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All American College Baseball

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Introduction

Practice is over! You've played the competition; now it's time to bang heads with the big boys! Welcome to All-American College Football-the most comprehensive simulation of college football ever created!

Coach your favorite college team through a full schedule of hard-hitting action. Play head-to-head match-ups either locally or via modem. Create a league and play scheduled games in either head-up or Micro Sports' exclusive Game Plan mode. Whatever your preference, *All-American College Football* can deliver! What's more, each play is tracked by the Stats Keeper module, which provides pages of the most complete statistical reports found in any computer game!

Game Features

Here are some of the features you'll find in *All-American College Football*:

- . College teams, with full rosters made up of actual college players.
- . The ability to manage four separate leagues.
- . Auto Play mode for rapid simulation of scheduled games.
- True modem play,
- . Two play styles-Head Up or Game Plan mode.
- Stunning graphics.
- Play-by-play commentary.

How to Use This Manual

Your owner's manual contains five main sections and a glossary:

Getting Started-Includes the hardware requirements for *All-American College Football* as well as how to install and load the program.

Playing All-American College Football-Contains chapters that describe the Game Setup Screen, tell how to play the Head Up game, or the Game Plan; and lead you through your first modem play connection.

Game Utilities-A series of seven chapters, each devoted to one of the utilities found in *All-American College Football*,

Glossary of Terms-Your resource for football terminology and game strategies.

Get in the Game!

To get the most out of *All-American College Football*, play it with a friend, either at the keyboard or via modem. If you can't find an opponent locally, you can always find worthy competition on commercial bulletin board services. What's more, these services frequently sponsor leagues, with online section leaders acting as league commissioners. So, what are you waiting for? Get online and get in the game!

Getting Started

System Requirements

Here's what you need to play *All-American College Football*:

- DOS 6.0
- 486/25 MHz IBM or 100% compatible PC (486/33 MHz recommended)
- 8MB RAM
- VGA
- 24 MB free hard disk space
- CD-ROM drive (double speed)
- Mouse
- AdLib, Sound Blaster" or 100% compatible sound card

Optional Equipment

- Hayes-compatible modem
- A printer that supports 132-column printing

Installing ~~All-American~~ *College Football*

Follow this procedure to install *All-American College football* into your hard drive:

1. Insert the CD-ROM into your CD-ROM drive and type the drive identifier followed by a colon (e.g., D:). Press <ENTER>.
2. Type INSTALL and press <ENTER>.
3. Follow the on-screen prompts.
4. After the install program is finished, it displays menus to configure your sound and print options. Choose your sound and print options from these menus.

Defining "Select"

You will see the term 'Select' used in most sections of this game manual. There are two ways to select an item:

1. Using your keyboards direction arrow keys, move the dotted highlight box to the item you want to choose. Press <ENTER> to select the item.

2. Using your mouse, move the mouse pointer over the item you want to choose. Click the left mouse button to select the item.

HINT: It is much easier to select items using the mouse.

Selecting Pull-Down Menus

Nearly every screen has a bar at the top with two or more pull-down menus. To select a menu, click on its title with the left mouse button.

When you select a pull-down menu, a list of menu items appears. If you are using a mouse, click on the menu item you want to execute. If you are using the keyboard, use the up and down direction arrows to highlight the item you want to select. Press <ENTER> to make your choice.

To clear a drop-down menu without making a selection click the left mouse button outside the menu.

The <ESC> Key

You can use <ESC> to clear dialog boxes from the screen and cancel selections in process.

The <ESC> key also serves as a quick-exit key from all programs within All-American College Football. You will, however, be prompted to confirm your exit when you press the <ESC> key to perform a quick exit.

Loading the Game

To load *All-American College Football*, change to the drive and directory where you installed the game (e.g., C:\ACF95). Type ACF95 and press <ENTER>. The General Manager menu appears.

The General Manager Menu

General Manager provides you with an easy-to-use interface and a few extra features that make playing *All-American College Football* as easy as possible. This is the General Manager Menu screen:

General Manager Features

The top of the screen houses three pull-down menus:

He/p-Provides a list of hot keys and a description of each on-screen selection.

File-Allows you to view game credits and exit the game.

Utility- Gives you the option of printing a game plan form or the predesigned plays. See Printing Playbooks for more information about printing predesigned plays. It also allows you to access the remote league data module.

The bottom of the screen is filled with buttons corresponding to the different modules in **All-American College Football**. Each is discussed in detail later in this manual.

Printing Playbooks

Press <F8> or choose Print Playbook from the Print menu to print the playbook *Form* or *Diagram*. The *Form* is a coded listing of each predefined offensive, defensive, and special teams play.

Choose *Diagram* to print graphical representations of the predefined plays. You can print them in any formation (using a laser printer only).

The game asks you to select an offensive formation, defensive formation, printer type, and play types to print. This is the list of play types:

- Offensive Run Plays (01-30)
- Offensive Run Plays (31-44)
- Offensive Pass Plays (45-74)
- Offensive Pass Plays (75-94)
- Run Defense Plays (01-30)
- Run Defense Plays (31-46)
- Pass Defense Plays (47-76)
- Pass Defense Plays (77-94)
- All Plays (Offense and Defense)

After your selection has printed, the play selection menu reappears.

Choose another set of plays to print or select Exit Playbook. Printing to return to the General Manager screen.

Game Setup

The *Game Setup* menu is the launch pad for all *All-American College Football* action.

This is where you set all game parameters, such as the teams that are playing, the type of game being played, and a number of other important options. Each choice on the *Game Setup* screen is described on the following pages.

Using the Game Setup Screen

To change default options on this screen, select the corresponding white button multiple times until the desired choice appears in the white box to the right. Keyboard users: navigate using the arrow keys, and press <ENTER> to change the default options.

Game Options

The following is a description of each option on the left side of the *Game Setup* screen:

Play Method

This sets the type of game you are going to play. The choices are *Head Up* and *Game Plan*. In a *Head Up* game, you call each play and make all coaching decisions in real time. A *Game Plan* game requires you to fill out a strategy sheet. The computer then uses the decisions you and your opponent made on your strategy sheets to simulate the game. See the chapter titled *Playino All-American College Football* for more information about each of these play methods.

Game Type

The options for this category are *Normal*, *Modem*, *Repeat*, and *Autoplay*. Choose *Normal* to play *Head Up* or *Game Plan* games locally (on your PC). Choose *Modem* to play *Head Up* games via modem. Choose *Repeat* to replay a *Game Plan* game and receive the same result each time. This game type is used in commissioner-run leagues to ensure consistent results. Choose *Autoplay* to quickly simulate *Game Plan* games or replay an entire College season.

Tie Resolution

This determines how the game will continue if there is a tie score at the end of regulation. Overtime means the teams will play one overtime period. The first team to score in that overtime period wins the game. *Sudden Death* means the game will continue until a team scores (however long that takes!). Tie means the score will remain tied.

Computer's Team

This determines which team the computer will coach. Make this selection only if you are playing against the computer. Otherwise, it is not applicable.

Teams

The *Teams* button functions differently for league and exhibition games. See *league to Use* for instructions on choosing a league or exhibition game.

Exhibition Games: You must first choose a Visitor and Home team. Select either choice. A menu is displayed containing all the college teams. Choose a team, and then choose

a year from the subsequent menu. Repeat this process to select the opposing team.

League Games: The game displays the appropriate league schedule (based on the league selected in the *League to Use* box). Select a game from the schedule. League games that have already been played do not appear.

League to Use

Use this button to choose a league or exhibition game. To play an exhibition game, cycle through the choices until Exhibition appears. To play a league **game**, select a league file to open.

Vis. Game Plan

If playing a *Game Plan* game, select how the visitor will generate his strategy sheet. The choices are Computer (the computer generates the sheet), Saved (the computer will read a predefined strategy sheet from disk), and Manual (the player creates the sheet before the game begins).

Home Game Plan

Same as *I/is. Game Plan*, but for the home team.

Weather

Here is where you decide if you want to use weather effects in your game. If you choose Use, you then have the choice of manually or automatically setting the weather (see *Set Weather*). Choosing Don't Use puts you in neutral conditions.

Set Weather

If you choose to use weather effects, this is where you decide if you want to set them yourself (*Manual*), or have the computer generate the conditions (*Computer*). If you select *Manual* you will set these conditions before the game begins:

- Temperature
- Wind Speed
- Type and Degree of Precipitation

Month of Play

For exhibition games, select the month of the game (*September-February*). This affects the temperature and type of precipitation, if any, during the game.

Injuries

This button allows you to turn injuries on (Use) or off (Don't Use) for your game.

Coin Toss

Choose which side of the coin the visiting team will call before the game (*Heads* or *Tails*).

Modem Play Options

These are the modem play options. You only need to set them if you are playing via modem.

Calling Coach

Choose which person will place the call, you or your opponent.

NOTE: Call waiting phone service can disrupt a modem connection, and must be temporarily disabled to play *All-American*

College Football via modem. If you or your opponent has this service, the player with call waiting must place the call. Otherwise, the service cannot be disabled, and you run the risk of being suddenly disconnected by an incoming call.

