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UNITED STATES PATENT APPLICATION

of

Athanasios Angelopoulos

for

METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

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METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

CROSS-REFERENCE TO RELATED APPLICATIONS

[0001] This patent application is a division of, and claims priority to, U.S. Patent Application serial number 10/266,795, the contents of which are hereby incorporated herein by reference.

BACKGROUND

[0002] Many video games attempt to recreate realistic situations. For example, video games simulating sports games and matches are popular. They commonly even show actual leagues with correct teams. Home towns may be shown, with realistic stadiums. Athletes' uniforms represent professional athletes' actual uniforms. Specific athletes are represented. For example, an image of Shaquile O'Neil may be used as one of the players on the Los Angeles Lakers basketball team. Kobe Bryant and all of Shaquile's actual teammates may be on the team with him.

[0003] But the realism goes far beyond just images. The video game characters have characteristics approximating their real life counterparts. For example, the video game Shaquile may be very good at dunking the basketball, but horrible at shooting freethrows. Parameters are stored on the video game medium that cause the different characters to replicate their real life counterparts' performance.

[0004] Video game producers typically produce professional sports video games once per year. The performance parameters and visual aspects are typically specified based on the most recent year. For example, Barry Bonds of the San Francisco Giants baseball team had a homerun average of (73 homeruns)/(476 at bats)=15.3 percent

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during the 2001 season. This average can be used to set a video game parameter so that the video game character Barry Bonds has a similar tendency to hit homeruns. A problem with this system is that the performance parameters and visual aspects of a video game are fixed at the time the video game is produced.

[0005] The players of this type of game continually demand increased realism in such games. For example, more and more parameters are added to distinguish one character from another and to more accurately simulate the performance of real life athletes. Also, the realism of the visual aspects of players, teams and stadiums is continually increased. For example, the ivy on the outfield wall of Wrigley Field in Chicago is may be shown in a baseball video game.

[0006] The problem remains that visual aspects and performance characteristics of real life sports players, teams and environments change throughout the year.

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SUMMARY

[0007] Sports video games attempt to achieve realism. Particularly, sports video games frequently attempt to emulate professional sport details. Actual professional athletes are shown, frequently including such details as jersey numbers, physical stature and even facial features. Performance characteristics are emulated. For example, in a baseball video game, an individual professional athlete's batting average may be used to influence a video game character's batting performance. Frequently actual professional teams are provided for video game play. For example, in a basketball video game, players can play the Los Angeles Lakers versus the Chicago Bulls, complete with rosters, players and even a stadium. Video game players are demanding more and more realism like this.

[0008] A major problem with this system is that professional sports change in many ways. Athletes' performances change over the course of a season, or even a day. Additionally, athletes may be traded from team to team, or become injured. Stadia may change. Sports announcers may change. This leaves a video game behind, in an unrealistic state. For example, if a new star rises on the professional sports scene, during the middle of a season, that new star's incredible performance will not be duplicated by the video game. Video game players are stuck playing the game with the star having his pre-star characteristics. They must wait for the video game producers to produce a new video game incorporating the new star-like performance of the rising star. This is unsatisfying for video game players. They want to play a video game that matches the professional sport performance characteristics, look and feel.

[0009] Accordingly, a system and method for updating parameters of a video game is provided. As events occur in the real world that may influence a game attribute, a

parameter is recorded on a server. A video game player may connect to the server and download the parameter. The parameter is stored by the video game and changes an attribute of the video game. Thus, for example, the new performance characteristics of the rising star may be recorded on the server as improved performance parameters. When these parameters are downloaded by the video game player, the video game incorporates the star-like qualities of the rising star.

[0010] This quantifiably increases realism. Video game players can download up-to-the-minute statistics and visual aspects for incorporation into their video games. Instead of playing with last season's teams, video gamers get a simulation of the fresh new events of the week, day, or hour.

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BRIEF DESCRIPTION OF THE DRAWINGS

[0011] FIG. 1 is an external view showing a structure of a video game system and a historical event.

[0012] FIG. 2 is a high level block diagram of a video game system.

[0013] FIG. 3 is a block diagram of a video game system.

[0014] FIG. 4 is a block diagram of a game medium.

[0015] FIG. 5 is a block diagram of the players stored in ROM.

[0016] FIG. 6 is a block diagram of a RAM.

[0017] FIG. 7 is a flow chart for choosing whether to update a video game.

[0018] FIG. 8 is a flow chart for updating a video game.

[0019] FIG. 9 is a flow chart for loading data into RAM and playing a video game.

[0020] FIG. 10 is a block diagram showing a portion of a flow diagram for authenticating a user of a video game.

[0021] FIG. 11 shows a portion of a process for authenticating a video game user, continued from FIG. 10.

[0022] FIG. 12 is a flow diagram showing a process for signing up a new user of a video game with downloadable statistics.

[0023] FIG. 13 is a flow diagram showing a download process of a new game parameter.

[0024] FIG. 14 is a flow diagram showing game play in a case in which an AC is required.

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DETAILED DESCRIPTION OF SEVERAL EMBODIMENTS

[0025] FIG. 1 is an is an external view of a video game system and a historical event. An historical event 11 takes place. For example, the event may be a World Cup soccer game, or an American football game. In a more specific example, the event may be the occurrence of a new yearly completion percentage, or other performance statistic, of a specific quarterback in a specific professional American football game.

[0026] A datum 17 relating to the historical event 11 is recorded on a computer readable medium known as a network server 14. A game machine 20 is coupled to the network server 14. The game machine 20 downloads the datum 17, which may, for example, represent a quarterback's completion percentage, a basketball player's freethrow percentage, or any other outcome of a realistic event. The datum 17 is then used to play a video game, which is displayed on a monitor 24. A user 28 plays the video game using controller 30. In this way, the user gets to play a video game the more accurately simulates a the real world.

[0027] For example, a datum representing a quarterback's new completion percentage is loaded into memory (not shown) in the game machine 20. Then, the user 28 can play an American football video game with current statistics. This makes the video game more enjoyable to the user, adding increased realism. As real life professional players' performances change, users can still play with statistically accurate players.

[0028] FIG. 2 is a block diagram of a video game system. The video game machine 20 incorporates a central processing unit (CPU) 32 and coprocessor (CP) 34. The CP 34 includes a bus control circuit 38 for controlling buses, a signal processing unit (SPU) 40 for performing polygon coordinate transformation, shading treatment, etc., a display

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processing unit (DPU) 45 for rasterizing polygon data into an image to be displayed and converting the data into a data from (dot data) stored on a froame memory. The CP 34 is coupled to a cartridge connector 50 for detachably mounting with a ROM cartridge 52, a disc drive connector 54 for detachably mounting with a disc drive 56, and a RAM 58. Also, the CP 34 is connected with an audio signal generating circuit 61 for outputting a sound signal to an audio output device 62, processed by the CPU 32, and an image signal generating circuit 64 for outputting an image signal to a display 65. Further, the CP 34 is coupled with a controller control circuit 67 for serially transferring operational data for one or a plurality of controllers 70A-70D and data for a RAM cartridge 73 for extension.

[0029] A modem 72 is coupled to the bus control circuit 38. The modem 72 is also preferably coupled to the internet (not shown). As discussed with reference to FIG. 1, a server coupled to the internet stores performance, visual image and audio parameters. The modem 72 couples to the server and downloads a parameter for play in the video game. The CPU 11 sends a signal through the bus control circuit to initialize the modem 72 and control the modem 72 to download the parameter. Preferably, the parameter is stored in RAM 58 for play of the video game, as discussed below. It will be understood by those of skill in the art that other configurations of video game machines are possible. For example, the CPU II and the CP 34, or portions of the CP 34, may be incorporated as one component. Also, for example, RAM 58, may be divided into more than one memory element, or other types of memory elements may be included.

[0030] Referring now to FIG. 3, a block diagram of a video game system 79 is shown. A data server 82 is coupled to a network 85. The network may be, for example, what is commonly referred to as the internet, or, alternatively, the network 85 may be

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another type of network, such as a local area network (LAN). The data server 82 stores information for use in video games. Advantageously, new statistical results or parameters can be stored on the data server 82. For example, when a real professional athlete changes a performance rating, the changed performance rating can be stored on the data server 82. For example, when a professional baseball player changes his batting average, the changed batting average can be stored on the data server 82. Or, as a second example, if a professional American football quarterback changes his completion percentage the changed completion percentage can be stored on the data server 82. This allows a video game player to play a video game with the new statistics. The changed statistic may be stored as the actual number that the statistic represents. For example, if a batting average goes from 0.275 to 0.278, then the number 0.278 may be stored on the data server. Or the new statistic may be stored on the data server as a parameter of a video game. The parameter can then be used to effect how the video game character interacts with the video game environment.

[0031] Referring again to FIG. 3, the user (not shown) plays the video game by entering inputs through a user interface 87. The user interface 87 may be, for example, a video game controller (not shown). The user interface 87 is coupled to a video game machine 90, which may be a video game machine 20, as shown with reference to FIG. 2. The video game machine 90, is coupled to a RAM 95 and a local memory 99, preferably a read only memory (ROM). The RAM 95 is used for storing data and rules (described later with reference to FIG. 4) from the game medium 103. Advantageously, the parameter is also stored on the RAM. Thus, the video game is played with the changed statistic. Advantageously, a video game character, such as, for example, an

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American football quarterback, will play more realistically based on the video game character's real life performance, such as, for example, a completion percentage.

[0032] The video game machine is coupled to a modem 107 for coupling to the network 85. The parameter is downloaded by the video game machine 90 from the data server 82 by means of the modem 107 and the network 85. As will be understood by those of skill in the art, the modem 107 may be incorporated as part of the video game machine 90, or a separate component.

[0033] FIG. 4 is a block diagram of a game medium, preferably a ROM 109. The game medium may be, for example, a compact disc (CD), a digital video disc (DVD), or a cartridge. The ROM 109 includes many rules and parameters for the video game. Rules 111 are stored on the ROM 109. The rules 111 are shown as Rule 1, Rule 2, Rule 3, etc. The rules govern how the game is played and displayed on the user interface. Advantageously, the rules can be updated to match the rules of the real world.

[0034] There are also other parameters stored on the ROM 109. For example, stadium parameters 113 may be stored. For example, the game may display Wrigley Field for play by the Chicago Cubs and Fenway Park for play by the Boston Red Socks. For example, the ivy on the homerun wall of Wrigley Field is green and flourishing during certain parts of the year, such as from May to July. During April, August and September, the ivy is browner. The color of the ivy shown in a baseball video game showing Wrigley Field can change based on the time of the year that the video game is played.

[0035] As another example of how realism can be increased, new memorials to great players can be implemented in the video game stadiums. For example, in 2002, Ted Williams' number, "9", was displayed in the leftfield grass of Fenway Park after the

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start of the season. Baseball video games were already produced. So the video game fields did not have the number on the field, failing to duplicate real life. Now, the field can be changed to match real life after the game is produced, sold and played in the user's home.

[0036] Referring again to FIG. 4, referees 115 may be stored. Referees' appearances and performance may be stored. For example, some referees in basketball call technical fouls frequently. Some referees rarely call technical fouls. Parameters can be stored regarding the individual referees that simulate these real life differences.

[0037] Team statistics and other parameters can also be stored, such as, for example, the city, owners, trainers, coaches, players, etc. For example, Mike Bibby of the Sacramento Kings, during the 2001-2002 regular season averaged 13.7 points and 12.3 shots attempted per game. In the playoffs of the same season, he averaged 20.2 points and 16.1 shot attempted per game. These improved playoff statistics can now be downloaded. A video game player can play a basketball video game with a Mike Bibby character incorporating the better performing real world Mike Bibby.

[0038] As another example, the 2000-2001 Chicago Bears' opponents scored an average of 22.2 points per game with an average of 114.2 rushing yards per game. The 2001-2002 Chicago Bears' opponents scored an average of 12.7 points per game with an average of 82.1 rushing yards per game. This change was not reflected in video games played during the 2001-2002 season. At that time, the newest video games reflected the statistics from the 2000-2001 season. Thus, the Chicago Bears on the video games played poorly, whereas the Chicago Bears on the real football field played very well. This dichotomy between video game and real life is frustrating to many video game players.

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[0039] FIG. 5 is a block diagram of the players stored in ROM. Player 1, Player 2, Player 3 and several other players are shown. Under each player, several statistics are shown. For example, if the video game is basketball, Statistic 1 may be a player's field goal percentage. Statistic 2 may be a free throw percentage. Statistic 3 may be blocks per game. One skilled in the art will appreciate that the number and type of statistics stored will very with the game and with the way the video game designer choses to design the game.

[0040] FIG. 6 is a block diagram of a RAM 135 used to store game parameters for play of a video game. RAM 135 may be used to store game parameters as are RAM 58 and RAM 95. Preferably, items are loaded from ROM 109 into RAM 135. Preferably, all of the rules 111 are loaded into RAM at 138. However, only one stadium is loaded from ROM to RAM. Also, only two teams, shown as Team 1 and Team 2 are loaded. As discussed with reference to FIGS. 1-3, above, a new parameter is downloaded from the server and stored in RAM 135. Preferably, the new parameter is stored in RAM in addition to the parameter as loaded from ROM.

[0041] Referring now to FIG. 7, a flowchart is shown. In step 221, the method starts. In step 224, it is determined whether autoupdate is enabled. If autoupdate is enabled, the method continues by going to FIG. 8, as shown at step 227. If autoupdate is not enabled, the main menu is displayed at step 230. In step 232, a user chooses to start a game or request an update, at step 232.

[0042] In step 234, it is determined whether the user requested an update. In step 236, the method continues by going to FIG. 9, if the user did not choose to update the video game. If the user did choose to update the video game, the method continues by going to FIG. 8, at step 238.

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[0043] Referring now to FIG. 8, in step 241, the CPU initializes the modem. In step 243, the modem establishes a network connection. Next, in step 245, the CPU sends a request for data to the data server. At 247 and 249, the data server sends the requested data to the CPU. Advantageously, the requested data may be updated, or changed, statistics for playing a more realistic video game. For example, as mentioned above, the user may be requesting updated batting averages for game characters in a profession baseball video game. Or, to continue the example from above, the video game player may be requesting a newly established completion percentage for an American football quarterback. Preferably, the request is for all the new statistics resulting from a real game that has already been played, or from a plurality of games.

[0044] Referring again to FIG. 8, at step 250, the CPU receives the requested data and stores it in local memory 254. In step 251, the CPU disconnects the modem from the network. Next, at step 253, the user is prompted that the data transfer is complete. The main menu is displayed at step 255, and the method continues to FIG. 9 for play of the game.

[0045] In FIG. 9, a flowchart is shown for the play of the video game. At step 265, the game starts. Next, at step 270, the CPU loads the game engine 275 from the game medium 280 into RAM 285. Next, at step 290, the CPU loads the requested data 295 from local memory 300 into RAM 285. The requested data 295 is preferably the changed statistics requested by the user and stored in local memory as shown in FIG. 8. This way, updated statistics, such as new player performance parameters resulting from current, real professional games can be used to play a more realistic video game, as shown at step 305.

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[0046] FIG. 10 is a block diagram showing a portion of a flow diagram for authenticating a user of a video game. At step 334, a CPU initializes a modem. The modem connects to a network at step 337. The game machine displays a login/sign-up screen at step 340. The user selects either to sign up or login in at step 342. If the user selects to login, the next step depends upon whether an authentication code (AC) is required, as shown at step 344. If no AC is required, the CPU sends the login data to the server at step 346. The flow then continues at FIG. 11.

[0047] Alternatively, an AC may be required by the network, as shown at step 348. This allows the network to verify that the user has a proper authentication code. For example, the authentication code may be provided at sign-up (described with respect to FIG. 12) by the network to the user. This way, the network administrator can verify that the user is a paying user. As another example, a new authentication code may be provided on a periodic basis, such as, for example, monthly. Thus, if a user is paying on a monthly basis, correct authentication is only available if the user's dues are current. As yet another example, the AC may be associated with a specific game machine by either the network or the CPU. This allows for security for preventing portability of AC's from one game machine to another.

[0048] Referring again to FIG. 10, if authentication is required, it depends whether the AC is auto-sent or not, as shown at step 351. If the AC is auto-sent, the process continues at step 346. If the AC is not auto-sent, the user enters a user verification code, at step 354. At step 357, the CPU compares the user verification code to a game machine authentication code. If the user verification code matches the game machine authentication code, at step 360, the process continues at step 346. As stated in step 346,

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the login data 363 is stored at a network server 366. Next, the process continues at FIG. 11.

[0049] FIG. 11 shows a portion of a process for authenticating a video game user, continued from FIG. 10. At step 369, the server attempts to authenticate the login data and any AC present. The AC may include a user verification code, to verify that the user is authorized to receive updated game parameters. Also, the AC may include a code identifying a specific game machine. This identifying code may, for example, be a serial number from the game machine. Alternatively, the identifying code may be a code assigned by the network administrator to the game machine at sign-up (described with respect to FIG. 12). Further, the network administrator may verify that the identifying code, the verification code, and the user login data all match. The verification code may be a password.

[0050] At step 372, the network checks whether the login data and any AC is authenticated. If the login data and any AC are authenticated, at step 376, the server sends a menu of available data to the game machine. Then, at step 384, the CPU displays the menu to the user and continues to FIG. 13. If the login data and any AC are not authenticated at step 372, the server sends a failure message to the CPU, at step 380. The CPU displays the failure message to the user, at step 384. Preferably, the CPU next displays the login/sign-up screen to the user again. The process returns to the beginning of FIG. 10, at step 334.

[0051] FIG. 12 is a flow diagram showing a process for signing up a new user of a video game with downloadable statistics. In step 390, the CPU displays, a sign-up screen. In step 393, the user enters the user's name and chosen password, and possibly other identifying information, such as a birthdate, address, etc. In step 396, the process

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depends upon whether the AC is autosent. If the AC is autosent, the CPU sends the sign-up data 404 to the server 408 in step 400. In step 412, the server sends account options 416 to the game machine.

[0052] In step 420, the CPU displays the account options to the user. In step 424, the user selects what type of account the user chooses. In step 428, the CPU sends the users choice of account type to the server. For example, the user may choose to pay for downloads of new game parameters on a monthly basis. As another example, the user may choose to pay for downloads of new game parameters for an entire sports season. Or, as yet another example, the user may choose to pay for downloads of new game parameters on a pay per use basis. Other business models will be apparent to those of skill in the art.

[0053] In step 432, the server verifies the information, creates an account and sends a menu of game data to the game machine. In step 436, the CPU displays the menu to the user. Next, the process continues as shown in FIG. 13.

[0054] Alternatively, if in step 396, the AC is not autosent, the user enters an AC, in step 440. In step 444, the CPU compares the user input AC with the game machine authentication code. In step 446, the CPU determines whether the user input AC matches the game machine AC. If not, the process continues at step 448 and the CPU displays an error message to the user. If the user input AC matches the game machine AC, the process continues at step 400.

[0055] FIG. 13 is a flow diagram showing a download process of a new game parameter. In step 450, the user selects a set of desired game parameters. For example, the desired parameters may comprise a complete set of new parameters for all teams in the game. As another example, the desired parameters may comprise the results of a

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single sports game for a single team. In step 453, the CPU sends the request to the server.

[0056] In step 456, the process depends on whether the game machine requires an authentication code. In step 459, the server sends the requested parameters to the CPU. In step 462, the CPU stores the new game parameters in local memory 465.

[0057] Alternatively, if in step 456, the game machine requires an AC, the process continues to step 468. In step 468, the server attaches account information and the AC to the parameter. In step 471, the server sends the parameter to the CPU. In step 474, the CPU compares the AC with the game machine AC. In step 476, the game machine determines whether the AC sent by the server matches the AC stored on the game machine. If there is no match, the CPU displays an error message. If there is a match, the CPU stores the data at step 479 in local memory 465. The data, or new game parameters, can then be used for play in a game with quantifiably increased realism.

[0058] FIG. 14 is a flow diagram showing game play in a case in which an AC is required. In step 490, the CPU displays a game menu. In step 495, the user selects to load saved data 500, which has been stored in local memory 505. In step 510, the CPU reads data from local memory. In step 515, the CPU compares an AC associated with the data to the game machine AC. In step 520, the process determines whether the AC associated with the data is the same as the game machine AC. If they don't match, the CPU displays an error message in step 535. If they match, the CPU loads the parameter data into RAM 525 in step 530. Then, the new game parameters are used for play in a game with quantifiably increased realism.

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CLAIMS

What is claimed is:

1. A game medium configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters, the game medium being configured to cause the video game machine to perform a method comprising:

loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

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2. A game medium according to claim 1, wherein the change in the video game attribute is a change in a visual appearance of the stadium or field that corresponds to a change in the real-life visual appearance of the real-life stadium or field.

3. A game medium according to claim 2, wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field.

4. A game medium according to claim 3, wherein the plant includes grass.

5. A game medium according to claim 3, wherein the plant includes ivy.

6. A game medium according to claim1, wherein a plurality of updated stadium or field parameters are received during a single real-life sports season and the stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season.

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7. A game medium according to claim 1, the game medium being further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports

athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports athlete.

8. A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter.

9. A game medium according to claim 1, wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter.

10. A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller.

11. A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real-life trade of a real-life athlete between two real-life teams during a single sports season; and

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changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game.

12. A game medium according to claim 1, wherein the sports video game is a soccer sports video game including video game soccer stadiums, video game soccer teams, and video game soccer characters associated with real-life soccer stadiums, real-life soccer teams, and real-life soccer athletes respectively.

13. A game medium according to claim 1, wherein the sports video game is a football sports video game including video game football stadiums, video game football teams, and video game football characters associated with real-life football stadiums, real-life football teams, and real-life football athletes respectively.

14. A game medium according to claim 1, wherein the sports video game is a basketball sports video game including video game basketball stadiums, video game basketball teams, and video game basketball characters associated with real-life basketball stadiums, real-life basketball teams, and real-life basketball athletes respectively.

15. A game medium according to claim 1, the method further comprising:

during a single sports season, receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is

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based at least in part on one or more real-life performances of the particular real-life sports athlete;

updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game; and

enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine.

16. A game medium as in claim 15, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

17. A game medium as in claim 15, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete (or insert "during at least a portion of the single sports season".

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18. A game medium according to claim 15, wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances during the single sports season.

19. A game medium according to claim 1, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

20. A method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game, the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life;

communicating with a video game machine to establish a network connection over the Internet; and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field

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parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field.

21. A method according to claim 20, the method also for updating a video game character parameter of a sports video game character in the sports video game, the sports video game character representing a particular real-life athlete in the sports video game, the method further comprising the following acts:

storing an updated video game character performance parameter on the storage medium of the computer server, wherein the updated video game character performance parameter is based at least in part on one or more performance statistics of the particular real-life athlete performing in one or more real-life sporting events; and

transmitting the updated video game performance parameter to the video game machine over the network including the internet, thereby enabling the video game machine to (i) receive the updated video game performance parameter and (ii) change the sports video game play such that the particular video game character of the sports video game more closely simulates the real-life performance of the particular real-life athlete.

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ABSTRACT

A system and method for updating parameters of a video game is provided. As events occur in the real world that may influence a game attribute, a parameter is recorded on a server. A video game player may connect to the server and download the parameter. The parameter is stored by the video game and changes an attribute of the video game. Thus, for example, the new performance characteristics of the rising star may be recorded on the server as improved performance parameters. When these parameters are downloaded by the video game player, the video game incorporates the star-like qualities of the rising star.

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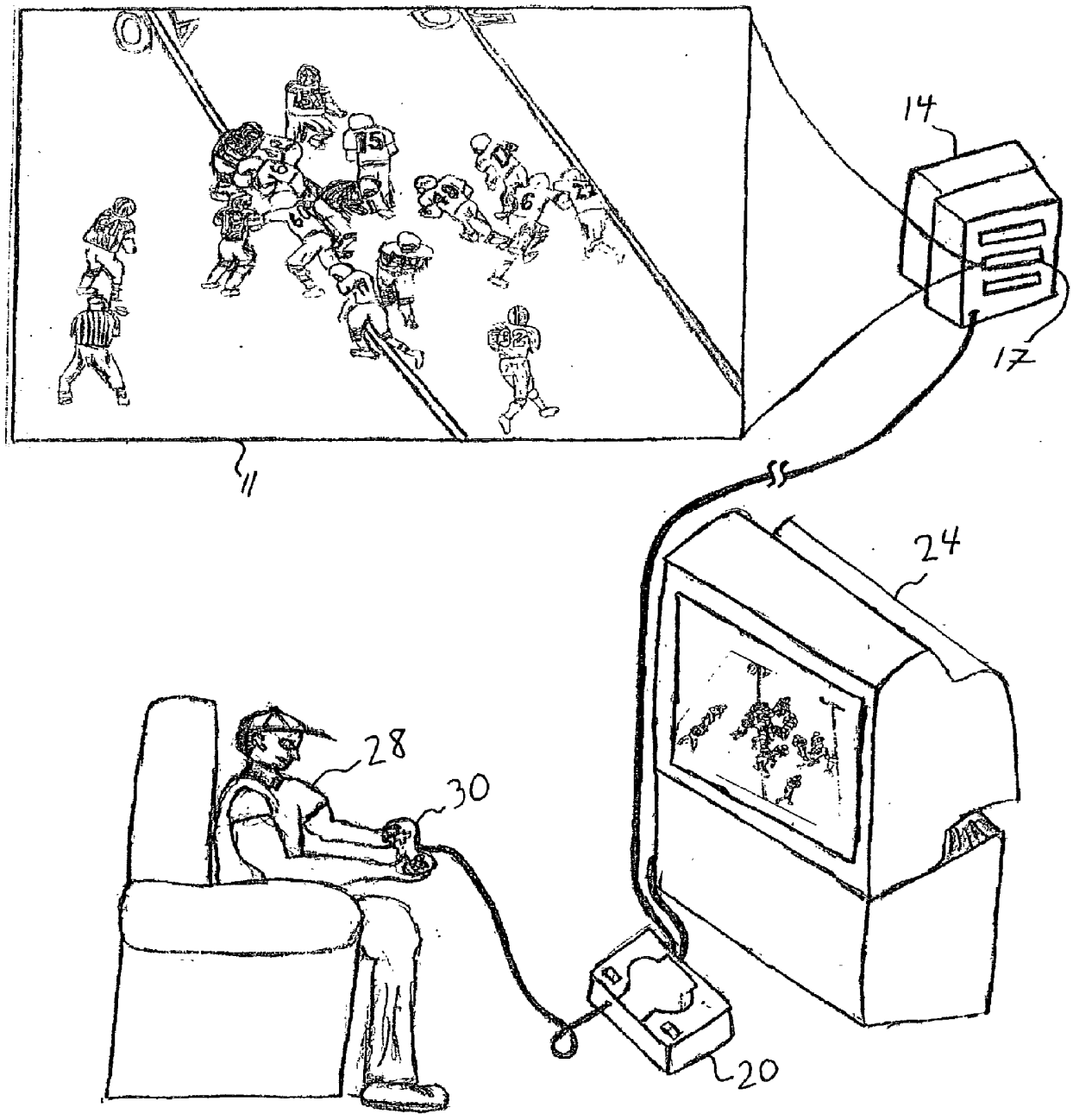


Fig. 1

Fig. 2

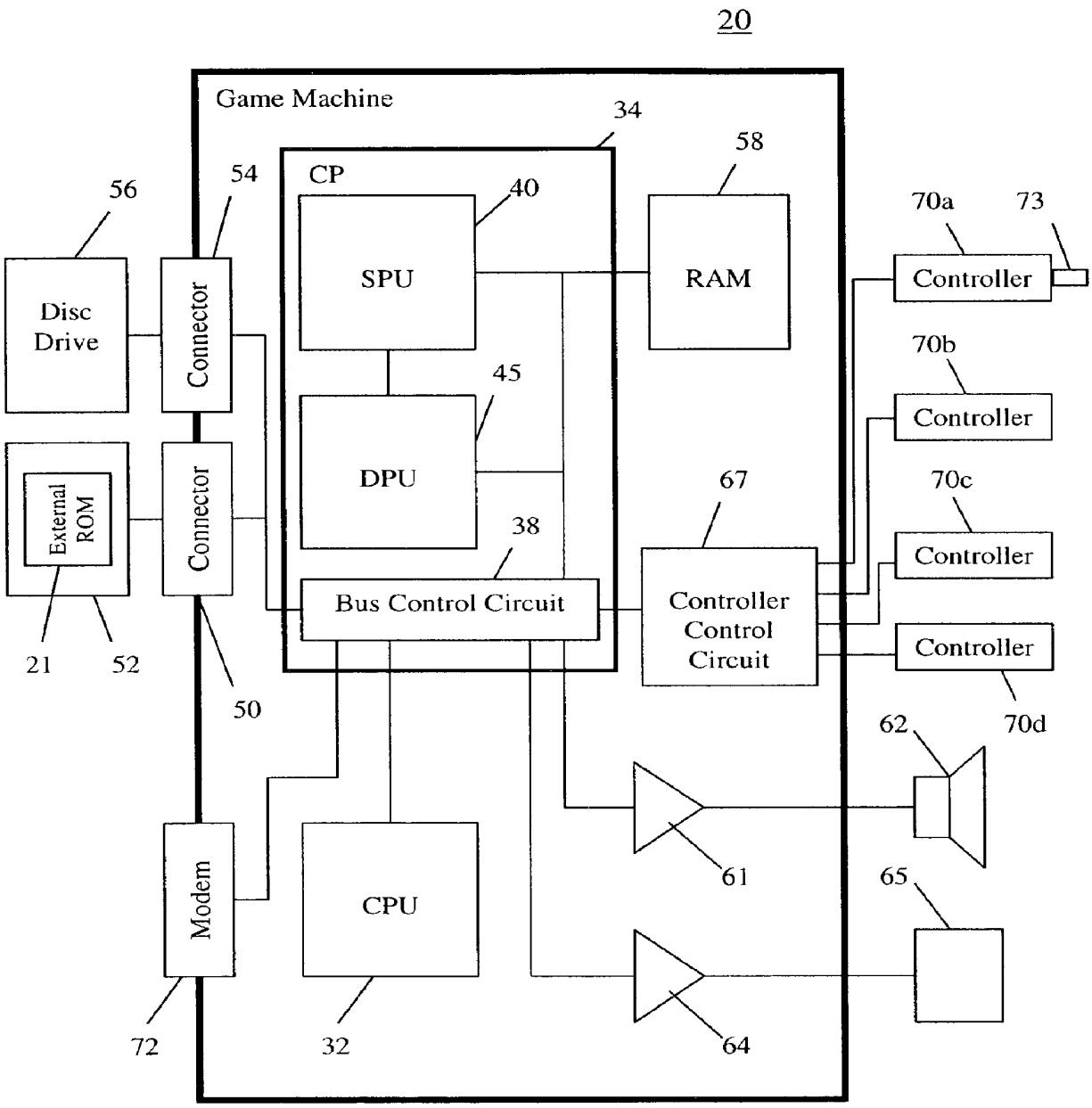

20
Game Machine
34
58
CP
56
54
40
70a
73
SPU
RAM
Disc Drive
Connector
Controller
70b
45
Controller
DPU
External ROM
Connector
67
70c
38
Controller
Bus Control Circuit
Controller Control Circuit
Controller
21
52
50
70d
62
61
65
Modem
CPU
72
32
64

Fig. 3

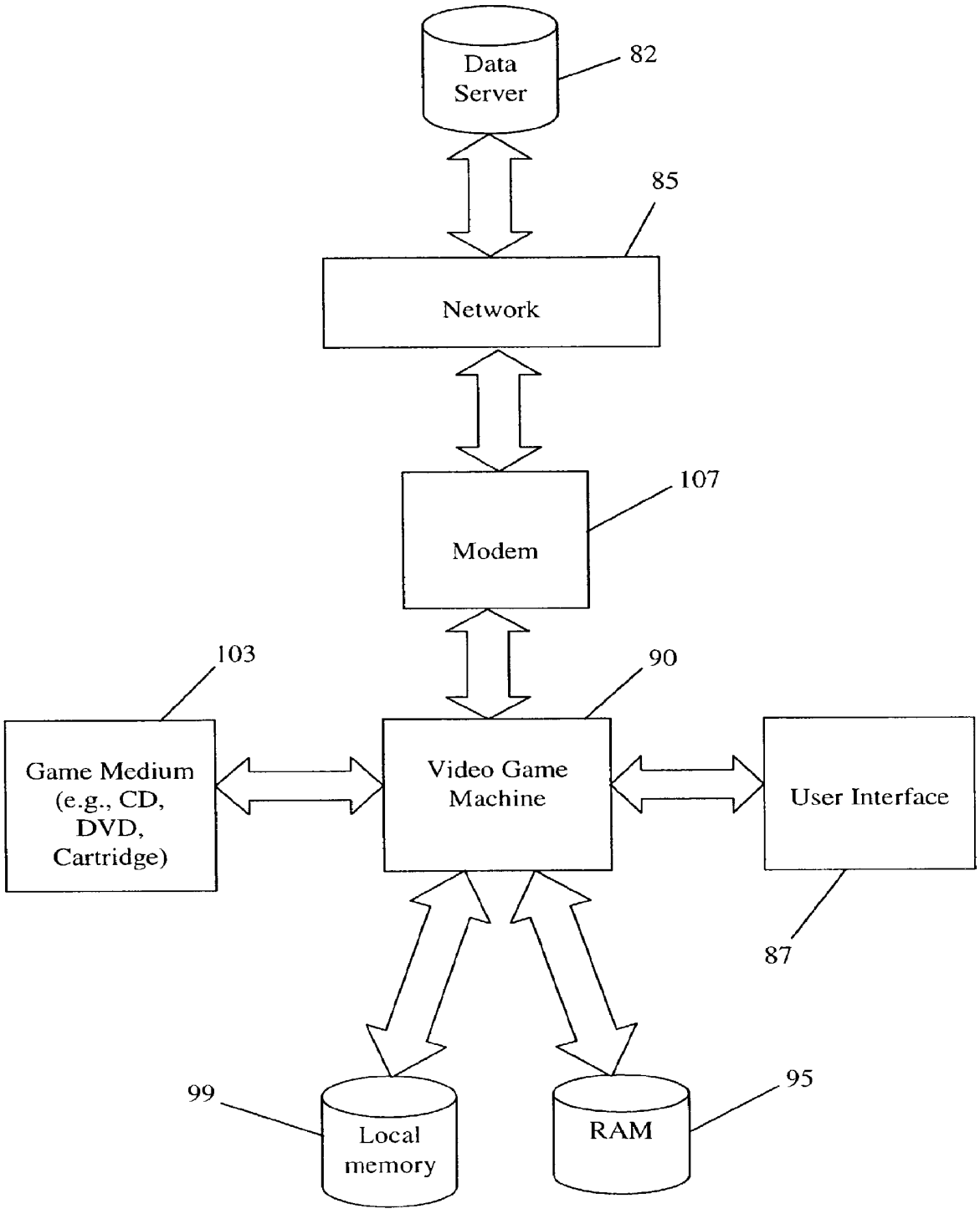

Data Server
82
85
Network
107
Modem
103
90
Game Medium (e.g., CD, DVD, Cartridge)
Video Game Machine
User Interface
87
99
Local memory
RAM
95

Fig. 4

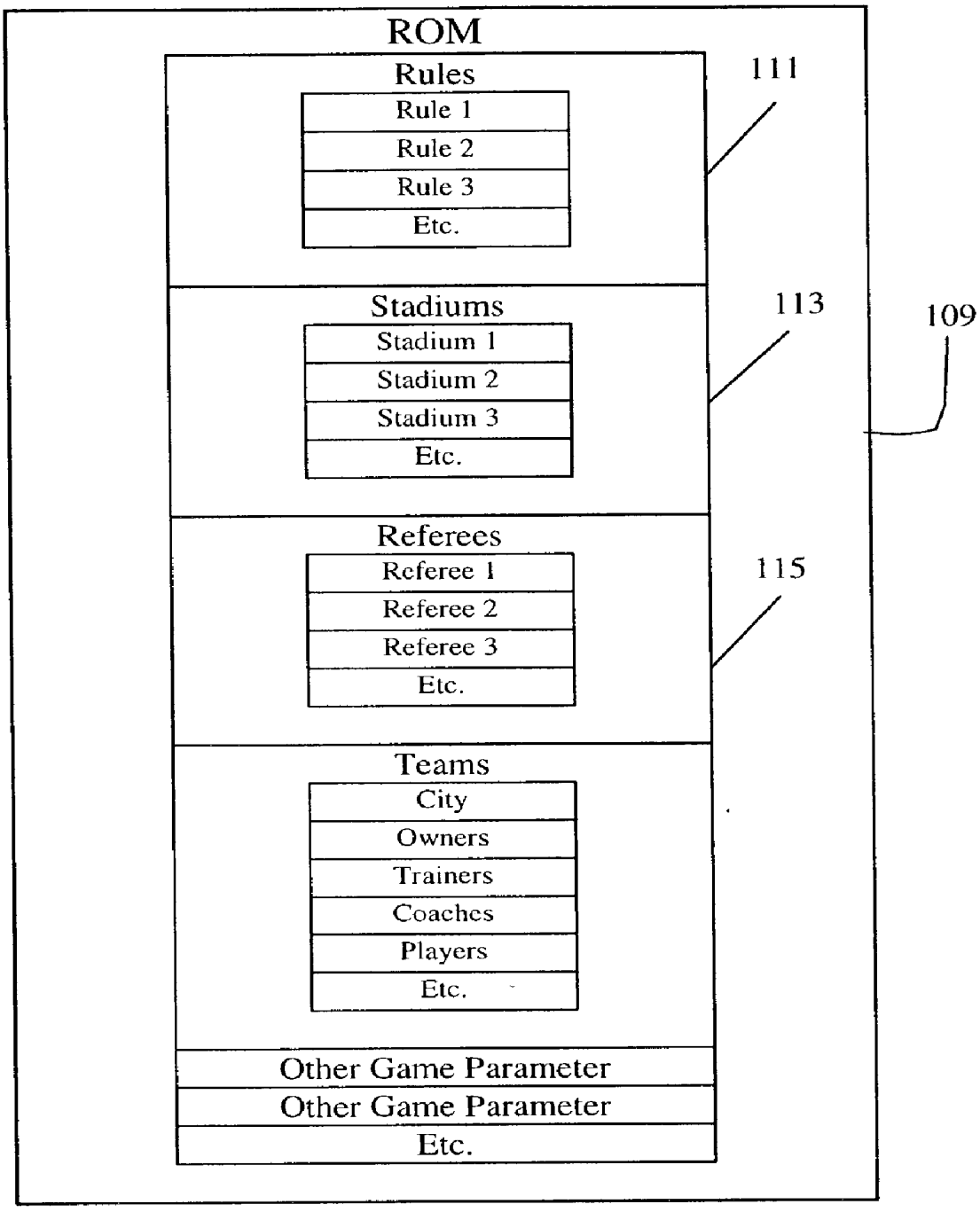

ROM
Rules
Rule 1
Rule 2
Rule 3
Etc.
111
Stadiums
Stadium 1
Stadium 2
Stadium 3
Etc.
113
109
Referees
Referee 1
Referee 2
Referee 3
Etc.
115
Teams
City
Owners
Trainers
Coaches
Players
Etc.
Other Game Parameter
Other Game Parameter
Etc.

Fig. 5

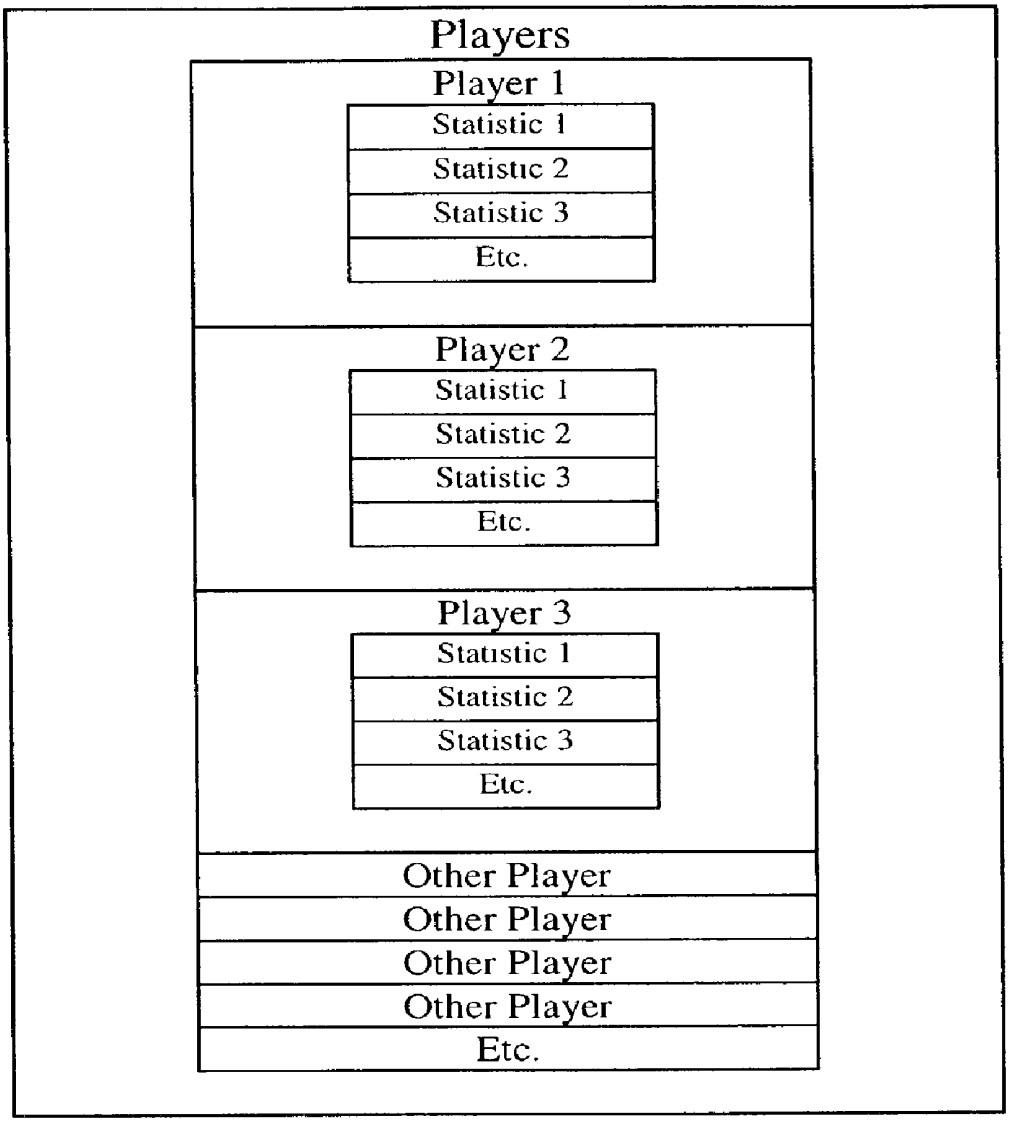

Players
Player 1
Statistic 1
Statistic 2
Statistic 3
Etc.
Player 2
Statistic 1
Statistic 2
Statistic 3
Etc.
Player 3
Statistic 1
Statistic 2
Statistic 3
Etc.
Other Player
Other Player
Other Player
Other Player
Etc.

Fig. 6

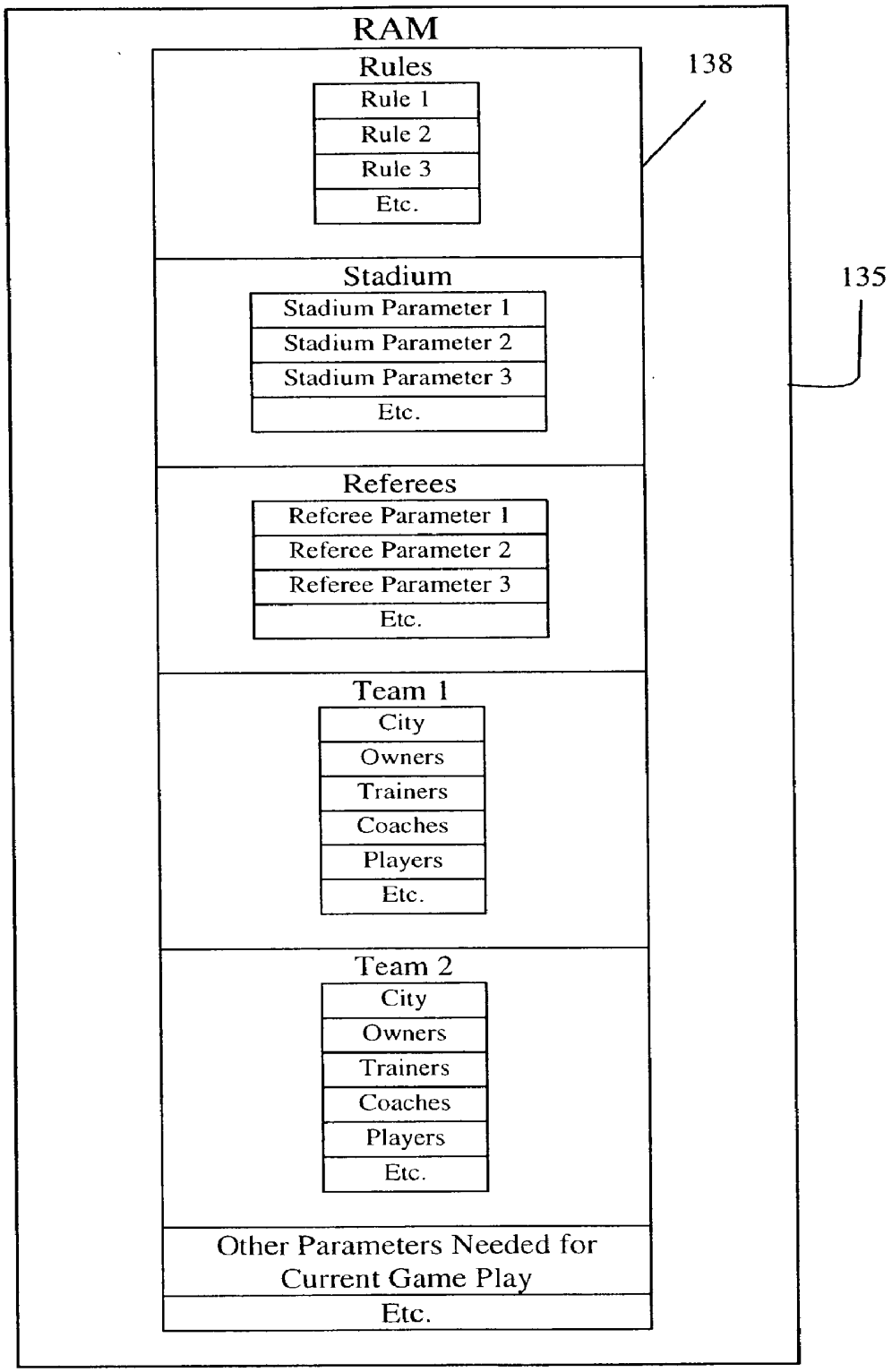

RAM
Rules
Rule 1
Rule 2
Rule 3
Etc.
138
Stadium
Stadium Parameter 1
Stadium Parameter 2
Stadium Parameter 3
Etc.
135
Referees
Referee Parameter 1
Referee Parameter 2
Referee Parameter 3
Etc.
Team 1
City
Owners
Trainers
Coaches
Players
Etc.
Team 2
City
Owners
Trainers
Coaches
Players
Etc.
Other Parameters Needed for Current Game Play
Etc.

