

LEGENDS'98

F O O T B A L L[®]

DEVELOPED BY



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ABOUT THIS MANUAL

Since *Legends Football '98* is set up to use various input devices including mouse, game pad and keyboard, a command may include multiple instructions. The required keystrokes and actions are highlighted in bold type for your convenience. The following conventions are used in describing commands:

- **Click:** Press the action button on your gamepad or joystick..
- **Double-Click:** Tap the left mouse button twice in quick succession. (Play Editor only)
- **Drag:** Press and hold the left mouse button. (Play Editor only)
- **Right-Click:** Tap the right mouse button
- **Action Button:** The **#1** button on a joystick, the **A** button on a game pad, or the red button on the Gravis GriP. The **<ENTER>** key on the keyboard also functions as an action button.
- **Exit Button:** The **#2** button on a joystick or one of the following buttons on popular game pads: Gravis GamePad -**Blue**, Gravis GriP Multiport - **Y**, Microsoft Sidewinder GamePad - **Y**. The Exit button allows you to close a screen, or back-up through a series of screens.
- **Highlight:** Click once on an item, or move the on-screen cursor to an item by tapping the keyboard arrows or directional arrows on a game pad, or moving a joystick.
- **Select:** After highlighting an item, click the mouse or tap an action button to select it.
- **ESC:** Tap the **<ESC>** key on the keyboard to exit from most screens, or back-up one screen at a time until you reach the original menu.
- **Key Combinations:** When the instructions include a combination of keystrokes, like **<CTRL> + O**, it simply means to hold down the first key while tapping the second. In this case, you would hold down the **<CTRL>** key while tapping the **O** key.

INTRODUCTION

The NFL was not always the high-stepping, high-fiving, ultra-specialized game we see today. In fact, if you could step into a time machine back to the 1932 championship game between the Chicago Bears and Portsmouth (Ohio) Spartans, you would probably check your ticket to make sure you were at a football game. From the stands, the field looked the same, except for a lack of hashmarks and numbers. But, the way the game was played, now that was a different story.

Legends Football '98 is your gateway to the dawn of professional football. But, it is more than just a solitary trip down memory lane. You can take 50 of your closest friends with you. If an old-timer insists that the two-way players of the '30s would have handled Emmitt Smith without breaking a sweat, just send the 1997 Dallas Cowboys back to 1932 to take on the Chicago Bears. Of course, Emmitt, Troy and the rest of the boys will have to get used to a big fat ball, 20 man rosters, and referees who turn their backs on such trivial penalties as roughing the passer and pass interference.

But, don't worry, turnabout is fair play in *Legends Football '98*. The Bears will have to go back to the future and deal with offensive linemen who use their hands, arms, legs and anything else that isn't tied down. In addition to 1932 and 1997, *Legends Football '98* includes the 1968 season, complete with the Super Bowl Champion New York Jets, and 1950, when Tom Fears spearheaded the high-flying Los Angeles Rams' offense and Marion Motley ran through opposing defenses for the Cleveland Browns.

Since the outcome of one game will never settle a good football argument, *Legends Football '98*

lets you organize a league for pre-season and season play. Along the way, you can save statistics in over 100 categories, including career stats. After the final gun, you can spend hours in your office designing plays with the powerful Play Editor; and if your team needs a few key players, unlock the Team Editor and add a little more speed and a few more pounds to your roster.

Even if you are the only coach in the room, *Legends Football '98* delivers tough competition, thanks to a tough computer opponent. When your friends show up, grab a Gravis Grip multi-player adapter or a chain of Microsoft Sidewinder GamePads for high-powered team competition. You can call the plays from the sidelines or take the field and dive, hurdle, spin and shiver your way to the end zone.

So, strap on your leather helmet and take the field with *Legends Football '98*, the only NFL football game that takes you on a 65-year road trip!

INSTALLATION

- 1 Place your *Legends Football '98* CD into your CD-ROM drive and close the drawer. The opening setup screen appears, reminding you to close all other Windows® 95 programs before proceeding with the installation. It is especially important to close all memory resident programs such as virus protection, desktop utilities and automatic backup programs. **Click Next** to continue with the installation
- 2 **Click Next** to begin the DirectX 5.0 installation. If you have not recently installed DirectX 5.0 during another game installation, select Install DirectX 5.0 to update your drivers. If you already have DirectX 5.0 on your system, select Do Not Install DirectX 5.0. In either case, you will move to Setup Type.
- 3 Select Typical to install 125 megabytes of game files to your hard drive. If you do not mind sacrificing a little performance to save hard drive space, select Compact to install less than 10 megabytes of files. To control which files are installed, **click Custom**.
- 4 **Click Next** to accept the default destination directory, or **click Browse** to select another directory.
- 5 **Click Next**. If you chose Typical or Compact, file transfer begins. If you selected Custom, the Select Components window appears. Click on the components that you wish to install, and **click Next** to begin the installation.
- 6 The Electronic Registration Card provides an opportunity to instantly register your copy of *Legends Football '98*. If you have a modem connected, **click Register Now** to proceed with registration. **Click Register Later** to complete the installation.
- 7 The Setup process is complete. If you installed DirectX 5.0, click on Yes, I want to restart my computer. If you did not install DirectX 5.0, select No, I will restart my computer later. **Click Finish** to end the installation.

LOADING THE GAME

Place the *Legends Football '98* CD in your CD-ROM drive and close the drawer. **Click Play** on the opening menu screen.

Or

If the *Legends Football '98* CD is already in your CD-ROM drive, **click Start** on the Windows 95 desktop. Slide your mouse pointer up to **Programs**, and **select** Legends '98 (substitute the name of your folder). Click *Legends Football '98* to load the game.

OPENING MENU

The opening *Legends Football '98* screen includes the following 3-D buttons across the bottom of the screen:

CHOOSE ERA

Click Choose Era to select an era for the Season Play option in *Legends Football '98*. When you choose an era, you load the actual teams, rules and playing conditions of the selected year. First, a few general recommendations when traveling back in time:

- Dress warmly; the first domed stadium was not built until the Houston Astrodome opened in 1965.
- Check the stadium clock often; there is no two-minute warning in 1932.
- Eat as much as you want. You can feed your entire family, and the one next to you, for what it costs to park at the stadium in 1997.



Here is a detailed look at each era:

1932

On The Field

- No hash marks
- Goal posts placed at the back of the end zone

Rules

- Passing must occur 5 yards behind the line of scrimmage
- Plays end when forward momentum stops
- Offensive blockers may not extend their arms
- An incomplete pass in the end zone results in a touchback
- Missed field goal or drop kick attempt results in change of possession and the ball placed back at the line of scrimmage
- No play clock is used, however officials may call delay of game penalties at their discretion
- No two minute warning at the end of the half or fourth quarter
- Offensive linemen cannot go further than five yards downfield, but they are eligible to receive passes
- A successful kick or drop-kick through the uprights, or a successful run or pass into the end zone after a touchdown, results in 1 point

Players and Equipment

- Teams limited to 20-man rosters
- Substitution is limited – any player that is substituted out cannot re-enter the game until the following quarter

- Ball is wider, and more difficult to throw

Organization

- Ties do not count in the standings
- No post-season divisional play; a one-game play-off is used if the top two teams are tied at the end of the season
- Sudden death overtime in play-off games only

1950

On The Field

- Hash marks are drawn 20 yards from sidelines
- Goal posts placed at the front of the end zone

Rules

- Passing must occur behind the line of scrimmage
- Plays end when forward momentum stops
- Offensive blockers may not extend their arms
- An incomplete pass in the end zone no longer results in a touchback
- Missed field goal or drop kick attempt results in change of possession and the ball placed back at the line of scrimmage
- No play clock is used, however officials may call delay of game penalties at their discretion
- Offensive linemen cannot go further than five yards downfield, but they are eligible to receive passes
- A successful kick or drop-kick through the uprights, or a successful run or pass into the end zone after a touchdown, results in 1 point