For more information about disabling call waiting, see the section titled *Dialing Prefixes* in the *Modem Play* chapter.

Caller's Team

This selection works with the *Calling Coach* button. The caller has the option of choosing which team he will coach, the Home team or Visitor.

Comm Port

This is where you tell the game where your modem is connected to your computer. Select the appropriate port (*Com1 - Com4*). If you choose *Com3* or *Com4*, the computer gives you the option of setting the base memory address and interrupt used by your modem. See your modem manual for these settings.

Dialing Prefix

If you are dialing from a touch-tone phone, choose *ATDT*. If you have pulse service, choose *ATOP*.

Modem Initializer

On rare occasions you may need to change the modem initialization string to use this module with your modem. If you determine that you are having trouble connecting because of an incompatible initialization, select this button and type the new string. Press <ENTER> when finished. Refer to your modem manual for details on what the initialization should be for your particular modem.

The Options Menu

The Options pull-down menu includes even more choices you can use to customize your game. These are summarized below.

Turf Preference

This is where you can designate your game to be played on artificial turf. After choosing this item, the game displays a box describing your choices. Choose On to use artificial turf; Off to use the field that corresponds to the weather conditions.

Sound Effects

Here is where you can turn sound effects on or off.

Animation Speed

Choose this option to vary the game's animation speed. Input a number between 1 and 200, with 1 being the fastest and 200 being the slowest animation speed.

Autoplay Speed

When playing an Autoplay game, you can use this menu choice to determine how the animation will appear. If you choose Fast, the game will track the ball position and update the scoreboard for every game. This takes about 14 seconds per game on a 486DX2/66 machine.

If you choose Real Fast, the computer simply determines the outcome and reports the score, without updating the scoreboard throughout the game. This takes about 4 seconds per game on a 486DX2/66 computer. Both modes generate full statistics at the end of each game.

Game Summary

This option, if activated, tells the computer to prompt you at the end of each game to view game statistics. If you do not care to view game statistics after each game, turn this choice Off.

Starting the Game

When finished making selections, choose Let's **Do It!** to begin the game.

Playing All-American College Football

Playing a Head Up Game

Whether you're playing against the computer or a friend, local or via modem, the Head Up game puts you in charge of all the action! This section is designed to familiarize you with the Head Up screen, and teach you how to make your Head Up experience even more thrilling.

Game Setup Selections

To play a Head Up game, you must be sure that Play Method is set to **Head Up on** the Game Setup screen. All other selections on this screen are optional, and are covered in detail in the previous chapter.

The Head Up Screen

The Head Up screen is divided into six main sections, each of which is described on the following pages.

Pull-Down Menus

Across the top of all Head Up screens is a series of pull-down menus that allow easy access to some special game features. The following is a brief summary of the pull-down menus:

File-Where you can save and restore your game, print game information, or exit the game entirely.

NOTE: To restore a game, you must choose the same visiting and home teams on the Game Setup screen as are included in your saved game file. After the game animates the kick-off, choose Restore to resume the saved game.

Options-Includes selections for displaying injury and weather reports, setting the play delay, changing the game scenario, enabling/disabling game sound and/or the play clock, and choosing the play calling method.

Game stats-Allows you to quickly review Offensive and defensive statistics, as well as the drive summary, player ratings, and team tendencies.

Substitute-Where you can substitute players for either the home or visiting team.

Field-This menu lets you set the animation scroll speed, select the player you want the animation to follow (1 of 22), and turn jump scroll on or off. Use jump scroll on slower machines.

Scoreboard

The scoreboard keeps track of vital game information, including the score by quarter, possession, ball position, time outs remaining, and time to go in the quarter.

Commentary

This is where the game reports the result of the previous play. It shows the offensive and defensive play, players involved, and result.

Field

In the center of the screen is a miniature view of the field that tracks the ball position during the game.

Play Clock

If enabled, the play clock displays the time remaining to call a play. If you don't call a play before the clock expires, you will be charged with a delay-of-game penalty.

This area also includes the play input boxes you use to call plays via the keyboard.

Play Calling Buttons

Each of these buttons takes you to a different screen where you can call your play. If you choose *Call Play*, the game displays the list of available plays from the *All-American College Football* playbook. If you choose *Define Play*, the game displays the play design utility, where you can set your play manually.

Function Keys

The following function keys are active when playing a Head Up game. They give you an easy way to control how the game's animation functions.

<F9>-Manual scroll (use arrow keys)

<F10>-Follow ball

<F11>-Center animation over the last active player

<F12>-Jump scroll (if on) will center on the ball or on the last active player

Play Calling

There are two different ways to call plays during a Head Up game. You must use one method when playing against the computer or via modem, and the other way when playing against a friend on the same computer.

When playing a Head Up game against the computer or via modem, use the play calling buttons and their subsequent screens to call your plays. These buttons are labeled *Call Play* and *Define Play*, and are at the bottom of the Head Up screen.

When playing against a friend on the same computer, you both can either type in the play number found on the enclosed play cards or use the play calling buttons.

If using the keyboard, the home team coach uses the numeric keypad to input his plays, while the visiting team coach uses the number row on the keyboard to call his plays. Make sure the Num Lock key is on before you begin.

The following describes how to call plays using the *Call Play* and *Define Play* buttons. See the section *Play Calling-Two Human Players* for more information about typing in your play number.

Play Calling-Using Play Calling Buttons

Chose *Call Play* or *Define Play* from the main Head Up screen.

HINT: It is quicker to call a preset play than design your own. If you are trying to conserve time, it is best to call a preset play if, however, you want to keep your opponent on his toes, use the Define Play feature.

NOTE: Consult the *Glossary of Terms* at the end of this manual to learn definitions of any football terms found on the play calling screens.

Preset vs. Define

If you call a *Preset* play, the game asks if you want to call a run play, pass play, or kick play. Choose one of the three. The appropriate list of predefined plays appears on the play calling screen. Select a play from the play list.

If you decide to define your own play, the play design screen appears. To define a play, you must make decisions for each applicable subcategory on this screen (each of which is described in the *Glossary of Terms*). For example, you do not need to choose a receiver if you are calling a running play.

Time Out

Once you have selected or defined the play you want to call, you must decide if you want to call a time out upon completion of the play. To call a time out after the play is complete, select *Call Play/Time Out*. Otherwise, select *Call Play/No Time Out*.

Time management is very important in football, so be sure to call time outs only when necessary. For example, don't call a time out if one of these events will occur at the end of the play:

- The end of the quarter
- The end of the half

These events stop the clock, so there is no need to call a time out.

NOTE: If you call a time out, the game will not charge it to you if your runner or receiver steps out of bounds or your quarterback throws an incomplete pass.

Play Calling-Two Human Players

You can use either the keyboard or the play calling buttons when playing against a friend on the same computer. The keyboard is the default. To use the mouse with the play buttons, use the *Play Call*/choice from the *Options* menu.

Using the Keyboard to Call Plays

If you decide to use the keyboard to call your plays, follow these guidelines. The plays are printed on your enclosed play card.

- The home team coach uses the *number keypad* to enter his plays (be sure Num Lock is on).
- The visiting team coach uses the *number row* to enter his plays.

Play Calling Syntax

You must input FOUR characters when calling plays.

1st digit--formation code (i-6, see play card for formation codes)

2nd & 3rd digits-Play Number (01-99, see play card for play numbers)

4th digit-Time out code (0 = No T.O., 1 = T.O.)

For example: 1101
 1 = Pro Set
 10=Play#
 1 = T.O.

Player Substitution

If a player becomes injured, or is simply not playing up to his abilities, you can make a quick change using the Substitution menu. Follow this procedure to substitute players:

1. Click the Substitute pull-down menu and select a team, *Visitor* or *Home*. The list of standard formations appears.

2. Select the formation for which you want to substitute players. The list of players for that formation appears.
3. Select the player you wish to remove from that formation. A list of eligible replacement players appears.
4. Select a replacement player.
5. The game asks if you want to make this substitution globally (across all formations). Select Yes to substitute globally, No to substitute for only this formation.
6. Select Exit from the formation list to return to the game, or repeat steps 2-5 to make more substitutions.

Playing a Game Plan Game

Every week, coaches scout their opponents and create detailed game plans to use in the coming game. *All-American College Football's* exclusive Game Plan mode simulates this experience, offering a unique and fun way to get inside the coach's mind!

Game Setup Selections

To play a game in Game Plan mode, you must choose *Game Plan* in the *Play Method* box on the Game Setup menu. In addition, you have three different ways of playing a Game Plan game, depending on what you choose in the *Game Type* box.

Normal-plays a single Game Plan game. If you play a league game, the computer updates season stats at its conclusion. If you play an exhibition game, the game does not update stats.

Repeat-plays a single game and generates the same outcome each time, given the same computer clock date. Use Repeat if you are in a league and want to watch the "official" results.

Autoplay-plays multiple games from a league schedule. Use this choice if you are running a seasonal simulation.

You also must set the *Home Game Plan* and *Vs. Game Plan* selections to play a Game Plan game. Choose whether you will create

the game plan before the game begins (*Manual*), the computer will create the game plan (*Computer*), or the game plans are saved on your disk (*Saved*).

