48	Daryl Johnston	78	83	61	57	76	68	36	47

14. Right click on **WR1**.
  15. In the Substitution window, double-click **TE2 Alfredo Roberts**.
- To confuse the defense further, give your right running back (**HB2**) instructions to **SHIFT TO...** a new position.

16. Left click on **HB2**.
  17. On the Logic Script Window at the bottom of the screen, click **SHIFT TO...**
- The pointer changes to a crosshair and jumps to **HB2**. As you move the crosshair, a blue line indicating the player's path stretches out between the crosshair and the player.

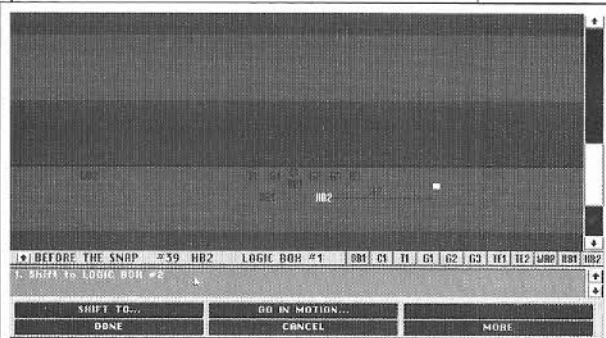
18. Move the mouse to stretch the blue line straight towards the right sideline.
19. When the crosshair is about seven yards to the right of your slotback **TE2**, press the left mouse button.

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 yellow box appears at the end of the movement

path. This is a Logic Box. After dropping the Logic Box, your screen should look like that pictured below.



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]**. 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**.

**HB2** 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**.

Plays are divided into two parts: **BEFORE THE SNAP** and **AFTER THE SNAP**. You have just finished the **BEFORE THE SNAP** part of the play, and 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 new positions.

You must now give each player his assignment for the play. First the offensive line, including 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*, when a blocking command is given to one of the five interior or offensive linemen, all remaining linemen without previously assigned logic for the play, will be given the same command.

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 during an edit, pressing the **[Esc]** key on most commands will cancel them.

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 5 yards.

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

42. Left click on **TE2**.

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

44. Draw the movement path about ten yards down the field, then drop a Logic Box.

**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. Drop a Logic Box about 5 yards from the left sideline (Logic Box #3).

48. Left click on **HB2**.

49. Click **MOVE TO...**, draw a movement path down the field seven yards, then drop a Logic Box.

50. Click **LOOK FOR PASS**.

51. Click **MOVE TO...**, draw the movement path about two-thirds of the way to the left sideline, and drop a Logic Box.

Finally, you must tell the QB what to do.

52. Left click on **QB1**.

53. Click **MOVE TO...**, then draw a path about five yards straight back and drop 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 **HB2**.

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 screen shown at the top of the next page.

The play is complete. Now save it to disk.



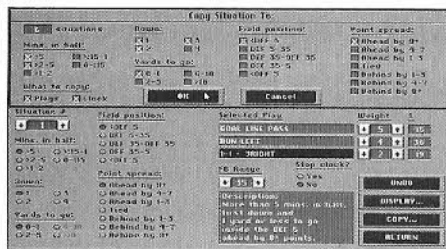


In this tutorial, we will be substituting a specific play for the **GOAL LINE RUN** Play Type. You could also substitute specific plays for the other two Play Types. The plays you substitute DO NOT have to match the default Play Types.

6. Highlight the bottom text box underneath the **Selected Play** heading. The box should read **GOAL LINE RUN**.

7. Move the pointer up to diagram box **1-1** and left click. The play named **1-1 - 3RIGHT** should now appear in the text box. You have just replaced the general *Play Type* **GOAL LINE RUN** with the *specific play*, **1-1 - 3RIGHT**.

8. Now change the play weighting by clicking the **up arrow** button under **Weight**. Change it from **1 to 2**. Notice how the percentage shown changes



from **10 to 19**. You have nearly doubled the probability that this particular play will be chosen when the specified game situation occurs.

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

10. Go down the list of variables. Click the appropriate check boxes to 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**.

To verify that each of these situations has the 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.

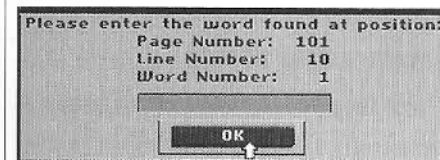
## GAME PLAY

The preceding **Tutorials** section has given you a chance to practice many of the coaching, play customizing, and player control options of *Football Pro*. This **Game Play** section is meant to help you understand these options and provide you with detailed explanations on how to use them in a game or during the course of a league season. This section also covers how to use various *Football Pro* features, such as the Play Editor, league configuration, and statistical screens.

### STARTING GAMES

#### COPY PROTECTION

Each time you start *Football Pro* the program takes you directly to the Main Menu screen. From here, you can make a number of different choices. There are three ways to begin an actual game of *Football Pro*: you can QuickStart, opt for an Exhibition game, or choose to dive right into League Play. Regardless of which way you begin, the program will eventually show you a Copy Protection dialog box.



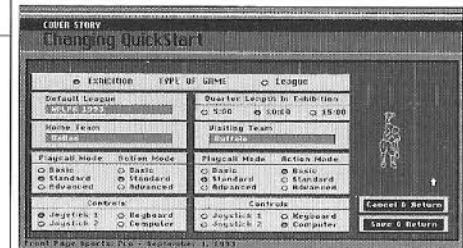
This dialog box requests that you find a specific word within the *Football Pro* manual. To move on to game play, just find the word at the location indicated, type it into the box, then click **OK**.

### STARTING GAMES WITH QUICKSTART

QuickStart is the fastest way to start playing *Football Pro*. 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 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 word requested, type it in, then click **OK**.

3. A dialog box will appear, showing the weather conditions and default Coaching Profiles and Game Plans. Click **OK**.

4. The game will start.

### STARTING EXHIBITION GAMES

Exhibition Games are played outside the regular league schedule. You may match up teams from the same league, different leagues, or you may even play a team against itself. Exhibition Games have no effect on 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 71.)

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 a team name to select that team. If you want to select 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 word 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 a domed stadium.
- **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 **DYNAMIX\FBPRO\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 **DYNAMIX\FBPRO\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* directories, **gold** listings are filenames (i.e. Coaching Profiles, Game Plans, plays, etc.). **Gray** listings are subdirectories.

### STARTING LEAGUE GAMES

*Football Pro* 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.

#### 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 *Ownership*, page 69.) 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. In normal *sim* games, 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., without resolving individual plays. *Fast sims* generate realistic scores, but not statistics or highlights, and are resolved in just a few seconds. Normal *sims* are more realistic, but slower than *fast sims*. 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 67-68.)

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

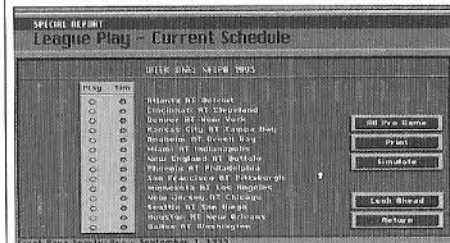
The League Schedule screen shows you all games for the current week. You may look at past and future weeks, but only games in the



current week may be started. (**Exception:** The **All Pro Game**, an Exhibition Game, may be started from this screen at any time by clicking **All Pro Game**.) 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 word 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.



5. Click on the listing for the game. For example, if you want to play the game **Seattle AT San Diego**, 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. 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 abort the game start sequence.) Click **OK**.

10. If the current team is the Home Team, click **Light** or **Dark** jerseys. (You may click **Cancel** to abort the game start sequence.)

11. If you are setting up a two-player game, the other player takes over and begins with Step 7.

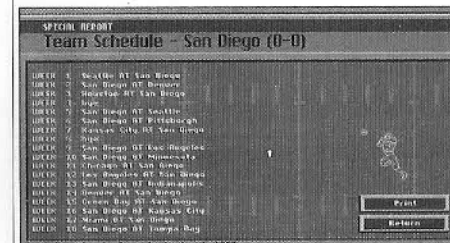
**Note:** The computer is considered the Head Coach of each Computer-owned team and will select Coaching Profiles that take advantage of the strengths of the players on that team.

### 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 San Diego and it is the first week of the season.

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

1. Click **League Play**.
2. On the League Menu screen, click **Teams & Standings**.
3. Click **San Diego**.
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 San Diego.
6. Click on the current week's game: **Seattle AT San Diego**.



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.

### COIN TOSS

Before each game, a coin toss determines which team gets the ball. The Visiting Team's captain calls **Heads** or **Tails**. The team that wins the toss makes one choice from the following two sets of options: **Kick** or **Receive**, **Defend North Goal** or **Defend South Goal**.

If the winner of the toss selects **Kick** or **Receive**, the loser is assigned the remaining option and gets to choose whether to **Defend North Goal** or **Defend South Goal**. If the winning team selects **Defend North Goal** or **Defend South Goal**, the losing team is assigned the remaining option and elects to **Kick** or **Receive**. At halftime, the teams repeat these play option selections, but the coin toss loser is given first choice.

## PLAYCALLING & CONTROLLING ACTION ON THE FIELD

### MODES

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

### PLAYCALL MODES

The Playcall 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 Playcall modes:

### Basic

In Basic mode, the four Play Diagram windows of each team's Game Plan area shows the 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

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

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 substitutions.

