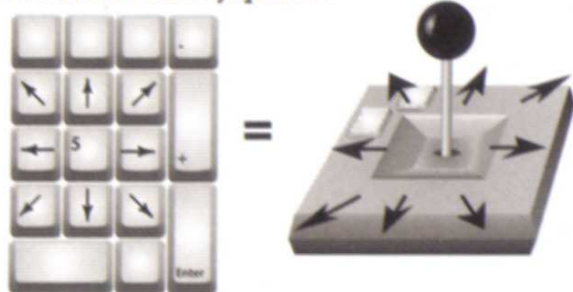


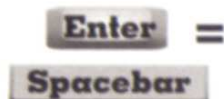
Game Play Quick Reference

Keyboard & Joystick Equivalents

The keypad keys emulate the eight directions of the joystick.



Enter or **Spacebar** may be used as button **A**.



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



Mouse control is only available on menu screens and in the play editor, not during game play.

Keyboard Command Keys

| | |
|------------------|---------------------------------|
| Esc | Quit & save game, quit practice |
| F1 | Access Game Settings screen |
| J | Calibrate joysticks |
| S | Toggle sound effects on/off |
| Tab | View instant replay after play |
| P | Pause game |
| N | Toggle numbers on/off |
| H | Toggle shadows on/off |
| M | Toggle hash marks on/off |
| G | Toggle goal posts on/off |
| C | Toggle stadium (crowds) on/off |
| T | Toggle field texture on/off |
| 1 - 9 | Change camera (view) |
| Backspace | Restart play in practice |

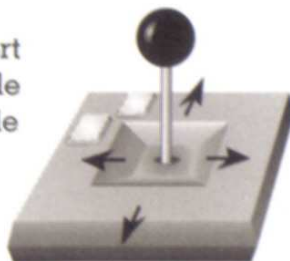
Audible Defaults

Offensive audible default settings:

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

Defensive audible default settings:

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



Action Modes

Basic Mode

You start each play, call time-outs and audibles, but do not control players.

Standard Mode

After the snap, the computer will control players until you take control with the joystick or keyboard. On offense, you control the ball carrier. On defense, you control any player you choose and may switch players during the play.

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.

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Action Mode Functions Check marks indicate the functions available for each Action mode — Basic, Standard or Advanced. If there is not a check mark under a particular mode, then that function is controlled by the computer.

| Basic | Standard | Advanced | | Basic | Standard | Advanced | | Basic | Standard | Advanced | |
|-------|----------|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----------|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|----------|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ✓ | ✓ | ✓ | Audibles: Press and hold button B before the snap, then hold the joystick up, down, left, or right, and release button B . To call a fake audible, press and release button B before the snap while leaving the joystick centered. | | | | Leap: Press button A with the joystick centered to leap straight up. | | | | 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 . |
| ✓ | ✓ | | Break tackle: When the player has the ball, press button B to try a stiff arm or spin move. | ✓ | ✓ | | Pass — check-off: Press button B to enter Passing mode and select the first receiver on the checking list. Press button B to select the next receiver. After the last receiver on the list, you can press button B again to select sideline (throw pass away). Press button B to exit Passing mode. | ✓ | ✓ | ✓ | Snap ball: Press button A . |
| ✓ | ✓ | | Dive: Press button A with the joystick pushed in the direction you want to dive. | ✓ | | | Pass — timed: Press button B to enter Passing mode and select a pre-assigned pass location. Press button B again to exit passing mode. | | | | Switch player: <i>Before the snap:</i> Press button A until the cursor appears over the desired player. You may switch to any linebacker or defensive back on the screen. <i>After the snap:</i> Press button B to switch to the player closest to the ball or catch zone. |
| ✓ | ✓ | | Fair catch signal: On punt returns and kickoffs, press button B while the ball is in the air. | ✓ | ✓ | | Pass — bullet: While in Passing mode, briefly press button A to throw a bullet pass. | ✓ | ✓ | ✓ | Time-out: <i>Before the snap:</i> Press and hold button B then press button A . |
| ✓ | ✓ | | Kicking: The angle bar (left side) will start moving up and down. Press button A to select the angle of the kick. The aiming cursor (top window) will start moving left and right. Press button A to stop the aiming cursor at the desired point. On FGs/PATs and punts, the center will snap the ball. On kickoffs, the kicker will run forward and kick the ball. | ✓ | ✓ | | Pass — lob: Hold button A longer to throw a lob. | | | | |