

EA SPORTS™



BILL WALSH
COLLEGE
FOOTBALL™



Presented
Exclusively On
MADDEN
FOOTBALL



BILL WALSH COLLEGE FOOTBALL



(Left) George Simmons, graphic artist, (right) Jim Simmons, programmer.

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



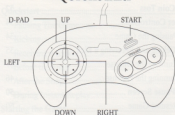
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QUICKSTART



PAUSING THE GAME

- Press **START**

KICKING

- Kick the ball:
 - 1) **C** to set the kicker in motion
 - 2) **C** when orange bar reaches top of meter to kick ball.
- Aim the ball: **D-Pad** (LEFT/RIGHT) while vertical kicking meter is in motion.
- Move the kicking team to onside formation left before the kick:
 - 1) **A** to call an audible
 - 2) **A** to position team to left

- Move the kicking team to onside formation right:
 - 1) **A** to call an audible
 - 2) **C** to position team to right
- Move the kicking team back to its original formation:
 - 1) **A** to call an audible
 - 2) **B** to position team

RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- **D-Pad** (UP/DOWN/LEFT/RIGHT): Take control of ball carrier.
- Set the Receiving team in onside kick formation:
 - 1) **A** to call an audible.
 - 2) **A** or **C** to defend onside kicks.

(To return to standard formation: **A** to call an audible, then **B**.)

BEFORE THE SNAP

Offense

- Snap the ball: **C**
- Call fake snap signal: **B**
- Call an audible (a different play at the line of scrimmage):



- 1) **A** The audible indicator appears on the screen
- 2) **A, B** or **C** to select designated plays. (See *Set Audibles* on p. 27.)

NOTE: The ball must be snapped before the 25-second Play Clock reaches zero or the offense will be penalized five yards.

Defense

- Control a different player: **B**
- Fire off the line: **C**
- Call an audible:
 - 1) **A** The audible indicator appears on the screen.
 - 2) **A, B** or **C** to select designated plays.

No-Huddle Offense

- Call a play in the no-huddle offense: Hold **C** after the whistle is blown. Your team runs the play you ran the previous down unless you call an audible.
- Run the "QB Stop Clock" play:
 - 1) Hold **A** after the whistle is blown.
 - 2) Press **C** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the D-Pad.

AFTER THE SNAP

Offense

Running

- Quarterback hands off or laterals the ball on option plays: **C**
- Dive: **A**
- "Explode" forward: (tap) **B**
- Spin: (hold) **B**
- Hurdle: **C**
- Change directions: **D-Pad**
(LEFT/RIGHT/UP/DOWN)

Passing

- Call up Passing Windows: **C**
- Pass to the player in window A: **A**
- Pass to the player in window B: **B**
- Pass to the player in window C: **C**

Receiving

- Dive for the ball: **A**
- Activate the receiver closest to the ball: **B**
- Jump and raise hands: **C**

Punting

- See *Kicking* above



Defense

- Dive at ball carrier: **A**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **C**

DURING INSTANT REPLAY

- Rewind: **A**
- Run the tape (slow motion): (hold) **B**
- Run the tape (frame by frame): (tap) **B**
- Run the tape (normal speed): **C**
- Move the cursor that isolates the camera on one player or on one specific point on the field: **D-Pad**
(UP/DOWN/LEFT/RIGHT)

STARTING THE GAME

1. Turn OFF the power switch on your Sega® Genesis™. Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS and High Score logos appear (if you don't see them, begin again at step 1).
5. Press START to advance to the Game Set-up screen.



4-WAY PLAY™



Too many friends, not enough controllers? EA Sports has solved your problem with the all new 4-Way Play four-player controller.

Simply plug the 4-Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go.

NOTE: Six-button controller users who are using the 4-Way Play must play in three-button mode.

- To configure your controller to three-button mode:
 - 1) Turn off the Genesis.
 - 2) Hold the "Mode" button on every six-button controller that will be used while you turn the Genesis on.

Your six-button controllers are now configured in three-button mode.

The new 4-Way Play lets up to four people butt heads in *Bill Walsh College Football*. You can play 3-on-1, 2-on-2, or 4-against-the-Genesis. The adapter features an auto detect device, so all you have to do is plug it into the Genesis and you're ready to go!

When you use the 4-Way Play, the Team Select screen appears with four controllers, each a different color. Just toggle the controllers to the appropriate teams (Remember your color!), then press **START**.

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

- On offense, one person is always the quarterback. He calls the plays, too. Other people can toggle left/right to take control of any player but the quarterback.
- On defense, the same person who calls the offensive plays calls the defensive plays. Anyone can toggle left/right to take control of any player.
- On both offense and defense, the person who presses **B** first takes control of the player closest to the ball. The person who presses **B** second takes control of the player who is second closest to the ball, and so on.

