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Disk Loading & Player Controls

1. Turn on your computer, and make sure that the default drive/directory is the drive and directory where the Football program and .FBF files reside.

2. Type: FOOTBALL [Enter]. The game will now load.

3. Use the Down Arrow [↓] key to position the   pointer next to your monitor type. Press [Enter].

4. Select the number of joysticks you want to use by pressing [0], [1], or [2].

NOTE: You MUST use at least one joystick with the PCjr. A second PCjr joystick is optional. All other computer systems allow either full keyboard control of both Football teams, or the use of one optional joystick ONLY.

Football can be played from the keyboard, or by using a combination of keyboard and joystick controls. The HOME TEAM is controlled using joystick A or the numeric keypad. One joystick is required when playing on the PCjr since the PCjr's keyboard has no numeric keypad. The VISIT-ING TEAM uses the following control keys:

FIREBUTTON ← TAB   Q   W   E

A   S   D

FIREBUTTON   Z   X   C

B
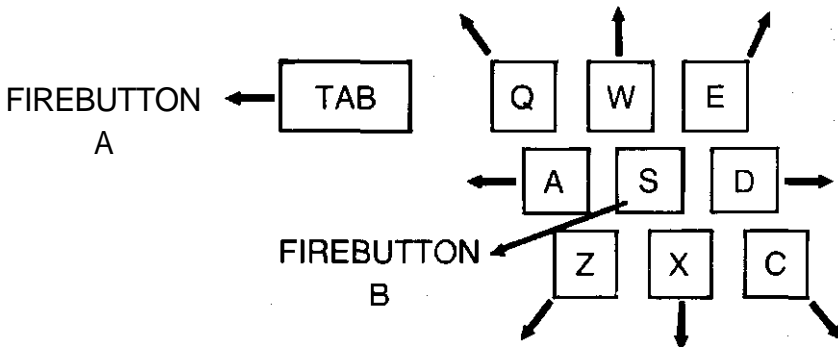
These keys perform the same functions as the numeric keypad. The arrows indicate equivalent joystick movements when using a second joystick on the PCjr.

The keyboard equivalent of firebutton A is [ENTER] for the HOME TEAM, and [TAB] for the VISITING TEAM.

Firebutton B is numeric keypad [5] for the HOME TEAM, and [S] for the-VISITING TEAM.

Restarting the Game

You can start a new game any time Football's MAIN SCOREBOARD is displayed on the screen. Press the [CTRL] and [R] keys simultaneously (when the MAIN SCOREBOARD is showing) to restart the program.

One-Player or Two-Player Game

When the title screen is displayed, you may select a one-player game by pressing the joystick up (or use the [↑] key).

To select a two-player game, pull the joystick down (or use the [↓] key).

In a one-player game, you control the HOME TEAM with the numeric keypad or the joystick plugged into Control Port 1 (joystick A), and the computer controls the VISITING TEAM.

In a two-player game, the numeric keypad or joystick A controls the HOME TEAM, and the secondary keypad or joystick B (PCjr only) controls the VISITING TEAM.

Team Selection

Football features two teams, the AL STARS and the NL STARS. Both teams are modeled on individual player performances. We've spent many hours evaluating the key criteria for football players, and have created two equally-matched yet very different teams.

1. Use the joystick or the [⬆] and [⬇] keys to move the cursor to the HOME TEAM you'd like to select, and press the firebutton on your joystick or the [ENTER] key. The team will be loaded from disk.

2. Move the cursor to your VISITING TEAM selection and press the firebutton or [ENTER] again. The same team may be selected as both the VISITING and HOME teams.

Quarter Length

A real football game is played in four 15-minute Quarters. Football lets you set any Quarter length you like, from 1 to 99 minutes. When you see the prompt:

QUARTER LENGTH IS 15

you may change the Quarter length by pressing your joystick up (or use the appropriate [⬆] key) to increase Quarter length, or press down (use appropriate [⬇] key) to decrease Quarter length.

Changing Player Values

Football includes two complete teams. All players have been modeled to reflect real football players' characteristics, but you can alter these

characteristics during a game. Press the [Y] key when the MAIN SCORE-BOARD is displayed. The CHANGE PLAYER DATA screen will then be displayed. VISITING TEAM players' names and attributes are listed on the left side of the screen, and HOME TEAM players are listed on the right. Move the cursor (using the joystick or appropriate keys) to the Player Value you would like to change and enter a new value. Press [ENTER] when all your changes are made.

Explanation of Player Values

Next to each Player's name on the CHANGE PLAYER DATA screen are two or more adjustable attributes appropriate to that player's position. Adjustable Player Values include:

S- SPEED
P - POWER
C - CATCHING ABILITY
QP - QUICK PASS
SP - SHORT PASS
LP - LONG PASS

"SPEED, "P"OWER, and "C"ATCHING ABILITY are segmented into five categories:

RATING	SPEED	POWER	CATCHING ABILITY
5	Exceptionally fast	Extremely strong	Great hands - Can catch almost anything thrown.
4	Fast	Strong	Good hands - Can catch most Passes if thrown close by.
3	Average	Average	Average
2	Slow	Not very strong	Will drop some Passes.
1	Slowest	Very little strength	Will catch the Pass if thrown right on the numbers.

S refers to the player's SPEED. The lower the value, the slower the player runs. SPEED is a critical player attribute when you are considering a particular Running Back or Linebacker.

P refers to the player's POWER. The higher the value, the stronger the player. Backs with a high POWER value will be able to break most tackles. A Linebacker with a high P value is extremely strong and will make most of his tackles. If the ball carrier and the tackling Linebacker have the same P rating, the POWER edge factor is eliminated.

C refers to a Receiver's CATCHING ABILITY. The higher the value, the better the Receiver can catch a Pass.

QP refers to a Quarterback's QUICK PASS Completion Percentage. The lower the value, the lower the Completion Percentage. Quick Passes are SLANT-IN and SQUARE OUT patterns. Passes are described in the **Pass Play Descriptions** section of this book.

SP refers to a Quarterback's SHORT PASS Completion Percentage. Short Passes are HOOK and SLANT-IN patterns.

LP refers to a Quarterback's LONG PASS Completion Percentage. Long Passes are POST and FLAG patterns.

Even though SPEED, POWER, and CATCHING are initially divided into five categories (1 -5), you can enter any number from 1 to 9 for the Player Value you wish to change. If you enter a 9 for a player's SPEED, for example, that player will be very, very fast.

Kickoffs

The HOME TEAM automatically receives the kickoff at the start of each game. At the start of the second half, the VISITING TEAM receives the kickoff. When kicking to the opposing team, the screen will display:

KICKOFF TYPE IS NORMAL

Press the SPACE BAR to alternate between a NORMAL or ONSIDE kickoff. Press the firebutton or appropriate [ENTER] key to execute the kickoff.

Kickoff results are displayed on the MAIN SCOREBOARD. The kickoff play itself is not shown on the screen, only the outcome.

Normal Kickoff

The usual type of kickoff, kicked deep into the receiving team's end zone when hoping for a TOUCHBACK or only a small run back.

Onside Kickoff

Used when the kicking team is behind with a chance of recovering the ball in the receiving team's territory after touching a receiving lineman. Must go at least 10 yards.

One-Player Game

In a one-player game you are the HOME TEAM and the computer controls the VISITING TEAM. At the start of the game, press the firebutton on your joystick. The computer (VISITING TEAM) automatically selects the type of kickoff you will receive.

Scoreboard Descriptions

Football has two scoreboards. The MAIN SCOREBOARD is displayed at the end of each play. A SMALL SCOREBOARD is displayed while you are making your play selections.

Main Scoreboard

	1	2	3	4	TOTAL
TIME- 10:00					
AL STARS	00	00	00	00	00
NL STARS	07	07	13	00	27

TIME OUT	QTR	DWN	TOGO
HT-3	4	3	08
VT-2	BALL ON > 24		

PASS
COMPLETE FOR 3 YRDS

The MAIN SCOREBOARD (illustrated above) is shown at the end of each play. The name of the VISITING TEAM is always listed first on this scoreboard, above the HOME TEAM name. The MAIN SCOREBOARD displays:

• TIME remaining in the quarter.

• The SCORE by quarter and TOTAL points for each team.

-
TIME OUTS remaining for each team.

• The current QUARTER.

• The DOWN of the next play.

• TO GO, the number of yards the Offensive team needs for a first down.

- BALL ON, which refers to the field location of the ball. The > character indicates that the ball is on the right half of the playing field; a character would mean that the ball is on the left side of the field.

A Play Recap section at the bottom of the MAIN SCOREBOARD summarizes the action of each play. This section indicates:

- Whether a Pass was COMPLETE or INCOMPLETE, and for how many yards.

- Whether the Quarterback was sacked and, if so, the number of yards lost.

- How many yards a Run gained or lost.

- Whether a Field Goal attempt was GOOD or NO GOOD.

- After a score, whether the POINT AFTER TOUCHDOWN (PAT) attempt was GOOD or NO GOOD (NG).

NOTE: A referees' time out pauses the game whenever the MAIN SCOREBOARD is displayed. The game clock starts running again as soon as you move to the Play Selection Screens.

Small Scoreboard

A SMALL SCOREBOARD is displayed on the Play Selection Screens. This Scoreboard displays:

- The DOWN number.

- TO GO, the number of yards needed for another 1st and 10.

- The GAME CLOCK, showing the number of minutes and seconds left in the Quarter.

• The 30-SECOND CLOCK, which shows the number of seconds remaining to select a play.

NOTE: This Scoreboard also flashes a TWO MINUTE WARNING when only two minutes are left in the Half. The TWO MINUTE WARNING pauses the game. You must press the firebutton and push your joystick up at the same time to continue.

Game Clocks and Timeouts

There are two clocks you must keep track of in Football. The GAME CLOCK was set when you selected a Quarter length at the start of the game. This clock determines the ends of the Quarters, Halves, and the end of the game.

Secondly, a 30-SECOND CLOCK is used to time Offensive play selections. If you are unable to make your Offensive selections before this clock runs out, you will be assessed an automatic 5-yard Delay of Game penalty.

Just as in a real football game, the clocks will be stopped during the following situations:

• Running the ball carrier OUT OF BOUNDS (a good strategy if you are behind and want to save your TIME OUTS.) This situation will only stop the Game Clock.

• INCOMPLETE PASS. If an Incomplete Pass is thrown, the game clock will be stopped until the *next* time the ball is hiked. The 30-second clock starts once you begin making your play selections.

• TIME OUTS. A time out can only be called from the Play Selection Screens. To call a time out, press the joystick to the right twice. Both the game clock and the 30-second clock will stop. To resume play after calling a time out, simply continue making your play selections.

NOTE: In the one-player version of Football the computer will call a HURRY-UP OFFENSE if it is behind in the fourth Quarter, taking less time to call it's Offensive plays. If the computer is ahead in the fourth Quarter it will stall when making play selections, in an attempt to run down the clock.

Scoring

There are four ways to score points in Football:

• TOUCHDOWN (6 points). A touchdown is scored whenever any part of the ball, legally in the possession of a player inbounds, goes above, on, or over the opponent's goal line.

• POINT AFTER TOUCHDOWN (PAT) (1 point). After a touchdown, the scoring team is allowed one try for a PAT. The ball may be spotted anywhere between the inbounds lines, two or more yards from the goal line. A successful conversion counts for one point whether the ball is Kicked, Run, or Passed into the end zone.

• FIELD GOAL (3 points). Scored when the ball is snapped to the holder and kicked between the opponent's goal posts.

• SAFETY (2 points). The opposing team scores two points when the ball is dead on or behind a team's own goal line, if the impetus comes from a player on the opposing team.

Play Selection Descriptions

Football's play selection options have been designed to provide the ultimate in football simulation. OFFENSE and DEFENSE play selections are made simultaneously. The Play Selection Screens are divided, with Offensive choices displayed on the right side of the screen and Defensive choices displayed on the left.

