

PRO FOOTBALL
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You are watching your favorite team on a Sunday afternoon and as usual the coach makes a call that anyone can see is completely stupid. You know that if you were the coach that you could have called the right play. Well now is your chance to prove it. PRO FOOTBALL is not your average computer football game. The game provides you with a choice of 27 actual pro plays. The results of the plays that you call are compiled from scores of actual pro games played from 1983 through the present. For example, if you call a screen to the fullback and the defense calls a blitz, the computer will read both files and calculate the results. If the play was intercepted once in 20 times in the pros then it will be the same in the game. If it was incomplete against that defense 10 times out of 30 then the results will be the same here. If a pro team called the same plays that you call in a game then the average results will be the same. Since we are dealing with averages you must remember that you have an average team, not the Bears. The outcome of the game is dependant on your coaching and play calling. There is no one to blame but yourself if you make a bad call. Soon you will find that you no longer criticize pro coaches nearly as much as you used to. Good luck and have fun.

Note: Loading time is approx. 5 minutes.

Pro Football VERSION 1.0

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OPERATING INSTRUCTIONS

Insert the Pro Football Strategy media into Disk/Tape Drive # 1 and pull the computer reset switch. After the program is loaded you will get the game option screen .

- 1 HUMAN VS HUMAN
- 2 HUMAN VS COMPUTER
- 3 COMPUTER VS COMPUTER

Use your left joystick to select one of the options. You will then see the following.

- 1 SHORT GAME - 1 HOUR
- 2 LONG GAME - WHO KNOWS

Selecting option # 1 will start a game that will take between 45 minutes to 1 hour. The second option will simulate an actual game and the time will depend on the types of plays entered.

From there you will go to the coin flip. The call is made by the blue team since he is the visitor. If the blue team is a human then he will use the right joystick. If the computer is your opponent then he will make the call without your help.

The winner of the toss receives the kick . The ball will be kicked from the 35 yard line going right to left. The receiver will run from left to right. NOTICE THAT THE OFFENSE ALWAYS MOVES FROM LEFT TO RIGHT. The offense will always be lined up to the left of the ball. If there is a turnover then the field will be reversed so that the offense will be to the left of the ball.

Once the kickoff is complete and the return is made, you will be taken to the OFFENSIVE PLAY SELECTION screen. To the left of the screen you will find 9 passing plays. To the right you will find 9 running plays. The passing plays are listed as follows. *+number=play. To insert a passing play you press the * on the keypad , wait for the INPUT NUMBER NOW prompt and then input the number of the pass play that you have selected. Running plays are listed, #+number=play. To select a running play, press the # sign and wait for the INPUT NUMBER NOW prompt and then input the number of the play that you have selected.
If you are not sure which play to select then you can press the 0 key and ADAM will select a play for you.

Pressing the * and then the # will cause the computer to attempt a field goal. If the attempt is not good then the ball will return to the line of scrimmage and control will convert to your opponent.

Pressing the # and the * will cause the computer to punt the ball. The defense gets no selection when you enter either a punt or a field goal. You should not allow the computer to select a play for you if it is fourth down. He will often gamble on short yardage. He will not attempt long field goals no matter what the score so you should make the important decisions yourself.

Once the offensive player has made his decision, it will bring up the DEFENSIVE PLAY SELECTION menu. You will be offered 9 defenses + the computer option. If you are playing against the computer then his screens will flash by as he doesn't need much time to decide. You need only enter the number of the defense that you have chosen.

The menus will always tell you which player is picking. The left joystick is for the RED team. The right is for the BLUE team or the computer if you are playing alone. The RED team is the HOME team on the scoreboard. Once the plays have been selected, the disk will spin as the computer reads the data. The data is a compilation of actual yards and results from actual pro games. The computer will compare the offensive play with the defensive play and make a decision on the result of the play. THE DISK MUST REMAIN IN THE DRIVE AT ALL TIMES.

Once the result of the play has been determined, the field and scoreboard will be displayed. The ball will appear on the line of scrimmage. The two white markers will mark the original line of scrimmage and the yardage needed for a first down. The black marker will represent the present position of the ball. Once the whistle sounds, the ball will move in the appropriate direction. When the whistle sounds again, the play is over.