Players and Equipment

- Teams expanded to 33-man rosters
- Unlimited substitution allowed
- Ball reduced to current size
- A white ball is used for night games

Organization

- Ties do not count in the standings
- League play-offs consist of one championship game between the leaders of each conference. A one-game play-off is used if the top two teams in a conference are tied at the end of the season
- Sudden death overtime in play-off games only

1968

On The Field

- Hash marks are drawn 20 yards from sidelines
- Goal posts placed at the front of the end zone

Rules

- Passing must occur behind the line of scrimmage
- Plays end when the ball carrier's knee touches the ground as a result of contact
- Offensive blockers may not extend their arms
- An incomplete pass in the end zone no longer results in a touchback
- Missed field goal attempt results in change of possession and the ball placed back at the line of scrimmage
- No play clock is used, however officials may call delay of game penalties at their discretion
- Two minute warning at the end of the half or fourth quarter
- Offensive linemen are ineligible receivers
- A successful kick or drop-kick through the uprights, or a successful run or pass into the end zone after a touchdown, results in 1 point

Players and Equipment

- Teams expanded to 40-man rosters
- Unlimited substitution allowed
- Ball reduced to current size

Organization

- Ties do not count in the standings
- Two leagues (AFL and NFL) conduct conference championships and league championships, followed by the Super Bowl, where the league champion of the AFL plays the champion of the NFL
- Sudden death overtime in play-off games only

1997

On The Field

- Hash marks are drawn 70 feet, 9 inches from sidelines
- Goal posts placed at the back of the end zone

Rules

- Passing must occur behind the line of scrimmage
- Plays end when the ball carrier's knee touches the ground as a result of contact
- Offensive blockers may block with arms extended
- An incomplete pass in the end zone no longer results in a touchback
- Missed field goal attempt results in change of possession and the ball placed at the point of the kick
- Play clock counts down from 35 seconds, beginning at the end of a play when no change of possession occurs
- A successful kick through the uprights after a touchdown results in 1 point; a successful pass or run to the end zone results in two points.
- Two minute warning at the end of the half or fourth quarter
- Offensive linemen are ineligible receivers

Players and Equipment

- Teams expanded to 54-man rosters (50 active, 4 reserve)
- Unlimited substitution allowed
- Ball reduced to current size

Organization

- Ties count in the standings
- One league consists of two conferences (NFC and AFC) with three divisions each. The standings leader from each division enters the play-offs along with 3 wildcard teams from each conference. The best two teams from each conference have byes. In each conference, the wild card team with the worst record plays the division winner with the worst record in the first week of the play-offs. The remaining two wildcard teams in each conference play each other. During the second week, in each conference, the winner of the first wildcard game plays the division leader with the second best record; while the winner of the second wildcard game plays the division leader with the best record. The winners of these games within each conference, play each other for the conference championship. The two remaining teams, one from each conference, meet in the Super Bowl.
- One quarter of sudden death in regular season games ties

PRESEASON

Click Preseason to play a game between any two teams, using their default rosters. These rosters do not reflect trades made during season play. Playing several Preseason games is the best way to become acquainted with the *Legends Football '98* play calling system. Choosing Preseason is your fastest route to the field for a quick game against the computer, another human opponent, or several opponents (using the Gravis GriP, or a chain of Microsoft Sidewinder Game Pads).

CHOOSE TEAMS

- **Click on the left helmet** (visiting team) or **right helmet** (home team) to activate the left/right scrolling arrows. **Click on either arrow** to scroll through the list of teams.
- You can also **tap the left/right keyboard arrows**, **move your joystick left or right**, or **press the left/right directional game pad arrows**.

The teams are arranged in alphabetical order, by era; so, the first team in the list is the 1932 Bears.



Note: Newer franchises do not appear until you reach eras that are more recent.

- **Tap the up/down arrows** on your keyboard or game pad, or **move your joystick up and down** to move quickly between groups of teams by era (1932, 1950, 1968 & 1997). Then, use the left/right controls described above to locate your team.
- To select a team, **tap the <ENTER> key** on your keyboard, or **press the action button** on a joystick or game pad.

If you are using a game pad, press the following buttons to select two random teams:

- | | |
|--------------------------------|--------|
| • Gravis GamePad | Yellow |
| • Gravis Grip Multiport | B |
| • INTERACT PC GamePad 6 | C |
| • Microsoft Sidewinder GamePad | B |

SET GAME OPTIONS

Click Game Options to adjust Camera Position, Weather Conditions, Gameplay and Sound Levels (See **Game Options** on p. 12 for complete descriptions) **Click Return** to go back to the Choose Teams screen.

PLAY GAME

TEAM SELECT

- **Click Play Game** to open the Team Select screen and set the controls for both teams.
- The number icons represent available controllers. Select a controller for the game and use it to move the corresponding number to the left, to control the away team; or to the right, to control the home team.

Note: When you move a number icon to either side, it will appear with a picture of the active controller.

- **Tap <ENTER>** on the keyboard, or **press the action button** on a game pad to accept the controls and close the Team Select screen

USER SELECT

Click User Select to enter a user name and/or select a team for statistical tracking.

- 1 **Use the keyboard arrows, joystick or gamepad** to highlight an empty name slot.
- 2 **Type** a new name and **tap <ENTER>** on the keyboard, or **press the action button** on a joystick or game pad.
- 3 Assign a user to a team by highlighting a name slot (one that is not empty). Move the highlighter to one of the teams and **tap <ENTER>** on the keyboard, or **press the action button** on a joystick or game pad.
- 4 To remove a user, highlight a name, move the highlighter to the garbage slot and **tap <ENTER>** on the keyboard, or **press the action button** on a joystick or game pad.



TEAM MATCH-UP

- **Click Team Match-Up** to view a scouting report on each team, covering 12 offensive and defensive categories. The report is displayed in a bar chart showing the relative strengths of each team.
- **Move the pointer** up and down the list to highlight a category. The team with a higher bar has the advantage.
- Tap the **<ESC>** key on the keyboard to close the Team Match-Up screen.



RETURN

Click Return to move back to the **Choose Teams** screen.

START GAME

Click Start Game to load the teams and open the Coin Toss screen.

COIN TOSS

- If you are the visiting team, **select Heads or Tails**. If you are the home team, wait for the result of the coin toss.
- If you win the toss, **select Kick or Receive**; or choose the **Goal to Defend**. Depending on the first choice, the loser makes the remaining decision.



SEASON PLAY

Click Season Play to load the default league for the current era (See **Choose Era** on page 3 for information on changing eras). The teams appear in their respective conferences and divisions (if applicable). Unlike Preseason, where you cannot edit rosters or save statistics, Season Play gives you complete control over the players, teams, league structure and schedules. You can sign and release players, make trades with other teams, modify individual plays, change playbooks and view statistics. At the end of a season, you will proceed to the draft, where you will make decisions based on roster strengths and weaknesses. At the close of the draft, you will move on to the next season. Since players age year-by-year, each season will bring new personnel challenges.

TEAM OPTIONS

Click a team on the league screen to view the team schedule and results (season in progress), and the following options:

LEAGUE NEWS

Once the season starts, a scrolling news ticker displays the team's current record, and a description of last week's game.



BUY/SELL TEAM

Click Buy/Sell Team to change ownership for any team. By default, all teams are controlled by the computer. **Type in your name** and **click Buy** to assume complete control of the team. When a scheduled game includes your team, you will be prompted to play the game. To relinquish control of a team, **click Buy/Sell**, and **click Sell**.



TEAM ROSTER

Click Team Roster to view or edit players, change starting line-ups, propose trades or sign players. The Team Roster screen groups players by position.

EDIT PLAYER

- **Click the position bar** in the upper left-hand corner of the screen to pop-up the position list. **Click on a position** to



change the list of players (See Player Ratings on page 9 for more information on individual rating categories).

