

COLLEGE



FOOTBALL USA

96

BY THE MINDS AND HIGH SCHOOL ENTERTAINMENT



EA
SPORTS

Licensed by Sega Enterprises, Ltd. for play on the SEGA GENESIS SYSTEM

WARNING: Read Before Using Your Sega Video Game System.

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

WARNING To Owners of Projection Televisions!

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

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

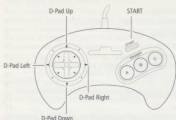


The Artists, Jim Simmons and George Simmons.

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Control Summary



Menu Controls

Highlight options	D-Pad ↑
Cycle through options	D-Pad ↔
Select an option	START or C
Pause Game	START

Kicking

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

Receiving a Kick

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

Before the Snap

Offense

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

Defense

Player movement	D-Pad
Call an audible	A, then A, B, or C
Control a different player	B
Fire off the line	C

After the Snap

Offense

Running

Player movement	D-Pad
Dive	A
Explode forward	B (tap)
Spin	B (hold)
Hurdle	C

Quarterback hands off or
laterals ball on option plays

C

Passing

Call up Passing letters

C

ABC Passing ON:

Pass to one of three receivers

A, B, C

ABC Passing OFF:

Cycle through five receivers

Press **B** repeatedly
to select receiver,
then **C** to pass

Receiving

Dive for the ball

A

Activate receiver closest to ball

B

Jump and raise hands

C

Defense

Dive at ball carrier

A

Activate defender closest to ball

B

Jump and raise hands to block
kick or intercept a pass

C

Power tackle

C

College Football USA™ 96

Open your playbooks and get ready to man your attack. *College Football USA 96* contains all the guts and glory of college ball. With 108 Division 1A teams and multiple game modes, you can reach for realism or go for something off the wall. Check out the features we've included:

- 108 Division 1A teams.
- 7 conferences and independent teams.
- All new Tournament mode—hold your own tournament and whomp on your friends!
- 4 official Bowl Games—the Fiesta, the FedEx Orange Bowl, the Nokia Sugar Bowl, and the Rose Bowl.
- All new art—great looking graphics.
- Full rosters with 45 players per team.
- Substitutions—pull your starting quarterback when he crumples in the clutch!
- Injuries—hit your opponent's star running back hard and he's out for three weeks.
- Improved AI—finally, you'll have a truly challenging computer opponent.
- Double the plays! From last year's 200 to this year's 400.
- EA SPORTS™ MVP trophy awarded to the player that makes the biggest contribution to his team's success.
- User records let you enter names and record stats.
- New passing mode lets you choose from five receivers on every play!

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 *College Football USA™ 96* into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The Electronic Arts® logo appears. (If you don't see it, begin again at step 1.)
5. The EA SPORTS™ title screen appears. Press **START** to skip the title screen and go directly to the Game Setup screen.

Game Setup Screen

Use the Game Setup screen to select the game mode you want, and the options for the game mode you select.



The five game modes are: EXHIBITION, NEW SEASON, NEW TOURNAMENT, CONTINUE TOURNAMENT, and CONTINUE SEASON.

- To highlight an option, D-Pad ↑.
- To cycle through option choices, D-Pad ↔.
- To exit the Game Setup screen after making selections, press **START**.

Playing an Exhibition Game

Setup Screen (defaults in **Bold** type)

If you select **EXHIBITION** as game mode, the Setup screen gives you the following options:

HOME TEAM: Select the team for the home crowd. All teams are listed alphabetically and their logos appear as you cycle through the different teams.

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

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

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

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

Team Select Screen

Determine which controller directs which team.



To make selections:

1. D-Pad **⬅** to toggle the controller icon under the team you want. If you leave the icon in the middle, the Genesis controls the team.
2. When you're done selecting, press **START**. The All Time Records screen appears.

4 Way Play™

The 4 Way Play adapter lets up to four people butt heads in *College Football USA 96*. (If you are using a six-button controller, you must play in three-button mode.) 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 in and you're ready to go!

When you use the adapter, the Team Select screen appears with four controller icons, each a different color. Just toggle each icon to the appropriate team and press **START**. The colors assigned to each controller are:

Player #	Color of Star
Player 1	Orange
Player 2	Red
Player 3	White
Player 4	Gray

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

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

NOTE: In Computer vs. Computer play, any button pressed on the controller except **START** will return to the opening screen.