The scoreboard is the key to keeping up with all that is going on. It displays the scores of both teams as well as all of the vital statistics. It will display the quarter that you are in. You should keep in mind that at the end of the half, you will lose control of the ball and the loser of the toss will receive at the beginning of the second half. The time will be displayed. The time shown reflects the time left in the quarter. There are 4 quarters to a game. In the short game the clock should be watched closely as time flies. The down is displayed. There are 4 downs before you lose control. If you gain 10 yards before 4 downs are used then the count return to 1. The yards to go are displayed. This number represents the yards necessary to get a first down.

The most important feature of the scoreboard is the message text at the bottom of the screen. AT THE BEGINNING OF EACH PLAY, THE RESULT OF THE PLAY WILL BE DISPLAYED. In other words, if there is a fumble on the play then it will say so at the bottom of the screen. Fumbles, interceptions, touchdowns, PATDs, incompletions etc. will all be displayed. The yardage will not be displayed so you will have to watch the ball to see how much yardage was gained or lost. Since you are the coach and not the player you will soon find out how frustrating it is to watch from the sideline and make the decisions.

HINTS

The strong side is the right side of the offense. The weak side is the left. The strong side has one more blocker and receiver than the weak side. After both sides have chosen a play, the computer will tell both of you what the other has chosen. You should be able to tell what the probable result of the play will be. If you run or throw to the weak side and the defense double covers the strong side then the chances are good for a completion.

If the defender double covers the receivers, then a run up the middle will be effective.

You should not become predictable as there is a defense for every offense and vice versa.

On defense, the blitz is an excellent play but if it is beaten then it can be a disaster. If your opponent blitzes often, then you can run a draw or a fold to burn him for big gains.

If your opponent has a third or fourth and long situation then you should try the NICKLE PREVENT defense. This will not allow him to gain big yardage.

Memorize the plays by reading the description that is given after the plays are entered. Gamble on first down. Do what your favorite coach would do. You will find that they can be mastered if you take time to analyze the results of one play against another.

The next section gives you a short description of the plays and gives some tips about them.

PRO FOOTBALL STRATEGY PLAYBOOK FOR OFFENSE

PASS 83-X HOOK

The quarterback drops into the pocket and fakes to the right. The left wide receiver goes out 10 yards and hooks back 2 yards. The ball meets the receiver as he turns. This is a good play to run if your opponent blitzes or if you only need a few yards.

PASS 84-Z SQUARE OUT

The quarterback drops into the pocket and waits. The right wide receiver goes out 5 yards and cuts sharply to the sideline. The ball is supposed to meet him at the sideline. This play is designed to get a few quick yards.
PASS 50 QUICK OUT

The left receiver goes out 3 yards and cuts left. The quarterback throws as soon as he takes the snap. This is supposed to catch the defense by surprise. It is up to the receiver to run for additional yardage.
PASS X SCREEN LEFT

The quarterback fakes a handoff to the fullback and all receivers go deep except for the left wide receiver. The left guard and tackle pull in front of the receiver and the QB lobs the ball to him. This play can break for big yards if the defense is caught in the rush.

PASS MIDDLE FLOOD

The quarterback rolls out to the left and fakes to the left receiver who is far downfield. The halfback, tight end and right wide receiver all go out 10 to 15 yards and flood the middle of the field. The QB throws to whomever is open.

PASS FULLBACK SCREEN RIGHT

The entire offensive line allows the defense to pass them and then they block for the fullback on the right side as the QB lobs the ball to him. If the QB is not killed then this can be a big play. If the blitz is on then this can be dangerous

PASS HALFBACK OPTION RIGHT

The quarterback drops back and hands to the halfback. The halfback and the line roll to the right and fake a sweep. The right receiver runs downfield and tries to get open. If he succeeds then the halfback will throw to him. If he is covered then the halfback will tuck the ball away and run. This play is a boom or bust play and should be used as a surprise play.

PASS 24 B DELAY

The quarterback rolls right and fakes the handoff to the halfback. The receivers all go deep and the halfback clears the line and cuts right. The quarterback throws to him 5 to 10 yards deep.

PASS 50 Z POST

The right wide receiver runs as fast as he can towards the goalpost. The QB throws it as hard as he can. This is the BOMB. Nothing more or less. No fakes or fancy footwork.

