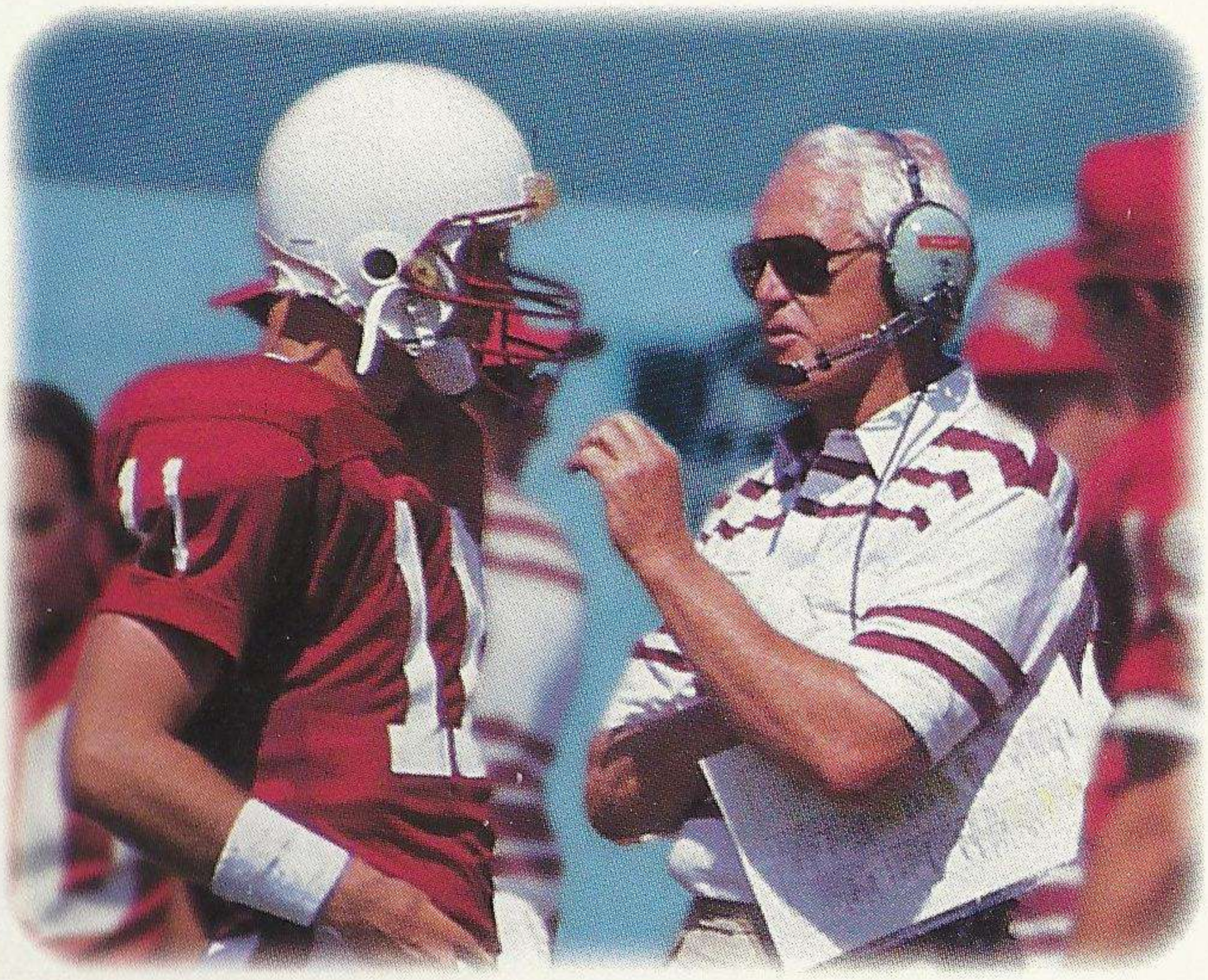
SEGA

EA SPORTS™

PRESENTS



BILL WALSH COLLEGE FOOTBALL™

FROM THE DESIGNERS OF
MADDEN FOOTBALL
NOT SPONSORED OR ENDORSED BY ANY TEAM OR SCHOOL

BY HIGH SCORE PRODUCTIONS

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C.
GA
Appropriate for all audiences
General Audiences
™

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD

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 official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

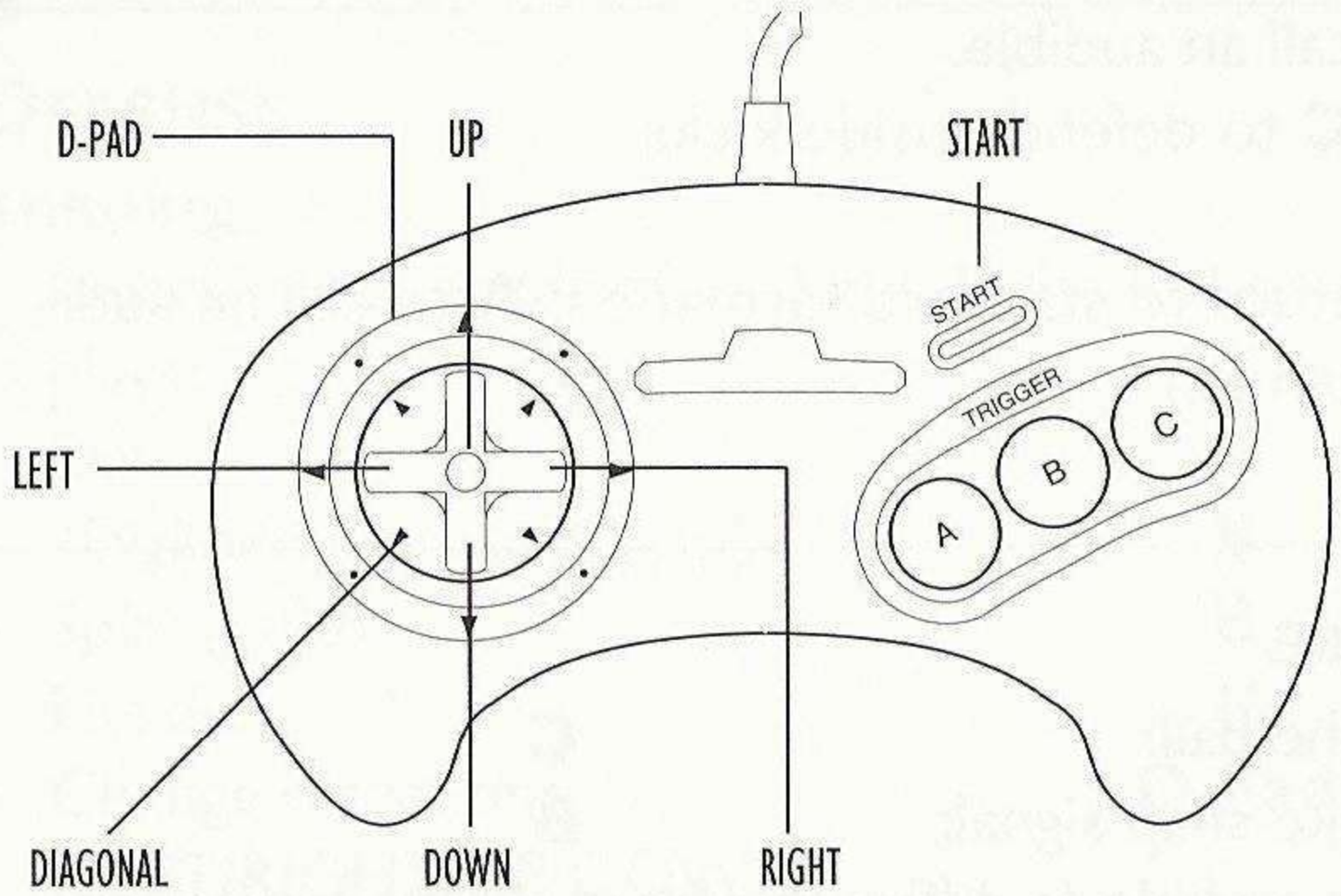
Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively in the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occassional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

CONTENTS

QUICKSTART 3
Pausing The Game 3
Kicking 3
Receiving a Kick 3
Before the Snap 4
After the Snap 5
During Instant Replay 5
STARTING THE GAME 6
4-WAY PLAY™ 7
OPTIONS MENU 9
GAME OPTIONS 10
PLAYING AN EXHIBITION GAME 12
THE EA SPORTS PREGAME SHOW 13
Start Game 13
The Walsh Report 13
Team Matchups 14
Set Audibles 14
Scoreboard 16
Play Call Mode 16
Pass Catch Mode 17
Quit Game 18
Reset System 18
THE COIN TOSS 19
PLAYER CONTROLS 21
Pausing the Game 21
Kicking and Receiving a Kick 21
Running the Offense 23
Running the Defense 29
THE PAUSE SCREEN 31
Resume Game 31
Replay Normal/Replay Reverse 31
Timeout 32
Drive Summary 32
Game Statistics 33
Scoreboard 34
Play Call Mode 34
Pass Catch Mode 35
ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP 37
Ties 38
Resuming a Tournament 38
COLLEGE RULES 39
PLAYER RATINGS 40

QUICKSTART



PAUSING THE GAME

- Press **START**

KICKING

- Kick the ball:
  1) **C** to set the kicker in motion
  2) **C** when orange bar reaches top of meter to kick ball.
- Aim the ball: **D-Pad** (LEFT/RIGHT) while vertical kicking meter is in motion.
- Move the kicking team to onside formation left before the kick:
  1) **A** to call an audible
  2) **A** to position team to left
- Move the kicking team to onside formation right:
  1) **A** to call an audible
  2) **C** to position team to right
- Move the kicking team back to its original formation:
  1) **A** to call an audible
  2) **B** to position team

RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- **D-Pad** (UP/DOWN/LEFT/RIGHT): Take control of ball carrier.
- Set the Receiving team in onside kick formation:

QUICKSTART

1) **A** to call an audible.
2) **A** or **C** to defend onside kicks.

(To return to standard formation: **A** to call an audible, then **B**.)

BEFORE THE SNAP

OFFENSE

- Snap the ball: **C**
- Call fake snap signal: **B**
- Call an audible (a different play at the line of scrimmage:)
  1) **A** The audible indicator appears on the screen
  2) **A**, **B** or **C** to select designated plays. (See *Set Audibles* on p. 14.)

NOTE

The ball must be snapped before the 25-second Play Clock reaches zero or the offense will be penalized five yards.

DEFENSE

- Control a different player: **B**
- Fire off the line: **C**
- Call an audible:
  1) **A** The audible indicator appears on the screen.
  2) **A**, **B** or **C** to select designated plays.

NO-HUDDLE OFFENSE

- Call a play in the no-huddle offense: Hold **C** after the whistle is blown. Your team runs the play you ran the previous down unless you call an audible.
- Run the "QB Stop Clock" play:

1) Hold **A** after the whistle is blown.
2) Press **C** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the D-Pad.

AFTER THE SNAP

OFFENSE

Running

- Quarterback hands off or laterals the ball on option plays: **C**
- Dive: **A**
- "Explode" forward: (tap) **B**
- Spin: (hold) **B**
- Hurdle: **C**
- Change directions: (LEFT/RIGHT/UP/DOWN) **D-Pad**

Passing

- Call up Passing Windows: **C**
- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window C: **C**

Receiving

- Dive for the ball: **A**
- Activate the receiver closest to the ball: **B**
- Jump and raise hands: **C**

Punting

- See *Kicking* above.

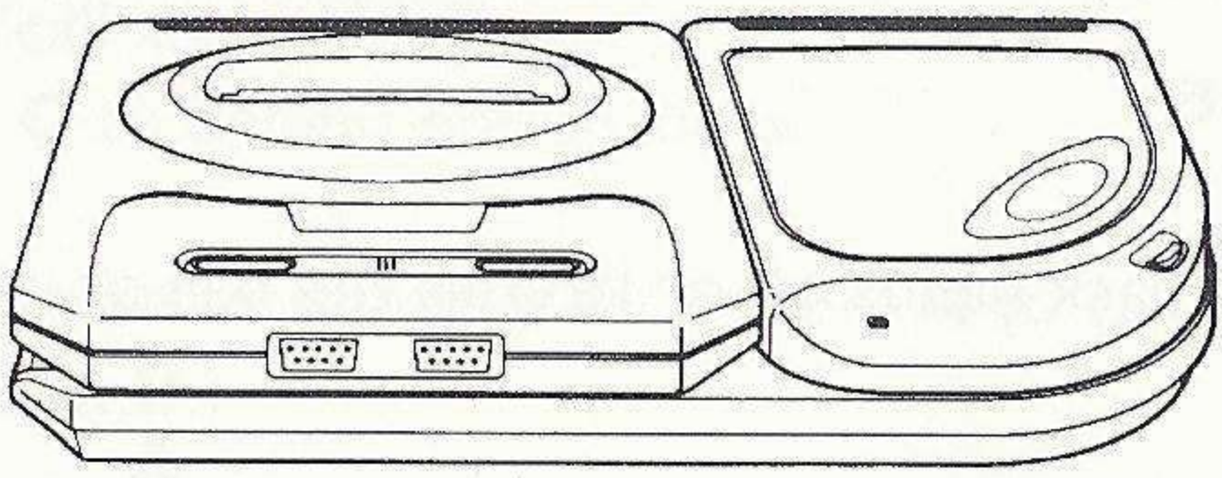
DEFENSE

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **C**

DURING INSTANT REPLAY

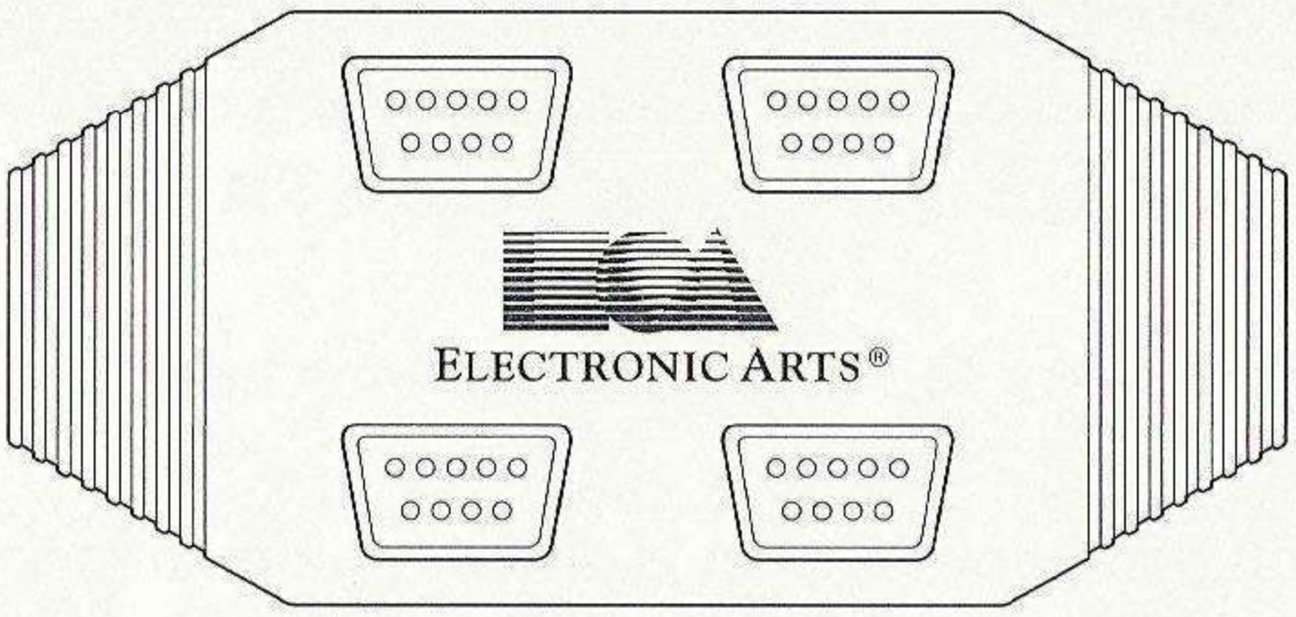
- Rewind: **A**
- Run the tape (slow motion): (hold) **B**
- Run the tape (frame by frame): (tap) **B**
- Run the tape (normal speed): **C**
- Move the cursor that isolates the camera on one player or on one specific point on the field: **D-Pad** (UP/DOWN/LEFT/RIGHT)

STARTING THE GAME



1. Turn ON the power switch on your Sega™ Genesis™.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Open the disc tray and place the disc inside.
4. Press **START** to advance to the Game Set-Up screen.

4-WAY PLAY™



Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller.

Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

NOTE

Six-button controller users who are using the 4-Way Play must play in three-button mode.

- To configure your controller to three-button mode:

1) Turn off the Genesis.

2) Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

Your six-button controllers are now configured in three-button mode.

The new 4-Way Play lets up to four people butt heads in *Bill Walsh College Football*. You can play 3-on-1, 2-on-2, or 4-against-the-Genesis. The adapter features an auto detect device, so all you have to do is plug it into the Genesis and you're ready to go!

When you use the 4-Way Play, the Team Select screen

4-Way Play™

appears with four controllers, each a different color. Just toggle the controllers to the appropriate teams (Remember your color!), then press **START**.

When you're on the field, the following holds true:

- On offense, one person is always the quarterback. He calls the plays, too. Other people can toggle left/right to take control of any player but the quarterback.

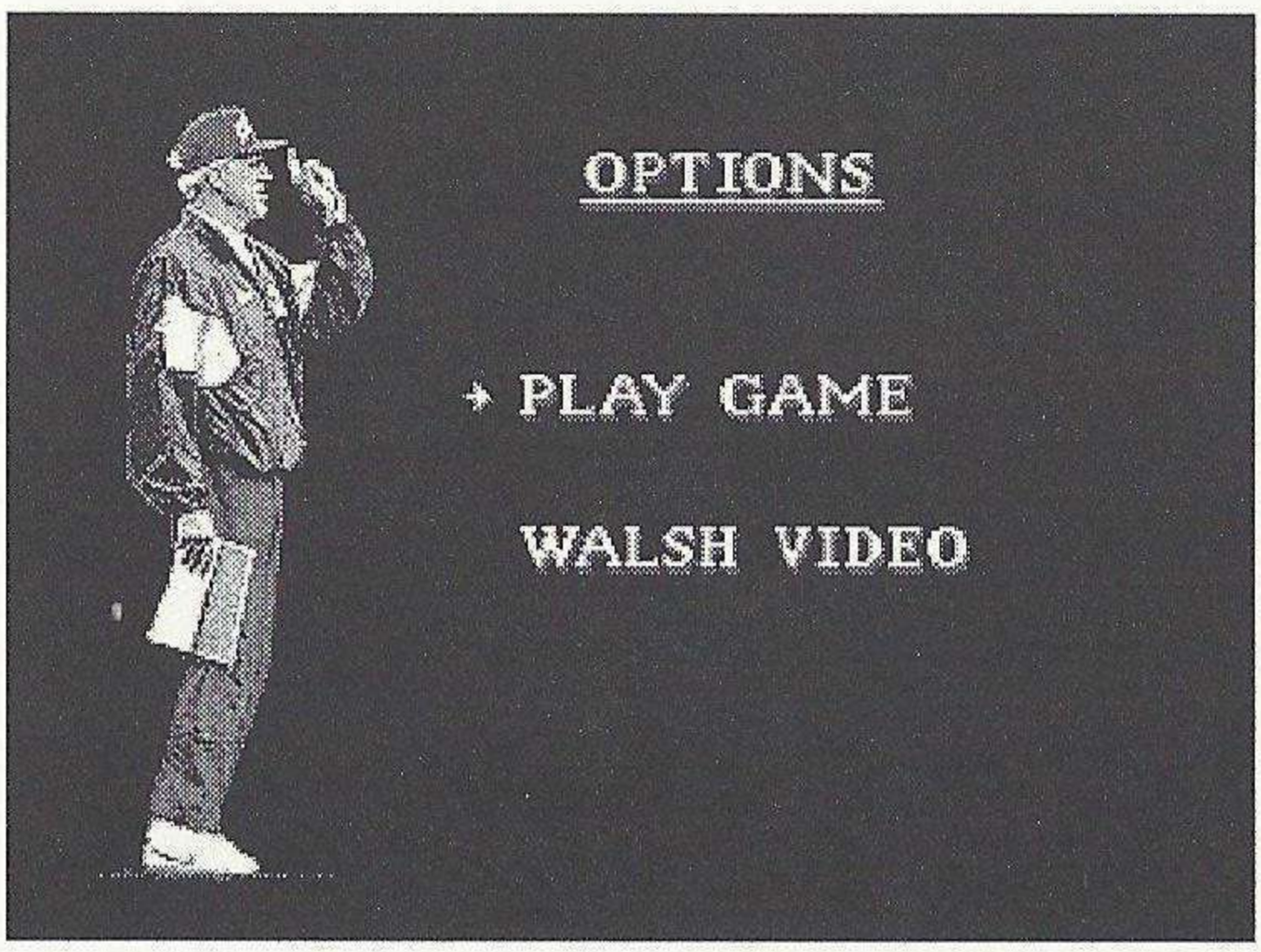
- On defense, the same person who calls the offensive plays calls the defensive plays. Anyone can toggle left/right to take control of any player.

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

NOTE

When playing in PLAYOFF mode, you must have your controller plugged into port #1 (upper left).

Options Menu



The Options Menu lets you view the Bill Walsh Video Series on College Football, or you can go straight to the Game Setup Menu.