Fig. 7

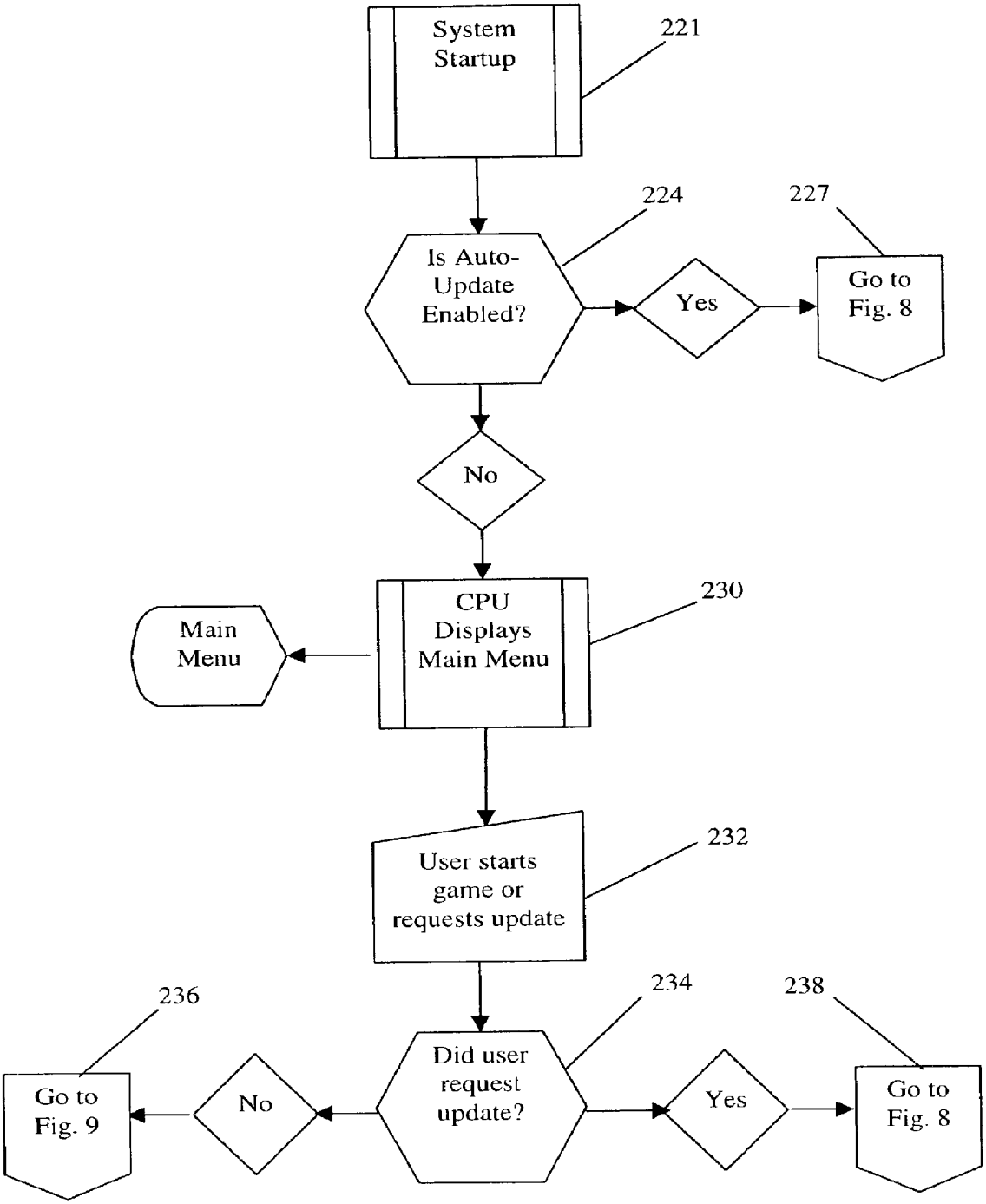

System Startup
221
Is Auto-Update Enabled?
224
Yes
227
Go to Fig. 8
No
CPU Displays Main Menu
230
Main Menu
User starts game or requests update
232
Did user request update?
234
Yes
238
Go to Fig. 8
No
236
Go to Fig. 9

Fig. 8

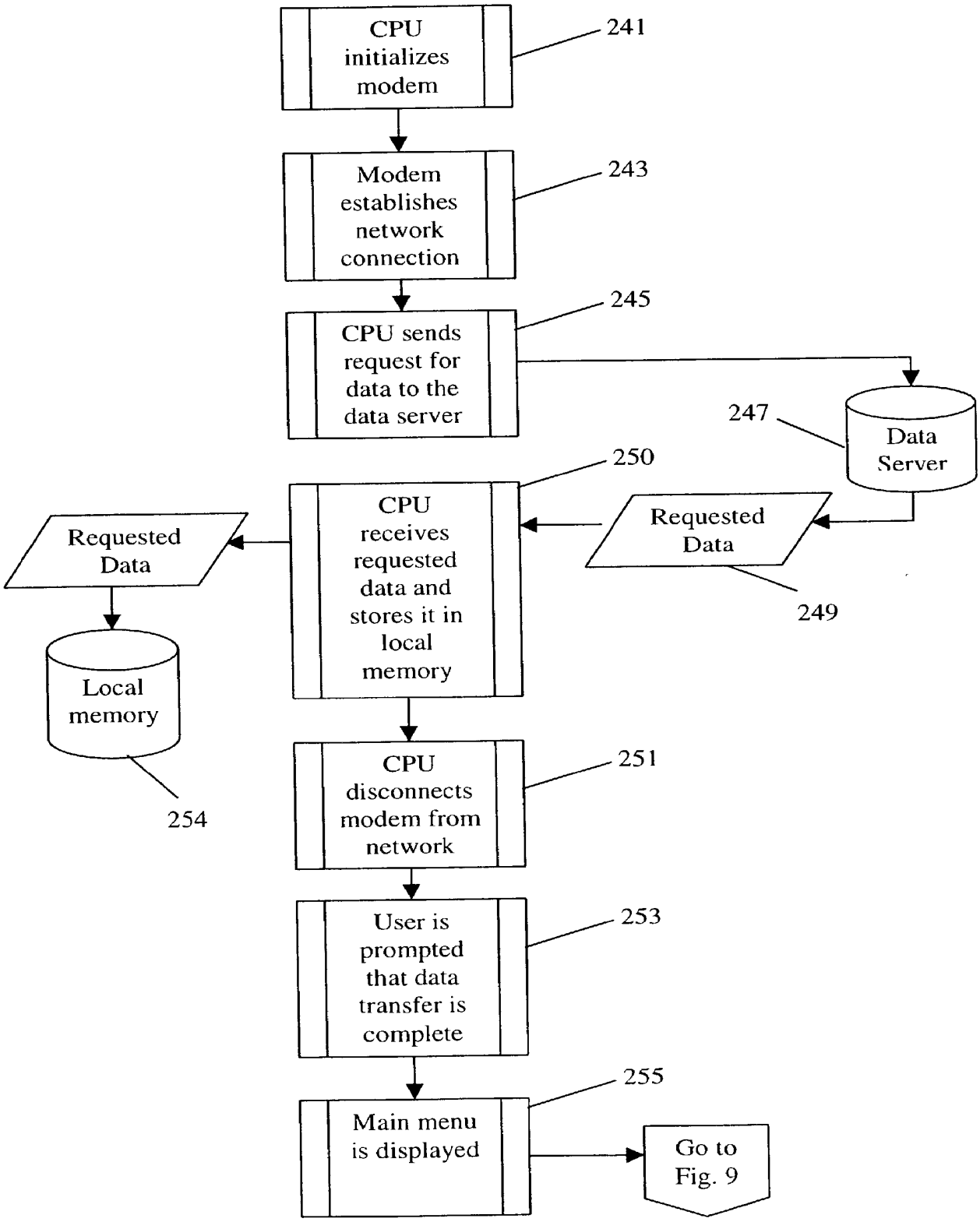

CPU initializes modem
241
Modem establishes network connection
243
CPU sends request for data to the data server
245
247
Data Server
250
CPU receives requested data and stores it in local memory
Requested Data
Requested Data
249
Local memory
254
CPU disconnects modem from network
251
User is prompted that data transfer is complete
253
Main menu is displayed
255
Go to Fig. 9

Fig. 9

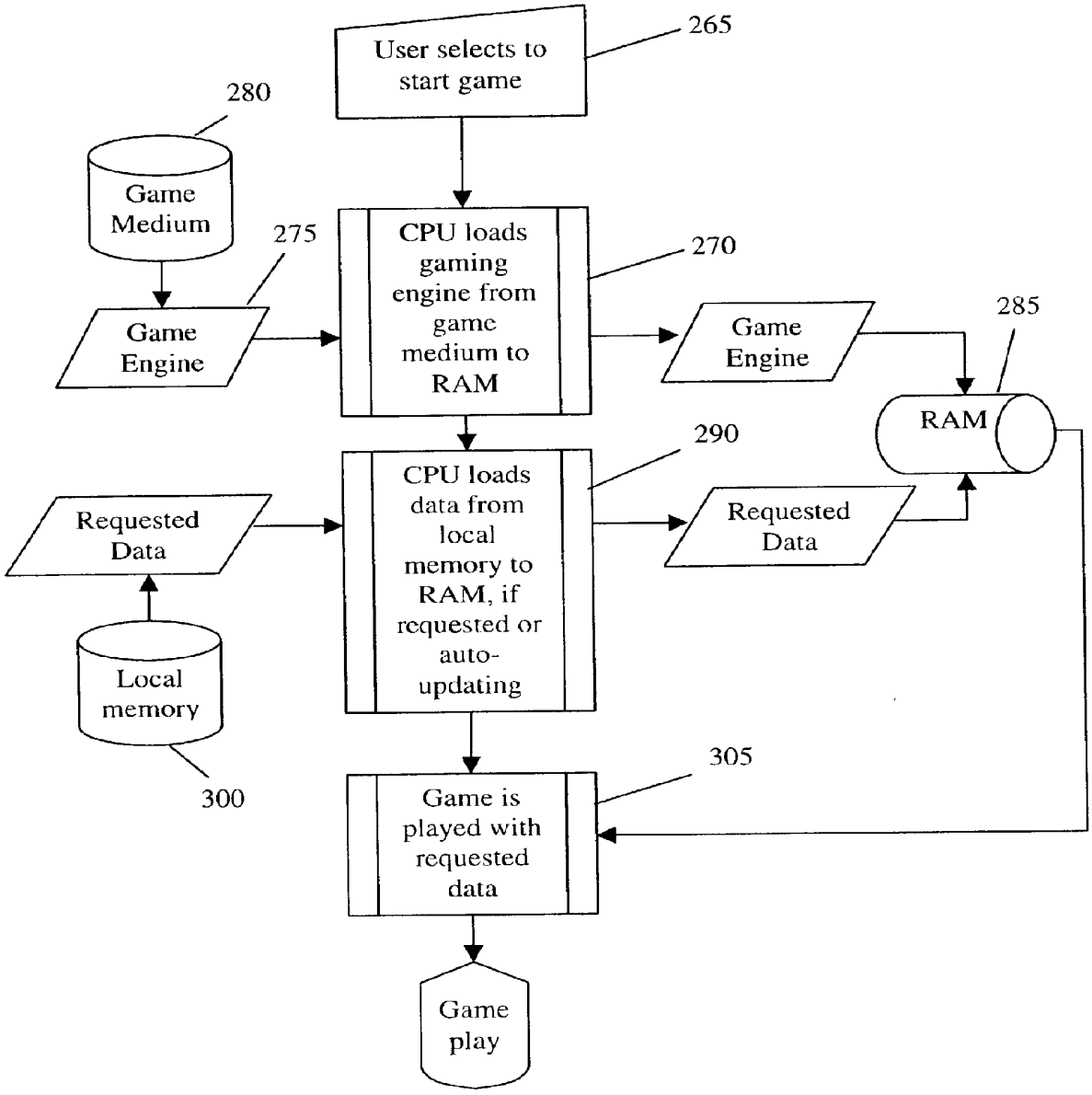

User selects to start game
265
280
Game Medium
275
Game Engine
CPU loads gaming engine from game medium to RAM
270
Game Engine
285
RAM
290
CPU loads data from local memory to RAM, if requested or auto-updating
Requested Data
Requested Data
Local memory
300
305
Game is played with requested data
Game play

Fig. 10

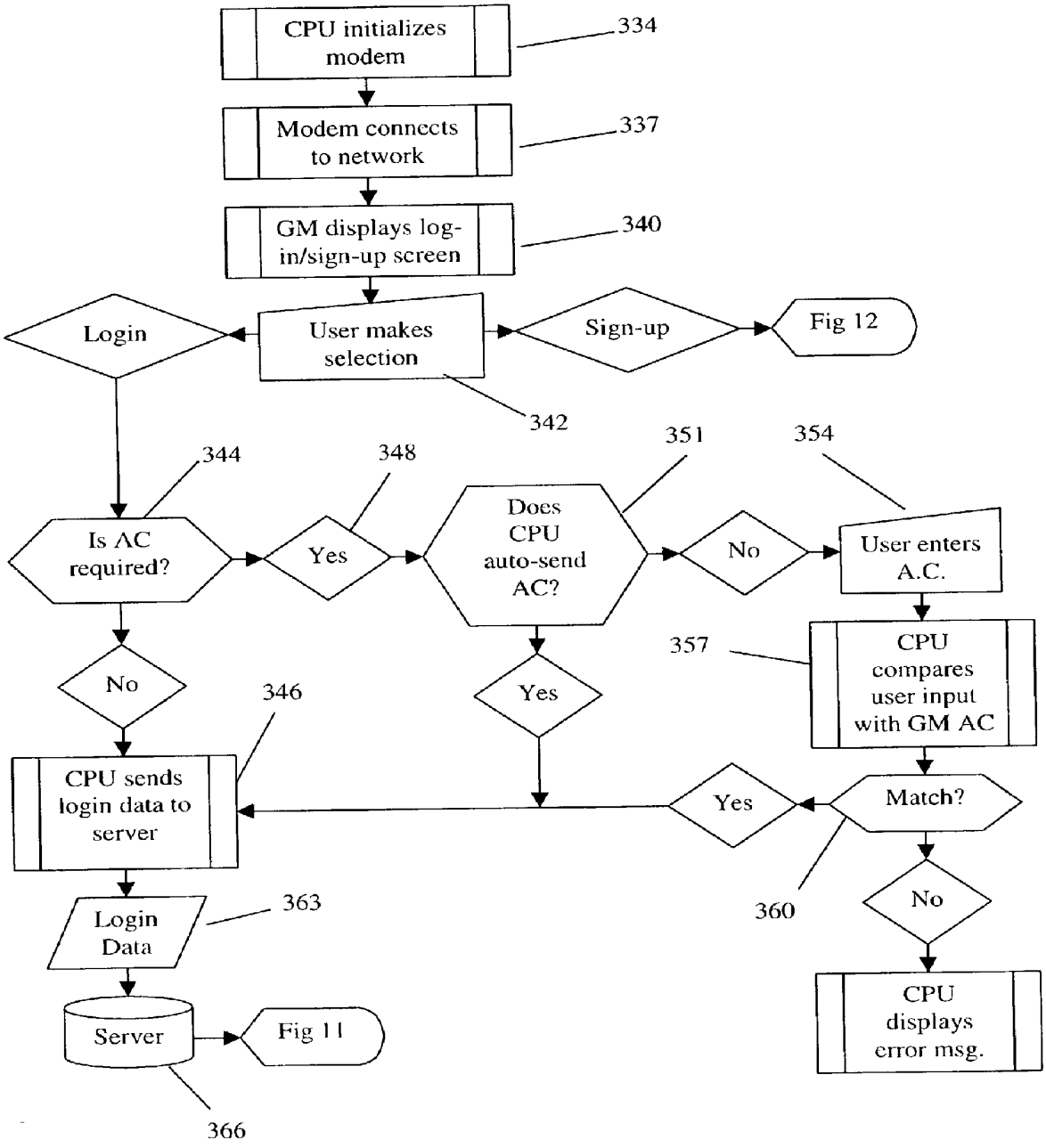

CPU initializes modem
334
Modem connects to network
337
GM displays log-in/sign-up screen
340
Login
User makes selection
Sign-up
Fig 12
342
344
348
351
354
Is AC required?
Yes
Does CPU auto-send AC?
No
User enters A.C.
No
Yes
357
CPU compares user input with GM AC
346
CPU sends login data to server
Yes
Match?
360
No
363
Login Data
Server
Fig 11
366
CPU displays error msg.

Fig 11

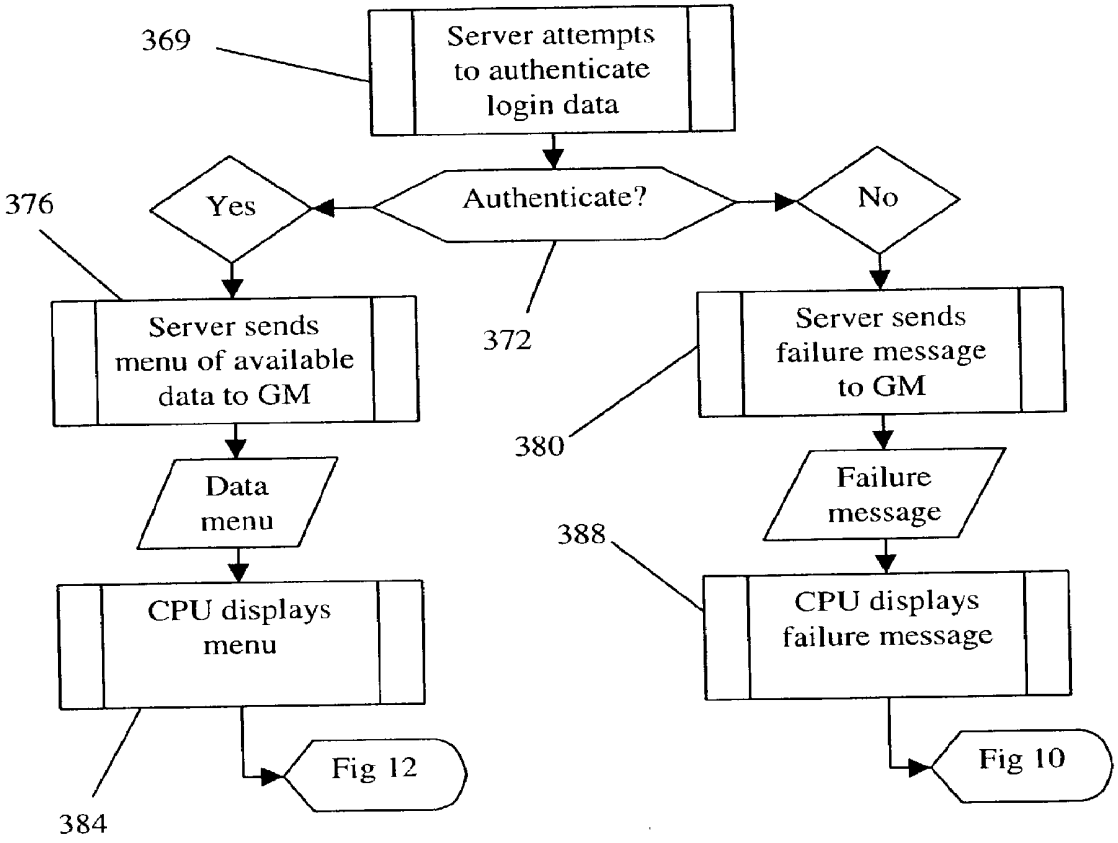

369
Server attempts to authenticate login data
Authenticate?
Yes
No
376
372
Server sends menu of available data to GM
Server sends failure message to GM
380
Data menu
Failure message
388
CPU displays menu
CPU displays failure message
Fig 12
Fig 10
384

Fig 12

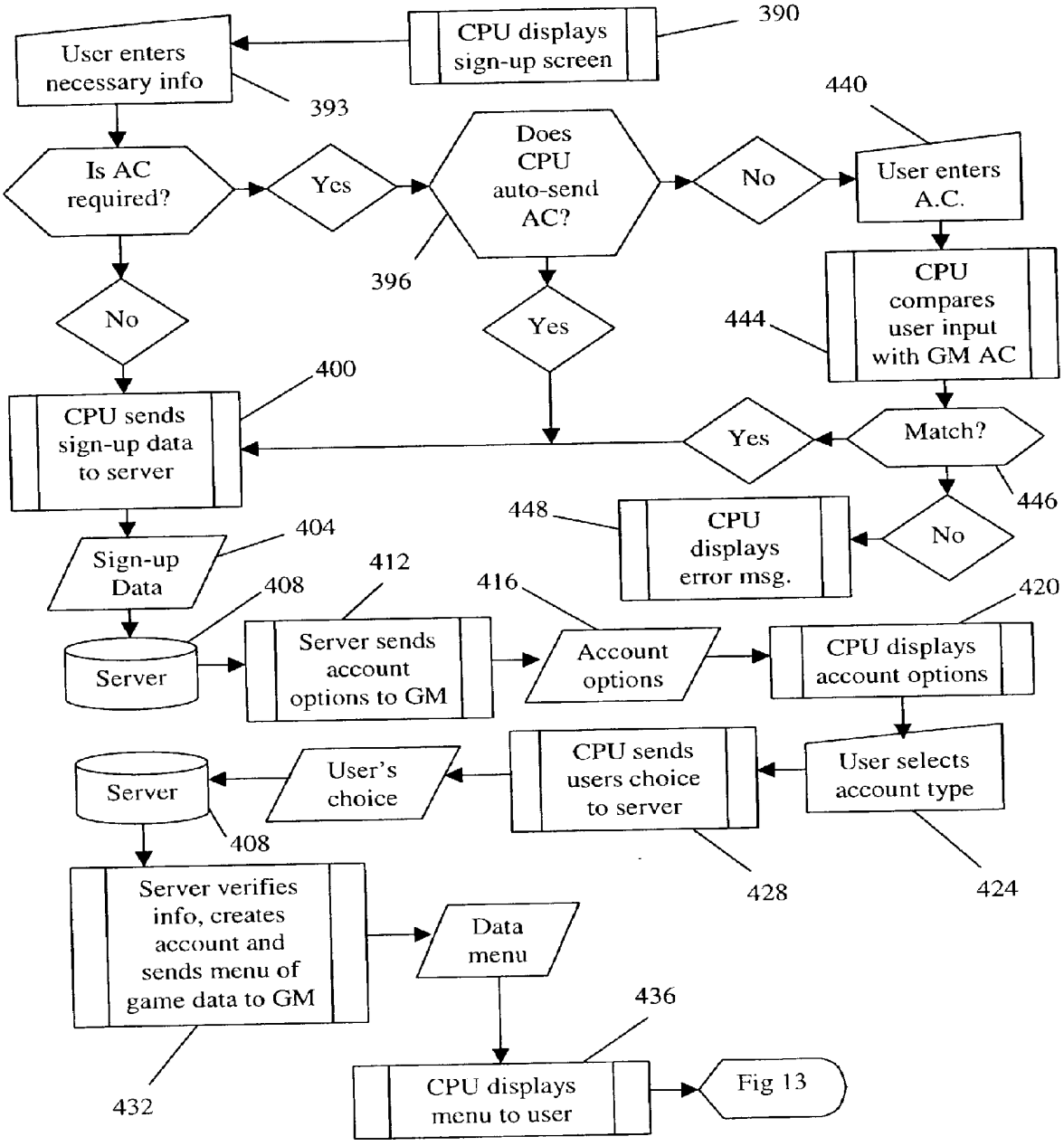

CPU displays sign-up screen
390
User enters necessary info
393
Is AC required?
Yes
Does CPU auto-send AC?
396
No
440
User enters A.C.
No
Yes
CPU compares user input with GM AC
444
400
CPU sends sign-up data to server
Yes
Match?
446
448
CPU displays error msg.
No
404
Sign-up Data
408
412
416
420
Server
Server sends account options to GM
Account options
CPU displays account options
Server
User's choice
CPU sends users choice to server
User selects account type
408
428
424
Server verifies info, creates account and sends menu of game data to GM
Data menu
436
432
CPU displays menu to user
Fig 13

Fig 13

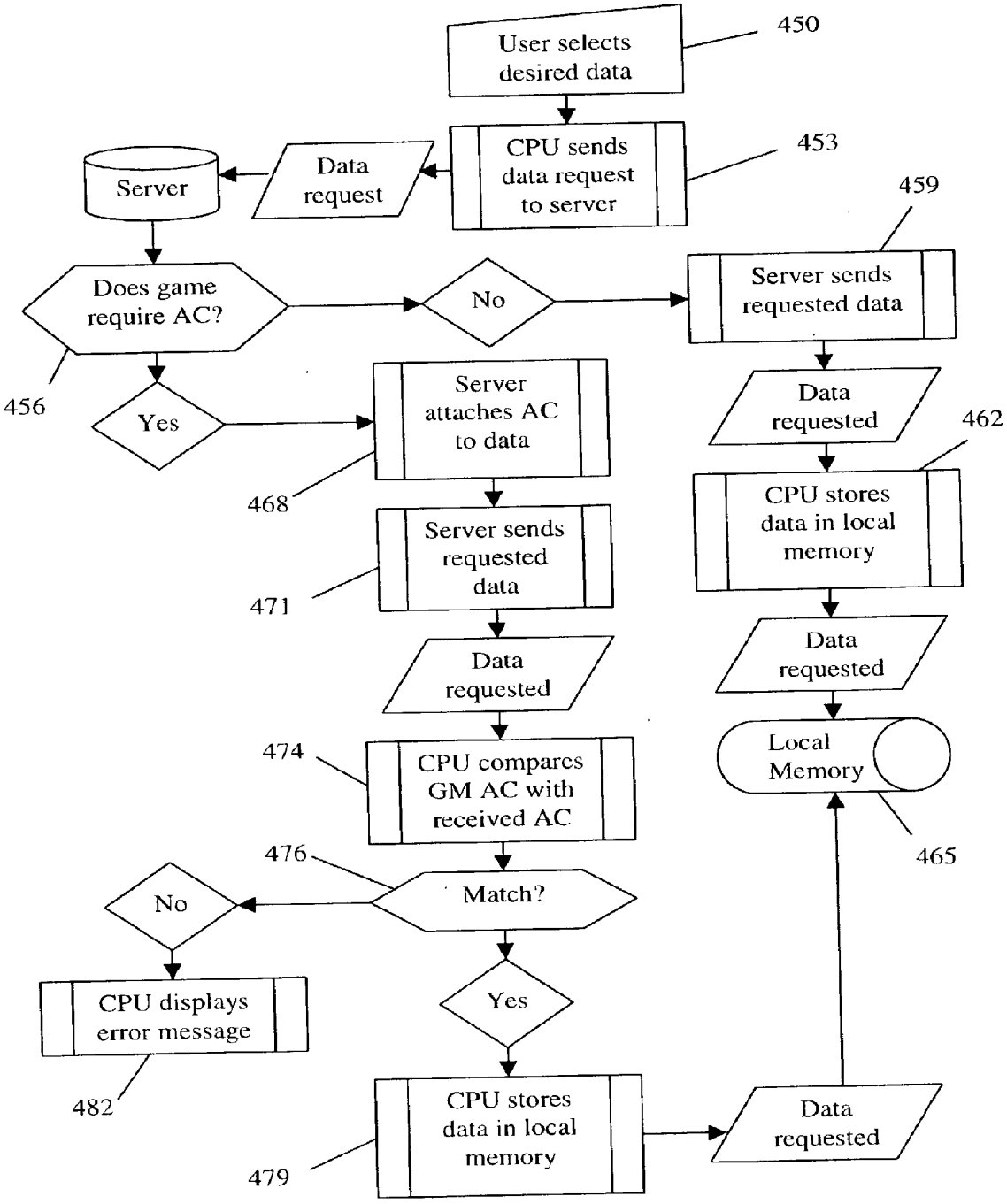
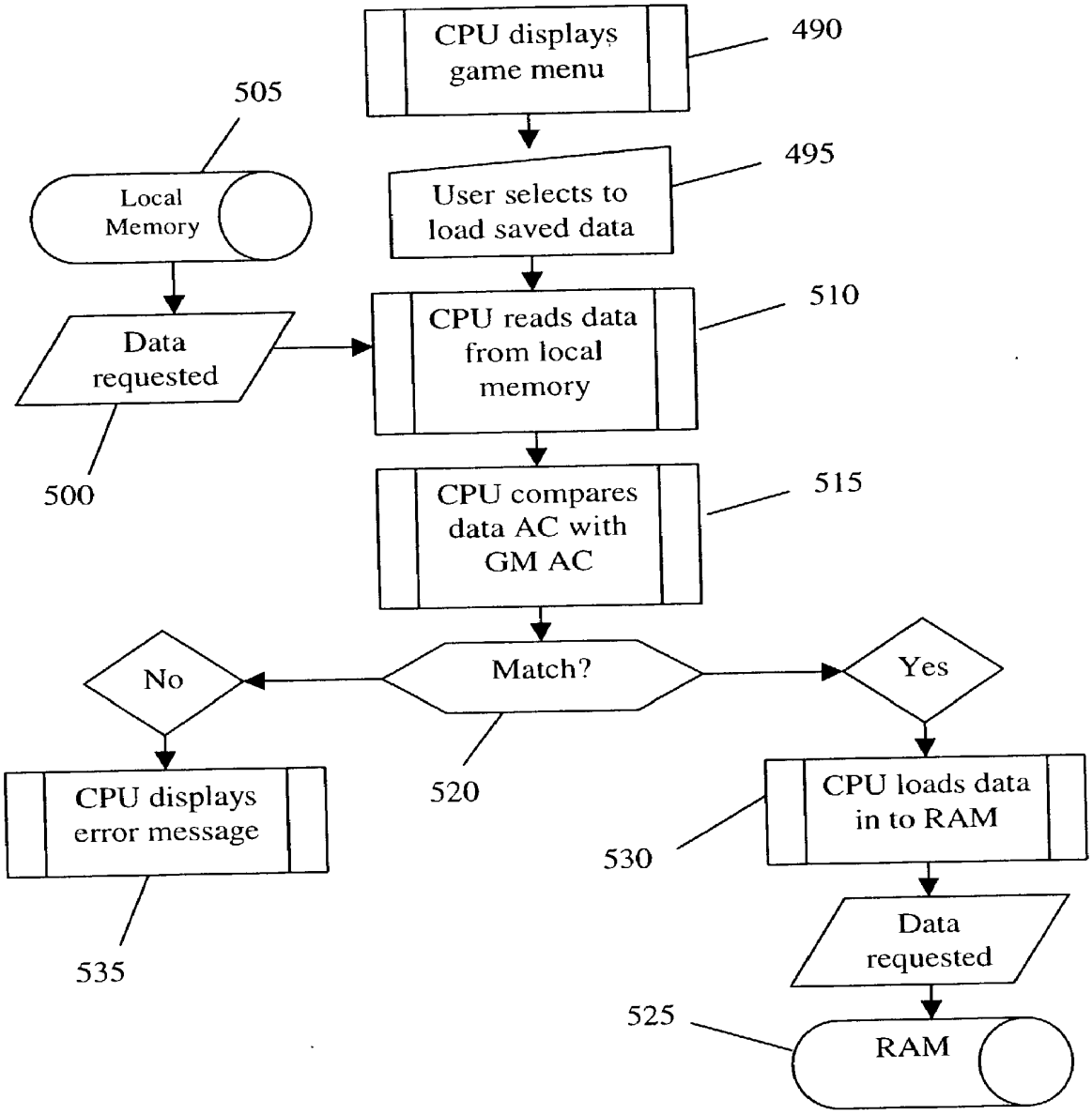

User selects desired data
450
CPU sends data request to server
453
Data request
Server
459
Server sends requested data
Does game require AC?
No
456
Yes
Server attaches AC to data
468
Server sends requested data
471
Data requested
Data requested
462
CPU stores data in local memory
Data requested
Local Memory
465
474
CPU compares GM AC with received AC
476
Match?
No
CPU displays error message
482
Yes
CPU stores data in local memory
479
Data requested

Fig 14



Sheet 14 of 14

PTO/SB/14 (07-07)
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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	17791.3.1.1
	Application Number	
Title of Invention	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	

The application data sheet is part of the provisional or nonprovisional application for which it is being submitted. The following form contains the bibliographic data arranged in a format specified by the United States Patent and Trademark Office as outlined in 37 CFR 1.76.
This document may be completed electronically and submitted to the Office in electronic format using the Electronic Filing System (EFS) or the document may be printed and included in a paper filed application.

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☐ Portions or all of the application associated with this Application Data Sheet may fall under a Secrecy Order pursuant to 37 CFR 5.2 (Paper filers only. Applications that fall under Secrecy Order may not be filed electronically.)

Applicant Information:

Applicant 1 Remove

Applicant Authority ◉ Inventor ○ Legal Representative under 35 U.S.C. 117 ○ Party of Interest under 35 U.S.C. 118

Prefix	Given Name	Middle Name	Family Name	Suffix
	Athanasios		Angelopoulos	

Residence Information (Select One) ◉ US Residency ○ Non US Residency ○ Active US Military Service

City	San Diego	State/Province	CA	Country of Residence i	US

Citizenship under 37 CFR 1.41(b) i: US

Mailing Address of Applicant:

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Address 2			
City	San Diego	State/Province	CA
Postal Code	92111	Country i	US

All Inventors Must Be Listed - Additional Inventor Information blocks may be generated within this form by selecting the **Add** button. Add

Correspondence Information:

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For further information see 37 CFR 1.33(a).

☐ **An Address is being provided for the correspondence Information of this application.**

Customer Number	22913		
Email Address	djones@wnlaw.com	Add Email	Remove Email
Email Address	ahansen@wnlaw.com	Add Email	Remove Email

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Title of Invention	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	

Application Information:

Title of the Invention	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES		
Attorney Docket Number	17791.3.1.1	**Small Entity Status Claimed**	☒
Application Type	Nonprovisional		
Subject Matter	Utility		
Suggested Class (if any)		**Sub Class (if any)**	
Suggested Technology Center (if any)			
Total Number of Drawing Sheets (if any)	14	**Suggested Figure for Publication (if any)**	

Publication Information:

☐ Request Early Publication (Fee required at time of Request 37 CFR 1.219)

☐ **Request Not to Publish.** I hereby request that the attached application not be published under 35 U.S.C. 122(b) and certify that the invention disclosed in the attached application **has not and will not** be the subject of an application filed in another country, or under a multilateral international agreement, that requires publication at eighteen months after filing.

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Customer Number	22913		

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This section allows for the applicant to either claim benefit under 35 U.S.C. 119(e), 120, 121, or 365(c) or indicate National Stage entry from a PCT application. Providing this information in the application data sheet constitutes the specific reference required by 35 U.S.C. 119(e) or 120, and 37 CFR 1.78(a)(2) or CFR 1.78(a)(4), and need not otherwise be made part of the specification.

Prior Application Status			Remove
Application Number	Continuity Type	Prior Application Number	Filing Date (YYYY-MM-DD)
	Division of	10266795	2002-10-08

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Foreign Priority Information:

This section allows for the applicant to claim benefit of foreign priority and to identify any prior foreign application for which priority is not claimed. Providing this information in the application data sheet constitutes the claim for priority as required by 35 U.S.C. 119(b) and 37 CFR 1.55(a).

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Application Data Sheet 37 CFR 1.76	Attorney Docket Number	17791.3.1.1
	Application Number	
Title of Invention	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	

Remove

Application Number	Country [i]	Parent Filing Date (YYYY-MM-DD)	Priority Claimed
			(•) Yes ( ) No

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Assignee 1 Remove

If the Assignee is an Organization check here. [X]

Organization Name	White Knuckle Gaming, LLC		
Mailing Address Information:			
Address 1	282 Maxine Circle		
Address 2			
City	Bountiful	**State/Province**	UT
Country [i] US		Postal Code	84010
Phone Number	801-533-9800	Fax Number	
Email Address			

Additional Assignee Data may be generated within this form by selecting the **Add** button. Add

Signature:

A signature of the applicant or representative is required in accordance with 37 CFR 1.33 and 10.18. Please see 37 CFR 1.4(d) for the form of the signature.

Signature	/David A. Jones/ Reg. # 50,004			Date (YYYY-MM-DD)	2009-08-25
First Name	David A.	Last Name	Jones	Registration Number	50004

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2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.

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6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).

7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.

8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspections or an issued patent.

9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Patent Application Fee Transmittal

Application Number:	
Filing Date:	
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALIZM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Filer:	David Allan Jones/Janice Hansen
Attorney Docket Number:	17791.3.1.1

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Utility filing Fee (Electronic filing)	4011	1	82	82
Utility Search Fee	2111	1	270	270
Utility Examination Fee	2311	1	110	110
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				
Miscellaneous:				
			Total in USD ($)	**462**

Electronic Acknowledgement Receipt

EFS ID:	5950706
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALIZM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones/Janice Hansen
Filer Authorized By:	David Allan Jones
Attorney Docket Number:	17791.3.1.1
Receipt Date:	25-AUG-2009
Filing Date:	
Time Stamp:	18:56:18
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$462
RAM confirmation Number	3964
Deposit Account	233178
Authorized User	JONES,DAVID A.

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

Charge any Additional Fees required under 37 C.F.R. Section 1.16 (National application filing, search, and examination fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.17 (Patent application and reexamination processing fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.19 (Document supply fees) Charge any Additional Fees required under 37 C.F.R. Section 1.20 (Post Issuance fees) Charge any Additional Fees required under 37 C.F.R. Section 1.21 (Miscellaneous fees and charges)

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Application Data Sheet	ADS_2486981_1.pdf	967308 e2bb2d48502dc2e734ddc257ba37c2f15248549f	no	4
Warnings:					
Information:					
2		Application.pdf	911360 429f88aa8adefc4910e95b13101fe7ab6216f795	yes	25

Multipart Description/PDF files in .zip description

Document Description	Start	End
Specification	1	17
Claims	18	24
Abstract	25	25

Warnings:					
Information:					
3	Drawings-only black and white line drawings	Drawings_2485095_1.pdf	312143 36bef4cc8c013dc32f6dd8139eb40ec53a2a3f9f	no	14
Warnings:					
Information:					
4	Fee Worksheet (PTO-875)	fee-info.pdf	33179 70541506bf60531c77c99758f69b5ecbd3cc951c	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	2223990		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/06 (12-04)

Filing Date: 08/25/09

Approved for use through 7/31/2006. OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

PATENT APPLICATION FEE DETERMINATION RECORD
Substitute for Form PTO-875

Application or Docket Number: 12/547,359

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY RATE ($)	SMALL ENTITY FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY FEE ($)
BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A	82		N/A	
SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A	270		N/A	
EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A	110		N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	21 minus 20 =	1	x$26	26	OR	x$52	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	2 minus 3 =	*	x$110			x$220	
APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $260 ($130 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR						
MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))			195			390	
			TOTAL	488		TOTAL	

* If the difference in column 1 is less than zero, enter "0" in column 2.

APPLICATION AS AMENDED – PART II

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	SMALL ENTITY ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE ($)
AMENDMENT A	Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
	Application Size Fee (37 CFR 1.16(s))									
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))					N/A		OR	N/A	
						TOTAL ADD'T FEE		OR	TOTAL ADD'T FEE	

		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	SMALL ENTITY ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE ($)
AMENDMENT B	Total (37 CFR 1.16(i))	*	Minus	**	=	x =		OR	x =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	x =		OR	x =	
	Application Size Fee (37 CFR 1.16(s))									
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))					N/A		OR	N/A	
						TOTAL ADD'T FEE		OR	TOTAL ADD'T FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)			Application Number	Unassigned
			Filing Date	August 21, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	Unassigned
			Examiner Name	Unassigned
Sheet	1 of 3		Attorney Docket Number	17791.3.1.1

U.S. PATENT APPLICATIONS					
Examiner Initials*	Cite No.	Application Number	Filing Date	Name of Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
	1	6,783,460	August 31, 2004	Galyean, et al.	
	2	6,412,780	July 2, 2002	Busch, William K.	
	3	6,368,210 B1	April 9, 2002	Toyohara, et al.	
	4	6,347,993	February 19, 2002	Kondo, et al.	
	5	6,306,033	October 23, 2001	Niwa, et al.	
	6	6,292,706	September 18, 2001	Birch, et al.	
	7	6,261,179	July 17, 2001	Miyamoto, et al.	
	8	6,200,216	March 13, 2001	Peppel, Tyler	
	9	6,080,063	June 27, 2000	Khosla	
	10	5,971,855	October 26, 1999	Ng, Victor	
	11	5,860,862	January 19, 1999	Junkin	
	12	5,810,680	September 22, 1998	Lobb, et al.	
	13	5,694,546	December 2, 1997	Reisman, Richard R.	
	14	5,526,035	June 11, 1996	Lappington, et al.	
	15	5,411,259	May 2, 1995	Pearson, et al.	

U.S. PATENTS					
Examiner Initials*	Cite No.	Patent Number	Issue Date	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
	1	6,135,881	October 24, 2000	Abbott et al.	

U.S. PATENT APPLICATION PUBLICATIONS					
Examiner Initials*	Cite No.	Publication Number	Publication Date	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
	1	2002/0010026	January 24, 2002	York	

FOREIGN PATENT DOCUMENTS							
Examiner Initials*	Cite No.	Foreign Patent Document	Country Code	Publication Date	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear	T [1]
	1						☐

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)			Application Number	Unassigned
			Filing Date	August 21, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	Unassigned
			Examiner Name	Unassigned
Sheet	2 of 3		Attorney Docket Number	17791.3.1.1

NON PATENT LITERATURE DOCUMENTS			
Examiner Initials*	Cite No.	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium catalog, etc.) date, page(s), volume-issue number(s), publisher, city and/or country where published	T [1]
	1	Weters, *NFL 2K1: FAQ by Weters*, Hosted by GameFAQs, Version 3.1, http://www.gamefaqs.com/console/dreamcast/file/914206/8841, last accessed July 2, 2009.	☐
	2	Sycho Bubba Crusty, *NFL 2K1: FAQ by Tazzmission*, Hosted by GameFAQs, Version 2.0, http://www.gamefaqs.com/console/dreamcast/file/914206/8814, last accessed July 2, 2009.	☐
	3	NFL 2K1 GameFAQs – Dreamcast- http://www.gamefaqs.com/console/dreamcast/file/914206/10283 - 02/08/2001	
	4	Madden NFL 2003 – Playstatin2 Manual – http://www.replacementdocs.com – release date: 08/12/2002	
	5	NBA 2K1 Manual, Sega Dreamcast video game system, 11/01/2000	
	6	NFL 2K1 Review, http://www.gamespot.com/dreamcast/sports/nfl2k1/review.html, 9/08/2000	
	7	http://www.answers.com/topic/microsoft-baseball-2001	
	8	Newton's Telecom Dictionary by Harry Newton. Printed March 1998 by Flatiron Publishing. ISBN 1-57820-023-7. Page 460	

OFFICE ACTION / NOTICE OF ALLOWANCE DOCUMENTS				
Examiner Initials*	Cite No.	Application Number	Mail Date	Document
	1			

EXAMINER SIGNATURE			
Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1]Applicant is to place a check mark here if English language translation is attached.

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)				
			Application Number	Unassigned
			Filing Date	August 21, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	Unassigned
			Examiner Name	Unassigned
Sheet	3 of 3		Attorney Docket Number	17791.3.1.1

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☐ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☐ Fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☒ None

☒ The Director is hereby authorized to charge any underpayment of fees, or credit any overpayments to Deposit Account No. 23-3178

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/David A. Jones/Reg. #50,004	Date	August 26, 2009
Name/Print	David A. Jones	Registration Number	50,004

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Electronic Acknowledgement Receipt

EFS ID:	5956953
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	26-AUG-2009
Filing Date:	
Time Stamp:	15:05:07
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Information Disclosure Statement (IDS) Filed (SB/08)	IDS.pdf	142376 600a82521bdbf2cf3967ac981dd96f5e83eacb2b	no	3

Warnings:	
Information:	

This is not an USPTO supplied IDS fillable form					
2	NPL Documents	Ref_1_GameFAQs_NFL_2K1_DC_FAQ_by_Weters.pdf	580528 c5b3fd680030ae8b1d01b778657d199221f813c1	no	13
Warnings:					
Information:					
3	NPL Documents	Ref_2_GameFAQs_NFL_2K1_DC_FAQ_by_Tazzmission.pdf	495431 fea433abc8f6a83431156a11d12884ff44d88b41	no	13
Warnings:					
Information:					
4	NPL Documents	Ref_3_NFL-2K1-GameFAQ-Dreamcast.pdf	1793189 daa26b76236f160f6d5bb846c33108090c933934	no	44
Warnings:					
Information:					
5	NPL Documents	Ref_4_Madden-NFL-2002-Playstation2-Manual.pdf	4240505 27f0edacf61e1c1447dbb3b6358a6fc281c90f4b	no	21
Warnings:					
Information:					
6	NPL Documents	Ref_5_NBA-2K1-Manual-Sega-Dreamcast.pdf	2588423 de5bf0945d42e362267f3cf50bc601feadbfa2ef	no	18
Warnings:					
Information:					
7	NPL Documents	Ref_6_NFL_2K1_Review.pdf	149244 ec4947e1c46412680e564f6293e246417d247a1d	no	2
Warnings:					
Information:					
8	NPL Documents	Ref_7_Answers_microsoft-baseball-2001.pdf	245354 094b54d84ae5734c3231dc7462a97494b809ce21	no	4
Warnings:					
Information:					
9	NPL Documents	Ref_8_Newtons-Telecom-Dictionary.pdf	158823 19152d034e9f052f664f7119dc970e5c2a0aefe1	no	1
Warnings:					
Information:					
		Total Files Size (in bytes):	10393873		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

Electronic Acknowledgement Receipt

EFS ID:	5950706
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALIZM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones/Janice Hansen
Filer Authorized By:	David Allan Jones
Attorney Docket Number:	17791.3.1.1
Receipt Date:	25-AUG-2009
Filing Date:	
Time Stamp:	18:56:18
Application Type:	Utility under 35 USC 111(a)

09/04/2009 MNGUYEN 00000016 233178 12547359
01 FC:2202 26.00 DA

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$462
RAM confirmation Number	3964
Deposit Account	233178
Authorized User	JONES,DAVID A.

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

Charge any Additional Fees required under 37 C.F.R. Section 1.16 (National application filing, search, and examination fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.17 (Patent application and reexamination processing fees)

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1

CONFIRMATION NO. 5134

22913
Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

FORMALITIES LETTER

OC000000037684528

Date Mailed: 09/09/2009

NOTICE TO FILE MISSING PARTS OF NONPROVISIONAL APPLICATION

FILED UNDER 37 CFR 1.53(b)

Filing Date Granted

Items Required To Avoid Abandonment:

An application number and filing date have been accorded to this application. The item(s) indicated below, however, are missing. Applicant is given **TWO MONTHS** from the date of this Notice within which to file all required items and pay any fees required below to avoid abandonment. Extensions of time may be obtained by filing a petition accompanied by the extension fee under the provisions of 37 CFR 1.136(a).

- The oath or declaration is missing.
  A properly signed oath or declaration in compliance with 37 CFR 1.63, identifying the application by the above Application Number and Filing Date, is required.
  Note: If a petition under 37 CFR 1.47 is being filed, an oath or declaration in compliance with 37 CFR 1.63 signed by all available joint inventors, or if no inventor is available by a party with sufficient proprietary interest, is required.

The application is informal since it does not comply with the regulations for the reason(s) indicated below.

