

# COLLEGE

FOOTBALL USA

97



**EA**  
SPORTS

**WARNING: READ BEFORE USING  
YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF  
PROJECTION TELEVISIONS!**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis.™ **Never insert or remove a game cartridge when the power is on.**
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the *College Football USA™ 97* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. EA Sports™ logo appears (if you don't see it, begin again at step 1). Press **START** to continue to the Game Setup screen.

## RESETTING THE CARTRIDGE

Your *College Football USA 97* cartridge can be reset to its factory settings, allowing you to erase any user records, changed formations, and saved seasons or tournaments.

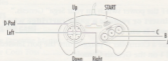
### To reset the cartridge:

1. From any game screen, press **A+C+START**, while holding RESET on your Genesis. The screen turns green.
2. Release the four buttons and press **RESET** again. The cartridge battery is cleared, restoring the factory settings.





## CONTROL SUMMARY



### MENU CONTROLS

Highlight options	D-Pad ↑/↓
Cycle through options	D-Pad ←/→
Select an option	START or C
Pause Game	START

### Kicking

Set kicker in motion	C
Aim ball	D-Pad ←/→
Kick ball	C
Set Onside Kick formation	A, then A, B, or C for left, standard, or right formation

### Receiving a Kick

Take control of receiver	D-Pad
Position to receive onside kick	A, then A, B, or C for left, standard, or right formation

### BEFORE THE SNAP

#### Offense

Call an audible	A, then A, B, or C
Call a fake snap signal	B
Snap the ball	C

#### Defense

Player movement	D-Pad
Call an audible	A, then A, B, or C

Control a different player	B
Fire off the line	C

### AFTER THE SNAP

#### Offense

##### Running

Player movement	D-Pad
Dive	A
Explode forward	B (tap)
Spin	B (hold)
Huddle	C
Hand off or lateral on option plays	C

##### Passing

Call up Passing letters	C
ABC Passing ON:	A, B, C
Pass to one of three receivers	
ABC Passing OFF:	Press B repeatedly to select receiver,
Cycle through five receivers	then C to pass

##### Receiving

Dive for the ball	A
Control receiver closest to ball	B
Raise hands or jump and raise hands	C

##### Defense

Dive at ball carrier	A
Control defender closest to ball	B
Jump and raise hands to attempt a block or interception	C
Power tackle	C

### RESETTING THE CARTRIDGE

Reset the cartridge and erase all saved information	Hold A-C-START and press RESET on the Genesis
-----------------------------------------------------	-----------------------------------------------





## GAME SETUP SCREEN

From the Game Setup screen you can select a play mode, create a player, or view the credits.



D-Pad  $\uparrow/\downarrow$   
to highlight  
an option.

Controller Help icon

D-Pad  $\leftarrow/\rightarrow$   
to cycle through  
choices.

Press **START** to continue when you have made your selection.

## EXHIBITION GAME

### SETUP SCREEN

If you select **EXHIBITION** as game mode, the Setup screen gives you the options listed. Default options are listed in **bold** type in this manual.

**HOME TEAM** Select the home team. Teams are listed alphabetically and their logos appear as you cycle through the different teams.

**VISITOR TEAM** Select the visiting team. The visiting team gets to call the coin toss.

**GAME LENGTH** Select either 12, **20**, 40, or 60 minute games.

**WEATHER** Select from **FAIR**, WINDY, RAIN, or SNOW.

> When you've made the selections you want, press **START**. The Team Select screen appears.

### TEAM SELECT SCREEN

Select the team that you want to control.

To make selections:

1. D-Pad  $\leftarrow/\rightarrow$  to position the controller icon under the team you want. If you leave the icon in the middle, the computer controls the team.
2. When you're done selecting, press **START**. The User Records screen appears. See *User Records Screen* on page 8.

### 4 WAY PLAY™

The 4 Way Play adapter lets up to four people play 3-on-1, 2-on-2, or 4-against-the-computer. (If you are using a six-button controller, you must play in three-button mode.)

When you use the adapter, the Team Select screen appears with four controller icons, each a different color. Move the controller icon  $\leftarrow/\rightarrow$  to choose a team and press **START**. The colors assigned to each controller are:

Controller	1	2	3	4
Color	Orange	Red	White	Gray





- > On offense, one player is always the quarterback and playcaller. Other players can press **B** to cycle through the other positions and take control of any player except the quarterback.
- > On defense, the same player that calls the offensive plays calls the defensive plays. Again, other players can press **B** to select other positions to control.



