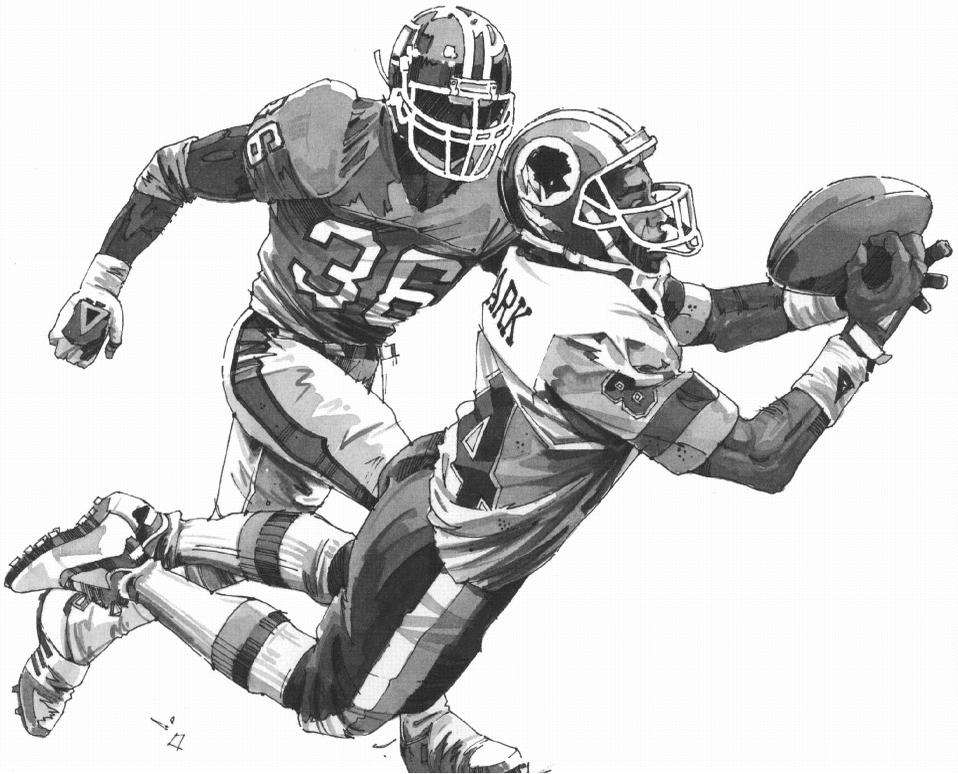


Gameplan

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 labeled 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).

1.5 ROSTER LIMITS 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. You might see other strengths and values on rosters set up under earlier versions of the rules.

	Player Type	Number Allowed	Usual Strengths	Others Possible	Multiples 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

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). See also paragraph 3.4.

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. Reduced effectiveness players do not count towards squad strengths, but count for extra form strengths instead.

In the game report there is a section showing AVERAGE and RELATIVE strengths. These compare your combined squad and form strengths with the average for the league (so it says whether you're strong or weak in that strength category) and with the average for the "opposing" strength (eg. your ORI against the average for DRI) as a measure of your "real" effective strength.

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).

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, for a corner blitz the bonus is for having a defensive back with a blitzing skill). 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 minicamp) your 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 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.

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

Losing Points are a simple way of dealing with something complicated (the combination of resources like time, money, effort, opportunity and room under the salary cap). That's why you gain LPs for releasing a free agent. A real life team doesn't get any money for a free agent, but it does gain all the other stuff and room in the budget to sign the next guy.

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 strong inside 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 (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 On the turnsheet 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). In the draftsheets for the draft, minicamp and training camp turns there are spaces for more actions, but you are limited in which ones can be used.

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 on renaming or swap actions, or when coaching to place a new player on your roster (i.e. with a shirt number not already used).

2.2 SPECIAL ACTION CODES 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)
FX	Fix (reduced effectiveness or step-reduced players return 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 on the roster)
SW	Swap (swaps the names and numbers of two players already on the roster).
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)

2.3 WAIVERS (WA) You may waive any player on your roster at any time and recover some of their value in losing points, except you may never waive your starting quarterback. Players waived during the regular season are discarded immediately, and their strengths are deducted from team totals.

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.

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 your team in the NFL (you can rename and number them instead).

To waive a starting QB, promote his backup ahead of him and waive him from the BQ slot, or use a conditional waiver (see next section).

CODE [WA] SHIRT [87] NAME []

Waives player number 87

2.4 CONDITIONAL WAIVERS (CW) You can use the conditional waiver action (action code CW) to nominate a player to be waived if a replacement is signed. Conditional waivers are remembered from turn to turn, up until the end of minicamp, and shown in your draft sheet. Any conditional waivers not triggered before or during minicamp are forgotten.