When you choose Let's Do It!, the game displays your game plan form (unless the computer is generating the plans). You can either modify the form or choose to leave it as is. When you press ESC, the form is written to the hard drive in the default directory, and the Game Plan module is loaded.

NOTE: Game plan forms are written with the following file name convention: [TEAM.YR.GPD]. TEAM = the first four characters of the team name, and YR = the year of the team. A game-plan form for 93Auburn, for example, would be named AUBU93.GPD.

Game Options

When you play a game plan game, the computer uses the same screens as it does when playing a head up game, with the following exceptions:

Play Calling

Two buttons labeled *Continue* and *No Pause* replace the play calling buttons on the main screen. Select *Continue* to have the computer animate the next play in the game. Select *No Pause* if you want the computer to animate each play of the game in succession without a break in the action.

Special Keys

The following keys have special functions in Game Plan mode:

Space Ear-Displays the pull-down menus when you are paused between plays.

<F> If playing in Autoplay mode, this toggles between fast and slow modes. Fast mode tracks the ball position without animating the plays, while slow mode animates each play.

<F1> If playing in Autoplay mode, this tells the computer to finish simulating the current game, save the spot in the schedule, and return to the main menu.

f-Toggles between animating a single play at a time (and pausing) and animating all plays without a pause. This key duplicates the functionality of the Continue and Next Play buttons.

Modem Play

True football excitement is just a phone call away with *All-American College Football's* modem play module! Modem play allows you to hook up with a friend and battle it out on the gridiron. Sure, playing against a computer can be entertaining, but one-on-one competition is where the fun *really* begins!

Equipment Needed

To play via modem, you and your opponent must each have a registered copy of *All-American College Football* and a modem capable of communicating at the same baud rate. The modem must be connected to the computer and turned on. *All-American College Football's* modem play module can accept baud rates from 1200-9600 bps.

Pregame Setup

Before establishing the connection, you must make several selections on the Game Setup menu. Follow the steps outlined below and on the following page to prepare for a modem-play connection. Be sure to follow these steps in order. If you need an explanation of any of these choices, they are summarized in the Game Setup chapter.

Hint: You may find it easier to make a voice call to your opponent while you are both making choices on the Game Setup screen. This way you can coordinate your selections before hanging up and making the modem connection.

Modem Play Setup: Step 1

Set the following options on the Game Setup screen:

Play Method-Head Up
Game Type-Modem
Opponent-Human

Modem Play Setup: Step 2

Set these choices, paying attention to the note below:

NOTE: These settings can vary according to your preferences, but with the exception of the Calling Coach choice, both players must make the same choice in a given category.

Tie Resolution-Tie, Overtime, or Sudden Death

League to Use-League A-D (if league game) or Exhibition (if exhibition game)

Teams-Choose a Home and Visiting team, or a scheduled game if you are playing a league game.

Weather-Use or Don't Use

Set Weather-Manual or Computer

Month of Play-September through February

Injuries-Use or Don't Use

Coin Toss-Heads or Tails

Calling Coach-Me or My Opponent (must be different on each computer)

Caller's Team-Home or Visitor

Modem Play Setup: Step 3

Set optional parameters. These *do not* have to be the same on both computers.

Comm. Port-COM1-COM4

Dial Prefix-ATDT or ATDP

Modem Initializer-Select only if you need to change your modem's initialization.

Dialing Directory

Once you have made all your Game Setup choices and pressed Let's Do **It!**, the Dialing Directory screen appears. This is where you add and maintain your list of opponent's phone numbers.

Before adding an entry, read through the next two sections for tips on correctly entering your opponent's phone number.

Phone Number Syntax

You can enter the telephone number in one of two ways: without spaces between the numbers OR with dash marks as separators.

Do not use parentheses. For example, the long distance number (614) 555-1212 could be entered two ways:

16145551212 or 1-614-555-1212

The first number 1 in the example is the long distance prefix.

NOTE: If the number you are dialing is local, you do not need to include the 1 or the area code.

Vialinfl Prefixes

If you have call waiting service, you can temporarily disable it by entering the characters ● 70, before the phone number in your dialing directory. For example:

70.16145551212

The 70 disables the service, while the comma inserts a pause before the phone number to allow the phone system time to reestablish the dial tone. If you are dialing from a rotary-dial phone, you can sometimes disable call waiting by replacing the * character with the number 11 (i.e., 1170,).

Should these suggestions not work, contact your local phone company to determine what set of characters turns off call waiting in your area.

If you are dialing from a phone system that requires a 9 (or another number) to reach an outside line, enter that number before your phone number in the dialing directory. You may want to insert a comma after the dialing prefix to allow time for the system to reestablish a dial tone.

Each phone number entry can include up to 20 characters. This should be enough room for any number if you omit separators.

Follow these steps to add an entry to your dialing directory.

Adding a Dialing Directory Entry

1. Select *Add Entry*. A blank entry appears.
2. Enter the player's name, up to 20 characters.
3. Press <ENTER> to move to the *Phone Number* field.
4. Enter the player's phone number. Be sure to follow the syntax rules and dialing prefix commands (if applicable) described above.
5. Press <ENTER> to move to the *Baud Rate* field.
6. Type the baud rate to be used when communicating with this player. The choices are 1200, 2400, or 9600.

NOTE: Choose the highest common baud rate between the two computers. If you have problems with the connection, revert to a lower rate.

7. Press <ENTER> to move to the *Team Name* field.

8. Team Name is an optional, 14-character field where you can list the team your opponent is coaching. It is useful if you are running a large league and need to keep track of which person coaches which team.

9. Press <ENTER> when finished to add the entry.

Modify an Entry

To change any information in a particular dialing directory entry, highlight the entry and select *Modify Entry*. Press <ENTER> repeatedly to access the field you want to change. Type your changes. If your new text is shorter than the old text, use the space bar to blank out the unwanted text. Press <ENTER> until you reach the end of the entry to complete your change.

Delete an Entry

Highlight a directory entry and select the *Delete Entry* button. The entry is removed.

Save the Directory

Select Save Directory to write all changes or additions you made to disk. If you make a connection without saving directory changes, you will be prompted to save the changes before the connection is established. If you choose quit, you will not be prompted to save the directory.

Quit

Select Exit from the File menu to exit the game and return to the General Manager menu.

Modem Initializer

The game's programmers have designed the Modem Play module to be as compatible as possible with most modems on the market today. In rare occasions, however, you may need to change the modem initialization string to use this module with your modem.

If you determine that you are having trouble connecting because of an incompatible initialization, choose *Modem Initializer*. A pop-up window appears. Type the new string. Press <ENTER> when finished. Refer to your modem manual for details on what the initialization should be for your particular modem.

Make the Connection

To make a connection, highlight the dialing directory entry you want to call and select *Call Opponent*. The other player must select *Answer*.

NOTE: Both players must choose these options at roughly the same time.

The computer set to dial (determined by the *Calling Coach* field selection on the Game Setup screen) will send the dialing command to the modem. The computer set to receive will send the auto answer command to the modem.

Terminal Window

Once the game has established a connection, a blank terminal window appears. You can use this screen to type back and forth to your opponent before the game begins, and send files to each other, if needed.

Use this procedure to send and receive files:

When you are ready to send, communicate with the other player via the chat box, press the <ESC> key, and all necessary files will be sent.

Beginning the Game

Once you have made the connection and are ready to start the game, the *Calling Coach* must press the <ESC> key. This signals both computers to close the terminal window and transfer the required setup files between the two computers.

When this is finished, the game loads and you are ready to begin.

Chat Made

Any time during the game you can type messages in the chat window. Just begin typing. The text will automatically appear in the window. Press <ENTER> to send the text.

HINT: Before calling your first play, communicate via the chat box to verify that your computers are in sync. Things you may want to check: home and visiting team, rosters, weather, ball placement and possession.

NOTE: The player with the slower machine must call his plays first. Otherwise, the modem connection can become out of sync.

League Setup

As the name suggests, All-American College Football was designed with league play in mind! Whether you are involved in a league with a group of friends, or just playing through a schedule against the computer, you're sure to enjoy the power and flexibility of the League Setup program.

Setting Up Your League

When you select *League Setup* from the General Manager menu, the program guides you through the steps necessary to define your league and set up your schedule. These are all described on the following pages.

Create or Modify

The program first asks if you want to create a new league or modify an existing league. Choose *Create* to start fresh, or *Modify* to change the schedule for an existing league.

Select a League

Next, League Setup needs to know which league file to create or modify. Select a league from the menu. If you are creating a new league, League Setup will continue asking you questions about how you want to structure your league. If, however, you are simply modifying a league, the league schedule will appear, allowing you to make any necessary changes,

Type of League

League Setup allows you to model your new league after the college set up, or design your own. For seasonal simulations, choose *Default*. If you are competing with a group of friends, choose *Design* to manually create a league structure.

If you choose *Design*, the program prompts you with the following questions:

- Select the league to model your conferences (Pre 1992 or Current)
- Select conferences to use. (Select Cancel when all conferences you wish to use have been selected.)

- Choose the year of the teams (same or different) and enter the two digit number (e.g., 93.)

