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LEAGUE STRUCTURE

The 30 teams are divided into two 15-team CONFERENCES of three divisions each. In each conference, the divisions consist of five teams.

AMERICAN FOOTBALL CONFERENCE

| Eastern Division | Central Division | Western Division |
|-------------------------|-------------------------|-------------------------|
| Buffalo Bills | Cincinnati Bengals | Denver Broncos |
| Indianapolis Colts | Baltimore Ravens | Kansas City Chiefs |
| Miami Dolphins | Tennessee Oilers | Oakland Raiders |
| New England Patriots | Pittsburgh Steelers | San Diego Chargers |
| New York Jets | Jacksonville Jaguars | Seattle Seahawks |

NATIONAL FOOTBALL CONFERENCE

| Eastern Division | Central Division | Western Division |
|-------------------------|-------------------------|-------------------------|
| Arizona Cardinals | Chicago Bears | Atlanta Falcons |

| | | |
|---------------------|-------------------------|---------------------|
| | | |
| Dallas Cowboys | Detroit Lions | St Louis Rams |
| New York Giants | Green Bay Packers | New Orleans Saints |
| Philadelphia Eagles | Minnesota Vikings | San Francisco 49ers |
| Washington Redskins | Tampa Bay Buccaneers | Carolina Panthers |

SCHEDULE

Before the regular season starts you will have 4 pre-season games. Opponents aren't carefully selected and you could meet anyone!

Your opponents for the regular season are determined by your team's finishing position in the previous season, with the weaker teams generally playing against each other.

Each team will play against their divisional opponents home and away (eight games). The first four teams will play two games against teams from each of the other divisions within the conference (four games) and games against the top four teams in a division from the other conference (selected on a rotational basis). The fifth team will play home and away against the other fifth placed team in its conference (two games), and against fifth place teams in the other conference.

This SHOULD result in 16 regular season games!

PLAYOFFS

Teams will be ranked within their divisions on their won/tied/lost record to determine who progresses into the PLAYOFFS.

The playoffs are a number of KO rounds. In each Conference the divisional winners go through, plus the 3 teams with the best non-division winning records (the WILD CARD teams).

The divisional winner with the worst record joins the three wild card teams in the first round of the playoffs (the WILD CARD GAMES). The division winner plays the 'worst' wild carder.

The two winners of these games then play the two divisional winners with the best records in the CONFERENCE SEMI-FINALS. The 'best' divisional winner plays the 'worst' remaining team.

The winners of these two games then playoff in the CONFERENCE FINAL to determine who meets the other Conference champion in the SUPER BOWL.

Teams with the best records in each round (including the SUPER BOWL) is the home team, with the exception that no wild card team has home advantage over a divisional winner.

TIE BREAKING

Should teams finish with the same records in a division, in a conference for playoff play, or in draft selection order, the following tie break procedure will be used:

1. Head to head. Best results against other team(s).
2. For teams tied within a division, best divisional results.
3. Best conference record.
4. Best record in common games.
5. For teams tied within a division, best net divisional points scored.
6. Best net points in all games.
7. Strength of schedule.
8. Best net touchdowns in all games.
9. Coin toss.

THE DRAFT

The season starts with what is known as 'The Draft'. 300 new players are introduced into the league in 6 rounds – the 120 players left unsigned become free agents.

The 30 teams select in reverse order according to their regular season records (worst goes first) subject to the exception that the Super Bowl winner goes last, and the Super Bowl loser goes second to last.

Teams tied together on level records form a 'segment', alternating priority after each round by the previous 'first picker' dropping to the bottom of its segment. To determine the initial order of a segment the tie breaking procedure is used, with the addition that for each playoff game a team wins one win is added to its record and for each playoff loss a tie is added to its regular season record. No team will drop out of its segment using this procedure.

You may trade draft picks only if you pay a deposit on the season involving the draft.

FREE AGENTS

Unsigned players in the draft: any unsigned players left over from the previous season, players cut by teams during the pre-, regular- and post-season; on occasion returning veterans 'coming out of retirement' or transferring down from the Canadian league or coming home from World Bowl duty will be advertised as free agents.

These may be signed by application in a draw made just before the games are played (this is to help out players who would suffer if it was first come, first signed). Multiple applications may be made, but only FIVE players may be signed in any one turn, with the exception that the GM may sign extra to fill any gaps that are discovered during the turn processing. In this case the first player found to plug the gap will be signed – usually he is pretty awful! In order to help the GM make allocation decisions Coaching Hours may be used to 'bid' for Free Agents. A coin toss will be used to select between teams submitting matched bids.

With each application you MUST provide SHIRT NUMBERS for the player. They WILL NOT BE SIGNED if shirt numbers are missing! You may give a selection of players for the one shirt number (obviously the first available would be signed).

If, during the regular season, the signing of a free agent will take your squad above the 47 fit squad member limit, you must provide the player number to be cut if the free agent is signed.

TRADING

You may trade players with other teams freely at any time before the 10th game of the regular season, and then after the Super Bowl (providing that you have paid a deposit on

the following season).

The trade must be agreed and notified by both parties before the trade can go through.