- **Click on a player** to open the Edit Player screen. **Click on a numerical rating** in any category to adjust the value. **Click the up/down arrows on the screen**, or **tap the up/down keyboard arrows** to change the number. To quickly input a new player name, **click on the first letter of the name and tap the key** until the name is cleared. **Type in the new name**, last name first.
- **Click Trade** to move the player to the Trade screen (see **Trade Player** on page 10 for more information on trading).
- **Click Release** to drop the player from your roster and send him to the free agent list.
- **Click OK** to save your changes or **click Cancel** to return to the Team Roster screen.

PLAYER RATINGS

Every player in *Legends Football '98* is rated in 21 categories. The range for numerical ratings is 25-99. You can freely edit the following categories:

Age	A player's age
Agility	Ability to move laterally
Reaction Time	How quickly a player makes a decision (right or wrong)
Tackling	A player's ability to complete a successful tackle attempt
Speed	A player's maximum speed
Acceleration	The length of time it takes for a player to reach maximum speed
Strength	A player's overall strength
Intelligence	A player's ability to make the right decision in various situations
Endurance	The time it takes a player to recover after a play
Weight	The player's weight
Hands	The ability of a receiver or defensive back to catch the ball
Break Tackle	The likelihood that a player will be successfully tackled
Fumbling	The likelihood of a player fumbling the ball after absorbing a hit. A higher rating reflects a lower tendency to fumble.
Arm Strength	How far a player can throw the ball
Pass Accuracy	The ability to throw the ball accurately
Kick Accuracy	The ability to kick the ball accurately
Kick Strength	The ability to kick the ball with distance
Punt Accuracy	The ability to punt the ball accurately
Punt Strength	The ability to punt the ball with distance

DEPTH CHART

Click Depth Chart to review and edit the starting lineup by position. You can assign players to positions and status (starter, 2nd string, etc.).

EDITING THE DEPTH CHART

- **Click on a position icon** and **click again** to view the current starter, along with a list of available back-ups.
- To move a player to a different slot in the depth chart, **click on the player**, and **click** on a different spot in the pop-up list. The player's name (or number) will appear in the new slot.
- To remove a player from the depth chart, **click on the player**, and **click Remove** on the pop-up list.



- To insert a new player on the depth chart, **click on a player**, and **click Insert**. **Click on a player** in the pop-up list.

PROPOSE TRADE

- While in the Team Roster screen, **click Propose Trade** to swap a player to another team. The highlighted position will be featured, but you can select another position by **clicking the position bar**.
- **Click Switch Team**, and **click on a name** to trade with a different team.
- To select a player, or players to trade, **click on a name** (an X will appear next to the player's name. When you select a player, his name will appear in the middle of the screen, underneath the team name. As each player is added to the proposed transaction, the scale shifts back and forth to reflect which team the trade favors.
- **Click Accept Trade** to complete the transaction.



SIGN PLAYER

- **Click Sign Player** to view free agents by position.
- **Click on the position bar** to select a new position to view.
- **Click on a player** to add him to your roster.

PLAYBOOK

- **Click Playbook** to open the Edit Playbook screen. The current team playbook appears on the screen.
- **Click Load Playbook** to load a different playbook.



A playbook is limited to six formations each, on offense and defense. Each formation can include up to twelve plays.

TO CHANGE FORMATIONS

- 1 **Move the pointer** over the formation name displayed on the lower, left-hand portion of the screen, and **press the action button**. **Press the button again** to move the highlighter to one of the six windows on the right side of the screen. Use your controller to move up or down through the formations. You can also use the up/down arrows on your keyboard to scroll through the formations.
- 2 Highlight a new formation and **click once** to move it to the left side of the screen. The new formation name replaces the old one, and the plays related to the formation appear above the name. **Move your controller up or down** to scroll through the plays. **Note:** The plays will appear in the same groups of four during a game, when this formation is selected.



TO CHANGE PLAYS

- 1 **Move the highlighter** to the cluster of four plays on the left side of the screen and **click once** to select a play. Use the mouse, keyboard arrows or joystick/game pad to move through the 12 plays.

Click on a play to swap out of your playbook.

- 2 After clicking on a play, the highlighter moves to the six windows on the right side of the screen. Move through the list and **click on a play** to swap it into the playbook.

TO CHANGE AUDIBLES

- The first four plays in each formation are the audibles (outlined in color). Repeat the process above to change these four plays and alter the selection of audibles for each formation.
- **Click Audible Color** to change the color used to outline the audibles.



Note: When you press the Audible button during a game, the audible selections for the current formation **are not displayed** on the screen. While editing your playbook, write down the arrangement of audible plays for each formation. After pressing the Audible button during a game, you must press the appropriate button to call the audible of your choice.

START SEASON

After reviewing and/or editing team and league options, **click Start Season** to open the Continue Season screen. (**Note:** After starting a season, the **Start Season** button is replaced by **Season Play**). The opening week's schedule is displayed, along with the current standings. Since this is the first week, all teams are listed with 0-0-0 records. Although the season has officially started, you can still change team ownership (see **Buy/Sell Team** on page 8), edit team rosters (see **Team Roster** on page 8), and edit or create plays (see **Playbook** on page 10). **Click on a team** to access these options.

PLAYING A LEAGUE GAME

Click Play Game to begin the first unplayed game on the week's schedule. If the computer (default setting) controls all teams in the league, the games are simulated. A small box displays the teams, score, quarter, time remaining and brief description of the scoring plays. At the end of each game, the standings are updated. League play ends at the completion of one week. To play the next week's games, **click on Play Game**.

If you "own" a team, you will be prompted to **Play, Simulate** or **Cancel** your game. For more information on buying or selling a team see **Buy/Sell Team** on page 8.

Load Season

Click Load Season to load a league and a season from the year selected. **Click** on 1932, 1950, 1968 or 1997 to change seasons.



EDIT LEAGUE

You can change the teams and divisional alignment of the current league. **Click Edit League** to display the active league. **Click Random League** to generate a new, random arrangement of teams.

To Edit Individual Team Placement

- 1 **Click on a team** to access the Change Team menu.
- 2 **Click** one of the following Change Team options:

ADD/REPLACE TEAM

- 1 **Click Add/Replace** to pop-up a list of the three remaining seasons.
- 2 **Click on a season** to view a list of available teams.
- 3 **Click on a team** to bring it into the league. If the division or conference has an open slot, the team will be added to the league. If the division or conference is full, the new team will replace the highlighted team



DELETE TEAM

Click Delete to remove the highlighted team from the league.

SWAP TEAMS

Click Swap to exchange the highlighted team with another team in the league. **Click on a team** in the pop-up list to complete the swap.

CANCEL

Click Cancel to close the Change Team menu and return to the Edit League screen.

EDIT SCHEDULE

Click Edit Schedule to view and/or edit the schedule for any team in the league. You can edit the schedule for an individual team, or edit the entire league schedule, one week at a time.



TO EDIT A TEAM SCHEDULE

- 1 **Click on the scrolling arrow** located to the left of the team name on the left side of the screen. **Click on a new team** to load a different schedule.
- 2 **Move the pointer** to highlight a game in the team schedule.
- 3 **Click on the game** to pop-up a list of teams.
- 4 **Click on a new team** to change the opposing team

TO EDIT THE LEAGUE'S WEEKLY SCHEDULE

- 1 **Click on the scrolling arrow** located to the left of the Week # on the right side of the screen. **Click on a new week #** to load a different week of games.
- 2 **Click on a team** to pop-up a list of teams. **Click on a new team** to change the scheduled game.

TO GENERATE A NEW SCHEDULE

- **Click New Schedule** to pop-up a list of options.
- **Click 4, 6, 8 or 10** to generate a schedule of a pre-determined length.
- **Click Original** to restore the actual schedule for the current season.
- **Click Randomize** to generate a unique schedule
- Tap the <ESC> key twice to close the New Schedule menu.