Once you have answered all of these questions, you can begin creating your league schedule. See *Creating a League Schedule* later in this chapter for more information.

If you choose *Default* the program continues with the questions in the following sections.

League Definition

You have the option of choosing an actual schedule for your league, or creating your own from scratch. Choose *Actual* to choose a pre-defined schedule, or *Create* to make your own match-ups. Using an actual schedule saves you a lot of time.

If you decide to create your own schedule, the program skips to the next question.

League Model

Choose Current or Pre 1992 for the league model. Choose *Schedule*. Select the schedule you want to use.

Choose Year

You now have the option of creating a league full of teams from the same year, or from different years. If you choose *Same*, the program prompts you to enter a two-digit year representing the team files you want to load (e.g., 93). If you choose *Different*, the program prompts you to choose individual team files.

Once you are finished making your team selections, League Setup will look for an existing league file on your hard drive. If it finds one, the program will ask if you want to overwrite it, or cancel the league creation.

Schedule Editor

At the bottom of the League Setup screen is the Schedule Editor. This is where you create or modify a schedule for your league.

Selection Buttons

The top section of the Schedule Editor contains a row of five gray selection buttons. Click on any of these buttons to set schedule parameters. For example, click on the first box to set or modify the game date.

Action Buttons

Below the selection buttons are the action buttons.

Top-Click on this button to move to the beginning of the schedule.

Bottom-Select this button to move to the end of the schedule.

Add-Choose this button to add a new game to the schedule.

Delete-Select this button to remove the currently selected game from the schedule.

Creating a league Schedule

When you choose to define your own league or create your own schedule, you must use the Schedule Editor to add games to your schedule. Follow this procedure to create a new schedule:

Creating a League Schedule

1. Click on the Add button at the bottom of the screen. A blank entry appears.

2. Click on the first gray button in the Schedule Editor. A box appears prompting you to choose a month for your game.
3. Choose a month for the game to be played. A list of calendar days appears.
4. Select the day the game will be played.
5. Click on the second gray button to choose the visiting team. A list of teams in your league appears.
6. Choose the visiting team.
7. Click on the third gray button to choose the home team. A list of teams in your league appears.
8. Choose the home team.
9. Click on the fourth gray button to choose how the game will be played. A box appears with the choices Head Up and Computer.

10. Select Head Up to schedule any type of Head Up game (two people on one computer, modem play, or vs. computer). Select Computer to schedule any type of Game Plan game.
11. Click on the final gray box to change the game status. This is optional. You will only need this field if you are editing a schedule and need to manually update a game status.
12. Repeat steps 1-11 to add the remaining games to your league schedule. When finished, choose Save from the File menu to save your schedule.

Printing a Schedule

To print your schedule, press <F3> or choose *Print Schedule* from the *Options* menu.

Modifying a league Schedule

If you need to change a game in your schedule, simply select the game from the list and use the selection buttons to modify the game data. Don't forget to save your schedule after you have finished making all of your changes.

Managing Your league

Serving as a *All-American College Football* league commissioner can be great fun. You get to organize the participants, create the league, set the schedule, and play the games to determine official outcomes.

To get the most out of your league, follow these league management guidelines.

Choosing Teams

You have a number of options when choosing the teams that will comprise your league. Here are just a few:

- You can use the Team Editor to modify and/or handicap the teams that will be included in your league.

- You can mimic the college structure, letting the computer coach the teams that your friends don't choose.
- You can choose an even number of teams and design your own league structure.

Once you decide which teams to include in your league, use League Setup to create your league.

Setting a Schedule

You also must set your schedule when executing League Setup. Here are some suggestions for schedule creation:

- If you are mimicking the college structure, choose an actual schedule.
- When your season is over use the Bowls module to set up the bowl games.

Choosing a Play Method

Once you have created your league and schedule, you must decide how you want to play your games. That done, you must then edit your schedule to set each game to the correct game type (*Head Up* or *Computer*).

As a rule of thumb, leagues run more efficiently if only one game type is used. The Head Up and Computer types are so radically different, that trying to mix these styles of play in your league can lead to confusion.

If you insist on mixing the Head Up and Computer types in your league, try playing the first half of the season one way, and the second half another way.

NOTE: You can modify the game type selection for any game that has not been played. For example, if a game cannot be played because the team owners are both too busy to get together, you can set that game to Computer and have the computer generate an outcome.

Running a Game Plan League

To run a league using Game Plan mode, you will need to follow these steps each week to determine game outcomes and inform the participants of the week's results:

1. Obtain saved game plan files from each participant. You create these files in the Game Setup program by setting the Play Method to Game Plan, filling out the game plan form, and then saving it to disk by selecting Let's Do It!

NOTE: Game Plan files are saved in the default directory under the file name TEAMYR.GPO.

2. Replay each scheduled game. Be sure to make these choices on the Game Setup Screen:
Play Method-Game Plan
Game Type--Repeat
Vis. Game Plan-Saved
Home Game Plan-Saved

NOTE: Be sure to select the correct league and game. All other settings are optional, but should be agreed upon by all participants before the league begins.

3. Repeat steps 1-2 until all games are played for the week.

4. Send the game plan files to each participant so they can replay the weeks games. Games must be replayed using the same settings as in step two above. In addition, the computer's internal clock must be set to the same date as on the schedule for results to be accurate. Choose the visiting team's year.

5. Send the updated league file to league participants so they can track how the teams fared in that week's action. This file resides in the default directory, and is named LEAGUE-?.LFR. The question mark after the underscore character represents the league you are running (league A, B, C, or O).

Participating In a Head Up League

While game plan leagues may capture what coaches do to prepare for a game, the commissioner has a lot of responsibility. He must replay all the games to determine official outcomes. This takes a large time commitment.

Head-up leagues, conversely, involve all league participants, as each coach is responsible for playing his scheduled game. All league participants must follow the steps in the procedure on the next page to report game outcomes to the commissioner:

1. Following the league schedule, each participant is responsible for playing the current week's game. You can play locally or via modem. The Game Setup settings should be as follows:

Play Method-Head Up
Game Type-Normal or Modem

NOTE: Be sure to select the correct league and game. All other settings are optional, but should be agreed upon by all participants before the league begins.

2. After the game, you and your opponent must use the Remote League Data program to extract your newly updated team files.

NOTE: See the *Remote League Data* section for instructions on extracting your team files.

3. Both you and your opponent must send your respective team files to the commissioner. He will then use Remote League Data to create an updated league file with all the week's results.

Updating the League File

As commissioner of a Head Up league, you will be responsible for updating the league file after each set of games. After you receive updated team files from all participants, use Remote League Data to overwrite the new team data in the existing league file. Once you've done this, send the new league file to the participants so they can view the week's results and statistics.

NOTE: See the Remote League Data section for more information about updating league files.

league Tips

While serving as a commissioner can be lots of fun, you must be well organized for your league to run smoothly. Here are some tips for efficient league management.

Ground Rules

Publish ground rules well ahead of your start date. Your ground rules should address these topics:

- Which game setup selections you will use in your league.
- When team files are due to the commissioner.
- How the commissioner will accept team files (i.e., via E-mail, on disk, etc.).
- How many games will be played per week. This should also be reflected in the league schedule.

File Management

The commissioner is responsible for accumulating and archiving all team files and all league files for each week's games on the league schedule. We recommend that the commissioner create a league directory. Under that directory, he should create a subdirectory for each week on the schedule.

For example, if the league directory is C:\LEAGUE1, these should be the additional subdirectories:

- C:\LEAGUE1\WEEK01
- C:\LEAGUE1\WEEK02
- **C:\LEAGUE1\WEEK03**
- etc.

Once the commissioner has created the directory structure, he should copy the initial league file into the WEEK01 subdirectory. After receiving all team files for the first week on the schedule, he should copy these to that same directory.

When finished updating the league files, he should copy the updated league file to the next week's subdirectory (i.e., C:\LEAGUE1\WEEK02).

Seasonal Simulations

If you want the computer to play an entire season, choose *Computer as your game type* when filling out your league schedule. Then follow the steps below to replay your season:

1. Play each scheduled game. Be sure to make these choices on the Game Setup Screen:
Play Method-Game Plan
Game Type-Autoplay
Opponent-Computer
Vis. Game Plan-Computer
Home Game Plan-Computer

NOTE: Be sure to select the correct league.

2. Select the Teams button and choose the 1st game on the schedule.
3. Select an Autoplay Speed (Fast or Real Fast) from the Options menu.
4. Press Let's Do It! to begin playing the games.

If you want to interrupt the seasonal simulation at any time, press the <F1> key. The computer will finish playing the current game, and then quit the simulation. To take up where you left off, repeat the steps in the Seasonal Simulations procedure.

Remote league Data

Running an online or play-by-mail league has never been easier, thanks to *A/-American College Football's League Setup* and *Remote League Data* modules. As described in the previous section, you use *League Setup* to create your custom league and set your schedule, then use *Remote League Data* each week to update league results from your online or play-by-mail league.

Extracting Team Files

As a participant in a Head Up league, you must use *Remote League Data* to extract your team file after you play a scheduled game. When finished, send it to your commissioner so he can merge it into the new league file.