Offensive Play Selection

Screen I

Move your joystick up to select a RUN, or down to select a PASS.

Running Plays

Screen II

If a Run was selected on Screen I, you should now move the cursor with your joystick (or the [↑] and [↓] keys) to select a RUN PLAY in the upper right area of Screen II. Press firebutton A (or equivalent) to enter your selection.

Types of Run plays:

OUTSIDE UP
INSIDE UP
OUTSIDE DOWN
INSIDE DOWN
OPTION UP
OPTION DOWN
CROSSBUCK

PUNT
FIELD GOAL

These plays are described and illustrated in the **Run Play Charts with Assignments** section of this book.

NOTE: Press the joystick to the left (or the appropriate [←] key) to cancel your Run selection and return to the first Play Selection Screen. Remember, the clocks are still going, so be careful not to get a Delay of Game penalty.

Run Formations

Screen Ill

On a Running play you can select one of the following FORMATIONS:

PRO 2 BACKS
I FORMATION
POWER I - 3 BACKS
(4 RECEIVERS) (Used with Passing plays only)

Use your joystick (or the appropriate [↑] and [↓] keys) to move the cursor to the formation you'd like to use, and press firebutton A (or equivalent) to select that formation. If you want to cancel your selection, push the joystick to the left or press [←]. This will return you to the first Play Selection Screen.

Formation Descriptions and Uses

PRO 2 BACKS

This is the most common formation used in both Running and Passing plays. Two Backs are in the backfield. One Back is lined up 3 yards behind the Quarterback on the left side, the other Back is 3 yards behind the Quarterback on the right side. The Split End is set wide to the top of the screen on the line of scrimmage, while the Flanker is set wide to the lower side of the screen and starts 3 yards behind the line of scrimmage.

BLOCKING BACK ●

QB ●

RUNNING BACK ●

I FORMATION

A common Running formation. (This formation cannot be used for a Pass play. If you select this formation for a Pass play it will automatically be changed to a PRO 2 BACKS formation by the Quarterback.) In this formation the Running Backs line up directly behind the Quarterback. The Split End and Flanker line up as they would in a PRO 2 BACKS formation.

NOTE: This formation gives you some blocking advantages on Inside Runs, so you will normally gain more rushing yards if an Inside play is chosen.

POWER I - 3 BACKS

A special Run formation designed to gain a yard or two when you have a third-and-short situation or you need only several yards to score. (This formation also cannot be be used for a Pass play. The Quarterback will automatically switch to a PRO 2 BACKS formation if you try to use this formation with a Pass play.)

BLOCKING
BACK

RUNNING BACK ●   ●   QB ●

●
EXTRA BLOCKING BACK
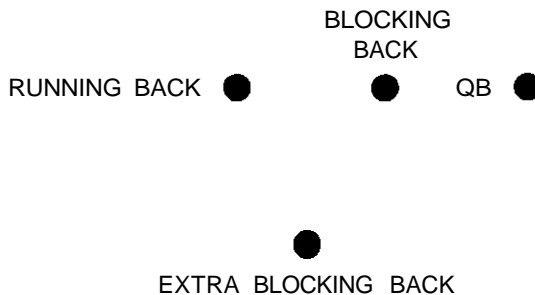
Run Play Charts with Assignments

OUTSIDE UP PRO-SET

The lead Back blocks the upper Cornerback as he rushes in. The second Back carries the ball. This is the player you select on the third Selection

Screen as the primary ball carrier, and his color changes to gray when he gets the ball. The ball carrier changes color only after he has the ball to insure play secrecy. The Wide Receiver's job is to block the upper outside Linebacker. The Offensive line blocks straight ahead.
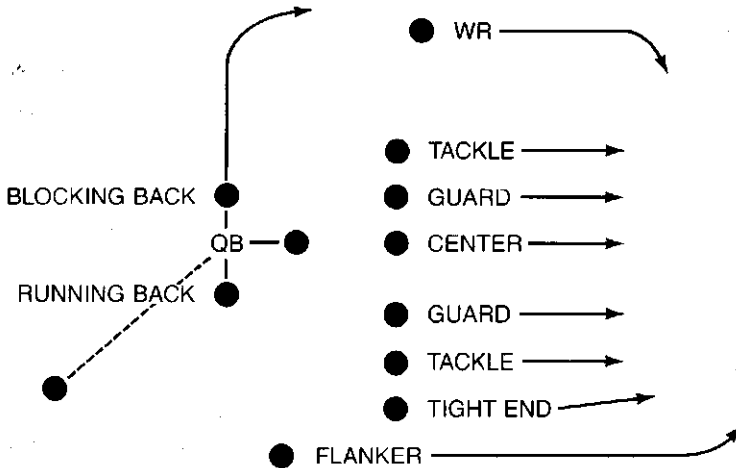
OUTSIDE DOWN RUN OUT OF THE POWER I

NOTE: In the POWER I formation, the Flanker is replaced with an extra blocking Back.
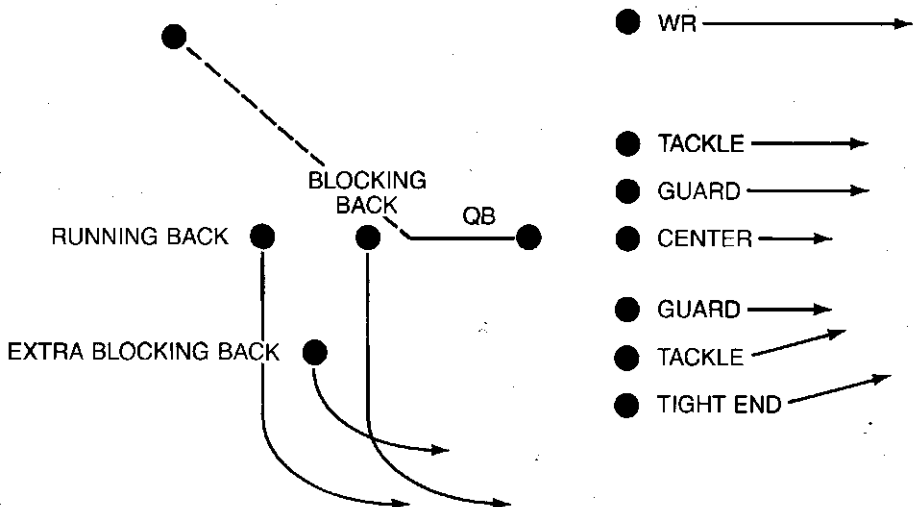
INSIDE UP

The lead Back is a blocking Back used to help the upper Guard and Tackle open up the upper half of the Defensive line, giving the Halfback (the second Back) a clear hole for a run up the middle. If the lead Back doesn't contact a Defensive lineman or Linebacker he will continue his blocking assignment downfield. If the ball carrier has broken free and the lead blocking Back has not blocked someone, he will turn around to block a Defensive player pursuing the ball carrier. The second Back is designated on the third Selection Screen as the primary ball carrier, and his color changes to gray when he gets the ball. The Wide Receiver's job is to block the upper Cornerback. The Tight End is responsible for the Defensive Tight Safety, and the Flanker is responsible for the lower Cornerback.

If this play is used out of a POWER I formation, an extra blocking Back replaces the Flanker. His assignment is to assist the lead blocking Back.

INSIDE UP OUT OF THE I FORMATION
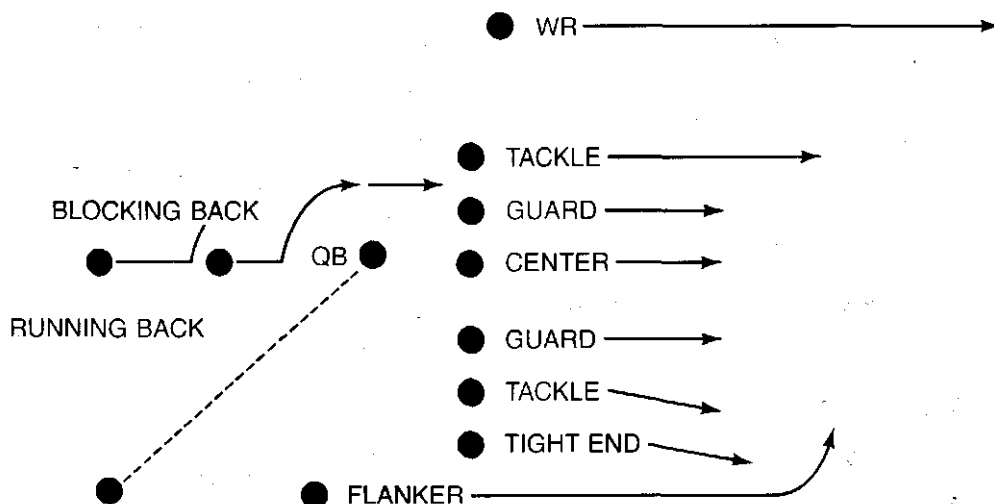
INSIDE DOWN RUN OF THE PRO-SET FORMATION
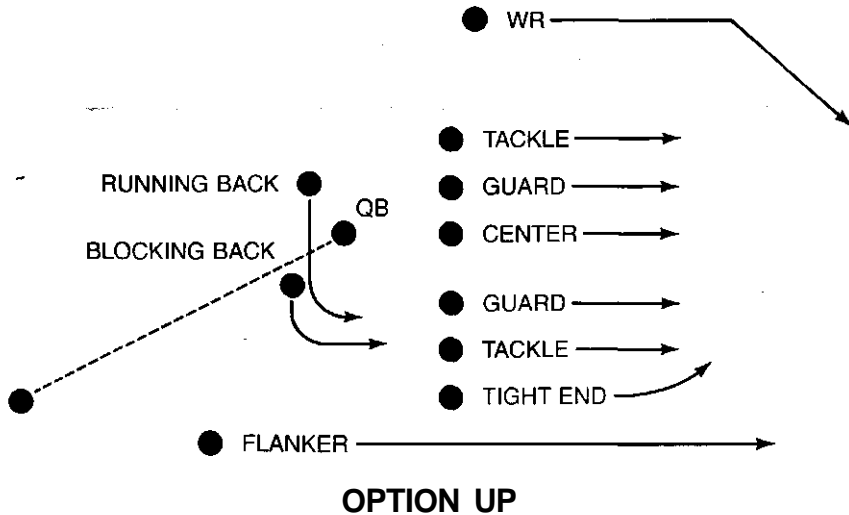
OPTION UP

If the OPTION play is selected, you have three options:

1. Hand off to the Fullback (the first Back) by pressing firebutton B (or equivalent) twice before the Quarterback passes the Fullback.

2. Pitch the ball to the Halfback by pressing firebutton B (or equivalent) twice after the Fullback (the first Back) passes by the Quarterback.

3. Let the Quarterback run the ball.

Keys to watch for:

1. If the inside Linebacker falls down on the block of the Offensive Guard, your best play is to run the Fullback (the first Back).