You should give the trade like this example:

| | |
|---------------|--|
| From | N.Y. Jets to Washington Redskins |
| Player | TE 1328 Player C 2210 & 5th round draft pick |

| | |
|---------------|------------------------------------|
| From | Washington Redskins to N.Y. Jets |
| Player | WR 1521 (82) and Player C 159 (55) |

The numbers in brackets are the new shirt numbers given to the players by the Jets coach. The Washington coach would give new shirt numbers to his two players, 1328 and 2210. The 5th round Jets' pick would be recorded as belonging to the Redskins. This could now be traded away by the Redskins (though the 'Skins coach would have to differentiate between his and the Jets' 5th round pick).

THE TEAMS

Each team will consist of 47 fit players during the regular season, with up to five injured (there isn't an 'injured reserve'). You may have any number of players per position, subject to the obvious needs and requirements of the game (see OFFENCE and DEFENCE). During the pre-season you may have up to 70 players on your squad, though this isn't really necessary (and I'd hate you for it too!).

At the start of the regular season (before the game), you **MUST** cut your squad down to the 47 maximum fit squad members. If at any time during the regular/playoff season (e.g. through players recovering from injury) your squad exceeds this 47 man limit you must cut players again, if you don't, it will be done for you.

As well as the ratings given for the PLAYERS, each team has five ratings attached to it. OFFENCE, DEFENCE, SPECIAL TEAMS, TOUGHNESS and MORALE. See those

sections for more information!

The five ratings are on a sliding scale of bands which cover the true figures e.g. a rating of 1 to 10 may be described as 'average', 11 to 20 'good', 21 to 30 'very good', etc. So a change of 1 may change a rating, whilst a change of 9 may not! These are only examples, the true bands and ratings are secret!

The first four may be coached (see COACHING) with a natural tendency to get worse! MORALE being dependent on your teams results will probably get worse without this encouragement.

THE PLAYERS

Each player is rated for his abilities in each area of skill that he could be expected to utilise in his designated position. Skills are described on a sliding scale of bands (like the team ratings) which cover the true figures.

Each ability may be coached. The only other things which permanently (not in a game) change these abilities are through AGEING at the end of a season, and INJURY. During a game the players ability may be affected by two major factors:

- i. Some positions in the game don't require the experience older players acquire, others, like Centre do. Young players playing in these 'harder' positions are penalised a certain amount (which it is for you to judge). For all positions, once the player has reached age 5 you can consider him reliable (that is not to say that the players are unreliable before this).
- ii. All players suffer from fatigue, but for PAFL purposes it is the ball carrying positions that you have to worry about. RBs, WRs and TEs all have an optimum amount of contact over which they will begin to get heavily penalised, though the 'contact amount' is modified by the blocking ability of the player involved (see RB – this includes WRs and TEs).

Each player has a unique PLAYER NUMBER attached to him. Trades, Free Agent signings, Draft etc. will all use this number. When you sign him, you will give him a SHIRT NUMBER. This should be used in coaching and in player selection for your lines. Use the NFL conventions when assigning shirt numbers, these are given under the position data. Some players may play in more than one position, details are given with each player's primary position.

QUARTERBACK – QB (only position)

The QB is rated in three areas. *Passing*, *Pass Rush* (ability to avoid a sack), and *Rushing* (not comparable to an RB). If injuries are avoided they can last a long time. **Shirt Number:** 1–19.

RUNNING BACKS – RB (also TE, WR, KR)

Rated for *Rushing* and *Blocking*. The higher the rating for blocking the player has, the less he will be affected by item ii) above, though his allies with a slight reduction in his yardage gained. When used as a TE or WR, a percentage of his rushing is used for the Receiving ability. They have a potentially short 'life'. **Shirt Numbers:** 20–49.

WIDE RECEIVERS – WR (also TE, RB, KR)

Rated for *Receiving*, and *Blocking*. Similar to Running Backs, though when used as a TE the blocking ability is reduced, and when used as an RB the Receiving suffers (becoming Rushing). They have a potentially longer life than an RB (but is used much, much less!). **Shirt Numbers:** 80–89.

TIGHT ENDS – TE (also WR, RB, KR)

Like a WR, but receiving isn't so good in relation to blocking (everything being equal). They last like an RB but not so much glory. It's tough and short life for this guy! **Shirt Numbers:** 80–89.

OFFENSIVE LINEMEN – C, T, G

Rated for *Blocking* (for the run) and *Pass Rush*, (defending against), the Centre, Tackles and Guards can all play in each other's position but with a penalty to their abilities. The highest penalty occurs when a Tackle or Guard tries to act like a Centre. **Shirt Numbers for Centres:** 50–79. **Numbers for Tackles:** 60–79. **Numbers for Guards:** 60–79.

DEFENSIVE LINEMEN – DE, DT

Rated for *Tackling* and for the *Pass Rush*. Defensive Ends and Defensive Tackles can play in each other's positions, though with a penalty applied to their abilities. **Shirt Numbers:** 60–79, 90–99.

LINEBACKERS – LB

Linebackers are rated in three areas. *Tackling*, *Pass Rush* and *Pass Defence*. This simulates the variety of tasks they are set in each game, though they can only play in this position. **Shirt Numbers:** 50–59, 90–99.

SAFETIES – S (also CB)

Rated in *Tackling* and *Pass Defence*. When used during the Blitz, the Tackling ability is used to modify the result. May also play as a Cornerback, though with a reduction in ability levels. **Shirt Numbers:** 20–49.

CORNERBACKS – CB (also S)

Similar to Safeties. May play as a Safety. *Shirt Numbers:* 20–49.

PLACE KICKERS – PL

Place kickers are rated for *Accuracy* and *Distance*. May only play as a Kicker. *Shirt Numbers:* 1–19.