1. Choose *Remote League Data* from the General Manager Utility menu. The program asks you to choose a league file.
2. Select the league file that includes your team (A-D). The program then asks if you want to Extract or Overwrite.
3. Choose *Extract*. The game then displays all teams in your chosen league file.
4. Select your team.

Updating League Files

If you are acting as commissioner of an online or play-by-mail league, it will be your responsibility to collect the updated team files each week from your participants and use *Remote League Data* to create the new league file. Follow this procedure once you have received all files for a given week on your schedule:

1. Choose *Remote League Data* from the General Manager Utility menu. The program asks you to choose a league file.
2. Select the league file you want to update (A-D). The program then asks if you want to Extract or Overwrite.
3. Choose *Overwrite*. The game then displays all teams in your chosen league file.
4. Select a team.
5. Repeat the steps in this procedure to update all teams in your league.

Team Editor

Your copy of *All-American College Football* comes with a full-featured Team Editor module that you can use to edit or create your favorite teams.

The Team Editor supports full rosters and allows you to assign different players to different offensive and defensive formations just like college coaches do when preparing for Saturday's game! You can also print the team file, roster assignments and player ratings from the Team Editor's Print menu.

How Stats Affect Performance

The team files that come with *All-American College Football* represent the actual performance of each player during the respective season.

The season's accumulated statistics for running backs, quarterbacks, receivers, kickers and punt/kick returners are used to predict player performance. For example, if a halfback averaged 3.5 yards per carry and ran the ball 15 times per game, he will perform to those limits over the course of the game (given a favorable defense).

If, however, your opponent frequently calls a run defense keyed on the halfback, or you decide to run the halfback more times than his historical season average, his performance will diminish considerably.

The linemen ratings are based on a combination of team and individual statistics. The ratings for defensive linemen, for instance, are based on the team's yards per rush average, the player's number of sacks, and expert evaluation of individual player performance.

Accessing the Team Editor

Choose *Team Editor* from the General Manager menu to enter the Team Editor module. The program initially asks if you want to create a new team file or edit an existing one. If you choose to edit an existing file, you must then choose the team and year. If you choose to create a new file, you must choose a team and input a year. You are prohibited from overwriting an existing team file when using the Create option.

NOTE: You can switch between creating and editing at any time by making the proper selection from the Team Editor's File menu.

Editing/Adding a Team

Use the procedure beginning on the following page to edit an existing team. The steps are the same for adding a team, except that you must add, not change the data.

Editing an Existing Team

1. Once a team file is loaded, choose the type of players you want to edit from the Category menu. The existing players for that position appear, and the first player on the list is highlighted.
2. Highlight the player you want to edit and press <ENTER>. The cursor becomes active in the Name field at the bottom of the screen.

NOTE: If you want to add a new player to this category, select an empty position and press <ENTER>.

3. Type any new stats in the Data Editor fields, pressing <ENTER> to move among fields.
4. When finished editing a player, press <ENTER> until the cursor moves through all stats fields and displays the next player on the list. This updates all changed fields.

5. To work with a different player type, choose a new category of players from the Category menu, or press <TAB> to cycle through each type.

6. Repeat steps 1-5 until you are finished updating your team file.

7. Press <F4> or choose Save from the File menu to save your changes. If you try to exit without saving, the Team Editor asks if you want to save your changes before quitting.

NOTE: All rushing categories contain one assumed decimal place. For example, a YPR of 34 is actually 3.4.

Editing Team Rosters

Use the following procedure to edit team starters for each available formation.

1. Once a team file is loaded, choose *Starters* from the Options menu. A menu appears, listing the formations you can edit.

2. Select the formation you want to edit. A list of current starters appears, with their position, rush rating and pass rating listed to the right of their names.

NOTE: The rush and pass ratings are relative to the players position. For example, a defensive back is rated as to how well he plays against the run and pass, while a running back is rated on how well he runs and receives.

3. Select the player you want to remove from the lormation. A list of players for that position appears, along with their rush and pass ratings.

NOTE: If you made the wrong formation choice, select Don't *Substitute* to return to the Formation menu.

4. Select the new player. He is inserted into the lineup and the Formation menu reappears.

5. Repeat steps 2-4 to edit more formations. When finished, choose Save from the File menu or press <F4> to save your changes. Choose Exit to return to the Team Editor.

Printing From Team Editor

You can print three different reports from the Team Editor Print menu:

Print Team-A listing of all players, their historical statistics, and their rush/pass ratings (if applicable).

Print Formation-A report of the players that make up each offensive and defensive formation, including their rush/pass ratings and position.

Print Ratings-A listing of each player on the team, sorted by position, that includes his rush and pass ratings.

League Leaders

Besides accumulating statistics for the Stats Keeper module, *All-American College Football* also tracks league leaders throughout the season. You can use these reports as a valuable scouting tool, or to follow your favorite players as they fight their way to the top!

Entering leaders

Select *League Leaders* from the General Manager menu. Before you can display any statistics, the module asks you what league file to open. Select a league, or choose Cancel to exit back to the General Manager menu.

Viewing and Printing leaders

You can either view or print the league leaders. To view leaders, simply select the category you want to display from the View pull-down menu. To print leaders, make a selection from Print pull-down menu. You can change leagues from the File menu.

You have the choice of printing either to disk or to the printer.

If you print to disk, a dialog box appears, showing the file name created. Select OK to write the file to disk. The file is written to the main All-American College Football directory (i.e., C:\ACF95).

Some printed reports combine more than one View category. Refer to the chart on the following page to learn what information is printed on what reports.

View/Print Cross Reference

Report Name-view Categories Reported

Passing-Passing leaders only

Run/Receiving-Rushing leaders,
Receiving leaders

Special Teams-Kick Returners, Punt
Returners, Kicking, Punting

Individual Defense-Individual Def. only

Teams Stats-Team Offense, Team
Defense, Team Misc.

League Leaders-The top ten leaders for
each category

The Help Menu

Player stats won't appear in the League
Leaders reports unless they meet the pro-
grams qualifications. You can view these
thresholds from the Help menu.

Stats Keeper

At the heart of *All-American College Football* is a sophisticated statistics tracking and reporting program that keeps tabs on all league and exhibition game activity. Since the key to winning football games is knowing your opponent's strengths and weaknesses, the Stats Keeper is an invaluable tool to use in preparing for war on the gridiron!

Entering Stats Keeper

Choose *Stats Keeper* from the General Manager menu. The program appears, with the stats from the last complete game on the screen.

NOTE: The Stats Keeper also appears after each completed game if you turned Game Summary to On when on the Game Setup screen.

Viewing and Printing Statistics

You can either view or print the statistics tracked by Stats Keeper. To view statistics, simply select a pull-down menu and choose the stats you want to display. To print statistics, select the Print choice in each pull-down menu.

You have the choice of printing either to disk or to the printer. If you print to disk, a dialog box appears showing the file name created. Select OK to write the file to disk. The file is written to the main *All-American College football* directory (i.e., C:\ACF95).

Stats Keeper Menus

The following sections describe each Stats Keeper menu:

File

This is where you change league files within Stats Keeper. Select *League* to load a different league file. Choose *Exit* to quit Stats Keeper and return to the General Manager menu.

Game

This menu has selections that summarize the numbers from the most recently played game. The Offense selection displays offensive statistics, including:

- Team totals
- Scores by quarter
- Passing, rushing, and receiving statistics

The Defense section shows the following defensive statistics:

- Kick and punt returns
- Tackles, sacks, and interceptions
- Kicking and punting statistics

Drive Summary

Select View from the Drive menu to list the number of plays, yards gained, time of possession, result, and score for each of the game's possessions. The report is grouped by quarter. This screen also displays team summaries in categories such as number of first downs, number of fumbles, passing plays/yards, rushing plays/yards, etc.

Records

The Records menu includes stats reports for individual, team, offensive, and defensive league records. There are 67 categories in all. Each listing shows the record, the game in which it was set, and the team that set the record. Individual records also show the player who set the mark. Select the respective menu choice to display these records.

If you want to view the criteria used for including a player or team in the record book, choose *Qualifications*. Select Clear only if you want to wipe out all the league records.

HINT: Choose Clear at *the end of the regular season to track separate records for bowl games*.

Season

To view season stats, you must first select a team and year. To choose a team, select *Load Team*.

Once you have selected a team and year, select the function you want under the Season menu. Offense displays team offensive statistics, while Defense shows team defensive stats and game scores. Select *Clear* only if you want to wipe out the season stats for the selected team.

HINT: Choose Clear *at the end of the regular season to track separate statistics or bowl games*.

MVP

As the name suggests, *All-American College Football* has an MVP program that selects the Nation's Most Outstanding College Football Player. Votes are calculated based on player performance, and the totals **are sorted** out to see who wins this coveted award.

Top 20

As the name suggests, *All-American College Football* has a Coaches' Poll to determine the National Champion. Votes are compiled and calculated based on win/loss record and schedule strength. If a team is undefeated playing an easy schedule, there is a chance they will not win the crown. The "Pollsters" look at more than the win/loss columns to decide this National Championship.