NOTE: When playing in **PLAYOFF** mode, you must have your controller plugged into port #1 (upper left).



BILL WALSH COLLEGE FOOTBALL

"I like the game to be a historical event. With the long standing rivalries, there is a history to each and every game."

—Bill Walsh on College Football

It all began on a frosty November afternoon in New Jersey. A 25-man team from Princeton traveled by train to New Brunswick, home of Rutgers University. There they ate dinner, shot billiards, and started a phenomenon. It was 1869, and there was a new game in town: Football.

The first game of intercollegiate football was nothing like what we've grown used to. There was no running with the ball. There was no passing. In fact, the only way to move the ball was to kick it or "head" it. A player scored when he kicked the ball through the opponent's goal. In essence, the game was soccer. The 25-man teams wore ordinary street clothes, with the exception of the red turbans donned by the Rutgers men. When it was all over, Rutgers outlasted Princeton, scoring 6 goals to 4.

Ever since that first contest, football has been the rage of intercollegiate athletics. More people visit American stadiums to watch football than any other college sport. And college football has been the training

ground for nearly all of the pro-football stars. From Jim Thorpe to Emmitt Smith, the greatest players in the game got their first taste of high pressure football at the college level.

Now you can be there for all of the thrills and drama of college football with *Bill Walsh College Football*. Hear the roar of the fans. Shudder with each crushing hit. Sweat out the closing seconds of a big game. And for the first time ever you don't have to worry about the polls determining the best team. *College Football* features sixteen-team tournaments with the best teams of 1992 as well as great teams of the 1970's and 1980's. Choose a midwestern team for power, a west coast team for skill or a southern team for speed. Ready to call the plays? *College Football* features playbooks specifically designed around the personnel of each individual team. Whether you're running a power team or a finesse team, you'll have what it takes with *Bill Walsh College Football*—the excitement of big time college football right in your own two hands.



BILL WALSH: DISCIPLE OF FOOTBALL

"The bottom line was: Could we execute a series of plays almost flawlessly?"

-Bill Walsh, in **Building A Champion**, on the 49ers' last minute touchdown drive in Super Bowl XXIII

When Bill Walsh retired as head coach of the World Champion San Francisco 49ers in 1989, professional football bid farewell to the most diligent student of the game. For over thirty years Walsh had scrutinized every known aspect of football, identifying and defining strategic conventions and building solid teams around the physical and mental characteristics of his personnel. At his first and only National Football League head coaching position he took a 2-14 49ers team and turned it into a three-time Super Bowl Champion. The 49ers were called the Team of the Decade. Walsh was elected Coach of the Decade by the press and his peers. He was lauded by the press, the fans and his colleagues. He was called a genius. It seemed he had accomplished everything a coach could hope for, so he shelved his playbook, took an office job with the 49ers, then began a stint as NBC's number one football color analyst. It appeared the man who had coached successfully on the high school, college and professional levels, had settled into the comfort of retirement.

But only two years later he shocked the football world by accepting the head coaching position at Stanford, a position he had held earlier in his career. In just one season he turned a respectable 8-4 team into PAC 10 Champions. Just how did Bill Walsh, one of only fourteen coaches to be elected into the Pro Football Hall of Fame, reach the highest plateau of any contemporary football coach? And just what did he imagine he could bring to the college game?

Walsh's highly developed coaching philosophy centers around a simple three-part dictum: Prepare, prepare, prepare. What this preparation entails is nothing short of all out obsession. A coach like Walsh is there from the beginning, arguing with his scouts over the type and position of player the team most needs, poring over opponents' game films with the coaching staff, and drilling his players during mentally grueling workouts. A coach like Walsh attains a new level in detail awareness in all phases of preparation.

When it comes to evaluating athletes who may play for his team, Walsh is as meticulous as any coach. But he doesn't judge an athlete solely on the conventional statistics like 40-yard sprint times, vertical leap and bench press. Walsh looks at how an athlete performs on the field-how he runs through traffic, how he handles the ball, how aggressive and intuitive the player is-before he decides whether he thinks the player can fit into the



Walsh system. With this method, Walsh and his staff actually recruit high school players based on the team's needs, rather than the demands of convention. Even so, his first recruiting class (1993) since returning to the college level was the country's fourth best, with 18 of the 20 prep picks voted All-Americans by at least one of the national recruiting publications—a remarkable feat, considering Stanford's rigorous admissions standards.

Preparing for a game demands a much greater sense of detail and innovation. Each opponent has unique strong points which must be accounted for. These strong points must be identified, broken down and analyzed. And the methods of countering them must be tailored to the talent and abilities of the team.