PUNTERS – PU

Punters are rated as Place Kickers, for *Accuracy* and *Distance*. May only play as a Punter. *Shirt Numbers:* 1–19.

KICK RETURNERS – KR

When an RB, TE, WR, CB or S has a 3rd rating, then they are rated as Kick Returners. Returning Punts or Kickoffs is a deadly occupation, so rookies are often given this task! Shirt Number will be taken from primary position.

AGE

Each player also has an 'age' given to him. This is the number of seasons that that player has been available in the game. 'Rookies', those taken in that year's draft, are aged 0 – though often regarded as 'good for nothing' by some coaches they are the leagues future star players!

During the season the age of the player may affect how well that player performs in any particular game. Each position has an optimum age to give a consistent, reliable performance. As a rule of thumb, the younger a player is, the more variable his performance will be. YOU will have to judge when players actually become 'reliable'!

AGEING

As each season finishes ALL the ratings in the game undergo an 'ageing' process.

Players age and position affect what this process has on their abilities, see the PLAYERS section for the position guidelines. Note that some of these abilities may move up as well as down, by small amounts or by large ones resulting in no RATING change or a large one!

The team modifiers, Offence, Defence, Special Teams, Toughness and Morale, will all undergo the same ageing process with all 5 mods having a tendency to move towards the average.

INJURIES

All players are liable to get injured during a game. Some of the positions are more liable to injury than others e.g. RB, WR, QB, CB, S and KR (your highest profile players are those most likely to break!).

Most injuries will simply put that player out for that game, others will be for a set number of games. The majority for one or two games, sometimes though, it will be for the rest of the season, resulting in that player's absence from the field until the following season. All injuries for a game or more also involve some damage to that player's abilities, increasing in seriousness according to his age.

Kickers and Punters are the only players who do not require substitutes to be nominated before a game, but they are still liable to injury. When they do get injured, it will be at the end of a game.

COACHING

At the start of each season you will have 640 hours for use in training your players, improving your team philosophies, changing your team philosophies or (as a Tactical Option) 'psyching' your players up for a special effort in any one particular game.

Only 40 hours may be used in any one game week (with the exception of the Tactical Option) with a minimum of 5 and a maximum of 10 hours on any one ability. The only exception to this is should you decide to change either your offence or defence philosophy in which case you HAVE to use the whole 40 hours of coaching time. Hours spent on Free Agency bids will take priority, i.e. if you acquire a Free Agent at a cost of 20 hours then only the first 20 hours of your normal coaching will be processed.

PLAYER COACHING – Give both the SHIRT NUMBER and the PLAYER NUMBER of the player to be coached, then the number of his ability to be coached (see the player data on positions), and finally the number of hours to be used, e.g.

85 (shirt number)/ 1130 (player number)/ 1 (ability)/ 10 (hours)

Note that the younger a player is the easier it is to coach him successfully, and the more hours used in a coaching session the more successful it will be. The older a player is, the harder coaching will become, eventually becoming unprofitable and later on totally unsuccessful.

You may coach a player in more than one ability, each time using between 5 and 10 hours. Coaching does not guarantee a change in the ratings of a player but all successful coaching will improve him to some degree.

TEAM MODIFIER COACHING is done by simply declaring the modifier to be coached (Offence, Defence, Special Teams, Toughness) and the hours to be 'invested', e.g. OFFENCE/ 10

If you wish to CHANGE the philosophy of your Offence or Defence put the modifier to be changed (OFFENCE or DEFENCE), and the new PHILOSOPHY (with the word 'NEW' placed PROMINENTLY in front e.g.

OFFENCE/NEW/RUN & SHOOT

You will use 40 hours automatically. By changing the philosophy you will experience a drop in the rating of that modifier but the closer the new philosophy is to the old one the less drastic the drop will be (albeit still a bit steep!).

Finally, you may use coaching hours over and above the 40 limit when using them as a TACTICAL OPTION. See that section for a full explanation.

If you try and use more than 40 hours of coaching in any one week, the order that takes you over the 40 hours, and any subsequent orders, will be cancelled.

As the team modifiers carry over from season to season (see AGEING) the teams which don't use their coaching hours can suffer in following seasons if they aren't used up. So, if during the last 8 weeks of the regular season you've an average of 80 hours or more per week left then automatic coaching will take place. Note that if you're not saving any hours up for those 'special efforts' in possible playoff games you should use your coaching hours up as soon as possible to gain maximum benefit.

P.S. Coaching needs to be specified each week, this and KEYING in the TACTICAL OPTIONS are the only things that need to be indicated each week.

THE OFFENCE

Each team has an OFFENCE MODIFIER. This is the OFFENSIVE PHILOSOPHY that your team will employ. Some teams like to employ ball control and grind out the yards, others, like the Raiders, have a tradition of big play football. The Offence has five philosophies to choose from. These may be changed by the use of coaching during a season or by nomination at the start of a season (both of these choices involve a hefty reduction in ratings!).

You may give your own name to any of these styles of play, just say! They're only labels, so if you disagree with mine then you can change it! None of them preclude any play, but encourages or penalises them according to type.

RUN & SHOOT

Full commitment to the air. Bonuses to medium, and short passes especially. Doesn't like the run.

LIGHTNING STRIKE

Likes passes but happy to run, gets a bonus for the occasional long pass.

NEUTRAL

All plays given equal footing, whether good or bad!