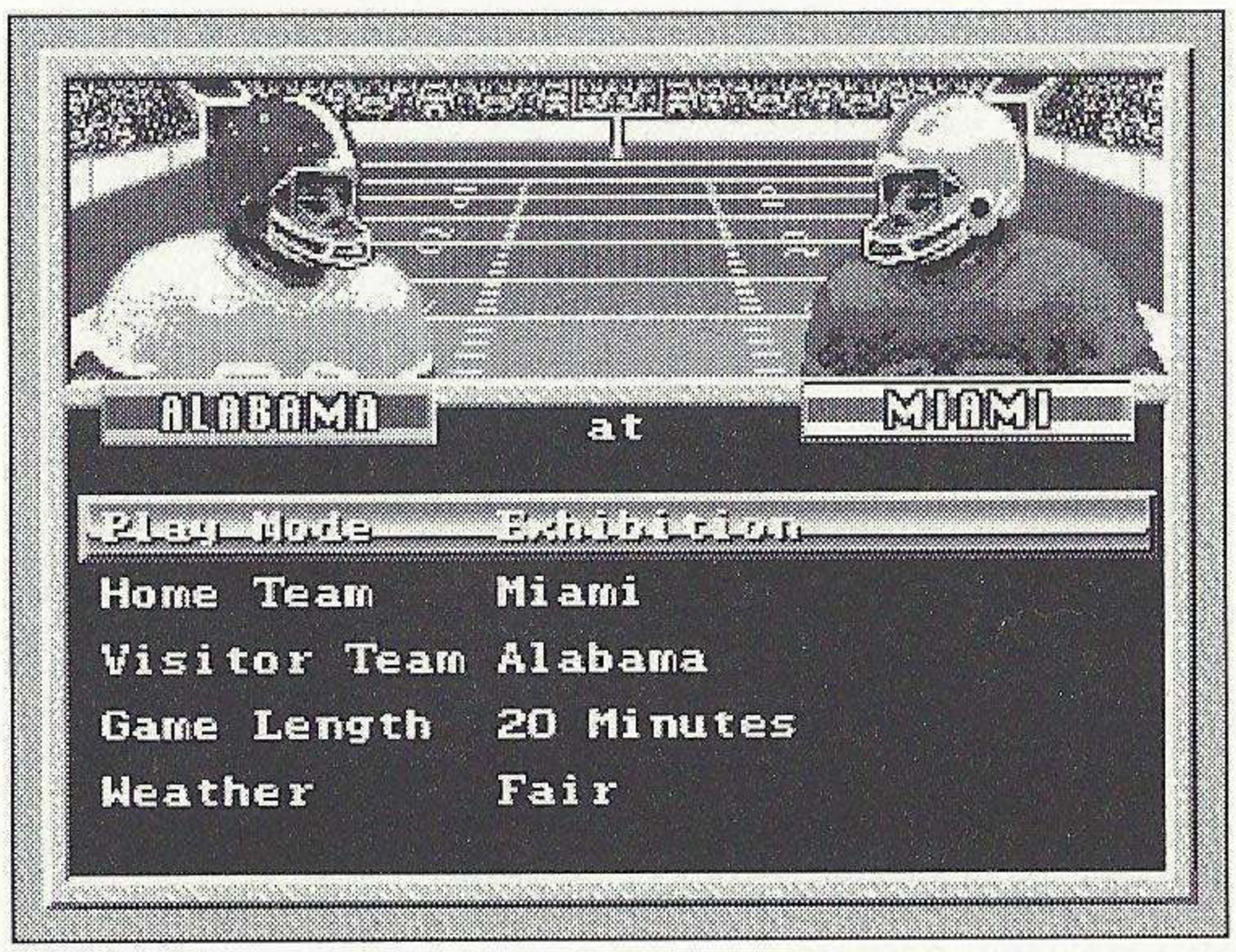
- To Go to the Game Setup screen: Press **START** or **C** (making sure the arrow is pointing to START GAME).

- To View the Bill Walsh Video Series: D-Pad **DOWN** to WALSH VIDEO and press **START** or **C**. The Video Series screen appears.

- To Select a topic: D-Pad **UP/DOWN** to highlight the topic of your choice, then press **C**. A list of subtopics appears. Choose a subtopic the same way.

Press **START** or **B** to return to the previous menu.

GAME OPTIONS



Use the Game Set-Up screen to customize your contest.

- To Cycle through options: **D-Pad** (UP/DOWN).
- To Cycle through choices for the selected option: **D-Pad** (LEFT/RIGHT).

When you've set up the game to your liking, press **START**.

(Defaults in **Bold** type)

PLAY MODE

EXHIBITION: Play a non-tournament game against the Genesis or a friend.

PLAYOFFS: Enter a sixteen-team tournament featuring the top ranked teams.

To learn more about the playoff tournament, turn to ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP *on page 37.*

ALL-TIME PLAYOFFS: Enter a sixteen-team tournament including the national champions from the '70's, '80's, and '90's.

GAME OPTIONS

CONTINUE PLAYOFFS: Resume a tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

NOTE: All playoffs are one-player mode only. It's you against the Genesis.

HOME TEAM

Select the team playing for the home crowd. Either player 1 or player 2 can control the home team.

VISITOR TEAM

Select the visiting team. Either player 1 or player 2 can control the visiting team.

GAME LENGTH

20 MINUTES (5-minute quarters)
40 MINUTES (10-minute quarters)
60 MINUTES (15-minute quarters)

WEATHER

Weather conditions can affect a game's outcome.
FAIR
WINDY
RAIN
SNOW

Playing an Exhibition Game

After selecting from the *Game Set-Up* screen, press **START**.

The *Select Team* screen appears.



D-Pad (LEFT/RIGHT) to toggle controller "1" under the team of your choice.

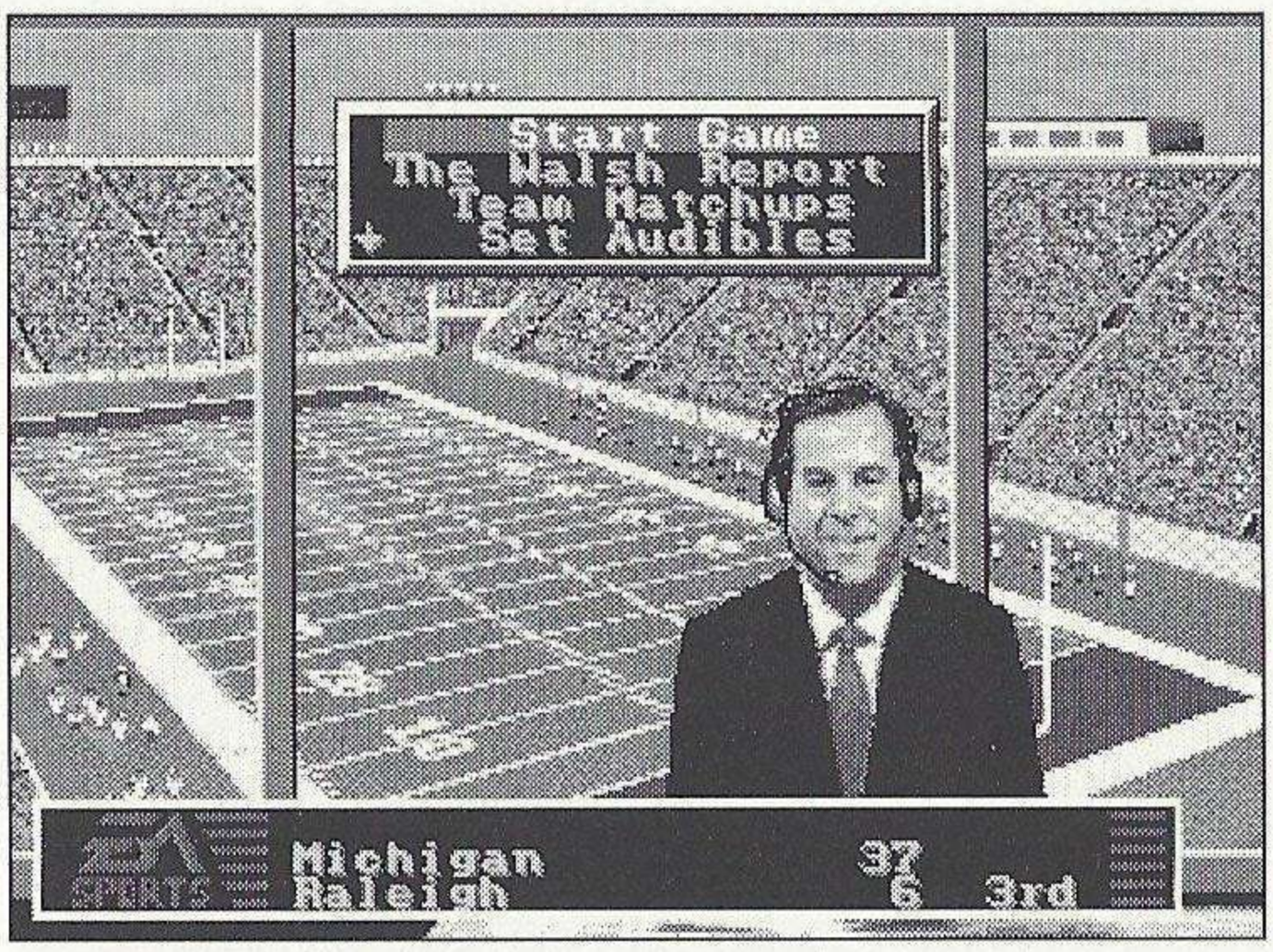
If you're playing against a friend, have your friend **D-Pad** (LEFT/RIGHT) to move controller "2" under the team of his choice.

If you and a friend are playing on the same team, have your friend **D-Pad** (LEFT/RIGHT) to move controller "2" under your team.

If you're playing with the 4-Way Play, toggle each controller under the team(s) of each player's choice. Leave any remaining controller icons in the neutral position (in the middle, neither under the home nor visiting teams).

Press **START** to move to the EA Sports Pregame Show.

The EA Sports Pregame Show



Welcome to the EA Sports Pregame extravaganza. Ron Barr comes to you live from the press box to set the stage for the upcoming contest.

But the pregame show is more than just entertainment. It's where you do your pregame planning.

START GAME

Select "Start Game" when you're ready to play.
1) **D-Pad** UP/DOWN to highlight *Start Game*.
2) Press **C**.

The Coin Toss screen appears. (*To learn more about the coin toss, see* The Coin Toss *on page 19.*)

THE WALSH REPORT

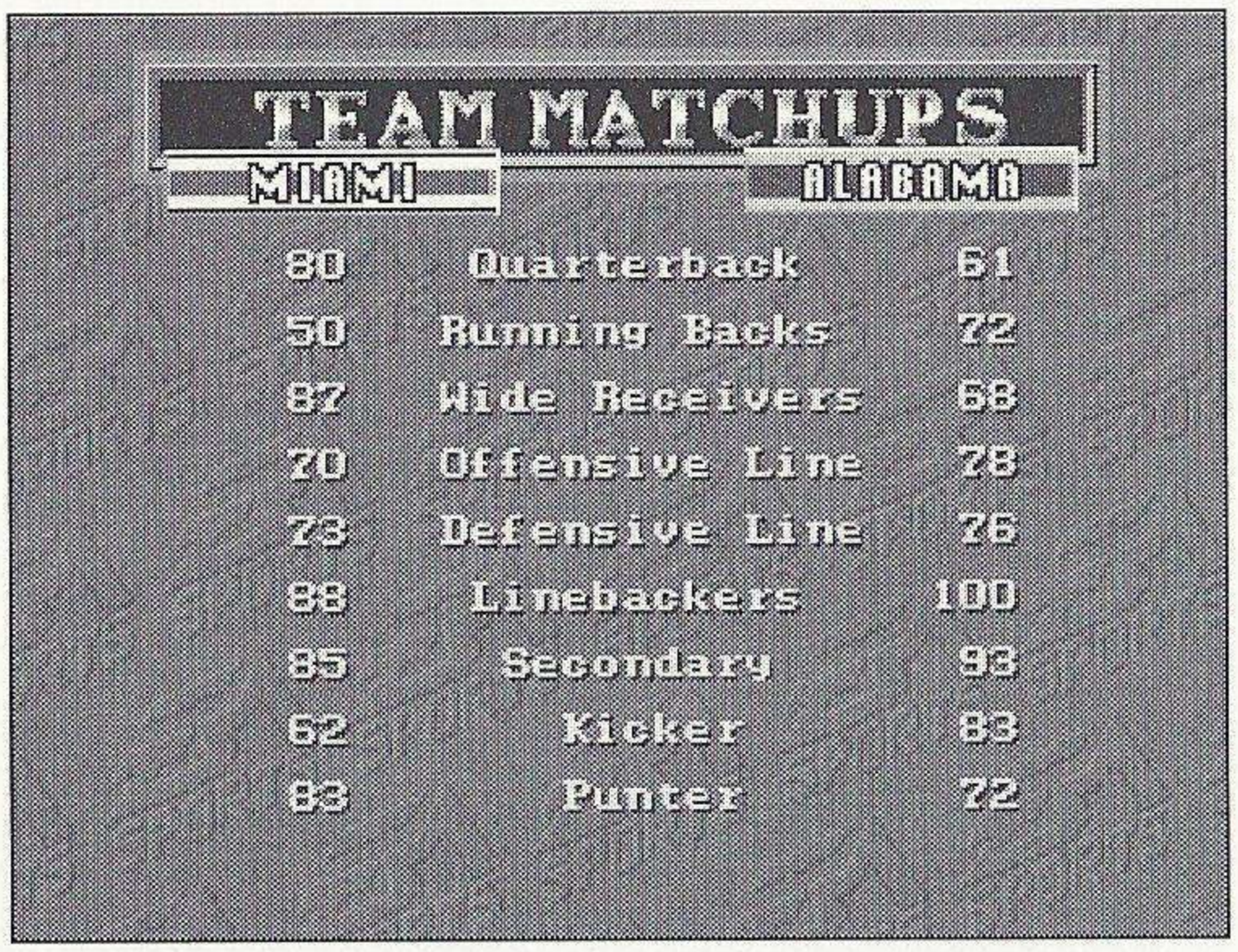
Coach and color commentator Bill Walsh provides an inside look at the strengths and weaknesses of the teams.

1) **D-Pad** DOWN to highlight *Walsh Report*.
2) Press **C**.

The Walsh Report screen appears.

Press **START** to return to the previous screen.

THE EA SPORTS PREGAME SHOW



TEAM MATCHUPS

The Team Matchups screen lets you compare the strengths and weaknesses via Bill Walsh's numerical rating system.

1) **D-Pad** DOWN to highlight *Team Matchups*.
2) Press **C**.

The higher the numerical rating, the better the team is at that particular position.

NOTE

You can only view the Team Matchups during the pre-game and halftime and post-game reports.

Press **START** to return to the previous screen.

SET AUDIBLES

Each team has the same preset audibles, but you can reprogram three offensive audibles and three defensive audibles before the game (from the Pregame screen) or during the game (from the Pause screen).

The preset audibles are

Offense-**A**: Pro Set formation, Fullback Counter
Offense-**B**: Pro Set formation, Cross Pass
Offense-**C**: Shot Gun formation, Hail Mary

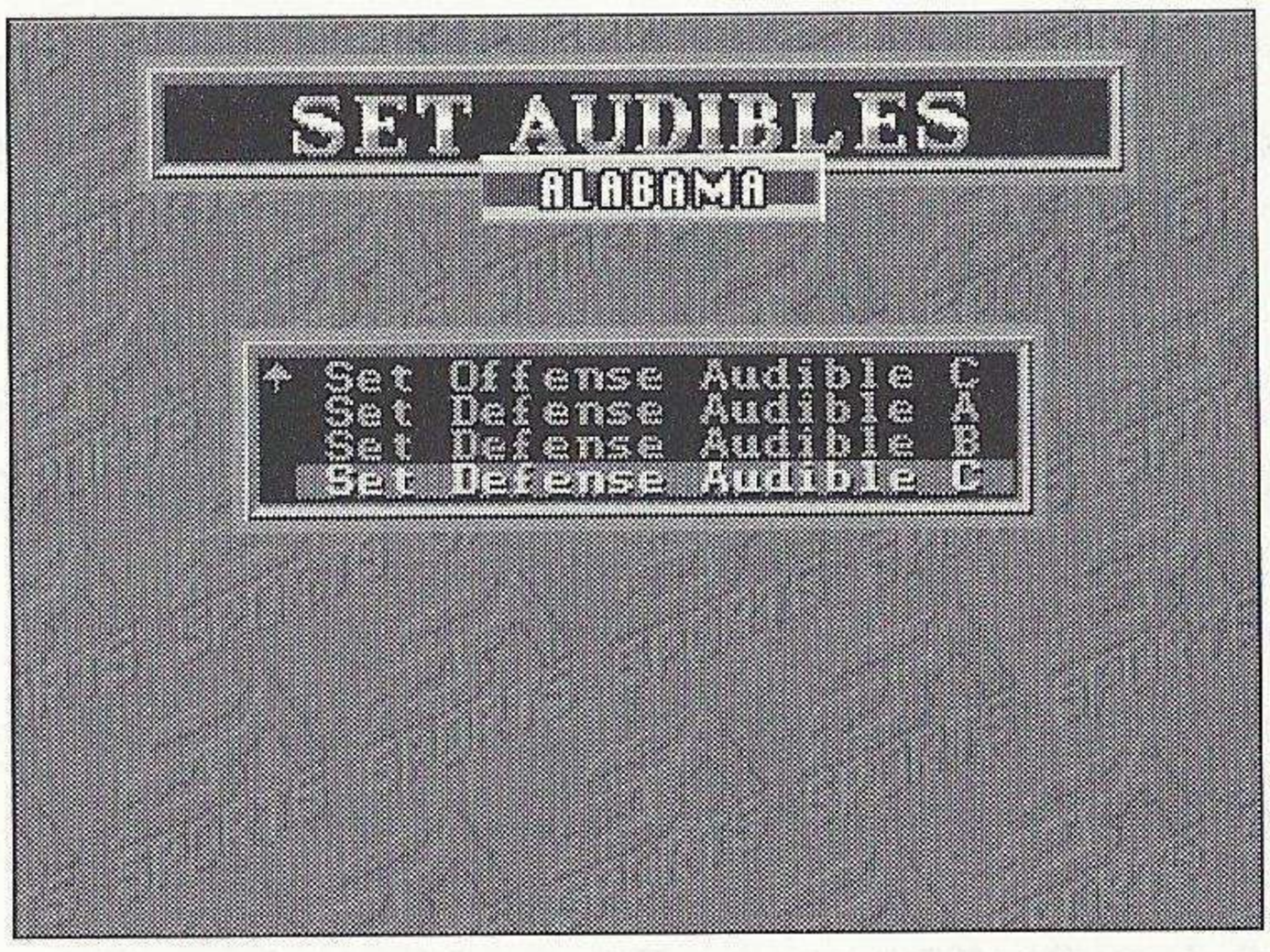
Defense-**A**: 4-3 formation, Cheat Right
Defense-**B**: 4-3 formation, Jet Blitz
Defense-**C**: 4-3 formation, Man Right

To learn more about calling audibles, turn to *Calling an Audible* on page 25.

- To Set audibles (from the Pregame screen or the Pause screen):

1) **D-Pad** DOWN to *Set Audibles.*
2) Press **C**.

The Set Audible screen appears.



4) **D-Pad** DOWN to highlight the audible you want to change.
5) Press **C**.

The Play Select screen appears.

6) **D-Pad** (UP/DOWN/LEFT/RIGHT) to highlight a play and press **A**, **B** or **C** to select a play. If you are playing

in Bluff mode (see *Play Call Mode* below), press **C** to select a play.

Press **START** or select EXIT to return to the previous menu.

SCOREBOARD

Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- To View the scoreboard from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Scoreboard.*
2) Press **C**.

Press **START** to return to the previous screen.

PLAY CALL MODE

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

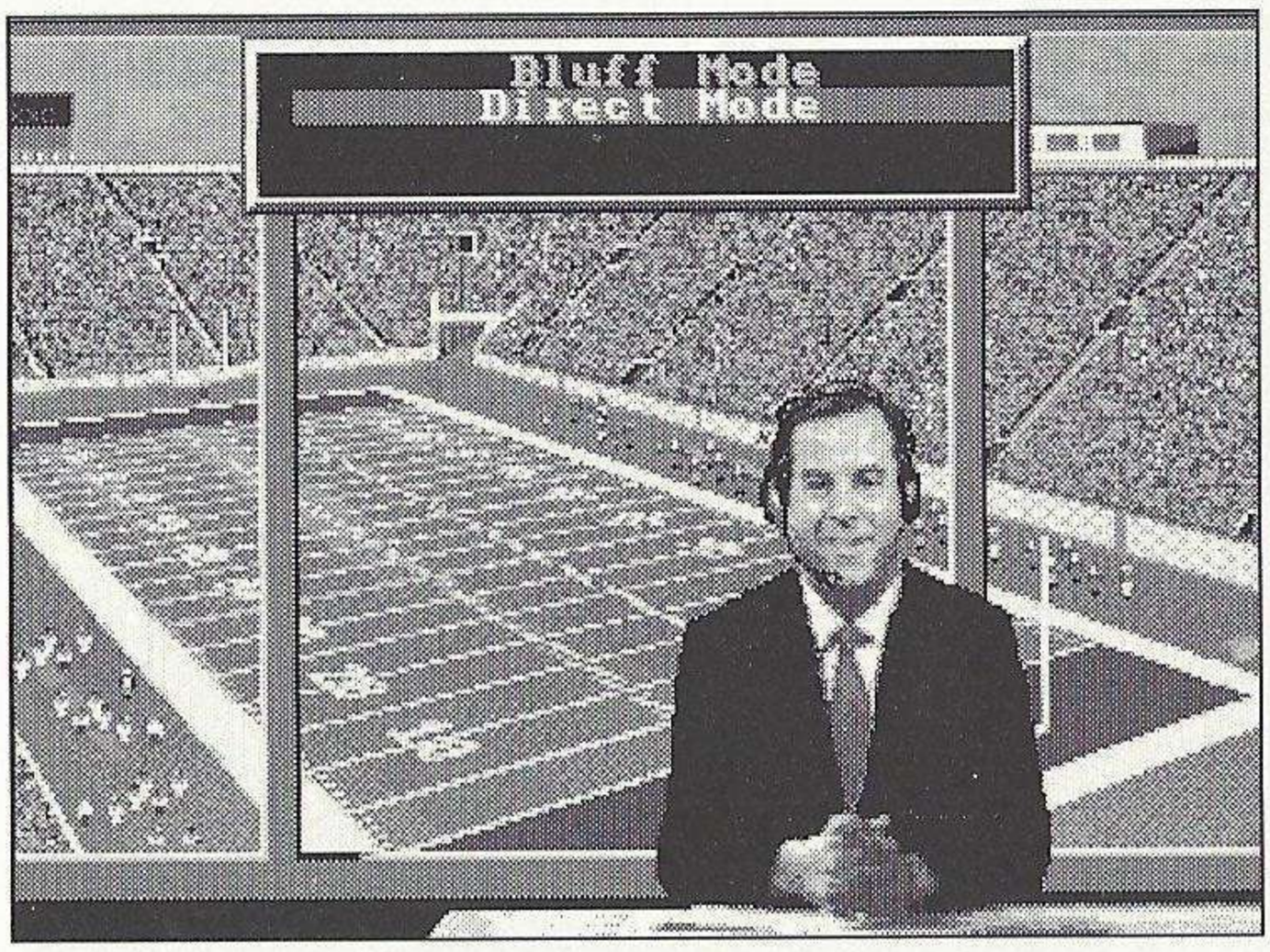
Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to Calling a Play *on page 23.*

- To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

1) **D-Pad** (DOWN) to *Play Call Mode*.
2) Press **C**. The Play Call Selection screen appears.

THE EA SPORTS PREGAME SHOW



3) **D-Pad** (UP/DOWN) to highlight the option of your choice.
4) Press **C**. Your selection is made, and you return to the previous screen.