A typical example of how such analysis and adjustment can pay off is the 1992 Stanford-Notre Dame contest. The Stanford Cardinal landed in South Bend to suffer what sportswriters predicted would be a thrashing at the hands of the Fighting Irish. Indeed, Notre Dame dominated the first half, building an apparently comfortable 16-0 lead. But when the Cardinal took the field for the second half, they were a team with a different goal. Not manic, not possessed, they systematically dismantled Notre Dame's defense with a variety of running plays and a short-to-medium passing attack that capitalized on the opponent's weak

spots at secondary and outside linebacker. The Stanford defense was equally impressive, coming up with the big plays and stifling an offense that only a short time before had them confused and apprehensive. Only in the closing seconds of the game did the Stanford players comprehend how everything had fallen into place: The Cardinal had pulled off a major upset.

Heroics aside, the phase of Walsh's preparation most apparent on game day is the intense drilling of pre-designed plays scripted specifically for a variety of situations. Walsh believes the best teams focus on execution under even the most stressful circumstances, the idea being that a team who plays primarily by emotion is susceptible to mistakes. Thus, his teams are well prepared for every game. By the time it takes the field, the team has mastered plays for highly specific conditions—eight running plays for short yardage while backed up inside the twenty yard line, four passing plays for zone coverage on third down—each designed with the opponent's strengths and weaknesses in mind. A team who masters a handful of plays stands a much better chance at scoring in a clutch situation, say late in the game with the crowd roaring and the opponent's defense fired up.

Recall Super Bowl XXIII, when Joe Montana led a cast of equally cool characters to the end zone with a long



drive that was capped by a short pass to John Taylor, a play that with only 34 seconds on the clock put San Francisco on top 20-16. The breathtaking performance wasn't just the result of a hyped up bunch of players; it was the payoff for the endless practice of precision, low risk, short yardage plays. In fact, Walsh admits that during that epic drive he called only plays the team had been drilling for several years.

Walsh's style hasn't changed since his return to the head coaching chair of the Stanford Cardinal. He still is instrumental in selecting the talent for his team; he still scripts plays; and he still drills his team with a meticulous thoroughness. Yet he admits the college game is different from professional ball in two distinct areas. Although Coach Walsh agrees college and pro football are equal in terms of competitiveness, he sees more "true" dedication in college athletes, most of whom play football simply because they love the game.

"I like the game to be a historical event," says Walsh. "With the long-standing rivalries, there is a history to each and every game." In addition to coaching players motivated primarily by a natural love for the game, Walsh believes coaching on the college level demands more patience. For instance, a fifth-year senior certainly has more experience and know how than a freshman. The senior has been in the program for several years. He knows the plays and he knows the system.

He benefits primarily from specific instruction on the finer points of his position. The freshman is at a whole different level, and he needs to be coached accordingly, starting with the basics. With new players coming in every year to fill the shoes of the graduating seniors, a coach, even one of Walsh's experience, has his hands full all year long.

Over the years Walsh has developed and perfected his own style of control football. His offenses are known for their precision attacks—high percentage, short yardage plays chained together in such a way to keep the defense off balance. He virtually invented the short passing game, and he is given credit for the development of Cincinnati's Ken Anderson, San Diego's Dan Fouts and San Francisco's Joe Montana as three of the NFL's most successful passers ever. And his influence has extended farther than quarterbacks. Currently no less than five of his former assistants hold head coaching positions in the NFL. Countless others have been successful at the professional and university levels.

It remains to be seen just which of Walsh's students will blossom into the next great player or coach. But without question, now that Walsh has re-entered the coaching field, his wisdom and renowned methodology will surely be passed on to others—a good thing for players, coaches and fans alike.



GAME OPTIONS



Use the Game Set-Up screen to customize your contest.

- Cycle through options: **D-Pad** (UP/DOWN).
- Cycle through choices for the selected option: **D-Pad** (LEFT/RIGHT).

When you've set up the game to your liking, press **START**.

(Defaults in **Bold** type)

PLAY MODE

EXHIBITION: Play a non-tournament game against the Genesis or a friend.

PLAYOFFS: Enter a sixteen-team tournament featuring the top ranked teams.

To learn more about the playoff tournament, turn to Entering the College Playoff Championship on page 57.

ALL-TIME PLAYOFFS: Enter a sixteen-team tournament including the national champions from the '70's, '80's, and '90's.

CONTINUE PLAYOFFS: Resume a tournament in progress at the next scheduled game. (You must have already won a tournament game to select this mode.)

NOTE: All playoffs are **ONE-PLAYER** mode only. It's you against the Genesis.

HOME TEAM

Select the team playing for the home crowd. Either Player 1 or Player 2 can control the home team.

VISITOR TEAM

Select the visiting team. Either Player 1 or Player 2 can control the visiting team.

GAME LENGTH

20 MINUTES	(5-minute quarters)
40 MINUTES	(10-minute quarters)
60 MINUTES	(15-minute quarters)



WEATHER

Weather conditions can affect a game's outcome.

FAIR

WINDY

RAIN

SNOW

PLAYING AN EXHIBITION GAME

After selecting from the *Game Set-Up* screen, press **START**.

