

**3.22 STARTING POSITIONS** Note that rookies and free agents are added to the first spot available on your roster (completely empty spaces first, replacing no star players second). You should expect to have to make a SELECT STARTER action for most or all of your new players after they have been added to your roster.

**3.23 TRAINING CAMP** In training camp you have five special actions, those allowed being coach, fix, rename, start, swap and waive. All of these actions are reported in the league report and are not included in the league roundup (the previous turn). Orders for training camp are submitted for the same deadline as the scheduled pre-season round, and are processed BEFORE the games are played. The new regular season schedule is also issued along with the results of the pre-season games.

## **4 SETUP**

**4.1 JOINING A LEAGUE** If you take over a position in an existing league then you will be sent a copy of the roster for that team. If you join a new league starting up then you will receive an initial selection list with which to set up your initial roster. Once the league is full a deadline will be set (the end of pre-season deadline). You must make your initial roster selection before the deadline.

**4.2 INITIAL SELECTION LIST** Each team has an initial selection list to itself, and each list of forty to fifty players is different (although they all look the same). Players on the list are identified by draft number and their strengths are indicated by the usual nominal value and nominal category. Ages are random.

**4.3 INITIAL ROSTER** You may make any selection of players that will fit on your roster, to a total of 20 points nominal value (see also paragraphs 4.5 and 4.6 for other restrictions on your initial selection, and paragraph 4.8 for a possible exception). Identify the players you want by draft number and give each a shirt number and name (see paragraph 1.9). Each player on the list may only be selected once. If you make mistakes then your selection will be changed.

**4.4 20 POINT LIMIT** The restriction on your initial selection is that the **total nominal value** must be **exactly 20** (but see 4.8). Don't forget, you're picking the "star" players of the team only. This limit applies **ONLY** to your initial selection, and after this there is no limit on the total value of your roster.

**4.5 QUARTERBACKS** You must pick a quarterback, and should NOT pick a backup quarterback. If you want a passing team then don't forget to pick some pass protection - your quarterback won't thank you for asking him to pass from underneath a pile of linebackers.

**4.6 DEFENCE** You must pick at least four players on defence (DLs, LBs and DBs). This restriction does not apply in future seasons, because by then you will have seen what happens to teams that don't have defences. You must also choose a defensive formation by nominating one of the defensive linemen or linebackers to play NT or MLB (see 1.18).

**4.7 LEAGUE ROUNDUP** After the pre-season deadline the league roundup and schedule are issued along with the results of the pre-season games. The schedule lists all the games to be played each week. The first round of games is a round of scheduled pre-season games. The league roundup lists the teams and coaches involved in the league along with an outline of their rosters (the star players, with their nominal values and nominal categories only).

**4.8 VARIATIONS** Your GM may change the 20 point initial roster limit to a value of his own choosing (the same value applies for all teams in the league). If this is done then the alternative value will be given on your initial selection list. The other selection rules and restrictions remain unchanged.

# Gameplan *Rosters Guide*



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# 1 ROSTERS

**1.1 STAR PLAYERS** In Gameplan the playing strengths of each team are determined by the strengths of a dozen or so "star" players. The remaining players that would be on the roster of a real team are called "no star" or "zero value" players. They have no effect on team strengths and are generally ignored. Any type of player may be a star player, but some types are more likely to have higher values than others. You may fill in the names and shirt numbers of the "no star" players on your roster if you wish, but will be charged an extra turn to have them entered into the computer. Alternatively you can have them automatically entered by the computer.

**1.2 STARTERS** There are thirty-three places on a Gameplan roster (by position: two quarterbacks, three running backs, two tight ends, five offensive linemen, four wide receivers, five defensive linemen, five linebackers, five defensive backs, one kicker and one punter), slightly more than would be in a team's starting line up. All positions are labelled individually, but at present the software does not distinguish between different positions except for quarterbacks and running backs (so your FB is rated differently from your HB, but your left guard and your right tackle are not treated differently) and the key players in your defensive formation (see 1.18).