NOTE

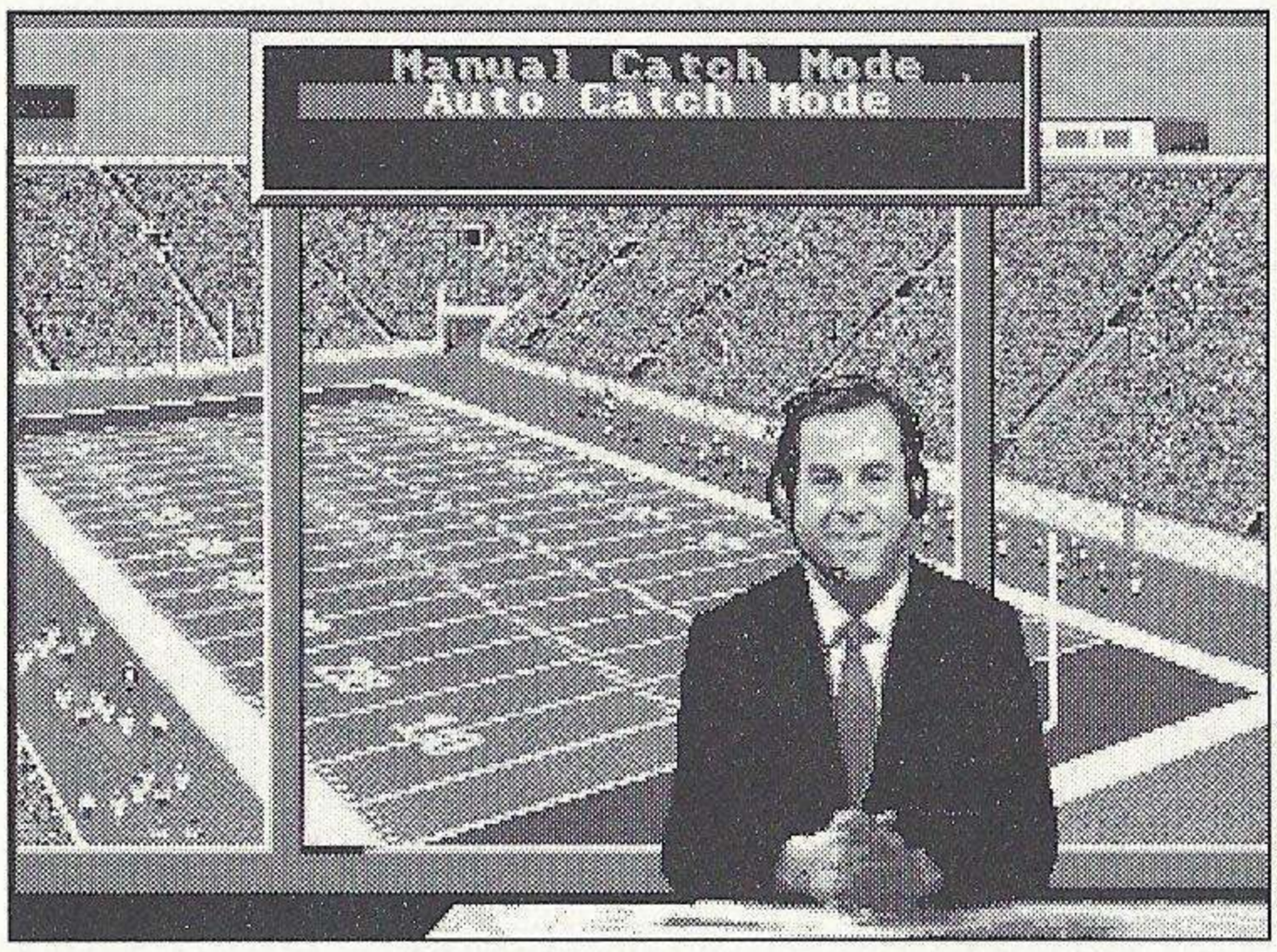
Direct Mode is the default mode.

PASS CATCH MODE

In both *Auto Catch Mode* or *Manual Catch Mode* the spot where the pass has been aimed is highlighted with a target.

In *Auto Catch Mode*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Catch Mode* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the D-Pad to guide the receiver to the target.



- To Select Pass Catch Mode from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Pass Catch Mode*.
2) Press **C**.
3) **D-Pad** (UP/DOWN) to select *Automatic* or *Manual*.
4) Press **C**. Your selection is made, and you return to the previous screen.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the passing windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

NOTE

Auto Catch Mode is the default mode.

QUIT GAME

Quit the game you're playing and return to the Options screen. The options you set up last time are still active.

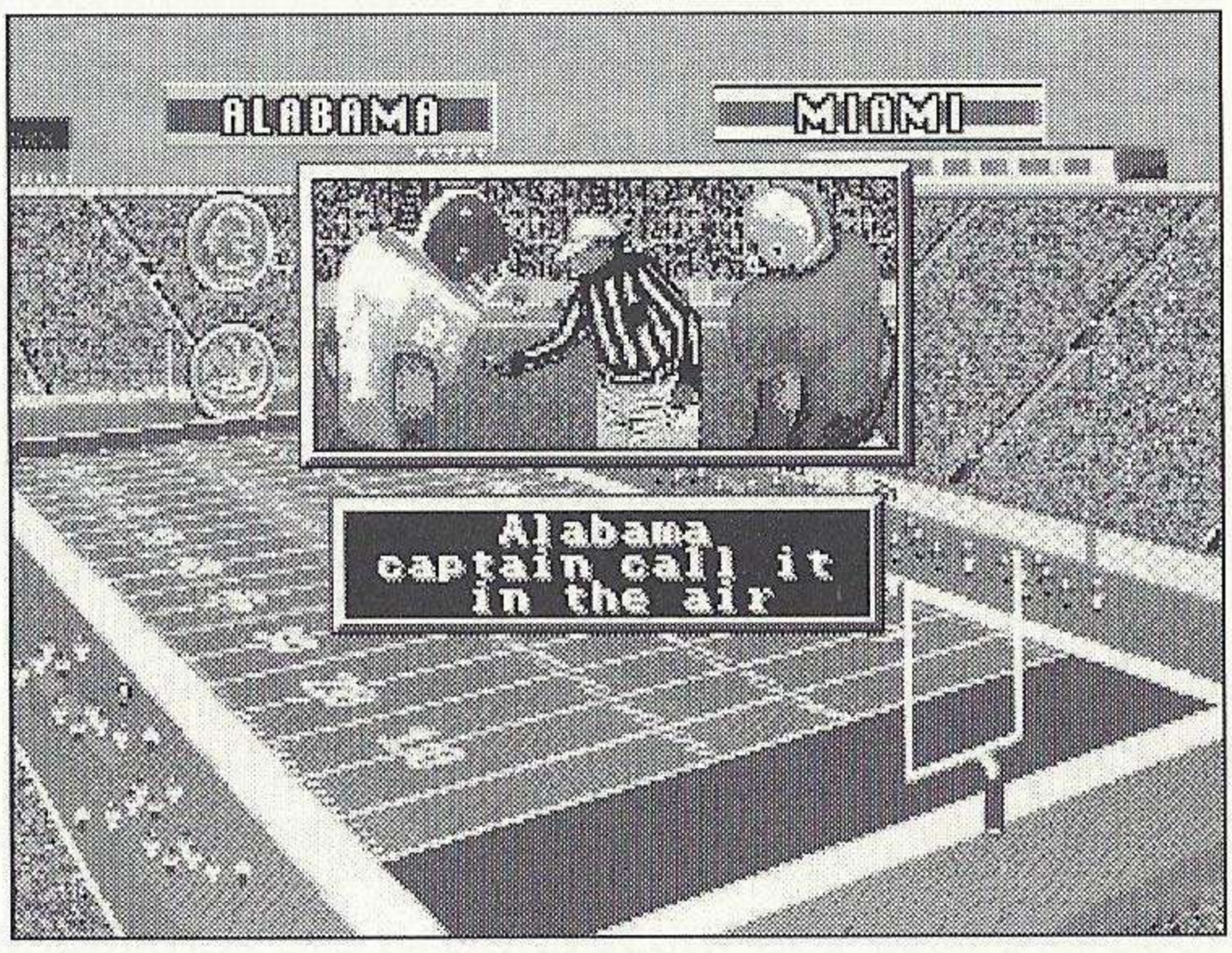
RESET SYSTEM

Quit the game your playing and return to the Title screen. When you advance to the Options screen, all default options are active.

The Coin Toss

When you're ready to play, **D-Pad** (UP/DOWN) to highlight *Start Game*, then press **C**.

The coin toss screen appears.



The visiting team makes the call. If your team is the visitor, you make the call.

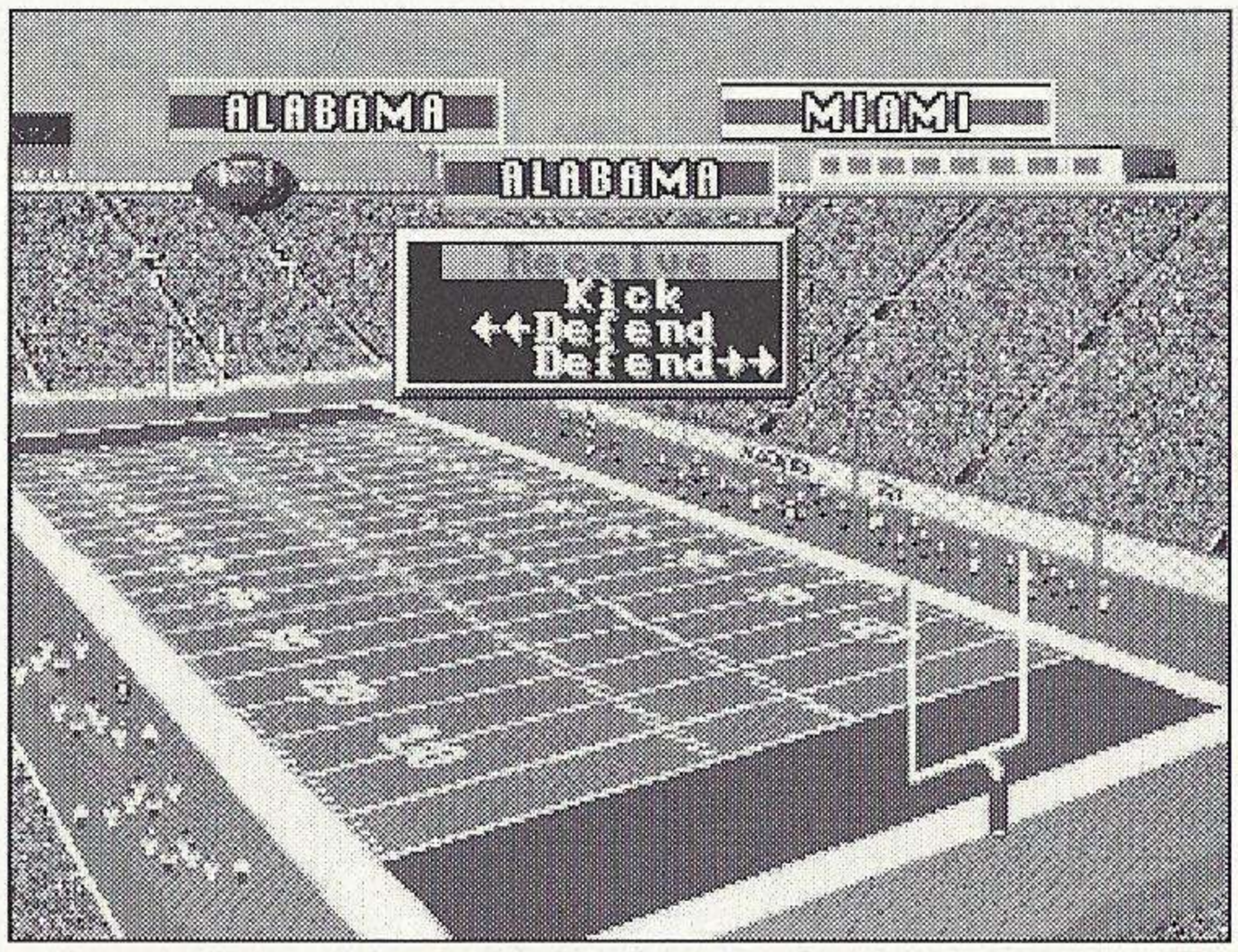
- To Call heads or tails: **D-Pad** (UP/DOWN) to move the arrow to the call of your choice.

NOTE

You must make the call while the coin is in the air.

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

The Coin Toss



- To Choose: **D-Pad** (UP/DOWN) to highlight the option of your choice, then press **C**.

If you lose the toss you must choose the remaining options.

If your opponent chooses to kick or receive, you must choose a goal to defend. When you D-Pad to toggle from goal to goal, stripes appear in the end zone of the goal you will defend if you press **START** at that time.

PAUSING THE GAME

- To pause the game without calling an offical Timeout: Press **START**.

The Pause screen appears.

From the Pause screen you can access several game options. *Turn to* The Pause Screen *on page 31 for a full description of these options*.

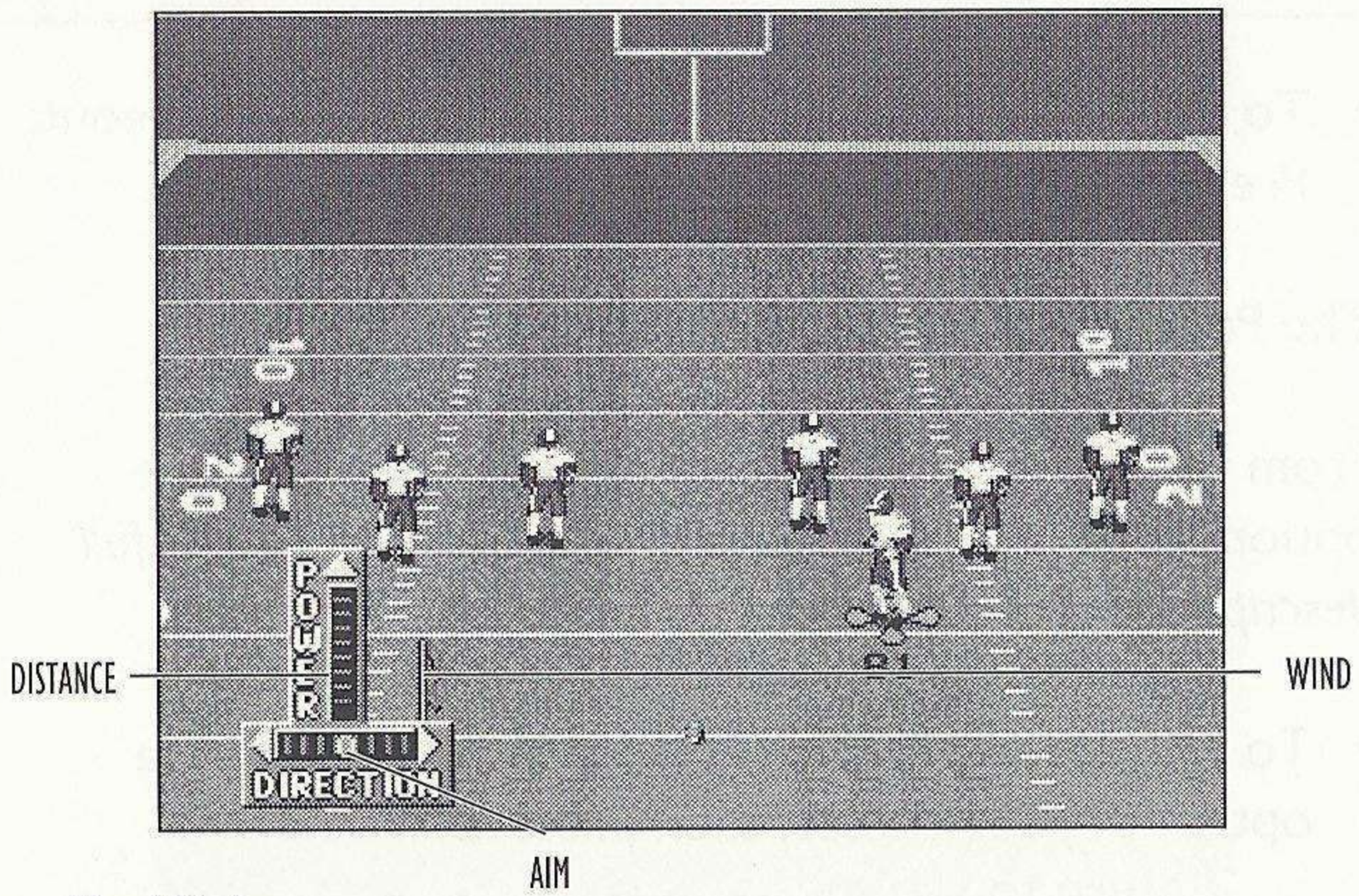
- To select an option: **D-Pad** (UP/DOWN) to the option of your choice, then press **C**.

- To return to the action: **D-Pad** (UP/DOWN) to "Resume Game," then press **C**. Or you can simply press **START**.

KICKING AND RECEIVING A KICK

By using the Kick Meter, you can place your kick just about anywhere on the field.

PLAYER CONTROLS



- To Kick:

1) Press **C** to put the kicker in motion and activate the Kick Meter. The higher the orange bar rises on the power meter, the more force behind the kick.

2) **D-Pad** (LEFT/RIGHT) to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.

3) Press **C** again to kick the ball.

THE ONSIDE KICK

- To Set the kicking team in onside kick formation:

1) **A** to call an audible.

2) **A** (onside left) or **C** (onside right).

(To return to standard formation: Press **A** to call an audible, then press **B**.)

Remember that the object is to get to the ball before the other team recovers it. Kick it the shortest distance possible.

When receiving, both kickoffs and punts are automatical-

ly fielded by your deep men, provided your team is in the proper formation. (In other words, on kickoffs your team is automatically set in the kick receiving formation. For punts, you must choose "Punt Return" or "Punt Rush" to field a deep man.)

- To Set the Receiving team in onside kick formation:

1) Press **A** to call an audible.

2) Press **A** or **C** (defend onside).

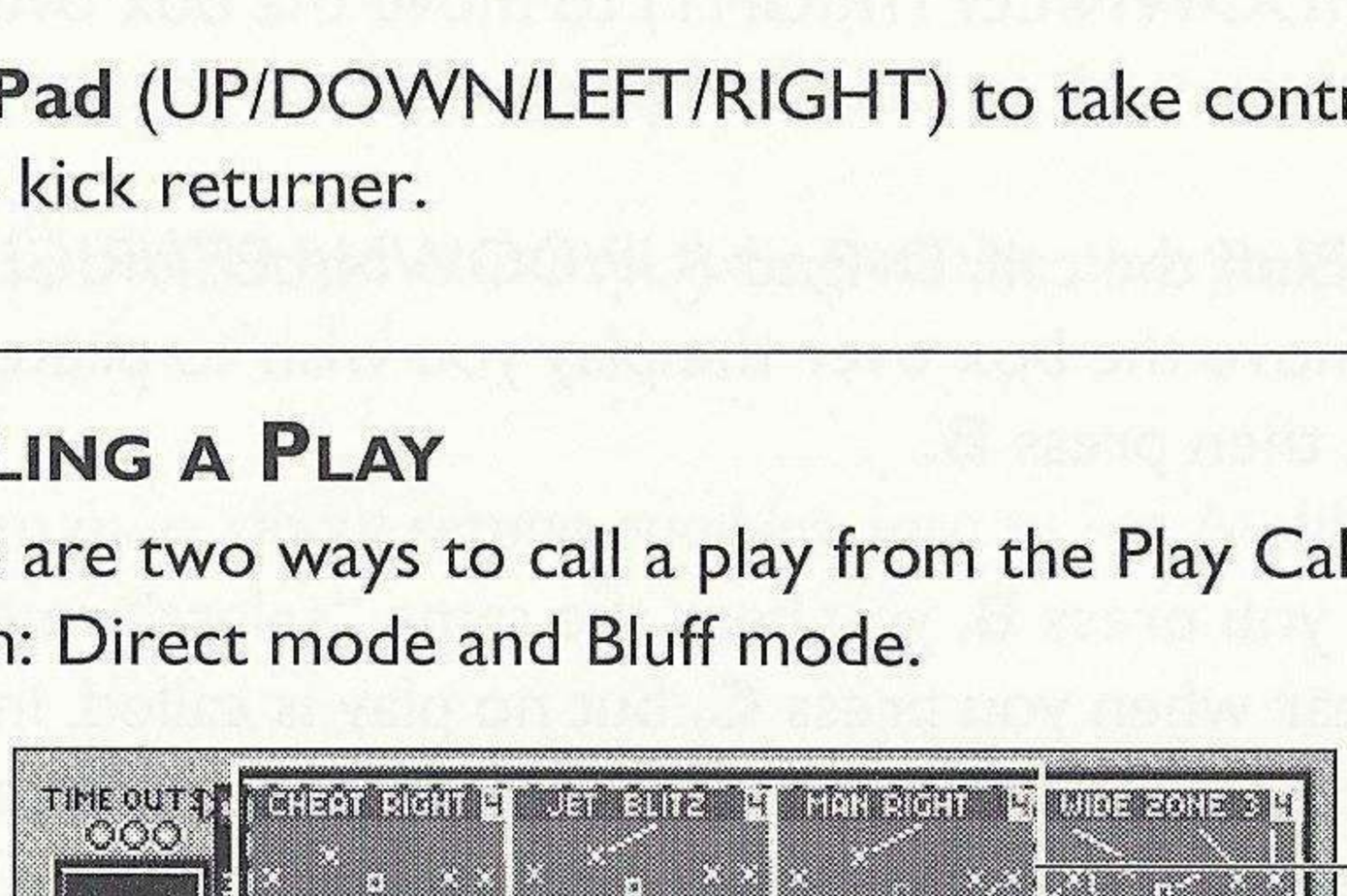
   (To return to standard formation: Press A to call an audible, then press **B**.)

Kick returners automatically field the ball and run.

- **D-Pad** (UP/DOWN/LEFT/RIGHT) to take control of the kick returner.

