

PRO CHALLENGE

PROGRAM DISK

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first class software

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Ser. #M 24816

PRO CHALLENGE

1987 ALL-NFL TEAM DISK

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first class software

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PRO Challenge Quick Reference Keyboard Guide

IBM

GENERAL KEYS

[C] Change coaches and coaching personas	[R] Display Results (statistical)
[D] Delay speed adjust slow/NORMAL/fast	[S] Sound ON/off
[E] Extra fast mode on/OFF	[U] Undo previous play
[F] Freeze game (press any key to continue)	[V] VERBOSE/terse message switch
[G] Graphics mode ON/off (RGB Color only)	[W] Windows ON/off
[I] Instant replay ON/off (RGB Color only)	[X] Exit program
[L] Learn mode on/OFF	[Alt] [S] Save game
[N] New game	[Alt] [R] Restore saved game
[P] Display Play names ON/off	

Coaches' Keypads

Left Keypad		Right Keypad
[F1] to [F10]	Number keys	[1] to [9],[0] *
[Esc]	(Q) Cancel key	[-] *
[↵]	Enter key	[↵]
[\\]	(Z) Coaching key	[/]

* on numeric keyboard

() refers to keys on the PC/AT, where different

NOTE: The defaults are shown in capital letters.

Macintosh

The Menu Bar

Apple Menu

About Pro Challenge

File Menu

New
Open
Save
Quit

Configuration Menu

Coach
Delay Speed
Play Windows
Sound
Keyboard

Game Menu

⌘ F Freeze/Continue
⌘ S Statistics
Left Coach Box
Right Coach Box
⌘ U Undo

Option Menu

⌘ L Learn
⌘ E Extra Fast
⌘ G Graphics
⌘ I Instant Replay
⌘ V Verbose Message
⌘ P Play Names

Coaches' Keypads

Left Keyboard & Config. A Keys

[1] to [9], [0]
- - - and - - -
[1], [2], [3]
[Q], [W], [E]
[A], [S], [D]
[X]
[~]
[Tab]
[Z]

Right Keyboard & Config. B Keys

Number keys [1] to [9], [0] *

Cancel key [Backspace] [Clear] *
Return key [Return] [Enter] *
Coaching key [/] [/] *

* on numeric keypad

PRO Challenge Glossary

Explanations of Terms Used in Play Names And Descriptions

A. The halfback (e.g., Shotgun, A, B Divide).

B. The fullback (e.g., Shotgun, A, B Divide).

Buck. The inside linebacker opposite the strongside of the offensive line.

C. The slotback. The backfield player who lines up in the slot between the wide receiver and the interior line (e.g., Shotgun, C Post).

Contain Defenders. The contain men of the defense (see Contain Man).

Contain Man. The defender responsible for not letting the ball carrier get outside, forcing him back to the other defenders in the middle.

Dime Defense. A pass defense in which a second linebacker is replaced by a sixth defensive back, the dime back. (see Nickel Defense).

Double Zone. A pass defense with 2 deep zones.

Draw Play. A running play designed to look like a pass play.

Flat. The short (or underneath) zone next to the sideline.

Mike. The middle linebacker in a 4-3 defense.

Nickel Defense. A pass defense in which a linebacker is replaced by a fifth defensive back, the nickel back.

Post Pattern. A pass route where a receiver runs straight at the goalpost.

Sam. The outside linebacker opposite the strongside of the offensive line.

Streak. A pass route where the receiver streaks (runs) downfield as fast as he can.

Strongside. The side of the offensive line (and thus the field) which has the tight end. In pass formations it is the side with two receivers.

Trap Play. A running play in which

a defensive lineman is not blocked, inviting him to rush forward where a pulling guard (or tackle) can blast him.

Twist. A defensive maneuver where two rushers line up normally, but switch rush lanes.

Under - Underneath. Refers to the pass defense "underneath" the deep zones.

Under - Undershift. A defensive formation in which linemen shift one position toward the weakside.

Weakside. The side of the offensive line which does not have the tight end.

Will. The outside linebacker opposite the weakside of the offensive line.

Willy. A zone defense with three deep zones.

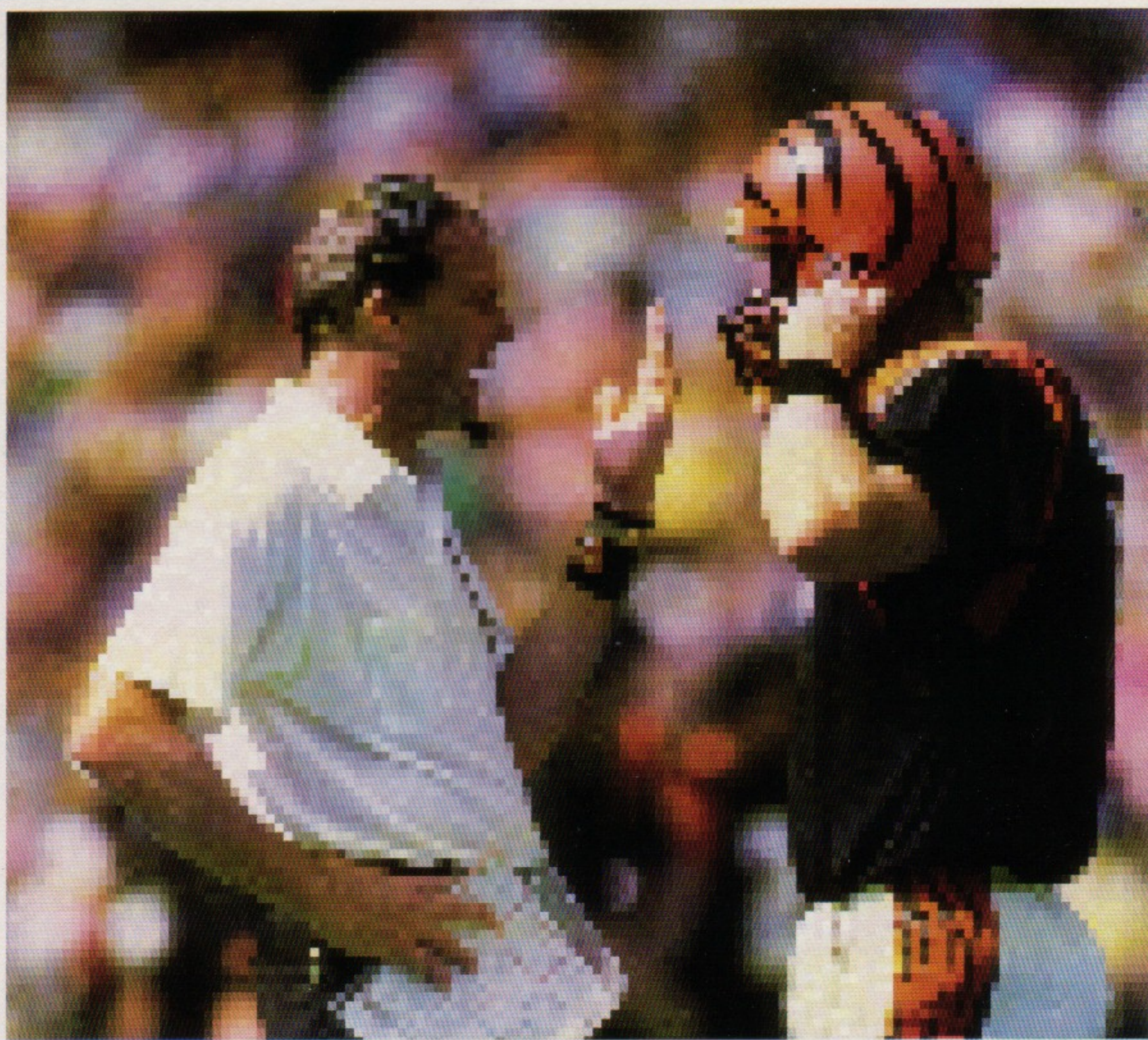
X. The split end (e.g., X, Z Streak).

Y. The tight end (e.g., Shotgun Y Cross).

Z. The flanker (e.g., Slot X, Y, Z In).

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PRO CHALLENGE



OFFENSIVE/DEFENSIVE PLAYCARD

Offense: Introduction

The offenses available in PRO Challenge reflect the variety of offensive strategies found in the NFL today. There are four groups of plays which include short yardage plays (such as dives over the line), long yardage plays (such as shotgun plays), special plays (such as punts and field goals), and plays for all situations based on typical professional formations.