If the roster spot occupied by a player who has been given a conditional waiver is needed for a draftee or a free agent signing then the player will be waived, in the same way as if a normal waive action was made in the turn when the signing is made. Conditional waivers may also be set, and used, during the regular season, but be careful as these are not cancelled until minicamp (so they might interfere with your plans during the draft).

Conditional waivers may be ordered for any player - full strength, reduced effectiveness, step-loss or conditional free agents. All of these players are considered as "occupying a roster spot" until you waive them or they are deleted in mini-camp.

2.5 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 2.7.

CODE [HD] SHIRT [87] NAME []

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

2.6 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 2.7.

CODE [UP] SHIRT [87] NAME []

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

2.7 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 pre season.

CODE [CA] SHIRT [87] NAME []

Cancels any previous instruction to play UP or HARD.

2.8 FIX (FX) The special action FX (give the shirt number of the player to be fixed in the "shirt" box) returns a reduced effectiveness or step-reduced player to full effectiveness and can also be used to sign a conditional free agent during the draft (see paragraph 3.9). Fixing a conditional free agent or a player who is reduced effectiveness costs 5 LPs per point of nominal value (there's no cost for special team strengths). Fixing a step loss costs 10 LPs.

CODE [FX] SHIRT [23] NAME []

Fixes player number 23.

2.9 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
- HB Coach a running back in ORO
- RB Coach a running back in OPS
- KR Coach a running back in DKR
- PR Coach a running back in DPR
- OI Coach an offensive lineman in ORI
- OR Coach an offensive lineman in ORO
- OL Coach an offensive lineman in OQB
- TE Coach a tight end in ORO
- TS Coach a tight end in OPS
- WR Coach a wide receiver in OPL
- WS Coach a wide receiver in OPS
- WP Coach a wide receiver in DPR
- WK Coach a wide receiver in DKR

- QB Coach a quarterback in OPL
- QS Coach a quarterback in OPS
- DL Coach a defensive lineman in DBZ
- DI Coach a defensive lineman in DRI
- DO Coach a defensive lineman in DRO
- LB Coach a linebacker in DBZ
- LI Coach a linebacker in DRI
- LO Coach a linebacker in DRO
- DB Coach a defensive back in DPL
- DS Coach a defensive back in DPS
- DR Coach a defensive back in DRO
- KK Coach a kicker in OFG
- PN Coach a punter in OPN

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.

2.10 COACHING FORM (CX) This action allows a coach to "buy" extra form strengths. The strength category required should be given in the "name" box. The cost is 5 LPs. 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.

2.11 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.

2.12 CHANGING 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.

2.13 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.

2.14 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

2.15 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 [87] SHIRT [82] NAME [DAVE SMITH]

Renames player number 87 as player number 82, 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 will lead to their individual stats being mixed up.

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 draftsheets 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 list of 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 draftsheets. Do not return the draft list. Your first draftsheets will tell you which players will be reduced effectiveness for the following season, which are conditional free agents, which have suffered step losses, and which are retiring. Draftees, free agents, retirements, waivers, reduced effectiveness and step losses have no effect on your roster until after minicamp. You may also get an allocation of 10-20 losing points prior to the draft.

3.4 REDUCTIONS All players at the end of the season are tested. The percentage chance of a player becoming reduced effectiveness (see 1.10) for the following season 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 LOSSES A number of step losses are applied to each team in addition to the assessment of reduced effectiveness and retirements. A step loss (so called because real life players are often said to have "lost a step") is where a player loses one strength but keeps any other strengths at full effectiveness. The number of step losses applied is the same for each team in the league. Reduced effectiveness and retirements override step losses, so a step loss may be cancelled by a player being reduced or retired.

Step losses can be fixed during the draft (including minicamp) at a cost of 10 LP each. Step losses are normally applied in minicamp but if you waive a player with a step loss then the step loss is applied immediately (so don't do it while you're in the playoffs).

Players with only a single strength don't get step losses: when they would be hit by a step loss that's converted to reduced effectiveness instead.

3.7 ROOKIES & STEP GAINS Rookies are not included in the normal step loss, free agency, reduction or retirement routines. Instead your rookies get equal numbers of step losses and step gains at the end of their first season. You normally have three rookies, so that makes for one gaining a step, one losing a step, and one being unaffected. A QB with the backup QB bonus doesn't count (they get that step gain instead, see paragraph 1.20).

In addition to the rookie and quarterback step gains, non-rookie 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).

Players who have step-gains may have unusual strengths, or doubles. e.g. a three point rookie OL who gains a step will end up with a double skill in OQB, ORI or ORO.

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 CONDITIONAL FREE AGENTS A number of players on your draft sheet will be shown as conditional free agents. The value of free agents is apportioned (the same for everyone) but the selection of players is completely random (without regard to position, age, experience, value, step losses or reduced effectiveness). A player who is a free agent one season may still be a free agent the next.

You have until minicamp to decide what to do with each player. You use your special actions to decide which of your free agents to keep and which to waive.

