

EA SPORTS™
P R E S E N T S



BILL WALSH
COLLEGE
FOOTBALL™



From The
Designers Of
MADDEN
FOOTBALL





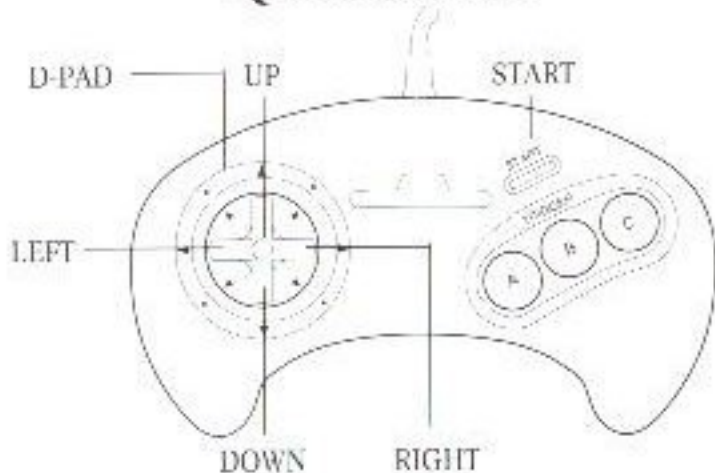
CONTENTS

Quickstart	4
Pausing The Game	4
Kicking.....	4
Receiving a Kick	5
Before the Snap	5
After the Snap.....	7
During Instant Replay	8
Starting the Game	9
4-Way Play™	10
Bill Walsh College Football	12
Bill Walsh: Disciple of Football	14
Game Options	20
Playing an Exhibition Game	23
The EA Sports Pregame Show	25
Start Game.....	25
The Walsh Report.....	26
Team Matchups	26
Set Audibles.....	27
Scoreboard.....	29
Play Call Mode	29

Pass Catch Mode	30
The Coin Toss	32
Player Controls.....	34
Pausing the Game.....	34
Kicking and Receiving a Kick.....	35
Running the Offense	37
Running the Defense	46
The Pause Screen	50
Resume Game.....	50
Replay Normal/Replay Reverse	50
Timeout.....	51
Drive Summary.....	52
Game Statistics	53
Scoreboard.....	54
Play Call Mode	54
Pass Catch Mode.....	55
Entering the College Playoff Championship	57
Ties.....	58
Resuming a Tournament	58
College Rules	60



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:
 - 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. 21.)

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: D-Pad
(LEFT/RIGHT/UP/DOWN)

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 OFF the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS and High Score logos appear (if you don't see them, begin again at step 1).
5. 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 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).



GAME OPTIONS



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

- Cycle through options: **D-Pad** (UP/DOWN).
- 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 51.

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

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 toggle 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 Coin Toss on page 26.)*



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.

TEAM MATCHUPS		
NUM		STRONG
00	Quarterback	61
50	Running Backs	72
87	Wide Receivers	68
70	Offensive Line	78
73	Defensive Line	76
08	Linebackers	100
85	Secondary	93
52	Kicker	83
03	Punter	72

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.

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 pp. 36.

- 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)** 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** 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!

- 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 pp. 31.

- 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 Pass* mode or *Manual Pass* mode the spot where the pass has been aimed is highlighted with a target.

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

In *Manual Pass* 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.



- 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.
 - 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 Pass* is the default mode.



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.

- 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.



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

If you lose the toss you must choose either:

- 1) which goal to defend or
- 2) whether to kick or receive

depending on what your opponent chooses.

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.



PLAYER CONTROLS

PAUSING THE GAME

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

The Pause screen appears.