A useful thing to do before a game is to create a game plan, which begins with selecting those plays on the Playcard which you think will work best for your team. Your team might have a balanced offense, or it might have an offense that is clearly better at either the pass or the run. In addition, it might have a stronger line on one side or the other. The defense you

will face will have its strong points and its weak points as well.

But a game plan means more than just picking a set of plays; it also means deciding which of those plays you will call in all the various situations that may come up in a game. You are likely to want to call a riskier play in long yardage situations, on third down (except third-and-very-short), or

OFFENSIVE PLAY GROUP 1 BLUE

Situations: Short yardage

Formation: Two set backs, three tight ends

1. QB Sneak (Run) RG: Short
2. FB Power (Run) RG: Short
3. HB Lead (Run) RG: Short
4. All Strong (Pass) RG: Medium
5. Y, Z Cross (Pass) RG: Medium

1. Quarterback Sneak



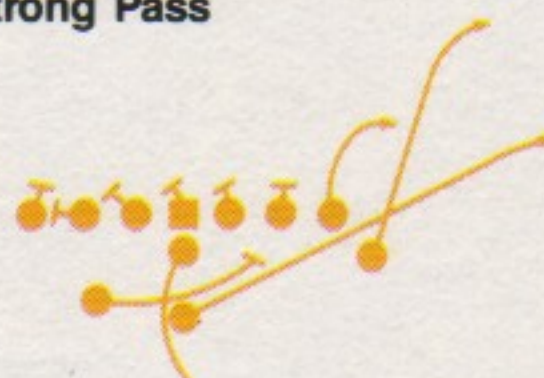
2. Fullback Power



3. Halfback Lead



4. All Strong Pass



5. Y, Z Cross Pass



OFFENSIVE PLAY GROUP 2 YELLOW

Situations: All situations

Formation: Various

1. FB Dive Strong (Run) RG: Short
2. HB Counter Weak (Run) RG: Medium
3. FB Streak Pass (Pass) RG: V. Long
4. FB Trap Strong (Run) RG: Sting
5. SS Quick Pass (Pass) RG: Long
6. WS Rollout (Pass) RG: Long
7. All Streak (Pass) RG: V. Long
8. HB Toss Sweep (Run) RG: Medium
9. TE SS Screen (Pass) RG: Sting
10. Sweep Play Action (Pass) RG: Long

1. Fullback Dive Strong



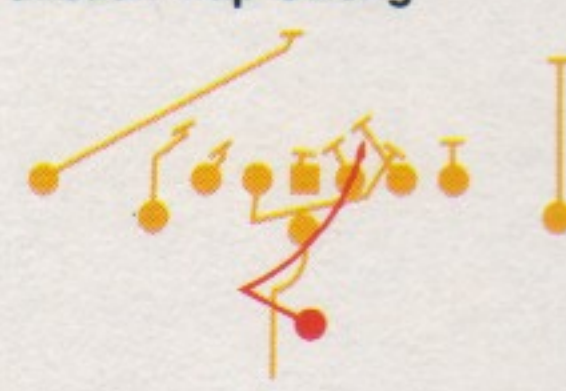
2. Halfback Counter Weak



3. Fullback Streak Pass



4. Fullback Trap Strong



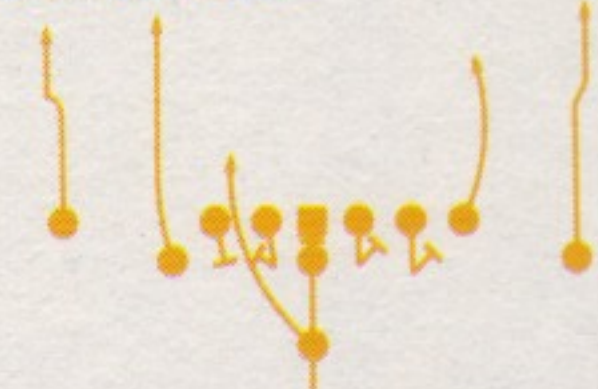
5. Strongside Quick Pass



6. Weakside Rollout Pass



7. All Streak Pass



8. Halfback Toss Sweep



9. Tight End Strongside Screen



10. Sweep Play Action Pass



if you are behind late in the game. Similarly, you are likely to want to call a less risky play in short yardage situations, or if you are ahead late in the game. But you will want plenty of options at any one time. It's always best to keep the defense guessing.

RISK-GAIN

The plays in the Offensive Playcard belong to five "Risk-Gain" (RG) categories: Short, Medium, Sting, Long, and Very Long. Each category refers to a range of yardage that the play attempts to gain. This range also represents the risk of the play; the

wider the range of expected results, the riskier the play.

Plays in the Sting category are especially unpredictable and thus risky. They are counterpunch plays designed to succeed against specific defenses. If such a defense is called, they will do well; if not, the play could lose yardage.

These categories, of course, are only guidelines. In reality, every play has a unique risk-gain combination. Moreover, every play has in it a certain potential for a loss as well as for a much bigger gain than expected.

In all cases the actual results will be influenced by many factors, such as the strengths and weaknesses of the two teams, and the strategies crafted by their coaches. There are many ways to devise a strategy for victory in football, but in the long run, practically anything goes.

Risk-Gain (RG) Category	Attempted Yardage
Short	0 to 3
Medium	2 to 7
Sting	0 to 10
Long	6 to 18
Very Long	13 or more

OFFENSIVE PLAY GROUP 3 RED

Situation: Long yardage

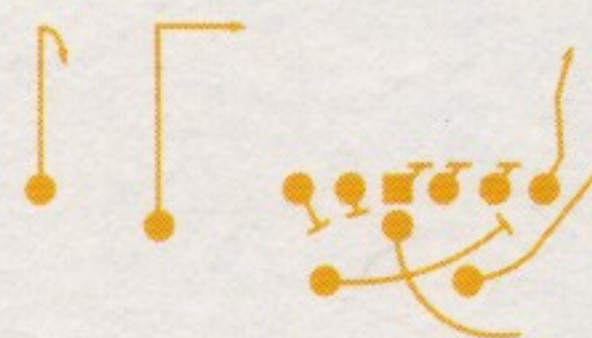
Formations: Shotgun and Slot; some with a third wide receiver

1. Shotgun Draw Trap (Run) RG: Sting
2. Slot SS Rollout (Pass) RG: Long
3. Slot WS Flood (Pass) RG: Long
4. Shotgun SS Stack (Pass) RG: Long
5. Slot X,Y,Z In (Pass) RG: Long
6. Shotgun C Post (Pass) RG: V. Long
7. Shotgun SS Flood (Pass) RG: V. Long
8. Shotgun Y Cross (Pass) RG: V. Long

1. Shotgun Draw Trap



2. Slot Strongside Rollout Pass



3. Slot Weakside Flood



4. Shotgun Strongside Stack



5. Slot X, Y, Z In



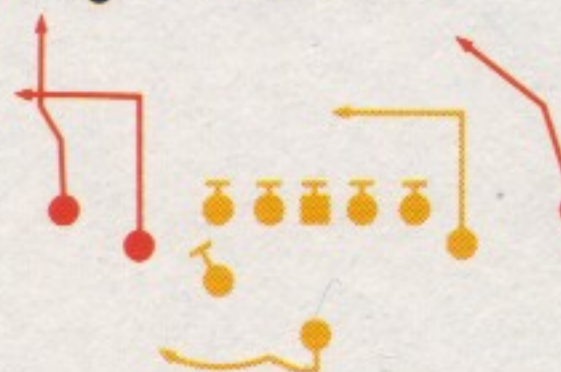
6. Shotgun C Post



7. Shotgun Strongside Flood



8. Shotgun Y Cross



OFFENSIVE PLAY GROUP 4 GREEN SPECIAL PLAYS

Situations: Fourth down or two-minute mode

Formation: Various

1. Punt
2. Field Goal
3. QB Downs Ball
4. QB Throws Ball Away

NOTE: There are no play diagrams for these plays.

KICKOFF AND FOURTH DOWN SITUATIONS

Kickoffs:

1. Normal kick
2. Onside kick
3. Squib kick

Fourth Down:

1. Go for it
2. Punt
3. Field Goal

NOTE: There are no play diagrams for these plays.

Defense: Introduction

Defenses in the NFL vary widely in a continuing attempt to keep offenses off balance. To represent this variety, the PRO Challenge Defensive Playcard contains plays based on both of the classic defensive formations in broad use: the 3-4, and the 4-3. The Playcards also contain a variety of short-yardage and long-yardage defenses. Against runs, the position of the

front linemen and the assignments of the linebackers will determine where the strong points, as well as the holes, in the defense will be. Against passes, the number of pass rushers and the type of pass coverage used are the most important factors.