CALLING A PLAY

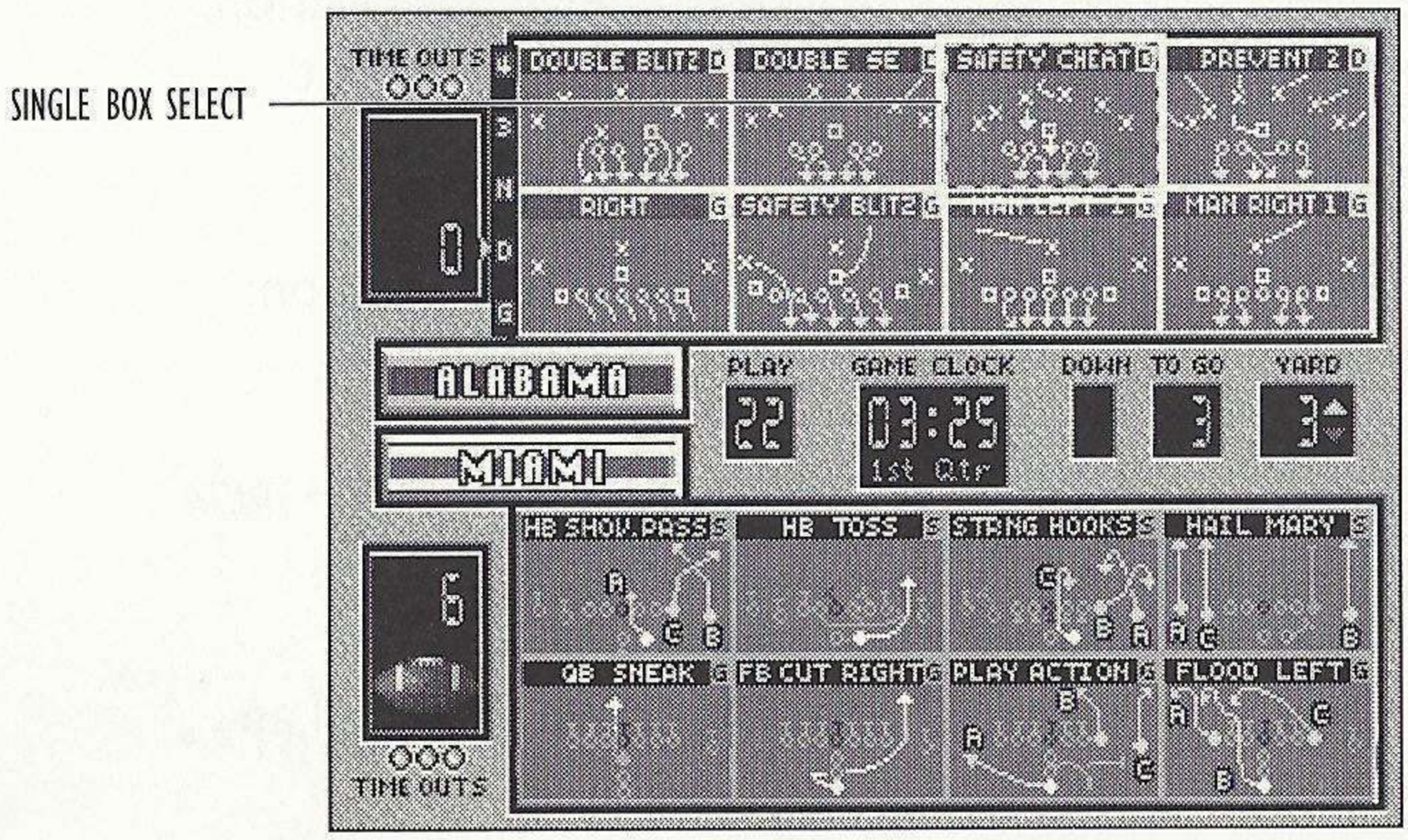
There are two ways to call a play from the Play Call screen: Direct mode and Bluff mode.



TRIPLE BOX SELECT

- To Call a play in Direct mode: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move any of the three

boxes over the play you wish to call, then press the button corresponding to that box.



- To Call a play in Bluff mode: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to call, then press **C**.

- To Bluff the call: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to pretend to call, then press **B**.

When you press **B**, you hear the same "select" sound you hear when you press **C**, but no play is called. In addition, you can choose more than one play with the **C** button; only the last play you chose with **C** will be run.

- To Exit the Play Call screen: **A**.

To learn more about how to select Direct Mode *or* Bluff Mode, *turn to page 34.*

The Play Clock

The game clock runs between plays unless the play that just ended was a kick, punt or incompletion.

But the Play Clock is altogether different. The offense has only 25 seconds between plays 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.

CALLING AN AUDIBLE

When the team lines up over the ball the quarterback reads the defense. Often he doesn't like what he sees. So he calls an audible, changing the play called in the huddle.

- To Call an audible at the line of scrimmage:

1) Press **A**.

The "audible" message appears.

2) Press the button corresponding to the play you want to run.

To learn more about setting audibles, turn to Set Audibles *on page 14.*

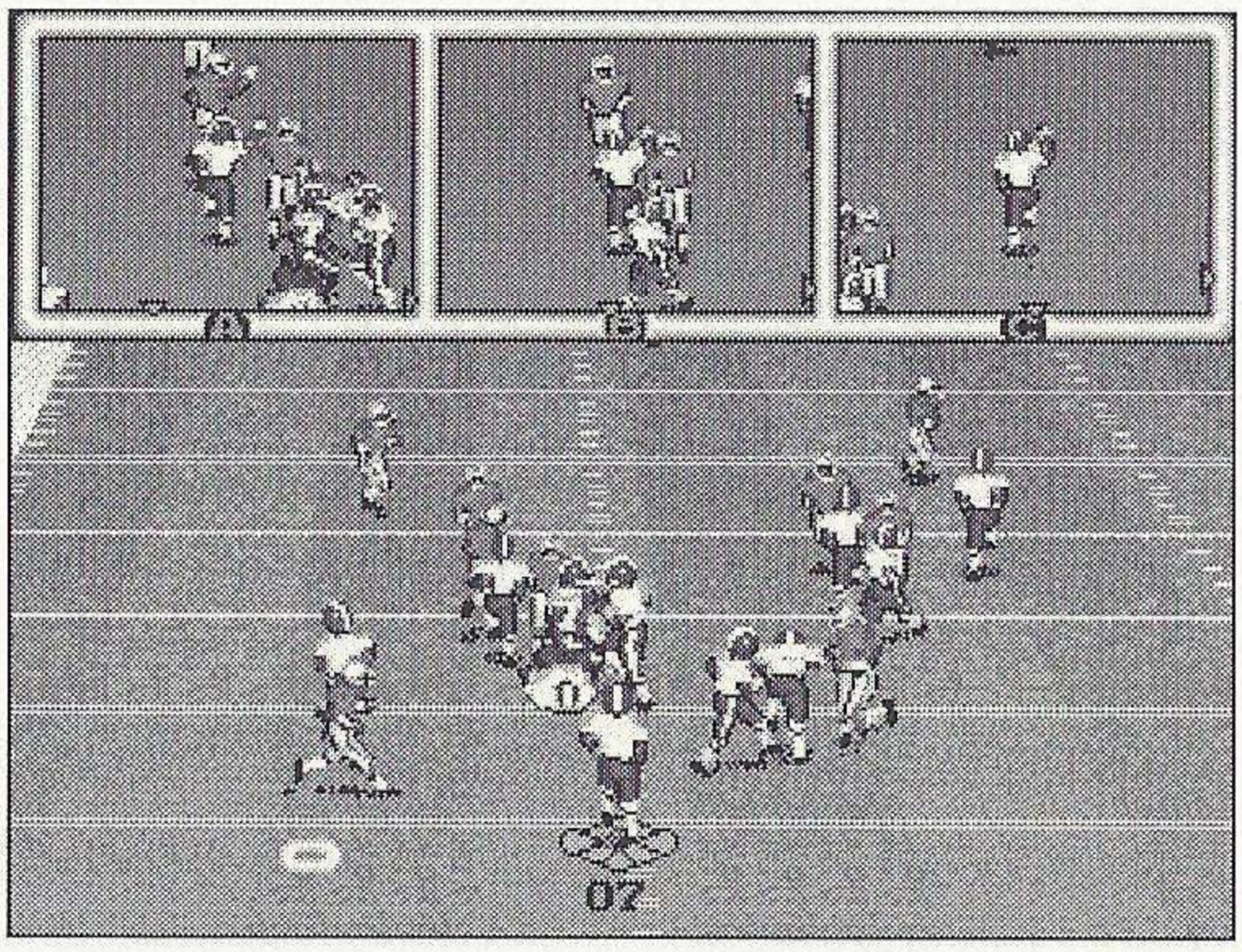
RUNNING

There are a number of nifty moves you can execute while running the ball. Spins, hurdles and dives are part of all great ball carriers' repertoires.

- Hand the ball off or lateral to a runner: **C**. The quarterback hands the ball to the closest back.
- Change directions: **D-Pad** (LEFT/RIGHT/UP/DOWN)
- Dive: **A**
- "Explode" forward: **B** (tap)
- Spin: **B** (hold)
- Hurdle: **C**

Player Controls

Passing



Each passing play features three potential receivers. Shortly after the snap, three Passing Windows appear. Each window shows a potential receiver and the immediate area surrounding him, including any defenders. The Passing Windows let you look for receivers who are open.

NOTE

The Passing Windows are called up automatically only if you do not take control of the quarterback. If you D-Pad to scramble or roll out on your own, the Passing Windows will not appear. To call up Passing Windows, press **C.**

- To Pass to a receiver in window A, B or C: Press **A**, **B**, or **C**.

NOTE

Hold a button to throw a bullet. Tap it to loft a pass. The longer you hold a button, the harder the ball is thrown.

Receiving

If Auto Catch Mode has been selected, once the quarterback releases the ball, the receiver moves automati-

cally toward the spot where the ball can be caught. This spot is marked by a target.

If Manual Catch Mode has been selected, the player must guide the receiver to the target.

As in any football game, sometimes the quarterback is off the mark, and the receiver must make adjustments in order to catch the ball.

- To Make the receiver dive for the ball: **A**
- To Take control of the receiver closest to the ball: **B**
- To Make the receiver raise his hands: **C**

HURRY-UP OFFENSE

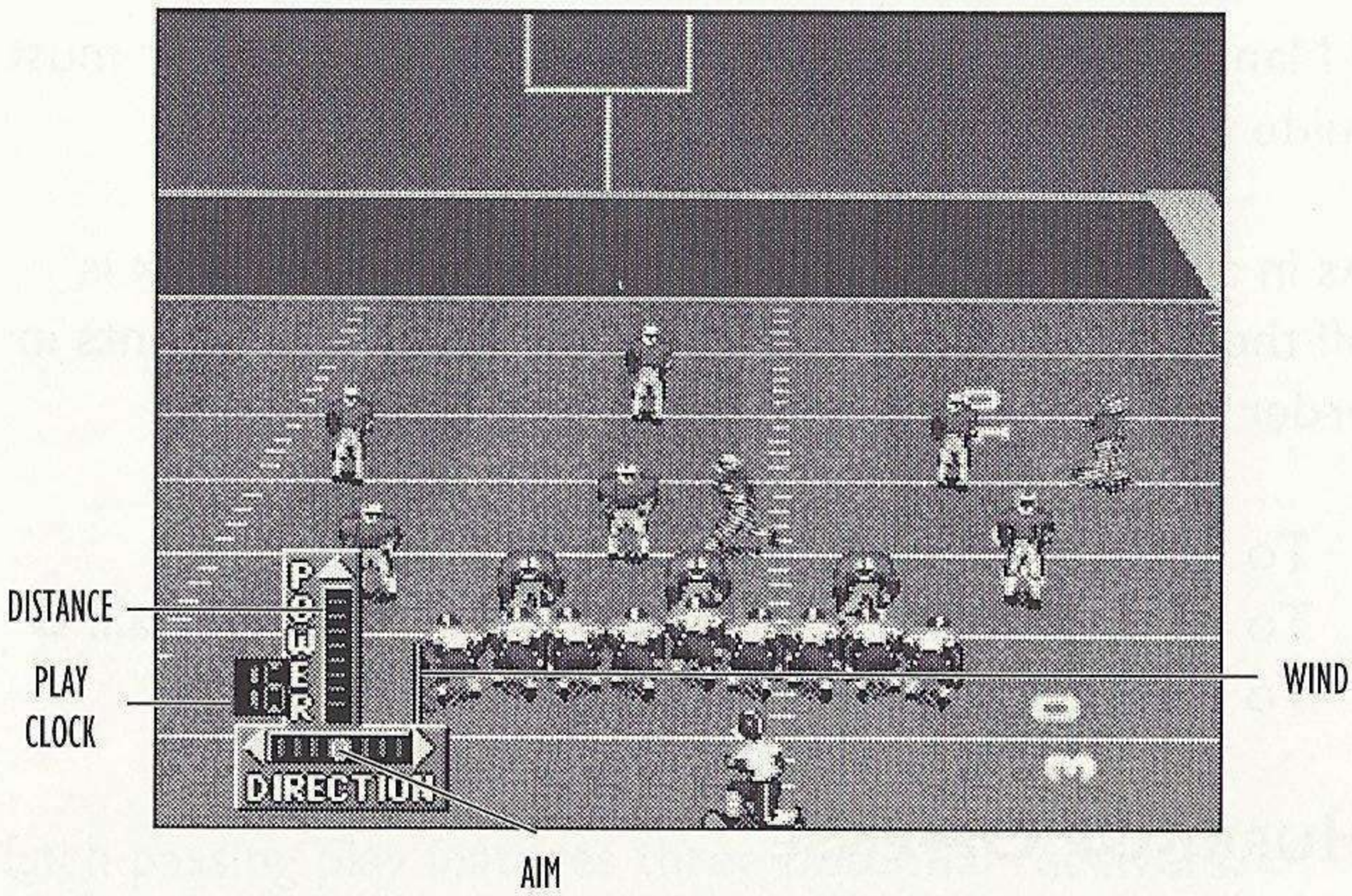
For those desperate drives in the waning moments of a game, and for those offensive coordinators who like to keep the defense off balance, Bill Walsh College Football incorporates a hurry-up offense which allows you to run plays without running excessive time off the clock.

- To Run the same play you just ran: hold **C** immediately after the whistle.
- To Ground the ball (the quarterback throws the ball into the ground to stop the clock): hold **A** immediately after the whistle. When your team lines up, press **C** to snap the ball. The quarterback throws the ball into the ground.

NOTE

Be sure to leave the D-Pad alone when grounding the ball. If you use it, the quarterback will not release the ball. Remember, when you touch the D-Pad during a play, you assume control of the quarterback.

PUNTING AND KICKING FIELD GOALS AND POINTS AFTER TOUCHDOWN



Punting and kicking work the same way as a kickoff.

1) Select "Field Goal" formation from the Play calling menu.

2) Press **C** to start the kicking meter.

3) **D-Pad** (LEFT/RIGHT) to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.

The Kick Meter is activated. The higher the orange bar rises on the power meter, the more force behind the kick.

4) When the orange bar rises to the desired area of the power meter, press **C** again to kick the ball.

THE TWO-POINT CONVERSION

The two-point conversion is one of college football's most thrilling options. No lead less than nine points is safe. You can run a two-point conversion after a touch-down the same way you run an ordinary play from the

line of scrimmage. The ball is placed on your opponent's three-yard line, and you have one play to take the ball to the goal.

CALLING A PLAY

Call a defensive play the same way you call an offensive play. (See Running the Offense *on p. 23 for infomation on calling a play*.)

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: **C**
- To Dive at ball carrier for a crushing hit: **A**
- To Take control of defensive player closest to the ball: **B**

DEFENDING A PASS

If the receivers run passing patterns, your team's defensive backs will automatically cover them.

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**) and jump for the ball (Press **C**).

CALLING A DEFENSIVE AUDIBLE

You can call a defensive audible the same way you can call an offensive audible.

- To Call an audible at the line of scrimmage:

1) Press **A**.

The "audible" message appears.

2) Press the button corresponding to the play you want to run.

Defensive audibles are pre-programmed. You can also set your own defensive audibles. *To learn more about setting audibles, turn to* Set Audibles *on page 14.*

RECEIVING A PUNT AND DEFENDING AGAINST FIELD GOALS

With both punts and field goals, you have two options: to defend and to block.

When you receive a punt, choose 'Punt Return' if you want your men to hang back and block. Choose 'Punt Rush' if you want your men to rush the punter and forfeit opportunities to block the opposition.

When you receive a punt, your deep man (the man over the circle target) fields the ball and runs upfield.

- To Take control of the punt returner: **D-Pad** (UP/DOWN/LEFT/RIGHT).

When you defend a field goal or P.A.T., you have the same options. Choose a 'Prevent' defense if you think the kicking team might fake a kick. Choose 'Field Goal Block' if you want to take a chance.

THE PAUSE SCREEN

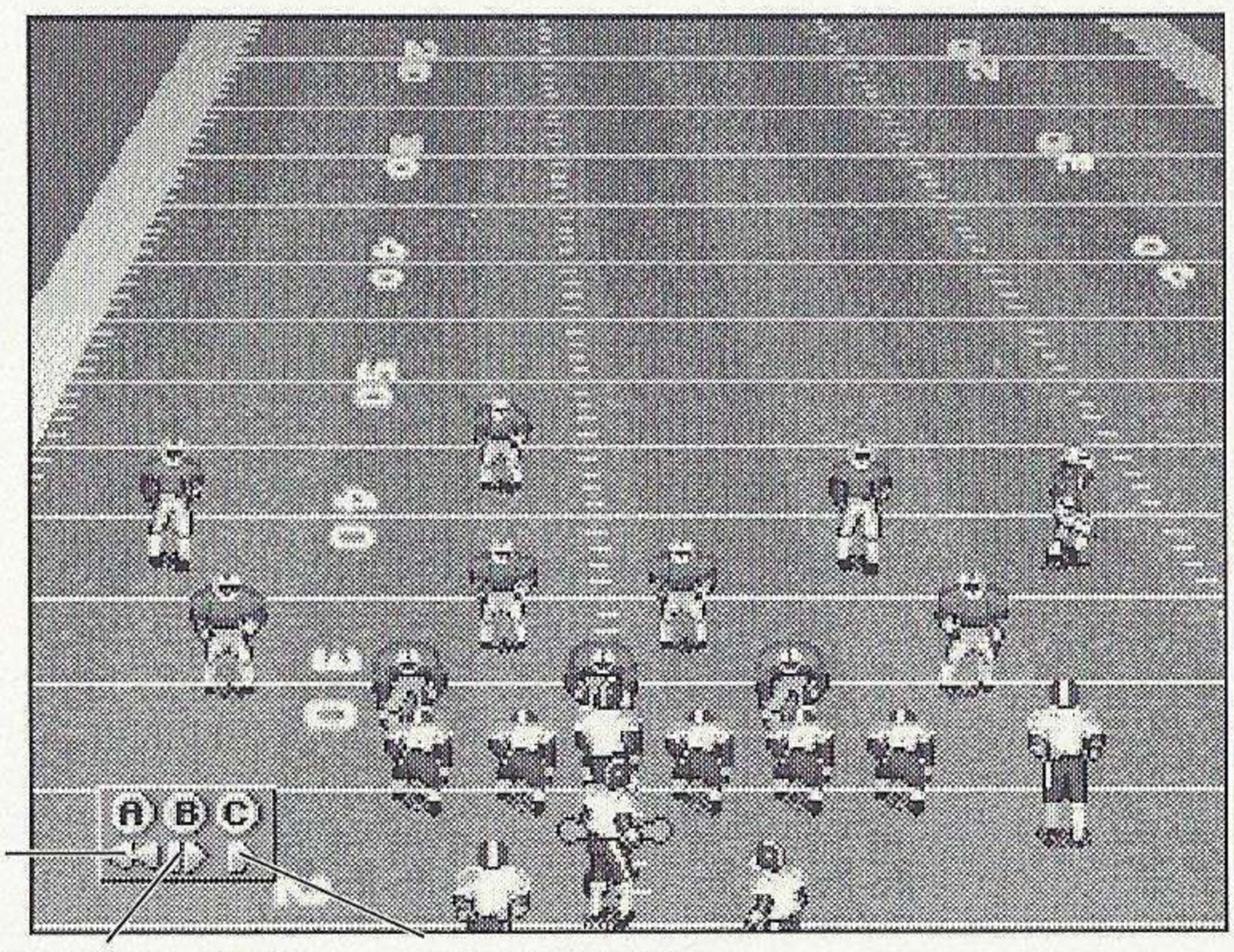
The pause screen lets you perform several functions.

- To view the Pause Screen, press START.

The game is paused.

To return to the action, **D-Pad** (UP/DOWN) to highlight *Resume Game*, then press **C**.

RESUME GAME



REPLAY NORMAL/ REPLAY REVERSE

Ron Barr and the EA Sports crew provide unlimited instant replay from two different angles: Normal and Reverse. At any time during the game you can review the play that was just run as many times as you want.

- Access instant replay:

1) Press **START** to pause the game.
2) **D-Pad** (UP/DOWN) to *Replay Normal* or *Replay Reverse*.
3) Press **C**.

The Instant Replay screen appears.