2. If the Defensive Cornerback goes with the Halfback, you should run the Quarterback.

3. If the Cornerback converges on the Quarterback, then pitch the ball to the Halfback (the second Back).

You are optioning off the upper Cornerback, hoping he'll commit himself to tackling the Quarterback. Then you can pitch the ball to the Halfback (the second Back).
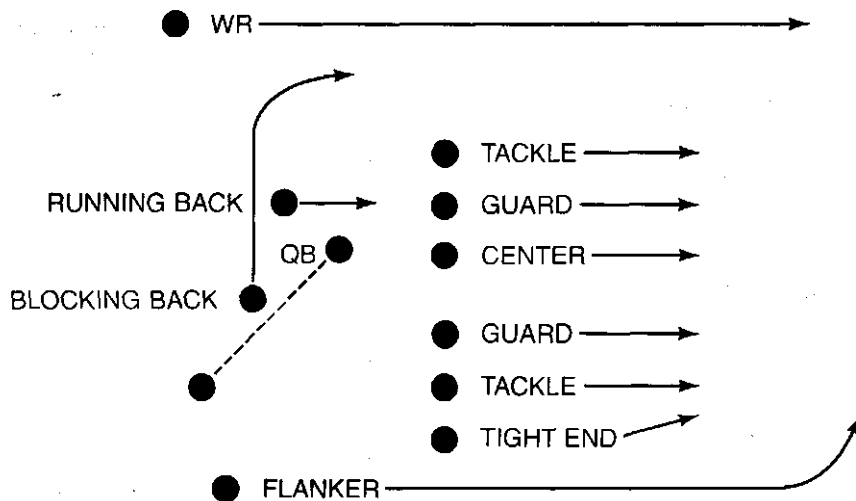
OPTION DOWN OUT OF THE I FORMATION
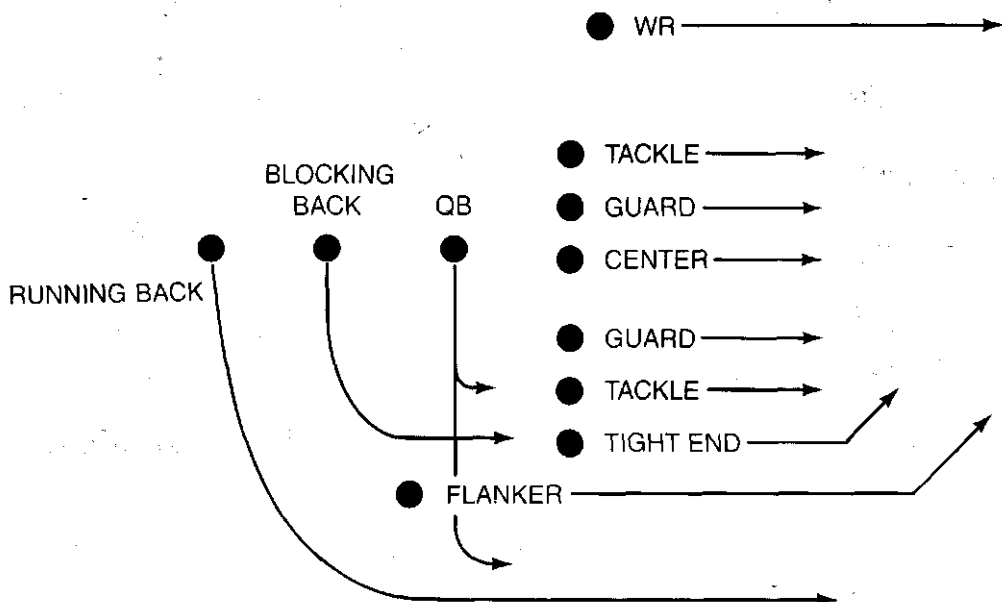
CROSSBUCK

When the CROSSBUCK play is selected, press firebutton B (or equivalent) twice before the Fullback (the first Back) passes the Quarterback if you want to hand off to the Fullback. Otherwise, the Quarterback will hand off to the Halfback (the second Back).

The lead Back is the blocking Back used to help the upper Guard and Tackle open up the upper half of the Defensive line, giving the Halfback (the second Back) a clear hole for a run up the middle. If the lead Back doesn't contact a Defensive lineman or Linebacker, he will continue his blocking assignment downfield. If the ball carrier has broken free and the lead blocking Back has not blocked someone, he will turn around to block a Defensive player pursuing the ball carrier. The second Back is designated on the third Selection Screen as the primary ball carrier, and his color changes to gray when he gets the ball. The Wide Receiver's job is to block the upper Cornerback. The Tight End is responsible for the Defensive Tight Safety, and the Flanker is responsible for the lower Cornerback.

If this play is used out of the POWER I formation, an extra blocking Back replaces the Flanker. His assignment is to assist the lead blocking Back.
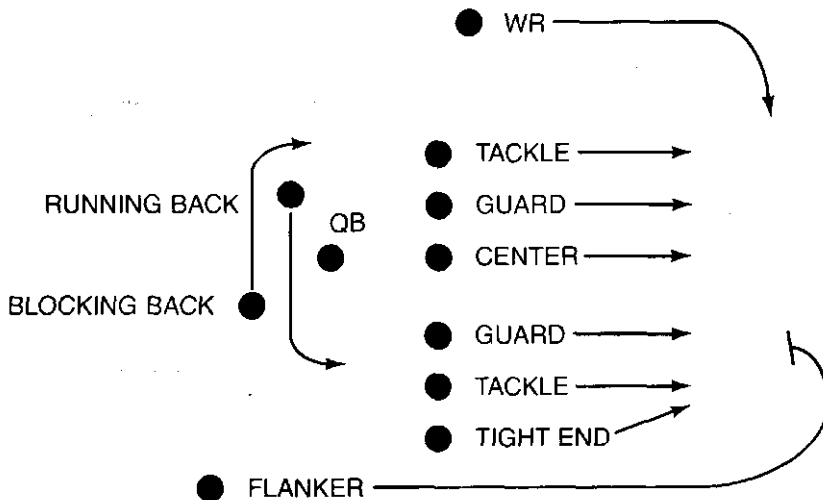
Selecting the Primary Running Back

Screen IV

To select the primary ball carrier, move the cursor to the Running BACK you want to carry the ball. (In OPTION and CROSSBUCK plays you can pitch the ball to your second Back if your primary Back is covered. Please refer to the OPTION and CROSSBUCK play descriptions.) Press firebutton A (or equivalent) to enter your selection; you will then be trans-ferred automatically to the playing field to direct your team.

One important consideration to remember when selecting a ball carrier is that each Running Back has both a "STEED and a "P"OWER rating.

RATING	SPEED	POWER
5	Exceptionally fast	Extremely strong
4	Fast	Strong
3	Average	Average
2	Slow	Not very strong
1	Slowest	Very little strength

NOTE: If you use the same Back more than two times in a row as your primary ball carrier, his SPEED rating will decrease by a factor of 1 for each additional Run until he reaches a SPEED rating of 1.

Running Play Interaction

The Offensive team controller must press his firebutton to start a play. If you don't touch your joystick after the play has started, the play will be acted out with the ball carrier gaining or losing a predetermined number of yards. Your gaming skills come into play as soon as you touch the joystick.

Once you move your joystick, the ball carrier will run in the direction the joystick is pushed, gaining or losing yardage based on your gaming abilities:

```
                          RUN  UP


                            ↑
        RUN LEFT    ←───────┼───────→    RUN  RIGHT
                            ↓


                        RUN DOWN
```
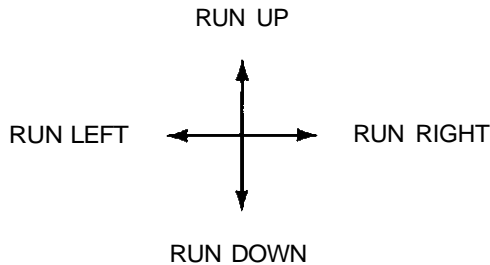
The ball carrier will only run in the direction the joystick is pushed; returning the joystick to it's center position will cause the ball carrier to stop.

Remember that with OPTION and CROSSBUCK plays you have the option of letting the first Back (the Fullback) carry the ball. (See OPTION and CROSSBUCK play descriptions.)

The Kicking Game

The Kicking game is a very important aspect of any football game. In fact, a significant number of professional games have been won due to the Kicker's performance.

Punting

To select a PUNT, perform the following steps:

1. Select a RUN play by pressing your joystick up on the Offensive Play Selection Screen.

2. Move the cursor to the PUNT play selection and press your firebutton.

3. Simply press the firebutton on the next two Screens when asked to select a FORMATION and a Running BACK (Screens III and IV).

4. When you move to the playing field, press the firebutton and the Punter will kick the ball a predetermined number of yards based upon team performance.

Punt Returning

When a Punt is kicked to you, your Punt Returner will become activated and change color. You can let him return the Punt a predetermined number of yards just by leaving the joystick in it's center position, or you can help out on the runback by directing the Punt Returner with your joystick.

```
                    RUN  UP
                       ^
                       |
 RUN LEFT   <----------+----------> RUN RIGHT
                       |
                       v
                   RUN DOWN
```
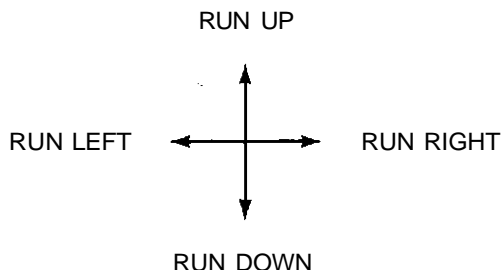
Once you've touched the joystick, the Punt Returner will stop running if you let the joystick return to it's center position.

Defending Against the Punt Return

When a Punt is kicked to you, the Kicking team's Tight Ends run down the field. Your End (in the lower portion of the screen) is activated and changes color. You can control his actions to tackle the Punt Returner.

RUN UP

RUN LEFT   RUN RIGHT

RUN DOWN
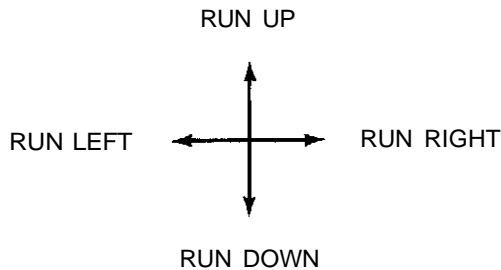
Returning the joystick to it's center position will cause your Defender to stop running.

Field Goals

Perform the following steps to select a FIELD GOAL:

1. Select a RUN play on the first Offensive Play Selection Screen.

2. Move the cursor to the FIELD GOAL play and press your firebutton.

3. Simply press the firebutton when asked to select a FORMATION and a Running BACK (Screens III and IV).

4. When you move to the playing field, press the firebutton and your Field Goal Kicker will attempt a Field Goal. The outcome is based on the Kicker's past performance.

Passing Plays

Screen I

Move the joystick down to select a PASS play.

Screen II

Use your joystick to move the lower cursor (the PASS PLAY selection cursor) to the type of Pass play you want to use, and press the firebutton.

Pass *Play Descriptions*

A Receiver can run five basic Pass patterns. Eligible Receivers include:

Split Ends
Flankers
Tight Ends

If a Running Back is chosen to be the primary Receiver, he will run to an opening in the Flat (see illustration below).

LONG PASSES	SHORT PASSES	QUICK PASSES
(15 + Yards)	(8 to 15 Yards)	(0 to 5 Yards)
POST PATTERN	HOOK PATTERN	SLANT IN
FLAG PATTERN	SLANT IN	SQUARE OUT

SQUARE OUT

SPLIT END ● ──────┬──────↑──────┐ HOOK ──────→ FLAG

SLANT IN   POST

FLAT   SLANT IN

BK1 ●

BK2 ●   FLAT

BK2 ●   SLANT IN ──────────→ POST

TIGHT END   HOOK
OR FLANKER

SQUARE OUT   FLAG
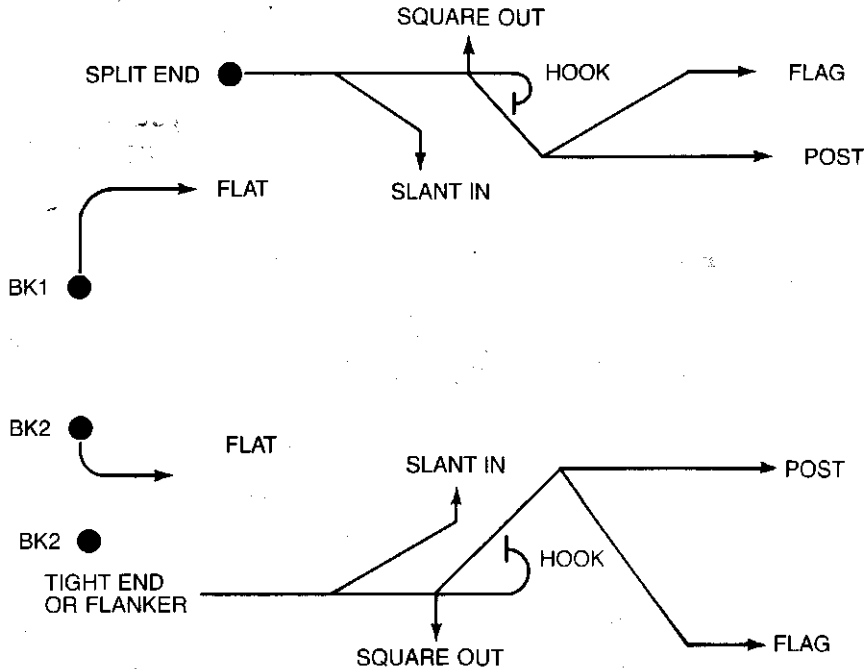
Pass *Formations*

Screen III

Use your joystick to point the cursor at the FORMATION you'd like to
select, and press the firebutton. You can cancel your selection by press-
ing the joystick to the left twice. This will return you to the first Play Selec-
tion Screen.