**NOTE:** In Computer vs. Computer play, any button pressed on the Controller except **START** returns you to the Game Setup screen.

- > The person who presses **B** first takes control of the player closest to the ball on offense and defense. The person who presses **B** second takes control of the second closest player, and so on.

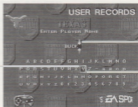
## USER RECORDS SCREEN

Here you can enter a name and track your performance records.

- > To skip this screen without entering a name, select **NONE** and press **START**.

*To enter a name:*

1. D-Pad  $\uparrow/\downarrow$  to move the highlight box to one of seven name slots. Press **START** or **C** to select a slot. The Enter Player Name screen appears.



D-Pad  $\uparrow/\downarrow$  /  
 $\leftarrow/\rightarrow$  to highlight  
a character.

Press **A** to select a  
character and back  
up one space.

Press **C** to select  
the highlighted  
character.

Press **START** to exit when you have entered a name.

2. Enter another name or press **START** or **C** to continue. The Player Selection menu appears.
3. D-Pad  $\uparrow/\downarrow$  to Select the highlighted player, ERASE the highlighted PLAYER, Reset the CPU and erase all user records, or CANCEL and return to the User Records screen.
4. Press **C** to continue to the Pregame menu (see page 21 for more information).

## NEW SEASON

Choose between Bowl games or Playoffs to determine the National Champion, and play through a whole season with one or more teams.



**NOTE:** If you start a new season, any old season or tournaments are erased.




## SETUP SCREEN



Press **START** to continue when you have made your selection.

If you select **NEW SEASON**, the Setup screen gives you the following options:

- GAME LENGTH** Select either 12, **20**, 40, or 60 minute games.
- WEEKS** Choose a 1-**12** week season.
- FINALS** Choose to complete the season with Playoffs or **BOWL GAMES**.
- PLAYERS** 1-16 players can participate in a Season.

 **NOTE:** When you select the number of players, you determine the number of games a human player actually plays. For example, if you choose 4 players, you can select four different teams at the Team Setup screen and can play a maximum of four games per week during the scheduled season.

- After making your selections, press **START**. The Team Setup screen appears.

## TEAM SETUP SCREEN

Select the teams you want to play with through the season. The same number of team slots appears on the Team Setup screen as the number of players you chose from the Setup screen.

- D-Pad  $\uparrow/\downarrow$  to select a team slot; D-Pad  $\leftarrow/\rightarrow$  to cycle through team names.



**NOTE:** You can play without entering your own name (i.e., just selecting a team), or you can enter a name and track your performance. See *User Records Screen* on page 8.

- When you've finished making your selections, press **START** to go to the Week Schedule screen.

## WEEK SCHEDULE SCREEN

This screen lists the schedule for the entire season on a week-by-week basis, starting with week one of the season.

- To view all 56 of the matchups for the week, D-Pad  $\uparrow/\downarrow$ .
- To view the other weeks' matchups, D-Pad  $\leftarrow/\rightarrow$ .

The games you're scheduled to play have a controller icon beside them and are termed **HOLD** games. All other games on the schedule default to CPU, or computer-played games. You can change individual **HOLD** games to CPU and back.

- To toggle between CPU and **HOLD** games, highlight the game and press **C**.
- To display the Week Schedule menu, press **START**.



## WEEK SCHEDULE MENU

- > To select the highlighted option or toggle an option ON/OFF, press **C**.
- > To exit an option screen and return to the Week Schedule menu, press **START**.
- > After setting up your season, select **PLAY WEEK** to go to the Team Select screen. See *Team Select* on page 7 for more information.

**WEEK SCHEDULE** Return to the Week Schedule screen.

**PLAY WEEK** After you select the games you want to play the first week, select **PLAY WEEK**. All CPU games play automatically and you play the **HOLD** games. When you complete all the games you chose to play in week one, you return to the Week Schedule screen.

**SEASON STATS** View cumulative team, passing, rushing, receiving, defensive, kicking, and punting stats for the season.