Glossary of Terms

This glossary is designed to both define the terms used in All-American College Football, and offer some tips on how to best utilize the tactics they describe. To help you find the definitions you need, the terms are grouped by function. Any codes next to the definitions represent the corresponding code in the Call Preset Play screens and enclosed Play Cards.

Defensive Formations

The formation of your players is the starting point of any play. There are six defensive formations supported in All-American College Football, each designed to stop a particular offensive set.

3-4

The 3-4 is a traditional formation with three down linemen and four linebackers (a down lineman is a defensive player who positions himself on the line of scrimmage and starts the play in a three or four-point stance). It is a good read formation because the linebackers have time to react to the play. It also allows decent short pass coverage because of the extra linebacker.

4-3

A 4-3 formation is a flip-flop of the 3-4. You have four down linemen and three linebackers. It's also a basic set, but better **against** the run.

5-2

Add another lineman to the mix, subtract a linebacker, and you have the 5-2. This formation is stacked against the run, and can be a gamble in passing situations.

7-4

The 7-4, also known as goal line defense, is best for stuffing the run. Don't use it in the open field, however, or you're liable to be burned by a deep pass. This formation has two linebackers, seven down linemen and two defensive backs. Reserve the 7-4 for use within your own five yard line.

Nickel

Traditionally used in 3rd down-and-long situations, the nickel package removes a linebacker from the 3-4 and adds a defensive back.

Dime

The dime formation has six defensive backs, and is used when you know the other team is going deep. Use the dime package to prevent deep passes if you're leading late in the game.

Defensive Strategies

Once you set your alignment, you have to tell your team how to play their positions. The following terms describe the defensive strategies you can use in All-American College Football

Linemen and Linebackers

The following terms apply to your linemen and linebackers:

Alignment

Choosing an alignment determines how your defensive linemen will space themselves on the line before the snap. Choose the alignment style best suited to stopping the type of play you think your opponent will call. The alignment choices are listed below:

Tight-Best for stopping inside running plays like dives and draw plays.

Spread-Best for stopping outside running plays like slants and sweeps.

Head Up-A conservative, helmet-on-helmet alignment.

Kay Runner

Predicting what player will carry the ball is another key to a successful run defense. You can have your defense key on:

The halfback (code A)

The fullback (code B)

If you choose to key on the quarterback, you are essentially calling a no-key defense.

Line Strength

The strength code allows you to anticipate in what direction the ball carrier will run. The choices are:

Strong (code 4)-The ball carrier will run to the side of the offensive line where the tight end is located.

Middle (code 5)-The ball carrier will run up the middle.

Weak (code 6)-The ball carrier will run to the side of the offensive line opposite the tight end.

Pursuit

Is your opponent going to run a quick-hitter or a slow-developing counter play? You predict how fast the play will develop by setting the pursuit code:

Quick (code 1)-You're expecting a quick-hitter.

Medium (code 2)-You're playing it safe.

Slow (code 3)-You're anticipating a slow-developing play.

Stunts

Stunts are fancy footwork executed by defensive ends and tackles to confuse the offense. The twisting stunts are often used by teams with under-powered defensive lines as a way to equalize the competition. There are four types of stunts:

Blast-The tackle and defensive end try to plow through the line as quickly as possible.

Twist Weak-The tackle and defensive end furthest from the offensive tight end quickly switch positions when the ball is snapped.

Twist Strong-The tackle and defensive end opposite the tight end switch positions when the ball is snapped.

Twist Both-Both tackles and defensive ends switch when the ball is snapped.

Defensive Secondary

These terms apply to techniques employed by the defensive secondary:

Coverage/Zone Type

The coverage selection tells your defensive backs how to play the receivers. There are four different ways to align your defensive secondary.

Man-to-Man- Each defensive player is matched with a corresponding eligible receiver.

Under Zone-The secondary covers the area 5-10 yards behind the line of scrimmage. This is also called a Short Zone.

Over Zone-The secondary covers the area 10-15 yards behind the line of scrimmage. This is also called a Medium Zone.

Deep Zone-The secondary covers the area 15+ yards behind the line of scrimmage.

Man to Man

Man-to-man coverage is good if your secondary is highly skilled, but is more risky because the receiver only has to beat one man to make the play. Zone coverage is more conservative, and is more effective when the pass is deep because the secondary has more time to adjust to the quarterback's throw.

Coverage Technique

You also must tell your secondary how close to cover their receivers. The options are:

Tight (**code 1**)-Best for defending simple routes. Tight coverage increases your chance of getting an interception, but also increases the chances that the receiver will turn a short pass into a long gain.

Medium (code 2)-This is a conservative coverage which gives no real advantages or disadvantages.

Loose (**code 3**)-Best for defending complex pass routes where the receiver is making two or three direction changes.

Route Defense

Your defensive backs can attempt to defend inside passing routes or outside passing routes. It's nearly impossible to do both.

Double Team

You have the option of double-teaming an opposing receiver. If you do this, you are making it harder for him to catch a pass, but possibly leaving another receiver open (or at least in loose single coverage). You may double-team any of the following players:

- . Split End (code X)
- . Tight End (code Y)
- . Flanker (code Z)

Blitz

~~The blitz is a risky play~~ where you send one or more linebackers or a defensive back toward the quarterback. This weakens the pass coverage, but can lead to a sack or hurried throw. There are three types Of blitz plays:

5-man blitz-sends 1 linebacker

6-man blitz--Sends 2 linebackers

7-man blitz-sends 2 linebackers and a defensive back

The more backs you send toward the QB, the riskier the play becomes, on both sides Of the ball!

Offensive Formations

These offensive formations tell your players where to line up before the play is called. As with defensive formations, each is designed to be effective with different play types. The six offensive formations are as follows:

Pro Set

The Pro Set is the stock formation for most NFL teams. It has two running backs split behind the QB, two receivers, and one tight end. The Pro Set is effective for both running and passing plays, but is not optimized for either one.

1Formation

This is another traditional scheme, with two running backs, two receivers, and one tight end. Unlike the Pro Set, the backs line up directly behind the quarterback (which forms an 'I' pattern).

Run & Shoot

Made famous recently by the Detroit Lions and the Houston Oilers of the NFL, this formation uses four wide receivers and only one running back. There is no tight end.

White the Pro Set and 1 formations operate under the notion that it is best to set up the pass with a strong running game, the Run & Shoot is designed to set up the run by opening up the game with frequent passes. It is primarily a pass formation, but can be effective for running plays once the defense is lulled into keying on the pass.

3-Wide

This lormation replaces the tight end with another wide receiver. There are two running backs. Since the tight end is frequently used as a lead blocker on running plays, this formation sacrifices the run for more passing firepower.

This is a good play to run if you have a quick receiver. A quick defense can be easily tricked by a well-executed reverse.

QB Bootleg

As the name suggests, this play is run to the outside by the quarterback. The play starts by both running backs moving one direction. The QB may fake a handoff before running around the opposite end of the offensive line.

Since the quarterback is not a primary ball carrier, this play is best used sparingly throughout the game. It can succeed, however, against quick tight defenses. Your QB is sure to be stuffed against a medium or slow spread defense.

counter Plays

Any running play save the QB Bootleg and Reverse can be run as a counter play. During a counter, the offensive line and primary blockers move one way while the ball carrier runs in the opposite direction. This serves to confuse the defense, and catch quick-reacting players off guard.

Counters work best against quick defenses. Slow defenses, however, are designed to stop counter plays, so don't be alarmed if the other team is ready to thwart your counter.

Offense Strategies: Pass Offense

Today's high-powered offenses rely on the pass as much as the run, so you'd better be prepared to throw the ball down field. If you aren't ready, you'll run the risk of being blown out before the first half is over!

The first few definitions in this section explain the components of a pass play, the type of drop-back, the receiver, the pattern, and the distance while the remainder discusses each play in detail.

Dmp Back Type

There are four different ways the quarterback can start a pass play.

Each is designed to exploit different defenses. The drop-back types are as follows:

Straight Drop (code 6)—The quarterback takes the ball from center and drops 5-7 steps straight back before setting up for the pass. This is the traditional setup for most passing plays. If the line holds, the straight drop gives the QB time to survey the defense and his receivers before throwing the ball.

Play Action (code 7)—The quarterback takes the ball from center, but fakes a hand-off to a running back as he drops back into pass position. Effective play-action quarterbacks hide the ball behind their thigh after faking the hand-off, further confusing the defense.

NOTE: A well-executed play-action pass should cause the linebacker to run forward to stop the run. This opens up the middle of the field for a high-percentage short or medium pass.

Roll Out (code 8)—This type of pass gives a mobile quarterback running room to either meet his receiver on one side of the field, or improvise a passing play. It's good if your offensive line is weak, because it allows the QB to free-lance in the backfield and make his own play.

NOTE: Throwing on the run is more difficult than passing from a set position, so what you gain in creativity you lose in pass percentages. Still, if the QB is has both an accurate arm and good mobility, he can use the roll-out drop to his advantage.

Shotgun (code 9)—This style, made famous by Roger Staubach and the Dallas Cowboys, allows the quarterback to get into passing position much more quickly than any other drop-back style. The quarterback lines up 5-7 steps behind the center, who snaps the ball to him to start the play.