Four formations are available:

PRO 2 BACKS: A Run or Pass formation.

I FORMATION: A Run formation only. If you select this formation with a

Pass play, the Quarterback will automatically substitute a PRO 2 BACKS formation.

POWER I - 3 BACKS: Another Run formation only. If you select this formation with a Pass play, the Quarterback will substitute a PRO 2 BACKS formation.

4 RECEIVERS: A Pass formation.

Formation Descriptions and Uses

PRO 2 BACKS

This is the most common formation used for both Run and Pass plays. Two Backs are in the backfield. One Back is lined up 3 yards behind the Quarterback on the left side. The other Back is lined up 3 yards behind the Quarterback on the right side. The Split End is set wide to the top of the screen on the line of scrimmage, while the Flanker is set wide to the lower side of the screens and starts 3 yards behind the line of scrimmage.

PRIMARY RECEIVING BACK ●

QB ●

SECONDARY BLOCKING BACK ●

4 RECEIVERS

A dedicated Pass formation used for long-yardage downs. (If a Run play was selected, this will automatically be changed to a PRO 2 BACKS formation.) This formation puts the maximum number of Receivers into

the game, increasing your chances for a completed Pass. However, you also face a greater chance of being sacked due to the lack of blockers in the backfield.

Selecting the Quarterback/Primary Receiver

Screen IV

In a Pass play you must select both *a* QUARTERBACK and a primary RECEIVER from this Screen. Perform the following steps in sequence:

1. Use the joystick to move the QUARTERBACK cursor to the Quarterback you want, and press firebutton A.

2. Move the RECEIVER cursor to the primary Receiver you'd like to have catch the pass, and press firebutton A again. (There is a way to select a secondary Receiver if you find that your primary Receiver is covered. See **Secondary Receiver Selection** in this book.)

After choosing your primary Receiver, you will automatically be transferred to the playing field to direct your team. Your primary Receiver will run the type of pattern you've selected for him, and all of your other Receivers will run SLANT IN patterns in case the Quarterback gets into trouble and needs to find a secondary Receiver.

NOTE: If you feel that you've made a poor choice in play selection, or decide that you want to Punt, press the joystick to the left to return to the first Play Selection Screen. This must be done before selecting a primary Receiver. Remember that the clocks are still running; be careful to avoid a Delay of Game penalty.

Quarterback Data

When selecting a Quarterback, you'll notice that each name is followed by the labels QP%, SP%, and LP%. These labels refer to a Quarterback's various Pass Completion Percentages. We've studied professional Quarterbacks' Pass completions, segmented the types of passes they throw, and assigned a corresponding Completion Percentage foreach type. Refer to QB1 's Player Data in the back of this Play Book. His PCT. (percent of Completed Passes) for the most recent playing season was 60.2; this means that he completed 60.2% of all Passes he threw, whether Flat Passes (an easier Pass to catch) or Bombs (which typically have a lower chance of being caught). We've segmented each QB's Pass Completion Percentages by the types of Passes thrown. Thus all Quarterbacks, even if they have the same total percentage of Completed Passes, will vary in the types of Passes thrown and completed.

Types of Pass plays include:

QP (Quick Pass, 0-5 yards) - SLANT IN and SQUARE OUT patterns.

SP (Short Pass, 8-15 yards) - SLANT IN and HOOK patterns.

LP (Long Pass, 15+ yards) - FLAG and POST patterns.

The SPEED and POWER ratings for a Quarterback come into play only if you decide to have the Quarterback run with the ball. See **Running the Quarterback.**

Receiver Data

Receivers' abilities are divided into two categories, SPEED and CATCH-ING.

The lower a player's S value, the slower he runs. SPEED is a critical player attribute when considering a particular Receiver.

The higher a player's C value, the better he can CATCH the ball.

Pass *Play Execution*

Once on the field, press firebutton A (or equivalent) to start the play. (When the computer has the ball in a one-player game, you will have 2 seconds to select your primary Defender.)

When your Quarterback has the ball, press firebutton A (or equivalent) twice to throw to your primary Receiver. If the Receiver catches the Pass, you have two options:

1. Don't touch the joystick, and let the Receiver run his predetermined number of yards.

2. Control the Receiver's run with your joystick in the following way:

RECEIVER UP

RECEIVER LEFT ← → RECEIVER RIGHT

RECEIVER DOWN
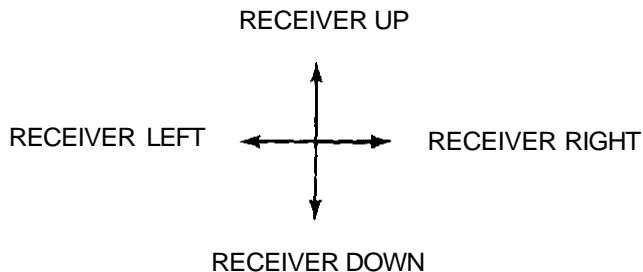
Remember that once you've touched the joystick, the Receiver will stop running if you let the joystick return to it's center position.

Secondary Receiver Selection

Sometimes after dropping back to pass, you'll find that your primary

Receiver is covered. If you want to throw to another eligible Receiver who's open, perform the following steps in sequence:

1. Press firebutton B (or equivalent) only once.

2. Select your secondary Receiver by pushing the joystick in the following direction:

   Up - Split End
   Down - Halfback
   Left - Flanker
   Right - Tight End

Running the Quarterback

The Quarterback can also run with the ball. You can Sneak, by directing the Quarterback with the joystick once he has the ball. Or you can drop back, let the Defensive Linebackers commit to converging, and run a Quarterback Draw Play up the middle.

The SPEED and POWER ratings for a Quarterback are the same as for any Running Back. Please refer to **Selecting the Primary Running Back** in this play book for details.

Scrambling the Quarterback

Sometimes you may want to elude oncoming Defenders before passing the ball. You can move the Quarterback freely in any direction with the joystick before passing to an open primary or secondary Receiver. Scrambling the Quarterback may improve your Pass Completion Percentage, depending on the type of Pass chosen.

Defensive Play Selection

DEFENSE play selections are made on the left side of the Play Selection Screen, and take place at the same time the OFFENSE makes it's selections.

Screen I

On this screen you must decide whether the Offensive team is going to RUN or PASS. If you correctly guess a Run, the Offense will gain less yardage since your team was looking for the right play. If you guess Pass and the Offense calls a Run, the Offense will gain more yards. The same is true for a Pass Defense selection; if you guess correctly, the chances for an incomplete Pass or a sack are higher than if you make the wrong decision. Push your joystick up to select a Run Defense, or down to select a Pass Defense.

NOTE: If you select a Pass Defense more than two times in a row, your primary Defender's SPEED is reduced by 1 for each subsequent Pass selection.

Blitzing the Linebackers

Screen II

This screen gives you the option of choosing to have any or all of your Linebackers Blitz the Offense. Simply move the cursor next to the Linebacker(s) you want to Blitz and press the firebutton. You may choose to Blitz any or all of your Linebackers by placing the cursor next to the player(s) of your choice and pressing the firebutton. Push the joystick to the left when you've finished making your selection(s).

Linebacker Characteristics

There are several factors you should consider when choosing which of your Linebackers to Blitz, including the consequences of making the Blitzing decision.

The Defensive Linebackers have been modeled to perform as real Linebackers do. Each Linebacker is given a SPEED and POWER rating which you will have to take into account when deciding how to utilize each player.

RATING	SPEED	POWER
5	Exceptionally fast	Extremely strong
4	Fast	Strong
3	Average	Average
2	Slow	Not very strong
1	Slowest	Very little strength

If the Offensive team attempts to Pass and you Blitz with your Linebackers, your chances of sacking the Quarterback are increased. However:

• If you Blitz the OUTSIDE Linebackers, you leave the outside Flats open for a completed Pass to the Ends or Halfbacks.

• If you Blitz the INSIDE Linebackers, you leave the SLANT IN and POST patterns open to the Receivers.

If the Offensive team calls a Running play and you Blitz the Linebackers:

• You increase your chances of stopping the Run for a loss if the Run is to the side where your Linebackers are Blitzing.

• Your chances of pursuing the Runner are decreased if you Blitz on one side and the Run is to the opposite side of the field.

SpecialDefenses

Screen III

If a Run was selected on the first Defensive Play Selection Screen, you now have the option of selecting one of three SPECIAL RUN DEFENSES:

GOAL LINE
KEY BACK 1
KEY BACK 2

Place the cursor next to the Special Run Defense you want to use, and press the firebutton to select that Defense.

If a Pass was selected on the first Defensive Play Selection Screen, you have the option of selecting a SPECIAL PASS DEFENSE:

PASS 5-DB
2X SPLIT END
2X TIGHT END
2X FLANKER

Again, all you have to do is place the cursor next to the Special Pass Defense you want to select and press the firebutton.

Run Defenses

GOAL LINE

In this Defensive alignment you move your Linebackers closer to the line of scrimmage, to hold an Inside Run to less of a gain. Because the Flats are open, however, you increase the chances for a completed Pass.

KEY BACK(S)

In this Defense, you anticipate that the Back you are Keying on will carry the ball so you can decrease his chances for a good Run. If you guess wrong and the other Back carries the ball, however, he will gain more yards than he would have had no Key Defense been called.

Pass Defenses

5TH DEFENSIVE BACK

With this Defense, you replace an Inside Linebacker with an additional Cornerback. (The actual screen Defensive alignment changes if this is called.) If a Pass is thrown, the chances are greater that it will be Intercepted or be an Incomplete Pass. If the Offense Runs the ball, however, the chances are greater that it will be a long Run.

2X (DOUBLE COVERAGE)

By choosing to Double Cover any of the Ends, you decrease the chances of a Completed Pass and increase the chances for an Interception. But if the Offense Runs the ball, the gain will be longer.

Controlling the Defensive Player

Once on the playing field, the Free Safety is automatically selected as your primary Defensive player. (This is the player that changes color.) If

you are not satisfied with this selection, you have 2 seconds to choose another primary Defensive player before the play starts (see Primary Defense Diagram). Just push your joystick in one of the following directions:

Up - TIGHT SAFETY
Down - FREE SAFETY
Left - OUTSIDE LEFT LINEBACKER
Right - OUTSIDE RIGHT LINEBACKER

The player you've selected will change color on the playing field, and when the play starts you can control his directional movements with the joystick.

As the play unfolds you may want to select and control a different primary Defender. Press firebutton A (or equivalent) once, and push the joystick in one of the directions described above to choose another primary Defensive player.

Interceptions and Incomplete Passes

If a thrown ball intersects a Defender on a Pass play, it becomes either an Incompleted Pass or an Interception depending on the Defender's position. The Defensive player changes color if he intercepts the ball, and he can then run and be controlled with your joystick in the usual way.

Offensive and Defensive Line Matchups

If a Defensive Lineman gets knocked down, an Offensive player can run over him. Any Offensive runner contacting a standing Defensive Lineman will be tackled.