Zone coverages are safer against many passes than Man-to-Man coverages,

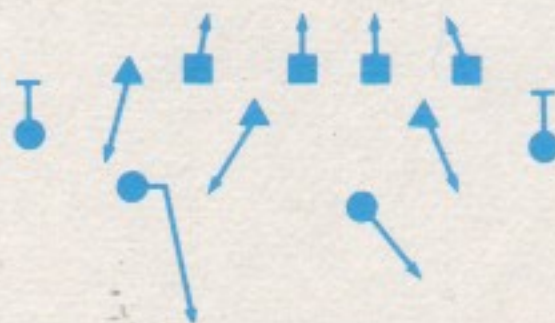
because they are less likely to allow a receiver to break deep; Man-to-Man coverages, however, are less susceptible to flood passes and in general apply more pressure on the receivers.

For zone coverages, a fifth (nickel) or sixth (dime) defensive back improves pass coverage considerably. Blitzes can also be an effective tool against long passes.

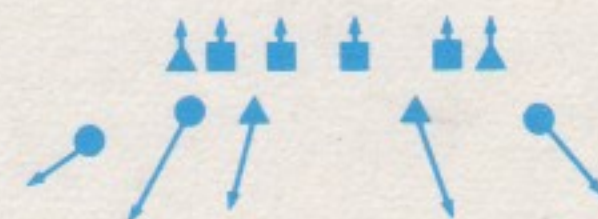
DEFENSIVE PLAY GROUP 1 PURPLE

- | | |
|----------------------------------|------------|
| 1. 4-3 Under Zone | Zone |
| 2. 4-4 Buck Strong | Zone |
| 3. 4-3 Under Strong Safety Blitz | Man-to-Man |
| 4. 20 Five Under | Zone |
| 5. 20 Three Deep | Zone |
| 6. 20 Over Stack | Zone |
| 7. Sam and Will Blitz | Man-to-Man |

1. 4-3 Under Zone



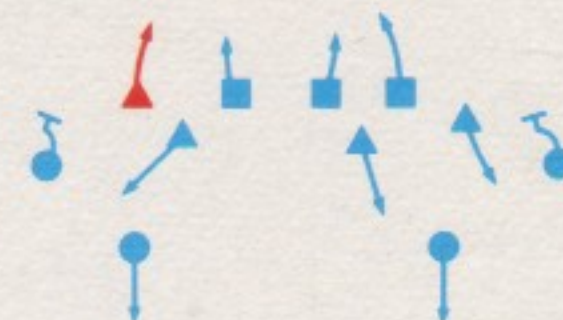
2. 4-4 Buck Strong



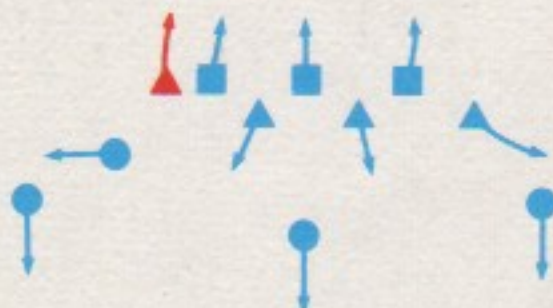
3. 4-3 Under Strong Safety Blitz



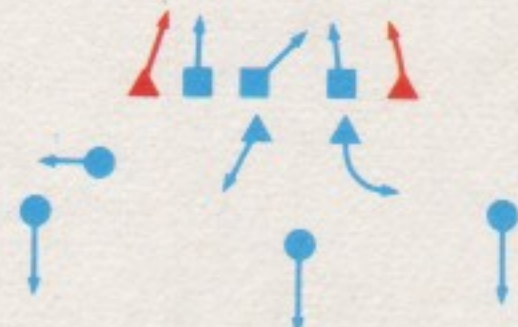
4. 20 Five Under



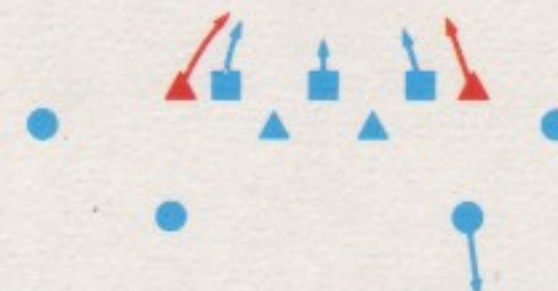
5. 20 Three Deep



6. 20 Over Stack



7. Sam and Will Blitz



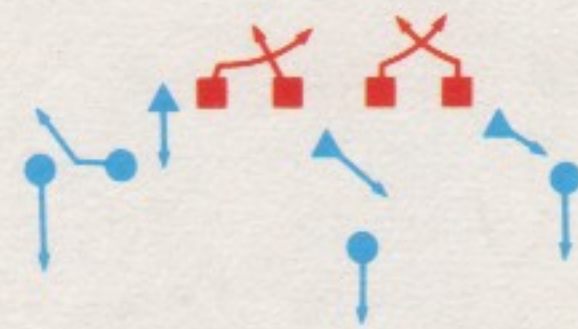
DEFENSIVE PLAY GROUP 2 WHITE

- | | |
|-------------------------------|------------|
| 1. 30 Willy | Zone |
| 2. Over Twist Willy | Zone |
| 3. 10 Blitz Man | Man-to-Man |
| 4. 11 Blitz Slot Man | Man-to-Man |
| 5. 3-4 Will Out Nickel | Zone |
| 6. 3-4 Man Under Dime | Both |
| 7. 4-3 Over Free Safety Blitz | Man-to-Man |

1. 30 Willy



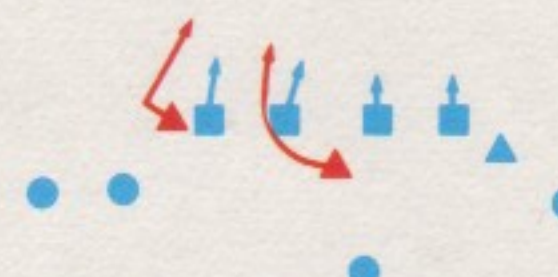
2. Over Twist Willy



3. 10 Blitz Man



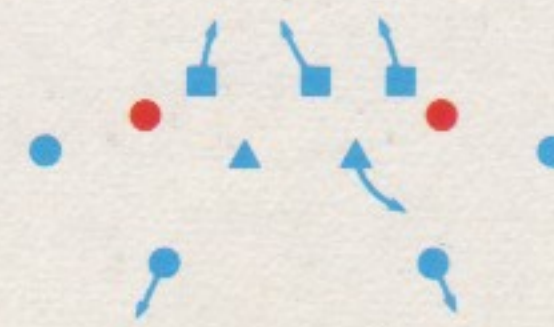
4. 11 Blitz Slot Man



5. 3-4 Will Out Nickel



6. 3-4 Man Under Dime



7. 4-3 Over Free Safety Blitz



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PRO CHALLENGE



USER'S GUIDE

Macintosh



5421 OPPORTUNITY COURT
MINNETONKA, MN 55343
(612) 938-0005

Dear PRO Challenge User,

Congratulations on purchasing PRO Challenge!

PRO Challenge is the "coaching" version of our NFL Challenge, the most complete football simulation ever devised. We decided to produce PRO Challenge after many requests for a product that puts the emphasis directly on a person's offensive and defensive play calling skill. With this in mind, the two teams provided with PRO Challenge are identical and consist of our selections from the ALL-NFL team.

Digital Illusions, Inc. adapted the original IBM version to run on the Apple Macintosh. They added several enhancements to the program to take full advantage of Macintosh capabilities.

For your convenience, we have chosen not to copy protect PRO Challenge. Take time to read the legal agreement in this User's Guide. Notice that we encourage you to make backup copies of your Program and Team disks.

PRO Challenge will give you many hours of enjoyment. Please note that a full value TRADE-IN form is included in your PRO Challenge box. You can apply that TRADE-IN at any time toward the purchase of NFL Challenge, ordered directly from XOR Corporation.

On behalf of the staff at XOR Corporation, thanks for your support in purchasing our product. Please send in your Product Registration Card in order to receive information on special promotions and new product announcements.

Enjoy PRO Challenge!

Sincerely,

A handwritten signature in black ink that reads "Robert D. Krutz". The signature is written in a cursive, flowing style.

Robert D. Krutz
President and CEO

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User is hereby granted the limited right to edit or change the team roster or player statistics residing on the PRO Challenge Team Disk; *provided, however*, that User shall not license, sublicense, sell, or otherwise transfer any such edited or changed diskette to any other person.