*To view the Season Stats:*

1. Select **SEASON STATS**. The Stats menu appears.
2. D-Pad **↑/↓** to highlight a statistic category, and press **C**.

*On the Team Stats screen:*

- > To cycle through the teams on the schedule D-Pad **←/→**.
- > To cycle through the categories, press **A** or **C**.

*On all other Stats screens:*

- > D-Pad **←/→** to cycle through the statistic categories, and D-Pad **↑/↓** to view all the players.
  - > To scroll faster, D-Pad **↑/↓** and hold **C**.
4. Press **START** to return to the Stats menu.
  5. Select **EXIT** to return to the Week Schedule menu.

**TEAM ROSTERS** View Energy Level (check if your players are tiring), Speed, Quickness, Awareness, Weight, Range or Hands, Power or Block, and Accuracy or Tackle ratings.

- > To cycle through the teams on the schedule, D-Pad **←/→**.
- > To cycle through the categories, press **A** or **C**.

**CUSTOM SCHEDULES** Set up the season schedule exactly the way you want it. Choose the team you want to go up against each week and decide if you want to play at home or travel to your opponent's stadium.

*To customize your season schedule:*

1. Select **CUSTOM SCHEDULES**. The Custom Schedule screen appears.
  - > To cycle through each team's schedule, D-Pad **←/→**.
2. D-Pad **↑/↓** to highlight the week you want to change.
3. Press **A** or **C** to select the team you want to play against.
4. Press **B** to play at home or away.

 **NOTE:** You cannot play the same team twice in a season.





5. Press **START** to bring up the Check Bowl menu.
- > To ensure that the top Pacific-10 and Big Ten teams selected for the Rose Bowl are determined by record and not ranking, highlight Check Bowl and press **C**. If the scheduling remains correct, the "Rose Bowl is intact" message appears.
6. Select **EXIT** to return to the Week Schedule menu.

#### TEAM SCHEDULES

View the entire season schedule for each team. The schedule lists who and where they play, scores of completed games, and the selected team's record.

- > To cycle through the teams, D-Pad **←/→**.

#### RANKINGS

Teams are listed in order of rank. Team rankings are based on the toughness of a team's schedule, its record, and its offensive and defensive performance.

- > To cycle through conference rankings, D-Pad **←/→**. To view more teams, D-Pad **↑/↓**.
- > To toggle between the win/loss record screen and the current rankings, press **C**.
- > To bring up the Week Schedule menu, press **START**.

#### MVP CONTENDERS

Displays the statistically best offensive players.

#### INJURIES

With Injuries ON, players are subject to over 70 different injuries. When a player is injured, a substitution is made automatically.

- > To toggle Injuries ON/OFF, press **C**.

#### SET ALL GAMES TO HOLD

If you wish to play every game in a week's schedule, select this option.

#### SET ALL GAMES TO CPU

If you have set some or all of the games to HOLD, and want to switch them back to CPU, select this option.

#### GAME SETUP

Return to the Game Setup screen.

### SAVE SEASON/TOURNAMENT

- > To save your Season/Tournament, at the end of a Season or Tournament game press **START** at the Options menu.



**NOTE:** You can only save one season or tournament at a time.

### NEW TOURNAMENT

Go head-to-head in a round robin or single elimination tournament.



**NOTE:** If you start a new tournament, any existing season or tournament is erased.



## SETUP SCREEN



Press **START** to continue when you have made your selection.

### To play a Tournament:

1. Select **NEW TOURNAMENT** from the Game Setup screen.
2. Select **GAME LENGTH**, **TYPE**, and the number of **PLAYERS**, and press **START**.

## SINGLE ELIMINATION

**4**, **8**, or **16** players compete in a single-elimination Tournament. When you select **SINGLE ELIMINATION**, the Team Setup screen appears with an empty playoff tree displayed. Select your team and enter a name for identification purposes. Duplicate team selections are allowed.

- > D-Pad **↑/↓** to highlight a team entry slot.
- > D-Pad **←/→** to cycle through the teams.
- > Press **C** to enter a name.



**NOTE:** Entering a name here does not mean you are tracking your performance statistics. (See *User Records Screen* on page 8.) Instead, you are entering a name to identify yourself.

- > Press **START** when you've finished making selections. The Tournament screen appears.

