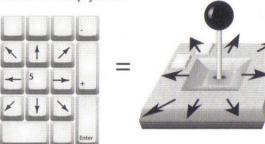
#### GAME PLAY REFERENCE

# **Keyboard & Joystick Equivalents**

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



Enter or Spacebar may be used as button A.

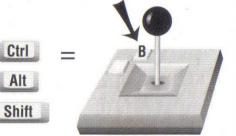
> Enter Spacebar

> > Ctrl

Alt



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



+/-

**Backspace** 

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

## **Keyboard Command Keys**

Quit & save game, guit practice Esc F1 Access Game Settings screen F5 Toggle player numbers on/off F6 Screen capture Behind offense view Behind defense view D Calibrate joysticks Toggle sound effects on/off Pause game Toggle yard numbers on/off Н Toggle shadows on/off On Field: Toggle hash marks on/off M M Menus: Toggle music on/off Toggle goal posts on/off Toggle stadium (crowds) on/off Toggle field texture on/off Change camera (view) 1 - 8 0 (zero) Overhead toggle on/off

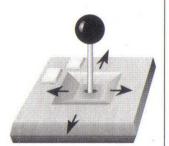
Overhead view zoom in/out

Restart play in practice

#### **Audible Defaults**

Offensive audible default settings:

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



#### Defensive audible default settings:

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

# **Play Editor Hot Keys**

Load Flip Save Return Print **Options** 

### **Playcall Screen**

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



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#### **Action Mode Functions**

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

# Standard 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. Break tackle: When the player has the ball, press button B to try a stiff arm or spin move. Dive: Press button A with the joystick pushed in the direction you want to dive. Fair catch signal: On punt returns and kickoffs, press button B while the ball is in the air. You may still move your player to avoid catching the ball after pressing B. Kicking: The angle bar (left side) will start moving up and down. Press button A to select the angle of the kick. The aiming cursor (top window) will start moving left and right. Press button A to stop the

aiming cursor at the desired point. Standard mode kicks automatically after 10 seconds.

	, (
Standard Advanced	
\ \ \	<b>Leap:</b> Press button <b>A</b> with the joystick centered to leap straight up.
′ ′	Pass — check-off:  Press button <b>B</b> to enter Passing mode and select the first receiver on the checking list. Press button <b>B</b> to select the next receiver. After the last receiver on the list, you can press button <b>B</b> again to select the sideline (throw pass away).
~	Pass — timed: Press button <b>B</b> to enter Passing mode and select a pre-assigned pass location. Press button <b>B</b> again to exit passing mode.
1	Pass — bullet: While in Passing mode, briefly press button A to throw a bullet pass.
1	Pass — lob: Hold button <b>A</b> longer to throw a lob.
\ \ !	Receiving: Between the time the pass is thrown and the time it reaches the catch zone, you may take control of the receiver by pressing button <b>B</b> .