### Standard

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

When making substitutions in Standard Mode, the play clock will stop while the Substitution window is displayed. The computer will auto-

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

matically 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

Each team's Game Plan area contains numbers indicating the groups and plays in your game plan. All 64 plays in your Game Plan are shown.

If you choose to play in Advanced mode, we strongly advise you to have the plays in your Game Plan memorized or printed. If you forget your plays in Advanced mode, change to Standard mode to see them.

TIME OUT	SPECIAL TEAMS	SUBSTITUTION	READY - BREAKE!
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
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58			
59			
60			
61			
62			
63			
64			

When substituting players in Advanced mode, the play clock will stop while the Substitution window is displayed. The computer will automatically substitute for a player who is injured, but will not substitute for players who are tired. Your substitutions will remain in effect for the rest of the game or until you change them.

### PLAYCALLING SCREEN

The Playcalling screen is divided into three parts: the top third is the Game Plan area for the Visiting Team. 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 informa-

tion 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 immediately call it.

**Note:** In Basic and Standard modes, the computer will recommend a play based on your Coaching Profile. This play, and its play group button, will have a white border.

**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** that are shown on the sides of your team's Game Plan area. (In Advanced Playcall mode, these buttons are blank and all 64 plays of the game plan are shown simultaneously in the Play Diagram windows.)

To change the group of four plays displayed, click the number you want. You may also change the plays displayed by holding down button **B** as you move the joystick up or down.

### Substitution

When playing *Football Pro* in Standard or Advanced 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.

POS	NO.	NAME	SP	FC	BG	ST	HR	EN	IN	DI	ER	IN/OUT
QB	1	Tommy Robinson	61	51	78	24	01	58	21	41	100	63/70
RB	2	Tommy Robinson	58	46	17	22	06	58	20	20	100	63/70
TE	3	Tommy Robinson	55	47	14	25	03	54	17	12	100	63/70
WR	4	Tommy Robinson	52	43	11	28	01	51	15	10	100	63/70
LB	5	Tommy Robinson	49	36	08	31	01	48	12	08	100	63/70
DB	6	Tommy Robinson	46	29	05	34	01	45	10	05	100	63/70
DE	7	Tommy Robinson	43	22	02	37	01	42	08	02	100	63/70
DT	8	Tommy Robinson	40	15	01	40	01	39	06	01	100	63/70
NT	9	Tommy Robinson	37	08	01	43	01	36	04	01	100	63/70
OL	10	Tommy Robinson	34	01	01	46	01	33	02	01	100	63/70
OT	11	Tommy Robinson	31	01	01	49	01	30	01	01	100	63/70

Scroll the highlight up or down through the list of **Current players**. 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, which increase or decrease their ratings for a short time. If the player's name is printed in *blue* the player is on a *cold* streak. If the player's name appears in *red*, the player is on a *hot* streak. Occasionally, a player's name will be shown in *black*. This indicates that the player is injured.

**Effective Ratings:** The next eight categories (i.e. **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 how ratings are used, see pages 73-75.

**ER:** Indicates a player's energy rating. During the game, each player has an energy rating, ranging from 1 to 100 percent. The player's **ER** affects all of the player's ratings during play except **IN** and **DI**. As the game progresses, players lose energy while they are in the game, and regain energy on the sideline and at halftime.

**IN/OUT:** This is the **ER** level (or fatigue level) at which players will automatically be substituted in or out of the game (in Basic and Standard modes only). You can set these percentages 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, highlight the player you want to take out, then 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 like before clicking **READY - BREAK!** to call the play.

POS	NO.	NAME	SP	FC	BG	ST	HR	EN	IN	DI	ER	IN/OUT
QB	1	Tommy Robinson	61	51	78	24	01	58	21	41	100	63/70
RB	2	Tommy Robinson	58	46	17	22	06	58	20	20	100	63/70
TE	3	Tommy Robinson	55	47	14	25	03	54	17	12	100	63/70
WR	4	Tommy Robinson	52	43	11	28	01	51	15	10	100	63/70
LB	5	Tommy Robinson	49	36	08	31	01	48	12	08	100	63/70
DB	6	Tommy Robinson	46	29	05	34	01	45	10	05	100	63/70
DE	7	Tommy Robinson	43	22	02	37	01	42	08	02	100	63/70
DT	8	Tommy Robinson	40	15	01	40	01	39	06	01	100	63/70
NT	9	Tommy Robinson	37	08	01	43	01	36	04	01	100	63/70
OL	10	Tommy Robinson	34	01	01	46	01	33	02	01	100	63/70
OT	11	Tommy Robinson	31	01	01	49	01	30	01	01	100	63/70

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

### Special Teams/Regular Plays

For the majority of a game, regular offensive and defensive plays are called and run. When the Playcalling screen shows regular plays, the **SPECIAL TEAMS/REGULAR PLAYS** button is labelled **SPECIAL TEAMS**. However, depending on the down and the game situation, the button may automatically change to **REGULAR PLAYS** and the Playcalling screen will switch to show Special Teams plays. (When available, you may click on the **SPECIAL TEAMS** button, to see your special teams plays. 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 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
FKFGPASP	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

**Note:** This 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 out-

side the field goal range of your chosen Coaching Profile, you will have to manually toggle from regular plays to special teams plays to try long field goals or to call clock management plays.

#### 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.

#### Scoreboard

The scoreboard on the following page shows the current status of the game.

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**.



**Visiting team** information is shown in the top half of the scoreboard, and **Home team** information is in the bottom half.

**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.

After choosing the play you want from the Game Plan area, click **READY - BREAK!** to accept and run the selected play. Once this button is clicked, the cursor disappears and you may not call time out, change the play, make substitutions or go to the Game Settings screen until you are on the field.

If you click **READY - BREAK!** without selecting a play, your team will run the last play selected. If the offense clicks **READY - BREAK!** first, the defense has only 10 seconds left to call its play.

#### ACTION MODE

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

**Basic** mode is essentially a coaching-only mode. You **CANNOT** control players, although you must still snap the ball on offense. 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 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**, then push the joystick up, down, left, or right. Then, release button **B** while still holding the joystick in the direction of your chosen audible. 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, press and hold button **B** 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

Calling defensive audibles is the same as for 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

In Standard mode, you must snap the ball on offense. When snapping the ball, 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 any other 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, his 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**. Computer will make Illegal Motion calls – if your players are moving forward during the snap, you will get a penalty.

**Dive:** Press button **A** with the joystick pushed in the direction you want your ball carrier or receiver to dive. Ball carriers may get extra yards this way. Receivers may make tough catches this way.

**Leap:** Press button **A** with the joystick centered to get your ball carrier or receiver to leap straight up. This is useful when attempting to catch high throws.

**Break tackle:** When the defense closes in on your ball carrier, press button **B**. Your runner will either stiff arm or do a spin move. This gives the ball carrier a higher chance 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. Press button **B** again to select the secondary receiver. If you think a 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 re-

ceiver 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, pressing button **B** again will change your target to the sideline. Now you can press button **A**, throw the ball away and avoid a sack.

**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's covering him. Bullet passes travel a lot faster than a lob, but, because of their lower trajectory, cannot be thrown as far and are 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 pattern, especially when the receiver has gotten behind the defender. Lob passes have a higher trajectory and travel farther than bullet passes.

**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**.

## 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 keypad directional keys*. If you do not, the computer will maintain 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 could cause a fumble, but also increase the risk of injury for both the defender and the ball carrier. Be careful about diving tackles from behind a ball carrier. Your momentum may help him gain extra yards. Also, diving tackles carry a greater risk of missing the ball carrier.

**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.

**Fair catch:** On punt returns and kickoffs, press button **B** while the ball is in the air. Your kick re-

turner will wave for the fair catch. If you are in the end zone, he will down the ball.

**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. Use the techniques explained in the Kicking Tutorial on pages 13-14. If you go over 10 seconds, the computer will do it for you.

## 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 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:** 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**.

## 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.

## PLAYER CURSORS

### Players With The Ball

A cursor will appear over the ball carrier's head. The cursor for offensive players has *black numbers on a green background*. If the player is computer-controlled, the cursor will be *surrounded by an alternating blue and orange box*. If he is user-controlled, it will be *surrounded by an alternating blue and white box*.

No cursors will appear over computer-controlled defensive players unless there is a fumble, interception, punt return or kick-off return. In these cases, a cursor with *green numbers on a black background* will appear over the player who catches or picks up the ball. If the player is computer-controlled, the cursor is *surrounded by an alternating blue and orange box*. If he is user-controlled, it is *surrounded by an alternating red and black box*.

### Players Without The Ball

For offensive players without the ball (i.e. after an interception, fumble recovery, punt, or kick-off), the cursor background will be *black numbers on a green background surrounded by a solid white box*. For defensive players without the ball, the cursor will appear as *green numbers on a black background surrounded by a red box*.

If the quarterback has selected his receiver and



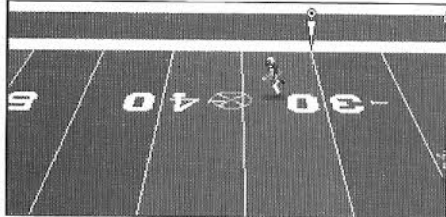
is about to pass, an offensive player cursor will appear over the head of the chosen receiver. That cursor will have *black numbers on a green background surrounded by a solid orange box*.

You may also turn on number cursors for all players by pressing [F5].

### Catch Zone:

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

If you are using an overhead view, the Catch Zone



will appear as *two small squares flashing orange and red*.