**1.3 BACKUP PLAYERS** A real team will also have a larger number of "backup" players on a roster. Some of these will play a few downs each game in special situations or when starters are injured, while others will never leave the bench. These players are not included on Gameplan rosters, which never have more than 33 players, although the roster does contain more players than would be listed as starters for a real team.

**1.4 STRENGTH CATEGORIES** There are fourteen categories of playing strengths. Five are offensive categories, five are defensive categories, and four apply to special teams. These are outlined below, along with the types of plays on which they apply.

- ORI Rushing through the middle of the offensive line (power running).
- ORO Rushing to the outside, around the end of the line (running in open field).
- OPS Short passing and dumpoffs up to ten yards, "sticky hands" for receivers.
- OPL Long passing downfield beyond ten yards, sprinting speed.
- OQB Quarterback protection on passing plays.
  
- DRI Defence against rushing up the middle, straight ahead tackling and blocking.
- DRO Defence against rushing to the outside, pursuit and tackling in open field.
- DPS Defence against short passes and dumpoffs, short pass coverage.
- DPL Defence against long passes downfield, speed and long pass coverage.
- DBZ Pass rush, attempting to penetrate into the backfield and sack the quarterback.
  
- OFG Kicking field goals and extra points (accuracy and distance) and kickoffs.
- OPN Punting, for distance, accuracy, and "hangtime" (reducing return yardage).
- DPR Punt returns, speed and running in traffic (also on reverses).
- DKR Kickoff Returns, speed and running in open field (also on reverses).

**3.16 EXTRA DRAFT CODES** In addition to using the coaching codes to "draft by type" you may also use the codes QR, DZ, LS, TL and FQ. These codes are NOT coaching codes. They are available only for drafting by type (and also creating free agents, see section 3.23). QR attempts to draft a scrambling quarterback, DZ a blitzing defensive back, LS a linebacker with pass defence, TL a tight end with long pass receiving and FQ a running back with pass protection.

**3.17 TRADING DOWN** If the player you obtain in any draft round is of lower value than the "standard" for that round (value three in round one, two in round two and one in round three) and there is a player of at least the standard value still available, then you receive extra losing points (ten times the difference between the standard value and the actual value drafted). This represents the process of "trading down" on draft day.

**3.18 FAILURE TO DRAFT** If you fail to make a legal draft pick then one will be made for you, either attempting to fill weak areas of your roster, or by taking the first player in the list that fits on your roster. A quarterback will not be drafted for you unless your starter is reduced effectiveness or your pick would otherwise be wasted.

**3.19 FREE AGENTS** The free agent list is also available during mini-camp, training camp and during the regular season. Free agent bids are processed **before** special actions (including waivers). During mini camp and training camp you have a space for one free agent bid on your draftsheet. During the regular season you have a space for one free agent bid on your gamesheet. Free agents are signed in an identical fashion to that during the draft (see section 3.11). Free agents signed during the regular season are reduced effectiveness until the following mini camp.

When a free agent is signed the computer will either allocate him the name and shirt number of an existing, no-star player already on your roster, or from your team's current (or recent) real-life roster. If you wish to rename a free agent you will have to do so subsequently. You cannot give a free agent a name at the same time as you sign him - a name is always assigned by the computer.

**3.20 CREATING FREE AGENTS** During the regular season you may create free agents using the special action FA. This creates a new free agent and places him on the free agent list, where you (or anyone else - creating the player doesn't give you any special rights to him, so you can create a free agent and then someone else can outbid you the following turn) can make a bid for them the next turn.

To create a free agent enter any **draft code** in the "name" box to specify a player type and strength. Draft codes include all of the coaching codes (see section 2.11), plus the extra ones you allowed to use for drafting by type (see section 3.16). Age is random. If you enter a value of 2 or 3 in the "shirt" box then the player will be filled out with standard strengths (for his player type) to this value. If you do not enter any value then a one strength player is created. The cost of the action is 1 LP for each player strength created (including special teams strengths).

If you choose a free agent strength for a higher value player then his nominal value is calculated in the usual way (but his actual strengths will be as expected).

CODE [ FA ] SHIRT [ ] NAME [ OL ]

Creates a one point free agent offensive lineman, with OQB strength at a cost of 1 LP.