The *Select Team* screen appears.



D-Pad (LEFT/RIGHT) to toggle controller "1" under the team of your choice.

If you're playing against a friend, have your friend **D-Pad (LEFT/RIGHT)** to move controller "2" under the team of his choice.

If you and a friend are playing on the same team, have your friend **D-Pad (LEFT/RIGHT)** to toggle controller "2" under your team.

If you're playing with the 4-Way Play, toggle each controller under the team(s) of each player's choice. Leave



any remaining controller icons in the neutral position (in the middle, neither under the home nor visiting teams).

Press **START** to move to the EA Sports Pregame Show.



THE EA SPORTS PREGAME SHOW



Welcome to the EA Sports Pregame extravaganza. Ron Barr comes to you live from the press box to set the stage for the upcoming contest.

But the pregame show is more than just entertainment. It's where you do your pregame planning.

START GAME

Select "Start Game" when you're ready to play.

- 1) **D-Pad UP/DOWN** to highlight *Start Game*.
- 2) Press **C**.

The Coin Toss screen appears. *(To learn more about the coin toss, see Coin Toss on page 32.)*

- 1) **D-Pad Down** to Set Audience.
- 2) Press **C**.



THE WALSH REPORT

Coach and color commentator Bill Walsh provides an inside look at the strengths and weaknesses of the teams.

- 1) **D-Pad DOWN** to highlight *Walsh Report*.
- 2) Press **C**.

The Walsh Report screen appears.

TEAM MATCHUPS		
NOV	DEFENSE	
QB	Quarterback	64
RB	Running Backs	72
WR	Wide Receivers	60
TE	Tight Ends	70
OL	Offensive Line	70
DL	Defensive Line	76
LB	Linebackers	100
DB	Defensive Backs	93
K	Kicker	93
P	Punter	72

TEAM MATCHUPS

The Team Matchups screen lets you compare the strengths and weaknesses via Bill Walsh's numerical rating system.

- 1) **D-Pad DOWN** to highlight *Team Matchups*.
- 2) Press **C**.

The higher the numerical rating, the better the team is at that particular position.

NOTE: You can only view the Team Matchups during the pre-game and halftime and post-game reports.

SET AUDIBLES

Each team has the same preset audibles, but you can reprogram three offensive audibles and three defensive audibles before the game (from the Pregame screen) or during the game (from the Pause screen).

The preset audibles are

Offense-A: Pro Set formation, Fullback Counter

Offense-B: Pro Set formation, Cross Pass

Offense-C: Shot Gun formation, Hail Mary

Defense-A: 4-3 formation, Cheat Right

Defense-B: 4-3 formation, Jet Blitz

Defense-C: 4-3 formation, Man Right

To learn more about calling audibles, turn to *Calling An Audible* on pp. 42.

- Set audibles (from the Pregame screen or the Pause screen):

- 1) **D-Pad DOWN** to *Set Audibles*.
- 2) Press **C**.



The Set Audible screen appears.



- 4) **D-Pad DOWN** to highlight the audible you want to change.
- 5) Press **C**.

The Play Select screen appears.

- 6) **D-Pad (UP/DOWN/LEFT/RIGHT)** and press **A, B** or **C** to select a play. If you are playing in Bluff mode (see *Play Call Mode* below), press **C** to select a play.

Press **START** to return to the previous menu.

SCOREBOARD

Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- View the scoreboard from the Pregame screen or the Pause screen:

 - 1) **D-Pad DOWN** to *Scoreboard*.
 - 2) Press **C**.

PLAY CALL MODE

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to Calling a Play on pp. 37.

- Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:

 - 1) **D-Pad (DOWN)** to *Play Call Mode*.
 - 2) Press **C**. The Play Call Selection screen appears.



- 3) **D-Pad** (UP/DOWN) to highlight the option of your choice.
- 4) Press **C**. Your selection is made, and you return to the previous screen.

NOTE: *Direct Mode* is the default mode.

PASS CATCH MODE

In both *Auto Pass* mode or *Manual Pass* mode the spot where the pass has been aimed is highlighted with a target.

In *Auto Pass*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Pass* you don't assume control of the intended receiver until the passed ball reaches its apex.

Then you must use the D-Pad to guide the receiver to the target.



- Select *Pass Catch Mode* from the Pregame screen or the Pause screen:

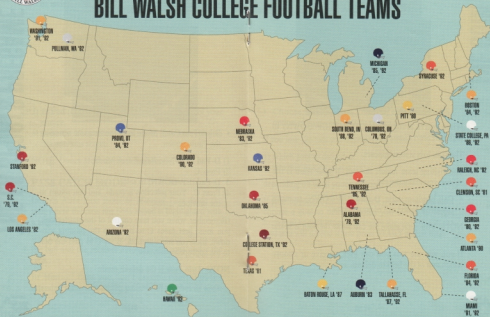
- 1) **D-Pad DOWN** to *Pass Catch Mode*.
- 2) Press **C**.
- 3) **D-Pad** (UP/DOWN) to select.
- 4) Press **C**. Your selection is made, and you return to the previous screen.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the passing windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

NOTE: *Auto Pass* is the default mode.