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

All Time Records Screen

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



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



To enter a name:

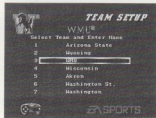
1. D-Pad $\downarrow$ to move the highlight box to one of seven name slots. Press **START** or **C** to select a slot. The Enter Player Name screen appears.
2. The Enter Player Name screen consists of a five character entry slot and a character grid. Use the D-Pad to move the highlight box around the character grid.
 - To select a character, press **C**. The cursor jumps to the next entry slot.
 - To go back a space and enter the highlighted character, press **A**.
 - To exit the Enter Player Name screen, press **START**. You return to the All Time Records screen.

Continue entering names, or highlight the player name you want and press **START** or **C**. You are prompted to **SELECT PLAYER**, **ERASE PLAYER**, or **CANCEL**. D-Pad $\downarrow$ to make your selection and press **START** to continue to the EA SPORTS Pregame show (see page 22).

New Season

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

Setup Screen (defaults in Bold type)



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

GAME LENGTH: 20, 40, 60 minute games.

WEEKS: From 1-12

FINALS: Playoffs or Bowl Games.

PLAYERS: From 1-24 players can participate in a Season.

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

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

Team Setup Screen

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

- D-Pad $\downarrow$ to select a team slot; D-Pad $\leftrightarrow$ to cycle through team names.
- You can play without entering your own name (i.e., just selecting a team), or you can enter a name and track your performance. See "All Time Records Screen" on page 10.
- Press **START** when you've finished making your selections. The Week Schedule screen appears.

Week Schedule Screen

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



- To view all 54 of the matchups for the week, D-Pad ↓.
- To view the other weeks' matchups, D-Pad ←.

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

- To toggle between CPU and HOLD games, highlight the game and press C.
- To display the Week Schedule menu, press **START**. This menu contains the options you need to plan your season, with valuable statistics for all teams.

To select from the Week Schedule menu:

1. D-Pad ↑ to highlight an option.
2. Press **C** to select the option you want, or to toggle an option ON/OFF.
- To exit a specific option screen and return to the Week Schedule menu, press **START**.

PLAY WEEK: After you select the games you want to play the first week, select **PLAY WEEK**. All CPU games play automatically and you are taken to the **HOLD** games. When you complete all the games you chose to play in week one, the Week Schedule screen returns. Repeat the process of selecting games for week two and so on until you reach the end of your season.

SEASON STATS: View the cumulative season stats for the teams and players. The stats available are: Team Stats, Passing Leaders, Rushing Leaders, Receiving Leaders, Defensive Leaders, Kicking Leaders, and Punting Leaders.



To view the Season Stats:

1. Select SEASON STATS. The Stats menu appears.
2. D-Pad $\downarrow$ to highlight the stat you want, and press C. The screen for the stat you chose appears.
 - Each stat screen contains categories specific to that statistic. For example, under Receiving Leaders, you find the following categories: Receptions, Yards, Average, Longest, Drops, Fumbles, and TDs. D-Pad $\leftrightarrow$ to highlight the category you want, and D-Pad $\uparrow$ to view all the players.
 - Press and hold C while pressing the D-Pad $\uparrow$ to scroll quickly through the players.
3. D-Pad $\leftrightarrow$ to toggle between teams. Press C to display each position.
4. Press START to return to the Stats menu.
5. Highlight EXIT with the D-Pad, and press C or START to return to the Week Schedule menu.

TEAM ROSTERS: We've included player ratings in several important areas. The complete roster of each team, listing players and positions, is available. Categories on the roster include: Energy Level (check if your players are tiring), Speed, Quickness, Intelligence, Weight, Range or Hands, Power or Block, and Accuracy or Tackle.

- To view the different teams, press the D-Pad.
- To view the different positions, press A or C.

TEAM SCHEDULES: This option lets you view the entire season schedule for each team. The schedule lists who and where they play, scores of completed games, and the selected team's record.

- To view the different teams, D-Pad $\leftrightarrow$.

RANKINGS: Teams are listed in order of rank. Team rankings are based on the toughness of a team's schedule, its win loss record, and the way its offense and defense perform.

- To view the different conference rankings, D-Pad $\leftrightarrow$.
- To view all the teams, D-Pad $\downarrow$.
- To toggle between the win/loss record screen and the current rankings, press C.