The Tournament screen shows the matchups for the tournament.

- > To select the matchup you want to play first, highlight the game with the D-Pad and press **START** or **C**. The Team Select screen appears. See *Team Select Screen* on page 7.

## ROUND ROBIN

When you select **ROUND ROBIN** as your game play type, the number of players varies from 4–16. You can enter names, and duplicate team selections are allowed.

If 4–8 players are entered in the tournament, there is a single division. Selecting 9–16 players creates two divisions. The placement of teams into divisions is random, and each team plays its division rivals twice (once home, once away). Once you've decided upon the number of players, press **START**. The Team Setup screen appears. See *Single Elimination* on page 16.

After you choose teams and enter names, the Tournament screen appears, listing the matchups for the Tournament. Every game must be played—no simulations allowed, but games can be played out of sequence. For example, you can play the third game in the tournament before the first game.



- > To cycle through tournament matchups, D-Pad ←/→.
- > To select a game, D-Pad ↑/↓ to highlight the game and press **C** or **START**. The Team Select Screen appears. See *Team Select Screen* on page 7.

At the end of the round robin portion of the Tournament, the teams with the best record in each division go on to a single-elimination playoff. The number of teams in each division determines the number of teams included in the playoffs. If there are less than 6 teams in at least one of the divisions, the top 2 teams in each division go on. If there are more than 5 teams in all the divisions, the top 4 teams continue to the playoffs. Thus, from 2–16 teams can participate in the final playoffs.

## CONTINUE SEASON/ TOURNAMENT

Select these game modes to continue a season or tournament in progress at the next scheduled game. To continue, you must first complete a season game or win a tournament game. If you quit in the middle of a game, that game is not saved and must be played again from the beginning.

- > To resume a season or tournament in progress, select CONTINUE SEASON/TOURNAMENT from the Game Setup screen.

## CUSTOM PLAYERS

Create or delete your own custom players, assign them to any team, and see if you can hang with the college boys.

**NOTE:** You can create a total of 28 custom players, and no more than 10 custom players can be assigned to any one team.

*To create a custom player:*

1. Select Create from the Game Setup screen and press **START**. The Create Player screen appears.

**CREATE PLAYER**

TEAM	FLORIDA STATE
NAME	J. SMITH
POSITION	QUARTERBACK
NUMBER	10
WEIGHT	172

D-Pad ↑/↓ to highlight an option.

Controller Help icon

D-Pad ←/→ to cycle through choices.

2. Select the team that you want to add a player to.
3. Enter your custom player's name. You must enter a name to continue.
  - > To select a letter, D-Pad ←/→.
  - > To enter the selected letter, press **C**.
  - > To back up one space, press **A**.
  - > To erase a letter, press **B**.



4. Select a position, number, and weight for your custom player.
5. When you have finished making your selections, press **START** to set the attributes for your custom player.
  - > To select an attribute, D-Pad ↑/↓.
  - > To increase or decrease the amount of each attribute for your player, D-Pad ←/→.
6. When you have set up your player, press **START**. The Save Player menu appears.
  - > To cancel your selections and return to the Create Player screen, press **A**.
  - > To cancel your selections and return to the Game Setup screen, press **B**.
  - > To save your custom player, press **C**.

To use the custom player you have created, you must start a game with the team you added the player to and sub your player in. For more information see *Substitutions* on page 23.

#### To delete a custom player:

1. Select **DELETE** from the Game Setup screen and press **START**. The Delete Player screen appears.
2. Select the player you want to delete and press **C**. The Delete Player menu appears.
  - > To cancel your selections and return to the Game Setup screen, press **A**.
  - > To delete your custom player, press **C**.

## TIEBREAKER

Select two teams to go head-to-head in a tense Tiebreaker game.

### RULES

The winner of the coin toss has choice to either start on offense or defense or choose which end of the field they want to defend. The team that loses the toss chooses the option that the winning team did not choose. For example if one team wins the toss and chooses to start on offense, the other team decides which end of the field they want to defend.

The offensive team is given the ball at the 25-yard line. If the team does not get a first down or score, the other team gets the ball at the 25-yard line and has an opportunity to score. This continues until one team wins. There is no time limit.

## CREDITS

Return to the Title screen and view a scrolling list of the people responsible for bringing you *College Football USA 97*.