- To Control the Replay:

COLLEGE·FOOTBALL
BILL WALSH™

BILL WALSH COLLEG

WASHINGTON
'91, '92

PULLMAN, WA '92

PROVO, UT
'84, '92

NEBRA
'83, '

COLORADO
'90, '92

STANFORD '92

S.C.
'79, '92

LOS ANGELES '82

ARIZONA '92

OKL

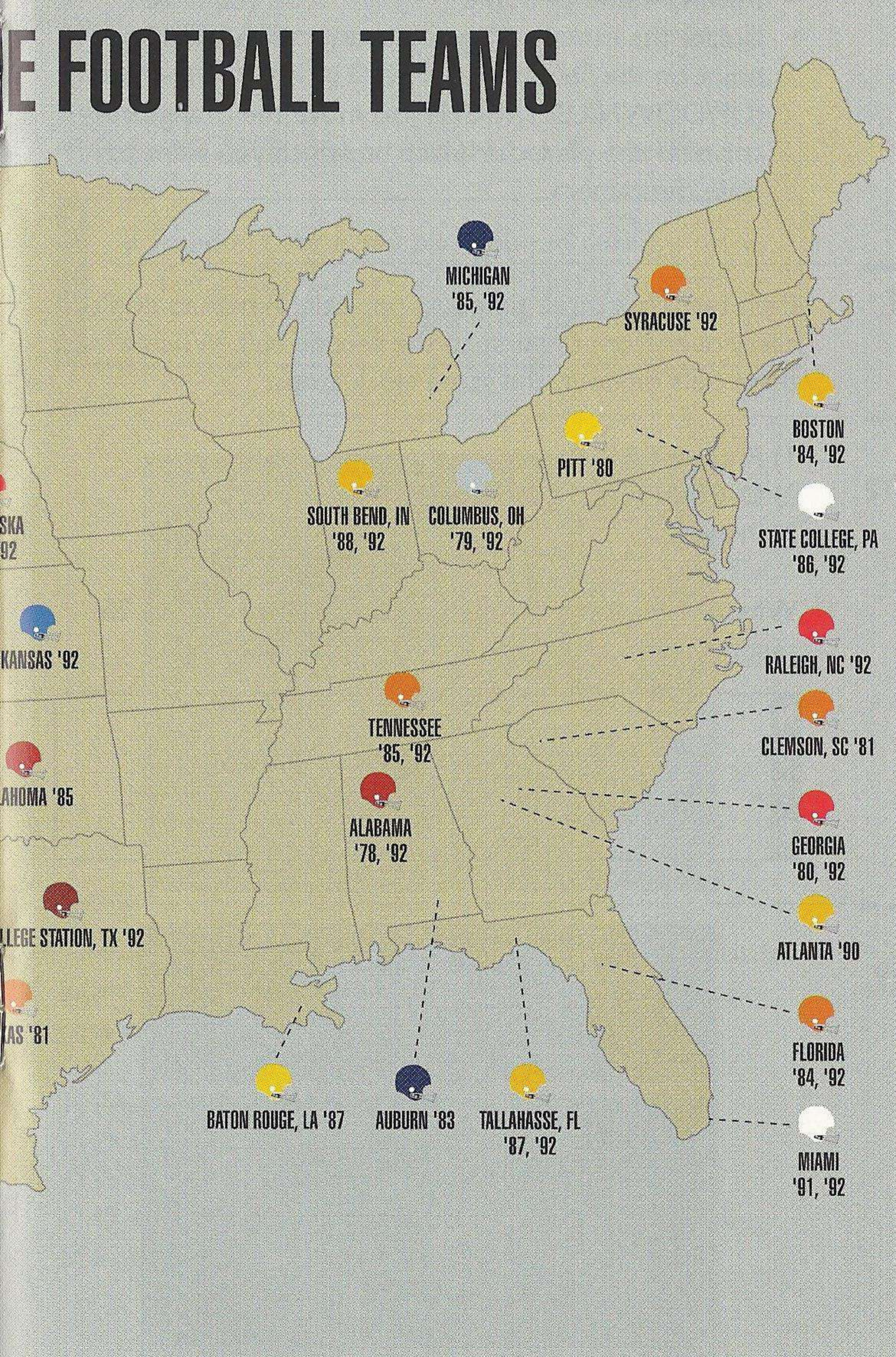
CO

TE

HAWAII '92

EA SPORTS
ELECTRONIC ARTS

E FOOTBALL TEAMS



THE PAUSE SCREEN

- Run the tape in slow motion: (hold) **B**
- Run the tape frame by frame: (tap) **B**
- Run the tape at normal speed: (press) **C**
- Rewind: (hold) **A**
- Rewind frame by frame (tap) **A**
- Isolate the camera on one player or on a specific point on the field: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the orange cursor over the player or place on which you want to train the camera.

TIMEOUT

Each team has three timeouts per half. Timeouts don't carry over from the first to the second half. When a team calls timeout, the game clock stops.

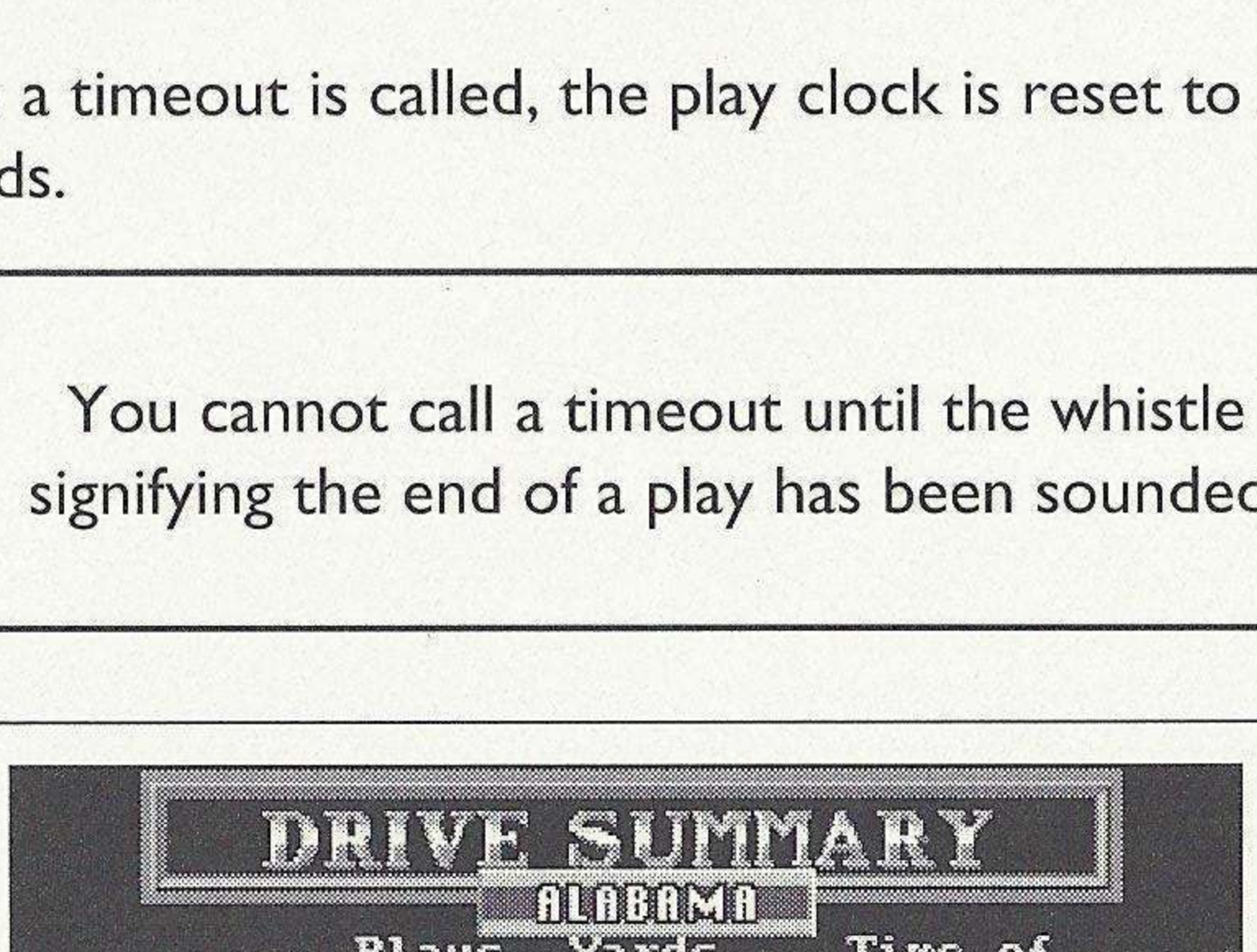
1) Press **START** to pause the game.
2) **D-Pad** DOWN to *Timeout.*
3) Press **C**.

When a timeout is called, the play clock is reset to 25 seconds.

NOTE

You cannot call a timeout until the whistle signifying the end of a play has been sounded.

DRIVE SUMMARY



THE PAUSE SCREEN

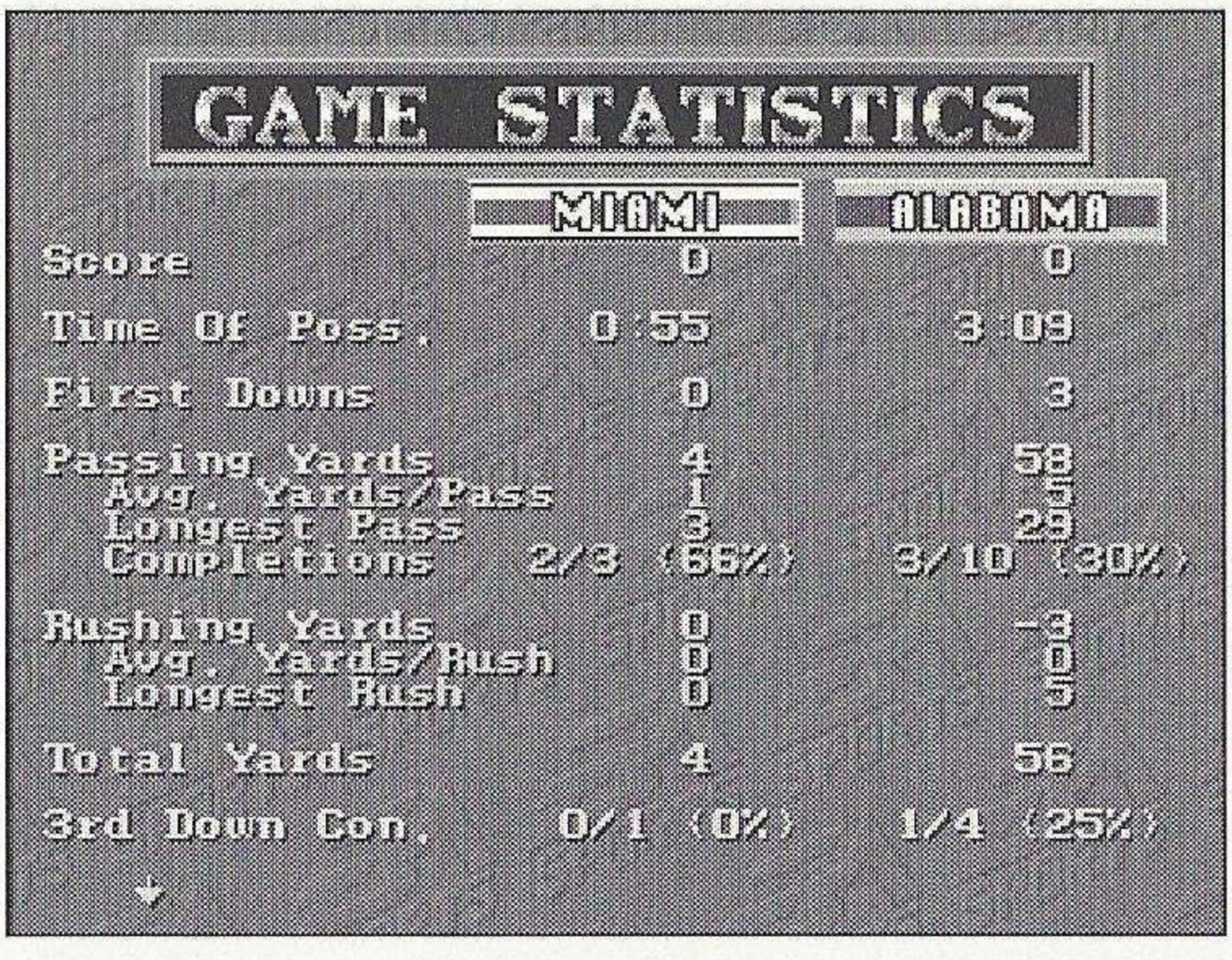
The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

1) Press **START** to pause the game.
2) **D-Pad** DOWN to *Drive Summary.*
3) Press **C**.
4) Press **START** to return to the previous screen.

NOTE

If you don't see every play you ran during a drive, **D-Pad** (UP/DOWN/LEFT/RIGHT) to scroll through the entire drive summary.

GAME STATISTICS



The Game Statistics screen displays the current statistics in the game's most vital categories. Check out the success of your team's ground game and passing attack.

1) Press **START** to pause the game.
2) **D-Pad** (DOWN) to *Game Statistics.*
3) Press **C**.
4) **D-Pad** (UP/DOWN) to scroll through all statistics.
5) Press **START** to return to the Pause screen.

SCOREBOARD

Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- To View the scoreboard from the Pregame screen or the Pause screen:

1) **D-Pad** DOWN to *Scoreboard.*
2) Press **C**.

PLAY CALL MODE

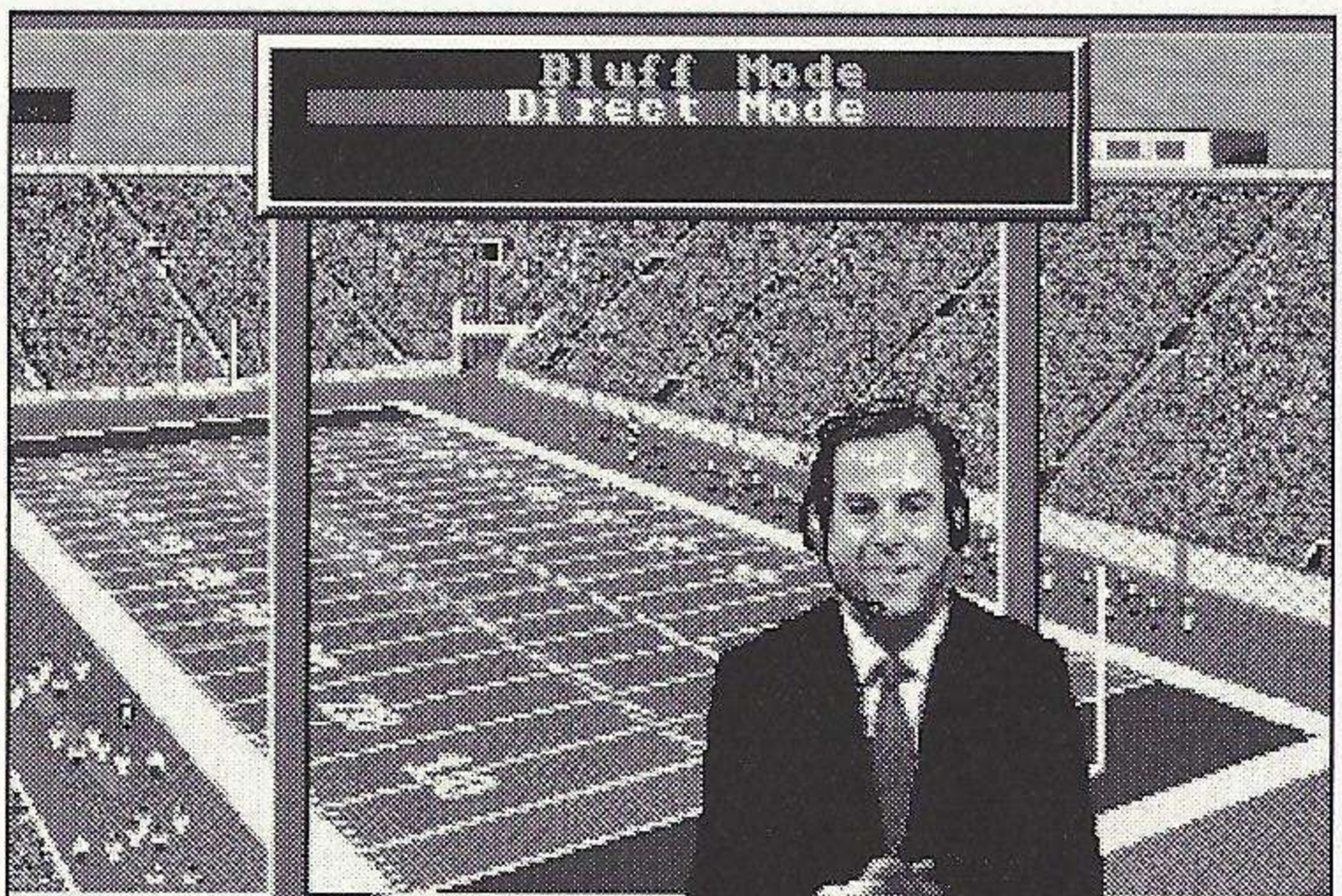
Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to Calling a Play *on page 23.*

- To Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

1) **D-Pad** (DOWN) to *Play Call Mode.*
2) Press **C**. The Play Call Selection screen appears.



3) **D-Pad** (UP/DOWN) to highlight the option of your choice.
4) Press **C**. Your selection is made, and you return to the previous screen.

NOTE

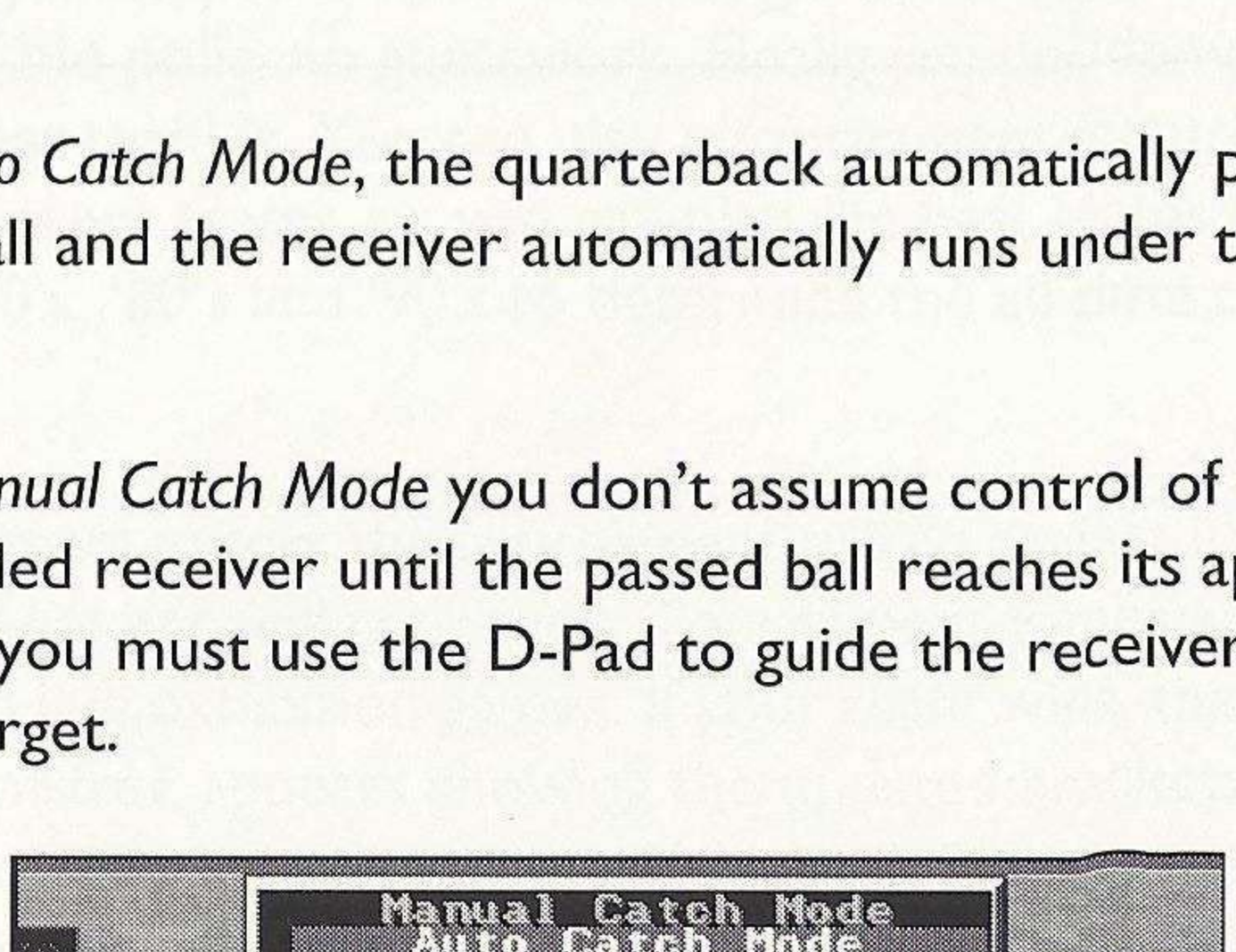
Direct Mode is the default mode.

PASS CATCH MODE

In both *Auto Catch Mode* or *Manual Catch Mode* the spot where the pass has been aimed is highlighted with a target.

In *Auto Catch Mode*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Catch Mode* you don't assume control of the intended receiver until the passed ball reaches its apex. Then you must use the D-Pad to guide the receiver to the target.



- To Select Pass Catch Mode from the Pregame screen or the Pause screen:

THE PAUSE SCREEN

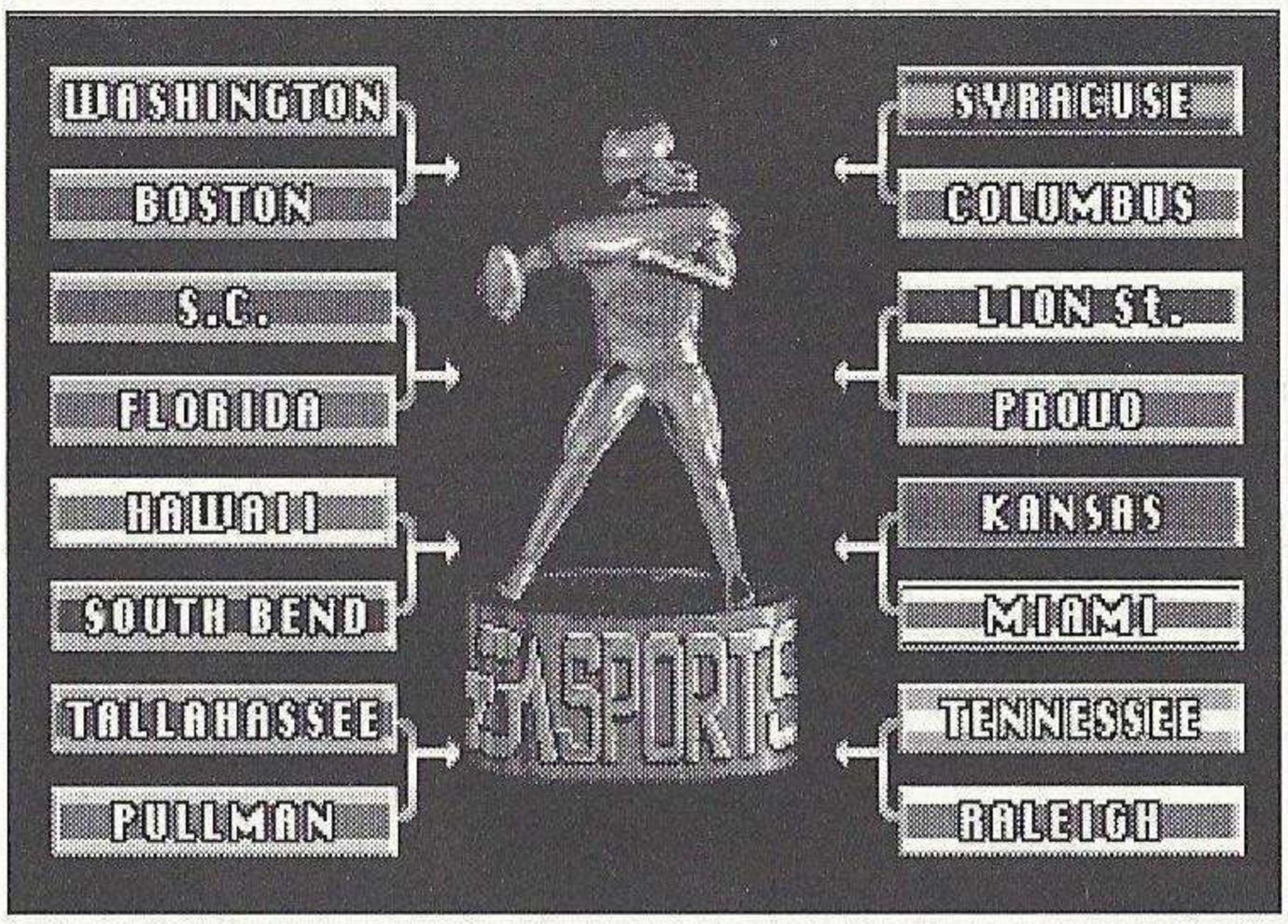
1) **D-Pad** DOWN to *Pass Catch Mode*.
2) Press **C**.
3) **D-Pad** (UP/DOWN) to select.
4) Press **START** to return to the previous menu.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the Passing Windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

NOTE

Auto Catch Mode is the default mode.