CONSERVATIVE

Short passes with outside runs are designated to keep the ball. Inside runs and long passes aren't favoured.

BALL CONTROL

Inside, Outside, Over the Top, Underneath. Run, run and run a bit more. Long and Medium passes – what are they?

Once selected, these may be coached to improve the ratings.

Now you've get your list of offensive players and the type of football you wish them to play, you've got to select the OFFENSIVE FORMATION.

The offensive line and QB remain constant in their numbers, indeed they should remain constant in their players as well, especially the linemen who receive a bonus for playing in the same POSITION (all other players just get a bonus for starting). Other than this, there are 7 formations that you can select from. One of these must be your BASE from which you compile your PLAYER PERCENTAGE TABLE (with one exception).

The Offensive Formations are:

| FORMATION CODE | No. of players | | | NOTES |
|-----------------------|----------------|-----|-----|---|
| | WR s | RBs | TEs | |
| A | 4 | 1 | 0 | Gives a bonus to Long, Medium and especially Short passes. Doesn't like Runs. |
| B | 3 | 1 | 1 | As above but smaller bonuses and penalties. |
| C | 2 | 1 | 2 | Bonus to Short passes, and Outside runs. |
| D | 2 | 2 | 1 | Bonuses to Short passes and Inside runs. |
| E | 1 | 2 | 2 | Bonuses to Inside and especially Outside runs. Penalises the Long pass. |
| F | 1 | 3 | 1 | Bonuses to Outside and especially Inside runs. |

| | | | | |
|---|---|---|---|--|
| | | | | Penalises the Long pass. |
| G | 0 | 2 | 3 | Bigger Bonuses and Penalties as per F. This may NOT be used as a BASE formation but only as a situational formation. |

Select your BASE formation and put the players in the relevant positions. Six positions are occupied by one player only (the QB and 5 Linemen).

Put the starting player in the first column and his SUBSTITUTE in the 2nd column. You may select a further SUB in the 3rd column (though to do this can encourage injuries – I'll say no more!).

For the positions with optional numbers (e.g. WR) put the number of players in that position (from your choice of formation) in the space provided and then put the shirt numbers of the players in the spaces up to the required number e.g. using 3 WRs, you put 3 and then 3 WRs that will start the game, 80 (your 1st WR), 81 (your 2nd), and 82 (your 3rd).

IT IS IMPORTANT TO GET THESE IN THE CORRECT ORDER – see PLAYER PERCENTAGE.

All of these positions must have a SUBSTITUTE player assigned to it. For positions with 3 or more players, you must give 2 SUBS (so if using 4 WRs you must give 6 players). A player may be nominated as a sub in more than one position e.g. the Right and Left Guards both need a sub, one player could do this.

NOTE: If you use one TE then you have him lining up on the Right or Left of the Offence Line. The G formation allows you to use three but as this is never a base formation you cannot nominate the alignment – the 3rd TE is often as not a Guard/Tackle and this will be reflected by giving an increased bonus to any outside runs you choose to run on this play (amongst others!).

PLAYER PERCENTAGES

This details which player the play selected on the OFFENCE SHEET is directed to. Fill in the percentages according to the frequency that you want the player to get the ball e.g. I've 3 WRs and on a Long Pass I may want 50% of the passes thrown to my 1st WR, 30% to my 2nd WR and the remaining 20% to my 3rd WR. The values work vertically and are cumulative.

NOTE: For the WR & RB positions using multiple players, the 2nd, 3rd, etc. player may not have more of a percentage directed to him than the previous one e.g. the 1st WR may have 34% of a Long pass directed to him. The 2nd WR may not have more than 34%, and a 3rd WR may not have more than the 2nd.

A QB may not be the target of a pass, WRs and TEs may not be the target of a Running Play other than end runs.

Though you may direct 100% of a play towards an eligible player you should be aware that the player can only take so much. You shouldn't be thinking of giving RBs the ball more than, say, 25 times in a game, and WRs more than 10 times in a game without significant decreases in performance (these are only examples and you'll have to make up your own mind as to the correct figures).

THE OFFENCE TABLES

These tables give you your play selection choices according to field position and down and yardage.

The field is split into three areas according to field position. For this (and for your game grid reports) the field is measured from the one yard line (your OWN goal line) to the 100 yard line (the opponents' goal line).

The first area is from your 1 yard line to the 25 yard line. The second area is from your 26 yard line, to a yard number nominated by you (x) in the TACTICAL OPTIONS. The 3rd area goes from x + 1 to the 100 yard line and is the area within which you will attempt FIELD GOALS instead of PUNTING the ball.

The areas are split into play situations according to DOWN and YARDAGE (needed for another first down). The third table also has a situation for DOWN and GOAL to be used when a Touchdown would be scored instead of gaining a first down (in cases where the play starts outside the 10 – or 90 in this case to be strictly accurate – and is GOAL TO

GO the down and yardage will be used e.g. on the 85 and it's 2nd and Goal the 2nd & 15+ situation would be used).

NOTE: Long passes may not be used within 20 yards of the defences goal line (80+ yds), any selected within this area is converted to a Medium pass. Medium length passes may not be attempted within 10 yards of the defences line (90+ yds), any selected within this area is converted to a Short pass.

For each play situation you encounter, you may use one of 10 plays. These are:

LONG PASS (LNG)

Long passes will gain over 20 yards if completed. Risky but spectacular! Usually directed to your WRs. Receivers will be covered by the Defensive Backs.