## BEFORE THE GAME

### THE PREGAME MENU

Before every game the EA SPORTS Pregame extravaganza sets the stage for the upcoming contest.




To select options from the Pregame menu:

1. D-Pad  $\uparrow/\downarrow$  to highlight an option.
2. Press **C** to select the option.
  - > To toggle some options ON/OFF, or to toggle between choices available, press **C**.
3. Press **START** to return to the Pregame menu.

**START GAME** Select this option when you're ready to play. The Coin Toss screen appears. See *The Coin Toss* page 27.

**TEAM MATCHUPS** Compare the relative strengths and weaknesses of the teams about to play.

 **NOTE:** You can only view Team Matchups during the pregame report.

**DIFFICULTY** Toggle **EASY/HARD** to turn up the competition after your freshman season.

**TEAM ROSTERS** Lists the rosters of the two teams.


- > To switch between the teams, D-Pad  $\leftarrow/\rightarrow$ .
- > To cycle through the positions, press **A** or **C**.

**USER RECORDS** View your performance records. You must enter a name at the User Records screen to track your stats. See *User Records Screen* on page 8.

- > To view all the records, D-Pad  $\uparrow/\downarrow$ .

**SCOREBOARD** The EA SPORTS team keeps you up to date on the day's scores. This option is also available from the Pause screen.

- > To view all the scores, D-Pad  $\uparrow/\downarrow$ .

 **NOTE:** The Scoreboard option does not appear during Tournament play.


**SET PENALTIES** Turn penalties off or crank 'em up and play by the rules.

- > To highlight a single penalty, D-Pad  $\uparrow/\downarrow$ .

The penalty slider sets the likelihood that infractions are called.

- > To move the slider to increase/decrease the chances you'll get caught giving somebody the business, D-Pad  $\leftarrow/\rightarrow$ .
- > To adjust all the penalties simultaneously, hold **A**, then D-Pad  $\leftarrow/\rightarrow$ .

**SUBSTITUTIONS** Any member of your squad can be brought into the game—or taken out—from the Substitutions screen. Check your player's energy level to see if he's fatigued. When players are knocked out by injury, substitutions are made automatically.

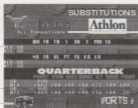
 **NOTE:** Custom players must be substituted before they can be used in a game.



D-Pad  $\uparrow/\downarrow$  highlight positions. Press C to select the highlighted position.

D-Pad  $\uparrow/\downarrow$  to view the available substitutes. Press C to make the switch.

Controller Help icon



D-Pad  $\leftarrow/\rightarrow$  to move through formations.

You can substitute a player for all formations, or you can substitute a player just for a specific formation.

#### To substitute a player for a specific formation:

1. From the Substitutions screen, D-Pad  $\leftarrow/\rightarrow$  to move through formations. D-Pad  $\uparrow/\downarrow$  to cycle through and highlight positions.
2. Press **C** to select the highlighted position and display substitutions available. The player's number, primary position, and overall rating are displayed.
3. D-Pad  $\uparrow/\downarrow$  to view the available substitutes. When the player you want appears below the current player, press **C** to make the switch.
4. Press **START**. A window opens with several options. Select **EXIT** to accept the changes and return to the Pregame menu.



**NOTE:** To substitute a player for all formations, follow the procedures above but from the All Formations screen.

#### SET AUDIBLES

Change the audible settings. These settings remain until you reprogram them. The pre-programmed settings are as follows:

##### Offense

**A**—Wishbone, Triple Option Rt.

**B**—Wishbone, Fl. Streak

**C**—Pro, Hook Outs

##### Defense

**A**—4-4 formation, Tight Man

**B**—4-3 formation, Medium Zone

**C**—Nickel, Full Zone

#### To change the audible settings:

1. Select **SET AUDIBLES**. The Set Audibles screen appears.
2. D-Pad  $\uparrow/\downarrow$  to highlight the button you want to change (e.g., **SET OFFENSE AUDIBLE A**) and press **C**. The Formation screen appears.
3. Highlight the formation and play you want, and press the appropriate button to select that formation and play. When you're done, the Set Audible screen returns.
4. Select **EXIT** to return to the Pregame menu.



**EA TIP** When you are using the 1 Box mode, you can also fake out the opponent when setting your audibles. See *Calling a Play* on page 29.