### Down Markers:

From the on-field view, the down marker will appear as *orange with gray and black stripes*. The number shown on the marker represents the current down.

### Yardage Markers:

From the on-field view, yardage markers are *orange with a circle on top*.

In any overhead view, the down marker will appear as *an orange square surrounding a down number with a yellow arrow* pointing to where

the play is to start. The yard marker where the series of downs started is marked by a *circle with a red arrow*. The yard marker indicating the point where the next first down can be reached is marked by a *circle with a green arrow*.

### INSTANT REPLAY

After each play, you will be prompted to choose either **Instant Replay** or **Continue**. If you press the **Continue** button and if you are on offense, you will then have the option to **Quick Huddle** or **Select Play** in any instance when a quick huddle is appropriate. When a quick huddle is not an appropriate choice (after an incomplete pass, for example), or when you are on defense, you will only be able to choose **Instant Replay** or **Continue**.

To view an instant replay, click **Instant Replay**.


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


### VCR Interface


When you start an 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:** Load previously saved plays, or save the current play. (See *Loading and Saving Plays* on page 37.)


 **Numbers On/Off:** Toggles on/off the play-er numbers during the replay.


 **Follow Ball:** Forces the camera to center on and follow the football while running the play. (See *Free Floating Camera* on page 38.)

 **Camera Select:** Brings up a dialog box to select one of twelve camera angles. Eight of the cameras are slightly above field level and look down on the field in one of eight compass directions (North, Northeast, South, Southeast etc.). The **O** and **D** buttons (i.e. Offense and Defense) represent two of the compass directions.


The ninth button, marked **OV**, is a locking button to select an overhead angle. To see the eight on-field views, the **OV** button must be turned off. When you turn the **OV** button on or off, you must then pick another direction. You will get a vertical or horizontal view closest to that direction. You may Zoom In/Out from the overhead angles by pressing the [+ ] to Zoom In or [- ] to Zoom Out.


To change your camera angle without the Camera Select dialog box, press [1]-[8], or press [0] (zero) to toggle the overhead camera on or off.


 **Fast Reverse:** Runs a play backward at fast speed to the beginning of the play. You may also double-click this button to jump to the beginning of the play when Pause is on.


 **Reverse:** Runs a play backward at normal

speed to the beginning of the play.

 **Pause:** Pauses a play. This is a locking button. When pressed, it stays active while you press other buttons and remains active until you press it a second time.

 **Play:** Runs a play forward at normal speed until the end of the play.

 **Fast Play:** Runs a play forward at fast speed until the end of the play. You may also double-click this button to jump to the end of the play when pause is on.

 **Slo:** Locking button that runs the play at half speed.

### Loading and Saving Highlight Plays

During League games, the computer will automatically save five plays as highlights. You may overwrite computer-saved highlights with your own choices (or save highlights in Exhibition games) by clicking the **Disk Access** button and choosing **Save**. Highlights from League games may be viewed between games by choosing **Show Highlights** on the Box Score screens. 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**, a dialog box appears showing five plays that have been saved for this game. Each play is marked **C** or **H** to indicate that the play was saved by the computer or a human. The quarter and time remaining at the beginning of the play are also shown. Click a button to select a play, then click **Load**.

When saving a custom highlight, the same dialog box is displayed but clicking one of the buttons selects the play that will be *deleted* to make room for the new play. During the game, the computer may overwrite a computer-saved play, but not a human-saved play.

### Trading Highlights

To trade saved highlights with other *Football Pro* owners, go to the **XTAPES** and **LTAPES** subdirectories of the **DYNAMIX\FBPRO** directory. **XTAPES** contains highlights that you have saved in Practice or Exhibition Games. **LTAPES** holds highlights from League Games. The highlights files may have names like: **VCR.1**, **VCR.2**, **DYNAMIX.4**, etc.

If you want to copy highlights of a League Game, go to the Box Score for that game and **Show Highlights** first. This puts the highlights for that game into the **VCR.1**, **VCR.2**, **VCR.3**, **VCR.4**, and **VCR.5** files.

To send highlights to a friend, copy the **VCR.\*** files into your friend's **XTAPES** directory. He can view them by clicking **Show Highlights** on the Exhibition Play screen.

For example, to copy the third highlight in your Exhibition highlights directory to a floppy disk, change to the **XTAPES** subdirectory and type: **COPY VCR.3 A: [Enter]**

**Note:** It is also possible to save and trade other types of files (such as Leagues, Custom Plays, Coaching Profiles, or Game Plans) with *Football Pro*. For more information, check the **READ.ME**

file in the **DYNAMIX\FBPRO** directory.

### Free-Floating Camera

During playback, the camera normally follows the ball. With the free-floating camera you may focus on any part of the field. Use this to watch a wide receiver run his pattern or check out the action away from the ball.

To use the free-floating camera, press and hold the **B** button (or the right mouse button), then move the joystick (or move the mouse) to move the camera. You can move the camera at any time, even while the play is running. Click with the **A** button on the **Follow Ball** icon to make the camera jump back to the football.

### FOULS AND 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 automatically enforced.

Here is a summary of *Football Pro's* fouls and penalties.

#### Foul against Offense

<i>Delay of game</i>	<i>Five yards</i>
<i>False start</i>	<i>Five yards</i>
<i>Illegal forward pass</i>	
<i>Second forward pass</i>	<i>Loss of down</i>
<i>Forward pass after ball has passed line once</i>	<i>Loss of down</i>
<i>Forward pass beyond line</i>	<i>Five yards, loss of down</i>

<i>Illegal formation</i>	<i>Five yards</i>
<i>Illegal motion</i>	<i>Five yards</i>
<i>Ineligible player downfield</i>	<i>Five yards</i>
<i>Intentional grounding</i>	<i>Ten yards, loss of down</i>
<i>Holding</i>	<i>Ten yards</i>
<i>Pass interference</i>	<i>Ten yards</i>
<i>Offside</i>	<i>Five yards</i>
<i>Personal foul</i>	<i>Fifteen yards</i>

#### Foul against Defense

<i>Encroachment</i>	<i>Five yards</i>
<i>Holding</i>	<i>Five yards, 1st down</i>
<i>Pass interference</i>	<i>Ball at point of foul, 1st down</i>
<i>Offside</i>	<i>Five yards</i>
<i>Personal foul</i>	<i>Fifteen yards, 1st down</i>

#### Foul against Kicking Team

<i>Fair catch interference</i>	<i>Fifteen yards</i>
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### WEATHER

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

peratures 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.

Except for QuickStart Exhibition games, you have the option to select weather conditions from the Exhibition Play screen. The computer will generate conditions for QuickStart 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 may want to change various game settings that affect the way you are playing (i.e. Playcall mode, Action mode, controls, etc.). To make these changes you will need to access 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.

## View

Click the text box to show a view selection dialog box. Views are available from:

- Behind **Offense** or **Defense**
- **Offense-Right, Offense-Left**
- **Defense-Right, Defense-Left**
- **Side-Right, Side-Left**
- Behind the **Home** or **Visiting Team**

## • Overhead

Camera select options described on page 37.

## Field Detail

Click the Field Detail text box to show a Field Detail dialog box. You can choose to display less graphic detail to increase the game's speed on computers with slower processors. You may choose **High, Medium, Low** or **Custom** detail. You may also turn individual Field Detail options On/Off by pressing the "hot keys" listed under **Custom**.

**Custom** Allows you to choose or disable the following details ("hot keys" in parentheses):

- Goal posts (G)
- Shadows (H)
- Crowd noise
- Hash marks (M)
- Field texture (T)
- Numbers (N)
- Stadium Crowd (C)

**High** All detail turned on.

**Medium** Stadium Crowd, Crowd Noise, Hash marks, Goal posts, and Shadows are turned on.

**Low** All detail turned off.

## Sound Effects, Play-by-Play, Referees, Field Clocks

Toggle any of these options on or off.

**Note:** Turning sound effects off on slow machines or machines without a DAC chip sound card (i.e. AdLib, PC Speaker), will speed up the game.

## Field Conditions

Choose field conditions: **Artificial Turf, Mud, Snow** or **Grass**. (Available in Exhibition Games only.)

## Ground Rules

The following rules may be toggled on or off: **Fatigue, Penalties, Injuries, Fumbles, Interceptions** or **40-second clock**. (Available in Exhibition Games only.)

**Note:** When the **40-second clock** rule is turned off, the **40-second clock** will run out, then the game clock will pause until the ball is snapped.

## OK, Cancel

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

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

## QUITTING AND SAVING GAMES IN PROGRESS

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

**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. When you press the **[N]** key you're 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*, 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.



## THE PLAY EDITOR

This section of the manual will explain how to get the most out of the Play Editor. It covers how to build plays, how to load and save them to your Game Plan with the Game Plan Editor, and how to later add them to your chosen Coaching Profiles with the Coaching Profile Editor.

### PLAY EDITOR CONTROLS

The Play Editor 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.

### 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.

When a play is loaded, several types of symbols and lines may 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
Orange dotted line	Timed Pass
Various colored lines	Check off receiver routes
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

#### PLAY EDITOR BUTTONS

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

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

**Formation** files are blank play templates. Eleven players are placed on the field but no **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 200 ready-to-use plays included with *Football Pro*. 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 from a **Stock** play file.

Team side splits files into **Offense** and **Defense**.

Play type 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.