MVP PREVIEW: Displays the best statistical offensive player.

INJURIES: Unfortunately, injuries are a major part of football. As no player is invincible, neither are the athletes in *College Football USA 96*. With Injuries ON, players are subject to over 70 different injuries, ranging from Back Spasms to Dislocated Hips. When a player is injured, a substitution is made automatically.

NEW SEASON: Select this option to begin a new season with a new schedule. This erases the previously saved season.

SET ALL GAMES TO HOLD: If you wish to play every game in a week's schedule, select this option.

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

GAME SETUP: Select this option to return to the Game Setup screen.

- After setting up your season, select **PLAY WEEK** and press **C**. You go to the Team Select screen, and then the Pregame Show. See "Team Select Screen" on page 8 and "The Pregame Show" on page 22.

Playing a Tournament

Now, a game mode for the ultimate competitor. Players go head to head in round robin or single elimination tournaments. Set up a tournament amongst your friends and may the best player win.

To play a Tournament:

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

Single Elimination



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

- D-Pad ↓ to highlight a team entry slot.
- D-Pad ++ to cycle through the teams.
- Press **C** to enter a name.

NOTE: Entering a name here does not mean you are tracking your performance statistics (see "All Time Records Screen" on page 10). Instead, you are entering a name to identify yourself.

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

The Tournament screen shows the matchups for the tournament.

- To select the matchup you want to play first, highlight the game with the D-Pad and press **START** or **C**. The Team Select screen appears. See "Team Select Screen" on page 8.

Round Robin

When you select **ROUND ROBIN** as your game play type, the number of players varies from 4–24. You can enter names, and duplicate team selections are allowed.

If 4–8 players are entered in the tournament, there is a single division. Selecting 9–16 players creates two divisions, and 17–24 players results in 4 divisions. The placement of teams into divisions is random, and each team plays its co-division

teams twice (once home, once away). Once you've decided upon the number of players, press **START**. The Team Setup screen appears. See "Single Elimination" on page 19.

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

- To see the matchups for each team in the Tournament, D-Pad ++.
- To select a game, D-Pad ↓ to highlight the game and press **C** or **START**. The Team Select Screen appears. See "Team Select Screen" on page 10.

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

Save Season/Tournament

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

NOTE: You cannot save a Season and a Tournament at the same time.

Continue Season/Tournament

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

The Pregame Show

Welcome to the EA SPORTS Pregame extravaganza. Here you set the stage for the upcoming contest and manage your pregame planning. Default options are listed in **bold**.

To select options from the Pregame menu:

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



START GAME: Select this option when you're ready to play. The Coin Toss screen appears. See "The Coin Toss" on page 29.

TEAM MATCHUPS: This option lets you compare the relative strengths and weaknesses via a numerical rating system. The higher the number, the better the team is in that particular position.

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

TEAM ROSTERS: Lists the rosters for the two teams meeting on the field. See "Team Rosters" on page 17.

ALL TIME RECORDS: View your performance records. You must enter a name at the All Time Records screen to track your stats. See "All Time Records Screen" on page 10.

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

SCOREBOARD: The EA SPORTS team keeps you up to date on the day's scores. Check in now and then to see who's winning! This option is also available from the Pause screen.

► To view all the scores, D-Pad ↑.

SET PENALTIES: Change these settings and let all hell break loose on the gridiron! The penalty settings work on a sliding scale, so you have complete control over the ref's eyesight. Turn penalties off or crank 'em up and play by the rules. Eight penalty calls can be adjusted: Roughing the Passer, Roughing the Kicker, Personal Foul, Face Masking, Def. Pass Interference, Off. Pass Interference, Holding, and False Start.

► To highlight a single penalty, D-Pad ↑.

The penalty slider sets the likelihood that the refs will see infractions on the field.

- To move the slider to increase/decrease the chances you'll get caught doing a dirty deed, D-Pad ++.
- To adjust all the penalties simultaneously and to the same degree, press and hold **A**, then D-Pad ++.

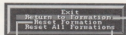
SUBSTITUTIONS: Any member of your squad can be brought into the game—or taken out—from the Substitutions screen. Check your player's energy level to see if he's fatigued. When players are knocked out by injury, substitutions are made automatically.