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PART I—Introduction

This User's Guide is designed to help you begin enjoying PRO Challenge as quickly as possible. Although we hope that you take the time to explore the many features that make PRO Challenge powerful and versatile, we know that the best way we can convince you to do so is to get you playing PRO Challenge. Part II of this guide does exactly that—it goes through PRO Challenge step by step, providing you with just what you need to know to play.

If you choose to wait until later to step through the tutorial, you can still run the program as a self-running simulation. You will need to read at least the rest of this section and steps 1 through 4 of Part II as a minimum.

PRO Challenge is full of features which are not absolutely necessary to know to play the game, but which you might find interesting nonetheless. These features are described in Part III of this guide.

In order to play and understand PRO Challenge properly, it is necessary to make use of the Offensive/Defensive Playcards provided. The Playcards describe every offensive or defensive play you can call in PRO Challenge.

BEFORE YOU START . . .

If every computer system were the same, the job of explaining how to run a program would be a lot simpler. Computer systems come in all shapes and sizes, however, and before we can show you how to run PRO Challenge we need to address the question of hardware.

The version of PRO Challenge which you have is the Apple* Macintosh† version which can operate on the Macintosh 512K, Macintosh XL, Macintosh Plus, and Macintosh SE computers.

Two things, however, are absolutely necessary to run this program:

1. At least one 3½-inch disk drive.
2. At least 512K bytes of internal memory.

For optimal results, your computer system should have the following (although it is not absolutely necessary):

3. Two 3½-inch disk drives or one 3½-inch and one hard disk drive.
4. A numeric keypad either as part of the keyboard (like the Macintosh Plus), or an external numeric keypad.

If you don't have two disk drives, you can still run the program, but you will have to do some disk swapping. PRO Challenge uses two 3½-inch diskettes, labeled "Program Disk" and "Team Disk". Most of the time the Program Disk needs to be in the drive, and the program will tell you when you must replace it with the Team Disk.

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† Macintosh is a trademark of Apple Computer, Inc.

PART II—Step Through Installation and Tutorial

INSTALLATION

STEP 1: Preparation

PRO Challenge comes on two 3½-inch diskettes, the Program Disk and the Team Disk. These diskettes are not copy protected, and we authorize you to make a copy of each diskette for backup purposes. We also authorize you to copy the contents of either or both diskettes onto a hard disk if you have one. Doing so is not necessary, but will slightly reduce the time required to load and run the program.

STEP 2: Getting Started

Without any further pregame instructions, let's get PRO Challenge up and running. Turn on your computer, and make sure you have both PRO Challenge diskettes—the Program Disk and the Team Disk. For your convenience, the System file has been placed on the PRO Challenge Program Disk. Your next step depends on the kind of disk drives you have:

ONE 400K 3½-INCH DISK DRIVE: Place the Program Disk in the internal drive.

TWO 400K 3½-INCH DISK DRIVES: Place the Program Disk in the internal drive and the Team Disk in the external drive.

ONE 800K 3½-INCH DISK DRIVE: Copy all of the files/folders from both Program and Team disks onto one 800K initialized diskette. This eliminates the need for disk swapping.

ONE 3½-INCH AND ONE HARD DISK DRIVE:

- MFS (Macintosh File System): Copy the PRO Challenge file and the PRO DATA folder to your hard disk. Do NOT copy the System file from the Program disk to your hard disk. Only copy the MacinTalk file to your hard disk if you do not have MacinTalk on your hard disk already.
- HFS (Hierarchical File System): Follow the instructions above for an MFS hard disk drive with the following restrictions:
 - (1) All of the PRO Challenge files/folders must reside in the same folder on your hard disk.
 - (2) Do NOT change the PRO DATA name.
 - (3) Do NOT move the Data or Team files from the PRO DATA folder.

Next, double-click on the PRO icon on your 800K disk or your hard disk to start PRO Challenge running.

The screen will clear, you will see an opening display, then the PRO Challenge Startup screen will appear. The Apple and File headings of the menu bar will be present. The File menu will include the **New**, **Open**, and **Quit** options, which allow you to Start a new game, Open a saved game, or Quit PRO Challenge.

BEGINNING A NEW GAME

Choose the **New** option from the File menu to start a new game.

STEP 3: The teams

The two teams provided with PRO Challenge are called the All Stars and the All Pros. The players on the two teams are identical and consist of selections from the ALL-NFL team. The visiting team will always be the All Pros and the home team will always be the All Stars. Having two identical teams allows the emphasis to be placed on the offensive and defensive play selection.

STEP 4: Choosing coaches and keyboard sides

The Program will ask you to choose a coach and keyboard side for each team. First let's explain what this means.

One way to play PRO Challenge is with two people, one person being the coach of one team and the other person being the coach of the other team. But you also can play by yourself if you want to, in which case you are the coach of one team and the computer is the coach of the other team. You can even let the computer control both teams, in which case you are simply a spectator.

When both sides have human coaches, each team has one of three possible keyboard configurations associated with it. The actual 'keys' for each side depend on the keyboard configuration of the computer and will be described later. A computer coach never needs a configuration because it has its own way to make decisions. PRO Challenge lets you switch between a computer coach and a human coach at any point in the game.

The keyboard side (right or left) also determines which side of the screen (right or left) the program will display certain information such as lists of plays to select from.

Now that you understand the choices, select the keyboard side for the home team by clicking either the **Left** or **Right** button. The visiting team automatically gets the other keyboard side. Then select a "human" or "computer" coach for the home team by clicking on the **Human** or **Computer** button. Finally, select the coach for the visiting team by again clicking on either the **Human** or **Computer** button. If you make a mistake or change your mind, just click on the **Cancel** button.

We recommend that the first time through you select a human coach for at least one of the teams. Otherwise, the computer will do everything and you won't have a chance to learn how to play the game yourself! If, on the other hand, you do not want to learn how to play the game yourself right now, you can select the computer to be the coach for both teams, put down this guide, and enjoy the show.

SELF RUNNING SIMULATION

As noted above, if you choose to have the computer coach both teams, you will become a spectator of the game. This is the SELF-RUNNING SIMULATION.

To QUIT the simulation, select the **Quit** option from the File menu.

TUTORIAL A

STEP 5: The coin toss

As in the NFL, before every football game there is a coin toss. So the program now will ask the coach of the visiting team to call the toss. If you (or another human) are the coach, you must click on either the **Heads** or **Tails** button. If the computer is the coach, it will call the toss automatically.

Next, you will see a simulated coin flip which will result in either heads or tails. The team winning the toss now elects whether to kick or receive. A human coach must make this decision by clicking on either the **Kick** or **Receive** button. If the coach is the computer, the choice will be made automatically and will be, naturally, to receive.

STEP 6: While we're waiting . . .

At this point in the simulation, the program has to load a large amount of data, such as play lists, team rosters, statistical information, and so on. This takes a short while. But we can take advantage of the pause in the action by explaining some things that will come in handy very soon.

A FEW IMPORTANT KEYS TO KNOW ABOUT:

Many decisions in the game are made by choosing options from windows. You can select such options using the mouse or the keyboard. We talked a bit about the keyboard sides in Step 4 above, but there is more you must know.

Remember that there are two keyboard sides, the right and the left. When both sides have human coaches, each team has one of three possible keyboard configurations associated with it. The configurations are referred to as Configuration A, Configuration B, and Configuration C. Configurations A and B are for keys on the keyboard and numeric keypad, respectively, while Configuration C is for the mouse. (See Figure 1. Keyboard Configuration.)