If you have chosen either **Run** or **Pass**, **Stock** **Offense** plays, you may also select the Direction of the play. Choices include: **Goal Line**, **Rztl**

**Dztl** (Razzle Dazzle - trick or "gadget" plays), **Left**, **Middle**, or **Right**. For **Pass** plays you may also choose Distance: **Short**, **Medium**, or **Long**.

For **Stock** **Defense** plays, you may choose the type of Coverage in the play. **Pass** options are **Goal Line**, **Rztl Dztl**, **Short**, **Medium**, or **Long**. **Run** options include **Goal Line**, **Rztl Dztl**, **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 pages 48-49 to see how substitutions work.

To load a play, either double-click on the name in the box list or highlight the name in the box list, then click **OK**. If you know the specific play name you want to load, you may also highlight the top text box, hit **[Delete]** to clear the box, enter 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 requests the filename of the play to be saved. (Filenames are subject to DOS, 8-character, format limitations.) 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 modify an existing **Custom** play permanently, save the modified version under the same filename. The computer automatically adds the extension **.PLY** to plays.

**Note:** When you save a play be sure to 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 recalled 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 the **DYNAMIX\FBPRO** 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.

### ERASE...

The **ERASE...** button asks you what you would like to erase, depending on what is loaded. 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.

**Note:** The **ERASE...** button only erases from the

screen. It does NOT delete a previously saved file from your disk.

### 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 one 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* to support every printer available. If you are having trouble printing, consult your print-

er manual to see if you are compatible with one of the choices available and switch your printer to that mode.

### PROFILE/PLAN...

Takes you to the Coaching Profile and Game Plan Management screen. This is discussed in more detail beginning on page 60.

### PRACTICE

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 arcade game. You may go to the Game Settings screen by pressing **[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.

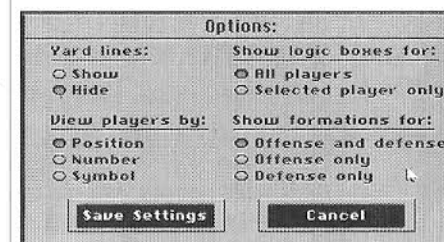
### OPTIONS...

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.

### 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 on the top of the next page for *Football Pro's* position abbreviations.

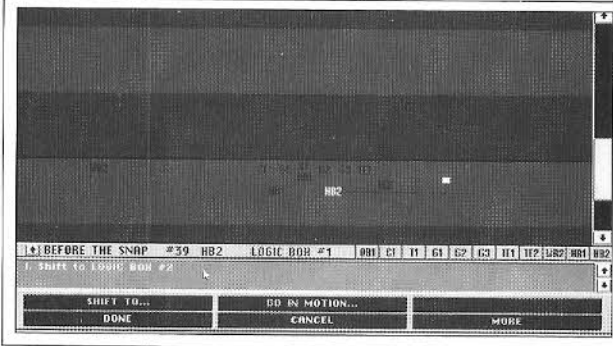
When **Number** is selected, the players are represented by their jersey numbers. When **Symbol** is selected, centers appear as blue squares, other offensive players are blue circles, defensive linemen are red squares, linebackers are red triangles, and defensive backs are red circles. **Position**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

### Football Pro Position Abbreviations

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

### 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 shows up and is 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

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**.

### BEFORE THE SNAP, AFTER THE SNAP

Selects the part of the play to be edited.

### LOGIC SCRIPT WINDOW

#### Logic Boxes

**P**layer activities during a play are controlled by entering instructions in Logic Boxes. Each Logic Box contains a Logic Script: a set of instructions, that determines the activity of each player when he gets to a particular 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 51).

#### TITLE BAR

This shows which part of the play is being edited, which Logic Box, and which player. The up arrow button on the Title Bar toggles between the **BEFORE THE SNAP** and **AFTER THE SNAP** portions of the play.

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

Contains the 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:** This deletes that Step and all Steps after it, including subsequent Logic Boxes! If you make a mistake, click **CANCEL** immediately to

undo any edits.

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 three 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 **Receiver**, **Running back**, **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; **CANCEL** to exit without keeping changes for the selected player; and **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

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

Highlight a play or formation 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.

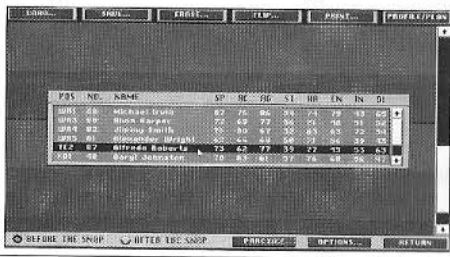
Release the mouse button to place the player. A player being moved is drawn in gold. You may only move players if they do not already have **SHIFT TO...** or **GO TO MOTION...** logic.

Defensive players may be placed anywhere on their side of the line of scrimmage, but there are limitations on how offensive players may be placed. The center may not be moved. (He is the reference point for the other players.) At least six players, in addition to the center, must be placed on the line of scrimmage. If this rule is not followed, the offense will be assessed an illegal formation penalty of five yards.

### Assigning Players to Plays

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

To change a Depth Chart position assignment, click on the position with the right mouse button. 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:** Rick Martinez is you WR1 in the Depth Chart and you use WR1 in a play called **GODEEP**. When you call **GODEEP** in a game, Martinez will play as the WR1 (if he is not injured or fatigued).

**Example 2:** Before the game, go to your roster and change your Depth Chart, moving Shaun Sullivan from WR3 to WR1. Now when you call

**GODEEP** in the game, Sullivan will be in the play as WR1. Martinez 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.

### Fatigue

Fatigue also influences how substitutions are made for a particular play during a game. 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 - see below).

For example, Sullivan (WR1) is tired and comes out of the game. The next highest available WR (whose **ER** allows him to be in on the play) will come in and take the WR1 position. If Randy Magruder is WR2 on the Depth Chart and his **ER** is high enough, he will automatically go in and play as the WR1.

### Substitution: Playcall Mode Logic

Substitution logic is also 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 only apply to the one play in which you substitute. For example, if you substitute FB3 Stuart Malis in for TE1 Dave Tatum on the play **SSFLOOD**, then Malis replaces Tatum 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 Advanced mode is essentially changing your Depth Chart "on the fly." For example, if you substitute CB2 Bill Holmes in for LB2 Jerry Pectol, then Holmes replaces Pectol *in every play to which Pectol 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 Advanced Playcall mode 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 Advanced 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 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 will be added automatically.

## 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 offsidelines, but also 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 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.

**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...

**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 primarily used when the blocker is trying to open a hole for run blocking.

**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. **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.

**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 any-

thing 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 in-to 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 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 higher 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. Sometimes to avoid a tackle, he may run sideways or even back up a little.

**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 **MOVETO...** followed by a **RUN...Right** or **RUN...Left**, he will usually ignore the direction and run for daylight. 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:** DL  
**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 (pass rush or run rush). The higher the player's intelligence rating, the faster he will react. 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 aggressively chase the ball carrier *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...**  
Receiver  
Running back  
Quarterback  
Hot Player

*Used by:* LB's and DB's  
*When:*     After the Snap

**KEY ON...Receiver:** Defender will line up on the nearest uncovered receiver or, if all receivers are already covered, he will double team the nearest receiver. The defender will follow the receiver regardless of what is happening in the play until the ball crosses the line of scrimmage.

**Note:** This is a good coverage against a halfback-option or flea-flicker play where there is a hand-off or pitch, then a pass to the receiver.

**KEY ON...Running Back:** Defender will line up on the nearest uncovered running back and follow him.

**Note:** This is good for covering running backs who come out of the backfield on pass plays as a "safety valve," or on a screen pass.

**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...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.

**PASS DEFENSE...Man to Man...Shade coverage... Underneath/Deep:** 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 (sometimes called a "dog"), 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 is running 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 has an equal chance of going for the interception as he does for making the tackle. There is less chance of a pass interference 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

**W**hile 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. 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, 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.



## COACHING 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 play-calling tendencies of other teams.

Coaching Profiles allow you to choose up to three general Play Types or specific plays to call, and the chance that each will be called, for each of *Football Pro's* 2,520 game situations per half.

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 offer you the option of beginning a game personally controlling the on-field action, then letting 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**.

### COACHING PROFILE AND GAME PLAN MANAGEMENT

#### Game Plans

Both the offense and defense have their own Game Plans, which contain up to sixty-four plays each. You do not have to have all 64 slots in a Game Plan filled to use it, but you must have at

least one. Each Plan also contains additional Special Teams plays.

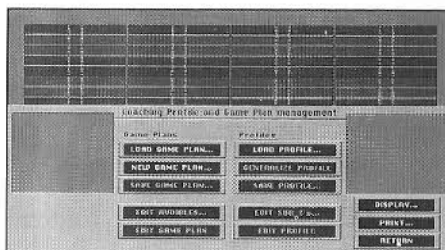
#### Coaching Profiles

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 point spread. You may also decide at what Energy level to substitute players in and out of the game.

#### 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 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 **DYNAMIX\FBPRO** directory. These are the Game Plans used in Quickstart Exhibition games.

Go to the **DYNAMIX\FBPRO\STOCK** directory to find stock Game Plans. (The **DYNAMIX\FBPRO\CUSTOM** directory is the recommended location for saving Game Plans you create.) If you load a Game Plan from a floppy disk, you should 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 62. This is a "blank sheet" to start building a Game Plan with. All 64 slots are empty. To build the Game Plan, you must now choose **EDIT GAME PLAN**. (on this page).