**3.21 MINI CAMP** In minicamp all the players who have retired are deleted, rookies and free agents are added to your roster, and step-reduced abilities are deleted from the players concerned. There are five special actions in minicamp, processed **after** your roster update (though step-losses are fixed before the roster update). The special actions allowed in minicamp are coach, fix, rename, start, swap and waive. If you intend to use the special actions then make sure you name and number your draftees (otherwise there is potential for confusion). The league roundup is issued at the end of minicamp.

**3.8 COMPENSATION** If you have a lot of reductions, retirements and step-losses you will receive extra losing points to compensate. You should remember that each season you will add 8-12 points worth of player to your roster, so you should expect similar levels of losses. Compensation is only given for excessive losses, not just above average losses or losses greater than the strengths you'll expect to gain in the draft. If you don't get compensation, then your losses were not excessive.

**3.9 DRAFT LIST** The draft list consists of 99 players. Players with additional special teams strengths are indicated with an asterisk. Two asterisks indicate two additional strengths. Apart from coaching no-star players (at the usual 15 LP cost) the draft is now the only source of rookie players.

**3.10 FREE AGENT LIST** Underneath the draft list is the list of up to 48 available free agents. Any players who are waived during the season and draft are placed on this list, so you may well find a player you waived available again. A number of other players may also appear to supplement this list. Everyone on the free agent list is assessed for retirement at the same time as players signed to teams (but with a higher chance of retirement).

**3.11 DRAFT ROUNDS 1-3** There are four sections to fill in on the draftsheet. The first section allows you to give shirt numbers and names for any players already drafted. The second section allows you to make one bid for a free agent. The third section gives you five special actions, either for waiving or fixing players (note that you cannot waive no star players, nor players who have retired). The fourth section is for your draft choices. Note that these are processed in the order shown on the turnsheet. You can't waive a player and spend the losing points on a free agent bid in the same week, but you could replace the waived player with a draftee. Orders for the three draft rounds are submitted for the same deadlines as the first three playoffs rounds (the wild card, divisional and championship games).

**3.12 FREE AGENT BIDS** Your free agent bid may be for any ONE of the players on the free agent list, and you must have a vacancy available on your roster. Players signed are reduced effectiveness. The minimum bid for a player is 10 LP per point of nominal value OR his waiver value, whichever is higher. For example, a QB 2 is 20 LP minimum, an OPNx1 punter is 10 LP, but an OPNx2 punter is 12 LP (his nominal value is only 1, but waiver value is 12 LP). The maximum you may bid for any player is 20 LP per point of nominal value. Players sign for the highest bidder. Losing points are not deducted if the bid is unsuccessful. Tied bids are decided first on regular season record and then randomly.

**3.13 SPECIAL ACTIONS** During the three draft rounds the special actions are restricted to waive and fix. These actions are processed AFTER free agent bids but before the draft. Fixing a reduced effectiveness player costs 5 LP per point of nominal value. Fixing a step-reduced player costs 10 LP (this is only possible during the draft or minicamp: at the end of minicamp the step reduction is actually carried out and it's too late to save the strength). A step reduced strength is worth nothing when a player is waived. You should note that players waived during the draft will go onto the free agent list and may be signed by any teams.

**3.14 DRAFT PICKS** In each round of the draft you have one pick. You may select any player from the list provided there is space for him on your roster. You will need to give a list of preferences (by draft number) for your choice to take account of other teams drafting in front of you. Your turnsheet will tell you how many choices to give. Note that a player who has retired leaves a vacancy, whereas a one value player who is step-reduced still takes up a roster spot (because he can still be fixed).

**3.15 DRAFT BY TYPE** Draft choices are normally given by draft numbers in a preference list, but you can select a particular type of player instead. Simply indicate the playing position you require by using one of the special action coaching codes or one of the extra draft codes (see section 3.15). You will then draft the highest value player of this type with the strength indicated, provided there is such a player available and space for him on your roster. If there is no such player that can be drafted then the draft continues with the next preference on your list.