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

To substitute a player for a specific formation:

1. From the Substitutions screen, D-Pad ++ to move through formations.
2. D-Pad ↑ to cycle through and highlight the different positions.
3. Press **C** to select the highlighted position and display substitutions available. The player's number, primary position, and overall rating are displayed.
4. D-Pad ↑ to view all substitute players available. When the player you want appears below the current player, press **C** to make the switch.
5. Press **START**. A window opens with several options. Select **EXIT** to accept the changes and return to the Pregame Show.



Select this option to reset the formation to its default setting

Select this option to return to the formation and make additional changes

Select this option to reset all formations to their default settings

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

SET AUDIBLES: Select this option if you want to change the audible settings. These settings remain until you reprogram them. The pre-programmed settings are:

Offense:

- A - Wishbone, Triple Option Rt.
- B - Wishbone, Fl. Streak
- C - Pro Hook, Outs

Defense:

- A - 4-4 formation, Tight Man
- B - 4-3 formation, Medium Zone
- C - Nickel, Full Zone



To change the audible settings:

1. Select SET AUDIBLES. The Set Audibles screen appears.
2. D-Pad $\uparrow$ to highlight the button you want to change, e.g., SET OFFENSE AUDIBLE B and press C. The Formation screen appears.
3. D-Pad in any direction to highlight the formation you want, and press the appropriate button to select that formation. The Play Call screen appears.
4. Follow the same procedure to select the play you want. When you're done, the Set Audible screen returns.
5. Highlight EXIT and press C, or press START to return to the Pregame menu.

When you are using the 1 Box mode, you can also fake out the opponent when setting your audibles. See "Calling a Play" on page 31.

PLAY CALL: *College Football USA 96* features two modes for calling plays: **1 BOX** or **3 BOX**. **1 Box** allows you to bluff when calling your plays. **3 Box** is a simpler play selection method. To learn more about these two modes, see "Calling a Play" on page 31.

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

In **Auto Pass**, the Genesis controls your pass receivers. This mode is easier than **Manual**; definitely designed for the lightweights in the crowd.

In **Manual Pass** you take control of the intended receiver and control his movements after the quarterback has thrown the ball. If your pals call you "stone fingers," **DON'T** choose this mode—it's for the All-USA candidates!

ABC PASSING: Toggle **ON/OFF**. Choose between three or five potential receivers. With **ABC Passing ON**, three receivers are available, and you see the appropriate button letters next to the receivers as they run up the field. Turn **ABC Passing OFF** and you can select from five receivers. See "Passing and Receiving" on page 34.

INJURIES: Toggle **ON/OFF**. See "Injuries" on page 18.

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

The Coin Toss

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

- To select the call you want, D-Pad ↓. You must make the call while the coin is in the air.

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

- To make your choice, D-Pad ↑ to highlight the option you want, then press C.

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

- To choose a goal to defend, D-Pad ↓ to highlight the goal you want, then press C.
- Press **START** to exit the Coin Toss screen.

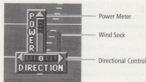
It's time to head for the field and kick some butt!!!

Player Controls

Kicking and Receiving a Kick

Kicking

By using the Kick meter, you can place your kick just about anywhere on the field. Keep an eye on the wind direction when gauging your kick. The following instructions apply to kickoffs, punts, and field goals.



To kick:

1. Press **C** to snap the ball and start the Power meter moving upward. The higher the orange bar rises on the power meter, the more force behind the kick.
2. D-Pad ++ to aim your kick while the bar is in motion. If you don't aim your kick, the ball travels straight ahead.
3. Press **C** again to stop the meter and kick the ball.

To set the kicking team in onside kick formation:

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

EA TIP: An onside kick must travel at least ten yards before the kicking team can recover the ball.

Receiving

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

EA TIP: On kickoffs, your team is automatically set in the kick receiving formation. For punts, you must choose "Punt Return" or "Punt Rush" to field a deep man.

To set the receiving team in onside kick formation:

1. Press **A** to call an audible.
2. Press **A** again to defend an onside left, or press **C** to defend onside right.
3. Press **B** to return to standard formation.

Kick returners automatically field the ball and run.

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

Running the Offense

Calling a Play

There are two ways to call a play from the Play Call screen: 1 or 3 Box modes. In both modes, you select a Formation first, then a play. 1 Box mode lets you bluff when calling a play. To learn more about how to select the mode you want, see "The Pregame Show" on page 22.