MEDIUM PASS (MED)

Medium length passes will gain at least 10 yards if completed. Less risky. Directed to WRs and TEs. Receivers will be covered by Defensive Backs and occasionally a Linebacker or two.

SHORT PASS (SHT)

Not guaranteed a gain! Directed to all eligible receivers. All Defensive backs and Linebackers are in on the act.

SCREEN PASS (SCR)

Could mean a loss! Only directed at RBs. Linemen and WRs block. Coverage is as for a short pass.

Modifiers to passing plays (other than the TEAM MODS which apply to all plays) include the QB pass rating, the offence's formation, the defence's formation, the defence in effect, the receiver's ability, the offensive line vs the defensive pass rush and the defensive back's pass defence ability.

All rushes are directed at RBs or the QB.

OUTSIDE RUN LEFT (ORL)

The designated player runs to the outside left. The Left Tight End (should there be one) and Left Tackle are the primary blockers. An RB may also assist. Faced by the Defence's Right End and Outside Right Linebacker.

INSIDE RUN LEFT (IRL)

The designated player runs inside left. Primary blockers are Centre, and Left Guard.

Again an RB may assist. Faced by the Defence's Right/Centre Tackle, Inside Right/Centre Linebacker.

INSIDE RUN RIGHT (IRR) and OUTSIDE RUN RIGHT (ORR)

Both mirror the runs to the left, using the Offence's Right sided players and the Defence's Left sided players.

END RUNS (END)

All linemen and non-ball carriers (other than the QB) may be involved in blocking. Ideally the ball carrier will have good speed (i.e. be a good rusher/receiver) to be able to outpace the pursuit.

Blocking modifiers can be a combination of those players mentioned, one, or none at all. The defence's modifiers similarly use the tackling abilities of a combination of those players mentioned, one, or none at all. These are in addition to formations, defence applied and the usual team mods.

The first item you put on the DOWN and YARDAGE line is the offence's formation (A to G) that you will use on that play (this is in addition to your BASE formation but does not allow you to select potential ball carriers from outside your base formation). This temporary formation works together with your base formation, so it's wise to try and keep them the same, or similar.

NOTE: You may only use blocks of 10% for this table. If you think the number of times that you have possession in the game, it would be a waste of both our time to give plays just a 1% chance of occurring e.g. of say 9 possessions in a game, you may have 20 to 25 first downs with about 10 in any one table. You really want to get your game plan in effect and not mess about with trick plays (at this stage). It is even more relevant once you get 2nd and 3rd down plays, those 10 first downs can now be divided by 4 or 5!

The play selection you use is like the player percentages in that they are cumulative, but this time it runs horizontally. As you may only use blocks of 10% drop the '0' so e.g. on a 1st down play you may put:

C, 0, 3, 7, 7, 10

- C – The offence formation I wish to use (for both offence and defence this doesn't have to be your nominated formation);
- 0 – NO LONG PASSES to be thrown;
- 3 – 30% MEDIUM PASSES;
- 7 – 40% SHORT PASSES;
- 7 – 0% SCREEN PASSES;
- 10 – 30% ORL (Outside Runs to the Left).

Once you put the 10 (100%) you don't have to put any more as the rest will default to 10 as well. Don't forget to end with a '10' as not doing so may result in punts or field goals popping up at the most inopportune time!

Not using the full percentages may cause a little confusion at first but it saves time and emphasises the 10% blocks.

You may also use rotational RBs and WRs.

THE DEFENCE

Like the Offence, each team has a DEFENCE MODIFIER attached to it. Again reflecting that team's philosophy, this time it's for Defence. You may choose from one of 4 defensive types, these may be changed during the season by coaching, or at the start by nomination. Either way results in a big penalty to its rating.

Again you may change the name of your system depending on taste – just make it good taste!

WILD AND LOOSE

Going for the big play all the time, trying to strip the ball from a runner or gain an interception at the expense of a few yards and occasionally a big gain. Loves blitzing!

HANGING FREE

Toned down of the above, with a bit of the below.

CONTAIN

The Defence plays carefully, trying not to give up the big plays and frustrating the offence into errors.

READ

Content to sit back at the start of a game and look for the offence's moves, as the game goes on (you hope) the offence gets 'read' and so completely nullified.

Once selected, these may be coached to increase their effectiveness.

Now you choose your basic defence formation. This really is grey hair time in which you choose TWO base formations, the primary and the secondary.

Faced with one of seven offensive lineups, you'd have to be a lucky dip winner to correctly come up with the right defence to counter a particular offence if you've also got seven to choose from. So, of the 5 basic defence lineups you can choose from, each counters two or more offensive lineups, though with an optimum for each one (the bonus previously mentioned). If you get it badly wrong, then your secondary base formation comes into play.

Should you correctly prepare a defence that matches up well against the offence, then you'll get a good bonus (you've been practising all week for the right offence!), if you choose 'slightly' wrong then you will still be OK. If totally off, then you'll get a penalty, but the chance to rescue the game!