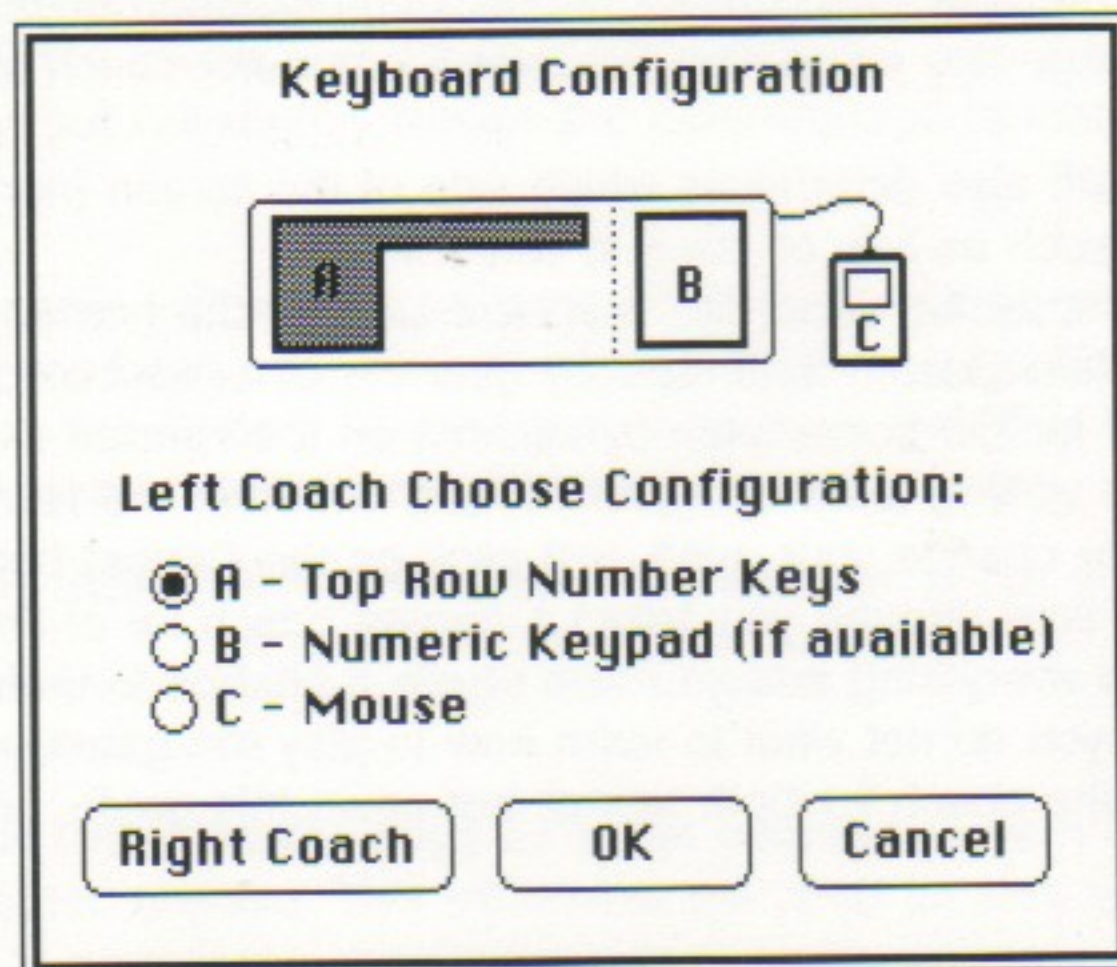


Figure 1. Keyboard Configuration

When one coach is human and the other is computer, the human coach can use any configuration desired. Any time you see a window appear that has options with numbers next to them, you can select an option with the ten number keys (1 to 9, 0) of your configuration. No window ever has more than ten options. The number keys for Configuration A and B are listed below:

Configuration A: The "number" keys for Keypad A are the numbered keys on the top row of the keyboard and a telephone-like number pad formed from the left side of the keyboard. This second subset of keys is as follows: [1], [2], [3], [Q], [W], [E], [A], [S], [D], and [X]. The "number" keys 1, 2, and 3 are the same in both subsets.

Configuration B: The "number" keys for Keypad B are the number keys on the numeric keypad. Note: Keypad B is only available when the computer system has a numeric keypad (i.e., Macintosh Plus keyboard or external numeric keypad).

In addition to the number keys, we will be referring to the "Cancel key" and the "Return key" for each keyboard side. The Cancel key allows you to change your mind in many cases after you have made a decision.

The Cancel and Return keys are as follows: For the left keyboard side, the Cancel key is the tilde [~] key (the one in the top left corner) and the Return key is the [Tab] key. For the right keyboard side, the Cancel key is the [Backspace] key and the Return key is the [Return] key. For the numeric keypad, the Cancel key is the [Clear] key and the Return key is the [Enter] key.

There is one more important key belonging to each keyboard side, called the "Coaching" key. This is the key each player can use to make coaching decisions such as calling time outs. The Coaching Key for the left keyboard side is the [Z] key; and for the right keyboard side is the normal slash [/] key. For the numeric keypad, the Coaching key is also the normal slash [/] key. The equivalent menu bar options are found in the Game menu.

Finally, there are two more things which are good to know how to do in PRO Challenge as in any program.

To QUIT the program in the middle of the game, select the **Quit** option from the File menu (there is no keyboard equivalent command).

To FREEZE the game at any point, select the **Freeze** option from the Game menu or press the [cmd] F combination. To continue, either select the **Continue** option from the File menu or press any key to start the action again.

The program should be ready by now, so let's continue with the game.

STEP 7: Just before kickoff

When the program has loaded all its data and is ready to continue, you will see several things appear on the screen. At the top you will see the scoreboard, which throughout the game will display all important status information, such as game time, the quarter, the score, time outs remaining, the line of scrimmage, the down, yards to go, and the thirty-second clock.

After the start of the game, you will see the following: Next to the name of one of the teams there will be a little marker. This marker indicates which team has possession of the ball; at the start of the game, accordingly, it will be next to the kicking team. In the middle of the screen you will see a representation of the field. A triangle on the field will keep track of the location of the ball and the direction of play. Other markers directly above the field will indicate the yard line required for a first down.

STEP 8: Opening kickoff

The opening kickoff brings the first play selection window of the game to the screen. It is a simple window with three choices—Normal Kick, Squib Kick, and Onside Kick. As soon as this window appears, the thirty-second clock, located at the top right corner of the screen, will begin to tick. Now is a good time to introduce a very important feature for beginners (not football beginners, PRO Challenge beginners). It is called Learn mode, and you should activate it immediately by selecting the **Learn** option from the Options menu or by pressing the [cmd] L key combination. You will see the message "Enter Learn mode" appear at the bottom of the screen.

Learn mode doesn't cause anything to happen, rather it prevents something from happening, namely delay of game penalties. Normally, in PRO Challenge, as in real football, if you let the thirty-second clock tick down to zero, you are assessed a penalty for delay of game. Learn mode restrains the referee and allows you to take as long as you want to select a play. This will give you a chance to figure out what's going on—and us a chance to explain it to you.

Now back to the kickoff window. If the kicking team is coached by the computer, it will already have made its selection by now. If a human is the coach, make a selection using the mouse or the proper key. You will know when the selection is made: you will hear a sound indicating that the play has been selected, and you will see a message appear directly below the field stating "Kickoff," "Squib Kick," or "Onside Kick," depending on which kickoff play was selected. Then you will see the little triangle representing the ball move downfield toward the receiving team's end zone. Once the ball stops, a message at the bottom will indicate the exact yardage of the kickoff. The ball will then turn around and move upfield, representing the return. At the same time, the possession marker which was next to the name of the kicking team on the scoreboard at the top of the screen will move to the other team, indicating a change of possession. A message underneath the field will indicate the yardage gained on the return.

The above series of events is not predetermined. A lot of things can happen on a kickoff, such as a touchback, a penalty, or even a fumble. Whatever happens, though, will be clearly stated.

(If a penalty occurs, you might have to kick over, in which case you will again be presented with the kickoff window. Another thing that happens with penalties in some cases is that you will see a window asking you if you want to accept or decline the penalty. If so, make your choice using the mouse or your keypad.)

After the kickoff and return have finished, the screen will be prepared for the first play from scrimmage. The scoreboard will indicate the down (first) and the yard line. Directly above the field, the first down markers will appear.

STEP 9: Play selection

Now begins the process of offensive and defensive play selection. This differs from kickoff play selection in a couple of ways. For one thing, two windows will appear, one for the defense and one for the offense. For another thing, the options on these windows do not represent plays, but rather groups of plays. It will require, therefore, two selections by each team to choose a play.

Try selecting an option on the play selection window for your team. You will see another window appear above the first window and the selected play group will be highlighted. The options on this window represent individual plays. The little dots after some of the play names on the offensive side indicate pass plays (the rest are runs).

When using the mouse for play selection, you click on the desired play group to get the play selection window to appear for that group. (Then you click on the desired play.)

Before you select a play, we want to show you something important—how to change your mind. If you are using the mouse, just click on the currently selected play group or press your Cancel key (i.e., left side use [~]; right side use [**Backspace**] - for more information about the Cancel keys, refer back to step 6). The top window on your side will disappear and the selected play group window line will be unhighlighted. You can now select any play group, even the same one over again, as you wish. Also, when using the mouse, you can take a shortcut when changing play groups by simply clicking on a different play group, and the new play selection window will appear. Similarly, you can click on a different play, within a play group, providing you do so before your opponent has selected a play. You can change your mind like this as much as you want, up until the point that both teams have selected a play. Clicking on the currently selected play group window line or using the Cancel key can not only take back a play group selection, but a specific play as well, provided the other coach has not selected his play yet.