To sign a player back, use the "fix" action (FX). The cost is the same as if he was a reduced player (ie. five LPs per nominal value). Free agents who are re-signed are full effectiveness and free of step losses. To release a player, use the "waive" action (WA). The LPs you get for waiving a free agent are the same as for waiving a reduced player (ie. eight LPs per nominal value and four LPs for each extra strength).

Be aware you aren't restricted to the free agents themselves when dealing with free agency. If you haven't enough LPs to sign back the guys you think are essential then you can waive other less important players who aren't free agents (at the normal rates) and recover the ones that are.

3.10 DRAFT & FREE AGENT LISTS The draft list shows the players available to be picked in the draft and the free agent list shows players available for free agent bids. Any players who are waived during the season and draft become free agents, so you may well find a player you waived available again, and other new players will also appear on the free agent. 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).

In both lists 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 the only source of rookie players.

3.11 DRAFT ROUNDS 1-3 Orders for the three draft rounds are submitted for the same deadlines as the first three playoffs turns (the wild card, divisional and championship games).

There are three sections to fill in on the draftsheets. The first allows you to make one bid for a free agent. The second 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 third section is for your draft choices.

Note that these are processed in the order shown on the turnsheet (free agent bids are processed before special actions, and special actions are processed before draft picks). 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.

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. You can only use LPs already on hand (free agent bids are processed before special actions). 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 1, but waiver value is 12 LP). The most you can bid for any player is 10 LPs above his minimum.

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 IN DRAFT 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. Note that players waived during the draft usually appear on the free agent list and may be signed by other 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 try for 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 next section). You will then get the highest value player of this type with two or more strengths including the category that matches the draft or coaching code, 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.

If you're happy to get a player with just a single strength then you can see that in the draft list and pick him by number.

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 are NOT coaching codes but are available only for drafting (and for creating free agents, see section 3.20). 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.

Note: This routine doesn't trigger conditional waivers (because it might be trying to draft someone much weaker than the guy you actually wanted). Conditional waivers only trigger for players you draft or sign with your own orders (this might mean you miss out on guys you would have liked and could have signed, but only if you failed to get your orders in).

3.19 FREE AGENTS The free agent list is also available during mini-camp, training camp and during the regular season. During mini camp and training camp the space for your free agent bid is on your draftsheets, and during the regular season it's on your turnsheets. Free agents are signed the same as during the draft (see paragraph 3.11). Free agents signed during the regular season are reduced effectiveness the rest of the season.

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 it will get them from an old roster with the same team name. If you wish to rename a free agent you can do that later. You cannot give a free agent a name and number at the same time as you sign him - they're always assigned by the computer.

3.20 CREATING FREE AGENTS During the regular season, minicamp and training camp you can create additional rookie free agents using the special action FA. This creates a new player and places him on the free agent list, where you can bid for him the next turn. Anyone else can bid as well - creating the player doesn't give you any special rights to him.

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 paragraph 2.9) plus the extra ones you allowed to use for drafting by type (see paragraph 3.16). If you enter a value of 2 in the "shirt" box then an additional standard strength is added according to his player type. If you do not enter a 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 [87] NAME [OL]

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

3.21 SCOUTING FREE AGENTS The scouting action (code FS) can be used to search the free agent list for a given combination of player type and strength (it's much the same as the FA action, except that it looks for players who are already on the list rather than creating a new one). Enter a coaching or draft code in the NAME box. There is no cost for this action.

3.22 MINICAMP In minicamp all the players who have retired are deleted, rookies and free agents are added to your roster, and step-reduced strengths are deleted from the players concerned. There are five special actions in minicamp. These are normally processed **after** your roster update, except that step-losses are fixed before the roster update. The special actions allowed in minicamp are coach, fix, rename, start, swap and waive. The league roundup is issued at the end of minicamp.

Any conditional free agents not waived or signed are waived automatically at the end of minicamp (after your actions are processed). You still get the normal LPs, but by this time it's too late to spend them on signing the other conditional free agents and fixing step losses. You will probably want to waive the guys you're going to release sooner so as to make room during the draft or raise LPs for signings and fixing.

Note that rookies and free agents are added to the first spot available on your roster. 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.

Draftees and free agents newly signed in minicamp can't be waived until training camp.

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.

3.24 UNDRAFTED FREE AGENTS Rookies who are not selected in the draft are available as free agents in mini camp and training camp ONLY. Any who remain unsigned after training camp are deleted. You may make free bids for these in the usual way. Players signed this way still count as rookies at the end of the season when the computer assesses all rookies for step losses and gains (see paragraph 3.7).

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 INITIAL ROSTER 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.

The GM may set a different initial roster limit when the league is first created (the same value applies for all teams in the league) in which case the alternative value will be given on your initial selection list. The other selection rules and restrictions remain unchanged.

4.5 INITIAL QUARTERBACK 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 INITIAL 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).

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