NOTE: Shotgun formation is used to thwart a good pass rush or blitz. In these situations, the quicker the quarterback can get the ball, the sooner he can get rid of it and avoid a sack. Passes out of the shotgun formation are generally less accurate than those from a traditional 7-step drop due to the hurried nature of the play.

Receivers

Once you've decided on a drop-back style, you must choose your receiver. Receivers are represented by two different codes in All-American College Football, a letter and a number. The following summarizes the eligible receivers and their respective codes:

Halfback (code A, 4)-A halfback who can catch the ball is a real asset to any football team. It is rare, however, that any running back can catch as well as a full-time receiver. Keep this in mind when scouting your team and, ultimately, when deciding on a receiver.

Fullback (code B, 5)-Same as halfback.

Tight End (code Y, 7)-The tight end on most football teams is built like a small lineman or big receiver, primarily because he does a lot of blocking. Due to their size, they are often slower than the other receivers, but harder to tackle.

Split End (code X, 8)-The split end is a wide receiver who lines up on the left side of the line. He and the flanker are the key receivers in any pass offense. They combine speed with excellent pass-catching ability to pose a threat anywhere on the field.

Flanker (code Y, 9)-The flanker is a wide receiver who lines up on the right side of the offensive line.

W-Back (code W, 6)-A fullback in the run-and-shoot formation who lines up in the slot. He is essentially an additional flanker.

Pass Routes

Pass routes are designed to shake the receiver free of his defender so he can make the catch. The more moves a receiver makes, the higher probability he will be open to catch the ball. However, more moves take more time. The more time the QB is waiting for his receiver to get open, the more likely he will be sacked. Weigh these factors carefully before making a decision.

The pass routes available in *All-American College Football* are summarized below:

F/are-Similar to the swing pass, but the halfback or fullback is running more toward the sideline when the pass is thrown.

Hitch-When a hitch pattern is run, the receiver runs past the line of scrimmage but underneath the linebackers. He then cuts left or right toward midfield to receive the pass.

Drag-This is when the receiver (usually a running back) runs under the linebackers and then cuts across the field. It is always a short pass.

Screen-The screen pass is designed to fake the defense into running past the receiver toward the quarterback. When he's about to be sacked, the QB flips the ball across the field to an open receiver (usually a halfback or fullback) who has a wall of blockers in position to knock down any would-be tacklers.

Seam-The seam is a straight pass pattern where the receiver tries to find a gap (or seam) between the defensive backs. It is a short one move pass.

Slant-A slant is thrown to a receiver cutting across the field diagonally toward the opposite sideline.

Out-This type of pass is thrown toward the sideline, usually so the receiver can get out of bounds quickly to stop the clock late in the game. The receiver runs upfield, changes direction, and then sprints toward the near sideline to meet the ball. Exact timing is crucial to this play's success.

Curl-A curl pass is thrown right at the receiver's back. At the last minute the receiver turns around to meet the ball. He should not have to run back toward the QB to catch the ball.

Comeback-The comeback pass is thrown beneath the receiver. He sprints upfield then quickly stops and runs back to meet the ball. If executed well, the receiver will be able to shield the ball from the defender and make an easy catch.

Cross-The receiver runs upfield and then abruptly cuts 90 degrees toward midfield to meet the pass. Crossing patterns leave the receiver open to vicious hits by the defense, so they are often run by the tight end.

Flag-When a receiver runs a flag pattern he starts toward the center of the field and then cuts toward the left or right corner of the end zone. It is the opposite of a Post pattern.

Post- A post pattern starts on the sideline and breaks toward the goal post. The QB throws the ball toward the center of the field, and the receiver must time his stride to meet the ball where it has been thrown.

Streak-A streak is thrown over the shoulder of the receiver as he sprints forward toward the end zone. It is very difficult to execute, but when complete, can result in a big gain.

Out and Up-This pattern is designed to fool the defender into stopping short to defend an out pattern. After laking to the outside, the receiver streaks downfield. This is another complex pass that is hard to complete, but has a major pay-off if successful.

Play Calling Codes

Note: You can print play diagrams for all plays listed from the General Manager's menu.

O f f -
low to call plays
You must input four characters when calling plays:

1st digit-Formation Code (1-6, see formations below)

2nd and 3rd digits- Play Number (01-99), see plays below

4th digit-Time Out Code (0=No T.O., 1=T.O.)

Example: 1011

1 =Pro Set, 01 =Play # 1 =T.O

Formation Codes

These are the formation codes and corresponding formations available for offensive plays:

1=Pro Set

2=1 Formation

3=Run & Shoot

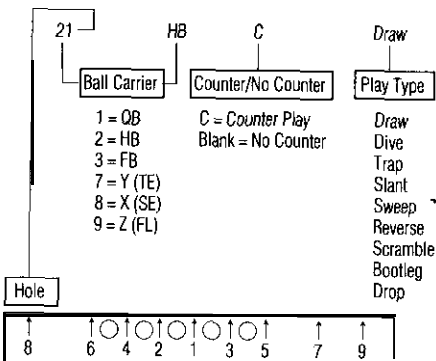
4=Wishbone

5=Short yardage

6=3 Wide

How to Read Running Plays

The running plays listed below can be read in the following manner:



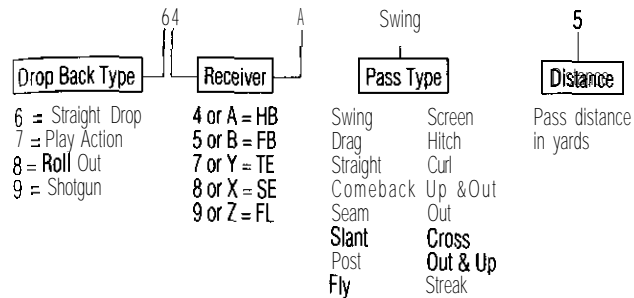
Running Plays: Offense

01)	21	HB	C	Draw
02)	22	HB	C	Dive
03)	23	HB	C	Dive
04)	24	H B	C	Trap
05)	25	HB	C	Trap
06)	26	H B	C	Slant
07)	27	HB	C	Slant
08)	28	HB	C	Sweep
09)	29	HB	C	Sweep
10)	21	HB		Draw
11)	22	H B		Dive
12)	23	HB		Dive
13)	24	HB		Trap
14)	25	HB		Trap
15)	26	H B		Slant
16)	27	HB		Slant
17)	28	H B		sweep
18)	29	H E		Sweep
19)	31	FB	C	Draw
20)	32	FB	C	Dive
21)	33	FB	C	Dive
22)	34	FB	C	Trap

23)	35	FB	C	Trap
24)	36	FB	C	Slant
25)	37	FB	C	Slant
26)	38	FB	C	Sweep
27)	39	FB	C	sweep
28)	31	FB		Draw
29)	32	FB		Dive
30)	33	FB		Dive
31)	34	FB		Trap
32)	35	FB		Trap
33)	36	FB		Slant
34)	37	FB		Sweep
35)	38	FB		Sweep
36)	39	FB		Sweep
37)	76	Y		Reverse
38)	89	X		Reverse
39)	96	Z		Reverse
40)	11	QB		Draw
41)	12	QB		Scramble
42)	18	QB		Bootleg
43)	19	QB		Bootleg
44)	10	QB		Drop

How to Read Passing Plays

The passing plays listed below can be read in the following manner:



Passing Plays: Offense

45)	64	A	Flare	5	55)	65	B	Drag	4
46)	64	A	Screen	-5	56)	95	B	Hitch	6
47)	84	A	Drag	5	57)	65	B	Seam	11
48)	94	A	Hitch	7	58)	75	B	Curl	12
49)	64	A	Seam	12	59)	85	B	Comeback	15
50)	64	A	Curl	12	60)	65	B	Streak	2 6
51)	64	A	Comeback	15	61)	75	x	Screen	-1
52)	64	A	Streak	24	62)	68	X	Seam	7
53)	65	B	Flare	4	63)	68	X	Out	9
54)	65	B	screen	-4	64)	68	X	Slant	11

65)	88	X	Cross	13
66)	68	X	Comeback	15
67)	76	X	Comeback	17
68)	98	X	Streak	20
69)	68	X	Curl	23
70)	68	X	Post	30
71)	78	X	Out & up	33
72)	66	X	Streak	45
73)	77	Y	Screen	-1
74)	67	Y	Seam	7
75)	67	Y	Hitch	7
76)	97	Y	Out	7
77)	67	Y	Out	9
78)	97	Y	Cross	11
79)	a7	Y	Comeback	13
80)	67	Y	Streak	15
81)	77	Y	Post	17
82)	67	Y	Streak	25
83)	79	Z	Screen	-1
84)	69	Z	Seam	7
85)	99	Z	Seam	9
86)	89	Z	Out	9
87)	69	Z	Curl	12

88)	79	z	Cross	13
89)	99	z	Comeback	15
90)	89	z	Comeback	17
91)	69	Z	Streak	20
92)	69	Z	Post	29
93)	79	Z	Out&Up	31
94)	69	Z	Streak	45

Special Teams: Offense
All kickoff plays (95-99) are handled by
play calling buttons.