The required item(s) identified below must be timely submitted to avoid abandonment:

- Replacement drawings in compliance with 37 CFR 1.84 and 37 CFR 1.121(d) are required. The drawings submitted are not acceptable because:
  - The drawings must be reasonably free from erasures and must be free from alterations, overwriting, interlineations, folds, and copy marks. See Figure(s) 1.
  - The drawings submitted to the Office are not electronically reproducible because portions of figures 1 are missing and/or blurry.

Applicant is cautioned that correction of the above items may cause the specification and drawings page count to exceed 100 pages. If the specification and drawings exceed 100 pages, applicant will need to submit the required application size fee.

The applicant needs to satisfy supplemental fees problems indicated below.

The required item(s) identified below must be timely submitted to avoid abandonment:

- To avoid abandonment, a surcharge (for late submission of filing fee, search fee, examination fee or oath or declaration) as set forth in 37 CFR 1.16(f) of $**65** for a small entity in compliance with 37 CFR 1.27, must be submitted with the missing items identified in this notice.

SUMMARY OF FEES DUE:

Total additional fee(s) required for this application is $**65** for a small entity
- $**65** Surcharge.

Replies should be mailed to:

Mail Stop Missing Parts
Commissioner for Patents
P.O. Box 1450
Alexandria VA 22313-1450

Registered users of EFS-Web may alternatively submit their reply to this notice via EFS-Web.
https://sportal.uspto.gov/authenticate/AuthenticateUserLocalEPF.html

For more information about EFS-Web please call the USPTO Electronic Business Center at **1-866-217-9197** or visit our website at http://www.uspto.gov/ebc.

If you are not using EFS-Web to submit your reply, you must include a copy of this notice.

/fhadera/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
12/547,359	08/25/2009	3714	488	17791.3.1.1	21	2

CONFIRMATION NO. 5134

22913
Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

FILING RECEIPT

OC000000037684527

Date Mailed: 09/09/2009

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Applicant(s)

Athanasios Angelopoulos, San Diego, CA;

Assignment For Published Patent Application

WHITE KNUCKLE GAMING, LLC, Bountiful, UT

Power of Attorney: None

Domestic Priority data as claimed by applicant

This application is a DIV of 10/266,795 10/08/2002

Foreign Applications

If Required, Foreign Filing License Granted: 09/04/2009

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 12/547,359**

Projected Publication Date: To Be Determined - pending completion of Missing Parts

Non-Publication Request: No

Early Publication Request: No
**** SMALL ENTITY ****

Title

METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

Preliminary Class

463

PROTECTING YOUR INVENTION OUTSIDE THE UNITED STATES

Since the rights granted by a U.S. patent extend only throughout the territory of the United States and have no effect in a foreign country, an inventor who wishes patent protection in another country must apply for a patent in a specific country or in regional patent offices. Applicants may wish to consider the filing of an international application under the Patent Cooperation Treaty (PCT). An international (PCT) application generally has the same effect as a regular national patent application in each PCT-member country. The PCT process **simplifies** the filing of patent applications on the same invention in member countries, but **does not result** in a grant of "an international patent" and does not eliminate the need of applicants to file additional documents and fees in countries where patent protection is desired.

Almost every country has its own patent law, and a person desiring a patent in a particular country must make an application for patent in that country in accordance with its particular laws. Since the laws of many countries differ in various respects from the patent law of the United States, applicants are advised to seek guidance from specific foreign countries to ensure that patent rights are not lost prematurely.

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For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4158).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

GRANTED

The applicant has been granted a license under 35 U.S.C. 184, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" followed by a date appears on this form. Such licenses are issued in all applications where the conditions for issuance of a license have been met, regardless of whether or not a license may be required as

set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

Filed Electronically

PATENT APPLICATION
Docket No. 17791.3.1.1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:		)
		)
	Athanasios Angelopoulos	)
		)
Serial No.:	12/547,359	) Art Unit
		) 5134
Filed:	August 25, 2009	)
		)
Conf. No.:	5134	)
		)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
		)
		)
Examiner:	Unassigned	)
		)
Customer No.:	022913	)

PRELIMINARY AMENDMENT IN RESPONSE TO MISSING PARTS

MAIL STOP: MISSING PARTS
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Applicants respectfully request entry of the following preliminary amendment. **Amendments to the Drawings** begin on page 2 of this paper and include an attached replacement sheet. **Remarks** begin on page 3 of this paper.

AMENDMENTS TO THE DRAWINGS

The attached sheet of drawings includes changes to Figure 1. This sheet, which includes Figure 1, replaces the original sheet. Figure 1 has been replaced with this revised version to be reasonably free from erasures and free from alterations, overwriting, interlineations, folds, or copy marks and to make Figure 1 more reproducible. No new matter is entered.

REMARKS

The foregoing amendment replaces Figure 1 with a more clear representation thereof. No new matter is entered by this visual clarification of Figure 1. The Declaration from the parent, SN 10/266,795, to which this application claims priority has also been provided. Therefore, the Applicant respectfully submits that the objections identified in the Notice to File Missing Parts mailed September 9, 2009 have been satisfied hereby.

The Commissioner is hereby authorized to charge payment of any of the following fees that may be applicable to this communication, or credit any overpayment, to Deposit Account No. 23-3178: (1) any filing fees required under 37 CFR § 1.16; (2) any patent application and reexamination processing fees under 37 CFR § 1.17; and/or (3) any post issuance fees under 37 CFR § 1.20. In addition, if any additional extension of time is required, which has not otherwise been requested, please consider this a petition therefore and charge any additional fees that may be required to Deposit Account No. 23-3178.

CONCLUSION

In the event that Examiner finds remaining impediment to a prompt allowance of this application that may be clarified through a telephone interview or overcome by an Examiner's Amendment, Examiner is requested to contact the undersigned attorney.

Dated this 13th day of October, 2009.

Respectfully submitted,

/David A. Jones/ Reg. 50,004

DAVID A. JONE
Registration No. 50,004
Attorney for Applicant
Customer No. 22913
Telephone No. (801) 533-9800

PTO/SB/01 (10-01)
Approved for use through 10/31/2002 OMB 0651-0032
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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DECLARATION FOR UTILITY OR DESIGN PATENT APPLICATION (37 CFR 1.63)

☑ Declaration Submitted with Initial Filing **OR** ☐ Declaration Submitted after Initial Filing (surcharge (37 CFR 1.16 (e)) required)

Attorney Docket Number	
First Named Inventor	Athanasios Angelopoulos
COMPLETE IF KNOWN	
Application Number	To Be Assigned
Filing Date	October 8, 2002
Art Unit	To Be Assigned
Examiner Name	To Be Assigned

As the below named inventor, I hereby declare that:

My residence, mailing address, and citizenship are as stated below next to my name.

I believe I am the original and first inventor of the subject matter which is claimed and for which a patent is sought on the invention entitled:

Method and System for Increased Realism in Video Games

(Title of the Invention)

the specification of which

☑ is attached hereto

OR

☐ was filed on (MM/DD/YYYY) ____ as United States Application Number or PCT International Application Number ____ and was amended on (MM/DD/YYYY) ____ (if applicable).

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment specifically referred to above.

I acknowledge the duty to disclose information which is material to patentability as defined in 37 CFR 1.56, including for continuation-in-part applications, material information which became available between the filing date of the prior application and the national or PCT international filing date of the continuation-in-part application.

I hereby claim foreign priority benefits under 35 U.S.C. 119(a)-(d) or (f), or 365(b) of any foreign application(s) for patent, inventor's or plant breeder's rights certificate(s), or 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below and have also identified below, by checking the box, any foreign application for patent, inventor's or plant breeder's rights certificate(s), or any PCT international application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application Number(s)	Country	Foreign Filing Date (MM/DD/YYYY)	Priority Not Claimed	Certified Copy Attached? YES	NO
			☐	☐	☐
			☐	☐	☐
			☐	☐	☐
			☐	☐	☐

☐ Additional foreign application numbers are listed on a supplemental priority data sheet PTO/SB/02B attached hereto:

Burden Hour Statement: This form is estimated to take 21 minutes to complete. Time will vary depending upon the needs of the individual case. Any comments on the amount of time you are required to complete this form should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, Washington, DC 20231. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Assistant Commissioner for Patents, Washington, DC 20231.

PTO/SB/01 (10-01)
Approved for use through 10/31/2002. OMB 0651-0032
U S. Patent and Trademark Office; U S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number.

DECLARATION — Utility or Design Patent Application

Direct all correspondence to: ☐ Customer Number or Bar Code Label [ ] OR ☑ Correspondence address below

Name: Athanasios Angelopoulos

Address: 3930 Ingraham St. # 10-206

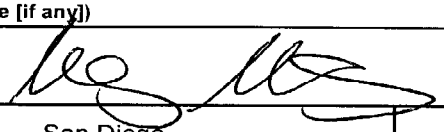
City	State	ZIP
San Diego	CA	92109

Country	Telephone	Fax
USA	858-274-8495	

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 U.S.C. 1001 and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

NAME OF SOLE OR FIRST INVENTOR : ☐ A petition has been filed for this unsigned inventor

Given Name (first and middle [if any])	Family Name or Surname
Athanasios	Angelopoulos

Inventor's Signature:  Date 10/07/02

Residence: City	State	Country	Citizenship
San Diego	CA	USA	USA

Mailing Address: xxxx Street

City	State	ZIP	Country
San Diego	CA	92109	USA

NAME OF SECOND INVENTOR: ☐ A petition has been filed for this unsigned inventor

Given Name (first and middle [if any])	Family Name or Surname

Inventor's Signature: Date

Residence: City	State	Country	Citizenship

Mailing Address

City	State	ZIP	Country

☐ Additional inventors are being named on the ____supplemental Additional Inventor(s) sheet(s) PTO/SB/02A attached hereto.

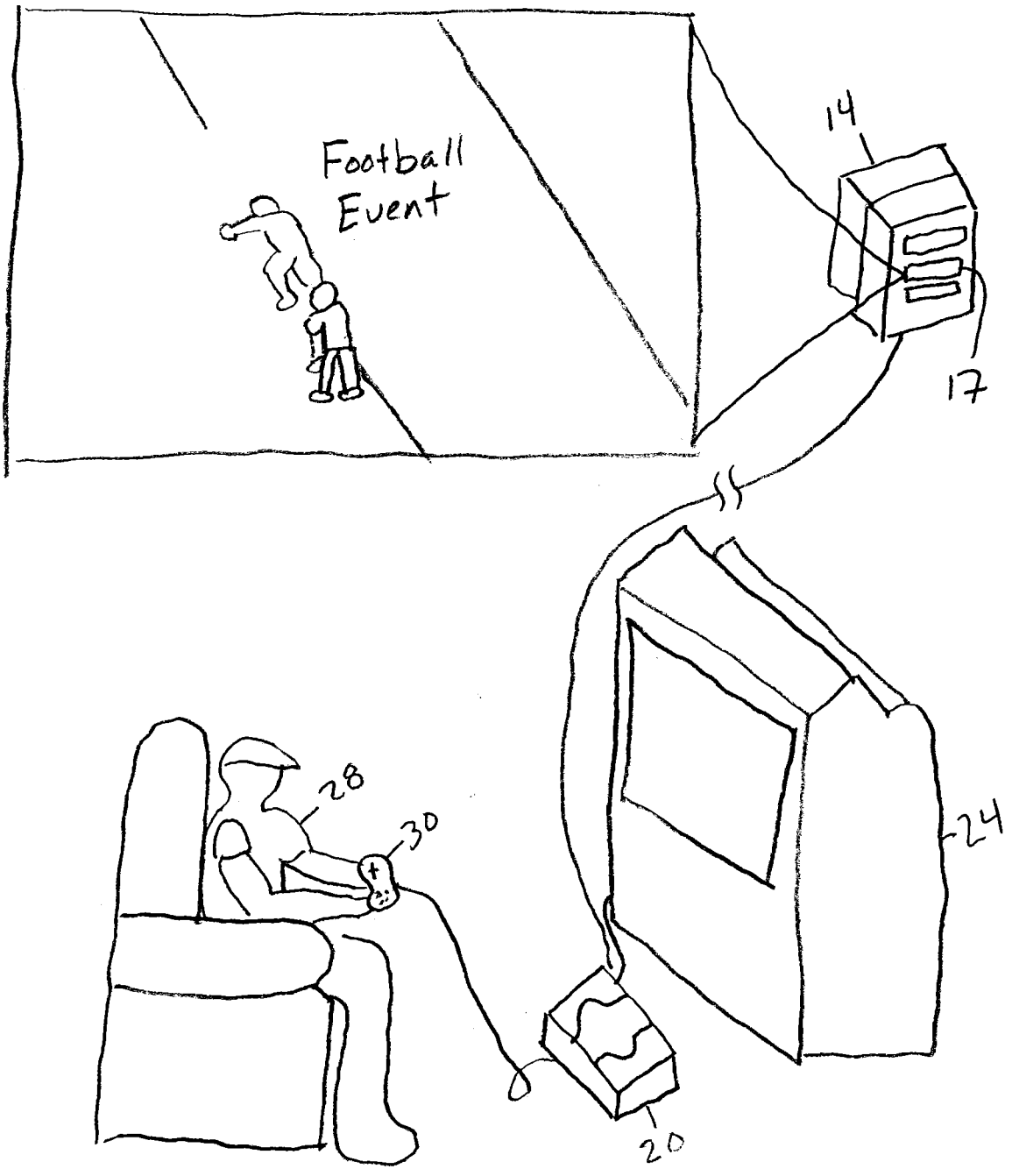


FIGURE 1

Electronic Patent Application Fee Transmittal

Application Number:	12547359
Filing Date:	25-Aug-2009
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Filer:	David Allan Jones
Attorney Docket Number:	17791.3.1.1

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Late filing fee for oath or declaration	2051	1	65	65
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
			Total in USD ($)	**65**

Electronic Acknowledgement Receipt

EFS ID:	6254570
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	13-OCT-2009
Filing Date:	25-AUG-2009
Time Stamp:	17:11:26
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$65
RAM confirmation Number	4249
Deposit Account	233178
Authorized User	JONES,DAVID A.

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

Charge any Additional Fees required under 37 C.F.R. Section 1.16 (National application filing, search, and examination fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.17 (Patent application and reexamination processing fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.19 (Document supply fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.20 (Post Issuance fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.21 (Miscellaneous fees and charges)

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Oath or Declaration filed	Declaration.pdf	98604 9043877a95a70399138058b088f071b05758f7f6	no	2
Warnings:					
Information:					
2	Drawings-only black and white line drawings	Drawings.pdf	22278 4f5915879f55ca85eec5a1baa6b874254772aa5e	no	1
Warnings:					
Information:					
3	Applicant Response to Pre-Exam Formalities Notice	ResponsetoMissingParts.pdf	66946 928649353fba2cb48d2a1886c77941a2fdd74e78	no	3
Warnings:					
Information:					
4	Fee Worksheet (PTO-875)	fee-info.pdf	30096 1000862bf394d4aaea6d1385cc8dfd78778da158	no	2
Warnings:					
Information:					
		Total Files Size (in bytes):	217924		

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

<u>New Applications Under 35 U.S.C. 111</u>
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

<u>National Stage of an International Application under 35 U.S.C. 371</u>
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

<u>New International Application Filed with the USPTO as a Receiving Office</u>
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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PATENT APPLICATION FEE DETERMINATION RECORD

Substitute for Form PTO-875

Application or Docket Number	Filing Date	☐ To be Mailed
12/547,359	08/25/2009	

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY ☒ RATE ($)	SMALL ENTITY ☒ FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A			N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =		OR	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =			X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $250 ($125 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT 10/13/2009	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	SMALL ENTITY ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	* 21	Minus	** 21	= 0	X $26 =	0	OR	X $ =	
Independent (37 CFR 1.16(h))	* 2	Minus	***3	= 0	X $110 =	0	OR	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))									
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE	0	OR	TOTAL ADD'L FEE	

AMENDMENT	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)	OR	RATE ($)	ADDITIONAL FEE ($)
Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =		OR	X $ =	
Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =		OR	X $ =	
☐ Application Size Fee (37 CFR 1.16(s))									
☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
					TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Legal Instrument Examiner:
/GOIGA N. DUCKETT/

This collection of information is required by 37 CFR 1.16. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
Address: COMMISSIONER FOR PATENTS
P.O. Box 1450
Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING or 371(c) DATE	GRP ART UNIT	FIL FEE REC'D	ATTY.DOCKET.NO	TOT CLAIMS	IND CLAIMS
12/547,359	08/25/2009	3714	553	17791.3.1.1	21	2

CONFIRMATION NO. 5134

UPDATED FILING RECEIPT

22913
Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

OC000000038376862

Date Mailed: 10/26/2009

Receipt is acknowledged of this non-provisional patent application. The application will be taken up for examination in due course. Applicant will be notified as to the results of the examination. Any correspondence concerning the application must include the following identification information: the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. **If an error is noted on this Filing Receipt, please submit a written request for a Filing Receipt Correction. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections**

Applicant(s)

Athanasios Angelopoulos, San Diego, CA;

Assignment For Published Patent Application

WHITE KNUCKLE GAMING, LLC, Bountiful, UT

Power of Attorney: None

Domestic Priority data as claimed by applicant

This application is a DIV of 10/266,795 10/08/2002

Foreign Applications

If Required, Foreign Filing License Granted: 09/04/2009

The country code and number of your priority application, to be used for filing abroad under the Paris Convention, is **US 12/547,359**

Projected Publication Date: 02/04/2010

Non-Publication Request: No

Early Publication Request: No
** SMALL ENTITY **

Title

METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

Preliminary Class

463

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For information on preventing theft of your intellectual property (patents, trademarks and copyrights), you may wish to consult the U.S. Government website, http://www.stopfakes.gov. Part of a Department of Commerce initiative, this website includes self-help "toolkits" giving innovators guidance on how to protect intellectual property in specific countries such as China, Korea and Mexico. For questions regarding patent enforcement issues, applicants may call the U.S. Government hotline at 1-866-999-HALT (1-866-999-4158).

LICENSE FOR FOREIGN FILING UNDER

Title 35, United States Code, Section 184

Title 37, Code of Federal Regulations, 5.11 & 5.15

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set forth in 37 CFR 5.15. The scope and limitations of this license are set forth in 37 CFR 5.15(a) unless an earlier license has been issued under 37 CFR 5.15(b). The license is subject to revocation upon written notification. The date indicated is the effective date of the license, unless an earlier license of similar scope has been granted under 37 CFR 5.13 or 5.14.

This license is to be retained by the licensee and may be used at any time on or after the effective date thereof unless it is revoked. This license is automatically transferred to any related applications(s) filed under 37 CFR 1.53(d). This license is not retroactive.

The grant of a license does not in any way lessen the responsibility of a licensee for the security of the subject matter as imposed by any Government contract or the provisions of existing laws relating to espionage and the national security or the export of technical data. Licensees should apprise themselves of current regulations especially with respect to certain countries, of other agencies, particularly the Office of Defense Trade Controls, Department of State (with respect to Arms, Munitions and Implements of War (22 CFR 121-128)); the Bureau of Industry and Security, Department of Commerce (15 CFR parts 730-774); the Office of Foreign AssetsControl, Department of Treasury (31 CFR Parts 500+) and the Department of Energy.

NOT GRANTED

No license under 35 U.S.C. 184 has been granted at this time, if the phrase "IF REQUIRED, FOREIGN FILING LICENSE GRANTED" DOES NOT appear on this form. Applicant may still petition for a license under 37 CFR 5.12, if a license is desired before the expiration of 6 months from the filing date of the application. If 6 months has lapsed from the filing date of this application and the licensee has not received any indication of a secrecy order under 35 U.S.C. 181, the licensee may foreign file the application pursuant to 37 CFR 5.15(b).

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)			Application Number	12/547,359
			Filing Date	August 25, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	3714
			Examiner Name	Unassigned
Sheet	1 of 4		Attorney Docket Number	17791.3.1.1

U.S. PATENT APPLICATIONS					
Examiner Initials*	Cite No.	Application Number	Filing Date	Name of Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
	1				

U.S. PATENTS					
Examiner Initials*	Cite No.	Patent Number	Issue Date	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
	1				

U.S. PATENT APPLICATION PUBLICATIONS					
Examiner Initials*	Cite No.	Publication Number	Publication Date	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear
	1				

FOREIGN PATENT DOCUMENTS							
Examiner Initials*	Cite No.	Foreign Patent Document	Country Code	Publication Date	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear	T [1]
	1						☐

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)				
			Application Number	12/547,359
			Filing Date	August 25, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	3714
			Examiner Name	Unassigned
Sheet	2 of 4		Attorney Docket Number	17791.3.1.1

NON PATENT LITERATURE DOCUMENTS			
Examiner Initials*	Cite No.	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium catalog, etc.) date, page(s), volume-issue number(s), publisher, city and/or country where published	T [1]
	1	*Madden 2002 Manual*, EA Sports, 209 Redwood Shores Parkway, Redwood City, CA 94065, available at http://www.replacementdocs.com, © 2001 Electronic Arts, Inc., last accessed October 7, 2009.	
	2	*NBA Showtime*, NBA on NBC, Operation Manual for 4-Player, 25" Dedicated Video Game, Gold Edition, March, 2000, © 2000 Midway Amusement Games, LLC, 3401 North California Avenue, Chicago, Illinois 60618-5899, available at http://www.midway.com, last accessed October 7, 2009.	
	3	*NFL Fever 2002 Manual*, Xbox, Microsoft Corporation, One Microsoft Way, Redmond, WA 98052-9953, available at http://www.xbox.com, © 1997-2001 by RAD Game Tools, Inc., last accessed October 7, 2009.	
	4	*NFL Fever 2003 Manual*, Xbox, Microsoft Corporation, One Microsoft Way, Redmond, WA 98052-9953, available at http://www.xbox.com, © 1997-2002 by RAD Game Tools, Inc., last accessed October 7, 2009.	
	5	*NHL 97 Instruction Booklet*, Black Pearl Software, c/o T-HQ, Inc, 5016 No. Parkway, Calabasas, CA 91302, available at http://www.replacementdocs.com, © 1996 Electronic Arts, last accessed October 7, 2009.	
	6	Todd, Brett, *The History of Football Games*, available at http://www.gamespot.com, © 2009 CBS Interactive, Inc., last accessed October 7, 2009.	
	7	*4th & Inches Manual*, © 1988 Accolade, available at www.lemonamiga.com, last accessed October 7, 2009.	
	8	*TSR Manuals*, Tecmo Bowl ®, © 1998, tsrken@voicenet.com, available at http://www.atarihq.com/tsr/manuals/tecmobwl.txt, last accessed October 7, 2009.	
	9	Smith, James dated August 30, 2000, *NFL Gameday 2001 (PSX) Review*, Sports Gaming Network, available at http://www.sports-gaming.com/football/nfl_gameday_2001/review_psx.shtml, last accessed October 7, 2009.	
	10	Riot, Sydney, GameVortex Communications, *NFL GameDay 2002*, video game release date: August 7, 2001, available at http://www.psillustrated.com/psillustrated/soft_rev.php/17/nfl-gameday-2002-ps2.html, last accessed October 7, 2009.	
	11	*Legends Football '98 Review*, available at http://www.uk.videogames.games.yahoo.com/pc/reviews/legends-football--98-be22be.html, © 2009 Yahoo!, last accessed October 7, 2009.	
	12	*Catch The Fever*, Your Football Gaming Complex, ©2000 Catch The NFL Fever, available at http://www.sportplanet.com/catchthefever/dhfever.shtml, last accessed September 29, 2009.	
	13	*RIP2001 Rosters*, April 14, 2001, available at http://www.sportplanet.com/catchthefever/index.shtml, last accessed October 9, 2009.	
	14	*RIP2002 Rosters*, September 6, 2001, available at http://www.sportplanet.com/catchthefever/index.shtml, last accessed October 9, 2009.	
	15	*Welcome to the VPNFL: The Vaguely Plausible National Football League*, available by early December 1998 on the FBPro Dark Side at http://www.geocities.com/colosseum/stadium/8273, last accessed October 9, 2009.	

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)			Application Number	12/547,359
			Filing Date	August 25, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	3714
			Examiner Name	Unassigned
Sheet	3 of 4		Attorney Docket Number	17791.3.1.1

OFFICE ACTION / NOTICE OF ALLOWANCE DOCUMENTS				
Examiner Initials*	Cite No.	Application Number	Mail Date	Document
	1			

EXAMINER SIGNATURE			
Examiner Signature		Date Considered	

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1]Applicant is to place a check mark here if English language translation is attached.

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)				
			Application Number	12/547,359
			Filing Date	August 25, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	3714
			Examiner Name	Unassigned
Sheet	4 of 4		Attorney Docket Number	17791.3.1.1

CERTIFICATION STATEMENT

Please see 37 CFR 1.97 and 1.98 to make the appropriate selection(s):

☐ That each item of information contained in the information disclosure statement was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(1).

OR

☐ That no item of information contained in the information disclosure statement was cited in a communication from a foreign patent office in a counterpart foreign application, and, to the knowledge of the person signing the certification after making reasonable inquiry, no item of information contained in the information disclosure statement was known to any individual designated in 37 CFR 1.56(c) more than three months prior to the filing of the information disclosure statement. See 37 CFR 1.97(e)(2).

☐ See attached certification statement.

☐ Fee set forth in 37 CFR 1.17 (p) has been submitted herewith.

☒ None

☒ The Director is hereby authorized to charge any underpayment of fees, or credit any overpayments to Deposit Account No. 23-3178

SIGNATURE

A signature of the applicant or representative is required in accordance with CFR 1.33, 10.18. Please see CFR 1.4(d) for the form of the signature.

Signature	/David A. Jones/Reg. #50,004	Date	November 24, 2009
Name/Print	David A. Jones	Registration Number	50,004

This collection of information is required by 37 CFR 1.97 and 1.98. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 1 hour to complete, including gathering, preparing and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

Electronic Acknowledgement Receipt

EFS ID:	6488266
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones/Janice Hansen
Filer Authorized By:	David Allan Jones
Attorney Docket Number:	17791.3.1.1
Receipt Date:	24-NOV-2009
Filing Date:	25-AUG-2009
Time Stamp:	20:55:41
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	NPL Documents	Ref-1_Madden_2002_-_Manual_-_PC1.pdf	6824083 94f98da5496ffe96bf3e7645e7047f38db454f1b	no	56

Warnings:	
Information:	

2	NPL Documents	Ref-2_NBA_20Showtime_20Gold_20Edition_20.pdf	5558768 1e0365694feb47292f01252c55d64c4c236a35a3	no	140
Warnings:					
Information:					
3	NPL Documents	Ref-3_NFLFever2002_Manual_EN1.pdf	757879 648242ac184704ef820b089db4cddf9dbfe1214d	no	16
Warnings:					
Information:					
4	NPL Documents	Ref-4_NFLFever2003_Manual_EN1.pdf	4745710 150a2013ce3d9a3eb44f25d388c450196bb9d800	no	18
Warnings:					
Information:					
5	NPL Documents	Ref-5_NHL_97_-_Manual_-_SNS1.pdf	2197215 3651882eca2e415bb3834d66473ba4c1fae34a0e	no	21
Warnings:					
Information:					
6	NPL Documents	Ref-6_The_History_of_Football_Games-Features_at_GameSpot.pdf	4265835 c24079066c5345732ba01991a3f811bb960b97af	no	32
Warnings:					
Information:					
7	NPL Documents	Ref-7_www_lemonamiga_com.pdf	217937 9d6a9735e56afad741c80c5ad93cfab588c858bd	no	6
Warnings:					
Information:					
8	NPL Documents	Ref-8_www_atarihq_com.pdf	149172 778e259351d85247aba3b0c242ca7b7a1c71e23f	no	4
Warnings:					
Information:					
9	NPL Documents	Ref-9_www_sports-gaming_com.pdf	681222 4fd82cd0d4311d1ba754dfb77b6ce2431fa0478e	no	4
Warnings:					
Information:					
10	NPL Documents	Ref-10_www_psillustrated_com.pdf	497290 2f6f3210f63885178c3fce3746fd80af833d5fc9	no	2
Warnings:					
Information:					

11	NPL Documents	Ref-11_uk_videogames_games_yahoo_com.pdf	573867 92aad00e310465e2cabcf98fd94edd184d9182c9	no	3
Warnings:					
Information:					
12	NPL Documents	Ref-12_Catch_the_Fever.pdf	199852 abfaecd4b8f5e243dd9e357fe0f916af843c3f29	no	3
Warnings:					
Information:					
13	NPL Documents	Ref-13_Rip_2001_Rosters.pdf	227160 f5ebde6ce4dcad0fb33bbc2ff88b13e785eb8335	no	4
Warnings:					
Information:					
14	NPL Documents	Ref-14_Rip_2002_Rosters.pdf	286309 a8d51e99969ca193ba64dce3160562a6c5afa875	no	6
Warnings:					
Information:					
15	NPL Documents	Ref-15_Welcome_to_the_VPNFL.pdf	628360 7d765e26a6f79a9c0552459cf05c1d2676e5e4c5	no	11
Warnings:					
Information:					
16	Information Disclosure Statement (IDS) Filed (SB/08)	IDS_Supp_11-24-09.pdf	184216 266c7145187fd416344869a242f9c00c433e370d	no	4
Warnings:					
Information:					
This is not an USPTO supplied IDS fillable form					
			Total Files Size (in bytes):	27994875	

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
United States Patent and Trademark Office
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Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1

CONFIRMATION NO. 5134

22913
Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

PUBLICATION NOTICE

OC000000040028929

Title:METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

Publication No.US-2010-0029352-A1
Publication Date:02/04/2010

NOTICE OF PUBLICATION OF APPLICATION

The above-identified application will be electronically published as a patent application publication pursuant to 37 CFR 1.211, et seq. The patent application publication number and publication date are set forth above.

The publication may be accessed through the USPTO's publically available Searchable Databases via the Internet at www.uspto.gov. The direct link to access the publication is currently http://www.uspto.gov/patft/.

The publication process established by the Office does not provide for mailing a copy of the publication to applicant. A copy of the publication may be obtained from the Office upon payment of the appropriate fee set forth in 37 CFR 1.19(a)(1). Orders for copies of patent application publications are handled by the USPTO's Office of Public Records. The Office of Public Records can be reached by telephone at (703) 308-9726 or (800) 972-6382, by facsimile at (703) 305-8759, by mail addressed to the United States Patent and Trademark Office, Office of Public Records, Alexandria, VA 22313-1450 or via the Internet.

In addition, information on the status of the application, including the mailing date of Office actions and the dates of receipt of correspondence filed in the Office, may also be accessed via the Internet through the Patent Electronic Business Center at www.uspto.gov using the public side of the Patent Application Information and Retrieval (PAIR) system. The direct link to access this status information is currently http://pair.uspto.gov/. Prior to publication, such status information is confidential and may only be obtained by applicant using the private side of PAIR.

Further assistance in electronically accessing the publication, or about PAIR, is available by calling the Patent Electronic Business Center at 1-866-217-9197.

Office of Data Managment, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

22913 7590 09/02/2010

Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	**PAPER NUMBER**
3714	

MAIL DATE	DELIVERY MODE
09/02/2010	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)	
	12/547,359	ANGELOPOULOS, ATHANASIOS	
	Examiner	Art Unit	
	DAMON PIERCE	3714	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *25 August 2009*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-21* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-21* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☒ The specification is objected to by the Examiner.

10)☒ The drawing(s) filed on *25 August 2009* is/are: a)☐ accepted or b)☒ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date *8/26/09 and 11/24/09*.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Drawings

1. The drawings are objected to under 37 CFR 1.83(a) because they fail to show "video game system 79" of Fig. 3 mentioned in parg. 30; and element "295" mentioned in parg. 45 as described in the specification. Any structural detail that is essential for a proper understanding of the disclosed invention should be shown in the drawing. MPEP § 608.02(d). Corrected drawing sheets in compliance with 37 CFR 1.121(d) are required in reply to the Office action to avoid abandonment of the application. Any amended replacement drawing sheet should include all of the figures appearing on the immediate prior version of the sheet, even if only one figure is being amended. The figure or figure number of an amended drawing should not be labeled as "amended." If a drawing figure is to be canceled, the appropriate figure must be removed from the replacement sheet, and where necessary, the remaining figures must be renumbered and appropriate changes made to the brief description of the several views of the drawings for consistency. Additional replacement sheets may be necessary to show the renumbering of the remaining figures. Each drawing sheet submitted after the filing date of an application must be labeled in the top margin as either "Replacement Sheet" or "New Sheet" pursuant to 37 CFR 1.121(d). If the changes are not accepted by the examiner, the applicant will be notified and informed of any required corrective action in the next Office action. The objection to the drawings will not be held in abeyance.

2. The drawings are objected to as failing to comply with 37 CFR 1.84(p)(4) because reference characters "11" and "32" have both been used to designate CPU

(see pargs. 28-29 of specs.). Corrected drawing sheets in compliance with 37 CFR 1.121(d) are required in reply to the Office action to avoid abandonment of the application. Any amended replacement drawing sheet should include all of the figures appearing on the immediate prior version of the sheet, even if only one figure is being amended. Each drawing sheet submitted after the filing date of an application must be labeled in the top margin as either "Replacement Sheet" or "New Sheet" pursuant to 37 CFR 1.121(d). If the changes are not accepted by the examiner, the applicant will be notified and informed of any required corrective action in the next Office action. The objection to the drawings will not be held in abeyance.

Specification

3. The disclosure is objected to because of the following informalities: parg. 28 of specs includes the phrase "froame memory" (emphasis added) which seems to be a misspelling; and (2) the following elements are shown in the drawings but not mentioned in the specs: "388" of Fig. 11 and "482" of Fig. 13.

Appropriate correction is required.

Claim Objections

4. Claims 2-6, 10-11, 15-18 and 21 are objected to under 37 CFR 1.75(c), as being of improper dependent form for failing to further limit the subject matter of a previous claim. Applicant is required to cancel the claim(s), or amend the claim(s) to place the claim(s) in proper dependent form, or rewrite the claim(s) in independent form.

Claims 2-6, 10-11, and 15-18 describe or add methods, not further limiting the game medium, which the claims are directed towards.

Claim 21, includes “the method also for updating a video game character parameter…” which is failing to further limit "a method performed by a computer server for updating a video game stadium or field parameter…”, thus, claim 21 claim limitations are not further limiting claim 20

5. Claims 6, and 17 objected to because of the following informalities:

- Claim 6, requires a proper spacing, “claim1";
- claim 17, includes the recitation “such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete (or insert "during at least a portion of the single sports season"”, which seems to have some grammatical errors.

Appropriate correction is required.

Claim Rejections - 35 USC § 112

6. The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

7. Claims 1-19 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite in that it fails to point out what is included or excluded by the claim language. The claims appear to claim both apparatus (a game medium and a video game machine) and the methods of using both apparatus of the game medium and video game machine.

For example, see claim 1, which includes "A game medium configured to provide a sports game in conjunction with a video game machine… the game medium being configured to cause the video game machine to perform a method comprising:" (emphasis added), where it is unclear whether the claims are directed to the game medium, the video game machine, or a method of using the game medium or video game machine. Thus, according to MPEP 2173.05(p)(II) claims directed to both apparatus and a method of use are indefinite. Furthermore, it is unclear whether the claims are directed to a game medium or a video game machine. For purposes of examination, as best understood, the claim is directed towards a game medium and the video game machine is interpreted as a functional limitation where the game medium is capable of providing a sports video game to a video game machine, not necessarily part of the game medium and the claimed invention.

In addition, the language of "medium configured to provide a sports game…", is unclear. In which case, how is it configured? Is it configured to be capable of carrying the program that causes the method steps or does it have the program on it which when executed by the processor of the video game machine cause the video game machine to perform a method of... For purposes of examination, as best understood, the game medium is configured to be capable of carrying the program that causes the method steps.

Claim Rejections - 35 USC § 101

8. 35 U.S.C. 101 reads as follows:

> Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

9. Claims 1-19 are rejected under 35 U.S.C. 101 based on the theory that the claim is directed to neither a "process" nor a "machine," but rather embraces or overlaps two different statutory classes of invention set forth in 35 U.S.C. 101 which is drafted so as to set forth the statutory classes of invention in the alternative only. Id. at 1551.

10. In addition, claims 1-19 are rejected under 35 U.S.C. 101 because the claimed invention is directed to non-statutory subject matter. The claim language, "A game medium…", as presented covers the form of a transitory propagating signal per se. However, adding the limitation "non-transitory" to the claims would overcome this 35 U.S.C. 101 rejection; see document "Subject Matter Eligibility of Computer Readable Media" at http://www.uspto.gov/patents/law/notices/101_crm_20100127.pdf for further details.

Claim Rejections - 35 USC § 102/103

11. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.

12. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the

> invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

The factual inquiries set forth in *Graham* **v.** *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

13. Claim 20 is rejected under 35 U.S.C. 102(b) as being anticipated, or in the alternative, under 35 U.S.C. 103(a) as obvious over by US Pub 2002/0086733 to Wang.

Regarding claim 20, Wang discloses **a method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game** (see parg. 26), the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated-video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life (parg. 26, discloses taking digital photos of actual professional stadiums and translating them into three-dimensional graphics for use in a video game),

communicating with a video game machine to establish a network connection over the Internet (parg. 8, discloses connecting a user's computer that is interpreted as the video game machine to the Internet); and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field (lacking clear distinguishing features, see pargs. 2, 8-9 and 26, discloses Internet connection game play and using actual professional stadiums).

If it is later deemed to that Wang does not anticipate claim 20 because Wang does not explicitly disclose *"transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet"* (emphasis added), Wang does disclose downloading to a computer necessary software from a web site (see parg. 14). Thus, it would have been obvious to one of ordinary skill in the art to modify the downloaded software from the Internet of Wang to include the actual stadiums of Wang in order to provide game players a quick and convenient way to update game data.

Claim Rejections - 35 USC § 103

14. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

The factual inquiries set forth in *Graham* v. *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

15. Claims 1-6, 8-10, 12-14, and 19 rejected under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game Manual (herein referred to as Madden02) in view of US Pub 2002/0086733 to Wang.

Regarding claims 1, 2, 3, 4, 6, 8, 9, 10, 13, 19, Madden02 discloses (as required by claims 1 and 13) **a game medium configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters** (Madden02 is a video game disc made for a video game system containing National Football League, NFL, corresponding rules, athletes, and stadiums/fields, see

pps. 7-9, which discloses examples of NFL players, and stadiums/fields), the game medium being configured to cause the video game machine to perform a method comprising:

(as required by claim 1) **loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field** (Madden02 video game disc includes corresponding NFL players, and stadiums/fields, where the stadiums/fields used in the Madden02 video game are modeled after real-life stadiums and fields, see pps. 7-9);

(as required by claims 1 and 2) **changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute** (pg. 9, discloses “Time of day”, and “Weather”, and pps. 41-42, discloses “Stadium detail”, "In–game effects”, and “Sideline objects”, all of which are options available for change in order to more closely represent the real-life stadium/field attributes); and

(as required by claim 1) **enabling a user to control the one or more video game characters using a video game controller connected to the video game machine** (pps. 3-5, discloses how to play the game using game controllers); and

(as required by claim 3) **wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field and** (as required by claim 4) **wherein the plant includes grass** (pg. 9, discloses “Time of day”, and “Weather”, and pps. 41-42, discloses “Stadium detail”, "In–game effects”, and “Sideline objects”, all of which are options available for change in order to more closely represent the real-life stadium/field attributes and the football field uses grass, thus, in this case, where snow or rain occurs during game play the visual appearance of the grass on which the football field is played on is affected and displayed during game play);

(as required by claim 8) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet (lacking clear distinguishing features, pps. 30, and 43-46, discloses connecting online);

(as required by claim 9) wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter (pps. 3-5, discloses how to play the game using game controllers, thus a player may use the game controller to update video game stadium/field features);

(as required by claim 10) the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller (lacking clear distinguishing features, pps. 3-5, discloses how to play the game using game

controllers, thus, in response to a player periodically using the game controller the video game is programmed to act accordingly).

However, Madden02 fails to explicitly disclose the following claim limitations:

(as required by claim 1) receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

(as required by claim 6) wherein a plurality of updated stadium or field parameters are received during a single real-life sports season and the stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season;

(as required by claim 8) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter (emphasis added); and

(as required by claim 19) wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

(regarding claims 1, 6, 8 and 19) Lacking clear distinguishing features, Wang discloses receiving an updated video game stadium or field parameter from a data

server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute (see pargs. 2, 9 and 26, discloses Internet connection game play and using actual professional stadiums, thus, according to the disclosure of Wang, the stadiums are capable of change countless amount of times at any given time). The video game of Madden02 would have motivation to use the teachings of Wang in order to provide game players with power over which stadiums that they may play at for entertainment purposes.

Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the teachings of Wang in order to add to the fun and excitement of playing a video sports game.

Regarding claims 5, 12, 14, Madden02 does not expressly disclose (as required by claim 5) the plant includes ivy, or (as required by claims 14 and 15) real-life soccer/basketball stadiums, real- life soccer/basketball teams, and real-life soccer/basketball athletes. Instead, Madden02 discloses grass on a football field and real-life football stadiums, teams, and athletes.

At the time the invention was made, it would have been an obvious matter of design choice to a person of ordinary skill in the art to design Madden02 with ivy and similar sports video game because applicant has not disclosed that programming a video game having ivy or soccer/basketball provides an advantage, or solves a stated problem. Furthermore, one of ordinary skill in the art would expect video game of

Madden02, and applicant's invention to perform equally well with either the football game taught by Madden02 or the claimed ivy, and soccer/basketball video games because both video games would perform the same function of simulating sports video game play.

Therefore, it would have been prima facie obvious to modify the video game of Madden02 to obtain the invention as specified in claims 5, 12, and 14 because such a modification would have been considered a mere design consideration which fails to patentably distinguish over the prior art of Madden02 in view of Wang.

16. Claims 7, 11, 15-18, and 21are rejected under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game Manual (herein referred to as Madden02) in view of US Pub 2002/0086733 to Wang as applied to claim 1, and further in view of NFL 2K1 GameFaqs on Sega Dreamcast (referred to as NFL2K1) and NES Tecmo Super Bowl (herein referred to as Tecmo Super Bowl)..

Regarding claims 7, 11, Madden02 and Wang fails to explicitly disclose the game medium according to claims 7 and 11,

However, NFL2K1 discloses

(as required by claim 7) the game medium being further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports

athlete (see pg. 9, discloses downloading improved player stats, where stats are based on players' performances where roster changes includes trades, where some players require new jerseys for their new teams, thus, new jerseys are updated visual aspects of the athletes); and

(as required by claim 11) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real- life trade of a real-life athlete between two real-life teams during a single sports season; and changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game (pg. 9, discloses connecting to the net to update player rosters and improved stats; for instance, when rosters updates are caused by a trade, team stats are reflected based on the trade).

The video game of Madden02 would have motivation to use the teachings of NFL2K1 in order to provide game players with the most recent rosters, thus, adding to the realism of the video game by having video game team rosters match that of real-life.

Therefore, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the updated stats of NFL2K1 in order to provide game players with the most accurate sports experience possible.

Regarding claims 15, 18, 21, Madden02 discloses a game medium and the method further comprising:

(as required by claim 15) enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine (pps. 3-5, discloses how to play the game using game controllers).

Yet, NFL2K1 discloses the remaining elements of claims 15, 18, and 21:

(as required by claims 15 and 21) receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is based at least in part on one or more real-life performances of the particular real-life sports athlete (NFLK1 discloses using a video game disc for the Dreamcast game console, where NFL rules and athletes are loaded to the video game console, see pg. 9, discloses connecting to the net to get the new update player rosters with new and improved stats, because each player in the video game has a set of attributes as related to playing the game of football, stats are interpreted as players attributes or performance parameters);

(as required by claims 15 and 21) updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game (pg. 9, discloses connecting to the net to get the new update player rosters with new and improved stats, because each player in the video game has a set of attributes as related

to playing the game of football, stats are interpreted as players attributes or performance parameters, thus, NFL2K1 video game play is updated with stats received from the net and corresponding players perform in the video game according to stats); and

(as required by claim 18) wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances (see pg. 9, which includes downloading improved player stats, where stats are based on players' tendencies).

The video game play of Madden02 would have motivation to use the updating feature of NFL2K1 in order to attract more players to subscribe to a game service that gives players the most updated version of a game.

Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the updating of stats of NFL2K1 in order to provide game players with the most accurate sports experience possible.

However, NFL2K1 is silent to (as required by claims 15 and 18) during a single sports season.

Tecmo Super Bowl explicitly disclose updated video game character performance parameters during a single sports season (see pg. 7, which discloses each team plays one game every week during the season and pg. 9-11, discloses a player's data that includes player's condition, record, and abilities). Thus, a game designer would have motivation to use the video game of Madden02 with the athlete

performance parameter updating feature of Tecmo Super Bowl in order to add to the realism of a sports video game.

Therefore, it would have been obvious to a person of ordinary skill in the art at the time of the invention to combine the video game of Madden02 with the player's data of Tecmo Super Bowl in order to provide game players with the most accurate sports experience possible.

Regarding claims 16, 17, NFL2K1 fails to explicitly disclose

(as required by claim 16) receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life; and

(as required by claim 17) receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

However, it is would be obvious to one of ordinary skill in the art that since NFL2K1 is a football game, where roster changes are made at any given time and stat updates are typically weekly, such that roster moves occur on a daily basis such that acquiring and signing new players to a roster; players are traded; a player gets injured; and players are released and signed on any given time. Thus, it would be a matter of

game distributing and designer's choice of to provide video gamers with the fresh new events of the week, day, hour, or minute.

Conclusion

17. Any inquiry concerning this communication or earlier communications from the examiner should be directed to DAMON PIERCE whose telephone number is (571)270-1997. The examiner can normally be reached on 8AM-4PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Dmitry Suhol can be reached on 571-272-4430. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

18. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Dmitry Suhol/
Supervisory Patent Examiner, Art Unit 3714

DJP

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	L	US-			
	M	US-			

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	P					
	Q					
	R					
	S					
	T					

NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
	U	
	V	
	W	
	X	

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
Dates in MM-YYYY format are publication dates. Classifications may be US or foreign.

IDS with Certification Statement

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)			Application Number	Unassigned
			Filing Date	August 21, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	Unassigned
			Examiner Name	Unassigned
Sheet	1 of 3		Attorney Docket Number	17791.3.1.1

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			Examiner Name	Unassigned
Sheet	2 of 3		Attorney Docket Number	17791.3.1.1

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EXAMINER SIGNATURE			
Examiner Signature	/Damon Pierce/	Date Considered	08/24/2010

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1]Applicant is to place a check mark here if English language translation is attached.

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SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)				
			Application Number	12/547,359
			Filing Date	August 25, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	3714
			Examiner Name	Unassigned
Sheet	1 of 4		Attorney Docket Number	17791.3.1.1

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			Examiner Name	Unassigned
Sheet	2 of 4		Attorney Docket Number	17791.3.1.1

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/DJP/	11	*Legends Football '98 Review*, available at http://www.uk.videogames.games.yahoo.com/pc/reviews/legends-football--98-be22be.html, © 2009 Yahoo!, last accessed October 7, 2009.	
/DJP/	12	*Catch The Fever*, Your Football Gaming Complex, ©2000 Catch The NFL Fever, available at http://www.sportplanet.com/catchthefever/dhfever.shtml, last accessed September 29, 2009.	
/DJP/	13	*RIP2001 Rosters*, April 14, 2001, available at http://www.sportplanet.com/catchthefever/index.shtml, last accessed October 9, 2009.	
/DJP/	14	*RIP2002 Rosters*, September 6, 2001, available at http://www.sportplanet.com/catchthefever/index.shtml, last accessed October 9, 2009.	
/DJP/	15	*Welcome to the VPNFL: The Vaguely Plausible National Football League*, available by early December 1998 on the FBPro Dark Side at http://www.geocities.com/colosseum/stadium/8273, last accessed October 9, 2009.	