Normally, the thirty-second clock, ticking away in the upper right corner, makes it necessary to select a play quickly. But since we are in Learn mode, we have the luxury of taking our time. (If you hear the referee's whistle and see a message indicating a delay of game penalty, it means that you are not in Learn mode after all. In that case, just press the [cmd] L key combination.

In normal play (that is, not in Learn mode), if the offensive coach fails to select a play before the thirty-second clock runs out, his team is assessed a delay of game penalty. If the defensive coach fails to make a selection, no penalty is called, because in real football the defense can get caught unprepared. What happens in PRO Challenge is that whatever defensive play was called on the last play is automatically selected again for the defense by the program.

Go ahead now and select a play. If you are the offensive coach, for the moment do not select a play from Group 4, which is labeled "Special Group." We will describe this group a little later, since it is useful only in very special circumstances. Any other group will work fine for our present purpose.

Once you have picked both a group and a play within a group, a message will appear below the bottom window indicating that a play has been selected. However, until both coaches have selected a play, there will be no indication as to which particular play has been selected. Uncertainty is an important aspect of football strategy.

Your opponent can clearly see, however, the play group to which your play belongs. This is realistic, because the play groups correspond largely to formations, and in real football each team has a chance to see the other team's formation before the ball is snapped. Every group, moreover, contains a significant variety of plays, so knowing just the play group is not necessarily very helpful. For those who want complete uncertainty, PRO Challenge has an option allowing complete suppression of play selection windows, which we describe in Part III of this guide.

STEP 10: Play results

Let's see what happens after both coaches have made their play selections. First, you will see the names of the selected plays in the windows on each side become **highlighted**. These play names also appear directly underneath the field in the play result message area. Then you will hear the same sort of sound you heard at the kickoff, indicating that the play is about to be simulated. What you see next depends on whether you have the Graphics option selected, or not.

WITH GRAPHICS

If you have graphics selected, the screen will clear and a close-up of part of the field will appear. You will see the offense represented by O's and the defense represented by X's. The field will be marked with hashmarks every yard, solid lines every five yards, and numbers every ten yards. The ball will be positioned at the line of scrimmage. You won't be able to see the sidelines yet, but they are just off either edge of the screen. One other marker will probably also be in view—a gray line indicating the yard line which the offense must get to for a first down. (If the offense needs fifteen or more yards for a first down, the first down line will be off the screen.)

The offensive team will break out of its huddle and line up in its formation. After a moment, the ball will be snapped and the play will come to life. You will see the X's and the O's block and run and cover and tackle—depending, of course, on the plays that were called as well as all the other factors that are part of the simulation.

If the play goes far enough downfield or towards the sideline, the view will shift to follow the ball. Eventually the play will end, either with a tackle, an incomplete pass, the ball carrier going out of bounds, or the ball carrier scoring.

After the play has run its course, if you have instant replay toggled on, you will see it happen over again exactly as before, except in slow motion. To exit either type of animation, just press your cancel key.

Following the graphic animation of the play, the screen will clear, and the main screen with the scoreboard and the whole field will reappear.

WITHOUT GRAPHICS

If you do not have graphics selected, you will see the triangle representing the ball on the screen move to the right or the left (i.e., up or down the field) according to the results of the play. The messages described below will appear at the same time.

With or without graphics, the exact results of the play will then be reported in the results message area directly underneath the field. The message will include information such as what kind of play was run (run or pass), who carried the ball, how many yards were gained, who made the tackle, and any other important things that may have happened, such as a fumble, an interception, a touchdown, and so on.

PRO Challenge also has special graphic screens for scoring plays and turnovers.

After all the play results have been reported, the scoreboard display will be updated to reflect the new yard line, down, time on the clock, and anything else that may have changed. The play selection process then begins again.

STEP 11: Fourth Down and Special Group plays

As the game continues, sooner or later you will be faced with fourth down. At this point, you must make a decision: should you punt, try a field goal, or go for it? These options are presented to the offensive coach on fourth down in a window that comes up instead of the play selection windows. If the offensive coach elects to go for it, the normal play group windows come up and play selection proceeds as on any other down. If the offensive coach chooses either to punt or attempt a field goal, the chosen action occurs immediately. No further selection is required by the offensive coach, and no selection at all is required by the defensive coach.

For punts and field goals, as well as kickoffs and other special team plays, the program provides no graphic animation. You will see the ball marker move up or down the field to represent both kicks and returns. You also will see results reported in the message area underneath the field as for any play.

Punts and field goals are accessible on any down. The last option on the offensive play group window, labeled "Special Group," brings up a window allowing the offensive coach to punt or try a field goal on any down. In practice, a field goal attempt before fourth down is likely to be desirable only at the very end of the game or the half, when enough time remains for only one more play. Punts before the fourth down are unlikely to be useful ever, but the rules of football allow it, so PRO Challenge does as well.

Also in the Special Group are two other plays intended for use at the end of the game or half. These are called "QB Throws Ball Away" and "QB Downs Ball." Throw Away is a play which stops the clock on an intentionally incomplete pass. QB Downs Ball calls for the quarterback to fall on the ball immediately after the snap, minimizing the chance of a fumble and keeping the clock running while losing a yard. Neither of these plays are depicted by the animated graphics.

STEP 12: Penalties

Two types of penalties exist in football: a penalty that occurs before a play, which is always charged against the team that commits it, and a penalty that occurs during a play, which is charged only if the other team accepts the penalty.

When pre-play penalties occur, a whistle blows and a window with all the penalty information appears. The yardage is walked off, and the play selection process starts over again. When penalties occur during the play, the program first shows the play and reports the results, then blows the whistle and announces the penalty. If the non-offending team has a human coach, a window appears with two options: accept or decline. If the coach accepts the penalty, the yards are walked off as indicated in the penalty window and the play results described directly below the field are discarded. If the coach declines the penalty, the play results become official.

On most penalties, the down remains the same. When a penalty involves an automatic first down or a loss of a down, the message in the penalty window says so.

STEP 13: Coaching options

A human coach in PRO Challenge has access to a special window called the Coaching Window, which allows him to call time outs, and to enter/exit "two-minute mode".

As we mentioned in step 6, each keyboard side has a Coaching key. This is the key which brings up the Coaching Window. The Cancel key for each keyboard side removes the Coaching Window. If the mouse is being used to select plays, the Coaching Window can be removed by clicking on the lower play selection window.

Take a look at your Coaching Window now. Just after the program brings up the play selection windows, select the **Coach** option from the Game menu or press the coaching key for your keyboard side. A window will appear on your side of the screen listing "Two Minute Mode," and "Time Out."

Try selecting option 2, Time Out. If you have at least one time out left, the main clock and the thirty-second clock will both stop, and a window will appear announcing the time out. Also, the number of time outs listed on the scoreboard for your team will decrease by one.

The time out remains in effect until both teams have selected their next plays. You can use a time out to go over the play groups, or simply stop the clock. Each team is allotted three time outs in each half of the game (and in the overtime period as well, should the game end in a tie).

Now select option 1, Two-Minute Mode. A message will appear at the bottom of the screen stating, "Enter Two-Minute Mode." If your team has the ball, the possession marker next to your team's name on the scoreboard will become hollow. This is the signal that a team is in two-minute mode.

Two-minute mode only affects the offense. In the NFL it is sometimes known as the "hurry up" offense. When a team is in two-minute mode, all ball carriers on that team will make a special effort to get out of bounds and stop the clock. The quarterback will take more chances with his passes, resulting in longer completions but with a higher risk of interception.

A computer coach will put its team into two-minute mode as called for by the time remaining in the game and the score, which could be at the two-minute warning, before it, after it, or never. Similarly, a human coach can do the same. No message will appear for the computer coach, but the possession marker on the scoreboard will become hollow.

Select two-minute mode again. This time a message will appear stating "Exit Two-Minute Mode." You can enter and exit two-minute mode at any time and as often as you wish.

TUTORIAL B

STEP 14: Quarters, halftime, and after the game

When the clock runs out at the end of the first and third quarters, the program automatically switches sides for the teams. Only the direction of play is switched, not the keyboard sides. The teams retain their keyboard sides for the entire game.

At halftime, the program automatically displays statistical results for the first half. Included are all-important team statistics, such as first downs, yards gained, and time of possession. Then, before the second half begins, the program gives human coaches a chance to indicate they are ready to start the game. Computer coaches are always ready, so as soon as all human coaches give the signal, the second half begins.