**PLAY CALL**

College Football USA 97 features two modes for calling plays: **1 BOX** or **3 BOX**. 1 Box allows you to bluff when calling your plays. 3 Box is a simpler play selection method. To learn more about these two modes, see *Calling A Play* on page 29.

**PASS CATCH**

Two pass catch modes are available: **AUTO** and **MANUAL**. In both modes, the spot where the pass is aimed is highlighted with a target.

In **AUTO** Passing, the computer controls your pass receivers. This mode is easier than **Manual**.

In **MANUAL** Passing you take control of the intended receiver after the quarterback has thrown the ball.

**ABC PASSING**

Toggle **ON/OFF**. Choose between three or five potential receivers. With **ABC Passing ON**, three receivers are available, and you see the appropriate button letters next to the receivers as they run up the field. Turn **ABC Passing OFF** and you can select from five receivers. See *Passing and Receiving* on page 32.

**INJURIES**

Toggle **ON/OFF**. See *Injuries* on page 14.

**ABORT GAME**

Select this option to quit your game and return to the Game Setup screen.

**THE COIN TOSS**

The visiting team chooses heads or tails. If you are the visitor, you make the call.

- > To select head or tails, D-Pad  $\uparrow/\downarrow$ . You must make the call while the coin is in the air.

If you win the toss, you can receive, kick, or choose which end of the field to defend.

- > To make your choice, D-Pad  $\uparrow/\downarrow$  to highlight the option you want, then press **C**.

If you lose the toss, depending upon your opponent's choice, you choose either the goal you defend, or whether to kick or receive.

- > To choose a goal to defend, D-Pad  $\uparrow/\downarrow$ , then press **C**.
- > Press **START** to start the game.

**PLAYING THE GAME****KICKING**

The Kick meter allows you to place your kick just about anywhere on the field. Kicks are affected by wind, so keep an eye on the wind direction when gauging your kick. The following instructions apply to kickoffs, punts, and field goals:



## PLAY CALL

Press **A** to call an audible.

Press **C** to stop the ball/start the Power meter moving upward.



Press **C** again to stop the meter and kick the ball.

D-Pad  $\leftarrow/\rightarrow$  to aim your kick.

To set the kicking team in inside kick formation during a kickoff:

1. Press **A** to call an audible.
2. Press **A/C** for an inside left/right formation.
3. If you change your mind, press **A** to call an audible, and then press **B** to return to standard formation.

**NOTE:** An inside kick must travel at least ten yards before the kicking team can recover the ball.

## RETURNING THE KICK

When receiving, both kickoffs and punts are automatically fielded by your deep men, provided your team is in proper formation.

**EA TIP** On kickoffs, your team is automatically set in the kick receiving formation. For punts, you must choose PUNT RETURN or PUNT BLOCK to field a deep man.

To set the receiving team in inside kick formation:

1. Press **A** to call an audible.
2. Press **A/C** to defend an inside left/right kick.
3. Press **B** to return to standard formation.

Kick returners automatically field the ball and run.

> To take control of the kick returner, D-Pad in any direction.

## CALLING A PLAY

There are two ways to call a play from the Play Call screen: 1 or 3 Box modes. In both modes, you select a Formation first, then a play. 1 Box mode lets you bluff when calling a play. To learn more about how to select the mode you want, see *Play Call Mode* on page 26.

Press **A**, **B**, or **C** to select a formation/play.



D-Pad  $\uparrow/\downarrow/\leftarrow/\rightarrow$  to move the play selection highlight.





#### To call a play in 3 Box mode:

1. From the Formation screen, select the formation you want, then press the corresponding button. The Play Call screen appears.
2. Select the play you want, then press the corresponding button. You return to the field at the line of scrimmage.
  - > If you choose a formation or play and then change your mind, select SET FORM to back up and select a different formation.
  - > To call a timeout from the Play Calling screen, select TIMEOUT. For more information see *Timeout* on page 37.
  - > To go to the Instant Replay screen, select INSTANT REPLAY. For more information see *Instant Replay* on page 36.
  - > To quickly check your team's energy levels, select TEAM ROSTER. For more information, see *Team Rosters* on page 13.