To call a play in 3 Box mode:

1. From the Formation screen, use the D-Pad to box the formation you want, then press the corresponding button. The Play Call screen appears.
2. Use the D-Pad to box the play you want, then press the corresponding button. You return to the field at the line of scrimmage.

To call a play in 1 Box mode:

1. From the Formation screen, use the D-Pad to box the formation you want, then press C. The Play Call screen appears.
2. To bluff, move the box over the play you want to pretend to call and press B.
3. To call the play you actually want, move the box over the play and press C.

4. Press A to exit the Play Call screen.

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

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

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

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

Set Form

If you choose a formation or play and then change your mind, select SET FORM from the Formation or Play Call screen: you start over from the Formation screen.

The Play Clock

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

Calling an Audible

When the team lines up over the ball, the quarterback reads the defense. He may not like what he sees. He can call an audible, changing the play called in the huddle.

To call an audible:

1. Press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.
3. Press **C** to snap the ball. See "Set Audibles" on page 26.

Running

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

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

Passing and Receiving

You have two modes for passing: ABC Passing ON or OFF. With both modes, you can let the Genesis execute the play, or you can take control of the quarterback by pressing the D-Pad in any direction. If you do, it's up to you to call up receiver letters, choose a receiver, and pass the ball. Hey, that's really why we're here, isn't it?

ABC PASSING ON

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

- To display the button letters, press **C** after the snap.
- To throw to the man you want, press the corresponding button.
- Hold the button down for a bullet pass; tap it for a lob.

ABC PASSING OFF

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

To execute a passing play with ABC off:

1. Press **C** to snap the ball. Instead of three button letters appearing, just the letter **C** appears next to a receiver.
2. Press **B**. The "C" jumps to the next receiver. Keep pressing **B** to cycle through receivers until you come to the one you want.

EA TIP: Just like a real quarterback, you've got to read the field and choose the right receiver quickly or you're sure to get sacked.

3. Press **C** again to throw to that receiver. As with ABC ON, hold the button down for a bullet, tap it for a lob.

While the ball is in the air:

- To switch control to the intended receiver, press **B**, then use the D-Pad to guide the receiver. (This is not necessary in Automatic mode; the switch is made automatically.)
- To raise the receiver's hands or make him jump, press **C**.
- To make the receiver dive for the ball, press **A**.

Hurry-Up Offense

For those desperate drives late in the game, try the no-huddle offense.

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

EA TIP: Be sure not to touch the D-Pad when executing a "Stop Clock" play. Once you assume control of the quarterback, you cancel the grounding command.

Field Goals, Punts, and P.A.T.s

Select the formation **SPECIAL TEAMS** from the Play Call screen (D-pad ↓ if you don't see the formation). Select the play you want, e.g., Field Goal, and operate the kicking meter just as you would for a kickoff. See "Kicking" on page 30.

EA TIP: To kick a P.A.T., select **FIELD GOAL** as your play.

Running the Defense

Calling a Play

Call a defensive play the same way you call an offensive one. See "Running the Offense" on page 31.

Defending a Run

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

- To fire off the line of scrimmage, press **C**. Watch out for offside violations.
- To dive at the ball carrier for a crushing hit, press **A**.
- To take control of the defensive player closest to the ball, press **B**.
- After the snap, use the **C** button to make the defensive player jump and raise his hands to block a kick, or intercept a pass, or execute a power tackle.

Defending a Pass

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

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

Calling a Defensive Audible

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

To call an audible at the line of scrimmage:

1. Press **A**. The audible indicator appears.
2. Press the button corresponding to the play you want to run.

Defensive audibles are pre-programmed, however, you can set your own. See "Set Audibles" on page 26.

Special Teams

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

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

EA TIP: Choose **PUNT RUSH** if you want your men to rush the punter and forfeit opportunities to block the opposition. Use the D-Pad to take control of your deep man.

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

EA TIP: Choose a **PREVENT** defense if you think the kicking team might fake a kick. Choose **FIELD GOAL BLOCK** if you want to try to block the kick.

The Pause Menu

You can pause the game at any time. The game clock stops running, and the Pause menu appears. From this menu you can choose some of the same options available in the Pregame menu, but there are additional options as well.