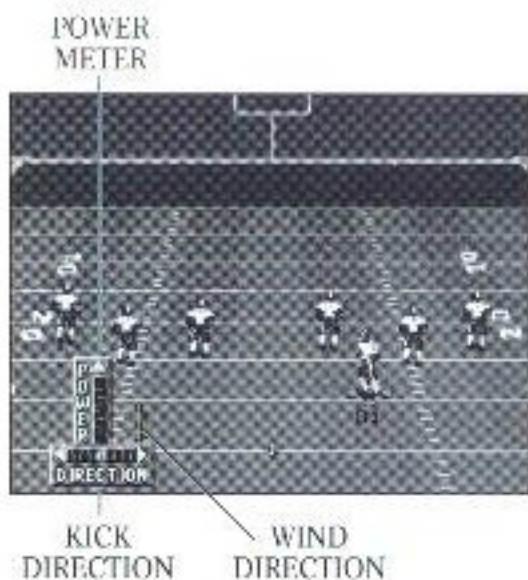


From the Pause screen you can access several game options. *Turn to The Pause Screen on page 44 for a full description of these options.*

- 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.



- 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

- 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 automatically 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.)

- Set the Receiving team in onside kick formation:

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

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

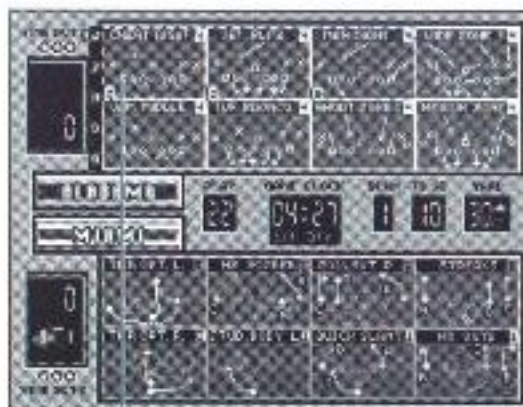
Kick returners automatically field the ball and run.

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

RUNNING THE OFFENSE

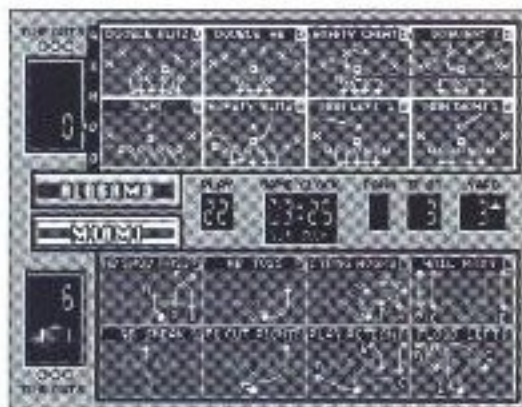
Calling a Play

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



TRIPLE BOX
SELECT

- 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.



SINGLE BOX
SELECT

- 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**.
- 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.

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

To learn more about how to select Direct Mode or Bluff Mode, turn to Play Call Mode on page 48.

Formations

On the left side of the play scroll are formation indicators. Several plays are run from each formation, and when a player scrolls up or down the scroll arrow moves to the appropriate formation.

College teams run either a Pro Style offense or an Option Style offense. The Pro Style offense, which primarily employs the I Formation or Trap Set, rarely incorporates triple options.

The Option Style offense more often than not employs the Wishbone or Flexbone formations, although a few Option Style teams run out of the I Formation and Trap Set. It is favored by teams with fast quarterbacks and outstanding halfbacks.

The following is a list of offensive formations a Pro Style offense may use:

- P Pro form: The standard offensive formation where two fullbacks line up beside one another behind the quarterback.
- N Near: A standard formation where the halfback lines up on the strong side of the line, the side on which the tight end lines up.



- F Far: As opposed to the Near formation, the halfback lines up on the weak side of the line, far from the tight end.
- T Trap Option or Spread: A motion-style offense featuring one back in the backfield and two halfbacks outside of the tackles. Prior to the snap, one halfback runs in motion behind the fullback, serving as a ball carrier, receiver, blocker or decoy.
- I I Formation: A running formation where the one back lines up several yards directly behind the other, about ten yards behind the line of scrimmage. This allows the forward back to block for the ball-carrying back, who can choose and hit his hole at full speed.
- S Shotgun: A passing formation where the quarterback takes the snap about five yards behind the center. The quarterback can get the ball and throw it immediately and without having to drop back into the pocket.
- G Goal line: Plays originating from a variety of offensive sets designed specifically for short-yardage gains.
- S Special Teams: These sets include punt formation, field goal formation, and fake kicks (pass plays) for each.