/Damon Pierce/ 08/24/2010

IDS with Certification Statement

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT BY APPLICANT (Not for submission under 37 CFR 1.99)			Application Number	12/547,359
			Filing Date	August 25, 2009
			First Named Inventor	Athanasios Angelopoulos
			Art Unit	3714
			Examiner Name	Unassigned
Sheet	3 of 4		Attorney Docket Number	17791.3.1.1

OFFICE ACTION / NOTICE OF ALLOWANCE DOCUMENTS				
Examiner Initials*	Cite No.	Application Number	Mail Date	Document
	1			

EXAMINER SIGNATURE			
Examiner Signature	/Damon Pierce/	Date Considered	08/24/2010

*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through a citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

[1]Applicant is to place a check mark here if English language translation is attached.

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	Art Unit
	DAMON PIERCE	3714

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☒ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	08/26/2010								
	1	✓								
	2	✓								
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	20	✓								
	21	✓								

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	Art Unit
	DAMON PIERCE	3714

SEARCHED

Class	Subclass	Date	Examiner
463	1, 4, 23, 30, 42, 43	8/26/2010	DJP

SEARCH NOTES

Search Notes	Date	Examiner
Searched Internet for non-patent literature	8/26/2010	DJP
Keyword searched in class 463	8/26/2010	DJP
Used search of related case 10/266,795	8/26/2010	DJP
Reviewed IDS references	8/26/2010	DJP
Backward and Forward searched most relavant art	8/26/2010	DJP
See EAST search history	8/26/2010	DJP

INTERFERENCE SEARCH

Class	Subclass	Date	Examiner

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
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S7	738	"463/6-8".CCLS.	US-PGPUB; USPAT; USOCR	OR	ON	2009/03/25 08:35
S8	4124	"463/40-43".CCLS.	US-PGPUB; USPAT; USOCR	OR	ON	2009/03/25 08:39
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S15	1	(video adj game) same (sport or basketball or football or baseball or soccer or hockey) and (updat $3 near athlete)	US-PGPUB; USPAT; USOCR	OR	ON	2009/03/25 10:29
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S17	1886	game adj (character or athlete or player) same (performance or parameter or attribute or charateristic or statistic)	US-PGPUB; USPAT; USOCR	OR	ON	2009/03/25 11:56
S18	233	S14 and S17	US-PGPUB; USPAT; USOCR	OR	ON	2009/03/25 11:56
S19	949	game adj (character or athlete or player) with (performance or parameter or attribute or charateristic or statistic)	US-PGPUB; USPAT; USOCR	OR	ON	2009/03/25 11:57
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S32	213	(downloadable adj content) and sport and game	US-PGPUB; USPAT; USOCR	OR	ON	2010/01/21 18:24
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S37	1674	"463/43".CCLS.	US-PGPUB; USPAT	OR	ON	2010/08/24 13:42
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S54	5	(20060111186|20060116208|20060136569|20060148571|20060154710).PN.	US-PGPUB; USPAT	OR	ON	2010/08/25 16:09

8/26/2010 3:44:10 PM
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Filed Electronically

PATENT APPLICATION
Docket No. 17791.3.1.1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:		)
		)
	Athanasios Angelopoulos	)
		)
Serial No.:	12/547,359	) Art Unit
		) 5134
Filed:	August 25, 2009	)
		)
Conf. No.:	5134	)
		)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
		)
		)
Examiner:	Damon Joseph PIERCE	)
		)
Customer No.:	022913	)

AMENDMENT "B" AND RESPONSE UNDER 37 C.F.R. §1.111

Mail Stop Amendment
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

In response to the Office action mailed September 2nd, 2010 (the "Office Action"), please amend the above-identified application as follows:

Amendments to the Specification begin on page 2 of this paper. **Amendments to the Claims** are reflected in the listing of claims which begins on page 4 of this paper. **Remarks** begin on page 12 of this paper.

AMENDMENTS TO THE SPECIFICATION

Please amend the specification as follows:

Page 1

Paragraph 1, change "Home towns" to --hometowns—

Paragraph 4, change "the ivy on the outfield wall of Wrigley Field in Chicago is may be shown" to --the ivy on the outfield wall of Wrigley Field in Chicago may be shown--

Paragraph 6, change "Frequently actual professional teams" to --Frequently, actual professional teams--

Paragraph 7, change "that new star's increadible performance will not be duplicated" to --that new star's incredible performance will not be duplicated--

Page 2

Paragraph 27, change "rastorizing" to --rasterizing--

Paragraph 27, change "Froame memory" to --Frame memory--

Paragraph 28, change "CPU 11" to --CPU 32--

Paragraph 28, change "CPU II" to --CPU 32--

Paragraph 29, change "video game system 79" to "video game system"

Page 3

Paragraph 38, change "very" to "vary"

Paragraph 39, change "RAM 58 and RAM 95." to --RAM 58 (FIG. 2) and RAM 95 (FIG. 3).--

Paragraph 39, change "ROM 109" to --ROM 109 (FIG. 4)--

Paragraph 39, change "rules 111" to --rules 111 (FIG. 4)--

Paragraph 40, change "In step 232, a user chooses to start a game or request an update, at step 232." to --In step 232, a user chooses to start a game or request an update.—

Paragraph 44, change "the CPU loads the requested data 295 from local memory into RAM 285." to -- the CPU loads the requested data from local memory into RAM 285.--

Page 4

Paragraph 49, change "The CPU displays the failure message to the user, at step 384." to --The CPU displays the failure message to the user, at step 388.--

Paragraph 51, change "account type to the server." to --account type to the server 408.--

Paragraph 55, change "In step 459, the server sends the requested parameters to the CPU." to --In step 459, the server sends the requested parameters to the CPU if the game machine does not require an authentication code.--

Paragraph 56, change "If there is no match, the CPU displays an error message." to --If there is no match, the CPU displays an error message in step 482.--

Page 5

Claim 5, change "basebal" to --baseball--

AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application:

1. (Currently Amended) A game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters, the game medium having rules and parameters stored thereon and being configured to cause the video game machine to perform a method comprising:

loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

2. (Original) A game medium according to claim 1, wherein the change in the video game attribute is a change in a visual appearance of the stadium or field that corresponds to a change in the real-life visual appearance of the real-life stadium or field.

3. (Original) A game medium according to claim 2, wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field.

4. (Original) A game medium according to claim 3, wherein the plant includes grass.

5. (Original) A game medium according to claim 3, wherein the plant includes ivy.

6. (Currently Amended) A game medium according to claim_1, wherein the game medium is configured to cause receipt of a plurality of updated stadium or field parameters ~~are received~~ during a single real-life sports season and the stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season.

7. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to update visual aspects of at least one video

game character during a single real-life sports season of the real-life sports athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports athlete.

8. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter.

9. (Original) A game medium according to claim 1, wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter.

10. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller.

11. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real-life trade of a real-life athlete between two real-life teams during a single sports season; and

changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game.

12. (Original) A game medium according to claim 1, wherein the sports video game is a soccer sports video game including video game soccer stadiums, video game soccer teams, and video game soccer characters associated with real-life soccer stadiums, real-life soccer teams, and real-life soccer athletes respectively.

13. (Original) A game medium according to claim 1, wherein the sports video game is a football sports video game including video game football stadiums, video game football teams, and video game football characters associated with real-life football stadiums, real-life football teams, and real-life football athletes respectively.

14. (Original) A game medium according to claim 1, wherein the sports video game is a basketball sports video game including video game basketball stadiums, video game basketball teams, and video game basketball characters associated with real-life basketball stadiums, real-life basketball teams, and real-life basketball athletes respectively.

15. (Original) A game medium according to claim 1, the method further comprising:

during a single sports season, receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is based at least in part on one or more real-life performances of the particular real-life sports athlete;

updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game; and

enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine.

16. (Original) A game medium as in claim 15, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

17. (Currently Amended) A game medium as in claim 15, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete ~~(or insert "during at least a portion of the single sports season"~~.

18. (Original) A game medium according to claim 15, wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances during the single sports season.

19. (Original) A game medium according to claim 1, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

20. (Original) A method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game, the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated-video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life;

communicating with a video game machine to establish a network connection over the Internet; and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field.

21. (Original) A method according to claim 20, the method also for updating a video game character parameter of a sports video game character in the sports video game, the

sports video game character representing a particular real-life athlete in the sports video game, the method further comprising the following acts:

storing an updated video game character performance parameter on the storage medium of the computer server, wherein the updated video game character performance parameter is based at least in part on one or more performance statistics of the particular real-life athlete performing in one or more real-life sporting events; and

transmitting the updated video game performance parameter to the video game machine over the network including the internet, thereby enabling the video game machine to (i) receive the updated video game performance parameter and (ii) change the sports video game play such that the particular video game character of the sports video game more closely simulates the real-life performance of the particular real-life athlete.

22. (New) A game medium according to claim 1, wherein the game medium includes ROM and the ROM includes a disk, compact disc, digital video disc, or cartridge.

23. (New) A method comprising:

loading video game data stored by a game medium into memory for playing a video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

REMARKS

This paper is in response to the Office Action mailed September 2, 2010 ("the Office Action"). The foregoing amendment amends claim 1 and adds new claims 22 and 23. Claims 1-23 are now pending in view of the amendments. Applicants respectfully request reconsideration of the application in view of the above amendments to the claims and the following remarks. For Examiner's convenience and reference, Applicants present remarks in the order that the Office Action raises the corresponding issues.

In connection with the prosecution of this case and any related cases, Applicants have, and/or may, discuss various aspects of the disclosure of the cited references as those references are then understood by the Applicants. Because such discussion could reflect an incomplete or incorrect understanding of one or more of the references, the position of the Applicants with respect to a reference is not necessarily fixed or irrevocable. Applicants thus hereby reserve the right, both during and after prosecution of this case, to modify the views expressed with regard to any reference.

Please note that Applicants do not intend the following remarks to be an exhaustive enumeration of the distinctions between any cited references and the claims. Rather, Applicants present the distinctions below solely by way of example to illustrate some of the differences between the claims and the cited references. Finally, Applicants request that Examiner carefully review any references discussed below to ensure that Applicants' understanding and discussion of any reference is consistent with Examiner's understanding.

Unless otherwise explicitly stated, the term "Applicants" is used herein generically and may refer to a single inventor, a set of inventors, an appropriate assignee, or any other entity or person with authority to prosecute this application.

Objection to Drawings

The Office Action objects to Figure 3 on the grounds that "they fail to show 'video game system 79' of Fig. 3 mentioned in paragraph 29; and element '295' mentioned in paragraph 44." (Office Action p. 2). The Office Action also objects to the drawings because "reference characters '11' and '32' have both been used to designate CPU". (Office Action p. 3). These formalities in the drawings were fixed by amendment to the specification. The Applicant further

proofread the specification, found, and corrected additional typographical errors as shown by the above amendments to the specification. Therefore, the Applicant respectfully requests that the objection to the drawings be withdrawn.

Objection to Specification

The Office Action objects to the abstract because it includes the misspelled phrase, "froame memory". In addition, the specification is objected to on the grounds that elements "388" and "482" are shown in the drawings but not mentioned in the specification.

The other errors identified in the specification have also been fixed by the above amendments to the specification. Therefore, the Applicant respectfully requests that the objections to the specification be withdrawn.

Claim Objections

The Office Action objects to Claims 2-6, 10-11, 15-18, and 21 under 37 CFR 1.75(c) for failing to further limit the subject matter of a previous claim. According to the Office Action claims 2-6, 10-11, and 15-18 describe or add methods, not further limiting the game medium, which the claims are directed to. Applicants have amended claim 6 to make it clear that the game medium is configured to cause performance of the steps recited in claim 6. With regard to claims 2-5, 10-11, and 15-18, Applicants submit that the claims as presented are proper "Beauregard" claims and thus the method steps properly limit the claims from which they depend. A Beauregard claim is used to protect a program product used to store software as a good that is sold. Beauregard claims are well known, deemed clear, and involve a storage medium such as a cartridge or disk, containing a set of instructions that causes a computing device, such as a video game machine, to perform a process/method. Therefore, where Claims 2-6, 10-11, and 15-18 further define the process performed by a video game machine executing the instructions stored on the video game medium those elements further limit the scope of the claimed invention.

Rejection Under 35 U.S.C. §112, ¶2

The Office Action rejects claims 1-19 under 35 U.S.C. §112, ¶2 as unclear as to whether a game medium, video game or method is claimed. Claim 1 is directed to a game medium **not** a video game machine or a method. As discussed above, claim 1 is a Beauregard claim which is a storage medium that causes the video game machine to perform a process. Because the claims 1-19 are definite, Applicants respectfully request that Examiner withdraw the rejection of claims 1-19 under 35 U.S.C. §112, ¶2.

Rejection Under 35 U.S.C. §101

The Office Action rejects claims 1-19 as being directed to neither a "process" nor a "machine", but are drafted to overlap two different statutory classes. The Applicant respectfully asserts that this is also incorrect. As discussed above, claims 1-19 are Beauregard claims. In the recent Board of Patent Appeals and Interferences case, *Ex Parte BO LI*, 88 U.S.P.Q 2d 1695, Beauregard claims were upheld as statutory subject matter. The Board held, "[i]t has been the practice for a number of years that a 'Beauregard Claim' of this nature be considered **statutory** at the USPTO as a product claim." (Emphasis added). Thus, unless the Patent Office cites to a higher precedent, Beauregard claims are still statutory, clearly understood, and the rejection of claims 1-19 as otherwise is in clear error.

Moreover, the Applicants respectfully note that both of the Examiner's assigned to this case are familiar with Beauregard Claims as they have themselves recently issued patents with Beauregard claims. For example, both U.S. Patent 7,785,198 issued on August 31, 2010 and U.S. Patent 7,670,225 issued on March 2, 2010 include Beauregard claims. The preamble of Beauregard claim 7 in the '198 patent recites a "computer-readable recording medium for recording a game program causing a computer … to execute a game having a first character and a plurality of second characters appearing therein, the game program causing the computer to function as:" and the preamble of the Beauregard claim 14 of the '225 patent recites a "data storage medium having stored therein a game program causing a computer to execute a process of disposing an additional game element on a game map formed by a plurality of units, the stored game program comprising…." As such, the Applicant respectfully asserts that the Beauregard claims of this application are similarly directed to clear statutory subject matter similar in form,

claim type, and structure to those claims recently issued as patents by the same examiners. As such, the Applicant respectfully requests that the rejection under section 101 be withdrawn for at least these reasons.

Rejections Under 35 U.S.C. §102 and 35 U.S.C §103(a)

The Office Action rejects claim 20 under 35 U.S.C. §102(b) over *Wang* (U.S. Patent Publication No. 2002/0086733). The Office Action rejects claims 1-6, 8-10, 12-14, and 19 under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game manual ("*Madden02*") in view of *Wang*. The Office Action rejects claims 7, 11, 15-18, and 21 under 35 U.S.C. 103(a) as being unpatentable over *Madden02* in view of NFL 2K1 GameFaws on Sega Dreamcast ("*NFL2K1*") and NES Tecmo Super Bowl ("Tecmo").

On the outset, the Applicant respectfully notes that this Application is a division of, and claims priority to, U.S. Patent Application SN 10/266795 filed **October 8, 2002**. *Wang* was filed **November 14, 2001** and published **July 4, 2002**. Therefore, as *Wang* did not publish more than one year prior to the priority date of this Application, ***Wang* does not qualify as prior art under 35 U.S.C. §102(b)**. Because *Wang* is only citable under 35 U.S.C. §102(e) or 35 U.S.C. §102(a), Applicants do not admit that *Wang* is in fact prior art with respect to any or all of the claims of the present application, but rather reserve the right to swear behind *Wang* in this application or a divisional, continuation, or CIP thereof, thereby removing it as a reference.

According to MPEP §2131, a claim is anticipated under 35 U.S.C. §102(a) or (e) only if each and every element as set forth in the claim is found, either expressly or inherently, in a single prior art reference. The reference must show the identical invention in as complete detail as is contained in the claim. Finally, the elements must be arranged or combined as required by the claim.

Under 35 U.S.C §103(a), "[a] patent may not be obtained . . . if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains." According to MPEP §2142, "[t]he examiner bears the initial burden of factually supporting any *prima facie* conclusion of obviousness. If the examiner does not produce a *prima facie* case, the applicant is under no obligation to submit evidence of nonobviousness." Finally, MPEP 2141.III notes that:

> "The key to supporting any rejection under 35 U.S.C. 103 is the ***clear articulation of the reason(s) why the claimed invention would have been obvious.*** The Supreme Court in KSR noted that the analysis supporting a rejection under 35 U.S.C. 103 should be made explicit. The Court quoting *In re Kahn*, 441 F.3d 977, 988, 78 USPQ2d 1329, 1336 (Fed. Cir. 2006), stated that "'***[R]ejections on obviousness cannot be sustained by mere conclusory statements; instead, there must be some articulated reasoning with some rational underpinning to support the legal conclusion of obviousness.***'" *KSR*, 550 U.S. at ___, 82 USPQ2d at 1396." (emphasis added)

A. The Patent Office Has Not Found All of the Claimed Elements

Wang is directed to an online forum for simultaneous participation of remote users. *See* Abstract. The remote users log into the online forum and create a character to participate in the online forum. Most of what *Wang* teaches is directed to an online baseball forum where users use a player creation feature to design their own character by selecting optional characteristics of the character. See ¶ 14-18. Optional characteristics include a name, sex, face, body, structure of the face, skin tone, and eye color. ¶ 17. The user can even upload a picture of himself to be attached to the character so that the character looks like the user. ¶ 18. Once this character is created the user controls the character in the online forum to interact with the characters created by other remote users. *See* Abstract.

Regarding the stadium where the baseball forum is held, *Wang* teaches that the stadiums can resemble actual real-life stadiums using digital imagery of the various real-life stadiums. *Wang* teaches that the stadiums can also resemble futuristic stadiums and not resemble real-life stadiums. And, *Wang* teaches that advertisements from sponsors can be applied to the stadiums. ¶ 26.

However, *Wang* is different from the claimed invention in several ways. For example, the stadium design of paragraph 26 in *Wang* is <u>not</u> an "update" to a stadium that represents a real-life stadium as the stadium does not, in the first instance, represent a real-life stadium with a subsequent update to that stadium. Rather, the stadium design in paragraph 26 of *Wang* is the original first design of the stadium. That is, for a stadium that represents a real-life stadium to be "updated" the stadium design must first represent the real-life stadium, and the update to the stadium in the video game must correspond with a real-life change in the appearance of the stadium that is consequently "updated" in the video game. Claim 1 has been amended to make it

clear that the updated video game represents the changed real-life stadium or field. In other words, the video game represents the real-life stadium in a first state and then the stadium or field changes in real-life and the update causes the video game to represent the changed real-life stadium or field. Applicants submit that the Examiner has failed to show where the references teach updating the stadium or field attribute of the video game to represents a change in a real-life stadium or field. This feature is neither taught nor inherent in either Wang or Madden02. Thus, the Patent Office has failed to make a *prima facie* case under 102 or 103 and Applicants respectfully request that the rejection be withdrawn.

B. The Office Action is Unclear (i.e. Vague)

Regarding the combination of *Wang* with *Madden02*, the Patent Office argues that the "stadiums are capable of change countless amount of times at any given time" and that therefore "the video game of Madden 02 would have motivation to use the teachings of Wang in order to provide game players with power over which stadiums that they may play…". Page 13, lines 4 and 5 of the Office Action. It appears that the Patent Office is alleging that the motivation to combine the teachings of Wang with Madden02 is so that Madden02 video game players can change from one stadium to another in the video game (i.e., switch from one team's stadium to another team's stadium). However, the claims are directed to updating a stadium or field attribute, not changing from one team's stadium to another. It isn't clear how the Examiner's explanation for motivation relates to the claimed invention.

If the Patent Office is suggesting that Wang provides motivation to cause Madden02 to update its stadium or field attributes, Applicants traverse this assertion. First, there is nothing in Wang that says the stadium in Wang is updated. The Examiner has failed to show that it is even capable of being updated. Secondly, even if the stadium or field attribute were capable of being updated, Wang doesn't provide any reason why one would do so. Wang simply teaches to create a video game. Wang says nothing about changing the stadium in the video game to reflect changes in the attributes of a real-life stadium. Moreover, Wang doesn't teach that for any particular online creation, there is more than one iteration of the stadium. Therefore, there is no teaching, expressly or inherently, that Wang could, or does, update a stadium or field attribute.

The combination of Wang and Madden02 is also vague because it doesn't say **how** the features of Wang would be combined with Madden02. Rather, the Office Action merely says, "the video game of Madden02 would have motivation to use the teachings of Wang." However, **what** teachings of Wang would it use and **how** would they be used to modify Madden02?

It appears that the Office Action improperly uses the teachings of the claim language to modify Madden02. The Office Action alleges that Wang teaches receiving updated stadium or field parameters. However, this language is merely lifted from the claims. The facts show that Wang teaches making a video game stadium using an image and nothing more. As discussed above, Wang doesn't say anything about updating stadium or field attributes. Thus, how does applying imagery to a stadium using a photograph provide motivation to receive updates to real-life changes in sports stadiums or fields? The Examiner's rejection only makes sense if the combination is made using Applicant's own claim language.

The Office Action alleges that specific claim language is taught by Wang and then combines the specific claim language with Madden02. Applicants submit that the use of Applicants claim language as the teaching to combine with Madden is clear error. The Examiner must show that the teachings in Wang combined with Madden02 render the claim obvious. However, the Examiner makes no attempt to show how the actual features of Wang could be incorporated and/or used to modify Madden02. The only discussion of Wang is to allege that it teaches the specific claim elements. This failure to use the actual teachings of Wang to describe the modification of Madden02 renders the rejection impermissibly vague and unclear as to how the Examiner arrives at the conclusion of obviousness.

C. In Rejecting The Dependent Claims, The Office Action Incorrectly Assumes Facts not Based on Concrete Evidence

Regarding the rejections of claims 5, 12, and 14, the Office Action states, "At the time the invention was made, it would have been an obvious matter of design choice to a person of ordinary skill in the art to design *Madden02* with ivy and similar sports video game because applicant has not disclosed that programming a video game having ivy or soccer/basketball provides an advantage, or solves a stated problem." Applicants respectfully disagree. The Application clearly sets forth a problem, which is the lack of realism in video games. (see the

Background of the Application). The claim limitations in claims 5, 12, and 14 contribute to the solution of that problem. Thus, according the Application, these elements are not mere design choices and the Examiner has the burden to establish that the differences between the claimed invention and the prior art are obvious or allow the claims. Since the Office Action fails to set forth a rationale for why the differences between the claimed invention and the cited references are obvious, the Office Action fails to make a prima facie case of obviousness for claims 5, 12, and 14.

The Office Action rejects claims 7, 11, 15-18, and 21 in view of a blog posting by Brad Cherone (hereinafter "Cherone" AKA ***dirty2002@home.com***). In rejecting the claims, the Examiner states, "see pg. 9, discloses downloading improved stats, where stats are based on players' performances where roster changes includes trades, where some players required new jerseys for their new teams, thus, new jerseys are updated visual aspects of the athletes". The Examiner relies on inherency and unsupported interpretations of Cherone to reject claims 7, 11, 15-18, and 21. There is no evidence that Cherone teaches the elements alleged by the Examiner. Page 9 of *Cherone* actually states:

```
Download
From this menu, you can download the updated roster for your team. This
is useful if you do not want to buy NFL 2K2 and you would like to get
the new updated rosters with new and improved stats. This takes up ten
blocks of your VMU, so make sure you have one. You also need net access
setup on your Dreamcast for this to work.
```

A simple comparison between what is actually taught in Cherone and the following statement from the Office Action reveal the numerous unsupported assumptions relied upon in rejecting claims 7, 11, 15-18, and 21: "see pg. 9, discloses downloading improved stats, where stats are based on players' performances where roster changes includes trades, where some players required new jerseys for their new teams, thus, new jerseys are updated visual aspects of the athletes". The Patent Office has simply failed to show that its assumptions regarding Cherone are expressly or inherently supported by the evidence. (e.g., the Office Action fails to establish transmitting jerseys or a series of individual updated player performance parameters). not supported by the record.

The Office Action in other statements incorrectly paraphrases the language in Cherone to allege facts not supported by the record. For example, on page 17, the Office Action states, "see

pg. 9 which includes downloading improved player stats, **where stats are based on players' tendencies**". (Emphasis added). Again, there is no evidence for the emphasized portion of the Examiner's allegation. Again, the Examiner is simply assuming facts not supported by evidence.

The Applicant notes that it is the initial burden of the PTO to demonstrate a *prima facie* case of obviousness, which requires the PTO to show that the relied upon references teach or suggest all of the limitations of the claims. MPEP 2142 (emphasis added). "[The Patent Office] may not … resort to speculation, unfounded assumptions or hindsight reconstruction to supply deficiencies in its factual basis." *In re Warner,* 154, USPQ 173, 178 (CCPA 1967). Thus, the Office Action has not set forth a *prima facie* case.

As the references cited do not teach or suggest the claimed invention, and the position of the Patent Office is based on speculation, unfounded assumptions and hindsight reconstruction, the Applicant respectfully requests that the rejections of claims 1-21 be withdrawn.

Claims 22 and 23 have been added and are believed to be allowable for the reasons set forth herein as well.

Charge Authorization

The Commissioner is hereby authorized to charge payment of any of the following fees that may be applicable to this communication, or credit any overpayment, to Deposit Account No. 23-3178: (1) any filing fees required under 37 CFR § 1.16; (2) any patent application and reexamination processing fees under 37 CFR § 1.17; and/or (3) any post issuance fees under 37 CFR § 1.20. In addition, if any additional extension of time is required, which has not otherwise been requested, please consider this a petition therefor and charge any additional fees that may be required to Deposit Account No. 23-3178.

CONCLUSION

In view of the foregoing, Applicants submit that the pending claims are allowable. In the event that Examiner finds remaining impediment to a prompt allowance of this application that may be clarified through a telephone interview or overcome by an Examiner's Amendment, Examiner is requested to contact the undersigned attorney.

Dated this 21st day of October, 2010.

Respectfully submitted,

/David A. Jones/ Reg. 50,004

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Electronic Patent Application Fee Transmittal

Application Number:	12547359
Filing Date:	25-Aug-2009
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Filer:	David Allan Jones
Attorney Docket Number:	17791.3.1.1

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Claims in excess of 20	2202	2	26	52
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
			Total in USD ($)	**52**

Electronic Acknowledgement Receipt

EFS ID:	8677841
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	21-OCT-2010
Filing Date:	25-AUG-2009
Time Stamp:	18:35:25
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$52
RAM confirmation Number	6589
Deposit Account	233178
Authorized User	ADAMS,SHEREE

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

Charge any Additional Fees required under 37 C.F.R. Section 1.16 (National application filing, search, and examination fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.17 (Patent application and reexamination processing fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.19 (Document supply fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.20 (Post Issuance fees)

Charge any Additional Fees required under 37 C.F.R. Section 1.21 (Miscellaneous fees and charges)

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1		Amendment.pdf	606087 7a16a763e29c4e251cab765962af5b29fb7b561a	yes	21

	Multipart Description/PDF files in .zip description		
	Document Description	Start	End
	Amendment/Req. Reconsideration-After Non-Final Reject	1	1
	Specification	2	3
	Claims	4	11
	Applicant Arguments/Remarks Made in an Amendment	12	21

Warnings:

Information:

2	Fee Worksheet (PTO-875)	fee-info.pdf	30054 3df7a5a8204a2ff4d4577f4cfcbed89097018a68	no	2

Warnings:

Information:

Total Files Size (in bytes):	636141

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111

If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

PTO/SB/06 (07-06)
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U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
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PATENT APPLICATION FEE DETERMINATION RECORD Substitute for Form PTO-875	Application or Docket Number 12/547,359	Filing Date 08/25/2009	☐ To be Mailed

APPLICATION AS FILED – PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA	SMALL ENTITY ☒ RATE ($)	SMALL ENTITY ☒ FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY FEE ($)
☐ BASIC FEE (37 CFR 1.16(a), (b), or (c))	N/A	N/A	N/A			N/A	
☐ SEARCH FEE (37 CFR 1.16(k), (i), or (m))	N/A	N/A	N/A			N/A	
☐ EXAMINATION FEE (37 CFR 1.16(o), (p), or (q))	N/A	N/A	N/A			N/A	
TOTAL CLAIMS (37 CFR 1.16(i))	minus 20 =	*	X $ =		OR	X $ =	
INDEPENDENT CLAIMS (37 CFR 1.16(h))	minus 3 =	*	X $ =			X $ =	
☐ APPLICATION SIZE FEE (37 CFR 1.16(s))	If the specification and drawings exceed 100 sheets of paper, the application size fee due is $250 ($125 for small entity) for each additional 50 sheets or fraction thereof. See 35 U.S.C. 41(a)(1)(G) and 37 CFR 1.16(s).						
☐ MULTIPLE DEPENDENT CLAIM PRESENT (37 CFR 1.16(j))							
* If the difference in column 1 is less than zero, enter "0" in column 2.			TOTAL			TOTAL	

APPLICATION AS AMENDED – PART II

AMENDMENT	10/21/2010	(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	SMALL ENTITY RATE ($)	SMALL ENTITY ADDITIONAL FEE ($)	OR	OTHER THAN SMALL ENTITY RATE ($)	OTHER THAN SMALL ENTITY ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	* 23	Minus	** 21	= 2	X $26 =	52	OR	X $ =	
	Independent (37 CFR 1.16(h))	* 3	Minus	***3	= 0	X $110 =	0	OR	X $ =	
	☐ Application Size Fee (37 CFR 1.16(s))									
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE	52	OR	TOTAL ADD'L FEE	

AMENDMENT		(Column 1) CLAIMS REMAINING AFTER AMENDMENT		(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA	RATE ($)	ADDITIONAL FEE ($)	OR	RATE ($)	ADDITIONAL FEE ($)
	Total (37 CFR 1.16(i))	*	Minus	**	=	X $ =		OR	X $ =	
	Independent (37 CFR 1.16(h))	*	Minus	***	=	X $ =		OR	X $ =	
	☐ Application Size Fee (37 CFR 1.16(s))									
	☐ FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM (37 CFR 1.16(j))							OR		
						TOTAL ADD'L FEE		OR	TOTAL ADD'L FEE	

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Legal Instrument Examiner:
/THUY TA/

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

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EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	**PAPER NUMBER**
3718	

MAIL DATE	DELIVERY MODE
11/16/2010	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)	
	12/547,359	ANGELOPOULOS, ATHANASIOS	
	Examiner	Art Unit	
	DAMON PIERCE	3718	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE *3* MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *21 October 2010*.

2a)☒ This action is **FINAL**. 2b)☐ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-23* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-23* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☐ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Response to Amendment

1. The examiner acknowledges the amendments of claims filed on 10/21/10. Currently, claims 22-23 are newly added. Thus, claims 1-23 are pending.

Claim Rejections - 35 USC § 112

2. The following is a quotation of the second paragraph of 35 U.S.C. 112:

> The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

3. Claims 1-19 and 22 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite in that it fails to point out what is included or excluded by the claim language. The claims appear to claim both apparatus (a game medium and a video game machine) and the methods of using both apparatus of the game medium and video game machine.

For example, see claim 1, which includes "A game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports game in conjunction with a video game machine… the game medium being configured to cause the video game machine to perform a method comprising:" (emphasis added), where it is unclear whether the claims are directed to the game medium, the video game machine, or a method of using the game medium or video game machine. Thus, according to MPEP 2173.05(p)(II) claims directed to both apparatus and a method of use are indefinite. Furthermore, it is unclear whether the claims are directed to a game

medium or a video game machine. For purposes of examination, as best understood, the claim is directed towards a game medium and the video game machine is interpreted as a functional limitation where the game medium is capable of providing a sports video game to a video game machine, not necessarily part of the game medium and the claimed invention.

Claim Rejections - 35 USC § 102/103

4. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

> A person shall be entitled to a patent unless –
>
> (a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.

5. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

The factual inquiries set forth in *Graham* **v.** *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

6. Claim 20 is rejected under 35 U.S.C. 102(b) as being anticipated, or in the alternative, under 35 U.S.C. 103(a) as obvious over by US Pub 2002/0086733 to Wang.

Regarding claim 20, Wang discloses **a method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game** (see parg. 26), the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated-video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life (parg. 26, discloses taking digital photos of actual professional stadiums and translating them into three-dimensional graphics for use in a video game),

communicating with a video game machine to establish a network connection over the Internet (parg. 8, discloses connecting a user's computer that is interpreted as the video game machine to the Internet); and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the

particular video game stadium or field of the sports video game more closely represents the real-life stadium or field (lacking clear distinguishing features, see pargs. 2, 8-9 and 26, discloses Internet connection game play and using actual professional stadiums).

If it is later deemed to that Wang does not anticipate claim 20 because Wang does not explicitly disclose *"transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet"* (emphasis added), Wang does disclose downloading to a computer necessary software from a web site (see parg. 14). Thus, it would have been obvious to one of ordinary skill in the art to modify the downloaded software from the Internet of Wang to include the actual stadiums of Wang in order to provide game players a quick and convenient way to update game data.

Claim Rejections - 35 USC § 103

7. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

The factual inquiries set forth in *Graham* v. *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.

2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

8. Claims 1-6, 8-10, 12-14, 19, and 22-23 are rejected under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game Manual (herein referred to as Madden02) in view of US Pub. 2002/0086733 to Wang.

Regarding claims 1, 2, 3, 4, 6, 8, 9, 10, 13, 19, 22, and 23, Madden02 discloses (as required by claims 1, and 13) **a game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters** (Madden02 is a video game disc made for a video game system containing National Football League, NFL, corresponding rules, athletes, and stadiums/fields, see pps. 7-9, which discloses examples of NFL players, and stadiums/fields), the game medium being configured to cause the video game machine to perform a method comprising:

(as required by claims 1 and 23) **loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life**

sports stadium or field (Madden02 video game disc includes corresponding NFL players, and stadiums/fields, where the stadiums/fields used in the Madden02 video game are modeled after real-life stadiums and fields, see pps. 7-9);

(as required by claims 1, 2, and 23) **changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute** (pg. 9, discloses “Time of day”, and “Weather”, and pps. 41-42, discloses “Stadium detail”, "In–game effects”, and “Sideline objects”, all of which are options available for change in order to more closely represent the real-life stadium/field attributes); and

(as required by claims 1 and 23) **enabling a user to control the one or more video game characters using a video game controller connected to the video game machine** (pps. 3-5, discloses how to play the game using game controllers); and

(as required by claims 3 and 4) **wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field and** (as required by claim 4) **wherein the plant includes grass** (pg. 9, discloses “Time of day”, and “Weather”, and pps. 41-42, discloses “Stadium detail”, "In–game effects”, and “Sideline objects”, all of which are options available for change in order to more closely represent the real-life stadium/field attributes and the football field uses grass, thus, in this case, where snow or rain occurs during game play the visual appearance of the grass on which the football field is played on is affected and displayed during game play);

(as required by claim 8) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet (lacking clear distinguishing features, pps. 30, and 43-46, discloses connecting online);

(as required by claim 9) wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter (pps. 3-5, discloses how to play the game using game controllers, thus a player may use the game controller to update video game stadium/field features);

(as required by claim 10) the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller (lacking clear distinguishing features, pps. 3-5, discloses how to play the game using game controllers, thus, in response to a player periodically using the game controller the video game is programmed to act accordingly); and

(as required by claim 22) wherein the game medium includes ROM and the ROM includes a disk, compact disc, digital video disc, or cartridge (Madden video game is stored on disc).

However, Madden02 fails to explicitly disclose the following claim limitations:

(as required by claims 1, and 23) receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the

updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

(as required by claim 6) wherein a plurality of updated stadium or field parameters are received during a single real-life sports season and the stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season;

(as required by claim 8) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter (emphasis added); and

(as required by claim 19) wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

(regarding claims 1, 6, 8 and 19) Lacking clear distinguishing features, Wang discloses receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute (see pargs. 2, 9 and 26, discloses Internet connection game play and using actual professional stadiums, thus, according to the disclosure of Wang, the stadiums are capable of change countless amount of times at any given time). The video game

of Madden02 would have motivation to use the teachings of Wang in order to provide game players with power over which stadiums that they may play at for entertainment purposes.

Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the teachings of Wang in order to add to the fun and excitement of playing a video sports game.

Regarding claims 5, 12, 14, Madden02 does not expressly disclose (as required by claim 5) the plant includes ivy, or (as required by claims 14 and 15) real-life soccer/basketball stadiums, real- life soccer/basketball teams, and real-life soccer/basketball athletes. Instead, Madden02 discloses grass on a football field and real-life football stadiums, teams, and athletes.

At the time the invention was made, it would have been an obvious matter of design choice to a person of ordinary skill in the art to design Madden02 with ivy and similar sports video game because applicant has not disclosed that programming a video game having ivy or soccer/basketball provides an advantage, or solves a stated problem. Furthermore, one of ordinary skill in the art would expect video game of Madden02, and applicant's invention to perform equally well with either the football game taught by Madden02 or the claimed ivy, and soccer/basketball video games because both video games would perform the same function of simulating sports video game play.

Therefore, it would have been prima facie obvious to modify the video game of Madden02 to obtain the invention as specified in claims 5, 12, and 14 because such a modification would have been considered a mere design consideration which fails to patentably distinguish over the prior art of Madden02 in view of Wang.

9. Claims 7, 11, 15-18, and 21are rejected under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game Manual (herein referred to as Madden02) in view of US Pub 2002/0086733 to Wang as applied to claim 1, and further in view of NFL 2K1 GameFaqs on Sega Dreamcast (referred to as NFL2K1) and NES Tecmo Super Bowl (herein referred to as Tecmo Super Bowl).

Regarding claims 7, 11, Madden02 and Wang fails to explicitly disclose the game medium according to claims 7 and 11,

However, NFL2K1 discloses

(as required by claim 7) the game medium being further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports athlete (see pg. 9, discloses downloading improved player stats, where stats are based on players' performances where roster changes includes trades, where some players require new jerseys for their new teams, thus, new jerseys are updated visual aspects of the athletes); and

(as required by claim 11) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real- life trade of a real-life athlete between two real-life teams during a single sports season; and changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game (pg. 9, discloses connecting to the net to update player rosters and improved stats; for instance, when rosters updates are caused by a trade, team stats are reflected based on the trade).

The video game of Madden02 would have motivation to use the teachings of NFL2K1 in order to provide game players with the most recent rosters, thus, adding to the realism of the video game by having video game team rosters match that of real-life.

Therefore, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the updated stats of NFL2K1 in order to provide game players with the most accurate sports experience possible.

Regarding claims 15, 18, 21, Madden02 discloses a game medium and the method further comprising:

(as required by claim 15) enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine (pps. 3-5, discloses how to play the game using game controllers).

Yet, NFL2K1 discloses the remaining elements of claims 15, 18, and 21:

(as required by claims 15 and 21) receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is based at least in part on one or more real-life performances of the particular real-life sports athlete (NFLK1 discloses using a video game disc for the Dreamcast game console, where NFL rules and athletes are loaded to the video game console, see pg. 9, discloses connecting to the net to get the new update player rosters with new and improved stats, because each player in the video game has a set of attributes as related to playing the game of football, stats are interpreted as players attributes or performance parameters);

(as required by claims 15 and 21) updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game (pg. 9, discloses connecting to the net to get the new update player rosters with new and improved stats, because each player in the video game has a set of attributes as related to playing the game of football, stats are interpreted as players attributes or performance parameters, thus, NFL2K1 video game play is updated with stats received from the net and corresponding players perform in the video game according to stats); and

(as required by claim 18) wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances (see pg. 9, which includes downloading improved player stats, where stats are based on players' tendencies).

The video game play of Madden02 would have motivation to use the updating feature of NFL2K1 in order to attract more players to subscribe to a game service that gives players the most updated version of a game.

Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the updating of stats of NFL2K1 in order to provide game players with the most accurate sports experience possible.

However, NFL2K1 is silent to (as required by claims 15 and 18) during a single sports season.

Tecmo Super Bowl explicitly disclose updated video game character performance parameters during a single sports season (see pg. 7, which discloses each team plays one game every week during the season and pg. 9-11, discloses a player's data that includes player's condition, record, and abilities). Thus, a game designer would have motivation to use the video game of Madden02 with the athlete performance parameter updating feature of Tecmo Super Bowl in order to add to the realism of a sports video game.

Therefore, it would have been obvious to a person of ordinary skill in the art at the time of the invention to combine the video game of Madden02 with the player's data

of Tecmo Super Bowl in order to provide game players with the most accurate sports experience possible.

Regarding claims 16, 17, NFL2K1 fails to explicitly disclose

(as required by claim 16) receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life; and

(as required by claim 17) receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

However, it is would be obvious to one of ordinary skill in the art that since NFL2K1 is a football game, where roster changes are made at any given time and stat updates are typically weekly, such that roster moves occur on a daily basis such that acquiring and signing new players to a roster; players are traded; a player gets injured; and players are released and signed on any given time. Thus, it would be a matter of game distributing and designer's choice of to provide video gamers with the fresh new events of the week, day, hour, or minute.

Response to Arguments

10. Applicant's arguments filed 10/21/10 have been fully considered but they are not persuasive.

11. On pps. 16-17, Applicant states that the stadium design of Wang is not an "update" to a stadium that represents a real-life stadium as the stadium does not represent a real-life stadium with a subsequent update to that stadium; and the Examiner has failed to show where the references tech updating the stadium or field attribute of the video game to represent a change in real-life stadium or field. However, the Examiner respectfully disagrees. Wang (see parg. 26) discloses resembling actual professional stadiums, and then discloses progressively designing stadiums for a futuristic feel. Thus, it would have been obvious to one of ordinary skill in the art to combine the actual stadiums of Wang with the progressively designing of stadiums feature of Wang in order to continually modify the appearance of stadiums over time.

On pps. 17-18, Applicant traverses that Wang provides motivation to cause Madden02 to update its stadium or field attributes for the following reasons: (1) there is nothing in Wang that says the stadium in Wang is updated and the examiner has failed to show that it is even capable of being updated, (2) even if the stadium of field attribute were capable of being updated, Wang doesn't provide any reason why one would do so, Wang simply teaches to create a video game; Wang says nothing about changing the stadium in the video game to reflect changes in the attributes of a real-life stadium; and Wang doesn't teach that for any particular online creation, there is more than one iteration of the stadium. However, the Examiner respectfully disagrees. Wang (see

parg. 26) discloses progressively designing stadiums, which is interpreted as updating stadiums over time, and the motivation to combine Madden02 (see pps. 41-42) stadiums that are modeled after real-life stadiums, and Wang (see parg. 26) resembling actual professional stadiums, and progressively designing stadiums for a futuristic feel Is to add more realism to a video game.

On pps. 18-19, Applicant states the claim limitations in claims 5, 12, and 14 contribute to the solution of the problem, which is the lack of realism in video games, and these are elements are not mere design choices and the Examiner has the burden to establish that the differences between the claimed invention and the prior art are obvious.

Regarding claim 5, Madden discloses a plant being grass, where a person knowledgeable with grass recognizes that ivy may grow in grass, thus, it would have been obvious to a person skilled in the art at the time of the invention to design a video game showing a natural occurrence of ivy growing in grass in order to add to the realism of a video game. In addition, Wang discloses taking digital images of a stadium, where the image of the stadium may include ivy on it or somewhere located within the image taken of the stadium. Therefore, it would have been merely an obvious game designer's choice to select which images are provided within the video game.

Regarding claims 12 and 14, Madden is a game medium with football related parameters, where programming game disc of varying types of sports games are well known in the art. For example, NBA2K1 reference is a basketball related game, and NHL97 reference is a hockey related game (note, both references are provided in IDS

of 11/24/09). Therefore, it would have been merely an obvious game programmer's choice to select which game(s) he/she wishes to create depending on the audience the game manufacturer is attempting to attract to buy the game.

On pps. 10-20, Applicant states there is no evidence that Cherone teaches the elements alleged by the Examiner regarding the limitations of claims 7, 11, 15-18, and 21 (specifically, the Office Action fails to establish transmitting jerseys or a series of individual updated player performance parameters, and where stats are based on players' tendencies). The Examiner submits Cherone (referred herein as NFL2K1, see pg. 9) discloses roster updates which inherently include trades (also note, Madden02 discloses trades on pps. 27 and 41). NFL2K1 is a football video game that includes video game athletes and NFL teams, in this case, for example, when an athlete is traded between NFL teams, such as from the Cleveland Browns to the New York Jets, the athlete who was shown wearing the Cleveland Browns jersey, visually appears in the video game now wearing a jersey/uniform of the New York Jets which is interpreted as an visual aspect update to a game character. Therefore, it would have been obvious to one of ordinary skill in the art to recognize that trading of athletes from one to another team requires new visual aspects such as new team apparel.

In addition, the Examiner asserts that the disclosed stats of NFL2K1 are commonly known in the art as performance parameters and related to players' tendencies as evident by Madden02 which discloses game stats of individual players (see pps. 18, 33-34, and 40) where an athlete's attributes (see pps. 25-26, 38-39, and 50) corresponds to the athlete's ability to performance in a game, and similarly see,

Temco Super Bowl (pps. 9-10) discloses a player's abilities related to a player's condition and records. Thus, it would have been obvious to one of ordinary skill in the art to recognize that new stats correspond to player attributes which correspond to player performances.

Examiner's Note

Applicant is duly reminded that a complete response must satisfy the requirements of 37 C.F. R. 1.111, including: "The reply must present arguments pointing out the specific distinctions believed to render the claims, including any newly presented claims, patentable over any applied references. A general allegation that the claims "define a patentable invention" without specifically pointing out how the language of the claims is patentably distinguishes them from the references does not comply with the requirements of this section. Moreover, "The prompt development of a clear Issue requires that the replies of the applicant meet the objections to and rejections of the claims." Applicant should also specifically point out the support for any amendments made to the disclosure. See MPEP 2163.06 II(A), MPEP 2163.06 and MPEP 714.02. The "disclosure" includes the claims, the specification and the drawings.

Conclusion

12. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP

§ 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

13. Any inquiry concerning this communication or earlier communications from the examiner should be directed to DAMON PIERCE whose telephone number is (571)270-1997. The examiner can normally be reached on 8AM-4PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter Vo can be reached on 571-272-4690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

14. Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/JAMES S. MCCLELLAN/
Primary Examiner, Art Unit 3718

DJP

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	Art Unit
	DAMON PIERCE	3714

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☒ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	08/26/2010	11/08/2010							
	1	✓	✓							
	2	✓	✓							
	3	✓	✓							
	4	✓	✓							
	5	✓	✓							
	6	✓	✓							
	7	✓	✓							
	8	✓	✓							
	9	✓	✓							
	10	✓	✓							
	11	✓	✓							
	12	✓	✓							
	13	✓	✓							
	14	✓	✓							
	15	✓	✓							
	16	✓	✓							
	17	✓	✓							
	18	✓	✓							
	19	✓	✓							
	20	✓	✓							
	21	✓	✓							
	22		✓							
	23		✓							

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:		)
	Athanasios Angelopoulos	)
Serial No.:	12/547,359	) Art Unit) 5134
Filed:	August 25, 2009	)
Conf. No.:	5134	)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
Examiner:	Damon Joseph PIERCE	)
Customer No.:	022913	)

REQUEST FOR RECONSIDERATION

Mail Stop **After-Final Response**
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Reconsideration of the application by the Examiner is respectfully requested in view of the following remarks. Please note that the following remarks are not intended to be an exhaustive enumeration of the distinctions between any cited references and the claimed invention. Rather, the distinctions identified and discussed below are presented solely by way of example to illustrate some of the clear errors, fundamental lack of basis and omissions in the rejections. In addition, Applicants request that the Examiner carefully review any references discussed below to ensure that Applicants understanding and discussion of the references, if any, is consistent with the Examiner's understanding. The Applicant also incorporates the positions and arguments from the previous response to non-final office action filed in this case herein insofar as the Patent Office has retained the previous positions to which that response related.