The second half proceeds just like the first. If, at the end of the fourth quarter, the score is tied, the game goes into sudden death overtime, just like in the NFL. "Sudden death" means that whoever scores first from that point on wins the game. The overtime period begins with a kickoff; the team that gets to receive is selected randomly by the computer. (In real football it is settled by a coin toss.) The game will proceed until one team or the other scores. If the game is still tied at the end of the overtime period, and the computer is playing both sides, the game ends. Otherwise, a dialog box appears with the question "Another Sudden Death Quarter?"; click the **OK** button to play another quarter.

As soon as the game comes to an end, the program displays the final statistics for both teams. After that, if you desire, the program lets you have something right away which other coaches must wait for: a rematch.

STEP 15: The next time you run the program

As you may remember from step 6, you have the ability to change the keyboard configuration using the **Keyboard** option from the Configuration menu. If you made any changes, they were stored at that time. The next time you run the program, the program will begin with your customized PRO Challenge keyboard configuration.

PART III — Special Features and Options

If you have gone through the step-by-step instructions in Part II of this User's Guide, then you have been exposed to several of the features and options in PRO Challenge. There are many other features in the program, some small and some very powerful, and in this part we will describe them one by one.

Every feature we describe below is activated through the menu bar. In addition, some features have keyboard equivalents.

A note on all features: Because PRO Challenge is a complex program and must do many things, there are times when the program will be occupied by an activity which prevents some of the commands described below from taking effect. You will know when a command is accepted by a message on the screen indicating the action taken by the program.

In addition, when a feature is turned on, a check mark is placed at the beginning of the menu item under the Options menu.

1. Quit, New game, and Freeze

File menu: Quit=Quit the program.

File menu: New=New game.

Game menu: Freeze/Continue=Freeze the game, [cmd] F.

You can exit the game at any point. If you are in the middle of a game, however, it will be lost, unless you specifically save it (see "Saving and Restoring games," below). As a safety feature, therefore, the program gives you a chance to change your mind before exiting. When you choose **Quit**, the question "Quit PRO Challenge?" appears in a dialog box; if you click the **OK** button, the program exits.

Another useful feature of PRO Challenge is the ability to start a game over. Choosing the **New** option, for "New game," activates this feature. Similar to the **Quit** option, the **New** option, as a safety feature, allows you to change your mind before the current game is lost.

Choosing **Freeze** at any point freezes all action until you select the **Continue** option or press any key.

2. Changing coaches and personas

Before the game started, you decided who would be the coach of each team, either a human or the computer. PRO Challenge allows you to switch coaches as often and whenever you want. If two people are playing, for instance, the game need not end if one person leaves; that person can simply turn over the coaching job to the computer. Likewise, if you are watching two computer coaches go at it and decide you want to participate, you can take control of one (or both) of the teams yourself.

The program provides three different kinds of computer coaches: Conservative, Balanced, and Aggressive. A computer-controlled team, moreover, really has two coaches: one for offense and one for defense. Thus, there are a total of nine possible combinations for a given team.

In addition, each computer coach has two levels of persona expertise, normal and advanced. The "Normal" level selects plays under a coaching persona based on the game time, quarter, score, time outs remaining, line of scrimmage, down, and yards to go. The "Advanced" level, in addition to the above, takes into account the player's skill numbers and the offensive and defensive play calling trends of the opposing coach.

Each kind of coach, or "persona," uses a particular strategy in selecting plays and making other decisions. On offense, the difference lies primarily in the mix of running and passing plays the coach will call. A Conservative offensive coach will call more running plays, an Aggressive offensive coach will call more passing plays, and a Balanced offensive coach will be somewhere in between. On defense, the three personas differ both in the formations they use and the kinds of plays they call. A Conservative defensive coach will rely on the 3-4 formation and call plays such as zone defenses that are less likely to result in a big break for either the offense or the defense. An Aggressive defensive coach, on the other hand, will use the 4-3 formation and call more blitzes, a riskier strategy. Again, a Balanced defensive coach will be somewhere in between, using both the 3-4 and 4-3 formations.

The two teams in PRO Challenge have the same offensive and defensive persona. If you select a computer coach for a team, the default persona combination will automatically be used; you can, however, change the personas to whatever combination you want.

Changing between computer and human coach, and among the personas if the coach is the computer, are all accomplished through the same feature:

Configuration menu: Coach=Change Coaches.

Choosing Coach causes the game to freeze and a dialog box to appear in the middle of the screen. This window, the coaching configuration window, displays the current coach for each team. If the computer is the coach for a team, the window also displays the offensive and defensive coaching personas and the expertise level comprising the computer coach for that team.

With the coaching configuration window up, you can change the coaches and personas (including the expertise level) for either or both teams. The dialog box consists of four sets of radio buttons which allow you to set the coach, offensive persona, defensive persona, and the persona expertise level for both Home and Visiting teams.

You can make as many changes as you want, for either or both teams, but you only can change the personas for a team when the coach of that team is the computer (the personas don't have any effect if a human is making the decisions). When you are finished, click on the **OK** button to confirm or the **Cancel** button to disregard the changes; the window will disappear and the game will continue.

3. Delay speed and Extra-fast mode

PRO Challenge lets you change the speed at which the game progresses in two ways. One is a small adjustment and the other is a radical change.

Configuration menu: Delay Speed=Delay Speed adjustment.

Options menu: Extra Fast=Extra-fast mode on/off, [cmd] E.

The delay speed is the amount of time that messages are displayed on the screen. There are three delay speeds available. Slow, Normal, and Fast. The program begins at Normal speed. If you find that you do not have time to read the messages, or if you find that you have more time than you need, you may want to change the delay speed by choosing **Delay Speed**. The program will then display a dialog box showing the three possible modes. The current state will be selected. At this point you can change the delay speed by clicking on the appropriate radio button. When you are finished, click the **OK** button to confirm or the **Cancel** button to disregard the changes, the window will disappear and the game will continue.

If you want to speed up the game by more than just a little, instead of choosing **Delay Speed** you can choose **Extra Fast**, which puts the program into a state called Extra-fast mode. Extra-fast mode speeds up the game by practically eliminating all pauses, by bypassing certain features such as graphic play animation, play selection windows, and special displays for touchdowns and field goals, and by putting the computer in control of both teams, regardless of whether their coaches are human or not. Use [Option] X for **Extra Extra Fast** mode.

Once the program is put into Extra-fast mode, the game will proceed very quickly (less than ten minutes for an entire game on the average).

You can exit Extra-fast mode by choosing **Extra Fast** again. The program will return to whatever delay speed, coaches (human or computer), and other options that were in effect before you entered Extra-fast mode.

4. Graphics and Instant replay

If the **Graphics** option is selected, the program will display animated graphics for most plays (no graphics are displayed for punts and kicks). This is called graphics mode.

When the program is in graphics mode with **Instant Replay** selected, it shows the animated depiction of each play twice: once at normal speed, and again in slow motion. The second time through is the instant replay.

You can avoid the animated graphics, entirely, or you can see the graphics but just avoid the instant replay.

Options menu: Graphics=Graphics mode on/off, [cmd] G.

Options menu: Instant Replay=Instant replay on/off, [cmd] I.

These options work like switches: every time you choose one, the state changes. For either option, a message will appear at the bottom of the screen indicating the effect. When the program initially starts with a human coach, the Graphics mode is on and the **Instant Replay** option is off. If the computer is playing both sides, then the **Instant Replay** option is also on.

The play graphics resemble an animated playbook: X's and O's representing the two teams line up in the proper formations, then move into action when the ball is snapped. While the animated graphics are actually running, the mouse and most of the keys that activate various features in the program are disabled, while some other keys have certain effects only during the graphics. The following list describes all the keys that work during the actual running of the graphics and the functions they perform. Where two keys are listed for a single function, they have identical effects.

- [F] Freeze game until another key is pressed (same as outside the graphics, except no message is displayed).
- [~] [Backspace] (Cancel keys) Exit graphics immediately and return to main screen.
[Clear]
- [Tab] [Return] (Return keys) Show the play again. If pressed during the first running of the play,
[Enter] this key ensures that the instant replay will be displayed, even if instant replay is off. If pressed during the replay, this key causes another instant replay to be displayed. You can repeat the instant replay as often as you want.
- [Shift] [Shift] (Shift keys) Freeze frame. The animation freezes as long as either key is depressed. You can use these keys to slow down the animation.
- [] (Space bar) Hike/speed up. Normally, the players line up at the line of scrimmage, they pause for about a second, and then the program snaps the ball automatically to start the play. If you want to avoid the pause, you can snap the ball manually by pressing this key. Also, this key causes the graphics to run in fast motion as long as it is depressed.