Entering the College Playoff Championship



EA Sports welcomes you to the College Playoff Championship, a sixteen-team single-elimination tournament. No polls, no guesswork. Finally *you* decide who the best team is. You can play a tournament featuring the current teams, or you can play the best teams from the '70's, '80's and '90's to determine the all-time champion.

Your team enters the tournament paired against its opponent according to rank. Tournament games are played like exhibition games. If your team wins, the tournament tree appears showing the updated brackets, and your team advances to the next round. Every game you win takes you closer to the championship game, where you'll find out who has the *real* team.

If your team loses, the Game Options screen appears, and you can begin another tournament.

NOTE

All playoffs are one-player mode only.
It's you against the Genesis.

NOTE: To choose a team in Tournament mode:

1. D-Pad LEFT/RIGHT to toggle controller 1 to the team of your choice.

2. Press START to move the EA Sports Pregame Show.

TIES

In the event of a tie, the game moves into sudden death overtime. The coin is tossed again, and it's as if the game were starting again. In overtime the play clock runs as usual, but there is no game clock. The first team to score a point is the winner of the contest.

NOTE

Sudden death overtime applies only to tournament games. Exhibition games have no sudden death overtime periods; they can end in ties.

RESUMING A TOURNAMENT

College Football has an Automatic Tournament Save feature that lets you resume a tournament in progress. Now you can turn the power on the Genesis off and still retain your tournament standings. When you resume a tournament, you begin at the playoff tree immediately after the last finished contest.

- Resume a tournament in progress: Proceed to the Game Set-Up screen and select *Continue Tournament* from the Play Mode category. Then press **START**.

NOTE

To avoid losing your place in a tournament, be sure to exit the show before you turn off the Genesis. Tournament standings are saved by the Genesis when you exit the post-game show.

Only the most recent tournament can be saved. Anytime you begin a new tournament, the new tournament replaces the old tournament in the memory bank.

College Rules

Although college football and professional football are primarily the same game, the rules are not identical. Following are the rules unique to college football.

- Quarterback sacks are counted as rushing statistics.

- The ball carrier is down when one knee touches the playing surface. An opponent doesn't have to touch him.

- Pass interference is a 15-yard penalty. If the pass play is less than 15 yards, the ball is spotted at the location of the infraction.

- There is no two-minute warning timeout.

- The play clock is 25 seconds.

- The defense cannot advance a recovered fumble.

- If a kickoff goes out of bounds, the ball is spotted at the 35-yard line or the point on the field where the ball went out of bounds, whichever is more advantageous to the receiving team.

- If a play ends out of bounds, on the next play the ball is hiked from a hash mark between the center of the field and the sideline where the previous play ended.

- And of course, the two-point conversion is an option after every touchdown! Turn to *The Two-Point Conversion* on p. 28 to learn more.

PLAYER RATINGS

ALABAMA '78

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	4	8	4	4
QB2	10	0	8	8	8

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	10	10	10	6
HB2	42	8	9	9	4
FB	45	8	8	8	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	4	11	4	2	3
WR2	32	3	3	1	2
WR3	80	3	3	0	2
WR4	86	3	3	0	3
TE1	8	3	3	1	4
TE2	88	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	235	9	7
LG	70	235	10	8
C	57	229	14	12
RG	60	236	9	7
RT	63	241	13	11

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	39	10	8	11	11
DLT	93	7	13	7	8
DRT	96	4	8	5	5
RE	94	8	7	8	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	92	12	7	13	13
MLB	77	11	11	10	11
ROLB	36	9	4	9	9
PLB	50	7	4	7	7

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	19	9	10	8	9
FS1	9	10	9	10	10
RCB1	28	8	8	7	8
LCB1	17	8	9	7	8
RCB2	34	2	7	3	2
LCB2	26	3	7	5	3
FS2	18	6	7	5	6

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	6	2	5
P	2	10	5

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	22	11	9	8
PR	22	4	4	2

BOSTON '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	22	11	13	7	10
QB2	7	0	8	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	23	10	9	10	12
HB2	24	8	7	5	3
FB	33	7	8	6	6

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	20	10	12	8	12
FL	82	13	9	6	9
WR3	44	5	5	3	4
WR4	26	7	5	3	6
TE1	83	8	7	4	5
TE2	85	3	5	2	6

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	54	271	10	7
LG	63	255	10	7
C	66	255	12	9
RG	65	267	10	7
RT	79	269	10	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	50	8	6	6	6
DLT	52	6	7	6	6
DRT	97	5	5	5	6
RE	95	7	7	6	6

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	53	7	5	7	8
NG	68	11	5	11	11
ROLB	36	4	4	4	5
PLB	81	5	4	4	5

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	41	8	7	9	8
FS1	17	12	9	12	12
RCB1	43	11	8	10	11
LCB1	45	12	9	12	12
RCB2	28	6	7	5	6
LCB2	48	5	7	5	5
FS2	10	4	6	5	4

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	2	5	11
P	6	6	5

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	24	10	11	7
PR	82	7	9	5

COLORADO '90

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	5	7	10	11
QB2	4	0	6	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	1	12	13	11	6
TB2	35	6	5	6	3
FB	22	8	8	6	6

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	9	14	7	4	6
FL	42	4	3	0	4
WR3	86	9	3	2	3
WR4	25	6	3	0	3
TE1	81	3	3	0	2
TE2	87	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	275	8	6
LG	62	281	11	9
C	52	265	10	8
RG	79	265	8	6
RT	72	300	8	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	70	6	8	6	5
NT	93	12	9	10	12
RE	95	14	11	13	13

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	94	10	6	10	12
LILB	53	6	12	7	8
RILB	34	6	8	7	6
ROLB	96	11	8	10	11
PLB	48	6	5	6	7

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	17	10	8	11	10
FS1	27	7	7	8	7
RCB1	15	9	8	8	9
LCB1	12	11	8	10	11
RCB2	2	6	6	6	6
LCB2	13	3	6	4	3
FS2	21	3	7	2	3

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	16	6	6
P	10	13	6

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	9	8	4	2
PR	12	12	13	9

ALABAMA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	5	8	4	4
QB2	14	0	7	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	25	10	10	9	5
TB2	33	7	7	7	5
FB	35	7	7	8	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	2	11	4	1	8
FL	32	4	4	1	4
WR3	37	6	4	1	3
WR4	85	7	3	1	2
TE1	83	8	2	0	3
TE2	5	6	2	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	63	266	9	6
LG	68	263	9	8
C	61	250	13	10
RG	69	273	13	10
RT	77	289	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	94	11	12	11	11
NT	98	6	7	6	7
RE	80	12	9	11	11

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	14	11	15	14
LILB	52	11	13	12	12
RILB	56	11	12	11	11
ROLB	11	14	12	15	15
PLB	58	9	4	11	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	31	9	14	9	9
FS1	21	11	13	11	11
RCB1	13	13	14	13	13
LCB1	43	13	13	13	13
RCB2	10	6	13	6	6
LCB2	22	5	12	6	5
FS2	39	5	14	5	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	81	12	8
P	12	7	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	2	6	7	4
PR	2	10	8	4

BOSTON '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	7	8	4	4
QB2	8	0	8	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	33	11	12	12	6
TB2	42	7	7	5	3
FB	41	8	8	8	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	27	11	5	3	4
FL	23	3	5	2	3
WR3	20	7	4	2	4
WR4	83	5	5	2	4
TE1	82	7	7	3	5
TE2	98	3	3	1	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	278	12	9
LG	63	283	9	6
C	64	262	9	6
RG	66	264	9	6
RT	67	288	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	62	7	5	7	7
NT	57	5	5	6	5
RE	93	5	6	6	6

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	91	9	4	10	10
LILB	53	8	8	8	9
RILB	50	12	6	13	12
ROLB	46	12	4	11	12
PLB	45	6	4	7	7

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	6	7	12	8	7
FS1	28	12	13	13	12
RCB1	17	12	13	12	12
LCB1	21	8	11	9	8
RCB2	2	6	12	5	6
LCB2	5	10	12	9	10
FS2	25	5	12	7	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	16	2	2
P	11	13	11

	NO.	SPEED	AGILITY	BRK TACKLES
KR	33	8	9	4
PR	21	3	3	0

COLORADO '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	7	10	5	5
QB2	6	3	8	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	33	6	6	6	3
TB2	3	5	4	2	3
FB	12	5	7	6	5

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	81	8	12	7	11
WR2	9	12	11	8	11
WR3	8	3	6	2	6
WR4	18	3	5	2	8
TE1	86	5	6	3	5
TE2	85	3	4	2	4

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	284	9	6
LG	66	289	9	6
C	64	281	9	6
RG	76	276	9	6
RT	77	281	13	10

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	99	11	7	13	11
NT	92	5	2	5	6
RE	97	5	2	4	4

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	56	13	5	13	14
LILB	46	8	6	9	9
RILB	19	11	11	11	11
ROLB	34	13	7	14	13
PLB	36	8	5	8	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	21	12	13	11	12
FS1	47	13	13	14	13
RCB1	13	11	14	10	11
LCB1	2	15	13	15	15
RCB2	22	6	12	6	6
LCB2	7	7	13	7	7
FS2	15	7	13	7	7

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	14	12	4
P	17	15	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	8	3	4	0
PR	2	10	11	6

PLAYER RATINGS

COLUMBUS, OH '79

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	6	9	9	8
QB2	7	0	4	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	43	11	10	11	7
HB2	26	7	7	6	3
FB	22	10	8	9	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	44	8	3	2	3
FL	47	12	7	4	6
WR3	89	3	3	0	2
WR4	37	3	3	0	4
TE1	81	3	3	0	4
TE2	82	3	2	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	256	8	6
LG	69	245	13	11
C	58	218	11	9
RG	56	242	11	9
RT	72	251	8	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	60	6	5	6	6
NT	68	12	9	12	11
RE	55	9	9	8	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	65	14	6	13	13
LILB	36	10	10	9	8
RILB	15	11	12	13	12
ROLB	5	11	8	11	12
PLB	86	10	4	9	10

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	48	10	11	11	10
FS1	25	9	9	8	9
RCB1	27	12	12	11	12
LCB1	12	11	11	12	11
RCB2	4	4	8	4	4
LCB2	23	5	7	5	5
FS2	28	8	11	8	8

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	13	11	11
P	19	13	7

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	37	6	8	3
PR	12	12	12	7

FLORIDA '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	6	10	4	4
QB2	14	0	1	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	27	12	12	12	4
TB2	7	10	10	9	5
FB	22	10	10	10	8

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	89	13	4	2	3
WR2	21	5	3	1	4
WR3	9	3	4	1	2
WR4	86	3	3	0	3
TE1	82	3	2	0	2
TE2	85	3	3	0	2

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	260	11	9
LG	74	251	8	6
C	50	246	12	10
RG	60	267	8	6
RT	70	246	8	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	62	5	5	6	7
NT	56	6	11	6	5
RE	66	9	9	9	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	98	8	4	7	8
LILB	43	8	5	9	9
RILB	57	7	6	7	7
ROLB	93	12	9	12	13
PLB	45	6	4	7	7

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	6	7	1	6
FS1	4	6	8	1	6
RCB1	26	10	10	10	10
LCB1	8	11	10	10	11
RCB2	24	4	7	3	4
LCB2	32	2	7	2	2
FS2	23	3	8	3	3

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	3	13	13
P	13	15	12

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	89	13	11	11
PR	89	13	11	9

GEORGIA '80

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	5	7	4	4
QB2	15	0	7	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	34	13	12	14	4
TB2	36	7	8	8	3
FB	25	7	6	7	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	24	4	4	2	3
FL	82	10	4	2	3
WR3	80	3	3	0	4
WR4	81	3	3	0	2
TE1	88	4	3	1	3
TE2	86	3	2	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	262	8	5
LG	65	258	12	9
C	54	254	8	5
RG	76	269	12	9
RT	77	251	8	5

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	83	7	4	65	5
NT	87	12	9	11	12
RE	41	5	8	6	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	48	8	9	8	8
LILB	61	9	8	8	8
RILB	94	8	5	9	8
ROLB	47	6	9	6	7
PLB	42	6	4	6	8

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	13	9	12	13
FS1	29	8	9	9	8
RCB1	31	10	8	12	10
LCB1	19	12	10	13	12
RCB2	9	9	9	9	9
LCB2	20	5	7	6	5
FS2	10	5	7	5	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	5	12	10
P	2	7	5

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	19	12	12	10
PR	19	12	11	9

COLUMBUS, OH '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	6	10	5	5
QB2	14	0	8	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	26	8	9	8	4
TB2	33	6	5	5	3
FB	8	6	6	5	6

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	88	5	7	3	5
FL	17	12	2	1	3
WR3	3	3	3	0	3
WR4	83	3	4	0	4
TE1	85	5	4	1	2
TE2	89	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	67	289	14	11
LG	52	280	9	6
C	66	282	9	6
RG	77	274	9	6
RT	68	301	12	9

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	56	7	4	9	7
DLT	72	9	6	8	9
DRT	57	7	9	7	7
RE	91	7	6	7	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	8	7	7	6
MLB	58	11	13	12	12
ROLB	84	8	4	7	8
PLB	48	9	3	10	10

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	24	9	11	9	9
FS1	13	10	11	9	10
RCB1	18	9	12	7	9
LCB1	29	9	11	8	9
RCB2	46	5	10	4	5
LCB2	9	4	12	3	4
FS2	2	5	11	3	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	23	10	4
P	10	6	12

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	26	11	13	10
PR	2	10	10	5

FLORIDA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	9	10	13	5	5
QB2	12	0	2	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	11	10	9	12
HB2	32	2	3	3	3
FB	30	3	3	2	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	11	6	4	5
WR2	22	7	9	5	9
WR3	24	3	5	3	5
WR4	1	8	6	4	6
TE1	89	3	5	2	6
TE2	86	3	5	2	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	301	9	6
LG	62	274	9	6
C	50	276	9	6
RG	73	273	12	9
RT	74	282	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	57	8	4	7	8
DLT	93	6	2	5	4
RLT	60	8	4	7	7
RE	40	7	4	7	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	10	9	7	8	9
MLB	31	8	8	8	8
ROLB	41	8	9	9	9
PLB	48	7	4	7	6

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	7	9	7	7
FS1	2	6	8	7	6
RCB1	4	7	8	5	7
LCB1	3	12	9	10	12
RCB2	37	3	9	2	3
LCB2	18	4	9	4	4
FS2	35	2	9	2	2

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	43	6	4
P	14	12	5

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	84	11	11	7
PR	81	7	5	1

GEORGIA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	8	9	3	3
QB2	14	0	8	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	5	12	13	12	7
TB2	33	6	8	7	3
FB	32	7	7	7	6

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	84	3	4	2	3
FL	1	10	8	5	9
WR3	4	5	5	2	4
WR4	80	3	4	1	5
TE1	82	9	5	2	4
TE2	86	3	4	1	4

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	73	294	10	8
LG	79	263	10	8
C	76	265	10	8
RG	75	242	10	8
RT	71	277	10	8

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	9	9	8	8
NT	90	6	10	5	5
RE	54	8	10	9	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	58	12	5	12	12
LILB	48	8	5	8	8
RILB	42	9	6	8	8
ROLB	28	7	3	8	9
PLB	53	8	4	9	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	9	9	13	10	9
FS1	24	12	11	10	12
RCB1	2	11	12	10	11
LCB1	16	9	13	7	9
RCB2	46	8	12	6	8
LCB2	19	4	12	5	4
FS2	30	5	12	5	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	47	9	12
P	81	9	10

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	1	10	9	6
PR	1	8	9	4

PLAYER RATINGS

MIAMI '91

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	13	14	4	4
QB2	11	0	6	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	35	3	4	3	7
TB2	5	5	6	4	6
FB	30	9	8	8	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	88	14	6	5	9
FL	36	11	8	5	7
WR3	85	3	5	2	5
WR4	12	3	4	2	5
TE1	17	8	6	4	4
TE2	90	3	5	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	73	286	14	11
LG	60	285	9	6
C	54	265	12	9
RG	70	285	9	6
RT	72	280	9	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	86	11	5	11	11
DLT	97	7	6	6	7
DRT	95	6	6	8	6
RE	98	12	6	12	14

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	45	14	10	13	13
MLB	58	11	9	11	13
ROLB	1	12	8	12	13
PLB	99	9	5	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	10	10	9	10
FS1	31	10	10	11	10
RCB1	47	11	10	12	11
LCB1	26	8	10	9	8
RCB2	4	6	7	6	6
LCB2	34	5	7	5	5
FS2	29	9	9	8	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	27	13	13
P	15	9	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	5	5	6	4
PR	5	11	12	9

MICHIGAN '85

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	8	11	7	7
QB2	12	0	4	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	23	11	10	10	10
HB2	27	7	6	7	3
FB	22	8	9	8	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	12	8	5	8
FL	40	9	4	3	4
WR3	31	4	4	1	5
WR4	26	7	4	1	5
TE1	81	9	7	4	7
TE2	80	3	4	1	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	267	11	7
LG	74	278	11	7
C	77	265	11	7
RG	67	276	11	7
RT	72	284	14	11

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	60	12	8	13	13
NT	56	7	7	8	8
RE	66	11	10	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	33	12	4	11	11
LILB	42	11	11	11	11
RILB	49	7	14	8	9
ROLB	85	9	3	10	14
PLB	54	8	4	8	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	17	10	10	12	10
FS1	14	8	9	7	8
RCB1	30	10	10	10	10
LCB1	13	9	9	7	9
RCB2	10	7	9	7	7
LCB2	35	5	8	5	5
FS2	25	5	7	5	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	19	9	7
P	43	12	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	23	11	9	8
PR	26	12	11	8

NEBRASKA '83

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	5	9	9	9
QB2	15	0	8	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	30	13	14	14	5
HB2	26	9	10	9	4
FB	25	8	9	9	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	7	3	3	0	3
FL	27	13	8	4	9
WR3	88	3	3	1	2
WR4	17	3	3	0	3
TE1	83	3	3	0	4
TE2	94	3	2	0	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	259	11	9
LG	58	261	11	9
C	57	280	13	11
RG	71	269	15	14
RT	72	280	14	12

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	86	8	9	8	7
DLT	63	10	8	8	10
DRT	75	8	10	8	8
RE	90	8	9	6	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	7	9	7	8
MLB	64	6	4	7	7
ROLB	44	6	13	6	7
PLB	34	7	3	7	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	10	14	8	13	14
FS1	2	10	9	9	10
RCB1	33	12	8	11	12
LCB1	11	7	7	8	7
RCB2	5	6	6	6	6
LCB2	6	5	6	5	5
FS2	24	5	6	4	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	48	2	11
P	48	13	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	30	8	8	5
PR	28	11	11	8

MIAMI '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	13	12	4	4
QB2	11	1	10	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	5	7	5	2	8
TB2	23	5	5	5	4
FB	33	7	6	4	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	88	11	9	6	9
FL	36	10	9	5	8
WR3	85	3	5	2	5
WR4	18	3	4	2	4
TE1	17	9	8	5	6
TE2	87	3	5	2	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	281	9	6
LG	78	274	9	6
C	51	292	9	6
RG	74	295	9	6
RT	68	287	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	91	11	6	11	12
DLT	43	8	3	8	8
DRT	99	9	5	8	8
RE	86	12	5	10	11

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	45	12	10	10	11
MLB	56	10	14	12	12
ROLB	1	13	8	14	13
PLB	49	7	5	8	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	29	11	12	9	11
FS1	6	9	11	9	9
RCB1	47	11	11	10	11
LCB1	34	13	11	13	13
RCB2	9	5	12	6	5
LCB2	4	10	11	10	10
FS2	19	7	11	6	7

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	21	4	5
P	15	12	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	3	11	10	9
PR	5	8	7	3

MICHIGAN '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	5	11	3	3
QB2	10	2	9	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	6	11	12	12	5
TB2	30	9	9	8	6
FB	40	6	6	6	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	1	8	8	4	7
FL	2	6	5	2	3
WR3	18	7	4	2	4
WR4	9	3	4	1	4
TE1	88	6	5	3	3
TE2	80	3	4	1	4

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	298	11	8
LG	72	294	11	8
C	51	291	15	13
RG	68	293	15	13
RT	70	298	11	8

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	11	12	13	13
NT	79	6	11	5	5
RE	60	7	10	7	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	91	12	7	12	12
LILB	46	7	8	9	9
RILB	36	9	15	7	9
ROLB	86	11	4	12	11
PLB	95	8	4	9	8

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	3	9	10	8	9
FS1	20	7	9	7	7
RCB1	22	6	9	5	6
LCB1	8	7	9	7	7
RCB2	34	4	10	4	4
LCB2	28	4	8	4	4
FS2	31	3	10	3	3

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	29	2	4
P	19	9	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	6	11	13	9
PR	1	11	12	8

NEBRASKA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	2	6	8	8
QB2	1	1	6	5	5

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	44	11	11	12	8
HB2	21	10	11	10	5
FB	26	9	8	8	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	2	5	3	1	3
FL	38	3	3	0	3
WR3	33	3	3	0	2
WR4	27	3	3	0	2
TE1	89	3	2	0	3
TE2	95	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	299	11	10
LG	62	264	8	7
C	51	265	8	7
RG	75	306	13	12
RT	72	309	8	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	8	12	8	8
NT	73	4	6	5	4
RE	90	6	7	6	5

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	93	13	8	12	13
LILB	48	9	5	8	8
RILB	32	10	7	10	12
ROLB	34	11	8	12	12
PLB	98	7	4	7	7

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	31	9	11	9	9
FS1	8	10	11	8	10
RCB1	6	10	12	10	10
LCB1	19	10	11	10	10
RCB2	29	4	11	4	4
LCB2	14	6	11	5	6
FS2	4	3	11	3	3

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	13	4	8
P	47	15	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	33	10	10	8
PR	2	10	11	6

PROVO, UT '84

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	6	15	14	6	6
QB2	16	1	9	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	5	6	5	12
HB2	43	6	5	4	5
FB	35	8	9	9	10

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	7	12	10	7	9
WR2	1	7	6	4	5
WR3	11	11	8	5	8
WR4	19	3	5	2	5
TE1	12	12	11	7	12
TE2	94	3	5	2	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	269	10	7
LG	59	255	12	9
C	50	246	13	10
RG	57	243	11	8
RT	70	259	11	8