Primary Defense Diagram

◀ CORNER BACK

◀ OUTSIDE RIGHT LINEBACKER

◀ DEFENSIVE END

◀ INSIDE RIGHT LINEBACKER

◀ NOSE TACKLE   ◀ FREE SAFETY

◀ INSIDE LEFT LINEBACKER

◀ DEFENSIVE END

◀ OUTSIDE LEFT LINEBACKER

◀ TIGHT SAFETY
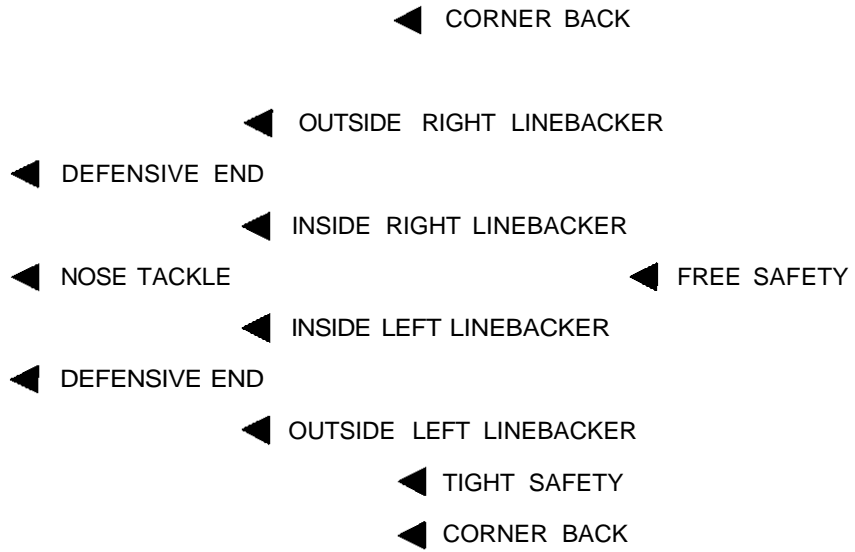
◀ CORNER BACK

5th Defensive Back Defense Diagram

◀ CORNER BACK

◀ 5TH DEFENSIVE BACK

◀ OUTSIDE RIGHT LINEBACKER

◀ DEFENSIVE END

◀ INSIDE RIGHT LINEBACKER

◀ NOSE TACKLE   ◀ FREE SAFETY

◀ DEFENSIVE END

◀ OUTSIDE LEFT LINEBACKER

◀ TIGHT SAFETY
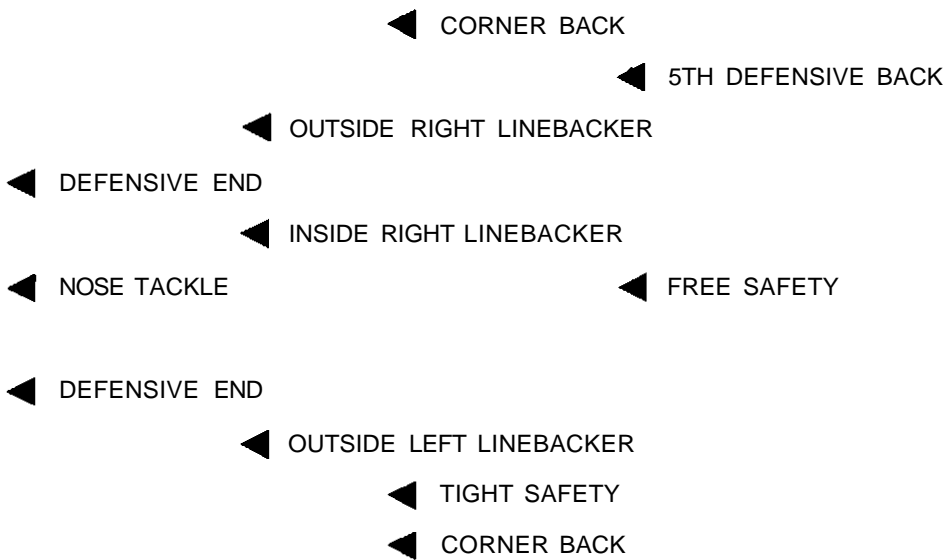
◀ CORNER BACK

In this Defense, the 5th Defensive Back plays next to the upper Corner-back (replacing the Inside Left Linebacker).

Individual Player Listings

AL STARS Players are listed on pages 37-54.
NL STARS Players are listed on pages 55-72.

All Players characterized in this book are fictitious. Any resemblance to real persons is purely coincidental.

Individual Player information is organized as follows:

NAME - POSITION PLAYED

POSITION   COLLEGE ATTENDED   NUMBER OF YEARS PRO

HEIGHT   WEIGHT   BIRTHDATE   HOW ACQUIRED, YEAR

SCOTT SHANNON - QB1

QUARTERBACK   NORTHWESTERN   6TH YEAR

HT: 6'6"   WT:212   BORN: 4/18/57   (ACQ: D-3, '81)

PRO: As backup Quarterback for 3 seasons, Scott saw only limited duty until the 2nd game of last year. Down by a score of 7 to 28 in the 4th quarter, Scott rallied his club in one of the most sensational "come from behind" victories in the franchise's history. Starting the remainder of last season, Scott's explosive and accurate arm led the league in Pass Completion Percentage and Yards. "If Scott remains healthy, his leadership and passing abilities will lead this player straight into the Hall of Fame," says the Quarterback Coach.

COLLEGE: Earned three letters at Northwestern. Won Kodak All-American as a Senior. Chosen to play in East-West Shrine game in 1981, where he threw 5 touchdown passes. Obtained a Pre-Med Degree with a 3.5 Grade Point Average. Academic All-American in Senior year, 1981.

PERSONAL: Married (Ellen). Scott has been recognized by his teammates and city for his efforts and time devoted to local civic and national charities dealing with MS. Hometown: Norwalk, Iowa. Residence: Southport, Connecticut.

PRO STATISTICS:

PASSING

YEAR	G/S	ATT	COMP	PCT	YDS	AVG/ATT	TD	INT
1981	4/0	57	20	35.1	357	6.26	0	4
1982	4/0	63	28	44.4	401	6.37	0	5
1983	3/0	15	8	53.3	146	9.73	1	4
1984	15/14	299	168	56.2	2157	7.21	11	17
1985	16/16	588	354	60.2	4112	6.99	28	22

RUSHING

YEAR	ATT	YDS	AVG	TD
1981	2	2	1.0	0
1982	0	0	0.0	0
1983	6	10	1.7	1
1984	15	80	5.3	1
1985	24	98	4.1	2

DAVE CARSON – QB2

QUARTERBACK   FLORIDA   3RD YEAR

HT: 6'1"   WT: 190   BORN: 5/06/59   (ACQ: T-NY, '83)

PRO: Acquired from New York to fill a "must" position after a freak accident sidelined the club's number one starter. "We've found a backup Quarterback, one who - in case of an injury to Scott - will assure us a winning season," said the Quarterback Coach. During his first year out of college, Dave played in 13 games and started in 6. In 4 of those games, Dave's consistent passing led his team to victory.

COLLEGE: Three-year starter at Florida. Co-Captain in both Junior and Senior years. Sociology Major.

PERSONAL: Single. Born in Stephens, California. Twelve-letter winner as prep, collecting three letters each in football, basketball, baseball, and track. Chosen for All-State team two years in a row as Quarterback. Residence: San Francisco, California.

PRO STATISTICS:

PASSING

YEAR	G/S	ATT	COMP	PCT	YDS	AVG/ATT	TD	INT
1984	13/6	100	56	56.0	572	5.72	6	12
1985	9/0	40	19	47.5	218	5.45	1	2

RUSHING

YEAR	ATT	YDS	AVG	TD
1984	22	60	2.7	1
1985	4	3	.8	0

. TIMOTHY TOWNSELL - BK1

HALFBACK	SYRACUSE	9TH YEAR
HT:6'1"	WT: 204	BORN: 11/15/51	(ACQ: T-SD, '80)

PRO: A versatile and talented Pro who has already ensconced himself among the team's all-time elite, no small feat considering he has only played 6 complete seasons for the club. Tim's exceptional speed has allowed him to lead the team to the Divisional Rushing Title four years in a row. In 1983, he led the league in Total Yards and Touchdowns. "If we can open a clear hole for him, he's gone," says the Head Coach.

COLLEGE: Was Syracuse's leading scorer (12 TDs) and No. 1 rusher (688 yards with a 5.2 average) as a Senior. Also shared team lead in Pass Receptions. Transferred to Syracuse after one year at Columbia, MO. Junior College. Obtained his Degree in Computer Science and has since obtained a Masters degree in Mathematics.

PERSONAL: Married (Linda), one child (David). Hobbies: Cooking, ballet, and decorating. Hometown: Jefferson City, Missouri. Residence: El Cajon, California.

PRO STATISTICS:

RUSHING

	YEAR	G/S	ATT	YDS	AVG	TD	LG
SD	1978	4/0	22	48	2.2	0	12
SD	1979	1/0	2	19	9.5	0	17
	1980	16/15	339	1119	3.3	8	72
	1981	14/14	211	742	3.5	4	47
	1982	15/15	301	1267	4.2	5	67
	1983	16/16	337	1857	5.5	14	94
	1984	16/16	290	1201	4.1	9	70
	1985	16/16	240	1176	4.9	6	67

RECEIVING

	YEAR	P.C.	YDS	AVG	TD	LG
SD	1978	0	0	0.0	0	0
SD	1979	1	2	2.0	0	0
	1980	15	123	8.2	1	15
	1981	22	167	7.5	0	17
	1982	9	91	10.1	0	19
	1983	33	299	9.1	3	19
	1984	41	333	8.1	1	18
	1985	27	201	7.4	2	15

FRANK WOOD - BK2

FULLBACK   IOWA STATE UNIVERSITY   3RD YEAR

HT:5'11"   WT: 243   BORN: 2/01/60   (ACQ: D-5, '83)

PRO: Clearly a determined player, willing to block any defender in sight. "Frank is one of the most surprising players I've ever had the opportunity to coach. He just will not quit. He's a good Pass and Lead Blocker," says the Offensive Back Coach.

COLLEGE: Was a college walk-on and startled all of the Coaching staff by maintaining a 3.9 Grade Point Average in Pre-Veterinary Medicine while winning a starting position over a 2-year starter. Academic All-American, 1982. Frank is continuing to pursue his Doctorate in Veterinary Medicine in the off-season.

PERSONAL: Married (Ann). Hobbies: Camping, fishing, and tennis. Hometown: La Grange, Illinois. Residence: Ames, Iowa.

PRO STATISTICS:

RUSHING

YEAR	G/S	ATT	YDS	AVG	TD	LG
1984	16/12	84	175	2.1	1	10
1985	16/16	121	345	2.8	4	12

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1984	7	35	5.0	0	9
1985	15	90	6.0	1	12

TAYLOR BROWN - BK3

FULLBACK   UNIVERSITY OF NEBRASKA   5TH YEAR

HT: 6'0"   WT: 233   BORN: 7/09/59   (AGQ:T-CLE, '82)

PRO: A talented player who comes from a "football family". "When it comes to sheer straight-ahead POWER, just call on Mr. Brown. He is unbelievable. He hits the line like a locomotive, and drags the entire Defense 3 or 4 yards," says the Offensive Coordinator.

COLLEGE: Started all four years with the "Cornhuskers". Set a Nebraska record of 47 touchdown runs in his college career. Taylor Majored in Economics.

PERSONAL: Single. Honored by the National Council of Alcoholism and Drug Abuse for his untiring efforts in speaking on the perils of alcohol and drug abuse to high school students. Director of the United Way. Hobbies: Boating and golf. Hometown: Omaha, Nebraska. Residence: Burbank, California.