Most Option Style teams utilize the above formations but are more likely to run out of one or both of the following:

- W Wishbone: A triple option offense where a fullback is flanked by two halfbacks who line up slightly behind him. The split backs provide blocking and deception.
- F Flexbone: A running formation utilizing two halfbacks, one behind the quarterback, one on the wing. The split back can become an effective receiver coming out of the backfield.

NOTE: Every team plays a different style of football. Consequently, no one team runs all of the above formations.

The Play Clock

The offense has only 25 seconds after the whistle to call the next play and snap the ball. The game clock runs between plays unless the play that just ended was a kick, punt or incompletion. 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.

- 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.

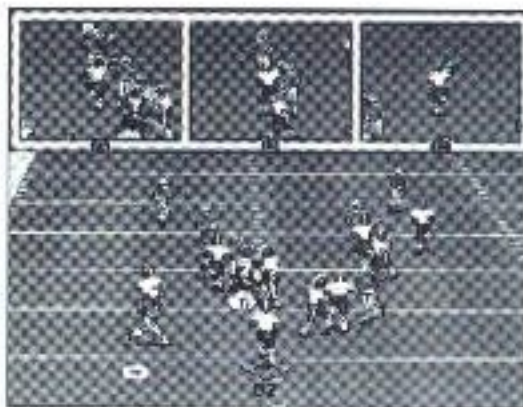
To learn more about setting audibles, turn to Set Audibles on pp. 21.

Running

There are a number of nifty moves you can execute while running the ball. Jukes, 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**

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**.

- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window C: **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 will be thrown.

Receiving

Once the quarterback releases the ball, the receiver moves automatically toward the spot where the ball can be caught. This spot is marked by a 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.

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

Hurry-Up Offense

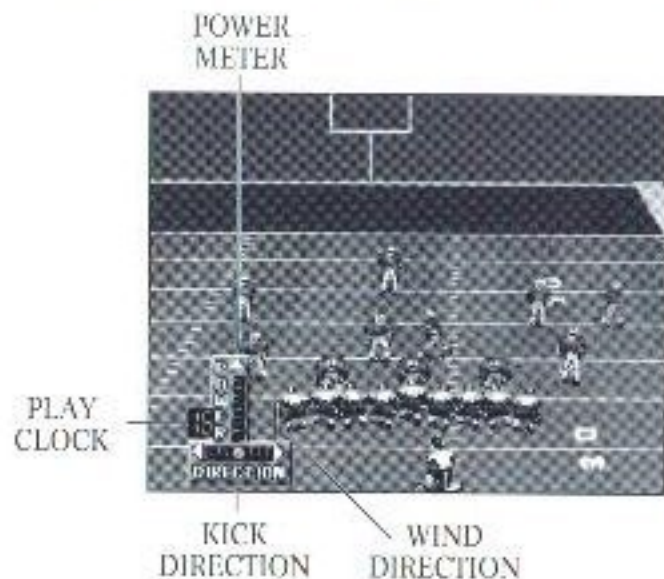
For those desperate drives in the waning moments of a game, and for those offensive coordinators who like to keep the defense off balance, Bill Walsh College Football incorporates a hurry-up offense which allows you to run plays without running excessive time off the clock.

- Run the same play you just ran: hold **C** immediately after the whistle.
- Ground the ball (the quarterback throws the ball into the ground to stop the clock): hold **A** immedi-

ately 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 PATs



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 touchdown 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.

RUNNING THE DEFENSE

Calling a Play

Call a defensive play the same way you call an offensive play. (See *Running the Offense on p. 31 for information on calling a play.*) The following is a list of defensive formations:

- 3-4 Three down linemen and four linebackers front this defense, the most popular in all of football. It is most effective in short and medium pass coverage as well as in containment against the run.
- 4-3 Four down linemen (two tackles and two ends) and three linebackers make this defense an alternative to the 3-4 against short passes and the run.
- Goal Line A goal line defense puts the meatiest linemen on the field. Linebackers play close to the line, jamming the middle.
- Nickel A pass defense that gets its name from the addition of a fifth defensive back.
- Dime Used primarily for long yardage plays. A sixth defensive back replaces a down lineman.

