FOOTBALL PRO

'98 SEASON

SIERRA®

ACTION MODE FUNCTIONS

Columns: BASIC · STANDARD · ADVANCED

AUDIBLE
(Standard, Advanced)
Press and hold button **B** before the snap. Move and 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.

TIME OUT
(Basic, Standard, Advanced)
Before the snap, hold down button **B**, and then press button **A**.

SNAP THE BALL
(Basic, Standard, Advanced)
Press button **A**.

SWITCH PLAYER
(Standard, Advanced)
Before the Snap — On defense, repeatedly press button **A** until the desired player is selected.

After the Snap — Press button **B** to switch to the player closest to the ball or catch zone.

DOWN THE BALL
(Standard, Advanced)
After catching a punt or kickoff in the endzone, you may down the ball for a touchback by pressing button **B** while your ball carrier is still in the endzone.

BREAK THE TACKLE
(Standard, Advanced)
When the player has the ball, press button **B** to try a stiff-arm or a spin move to evade the tackler.

CHECK-OFF PASS
(Basic, Standard)
Press button **B** to enter *passing mode* and select the primary receiver on the check list. If open, press button **A** to throw the ball. If not open, press button **B** to select the next receiver. After the last receiver on the list, press button **B** again to select the sideline (to throw the pass away).

BULLET PASS
(Standard, Advanced)
Press button **B** to enter *passing mode*. Then, briefly press button **A**.

LOB PASS
(Standard, Advanced)
Press button **B** to enter *passing mode*. Then, press button **A** a bit longer than for a bullet pass.

TIMED PASS
(Advanced)
Press button **B** to enter *passing mode*, and select a pre-assigned pass location. Press button **B** again to exit *passing mode*.

RECEIVER
(Standard, Advanced)
While a pass is in the air, you may take control of the receiver by pressing button **B**.

DIVE
(Standard, Advanced)
Press button **A** while pushing the joystick in the direction you want to dive.

LEAP
(Standard, Advanced)
Press button **A** with the joystick centered to leap straight up.

KICKOFF AND PUNT
(Standard, Advanced)
The angle bar on the left side will start moving up and down. Press button **A** to select the angle of the kick. The aiming direction at the top moves a football left and right. Press button **A** to stop it at the desired point. (Standard mode kicks automatically after ten seconds.)

FAIR CATCH SIGNAL
(Standard, Advanced)
On punt returns and kickoffs, press button **B** while the ball is in the air. You can also avoid catching the ball by moving your player out of the catch zone after pressing button **B**.

Dots indicate the functions available for each Action mode: Basic, Standard, or Advanced. If there is no dot for a particular mode, that function is controlled by the computer.

— KEYBOARD COMMAND KEYS —

Quit & Save Game, Quit Practice	Esc
On-line Manual	[F1]
Statistics	[F2]
Detail Settings Screen	[F3]
Instant Replay	[F4]
Toggle Player Numbers, Positions, and Names	[F5]
Screen Capture (.BMP file)	[F6]
Game Settings Screen	[F7]
Chat Mode (Multiplayer)	[F8]
CAMS™	[F9]
Toggle End Zone Art On/Off	[E]
Toggle Goal Posts On/Off	[G]
Toggle Hash Marks On/Off	[M]
Toggle Yard Numbers On/Off	[N]
Toggle All Sound Effects On/Off	[S]
Toggle Weather On/Off	[W]
Pause Game	[P]
Restart Play (In Practice)	[Backspace]
Toggle Game Summary On/Off	[-]

— JOYSTICK KEYBOARD EQUIVALENTS —

The [**Shift**], [**Ctrl**], or [**Alt**] keys may be used as button **B**.

[**Enter**] or [**Spacebar**] may be used as button **A**.
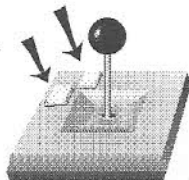
The keypad keys emulate the eight directions of the joystick.
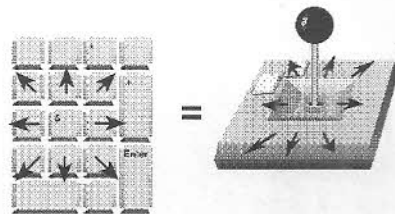
Note: Use the arrow keys on the numeric keypad only.

— AUDIBLE DEFAULTS —

Offensive Audible Default Settings

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

Defensive Audible Default Settings

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

— CAMS™ —

To modify a setting, click on the CAMS arrows, or use a joystick movement and button combination listed below.

CAMS VIEW	MOVE JOYSTICK AND HOLD DOWN
Move	No Buttons
Zoom	Both Buttons A & B
Elevate	Button A
Rotate	Button B

For more information on the Camera Angle Management System, see page 74 of the manual.