#### To call a play in 1 Box mode:

1. From the Formation screen, select the formation you want, then press **C**. The Play Call screen appears.
2. To bluff, move the box over the play you want to pretend to call and press **B**.
3. To call the play you actually want, move the box over the play and press **C**.
4. Press **A** to exit the Play Call screen.

When you press **B**, you hear the same "select" sound you hear when you press **C** but no play is called. Also, you can choose more than one play with the **C** button; the last play chosen is run.

Use the same procedure as when using 1 Box mode to set audibles.

- > When you reach the line of scrimmage, press **C** to snap the ball, and press **B** to fake the snap.



**EA TIP** If you try a fake, you may draw the defense offside.

### CALLING AN AUDIBLE

1. From the line of scrimmage, press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.
3. Press **C** to snap the ball. See *Set Audibles* on page 25.

### THE PLAY CLOCK

The offense has 25 seconds after the whistle to call the next play and snap the ball. If the 25 seconds expire before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty. When a Timeout is called, the Play Clock is reset at 25 seconds.



## OFFENSE

### RUNNING

There are a number of slick moves you can execute while running the ball.

- On option plays: To hand the ball off or lateral to a runner, press **C**. The quarterback hands the ball to the closest back.
- To change directions, press the D-Pad in the direction you want to move.
- To make the ball carrier dive, press **A**.
- To explode forward, tap **B**.
- To spin, hold **B**.
- To hurdle, press **C**.

### PASSING AND RECEIVING

There are two passing modes: ABC Passing ON or OFF. With both modes, you can let the computer execute the play, or you can take control of the quarterback by pressing the D-Pad in any direction. If you do, it's up to you to call up receiver letters, choose a receiver, and pass the ball.

#### ABC Passing On

ABC Passing ON gives you three receivers to choose from (it's also easier than ABC Passing OFF). A controller button letter appears next to each possible receiver and you push the corresponding button to pass to that receiver.


- To display the button letters, press **C** after the snap.

- To throw to a receiver, press the corresponding button.
- Hold the button down for a bullet pass; tap it for a lob.

#### ABC Passing Off

With ABC Passing OFF, you can choose from five available receivers. The technique is a little trickier, but once mastered, gives you more options on the field.

*To execute a passing play with ABC off:*

1. Press **C** to snap the ball. The letter "C" appears next to a receiver.
  2. To cycle through receivers, press **A/B**. The "C" jumps to the next receiver. Keep pressing **A** or **B** to cycle through receivers until you get the one you want.
-  **EA TIP** Just like a real quarterback, you've got to read the field and choose the right receiver quickly or you're sure to get sacked.
3. Press **C** again to throw to that receiver. As with ABC ON, hold the button for a bullet, tap it for a lob.

*While the ball is in the air:*

- To switch control to the intended receiver in manual mode, press **B**, then use the D-Pad to guide the receiver. In automatic mode the switch is made automatically.
- To raise the receiver's hands or make him jump, press **C**.
- To make the receiver dive for the ball, press **A**.



## FIELD GOALS, PUNTS, AND P.A.T.S

Select the formation **SPECIAL TEAMS** from the Play Call screen (D-Pad **↓**, if you don't see the formation). Select the play you want (e.g., Field Goal), and operate the kicking meter just as you would for a kickoff. See *Kicking* on page 27.

## NO-HUDDLE OFFENSE

For those desperate drives late in the game, try the hurry-up offense.

- To go straight to the line of scrimmage and repeat the previous play, hold **C** right after the whistle blows.
- To run a "Stop Clock" play (the quarterback throws the ball into the ground), hold **A** right after the whistle blows. When your team lines up, press **C** to snap the ball. The quarterback grounds the ball.



**EA TIP** Don't touch the D-Pad when executing a "Stop Clock" play. Once you assume control of the quarterback, you cancel the grounding command.

## DEFENSE

### DEFENDING A RUN

The defense reacts automatically to the action on the field, but you can take control at any time.

- To fire off the line of scrimmage and get a slight jump on the offensive linemen, press **C**. Watch out for offside violations.
- To dive at the ball carrier for a crushing hit, press **A**.

- To take control of the defensive player closest to the ball, press **B**.
- To make a power tackle when you are close to the ball carrier, press **C**.

—or—

- To make the defensive player jump and raise his hands to block a kick, or intercept a pass, press **C**.