PRO STATISTICS:

RUSHING

	YEAR	G/S	ATT	YDS	AVG	TD	LG
CLE	1982	6/4	50	172	3.4	6	15
	1983	16/14	212	742	3.5	9	14
	1984	16/16	200	680	3.4	10	16
	1985	16/16	243	750	3.1	7	12

RECEIVING

	YEAR	P.C.	YDS	AVG	TD	LG
CLE	1982	2	5	2.5	0	3
	1983	21	117	5.7	0	11
	1984	27	155	7.4	0	22
	1985	30	180	6.0	2	18

VINCE SCARPELLI - BK4

HALFBACK   UNIVERSITY OF PENNSYLVANIA   3RD YEAR

HT: 5'10"   WT: 193   BORN: 9/09/60   (ACQ:D-1,'83)

PRO: A promising young player who's been on the injured list far too often. "We hope we can keep Vince healthy this season. We can really use his depth," says the Offensive Coordinator.

COLLEGE: Runner-up for the Heisman Trophy, 1982. Voted to the Kodak Ail-American team two seasons in a row, 1982 and 1983. Ran for 1210 yards during his career at the University of Pennsylvania, and caught 53 passes for another 325 yards. Vince obtained his Degree in Physical Education.

PERSONAL: Single. Vince is a Special Olympics volunteer, a board member of Athletes for Youth, and a Boy's Club speaker. Hobbies: Toy shopping and watching whales. Hometown: Harrisburg, Pennsylvania. Residence: Luther, California.

PRO STATISTICS:

RUSHING

YEAR	G/S	ATT	YDS	AVG	TD	LG
1984	8/0	24	47	2.0	0	0
1985	10/1	54	256	4.7	0	17

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1984	4	27	6.1	0	11
1985	17	148	8.7	0	26

LEONARD WASHINGTON - SE1

SPLIT END   TEXAS CHRISTIAN   5TH YEAR

HT: 6'3"   WT: 202   BORN: 12/10/58   (ACQ: D-8, '82)

PRO: Blessed with a multiplicity of athletic talents, Leonard ranks as the pre-eminent Split End in Professional football. "This player is not only a pleasure to coach, he's a pleasure to watch. Whenever he's on the field with his fantastic speed, ballet-like moves, and gifted hands, you know that anything can happen at any time," says the Receiver Coach. "It's uncanny when Shannon and Washington are together on the same field. It's the ultimate offensive weapon, like watching a magical ballet."

COLLEGE: Made 77 receptions for 1113 yards and 18 TDs at Texas Christian. A two time track Ail-American, he set a new world record in the 100-yard dash. Has a BS Degree in Electrical Engineering.

PERSONAL: Married (Margaret). Letters all four years in both football and track. Hobbies: Reading, music. Residence: Corpus Christi, Texas.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1982	69	1153	16.7	4	56
1983	91	1226	13.5	2	53
1984	73	1247	17.1	11	97
1985	79	1287	16.3	6	43

BILL LAWRENCE - TE1

TIGHT END   WILLIAM AND MARY   4TH YEAR

HT: 6'4"   WT: 226   BORN: 8/07/60   (ACQ: D-7, '83)

PRO: A bright newcomer to this club, quickly becoming one of the best in the league. "Bill is the best all-around Tight End in the conference as far as blocking and receiving are concerned, and we will definitely need his strength next year," comments the Offensive Coordinator.

COLLEGE: Two year starter at William and Mary. Two-time All-Conference Tight End. Caught 4 TD passes in one game. Academic All American with a 3.91 Grade Point Average. President of the Student Body. Published four satirical essays in the New Yorker.

PERSONAL: Single. Spends the off-season writing for a TV comedy show. Hopes to produce a Broadway play. Hobbies: Skiing, relaxing. Hometown: Ridgefield, Connecticut.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1983	12	157	13.1	0	24
1984	37	511	13.8	4	32
1985	49	666	13.6	4	56

DARYL CHURCH - FL1

FLANKER   UNIVERSITY OF SOUTHERN CALIFORNIA   9TH YEAR

HT:6'1"   WT: 198   BORN: 2/20/55   (AGQ: T-ATL,'83)

PRO: Has been with the club for only 36 games, but is on the verge of crashing the team's all-time Top 20 in Receiving. "Timing, balance, and great concentration make Daryl a good Receiver to throw to," comments Scott Shannon. "During the off-season we'll be working with Daryl to improve his speed. We believe that through a strenuous weight-training program we can improve this area dramatically," says the Offensive Coordinator.

COLLEGE: Three year starter at USC. Had an 80-yard kickoff return for a TD his Sopho-more year. Obtained his Degree in Chemistry.

PERSONAL: Married (Donna) two children (Larry and Rita). Letters in football all four years. Hobbies: Dancing, skiing. Hometown: Oakland, California. Residence: Atlanta, Georgia.

PRO STATISTICS:

RECEIVING

	YEAR	P.C.	YDS	AVG	TD	LG
ATL	1978	5	73	16.7	0	32
ATL	1979	19	306	16.1	4	42
ATL	1980	21	269	12.8	1	32
ATL	1981	29	339	11.7	0	27
ATL	1982	9	129	12.9	1	32
	1983	44	478	10.9	3	25
	1984	25	259	10.4	0	39
	1985	25	277	11.1	2	30

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GEORGE CHESTER - SE2

SPLIT END   KANSAS STATE   4TH YEAR

HT:6'0"   WT: 195   BORN: 1/03/60   (ACQ: D-4,'83)

PRO: A world-class sprinter, he is the heir apparent to Leonard Washington at Split End. "I don't think there's any question that George is at the point where he can step in as a starter," says the Head Coach. "His speed is the best around, and with a little glue we should be able to make the ball stick this season. But there's no question - if he catches the ball, he's gone," says the Offensive Coordinator.

COLLEGE: Three year starter at Kansas State where, playing against Nebraska, he burned the defense three times for TDs of 92, 76, and 81 yards. Two-time winner of the 100 and 220-yard dash in the Kansas and Drake relays.

PERSONAL: Married (Renee). Set national age group record in track as a high school Freshman. Voted to All-State High School Football Team his Senior year. Active in civic and church activities. Hometown: Lawrence, Kansas.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1983	2	57	28.5	1	44
1984	24	407	17.1	1	49
1985	34	725	21.3	3	86

DAVID HUNT - TE2

TIGHT END   WASHINGTON   10TH YEAR

HT:5'11"   WT:200   BORN: 4/13/55   (ACQ: D-2, 77)

PRO: A veteran player who knows his assignments and rarely makes a mistake. "Dave has been a loyal, dedicated player who can motivate his teammates. His age and the abuse to his body are starting to show in this position. He's slower now, and he has difficulty holding onto the longer passes, but his experience counts when we're in a difficult situation," says the Offensive Coordinator.

COLLEGE: Made the PAC Ten Team both his Junior and Senior years at Washington, and listed on the 3rd All-American Team. Majored in Biology.

PERSONAL: Married (Carol). Dave devotes a lot of his off-season time to speaking about the ecological problems associated with acid rain and it's effect on the environment. Residence: Burlington, Washington.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1977	7	71	10.1	1	21
1978	76	879	11.6	7	35
1979	36	376	10.4	6	30
1980	82	987	12.0	8	48
1981	24	224	9.3	1	54
1982	21	237	11.3	1	26
1983	11	135	12.3	0	43
1984	10	95	9.5	1	23
1985	6	63	6.3	0	20

WILLIAM DEVORE - FL2

FLANKER   ALABAMA   2ND YEAR

HT: 6'2"   WT: 189   BORN: 5/30/62   (ACQ: D-6, '85)

PRO: "Bill has good size, speed, and hands," says the veteran Receiver Coach. "He is tremendously strong, capable of bench-pressing 375 pounds, and we may use him in the Tight End slot from time to time."

COLLEGE: Personally recruited by Paul (Bear) Bryant just before his retirement. Four year starter at Alabama. All-Conference Player his Junior and Senior years. Majored in Physical Education.

PERSONAL: Single. Four letters each in football and wrestling. Hobbies: Horseback riding, swimming. Residence: Mobile, Alabama.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1985	24	351	14.6	2	80

MICHAEL STRIPP - ORLB

LINEBACKER   OKLAHOMA   9TH YEAR

HT: 6'3"   WT: 245   BORN: 8/29/56   (ACQ: D-4, 78)

PRO: Veteran player who has become the bellwether of the team's Defense. "The biggest thing about Mike is that he's a great competitor, a dedicated football player, and he plays every down," says the Defensive Coordinator. Equally effective at playing the run or on pass coverage, he led the team this year with 4 interceptions and 10 pass deflections. He also collected 77 unassisted tackles, including 9 Quarterback sacks for 44 yards in losses, and recovered 2 fumbles.

COLLEGE: Academic All-American as a Sophomore. Led his team in tackles two seasons in *a* row. Voted to the All Big Eight Team his Senior year. Majored in Business Administration.

PERSONAL: Married (Ann). Mike has become the club's favored guest speaker in the off-season. Hobbies: Travel, basketball, fishing. Hometown: Oklahoma City, Oklahoma.

PRO STATISTICS:

INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
1978	1	9	9.0	0	09
1979	0	0	0.0	0	00
1980	3	12	4.0	0	06
1981	0	0	0.0	0	00
1982	5	25	5.0	1	08
1983	2	19	9.5	0	11
1984	2	15	7.5	0	12
1985	4	28	7.0	0	09

JEREMIAH STACK - IRLB

LINEBACKER   MICHIGAN   5TH YEAR

HT:6'0"   WT:237   BORN: 7/12/60   (ACQ: T-DAL,'84)

PRO: "Jerry's ability to read a Quarterback is his biggest asset. Somehow he always manages to slip through the offensive line and put on the pressure," says the Defensive Coordinator. Jerry collected 26 unassisted tackles, 35 assists, and was responsible for 16 Quarterback sacks.

COLLEGE: A starter for 3 seasons, Jerry led his team in Quarterback sacks his Junior and Senior years. Academic All-American his Senior year. Obtained a Degree in Political Science. Jerry is continuing to pursue his Doctorate in Political Science during the off-season.

PERSONAL: Single. Has had several magazine articles published, and is writing a novel about the Great Depression. Hobbies: Reading, traveling. Residence: Chicago, Illinois.

PRO STATISTICS:

INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
DAL	1982	1	7	7.0	0	07
DAL	1983	0	0	0.0	0	00
	1984	1	10	10.0	1	10
	1985	0	0	0.0	0	00

SETH THOMAS - OLLB

LINEBACKER   NOTRE DAME   3RD YEAR

HT:5'11"   WT:202   BORN: 3/29/62   (ACQ: D-4, '84)

PRO: Had an impressive Rookie season last year. Was voted Defensive Rookie of the Year, 1984. "When it comes to hitting, or just knowing where the play is going, Seth is always there," says the Head Coach. In 1985, Seth led the club with 4 fumble recoveries, while amassing a total of 82 unassisted tackles and 28 assists.

COLLEGE: Led Notre Dame's defense with the Lowest Total Yards given up in a season. Was the team's Co-Captain. Majored in History.

PERSONAL: Married (Sue). Seth's high school team won the Alabama State title for 3 consecutive years when he was on the team. Won All-State honors his Junior and Senior years. Lettered in track for three years. One of 10 children.
Hometown: Winstead, Alabama.

PRO STATISTICS:

INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
1984	2	12	6.0	0	08
1985	0	0	0.0	0	00

MIKE CANTERBURY - ILLB

LINEBACKER   GRAMBLING   11TH YEAR

HT: 6'2"   WT: 223   BORN: 5/01/53   (ACQ: D-2, 76)

PRO: A veteran defender, attempting a comeback after missing two seasons with a major knee injury. "Mike had started in every game for 6 years until his accident. He was a model of durability, and paced the defense for 3 years," said the team's Defensive Coordinator. Mike was the team's number six tackier, with 55 unassisted tackles, 18 assists, and 2 Quarterback sacks for 18 yards in losses.

COLLEGE: Three year letterman at Grambling. Led the team two consecutive years in total tackles. Obtained his Degree in Marketing.

PERSONAL: Married (Linda) two children (Jason and Julie). Active in civic activities related to youth programs. Football's National Chairman for the United Way, 1983. Hometown: Harris, Alabama.