GAME OPTIONS

Click Game Options to set a variety of features.

CAMERA POSITION

Click **Camera Position** to set camera angles in *Legends Football '98*.

- **Position:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select one of eight positions (45 degree intervals) around the stadium. As you slide the bar, the camera icon moves around the stadium to reflect the new position. Click the bar again to set the camera in its new position.
- **Height:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select Low, Medium or High position. Click the bar again to set the camera at its new height.
- **Depth:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select Low, Medium or High depth. Click the bar again to accept the new camera depth.
- Click **OKAY** to accept the new camera locations, or click **Cancel** to restore the previous settings.

Note: Using various combinations of Position, Height and Depth you can create up to 72 different camera angles.



WEATHER CONDITIONS

Click **Weather Conditions** to adjust temperature, wind and moisture.

- **Temperature:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select one of four temperature levels, from below freezing to over 90 degrees. Click the bar again to set the new temperature.
- **Wind:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select one of three wind levels, from calm to very windy. Click the bar again to set the new wind level.
- **Moisture:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select clear or wet. If the temperature is above freezing, the moisture will be rain. When the thermometer dips below freezing, it will snow. Click the bar again to set the type of moisture.
- Click **OKAY** to accept the new weather conditions, or click **Cancel** to restore the previous settings.



GAME PLAY

Click **Game Play** to set the following playing options for the home and visiting teams:

- **Penalties:** Click **On** or **Off** to activate or deactivate penalties for either team.
- **Injury:** Click **On** or **Off** to select injuries for either team.
- **Fatigue:** Click **On** or **Off** to set the fatigue factor for either team. With fatigue on, players will get tired if they are overused.
- **Auto Subs:** Click **On** or **Off** to set the substitution routine for either team. With auto subs on, the computer will make substitutions when players tire, or become injured
- **Coach/Player:** Click **Coach** or **Player** to select the way each team is controlled. Coach mode lets you call the plays and make



substitutions. Player mode lets you act as coach, and control the movement of offensive and defensive players.

- **Quarter Length:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right to select 5, 10 or 15 minute quarters. Click the bar again to set the quarter length.
- Click **OK** to accept the new Game Play options, or **click Cancel** to restore the previous settings.

SOUND LEVELS

Click **Sound Levels** to adjust crowd, music, special effects and play-by-play levels.

- **Crowd:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right or back again, to increase or decrease the crowd noise. Click the bar again to set the new level.
- **Music:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right or back again, to increase or decrease the music volume. Click the bar again to set the new level.
- **Effects:** Click the slider bar once. Move the keyboard arrows, joystick or gamepad from left to right or back again, to increase or decrease the volume for sound effects. Click the bar again to set the new level.
- **Play-by-Play:** Click the **On** or **Off** button to select or deselect the play-by-play commentary.
- Click **OKAY** to accept the new Sound Levels, or **click Cancel** to restore the previous settings.
- Click **Return** to go back to the opening menu screen.



QUIT GAME

Click **Quit Game** to exit *Legends Football '98* and return to the Windows 95 desktop.

CONTINUE SEASON

If you have a season in progress, **click Season Play** on the opening menu to access the Continue Season screen, and the following options:

PLAY GAME (See **Playing A League Game** on page 11)

PLAYER DRAFT

At the end of each season, your players are one year older. Some may be wiser, others may retire, and unless you are wearing a championship ring, there will be a few players you would rather release. Upon completion of your season, the final standings are displayed along with a new button in the lower left-hand corner of the screen. **Click on your team** to review the roster and determine your goals for the draft. **Click Player Draft** to open the Draft screen, and view a list of available players. **Click** on the pull-down position menu to narrow the list to a particular position. **Move your controller** up or down to scroll through the list of players.

START DRAFT

Click Start Draft to begin the drafting process. The helmets represent the draft order, from top-left to bottom-right. The computer owned teams complete their choices automatically, until your team comes up in the draft order. **Click on the position menu** to view players by position. Highlight a player and **click** to select the player and continue the draft. If you cannot decide which player to choose, **click Auto Pick** to instruct the computer to make your selection; or **click Auto Draft** to let

the computer handle all of your remaining picks in the draft. The draft continues in this fashion for a total of six rounds.

LEAGUE LEADERS

After your season is underway, you can **click League Leaders** to sort and view team and individual statistics for your league.

GAME OPTIONS (See **Game Options** on page 12)

NEW SEASON

Click New Season to abandon the current season and start a new one. **Note:** All current data will be lost.

START PLAY-OFFS

When you complete the regular season schedule, a new button, **Start Play-Offs**, appears on the menu when you **click Season Play**. **Click Start Play-Offs** to generate the post season play-off brackets for your league. When you **click Play Game**, the play-offs proceed just like regular season games. If the teams are computer controlled, the entire first round is simulated. If you own one of the teams, you are prompted to Play, Simulate or Cancel the game. At the end of the first round, **click Play** to launch the second round, and so on, until you complete the championship game.

RETURN

Click Return to go back to the Season screen.

PLAYING THE GAME

KICK-OFF

After the opening coin toss (see **Coin Toss** on page 8), the playing field appears with an overlay of your team's kick-off or kick receiving play choices. Since there are only four choices on kick-offs, simply click the button on your game controller that corresponds to the desired play. Although most joysticks and game pads work with Legend Football '98, the configuration of buttons may vary. The following table lists the play calling buttons for several popular controllers:



	<u>Left</u>	<u>Bottom</u>	<u>Right</u>	<u>Top</u>
Gravis GamePad	Red	Yellow	Green	Blue
Gravis GRIP MultiPort	A	B	C	Y
INTERACT PC GamePad6	A	C	D	B
Microsoft Sidewinder GamePad	A	B	C	Y
4-Button Joystick	1	3	4	2

Note: When more than four play choices are available, scrolling arrows appear above and/or below the left-hand play. Move your controller up or down in the direction of the arrows to scroll through your plays, four at a time. When the desired play is visible, use the appropriate play calling button.

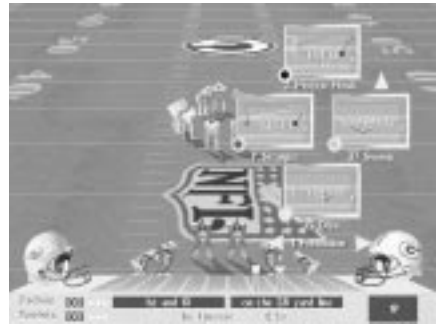
CONTROLLING KICKS

When a kick-off, punt or field goal is called, a power/directional meter appears on the screen. The vertical bar represents power and the horizontal bar displays the kicking angle. If the ball is placed in the middle of the field, there is no need to adjust the kicking angle. **Click once** to start the kick, and **click again** to designate the point of impact. The closer the bar comes to the top of the meter, the farther the kick will travel. If the ball is placed on either side of the field, **move your controller** to the left or right while the power bar is rising, to adjust the kicking angle.



CALLING PLAYS FROM SCRIMMAGE

After the opening kick-off, the teams huddle up and a selection of four offensive or defensive plays appears on the screen. Note the downward scrolling arrow below the left-hand play, denoting additional plays. **Move your controller up or down** to scroll through the plays.



In addition to the four plays, the current formation name appears below the bottom play. A right-hand scrolling arrow points in the direction of additional formations. **Move your controller left or right** to move through the list of formations. Each team has six formations on offense and defense, and two special teams formations, for a total of 14 sets of plays.

BEFORE THE SNAP

When you click on a play, the teams break their huddles and set up at the line of scrimmage. You can simply **click** on the appropriate button to **Hike** the ball, or employ one of the following strategies prior to the snap:

HUT

Click on the Hut button to try to force the opposing defense to jump offsides.

AUDIBLE

Click on the Audible button to access the first four plays in your playbook for the current formation. **The four audibles do not appear on the screen. Click on the appropriate button** to select an audible, and **click the Hike button** to snap the ball. (See **To Change Audibles** on page 11 for information on changing the selection of audibles in your playbook).