95)	Normal
96)	Squib
97)	Onside
98)	Punt
99)	Field Goal

Defense

How to call plays

You must input four characters when calling plays:

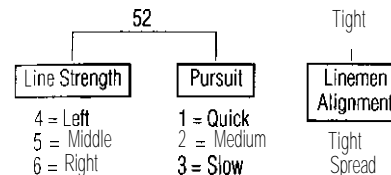
1st digit-Formation Code (1-6, see formations below)

2nd and 3rd digits-Play Number (01-99), see plays below

4th digit-Time Out Code (0=No T.O., 1=T.O.)

Example: 1011

1=3-4,01 =Play #, 1 =T.O.



Formation Codes

These are the formation codes and corresponding formations available for defensive plays:

1=3-4

2=4-3

3=5-2

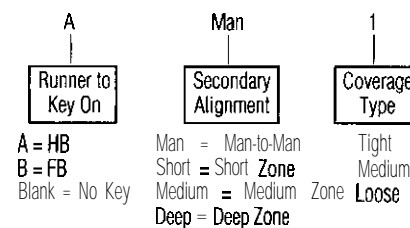
4=7-4

5=Nickel

6=Dime

How to Read Running Plays

The running plays listed below can be read in the following manner:



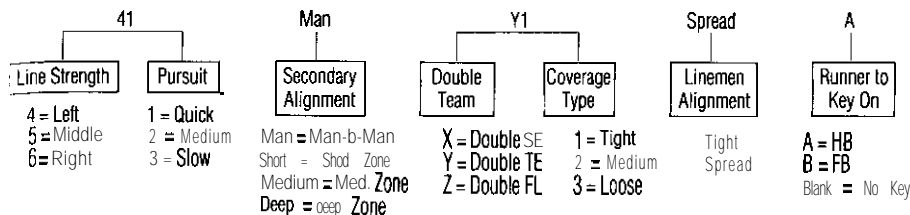
Running Plays: Defense

01)	52	Tight	A	Man	1
02)	53	Tight	A	Man	1
03)	63	Tight	A	Short	1
04)	42	Tight	A	Medium	2
05)	43	Tight	A	Deep	3
06)	63	Tight	A	Man	2
07)	42	Spread	A	Man	1
08)	43	Spread	A	Man	1
09)	42	Spread	A	Short	1
10)	42	Spread	A	Medium	2
11)	42	Spread	A	Deep	3
12)	51	Tight	A	Man	1
13)	51	Tight	A	Short	1
14)	51	Tight	A	Medium	2
15)	61	Tight	A	Deep	3
16)	51	Tight	A	Man	2
17)	41	Spread	A	Man	1
18)	41	Spread	A	Short	1
19)	41	Spread	A	Medium	2
20)	61	Spread	A	Deep	3
21)	52	Tight	B	Man	1
22)	52	Tight	B	Short	1

23)	63	Tight	B	Medium	2
24)	52	Tight	B	Deep	3
25)	52	Tight	B	Man	2
26)	42	Spread	B	Man	1
27)	42	Spread	B	Short	1
28)	42	Spread	B	Medium	2
29)	42	Spread	B	Deep	3
30)	51	Tight	B	Man	1
31)	51	Tight	B	Short	1
32)	61	Tight	El	Medium	2
33)	51	Tight	B	Deep	3
34)	51	Tight	B	Man	2
35)	61	Spread	B	Man	1
36)	41	Spread	B	Short	1
37)	41	Spread	B	Medium	2
38)	41	Spread	B	Deep	3
39)	51	Tight		Man	1
40)	51	Tight		Short	1
41)	61	Tight		Medium	2
42)	51	Tight		Deep	3
43)	41	Spread		Man	1
44)	61	Spread		Short	1
45)	41	Spread		Medium	2
46)	62	Spread		Deep	3

How to Read Passing Plays

The passing plays listed below can be read in the following manner:



Passing Plays: Defense

47)	41	Man	1	Tight	A
48)	41	Man	2	Spread	A
49)	41	Man	1	Spread	B
50)	41	Man	2	Tight	B
51)	63	Man	2	Spread	
52)	51	Man	X1	Spread	
53)	41	Short	x2	Spread	
54)	41	Man	Y1	Tight	
55)	51	Short	Y2	Spread	
56)	42	Short	Y2	Spread	
57)	41	Short	Y2	Spread	
58)	61	Man	Z1	Spread	B

59)	41	Short	Z2	Tight	
60)	61	Medium	1	Spread	A
61)	52	Medium	1	Spread	A
62)	43	Man	X1	Spread	A
63)	51	Medium	X2	Spread	
64)	81	Medium	X2	Spread	A
65)	63	Medium	X2	Spread	A
66)	41	Medium	X2	Spread	B
67)	41	Man	Y1	Spread	B
68)	53	Medium	Y2	Spread	B
69)	63	Medium	Y2	Spread	A
70)	41	Man	Z1	Spread	A
71)	51	Medium	Z2	Spread	A

72)	41	Medium	Z2	Spread	B
73)	63	Medium	Z2	Spread	8
74)	41	Deep	X2	Spread	A
75)	41	Deep	X1	Spread	A
76)	41	Deep	x3	Spread	B
77)	41	Deep	Y1	Spread	B
78)	51	Deep	Y1	Spread	B
79)	61	Deep	Y1	Spread	B
80)	41	Deep	Z1	Spread	A
81)	61	Deep	Z1	Spread	
82)	51	Deep	Z2	Spread	
83)	41	Deep	Z3	Spread	
84)	61	Deep	Z3	Spread	

Blitzes: Defense

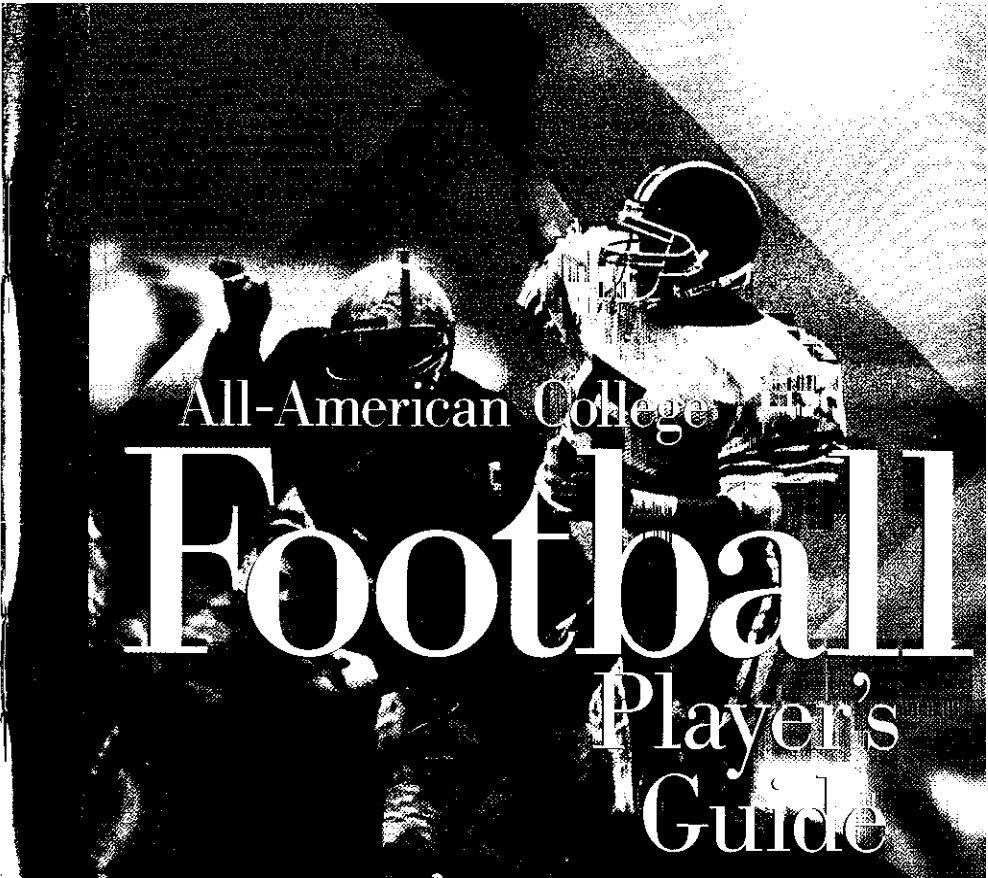
85)	41	Blitz (5)	1	Spread
86)	51	Blitz (5)	2	Tight
87)	51	Blitz (5)	2	Head Up
88)	61	Blitz (5)	2	Spread
89)	41	Blitz (6)	2	Spread
90)	51	Blitz (6)	3	Tight
91)	61	Blitz (6)	2	Spread
92)	41	Blitz (7)	2	Spread
93)	51	Blitz (7)	1	Tight
94)	61	Blitz (7)	2	Spread

Note: The number in parentheses indicates the number of players blitzing.

Special Teams: Defense

All kickoff plays (95-99) are handled by play calling buttons.

95)	Normal
96)	Squib
97)	Onside
98)	Punt Return
99)	Kick Block



All-American College Football Player's Guide