RUN 45 GIVE

This is a classic run off the left side of the line between the left guard and tackle. Good play for first down to establish the running game.

RUN 42 DIVE

The linemen submarine the defense and the halfback takes the ball and dives over the top. Good play for short yardage.

RUN 28 SWEEP RIGHT

This is the student body right play in which all personnel go to the right. The fullback carries the ball and tries to find a hole to run through.

RUN 29 PITCH LEFT

The offensive line and all receivers block downfield as the QB pitches out to the halfback. The halfback runs to the left looking for daylight.

RUN 34 DRAW

The receivers run wide to draw the defender away from the middle. The halfback waits for the QB to drop back and takes the ball up the middle as the QB continues to act as though he has the ball. If all goes well then the defense will run by the ball carrier on their way to the QB. Big play potential here.

RUN 24 TRAP

Cruel running play in which the line blocks the defenders from the side to put them off balance. The runner takes the handoff and runs between the guard and tackle slicing to the right.

RUN 26 POWER RIGHT

The right guard pulls to the right and the fullback follows him and the tight end around the right end.

RUN 20 FOLD

The QB hands to the fullback as he slashes to the left. This play is effective against the blitz.

RUN Y REVERSE LEFT

Everyone on the right goes to the left and everyone on the left goes to the right. Somewhere in all of this the tight end comes out with the ball and runs around the left end. The blitz will kill this play but it works well against other defenses.

DEFENSIVE PLAYS

OVER KEY STRONG ZONE

This play features a standard 4 man rush with extra linebackers sent to the strong side of the offense. Remember that the strong side is the offense's right side. The middle suffers some from the loss of a defensive back in the middle.

43 TWIST STRONG ZONE

This play features the same zone coverage as the play above with one exception. The linemen cross each other's path as they TWIST to confuse the offensive lineman. This makes run blocking difficult while it does give the QB more time to throw the ball.

34 PLUG WEAK ZONE

Same play as OVER KEY STRONG ZONE except that the WEAK side is overloaded with coverage. These types of plays are the types that either pay off with a big play for you or for your opponent. If he throws to the left while you run this play then you have a good chance for an interception. On the other hand if he goes the other way then he stands to gain big yards.

43 MAXIMUM BLITZ

Otherwise known as "KILL THE QUARTERBACK", this play is the biggest gamble of them all. You send 8 very large men after the QB. This means of course that you have only 3 men to cover the receivers. But if you are lucky, you will sack the QB for a big loss. This play is also preferred for 3rd or 4th down if the offense only needs 1 or 2 yards for a first down. That is if you think that he will only try for a few yards and not gamble for a big play.

43 SAM WILL BLITZ

Same as Max except that you only rush 7 men. This leaves you with an extra back to cover the pass.

43 BLAST MAN TO MAN

Standard zone coverage of the pass except that the linemen rush the QB from around the ends. This does leave a hole to run through up the middle but it prevents sweeps around the ends.

34 NICKLE PREVENT

3 Linemen, 3 linebackers and 5 defensive backs. This is supposed to prevent the offense from gaining big yards. It will consistantly give up short runs and short passes but should not give up the long ball. Use it if you have the lead and time is running out.

UNDER KEY DOUBLE WIDE

This play stacks the line with linebackers and sends 4 defensive backs to cover the wide receivers. The middle is left open to a dump pass so it is somewhat of a gamble. It will however stop the run up the middle and the short pass to the outside.

43 KEY MAN TO MAN

This play features 4 defensive backs with the rest of the players stacked on the line. It is a good basic run defense but is vulnerable to the pass since the receivers are single covered. This should be one of the most used plays in your playbook. It leaves no one player completely open but is not overly strong in any area. It is just a basic defense.

Field Goal - Remember that when you have to decide whether to punt or kick a FG that the actual distance that the ball must go for the kick to be good is 16 yards longer than your position on the field. You have to add 10 yards for the end zone and 6 yards for the snap. A field goal attempt from the 30 is actually a 46 yard attempt.

If you would like to see SUPER FOOTBALL STRATEGY created and released then please write to me. I hope to include 36 offensive plays and 18 defenses. I will not write the program unless there is a demand in advance. The compilation of data and actual programming time of this game was over 6 months. I hope that you enjoy it.

Feel free to write to me at this address.

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