**1.5 ROSTER LIMITATIONS** You are limited in the number of players of each type you can have on your roster. There are ten different player types in the game (several different real life playing positions are usually run together in groups). These types, the number of each you can have on your roster, and their typical playing strengths are listed below. Other strengths and values may exist on established rosters set up under earlier versions of the rules.

Player Type	Number Allowed	Usual Strengths	Others Possible	Doubles Possible
QB: Quarterback	Two	OPS OPL	ORO OQB	OPS OPL
RB: Running Back	Three	ORI ORO OPS	OQB DPR DKR	none
TE: Tight End	Two	ORO OPS	OPL	none
WR: Wide Receiver	Four	OPS OPL	DPR DKR	none
OL: Offensive Lineman	Five	ORI ORO OQB		none
DL: Defensive Lineman	Five	DRI DBZ	DRO	none
LB: Linebacker	Five	DRI DRO	DPS DBZ	none
DB: Defensive Back	Five	DPS DPL	DRO DBZ	none
KK: Kicker	One	OFG		OFG
PN: Punter	One	OPN		OPN

*Note: Kickers and Punters may also have triples or quadruples in OFG and OPN.*

**1.6 NOMINAL VALUES** The nominal value of a player is the sum of all his playing strengths in each category except for special teams strengths. A player with only special teams strengths has a nominal value of one. The nominal value of a player determines how much he "costs" in an initial roster selection or as a free agent and how much he is worth when waived.

**1.7 NOMINAL CATEGORIES** On your roster the full team strengths of each player are given, but on other reports only the "nominal category" is given. This is one category in which the player has at least one strength. Players normally have their strengths spread around in different categories (see section 1.5).

**1.8 AGE** A player's age is given in terms of a number of years experience. The effect of an extra year on the chance of injury and retirement increases as the player gets older, but experienced players are more effective than recent recruits, counting for better individual strengths. By age eight a player has around a 50% chance of being "reduced" at the end of each season.

**1.9 PLAYER NAMES & NUMBERS** Players on rosters are identified by their shirt numbers. Player names may be up to 20 characters long, including blanks. Player names and shirt numbers must belong to current players of an appropriate type with the same team in real life. Inappropriate names and numbers will be refused. If you don't know the team's roster well enough then ask for the names and numbers to be chosen for you.

**1.10 REDUCED EFFECTIVENESS** Any player new to a team is "reduced effectiveness" for the whole of his first season, and each player already on your roster at the end of the season is assessed for injuries. Injuries are not critical and do not prevent a player from playing, but the player becomes reduced effectiveness for the following season. The strengths of reduced effectiveness players are counted as form strengths rather than actual squad strengths. It is important to be aware that the main disadvantage of having players of reduced effectiveness is NOT that they are weaker, but that any extra form gains will have less effect (see next paragraph).

**1.11 PLAYING STRENGTHS** Your actual playing strengths in a game depend on your total roster or "squad" strengths with extra components for form, training, your opponent's accumulated keys (these effectively counter your accumulated training) and some additions according to the individual players on your roster. Accumulated form and training work on a sliding scale: each extra point contributes less to your actual playing strengths than the one before it (having more than four or five of either is a waste of effort). Nine points is the most allowed (any more gained are lost) for form, and seven points is the maximum allowed for training. It is better to spread your form and training around as many plays and categories as possible, provided you don't spread them too thin to be effective.

**1.12 SQUAD STRENGTHS** Your squad strengths are the backbone of your team, and are the sum of the strengths of the players on your roster (fixed for the season). Reduced effectiveness players do not count towards squad strengths, but count for extra form strengths instead.

**1.13 FORM** Form points are temporary extra team strengths gained by successful play. Each game the winning team receives one point of form in two strength categories chosen by the computer (it chooses the ones it thinks you did best in, or in some cases the ones in which you did least badly). The losing team receives one form point if the margin of victory was less than ten points. If the game is tied then both receive one form point. A team also receives one extra point of form in a defence category if it prevents the opposing offence from scoring any touchdowns, and another for a complete shutout.