BILL WALSH COLLEGE FOOTBALL TEAMS





THE COIN TOSS



When you're ready to play, **D-Pad** (UP/DOWN) to highlight *Start Game*, then press **C**.

The coin toss screen appears.

The visiting team makes the call. If your team is the visitor, you make the call.

- Call heads or tails: **D-Pad** (UP/DOWN) to move the arrow to the call of your choice.

NOTE: You must make the call while the coin is in the air.

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



- Choose: **D-Pad** (UP/DOWN) to highlight the option of your choice, then press **C**.

If you lose the toss you must choose either:

- 1) which goal to defend or
- 2) whether to kick or receive

depending on what your opponent chooses.

If your opponent chooses to kick or receive, you must choose a goal to defend. When you D-Pad to toggle from goal to goal, stripes appear in the end zone of the goal you will defend if you press **START** at that time.



PLAYER CONTROLS

PAUSING THE GAME

- To pause the game without calling an official Timeout: Press **START**.

The Pause screen appears.

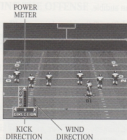


From the Pause screen you can access several game options. *Turn to The Pause Screen on page 50 for a full description of these options.*

- To select an option: **D-Pad** (UP/DOWN) to the option of your choice, then press **C**.
- To return to the action: **D-Pad** (UP/DOWN) to "Resume Game," then press **C**. Or you can simply press **START**.

KICKING AND RECEIVING A KICK

By using the Kick Meter, you can place your kick just about anywhere on the field.



- Kick:
 - 1) Press **C** to put the kicker in motion and activate the Kick Meter. The higher the orange bar rises on the power meter, the more force behind the kick.
 - 2) **D-Pad** (LEFT/RIGHT) to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.



- 3) Press **C** again to kick the ball.

The Onside Kick

- Set the kicking team in onside kick formation:

- 1) **A** to call an audible.
- 2) **A** (onside left) or **C** (onside right).

(To return to standard formation: Press **A** to call an audible, then press **B**.)

Remember that the object is to get to the ball before the other team recovers it. Kick it the shortest distance possible.

When receiving, both kickoffs and punts are automatically fielded by your deep men, provided your team is in the proper formation. (In other words, on kickoffs your team is automatically set in the kick receiving formation. For punts, you must choose "Punt Return" or "Punt Rush" to field a deep man.)

- Set the Receiving team in onside kick formation:

- 1) **A** to call an audible.
- 2) **A** or **C** (defend onside)

(To return to standard formation: Press **A** to call an audible, then press **B**.)

Kick returners automatically field the ball and run.

- **D-Pad** (UP/DOWN/LEFT/RIGHT) to take control of the kick returner.

RUNNING THE OFFENSE

Calling a Play

There are two ways to call a play from the Play Call screen: Direct mode and Bluff mode.



TRIPLE BOX
SELECT

- Call a play in Direct mode: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move any of the three boxes over the play you wish to call, then press the button corresponding to that box.



SINGLE BOX
SELECT

- Call a play in Bluff mode: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to call, then press **C**.
- Bluff the call: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the box over the play you wish to pretend to call, then press **B**.

When you press **B**, you hear the same "select" sound you hear when you press **C**, but no play is called. In addition, you can choose more than one play with the **C** button; only the last play you chose with **C** will be run.

- Exit the Play Call screen: **A**.

To learn more about how to select Direct Mode or Bluff Mode, turn to Play Call Mode on page 54.

Formations

On the left side of the play scroll are formation indicators. Several plays are run from each formation, and when a player scrolls up or down the scroll arrow moves to the appropriate formation.

College teams run either a Pro Style offense or an Option Style offense. The Pro Style offense, which primarily employs the I Formation or Trap Set, rarely incorporates triple options.

The Option Style offense more often than not employs the Wishbone or Flexbone formations, although a few Option Style teams run out of the I Formation and Trap Set. It is favored by teams with fast quarterbacks and outstanding halfbacks.

The following is a list of offensive formations a Pro Style offense may use:

- P Pro form:** The standard offensive formation where two fullbacks line up beside one another behind the quarterback.
- N Near:** A standard formation where the halfback lines up on the strong side of the line, the side on which the tight end lines up.