When creating a Game Plan, you may want to group similar plays together. For example, one group could include short pass plays, another group could consist of goal line runs, etc.

#### SAVE GAME PLAN...

This works 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 **DYNAMIX\FBPRO\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 direc-

tions. Click on any text box to highlight, 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

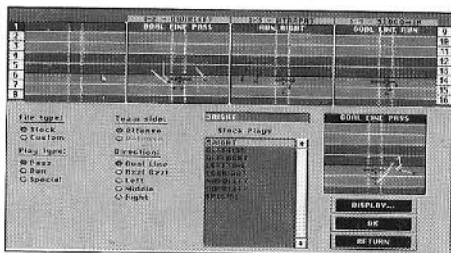
Use this to modify or to build a new Game Plan. This will change the bottom portion of your screen while keeping the display at the top the same.

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 only have offensive or defensive plays in a Game Plan, 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 groups of four diagrams. 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. 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, a diagram of the play 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. 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.

**Note:** For more information about how to print and what printing support and options are available, please see the **READ.ME** file.

### RETURN

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

### 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 **DYNAMIX\FBPRO** directory. You can find additional Profiles in the **DYNAMIX\FBPROSTOCK** 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 us-

ing those plays will automatically be included 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 **DYNAMIX\FBPROCUSTOM**. Standard DOS file naming conventions apply.

### EDIT SUB %'s...

This allows you to choose what Energy level (ER) you want specific positions to sub in and out of the game at. 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.

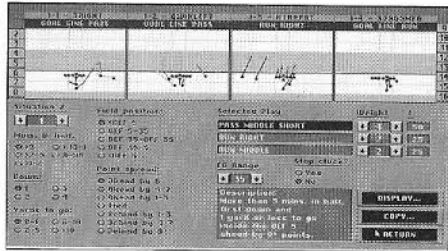
For example, the defaults for most positions are 70% to come out and 85% to go back in. When a receiver's energy reaches 70%, he will be substituted out of the game and will rest until he gets back to 85% energy.

### 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.

There are 2,520 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 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
- 2 Second down
- 3 Third down
- 4 Fourth down

**Yards to go:**

- 0-1 1 yard or less

- 2-5 2 to 5 yards
- 6-10 6 to 10 yards
- >10 More than 10 yards

**Field position:**

- <DEF 5 Inside the defense's 5 yard line (5 yards or less to a TD)
- DEF 5 - 35 Between the defense's 5 and your field goal range
- DEF 35 - OFF 35 Between your field goal range and the offense's 35 yard line
- OFF 35 - 5 Between the offense's 35 and 5 yard 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
- Ahead by 4-7 Behind by 4-7
- Ahead by 1-3 Behind by 8+
- Tied

**Situation #**

This is a number from 1 to 2,520 that describes the 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 simultaneous 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**.

**Selected Play**

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

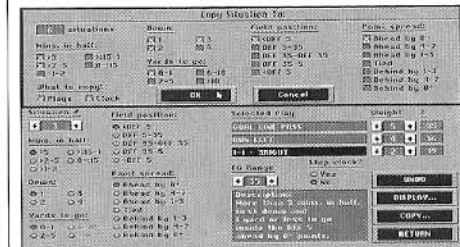
**Weight**

Use this to increase or decrease the chance the computer will pick the selected play. The value

must be between 0 and 10. When you change the weight, the percentage next to it will automatically be recalculated as necessary. At least one play must have a weight greater than zero, i.e., you must call something.

**COPY...**

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



When you click **OK**, the information selected under Copy Options will be copied over to all of the situations with the variables you have checked.

**UNDO...**

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



### First and Second Half Profiles

If you decide to edit Coaching Profiles, you will probably want to do one for the first half and one for the second half and adjust them accordingly. 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 want to try only a field goal in the first half, but you would definitely want to go for the touchdown in the second half.

## LEAGUE PLAY

### BUILDING LEAGUES

**F**ootball Pro offers you the choice of competing in the default **NFLPA 1993** 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**.

### CHOOSING LEAGUE TYPE

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

### LEAGUE CONFIGURATIONS

*Football Pro* 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 League Championship game at the end of the post-season tournament.

### SELECTING TEAMS

You may accept *Football Pro's* default teams or select the teams you want for the new league.

When you select teams, you may use teams from any existing league. Teams retain the team data they had in their previous league, including type of ownership. Human-owned teams are still Human-owned and keep the same password. If you want to remove this password, change the ownership to Computer or set all Human-owned teams to Computer Manager, use the **Manage Teams** button (see *Manage Teams* on page 68).

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 you want to replace the default team. 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 league championship trophy. You may change these names by clicking on each respective text box, pressing [**Delete**] to clear the text box, then typing in your chosen name(s).

### GROUND RULES

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

Ground Rules options include:

- Fatigue
- Penalties
- Injuries
- Fumbles
- Interceptions
- 40-Second Clock
- Sim or Fast Sim (see page 23 for details)
- 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
- 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 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. (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 league championship in previous years. You can also see who they defeated and by what score.

### SAVING NEW LEAGUES

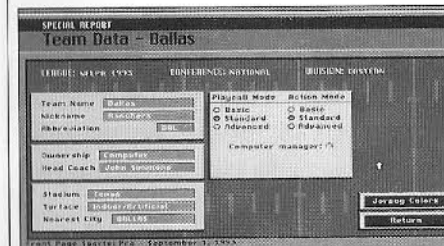
To save your league, click **Return**. At the **Save this new league?** dialog box, click **Yes**. On the **Save New League** dialog box, click in the file-name box, press **Delete** to empty the box, type a file name for your league of 8 letters or less, then click **OK**.

## 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 67). You may "buy" any team by changing its ownership from **Computer** to **Human**, or "sell" a team by changing ownership from **Human** to **Computer**. You may buy or sell a team at any point during the season.

To take ownership of a team, go to the 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

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 re-typing 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 23-26.)

### 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** sample uniform will be shown in the right-hand windows. Choose which version you want to work on, by clicking on either **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 **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' ratings 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 affects ratings.

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, if you wanted to control your team's draft, without worrying about managing assigned and open slots during the season, you could 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	Anytime
Team name	X	
Team nickname	X	
Team abbreviation	X	
Ownership		X
Name of head coach	X	
Stadium	X	
Surface	X	
Nearest city (affects weather)	X	
Computer management option		X
Playcalling mode		X
Action mode		X
Team password		X
Uniform colors	X	

### POST-SEASON PLAY

**I**n 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 as compared to other teams in the conference (except the divisional champions).

### 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 47 player slots. There are three types of slots:

#### Assigned Slots

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.



Distribution of assigned slots.

Offense		
Position		Slots
Quarterback	QB	2
Running back	RB	3
Receiver	R	5
Offensive line	OL	6
Defense		
Position		Slots
Defensive line	DL	4
Linebacker	LB	5
Defensive back	DB	7
Special Teams		
Position		Slots
Kicker	K	1
Punter	P	1

**Open Slots**

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. Each team has 11 open slots.

**Injured Reserve Slots**

Injured Reserve (IR) slots may be filled by players of any position who are expected to remain injured for six weeks or more. Each team has two IR slots that are empty at the start of the season. The IR slots allow a team to replace injured players, who will not be able to play, without releasing them.

**ROSTERS AND DEPTH CHARTS**

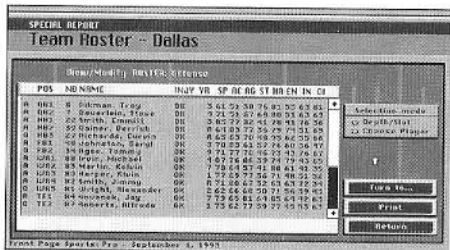
To view a team roster, select a team on the League Standings screen. When the dialog box appears, click **Rosters**. This takes you to the **Offense** roster. To see other rosters, click **Turn to....**

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.

Notice the box with Selection Mode and two buttons in it. On some roster screens, you can only use **Choose player**. On others, you may also 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 then release him to sign a free agent, or try to trade him to another team (**Sign Free Agent** or **Propose Trade**). You may also double-click on a player to edit some of his data (see *Player Data* on pages 75-76).

**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 him up or down the roster window.

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 before your next game, to prevent him from playing while injured.

Use this same method to change players from assigned to open slots.

**3. 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 there is an available IR slot, and 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. If he is eligible to return from IR (he must have been there at least four weeks) 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.

- Speed** SP How fast the player can run.
- Acceleration** AC How fast the player can achieve his top speed from a standing start.
- Agility** AG How well the player changes direction or leaps.
- Strength** ST How strong the player is (making or breaking tackles, blocking, etc.).
- Hands** HA How well the player uses his hands (catching passes, avoiding fumbles, etc.).
- Endurance** EN How well the player resists injury and fatigue.
- Intelligence** IN How well the player interprets events and uses that information.

**Discipline** DI How well the player performs under pressure or avoids mistakes.

Each player has three different sets of these ratings, which are used at various points in the game:

- Actual ratings are the player's normal performance levels as shown on the roster screens. Actual ratings do not change during the season.
- Potential ratings are the maximum level the player can gain. You will never actually see a player's potential ratings. A player's actual ratings may increase during training camp, but never above the level of his potential ratings.
- Effective ratings are up-to-the-second player ratings during a game, shown on the substitution screen. The effects of injury, streaks and fatigue are reflected in a player's effective ratings.