Defending a Run

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

- Fire off the line of scrimmage: **C**
- Dive at ball carrier for a crushing hit: **A**
- 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.

- 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 21.*

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. You can take control of him by using the D-Pad.

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 'Block Field Goal' if you want to take a chance.



THE PAUSE SCREEN

The pause screen lets you perform several functions.

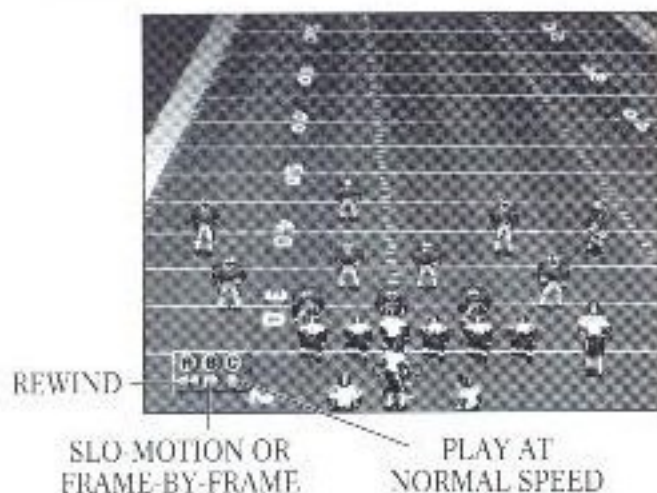
- To view the Pause Screen, press **START**.

The game is paused.

RESUME GAME

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

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.

- Run the tape in slow motion: (hold) **B**
- Run the tape frame by frame: (tap) **B**
- Run the tape at normal speed: **C**
- Rewind: **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

DRIVE SUMMARY									
ATTEMPT									
	Plays	Yards	Time of Possession						
Rushing	11	52	2:39						
Passing	0	0							
Penalties	0	0							
Total	11	52							

	01	02	03	04	05	06	07	08	09
10	20	30	40	50	40	30	20	10	00

Rush	4	1 yds							
Pass	0	0 yds							
Penalty	0	0 yds							
Total	4	1 yds							

	10	20	30	40	50	40	30	20	10

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

GAME STATISTICS		
	00000	000000
Score	0	0
Time Of Poss.	0:55	3:09
First Downs	0	3
Passing Yards	4	58
Avg. Yards/Pass	1.0	2.0
Longest Pass	1	21
Completion %	2/3 (66%)	3/10 (30%)
Rushing Yards	0	-3
Avg. Yards/Rush	0	-0.5
Longest Rush	0	-1
Total Yards	4	55
3rd Down Con.	0/1 (0%)	1/4 (25%)
	+	

The Game Statistics 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!

- 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 p. 31.

- 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 Pass* mode or *Manual Pass* mode, the spot where the pass has been aimed is highlighted with a target.

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

In *Manual Pass*, 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.



- 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.
 - 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 Pass* is the default mode.

ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP



EA Sports welcomes you to the EA Cup 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.

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

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. 40 to learn more.



Ron Barr, sports anchor, EA SPORTS

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EA SPORTS. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

In addition to covering EA SPORTS sporting events, Ron hosts Sports Byline USA, the premiere sports talk radio show broadcast over 100 U.S. stations and around the world on Armed Forces Radio Network and Radio New Zealand.

Barr's unmatched sports knowledge and enthusiasm afford sports fans everywhere the chance to really get to know their heroes, talk to them directly, and discuss their views in a national forum.



LISTEN IN!

Tune in to SPORTS BYLINE USA for the ELECTRONIC ARTS SPORTS TRIVIA CONTEST for a chance to win a free EA SPORTS game. Check local radio listings.

10:00 p.m. to 1:00 a.m. E.T.

9:00 p.m. to 12:00 a.m. C.T.

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7:00 p.m. to 10:00 p.m. P.T.

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