- F Far: As opposed to the Near formation, the halfback lines up on the weak side of the line, far from the tight end.
- T Trap Option or Spread: A motion-style offense featuring one back in the backfield and two halfbacks outside of the tackles. Prior to the snap, one halfback runs in motion behind the fullback, serving as a ball carrier, receiver, blocker or decoy.
- I I Formation: A running formation where the one back lines up several yards directly behind the other, about ten yards behind the line of scrimmage. This allows the forward back to block for the ball-carrying back, who can choose and hit his hole at full speed.
- S Shotgun: A passing formation where the quarterback takes the snap about five yards behind the center. The quarterback can get the ball and throw it immediately and without having to drop back into the pocket.
- G Goal line: Plays originating from a variety of offensive sets designed specifically for short-yardage gains.
- S Special Teams: These sets include punt formation, field goal formation, and fake kicks (pass plays) for each.

Most Option Style teams utilize the above formations but are more likely to run out of one or both of the following:

- W Wishbone: A triple option offense where a fullback is flanked by two halfbacks who line up slightly behind him. The split backs provide blocking and deception.
- F Flexbone: A running formation utilizing two halfbacks, one behind the quarterback, one on the wing. The split back can become an effective receiver coming out of the backfield.

NOTE: Every team plays a different style of football. Consequently, no one team runs all of the above formations.

The Play Clock

The offense has only 25 seconds after the whistle to call the next play and snap the ball. The game clock runs between plays unless the play that just ended was a kick, punt or incompletion. If the 25 seconds expire before the ball is snapped, the offensive team receives a five-yard Delay of Game penalty.

When a Timeout is called, the Play Clock is reset at 25 seconds.



Calling an Audible

When the team lines up over the ball the quarterback reads the defense. Often he doesn't like what he sees. So he calls an audible, changing the play called in the huddle.

- Call an audible at the line of scrimmage:

1) Press **A**.

The "audible" message appears.

2) Press the button corresponding to the play you want to run.

To learn more about setting audibles, turn to Set Audibles on pp. 27.

Running

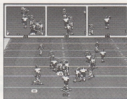
There are a number of nifty moves you can execute while running the ball. Jukes, spins, hurdles and dives are part of all great ball carriers' repertoires.

- Hand the ball off or lateral to a runner: **C**. The quarterback hands the ball to the closest back.

- Change directions: **D-Pad**
(LEFT/RIGHT/UP/DOWN)

- Dive: **A**
- "Explode" forward: **B** (tap)
- Spin: **B** (hold)
- Hurdle: **C**

Passing



Each passing play features three potential receivers. Shortly after the snap, three Passing Windows appear. Each window shows a potential receiver and the immediate area surrounding him, including any defenders. The Passing Windows let you look for receivers who are open.

NOTE: The Passing Windows are called up automatically only if you do not take control of the quarterback. If you D-Pad to scramble or roll out on your own, the Passing Windows will not appear. To call up Passing Windows, press **C**.

- Pass to the player in window **A**: **A**
- Pass to the player in window **B**: **B**
- Pass to the player in window **C**: **C**



NOTE: Hold a button to throw a bullet. Tap it to loft a pass. The longer you hold a button, the harder the ball will be thrown.

Receiving

Once the quarterback releases the ball, the receiver moves automatically toward the spot where the ball can be caught. This spot is marked by a target.

As in any football game, sometimes the quarterback is off the mark, and the receiver must make adjustments in order to catch the ball.

- Make the receiver dive for the ball: **A**
- Take control of the receiver closest to the ball: **B**
- Make the receiver raise his hands: **C**

Hurry-Up Offense

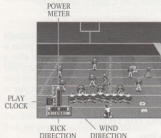
For those desperate drives in the waning moments of a game, and for those offensive coordinators who like to keep the defense off balance, Bill Walsh College Football incorporates a hurry-up offense which allows you to run plays without running excessive time off the clock.

- Run the same play you just ran: hold **C** immediately after the whistle.
- Ground the ball (the quarterback throws the ball into the ground to stop the clock): hold **A** immedi-

ately after the whistle. When your team lines up, press **C** to snap the ball. The quarterback throws the ball into the ground.

NOTE: Be sure to leave the D-Pad alone when grounding the ball. If you use it, the quarterback will not release the ball. Remember, when you touch the D-Pad during a play, you assume control of the quarterback.

Punting and Kicking Field Goals and PATs



Punting and kicking work the same way as a kickoff.

- 1) Select "Field Goal" formation from the Play calling menu.



- 2) Press **C** to start the kicking meter.
- 3) **D-Pad** (LEFT/RIGHT) to aim your kick. This feature lets you kick to either side of the field. If you don't aim your kick, the ball will travel straight ahead.

The Kick Meter is activated. The higher the orange bar rises on the power meter, the more force behind the kick.

- 4) When the orange bar rises to the desired area of the power meter, press **C** again to kick the ball.

The Two-Point Conversion

The two-point conversion is one of college football's most thrilling options. No lead less than nine points is safe. You can run a two-point conversion after a touchdown the same way you run an ordinary play from the line of scrimmage. The ball is placed on your opponent's three-yard line, and you have one play to take the ball to the goal.