Here are some examples of the use of ratings by players at each position.

**QBs:** ST determines how far he can throw the ball.

DI affects completion percentage and interception rate.

HA is used when checking for a fumble on the snap from the Center.

**RBs:** HA affects catching passes and fumbling.

ST is used when blocking and when trying to break tackles.

**Rs:** HA is checked when catching the ball.

AG is used when trying a fake.

**OLs:** ST is important when run blocking ("fire out").

AG is crucial in pass blocking.

**DLs:** AG and ST are used in various types of rushing.

ST is also key in tackling.

**LBs:** HA affects the chance of interceptions.

IN is checked when calling audibles.

ST is used in tackling.

**DBs:** AG and SP are important elements in staying with a receiver.

IN is checked when a receiver tries a fake.

HA affects the chance of interceptions.

**Ks/Ps:** ST helps determine how far the ball is kicked.

DI affects the accuracy of the kick.

The following table lists the **key ratings** used by the computer when evaluating players for trades, drafts, etc., and when setting up depth charts. They are also the most important and frequently-used ratings for each position during games.

<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
<b>G</b>	ST, AG	<b>P</b>	ST
<b>T</b>	ST, AC		

### NFLPA Ratings

We have assigned ratings to players for the 1993 season based on their statistics and performance during the 1992 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.

### PLAYER DATA

The table above 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	
	Before the first game of the season	Anytime
Slot		X
First name	X	
Last name	X	
Years in league	X	
Position	X	
Jersey number		X
Ratings	X	
Injury status	Automatically by computer	

To edit a player's data, go to the **Offense, Defense** or a position roster before the first game of the season. 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**. Click on the **Position** text box to toggle through the positions this player is eligible to play. **Note:** Players must remain at the same general position. You may change only the specific position. For example, you may change a Wide Receiver to a Tight End (another type of receiver), but you may not change a Wide Receiver to a Cornerback (a type of defensive back).

### 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. 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. 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 League Championship game 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 League Championship game until about halfway through the next season. Trades can only be proposed 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 teams who are willing to trade for this player. Click on a team name to view the player(s) that team will trade.
5. Select a player by double-clicking on the player you would like to acquire.
6. The proposed trade is shown to you in a dialog box. If you do not like the player you selected, you may click **New Player** (to see the list of players from the current team again) or **New Team** (to try a different team). 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 is 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 corre-

sponding 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.

**Note:** In the first season of a new league, both the College and Supplemental Drafts and Training Camp have already been completed, and you are ready to start playing the first week of the season. You will not conduct Drafts or Training Camp until prior to the second season.

#### 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 order of their regular season won-lost-tied record for the previous season from worst to best. If two or more teams are tied for selection order, the conventional strength-of-schedule tie-breaker (see page 71) will be applied. Regardless of records, the League Champion will be the last to draft and the loser of the League Championship game 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 selection, 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.

### 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 73-75 for ratings). If sufficient training time is allowed, players' actual ratings will increase. The amount of increase in an actual rating depends on the amount of training time allocated and the percentage of his potential rating the player has reached. If a player has an actual rating that is very close to his potential, very little increase will be gained even by a large amount of training.

To allocate training time, select the team on the **Teams & Standings** screen, then choose **Training Camp**. Click on the up and down arrow buttons to adjust the allocations for each exercise. The remaining training time for the current position is displayed at the bottom of the screen. Each position has its own set of allocations.

When all teams are ready, click **Start Training Camp** on the **League Menu** screen. If any teams have incomplete allocations, a dialog box will list

those teams and ask if you want to have the computer finish their allocations.

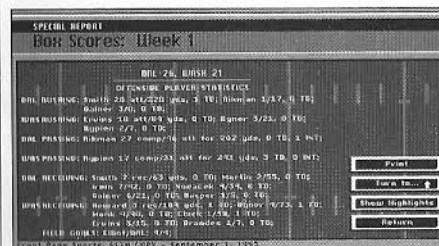
### STATISTICS

There are three types of statistical screens in *Football Pro*: Box Score screens, Team Statistics screens, and League Leaders screens.

### BOX SCORE SCREENS

Box score screens, available 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). During games, the offense, defense, and team box score screens show current totals at the half and at the end of the game.

To see the box scores from the schedule screens, click the text line showing the score from that game.



### Offense

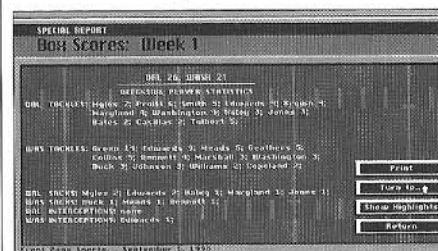
*This screen shows offensive statistics for players in the selected game.*

**Rushing:** Rushing attempts, rushing yards gained, rushing touchdowns.

**Passing:** Pass completions, pass attempts, net passing yards, passing touchdowns, and interceptions thrown.

**Receiving:** Pass receptions, receiving yards gained, receiving touchdowns.

**Field goals:** Field goals attempted, field goals made.



### Defense

*This screen shows defensive statistics for individual players in the selected game.*

**Tackles:** Number of tackles.

**Sacks:** Number of sacks.

**Interceptions:** Number of interceptions.

SPECIAL REPORT  
BOX SCORES: Week 1

DATE: 2/28/94

TEAM STATISTICS		OPPONENT	
TEAM	OPPONENT	TEAM	OPPONENT
1st DOWNS	25	10	15
Rushing	5	5	5
Passing	19	5	10
Penalty	11	0	0
3rd DOWNS	5/15	2/12	0
4th DOWNS	0/6	0/10	0
TOTAL YDS	394	90	194
Total Plays	73	61	57
Net Yds	165	24	10
Rush Yds	237	135	100
Pass Yds	157	55	90
Net/Rush	3.2	4.8	1.8

Print Turn to... Show Highlights Return

Local Page Sports Pro - September 3, 1994

### Team

Team Statistics screens show team totals and opponent totals for the selected game.

- 1st downs:** Total first downs earned by the offense.  
Rushing: First downs earned on rushing plays.  
Passing: First downs earned on passing plays.  
Penalty: First downs gained on penalties.
- 3rd downs:** First downs earned on third down plays, number of third downs attempted.
- 4th downs:** First downs earned on fourth down; number of fourth downs that the team did not punt or attempt a field goal.
- Total yards:** Net yards gained on offense.  
Total play: Offensive plays run by the team.  
Avg gain: Average yards gained per offensive play.
- Rush yds:** Total rushing yards gained.  
Rushes: Total rushing attempts.

### Pass yds:

Avg/rush: Average yards gained per rushing play.  
Total passing yards gained.  
Comp/att: Pass completions/pass attempts.

### Punts/avg:

Yds/pass: Average yards gained per passing play.  
Sacks/yds: Times sacked, all passers/yards lost on sacks.  
Intercepted: Interceptions thrown.

### Return yds:

Punts/net average yards per punt.  
Yards gained on punt, kickoff, and interception returns.  
Punts/rets: Punts returned/total punt return yards gained.  
KO/rets: Kickoffs returned/total kickoff return yards gained.  
Interceptions: Interceptions caught/total interception return yards gained.

### Penal/Yds:

Number of penalties against team/yards penalized.

### Fmbles/Lost:

Fumbles by team/fumbles lost.

### Time Poss:

Time of possession.

## TEAM STATISTICS

Team Statistics screens show player totals, team totals, and opponent totals for the last game or for the season to date. In Career leagues, they also show player career totals for selected categories.

To look at a team's statistics, 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 (labelled **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 toggle 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:** 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 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 rat-

ing 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:** Allows you to pick another team information screen to turn to.

**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. For example, after 5 games 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 (**NFLPA93**). These allow you to look at final 1992 statistics for the NFLPA (**1992 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* has hundreds of statistical categories. When used with the more than 1400 players in a 28-team league, the statistical database quickly grows very large. On slower machines it may take quite a while to sort through some 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, it is still sorting.

With large leagues (especially 28-team career leagues), it can be difficult to load all of the statistics for all players. If you experience difficulty with this it is very likely that you don't have enough EMS page memory available. Try starting the game without sound or animations (using the command **HIKE -NA**—see the Troubleshooting section for more details), if you want to look at League Leaders for these large leagues.

## TROUBLESHOOTING

**T**his final quick reference section of the manual is intended to help you solve technical problems that might affect the way *Football Pro* performs on your system. If you need additional help, please see *Customer Support* on pages 90-92.

### POST-PRINTING CHANGES

Any changes made after the manual was printed will be described in a READ.ME file located on Disk 1. To view the READ.ME file from either the hard drive or from Disk 1, type: **README [Enter]**.

### SYSTEM MEMORY PROBLEMS?—MAKE BOOTABLE FLOPPY DISK

If you select this option, the install program will attempt to create a boot disk for the game. If the boot disk is created successfully, you will be able to place it in your **A:** drive and launch directly into *Football Pro* when you turn on your computer. Starting your computer system with a boot disk in the **A:** drive before you play will keep any TSR (Terminate and Stay Resident) programs from being loaded into memory. A boot disk can be particularly effective in resolving problems related to insufficient memory as well as conflicts with memory-resident programs.

When you are ready to make a boot disk, please have a blank, high-density floppy disk prepared to insert in your **A:** drive. Run the install program from either your game subdirectory or from Disk 1 and select the Make Bootable Floppy Disk option. The install program will prompt you through the process, format the disk, and write all the

necessary files.