FAKE AUDIBLE

Click on the Fake button to fake an audible call. Then **click on the Hike button** to snap the ball. The original play will remain unchanged.

PRE-SNAP BUTTON CONFIGURATIONS

	<u>Hike</u>	<u>Hut</u>	<u>Audible</u>	<u>Fake</u>
Gravis GamePad	Blue	Green	Red	Yellow
Gravis GriP MultiPort	Y	C	A	B
INTERACT PC GamePad6	B	D	A	C
Microsoft Sidewinder GamePad	Y	C	A	B
4-Button Joystick	2	4	1	3

RUNNING PLAYS

After hiking the ball on a running play, the quarterback automatically hands the ball to the runner. After receiving the hand-off, the ball carrier is under your control. Change direction by moving the stick or pressing the directional arrows on the game pad. Additionally, you can use special moves by tapping a button on your controller.

SPECIAL MOVES

	<u>Spin</u>	<u>Burst</u>	<u>Dive</u>	<u>Hurdle</u>
Gravis GamePad	Red	Blue	Yellow	Green
Gravis GriP MultiPort	A	Y	B	C
INTERACT PC GamePad6	A	B	C	D
Microsoft Sidewinder GamePad	A	Y	B	C
4-Button Joystick	1	2	3	4

PASSING PLAYS

After the snap, you are in complete control of the quarterback. Find the open receiver and **tap the button** (i.e., A, 1, Green) that is displayed under the receiver. The button will vary depending upon your controller. **Tap the button lightly** to throw a lob pass, or **hold down the button** to fire a bullet.

In auto-catch mode, the computer will control the receiver until he has the ball, at which time you take over. In manual catch mode, you control the receiver as soon as the ball is released; so you must maneuver the receiver into position (follow the white ball target) to make the catch.



In addition to moving to the target, you can tap the appropriate button to make the receiver dive or jump for ball. You can also switch receivers while the ball is in the air.

PASS RECEIVING BUTTON CONFIGURATIONS

	<u>Jump</u>	<u>Dive</u>
Gravis GamePad	Green	Yellow
Gravis GriP MultiPort	C	B
INTERACT PC GamePad6	D	C
Microsoft Sidewinder GamePad	C	B
4-Button Joystick	4	3

STATUS BAR

The Status Bar at the bottom of the game screen contains, from left to right: Scoreboard and Timeouts Remaining, Down and Yards To Go, Location of the Ball, and Quarter/Time Remaining. Just above this information is a 3-D graphic of the football field, framed by two helmets representing the teams on the field. A ball marker shows the current location of the ball and the distance to a first down.



KEYBOARD COMMANDS

FATIGUE BARS

Tap the <SPACE BAR> while the players are at the line of scrimmage to view their current levels of fatigue. As a player becomes more fatigued, the red bar shortens, moving from right to left.

SWITCH CAMERA ANGLES

Tap the <F1> key to switch camera angles during the game.

Tap the <F2> key to adjust the height of the camera.

Tap the <F3> key to adjust the depth of the camera.

CHANGE DETAIL LEVEL

If you need to adjust the level of screen detail to improve the performance of your game, **press the <F4> key** to switch between high resolution (640 x 480, more detail/slower performance) and low resolution (320 x 240, less detail/better performance). To further improve performance, **press the <F5> key** to turn off the stadium display.

PAUSE MENU

Tap the <P> key between plays to pop-up the Pause Menu, where you can call a time out, make substitutions, view the instant replay, change game options or study game/player statistics. In two-player mode, the timeout menu can be instantly called by pressing the <T> key. Whoever is first to react with his controller gets to call the next actions (timeout, instant replay, game options, etc.)

TIME OUT

Click Time Out to stop the game clock and reset the play clock. A time out also gives your team a brief rest, temporarily delaying fatigue. Each team is entitled to three time outs per half.

SUBSTITUTIONS

Click Substitutions to replace any player on the field. A black and white fatigue bar displays each player's current status (A solid white bar represents 100% stamina).

- **Move your controller up and down** to move between your current offensive, defensive and special teams units.
- **Move the controller left and right** to change positions within each squad.

To Make A Substitution

- 1 Find the player you wish to remove from the game and **tap the action button on your controller** to activate the highlighter.



- 2 Move the highlighter to the player you wish to replace and **tap the action button**.
- 3 Highlight a replacement player in the bottom list and **tap the action button** to exchange the players.
- 4 **Tap one of the following buttons** to close the Substitution screen and return to the Pause Menu:

Gravis GamePad	Blue
Gravis GriP MultiPort	Y
INTERACT PC GamePad6	B
Microsoft Sidewinder GamePad	Y
4-Button Joystick	2

INSTANT REPLAY

Click Instant Replay to view the last play. Move your game controller left or right to rotate the camera, or up and down to move the camera in and out. Use the following game controller buttons to manipulate the replay film:



	<u>Advance</u>	<u>Rewind</u>	<u>Target</u>	<u>Exit</u>
Gravis GamePad	Yellow	Red	Green	Blue
Gravis GriP MultiPort	B	A	C	Y
INTERACT PC GamePad6	C	A	D	B
Microsoft Sidewinder GamePad	B	A	C	Y
4-Button Joystick	3	1	4	2

Note: Tap the button to advance or rewind the film one frame at a time. Press and hold the button to move the film at normal viewing speed.

GAME OPTIONS

Click Game Options to change any of the following game settings:

Game Play	
Fatigue	On/Off
Injuries	On/Off
Catch Mode	Normal (Automatic) or Advanced (User Controlled)
Penalties	On/Off
Auto Subs	On/Off
Coach Mode	On/Off

Camera
Position
Height
Distance

For additional information see **Game Options** on page 12.

TEAM STATS

Click Team Stats to view team statistics for both teams.

- 1 **Click the action button** to drop down a list of positions.
- 2 **Move your controller up and down** to scroll through the list of categories.
- 3 **Press the action button** again to view the statistics in the highlighted category.

The following abbreviations are used in the Team Statistics screen:

PASSING

Att	Attempts
Com	Completions
Com%	Completion Percentage
GYds	Gross Yards
Sk	Sacks
SYds	Sack Yards Lost
NYds	Net Yards
Yd/A	Yards/Attempts
Yd/C	Yards/Completion
Yd/G	Yards/Game
Tds	Touchdowns
%TD	TD%
Long	Longest Pass
Int	Interceptions
Int%	Interception Percentage

RUSHING

Att	Attempts
Yds	Yards
Yd/A	Yards/Attempt
Yd/G	Yards/Game
Long	Longest run
Tds	Touchdowns

RECEIVING

Rec	Receptions
Yds	Yards
Yd/R	Yards/Receptions
Yd/G	Yards/Game
Long	Longest
Tds	Touchdowns

TOTAL OFFENSE

1st	1st Downs
Ru1st	Rushing 1st Downs
Pa1st	Passing 1st Downs
Pe1st	Penalty 1st Downs
3rdA	3rd Down Attempts
3rdM	3rd Downs Made
3rd%	3rd Down Percentage
4thA	4th Down Attempts
4thM	4th Downs Made
4th%	4th Down Percentage
Yds	Total Yards
Plys	Total Plays

Yd/P	Yards/Play
Yd/G	Yards/Game
TOP	Time of Possession
TOP/G	Avg. Time of Possession

FUMBLES

Fum	Fumbles
FumL	Fumbles Lost
FumR	Fumbles Recovered
Tds	Touchdowns

TACKLING

Tkl	Tackles
Sk	Sacks
SYds	Sack Yards
Sfty	Safeties

INTERCEPTIONS

Int	Interceptions
Yds	Yards
Yd/I	Yards/Interception
Long	Longest Return
Tds	Touchdowns

PASSING DEFENSE

Plys	Plays
Yds	Yards
Yd/P	Yards/Play
Tds	Touchdowns
Sk	Sacks
SYds	Sack Yards
NYds	Net Yards

RUSHING DEFENSE

Plys	Plays
Yds	Yards
Yd/P	Yards/Play
Tds	Touchdowns

KICKING

Attempts (A), Made (M) and Percentage Made (%) for the following ranges:

1-29
30-39
40-49
50+

Total Attempts (Att), Made (Made), Percentage (Pct), Longest (Long)

Point After Touchdowns (P.A.T.)