RUNNING THE DEFENSE

Calling a Play

Call a defensive play the same way you call an offensive play. (See *Running the Offense* on p. 37 for information on calling a play.) The following is a list of defensive formations:

3-4 Three down linemen and four linebackers front this defense, the most popular in all of football. It is most effective in short and medium pass coverage as well as in containment against the run.

4-3 Four down linemen (two tackles and two ends) and three linebackers make this defense an alternative to the 3-4 against short passes and the run.

Goal Line A goal line defense puts the meatiest linemen on the field. Linebackers play close to the line, jamming the middle.

Nickel A pass defense that gets its name from the addition of a fifth defensive back.

Dime Used primarily for long yardage plays. A sixth defensive back replaces a down lineman.

Defending a Run

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

- Fire off the line of scrimmage: **C**
- Dive at ball carrier for a crushing hit: **A**
- Take control of defensive player closest to the ball: **B**



Defending a Pass

If the receivers run passing patterns, your team's defensive backs will automatically cover them.

If you want to take control of the defensive player closest to the ball, Press **B**. The circle target moves under that player.

As with all defensive situations, the player over the circle target can dive (Press **A**) and jump for the ball (Press **C**).

Calling a Defensive Audible

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

- Call an audible at the line of scrimmage:

- 1) Press **A**.

The "audible" message appears.

- 2) Press the button corresponding to the play you want to run.

Defensive audibles are pre-programmed. You can also set your own defensive audibles. *To learn more about setting audibles, turn to Set Audibles on page 27.*

Receiving a Punt and Defending Against Field Goals

With both punts and field goals, you have two options: to defend and to block.

When you receive a punt, choose 'Punt Return' if you want your men to hang back and block. Choose 'Punt Rush' if you want your men to rush the punter and forfeit opportunities to block the opposition.

When you receive a punt, your deep man (the man over the circle target) fields the ball and runs upfield. You can take control of him by using the D-Pad.

When you defend a field goal or P.A.T., you have the same options. Choose a 'Prevent' defense if you think the kicking team might fake a kick. Choose 'Block Field Goal' if you want to take a chance.



THE PAUSE SCREEN

The pause screen lets you perform several functions.

- To view the Pause Screen, press **START**.

The game is paused.

RESUME GAME

To return to the action, **D-Pad** (UP/DOWN) to highlight *Resume Game*, then press **C**.

REPLAY NORMAL/REPLAY REVERSE



Ron Barr and the EA Sports crew provide unlimited instant replay from two different angles: Normal and

Reverse. At any time during the game you can review the play that was just run as many times as you want.

- Access instant replay:
 - 1) Press **START** to pause the game.
 - 2) **D-Pad** (UP/DOWN) to *Replay Normal* or *Replay Reverse*.
 - 3) Press **C**.

The Instant Replay screen appears.

- Run the tape in slow motion: (hold) **B**
- Run the tape frame by frame: (tap) **B**
- Run the tape at normal speed: **C**
- Rewind: **A**
- Isolate the camera on one player or on a specific point on the field: **D-Pad** (UP/DOWN/LEFT/RIGHT) to move the orange cursor over the player or place on which you want to train the camera.

TIMEOUT

Each team has three timeouts per half. Timeouts don't carry over from the first to the second half. When a team calls timeout, the game clock stops.

- 1) Press **START** to pause the game.
- 2) **D-Pad** DOWN to *Timeout*.
- 3) Press **C**.



When a timeout is called, the play clock is reset to 25 seconds.

Note: You cannot call a timeout until the whistle signifying the end of a play has been sounded.

DRIVE SUMMARY

DRIVE SUMMARY									
PLAYERS									
Play	Yards	Time	Time of Possession						
Pass	0	0	0						
Rush	0	0	0						
Total	0	0	0						

01	02	03	04	05	06	07	08	09	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

- 1) Press **START** to pause the game.
- 2) **D-Pad DOWN** to *Drive Summary*.
- 3) Press **C**.
- 4) Press **START** to return to the previous screen.

NOTE: If you don't see every play you ran during a drive, **D-Pad** (UP/DOWN/LEFT/RIGHT) to scroll through the entire drive summary.

GAME STATISTICS

GAME STATISTICS			
	HOME	VISITOR	
Score	0	0	
Time of Poss.	0:55	3:09	
First Downs	0	3	
Passing Yards	4	76	
Rush Yards	1	20	
Completions	2/2	10/10	
Passing Yards	0	0	
Rush Yards	0	0	
Total Yards	4	96	
3rd Down Con.	0/1 (0%)	1/6 (16.7%)	

The Game Statistics displays the current statistics in the game's most vital categories. Check out the success of your team's ground game and passing attack.