**1.14 TRAINING** Training for each game is added to an accumulated total, and it is that total which is added to playing strengths. Offence training counts for two points and defence training counts for one. The offence training boxes may be used for defence training (in which case they count for only one point), and the defence training boxes may be used for offence training (in which case they still count for only one point). Either may be used for special teams plays (FG, FB, KO, KS, ON, PN, PC, PR, PV, PB, KR and KV). Training in Gameplan "Superbowl" game is different, and there is no separate tally for training in this version (see guide for details). Training does not accumulate for pre-season games, nor if a team has a bye in the first round of the playoffs.

**1.15 INDIVIDUAL STRENGTHS** On each play call there is an extra component added to your playing strength according to whether you have appropriate players needed to take key roles on that play (for example on a flare out pass the bonus is for having a pass catching running back). A "reduced" player still counts at full strength for individual strengths. Experienced players count for more "individual" strengths than younger players (especially rookies). The longer you can keep them playing, the better they get.

**1.16 LOSS OF FORM, TRAINING AND KEYS** Form may be lost when you change starting players and defence formation during the season. At the end of each season (during mini camp) your accumulated accumulated training and keys on each play are divided by three, so only a fraction of your accumulated training and keys are carried over into next season.

All accumulated form is now lost at the end of the season (during mini camp) so that the only form you begin the season with is that due to "reduced effectiveness" players on your roster. Consequently early form gains will have more impact than in previous versions of the game (when teams carried over accumulated form from previous seasons).

**1.17 LOSING POINTS** Losing points (LPs) are the "currency" used for coaching and acquiring free agents, representing the ability of unsuccessful teams to trade away veteran players and draft picks to build for the future. Your current total of LPs is normally shown on your game report, and on your draftsheet during the post season. Each game (up to week ten) you gain 3 LPs if you lost, two if you tied or won by less than ten points, and one otherwise. LPs at the end of the season are carried over in full to the next season, and there may be an extra allocation of LPs prior to the draft. You can also gain LPs through waivers. You may not spend LPs that you do not have.

**2.14 CHANGING DEFENCE FORMATION** Any Select Starter action involving the NT or MLB positions, whether direct (e.g. start a guy at MLB) or implied (e.g. start the MLB somewhere else) will select the defence formation concerned (3-4 if you select a NT, 4-3 if you select a MLB). When you select a NT or MLB then any players in the "unusable" positions on your roster (DRT, DLT and MLB in 3-4; NT, LILB and RILB in 4-3) are moved, if possible. An "implied" change of an "inactive" NT or MLB (i.e. the MLB in 3-4 or NT in 4-3) does not change the defence formation. Changing your defence formation will usually result in some loss of form on defence.

## **3 THE DRAFT**

**3.1 INTRODUCTION** The draft in Gameplan works much like that in the NFL, as each team picks one player in turn each round. In Gameplan the draft is carried out during the playoffs to save time and there are only three rounds (most real "star" players are selected in the early rounds). The draft list and your first draftsheet are issued on the final week of the regular season. There will be around one hundred players on the list available to be drafted, plus a free agent list of up to forty eight free agents. Only players from the draft list may be drafted, and only players from the free agent list may be signed with free agent bids. All will be reduced effectiveness in their first season.

**3.2 DRAFT ORDER** The draft order in Gameplan is decided on regular season results only. Teams draft in reverse order of final regular season standings. Ties are broken on the basis of net points (i.e. points difference) in all games.

**3.3 THE DRAFTSHEET** For each round you receive an individual turnsheet, setting out the current state of your roster and what you have to do for that turn. You should send your orders on this draftsheet. Do not return the draft list. Your first draftsheet will tell you which players will be reduced for the following season, which players have suffered step losses, and which are retiring. Draftees, retirements, waivers, reduced effectiveness and step losses will have no effect on your roster until after mini camp. You may also get a small allocation of 10-20 losing points prior to the draft.

**3.4 REDUCED EFFECTIVENESS** All players at the end of the season are tested. The percentage chance of a player being reduced is related to the square of his age, and the player type. Actual values are not given, because we often have to change them. If the percentage chance is above 100 then the player is certain to be reduced, and may retire outright (see next section).