PATA	Attempts
PATM	Made
PAT%	Percentage

PUNTING

Att	Punts
Yds	Yards
Long	Longest
GYd/P	Gross Yards/Punt
TB	Touchbacks
Blkd	Blocked Punts
Ret	Returns
RYds	Return Yards
In20	Inside the 20-yard line
NYd/P	Net Yards/Punt

KICK-OFF RETURNS

Att	Attempts
Yds	Yards
Yd/A	Yards/Attempt
Long	Longest Return
Tds	Touchdowns

PUNT RETURNS

Att	Attempts
Fair	Fair Catches
Yds	Yards
Yd/A	Yards/Attempt
Long	Longest Return
Tds	Touchdowns

SCORING

Tds	Touchdowns
RTds	Rushing Touchdowns
PTds	Passing Touchdowns
MTds	Misc, Touchdowns
PATs	Point After Touchdowns
PATA	Point After Touchdown Attempts
FGs	Field Goals
FGA	Field Goal Attempts
Sfty	Safeties
Pnts	Total Points

PLAYER STATS

Click Player Stats to view individual players statistics for both teams.

1 **Click the action button** to drop down a list of positions.

2 **Move your controller up and down** to scroll through the list of categories.

- 3 **Press the action button** again to view the statistics in the highlighted category.
- 4 **Move your controller left and right** to view more statistical categories.

The Player Statistics screen includes all of the abbreviations used in the Team Stats section, with the addition of Rate (QB Rating) for quarterbacks.

PLAY EDITOR

Legends Football '98 includes a powerful stand-alone Play Editor, located in the **Accolade\Legend98\Game\Plays** directory. You can open the Play Editor in several ways:

- From the Windows 95 desktop, **click Start, select Programs, Legends Football '98 and click Legends Football '98 Play Editor.**
- **Click Start, Run and Browse.** Find the program file, **playedit.exe** and **click Open. Click OK.**
- From Windows 95 File Manager, **double-click** on **playedit.exe.**

FORMATIONS

Legends Football '98 includes a total of 90 offensive and defensive formations. However, this is only the beginning. Using the Play Editor, you can create an unlimited number of new formations.

CREATING A NEW FORMATION:

- 1 **Click the New Formation button** on the tool bar; or **click File, select New and click Formation.**
- 2 **Click Offensive** or **Defensive** formation
- 3 **Click OK** to open a default formation.

Opening A Formation

- 1 **Click File** and **click Open;** or type **<CTRL> + O** on the keyboard.
- 2 **Click the scrolling arrow** under Choose A Formation to drop down a list of formations.
- 3 **Click on the up/down scrolling arrows** to move through the list one formation at a time; or drag the bar up and down the list to move faster.
- 4 **Click on a formation** to select it. If the formation is not yet attached to any plays, Edit Formation is the only selection that appears in the Choose A Play list. However, if there are plays in the play list, you must select Edit Formation before moving to step 5.
- 5 **Click OK** to open the play.

EDITING A FORMATION

- **Drag any player** on the field to a new location. **Release the mouse button** to relocate the player.
- **Drag the ball** to the left or right to relocate the entire formation. **Release the mouse button** to set the formation.
- To change a player type, **right-click on any player** and **click Change Player Type.** **Click** on a new position and **click OK** to change the player.

To save a formation, **click the Save button** on the tool bar; or **click File, Save.** Type in a new name and **click OK** to save the formation.



PLAYS

CREATING A NEW PLAY

- 1 **Click the New Play button** on the tool bar, or **click File, select New and click Play.**
- 2 **Click the scroll arrow** in the Formation Name box to open the list of formations. **Scroll** through the list and **click on a formation.**
- 3 If you choose an offensive play, **click Run or Pass** under Options.
- 4 **Click OK**

OPENING AN EXISTING PLAY

- 1 **Click File** and **click Open**; or type **<CTRL> + O** on the keyboard.
- 2 **Click the scrolling arrow** under Choose A Formation to drop down a list of formations.
- 3 **Click on the up/down scrolling arrows** to move through the list one formation at a time; or drag the bar up and down the list to move faster.
- 4 **Click on a formation** to select it. Note that the list of plays below changes with each formation.
- 5 **Select** a play from the Choose A Play list.
- 6 **Click OK** to open the play.

ROUTE POINTS

Although the *Legends Football '98* Play Editor is very powerful, the process of creating a play is easy and intuitive. A play is composed of two basic components: **Route Points** and **Actions**. Simply put, a route point is a spot on the field where a player receives an instruction, and an action is an instruction.

ADDING ROUTE POINTS:

- 1 **Right-click on a player** and **click Add Route Point.** The route point appears as an orange box attached to the player by a thin gray line. When the first route point is created, it is surrounded by a bright green square that denotes the selected route point. As you create multiple points, click once on any route point to select it.
- 2 If necessary, **drag the route point** to a new location on the field. **Release the mouse button** to set the route point in its new location.
- 3 To add additional points (to a maximum of seven), **right-click on a player or route point** and **click Add Route Point**; or simply **double-click** on a player or route point. A new point is added in a straight line from the last point.

DELETING ROUTE POINTS:

- 1 **Right-click on a route point** and **click Delete Route Point.**
- 2 To delete an entire route, **right-click on a player** and **click Delete Entire Route.**



ACTIONS

When a route point is created, it has the default action of "Move To Point," which simply directs a player to head for a certain location after the snap. However, Move To Point is only one of 13 offensive and 9 defensive actions. You can also select how fast a player should complete his action.

ADDING OFFENSIVE ACTIONS:

- **Right-click on a route point** and **click Change Action**. **Click** one of the following choices:

Speed:

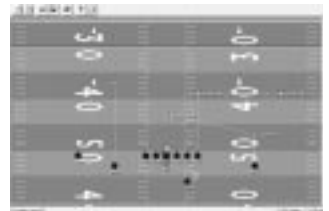
- **Walk**
- **Jog**
- **Run**

Action:

- **Look for Ball:** Assign this to a potential receiver. The player will look for a pass on the run. If this action is assigned, **right-click on the player** and select Primary, Secondary or Tertiary receiver.
- **Wait for Ball:** Assign this to a potential receiver. The player will wait for a pass. If this action is assigned, **right-click on the player** and select Primary, Secondary or Tertiary receiver.
- **Get Hand-Off:** Assign this to a potential ball carrier. The player will take a hand-off from another player.
- **Get Pitch:** Assign this to a potential ball carrier. The player will take a pitch from another player.
- **Block Ahead:** Assign this to a potential blocker who will block the nearest defensive player straight ahead.
- **Block Left:** Assign this to a potential blocker who will block the nearest defensive player to the left.
- **Block Right:** Assign this to a potential blocker who will block the nearest defensive player to the right.
- **Pass Block:** Assign this to a potential blocker, who will pass-block the nearest defensive player.
- **In Motion:** Directs the player to run in motion to a spot behind the line of scrimmage.
- **Move To Point:** The default setting that directs a player to move to a point on the field.
- **Fake Hand-Off:** Assign this to a potential ball carrier who will receive a fake hand-off.
- **Drop:** Assign this to a potential passer who will drop back to pass.
- **Hike:** This action is limited to players who are in position to receive the snap from center. Eligible players are indicated in yellow. **Right-click on an eligible player** and click **Hike Ball To This Player**.