REMARKS

Rejections Under 35 U.S.C. §102(b) and 35 U.S.C §103(a)

The Office Action rejects claim 20 under 35 U.S.C. §102(b)/§103(a) over *Wang* (U.S. Patent Publication No. 2002/0086733). The Office Action rejects claims 1-6, 8-10, 12-14, 19 and 22-23 under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game manual ("*Madden02*") in view of *Wang*. The Office Action rejects claims 7, 11, 15-18, and 21 under 35 U.S.C. 103(a) as being unpatentable over *Madden02* in view of NFL 2K1 GameFaws on Sega Dreamcast ("*NFL2K1*") and NES Tecmo Super Bowl ("Tecmo").

This invention is directed to a sports video game that includes a video game stadium or field upon which the sports video game is played. The video game includes video game characters who represent corresponding real-life sports athletes. Similarly, the video game stadium or field represents a real-life stadium or field and has video game parameters which represent real-life attributes of the real-life stadium or field. As the attributes of the real-life stadium or field change, parameters are downloaded over the Internet to update the video game stadium or field so that the video game stadium or field more accurately represents the changed real-life stadium or field attribute in the video game.

For example, in claim 2, the change in both the real-life stadium or field and the corresponding change in the updated video game stadium or field can be a **visual appearance** of the real-life and corresponding video game stadium or field. In one embodiment, the change can be in the appearance of a plant, such as grass or ivy. And this change in the video game is due to an update over the Internet that makes the appearance of the video game stadium or field correspond to the real-life appearance of the corresponding stadium or field. For example, where the visual appearance of the real-life Wrigley Field or real-life Fenway Park changes, a corresponding update to the video game Wrigley Field or Fenway Park can be downloaded to the video game machine over the Internet in order to change the video game Wrigley Field or Fenway Park so that the stadium or field of the video game more closely represents its corresponding real-life stadium or field.

According to the Office Action, paragraph 26 of Wang renders this claimed feature anticipated or obvious. Paragraph 26 of Wang discloses the following:

> **[0026]** In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, by taking digital photos of the stadiums and translating them into graphics. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums, Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. In another aspect of the invention, advertisements from sponsors could be incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

Thus, *Wang* teaches a video game stadium that represents actual real-life professional stadiums. However, Wang **says nothing** about updating these stadiums as the real-life professional stadiums change over time, such as during a real-life sports season.

Contrary to the teachings of *Wang*, the Office Action alleges, "Wang (see parg. 26) discloses resembling actual professional stadiums, and then discloses progressively designing stadiums for a futuristic feel. Thus, it would have been obvious to one of ordinary skill in the art to combine the actual stadiums of Wang with the progressively designing of stadiums feature of Wang in order to continually modify the appearance of stadiums over time."

The Examiner's statement **ignores**, and **selectively omits** from the Office Action what Wang **actually** says. Wang actually says, "the stadiums can be progressively designed, where the stadiums **do not resemble actual stadiums** and **instead** provide a futuristic feel." (Emphasis added). Thus, the Examiner is proposing to do exactly what **Wang says not to do**. That is, Wang explicitly and clearly says that the progressive design does not represent actual real-life stadiums. The progressive design is explicitly of futuristic fields **not** real-life actual fields.

"A reference may be said to teach away when a person of ordinary skill, upon reading the reference, ... would be led in a direction divergent from the path that was taken by the

Applicant." *Tec Air, Inc. v. Denso Mfg. Mich. Inc.*, 192 F.3d 1353, 1360, 52 USPQ2d 1294, 1298 (Fed. Cir. 1999). *See also* MPEP 2145(X)(D). And, as here, where the reference **explicitly** tells us not to do exactly what the Patent Office is proposing to do, this is a clear instance where such legal and administrative precedent applies. Therefore, as the reference relied upon by the Patent Office expressly teaches away from the Patent Office's proposed position, the Applicant respectfully requests that the Panel of examiners withdraw the rejections as based on clear error prior to the preparation and filing of an appeal brief.

The Rejection Under 35 U.S.C. §102 (b) Is Improper

As previously discussed, the Office Action is based, at least in-part, on 35 U.S.C. 102(b). This is clear error and a fundamental mis-statement of law by the Office Action. This Application is a division of, and claims priority to, U.S. Patent Application SN 10/266795 filed **October 8, 2002**. *Wang* was filed **November 14, 2001** and published **July 4, 2002**. Therefore, as *Wang* did not publish more than one year prior to the priority date of this Application, ***Wang* does not qualify as prior art under 35 U.S.C. §102(b)**. Thus Applicants request that the current rejection be withdrawn and the error corrected.[1]

Rejection Under 35 U.S.C. §112, ¶2

The Office Action rejects claims 1-19 under 35 U.S.C. §112, ¶2 as unclear as to whether a game medium, video game or method is claimed. Again, claim 1 is directed to a game medium **not** a video game machine or a method. As previously discussed, claim 1 is a Beauregard claim which is a **storage medium product claim** that causes the video game machine to perform a process. Because the claims 1-19 are definite, Applicants respectfully request that Examiner withdraw the rejection of claims 1-19 under 35 U.S.C. §112, ¶2.

In the recent Board of Patent Appeals and Interferences case, *Ex Parte BO LI*, 88 U.S.P.Q 2d 1695, Beauregard claims were upheld as a well known, and clear, type of claimed matter. The Board held, "[i]t has been the practice for a number of years that a 'Beauregard Claim' of this nature be considered statutory at the USPTO **as a product claim**." (Emphasis added). Thus, unless the Patent Office cites to a higher precedent, Beauregard claims are still clearly

[1] Because *Wang* is only citable under 35 U.S.C. §102(e) or 35 U.S.C. §102(a), Applicants do not admit that *Wang* is in fact prior art with respect to any or all of the claims of the present application, but rather reserve the right to swear behind *Wang* in this application or a divisional, continuation, or CIP thereof, thereby removing it as a reference.

understood as product/apparatus claims, and the rejection of claims 1-19 as otherwise, is in clear error.

Moreover, the Applicants again respectfully note that both of the Examiner's originally assigned to this case are familiar with Beauregard Claims as they have themselves recently issued patents with Beauregard claims. For example, both U.S. Patent 7,785,198 issued on August 31, 2010 and U.S. Patent 7,670,225 issued on March 2, 2010 include Beauregard claims. The preamble of Beauregard claim 7 in the '198 patent recites a "computer-readable recording medium for recording a game program causing a computer … to execute a game having a first character and a plurality of second characters appearing therein, the game program causing the computer to function as:" and the preamble of the Beauregard claim 14 of the '225 patent recites a "data storage medium having stored therein a game program causing a computer to execute a process of disposing an additional game element on a game map formed by a plurality of units, the stored game program comprising…." As such, the Applicant respectfully asserts that the Beauregard claims of this application are similarly directed to clearly defined subject matter similar in form, claim type, and structure to those claims recently issued as patents by the same examiners. As such, the Applicant respectfully requests that the rejection under section 112-2nd paragraph be withdrawn for at least these reasons.

CONCLUSION

In view of the foregoing, Applicants submit that the pending claims are allowable. In the event that the Examiner finds remaining impediment to a prompt allowance of this application that may be clarified through a telephone interview or overcome by an Examiner's Amendment, the Examiner is requested to contact the undersigned attorney.

Dated this 23rd of November, 2010.

Respectfully submitted,

/David A. Jones/ Reg. 50,004

DAVID A. JONES
Registration No. 50,004
Attorney for Applicant
Customer No. 22913
Telephone No. (801) 533-9800

Electronic Acknowledgement Receipt

EFS ID:	8904549
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	23-NOV-2010
Filing Date:	25-AUG-2009
Time Stamp:	18:49:29
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Amendment After Final	AFResponse.pdf	378408 a124d614e4e6897bb22fe37467da7f1388e72065	no	6

Warnings:	
Information:	

Total Files Size (in bytes):	378408

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

UNITED STATES PATENT AND TRADEMARK OFFICE

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United States Patent and Trademark Office
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Alexandria, Virginia 22313-1450
www.uspto.gov

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

22913 7590 12/03/2010

Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	PAPER NUMBER
3718	

MAIL DATE	DELIVERY MODE
12/03/2010	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Advisory Action Before the Filing of an Appeal Brief	**Application No.** 12/547,359	**Applicant(s)** ANGELOPOULOS, ATHANASIOS	
	Examiner DAMON PIERCE	**Art Unit** 3718	

--The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

THE REPLY FILED 23 November 2010 FAILS TO PLACE THIS APPLICATION IN CONDITION FOR ALLOWANCE.

1. ☒ The reply was filed after a final rejection, but prior to or on the same day as filing a Notice of Appeal. To avoid abandonment of this application, applicant must timely file one of the following replies: (1) an amendment, affidavit, or other evidence, which places the application in condition for allowance; (2) a Notice of Appeal (with appeal fee) in compliance with 37 CFR 41.31; or (3) a Request for Continued Examination (RCE) in compliance with 37 CFR 1.114. The reply must be filed within one of the following time periods:
   a) ☒ The period for reply expires *3* months from the mailing date of the final rejection.
   b) ☐ The period for reply expires on: (1) the mailing date of this Advisory Action, or (2) the date set forth in the final rejection, whichever is later. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of the final rejection.

   Examiner Note: If box 1 is checked, check either box (a) or (b). ONLY CHECK BOX (b) WHEN THE FIRST REPLY WAS FILED WITHIN TWO MONTHS OF THE FINAL REJECTION. See MPEP 706.07(f).

Extensions of time may be obtained under 37 CFR 1.136(a). The date on which the petition under 37 CFR 1.136(a) and the appropriate extension fee have been filed is the date for purposes of determining the period of extension and the corresponding amount of the fee. The appropriate extension fee under 37 CFR 1.17(a) is calculated from: (1) the expiration date of the shortened statutory period for reply originally set in the final Office action; or (2) as set forth in (b) above, if checked. Any reply received by the Office later than three months after the mailing date of the final rejection, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

NOTICE OF APPEAL

2. ☐ The Notice of Appeal was filed on _____. A brief in compliance with 37 CFR 41.37 must be filed within two months of the date of filing the Notice of Appeal (37 CFR 41.37(a)), or any extension thereof (37 CFR 41.37(e)), to avoid dismissal of the appeal. Since a Notice of Appeal has been filed, any reply must be filed within the time period set forth in 37 CFR 41.37(a).

AMENDMENTS

3. ☐ The proposed amendment(s) filed after a final rejection, but prior to the date of filing a brief, will not be entered because
   (a) ☐ They raise new issues that would require further consideration and/or search (see NOTE below);
   (b) ☐ They raise the issue of new matter (see NOTE below);
   (c) ☐ They are not deemed to place the application in better form for appeal by materially reducing or simplifying the issues for appeal; and/or
   (d) ☐ They present additional claims without canceling a corresponding number of finally rejected claims.

   NOTE: _____. (See 37 CFR 1.116 and 41.33(a)).
4. ☐ The amendments are not in compliance with 37 CFR 1.121. See attached Notice of Non-Compliant Amendment (PTOL-324).
5. ☐ Applicant's reply has overcome the following rejection(s): _____.
6. ☐ Newly proposed or amended claim(s) _____ would be allowable if submitted in a separate, timely filed amendment canceling the non-allowable claim(s).
7. ☐ For purposes of appeal, the proposed amendment(s): a) ☐ will not be entered, or b) ☐ will be entered and an explanation of how the new or amended claims would be rejected is provided below or appended.
   The status of the claim(s) is (or will be) as follows:
   Claim(s) allowed: _____.
   Claim(s) objected to: _____.
   Claim(s) rejected: _____.
   Claim(s) withdrawn from consideration: _____.

AFFIDAVIT OR OTHER EVIDENCE

8. ☐ The affidavit or other evidence filed after a final action, but before or on the date of filing a Notice of Appeal will not be entered because applicant failed to provide a showing of good and sufficient reasons why the affidavit or other evidence is necessary and was not earlier presented. See 37 CFR 1.116(e).
9. ☐ The affidavit or other evidence filed after the date of filing a Notice of Appeal, but prior to the date of filing a brief, will not be entered because the affidavit or other evidence failed to overcome all rejections under appeal and/or appellant fails to provide a showing a good and sufficient reasons why it is necessary and was not earlier presented. See 37 CFR 41.33(d)(1).
10. ☐ The affidavit or other evidence is entered. An explanation of the status of the claims after entry is below or attached.

REQUEST FOR RECONSIDERATION/OTHER

11. ☒ The request for reconsideration has been considered but does NOT place the application in condition for allowance because: See Continuation Sheet.
12. ☐ Note the attached Information *Disclosure Statement*(s). (PTO/SB/08) Paper No(s). _____
13. ☐ Other: _____.

/JAMES S. MCCLELLAN/
Primary Examiner, Art Unit 3718

Continuation of 11. does NOT place the application in condition for allowance because: Wang discloses the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, via taking digital photos of a stadium. Where digital photos may be taken at different times that resemble different aspects of a stadium. In additon, note, on pg. 4, Applicant states rejection under 35 U.S.C. 102(b) is improper. Examiner agrees. The rejection was errorenously rejectied under 102(b) and is rejected under 102(a). Thus, rejections under 102(a) and 103(a) are maintained.

PTO/SB/31 (07-09)
Approved for use through 07/31/2012. OMB 0651-0031
U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE
Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

NOTICE OF APPEAL FROM THE EXAMINER TO THE BOARD OF PATENT APPEALS AND INTERFERENCES

Docket Number (Optional): 17791.3.1.1

I hereby certify that this correspondence is being facsimile transmitted to the USPTO or deposited with the United States Postal Service with sufficient postage as first class mail in an envelope addressed to "Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450" [37 CFR 1.8(a)]
on _____

Signature _____

Typed or printed name _____

In re Application of: Athanasios Angelopoulos

Application Number	Filed
12/547,359	August 25, 2009

For: METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

Art Unit	Examiner
5134	Damon Joseph PIERCE

Applicant hereby **appeals** to the Board of Patent Appeals and Interferences from the last decision of the examiner.

The fee for this Notice of Appeal is (37 CFR 41.20(b)(1)) $ 540.00

☑ Applicant claims small entity status. See 37 CFR 1.27. Therefore, the fee shown above is reduced by half, and the resulting fee is: $ 270.00

☐ A check in the amount of the fee is enclosed.

☑ Payment by credit card. Form PTO-2038 is attached.

☐ The Director has already been authorized to charge fees in this application to a Deposit Account.

☑ The Director is hereby authorized to charge any fees which may be required, or credit any overpayment to Deposit Account No. 233178 .

☐ A petition for an extension of time under 37 CFR 1.136(a) (PTO/SB/22) is enclosed.

WARNING: Information on this form may become public. Credit card information should not be included on this form. Provide credit card information and authorization on PTO-2038.

I am the

☐ applicant/inventor.

☐ assignee of record of the entire interest.
See 37 CFR 3.71. Statement under 37 CFR 3.73(b) is enclosed.
(Form PTO/SB/96)

☑ attorney or agent of record. Registration number 50,004.

☐ attorney or agent acting under 37 CFR 1.34.
Registration number if acting under 37 CFR 1.34. _____

/David A. Jones/ Reg. 50,004
Signature

David A. Jones
Typed or printed name

801.533.9800
Telephone number

December 3, 2010
Date

NOTE: Signatures of all the inventors or assignees of record of the entire interest or their representative(s) are required.
Submit multiple forms if more than one signature is required, see below*.

☑ *Total of 1 forms are submitted.

This collection of information is required by 37 CFR 41.31. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11, 1.14 and 41.6. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

If you need assistance in completing the form, call 1-800-PTO-9199 and select option 2.

Privacy Act Statement

The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:		)
	Athanasios Angelopoulos	)
Serial No.:	12/547,359	) Art Unit) 5134
Filed:	August 25, 2009	)
Conf. No.:	5134	)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
Examiner:	Damon Joseph PIERCE	)
Customer No.:	022913	)

PRE-APPEAL BRIEF REQUEST FOR PANEL REVIEW

Mail Stop **Appeal**
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Reconsideration of the application by a Panel of Examiners is respectfully requested in view of the following remarks. Please note that the following remarks are not intended to be an exhaustive enumeration of the distinctions between any cited references and the claimed invention. Rather, the distinctions identified and discussed below are presented solely by way of example to illustrate some of the clear errors, fundamental lack of basis and omissions in the rejections.

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Rejections Under 35 U.S.C. §102(a) and 35 U.S.C §103(a)

The Office Action (in view of the clarification in the Advisory Action) rejects claim 20 under 35 U.S.C. §102(a)/§103(a) over *Wang* (U.S. Patent Publication No. 2002/0086733). The Office Action rejects claims 1-6, 8-10, 12-14, 19 and 22-23 under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game manual ("*Madden02*") in view of *Wang*. The Office Action rejects claims 7, 11, 15-18, and 21 under 35 U.S.C. 103(a) as being unpatentable over *Madden02* in view of NFL 2K1 GameFaws on Sega Dreamcast ("*NFL2K1*") and NES Tecmo Super Bowl ("Tecmo").

This invention is directed to a sports video game that includes a video game stadium or field upon which the sports video game is played. The video game includes video game characters who represent corresponding real-life sports athletes. Similarly, the video game stadium or field represents a real-life stadium or field and has video game parameters which represent real-life attributes of the real-life stadium or field. As the attributes of the real-life stadium or field change, parameters are downloaded over the Internet to update the video game stadium or field so that the video game stadium or field more accurately represents the changed real-life stadium or field attribute in the video game.

For example, in claim 2, the change in both the real-life stadium or field and the corresponding change in the updated video game stadium or field can be a **visual appearance** of the real-life and corresponding video game stadium or field. In one embodiment, the change can be in the appearance of a plant, such as grass or ivy. And this change in the video game is due to an update over the Internet that makes the appearance of the video game stadium or field correspond to the real-life appearance of the corresponding stadium or field. For example, where the visual appearance of the real-life Wrigley Field or real-life Fenway Park changes, a corresponding update to the video game Wrigley Field or Fenway Park can be downloaded to the video game machine over the Internet in order to change the video game Wrigley Field or Fenway Park so that the stadium or field of the video game more closely represents its corresponding real-life stadium or field.

According to the Office Action, paragraph 26 of Wang renders this claimed feature anticipated or obvious. Paragraph 26 of Wang discloses the following:

> **[0026]** In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, by taking digital photos of the stadiums and translating them into graphics. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums, Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. In another aspect of the invention, advertisements from sponsors could be incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

Thus, *Wang* teaches a video game stadium that represents actual real-life professional stadiums. However, Wang **says nothing** about updating these stadiums as the real-life professional stadiums change over time, such as during a real-life sports season.

Contrary to the teachings of *Wang*, the Office Action alleges, "Wang (see parg. 26) discloses resembling actual professional stadiums, and then discloses progressively designing stadiums for a futuristic feel. Thus, it would have been obvious to one of ordinary skill in the art to combine the actual stadiums of Wang with the progressively designing of stadiums feature of Wang in order to continually modify the appearance of stadiums over time."

The Examiner's statement **ignores**, and **selectively omits** from the Office Action what Wang **actually** says. Wang actually says, "the stadiums can be progressively designed, where the stadiums **do not resemble actual stadiums** and **instead** provide a futuristic feel." (Emphasis added). Thus, the Examiner is proposing to do exactly what **Wang says not to do**. That is, Wang explicitly and clearly says that the progressive design does not represent actual real-life stadiums. The progressive design is explicitly of futuristic fields **not** real-life actual fields.

"A reference may be said to teach away when a person of ordinary skill, upon reading the reference, ... would be led in a direction divergent from the path that was taken by the

Applicant." *Tec Air, Inc. v. Denso Mfg. Mich. Inc.*, 192 F.3d 1353, 1360, 52 USPQ2d 1294, 1298 (Fed. Cir. 1999). *See also* MPEP 2145(X)(D). And, as here, where the reference **explicitly** tells us not to do exactly what the Patent Office is proposing to do, this is a clear instance where such legal and administrative precedent applies. Therefore, as the reference relied upon by the Patent Office expressly teaches away from the Patent Office's proposed position, the Applicant respectfully requests that the Panel of examiners withdraw the rejections as based on clear error prior to the preparation and filing of an appeal brief.

Rejection Under 35 U.S.C. §112, ¶2

The Office Action rejects claims 1-19 under 35 U.S.C. §112, ¶2 as unclear as to whether a game medium, video game or method is claimed. Again, claim 1 is directed to a game medium **not** a video game machine or a method. As previously discussed, claim 1 is a Beauregard claim which is a **storage medium product claim** that causes the video game machine to perform a process. Because the claims 1-19 are definite, Applicants respectfully request that Examiner withdraw the rejection of claims 1-19 under 35 U.S.C. §112, ¶2.

In the recent Board of Patent Appeals and Interferences case, *Ex Parte BO LI*, 88 U.S.P.Q 2d 1695, Beauregard claims were upheld as a well known, and clear, type of claimed matter. The Board held, "[i]t has been the practice for a number of years that a 'Beauregard Claim' of this nature be considered statutory at the USPTO **as a product claim**." (Emphasis added). Thus, unless the Patent Office cites to a higher precedent, Beauregard claims are still clearly understood as product/apparatus claims, and the rejection of claims 1-19 as otherwise, is in clear error.

Moreover, the Applicants again respectfully note that both of the Examiner's originally assigned to this case are familiar with Beauregard Claims as they have themselves recently issued patents with Beauregard claims. For example, both U.S. Patent 7,785,198 issued on August 31, 2010 and U.S. Patent 7,670,225 issued on March 2, 2010 include Beauregard claims. The preamble of Beauregard claim 7 in the '198 patent recites a "computer-readable recording medium for recording a game program causing a computer … to execute a game having a first character and a plurality of second characters appearing therein, the game program causing the computer to function as:" and the preamble of the Beauregard claim 14 of the '225 patent recites a "data storage medium having stored therein a game program causing a computer to execute a

process of disposing an additional game element on a game map formed by a plurality of units, the stored game program comprising…." As such, the Applicant respectfully asserts that the Beauregard claims of this application are similarly directed to clearly defined subject matter similar in form, claim type, and structure to those claims recently issued as patents by the same examiners. As such, the Applicant respectfully requests that the rejection under section 112-2nd paragraph be withdrawn for at least these reasons.

CONCLUSION

In view of the foregoing, Applicants submit that the pending claims are allowable. In the event that the Panel finds remaining impediment to a prompt allowance of this application that may be clarified through a telephone interview or overcome by an Examiner's Amendment, the Panel is requested to contact the undersigned attorney.

Dated this 3rd of December, 2010.

Respectfully submitted,

/David A. Jones/ Reg. 50,004

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Registration No. 50,004
Attorney for Applicant
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Electronic Patent Application Fee Transmittal

Application Number:	12547359
Filing Date:	25-Aug-2009
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Filer:	David Allan Jones
Attorney Docket Number:	17791.3.1.1

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Notice of appeal	2401	1	270	270
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
			Total in USD ($)	**270**

Electronic Acknowledgement Receipt

EFS ID:	8967036
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	03-DEC-2010
Filing Date:	25-AUG-2009
Time Stamp:	19:12:38
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$270
RAM confirmation Number	7225
Deposit Account	233178
Authorized User	ADAMS,SHEREE

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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Notice of Appeal Filed	NoticeOfAppeal.pdf	246172 987b71cc5d530fa618f71cbb39bdf832cdc49d1e	no	2
Warnings:					
Information:					
2	Pre-Brief Conference request	Pre-AppealPanelRequest.pdf	375898 ecd91497a3c01533dd6e5f762bfd2bf4aa0ccc6b	no	5
Warnings:					
Information:					
3	Fee Worksheet (PTO-875)	fee-info.pdf	29973 eca22557dedc9063ef1273a540d695311b67ebc4	no	2
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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

<u>National Stage of an International Application under 35 U.S.C. 371</u>
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

<u>New International Application Filed with the USPTO as a Receiving Office</u>
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

22913 7590 12/28/2010

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EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	PAPER NUMBER
3718	

MAIL DATE	DELIVERY MODE
12/28/2010	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of Panel Decision from Pre-Appeal Brief Review	Application/Control No.	Applicant(s)/Patent under Reexamination	
	12/547,359	ANGELOPOULOS, ATHANASIOS	
	DAMON PIERCE	Art Unit	3718

This is in response to the Pre-Appeal Brief Request for Review filed 3 December 2010.

1. ☐ **Improper Request** – The Request is improper and a conference will not be held for the following reason(s):

☐ The Notice of Appeal has not been filed concurrent with the Pre-Appeal Brief Request.
☐ The request does not include reasons why a review is appropriate.
☐ A proposed amendment is included with the Pre-Appeal Brief request.
☐ Other: .

The time period for filing a response continues to run from the receipt date of the Notice of Appeal or from the mail date of the last Office communication, if no Notice of Appeal has been received.

2. ☒ **Proceed to Board of Patent Appeals and Interferences** – A Pre-Appeal Brief conference has been held. The application remains under appeal because there is at least one actual issue for appeal. Applicant is required to submit an appeal brief in accordance with 37 CFR 41.37. The time period for filing an appeal brief will be reset to be one month from mailing this decision, or the balance of the two-month time period running from the receipt of the notice of appeal, whichever is greater. Further, the time period for filing of the appeal brief is extendible under 37 CFR 1.136 based upon the mail date of this decision or the receipt date of the notice of appeal, as applicable.

☒ The panel has determined the status of the claim(s) is as follows:
Claim(s) allowed: _____.
Claim(s) objected to: _____.
Claim(s) rejected: *1-23*.
Claim(s) withdrawn from consideration: _____.

3. ☐ **Allowable application** – A conference has been held. The rejection is withdrawn and a Notice of Allowance will be mailed. Prosecution on the merits remains closed. No further action is required by applicant at this time.

4. ☐ **Reopen Prosecution** – A conference has been held. The rejection is withdrawn and a new Office action will be mailed. No further action is required by applicant at this time.

All participants:

(1) *DAMON PIERCE*.

(2) *David L Lewis*.

(3) *Melba Bumgarner*.

(4)_____.

/David L Lewis/
Supervisory Patent Examiner, Art Unit 3714

/Melba Bumgarner/
Supervisory Patent Examiner, Art Unit 3717

ELECTRONICALLY FILED

PATENT APPLICATION
Docket No. 17791.3.1.1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re application of:		)
		)
	Athanasios Angelopoulos	)
		)
Serial No.:	12/547,359	) Art Unit
		) 3718
Filed:	August 25, 2009	)
		)
Conf. No.:	5134	)
		)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
		)
		)
Examiner:	Damon Joseph PIERCE	)
		)
Customer No.:	022913	)

The Honorable Commissioner of Patents and Trademarks
Washington, D.C. 20231

BRIEF OF APPELLANT

This is an appeal to the Board of Patent Appeals and Interferences (the "Board") from the Final Office Action mailed November 16, 2010 (the "Final Office Action") wherein the Examiner rejected claims 1-23. This Brief is being filed pursuant to the provisions of 37 C.F.R. § 41.37. This Brief is accompanied by the requisite fee of $270.00, as provided by 37 C.F.R. § 41.20(b)(2). The Commissioner is hereby authorized to charge any additional fees associated with this communication, or to credit any overpayment, to Deposit Account No. 23-3178.

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LIST OF REFERENCES

U.S. Patent Documents

U.S. Published Patent Application 2002/0086733 (hereinafter "*Wang*")

Non-Patent Literature

EA Sports Madden 2002 Game Manual (hereinafter "*Madden02*")

NFL 2K1 GameFaqs on Sega Dreamcast (hereinafter "*NFL2K1*")

NEC Tecmo Super Bowl (hereinafter "*Tecmo Super Bowl*")

I. REAL PARTY IN INTEREST

The real party in interest comprises WHITE KNUCKLE GAMING, LLC, by way of assignment from the named inventor, Athanasios Angelopoulos, who is captioned in the present application. The corresponding assignment document was recorded in the United States Patent and Trademark Office at Reel/Frame 023543/0970 on August 25, 2009.

II. RELATED APPEALS AND INTERFERENCES

None.

III. STATUS OF CLAIMS

Claims 1-23 are pending in this application. Claims 1-23 were rejected in the Final Office Action mailed November 16, 2010. Claims 1-23 are being appealed.

IV. STATUS OF AMENDMENTS

The Appellant has not submitted any amendments subsequent to the Final Rejection.

V. SUMMARY OF INVENTION

The claimed invention (claim 1) relates to a game medium including read only memory (ROM) or random access memory (RAM) (*see* Application ¶15, ¶16, ¶31, ¶33, ¶39, ¶40) configured to provide a sports video game in conjunction with a video game machine. (See Application ¶¶ 29, 32; Figure 3, elements 82, 90, and 103). The sports video game includes video game rules, video game character parameters, and video game stadium or field parameters. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39). The game medium having rules and parameters stored thereon and being configured to cause the video game machine to perform a method including loading video game data stored by the game medium into memory for playing the video game, (See ¶¶31-33). The video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39). The video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39).

The method further including receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute. (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35).

The method further including changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35), and the method further including enabling a user to control the one or more video game characters using a video game controller connected to the video game machine. See Figure 1.

VI. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Issue 1: Whether claims 1-19 and 22 are unpatentable under 35 U.S.C. 112, second paragraph as being indefinite.

Issue 2: Whether claim 20 is unpatentable under 35 U.S.C. 102(b) as being anticipated, or in the alternative, under 35 U.S.C. 103(a) as being obvious over Wang.

Issue 3: Whether claims 1-4, 6, 8-10, 13, 19, 22, and 23 are unpatentable, under 35 U.S.C. §103(a), over Madden02 in view of Wang.

Issue 4: Whether claims 7, 11, 15-18 and 21 are unpatentable, under 35 U.S.C. §103(a), over Madden02 in view of Wang, further in view of NFL2K1 and Tecmo Super Bowl.

VII. ARGUMENTS

A. Issue 1: Whether claims 1-19 and 22 are unpatentable under 35 U.S.C. 112, second paragraph as being indefinite.

The Examiner has failed to establish a *prima facie* case of indefiniteness with respect to claims 1-19 and 22.

The Final Office Action rejects claims 1-19 and 22 under 35 U.S.C. §112, ¶2 as unclear as to whether a game medium, video game or method is claimed. Again, claim 1 is directed to a game medium **not** a video game machine or a method. As previously discussed, claim 1 is a Beauregard claim which is a **storage medium product claim** that causes the video game machine to perform a process. Because claims 1-19 are definite, Applicants respectfully request that Examiner withdraw the rejection of claims 1-19 under 35 U.S.C. §112, ¶2.

In the Board of Patent Appeals and Interferences case, *Ex Parte BO LI*, 88 U.S.P.Q 2d 1695 (2008), Beauregard claims were upheld as a well known, and clear, type of claimed matter. The Board held, "[i]t has been the practice for a number of years that a 'Beauregard Claim' of this nature be considered statutory at the USPTO **as a product claim**." (Emphasis added). Thus, unless the Patent Office cites to a higher precedent, Beauregard claims are still clearly understood as product/apparatus claims, and the rejection of claims 1-19 as otherwise, is in clear error.

Moreover, the Applicants again respectfully note that both of the Examiner's originally assigned to this case are familiar with Beauregard Claims as they have themselves recently issued patents with Beauregard claims. For example, both U.S. Patent 7,785,198 issued on August 31, 2010 and U.S. Patent 7,670,225 issued on March 2, 2010 include Beauregard claims. The preamble of Beauregard claim 7 in the '198 patent recites a "computer-readable recording medium for recording a game program causing a computer … to execute a game having a first character and a plurality of second characters appearing therein, the game program causing the computer to function as:" and the preamble of the Beauregard claim 14 of the '225 patent recites a "data storage medium having stored therein a game program causing a computer to execute a process of disposing an additional game element on a game map formed by a plurality of units, the stored game program comprising…." As such, the Applicant respectfully asserts that the

Beauregard claims of this application are similarly directed to clearly defined subject matter similar in form, claim type, and structure to those claims recently issued as patents by the same examiners.

Moreover, the rejection under 112-2nd paragraph is unduly vague and unclear as the rejection does not explain why and how claims 1-19 and 22 are unclear beyond a conclusory statement thereto. The Applicants have made clear on the record that claims 1-19 and 22 are product claims, commonly referred to as Beauregard claims, and the Examiner has not established that a lack of clarity remains, and if so on what basis.

As such, the Applicant respectfully requests that the rejection under section 112-2nd paragraph be withdrawn for at least these reasons.

B. Issue 2: Whether claim 20 is unpatentable under 35 U.S.C. 102(b) as being anticipated, or in the alternative, under 35 U.S.C. 103(a) as being obvious over Wang.

The Examiner has failed to establish a *prima facie* case of anticipation under 35 U.S.C. 102(b) or obviousness under 103(a) over Wang with regards to claim 20.

Claim 20 requires a sports video game stadium or field representing a particular real-life stadium or field in the sports video game. Claim 20 requires that this particular real-life stadium or field changes in real-life. Claim 20 requires that an updated video game stadium or field parameter is stored on a storage medium of a computer server and is based at least in part on the particular attribute of the real-life stadium or field that has changed in real-life. Claim 20 requires that this parameter be sent to the video game machine to change the stadium or field that already represents the particular real-life stadium or field such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field.

The Final Office Action indicates that this essential feature of the update to the stadium is taught in paragraph 26 of *Wang*. Paragraph 26 of Wang discloses the following:

> **[0026]** In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, by taking digital photos of the stadiums and translating them into graphics. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums, Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. In another aspect of the invention, advertisements from sponsors could be incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

Thus, *Wang* teaches a video game stadium that represents actual real-life professional stadiums. However, *Wang* **says nothing** about **updating** stadiums that already represent a real-life stadium as the real-life professional stadium changes over time, such as during a real-life sports season. And, *Wang* also says nothing about storing the updated parameter at the server and subsequently transmitting the updated parameter to the video game where the sports video game stadium or field is changed at the video game machine based on the updated video game performance parameter received as required by claim 20.

First, the Patent Office is unduly vague and unclear as to where in *Wang* the required elements reside. For example, in *Wang*, what device is the Patent Office identifying as the claimed "computer server"? What device in *Wang* is the Patent Office identifying as the claimed video game machine? What is the claimed video game stadium or field parameter in *Wang*? Is this parameter transmitted to the video game machine over a network including the Internet in *Wang*? And, what video game stadium or field parameter is changed at the video game machine based on the identified video game stadium or field parameter? The Office Action is vague and conclusory in its determination of anticipation and/or obviousness without a sufficient explanation on record for appeal as required for an administrative proceeding under the APA.

For this reason alone, the Patent Office has failed to make a *prima facie* case of anticipation or obviousness.

Secondly, *Wang* does not teach updating anything with respect to a field or stadium. All Wang actually discloses is that the video game stadiums and fields can portray actual stadiums and fields using imagery of the actual stadiums and fields in-the-first-place, which is clearly different than the claimed invention. *Wang* says nothing about updating the imagery over time. And, Wang says nothing about transmitting a parameter of the update over a network including the Internet from a server to a video game machine. *See* para. 26.

Wang does talk about "progressively designed" stadiums "where the stadiums **do not resemble actual stadiums and instead provide a futuristic feel**." Para 26 (emphasis added). But, this teaching relates to how the video game graphics are designed in the first instance. *Wang* does not teach or suggest that the "progressive design" is an update to a video game stadium that represents a real-life stadium so that the video game stadium more closely represents the real-life stadium or field. *Wang*'s statement that, "the stadiums do not resemble actual stadiums" clearly and unambiguously shows that the "progressive stadiums" are not an update of real-life changes to real-life stadiums as represented in the video game as required by claim 20.

In addition, since there is no updating occurring in *Wang*, *Wang* fails to teach (i) creating a parameter that represents this change in the real-life stadium or field attribute, (ii) transmitting that parameter from a server to a video game machine, and (iii) updating the stadium or field attribute at the video game with this parameter so that the video game stadium or field at the video game machine more closely represents the real-life stadium or field that the video game stadium or field is supposed to represent.

Therefore, Wang in combination with *Madden02* clearly does not teach or suggest the claimed invention. As such, the Applicant cites to clear error in the rejection of claim 20 and respectfully requests that the rejection be overturned by the Board.

C. Issue 3: Whether claims 1-4, 6, 8-10, 13, 19, 22, and 23 are unpatentable, under 35 U.S.C. §103(a), over Madden02 in view of Wang.

The Examiner has failed to establish a *prima facie* case of obviousness under 103(a) over Madden20 in view of Wang with regards to claims 1-4, 6, 8-10, 13, 19, 22, and 23.

This invention is directed to a sports video game that includes a video game stadium or field upon which the sports video game is played. The video game includes video game characters that represent corresponding real-life sports athletes. Similarly, the video game stadium or field represents a corresponding real-life stadium or field and has video game parameters which represent real-life attributes of the real-life stadium or field. As the attributes of the real-life stadium or field change, parameters are downloaded over the Internet to **update** the video game stadium or field so that the video game stadium or field more accurately represents the **changed** real-life stadium or field attribute in the video game. Thus, the stadium or field must first represent a particular real-life stadium or field and next be updated over the Internet to represent a change in the real-life stadium or field. Thus, the video game stadium or field more closely resembles the real-life stadium or field as that real-life stadium or field changes over time.

For example, in claim 2, the change in both the real-life stadium or field and the corresponding change in the updated video game stadium or field can be a **visual appearance** of the real-life, and corresponding, video game stadium or field. In one embodiment, the change can be in the appearance of a plant, such as grass or ivy (see Claims 3-5). And this change in the video game is due to an update over the Internet that makes the appearance of the video game stadium or field more closely correspond to the real-life appearance of the corresponding stadium or field. For example, where the visual appearance of the real-life Wrigley Field or real-life Fenway Park changes, a corresponding update to the video game Wrigley Field or Fenway Park can be downloaded to the video game machine over the Internet in order to change the video game Wrigley Field or Fenway Park so that the stadium or field of the video game more closely represents its corresponding real-life stadium or field. (*See* e.g. ¶34 and ¶35)

The Patent Office Admits on Pages 8 and 9, that "Madden02 fails to teach … receiving an updated video game stadium or field parameter from a data server via the network including

the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-sports stadium or field attribute".

According to the Office Action, paragraph 26 of Wang renders this claimed feature anticipated or obvious. Again, paragraph 26 of Wang discloses the following:

> **[0026]** In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, by taking digital photos of the stadiums and translating them into graphics. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums, Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. In another aspect of the invention, advertisements from sponsors could be incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

Thus, *Wang* teaches a video game stadium that represents actual real-life professional stadiums. However, Wang **says nothing** about updating these stadiums as the real-life professional stadiums change over time, such as during a real-life sports season. In the Final Office Action, the Examiner says that *Wang* teaches "resembling actual professional stadiums, and then discloses progressively designing stadiums for a futuristic feel." (Final Office Action p. 16). However, the Examiner is improperly interpreting the word "progressive" as meaning that the graphics in the game are changing. *Wang* teaches nothing of the sort. The real-life stadiums and the "progressive stadiums" are alternative embodiments. *Wang* is suggesting that the stadiums can look like real stadiums or they can look like futuristic stadiums. *Wang* says nothing about providing graphics that look like real-life stadiums and then updating the real-life stadiums.

The Patent Office also argues that paragraphs [0002], [0009], and [0026] in combination teach the claimed element of "receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-sports stadium or field attribute." In making this allegation the Patent Office states, *Wang* "discloses Internet connection game play and using actual professional stadiums, thus, according to the disclosure of Wang, the stadiums are **capable of** change countless amount of times at any given time". *See Final Office Action* page lines 20-22 (emphasis added). Applicants submit that the Examiner's interpretation of these paragraphs of Wang is incorrect. Paragraphs [0002] and [0009] of Wang discuss real-time changes in sports video game "characters", not stadiums. The discussion of "real-time" changes in paragraphs [0002] and [0009] of Wang are not related to paragraph [0026], which discusses stadiums. Paragraphs [0002] and [0009] relate to "character" developments while paragraph [0026] merely describes how to provide the graphics of the stadiums in which the characters play. Just because the "characters" are capable of changing does not mean that the "stadiums" are. Thus, the Patent Office has failed to show that the stadiums in Wang are "capable of change countless amount of times at any given time." Wang doesn't teach this alleged feature and the Patent Office has failed to establish this fact with concrete and reviewable evidence of record.

Secondly, even if the Patent Office could establish that Wang is "capable" of updating the stadium in real-time, the mere fact that Wang is capable of something is not sufficient to establish a *prima facie* case. For the Patent Office to make a *prima facie* case, the Patent Office must show that *Wang* teaches the claimed features, not that *Wang* is capable of performing the claimed features. See e.g. MPEP 2143.01 IV[1]

Thirdly, the Examiner's rational that paragraphs [0002], [0009] and [0026] allegedly cure the deficiencies of Madden 02 is clear error because this rational fails to address the elements of

[1] IV. *>MERE STATEMENT< THAT THE CLAIMED INVENTION IS WITHIN THE CAPABILITIES OF ONE OF ORDINARY SKILL IN THE ART IS NOT SUFFICIENT BY ITSELF TO ESTABLISH PRIMA FACIE OBVIOUSNESS
A statement that modifications of the prior art to meet the claimed invention would have been "'well within the ordinary skill of the art at the time the claimed invention was made'" because the references relied upon teach that all aspects of the claimed invention were individually known in the art is not sufficient to establish a prima facie case of obviousness without some objective reason to combine the teachings of the references. Ex parte Levengood, 28 USPQ2d 1300 (Bd. Pat. App. & Inter. 1993). **'">[R]ejections on obviousness cannot be sustained by mere conclusory statements; instead, there must be some articulated reasoning with some rational underpinning to support the legal conclusion of obviousness.'" KSR, 550 U.S. at ___, 82 USPQ2d at 1396 quoting In re Kahn, 441 F.3d 977, 988, 78 USPQ2d 1329, 1336 (Fed. Cir. 2006).<

the claim. The Patent Office improperly generalized the claimed elements. The Applicant has claimed the invention with particularity and the Patent Office has generalized the invention into "stadiums capable of change". Claim 1 actually requires the following:

> receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute;
>
> changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute

The Examiners conclusion that *Wang* "discloses Internet connection game play and using actual professional stadium, thus, according to the disclosure of *Wang*, the stadiums are capable of change countless amount of times at any given time" fails to address each and every element of the claim. The Examiner has not shown that the video game in Wang receives updated video game stadium or field parameters from a data server or that the parameter received from data server is used to change the stadium or field parameter in the video game. The Patent Office's conclusory statements are therefore clear error because they fail to address the actual claim elements. Moreover, the Patent Office has failed to show where each and every element of the claims is taught in the references. The Office Action fails to show where *Madden02* or *Wang* teach "changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute". This limitation is not taught in *Madden02* nor *Wang*. Thus, the combination of *Madden02* and *Wang* fails to teach this element.

Just because the Patent Office is able to find a video game with stadiums and fields that represent real-life stadiums and fields, video game machines, a server, and an Internet connection, there is nothing that teaches or suggests the claimed invention of transmitting these updates to the stadiums and fields over the Internet to update video game stadiums and fields so that the video game stadiums and fields more closely resemble their corresponding real-life stadium or field in the video game. In addition, Applicants submit that the Office Action mischaracterizes pages 41-42 of *Madden02*. According to the Office Action, *Madden02* gives users options to change the stadium "in order to more closely represent the real-life stadium/field

attributes…" (See Final Office Action p. 11). Nothing in *Madden02* suggests that the changes and options available for the user are "in order to more closely represent the real-life stadium". The options allow the user to change the stadium to be what the user wants, not what actually exists. Applicants submit that the Patent Office is mischaracterizing *Madden02* and respectfully request that the Patent Office withdraw this assertion. Since the Office Action fails to show where either *Madden02* or *Wang* teach the "receiving" and "changing" steps set forth above, the Patent Office has failed to show that Claim 1 is obvious over *Madden02* in view of *Wang*.

Fourthly, the Patent Office has not shown a likelihood of success of the combination of *Madden02* and *Wang* and has been unduly vague and unclear as to how the teachings of *Madden02* are to be modified by the teachings of Wang. For example, in Madden02 the user buys a video game medium and loads it into his video game machine and plays the video game using a video game controller where the video game machine hosts the video game.

In Wang, remote users play a video game hosted by a server via an online forum. The Patent Office is vague as to how the features of *Wang* are to be incorporated into the *Madden02*. For example, the Office Action states, "The video game of *Madden02* would have motivation to use the teaching of Wang in order to provide game players with power over which stadium that they may play at for entertainment purposes." (Office Action pp 9-10). However, this statement provides no explanation as to how the features of *Wang* are incorporated into *Madden02*. It is unclear from the Office Action how the proposed combination of Wang and *Madden02* is set up and functions according to their intended purposes. As such, the rejections are unduly vague and unclear. Consequently the Patent Office has failed to establish a likelihood of success in the combination of *Madden02* and *Wang*.

Fifthly, Applicants submit that *Wang* teaches away from updating real-life stadiums to "more closely represent the changed real-life stadium or field attribute". The Office Action incorrectly alleges, "Wang (see parg. 26) discloses resembling actual professional stadiums, and then discloses progressively designing stadiums for a futuristic feel. Thus, it would have been obvious to one of ordinary skill in the art to combine the actual stadiums of Wang with the progressively designing of stadiums feature of Wang in order to continually modify the appearance of stadiums over time." Final Office Action page 16, lines 9-13.

EA-1005, Page 209

As discussed above, the Examiner's statement **ignores**, and **selectively omits** from the Office Action what Wang **actually** says. Wang actually says, "the stadiums can be progressively designed, where the stadiums **do not resemble actual stadiums** and **instead** provide a futuristic feel." (Emphasis added). Thus, the Examiner is proposing to do exactly what **Wang says not to do**. That is, Wang explicitly and clearly says that the progressive design does not represent actual real-life stadiums. The progressive design is explicitly of futuristic fields **not** real-life actual fields.

"A reference may be said to teach away when a person of ordinary skill, upon reading the reference, ... would be led in a direction divergent from the path that was taken by the Applicant." *Tec Air, Inc. v. Denso Mfg. Mich. Inc.*, 192 F.3d 1353, 1360, 52 USPQ2d 1294, 1298 (Fed. Cir. 1999). *See also* MPEP 2145(X)(D). And, as here, where the reference **explicitly** tells us not to do exactly what the Patent Office is proposing to do, this is a clear instance where such legal and administrative precedent applies. Therefore, as the reference relied upon by the Patent Office expressly teaches away from the Patent Office's proposed position, the Applicant respectfully requests that the Board the rejections as based on clear error.

With regard to claim 6, the Patent Office makes no attempt to show where the references alone or in combination teach "updating the stadium or field parameter during a single real-life sports season" or that the "stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season. With regard to claim 8, the Patent Office fails to show where the video game is configured to receive input from the user to direct the video game machine to connect to the data server to receive the updated video game stadium. The Patent Office's mere explanation that *Wang* teaches a network connection and that users can control the video game is not sufficient to establish this element of the claim 8. Claim 8 requires the input to be used specifically to receive an update for the stadium or field. The Office Action fails to address this element of the claims.

