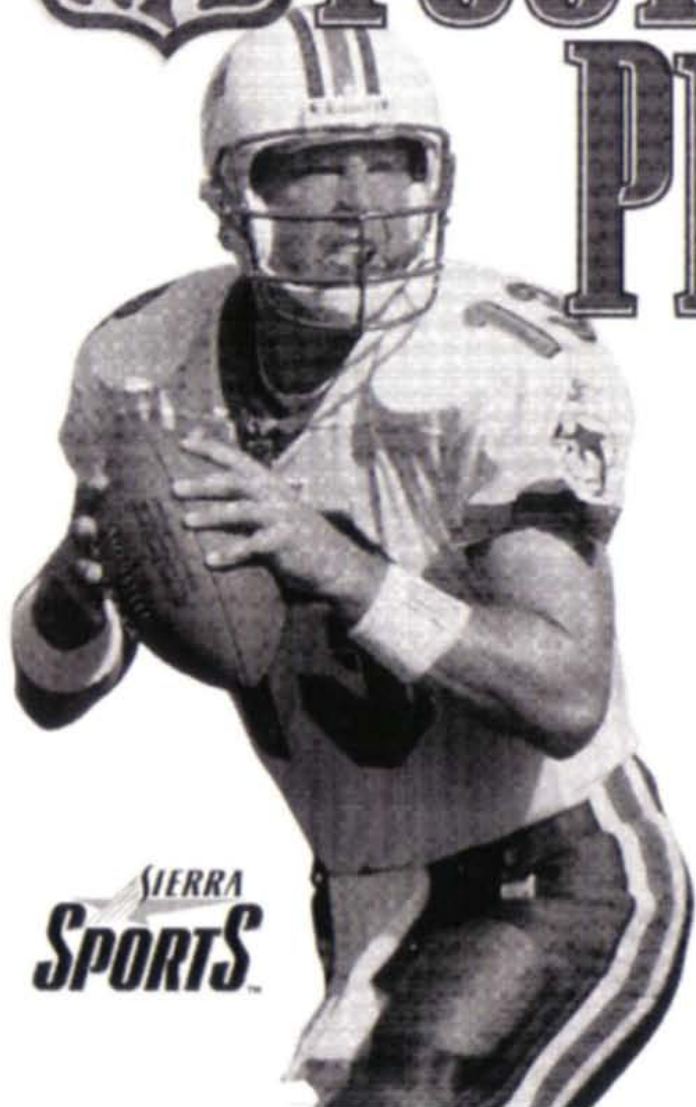


FOOTBALL PRO '99



Quick Reference Card

Player Controls

If you are controlling the kicking team, wait for the officials to blow the whistle to begin play. Push up and down on your controller to decide how far to kick the ball, and push left or right to choose the direction of the kick. An indicator in the upper right corner shows your choices here. When you are ready, press the A button (the enter key on your keyboard) to kick off.

If you are controlling the receiving team, you are controlling the player with a circle on the ground beneath his feet. You may move the player around to catch the ball. Once he catches it (or picks it up off the ground if he misses it), the circle beneath him will change to a chevron. These marks indicate what actions your player may take:

Shapes:

- ◆ Diamond: Defender
- ★ Five Pointed Star: QB on Pass Play
- ✦ Four Pointed Star: QB on Run Play
- ▼ Chevron: Ball Carrier
- Circle: Snap or Kicker
- ⋈ Bow Tie: Pass Receiver

Sidewinder Buttons

● Before Snap Offense

A Snap Ball

◆ Before Snap Defense

A Switch players cycle up

B Switch players cycle down

▼ In Ball Carrier Mode

Left Move ball to right arm, do left stiff arm

Right Move ball to left arm, do right stiff arm

X Explode / Speed

Y Pitch

Z Spin

A Juke

B Hurdle

C Dive

◆ QB Run Play

Left ****

Right ****

X Fake Handoff

Y Fake Pass

Z Switch to Ball Carrier Mode

★ QB Passing Mode

Left Throw ball away

Right Pump Fake

X Pass to receiver

Y Pass to receiver

Z Switch to Ball Carrier Mode

A Pass to receiver

B Pass to receiver

C Pass to receiver

◀ Receiver

Left ****

Right ****

Y ****

Z ****

A Switch to player nearest ball

B Jump

C Dive

◆ Defense

Left Line Shift Left (before snap)/Swim (after snap)

Right Line Shift Right (before snap)/Swim (after snap)

X Speed burst

Y ****

Z ****

A	Pinch (Handoff)
B	Hurdle
C	Dive

A	Switch to player nearest ball
B	Jump
C	Dive

Keyboard and Gravis Gamepad Pro Remap

Sidewinder	Gravis Gamepad	Keyboard
M	Select	Esc
Direction Pad	Direction Pad	Arrow/Keypad Keys
Start	Start	Back Space
A	Red	A
B	Blue	S
C	Green	D
X	Yellow	Q
Y	L1	W
Z	R1	E
Left	L2	Tab
Right	R2	R
-----		Space (pause)
-----		1-10 (camera controls)
-----		Enter (pause and chat)

Function Keys

Esc	Exit
F1	Windows Help File
F2	Login as new user (for remote leagues)
F6	Take Screenshot
F9	Display Version

Hot Keys Active in the Arcade

C	Camera
J	Controller
N	Name Toggle
R	Replay
Space	Pause

Camera

Camera views can be selected by pressing the 1 through 0 keys on the main keyboard. Cameras 1 through 5 are user changeable, cameras 6 through 0 are fixed. The following table represents the default views.

Default views of modifiable cameras

1	⋮	Behind Quarterback zoomed out
2	⋮	Behind Quarterback zoomed in
3	⋮	Behind the defense
4	⋮	Sideline view zoomed out
5	⋮	Sideline view zoomed in

Fixed camera views

6	⋮	Demo cam
7	⋮	Helmet cam
8	⋮	Blimp cam
9	⋮	Necessary line cam
0	⋮	Free floating cam

Additional keys for Cameras

- Ctrl-R resets the camera to the default settings
- TAB allows you to edit the current camera while playing the game

Arrow keys adjust the camera in edit mode

- Left and Right: Scroll left and right
- Up: Zoom in
- Down: Zoom out
- PgUp and PgDn: Altitude up and altitude down
- Holding the Ctrl key while pressing the arrow keys control rotation.



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