### DEFENDING A PASS

If the receivers run passing patterns, the defensive backs automatically cover them. However, if you want to take control of the defensive player closest to the ball, press **B**. The circle target moves under that player.

As with all defensive situations, the player over the circle target can dive (press **A**), or jump or raise his hands to intercept the pass (press **C**).

### SPECIAL TEAMS

With both punts and field goals, you have two options: to defend or to block. Choose **SPECIAL TEAMS** as your formation, then make your selection from the Play Call screen.

When you receive a punt, choose **PUNT RETURN** if you want your men to drop back and block.



**EA TIP** Choose **PUNT BLOCK** if you want to rush the punter and let the kicking team pursue your kick returner. Use the D-Pad to take control of your deep man.

You have the same options when you defend a field goal or P.A.T.



## THE PAUSE MENU

You can pause the game at any time. The game clock stops running, and the Pause menu appears.

- > To pause the game, press **START**. The Pause menu appears.



**NOTE:** Most of the Pause menu options are available from the Pregame menu. Only the unique Pause menu options are listed below.

*To make selections from the Pause menu:*

1. D-Pad **↑/↓** to highlight an option.
2. Press **C** to select the highlighted option, or to toggle between available options.
3. Press **START** to return to the Pause menu.

**RESUME GAME** Return to the current game. You can also press **START** from the Pause menu to return to the game.

**INSTANT REPLAY** Review a play at any time during the game.

*To view Instant Replay:*

1. Select **INSTANT REPLAY** from the Pause screen.
  - > Hold **A** to rewind.
  - > Tap **B** for frame by frame replay.
  - > Hold **B** to replay in slow motion.
  - > Tap **C** to replay at normal speed.
  - > Use the D-Pad to position the cross-hairs over a player or portion of the field you want to isolate during the replay.

2. Press **START** to exit the Replay screen and return to the Pause screen.

## TIMEOUT

Each team has three time-outs per half. These do not carry over from the first to the second half. When a team calls Timeout, the game clock stops and the play clock resets to 25 seconds. Timeouts can also be used to rest your players; energy levels are refreshed after a time-out is called. You can call a Timeout after the whistle blows, signifying the end of a play. Notice that when you return to the Play Call screen, your Timeout indicator reflects the call.

## GAME STATS

View the current stats in the game's most vital categories.

- > D-Pad **↑/↓** to scroll through all the statistics.

## TEAM STATS

View the stats for all the players on your team.

- > To toggle between the current teams, D-Pad **←/→**.
- > To cycle through the positions, press **A** or **C**.
- > To scroll through the players, D-Pad **↑/↓**.

**DRIVE SUMMARY** The Drive Summary displays the offensive plays run on the current drive. It shows the type of play, the yards gained or lost, time of possession, and any penalties that have been called.

- > D-Pad **←/→** to scroll through the entire Drive Summary.



## PLAYOFFS AND BOWL GAMES

When you select NEW SEASON as a play mode, you can choose the style of tournament play you want. From the Game Setup screen, select either PLAYOFFS or BOWL GAMES. When the regular season ends, you begin Tournament play.

### PLAYOFFS

EA SPORTS welcomes you to the EA Cup College Playoff Championship, a 16-team, single-elimination tournament. Your team enters the tournament paired against its opponent according to rank. If your team wins, you advance to the next round. If your team loses, you can either select another team and continue the tournament, or return to the Game Setup screen and make a new play mode selection.

### BOWL GAMES

Four Bowl games are scheduled: the Nokia Sugar Bowl,<sup>®</sup> the Tostitos Fiesta Bowl,<sup>®</sup> the FedEx Orange Bowl,<sup>™</sup> and the Rose Bowl.<sup>®</sup> The rankings determine the eight teams that participate in the Bowl games. Four spots are automatically given to the first ranked team in each conference; the second four spots are given to the remaining highest-ranked All Conference teams. The first and second ranked teams in the country must play each other, and the Rose Bowl always hosts the Pac 10 and the Big 10 champs. After you play your Bowl game, check the rankings again to determine your final status.

### TIES

If there is a tie after regulation time runs out, the game moves into overtime. In overtime the play clock runs as usual, but there's no game clock. For more information, see *Tiebreaker* on page 21.

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