With regard to claim 9, the Patent Office fails to show where the references teach "the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter."

With regard to claim 10, the Patent Office fails to show where the references teach, "the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user…"

With regard to claim 19, the Patent Office fails to show where the references teach the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute in a real-life sports season.

Finally, regarding claims 5, 12, and 14 the Examiner argues that it would have been obvious "matter of design choice to a person of ordinary skill in the art to design Madden02 with ivy and similar sports video game because applicant has not disclosed that programming a video game having ivy or soccer/basketball provides an advantage, or solves a stated problem." See Final Rejection, page 10, lines 13-17. Applicants disagree. The Application teaches that stadium features such as ivy can change in real life during a season and result in the game not having the feel of the real-life stadium. Specifically, the real-life ivy may be green in the early season and then brown in late season. (See Application ¶ [0034]). The present invention solves this problem by "receiving an updated video game stadium or field parameter from a data server via the network including the Internet…" and "changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received…". Thus, the Application identifies a problem and the claimed features solve those problems. Thus, the claimed features are not a mere design choice.

Regarding claims 4, 12, and 14, it appears that the Patent Office is trying to shift the burden for providing a *prima facie* case of obviousness. The Applicant notes that <u>it is the initial burden of the PTO to demonstrate a *prima facie* case of obviousness</u>, which requires the PTO to show that the relied upon references teach or suggest <u>all</u> of the limitations of the claims. MPEP 2142 (emphasis added). If the Examiner is relying on Legal Precedent in *Graham v. Deere*, 383 U.S. 1 or *In re Leshin,* 125 USPQ 416, to support the rejection, the Examiner must show that the facts in the prior legal decision are sufficiently similar to those in this application. MPEP 2144.04. "[The Patent Office] may not, because it may doubt that the invention is patentable, resort to speculation, unfounded assumptions or hindsight reconstruction to supply deficiencies in its factual basis." *In re Warner,* 154, USPQ 173, 178 (CCPA 1967). Thus, the Office Action has not set forth a *prima facie* case of anticipation regarding claims 5, 12 and 14. As such the

Applicant requests that the rejection of claims 5, 12, and 14 be withdrawn for these reasons as well.

Moreover, the Applicant respectfully traverses the rejection of claims 12 and 14 as the Patent Office has been unduly vague and unclear as to inapposite positions as to the patentability or obviousness of these claims. This application is a division of U.S. Patent Application SN 10/226,795 and was filed in response to one or more restriction/election requirements in that case. And on July 21, 2009, at page 2, lines 9-17, the Patent Office issued the following election of species requirement:

> 2. **If Species I is elected from above, the claims are also directed to the following patentably distinct species**:
>
> Species A of claims 30, 43-45, 52, directed to football
>
> Species B of claims 31, 46-48, 54, directed to basketball
>
> Species C of claim 49 directed to soccer
>
> The species are independent or distinct because claims to the different species recite the mutually exclusive characteristics of such species. In addition, these species are not obvious variants of each other based on the current record.

Thus, the Patent Office has itself taken the explicit position that a basketball video game is patentably distinct from a football video game; and that a soccer video game is patentably distinct from a football video game. The Patent Office explains on the record that a basketball video game is patentably distinct from a football video game and that a football game is patentably distinct from a soccer video game. Therefore, the allegation that such video games are obvious in view of one another, without any concrete evidence of record to support such allegation is in direct contrast to the positions made in the parent application 10/226,795. As such, the Applicant respectfully requests that the rejections of claims 12 and 14 be withdrawn for these reasons as well.

D. Issue 4: Whether claims 7, 11, 15-18 and 21 are unpatentable, under 35 U.S.C. §103(a), over Madden02 in view of Wang, further in view of NFL2K1 and Tecmo Super Bowl.

The Examiner has failed to establish a *prima facie* case of obviousness under 103(a) over Madden02 in view of Wang, further in view of NFL2K1 and Tecmo Super Bowl with regards to claims 7, 11, 15-18 and 21.

Claims 7, 11, 15-18 depend from claim 1 and claim 21 depends from claim 20. If an independent claim is nonobvious under 35 U.S.C. 103, then any claim depending therefrom is nonobvious. *In re Fine*, 837 F.2d 1071 (Fed. Cir. 1988). Therefore, claims 7, 11, 15-18, and 21 are believed to be allowable at least for the reasons set forth above regarding the claims from which they depend.

Claim 7 requires the game medium to be "further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports athlete. The Office Action cites *NFL2K1*, which is a blog that teaches users how to play the *NFL2K1* video game. However, Applicants submit that *NFL2K1* does not teach or suggest updating a visual aspect of the characters. The Office Action is relying on the following statement in *NFL2K1*:

> "you can download the updated roster for your team. This is useful if you do not want to buy NFL 2K2 and you would like to get the new updated rosters with new and improved stats."

The Office Action then speculates that roster changes require trades, which would require "new jerseys for their new teams." Applicants traverse this assertion. The Patent Office hasn't even established that *NFL2K1* uses unique jerseys for the players or that the jerseys have the appearance of the real-life jerseys. Moreover, the Patent Office hasn't established that updated rosters involved trading players from one team to another. *NFL2K1* suggests downloading "stats" and is completely silent as to what effect the stats may have one the visual appearance of the characters in the video game. The Patent Office's assertion that trades would result in an update to the visual aspects of the athletes is mere conjecture not supported by the evidence. There is nothing about "receiving a stat" that requires changing players on a team or updating

uniforms. If the Patent Office intends to establish that these features are inherent in *NFL2K1*, the Patent Office must articulate a reason as to why these features MUST be present in the device as described. MPEP § 2112 IV. As stated in MPEP § 2112, "The fact that a certain result or characteristic may occur or be present in the prior art is not sufficient to establish the inherency of that result or characterstic." *Id.* (emphasis in original). Moreover, Applicants submit that the reliance on *NFL2K1* is improper because a feature that is merely inherent does not generally provide motivation to modify another reference. For purposes of obviousness, inherency is "quite immaterial if . . . one of ordinary skill in the art would not appreciate or recognize the inherent result." *In re Rijckaert*, 9F.3d 1531, 1533, 28 USPQ2d, 1955, 1957 (Fed. Cir 1993)

Claim 11 requires "receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real-life trade of a real-life athlete between two real-life teams during a single sports season; and changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game. The Office Action fails to address each and every element of the claim. Specifically, the Office Action alleges that the elements of claim 11 are taught on page 9 of *NFL2K1*. However, *NFL2K1* says, "players stats", not team performance parameter. The Examiner alleges that changing the players' stats will result in an update to team performance parameters. However, the Patent Office has not even established that *NFL2K1* or *Madden02* have team parameters or that individual player stats are used to form the team parameters. In addition, *NFL2K1* doesn't say how the "stats" are used in the video game. The Patent Office's assumption that player stats form team parameters is mere conjecture unsupported by evidence.

Moreover, regarding claims 15-18 and 21, the Examiner acknowledges that *Madden*02, *Wang*, and *NFL2K1* do not teach updating performance parameters during a single real life sports season. The Examiner cites to *Tecmo Super Bowl* and alleges that this feature is taught. However, *Tecmo Super Bowl* does not teach updating player performances. *Tecmo Super Bowl* merely teaches updating a players' stats. There is nothing in *Tecmo Super Bowl* that suggest that the updated stats has any affect on how the video game characters perform in the video game. Rather, the updated stat is just a report of past performance. Moreover, the stats relate to video

game stats, not stats of the performance of real life players. Thus, *Tecmo Super Bowl* does not cure the deficiencies of *Madden02*, *Wang*, and *NFL2K1*.[2]

CONCLUSION

Based on the foregoing, Appellant respectfully submits that a *prima facie* case of obviousness has not been set forward in the Office Action. Accordingly, Appellant respectfully requests that the Board reverse the Examiner's rejections of claims 8-29 pending in this application and thereby place this application in condition for allowance.

DATED this 3rd day of February, 2011.

Respectfully submitted,

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[2] Applicants also note that the combinations of *Madden02*, *NFL2K1*, and *Tecmo Super Bowl*, were made by the same Examiner in the parent to this Application and Applicants have also appealed those rejections on the grounds that the references do not teach what the Examiner claims is being taught. Applicants incorporate by reference herein the arguments presented in the appeal brief filed July 6, 2010 in Application Serial No. 10/266,795, which is the parent application to the present Application, which is a divisional of 10/266,795.

VIII. APPENDIX

A. CLAIMS ON APPEAL

1. (Previously Presented) A game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters, the game medium having rules and parameters stored thereon and being configured to cause the video game machine to perform a method comprising:

loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

2. (Original) A game medium according to claim 1, wherein the change in the video game attribute is a change in a visual appearance of the stadium or field that corresponds to a change in the real-life visual appearance of the real-life stadium or field.

3. (Original) A game medium according to claim 2, wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field.

4. (Original) A game medium according to claim 3, wherein the plant includes grass.

5. (Original) A game medium according to claim 3, wherein the plant includes ivy.

6. (Previously Presented) A game medium according to claim 1, wherein the game medium is configured to cause receipt of a plurality of updated stadium or field parameters during a single real-life sports season and the stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season.

7. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports athlete.

8. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter.

9. (Original) A game medium according to claim 1, wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter.

10. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller.

11. (Original) A game medium according to claim 1, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real-life trade of a real-life athlete between two real-life teams during a single sports season; and

changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game.

12. (Original) A game medium according to claim 1, wherein the sports video game is a soccer sports video game including video game soccer stadiums, video game soccer teams, and video game soccer characters associated with real-life soccer stadiums, real-life soccer teams, and real-life soccer athletes respectively.

13. (Original) A game medium according to claim 1, wherein the sports video game is a football sports video game including video game football stadiums, video game football teams, and video game football characters associated with real-life football stadiums, real-life football teams, and real-life football athletes respectively.

14. (Original) A game medium according to claim 1, wherein the sports video game is a basketball sports video game including video game basketball stadiums, video game basketball teams, and video game basketball characters associated with real-life basketball stadiums, real-life basketball teams, and real-life basketball athletes respectively.

15. (Original) A game medium according to claim 1, the method further comprising:

during a single sports season, receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is based at least in part on one or more real-life performances of the particular real-life sports athlete;

updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game; and

enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine.

16. (Original) A game medium as in claim 15, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

17. (Previously Presented) A game medium as in claim 15, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

18. (Original) A game medium according to claim 15, wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances during the single sports season.

19. (Original) A game medium according to claim 1, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

20. (Original) A method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game, the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated-video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life;

communicating with a video game machine to establish a network connection over the Internet; and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that

the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field.

21. (Original) A method according to claim 20, the method also for updating a video game character parameter of a sports video game character in the sports video game, the sports video game character representing a particular real-life athlete in the sports video game, the method further comprising the following acts:

storing an updated video game character performance parameter on the storage medium of the computer server, wherein the updated video game character performance parameter is based at least in part on one or more performance statistics of the particular real-life athlete performing in one or more real-life sporting events; and

transmitting the updated video game performance parameter to the video game machine over the network including the internet, thereby enabling the video game machine to (i) receive the updated video game performance parameter and (ii) change the sports video game play such that the particular video game character of the sports video game more closely simulates the real-life performance of the particular real-life athlete.

22. (Previously Presented) A game medium according to claim 1, wherein the game medium includes ROM and the ROM includes a disk, compact disc, digital video disc, or cartridge.

23. (Previously Presented) A method comprising:

loading video game data stored by a game medium into memory for playing a video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

B. EVIDENCE APPENDIX

None

C. RELATED PROCEEDING APPENDIX

None

Electronic Patent Application Fee Transmittal

Application Number:	12547359
Filing Date:	25-Aug-2009
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Filer:	Andrew S Hansen
Attorney Docket Number:	17791.3.1.1

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Filing a brief in support of an appeal	2402	1	270	270
Post-Allowance-and-Post-Issuance:				
Extension-of-Time:				

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Miscellaneous:				
			Total in USD ($)	**270**

Electronic Acknowledgement Receipt

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Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
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First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	Andrew S Hansen/Jessica Broadbent
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File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Appeal Brief Filed	17791-3-1-1_Appeal_Brief.pdf	711455 74c57421a56f8afb37b51f40513b6a73c36cc586	no	31
Warnings:					
Information:					
2	Fee Worksheet (PTO-875)	fee-info.pdf	30105 eb5b78b925c2ebba4142465147c5a3d4e15bd8f0	no	2
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National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

22913 7590 02/14/2011

Workman Nydegger
1000 Eagle Gate Tower
60 East South Temple
Salt Lake City, UT 84111

EXAMINER	
ART UNIT	PAPER NUMBER

DATE MAILED: 02/14/2011

Please find below and/or attached an Office communication concerning this application or proceeding.

Notification of Non-Compliant Appeal Brief (37 CFR 41.37)	Application No.	Applicant(s)	
	12/547,359	ATHANASIOS ANGELOPOULOS	
	Examiner	Art Unit	
	DAMON PIERCE	3718	

--The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

The Appeal Brief filed on *03 February 2011* is defective for failure to comply with one or more provisions of 37 CFR 41.37.

To avoid dismissal of the appeal, applicant must file anamended brief or other appropriate correction (see MPEP 1205.03) within **ONE MONTH or THIRTY DAYS** from the mailing date of this Notification, whichever is longer. **EXTENSIONS OF THIS TIME PERIOD MAY BE GRANTED UNDER 37 CFR 1.136.**

1. ☐ The brief does not contain the items required under 37 CFR 41.37(c), or the items are not under the proper heading or in the proper order.

2. ☐ The brief does not contain a statement of the status of all claims, (e.g., rejected, allowed, withdrawn, objected to, canceled), or does not identify the appealed claims (37 CFR 41.37(c)(1)(iii)).

3. ☐ At least one amendment has been filed subsequent to the final rejection, and the brief does not contain a statement of the status of each such amendment (37 CFR 41.37(c)(1)(iv)).

4. ☒ (a) The brief does not contain a concise explanation of the subject matter defined in each of the independent claims involved in the appeal, referring to the specification by page and line number and to the drawings, if any, by reference characters; and/or (b) the brief fails to: (1) identify, for each independent claim involved in the appeal and for each dependent claim argued separately, every means plus function and step plus function under 35 U.S.C. 112, sixth paragraph, and/or (2) set forth the structure, material, or acts described in the specification as corresponding to each claimed function with reference to the specification by page and line number, and to the drawings, if any, by reference characters (37 CFR 41.37(c)(1)(v)).

5. ☐ The brief does not contain a concise statement of each ground of rejection presented for review (37 CFR 41.37(c)(1)(vi))

6. ☐ The brief does not present an argument under a separate heading for each ground of rejection on appeal (37 CFR 41.37(c)(1)(vii)).

7. ☐ The brief does not contain a correct copy of the appealed claims as an appendix thereto (37 CFR 41.37(c)(1)(viii)).

8. ☐ The brief does not contain copies of the evidence submitted under 37 CFR 1.130, 1.131, or 1.132 or of any other evidence entered by the examiner **and relied upon by appellant in the appeal**, along with a statement setting forth where in the record that evidence was entered by the examiner, as an appendix thereto (37 CFR 41.37(c)(1)(ix)).

9. ☐ The brief does not contain copies of the decisions rendered by a court or the Board in the proceeding identified in the Related Appeals and Interferences section of the brief as an appendix thereto (37 CFR 41.37(c)(1)(x)).

10. ☒ Other (including any explanation in support of the above items):

Indepdent Claims 20 and 23 MUST be mapped to the specification by page and line number and to the drawings, if any, by reference characters. (37 CFR 41.37(c)(1)(v). The entire Brief is not needed only the corrected section.

Daveina B. Williams, Paralegal Specialist
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Supervisory Paralegal: Deborah Perry
571-272-9797

ELECTRONICALLY FILED

PATENT APPLICATION
Docket No. 17791.3.1.1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re application of:		)
		)
	Athanasios Angelopoulos	)
		)
Serial No.:	12/547,359	) Art Unit
		) 5134
Filed:	August 25, 2009	)
		)
Conf. No.:	5134	)
		)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
		)
		)
Examiner:	Damon Joseph PIERCE	)
		)
Customer No.:	022913	)

The Honorable Commissioner of Patents and Trademarks
Washington, D.C. 20231

AMENDED BRIEF OF APPELLANT

This is a response to the Notification of Non-Compliant Appeal Brief mailed February 14, 2011 in regards to the Appeal brief filed February 3, 2011. The Patent Office requires correction of Section V to map claims 20 and 23 to the specification by page and line number and to the drawings, if any by reference characters. The Commissioner is hereby authorized to charge any additional fees associated with this communication, or to credit any overpayment, to Deposit Account No. 23-3178.

V. SUMMARY OF INVENTION

The claimed invention (claim 1) relates to a game medium including read only memory (ROM) or random access memory (RAM) (*see* Application ¶15, ¶16, ¶31, ¶33, ¶39, ¶40) configured to provide a sports video game in conjunction with a video game machine. (*See* Application ¶¶ 29, 32; Figure 3, elements 82, 90, and 103). The sports video game includes video game rules, video game character parameters, and video game stadium or field parameters. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39). The game medium having rules and parameters stored thereon and being configured to cause the video game machine to perform a method including loading video game data stored by the game medium into memory for playing the video game, (*See* ¶¶31-33). The video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39). The video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39).

The method further including receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute. (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35).

The method further including changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35), and the method further including enabling a user to control the one or more video game characters using a video game controller connected to the video game machine. (*See* Figure 1).

Independent claim 20 is similar to claim 1 but recites limitations of performing a method of updating a video game stadium or field parameter performed by a computer server. (*See* Application ¶¶ 42-44; Figures 7-9). Claim 20 requires storing an updated video game stadium

or field parameter on a storage medium of the computer server and transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field. (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35, and ¶¶42-44).

Claim 23 is similar to claim 1 but is a process claim as opposed to an apparatus Beauregard game medium claim as in the case of claim 1. Therefore, claim 23 recites method acts of loading video game data stored by a game medium into memory for playing a video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field. (*See* Application ¶7, ¶31, ¶33, ¶34, ¶35, ¶36, ¶39). The method includes receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute. (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35). The method further includes changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute. (*See* Application ¶7, ¶8, ¶10, ¶34, ¶35). The method further includes enabling a user to control the one or more video game characters using a video game controller connected to the video game machine. (*See* Figure 1)

CONCLUSION

Based on the foregoing, Applicant's respectfully assert that Claims 20 and 23 have been mapped to the specification as required and respectfully request that the objections to the Appeal Brief be withdrawn.

DATED this 23rd day of February, 2011.

Respectfully submitted,

/David A. Jones/ Reg 50,004

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Electronic Acknowledgement Receipt

EFS ID:	9518759
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	23-FEB-2011
Filing Date:	25-AUG-2009
Time Stamp:	19:23:54
Application Type:	Utility under 35 USC 111(a)

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Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Supplemental Appeal Brief	Amended_Appeal_Brief_CIP.pdf	32901 ab7b55e11e8012e31bd57842e5c0c926d6c5186c	no	4

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

22913 7590 05/03/2011

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EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	PAPER NUMBER
3718	
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05/03/2011	PAPER

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BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

Application Number: 12/547,359
Filing Date: August 25, 2009
Appellant(s): ANGELOPOULOS, ATHANASIOS

Andrew Hansen
For Appellant

EXAMINER'S ANSWER

This is in response to the appeal briefs filed 2/3/11 and 2/23/11 appealing from the Office action mailed 11/16/10.

(1) Real Party in Interest

The examiner has no comment on the statement, or lack of statement, identifying by name the real party in interest in the brief.

(2) Related Appeals and Interferences

The following are the related appeals, interferences, and judicial proceedings known to the examiner which may be related to, directly affect or be directly affected by or have a bearing on the Board's decision in the pending appeal:

US application no. 10/266,795

(3) Status of Claims

The following is a list of claims that are rejected and pending in the application: Claims 1-23 are pending and have been rejected are being appealed.

(4) Status of Amendments After Final

The examiner has no comment on the appellant's statement of the status of amendments after final rejection contained in the brief.

(5) Summary of Claimed Subject Matter

The examiner has no comment on the summary of claimed subject matter contained in the brief.

(6) Grounds of Rejection to be Reviewed on Appeal

The examiner has no comment on the appellant's statement of the grounds of rejection to be reviewed on appeal. Every ground of rejection set forth in the Office action from which the appeal is taken (as modified by any advisory actions) is being maintained by the examiner except for the grounds of rejection (if any) listed under the subheading "WITHDRAWN REJECTIONS." New grounds of rejection (if any) are provided under the subheading "NEW GROUNDS OF REJECTION."

WITHDRAWN REJECTIONS

The following grounds of rejection are not presented for review on appeal because they have been withdrawn by the examiner. Rejection under 35 USC 112 2nd, in regard to claims 1-19 and 22.

(7) Claims Appendix

The examiner has no comment on the copy of the appealed claims contained in the Appendix to the appellant's brief.

(8) Evidence Relied Upon

2002/0086733 Wang 7-2002

Madden02, EA Sports Madden 2002, 2001

NFL 2K1 Sega Dreamcast, 2000

NEC Tecmo Super Bowl, 1991

(9) Grounds of Rejection

The following ground(s) of rejection are applicable to the appealed claims:

Rejections under 35 USC 102/103

Claim 20 is rejected under 35 U.S.C. 102(a) as being anticipated, or in the alternative, under 35 U.S.C. 103(a) as obvious over by US Pub 2002/0086733 to Wang.

Regarding claim 20, Wang discloses **a method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game** (see parg. 26), the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated-video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life (parg. 26, discloses taking digital photos of actual professional stadiums and translating them into three-dimensional graphics for use in a video game),

communicating with a video game machine to establish a network connection over the Internet (parg. 8, discloses connecting a user's computer that is interpreted as the video game machine to the Internet); and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field (lacking clear distinguishing features, see pargs. 2, 8-9 and 26, discloses Internet connection game play and using actual professional stadiums).

If it is later deemed to that Wang does not anticipate claim 20 because Wang does not explicitly disclose *"transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet"* (emphasis added), Wang does disclose downloading to a computer necessary software from a web site (see parg. 14). Thus, it would have been obvious to one of ordinary skill in the art to modify the downloaded software from the Internet of Wang to include the actual stadiums of Wang in order to provide game players a quick and convenient way to update game data.

Rejections under 35 USC 103

Claims 1-6, 8-10, 12-14, 19, and 22-23 are rejected under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game Manual (herein referred to as Madden02) in view of US Pub. 2002/0086733 to Wang.

Regarding claims 1, 2, 3, 4, 6, 8, 9, 10, 13, 19, 22, and 23, Madden02 discloses (as required by claims 1, and 13) **a game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters** (Madden02 is a video game disc made for a video game system containing National Football League, NFL, corresponding rules, athletes, and stadiums/fields, see pps. 7-9, which discloses examples of NFL players, and stadiums/fields), the game medium being configured to cause the video game machine to perform a method comprising:

(as required by claims 1 and 23) **loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field** (Madden02 video game disc includes corresponding NFL

players, and stadiums/fields, where the stadiums/fields used in the Madden02 video game are modeled after real-life stadiums and fields, see pps. 7-9);

(as required by claims 1, 2, and 23) **changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute** (pg. 9, discloses “Time of day”, and “Weather”, and pps. 41-42, discloses “Stadium detail”, "In–game effects”, and “Sideline objects”, all of which are options available for change in order to more closely represent the real-life stadium/field attributes); and

(as required by claims 1 and 23) **enabling a user to control the one or more video game characters using a video game controller connected to the video game machine** (pps. 3-5, discloses how to play the game using game controllers); and

(as required by claims 3 and 4) **wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field and** (as required by claim 4) **wherein the plant includes grass** (pg. 9, discloses “Time of day”, and “Weather”, and pps. 41-42, discloses “Stadium detail”, "In–game effects”, and “Sideline objects”, all of which are options available for change in order to more closely represent the real-life stadium/field attributes and the football field uses grass, thus, in this case, where snow or rain occurs during game play the visual appearance of the grass on which the football field is played on is affected and displayed during game play);

(as required by claim 8) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet (lacking clear distinguishing features, pps. 30, and 43-46, discloses connecting online);

(as required by claim 9) wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter (pps. 3-5, discloses how to play the game using game controllers, thus a player may use the game controller to update video game stadium/field features);

(as required by claim 10) the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller (lacking clear distinguishing features, pps. 3-5, discloses how to play the game using game controllers, thus, in response to a player periodically using the game controller the video game is programmed to act accordingly); and

(as required by claim 22) wherein the game medium includes ROM and the ROM includes a disk, compact disc, digital video disc, or cartridge (Madden video game is stored on disc).

However, Madden02 fails to explicitly disclose the following claim limitations:

(as required by claims 1, and 23) receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the

updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

(as required by claim 6) wherein a plurality of updated stadium or field parameters are received during a single real-life sports season and the stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season;

(as required by claim 8) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter (emphasis added); and

(as required by claim 19) wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

(regarding claims 1, 6, 8 and 19) Lacking clear distinguishing features, Wang discloses receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute (see pargs. 2, 9 and 26, discloses Internet connection game play and using actual professional stadiums, thus, according to the disclosure of Wang, the stadiums are capable of change countless amount of times at any given time). The video game

of Madden02 would have motivation to use the teachings of Wang in order to provide game players with power over which stadiums that they may play at for entertainment purposes.

Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the teachings of Wang in order to add to the fun and excitement of playing a video sports game.

Regarding claims 5, 12, 14, Madden02 does not expressly disclose (as required by claim 5) the plant includes ivy, or (as required by claims 14 and 15) real-life soccer/basketball stadiums, real- life soccer/basketball teams, and real-life soccer/basketball athletes. Instead, Madden02 discloses grass on a football field and real-life football stadiums, teams, and athletes.

At the time the invention was made, it would have been an obvious matter of design choice to a person of ordinary skill in the art to design Madden02 with ivy and similar sports video game because applicant has not disclosed that programming a video game having ivy or soccer/basketball provides an advantage, or solves a stated problem. Furthermore, one of ordinary skill in the art would expect video game of Madden02, and applicant's invention to perform equally well with either the football game taught by Madden02 or the claimed ivy, and soccer/basketball video games because both video games would perform the same function of simulating sports video game play.

Therefore, it would have been prima facie obvious to modify the video game of Madden02 to obtain the invention as specified in claims 5, 12, and 14 because such a modification would have been considered a mere design consideration which fails to patentably distinguish over the prior art of Madden02 in view of Wang.

Claims 7, 11, 15-18, and 21are rejected under 35 U.S.C. 103(a) as being unpatentable over EA Sports Madden 2002 Game Manual (herein referred to as Madden02) in view of US Pub 2002/0086733 to Wang as applied to claim 1, and further in view of NFL 2K1 GameFaqs on Sega Dreamcast (referred to as NFL2K1) and NES Tecmo Super Bowl (herein referred to as Tecmo Super Bowl).

Regarding claims 7, 11, Madden02 and Wang fails to explicitly disclose the game medium according to claims 7 and 11,

However, NFL2K1 discloses

(as required by claim 7) the game medium being further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports athlete (see pg. 9, discloses downloading improved player stats, where stats are based on players' performances where roster changes includes trades, where some players

require new jerseys for their new teams, thus, new jerseys are updated visual aspects of the athletes); and

(as required by claim 11) the game medium being further configured to cause the video game machine to perform the method further comprising: receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real- life trade of a real-life athlete between two real-life teams during a single sports season; and changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game (pg. 9, discloses connecting to the net to update player rosters and improved stats; for instance, when rosters updates are caused by a trade, team stats are reflected based on the trade).

The video game of Madden02 would have motivation to use the teachings of NFL2K1 in order to provide game players with the most recent rosters, thus, adding to the realism of the video game by having video game team rosters match that of real-life.

Therefore, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the updated stats of NFL2K1 in order to provide game players with the most accurate sports experience possible.

Regarding claims 15, 18, 21, Madden02 discloses a game medium and the method further comprising:

(as required by claim 15) enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine (pps. 3-5, discloses how to play the game using game controllers).

Yet, NFL2K1 discloses the remaining elements of claims 15, 18, and 21:

(as required by claims 15 and 21) receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is based at least in part on one or more real-life performances of the particular real-life sports athlete (NFLK1 discloses using a video game disc for the Dreamcast game console, where NFL rules and athletes are loaded to the video game console, see pg. 9, discloses connecting to the net to get the new update player rosters with new and improved stats, because each player in the video game has a set of attributes as related to playing the game of football, stats are interpreted as players attributes or performance parameters);

(as required by claims 15 and 21) updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game (pg. 9, discloses connecting to the net to get the new update player rosters with new and improved stats, because each player in the video game has a set of attributes as related to playing the game of football, stats are interpreted as players attributes or performance parameters, thus, NFL2K1 video game play is updated with stats received

from the net and corresponding players perform in the video game according to stats); and

(as required by claim 18) wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances (see pg. 9, which includes downloading improved player stats, where stats are based on players' tendencies).

The video game play of Madden02 would have motivation to use the updating feature of NFL2K1 in order to attract more players to subscribe to a game service that gives players the most updated version of a game.

Thus, it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the updating of stats of NFL2K1 in order to provide game players with the most accurate sports experience possible.

However, NFL2K1 is silent to (as required by claims 15 and 18) during a single sports season.

Tecmo Super Bowl explicitly disclose updated video game character performance parameters during a single sports season (see pg. 7, which discloses each team plays one game every week during the season and pg. 9-11, discloses a player's data that includes player's condition, record, and abilities). Thus, a game designer would have motivation to use the video game of Madden02 with the athlete performance parameter updating feature of Tecmo Super Bowl in order to add to the realism of a sports video game.

Therefore, it would have been obvious to a person of ordinary skill in the art at the time of the invention to combine the video game of Madden02 with the player's data of Tecmo Super Bowl in order to provide game players with the most accurate sports experience possible.

Regarding claims 16, 17, NFL2K1 fails to explicitly disclose

(as required by claim 16) receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life; and

(as required by claim 17) receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

However, it is would be obvious to one of ordinary skill in the art that since NFL2K1 is a football game, where roster changes are made at any given time and stat updates are typically weekly, such that roster moves occur on a daily basis such that acquiring and signing new players to a roster; players are traded; a player gets injured; and players are released and signed on any given time. Thus, it would be a matter of game distributing and designer’s choice of to provide video gamers with the fresh new events of the week, day, hour, or minute.

(10) Response to Argument

Response to Appellant's arguments to 35 USC 102/103 regarding Wang reference

Please note, as stated in Advisory Action dated 12/3/10, claim 20 was erroneously rejected under 102(b) and should have been rejected under 102(a).

The appellant has put forth the following arguments in appeal brief filed dated 2/3/11:

Regarding claim 20, on pg. 9, Appellant states, "Wang says nothing about updating stadiums that already represent a real-life stadium as the real-life professional stadium changes over time, such as during a real-life sports season. And, Wang also says nothing about storing the updated parameter at the server and subsequently transmitting the updated parameter to the video game where the sports video game stadium or field is changed at the video game machine based on the updated video game performance parameter received as required by claim 20." However, the Examiner respectfully disagrees. Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's

computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken, which meets the claim limitations of claim 20. For instance, a user takes photos of an actual stadium during the month of April (Spring season), and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game; in essence, the user has updated the stadium over time via taking and uploading digital photos at different times and providing them to the server(s) through the Internet. Thus, the above claim limitations have been met by Wang in relation to real-life occurrences (time and seasonal changes) related to sports' stadiums.

On pg. 9, Appellant states, "Patent Office is unduly vague and unclear as to where in Wang the required elements reside. For example, in Wang, what device is the Patent Office identifying as the claimed "computer server"? What device in Wang is the Patent Office identifying as the claimed video game machine? What is the claimed video game stadium or field parameter in Wang? Is this parameter

transmitted to the video game machine over a network including the Internet in Wang? And, what video game stadium or field parameter is changed at the video game machine based on the identified video game stadium or field parameter? For clarification, Wang (pargs. 8-9) discloses servers which are interpreted as the claimed computer server. Wang (pargs. 8-9) discloses user's computer which is interpreted as the claimed video game machine. Wang (parg. 26) discloses digital photos of a stadium which is interpreted as the claimed video game stadium or field parameter, where the digital photos of the stadium are transmitted to the server via the Internet, and video game stadium or field parameter is changed at the video game machine based on the photos taken and provided by a user.

On pg. 10, similarly to an argument above, Appellant states, "Wang does not teach updating anything with respect to a field or stadium… Wang says nothing about updating the imagery over time. And, Wang says nothing about transmitting a parameter of the update over a network including the Internet from a server to a video game machine." However, the Examiner respectfully disagrees. Similarly as mentioned above, Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a

combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken, which meets the above claim limitations.

On pg. 10, similarly to an argument above, Appellant states, "Wang does not teach or suggest that the "progressive design" is an update to a video game stadium that represents a real-life stadium so that the video game stadium more closely represents the real-life stadium or field. Wang's statement that, "the stadiums do not resemble actual stadiums" clearly and unambiguously shows that the "progressive stadiums" are not an update of real-life changes to real-life stadiums as represented in the video game as required by claim 20." However, the Examiner does not completely agree. Wang (see parg. 26) discloses the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. It is noted that the referenced except is directed towards designing stadiums to stadiums of the future. Yet, at the same time the teaching of progressively designing a stadium

is not limited to only "futuristic" stadiums, where as previously mentioned, the stadium may also be progressively designed according to photos taken at a later date. One of ordinary skill in the art would recognize that the actual stadium of Wang goes through construction and other modifications over time, thus is progressively changed in real-life in order to attract more fans to the stadiums. Therefore, it would have been obvious to a person of ordinary skill in the art to modify the actual stadiums of Wang with the teaching of progressively designing a stadium in the video game with the modifications of the actual stadium in order to add to the real-life feel of the video game.

On pg. 10, similarly to an argument above, Appellant states “since there is no updating occurring in Wang, Wang fails to teach (i) creating a parameter that represents this change in the real-life stadium or field attribute, (ii) transmitting that parameter from a server to a video game machine, and (iii) updating the stadium or field attribute at the video game with this parameter so that the video game stadium or field at the video game machine more closely represents the real-life stadium or field that the video game stadium or field is supposed to represent.” However, the Examiner respectfully disagrees. Similarly as mentioned above, Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also,

Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken, which meets the above claim limitations. For instance, a user takes photos of an actual stadium during the month of April (Spring season), and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game; in essence, the user has updated the stadium over time via taking digital photos and providing them to the server(s) through the Internet at different times.

Response to Appellant's arguments to 35 USC 103 regarding Madden02 and Wang references

The appellant has put forth the following arguments in appeal brief filed dated 2/3/11:

On pg. 12, similarly to an argument above, Appellant states, "Wang says nothing about updating these stadiums as the real-life professional stadiums change over time, such as during a real-life sports season… Wang says nothing about providing graphics that look like real-life stadiums and then updating the real-life stadiums." However, the Examiner respectfully disagrees. Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides the digital photos from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken, which meets the above claim limitations. For instance, a user takes photos of an actual stadium during the month of April (Spring season), and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game, in

essence, the user has updated the stadium over time via taking digital photos and providing them the game server(s) through the Internet. Thus, the above claim limitations have been met by Wang in relation to real-life occurrences (time and seasonal changes) related to sports' stadiums.

On pg. 13, similarly to an argument above, Appellant states, "Wang does not teach updating anything with respect to a field or stadium… Wang says nothing about updating the imagery over time. And, Wang says nothing about transmitting a parameter of the update over a network including the Internet from a server to a video game machine." However, the Examiner respectfully disagrees. Similarly as mentioned above, Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on

their respective game consoles based on the digital photos taken, which meets the above claim limitations.

On pg. 13, similarly to an argument above, Appellant states, “even if the Patent Office could establish that Wang is "capable" of updating the stadium in real-time, the mere fact that Wang is capable of something is not sufficient to establish a prima facie case. For the Patent Office to make a prima facie case, the Patent Office must show that Wang teaches the claimed features, not that Wang is capable of performing the claimed features. See e.g. MPEP 2143.01 IV” For purposes of clarification, Wang (see parg. 26) disclose the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. One of ordinary skill in the art would recognize that the actual stadium(s) of Wang goes through construction and other modifications over time due to seasonal weather conditions, thus, is progressively changed in order to attract more fans to the stadiums. Therefore, it would have been obvious to a person of ordinary skill in the art to modify the actual stadiums of Wang with the teaching of progressively designing a stadium in the video game in order to add to the real-life feel of the video game because the modifications of the actual stadium are demonstrated to occur through construction changes and/or natural occurrences of seasonal changes. The examiner has articulated reasoning with some rational underpinning to support the legal conclusion of obviousness.

On pps. 13-15, similarly to an argument above, Appellant states, The Examiners conclusion that Wang "discloses Internet connection game play and using actual professional stadium, thus, according to the disclosure of Wang, the stadiums are capable of change countless amount of times at any given time" fails to address each and every element of the claim. The Examiner has not shown that the video game in Wang receives updated video game stadium or field parameters from a data server or that the parameter received from data server is used to change the stadium or field parameter in the video game… The Office Action fails to show where Madden02 or Wang teach "changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute". This limitation is not taught in Madden02 nor Wang. Thus, the combination of Madden02 and Wang fails to teach this element. Just because the Patent Office is able to find a video game with stadiums and fields that represent real-life stadiums and fields, video game machines, a server, and an Internet connection, there is nothing that teaches or suggests the claimed invention of transmitting these updates to the stadiums and fields over the Internet to update video game stadiums and fields so that the video game stadiums and fields more closely resemble their corresponding real-life stadium or field in the video game. In addition, Applicants submit that the Office Action mischaracterizes pages 41-42 of Madden02.

According to the Office Action, Madden02 gives users options to change the stadium "in order to more closely represent the real-life stadium/field attributes..." (See Final Office Action p. 11). Nothing in Madden02 suggests that the changes and options available for the user are "in order to more closely represent the real-life stadium". The options allow the user to change the stadium to be what the user wants, not what actually exists. Applicants submit that the Patent Office is mischaracterizing Madden02 and respectfully request that the Patent Office withdraw this assertion. Since the Office Action fails to show where either Madden02 or Wang teach the "receiving" and "changing" steps set forth above, the Patent Office has failed to show that Claim 1 is obvious over Madden02 in view of Wang. However, the Examiner respectfully disagrees for the following reasons:

First, similarly as mentioned above, Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a

user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken, which meets the above claim limitations. For instance, a user takes photos of an actual stadium during the month of April (Spring season), and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game, in essence, the user has updated the stadium over time via taking digital photos and providing them the game server(s) through the Internet.

Second, Madden02 (see pps. 9 and 41-42) discloses various stadium and field related parameters including "Time of day", "Weather" conditions, and "Stadium detail" that may be changed by a user in the video game, where a user may change these parameters to resemble the real-life stadium or field attributes in order to add to the realism of the video game play. Thus, in Madden02 when a parameter related to the stadium is changed by a user, in many cases, the user may be motivated to change the parameters to represent what happens in real-life related to the stadium and field in order to add to the realism of the video game play. Thus, Madden02 meets the above claim limitation.

Third, similarly as mentioned above, Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken, which are used to in combination with the teachings of Madden02 to meets the above claim limitations.

Fourth, similarly as mentioned above, Madden02 (see pps. 9 and 41-42) when a parameter related to the stadium is changed by a user, in many cases, the user may be motivated to change the parameters to represent what happens in real-life related to the stadium and field in order to add to the realism of the video game play.

On pg. 15, similarly to an argument above, Appellant states, “It is unclear from the Office Action how the proposed combination of Wang and Madden02 is set up and functions according to their intended purposes. As such, the rejections are unduly vague and unclear. Consequently the Patent Office has failed to establish a likelihood of success in the combination of Madden02 and Wang.” For purposes of clarification, Madden02 (see pps. 7-9) discloses a sport video game using real-life athletes and stadiums, where various stadium and field related parameters (see pps. 9 and 41-42) are subject to change via a user in the video game. Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums; and (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. The stadiums of Madden02 are modified and updated via the stadium digital photos of Wang in order to provide an automated method for allowing video game players to play sport contest in the most recent version of stadiums, instead of requiring players to manually changed stadium and field related features.

On pps. 15-16, similarly to an argument above, Appellant submits that Wang teaches away from updating real-life stadiums to "more closely represent the changed real-life stadium or field attribute. Wang explicitly and clearly says that

the progressive design does not represent actual real-life stadiums. The progressive design is explicitly of futuristic fields not real-life actual fields. For purposes of clarification, as mentioned above, Wang (see parg. 26) discloses the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. It is noted that the referenced except is directed towards designing stadiums to stadiums of the future. Yet, at the same time the teaching of progressively designing a stadium is not limited to only "futuristic" stadiums, where as previously mentioned, the stadium may also be progressively designed according to photos taken at a later date. One of ordinary skill in the art would recognize that the actual stadium of Wang goes through construction and other modifications over time, thus is progressively changed in order to attract more fans to the stadiums. Therefore, it would have been obvious to a person of ordinary skill in the art to modify the actual stadiums of Wang with the teaching of progressively designing a stadium in the video game with the modifications of the actual stadium in order to add to the real-life feel of the video game.

On pg. 16, regarding claim 6, Appellant states, “the Patent Office makes no attempt to show where the references alone or in combination teach "updating the stadium or field parameter during a single real-life sports season" or that the "stadium or field parameters in the video game are changed a plurality of times during the single sports season so that the video game stadium or field more

closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season." However, the Examiner respectfully disagrees. As mentioned above, Madden02 (see pps. 7-9) discloses a sport video game using real-life athletes and stadiums, where various stadium and field related parameters (see pps. 9 and 41-42) are subject to change via a user in the video game. Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums; and (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. The stadiums of Madden02 are modified and updated via the stadium digital photos of Wang in order to provide an automated method for allowing video game players to play sport contest in most recent version of stadiums, instead of requiring players to manually changed stadium and field related features. In addition, Wang discloses digital photos used to provide actual stadiums, for instance, a user takes photos of an actual stadium during the month of April (Spring season), and uploads these photos of the stadium to the game, then later in the same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game, in essence, the user has updated the stadium over time via taking digital photos and providing them the game server(s) through the

Internet. Thus, the above claim limitation has been met by the combination of Madden02 and Wang.

On pg. 16, regarding claim 8, Appellant states, “the Patent Office fails to show where the video game is configured to receive input from the user to direct the video game machine to connect to the data server to receive the updated video game stadium. The Patent Office's mere explanation that Wang teaches a network connection and that users can control the video game is not sufficient to establish this element of the claim 8. Claim 8 requires the input to be used specifically to receive an update for the stadium or field. The Office Action fails to address this element of the claims.” However, the Examiner respectfully disagrees. Madden02 (see pps 3-5, 30, and 43-46) discloses a player uses a game controller/joystick to provide commands to connect online. Wang (see pargs. 8-9, and 26) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites; and taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. Thus, the stadiums of Madden02 are modified and updated via the stadium digital photos of Wang via an Internet connection which requires a player to use the game controller/joystick to enter commands and make selections. Therefore, the above claim limitation has been met by the combination of Madden02 and Wang.

On pg. 16, regarding claim 9, Appellant states, the Patent Office fails to show where the references teach "the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter. However, the Examiner respectfully disagrees. First, Madden02 (see pps. 7-9) discloses a sport video game using real-life athletes and stadiums, where various stadium and field related parameters (see pps. 3-5, 9 and 41-42) are subject to change via a user in the video game, essentially the user has the option whether he/she wants to change game parameters. Secondly, Wang (see parg. 26) discloses taking digital photos of stadiums, where again, a player has an option whether to take new photos of stadiums or continue to use previously taken photos. Therefore, the above claim limitation has been met alone and/or in combination by Madden02 or Wang.

On pg. 17, regarding claim 10, Appellant states, the Patent Office fails to show where the references teach, "the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user...". However, the Examiner respectfully disagrees. Madden02 (see pps. 3-5) discloses the use of a game controller/joystick, which is used by a player to provide input to a video game. The controller/joystick is periodically used by the player to enter commands to a video game, and in response to the commands, programming within the video

game will automatically provide game related features based on the commands by the player. Therefore, the above claim limitation has been met by the combination of Madden02 and Wang.

On pg. 17, regarding claim 19, Appellant states, "With regard to claim 19, the Patent Office fails to show where the references teach the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute in a real-life sports season". However, the Examiner respectfully disagrees. Similarly, as mentioned above, Wang (see parg. 26) discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium. Also, Wang (pargs. 8-9) discloses a forum is organized through a combination of software, which is installed on a user's computer, a series of servers, and an Internet Web site or sites. Lastly, Wang (see parg. 13) discloses the present invention is directed to a realistic baseball game to be simultaneously played over the Internet by remote users. According to the disclosure of Wang, a user takes digital photos of a Major League Baseball Stadium provides them from the user's computer to the server(s) via the Internet, and via the server(s) and the Internet a number of users play games of baseball at the stadium on their respective game consoles based on the digital photos taken. For instance, a user takes photos of an actual stadium during the month of April (Spring

season), and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game, in essence, the user has updated the stadium over time via taking digital photos and providing them the game server(s) through the Internet. Thus, the above claim limitations have been met by Wang in relation to real-life occurrences (time and seasonal changes) related to sports' stadiums.

On pg. 17, regarding claims 5, 12, and 14, Appellant states, regarding claims the Examiner argues that it would have been obvious "matter of design choice to a person of ordinary skill in the art to design Madden02 with ivy and similar sports video game because applicant has not disclosed that programming a video game having ivy or soccer/basketball provides an advantage, or solves a stated problem." See Final Rejection, page 10, lines 13-17. Applicants disagree. The Application teaches that stadium features such as ivy can change in real life during a season and result in the game not having the feel of the real-life stadium. Specifically, the real-life ivy may be green in the early season and then brown in late season. (See Application ¶ [0034]). The present invention solves this problem by "receiving an updated video game stadium or field parameter from a data server via the network including the Internet..." and "changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received...". Thus, the Application identifies a problem

and the claimed features solve those problems. Thus, the claimed features are not a mere design choice. However, although Appellant has provided reasoning to implement ivy the invention is deemed obvious in view of the prior art. Regarding claim 5, Wang (see parg. 26) discloses taking digital photos of stadiums. For instance, a user takes photos of an actual stadium during the month of April (Spring season), in this case, the there is green ivy located in the photos taken, and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season), in this case, there is brow ivy located in the photos taken, and similarly uploads these photos of the stadium to the game. Therefore, the above claim limitation has been met by the combination of Madden02 and Wang.

On pg. 18, regarding claims 12, and 14, Appellant respectfully traverses the rejection of claims 12 and 14 as the Patent Office has been unduly vague and unclear as to inapposite positions as to the patentability or obviousness of these claims. Thus, the Patent Office has itself taken the explicit position that a basketball video game is patentably distinct from a football video game; and that a soccer video game is patentably distinct from a football video game. The Patent Office explains on the record that a basketball video game is patentably distinct from a football video game and that a football game is patentably distinct from a soccer video game. Therefore, the allegation that such video games are

obvious in view of one another, without any concrete evidence of record to support such allegation is in direct contrast to the positions made in the parent application 10/266,795. However, the Examiner respectfully disagrees. Application 10/266,795 is related to specific athlete parameters as associated to each respective sports game, while the instant application is related to stadiums and arenas that different sports game are utilized to accommodate sporting events, which are clear differences in scope and subject matter. Wang (see parg. 26) discloses taking digital photos of stadiums. One of ordinary skill in the art would recognize that digital photos of any stadium or arena may be taken whether it is baseball, basketball, football, hockey, soccer, or wrestling basically depending on the type of event that video game players intend to play, which is merely a choice made by players. For instance, when playing a video game of Madden02 which is a football game, digital photos of football stadiums are to be used during game play.