PRO STATISTICS:

INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
1976	0	0	0.0	0	00
1977	0	0	0.0	0	00
1978	1	6	6.0	0	06
1979	0	0	0.0	0	00
1980	2	19	9.5	1	13
1981	1	2	2.0	0	02
1982	0	0	0.0	0	00
1983	injured				
1984	injured				
1985	0		0.0		00

DONALD STAPLETON - P

PUNTER   LONG BEACH STATE   2ND YEAR

HT:5'11"   WT: 180   BORN: 6/28/62   (AGQ: D-4, '85)

PRO: Won the starting Punter position from an eight-year veteran, and helps the team with his ability to "hang" the ball for great special team coverage. "The hang time that Donald gives our Punt Team is fantastic," says the Head Coach.

COLLEGE: Three year starter, where he set school records for the longest punt (62 yards) and the highest average (41.7 yards). Majored in Physical Education.

PERSONAL: Single. Letters in two sports, baseball and football, for three years each. Frequently competes in surfing tournaments. Hobbies: Surfing, auto racing. Residence: Long Beach, California.

PRO STATISTICS:

PUNTING RECORD

YEAR	NO.	YDS	AVG	TB	In20	LG	BLK
1985	74	3034	41.0	16	10	60	0

KELLEY LINDSAY - FG

PLACEKICKER   BOISE STATE   2ND YEAR

HT: 6'3"   WT:207   BORN: 10/26/62   (AGQ: D-9, '85)

PRO: Earned the respect of the entire team in the first game of the season when, with the score tied and 7 seconds left, he connected on his first Professional field goal... for 51 yards. "The absolute coolest player I've ever seen. When he goes into the game he's totally emotionless, which accounts for his brilliant kicking," says the Head Coach.

COLLEGE: Kelley was a walk-on at Boise State, where he tried out his Junior year. Two year starter. Set the NCAA record for the Longest Field Goal (68 yards). Majored in Agriculture.

PERSONAL: Single. Did not play football in high school, but practiced kicking daily; his father painted goal posts on a barn. One of 8 brothers. Hobbies: Hunting. Hometown: Billings, Montana.

PRO STATISTICS:

KICKING RECORD

YEAR	G	FG/ATT	LG	PAT	TP
1985	16	21/26	51	31/32	94

ACCURACY RECORD

YEAR	1-19	20-29	30-39	40-49	50-
1985	2-2	5-5	7-9	6-9	1-1

JOHN BARKLEY - QB1

QUARTERBACK		STANFORD		12TH YEAR

HT: 6'4"	WT:215	BORN: 4/09/49	(ACQ: WFL, 75)

PRO: A veteran Pro who is the unquestionable leader of the Offensive team. "John has been the foundation of our Offensive team for a decade. When he's on the field, there's no doubt who is in control," says the Head Coach. John has led the club to three Divisional Titles, two Superbowls, and has played in six Pro Bow! games in six consecutive years.

COLLEGE: One of the premier Quarterbacks in PAC Ten Conference history. Completed 544 of 1001 passes for 6109 yards and 33 touchdowns during his collegiate career. Directed his team to the Rosebowl in 1975 by winning the PAC Ten Title. Voted to All PAC Ten Team his Junior and Senior years. All-American Junior and Senior years. Obtained his Degree in Economics.

PERSONAL: Married (Valerie) two children (J.D. and Carrie). Voted the team's "Man of the Year" in 1983,1984,1985 for his untiring efforts in working with handicapped and inner-city children. Popular after-dinner speaker. Hometown: Los Angeles, California. Residence: San Jose, California.

PRO STATISTICS:

PASSING

YEAR	G/S	ATT	COMP	PCT	YDS	AVG/ATT	TD	INT
1975	14/0	24	13	54.2	136	5.76	0	0
1976	14/6	163	81	49.7	1055	6.47	9	11
1977	14/7	179	85	47.5	1103	6.16	8	10
1978	16/16	438	228	52.1	3143	7.17	18	14
1979	16/16	399	222	55.6	2976	7.46	21	20
1980	15/15	388	230	59.3	2709	6.98	15	18
1981	16/16	453	281	62.0	2809	6.21	19	22
1982	16/16	501	299	59.7	3560	7.10	22	16
1983	16/16	489	301	61.6	3283	6.71	18	21
1984	16/16	406	237	58.4	2944	7.25	17	30
1985	16/14	341	178	52.2	2297	6.74	12	25

RUSHING

YEAR	ATT	YDS	AVG	TD
1975	6	11	1.8	0
1976	17	97	5.7	1
1977	30	150	5.0	2
1978	38	179	4.7	4
1979	53	182	3.4	3
1980	46	181	3.9	1
1981	33	178	5.4	3
1982	38	198	5.2	2
1983	37	177	4.8	1
1984	31	150	4.8	0

JAMES ADAMS - QB2

QUARTERBACK   IOWA   5TH YEAR

HT: 6'3"   WT: 201   BORN: 2/02/60   (ACQ: D-3, '82)

PRO: James started two games last season while Barkley was out with a bruised shoulder, and as his teacher (Barkley) said, "Jim definitely has the talent, skill, and leadership to direct the Offense in the future. When he stepped in this season there was never any doubt about who was in charge. He played consistently and hard, without making a mistake." James led the team to victory in both games he started.

COLLEGE: Directed the Hawkeyes for three years. All Big Ten his Senior year, and an Academic Ail-American with a 3.24 Grade Point Average. Obtained his Degree in Mathematics.

PERSONAL: Single. Outstanding Athlete of the Year, 1978. All-State in football, basketball, and baseball. James was offered a baseball contract by the Chicago Cubs after graduation; he was an outstanding Pitcher, with an ERA of 1.09 his Junior and Senior years. Hometown: Barrington, Illinois.

PRO STATISTICS:

PASSING

YEAR	Q/S	ATT	COMP	PCT	YDS	AVG/ATT	TD	INT
1982	3/0	10	5	50.0	67	6.70	0	0
1983	4/0	12	5	41.7	61	5.08	0	0
1984	6/0	21	11	52.1	104	4.95	0	0
1985	6/2	75	42	56.0	472	6.33	5	0

RUSHING

YEAR	ATT	YDS	AVG	TD
1982	2	-1	-0.5	0
1983	1	2	2.0	0
1984	10	19	1.9	0
1985	12	22	1.8	0

ERIC STONE - BK1

HALFBACK   OHIO STATE UNIVERSITY   4TH YEAR

HT: 5'8"   WT: 190   BORN: 12/26/61   (AGQ: D-1, '83)

PRO: Eric has established himself as a premier starting Halfback, having won the league's Rushing Title two years in a row. "You can describe Eric in two words: SPEED and POWER," comments the Head Coach. The Sportswriter's Association has voted Stone the "1985 Running Back of the Year".

COLLEGE: Recruited by Woody Hayes, Stone ran to two Big Ten Rushing Titles for the Buckeyes. Voted All Big Ten three years in a row, and All-American his Senior year. Lettered in track for two years. Obtained his Degree in History, and is currently working towards an MBA.

PERSONAL: Married (Kimberley) one child (Mathew). Hobbies: Woodworking, investing. Hometown: Northridge, Illinois. Residence: Newton, New Jersey.

PRO STATISTICS:

RUSHING

YEAR	G/S	ATT	YDS	AVG	TD	LG
1983	14/12	138	858	5.2	6	36
1984	16/16	382	1759	4.6	12	62
1985	16/16	397	1719	4.3	11	67

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1983	10	95	9.5	1	21
1984	66	558	8.3	2	45
1985	49	483	9.9	2	47

OTIS WHITE - BK2

FULLBACK   UNIVERSITY OF GEORGIA   3RD YEAR

HT: 5'9"   WT: 225   BORN: 5/12/61   (AGQ: D-2, '84)

PRO: Stepped in as a starter the 8th game of the 1984 season, his Rookie year, and has clearly made the Fullback position his own. "Otis is not the fastest Fullback I've ever seen, but when he blocks someone, they stay blocked," says the Offensive Coordinator.

COLLEGE: Transferred from American University. Started for two seasons with the Bulldogs. Obtained his Degree in Physical Fitness.

PERSONAL: Single. Hobbies: Golf, fishing. Hometown: Port Lewis, Mississippi.

PRO STATISTICS:

RUSHING

YEAR	G/S	ATT	YDS	AVG	TD	LG
1984	11/8	17	35	2.1	1	10
1985	16/16	128	498	3.9	2	39

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1984	7	32	4.8	0	9
1985	19	154	8.1	1	14

SCOTT BLAIR - BK3

FULLBACK   UNIVERSITY OF CONNECTICUT   6TH YEAR

HT:6'1"   WT: 228   BORN: 5/19/58   (AGQ:T-CHI, '82)

PRO: A talented Running Back who enjoys running over the Defense when given the ball. "We needed a pure POWER Back, and we were lucky to get Scott. When he has the ball you can always count on gaining yards," says the Head Coach.

COLLEGE: Started for three years, setting a Connecticut touchdown record of 32 TDs. Lettered in track for two years (Discus). Obtained his Degree in Computer Science. Currently working on a Masters Degree in the same field.

PERSONAL: Single. Attended Trumbell, CT. High School, where he lettered for four years in baseball and football. Hobbies: Boating and golf. Hometown: Trumbell, Connecticut. Residence: Oakbrook, Illinois.

PRO STATISTICS:

RUSHING

	YEAR	G/S	ATT	YDS	AVG	TD	LG
CHI	1981	2/0	5	21	2.2	0	8
	1982	6/1	47	138	2.9	2	12
	1983	12/1	62	185	3.0	1	16
	1984	16/0	82	249	3.0	2	14
	1985	16/0	87	243	2.8	4	19

RECEIVING

	YEAR	P.C.	YDS	AVG	TD	LG
CHI	1981	0	0	0.0	0	0
	1982	3	17	5.7	0	9
	1983	19	139	7.3	0	17
	1984	22	180	8.2	1	19
	1985	29	232	8.0	0	28

ROGER GREEN - BK4

HALFBACK   AUBURN   9TH YEAR

HT:5'11"   WT: 195   BORN: 3/15/56   (ACQ: FA, '83)

PRO: A veteran player whose experience in the backfield has given the club the extra depth it needed. "Roger is neither a speedster nor a power Back, but his experience has proven effective in any number of situations," says the Offensive Coach.

COLLEGE: Two year starter at Auburn where he was a walk-on. Scored 15 TDs in his Junior year while running for 984 yards. Lettered in track, where he anchored the two-mile relay team. Majored in Physical Education. Currently working on a Masters Degree in Business Administration.

PERSONAL: Married (Carol) three children (Davis, Larry, and Nina). Spends his off-season time working with inner-city children. Hobbies: Flying, traveling. Hometown: Pittsburg, Pennsylvania. Residence: Tulsa, Oklahoma.

PRO STATISTICS:

RUSHING

	YEAR	G/S	ATT	YDS	AVG	TD	LG
NO	1978	8/3	163	623	3.8	2	87
NO	1979	14/9	237	856	3.6	3	34
NO	1980	12/5	199	723	3.6	1	29
NO	1981	7/2	80	193	2.4	0	19
NO	1982	2/0	2	2	1.0	0	2
	1983	16/10	264	901	3.4	3	42
	1984	12/4	131	401	3.1	1	24
	1985	12/0	99	280	2.8	0	18

RECEIVING

	YEAR	P.C.	YDS	AVG	TD	LG
NO	1978	24	127	5.3		15
NO	1979	27	153	5.7		22
NO	1980	19	162	8.5		55
NO	1981	11	68	6.2		17
NO	1982	0	0	0.0		00
	1983	38	255	6.7		32
	1984	28	201	7.1		27
	1985	8	56	7.0		12

JONATHON SNOW - SE1

SPLIT END   JACKSON STATE UNIVERSITY   3RD YEAR

HT: 6'4"   WT: 207   BORN: 2/13/60   (AGQ: D-1, '84)

PRO: An exceptional athlete, whose moves and speed have established him as one of the best Split Ends in Professional football. "When we made Jonathon our Number 1 draft pick in 1984, our competition was shocked. Now Jonathon is shocking the competition with his incredible speed and catching ability," says the Head Coach.