- 1) Press **START** to pause the game.
- 2) **D-Pad DOWN** to *Game Statistics*.
- 3) Press **C**.
- 4) **D-Pad** (UP/DOWN) to scroll through all statistics.
- 5) Press **START** to return to the Pause screen.



SCOREBOARD

Ron Barr and the entire EA Sports team keeps you up to date on the day's scores. Check in now and then to see who's winning!

- View the scoreboard from the Pregame screen or the Pause screen:

- 1) **D-Pad DOWN** to *Scoreboard*.
- 2) Press **C**.

PLAY CALL MODE

Bill Walsh College Football features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode is a single-box mechanism which allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

To learn more about how to call a play, turn to *Calling a Play on pp. 37*.

- Select Bluff Mode or Direct Mode from the Pregame screen or the Pause screen:
- 1) **D-Pad (DOWN)** to *Play Call Mode*.
 - 2) Press **C**. The Play Call Selection screen appears.



- 3) **D-Pad (UP/DOWN)** to highlight the option of your choice.
- 4) Press **C**. Your selection is made, and you return to the previous screen.

NOTE: *Direct Mode* is the default mode.

PASS CATCH MODE

In both *Auto Pass* mode or *Manual Pass* mode, the spot where the pass has been aimed is highlighted with a target.

In *Auto Pass*, the quarterback automatically passes the ball and the receiver automatically runs under the pass.

In *Manual Pass*, you don't assume control of the intended receiver until the passed ball reaches its apex.



Then you must use the D-Pad to guide the receiver to the target.



- Select Pass Catch Mode from the Pregame screen or the Pause screen:

- 1) **D-Pad DOWN** to *Pass Catch Mode*.
- 2) Press **C**.
- 3) **D-Pad (UP/DOWN)** to select.
- 4) Press **START** to return to the previous menu.

(Remember, when you take control of the quarterback, you must first press **C** to bring up the Passing Windows, then you must press **A**, **B**, or **C** to pass the ball to the appropriate receiver.

NOTE: *Auto Pass* is the default mode.

ENTERING THE COLLEGE PLAYOFF CHAMPIONSHIP



EA Sports welcomes you to the EA Cup College Playoff Championship, a sixteen-team single-elimination tournament. No polls, no guesswork. Finally you decide who the best team is. You can play a tournament featuring the current teams, or you can play the best teams from the '70's, '80's and '90's to determine the all-time champion.

Your team enters the tournament paired against its opponent according to rank. Tournament games are played like exhibition games. If your team wins, the tournament tree appears showing the updated brackets, and your team advances to the next round. Every game you win takes you closer to the championship game, where you'll find out who has the *real* team.



If your team loses, the Game Options screen appears, and you can begin another tournament.

TIES

In the event of a tie, the game moves into sudden death overtime. The coin is tossed again, and it's as if the game were starting again. In overtime the play clock runs as usual, but there is no game clock. The first team to score a point is the winner of the contest.

Note: Sudden death overtime applies only to tournament games. Exhibition games have no sudden death overtime periods; they can end in ties.

RESUMING A TOURNAMENT

College Football has an Automatic Tournament Save feature that lets you resume a tournament in progress. Now you can turn the power on the Genesis off and still retain your tournament standings. When you resume a tournament, you begin at the playoff tree immediately after the last finished contest.

- Resume a tournament in progress: Proceed to the Game Set-Up screen and select *Continue Tournament* from the Play Mode category. Then press **START**.

NOTE: Tournament standings are saved by the Genesis when you exit the post-game show. To avoid losing your place in a tournament, be sure to exit the show before you turn off the Genesis.

Only the most recent tournament can be saved. Anytime you begin a new tournament, the new tournament replaces the old tournament in the memory bank.



COLLEGE RULES

Although college football and professional football are primarily the same game, the rules are not identical. Following are the rules unique to college football.

Quarterback sacks are counted as rushing statistics.

The ball carrier is down when one knee touches the playing surface. An opponent doesn't have to touch him.

Pass interference is a 15-yard penalty. If the pass play is less than 15 yards, the ball is spotted at the location of the infraction.

There is no two-minute warning timeout.

The play clock is 25 seconds.

The defense cannot advance a recovered fumble.

If a kickoff goes out of bounds, the ball is spotted at the 35-yard line or the point on the field where the ball went out of bounds, whichever is more advantageous to the receiving team.

If a play ends out of bounds, on the next play the ball is hiked from a hash mark between the center of the field and the sideline where the previous play ended.

And of course, the two-point conversion is an option after every touchdown! Turn to *The Two-Point Conversion* on p. 40 to learn more.

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Ron Barr, sports anchor, EA SPORTS

Emmy Award-winning reporter Ron Barr brings over 20 years of professional sportscasting experience to EA SPORTS. His network radio and television credits include play-by-play and color commentary for the NBA, NFL and the Olympic Games.

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