Tip: Use actions in combination with a route point to create new actions. For example, to create a rollout pass:

- 1 **Right-click on the quarterback** and **click Hike Ball To This Player**.
- 2 **Right-click on the quarterback** and place a route point behind the tight end.
- 3 **Right-click on the route point** and select **Drop**.
- 4 If necessary drag the route point to adjust the location.



SAVING AN OFFENSIVE PLAY:

- 1 **Click the Save button** on the tool bar; **click File, Save**; or type **<CTRL> + S** on the keyboard.
 - 2 **Click an Offensive Play Category**.
- **Normal:** Use on first or second downs, early in each half. These plays should make up the majority of the game plan.
 - **Short Yardage:** Use in short yardage situations (3 yards or less to a first down).
 - **Long Yardage:** Use in long yardage situations (7 yards or more to a first down).
 - **Conserve Time:** Use when you want to make every second count.
 - **Waste Time:** Use when you are in the lead and trying to run out the clock.

3 **Click OK.**

4 **Type in** a new name and **click OK.**

ADDING DEFENSIVE ACTIONS:

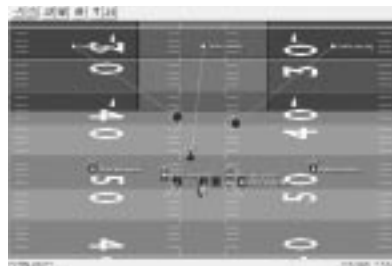
• **Right-click on a route point** and **click Change Action.** **Click** one of the following choices:

Speed:

- **Walk**
- **Jog**
- **Run**

Action:

- **Defend Wide Receiver:** Direct the player to cover the closest wide receiver.
- **Defend Running Back:** Direct the player to key on the nearest halfback.
- **Defend Zone: Short:** Direct the player to cover a shallow zone.
- **Defend Zone: Long:** Direct the player to cover a deep zone.
- **Attack Line: Left:** Direct the player to attack the offensive line to the left.
- **Attack Line: Right:** Direct the player to attack the offensive line to the right.
- **Attack Line: Ahead:** Direct the player to attack the offensive line straight ahead.
- **Blitz:** Direct a player to blitz the passer.
- **Move To Point:** The default setting that directs a player to move to a point on the field.



Note: When assigning Zone coverage, consider the number of defensive players assigned to similar coverage. For example, if three defenders are assigned to Long Zone coverage, they will divide the field into thirds. However, if a single defender has the Long Zone, he will be responsible for the entire area.

SAVING A DEFENSIVE PLAY:

1 **Click the Save button** on the tool bar; **click File, Save;** or type **<CTRL> + S** on the keyboard.

2 **Click a Defensive Play Category.**

- **Short Pass:** Use when you expect the offense to throw a short pass.
- **Medium Pass:** Use when you expect the offense to throw a medium pass.
- **Long Pass:** Use when you expect the offense to throw a long pass.
- **Run:** Use when you expect the offense to run with the ball.
- **Goal Line:** Use on short yardage situations.

3 **Click OK.**

4 **Type in** a new name and **click OK.**

ADDITIONAL PLAY EDITOR OPTIONS

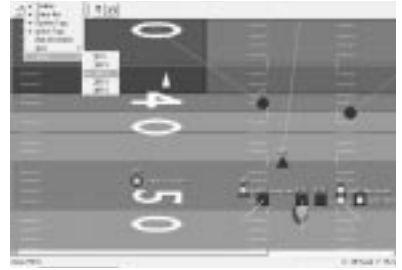
TO CHANGE VIEWING OPTIONS:

Click View on the menu bar to change the appearance of the Play Editor.

- **Click Toolbar** to toggle the Toolbar on/off.
- **Click Status Bar** to toggle the bottom Status Bar on/off. The Status Bar displays the location of

the mouse pointer as an X/Y coordinate.

- **Click Position Tags** to toggle abbreviations of player positions on/off.
- **Click Action Tags** to toggle action descriptions on/off.
- **Click Play Information** to open a window containing Formation Name, Play Name, Formation Type and Play Type.
- **Click Grid** to change different aspects of the display grid.
- **Click Show Grid** to display a checkerboard overlay behind the player icons. **Click Grid Snap** to adjust the size of the checkerboard.
- **Click Zoom** to select 50%, 100%, 150%, 200% or 400%. At 50%, the view includes approximately 70 yards of the field. A 400% display shows less than ten yards. At settings above 100%, **click the scroll arrows** at the bottom and right side of the window to slide the view across and down the field.



TO PRINT A PLAY:

- **Click File, Print**; or type **<CTRL> + P** on the keyboard to print a copy of the current play.
- **Click File, Print Preview** to view a full-page preview of the current play. **Click the Close button** to return to the field.
- **Click Print Setup** to open the Windows 95 Print Setup window.

TO EXIT PLAY EDITOR:

Click File, Exit; or **click the close window box (X)** in the upper right-hand corner of the Play Editor window.

THEORIES OF PLAY DESIGN

The *Legends Football '98* Play Editor lets you customize your formations and plays to suit the abilities of your players. However, unlike an NFL coach and general manager who can recruit, sign and train players to run their system, you must adapt the system to fit your players. Developing an effective playbook takes more than dragging X's and O's around a chalkboard. Since the *Legends Football '98* Play Editor lets you assign specific actions to every player on the field, it is important to demonstrate an understanding of fundamental football strategy.

Does this imply that you have to be conventional in order to win? Hardly, it simply means that you must be aware of the limitations of your football players. It is one thing to send five receivers on triple crossing patterns in the schoolyard. However, it is quite a different story when Reggie White is bearing down on your quarterback while your receivers are still making their cuts. On defense, blitzing may be the quickest path to glory, but it can also lead to disaster if you leave holes wide enough to drive a tank through.

To help you design a creative, well-balanced playbook, we offer a primer on offensive and defensive play design. It is not intended to squelch your creativity, but rather to keep you headed in the right direction, which is, of course, the other team's end zone.

DEFENSE

AGAINST THE RUN

Take away the running game, and you render the passing attack almost useless. Instead of surprising the defense, the pass becomes predictable, and that spells trouble for the offense. However, to stop the run you must stock your playbook with enough formations and plays to stop multiple running styles. A play that works against an inside run will most likely fail to stop a sweep. A spread defense might shut down an outside run, but stumble against a counter trap.

Although a good coach utilizes the entire defensive unit on every play, it is the primary responsibility of the linemen to stop the run. The linebackers and defensive backs provide critical support, but since they have the added responsibility of pass coverage, they should not be making most of the run stops. The *Legends Football '98* playbooks include a wide range of defensive fronts to fit most running situations, however you can easily re-position players and add individual actions. Here are a few tips to consider as you review your plays vs. the run:

- Use varying Attack Lines (left, right or straight) with your linemen
- Use multiple Route Points to create a stunt (lineman starts one way, but changes direction)
- Use a twist move to direct two linemen in a crossing charge
- Spread your linemen to allow better pursuit to the outside
- Don't pinch the routes of the defensive ends. They must be wide enough to force an outside run back inside.
- Send a defensive end looping around his tackles to the other side (assign a linebacker to fill his vacated spot)
- If two linemen are stunting, twisting or looping, key the other two linemen on the running back
- If the offense favors the outside run, attack the tight end position with an outside linebacker
- To stop the inside run, the linebackers must penetrate the offensive line between the tackles. Try and overwhelm the center or guard by double-teaming with a lineman.
- Bring a corner, safety (or both), up close in run support. Assign both players to key on the running back.

AGAINST THE PASS

In the early days of pro football, defensive players could use their hands, arms or any other body part to stop their opponents. Hence, the passing game was less of a factor, since it was extremely difficult to protect the quarterback long enough for a receiver to find an open spot. Modern rule changes favor the receivers and offensive linemen, so the passing game is easier to implement and much tougher to defend.