**3.5 RETIREMENTS** If a player is reduced when he is already reduced effectiveness then he retires at the end of the playoffs. Where the chance of a player being reduced is greater than 100% there is a chance of him being retired outright, even if he was not already reduced. Note that occasionally rookies will be "busts", since they are always reduced effectiveness in their first season and there is a small chance of them retiring at the end of that season. In most circumstances the name and number of a retired player will remain on your roster as a "no star" player.

**3.6 STEP REDUCTIONS** A number of "step reductions" are applied to each team in addition to the assessment of reduced effectiveness and retirements. A step reduction (so called because real life players are often said to have "lost a step") is where a player loses one particular strength, and keeps any remaining strengths at full effectiveness. The number of step reductions applied are the same for each team in the league. Reduced effectiveness and retirements override step reductions, so a player being step reduced may be cancelled by him being reduced effectiveness or retired. A player can only have one ability step-reduced each year. Step-reduced abilities can be fixed during the draft (at a cost of 10 LP each) but this must be done before or during mini-camp.

**3.7 KICKERS & PUNTERS** Star kickers and punters who aren't reduced, retired or step-reduced may gain a strength in the season update (even to the point of becoming a four-strength player).

**2.11 COACHING** The special action codes listed below relate to coaching. The cost of coaching a player is fifteen losing points. The code you enter in the box labelled "code" indicates BOTH the type of player to be coached AND the category in which he is to be coached. The shirt number of player must be given in the box labelled "shirt".

The player MUST be of the appropriate type for the code given, and may not already have the strength indicated for that code (exceptions: quarterbacks may be coached up to a maximum of two strengths in each of OPS and OPL, while kickers and punters may be coached up to three in their respective skills). Some allowable strengths cannot be coached (e.g. quarterbacks in ORO) and these can only be acquired through the draft. All running backs (HB, FB or RB) can be coached the same, but a starting HB or FB is not effective at returning kicks and punts.

If you coach a player with a shirt number that is not on your roster, then provided there is space for a player of that type and you have provided an appropriate name as well then a new player is added to your roster. The new player will be a rookie, and will be reduced effectiveness (if you coach a no star player who is already on your roster, then that player will also become a reduced effectiveness rookie).

Code	Meaning	Code	Meaning
FB	Coach a running back in ORI	QB	Coach a quarterback in OPL
HB	Coach a running back in ORO	QS	Coach a quarterback in OPS
RB	Coach a running back in OPS	DL	Coach a defensive lineman in DBZ
KR	Coach a running back in DKR	DI	Coach a defensive lineman in DRI
PR	Coach a running back in DPR	DO	Coach a defensive lineman in DRO
OI	Coach an offensive lineman in ORI	LB	Coach a linebacker in DBZ
OR	Coach an offensive lineman in ORO	LI	Coach a linebacker in DRI
OL	Coach an offensive lineman in OQB	LO	Coach a linebacker in DRO
TE	Coach a tight end in ORO	DB	Coach a defensive back in DPL
TS	Coach a tight end in OPS	DS	Coach a defensive back in DPS
WR	Coach a wide receiver in OPL	DR	Coach a defensive back in DRO
WS	Coach a wide receiver in OPS	KK	Coach a kicker in OFG
WP	Coach a wide receiver in DPR	PN	Coach a punter in OPN
WK	Coach a wide receiver in DKR		

Note: Coaching costs 15 LPs for each strength. Acquiring free agents during the draft or regular season normally costs around 10 LPs per strength. Free agents are the most cost effective way of spending losing points. Players waived are worth fewer LPs per nominal value, so it is rarely worth waiving one player to coach another.

**2.12 SELECT STARTER (SS)** This action allows you to move players around on your roster (centre to guard, LILB to ROLB etc). The shirt number of the player concerned is given in the "shirt" box, and the new position is given in the "name" box. If a player is moved to a position already occupied (even by a no-star) then the current occupant moves to the position vacated. Select Starter actions involving the QB, BQ, NT or MLB positions may have other effects on your roster and are detailed below.

CODE [ SS ] SHIRT [ 17 ] NAME [ QB ]

Starts player number 17 at QB.