**Important:** After you have created a boot disk, **you must reboot your computer**. Place the boot disk in drive **A:** then press **[Ctrl]-[Alt]-[Del]** (you must press all three keys at the same time). Your computer will now reboot, with **A:** as the default drive.

If you created the boot disk from the **INSTALL** program located in the *Football Pro* subdirectory, the program will automatically run. If you created the boot disk from the **INSTALL** program located on Disk 1, run the game by typing **HIKE [Enter]** from the **DYNAMIX\FBPRO** directory on your hard drive. Substitute the appropriate drive letter or subdirectory name if you have changed them from the default locations.

**Note:** Due to the variety and complexity of hardware and software configurations, the install program may not be able to make a boot disk for all systems. If this is the case, you can create a boot disk manually.

### Creating a Boot Disk Manually

**Important:** Use the format command with care to avoid erasing all stored information on your hard disk. Follow the instructions below *exactly*.

#### Formatting

##### From a Hard Disk

1. Insert a blank disk into drive **A:**
2. At the **C:** prompt type: **FORMAT A:/S [Enter]**
  - If your **A:** drive is a 3.5" high density drive and you are using a low density disk, type: **FORMAT A:/S/T:80/N:9 [Enter]**



- If your **A:** drive is a 5.25" high density drive and you are using a low density disk, type: **FORMAT A:/S/T:40/N:9 [Enter]**

3. Follow the MS-DOS<sup>®</sup> prompts.

#### From a Diskette Drive

1. Insert original MS-DOS<sup>®</sup> system disk in drive **A:**

2. At the **A:** prompt type: **FORMAT A:/S [Enter]**

3. When prompted, insert a blank disk into drive **A:** and follow the MS-DOS<sup>®</sup> prompts.

#### Mouse Drivers—Boot Disk

If you will be using a mouse in *Football Pro*, you must copy your mouse driver onto your boot disk. There are two types of mouse drivers available: **MOUSE.SYS** and **MOUSE.COM**. The following are step by step instructions to locate and load the mouse driver in either the **CONFIG.SYS** or **AUTOEXEC.BAT** files.

#### 1. Locating the Mouse Drivers

If you do not know where the **MOUSE.SYS** and/or the **MOUSE.COM** files are located, the command below will assist you in the locating these files. For users of MS-DOS<sup>®</sup> 5.0 or above, type the following at the **C:\>** prompt: **DIR MOUSE /S [Enter]**

This command will allow you to search all sub-directories for a file called Mouse. If the system locates a file called Mouse, it will display the path where the file(s) are located.

**Example:** If the **MOUSE.SYS** file is located in the **C:\MOUSE** directory, the system will display a message like the following:

#### Directory of C:\MOUSE

```
MOUSE SYS      55160   03-10-92 3:10a
MOUSE COM      56408   03-10-93 6:00a
```

If the system does not locate a mouse, your mouse driver may have a different name or may not be currently installed on the system. Some other common names for mouse drivers are **IMOUSE**, **GMOUSE**, and **HPMOUSE**. The mouse driver files may also be copied directly from the floppy disk packaged with your mouse. For information on the proper name of your mouse driver, check the owner's manual which came with your mouse.

#### 2. Copying the Mouse Driver

Once you have located the mouse driver, you will need to copy it to the boot disk. In the following example, we are assuming that the mouse drivers were located in the **C:\MOUSE** directory (as shown in the example above.)

**Example:** To copy the **MOUSE** files to the boot disk, type the following at the **C:** prompt:

```
COPY C:\MOUSEMOUSE.* A: [Enter]
```

Please substitute the appropriate path and file name for your mouse driver in the command line above. You should then see a message indicating that one or more files were copied.

#### 3. Mouse Statements for the CONFIG.SYS & AUTOEXEC.BAT

The following are examples of statements that must be added to either the **CONFIG.SYS** or the **AUTOEXEC.BAT** for the automatic loading of the mouse driver. **Note:** Do not place a mouse state-

ment in *both* the **CONFIG.SYS** and **AUTOEXEC.BAT**, only one option is required.

**Examples:** THE **CONFIG.SYS** FILE: (If **MOUSE.SYS** was copied to the boot disk.) Type: **DEVICEHIGH=MOUSE.SYS [Enter]**

THE **AUTOEXEC.BAT** FILE: (If **MOUSE.COM** was copied to the boot disk) Type: **LH MOUSE [Enter]**

Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.

U.S. Tel: (209) 683-8989

Fax: (209) 683-3633

U.K. Tel: (44)734 303171

Fax: (44)734 303201

#### Creating a CONFIG.SYS File

For 386 or 486 Computers (MS-DOS<sup>®</sup> 5.0 and above)

1. Insert a formatted system disk into Drive **A:**
2. Type: **A: [Enter]**
3. Type: **COPY CON CONFIG.SYS [Enter]**
4. Type: **DEVICE=C:\DOS\HIMEM.SYS [Enter]**
5. Type: **DEVICE=C:\DOS\EMM386.EXE RAM 1024 [Enter]**
6. Type: **DOS=HIGH,UMB [Enter]**
7. Type: **FILES=30 [Enter]**
8. Type: **BUFFERS=20 [Enter]**
9. If you are using the **MOUSE.SYS** file to load

your mouse, add the following line to the **CONFIG.SYS: DEVICEHIGH=MOUSE.SYS [Enter]**

10. **Important:** If you are using MS-DOS<sup>®</sup> 6.0 with DoubleSpace disk compression, please add the following command to the **CONFIG.SYS**. (If you are not currently using DoubleSpace, skip the command and continue with step #11.) Type: **DEVICEHIGH=C:\DOS\DBLSPACE.SYS [Enter]**

11. Press the **[F6]** key (a **^Z** should appear), then press **[Enter]**. You should see the message: **1 File(s) copied.**

Next, create an **AUTOEXEC.BAT** file for your boot disk.

#### Creating an AUTOEXEC.BAT file

For 386 or 486 Computers (For MS-DOS<sup>®</sup> 5.0 and above)

1. Type: **A: [Enter]**
2. Type: **COPY CON AUTOEXEC.BAT [Enter]**
3. Type: **PROMPT \$P\$G [Enter]**
4. Type: **PATH=C:\DOS [Enter]**
5. Type: **SET COMSPEC=C:\COMMAND.COM [Enter]**
6. If you are using the **MOUSE.COM** file to load your mouse, add the following line to the **AUTOEXEC.BAT: LH MOUSE [Enter]**
7. Type: **CD C:\DYNAMIX\FOOTBALL [Enter]**. If you installed *Football Pro* to a different drive and/or directory, substitute the appropriate location.
8. Type: **C: [Enter]**

9. Type: **HIKE [Enter]**.

10. Press the **[F6]** key (a **^Z** should appear), then press **[Enter]**. You should see the message: **1 File(s) copied.**

**Important:** After you have created a boot disk, you must REBOOT your computer. Place the boot disk in drive **A:** and press **[Ctrl]-[Alt]-[Del]** (Press all three keys at the same time). Your computer will now reboot, with **A:** as the default drive. To run the game follow the instructions in the section *Running Football Pro*, on page 6 and have a great time!

Boot disk instructions for other DOS formats are available for downloading from the Sierra BBS (**U.S. 209-683-4463 or U.K. (44) 734 304227**). The file **BDALL** on the BBS contains instructions for a variety of systems. After downloading this file, select the instructions that best match your system.

### **REMOVING FOOTBALL PRO FROM YOUR HARD DRIVE**

*Football Pro* will create several subdirectories on your hard drive upon installation. You will need to remove all of these directories when removing the game off the hard drive. If you are having problems removing *Football Pro* from your hard drive, try the **UNINSTAL** utility. **UNINSTAL** will remove the entire program from your hard drive. To use this option, go to the **DYNAMIXFBPRO** directory (the directory to which you installed the game) on the hard drive, and type: **UNINSTAL [Enter]**. Follow the on-

screen prompts once this utility is activated.

### **COMMON PROBLEMS AND POSSIBLE SOLUTIONS**

**Problem:** Joystick behavior is erratic, and recalibrating the joystick does not seem to help.

**Possible solution:** If you are using the joystick port on a sound card, or a multi-I/O card, the problem may be that the card is not in sync with your computer. This problem is particularly noticeable on fast systems. We recommend that you disable the joystick port on your current controller and/or sound card and use a dedicated, speed-adjustable joystick card for optimal performance.

**Problem:** The computer will not recognize the second joystick for dual player game control.

**Possible solution:** In order to get the best results with dual joystick control, Dynamix highly recommends a speed adjustable game card with dual joystick ports. Using a Y-Cable or splitter that allows two joysticks to operate from one game port might not provide the control needed for the simulation.

**Problem:** I have a dedicated game controller card that is speed adjustable and I am still having problems with joystick control.

**Possible solution:** If you are using a joystick that has a throttle control or other enhanced control features, then you might experience control problems within the simulation. Since the enhanced control features make use of the second joystick's control port basic functions, it is recommended that you use standard two button

joysticks for optimal simulation play.