The Defensive Formations

| FORMATION CODE | No. of players | | | NOTES |
|-----------------------|----------------|-----|-----|--|
| | DL | LBs | DBs | |
| T | 4 | 1 | 6 | The Dime Defence. Best against the A offensive alignment with a smaller bonus against the B. Not very good against E, F and G. The 1 LB will line up as the CLB. |
| V | 4 | 2 | 5 | The Nickel Defence. Best against the B offence with bonuses against the A and C. Penalties against the F and G. The 2 LBs will both be Inside LBs. |
| W | 4 | 3 | 4 | Best against the D offence. Smaller bonuses against the C and E. Penalty against the G and A. |
| X | 3 | 4 | 4 | Best against the C and E offences. Smaller |

| | | | | |
|---|---|---|---|--|
| | | | | bonuses against the B, D and F. Penalty against the A and G. |
| Y | 5 | 2 | 4 | Best against the F with bonuses against the E and G. High penalties against the A and B. Good pass rush. |
| Z | 7 | 1 | 3 | The short yardage defence. Best against the G formation with a smaller bonus against the F. Penalties against the A, B and C. This cannot be chosen as a base option, only as a situational one. |

Selecting the defensive line is very much like that of the offence. Select your primary and secondary base formations in the spaces provided. Note that the secondary formation is in the instances when you've got it wrong first time around, so you cannot use a T and V combination or a X and Y one, i.e. if you use a T or V primary then your secondary must be either X or Y.

NOTE: Though you can't nominate more than the 4 defensive linemen this is taken into account in the Y and Z formations. The Z formation is only ever a situational one and so the bonuses that apply take care of the players that cannot be nominated. The Y formation can be a base, so in this instance the Centre LB (CLB) is assumed to move into the defensive line.

For alignments using 4 defensive backs 2 must be CBs and 2 must be Ss. If you use T or V the extra players may be either CBs or Ss (in their respective positions and with 2 or more SUBS). Safeties will reflect a zone defence, CBs more man to man (with their respective strengths and weaknesses – for you to know or find out).

The first column you fill in is the primary base formation, as per the offence, you put the number of players playing in the relevant position according to the formation up to the maximum of 11. Then you put the player's shirt number that you wish to play in the space. At least one sub must also be provided, with the exception of LINEBACKERS where 2 separate players must be given (in any combination so long as all the LBs' positions are covered by at least 1 player) and DEFENSIVE BACKS where 2 subs must be given in CB or S positions where more than 2 players are starting.

Once you've got your primary base formation sorted you must decide on the secondary. The second column of the defence lines table should be filled out like the first, according to the formation and within the 11 player limit. If you have put players down for a position in your secondary formation then you MUST put eligible players' shirt numbers in the spaces (with subs), this is automatic in some instances anyway e.g. using only 1 DT in your primary formation you must put a 2nd DT down as your secondary formation will use 2 DTs!

THE DEFENCE TABLES

The Defence Play tables then give you the chance, like the offence tables, to select a given formation according to the game situation (down and yardage in a given field position). As with the offence, the first area is from your 1 yard line to the 25 yard line. The second area is from your 26 yard line, to a yard number nominated by you (x) in the TACTICAL OPTIONS and the 3rd area goes from x + 1 to the 100 yard line. Then you fill in the play calling percentage for each option (in units of 10%) in a cumulative manner like the offence tables.

The four defence options are **RUSH**, **PASS**, **NEUTRAL**, and **BLITZ**. Note that these are not dependent upon the formation of the defence.

RUSH and PASS

The RUSH and PASS are fairly self evident. You get a bonus if you get it right, and a penalty if you get it wrong!

NEUTRAL

The NEUTRAL defence is what it says it is. Not expecting anything in particular and just trying to cover all eventualities (possibly this is an ideal option for the READ defences, also with the balanced W or X formations).

BLITZ

The BLITZ is a conscious effort to put pressure on the passing QB, either tackling him for a loss or causing his throw to go awry. Linebackers and/or Def Backs are used in conjunction with the normal pass rush of the Def Tackles and Def Ends. The tackling ability of the Def Backs will be used in calculating the results. Note that even if you don't order a Blitz, your defence may penetrate the offensive line as a matter of its normal pass rushing, in which case it'll be reported as this on the game grid.

The BLITZ may also be divided into three types – INSIDE, OUTSIDE and SAFETY.

INSIDE BLITZ

INSIDE BLITZs are where your pass rush is concentrated to the centre of the offence line. The Offences C and Gs get their abilities emphasised as do the defences DT and ILBs/CLB. Inside RUNS have a distinct tendency to get caught in the backfield whilst Outside Runs may break out for a biggie!

OUTSIDE BLITZ

OUTSIDE BLITZs are where your pass rush is concentrated to the outside of the offence line. The T and TEs (TEs and RBs use their blocking skills) ability to defend against the

pass rush are emphasised against the defences DEs and OLBs. The Outside Runs again can get caught whilst inside runs are possible big gainers.

SAFETY BLITZ

SAFETY BLITZ is where your 1st Safety is brought into the pass rush adding to the pressure on the offensive line but at the expense of increased risk to concede the big gain (less cover in the backfield). This may be used in conjunction with either the Inside or Outside Blitz.

If you don't order any special type of Blitz you don't get penalised.

These are ordered in the TACTICAL OPTIONS.

TWO MINUTE PLAYS

The 'two minute offence' (TM) is a generic term for the offence **NEEDING** to score a lot of points very, very quickly. In these instances the losing team will change tactics to save time and gain yardage, involving increased passing (probably) and more scrambling for the out of bounds. This may involve giving up a little of a possible gain to save **LOADS OF TIME**.

Don't assume that it's only available, or should only be used, in the last two minutes of the game, as by then you may already be well and truly whipped. **BUT**, this tactic is only effective for a relatively short period of time, overuse of this will rebound on you (for all of you who have strangely used this from start to finish in the past!!).