**2.13 START QUARTERBACKS** If you have more than one QB you may swap the starter and backup during the regular season. Changing your starting QB will usually result in some loss of form on offence.

**1.18 DEFENCE FORMATION** Your defence formation is chosen by nominating either a defensive lineman to play at nose tackle (NT) in a 3-4 formation or a linebacker to play middle linebacker (MLB) in a 4-3 formation, and the formation you have selected is shown on your roster. This choice affects how your defence strengths are assessed, and can be critical to the success of a team. To play 4-3 successfully you need to have a strong defence overall and a dominating MLB. Your choice of NT if you choose to play 3-4 should be a straight-ahead run stopper and pass rusher. If you are playing 4-3, then don't leave star players in the NT, RILB and LILB slots. If you play 3-4, then don't leave players in the MLB, DRT and DLT slots.

**1.19 QUARTERBACKS** You may have two quarterbacks on your roster at once, but one will be designated as the starting quarterback (QB) and the other as the backup quarterback (BQ). The backup's strengths are not counted towards your team strengths. If the starter is reduced effectiveness then any strengths he has in common with the backup are still added to your team as squad strengths rather than form. If your backup quarterback is both older and weaker than the starter then their strengths are averaged while the starter is on the field.

The QB starts each game, but if he is shaken up by the defence and performs badly then the backup may come on to replace him. It is not generally reckoned a good idea to have more than one "star" quarterback on your roster unless one or both is reduced effectiveness.

**1.20 BACKUP QUARTERBACKS** If a rookie (first year) quarterback from the draft goes through an entire rookie season without ever being the designated starter he gains an additional strength at the end of the season (at no cost). The strength gained is normally a passing strength (you don't get to choose). Coming off the bench (when your starter is replaced) does not prevent him gaining this bonus.

**1.21 SCRAMBLING** A scrambling quarterback is one that has playing strengths other than passing. Scrambling QBs are harder to sack and may still be able to run for yardage under pressure from the defence. Those with ORO strength may carry the ball successfully on sneaks, draws, keepers and options, while those with OQB strengths will scramble only on options and to avoid a sack.

**1.22 RUNNING BACKS** Any running back may play in any running back position (full back, half back or utility back), A full back should be able to run to the inside and block. A half back should be able to run to the outside. Either may catch passes equally well. The third type of running back is the "utility back" who may be either a pass catching back, a special teamer, or a backup player. The utility back is equally effective in pass catching and is the only back whose strengths count as a kick/punt returner (your starting FB and HB will not be used on Special Teams).

## 2 SPECIAL ACTIONS

**2.1 SPECIAL ACTIONS** Special actions are normally available only during the regular season and the scheduled pre-season round (there is also a limited set of actions during the draft, in minicamp and in training camp). During the regular season you have one special action per turn, plus one select starter action (the special action may also be used as a select starter action). Each special action is identified by a two letter code, and must be entered in the "special action" boxes in the turnsheet. Some actions require a shirt number, in which case this should be entered in the box labelled "shirt". The box labelled "name" is not used except when coaching to place a new player on your roster (i.e. with a shirt number not already used).

**2.2 SUMMARY** The list of codes below are all those that are available other than the codes for coaching, and are explained in the sections that follow.

Code	Meaning
WA	Waive (give shirt number - must be a star value player).
UP	Instructs the team to play UP for this and subsequent games.
HD	Instructs the team to play HARD for this and subsequent games.
CA	Cancels previous instructions to play UP or HARD (the team plays normally).
FX	Fix (returns reduced effectiveness or step-reduced players to full effectiveness) .
CX	Coach Extra (coaches an extra form gain in the area specified).
SS	Select Starter (moves a player to a new position on the roster).
##	Rename (changes the shirt number and name of a player already on the roster).
SW	Swap (swaps the names and numbers of two players already on the roster).

**2.3 WAIVERS (WA)** You may waive any player actually on your roster at any time, and recover some of their value in losing points. Conditional waivers are not allowed. Players waived during the regular season are discarded immediately, and their strengths are deducted from team totals. Don't get carried away with waivers - the only reasons to waive a player are if he has skills you no longer need, you need room on your roster for someone new, or you need some other type of player instead. It is almost never worthwhile to waive a full effectiveness player. You do not need to waive players who are no longer with the appropriate NFL team, but you can rename and number such players.