The above keys are the only keys that have any effect while the graphics actually are running.

5. Saving and Restoring games

You will not always have enough time to finish an entire game without interruption. For this and other reasons, PRO Challenge provides you with the ability to save games in progress and resume them at a later time. Like any diskette files, such saved games are as permanent as you want them to be; you can copy and erase them as well.

A game can be saved at any time, even before it begins (but after the coin toss) or right after it ends. When you eventually restore the game, it will begin at exactly the point at which you saved it, with the original teams, score, time, and other relevant game factors.

The save and restore features are both found under the File menu.

File menu: Save=Save the current game.

File menu: Open=Restore a previously saved game.

When you save a game, the program displays a standard file dialog box. A default file name is provided as the "Visiting team name at Home team name" (e.g., All Pros at All Stars). As mentioned above, choosing **Open** restores a previously saved game. Like the Save feature, the program displays a standard file dialog box. Only PRO Challenge saved game files will be displayed in the dialog box.

When the program saves or restores a game, it saves or restores all the relevant aspects of the football game itself. In addition to teams, score, and time, this includes the current down, yard line, yards to go, time outs remaining, and all statistics. Also saved and restored are the coaches (human or computer) and the coaching personas.

Most aspects of the program which are not part of the actual football game itself, however, are not saved and restored with a game. This includes such things as the delay speed, the keyboard configuration, and whether learn mode, graphics mode, instant replay, sound, etc. are on or off. None of these really are part of the football game; they are just a part of the way you are using the program at that time.

The save and restore features are active whenever you see the main PRO Challenge screen (i.e., the screen with the File, Game, Configuration, and Options headings in the menu bar). You cannot save a game until after the coin toss before the game.

There are a number of uses for the Save and Restore features besides just being able to interrupt a game in the middle without losing it. The following is just a sampling:

- Going back to a certain point in a game: The Undo feature, described later in Part III, allows you to see what might have happened on a play if you had tried a different strategy; that feature, though, only lets you try one play over at a time. With the save and restore functions, you can explore alternative strategies in depth. Let's say, for example, that you are unsure whether to go for it or punt in a particular fourth down situation. You can save the game before you decide, continue the game with a punt, then eventually restore the game back to the decision point and try going for it instead.
- Keeping a record of finished games: If you save a game immediately after it ends, the saved game file will contain the period-by-period score and final statistics for the game, available for you to review in the future if you should ever want to.

6. Sound and Speech

PRO Challenge employs sound and speech both to enhance enjoyment and make the program easier to use. PRO Challenge allows both sound and speech to be turned off using a dialog box.

Configuration menu: Sound=Sound and/or Speech on/off.

The program starts with both the sound and speech features turned on. Choosing **Sound** displays the sound configuration dialog box. This dialog box has three sets of radio buttons which control sound, speech, and volume level. When you are finished, click on the **OK** button to confirm or the **Cancel** button to disregard any change.

7. Keyboard Configuration

Configuration menu: Keyboard = Keyboard Configuration.

This feature displays the current keyboard configuration for the "number" keys on both the Left and Right keyboard sides and allows the player to select one of three possible options. The options are referred to as Configuration A, Configuration B, and Configuration C.

The program begins with Configuration A defaulted to the Left keyboard side and Configuration C defaulted to the Right keyboard side when both sides are controlled by human players. If one side is under human control and the other computer, then all three options are available to the human coach. The computer doesn't need to have one of the Configuration options assigned to it because it has its own way to do play selection. Also, when changing coaches to human vs. human, the most recent human vs. human configuration assignments are restored automatically.

If the initial human vs. human keyboard configuration does not meet your needs, you may change the keyboard configuration. To do this, select the **Keyboard** menu item. The program will then display the keyboard dialog box and ask for the left coach to choose either Configuration A, B, or C. The box will show a picture of the keyboard with the three configurations shown on it. Below will be three radio buttons, one for each option and the current choice will be selected. After the left coach is finished, click on the **Right Coach** button. The dialog will now ask for the right coach to choose one of the remaining configurations. Those options which are no longer available are grayed-out on the right coach display. After both sides have been configured, click on the **OK** button to confirm, the **Cancel** button to disregard changes, or the **Left Coach** to start keyboard configuration over again.

8. Statistical Results

PRO Challenge automatically displays team statistics for a game at halftime and immediately after the game (see step 14 in Part II). You also can examine the statistics at any other time you want.

Game menu: Statistics = Statistical results, [cmd] S.

Choosing **Statistics** causes the program to display a special screen showing complete statistics for both teams up to that point in the game.

You can use this menu item as often as you want. If both teams are computer-controlled, the statistics screen will automatically disappear after a few seconds and the game will continue unless the **Freeze** menu item is quickly selected. (**Note:** the "Game Frozen" message is suppressed). Otherwise, the statistics screen will remain until you click the mouse anywhere on the screen or press any key. The game is frozen whenever the statistics screen is visible.

9. Learn mode

We described this important key once in Part II, but it deserves mention again.

Options menu: Learn = Learn mode on/off, [cmd] L.

Learn mode prevents delay of game penalties from occurring, thus providing you with unlimited time to select plays and ponder strategy. This mode is especially useful for those who are still learning how to play PRO Challenge (hence the name), but it has other uses as well. In particular, it may be appropriate for those whose interest in PRO Challenge is more in the area of strategy than in the realism of the simulation.

You can enter and exit this mode as often as you want.

10. Windows, Verbose messages, and Play names

PRO Challenge provides mechanisms for varying the amount of information provided during the course of a game to suit your needs.

Configuration menu: Play Windows = show play windows.

Option menu: Verbose Messages = display verbose or terse messages, [cmd] V.

Option menu: Play Names = Play names on/off, [cmd] P.

During offensive and defensive play selection, each coach first selects a play group and then a play within that group. When a play group is selected, a window with the plays available in that group appears. Thus, each coach can see what play group the other coach has selected before his own play choice is necessarily finalized. Since the offense is under the pressure of the thirty second clock, this may give a certain advantage to the defense.

This is realistic, as we described before, because the play groups correspond to formations, and in a real football game each team (and especially the defense) actually does have a chance to see the other team's formation before the snap. Nevertheless, some PRO Challenge users may regard the jumping from play group to play group, guessing, faking, and trigger finger games which can arise from this knowledge of each other's play groups as a distraction from the more essential strategy questions of football. For these users, the program allows the play group windows for each keyboard side to be independently suppressed. Choosing **Play Windows** from the Configuration menu causes the game to freeze and a dialog box to appear in the middle of the screen. The dialog box has two sets of radio buttons to show whether left or right play selection windows should be displayed or not. When you are finished, click on the **OK** button to confirm or the **Cancel** button to disregard changes.

Without the play group windows, all clues to a play selection are eliminated. If you play the game with your play selection windows suppressed, you cannot use the mouse for play selection. Instead, you must use the keyboard and rely on either the playcards or your familiarity with the play groups to know what you are doing.

The options, **Verbose Messages** and **Play Names**, also change the amount of information presented on the screen during the game, but not in a way that really affects strategy.

Normally, the information displayed in the message area below the field after a play includes details such as who carried the ball and who performed the tackle, in addition to the number of yards gained or lost. Such messages are referred to as "Verbose." You can have the program display "Terse" messages instead, in which the specific player identities are dropped and only the overall results are noted. Choosing **Verbose Messages** turns the **Verbose Messages** option on or off.

The message area also, by default, displays the names of the plays that were called. You can exclude this information as well, if you wish. Choosing **Play Names** turns the **Play Names** option on or off.

Note: In Extra-fast mode only terse messages are displayed regardless of the Verbose message option at the time Extra-fast mode was engaged.

11. Undo

Second guessing is an inevitable part of football. In simulated football, unlike the real thing, you can take second guessing beyond the realm of conjecture. PRO Challenge's Undo feature allows you to run a particular play over again, as often as you want, calling a different play every time, or calling the same play, as you desire.

Game menu: Undo = Undo the previous play, [cmd] U.

When you choose **Undo**, the screen changes to reflect the situation (time, score, yard line, etc.) that existed immediately prior to the last play that ran. The coaches then are free to select plays and make any other decisions, whether the same as before or different. The program then runs the play and announces the new results.

At this point, however, the game returns to the state that existed after the original version of the previous play, i.e., at the moment the **Undo** option was selected. The results of alternative plays run through the Undo function are discarded. You can then choose **Undo** again, if you want, and run through the play again; but again the results of the play from the first time through will be restored before the game moves on. The Undo feature, in other words, cannot be used to actually change the course of the game.