Response to Appellant's arguments to 35 USC 103 regarding Madden02, Wang, NFL2K1, and Tecmo Super Bowl references

The appellant has put forth the following arguments in appeal brief filed dated 2/3/11:

On pps. 19-20, regarding claim 7, Appellant submit that NFL2K1 does not teach or suggest updating a visual aspect of the characters. The Office Action is relying

on the following statement in NFL2K1. In addition the Appellant states, The Office Action then speculates that roster changes require trades, which would require "new jerseys for their new teams." Applicants traverse this assertion. The Patent Office hasn't even established that NFL2K1 uses unique jerseys for the players or that the jerseys have the appearance of the real-life jerseys. Moreover, the Patent Office hasn't established that updated rosters involved trading players from one team to another. NFL2K1 suggests downloading "stats" and is completely silent as to what effect the stats may have one the visual appearance of the characters in the video game. The Patent Office's assertion that trades would result in an update to the visual aspects of the athletes is mere conjecture not supported by the evidence. There is nothing about "receiving a stat" that requires changing players on a team or updating uniforms. If the Patent Office intends to establish that these features are inherent in NFL2K1, the Patent Office must articulate a reason as to why these features MUST be present in the device as described. MPEP § 2112 IV. Moreover, Appellants submit that the reliance on NFL2KI is improper because a feature that is merely inherent does not generally provide motivation to modify another reference. For purposes of obviousness, inherency is "quite immaterial if... one of ordinary skill in the art would not appreciate or recognize the inherent result." However, the Examiner respectfully disagrees. NFL2K1 (pg. 9) discloses updated rosters which include updating team rosters based on trades, signings of new players, and other features that affects teams' current rosters; as evidence by Madden02 (see pps. 26-27),

discloses “Team Management” that discusses player trades. It is inherent that when athletes are traded from one team to another the athletes appear in uniforms of their respective new teams during game play. Thus, it would have been obvious to a person of ordinary skill to recognize that the roster updates of NFL2K1 would include trading athletes of Madden02 because trading athletes are normal occurrence within professional sports. It would have further been obvious to a person of ordinary skill in the art to recognize that the athlete trading of Madden02 would include the changing of uniforms in order to identify which teams the athletes play for during game play. Therefore, the above claim limitation has been met by the combination of Madden02 and NFL2K1.

On pg. 20, regarding claim 11, Appellant states the Patent Office has not even established that NFL2KI or Madden02 have team parameters or that individual player stats are used to form the team parameters. In addition, NFL2K1 doesn't say how the "stats" are used in the video game. The Patent Office's assumption that player stats form team parameters is mere conjecture unsupported by evidence. However, the Examiner respectfully disagrees. Madden02 (pg. 8) discloses under “Team Select Screen” a “Scouting Report”, which provide team related parameters for football associated skill levels such as Offense, Defense, passing, running, special teams, etc (note, also see “rating abbreviations” on pg. 26). NFL2K1 (pg. 9) discloses updated rosters which include updating team rosters based on trades, signings of new players, and other features that affects

teams current rosters; in addition, Madden02 (see pps. 26-27) discloses “Team Management” that discusses player trades, releases, and contracts. Thus, it would have been obvious to a person of ordinary skill to modify the scouting report of Madden02 based on the updated rosters of NFL2K1 because the scouting report is dependent on the players on a team's roster which determines a rating of a team.

On pps. 20-21, regarding claims 15-18 and 21, Appellant states Tecmo Super Bowl does not teach updating player performances. Tecmo Super Bowl merely teaches updating a players' stats. There is nothing in Tecmo Super Bowl that suggest that the updated stats has any affect on how the video game characters perform in the video game. Rather, the updated stat is just a report of past performance. Moreover, the stats relate to video game stats of the performance of real life players. However, the Examiner respectfully disagrees. Tecmo Super Bowl (see pg. 9) discloses a player’s physical condition (including five levels with "excellent" to "injured") and abilities, and each team plays one regular season game every week during the 17 week season on pg. 7, thus, the combination of teachings in Tecmo Super Bowl provides that during a 17 week NFL season actual football players’ abilities are changed/updated based on the player's physical condition which corresponds to an update to the character performance parameter based on a real-life athlete during a single sports season.

(11) Related Proceeding(s) Appendix

No decision rendered by a court or the Board is identified by the examiner in the Related Appeals and Interferences section of this examiner's answer.

No decision rendered by a court or the Board is identified by the examiner in the Related Appeals and Interferences section of this examiner's answer.

For the above reasons, it is believed that the rejections should be sustained.

Respectfully submitted,

/Damon J. Pierce/ April 5, 2011

Conferees:

/David L Lewis/

Supervisory Patent Examiner, Art Unit 3714

/Melba Bumgarner/

Supervisory Patent Examiner, Art Unit 3717

Print Form

PTO/SB/81 (11-08)
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POWER OF ATTORNEY OR REVOCATION OF POWER OF ATTORNEY WITH A NEW POWER OF ATTORNEY AND CHANGE OF CORRESPONDENCE ADDRESS

Application Number	12547359
Filing Date	08-25-2009
First Named Inventor	Athanasios Angelopoulos
Title	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO
Art Unit	3718
Examiner Name	PIERCE, DAMON JOSEPH
Attorney Docket Number	17791.3.1.1

I hereby revoke all previous powers of attorney given in the above-identified application.

☐ A Power of Attorney is submitted herewith.

OR

☒ I hereby appoint Practitioner(s) associated with the following Customer Number as my/our attorney(s) or agent(s) to prosecute the application identified above, and to transact all business in the United States Patent and Trademark Office connected therewith:

13588

OR

☐ I hereby appoint Practitioner(s) named below as my/our attorney(s) or agent(s) to prosecute the application identified above, and to transact all business in the United States Patent and Trademark Office connected therewith:

Practitioner(s) Name	Registration Number

Please recognize or change the correspondence address for the above-identified application to:

☒ The address associated with the above-mentioned Customer Number.

OR

☐ The address associated with Customer Number:

OR

☐ Firm or Individual Name					
Address					
City		State		Zip	
Country					
Telephone		Email			

I am the:

☐ Applicant/Inventor.

OR

☒ Assignee of record of the entire interest. See 37 CFR 3.71.
Statement under 37 CFR 3.73(b) (Form PTO/SB/96) submitted herewith or filed on _____.

SIGNATURE of Applicant or Assignee of Record

Signature	/David A. Jones/ Reg. 50,004	Date	June 20, 2011
Name	David A. Jones	Telephone	+1 (801) 631-3496
Title and Company	Owner/Member - White Knuckle Gaming		

NOTE: Signatures of all the inventors or assignees of record of the entire interest or their representative(s) are required. Submit multiple forms if more than one signature is required, see below*.

☒ *Total of 1 forms are submitted.

This collection of information is required by 37 CFR 1.31, 1.32 and 1.33. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 3 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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The **Privacy Act of 1974 (P.L. 93-579)** requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (*i.e.*, GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

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STATEMENT UNDER 37 CFR 3.73(b)

Applicant/Patent Owner: WHITE KNUCKLE GAMING, LLC

Application No./Patent No.: 12547359 Filed/Issue Date: 08-25-2009

Titled: METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

WHITE KNUCKLE GAMING, LLC , a CORPORATION

(Name of Assignee) (Type of Assignee, e.g., corporation, partnership, university, government agency, etc.

states that it is:

1. ☒ the assignee of the entire right, title, and interest in;

2. ☐ an assignee of less than the entire right, title, and interest in (The extent (by percentage) of its ownership interest is _____ %); or

3. ☐ the assignee of an undivided interest in the entirety of (a complete assignment from one of the joint inventors was made)

the patent application/patent identified above, by virtue of either:

A. ☒ An assignment from the inventor(s) of the patent application/patent identified above. The assignment was recorded in the United States Patent and Trademark Office at Reel 021802, Frame 0613, or for which a copy therefore is attached.

OR

B. ☐ A chain of title from the inventor(s), of the patent application/patent identified above, to the current assignee as follows:

1. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

2. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

3. From: _____ To: _____

The document was recorded in the United States Patent and Trademark Office at

Reel _____, Frame _____, or for which a copy thereof is attached.

☐ Additional documents in the chain of title are listed on a supplemental sheet(s).

☐ As required by 37 CFR 3.73(b)(1)(i), the documentary evidence of the chain of title from the original owner to the assignee was, or concurrently is being, submitted for recordation pursuant to 37 CFR 3.11.

[NOTE: A separate copy (*i.e.*, a true copy of the original assignment document(s)) must be submitted to Assignment Division in accordance with 37 CFR Part 3, to record the assignment in the records of the USPTO. See MPEP 302.08]

The undersigned (whose title is supplied below) is authorized to act on behalf of the assignee.

/David A. Jones/ Reg. 50,004 — Signature

June 20, 2011 — Date

David A. Jones — Printed or Typed Name

Owner/Member — Title

This collection of information is required by 37 CFR 3.73(b). The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.11 and 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. **SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.**

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3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
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9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

Electronic Acknowledgement Receipt

EFS ID:	10346878
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	20-JUN-2011
Filing Date:	25-AUG-2009
Time Stamp:	21:52:07
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Power of Attorney	POAsb0081.pdf	38463 d36c02bae103345b38fe0c5f6845b2ef75eabe20	no	2

Warnings:	
Information:	

2	Assignee showing of ownership per 37 CFR 3.73(b).	sb0096Statement.pdf	35050 d152cc207b6798c2039bec7ed1545a2553aafea1	no	2

Warnings:	
Information:	
Total Files Size (in bytes):	73513

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New Applications Under 35 U.S.C. 111
If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

National Stage of an International Application under 35 U.S.C. 371
If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

ELECTRONICALLY FILED

PATENT APPLICATION
Docket No. 17791.3.1.1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re application of:		)
		)
	Athanasios Angelopoulos	)
		)
Serial No.:	12/547,359	) Art Unit
		) 5134
Filed:	August 25, 2009	)
		)
Conf. No.:	5134	)
		)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
		)
		)
Examiner:	Damon Joseph PIERCE	)
		)
Customer No.:	13588	)

The Honorable Commissioner of Patents and Trademarks
Washington, D.C. 20231

AMENDED BRIEF OF APPELLANT

This amended appeal brief is being submitted to add a statement to identify a related appeal in the parent to this patent application of which this application is a division. The Commissioner is hereby authorized to charge any additional fees associated with this communication, or to credit any overpayment, to Deposit Account No. 23-3178.

C. RELATED PROCEEDING APPENDIX

Appeal: 2011-002241 for Application 10/266,795.

CONCLUSION

Based on the foregoing, Applicant's submit a cross-reference to a related Appeal to the Board of Patent Appeals and Interferences.

DATED this 23rd day of June, 2011.

Respectfully submitted,

/David A. Jones/ Reg 50,004

DAVID A. JONES
Registration No. 50,004
Customer No. 13588
Telephone No. (435) 252-1368

Electronic Acknowledgement Receipt

EFS ID:	10376633
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	22913
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	23-JUN-2011
Filing Date:	25-AUG-2009
Time Stamp:	18:09:01
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	no

File Listing:

Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Supplemental Appeal Brief	Amended_Appeal_Brief_CIP_Related_Appeal.pdf	21133 255b95df581eebf22e0f3e69c42ed1e68c24a815	no	3

Warnings:	
Information:	

Total Files Size (in bytes):	21133

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New Applications Under 35 U.S.C. 111

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National Stage of an International Application under 35 U.S.C. 371

If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office

If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

UNITED STATES PATENT AND TRADEMARK OFFICE

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APPLICATION NUMBER	FILING OR 371(C) DATE	FIRST NAMED APPLICANT	ATTY. DOCKET NO./TITLE
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1

CONFIRMATION NO. 5134

13588
David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124

POA ACCEPTANCE LETTER

OC00000048425742

Date Mailed: 06/28/2011

NOTICE OF ACCEPTANCE OF POWER OF ATTORNEY

This is in response to the Power of Attorney filed 06/20/2011.

The Power of Attorney in this application is accepted. Correspondence in this application will be mailed to the above address as provided by 37 CFR 1.33.

/gbien-aime/

Office of Data Management, Application Assistance Unit (571) 272-4000, or (571) 272-4200, or 1-888-786-0101

ELECTRONICALLY FILED

PATENT APPLICATION
Docket No. 17791.3.1.1

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re application of:		)
	Athanasios Angelopoulos	)
Serial No.:	12/547,359	) Art Unit) 5134
Filed:	August 25, 2009	)
Conf. No.:	5134	)
For:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES	)
Examiner:	Damon Joseph PIERCE	)
Customer No.:	022913	)

The Honorable Commissioner of Patents and Trademarks
Washington, D.C. 20231

REPLY BRIEF

Mail Stop: Appeal Brief–Patents
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

This Reply Brief is being filed in response to the Examiner's Answer mailed May 3, 2011. The Appellant appeals the rejection of all the pending claims.

TABLE OF CONTENTS

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I. Status of Claims 3

II. Grounds of Rejection to be Reviewed on Appeal 4

III. Argument 5

I. STATUS OF CLAIMS

Claims 1-23 are pending in this application. Claims 1-23 were rejected in the Final Office Action mailed November 16, 2010. Claims 1-23 are being appealed.

II. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Issue 1: Whether claims 1-19 and 22 are unpatentable under 35 U.S.C. 112, second paragraph as being indefinite. **Issue 1 has been withdrawn by the Patent Office. Therefore, this issue is no longer of issue**.

Issue 2: Whether claim 20 is unpatentable under 35 U.S.C. 102(b) as being anticipated, or in the alternative, under 35 U.S.C. 103(a) as being obvious over Wang.

Issue 3: Whether claims 1-4, 6, 8-10, 13, 19, 22, and 23 are unpatentable, under 35 U.S.C. §103(a), over Madden02 in view of Wang.

Issue 4: Whether claims 7, 11, 15-18 and 21 are unpatentable, under 35 U.S.C. §103(a), over Madden02 in view of Wang, further in view of NFL2K1 and Tecmo Super Bowl.

III. ARGUMENT

The Appellant would like to emphasize a final important issue in addition to those issues previously discussed in the Appellant's Appeal Brief. That issue is, the Appellant cites to multiple instances where the Patent Office continues to rely on creative interpretations and assumptions not based on concrete evidence of record to allege the existence of claimed elements at the time of the Appellant's invention.

"[The Patent Office] may not, because it may doubt that the invention is patentable, resort to speculation, unfounded assumptions or hindsight reconstruction to supply deficiencies in its factual basis." *In re Warner,* 154, USPQ 173, 178 (CCPA 1967). Missing from the rejections is the "logical reason apparent from positive, concrete evidence of record" (*In re Regel*, 188 USPQ 136, 139 n.5 (CCPA 1975) (emphasis added)) why one of ordinary skill in the art would have been motivated to construct update the three dimensional graphics that resemble actual professional stadiums in Wang where Wang says nothing of the sort. The PTO cannot simply make conclusions based on its own understanding or experience – or on its allegation of what would be basic knowledge or common sense. Rather, the PTO must point to some concrete evidence in the record in support of the findings. *In re Zurko*, 59 USPQ2d 1693, 1697 (Fed. Cir. 2001) (emphasis added; footnote omitted).

In the recent case, *In re Kao*, Fed. Cir. 2010-1308 (May 13, 2011), the Federal Circuit vacated the Board's rejection of all pending claims of United States Patent Application No. 11/680,432 on the basis that the Board's own statement based on conjecture "does not supply the requisite substantial *evidence* to support the rejections, i.e., 'such evidence as a reasonable mind might accept as adequate to support a conclusion.'" *Citing Consol. Edison Co. v. Nat'l Labor Relations Bd.*, 305 U.S. 197, 229 (1938) (emphasis in original).

Similarly, in another recent case, In re Klein, Fed. Cir. 2010-1411 (June 6, 2011), the Federal Circuit reversed and remanded the decision of the Board stating, "We agree with Mr. Klein that the Board's conclusory finding that Roberts, O'Connor, and Kirkman are analogous is not supported by substantial evidence." *See* page 12 (addressing the Board's evidence basis for analogous art.)

Thus, it is still the case that the Patent Office cannot resort to speculation, unfounded assumptions or hindsight reconstruction to supply deficiencies in its factual basis. "The key to supporting any rejection under 35 U.S.C. 103 is the clear articulation of the reason(s) why the

claimed invention would have been obvious." MPEP 2142 (2007). Analysis supporting a rejection under 35 U.S.C. §103(a) should be made explicit. *KSR Int'l Co. v. Teleflex, Inc.*, 127 S. Ct. 1727, (2007). Moreover, the Patent Office must identify a reason (such as motivation) why a person of ordinary skill in the art at the time of the invention would have combined the prior art elements in the manner claimed. *Id.* "[R]ejections on obviousness grounds cannot be sustained by mere conclusory statements; instead, there must be some articulated reasoning with some rational underpinning to support the legal conclusion of obviousness." *Id. quoting In re Kahn*, 441 F.3d 977, 988 (CA Fed. 2006); *see also* MPEP 2142. A court should be wary of reasoning based on hindsight. *See Graham*, 383 U.S. at 36. It is the initial burden of the PTO to demonstrate a *prima facie* case of obviousness. If the PTO does not set forth a *prima facie* case of obviousness, the applicant is under no obligation to submit evidence of nonobviousness. MPEP 2142 (emphasis added).

Each issue is individually dispositive of this proceeding if found in the Appellant's favor insofar as a claimed element is not found, or the absence explained, by concrete evidence of record which existed at the time of the invention and has been provided by the Patent Office, as well as the additional dispositive issues and arguments previously outlined in the Appellant's Appeal Brief.

A. *Specific Examples of Statements and Positions Based on Creative Interpretations and Assumptions not Supported by Substantial Concrete Evidence*

As a first example, the Examiner argues on page 17 (*see* similar unfounded arguments reiterated on pages 21, 22-23, 27, 31, 34-35, 36) of the Examiner's Answer:

> For instance, a user takes photos of an actual stadium during the month of April (Spring season), and uploads these photos of the stadium to the game, then later in that same year the user takes photos of the actual stadium during the month of August (Summer season) and similarly uploads these photos of the stadium to the game; in essence, the user has updated that stadium over the time via taking and uploading digital photos at different times and providing them to the server(s) through the Internet. Thus, the above claim limitations have been met by Wang in relation to the real-life occurrences (time and seasonal changes) related to sports' stadiums.

The problem with this statement is it has no evidentiary basis other than the conclusory and hindsight based statement itself. That is, there is no basis for this logic, motivation, or predictable reason existed in Wang or elsewhere in the prior art at the time of the Appellant's invention

whatsoever. Thus, this statement is clearly based on impermissible hindsight. Rather, what paragraph 26 of Wang, upon which this statement is based, actually states:

> [0026] In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, by taking digital photos of the stadiums and translating them into graphics. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums, Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. In another aspect of the invention, advertisements from sponsors could be incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

As a second example, the Examiner argues on pages 19-20 (see similar unfounded arguments reiterated on page 30):

> However, the Examiner does not completely agree. Wang (see parg. 26) discloses the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. It is noted that the referenced except is directed towards designing stadiums to stadiums of the future. Yet, at the same time the teaching of progressively designing a stadium is not limited to only "futuristic" stadiums, where as previously mentioned, the stadium may also be progressively designed according to photos taken at a later date. One of ordinary skill in the art would recognize that the actual stadium of Wang goes through construction and other modifications over time, thus is progressively changed in real-life in order to attract more fans to the stadiums. Therefore, it would have been obvious to a person of ordinary skill in the art to modify the actual stadiums of Wang with the teaching of progressively designing a stadium in the video game with the modifications of the actual stadium in order to add to the real-life feel of the video game.

The problem with this statement as well is that it also has no evidentiary basis other than its conclusory and hindsight based statements. Rather, what paragraph 26 of Wang, upon which this statement is based, actually states:

> [0026] In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, by taking digital photos of the stadiums and translating them into graphics. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums,

> Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. In another aspect of the invention, advertisements from sponsors could be incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

As a third Example, the Examiner argues on pages 24, of the Examiner's Answer:

> For purposes of clarification, Wang (see parg. 26) disclose the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel. One of ordinary skill in the art would recognize that the actual stadium(s) of Wang goes through construction and other modifications over time due to seasonal weather conditions, thus, is progressively changed in order to attract more fans to the stadiums. Therefore, it would have been obvious to a person of ordinary skill in the art to modify the actual stadiums of Wang with the teaching of progressively designing a stadium in the video game in order to add to the real-life feel of the video game because the modifications of the actual stadium are demonstrated to occur through construction changes and/or natural occurrences of seasonal changes. The examiner has articulated reasoning with some rational underpinning to support the legal conclusion of obviousness.

However, again, this statement is supported by nothing more than a conclusory statement by the Examiner without any evidentiary basis whatsoever that this reasoning existed at the time of the invention rather than merely based on the Appellant's claimed invention.

In fact, Wang says the exact opposite in the cited paragraph 26, where Wang actually teaches, "the stadiums do not resemble actual stadiums" and the Examiner has selectively omitted this express teaching from the proposed modification of Wang. Prior art must be considered in its entirety, including disclosures that teach away from the claims. MPEP 2141.02 VI. The Patent Office cannot simply rely on a certain portion of a reference while ignoring the rest of the reference, as here, so as to acquire a claimed element from that relevant section without understanding the meaning of that relevant section in view of the reference as a whole. To do so impermissibly reconstructs the Appellant's claimed invention from the prior art by using the patentee's claim as a "blueprint."

As a fourth Example, the Examiner argues on page 33:

> Wang (see parg. 26) discloses taking digital photos of stadiums, where again, a player has an option whether to take new photos of stadiums or continue to use previously taken photos.

Again, Wang says nothing of the sort. Wang teaches taking digital photos and applying them to the video game stadiums but says nothing about "an option whether to take new photos of stadiums or continue to use previously taken photos." Rather, the Examiner is simply "making-up" these facts as well.

As such, the Appellants respectfully request that the rejections be withdrawn for these reasons as well as those set forth in the Appeal Brief.

CONCLUSION

In conclusion, Appellant respectfully submits that the Examiner has failed to establish with evidence that Wang, NBA2K1, or Tecmo Super Bowl teach or suggest each of the claimed elements. For at least the reasons discussed herein, as well as those in the Appeal Brief, Appellant respectfully submits that the Examiner's rejections of the claims are unsupported by the facts in the record and should be withdrawn. Accordingly, Appellant requests that the Board reverse the Examiner's rejections of Claims 1-23 and allow the claims to issue.

The Commissioner is hereby authorized to charge payment of any of the following fees that may be applicable to this communication, or credit any overpayment, to **Deposit Account No. 23-3178**: (1) any filing fees required under 37 CFR § 1.16; (2) any patent application and reexamination processing fees under 37 CFR § 1.17; and/or (3) any post issuance fees under 37 CFR § 1.20. In addition, if any additional extension of time is required, which has not otherwise been requested, please consider this a petition therefore and charge any additional fees that may be required to **Deposit Account No. 23-3178**.

Respectfully submitted,

/David A. Jones/ Reg. 50,004

Dated: July 5, 2010

David A. Jones
Registration No. 50,004
Attorney for Appellant
Customer No. 022913

Electronic Acknowledgement Receipt

EFS ID:	10455355
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	13588
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	05-JUL-2011
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Application Type:	Utility under 35 USC 111(a)

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Document Number	Document Description	File Name	File Size(Bytes)/ Message Digest	Multi Part /.zip	Pages (if appl.)
1	Reply Brief Filed	ReplyBriefCIP.pdf	66829 b371d0cf67b5742b3f12e20586f97dd444b0db30	no	10

Warnings:	
Information:	

Total Files Size (in bytes):	66829

This Acknowledgement Receipt evidences receipt on the noted date by the USPTO of the indicated documents, characterized by the applicant, and including page counts, where applicable. It serves as evidence of receipt similar to a Post Card, as described in MPEP 503.

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If a new application is being filed and the application includes the necessary components for a filing date (see 37 CFR 1.53(b)-(d) and MPEP 506), a Filing Receipt (37 CFR 1.54) will be issued in due course and the date shown on this Acknowledgement Receipt will establish the filing date of the application.

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New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

13588 7590 07/20/2011

David A. Jones
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EXAMINER	
PIERCE, DAMON JOSEPH	
ART UNIT	PAPER NUMBER
3718	

NOTIFICATION DATE	DELIVERY MODE
07/20/2011	ELECTRONIC

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

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APPLICATION NO./ CONTROL NO.	FILING DATE	FIRST NAMED INVENTOR / PATENT IN REEXAMINATION	ATTORNEY DOCKET NO.
12/547,359	25 August 2009	ANGELOPOULOS, ATHANASIOS	17791.3.1.1

EXAMINER
DAMON PIERCE

ART UNIT	PAPER
3718	20110713

DATE MAILED:

David A. Jones
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Salt Lake City, UT 84124

Please find below and/or attached an Office communication concerning this application or proceeding.

Commissioner for Patents

Acknowledgment of Reply Brief
The reply brief filed 7/5/11 has been entered and considered. The application has been forwarded to the Board of Patent Appeals and Interferences for decision on the appeal.

/Peter DungBa Vo/
Supervisory Patent Examiner, Art Unit 3718

PTO-90C (Rev.04-03)

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Appeal No: 2011-011301
Application: 12/547,359
Appellant: Athanasios Angelopoulos

Board of Patent Appeals and Interferences
Docketing Notice

Application 12/547,359 was received from the Technology Center at the Board on July 18, 2011 and has been assigned Appeal No: 2011-011301.

In all future communications regarding this appeal, please include both the application number and the appeal number.

The mailing address for the Board is:

BOARD OF PATENT APPEALS AND INTERFERENCES
UNITED STATES PATENT AND TRADEMARK OFFICE
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ALEXANDRIA, VIRGINIA 22313-1450

The facsimile number of the Board is 571-273-0052. Because of the heightened security in the Washington D.C. area, facsimile communications are recommended. Telephone inquiries can be made by calling 571-272-9797 and referencing the appeal number listed above.

By order of the Board of Patent Appeals and Interferences.

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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

13588 7590 05/02/2013

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EXAMINER	
PIERCE, DAMON JOSEPH	
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NOTIFICATION DATE	DELIVERY MODE
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ahansen.invent@me.com
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UNITED STATES PATENT AND TRADEMARK OFFICE

BEFORE THE PATENT TRIAL AND APPEAL BOARD

Ex parte ATHANASIOS ANGELOPOULOS

Appeal 2011-011301
Application 12/547,359
Technology Center 3700

Before MICHAEL C. ASTORINO, BENJAMIN D. M. WOOD, and MICHELLE R. OSINSKI, *Administrative Patent Judges*.

ASTORINO, *Administrative Patent Judge*.

DECISION ON APPEAL

STATEMENT OF THE CASE

The Appellant appeals under 35 U.S.C. § 134 from the Examiner's decision finally rejecting claims 1-23.[1] We have jurisdiction over the appeal under 35 U.S.C. § 6(b).

We REVERSE.

CLAIMED SUBJECT MATTER

Claims 1, 20, and 23 are the independent claims on appeal. Claim 1, reproduced below with emphasis added, is illustrative of the subject matter on appeal.

> 1. A game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters, the game medium having rules and parameters stored thereon and being configured to cause the video game machine to perform a method comprising:
>
> loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

[1] The Amended Brief of Appellant, mailed June 23, 2011, at page 2 indicates that this appeal is related to Appeal 2011-002241 for Application 10/266,795.

> *receiving an updated video game stadium or field parameter from a data server via the network including the Internet*, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute;
>
> *changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute*; and
>
> enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

REJECTIONS

The following Examiner's rejections are before us for review.[2]

Claim 20 is rejected under 35 U.S.C. § 102(a) as anticipated by, or in the alternative, under 35 U.S.C. § 103(a) as unpatentable over Wang (US 2002/0086733 A1, publ. Jul. 4, 2002).

Claims 1-6, 8-10, 12-14, 19, 22, and 23 are rejected under 35 U.S.C. § 103(a) as unpatentable over EA Sports Madden 2002 Game Manual (Software and Documentation © 2001, Electronic Arts Inc.) (hereinafter Madden02) and Wang.

Claims 7, 11, 15-18, and 21 are rejected under 35 U.S.C. § 103(a) as unpatentable over Madden 2002, Wang, NFL 2K1 GameFaqs on Sega Dreamcast (Weters, Version 3.1, http://www.gamefaqs.com/console/

[2] The Examiner has withdrawn the rejection of claims 1-19 and 22 under 35 U.S.C. § 112, second paragraph, as indefinite. Ans. 3.

dreamcast/file/914206/8841, last visited Jul. 2, 2009; Sycho Bubba Crusty, Version 2.0, http://www.gamefaqs.com/console/dreamcastlfile/914 206/8814, last visited Jul. 2, 2009; Cherone, Version 3.2, http://www.gamefaqs.com/console/dreamcast/file/914206/10283 (2 of 44)3/28/20096:28:21 AM) (hereinafter NFL 2K1), and NES Tecmo Super Bowl (Software and Documentation © 1991, Nintendo Entertainment System) (hereinafter Tecmo Super Bowl).

OPINION

The rejections of claim 20 as anticipated by or alternatively, as unpatentable over Wang

The Examiner relies on Wang's disclosure at paragraphs [0002], [0008], [0009], [0013], [0014], and [0026] as evidence to teach all (anticipation) or most (obviousness) of the claim limitations of claim 20. Ans. *passim*. Most notably, concerning stadium and field parameters Wang states at paragraph [0026]:

> In a preferred embodiment of the invention, the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums. This can be accomplished, for example, *by taking digital photos of the stadiums and translating them into graphics*. Of course, there are many different professional stadiums possible, such as Major League Baseball stadiums, Minor League Baseball stadiums and stadiums from professional baseball associations in countries other than the United States. Also, *the stadiums can be progressively designed, where the stadiums do not resemble actual stadiums and instead provide a futuristic feel*. In another aspect of the invention, advertisements from sponsors could be

> incorporated into the stadiums. For example, an advertisement could appear on a stadium facade or on an outfield wall. In the preferred embodiment, users are able to choose the stadium where the game is played from a menu.

More specifically, the Examiner finds that Wang "discloses taking digital photos of stadiums, where the stadiums and fields on which the games are played are portrayed in three-dimensional graphics and resemble actual professional stadiums, and provides an example of a Major League Baseball stadium" and explains a user can upload to a server through the Internet a first digital picture of a stadium in April and a second updated digital picture in August. Ans. 17, 18-19. However, the Appellant correctly points out that Wang's paragraph [0026] "relates to how the video game graphics are designed in the first instance." *See* App. Br. 10. As such, the Examiner's finding of a user updating the design of the digitized stadium is based on speculation. *See* App. Br. 13, Reply Br. 6. The Examiner also finds that Wang's "teaching of progressively designing a stadium is not limited to only 'futuristic' stadiums, where as previously mentioned, the stadium may also be progressively designed according to photos taken at a later date." Ans. 19-20. This finding is incorrect because Wang specifically states that "the stadiums do not resemble actual stadiums." Wang para. [0026], App. Br. 10. Additionally, the Examiner determines that:

> One of ordinary skill in the art would recognize that the actual stadium of Wang goes through construction and other modifications over time, thus is progressively changed in real-life in order to attract more fans to the stadiums. Therefore, it would have been obvious to a person of ordinary skill in the art to modify the actual stadiums of

> Wang with the teaching of progressively designing a stadium in the video game with the modifications of the actual stadium in order to add to the real-life feel of the video game.

Ans. 20. The Examiner's determination, however, is predicated on the incorrect finding that Wang teaches progressively designing and therefore updating actual stadiums, which is incorrect as discussed above. As such, the Examiner's determination of obviousness is also incorrect since it is based on an erroneous finding as to the scope and content of Wang. Reply Br. 7. *But see* Ans. 24. To the extent Wang discusses a "realistic baseball game" and "a game that simulates real-life situations" (Wang, para. [0013]) it should be recognized that these are broad statements that should be viewed in light of the specific features of the particular video game. The specifics of the stadium and field parameters of Wang's video game are presented in paragraph [0026], which as discussed above, lacks a teaching of updating a stadium or a field parameter. *See generally* Reply Br. 6-9.

Lastly, the Examiner finds that "Wang does disclose downloading to a computer necessary software from a web site." Ans. 5 (citing Wang, para. [0014]). The Examiner then concludes that "it would have been obvious to one of ordinary skill in the art to modify the downloaded software from the Internet of Wang to include *the actual stadiums* of Wang in order to provide game players a quick and convenient way to update game data." *Id.* (emphasis added). Although Wang discloses a user computer that has software to interact with an Internet website on a server to personalize and train a chosen character (Wang, paras. [0008]-[0009]) which seems similar to a protocol required to receive and change updated stadium or field parameters, the Examiner's conclusion lacks rational underpinning because

Wang does not teach changing a stadium or field parameter in its video game based on the received updated parameters. App. Br. 9, Reply Br. 7.

Thus, the rejection of claim 20 as anticipated by, or alternatively, as unpatentable over Wang is not sustained.

The rejection of claims 1-6, 8-10, 12-14, 19, 22, and 23 as unpatentable over Madden02 and Wang, and the rejection of claims 7, 11, 15-18, and 21 as unpatentable over Madden02, Wang, NFL 2K1, and Tecmo Super Bowl

Madden02 discloses a game that can be played at any NFL stadium throughout the league, at various times of day and weather conditions, as well as changing the level of detail of the stadium and sideline objects (Ans. 27, 28, Madden02 p. 9, 41-42), but it does not provide sufficient disclosure of the receiving step of claims 1 and 23. *See* Ans. 8-9. Indeed, the Examiner finds that Madden02 teaches nearly all of the limitations in independent claims 1 and 23 (Ans. 6-7), except that it does not disclose "receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute" (Ans. 8-9 (emphasis omitted)). Additionally, although the Examiner finds otherwise, since the changing steps of claims 1 and 23 refer back to the updated video game stadium or field parameters of the receiving step, the Examiner cannot find that Madden02 teaches the full scope of the changing steps of claims 1 and 23. *But see* Ans. 7. To remedy these deficiencies of Madden02, with regard to the rejection of independent claims 1 and 23, the Examiner turns to the Wang's teachings as discussed above. *See* Ans. 9. *See also* Ans. 21-32. The Examiner determines that "[t]he video game of Madden02 would have

motivation to use the teachings of Wang in order to provide game players with power over which stadiums that they may play at for entertainment purposes" and concludes that "it would have been obvious to a person of ordinary skill in the art at the time of the invention to modify the video game of Madden02 with the teachings of Wang in order to add to the fun and excitement of playing a video sports game." Ans. 9-10.

However, for similar reasons as discussed above, the Examiner's findings regarding Wang's teachings concerning the receiving and changing steps of claims 1 and 23 are either speculative or incorrect. *See also* App. Br. 12-15; Reply Br. 6-9. As such, the Examiner's rejection, predicated on such speculative or incorrect findings, lacks rational underpinning. Therefore, the rejection of claims 1 and 23, and claims 2-6, 8-10, 12-14, 19, and 22 dependent thereon, under 35 U.S.C. § 103(a) as unpatentable over Madden02 and Wang is not sustained.

The remaining rejection based on Madden02 and Wang in combination with NFL 2K1 and Tecmo Super Bowl relies on the same speculative or incorrect findings as discussed above, and as such, the Examiner's rejection lacks rational underpinning. As such, we cannot sustain the rejection of claims 7, 11, 15-18, and 21 under 35 U.S.C. § 103(a) as unpatentable over Madden02, Wang, NFL 2K1, and Tecmo Super Bowl.

DECISION

We REVERSE the rejections of claims 1-23.

REVERSED

Klh

Notice of Allowability	Application No. 12/547,359	Applicant(s) ANGELOPOULOS, ATHANASIOS	
	Examiner DAMON PIERCE	Art Unit 3718	AIA (First Inventor to File) Status No

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *07/05/2011*.
   ☐ A declaration(s)/affidavit(s) under **37 CFR 1.130(b)** was/were filed on_____.
2. ☐ An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.
3. ☒ The allowed claim(s) is/are *1-23*. As a result of the allowed claim(s), you may be eligible to benefit from the **Patent Prosecution Highway** program at a participating intellectual property office for the corresponding application. For more information, please see http://www.uspto.gov/patents/init_events/pph/index.jsp or send an inquiry to PPHfeedback@uspto.gov .
4. ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

   Certified copies:

   a) ☐ All b) ☐ Some *c) ☐ None of the:
   1. ☐ Certified copies of the priority documents have been received.
   2. ☐ Certified copies of the priority documents have been received in Application No. _____ .
   3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

   * Certified copies not received: _____.

   Interim copies:

   a) ☐ All b) ☐ Some c) ☐ None of the: Interim copies of the priority documents have been received.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.
THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.
   ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____.

   Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).
6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. ☐ Notice of References Cited (PTO-892)
2. ☐ Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date _____
3. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material
4. ☐ Interview Summary (PTO-413), Paper No./Mail Date _____ .
5. ☐ Examiner's Amendment/Comment
6. ☐ Examiner's Statement of Reasons for Allowance
7. ☐ Other _____.

/Damon Pierce/
Primary Examiner, Art Unit 3718

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	**Art Unit**
	DAMON PIERCE	3718

| CPC | | |

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	**Art Unit**
	DAMON PIERCE	3718

NONE		**Total Claims Allowed:**	
(Assistant Examiner)	(Date)	23	
/DAMON PIERCE/ Primary Examiner.Art Unit 3718	05/02/2013	O.G. Print Claim(s)	O.G. Print Figure
(Primary Examiner)	(Date)	1	1+6

Issue Classification	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	**Art Unit**
	DAMON PIERCE	3718

☐ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original	Final	Original
1	1	19	17												
2	2	20	18												
3	3	15	19												
4	4	21	20												
5	5	22	21												
6	6	16	22												
7	7	23	23												
8	8														
9	9														
10	10														
11	11														
12	12														
13	13														
14	14														
17	15														
18	16														

NONE (Assistant Examiner)	(Date)	**Total Claims Allowed:** 23	
/DAMON PIERCE/ Primary Examiner.Art Unit 3718 (Primary Examiner)	05/02/2013 (Date)	O.G. Print Claim(s) 1	O.G. Print Figure 1+6

UNITED STATES PATENT AND TRADEMARK OFFICE

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BIB DATA SHEET

CONFIRMATION NO. 5134

SERIAL NUMBER	FILING or 371(c) DATE	CLASS	GROUP ART UNIT	ATTORNEY DOCKET NO.
12/547,359	08/25/2009 RULE	463	3718	17791.3.1.1

APPLICANTS
Athanasios Angelopoulos, San Diego, CA;

**** CONTINUING DATA ***************************
This application is a DIV of 10/266,795 10/08/2002

**** FOREIGN APPLICATIONS ***************************

**** IF REQUIRED, FOREIGN FILING LICENSE GRANTED **** ** SMALL ENTITY **
09/04/2009

Foreign Priority claimed	35 USC 119(a-d) conditions met	Verified and Acknowledged	Met after Allowance	STATE OR COUNTRY	SHEETS DRAWINGS	TOTAL CLAIMS	INDEPENDENT CLAIMS
☐ Yes ☑ No	☐ Yes ☑ No	/DAMON PIERCE/ Examiner's Signature	☐ Initials	CA	14	21	2

ADDRESS

David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124
UNITED STATES

TITLE

METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

FILING FEE RECEIVED		
605	FEES: Authority has been given in Paper No._____ to charge/credit DEPOSIT ACCOUNT No._____ for following:	☐ All Fees ☐ 1.16 Fees (Filing) ☐ 1.17 Fees (Processing Ext. of time) ☐ 1.18 Fees (Issue) ☐ Other _____ ☐ Credit

Index of Claims	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	**Art Unit**
	DAMON PIERCE	3714

✓	Rejected	-	Cancelled	N	Non-Elected	A	Appeal
=	Allowed	÷	Restricted	I	Interference	O	Objected

☒ Claims renumbered in the same order as presented by applicant ☐ CPA ☐ T.D. ☐ R.1.47

CLAIM		DATE								
Final	Original	08/26/2010	11/08/2010	05/02/2013						
	1	✓	✓	=						
	2	✓	✓	=						
	3	✓	✓	=						
	4	✓	✓	=						
	5	✓	✓	=						
	6	✓	✓	=						
	7	✓	✓	=						
	8	✓	✓	=						
	9	✓	✓	=						
	10	✓	✓	=						
	11	✓	✓	=						
	12	✓	✓	=						
	13	✓	✓	=						
	14	✓	✓	=						
	15	✓	✓	=						
	16	✓	✓	=						
	17	✓	✓	=						
	18	✓	✓	=						
	19	✓	✓	=						
	20	✓	✓	=						
	21	✓	✓	=						
	22		✓	=						
	23		✓	=						

Search Notes	Application/Control No.	Applicant(s)/Patent Under Reexamination
	12547359	ANGELOPOULOS, ATHANASIOS
	Examiner	Art Unit
	DAMON PIERCE	3714

CPC- SEARCHED		
Symbol	Date	Examiner

CPC COMBINATION SETS - SEARCHED		
Symbol	Date	Examiner

US CLASSIFICATION SEARCHED			
Class	Subclass	Date	Examiner
463	1, 4, 23, 30, 42, 43	8/26/2010	DJP

SEARCH NOTES		
Search Notes	Date	Examiner
Searched Internet for non-patent literature	8/26/2010	DJP
Keyword searched in class 463	8/26/2010	DJP
Used search of related case 10/266,795	8/26/2010	DJP
Reviewed IDS references	8/26/2010	DJP
Backward and Forward searched most relavant art	8/26/2010	DJP
See EAST search history	8/26/2010	DJP

INTERFERENCE SEARCH			
US Class/ CPC Symbol	US Subclass / CPC Group	Date	Examiner
463	30, 31, 32, 42	5/2/2013	DJP
	Inventor searched	5/2/2013	DJP
	PGPub keyword search	5/2/2013	DJP

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	2	sport$3 same video same gam$3 same athlete same (stadium or field) same (real-life or (real adj life)) same (updat$3 or chang$3) same (load$3 or download$3)	US-PGPUB; USPAT	OR	ON	2013/05/02 13:10

5/2/2013 1:25:05 PM
C:\Users\dpierce\Documents\EAST\Workspaces\Workspaces\12-547,359.wsp

UNITED STATES PATENT AND TRADEMARK OFFICE

UNITED STATES DEPARTMENT OF COMMERCE
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www.uspto.gov

NOTICE OF ALLOWANCE AND FEE(S) DUE

13588 7590 05/10/2013

David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124

EXAMINER
PIERCE, DAMON JOSEPH

ART UNIT	PAPER NUMBER
3718	

DATE MAILED: 05/10/2013

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

TITLE OF INVENTION: METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$890	$300	$0	$1190	08/12/2013

THE APPLICATION IDENTIFIED ABOVE HAS BEEN EXAMINED AND IS ALLOWED FOR ISSUANCE AS A PATENT. PROSECUTION ON THE MERITS IS CLOSED. THIS NOTICE OF ALLOWANCE IS NOT A GRANT OF PATENT RIGHTS. THIS APPLICATION IS SUBJECT TO WITHDRAWAL FROM ISSUE AT THE INITIATIVE OF THE OFFICE OR UPON PETITION BY THE APPLICANT. SEE 37 CFR 1.313 AND MPEP 1308.

THE ISSUE FEE AND PUBLICATION FEE (IF REQUIRED) MUST BE PAID WITHIN THREE MONTHS FROM THE MAILING DATE OF THIS NOTICE OR THIS APPLICATION SHALL BE REGARDED AS ABANDONED. THIS STATUTORY PERIOD CANNOT BE EXTENDED. SEE 35 U.S.C. 151. THE ISSUE FEE DUE INDICATED ABOVE DOES NOT REFLECT A CREDIT FOR ANY PREVIOUSLY PAID ISSUE FEE IN THIS APPLICATION. IF AN ISSUE FEE HAS PREVIOUSLY BEEN PAID IN THIS APPLICATION (AS SHOWN ABOVE), THE RETURN OF PART B OF THIS FORM WILL BE CONSIDERED A REQUEST TO REAPPLY THE PREVIOUSLY PAID ISSUE FEE TOWARD THE ISSUE FEE NOW DUE.

HOW TO REPLY TO THIS NOTICE:

I. Review the ENTITY STATUS shown above. If the ENTITY STATUS is shown as SMALL or MICRO, verify whether entitlement to that entity status still applies.

If the ENTITY STATUS is the same as shown above, pay the TOTAL FEE(S) DUE shown above.

If the ENTITY STATUS is changed from that shown above, on PART B - FEE(S) TRANSMITTAL, complete section number 5 titled "Change in Entity Status (from status indicated above)".

For purposes of this notice, small entity fees are 1/2 the amount of undiscounted fees, and micro entity fees are 1/2 the amount of small entity fees.

II. PART B - FEE(S) TRANSMITTAL, or its equivalent, must be completed and returned to the United States Patent and Trademark Office (USPTO) with your ISSUE FEE and PUBLICATION FEE (if required). If you are charging the fee(s) to your deposit account, section "4b" of Part B - Fee(s) Transmittal should be completed and an extra copy of the form should be submitted. If an equivalent of Part B is filed, a request to reapply a previously paid issue fee must be clearly made, and delays in processing may occur due to the difficulty in recognizing the paper as an equivalent of Part B.

III. All communications regarding this application must give the application number. Please direct all communications prior to issuance to Mail Stop ISSUE FEE unless advised to the contrary.

IMPORTANT REMINDER: Utility patents issuing on applications filed on or after Dec. 12, 1980 may require payment of maintenance fees. It is patentee's responsibility to ensure timely payment of maintenance fees when due.

PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), to: Mail **Mail Stop ISSUE FEE**
Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450
or Fax (571)-273-2885

INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 5 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications.

CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

13588 7590 05/10/2013
David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124

Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission.

Certificate of Mailing or Transmission

I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being facsimile transmitted to the USPTO (571) 273-2885, on the date indicated below.

(Depositor's name)
(Signature)
(Date)

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

TITLE OF INVENTION: METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$890	$300	$0	$1190	08/12/2013

EXAMINER	ART UNIT	CLASS-SUBCLASS
PIERCE, DAMON JOSEPH	3718	463-001000

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363).

❑ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.

❑ "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-02 or more recent) attached. **Use of a Customer Number is required.**

2. For printing on the patent front page, list

(1) the names of up to 3 registered patent attorneys or agents OR, alternatively,

(2) the name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.

1 _____

2 _____

3 _____

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document has been filed for recordation as set forth in 37 CFR 3.11. Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE (B) RESIDENCE: (CITY and STATE OR COUNTRY)

Please check the appropriate assignee category or categories (will not be printed on the patent) : ❑ Individual ❑ Corporation or other private group entity ❑ Government

4a. The following fee(s) are submitted:

❑ Issue Fee

❑ Publication Fee (No small entity discount permitted)

❑ Advance Order - # of Copies _____

4b. Payment of Fee(s): **(Please first reapply any previously paid issue fee shown above)**

❑ A check is enclosed.

❑ Payment by credit card. Form PTO-2038 is attached.

❑ The Director is hereby authorized to charge the required fee(s), any deficiency, or credit any overpayment, to Deposit Account Number _____ (enclose an extra copy of this form).

5. **Change in Entity Status** (from status indicated above)

❑ Applicant certifying micro entity status. See 37 CFR 1.29

NOTE: Absent a valid certification of Micro Entity Status (see form PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.

❑ Applicant asserting small entity status. See 37 CFR 1.27

NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.