An effective pass defense must do three things: 1) Pressure the quarterback without blitzing the linebackers, 2) Establish one-on-one coverage on the opposing team's best receiver, 3) Assign man-to-man coverage to the linebackers when the offense shows three or more wide receiver. In addition to these priorities, the defense must also "contain" a running quarterback. Here are some points to remember as you refine your pass defense:

- Place your fastest pass rushers on the outside (this may involve bringing in pass rush specialists in passing situations).
- Design looping rushes for your defensive ends, rather than sending them straight into the tackles.

- Twist two linemen (switch rush routes), but use only against a pocket passer.
- When you blitz with a linebacker, pull the defensive lineman on a stunt to provide a lane.
- Fake the blitz by aligning your outside linebackers just behind, and outside of the tackles.
- Put your most physical linebacker on the strong side of the field (against the tight end)
- Keep your middle linebacker in the middle of the field, in a Short Zone, or assigned to man coverage (receiver or running back).
- Use Attack Lines to establish containment lanes against a running quarterback.
- Blitz sparingly with your middle linebacker, and when you do, direct an outside linebacker to cover the middle of the field (use an Attack Line or Action Point)
- For a different look, place both cornerbacks just behind the line of scrimmage, and send them on outside blitz routes.

OFFENSE

RUNNING THE BALL

Designing a productive running attack is much easier with a Curtis Martin or Barry Sanders in the backfield; but even without an All-Pro back, you can still churn up the yards and set up your passing game. Running the ball does not have to be dull, and *Legends Football '98* lets you run inside, outside, trap, counter or sweep. Three yards and a cloud of dust just doesn't cut it anymore, and the Play Editor gives you all the options to design different looks for your running attack.

If you run consistently with power and finesse, your passing game will be that much stronger. First, study your personnel. If you have power runners with only average speed, you may need to forego the sweep; but you can still use inside movement plays, like traps, counters and delays. If you have speed to burn, and guards who can pull, you can bounce outside with sweeps, slants and pitchouts. Remember that every move or cutback takes time, so make sure that your plays use compatible running routes and blocking schemes. Follow these guidelines when designing running plays:

- On inside running plays, use angles with the offensive linemen to push the defensive line away from the point of attack.
- On a sweep, keep at least one blocker behind the play to handle linebackers shooting the gaps.
- If the defensive line is attacking straight ahead, use more counters, traps and sweeps.
- If the defensive line is stunting and twisting, stick with quick openers and straight-ahead blocking.
- If you are going up against a particularly nasty defensive tackle, add a few double-team blocks to your playbook.
- Linebackers often key on running backs, so try sending a decoy into the line away from the play.
- Keep your quarterback moving after the hand-off, to draw attention away from the runner.
- Vary the quarterback's pivot, so that he does not deliver the ball on the same side on every play.
- On a sweep or pitchout, make sure your halfback receives the handoff deep enough to follow a clear angle to the outside.

PASSING THE BALL

A strong passing game begins with a great quarterback. However, even Dan Marino will throw a bushel of interceptions if his play repertoire does not emphasize his skills. Once you understand the strengths and weaknesses of your passer, you can select plays that complement his abilities, rather than set him up for failure.

The biggest mistake made in designing a pass play is to give your receivers too much to do, without programming the right dropback for your quarterback. A three-step drop is perfect for a quick slant pattern over the middle; however, it is not the right call for a deep fly pattern. The longer it takes for the receiver to run his pattern, the more time the quarterback needs to deliver the ball. Hence, a five or seven step drop; or a rollout, is needed to give the offensive line more time to set a deeper pocket. *Legends Football '98* limits the number of steps on a quarterback drop to 3 step, 5 step, and 7 step. You can drag an Action Point to any spot on the field and designate a Drop point.

Keep the following tips in mind when selecting and designing pass plays:

- Vary your quarterback drops to keep the defense off balance.
- Most teams blitz and use man-to-man defense within their own 20-yard line, so rollout the quarterback and lose the man coverage by running crossing or corner patterns into the end zone.
- Line up two or three receivers on the same side and flood the zone.
- Keep an eye on the linebackers to see if they are charging hard or reading the running backs. If they consistently rush the quarterback, send a running back on a circle route to the area vacated by the linebackers.
- Combine an out pattern with a turn-in route on the same side to create a crossing pattern.
- Since the defense usually gears up for the run, use a quick drop and short routes when passing on first down.
- On short drops, program the offensive linemen to Block Ahead, rather than Pass Block. Save the Pass Block assignments for deeper drops.
- Instead of automatically switching to three wide receivers on 3rd and long, keep the Pro Set (two backs), and send the backs out of the backfield on either side of the line.

GLOSSARY

Audible: Quarterback changes the play at the line of scrimmage by calling out a play code.

Backside: Area of the field away from the point of attack.

Blitz: A defensive play with linebackers and/or defensive backs attacking beyond the line of scrimmage

Bootleg: Quarterback fakes a hand-off going one way, and then runs in the opposite direction.

Comeback: A pass pattern with the receiver stopping and turning back towards the quarterback.

Counter: A misdirection play with the ball carrier moving against the flow of the backfield.

Cutback: Ball carrier shifts direction against the flow of the defensive pursuit.

Double slot: Formation with two backs lined up in the area between the tackle and split end.

Draw: A delayed running play in which the running back receives the handoff after the quarterback fakes a dropback to pass.

Fair Catch: While receiving a punt, the returner signals a Fair Catch and is not allowed to advance the ball.

Gap: An open defensive area between two linemen.

Hitch: A short, quick pattern with a receiver taking one or two steps off the line and stopping.

Hook: A pass pattern with the receiver coming back towards the quarterback.

I-Formation: A formation with the quarterback, fullback and halfback in a straight line.

Key: Watching an opposing player to determine how to react.

Lead Block: Blocker who leads the ball carrier into the point of attack.

Man Coverage: A defender assigned to one receiver.

Motion: An offensive player runs laterally or in backward motion behind the line of scrimmage.

Pitch: Quarterback shovels the ball to a running back who is already in motion.

Play Action: Pass play that begins with a run fake.

Pocket: The quarterback's dropback position behind the line of scrimmage that is protected by blockers.

Prevent: A defense used by a team that is ahead, late in the game. It employs extra defensive backs who play deeper than usual to prevent the receivers from getting behind the defense.

Pulling Guard: An offensive lineman who leaves his position after the snap and sprints out to either side in front of the ball carrier.

Pursuit: The defensive movement toward the ball.

Screen Pass: Pass thrown to a receiver behind the line of scrimmage, with blockers in front.

Secondary: The defensive backs (safeties and cornerbacks).

Shotgun: The quarterback sets up several yards behind the center.

Slant Pattern: A receiver angles in toward the center of the field.

Squib Kick: A low, short kick-off designed to bounce in front of the deep returners.

Strongside: The side where the tight end is positioned.

Stunt: A defensive lineman abandons his position, allowing a linebacker to fill the gap.

Trap Block: An offensive lineman moves laterally to block a defender penetrating down the line.

Twist: A crossing movement between two defensive linemen.

Weakside: The area of the field opposite the tight end.

Zone Coverage: Pass coverage that assigns an area of the field to a defender, or defenders.

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DOWN ARROW or Keypad **2**

LEFT ARROW or Keypad **4**

RIGHT ARROW or Keypad **6**

<A> or **<ENTER>**

<W> or **<BACKSPACE>**

<Z>

<S>

<ESC> or **<P>**

<F1>

<F2>

<F3>

<F4>

<F5>

<F> or **<SPACE>**

<F12>

<CTRL+Q>

<T>

UP

DOWN

LEFT

RIGHT

A BUTTON OR ACTION

B BUTTON OR CANCEL

C BUTTON

D BUTTON

PAUSE

SWITCH CAMERA DIRECTION

SWITCH CAMERA HEIGHT

SWITCH CAMERA DEPTH

SWITCH RESOLUTIONS

STADIUM OFF/ON

VIEW FATIGUE

SCREEN CAPTURE

(saved in Legends'98\Game folder)

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TIMEOUT