This sheet combines the tables from the Offence and Defence. Unlike the normal play calling tables, these two cover the entire field of play (with offence restrictions as before for the long and medium passes, and punts becoming field goal attempts if within the last 'third' as defined in the offence sheet).

The **OFFENCE** part of this is fairly straight forward as this is what you'll really be thinking of where the TM is concerned, but you have other items to consider, namely the **DEFENCE**.

The defence part of this sheet is triggered into action when the **OPPONENTS** two minute offence is brought into operation. **THIS ISN'T WHEN YOURS IS!** The only control of this you have, is by ensuring that you're winning near the end of the game! Like the offence, this covers the entire field of play.

Of course, when you reach the state of having to throw caution to the wind (take a calculated gamble, or just 'up the tempo' – depending on who you're talking to at the time) you may want to change your **DEFENCE** as well. See **TATICAL OPTIONS** on how to do this. You've got two choices. The program will keep count on the number and type of plays your opponents offence is running. Firstly you may select to abandon your planned defence plays and go solely with the majority type of defence to counter the offence, and/or secondly, any defensive pass plays selected will become **BLITZs** (the reasoning being that you want to get the ball back **ASAP** as well as scoring quickly on the offence). **REMEMBER THAT THIS APPLIES TO THE DEFENCE OF THE TEAM BRINGING THE TWO MINUTE OFFENCE INTO OPERATION.** The other team will have to put up with these changes!

See the tactical options for details on how to bring the two minute offence into operation.

SPECIAL TEAMS

Like the offence and defence, this has its own modifier which you may coach. Kickoffs (kick and return), punts (punt and return), field goals and onside kicks are all special team plays and the modifier will have a direct bearing on the results.

You have Punters and Place Kickers on your roster and places for two on the sheet. Really you only need 1 of each as injuries to these players are only considered to have occurred after the game and cluttering up your roster with excessive numbers of these guys is a waste. They may NOT take up each others duties! SUBS will only be used when you use the SUBSTITUTION tactical option.

The other special team details cover the kick returners, both punt and kickoff. There is no real difference in the two (from kickoff or from a punt) in respect of who you should play there (so long as they've got the kick return ability), naturally wanting the best you've got! The two receiving places should both be filled for each kick. The first will return 67% of the kicks, the second the remaining 33%. If you fail to put a second player down any kicks going to that 'position' will be classed as 'fair catches' and no return will be attempted. The third and fourth places (TWO SUB positions) should really be filled if possible as injuries may occur to your two starting returners (who normally play in the offence or defence as well). Injuries will not occur to your returners during returns.

MORALE

This affects how your team reacts to adversity, if it can respond to the threat of getting beaten. If your team has good morale and is losing going into the 4th quarter it will have a better chance of pulling the game round than if it had low morale.

Morale is determined by game results, specifically, who you have lost to (or beaten) and the margin of loss (victory). Division rivals will have a bigger effect on morale than other teams, with the other teams standings also having great effect (beating a 0-15 team isn't as good as beating a 15-0 team). Pre-season games won't have much effect on morale.

Morale will have an effect on every aspect of the game and like the other team stats, will have a natural tendency to go down.

MORALE cannot be coached.

TOUGHNESS

How 'hard' you want your team to play can be vital to your team's success. This will contribute to all those situations where a big play is sometimes needed, causing fumbles, recovering fumbles, injuries, penalties, etc.

Toughness is also mental, reacting to a situation the mentally tough will do better than the mental wimp. See morale also.

TOUGHNESS can be coached!

TACTICAL OPTIONS

SUBSTITUTION

SUBSTITUTION is an all encompassing term for the straight replacement of your offence and defence lines, kickers and returners, AS THEY STAND AT PRESENT with any substitutes available in that position. This is primarily used to protect your best players once the game is effectively over, in pre-season games when you wish to see how your full squad is doing, or to give as many players a game as possible!?

If injuries occur before this option is used, some positions may not have any available substitutes left, in which case that player will not be replaced.

Substitutions occur from top to bottom of each offence/defence table, the row of players will all move one (or two) to the left with the playing player moving to the back of the queue. In the case of WRs, RBs and CBs when there are more than two, only the first two can be replaced by SUBS in this manner. Once a SUB is moved into a playing position he is removed from further SUB positions, so again a starter may have to stay and play.

Due to the above system and any further injuries which may occur, your starting players (or those left standing!) may not return to the action as one unit – individual players may do so due to further injury to the SUBS.

Substitution can only occur in the 3rd or 4th quarters but there is no more limitation.

The TWO MINUTE OFFENCE has been described previously, but there are limitations to its use:

You may ONLY bring it into use during the last three minutes of the first half, winning or losing.

OR

During the 4th quarter when you are LOSING.

There is a very simple code which you use to SUBSTITUTE or bring in the TWO MINUTE OFFENCE. You have five chances to bring in each tactical option, so any more than that is tough. It moves in order of priority starting with quarter, winning/losing by x points, with x minutes or less to go.

The first figure is the QUARTER to bring in the option. Only '3' or '4' for SUBS, '2' or '4' for TM. The second figure is 'W' (for WINNING – only for SUBS and TM in the 2nd QTR), or 'L' (for LOSING – All other times you are allowed. You'll get used to putting this).