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



To make selections from the Pause menu:

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

RESUME GAME: Select this option to return to the action. You can also press **START** from the Pause menu to return to the game.

INSTANT REPLAY: You can review a play at any time during the game, as many times as you want.

To view Instant Replay:

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

You can also select **INSTANT REPLAY** from the Formation and/or Play Call screens.

TIMEOUT: Each team has three Timeouts per half. These do not carry over from the first to the second half. When a team calls Timeout, the game clock stops and the play clock resets to 25 seconds. Timeouts can also be used to refresh your players; energy levels return to 100% after a time-out is called. You can call a Timeout after the whistle blows, signifying the end of a play. Notice that when you return to the Play Call screen, your Timeout indicator reflects the call. You can also select **TIMEOUT** from the Formation and/or Play Call screens.

TEAM ROSTERS: View the rosters for the two teams. See "Team Rosters" on page 17.

SUBSTITUTIONS: Pull a tiring lineman or give an eager second stringer a shot. See "Substitutions" on page 24.

GAME STATS: The Game Statistics screen displays the current statistics in the game's most vital categories. Check out the success of your team's offensive and defensive strategies.

- D-Pad ↑ to scroll through all the statistics.

TEAM STATS: View the stats for all the players on a given team.

- D-Pad ↑ to scroll through the different players; D-Pad ++ to view the different teams.
- Press **A** or **C** to cycle through the different positions.

ALL TIME RECORDS: Check out the current All Time Records. See "All Time Records Screen" on page 10.

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

- D-Pad ++ to scroll through the entire Drive Summary.

SCOREBOARD: Also available from the Pregame menu, this option keeps you up to date on the day's scores.

NOTE: Scoreboard option does not appear in tournament play.

SET AUDIBLES: This option is only available when you access the Pause menu from the Play Call screen. You can't reset your audibles during the middle of a play. See "Set Audibles" on page 26.

SET PENALTIES: Change the way the ref calls the game. See "Set Penalties" on page 24.

PLAY CALL: Choose between 1 or 3 **BOX** modes. See "Play Call Mode" on page 28.

PASS CATCH: Choose between **AUTO** or **MANUAL** Pass modes. See "Pass Catch Mode" on page 28.

ABC PASSING: Turn **ON/OFF**. See "Passing and Receiving" on page 34.

INJURIES: Turn **ON/OFF**. See "Injuries" on page 18.

ABORT GAME: Exit the game and return to the Game Setup screen.

Playoffs and Bowl Games

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

Playoffs

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

Ties

If there is a tie, the game moves into sudden death overtime. In overtime the play clock runs as usual, but there's no game clock. The first team to score is the winner.

NOTE: Sudden death overtime applies only to Playoff and Bowl games. Exhibition and Season games can end in ties.

Resuming a Tournament

As with Season play, you can exit and then resume a Playoff tournament before completing the entire cycle, though you must complete a game for it to be saved. The system saves the most recent tournament, replacing any old tournaments or seasons in the battery backup.

- To resume a Playoff Tournament in progress, select **CONTINUE TOURNAMENT** from the Game Setup screen, and press **START**.

Bowl Games

Four Bowl games are scheduled: the Nokia Sugar Bowl, the Fiesta Bowl, the FedEx Orange Bowl, and the Rose Bowl. The rankings determine the eight teams that participate in the Bowl games. Four spots are automatically given to the first ranked team in each conference; the second four spots are given to the remaining highest-ranked All Conference teams. The first and second ranked teams in the country must play each other, and the Rose Bowl always hosts the Pac 10 and the Division 1A Midwest champs. After you play your Bowl game, check the rankings again to determine your final status.

Resetting the Cartridge

Your *College Football USA 96* cartridge can be reset to its factory settings, allowing you to erase any user records, changed formations, and saved seasons.

To reset the cartridge:

1. From any game screen, press **A**, **C**, and **START** at the same time, while pressing **RESET** on your Genesis. The screen turns green.
2. Release the four buttons and press **RESET** again. The cartridge battery is cleared and the game returned to the factory settings.

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Art Direction: George Simmons

Sound and Music: Joel Simmons and Jim Simmons

Executive Producer: Scott Orr

Supervising Producer: Rob Martyn

Line Producer: Kevin Hogan

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