**Problem:** I have installed *Football Pro* on a compressed drive, and it does not run.

**Possible solution:** The most common problem encountered when installing *Football Pro* on compressed drives is lack of disk space. The amount of space that most compression utilities report to you as being available is based on an expected compression ratio. Since many of the *Football Pro* files will be compressed very little by disk compression utilities, you will need more disk space to install *Football Pro* properly (even though MS-DOS<sup>®</sup> says you have enough space free). Since *Football Pro* requires 9 Mb of free hard drive space to install, you should have at least 18 Mb of free hard drive space when using disk compression. Note that the 18 Mb drive space figure is based on a typical compression ratio of 2:1. If your compression ratio is set to a higher rate, you will need to free up an appropriate amount of disk space. Examples of Disk Compression utilities include Stacker, SuperStor, MS-DOS<sup>®</sup>, DoubleSpace and Disk Doubler.

**Problem:** After upgrading to MS-DOS<sup>®</sup> 6.0, I can no longer run *Football Pro*. I keep getting an "Out of Memory" error.

**Possible solution:** If you have installed MS-DOS<sup>®</sup> 6.0 and run the MemMaker utility, it may have configured your computer's memory so that there is no longer sufficient conventional memory to run *Football Pro*. See the section on *Freeing Conventional Memory* in Chapter 6 of your

MS-DOS<sup>®</sup> 6.0 upgrade manual or use the Make a Bootable Floppy Disk option in the *Football Pro INSTALL* program. (For instructions, see the Make Bootable Floppy Disk on page 23.)

**Problem:** My computer has at least 2 megabytes of memory, but I receive a message saying that I do not have enough conventional or expanded memory to run *Football Pro*.

**Possible Solution:** *Football Pro* requires a minimum of 576K (590,000 bytes) of free conventional memory and 1024K of free expanded memory (EMS). Some of your computer's conventional memory may be used for device drivers, LAN drivers, and/or for TSR programs. Furthermore your computer may not be configured to provide enough expanded memory. Some of your computer's memory will need to be freed up, either by altering your start-up files or by creating a boot disk with the install program. To determine how much free memory you have, use the MS-DOS<sup>®</sup> command: **MEM [Enter]**.

**Problem:** My computer has at least 2 megabytes of memory, but even after creating a boot disk, I still receive a message saying that I do not have enough memory to run *Football Pro*.

**Possible Solution:** Your computer may be configured to use the upper memory area for system hardware or Shadow RAM and not for expanded memory. If this is the case, you may need to alter your computer's CMOS setup. Consult your computer system manual for information on how to do this or refer to your

computer system manufacturer for assistance.

**Problem:** When trying to load the program or after running the program, the computer hangs or I am returned to the MS-DOS® prompt.

**Possible Solution:** Although your computer may satisfy all of the *Football Pro* hardware and software requirements, there may be a configuration or software conflict in your computer while running *Football Pro*. 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 program from the game subdirectory and select PC Speaker for the sound option. If the program operates properly, there may be a configuration problem with your sound card. Call Technical Support at Sierra On-Line or your sound card manufacturer for assistance in configuring your sound card for proper operation.

**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. See mouse installation instructions on page 84 for more information.

**Problem:** The joystick is not responding properly in the simulation, or the cursor skips through the menu options on its own.

**Possible Solution:** Your joystick may need cal-

ibrating. Press **[J]** and follow the on-screen instructions. For fast computer systems, or for optimal joystick performance, you may need to use a dedicated, speed-adjustable joystick adapter.

**Problem:** I have a Roland sound device. There is music in the shell but no sound in the arcade part of the game.

**Possible solution:** The Roland does not have a DAC chip and can not play digitized sound effects. *Football Pro* uses only digitized sound effects.

**Problem:** I do not have a sound card, or, I have an AdLib sound card. The movement stops in the game when sound effects play.

**Possible solution:** *Football Pro* is playing digitized sound on your speaker or AdLib. Since the PC and AdLib don't have a DAC chip, *Football Pro* uses the CPU on your computer to process the sound. This takes a lot of processing time and can slow the game down on slower machines. Turning the sound off (from the Game Settings screen) will speed the game up.

**Problem:** I have plenty of expanded memory, MS DOS® 6.0 and a fast machine, but animation still seems jerky in the arcade game.

**Possible solution:** If you are using **SMARTDRV.SYS** and have MS DOS® 6.0, make sure you use the version that came with MS DOS® 6.0, and not Windows® 3.0/3.1, or MS DOS® 5.0.

**Problem:** I have a SCSI drive and *Football Pro* does not operate properly.

**Possible solution:** There are incompatibilities

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between **SMARTDRV.SYS** and SCSI drives. You will need to make sure that you are not using.

#### **SMARTDRV.SYS**

**Problem:** I have a Thunderboard but I don't get any digitized sound effects.

**Possible Solutions:** Choose "Soundblaster and compatibles" from the options in the install menu.

**Problem:** I cannot load all the stats, or the game tells me I cannot build All-Pro teams in a 28 team league.

**Possible solution:** You probably do not have enough RAM available in conventional memory. Try starting the game with the **hike -na** option. No animations will be displayed in the shell, saving more memory for large statistical databases.

**Problem:** My Gravis Ultrasound card does not work right with *Football Pro*.

**Possible Solution:** *Football Pro* does not support the Gravis card in its "native" mode. You must set your card to emulate a SoundBlaster. See your sound card owners manual for details.

**Problem:** I am using a SoundBlaster Pro and the game will lock up sometimes.

**Possible Solution:** This is almost always caused by an interrupt conflict between your sound card and another device in your computer, such as a printer, modem, etc. We strongly recommend you run your Soundblaster Pro with the default settings of IRQ = 5 and DMA = 1.

**Problem:** I am getting vertical white bars or

other graphic anomalies in the game.

**Possible solution:** You may be using an incompatible mouse driver. *Football Pro* requires a 100% Microsoft compatible mouse. Some mouse clones may not be fully compatible.

#### **ERROR MESSAGES**

If you receive an error message when playing or installing *Football Pro*, refer to the following explanations and solutions.

**Assert... or Assertion Failed** This is an error trapping technique in the program. Most of these indicate that a file is either missing or corrupted, or there is not enough memory available to perform a program function. By saving your files in the suggested default subdirectories and configuring your machine correctly you can avoid the vast majority of these problems.

**CRC ERROR** \_ This means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for disk errors. (See *Replacement Diskettes* on page 92.)

**DATA ERROR READING DRIVE A or B** \_ This means you have a bad disk. (See *Replacement Diskettes* on page 92.)

**GENERAL FAILURE READING DRIVE A or B** \_ This could indicate you are trying to read high density disks with an incompatible low density drive.

**YOU NEED "\_\_\_\_" MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME** \_ There is not enough free memory to successfully run the program. You may need to boot



your system with a boot disk. (For instructions, see *Make Bootable Floppy Disk*, page 83.)

**SECTOR NOT FOUND READING DRIVE A** \_ This means you have a bad disk. (See *Replacement Diskettes*, page 92.)

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There is no automated voice response system in the U.K. at this time. Answers to many technical questions are available on the Sierra U.K. BBS at (44) 734 304227. To speak to an actual Technical Support Representative call (44) 734 303171 Monday through Friday, 9 a.m. to 5 p.m.

### **Game Play Help**

Game play help is available by mail, however, if you want an immediate response, you can call our 24 hour game help line at:

**900-370-5583**

**In California call 900-370-5113**

**In the U.K. call (0) 734 304004**

\$.75 per minute. Long distance charges are included in the fee. U.K. customers will be charged the normal rate for U.K. telephone calls. Callers under the age of 18 must get their parent's permission before calling the game help line.

At this time, the automated hint system is only available within the United States.

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### **U.S.**

Sierra On-Line  
Customer Support  
P.O. Box 600  
Coarsegold, CA 93614-0600  
1-800-SIERRA-5  
(1-800-743-7725)

### **EUROPE (U.K.)**

Sierra On-Line Limited  
Unit 2, Technology Centre Station Road  
Theale, Berkshire RG7 4AA United Kingdom

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### **U.S.**

Sierra On-Line  
P.O. Box 800  
Coarsegold, CA 93614-0800  
Attention: Technical Support  
Fax (209) 683-3633  
Monday-Friday 8:15 a.m. - 4:45 p.m.  
Call (209) 683-8989

### **EUROPE (U.K.)**

Sierra On-Line Limited  
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Call (44) 734 303171

### **Sierra Technical Support is also available through:**

**Sierra BBS:** U.S. (209)683-4463 or U.K. (44) 734 304227

**CompuServe-GAMAPUB**, Section 11 (Technical Support ID - 76004,2143)

### **Prodigy**

(for Sierra: Technical Support ID- WBWW55A)  
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Fax (209) 683-4297

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Fax (44) 734 303201

### Patch Disks

If you have spoken to a Sierra Technical Support Representative or have read about an available patch (repair) disk in our *InterAction Magazine*, please send in your request to the address below. Let us know the game, version number (VER# on the front of your game disks), and disk size you need.

Sierra On-Line  
Patch Disks-Dept. 10  
P.O. Box 485,  
Coarsegold, CA 93614-0485

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### Replacement Diskettes

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Sierra On-Line-Fulfillment  
P.O. Box 485, Coarsegold, CA 93614  
Attention: RETURNS

#### EUROPE (U.K.)

Sierra On-Line Limited  
Attention: RETURNS  
Unit 2, Technology Centre, Station Road  
Theale, Berkshire RG7 4AA, United Kingdom

Include a note stating your computer type. We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 (£6.00) charge for 3.5" diskettes.

## 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 1993 Record & Fact Book; Workman Publishing Co.; New York; 1993.*

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.

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