A full effectiveness player when waived is worth 10 LPs for each point of nominal value, plus 5 LPs for each extra special teams strength not included in his nominal value. A reduced effectiveness player when waived is only worth 8 LPs for each point of nominal value, plus 4 LPs for each extra special teams strength. A player who has already decided to retire, or has his only strength step-reduced (see later) is worthless. Step-reduced strengths have no value for waivers.

CODE [ WA ] SHIRT [ 17 ] NAME [ ]

Waives player number 17

**2.4 PLAYING HARD (HD)** If you play hard then your defence plays tougher and more aggressively. They'll hit harder and sooner when they hit, but will be liable to miss tackles and be called for more and heavier penalties. Playing hard is to gamble on success: if you don't make it, then you'll get burned. Playing hard is intended to relate to the defensive philosophy of the team. It has no effect on form, and doesn't become less effective with frequent use. See also paragraph 2.6.

CODE [ HD ] SHIRT [ ] NAME [ ]

Instructs you team to play Hard for this and all subsequent games.

**2.5 PLAYING UP (UP)** If you play up then your team plays stronger, but does gain any form whatever the result. All teams automatically play up in all playoff games. Playing up is intended to relate to the way in which the team prepares for the game as well as the level of commitment during the game. The more often you play up during a season, the less effective it becomes. The less often you play up, the more you may have in reserve if you do reach the playoffs. Note that playing up includes all of the benefits of playing hard but doesn't risk missing tackles and giving away penalties (you may not play hard and play up at the same time). See also paragraph 2.6.

CODE [ UP ] SHIRT [ ] NAME [ ]

Instructs your team to play UP for this and all subsequent games.

**2.6 CANCEL (CA)** Cancels any previous instructions to play up or hard (effectively an instruction to "play normal"). An instruction to play up or hard remains in force until it is cancelled, or superceded (an instruction to play up cancels play hard and play hard cancels play up) or until the next preseason.

CODE [ CA ] SHIRT [ ] NAME [ ]

Cancels any previous instruction to play UP or HARD.

**2.7 FIX (FX)** The special action FIX (give the shirt number of the player to be fixed in the "shirt" box) returns a reduced effectiveness or step-reduced player (this latter only applies during the draft) to full effectiveness. Fixing a reduced effectiveness player costs 5 LPs per point of nominal value (there's no cost for extra special team strengths). Fixing a step reduced player costs 10 LP.

CODE [ FIX ] SHIRT [ 23 ] NAME [ ]

Fixes player number 23.

**2.8 COACH EXTRA (CX)** This action allows a coach to "buy" extra form strengths (they aren't added to individual players' strengths). The strength required should be given in the "name" box, and the cost is 5 LP. These form strengths count the same as those acquired by any other method.

CODE [ CX ] SHIRT [ ] NAME [ OQB ]

Adds a team form strength in OQB.

**2.9 SWAP (SW)** The SWAP action enables a coach to swap the names and numbers of two players already on the roster. The shirt numbers of the players concerned are given in the "shirt" box and the "name" box. The player strengths remain in the same positions, but the shirt numbers and names are swapped. The players must be the same player type.

CODE [ SW ] SHIRT [ 17 ] NAME [ 12 ]

Swaps the shirt numbers and names of player number 17 and player number 12

**2.10 RENAME (##)** This action enables a coach to rename a player already on the roster. There is no action code, as the old shirt number of the player to be renamed is given in the "code" box. The new shirt number is given in the "shirt" box and the new name is given in the "name" box. The new shirt number cannot be that of a player already on the roster.

CODE [ 17 ] SHIRT [ 12 ] NAME [ DAVE SMITH ]

Renames player number 17 as player number 12, Dave Smith.

*Note: You are advised to avoid renaming and renumbering of players during the season. Players' individual stats are stored according to their shirt numbers, so changing shirt numbers could well lead to these individual stats being mixed up.*