COLLEGE: Four year starter at Jackson State, where he broke school records for Total Catches (1 99) and Total Reception Yards (201 2). Lettered in track for four years. Obtained his Degree in Communications.

PERSONAL: Single. Four-year letterman in high school, football and track. Hobbies: Ballet, fishing. Hometown: Bricktown, Alabama.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1984	65	1201	18.5	9	76
1985	87	1526	17.5	9	81

WILLIAM GREGG - TE1

TIGHT END   UTAH   6TH YEAR

HT:6'4"   WT:221   BORN: 7/07/58   (ACQ: D-2,'81)

PRO: An established player who's been named to the Pro Bowl for two consecutive years. "Bill's strength and catching ability are definite assets to this club," says the Offensive Coordinator.

COLLEGE: Set a new school pass-catching record at Tight End. Started for three years. Majored in Physical Education.

PERSONAL: Married (Judy) two children (David and Susan). Went to high school in Berkeley, California, where he lettered for four years in both football and baseball. Coordinator/Director of the Punt, Pass, and Kick Program. Residence: Oakbrook, Illinois.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1981	38	511	13.8	5	54
1982	51	736	14.4	4	52
1983	49	666	13.6	6	36
1984	46	621	13.5	2	41
1985	37	501	13.5	2	38

JAMES CRAIG - FL1

FLANKER   WASHINGTON STATE UNIVERSITY   6TH YEAR

HT: 6'2"   WT: 194   BORN: 11/21/58   (ACQ: D-3, '81)

PRO: Craig rounds out the explosive offensive unit with his wide-ranging talents. "After injuries put him out of comission for two years, Craig has returned to become one of the most remarkable players I've ever seen in the Flanker position. He can catch anything that is thrown to him," says the Receiver Coach.

COLLEGE: Two year starter at Washington State, where he set the PAC Ten record for Most Receptions in a Single Game (21). Majored in History.

PERSONAL: Married (Lisa) two children (Ellen and Russell). A frequent after-dinner speaker. Active in local government. Lettered in baseball, football, and track in high school. Hometown: Burlington, Washington.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1981	12	172	14.3	1	44
1982	37	537	14.5	3	52
1 983	injured				
1 984	injured				
1985	69	1221	17.6	9	62

MIKE WINSTED - SE2

SPLIT END   ARIZONA STATE   9TH YEAR

HT: 6'2"   WT:212   BORN: 8/12/56   (ACQ: D-1, '78)

PRO: An eight-year veteran whose experience as a Wide Receiver is invaluable. "Having Mike in the Split End position definitely eliminates a lot of worries," says the Offensive Coordinator. "However, he's slowed down a bit after eight years in this league."

COLLEGE: Three year starter at Arizona State. Lettered in track. Majored in Sociology.

PERSONAL: Married (Carrie). Lettered in three sports in high school; track, football, and baseball. Voted to the All-State High School Football Team his Senior year. Has gained a reputation as an imposing after-dinner speaker during the off-season. Hobbies: Tennis, golf. Residence: Champaign, Illinois.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1978	5	89	17.8	0	34
1979	38	497	13.1	1	39
1980	43	712	16.5	5	71
1981	41	691	16.8	3	47
1982	34	587	17.2	2	46
1983	23	392	17.0	1	31
1984	17	290	17.0	0	48
1985	12	193	16.0	0	37

RICHARD KING - TE2

TIGHT END   COLGATE   7TH YEAR

HT:6'1"   WT: 205   BORN: 8/23/57   (ACQ: D-2, '80)

PRO: A solid player who shares the Tight End position, responsible for carrying the play to the Quarterback. "Dick has been working with us for five years. He knows our system, and he's one of our key players," says the Head Coach.

COLLEGE: Three year starter at Colgate, where he was voted All Conference two years in a row. Obtained his Degree in History.

PERSONAL: Married (Linda) two children (Greg and Aaron). Hobbies: Boating, travel. Hometown: Stamford, Connecticut.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1980	8	91	11.4	1	22
1981	21	269	12.8	1	25
1982	22	251	11.4	0	30
1983	10	103	10.3	1	19
1984	24	244	10.2	1	37
1985	9	96	10.7	1	26

JOSEPH RICHARDS - FL2

FLANKER   TEXAS A&M   5TH YEAR

HT: 6'2"   WT: 235   BORN: 6/03/60   (ACQ: D-7, '82)

PRO: Blessed with good speed and hands, Joe rounds out the Wide Receiver roster for the team. "If Joe remains healthy, we plan to rotate this position much more than we have in the past," comments the Head Coach.

COLLEGE: Two year starter at Texas A&M. All Conference player two years in a row. Consensus Ail-American Wide Receiver. Majored in English.

PERSONAL: Single. Prep All-American at Houston, TX. Prep. As a high school Freshman, won the 220-yard dash in 20.1 seconds. Very active in church activities. Hometown: Houston, Texas.

PRO STATISTICS:

RECEIVING

YEAR	P.C.	YDS	AVG	TD	LG
1982	2	40	20.0	0	23
1983	10	187	18.7	1	51
1984	25	401	16.0	3	87
1985	32	528	16.5	6	77

PERRY WRIGHT - ORLB

LINEBACKER   PENNSYLVANIA STATE UNIVERSITY   4TH YEAR

HT: 6'5"   WT: 240   BORN: 7/04/59   (ACQ: D-2, '83)

PRO: An All-Pro Linebacker who's established new records each year for Quarterback sacks. "Perry's size and speed allow him to slip by the Offensive Pass Protection and deck the Quarterback," says the Head Coach. Perry was voted Rookie of the Year last year, and invited to play in the Pro Bowl. Last season he racked up 18 Quarterback sacks for 112 yards in losses. He also knocked down 12 passes, had 43 unassisted tackles, and 46 assists.

COLLEGE: Penn State standout for college Coach Joe Paterno. Two year Consensus All-American. Led PSU in total tackles for three years. Majored in Consumer Law.

PERSONAL: Married (Linda). Active in civic activities relating to youth programs. Hometown: Harrisburg, Pennsylvania.

PRO STATISTICS:

INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
1983	2	10	5.0	0	05
1984	0	0	0.0	0	00
1985	0	0	0.0	0	00

JASON LAW - IRLB

LINEBACKER   WAKE FOREST   7TH YEAR

HT: 6'4"   WT: 235   BORN: 10/15/55   (ACQ: D-10, '80)

PRO: The Defensive Team Captain, always clear-headed when it comes to making defen-
sive adjustments. "The way Jason can read an offensive team is uncanny. Of course, he
studies the opponent's game films for hours every week," says the Head Coach. Jason
collected 40 unassisted tackles and 53 assists while
recovering 4 fumbles this past season.

COLLEGE: Jason was a walk-on at Lake Forest his Freshman year and became a starter
for three seasons. Academic All-American his Senior year. Majored in Political Science and
History.

PERSONAL: Married (Karen). Set his high school team's tackling record. Hometown:
Raleigh, North Carolina.

PRO STATISTICS:
                              INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
1980	0	0	0.0	0	00
1981	0	0	0.0	0	00
1982	0	0	0.0	0	00
1983	0	0	0.0	0	00
1984	1	10	10.0	0	10
1985	0	0	0.0	0	00

THOMAS CARSON - OLLB

LINEBACKER   MARYLAND   6TH YEAR

HT: 5'9"   WT: 187   BORN: 3/12/59   (ACQ: T-MIA, '82)

PRO: Although he's one of the smallest Inside Linebackers in the game, that hasn't kept him from being an impact player. "When the season is over and you ask yourself who really produced results on defense, Carson's name is near the top of the list every year," says the Defensive Coordinator. Last season Carson tallied 75 unassisted tackles, 35 assists, and was responsible for 1 Quarterback sack.

COLLEGE: Led his team in tackles for two seasons. Majored in Industrial Education.

PERSONAL: Married (Cindy). Lettered in three sports in high school; football, baseball, and track. Hobbies: Sailing, fishing, dining. Hometown: Baltimore, Maryland.

PRO STATISTICS:

INTERCEPTION RECORD

	YEAR	NO.	YDS	AVG	TD	LG
MIA	1981	0	0	0.0	0	00
	1982	1	23	23.0	1	23
	1983	0	0	0.0	0	00
	1984	2	16	8.0	0	12
	1985	0	0	0.0	0	00

MARTY EPPNER - ILLB

LINEBACKER   WISCONSIN   3RD YEAR

HT: 6'3"   WT: 237   BORN: 9/06/60   (ACQ: D-5, '84)

PRO: Ranks among the foremost "big play" artists in Professional football. "Marty is a great defensive player, equally effective against the Pass and the Rush. Whenever you uncover the ball after a tackle, you usually find Marty," says the Linebacker Coach. Last year Marty registered 11 Quarterback sacks for 69 yards in losses, 89 unassisted tackles, and 25 assists. Due to his great jumping ability, he was also able to knock down or deflect 13 passes.

COLLEGE: Two year starter with the Badgers, where he led the team in tackles his Senior year. Obtained his Degree in Art History.

PERSONAL: Single. Received All-County Football honors while playing for Lake Geneva High School. Hobbies: Ice fishing, skating. Hometown: Lake Geneva, Wisconsin.

PRO STATISTICS:

INTERCEPTION RECORD

YEAR	NO.	YDS	AVG	TD	LG
1984	1	2	2.0	0	02
1985	0	0	0.0	0	00

JONAH LIFTWINE - P

PUNTER   BOSTON COLLEGE   4TH YEAR

HT: 5'9"   WT: 180   BORN: 7/02/60   (AGO: D-10'83)

PRO: Second-ranking Punter in the league last season. "Jonah was exceptional last season. His statistics were impressive but, more than that, he also usually managed to place our opponents in an unfavorable field position," says the Head Coach.

COLLEGE: Boston College standout in Punting. Led the nation in Punt Average (44.7 yards) with his longest Punt sailing 67 yards. All-American his Senior year. Majored in Business Administration.

PERSONAL: Married (Cara). Hobbies: Ice hockey, sailing. Hometown: Lawrence, Massachusetts.

PRO STATISTICS:

PUNTING RECORD

YEAR	NO.	YDS	AVG	TB	In20	LG	BLK
1983	65	2869	44.2	13	11	60	1
1984	78	3455	44.5	17	26	62	0
1985	69	3077	44.6	10	31	61	0

KARL KRISPTER - FG

PLACEKICKER	WESTERN MICHIGAN STATE	5TH YEAR
HT: 5'8"	WT:167	BORN: 1/12/58	(ACQ: D-6, '82)

PRO: Leading scorer for the team last year. Earned All-Pro honors. "With some players, it's difficult to actually define their contributions to the team. With Karl, you simply point to the Scoreboard," says the Head Coach.

COLLEGE: Helped lead Western Michigan to a Conference Title. With the Title on the line, Karl connected on four Field Goals to win the game. Majored in Education.

PERSONAL: Married (Anna). Karl was born in Kitsbuhl, Germany, and grew up playing soccer. Came to the U.S. to go to college and was kicking a soccer ball on the football field when spotted by the Offensive Coordinator of the college team. Hobbies: Soccer, music. Residence: Flint, Michigan.

PRO STATISTICS:

KICKING RECORD

YEAR	G	FG/ATT	LG	PAT	TP
1982	2	6/9	49	8/8	26
1983	16	21/27	47	31/34	94
1984	16	30/35	52	37/39	127
1985	16	35/43	54	33/35	138

ACCURACY RECORD

YEAR	1-19	20-29	30-39	40-49	50-
1982	1-1	3-3	2-4	1-2	0-0
1983	0-0	9-11	8-9	4-6	0-1
1984	1-1	5-6	12-13	11-14	1-1
1985	1-1	13-13	11-13	8-11	2-6