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	79	5	3	6	6
NT	76	9	4	10	9
RE	92	9	3	8	10

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	53	7	7	5	6
LILB	49	9	7	8	8
RILB	34	10	5	11	10
ROLB	41	10	7	9	10
PLB	55	6	4	7	7

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	9	10	9	9
FS1	5	11	10	12	11
RCB1	22	13	12	14	13
LCB1	25	9	10	11	9
RCB2	2	7	10	5	7
LCB2	27	7	9	8	7
FS2	30	5	7	6	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	10	7	11
P	10	15	10

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	23	12	12	7
PR	23	9	6	8

S.C. '79

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	8	11	4	4
QB2	15	0	5	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	12	15	13	11	8
TB2	25	8	8	7	4
FB	33	11	10	10	8

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	26	11	6	3	5
WR2	8	12	5	3	4
WR3	86	8	5	2	4
WR4	22	3	4	1	4
TE1	89	6	5	2	4
TE2	80	3	3	1	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	280	15	13
LG	65	240	11	8
C	62	250	11	8
RG	71	273	15	12
RT	68	249	14	11

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	8	9	9	10
NT	63	8	8	9	8
RE	70	9	10	10	9

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	10	6	10	11
LILB	56	9	10	8	9
RILB	35	9	8	10	9
ROLB	57	11	5	10	11
PLB	58	6	4	6	6

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	10	8	12	10
FS1	42	12	9	12	12
RCB1	23	12	9	12	12
LCB1	40	9	8	10	9
RCB2	43	4	6	5	4
LCB2	11	5	6	4	5
FS2	47	5	6	6	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	10	5	1
P	17	7	2

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	86	4	6	3
PR	86	12	11	9

SOUTH BEND, IN '88

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	9	4	7	12	12
QB2	17	0	9	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	40	9	11	10	4
TB2	24	9	10	9	6
FB	22	7	7	8	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	25	13	4	2	11
FL	12	4	3	1	4
WR3	80	3	3	0	2
WR4	13	3	3	0	3
TE1	86	3	4	0	2
TE2	88	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	259	12	9
LG	52	245	10	7
C	55	258	11	8
RG	75	280	11	8
RT	71	284	10	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	58	9	7	10	10
NT	50	8	9	7	8
RE	90	5	7	5	6

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	30	14	4	12	12
LILB	34	10	11	10	11
RILB	42	11	10	11	14
ROLB	97	8	4	6	8
PLB	47	8	5	8	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	11	9	10	11
FS1	15	10	9	10	10
RCB1	29	7	8	8	7
LCB1	1	6	7	8	6
RCB2	32	5	8	5	5
LCB2	33	4	8	3	4
FS2	31	5	7	4	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	2	3	11
P	16	10	7

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	25	12	10	8
PR	12	10	10	8

PROVO, UT '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	17	8	9	4	4
QB2	7	2	7	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	29	9	9	9	6
HB2	15	5	4	4	3
FB	24	8	7	8	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	12	10	10	7	11
WR2	12	6	6	4	6
WR3	7	6	6	3	5
WR4	4	5	5	3	5
TE1	8	8	8	5	8
TE2	4	4	4	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	290	9	6
LG	68	251	9	6
C	67	280	13	10
RG	70	275	12	9
RT	71	315	9	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	10	5	12	11
NT	90	9	8	9	7
RE	99	5	4	4	6

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	10	5	11	11
LILB	49	11	6	11	12
RILB	50	12	11	10	10
ROLB	36	12	10	11	10
PLB	44	6	3	6	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	31	7	8	5	7
FS1	5	12	9	11	12
RCB1	30	9	8	8	9
LCB1	10	8	7	7	8
RCB2	45	4	9	3	4
LCB2	1	5	8	5	5
FS2	22	4	7	3	4

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	20	8	6
P	13	13	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	25	10	9	7
PR	84	9	7	2

S.C. '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	7	9	5	5
QB2	16	0	4	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	23	8	7	7	5
TB2	6	6	5	5	4
FB	30	2	3	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	80	9	8	4	8
FL	3	9	7	4	7
WR3	1	3	4	1	4
WR4	19	8	5	2	3
TE1	82	3	4	1	4
TE2	88	3	4	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	62	285	9	5
LG	77	284	9	5
C	61	255	9	5
RG	53	280	9	5
RT	65	290	9	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	44	10	6	10	8
NT	96	7	2	7	6
RE	36	6	2	6	5

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	24	10	6	12	12
LILB	35	11	9	11	10
RILB	5	10	10	11	9
ROLB	55	12	7	10	11
PLB	84	7	4	7	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	9	8	10	8	8
FS1	18	9	9	9	9
RCB1	21	8	9	7	8
LCB1	26	8	10	6	8
RCB2	4	4	10	3	4
LCB2	29	3	9	2	3
FS2	46	3	10	3	3

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	14	2	4
P	8	10	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	3	13	12	10
PR	3	10	10	7

SOUTH BEND, IN '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	6	8	6	6
QB2	15	0	5	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	40	10	11	11	3
TB2	4	7	6	7	3
FB	6	9	10	11	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	87	11	6	3	5
FL	14	4	4	2	4
WR3	1	8	4	2	4
WR4	10	8	5	1	3
TE1	84	7	5	2	5
TE2	80	3	3	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	65	270	12	10
LG	75	295	14	12
C	61	278	12	10
RG	66	288	9	7
RT	73	298	14	12

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	45	10	9	10	10
DLT	97	10	10	9	9
DRT	90	8	8	8	8
RE	89	8	10	7	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	31	8	10	8	8
MG	44	13	6	12	13
RLB	49	9	9	9	9
PLB	47	6	4	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	9	11	10	12	11
FS1	29	10	9	10	10
RCB1	33	6	10	7	6
LCB1	13	12	9	11	12
RCB2	27	5	10	5	5
LCB2	23	3	10	4	3
FS2	21	3	9	4	3

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	28	2	12
P	28	15	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	83	13	13	11
PR	83	7	7	2

PLAYER RATINGS

STATE COLLEGE, PA '86

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	5	10	4	4
QB2	7	0	2	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	42	12	10	11	9
TB2	32	9	9	8	4
FB	44	8	9	8	4

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	8	3	3	1	3
FL	30	5	3	2	3
WR3	28	3	3	0	2
WR4	49	3	3	0	4
TE1	91	6	3	1	4
TE2	89	3	2	0	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	74	280	11	8
LG	66	242	13	10
C	56	260	13	10
RG	59	255	9	6
RT	57	263	10	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	34	12	8	12	10
NT	67	5	9	6	4
RE	55	9	8	10	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	31	13	15	14	12
LILB	35	10	14	10	10
RILB	90	13	14	13	13
ROLB	53	12	7	11	13
PLB	84	8	4	8	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	22	10	9	9	10
FS1	3	8	9	7	8
RCB1	39	10	8	10	10
LCB1	16	10	9	10	10
RCB2	27	3	6	3	3
LCB2	4	5	6	4	5
FS2	40	4	6	4	4

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	9	5
P	11	12	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	32	14	13	10
PR	49	8	7	5

TALLAHASSEE, FL '87

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	8	10	3	3
QB2	5	1	7	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	33	13	12	12	4
TB2	13	10	11	11	7
FB	22	8	7	6	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	3	9	6	4	7
FL	7	12	6	3	5
WR3	8	4	3	1	5
WR4	29	7	4	1	3
TE1	85	3	5	2	4
TE2	82	3	4	1	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	69	250	9	7
LG	50	279	9	7
C	63	250	10	8
RG	62	267	12	10
RT	72	306	11	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	78	8	9	6	9
NT	53	12	10	12	12
RE	76	6	6	5	4

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	93	9	4	10	9
LILB	48	9	6	10	9
RILB	38	10	12	11	10
ROLB	80	9	5	11	14
PLB	46	8	6	9	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	37	13	9	13	13
FS1	40	9	11	9	9
RCB1	32	10	10	10	10
LCB1	2	15	9	12	15
RCB2	17	9	11	8	9
LCB2	16	8	10	9	8
FS2	28	9	10	9	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	18	13	11
P	12	10	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	13	10	14	9
PR	2	13	11	7

TENNESSEE '85

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	5	11	6	6
QB2	11	4	9	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	28	9	8	9	9
TB2	21	5	6	5	3
FB	43	4	5	4	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	27	6	5	2	3
FL	88	12	11	7	11
WR3	9	3	4	1	4
WR4	87	10	6	3	5
TE1	81	11	6	3	5
TE2	89	3	4	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	267	11	7
LG	76	261	11	7
C	66	257	11	7
RG	75	273	11	7
RT	68	259	14	10

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	77	9	3	9	8
NT	65	6	3	6	5
RE	59	13	4	11	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	55	8	4	8	7
LILB	49	9	8	8	7
RILB	45	6	7	6	6
ROLB	54	11	6	10	11
PLB	33	5	3	7	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	7	11	10	11	11
FS1	22	10	9	10	10
RCB1	14	10	9	9	10
LCB1	16	9	11	8	9
RCB2	8	7	9	6	7
LCB2	1	5	7	4	5
FS2	20	5	7	4	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	92	15	14
P	41	9	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	36	7	8	6
PR	1	4	5	2

STATE COLLEGE, PA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	4	8	3	3
QB2	10	1	8	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	20	9	10	9	6
TB2	32	5	5	5	3
FB	29	7	6	6	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	1	4	4	1	3
FL	24	10	9	6	9
WR3	3	10	3	1	3
WR4	27	7	4	1	4
TE1	18	7	6	3	6
TE2	96	3	4	1	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	69	278	8	6
LG	79	264	11	9
C	77	261	12	10
RG	57	278	8	6
RT	66	273	8	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	8	6	7	7
NT	67	5	5	4	5
RE	55	8	9	6	6

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	58	9	8	9	9
LILB	47	6	4	6	5
RILB	43	11	8	10	11
ROLB	99	10	5	11	11
PLB	36	7	4	5	6

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	13	11	11	13
FS1	39	12	11	11	12
RCB1	46	9	10	9	9
LCB1	21	11	11	11	11
RCB2	17	8	10	8	8
LCB2	25	7	10	7	7
FS2	48	5	10	5	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	5	3	4
P	14	9	5

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	24	11	11	8
PR	24	11	11	8

TALLAHASSEE, FL '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	17	9	9	10	10
QB2	13	0	7	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	33	8	8	8	6
TB2	35	7	6	7	4
FB	44	5	6	4	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	8	8	5	7
WR2	88	10	7	4	6
WR3	81	6	6	4	4
WR4	12	10	6	3	6
TE1	85	3	5	2	5
TE2	1	8	6	3	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	52	280	13	11
LG	76	260	9	7
C	51	256	13	11
RG	69	271	12	10
RT	60	280	9	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	95	10	9	11	12
NT	57	4	9	5	4
RE	58	7	9	8	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	10	13	4	13	12
LILB	55	13	6	13	12
RILB	36	8	12	8	8
ROLB	97	14	5	14	13
PLB	56	12	6	12	12

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	18	9	10	11	9
FS1	3	13	11	12	13
RCB1	8	14	10	14	14
LCB1	2	12	9	11	12
RCB2	41	8	9	7	8
LCB2	4	8	11	7	8
FS2	16	7	11	5	7

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	9	2	4
P	19	4	2

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	33	10	9	7
PR	8	13	13	10

TENNESSEE '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	21	5	10	7	7
QB2	14	0	8	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	30	9	10	10	4
TB2	33	6	7	5	4
FB	19	4	5	4	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	12	5	6	2	4
WR2	4	7	5	2	2
WR3	27	3	3	0	3
WR4	1	3	3	1	2
TE1	82	3	3	0	4
TE2	97	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	59	291	12	9
LG	71	290	9	6
C	66	286	9	6
RG	74	299	9	6
RT	63	285	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	9	6	11	9
DLT	92	10	4	10	10
DRT	48	5	7	5	5
RE	58	12	7	13	12

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	42	11	5	12	12
MLB	41	10	10	11	10
ROLB	90	9	10	8	8
PLB	94	10	4	11	10

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	6	7	12	6	7
FS1	7	10	13	10	10
RCB1	3	8	12	8	8
LCB1	18	8	11	8	8
RCB2	28	4	13	3	4
LCB2	9	3	11	3	3
FS2	26	3	11	3	3

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	10	13	8
P	43	13	7

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	1	10	10	5
PR	23	10	10	6

PLAYER RATINGS

ATLANTA '90

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	7	9	6	6
QB2	14	0	2	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	36	9	11	10	6
HB2	35	6	7	7	3
FB	40	7	6	5	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	12	10	6	3	6
FL	3	12	6	3	6
WR3	25	6	3	2	4
WR4	6	5	4	1	5
TE1	17	3	4	2	5
TE2	7	3	4	1	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	281	12	9
LG	65	272	9	6
C	59	256	9	6
RG	62	275	12	9
RT	70	316	10	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	9	7	10	10
NT	98	8	7	9	7
RE	96	6	7	6	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	95	12	7	14	13
LILB	45	11	13	13	13
RILB	58	11	12	11	12
ROLB	56	11	4	10	13
PLB	57	10	5	10	10

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	43	9	8	9	9
FS1	1	14	9	13	14
RCB1	30	9	10	10	9
LCB1	4	10	9	11	10
RCB2	23	7	8	7	7
LCB2	34	4	7	6	4
FS2	2	6	8	5	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	9	2	1
P	5	7	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	21	14	12	11
PR	32	5	4	1

AUBURN '83

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	3	9	7	7
QB2	10	0	4	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	14	13	14	6
HB2	22	6	7	5	3
FB	30	10	10	10	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	1	3	2	0	3
FL	6	3	2	0	2
WR3	11	3	3	0	2
WR4	84	3	2	0	2
TE1	85	3	3	0	2
TE2	82	3	2	0	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	258	13	11
LG	74	267	11	9
C	55	250	9	7
RG	66	265	9	7
RT	78	269	11	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	6	7	7	6
NT	61	6	11	7	7
RE	95	12	8	11	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	42	7	7	7	8
LILB	99	8	8	8	7
RILB	79	10	5	10	11
ROLB	54	9	10	10	9
PLB	51	5	5	5	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	9	7	7	8	7
FS1	31	10	9	10	10
RCB1	45	9	9	9	9
LCB1	27	10	10	10	10
RCB2	2	6	6	5	6
LCB2	32	3	7	4	3
FS2	49	4	7	4	4

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	9	12
P	5	12	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	34	11	10	11
PR	19	9	9	6

WASHINGTON '91

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	8	12	4	4
QB2	11	1	11	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	29	12	11	10	5
TB2	42	10	9	9	4
FB	22	5	6	4	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	5	10	10	7	11
FL	4	7	8	4	7
WR3	17	3	5	2	3
WR4	9	3	3	1	3
TE1	84	6	4	2	3
TE2	88	3	3	1	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	315	15	12
LG	72	279	10	7
C	79	280	13	10
RG	52	266	10	7
RT	70	300	11	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	13	10	12	11	11
NT	57	7	9	6	6
RE	90	10	13	11	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	48	12	6	11	12
LILB	54	10	15	13	13
RILB	45	9	9	9	9
ROLB	3	11	7	11	12
PLB	53	10	7	8	10

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	15	10	10	9	10
FS1	21	14	10	13	14
RCB1	23	13	10	13	13
LCB1	6	10	10	9	10
RCB2	10	6	8	7	6
LCB2	26	5	8	5	5
FS2	25	8	9	7	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	5	3
P	12	10	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	15	4	4	2
PR	29	8	7	3

BATON ROUGE, LA '87

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	9	11	4	4
QB2	10	1	8	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	22	12	11	12	8
TB2	23	8	9	9	10
FB	34	6	5	5	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	8	12	7	11
FL	80	10	5	3	4
WR3	6	4	4	2	4
WR4	18	3	4	1	3
TE1	49	3	5	2	4
TE2	89	3	4	1	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	260	11	8
LG	868	250	11	8
C	56	258	11	8
RG	76	275	14	11
RT	74	265	11	8

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	7	7	5	5
NT	62	8	10	9	8
RE	70	6	6	5	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	52	13	5	13	12
LILB	90	6	5	6	6
RILB	48	7	6	8	9
ROLB	54	11	5	10	12
PLB	99	7	4	8	10

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	8	9	6	8
FS1	11	6	7	6	6
RCB1	27	8	9	9	8
LCB1	25	5	8	6	5
RCB2	29	4	7	4	4
LCB2	5	4	7	4	4
FS2	40	2	12	2	2

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	4	9	4
P	3	12	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	23	12	13	10
PR	5	7	7	3

ARIZONA '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	4	7	6	6
QB2	14	0	4	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	2	8	9	8	3
TB2	4	8	7	6	7
FB	38	7	7	7	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	9	8	6	3	6
WR2	84	9	6	4	4
WR3	7	6	5	2	6
WR4	80	3	5	2	4
TE1	85	3	5	2	6
TE2	95	3	5	2	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	238	7	4
LG	69	274	7	4
C	75	269	7	4
RG	64	270	7	4
RT	73	286	7	4

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	9	8	8	9
NG	92	13	10	13	13
RE	68	9	4	8	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	56	12	8	13	13
LILB	48	7	14	8	9
RILB	49	11	15	11	11
ROLB	15	8	4	8	7
PLB	45	7	6	7	6

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	18	12	7	10	12
FS1	3	10	6	11	10
RCB1	27	9	7	9	9
LCB1	8	8	8	8	8
RCB2	36	6	7	5	6
LCB2	29	5	6	5	5
FS2	22	4	7	4	4

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	28	10	4
P	25	15	12

	NO.	SPEED	AGILITY	BRK TACKLES
KR	4	8	9	5
PR	7	7	8	3

WASHINGTON '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	6	10	7	7
QB2	12	2	8	5	5

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	8	9	10	10	5
TB2	42	6	4	5	3
FB	31	4	5	5	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	18	12	5	3	4
FL	9	8	6	3	5
WR3	6	5	5	2	5
WR4	20	3	4	1	5
TE1	82	3	4	1	5
TE2	14	3	4	1	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	325	15	13
LG	60	290	9	6
C	52	265	9	6
RG	56	259	12	9
RT	71	279	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	13	12	7	11	12
NT	74	7	5	8	7
RE	76	8	6	8	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	47	12	4	10	11
LILB	54	12	9	11	12
RILB	53	7	8	8	8
ROLB	3	12	7	10	11
PLB	45	9	4	9	10

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	15	12	12	12	12
FS1	21	10	11	9	10
RCB1	23	12	11	10	12
LCB1	7	13	12	12	13
RCB2	26	6	11	7	6
LCB2	2	6	11	5	6
FS2	25	6	10	6	6

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	4	4	12
P	98	9	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	42	6	7	2
PR	8	13	11	9

PLAYER RATINGS

CLEMSON '81

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	6	8	10	11
QB2	11	0	6	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	7	10	11	10	3
TB2	35	10	10	9	3
FB	32	8	7	8	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	22	10	8	5	8
WR2	2	4	4	1	2
WR3	41	3	4	1	2
WR4	15	3	3	0	3
TE1	85	3	3	0	4
TE2	80	3	3	0	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	61	234	11	8
LG	60	226	9	6
C	63	240	10	7
RG	70	255	10	7
RT	77	249	12	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	84	9	5	7	8
NT	66	8	8	9	8
RE	12	8	8	8	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	82	10	9	11	10
LILB	71	11	7	12	12
RILB	99	14	10	13	14
ROLB	45	13	15	14	14
PLB	90	8	3	7	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	26	13	10	12	13
FS1	43	12	11	13	12
RCB1	21	10	9	12	10
LCB1	29	12	10	13	12
RCB2	28	6	7	7	6
LCB2	1	7	10	6	7
FS2	24	8	10	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	18	12	4
P	5	10	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	22	9	9	7
PR	24	5	4	1

OKLAHOMA '85

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	2	4	12	13
QB2	18	1	9	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	7	9	8	3
HB2	25	8	7	7	3
FB	45	10	11	10	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	3	3	3	0	3
FL	33	3	2	0	2
WR3	84	3	2	0	2
WR4	27	3	2	0	3
TE1	88	10	6	2	3
TE2	85	3	2	0	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	63	265	12	10
LG	79	280	8	6
C	52	250	8	6
RG	55	261	10	8
RT	68	274	8	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	40	6	5	5	5
DLT	78	8	5	9	9
DRT	86	4	5	4	6
RE	39	8	5	10	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	50	9	4	11	11
NG	92	11	4	10	11
ROLB	44	14	4	14	13
PLB	42	7	4	7	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	13	13	14	13
FS1	29	11	12	13	11
RCB1	14	10	10	10	10
LCB1	7	13	13	13	13
RCB2	49	7	9	8	7
LCB2	15	7	10	6	7
FS2	10	10	12	10	10

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	31	2	8
P	12	12	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	33	6	8	5
PR	3	6	6	2

PULLMAN, WA '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	10	10	5	5
QB2	13	0	10	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	9	10	9	9
HB2	43	2	2	3	3
FB	5	4	4	4	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	9	11	7	5	7
FL	1	10	10	7	10
WR3	2	10	7	5	7
WR4	6	8	6	3	4
TE1	89	6	7	3	6
TE2	98	7	6	3	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	283	9	6
LG	61	296	11	8
C	66	275	11	8
RG	74	293	12	9
RT	78	251	9	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	48	8	3	7	7
DLT	92	6	3	7	6
DRT	69	5	4	6	6
RE	86	9	4	7	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	19	13	6	12	12
MLB	41	10	15	10	10
ROLB	31	11	11	10	11
PLB	56	6	4	7	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	8	10	10	10	10
FS1	10	11	11	9	11
RCB1	27	15	11	14	15
LCB1	24	9	11	11	9
RCB2	3	6	11	6	6
LCB2	35	8	9	7	8
FS2	16	6	10	6	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	12	12	7
P	28	7	0

	NO.	SPEED	AGILITY	BRK TACKLES
KR	9	12	13	11
PR	24	4	4	0

RALEIGH, NC '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	17	6	11	3	3
QB2	12	1	7	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	10	11	10	6
TB2	45	5	6	4	3
FB	33	9	7	8	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	19	6	6	3	6
FL	6	3	4	2	3
WR3	10	8	4	2	5
WR4	35	3	4	2	3
TE1	87	4	4	2	3
TE2	81	3	4	1	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	60	272	10	7
LG	77	267	10	7
C	54	255	10	7
RG	75	279	10	7
RT	69	333	10	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	7	4	6	6
NG	90	7	5	9	8
RE	85	11	5	12	11

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	48	11	3	12	12
LILB	36	6	6	8	6
RILB	34	7	6	6	6
ROLB	58	9	4	10	10
PLB	55	5	3	5	5

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	3	9	10	10	9
FS1	15	12	10	12	12
RCB1	32	8	9	7	8
LCB1	20	11	11	10	11
RCB2	21	7	11	6	7
LCB2	27	5	10	3	5
FS2	9	5	11	5	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	13	11	6
P	37	9	4