The next two figures are by how many you're losing (or winning) by to bring the option into operation. It goes by 'xx' or more, so if it's less than ten please try and put the space in e.g. '_6'.

The fifth figure is always the same – 'M' for MINUTES. It's only really here to separate the score and minute numbers.

The sixth and seventh figures are, like the third and fourth, a number. This gives the number of minutes, or less, there is to go before the end of the half or game. Again please leave a ' ' (space) if it is less than 10.

E.G.

4L14M10 – means in the 4th quarter, Losing by 14 or more, with 10 or less Minutes to go in the quarter.

3L 1M5 – means in the 3rd quarter, Losing with 5 Minutes or less to go in the in the quarter.

You may miss parts out:

4L 6 – means Losing by 6 or more in the 4th quarter.

4 M10 – means with 10 Minutes to go in the 4th quarter.

Others are either on/off switches, a percentage figure, or a distance:

1st KICKER DISTANCE

The point at which you switch from punting to attempting field goals for your 1st field goal kicker. This point is the yards from your own goal line (e.g. should be something around '60' ish) and is also where your 2nd Offence Table finishes and the 3rd takes over. The 17 yards added to calculate the actual FG distance should be borne in mind!

2nd KICKER DISTANCE

Should you have a 2nd kicker nominated for a game (as a SUB) he also needs a distance. Do as above.

QB SNEAK

On x and 1 to go (for a 1st down or TD) this is the percentage of times you will go for a QB Sneak. Will gain the 1 yard or none at all. You can only use this if the original play chosen is a non-kicking play.

FAKE OPTION

The percentage of times you wish to use a fake option on your kicking team. This is VERY risky after the first time. Even the first time is a bit silly if your special teams need to be introduced to each other before the game.

FG ATTEMPT 2ND QTR

During the last 30 seconds of the 2nd quarter (approaching half-time) you will attempt a FG if within the designated range and NOT within 5 yards of the goal line.

FG ATTEMPT 4TH QTR

During the last 30 seconds of the game (4th Qtr) if level or losing by 3 points or less, a FG will be attempted if within the designated range, if NOT, a long pass will be thrown. In overtime, a FG will be attempted if your kicker has a better than $\frac{2}{3}$ chance of success.

BALL CONTROL

If within the last five minutes of a game and winning you will try and waste as much time as possible, so only runs (excluding ENDS) and short passes will be selected. On 4th downs, kicks ONLY.

LONG PASS

During the last minute of the game and losing by 4 or more points you will throw medium/long passes, even on 4th downs.

ONSIDE KICK

During the last three minutes of the game, following a score, and you're STILL losing, a team will attempt an Onside Kick. The kick will travel 10–20 yards with one team recovering the ball. Success relies heavily on your SPECIAL TEAMS abilities!

RB ROTATION

Only for use when you have a single back. Use the PLAYER PERCENTAGE TABLE to determine which RB gets to carry the ball as if you were using 2 or 3 RBs. You will still need to operate within the rules of the Player Percentage Table when allocating the percentages (1st \geq 2nd \geq 3rd).

WR ROTATION

Only for use when using a single flanker (WR). As per the RB rotation, you must operate within the rules when allocating the percentages.

TWO MINUTE DEFENCE

For the team initiating the Two Minute Offence:

- A) The Defence adjusts to the most used offence of the opposition.
- B) The Defence changes Pass Players to Blitzes (using any Blitz option as well).

DEFENSIVE 'REDZONE'

This is the defensive equivalent of the 1st Kicker Distance above, though it just affects the distance from your own goal line at which the 3rd table takes over, rather than having

anything to do with defending punts or field goals – this will be done automatically when your opponent makes the call.

All the above options are '1' for ON, or '0' for OFF.

All the TACTICAL OPTIONS so far described will be saved from game to game – so there is NO NEED TO INDICATE THEM EACH TIME (it'll probably cost you a game by doing so!)

KEYED PLAYER/POSITION

You may key a player or position. This is the only item within the whole game (other than coaching) that needs to be indicated each week. To key a PLAYER you must put his SHIRT NUMBER here. The player will be keyed (double teaming/extra duty in the video room studying his weaknesses/always hitting a wonky knee) and his effectiveness reduced on all areas of play. The penalty will be more freedom given the opposition in other areas of the pitch. If the player doesn't play then no keying/penalty will take place. To key a POSITION you must put the code given on the extreme left of the offence and defence line choices with any appropriate number designation e.g. to key the 1st RB you would put 'C1', to key the Outside Left Linebacker you would put 'R'. If you key a position not occupied then no keying/penalty will take place.

The QB may not be keyed by PLAYER OR POSITION.

BLITZ OPTIONS

Inside Blitz (% of Blitzes) 0–100 chance.

Outside Blitz (% of Blitzes) 0–100 chance.

Note that you MAY use both of these in any one game, but Inside Blitzes will be tested for first, and if negative then Outside Blitzes. So take care when selecting these.

Safety Blitz (% of Blitzes) 0–100 chance.

This means ALL type of Blitz, not just Inside/Outside.

COACHING HOURS PSYCH

Number (10–40) of hours you spend encouraging, cajoling or simply threatening your squad into performing better. Benefits each and every aspect of the team.

TWO POINT CONVERSION

You may attempt a two point conversion if this is switched 'on' – 1. '0' (*zero*) is off. The two point conversion will be attempted, if during the game, the team is 1, 4 or 5 points ahead, or, 2, 5 or 9 points behind.