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	24	10	10	7
PR	16	10	11	7

KANSAS '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	18	5	6	10	10
QB2	12	0	0	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	26	10	9	10	6
TB2	2	7	7	7	6
FB	33	7	7	8	5

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	5	7	4	2	3
WR2	81	3	3	0	4
WR3	82	3	3	0	3
WR4	6	3	3	0	3
TE1	1	6	3	2	2
TE2	92	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	286	7	5
LG	66	286	7	5
C	75	275	7	5
RG	69	285	7	5
RT	74	306	11	9

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	96	7	6	6	8
DLT	93	4	8	4	5
DRT	71	5	8	5	5
RE	90	7	6	7	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	35	11	7	11	12
MLB	52	7	6	8	8
ROLB	7	12	10	11	11
PLB	39	8	6	8	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	22	12	9	11	12
FS1	8	10	11	10	10
RCB1	3	7	10	8	7
LCB1	38	10	10	10	10
RCB2	17	4	11	4	4
LCB2	45	3	10	4	3
FS2	47	5	10	4	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	31	15	12
P	31	13	2

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	2	10	11	8
PR	5	8	8	3

HAWAII '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	2	5	10	11
QB2	11	0	5	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	30	11	11	12	3
TB2	1	6	7	6	3
FB	38	8	8	8	5

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	3	3	0	2
WR2	87	11	4	2	5
WR3	23	11	2	1	3
WR4	19	3	3	0	3
TE1	15	3	3	0	3
TE2	4	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	73	281	7	6
LG	70	285	7	6
C	68	279	7	6
RG	67	280	11	10
RT	53	250	7	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	99	6	7	7	7
NT	96	8	9	8	7
RE	91	9	9	8	9

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	46	7	3	7	7
LILB	51	6	4	5	4
RILB	12	6	6	8	7
ROLB	50	4	5	6	6
PLB	40	5	5	4	5

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	21	6	6	6	6
FS1	22	10	8	10	10
RCB1	9	7	8	8	7
LCB1	25	8	6	8	8
RCB2	5	5	8	5	5
LCB2	31	5	7	3	5
FS2	6	4	7	4	4

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	7	15	5
P	7	15	12

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	87	10	10	8
PR	87	11	10	7

PLAYER RATINGS

PITT '80

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	6	11	3	3
QB2	8	5	7	5	5

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	8	9	7	6
HB2	12	5	4	5	6
FB	40	10	9	8	7

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	4	11	8	5	6
FL	32	15	8	6	11
WR3	80	4	8	2	5
WR4	18	4	4	2	4
TE1	84	7	9	5	7
TE2	82	8	6	3	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	246	12	9
LG	61	240	8	5
C	59	251	11	8
RG	70	267	8	5
RT	73	282	10	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	87	14	11	14	13
DLT	86	11	9	11	10
DRT	76	9	8	9	8
RE	99	15	11	15	15

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	66	14	10	13	12
MLB	68	14	10	14	14
ROLB	58	11	9	10	12
PLB	50	8	4	9	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	48	12	12	14	12
FS1	8	10	11	9	10
RCB1	3	13	12	14	13
LCB1	23	14	12	14	14
RCB2	26	7	9	7	7
LCB2	9	7	10	8	7
FS2	14	7	9	7	7

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	1	13	11
P	16	4	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	12	4	4	0
PR	80	8	8	5

LOS ANGELES '82

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	14	11	11	8	8
QB2	10	0	7	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	7	7	8	5
TB2	3	8	7	6	5
FB	46	6	7	6	6

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	11	9	6	9
FL	26	12	8	6	8
WR3	18	6	5	2	5
WR4	8	10	5	3	5
TE1	94	9	8	5	7
TE2	97	3	5	2	5

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	241	10	7
LG	68	261	10	7
C	59	259	12	9
RG	60	243	10	7
RT	67	254	11	8

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	7	3	6	7
NT	40	10	7	10	10
RE	89	6	6	6	7

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	39	10	9	11	11
LILB	86	6	5	6	6
RILB	27	9	11	10	9
ROLB	33	9	5	8	8
PLB	41	8	4	7	10

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	32	6	7	6	6
FS1	7	10	10	10	10
RCB1	35	10	8	9	10
LCB1	21	11	8	11	11
RCB2	29	5	6	6	5
LCB2	2	3	7	3	3
FS2	20	4	6	4	4

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	25	14	7
P	17	13	2

	NO.	SPEED	AGILITY	BRK TACKLES
KR	8	12	13	10
PR	21	6	6	3

TEXAS '81

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	3	3	4	4
QB2	16	1	8	5	5

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	24	12	11	11	3
TB2	45	10	11	9	4
FB	44	8	7	7	5

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	1	4	3	2	4
WR2	11	6	3	1	2
WR3	21	3	3	1	2
WR4	88	3	3	0	2
TE1	87	3	3	1	3
TE2	81	3	3	0	4

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	250	6	4
LG	74	250	6	4
C	54	270	8	6
RG	66	241	6	4
RT	79	264	10	8

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	12	8	12	13
DLT	77	13	12	12	14
DRT	90	7	7	7	10
RE	31	14	11	13	14

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	13	9	14	13
MLB	48	14	13	14	15
ROLB	60	13	11	13	13
PLB	53	8	4	7	8

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	28	10	10	10	10
FS1	36	13	12	14	13
RCB1	2	12	12	12	12
LCB1	41	13	10	13	13
RCB2	5	9	10	10	9
LCB2	3	9	11	10	9
FS2	46	8	10	7	8

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	9	10	4
P	95	13	12

	NO.	SPEED	AGILITY	BRK TACKLES
KR	11	7	6	3
PR	8	9	9	5

SYRACUSE '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	5	8	10	5	5
QB2	11	0	8	5	5

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	9	10	10	8
HB2	44	7	6	7	3
FB	38	7	6	6	3

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	45	13	7	4	8
WR2	12	10	5	3	5
WR3	80	3	4	2	4
WR4	82	5	4	2	5
TE1	84	10	6	4	5
TE2	88	3	3	1	4

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	65	278	10	7
LG	69	288	10	7
C	75	271	10	7
RG	68	310	14	11
RT	79	286	10	7

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	98	5	6	5	5
NG	50	10	12	9	8
RE	72	7	7	7	8

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	95	10	4	10	12
LILB	79	9	12	10	8
RILB	57	6	6	6	6
ROLB	83	11	9	12	12
PLB	96	6	4	6	5

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	12	8	11	12
FS1	18	12	8	12	12
RCB1	26	6	6	7	8
LCB1	9	9	8	8	9
RCB2	10	6	7	6	6
LCB2	3	6	7	5	6
FS2	6	5	7	4	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	1	10	5
P	4	13	10

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	45	6	8	2
PR	12	9	8	4

STANFORD '92

FAVORITE OFFENSIVE STYLE: PRO

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	18	7	11	4	4
QB2	7	0	5	3	3

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	5	11	11	9	10
HB2	33	8	6	7	3
FB	26	5	4	4	9

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	81	6	7	4	5
FL	80	10	6	4	6
WR3	84	3	3	1	4
WR4	89	3	4	1	3
TE1	86	6	4	2	5
TE2	87	3	4	1	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	290	9	6
LG	50	291	13	10
C	74	290	13	10
RG	65	300	14	11
RT	75	301	9	6

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	60	8	5	8	6
NT	72	7	5	5	7
RE	51	9	6	10	9

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	29	14	8	13	13
LILB	36	11	5	12	11
RILB	52	10	5	9	9
ROLB	42	13	8	13	14
PLB	95	8	5	9	8

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	16	10	11	10	10
FS1	17	12	13	13	12
RCB1	4	15	11	14	15
LCB1	21	14	12	13	14
RCB2	8	12	12	6	6
LCB2	10	7	12	7	7
FS2	15	6	12	6	6

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	6	9	11
P	11	15	7

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	5	11	12	7
PR	5	13	13	12

COLLEGE STATION, TX '92

FAVORITE OFFENSIVE STYLE: OPTION

QUARTERBACKS	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	3	7	4	4
QB2	10	2	6	4	4

RUNNING BACKS	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
TB1	27	10	11	10	6
TB2	20	9	8	8	4
FB	32	8	6	5	4

RECEIVERS	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
SE	3	12	4	2	2
FL	18	4	3	1	3
WR3	2	3	2	0	4
WR4	81	10	4	1	4
TE1	86	4	4	1	3
TE2	88	3	3	0	3

OFFENSIVE LINE	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	284	7	5
LG	55	274	10	8
C	68	270	11	9
RG	51	279	12	10
RT	67	257	7	5

DEFENSIVE LINE	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	95	8	8	9	8
NG	58	8	8	9	8
RE	92	7	10	7	6

LINEBACKERS	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	9	11	8	11	13
LILB	43	10	8	10	12
RILB	48	8	3	7	8
ROLB	94	11	6	13	11
PLB	38	9	5	11	9

DEFENSIVE BACKS	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	40	9	10	9	9
FS1	29	10	11	10	10
RCB1	23	11	9	11	11
LCB1	31	14	10	13	14
RCB2	24	8	10	6	6
LCB2	22	6	11	5	6
FS2	5	5	10	5	5

SPECIAL TEAMS	NO.	RANGE	ACCURACY
K	1	7	8
P	45	15	7

SPECIAL TEAMS	NO.	SPEED	AGILITY	BRK TACKLES
KR	22	13	12	12
PR	23	10	10	5

CREDITS

GAME DESIGN: SCOTT ORR, HAPPY KELLER & MICHAEL KOSAKA
STRATEGY: BILL WALSH
ORIGINAL PROGRAMMING: JIM SIMMONS
CD VERSION PROGRAMMING: GARY ROBERTS, AL RUBIN & JIM SPROUL
GRAPHICS: CYNTHIA HAMILTON & GEORGE SIMMONS
SOUND: ROB HUBBARD
MUSIC: RUSSELL LIEBLICH
ADDITIONAL MUSIC: DON VECA
POST PRODUCTION VIDEO: ERNEST ADAMS
DESIGN CONTRIBUTIONS: MICHAEL RUBINELLI, MICHAEL BROOK & BILL ROMER
EXECUTIVE PRODUCER: SCOTT ORR
GAME DIRECTOR: HAPPY KELLER
ASSISTANT PRODUCER: KEVIN HOGAN
DEVELOPMENT MANAGERS: NANA CHAMBERS & KEITH FRANCART
TECHNICAL DIRECTORS: ROB HARRIS & SCOTT CRONCE
AUDIO DIRECTOR: ROB HUBBARD
PRODUCT TESTING: MICHAEL CALDWELL, GREG KAWAMURA & JOHN BOERIO
SCOUTING REPORTS: TOM HOLMOE, BOB SINGLER, DAVE TIPTON & MIKE WILSON
PLAYER RATINGS: DAN BROOK
PRODUCT MANAGER: BILL ROMER
PUBLIC RELATIONS: MARY SNOW
ART DIRECTION: NANCY WAISANEN
PACKAGE DESIGN: E.J. SARRAILLE
COVER PHOTO: ROD SEARCEY
DOCUMENTATION: J. POOLOS
DOCUMENTATION LAYOUT: R. GIN
QUALITY ASSURANCE: WALTER IANNEO
SPECIAL THANKS TO: MARK DAY, JANE WALSH, RICHARD HILLEMAN, PETE VEYS, PAUL HALMSHAW & DUNCAN MEECH

ELECTRONIC ARTS LIMITED WARRANTY

WARRANTY - Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for **$15.00**.

Electronic Arts
Customer Warranty
PO. Box 7578
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 PM, Pacific Time.

Unless indicated otherwise, all software and documentation is © 1993 Electronic Arts. All Rights Reserved.

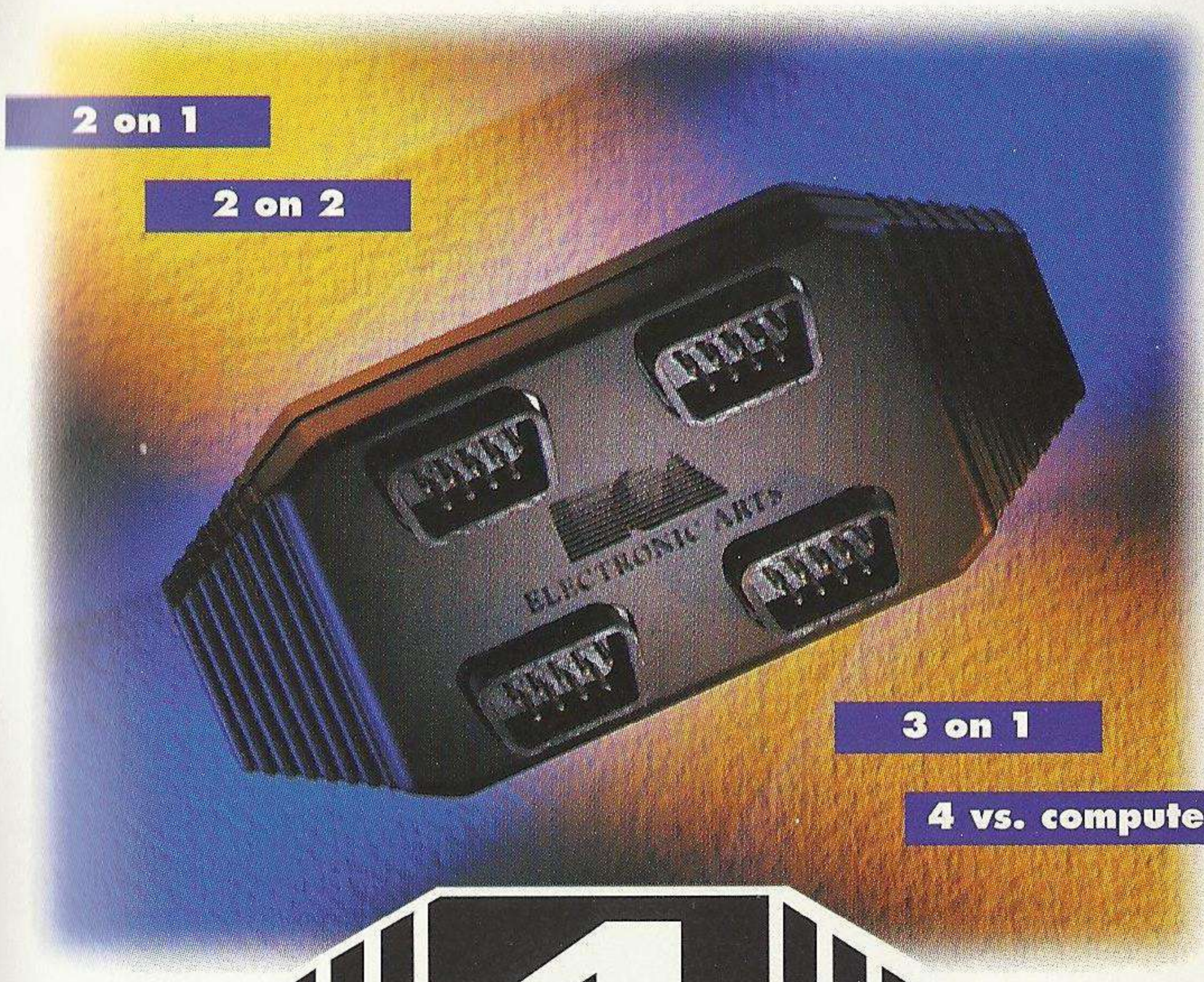
Bill Walsh College Football, **NHL 94**, and the **4 Way Play** are trademarks of Electronic Arts.

EA Sports and the EA Sports logo are trademarks of Electronic Arts.

Patents:
U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,802,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

EA SPORTS™

PRESENTS



4 WAY PLAY™

NOW FOUR PLAYERS COMPETE AT THE SAME TIME

BY ELECTRONIC ARTS

HOW TO ORDER: Visit your local retailer or order direct from Electronic Arts. Call 800-245-4525 ANYTIME in the USA or Canada to order with Visa/MC/Discover.

CALL ANYTIME! FREE
800-245-4525
CALL 24 HOURS NOW

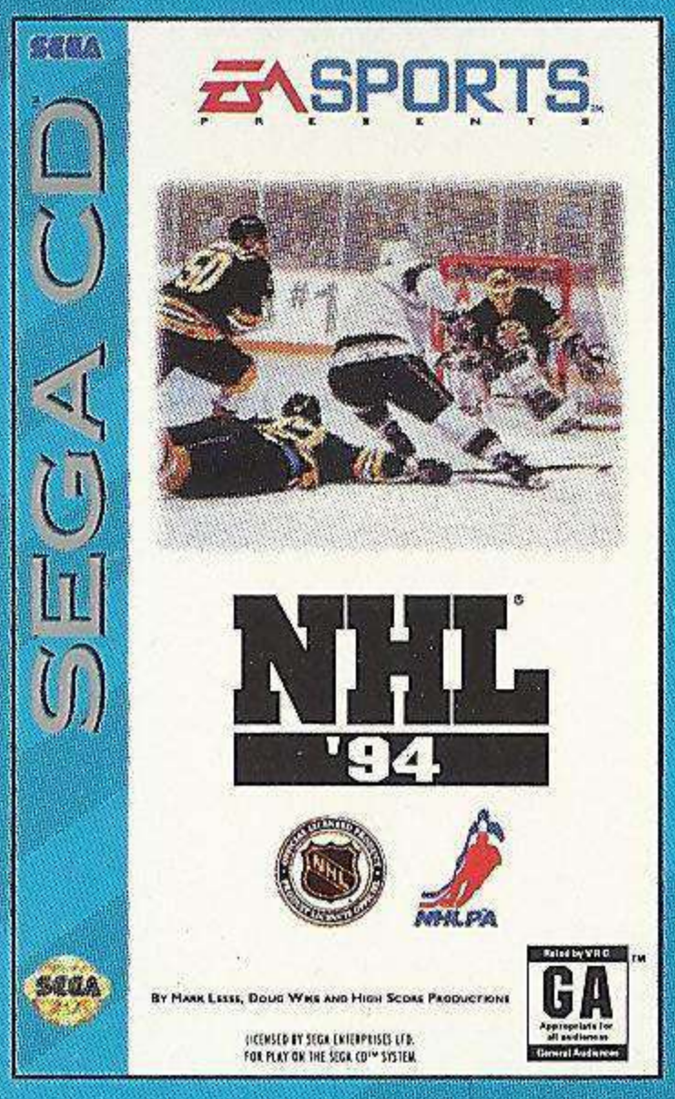
OR, send check or money order for $29.95 + 4.00 shipping and handling + sales tax (if applicable). Make checks payable to Electronic Arts (US$, drawn on US or Canadian bank) and send to:

Electronic Arts Direct
PO Box 7530
San Mateo, CA 94403

Residents of these states, please add sales tax: CA-8.25%; CT-6%; IL-6.25%, MA-5%; MN-6.5%; NC-6%; NJ-6%; NY-8.25%; OH-6%; TX-8.25%; VA-4.5%. Please allow 2-4 weeks for delivery. For guaranteed faster arrival: UPS Blue (US only) equals 2-3 day delivery service. Add $6.00 to total. UPS Red (US only) equals overnight delivery service. Add $12.00 to total.

EA SPORTS

ELECTRONIC ARTS®



THE SIREN IS GOING TO WAIL TONIGHT



OVER 500 MEGS OF NEW FEATURES IN NHL '94 CD

Authentic NHL® Footage – Over 200 authentic video clips of your favorite NHL stars. Watch MacInnis pound a slap shot, Belfour make that great kick save or McSorley deliver that punishing body check in full color, full motion video.

Digitized Speech – EA SPORTS announcer Ron Barr gives the inside line on the stars of NHL '94. Over 50 megs of CD quality sound.

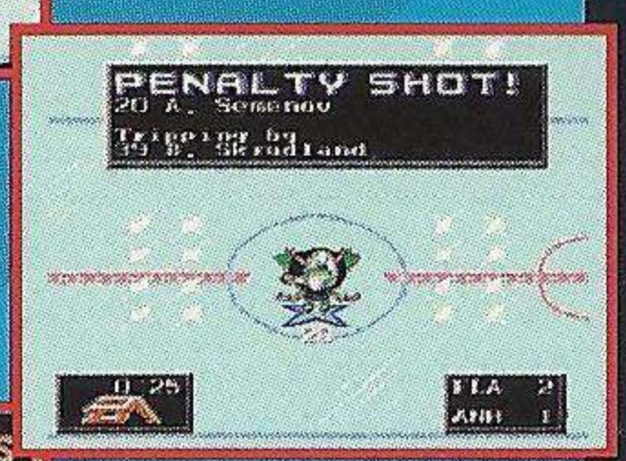
CD Sound Effects – Only the CD can deliver true Hockey sounds. Now you really hear the puck hit the goalies' pads, the sticks crushing that slap-shot or the boards shaking after that body check. It's just like being at rinkside.

Real Organ Music – Just like dropping the San Jose Sharks Organ right into your CD player – the last time you heard sound this good you were really at the game.

"He's got a slap shot like a howitzer. He's too fast for any of my guys. They need to get his attention. First he came through my 5 hole. Then he went top shelf. Next time he'll try that deke. Not a chance–this cage is closed for the night. Last thing I want to hear is that wailing in my ears again..." ■ Any Goalie, NHL



One Timers
Drop a pass back to your big stick at the point and let him rocket a slap shot into the net.



Penalty Shots and Shootout Mode
Trip a speedy forward on a breakaway and he'll go one on one with your goalie.



Full color video clips
Over 200 authentic full color video clips show your favorite stars in action – great goals, saves, passes and board checks.









SAME GREAT NHL '94 GENESIS FEATURES

- ✓ 4 Way Play Support
- ✓ Goalie Control
- ✓ Penalty Shots and Shootout Mode
- ✓ One-Timers
- ✓ Expansion Teams – Ducks and Panthers

NHL '94 Sega CD captures the same great gameplay as NHL '94 for the Sega Genesis and adds new sounds, digitized speech and over 200 video clips to make it the most realistic Hockey game ever created.

SEGA ELECTRONIC ARTS COLLEGE FOOTBALL BILL WALSH EA SPORTS IT'S IN THE GAME™

Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved.

EA SPORTS and the EA SPORTS logo are trademarks of Electronic Arts. Bill Walsh College Footbal is a trademark of Electronic Arts. 4 Way Play is a trademark of Electronic Arts. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used, under license, by Electronic Arts. NHL is a registered trademark of the National Hockey League. Stanley Cup is a registered trademark of the National Hockey League.Team names and logos are Officially Licensed Trademarks of the National Hockey League © NHL 1993.
© 1993 Electronic Arts. All rights reserved. Electronic Arts, P.O. Box 7578, San Mateo, CA 94403-7578

Manufactured in the U.S.A. 728105