❑ Applicant changing to regular undiscounted fee status.

NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

NOTE: The Issue Fee and Publication Fee (if required) will not be accepted from anyone other than the applicant; a registered attorney or agent; or the assignee or other party in interest as shown by the records of the United States Patent and Trademark Office.

Authorized Signature _____ Date _____

Typed or printed name _____ Registration No. _____

This collection of information is required by 37 CFR 1.311. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, Virginia 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, Virginia 22313-1450.

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UNITED STATES DEPARTMENT OF COMMERCE
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Alexandria, Virginia 22313-1450
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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

13588 7590 05/10/2013

David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124

EXAMINER	
PIERCE, DAMON JOSEPH	

ART UNIT	PAPER NUMBER
3718	

DATE MAILED: 05/10/2013

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)

(application filed on or after May 29, 2000)

The Patent Term Adjustment to date is 882 day(s). If the issue fee is paid on the date that is three months after the mailing date of this notice and the patent issues on the Tuesday before the date that is 28 weeks (six and a half months) after the mailing date of this notice, the Patent Term Adjustment will be 882 day(s).

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.

Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR) WEB site (http://pair.uspto.gov).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Customer Service Center of the Office of Patent Publication at 1-(888)-786-0101 or (571)-272-4200.

Privacy Act Statement

The Privacy Act of 1974 (P.L. 93-579) requires that you be given certain information in connection with your submission of the attached form related to a patent application or patent. Accordingly, pursuant to the requirements of the Act, please be advised that: (1) the general authority for the collection of this information is 35 U.S.C. 2(b)(2); (2) furnishing of the information solicited is voluntary; and (3) the principal purpose for which the information is used by the U.S. Patent and Trademark Office is to process and/or examine your submission related to a patent application or patent. If you do not furnish the requested information, the U.S. Patent and Trademark Office may not be able to process and/or examine your submission, which may result in termination of proceedings or abandonment of the application or expiration of the patent.

The information provided by you in this form will be subject to the following routine uses:

1. The information on this form will be treated confidentially to the extent allowed under the Freedom of Information Act (5 U.S.C. 552) and the Privacy Act (5 U.S.C 552a). Records from this system of records may be disclosed to the Department of Justice to determine whether disclosure of these records is required by the Freedom of Information Act.
2. A record from this system of records may be disclosed, as a routine use, in the course of presenting evidence to a court, magistrate, or administrative tribunal, including disclosures to opposing counsel in the course of settlement negotiations.
3. A record in this system of records may be disclosed, as a routine use, to a Member of Congress submitting a request involving an individual, to whom the record pertains, when the individual has requested assistance from the Member with respect to the subject matter of the record.
4. A record in this system of records may be disclosed, as a routine use, to a contractor of the Agency having need for the information in order to perform a contract. Recipients of information shall be required to comply with the requirements of the Privacy Act of 1974, as amended, pursuant to 5 U.S.C. 552a(m).
5. A record related to an International Application filed under the Patent Cooperation Treaty in this system of records may be disclosed, as a routine use, to the International Bureau of the World Intellectual Property Organization, pursuant to the Patent Cooperation Treaty.
6. A record in this system of records may be disclosed, as a routine use, to another federal agency for purposes of National Security review (35 U.S.C. 181) and for review pursuant to the Atomic Energy Act (42 U.S.C. 218(c)).
7. A record from this system of records may be disclosed, as a routine use, to the Administrator, General Services, or his/her designee, during an inspection of records conducted by GSA as part of that agency's responsibility to recommend improvements in records management practices and programs, under authority of 44 U.S.C. 2904 and 2906. Such disclosure shall be made in accordance with the GSA regulations governing inspection of records for this purpose, and any other relevant (i.e., GSA or Commerce) directive. Such disclosure shall not be used to make determinations about individuals.
8. A record from this system of records may be disclosed, as a routine use, to the public after either publication of the application pursuant to 35 U.S.C. 122(b) or issuance of a patent pursuant to 35 U.S.C. 151. Further, a record may be disclosed, subject to the limitations of 37 CFR 1.14, as a routine use, to the public if the record was filed in an application which became abandoned or in which the proceedings were terminated and which application is referenced by either a published application, an application open to public inspection or an issued patent.
9. A record from this system of records may be disclosed, as a routine use, to a Federal, State, or local law enforcement agency, if the USPTO becomes aware of a violation or potential violation of law or regulation.

AMENDMENTS TO THE SPECIFICATION

Please amend the specification as follows:

Page 1

Change(s) applied to document, /J.L.W./ 5/20/2013

Paragraph 2, change "Home towns" to --hometowns—

Paragraph 3, change "the ivy on the outfield wall of Wrigley Field in Chicago is may be shown" to --the ivy on the outfield wall of Wrigley Field in Chicago may be shown--

Paragraph 7, change "Frequently actual professional teams" to --Frequently, actual professional teams--

Paragraph 8, change "that new star's increadible performance will not be duplicated" to --that new star's incredible performance will not be duplicated--

Page 2

Paragraph 28, change "rastorizing" to --rasterizing--

Paragraph 28, change "Froame memory" to --Frame memory--

Paragraph 29, change "CPU 11" to --CPU 32--

Paragraph 29, change "CPU II" to --CPU 32--

Paragraph 30, change "video game system 79" to "video game system"

Page 3

Paragraph 39, change "very" to "vary"

Paragraph 40, change "RAM 58 and RAM 95." to --RAM 58 (FIG. 2) and RAM 95 (FIG. 3).--

Paragraph 40, change "ROM 109" to --ROM 109 (FIG. 4)--

Paragraph 40, change "rules 111" to --rules 111 (FIG. 4)--

Paragraph 41, change "In step 232, a user chooses to start a game or request an update, at step 232." to --In step 232, a user chooses to start a game or request an update.—

Paragraph 45, change "the CPU loads the requested data 295 from local memory into RAM 285." to -- the CPU loads the requested data from local memory into RAM 285.--

Page 4

Change(s) applied to document, /J.L.W./ 5/20/2013

Paragraph 50 ~~49~~, change "The CPU displays the failure message to the user, at step 384." to --The CPU displays the failure message to the user, at step 388.--

Paragraph 52 ~~51~~, change "account type to the server." to --account type to the server 408.--

Paragraph 56 ~~55~~, change "In step 459, the server sends the requested parameters to the CPU." to --In step 459, the server sends the requested parameters to the CPU if the game machine does not require an authentication code.--

Paragraph 57 ~~56~~, change "If there is no match, the CPU displays an error message." to --If there is no match, the CPU displays an error message in step 482.--

Page 5

Claim 5, change "basebal" to --baseball--

PART B - FEE(S) TRANSMITTAL

Complete and send this form, together with applicable fee(s), to: Mail **Mail Stop ISSUE FEE**
Commissioner for Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450
or Fax (571)-273-2885

INSTRUCTIONS: This form should be used for transmitting the ISSUE FEE and PUBLICATION FEE (if required). Blocks 1 through 5 should be completed where appropriate. All further correspondence including the Patent, advance orders and notification of maintenance fees will be mailed to the current correspondence address as indicated unless corrected below or directed otherwise in Block 1, by (a) specifying a new correspondence address; and/or (b) indicating a separate "FEE ADDRESS" for maintenance fee notifications.

CURRENT CORRESPONDENCE ADDRESS (Note: Use Block 1 for any change of address)

13588 7590 05/10/2013
David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124

Note: A certificate of mailing can only be used for domestic mailings of the Fee(s) Transmittal. This certificate cannot be used for any other accompanying papers. Each additional paper, such as an assignment or formal drawing, must have its own certificate of mailing or transmission.

Certificate of Mailing or Transmission

I hereby certify that this Fee(s) Transmittal is being deposited with the United States Postal Service with sufficient postage for first class mail in an envelope addressed to the Mail Stop ISSUE FEE address above, or being facsimile transmitted to the USPTO (571) 273-2885, on the date indicated below.

(Depositor's name)
(Signature)
(Date)

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	08/25/2009	Athanasios Angelopoulos	17791.3.1.1	5134

TITLE OF INVENTION: METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

APPLN. TYPE	ENTITY STATUS	ISSUE FEE DUE	PUBLICATION FEE DUE	PREV. PAID ISSUE FEE	TOTAL FEE(S) DUE	DATE DUE
nonprovisional	SMALL	$890	$300	$0	$1190	08/12/2013

EXAMINER	ART UNIT	CLASS-SUBCLASS
PIERCE, DAMON JOSEPH	3718	463-001000

1. Change of correspondence address or indication of "Fee Address" (37 CFR 1.363).

☐ Change of correspondence address (or Change of Correspondence Address form PTO/SB/122) attached.

☐ "Fee Address" indication (or "Fee Address" Indication form PTO/SB/47; Rev 03-02 or more recent) attached. **Use of a Customer Number is required.**

2. For printing on the patent front page, list

(1) the names of up to 3 registered patent attorneys or agents OR, alternatively,

(2) the name of a single firm (having as a member a registered attorney or agent) and the names of up to 2 registered patent attorneys or agents. If no name is listed, no name will be printed.

1 _____
2 _____
3 WHITE KNUCKLE GAMING, LLC

3. ASSIGNEE NAME AND RESIDENCE DATA TO BE PRINTED ON THE PATENT (print or type)

PLEASE NOTE: Unless an assignee is identified below, no assignee data will appear on the patent. If an assignee is identified below, the document has been filed for recordation as set forth in 37 CFR 3.11. Completion of this form is NOT a substitute for filing an assignment.

(A) NAME OF ASSIGNEE: **WHITE KNUCKLE GAMING, LLC**

(B) RESIDENCE: (CITY and STATE OR COUNTRY): **BOUNTIFUL, UTAH**

Please check the appropriate assignee category or categories (will not be printed on the patent) : ☐ Individual ☒ Corporation or other private group entity ☐ Government

4a. The following fee(s) are submitted:

☒ Issue Fee

☒ Publication Fee (No small entity discount permitted)

☐ Advance Order - # of Copies _____

4b. Payment of Fee(s): **(Please first reapply any previously paid issue fee shown above)**

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☒ The Director is hereby authorized to charge the required fee(s), any deficiency, or credit any overpayment, to Deposit Account Number **505394** (enclose an extra copy of this form).

5. **Change in Entity Status** (from status indicated above)

❑ Applicant certifying micro entity status. See 37 CFR 1.29	NOTE: Absent a valid certification of Micro Entity Status (see form PTO/SB/15A and 15B), issue fee payment in the micro entity amount will not be accepted at the risk of application abandonment.
❑ Applicant asserting small entity status. See 37 CFR 1.27	NOTE: If the application was previously under micro entity status, checking this box will be taken to be a notification of loss of entitlement to micro entity status.
❑ Applicant changing to regular undiscounted fee status.	NOTE: Checking this box will be taken to be a notification of loss of entitlement to small or micro entity status, as applicable.

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Authorized Signature /David A. Jones/ Reg. 50,004 Date August 7, 2013

Typed or printed name David A. Jones Registration No. 50004

This collection of information is required by 37 CFR 1.311. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 12 minutes to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, Virginia 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Commissioner for Patents, P.O. Box 1450, Alexandria, Virginia 22313-1450.

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Electronic Patent Application Fee Transmittal

Application Number:	12547359
Filing Date:	25-Aug-2009
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Filer:	David Allan Jones
Attorney Docket Number:	17791.3.1.1

Filed as Small Entity

Utility under 35 USC 111(a) Filing Fees

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Basic Filing:				
Pages:				
Claims:				
Miscellaneous-Filing:				
Petition:				
Patent-Appeals-and-Interference:				
Post-Allowance-and-Post-Issuance:				
Utility Appl Issue Fee	2501	1	890	890
Publ. Fee- Early, Voluntary, or Normal	1504	1	300	300

Description	Fee Code	Quantity	Amount	Sub-Total in USD($)
Extension-of-Time:				
Miscellaneous:				
			Total in USD ($)	**1190**

Electronic Acknowledgement Receipt

EFS ID:	16528397
Application Number:	12547359
International Application Number:	
Confirmation Number:	5134
Title of Invention:	METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES
First Named Inventor/Applicant Name:	Athanasios Angelopoulos
Customer Number:	13588
Filer:	David Allan Jones
Filer Authorized By:	
Attorney Docket Number:	17791.3.1.1
Receipt Date:	07-AUG-2013
Filing Date:	25-AUG-2009
Time Stamp:	16:51:26
Application Type:	Utility under 35 USC 111(a)

Payment information:

Submitted with Payment	yes
Payment Type	Credit Card
Payment was successfully received in RAM	$1190
RAM confirmation Number	4195
Deposit Account	505394
Authorized User	ATZET, IAN A

The Director of the USPTO is hereby authorized to charge indicated fees and credit any overpayment as follows:

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1	Issue Fee Payment (PTO-85B)	NOA.pdf	102970 a032f4c61046bc694e61a8e1b326f98e1f15d072	no	2
Warnings:					
Information:					
2	Fee Worksheet (SB06)	fee-info.pdf	31789 4aa11752c06af893386061d012450390dacabac3	no	2
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If a timely submission to enter the national stage of an international application is compliant with the conditions of 35 U.S.C. 371 and other applicable requirements a Form PCT/DO/EO/903 indicating acceptance of the application as a national stage submission under 35 U.S.C. 371 will be issued in addition to the Filing Receipt, in due course.

New International Application Filed with the USPTO as a Receiving Office
If a new international application is being filed and the international application includes the necessary components for an international filing date (see PCT Article 11 and MPEP 1810), a Notification of the International Application Number and of the International Filing Date (Form PCT/RO/105) will be issued in due course, subject to prescriptions concerning national security, and the date shown on this Acknowledgement Receipt will establish the international filing date of the application.

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APPLICATION NO.	ISSUE DATE	PATENT NO.	ATTORNEY DOCKET NO.	CONFIRMATION NO.
12/547,359	09/10/2013	8529350	17791.3.1.1	5134

13588 7590 08/21/2013

David A. Jones
4532 Jupiter Drive
Salt Lake City, UT 84124

ISSUE NOTIFICATION

The projected patent number and issue date are specified above.

Determination of Patent Term Adjustment under 35 U.S.C. 154 (b)
(application filed on or after May 29, 2000)

The Patent Term Adjustment is 882 day(s). Any patent to issue from the above-identified application will include an indication of the adjustment on the front page.

If a Continued Prosecution Application (CPA) was filed in the above-identified application, the filing date that determines Patent Term Adjustment is the filing date of the most recent CPA.

Applicant will be able to obtain more detailed information by accessing the Patent Application Information Retrieval (PAIR) WEB site (http://pair.uspto.gov).

Any questions regarding the Patent Term Extension or Adjustment determination should be directed to the Office of Patent Legal Administration at (571)-272-7702. Questions relating to issue and publication fee payments should be directed to the Application Assistance Unit (AAU) of the Office of Data Management (ODM) at (571)-272-4200.

APPLICANT(s) (Please see PAIR WEB site http://pair.uspto.gov for additional applicants):

Athanasios Angelopoulos, San Diego, CA;

The United States represents the largest, most dynamic marketplace in the world and is an unparalleled location for business investment, innovation, and commercialization of new technologies. The USA offers tremendous resources and advantages for those who invest and manufacture goods here. Through SelectUSA, our nation works to encourage and facilitate business investment. To learn more about why the USA is the best country in the world to develop technology, manufacture products, and grow your business, visit SelectUSA.gov.

PATENT ASSIGNMENT COVER SHEET

Electronic Version v1.1
Stylesheet Version v1.2

EPAS ID: PAT3233774

SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT

CONVEYING PARTY DATA

Name	Execution Date
WHITE KNUCKLE GAMING, LLC	10/24/2014

RECEIVING PARTY DATA

Name:	WHITE KNUCKLE IP, LLC
Street Address:	282 MAXINE CIRCLE
City:	BOUNTIFUL
State/Country:	UTAH
Postal Code:	84010

PROPERTY NUMBERS Total: 1

Property Type	Number
Patent Number:	8529350

CORRESPONDENCE DATA

Fax Number:

Correspondence will be sent to the e-mail address first; if that is unsuccessful, it will be sent using a fax number, if provided; if that is unsuccessful, it will be sent via US Mail.

Phone: 8015339800
Email: ahansen@wnlaw.com
Correspondent Name: ANDREW S. HANSEN
Address Line 1: 282 MAXINE CIRCLE
Address Line 4: BOUNTIFUL, UTAH 84010

NAME OF SUBMITTER:	ANDREW S. HANSEN
SIGNATURE:	/Andrew S. Hansen, reg#56,370/
DATE SIGNED:	02/20/2015
	This document serves as an Oath/Declaration (37 CFR 1.63).

Total Attachments: 2
source=Assignment_to_White_Knuckle_IP#page1.tif
source=Assignment_to_White_Knuckle_IP#page2.tif

ASSIGNMENT

WHEREAS, Assignor, WHITE KNUCKLE GAMING, LLC, a limited liability company of the State of Utah, having a principal place of business at 282 E Maxine Circle, Bountiful, Utah 84010 is the owner of record of issued United States Patent No. 8,529,350 entitled Method and System For Increased Realism In Video Games, issued Sep. 10, 2013 (the "'350 Patent").

WHEREAS, Assignee, WHITE KNUCKLE IP, LLC, a limited liability company of the State of Utah, having a principal place of business at 282 E Maxine Circle, Bountiful, Utah 84010, desires to secure the entire right, title and interest in and to the '350 Patent.

THEREFORE, in exchange for good and valuable consideration paid to us by Assignee, the receipt and sufficiency of which we hereby acknowledge, ASSIGNOR HEREBY ASSIGNS TO ASSIGNEE:

> The entire right, title and interest in the invention in the above-identified United States patent and in all divisions, continuations and continuations-in-part of the application, or reissues or extensions of Letters Patent or Patents granted thereon.

Assignor hereby authorizes and requests the United States Commissioner of Patents and Trademarks to issue any and all patents on said invention to the Assignee as the owner of the entire interest, for the sole use of Assignee, its successors, assigns and legal representatives.

Assignor hereby agrees, without further consideration and without expense to Assignee, to sign all lawful papers and to perform all other lawful acts which Assignee may request of Assignor to make this Assignment fully effective, including, by way of example but not of limitation, the following:

> Prompt execution of all original, divisional, substitute, reissue and other United States and foreign patent applications on the invention, and all lawful documents requested by Assignee to further the prosecution of any of such patent applications.

Cooperation to the best of Assignor's ability in the execution of all lawful documents, the production of evidence, nullification, reissue, extension or infringement proceedings involving the invention.

This assignment and agreement shall be binding upon Assignor's heirs and legal representatives.

Effective October 24, 2014

Assignor: White Knuckle Gaming, LLC

/Andrew S. Hansen/

By: Andrew S. Hansen

Title: Managing Partner

Assign Company to Company

AO 121 (Rev. 08/10)

To:	REPORT ON THE FILING OR DETERMINATION OF AN ACTION REGARDING A PATENT OR TRADEMARK
Mail Stop 8 Director of Patents and Trademarks PO BOX 1450 Alexandria VA 22313-1450	

In compliance with 35 U.S.C. § 290 and/or 15 U.S.C. § 1116, you are hereby advised that a court action has been filed in the **U.S. District Court for the District of Utah** on the following

☐ Trademarks or ☒ Patents (☐ the patent action involves 35 U.S.C. § 292.):

DOCKET NO.	DATE FILED	U.S. DISTRICT COURT
1:15-cv-00036-PMW	**02/24/2015**	**District of Utah 351 S West Temple, Room 1.100, Salt Lake City, UT 84101**

PLAINTIFF	DEFENDANT
White Knuckle IP	**Electronic Arts**

PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK
1 US 8,529,350 B2	September 10, 2013	White Knuckle IP, LLC
2		
3		
4		
5		

In the above-entitled case, the following patents(s) have been included:

DATE INCLUDED	INCLUDED BY ☐ Amendment ☐ Answer ☐ Cross Bill ☐ Other Pleading	
PATENT OR TRADEMARK NO.	**DATE OF PATENT OR TRADEMARK**	**HOLDER OF PATENT OR TRADEMARK**
1		
2		
3		
4		
5		

In the above-entitled case, a final decision had been rendered or judgment issued:

DECISION / JUDGMENT

CLERK	(BY) DEPUTY CLERK	DATE

DISTRIBUTION : 1) Upon initiation of action mail copy to Director 2) Upon filing of document adding patent(s), mail copy to Director 3) Upon termination of action , mail copy to Director

AO 121 (Rev. 08/10)

To:	REPORT ON THE FILING OR DETERMINATION OF AN ACTION REGARDING A PATENT OR TRADEMARK
Mail Stop 8 Director of Patents and Trademarks PO BOX 1450 Alexandria VA 22313-1450	

In compliance with 35 U.S.C. § 290 and/or 15 U.S.C. § 1116, you are hereby advised that a court action has been filed in the **U.S. District Court for the District of Utah** on the following

☐ Trademarks or ☒ Patents (☐ the patent action involves 35 U.S.C. § 292.):

DOCKET NO.	DATE FILED	U.S. DISTRICT COURT
1:15-cv-00014-CW	**01/16/2015**	**District of Utah 351 S West Temple, Room 1.100, Salt Lake City, UT 84101**

PLAINTIFF	DEFENDANT
White Knuckle	**Electronic Arts**

	PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK
1	8,529,350	09/10/2013	Athanasios Angelopoulos
2			
3			
4			
5			

In the above-entitled case, the following patents(s) have been included:

DATE INCLUDED	INCLUDED BY ☐ Amendment ☐ Answer ☐ Cross Bill ☐ Other Pleading		
	PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK
1			
2			
3			
4			
5			

In the above-entitled case, a final decision had been rendered or judgment issued:

DECISION / JUDGMENT
Voluntary Dismissal

CLERK	(BY) DEPUTY CLERK	DATE
D. Mark Jones	Ruth Schwick	2/25/2015

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/   \\/\//                                                      \
\ ---\/\/ETERS' FAQs---                                         /
/                                                               \
\ VERSION 3.1                                                   /
/ LAST MODIFIED: Tuesday, November 28, 2000                     \
\ CREATED BY: Weters                                            /
/ EMAIL: Weters@msn.com                                         \
\ AOLIM: Weters                                                 /
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1. INTRODUCTION

Welcome to Weters' FAQ for Sega Sports: NFL 2k1. NFL 2k1 is the newest football game to hit the dreamcast. By all means, its also the best to hit the dreamcast. Most likely you already know about NFL 2k1, so I'll get into some other INTRO stuff

ABOUT ME: I'm 16 years old, and a football nut! I've played organized football since I was 7 and QB since I was 9. I was a starting quarterback for my varsity football team this year and the starting quarterback for my JV football team the past two years. Last year I was an offensive coordinator for a little league football team. Due to conflicting schedules this year, I was not able to do it for a second year. I feel my football background is pretty extensive, and feel that I know what I'm talking about. Likewise, if you have any questions about football or NFL 2k1, e-mail me at Weters@msn.com

Sega Sports: NFL 2k1 OR EA Sports: Madden 2001-

This is the ulmighty question. Which game should I buy. Is playstation 2 worth getting for Madden 2001? After playing both games, I personally feel NFL 2k1 is a much better game than Madden for many reasons...

Both games contain amazing spectacular graphics. Madden's faces look real, and for the most part match their real life counterpart. NFL 2k1, also looks real but doesn't match the counterpart. But Madden's faces look too cartoonish. Their players are a little bit heavyset.

The feel of NFL 2k1 is much, much smoother than Madden. Madden is unresponsive, and as good as it could've been, it was the complete oposite.

Trust me on this one, NFL 2k1!

2. UPDATES

Version 1.0 >>>Created everything in the faq.

Version 1.3 >>>Added franchise tips.
>>>Added some more Q&As.
>>>Fixed some errors.

Version 1.7 >>>Added team section.
>>>Added advanced line moves.
>>>Added some more Weters' Tips.
>>>Fixed some grammar errors.

Version 2.2 >>>Added more Q&As.
>>>Added more Glitches
>>>Added more Weters' Tips.
>>>Completly re-did tips section.
>>>Added faster modem code.

Version 2.6 >>>Added many more Q&As.
>>>Added more Glitches
>>>Added shoulder charge tip.
>>>Added create a player in franchise mode.

Version 3.1 >>>Changed e-mail addresses
>>>Added more Glitches
>>>Added more tips
>>>Changed introduction

>>>Added future FAQ's

3. GAMEPLAY CONTROLS

3.1 >>>MENU CONTROLS

Analog Pad (or D-Pad).....Highlight menu options
A.....Select/Scroll forward through highlighted selection
B.....Cancel Selection/Return to Previous Screen
X.....Select/Scroll backward through highlighted selections, Change menu focus
Y.....Command Help Menu

3.2 >>>GENERAL GAMEPLAY CONTROLS

Start (during gameplay).....Pause Menu
Analog Pad.....Highlight formations or play sets
D-Pad (at line of scrimmage)..Change control of your player

3.3 >>>CALLING PLAYS

R/L.....Toggle through formations
A.....Select formations or play sets
B.....View Previous formations or play sets
X.....Flip play or formation

>>>WETERS' TIPS | Bluff Mode
To hide the play you're calling, hold down the A button and keep it held down. You can then scroll through other pages of plays or formations to hide your play. When you release the A button, it will call the play you originally selected.

3.4 >>>OFFENSE

Analog Pad L/R.....Send eligible receiver in motion
L/R.....View receiver's button assignments, player names and fatigue levels
A.....Hurry players to the line of scrimmage/snap ball
Y.....Call up the Audible Menu, press A, B, X, to select an alternate play. Press Y again to cancel.
X.....Lower Crowd noise (quarterback)
B.....Fake snap signal

>>>WETERS' TIPS | No Huddle Offense
Press Y at the end of the play for your team to line up back on the ball and run the same play again.

3.4 >>>OFFENSE | 3.4.1 >>>RUNNING THE BALL

A.....Speed Burst/Power Move
L or R.....Stiff Arm Left/Right
L+R.....Juke Move
X.....Dive
Y.....Hurdle or High Step
B.....Spin Move
D-Pad.....Lateral Ball

Instant Energy.....Press and hold A while running to fill the player arrow completely, then press any special move button to perform a more powerful move.

>>>WETERS' TIPS | SHOULDER CHARGE
First charge up your instant energy arrow by pressing and holding down the A button. Once filled up press A a second time to preform a shoulder charge.

>>>Ytteres@aol.com TIP | SHOULDER CHARGE VARIATION
If the running back has a power ranking higher than his finesse ranking, when he does the shoulder charge he preforms it with an extendended elbow and flattens the guy. If finesse is higher, he'll charge the defender than spin off him.

3.4 >>>OFFENSE | 3.4.2 >>>PASSING THE BALL

Any Button.....Pass to that receiver (double tap to fake)
D-Pad.....Throw Ball Away

>>>WETERS' TIPS | Speed of pass
The longer you hold the button when you pass, the harder the pass. If you quickly tap the button you will lob the ball, if you press and release before the quarterback releases the ball, you will throw the ball with normal speed. If you hold the button past the release you will bullet the ball.

3.4 >>>OFFENSE | 3.4.3 >>>QUARTERBACK SCRAMBLE

R+L.....Juke Move
R+A.....Speed Burst/Power Move
R+X.....Slide or Dive, if close enough to first down marker
R+B.....Spin Move
R+Y.....Hurdle

3.4 >>>OFFENSE | 3.4.4 >>>MAXIMUM PASSING

To be able to control the placement of the ball when you pass, first turn on Maximum passing in the options menu. Right before you go to throw the ball press the direction of the pass you want the ball to go in relation with the receiver. To throw it behind the receiver press the opposite direction the receiver is running. Up will over throw, down will under throw, etc. The longer you hold the direction the more you will lead, or under-lead. Don't press a direction if you want a normal pass.

3.4 >>>OFFENSE | 3.4.5 >>>CATCHING A PASS

B.....Select receiver closest to ball
X.....Dive for pass
Y.....Catch ball/Jump for pass

>>>WETERS' TIPS | Controlling reciever
It is not necessary for you to control a reciever for him to catch it. But, you have a better chance to catch the ball if you take control of the receiver.

```
3.5 >>>DEFENSE | 3.5.1 >>>PRIOR TO SNAP

  B or D-Pad.....................Select a defender
  Analog Stick...................Reposition defender
  L or R Trigger
    (with DB or LB selected).....View players
  L or R Trigger
    (with DL selected)...........Shift Defensive Line
  A..............................Hurry players to line of scrimmage
  X (at line of scrimmage).......Pump up crowd
  Y..............................Call audible

3.5 >>>DEFENSE | 3.5.2 >>>AFTER THE SNAP

  B..............................Take control of defender nearest to ball
  A..............................Speed Burst
  X..............................Dive/Tackle
  Y..............................Jump to knock down or intercept pass
  L or R Trigger.................Defensive line special move
  D-Pad..........................Swap Control of Defender
  Instant Energy.................Press and hold A while running to
                                 fill the player arrow completely,
                                 then press any special move button
                                 to perform a more powerful move.

3.5 >>>DEFENSE | 3.5.3 >>>DEFENSIVE LINE (special moves <new>)

  L..............................Preform a move to the left
  R..............................Preform a move to the right

        >>>NOTE: L/R are in relation to the screen not to the players.

        >>>ADVANCED LINE MOVES
                Shove to right.....Hold R, Down+Left+X (when being blocked)
                Shove to left......Hold L, Down+Right+X (when being blocked)

        >>>NOTE: When Advanced Line Moves are on, you are able to chose
                 what defensive special move you want.  But it requires
                 a certain combination of buttons for this to work.
                 If you know any more than what is posted, please
                 let me know at weters@msn.com

3.6 >>>SPECIAL TEAMS

  >>>KICKING THE BALL
        1. Set the ball trajectory and direction with analog stick,
           making sure to factor in the movement of the arrow.
        2. Press A to snap the ball.
        3. Press A again to stop the power meter as close to the top as
           possible.

  >>>RECEIVING PUNTS AND KICKOFFS
        Analog Stick...............Control return man after reception
        D-Pad......................Lateral ball after reception
        Y (after catch)............Down the ball (in the endzone)
        Y (before catch)...........Fair Catch (punts only)
        Hold L or R................View select player names on both teams

+------------------+
| 4. GAMEPLAY TIPS |
+------------------+
```

4.1 >>>OFFENSIVE TIPS

>>>PLAYCALLING

First of all always mix up your plays. Don't go deep everyplay. Usually good downs to go deep are either 1st and 10, or like 2nd and short. The down and outs are usually always open. But beware because the computer pics up on this every time you do it. After a while they start covering you on the outs like white on rice.

Call a fair amount of running plays, too. Don't always run to the wide side either. Run toward the sidelines, don't be predictable. Run up the middle on 1st to throw off your defense, especially on line. Believe it or not, you get bigger gains up the middle because the defense doesn't react to the ball soon enough.

When playing a buddy on the same dreamcast hold A when calling your plays to fool your partner because personally I hate the VMU play-calling mode.

Know your audibles too. Set them before every game. And don't be afraid to audible if you read blitz on pass, or see a huge gap for running the ball. Try having a deep pass, short pass, and a run for audibles. Also try setting the stop clock play as an audible toward the end of a half or game to spike the ball quickly.

>>>PASSING

The worst mistake I notice other people and myself having when they pass the ball is dropping back way too far. In the NFL the deepest drop is only a 7 step drop. The most common is 3 step and 5 step. That doesn't mean drop back thirty yards until someone is open! Once you drop out outside the pocket it makes it easier for a sack. So stay inside the pocket when you pass.

Know when to bullet the ball and when to lob it. The post pass is mostly a bullet or a normal pass. NEVER a lob or it will be like a 5 year old girl on Christmas morning. Flags are usually lob's but read the defense. If the defense is trailing your receiver lead him out with a lob. If it's on a pass over the middle drill it in there.

Take control of the receiver when catching the ball. Take some time to learn this, trust me, you'll catch 100% better if you do it this way. Y will do a normal catch or jump if he has to. X will dive.

>>>RUNNING THE BALL

Incase you didn't realize the running game is much easier and much better in NFL 2k1. Except you do have the stiff arm that hits the LB so hard his girlfriend felt it. But you still have the new juke move that almost guarentees that Deion will be buying a new jockstrap cause he just lost his.

Anyways... when running the ball, don't charge up your arrow until you broke through the d-line, or else it is a waste and

you'll fumble a lot easier. Use the juke move on the LBs and DBs but don't over use it or once again it will be like trying to carry a wet stick of soap. The stiff arm is almost ineffective in NFL 2k1, don't use it. Yeah you'll break the tackle, but it takes too long to recover from it. I recommend sticky to the shoulder charge, and the juke.

4.2 >>>DEFENSIVE TIPS

>>>QB RUSH

You always have to rush the Quarterback. The only quarterback I know who wasn't afraid of pressure was... you got it... #12 for the Buffalo Bills, Jim Kelly! Anways... quarterbacks as calm as they are, can still be timid about a rush, maybe not afraid but they have to make decisions sooner than they wanted too... believe me, I am one!

I recommend at starting from the Defensive End. Ya know, Jevon Kearse, Bruce Smith, Reggie White, and so on. But try following the play you picked. It helps a lot. If your like me, you'll do what the hell you please. What works from me is either knifeing inside (slanting in) or coming straight off the ball. I use straight way more often. First fire off, but don't use turbo yet. Once you start to pass the o-line then turbo it around the line and kill the quarterback and let the paramedics sort them out!

>>>DB's

I recommend starting at the D-Line first, apply the pressure and get the sack, but if not and the lucky bastard gets the ball off in time, then switch to the DB to intercept the ball.

Don't use turbo to catch up with the ball unless your burnt or your too far behind from where it will land... trust me you'll over-run it by 30 yards. Try to aim for the first circle. (There are three circles, the big one is the ideal spot for the receiver to catch it, the closer one is for the highest point you can catch it, the farthest one is the farthest point you can catch it.) Once you hit the circle and the ball nears in press Y, and intercept the ball and rub it in your opponent by screaming 'BINGO!'.

4.3 >>>Franchise Tips

>>>PLAY THE GAMES

Play the games. Not only is it more fun, but that is why you bought a football game. Anyways though, you also have a much better chance of winner more of your games even if you have a bad team. If you you only want to play a few games, play big divisional games that are pivitol for a playoff birth.

>>>DRAFT

As bad as you might think the rookies are, you have to give them time. Trust me. I've had guys jump from 75 to 100 in a few years time. Sign as many draft pics as you can. Think long term, not just short. You have to think for both the present and future. Your rookies will win the superbowl for

you later in your franchise, not Jevon Kearse, or Mark Brunell.

>>>TRANSACTIONS

Usually any transaction is a good transaction. But once again think long term. If you notice one of your stars is losing his overal rating, trade him off and get what you can because in a years time, he is retiring.

Always look at signing people. You can usually find a pretty decent receiver or QB in the free agent pool. Especially right after the end of the year signing when teams cut to fit the cap.

>>>USING A CREATED PLAYER IN FRANCHISE MODE (yes it can be done!)

You have to follow all these steps for this to happen. Why Sega made it like this, we will never know.

1.) Create your player.
2.) Start a 4 team fantasy league. Let the comp draft.
3.) Exit the fantasy mode.
4.) Start franchise.
5.) Sign your player.

*** Note, you'll probably have to resign your player often, like every time you shut off your dreamcast. If you let him go without a contract you will lose your created players.

5. TEAMS

>>>San Francisco 49ers
Offense- 64
Defense- 74
Overall- 68

>>>Chicago Bears
Offense- 85
Defense- 77
Overall- 78

>>>Cincinnati Bengals
Offense- 71
Defense- 64
Overall- 65

>>>Buffalo Bills
Offense- 89
Defense- 81
Overall- 84

>>>Denver Broncos
Offense- 87
Defense- 85
Overall- 86

>>>Cleveland Brown
Offense- 62
Defense- 66
Overall- 64

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>>>Tampa Bay Buccaneers
        Offense- 89
        Defense- 96
        Overall- 92

>>>Arizona Cardinals
        Offense- 71
        Defense- 77
        Overall- 73

>>>San Diego Chargers
        Offense- 66
        Defense- 83
        Overall- 75

>>>Kansas City Chiefs
        Offense- 81
        Defense- 75
        Overall- 77

>>>Indianapolis Colts
        Offense- 98
        Defense- 78
        Overall- 87

>>>Dallas Cowboys
        Offense- 87
        Defense- 81
        Overall- 82

>>>Miami Dolphins
        Offense- 66
        Defense- 97
        Overall- 81

>>>Philadelphia Eagles
        Offense- 67
        Defense- 75
        Overall- 70

>>>Atlanta Falcons
        Offense- 71
        Defense- 82
        Overall- 76

>>>New York Giants
        Offense- 67
        Defense- 85
        Overall- 76

>>>Jacksonville Jaguars
        Offense- 96
        Defense- 94
        Overall- 95

>>>New York Jets
        Offense- 83
        Defense- 78
        Overall- 80
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>>>Detroit Lions
        Offense- 77
        Defense- 79
        Overall- 78

>>>Green Bay Packers
        Offense- 91
        Defense- 72
        Overall- 80

>>>Carolina Panthers
        Offense- 82
        Defense- 79
        Overall- 78

>>>New England Patriots
        Offense- 76
        Defense- 81
        Overall- 77

>>>Oakland Raiders
        Offense- 88
        Defense- 92
        Overall- 90

>>>St. Louis Rams
        Offense- 98
        Defense- 88
        Overall- 92

>>>Baltimore Ravens
        Offense- 70
        Defense- 95
        Overall- 82

>>>Washington Redskins
        Offense- 94
        Defense- 91
        Overall- 90

>>>New Orleans Saints
        Offense- 75
        Defense- 73
        Overall- 73

>>>Seattle Seahawks
        Offense- 80
        Defense- 81
        Overall- 80

>>>Pittsburgh Steelers
        Offense- 72
        Defense- 76
        Overall- 74

>>>Tennessee Titans
        Offense- 94
        Defense- 80
        Overall- 87

>>>Minnesota Vikings
```

Offense- 90
Defense- 65
Overall- 77

6. CODES

>>>SPEED UP YOUR MODEM (submitted by MikeMK4@aol.com)
In The Version 2.0 Browser Go To The Modem Int. Area And Replace AT&T With ATs28=56

Send in your codes to weters@msn.com

7. QUESTIONS AND ANSWERS

Q >>> Should I buy NFL2K1?
A >>> Absolutely, this is the best football game ever created. Trust me!

Q >>> Does NFL2K1 have a franchise mode?
A >>> Yes it does, and from what I can tell you can play many, many years.

Q >>> Are the plays the same as last year?
A >>> Absolutely not! Playbooks are now team specific. No two playbooks are alike.

Q >>> Does internet play feature online leagues?
A >>> No.

Q >>> Is the color commentary the exact same?
A >>> No. It is mostly new.

Q >>> Can you challenge calls?
A >>> No.

Q >>> How much does NFL 2k1 cost?
A >>> Between $50 and $55.

Q >>> Can you use created teams in the season and franchise modes? I can't figure it out. (submitted by krestako@msu.edu)
A >>> No, you can only use created teams in custom season.

Q >>> How do you shoulder charge? (gaandrews@hotmail.com)
A >>> Charge up the power arrow and then press A.

Q >>> How do you spike the ball right after a play? (herve247@yahoo.com)
A >>> You have to set the spike play to your audible list and press Y at the end of the play.

Q >>> How do you use created players in the franchise mode? (AngusMoke@aol.com)
A >>> Check out the new section on created players under the franchise tips.

Q >>> Can the coach get fired in franchise for a poor season? (hannahd@nationwide.com)
A >>> No.

Q >>> How many rounds are in the draft? (hannahd@nationwide.com)
A >>> 7.

Q >>> Can you control more than one team in franchise? (RJsjoberg@aol.com)
A >>> No.

Q >>> Is there a preseason mode? (hannahd@nationwide.com)
A >>> Yes.

If you have questions, send them to weters@msn.com

8. GLITCHES

As in every game, they have some minor glitches, here are the ones found so far in NFL 2k1.

1 >>> Color commentary sometimes acts as if a team is in a game when they are down by a lot.
2 >>> When you get disconnected by phone call from network play, the dreamcast reboots.
3 >>> When you load a franchise mode up, take out the memory card and then try to play in a game other than franchise, all the rookie draft pics are #0 and very small and suck really, really bad.
4 >>> There has been some problems when your in a franchise mode and then you go on the net, sometimes the memory card screws up and looses data, or the game freezes.
5 >>> When late in the 4th quarter and you kick a field goal. The announcer acts as if it were a game winner even if you were up by a ton. (herve247@yahoo.com)
6 >>> If you let the system load your settings and then play a two player game, it uses the rosters from your franchise season. All the names of drafted players are ommited though. (mebata1@home.com)
7 >>> Created players in Franchise never retire (lost e-mail, notify me if you were him/her)

If you found any glitches, send them to weters@msn.com

9. REVIEWS

>>>Weters' Review

NFL 2k1 is a great game, from the gameplay itself to the many options in franchise mode. NFL 2k1 is the first console sports game to be able to play online with other people. Playbooks are new, and over 2,000 animations.

The gameplay is great. Improved 100% from NFL 2k. It has about a 30 minute learning curve to get used to the controls, because they are slightly different from last years game.

The graphics are amazing, the players are scaled to perfection and move with great ease. Stadiums and players are rendered beutifully. Rain, and Snow vary during gameplay.

The sound is amazing. The voice over color commentary is the most complete commentary ever created. The crowd sounds like a real crowd and can be controlled by defense and offense. They get quiet when opponent scores and louder when they score.

The network play is great. Only a minor lag. Some minor problems I find

```
with it on how each player has to share options.

        GRAPHICS        >>> 9.5
        SOUND           >>> 9.5
        CONTROL         >>> 8.0
        GAMEPLAY        >>> 9.0
        FUN FACTOR      >>> 10.0
        ---
        OVERALL         >>> 9.5

>>>Create your own review and send it to weters@msn.com

+-------------+
| 10. CREDITS |
+-------------+

CREATED BY     >>> Weters
CONTROLS       >>> Manual
CODES          >>> MikeMK4@aol.com
SPECIAL THANKS >>> Sega Sports
                   Visual Concepts

+----------------------------+
| 11. FUTURE FAQ'S BY WETERS |
+----------------------------+

-------------------------------------------------------------
NAME OF FAQ                          |     EXPECTED RELEASE DATE
-------------------------------------------------------------
SHENMUE CHAPTER 1: YOKOSUKA FAQ      |     DECEMBER 15th, 2000
TONY HAWK'S PRO SKATER 2 FAQ         |     DECEMBER 15th, 2000


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NFL 2K1: FAQ by Tazzmission Hosted by **GameFAQs**
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NFL2K1 Faq
Version 2.0
Written By: Sycho Bubba Crusty (Formerly Tazzmission)
E-Mail: tazzmission@tconl.com
AOLIM: SychoBubbaCrusty
ICQ: 41909042
Yahoo Messenger- Real Tazzmission
Last Updated: Tuesday, September 26th, 2K

Seganet Screename: SychoBubbaCrusty@sega.net

Please Visit GamingNoise.com for The BEST DREAMCAST Show On The Internet. These Guys Are Hilarious.

Visit Cloudchaser.com for the best game forums on the net.

******If You Have Any Good Plays, Send Them To Me With The Team, Book, And Play Name******

****
Table O' Contents
****

1. Intro
2. Updates
3. How To Play
4. Teams
5. Strategy
6. Network
7. Q/A
8. Glitches
9. Codes
10. Credits

****
1. Intro
****

Welcome to my NFL2K1 Faq! I decided to make this faq because I finally finished my WWF Royal Rumble Faq and I needed something to work on so here it is. This is the sequel to the best football game and arguably the best Dreamcast game out! I decided to follow in DreThugs' footsteps(Where is he anyway?) and use personal strategy and glitches in my faq. So If anybody has something to contribute feel free to Preferably to my E-Mail. So On With The Faq!

****
2. Updates
****

Version 2.0(09.26.2K)- Added Some Glitches, Tips, And More Q/A, Also Good San Francisco 49er Plays.

Version 1.5(09.18.2K)- Second Version Added Some Glitches, Codes, Q/A, and other miscellaneous things.

Version 1.0(09.14.2K)- First Version So My Guess Would Be That "Everything Is New"

****
3. How To Play
****

General Controls
Start- Pause
Analog Pad- Highlight(Select) Play Sets Or Formations
D-Pad- Change Player At Line Of Scrimmage
L/R Trigger- Flip Through Formations
A- Select Formation Or Play
B- View Previous Formations or Play Sets
X- Flip Play Or Formation
Bluff Mode- Select The Play You Want But Continue To Hold Down A, Then Move The Selector Around And Release A, It Will Select Your Original Play.
Play Help- When Selecting A Play Hit A Once And The Game Will Select A Game For You.

Offense
Before Snap
Analog L/R- Put Man In Motion
L/R Trigger- View Receiver Buttons, Names, And Energy Level
A- Hurry Players To Line Of Scrimmage/Snap Ball
Y- Audibles(Then A,B, and X For Audibles; Y To Cancel)
X- Lower Crowd Noise(QB)
B- Fake Snap Signal
No Huddle Offense- Right After The Play Press Y To Run The Same Play Again.

Running The Ball
A- Speed Burst/Power Move
L/R Trigger- Stiff Arm Left/Right
L+R Triggers- Juke Move
X- Dive
Y- Hurdle/High Step
B- Spin Move
D-Pad- Lateral The Ball
Instant Energy- Press And Hold A Till The Arrow Fills then Press A,B,X, Or Y To Perform A More Powerful Move.(Only Lasts For A Limited Time And Makes You More Able To Fumble
Hands Free- Press The Analog Stick or An Action Button And NFL2K1 Will Run The Play For You. You Will Be Stuck With That Player Unless You Press B.(After The Snap You Are Given Control Of The QB/Then You Are Given Control To Whoever Gets The Ball)

Passing The Ball

A, B, X, Y, L Trigger- Pass/Pitch To The Player
D-Pad- Throw The Ball Away
QB Scramble- Hold R If You're Getting Blitzed To Scramble But Once You Are Past The Line Of Scrimmage You Can Let Go Of R You Can Control Him Like A Running Back. You Can Let Go Of R Behind The Line And Throw The Ball.

Quarterback Scramble
R+L Trigger- Juke Move
R+A- Speed Burst/Power Move
R+B- Spin Move
R+X- Slide Or Dive
R+Y- Hurdle

Maximum Passing- Press A At The Controller/Team Screen
This Gives You Complete Control Over Passing. Press The Analog Stick To Adjust Where You Will Throw The Ball.

Lob/Normal/Bullet Passes
Lob- Tap The Button
Normal- Press The Button
Bullet- Hold The Button

Catching A Pass
B- Select Receiver Closest To Ball
X- Dive for Pass
Y- Jump For Pass

Defense
Prior To Snap
B/D-Pad- Select Player
Analog- Reposition Player
L/R Trigger(With Defensive Back Selected)- View Players
L/R Trigger(With Lineman Selected)- Shift Defensive Line
A- Hurry Players To Line Of Scrimmage
X(At Line Of Scrimmage)- Pump Up The Crowd
Y- Call Audible Then Press A,B, Or X To Select; Y To Cancel

After The Snap
B- Take Control Of Defender Closest To The Ball
A- Speed Burst
X- Dive/Tackle
Y- Jump(Intercept/Block Pass)
L/R Trigger- Defensive Line Special Move
D-Pad- Change Players
Instant Energy- Press And Hold A Till The Arrow Fills Then Press A/B/X/Y To Perform A Special Move.

Defensive Line
L- Perform a move to left
R- Perform a move to right
L+R- Swim Move

Special Teams
Kicking
Analog- Move Arrow
A- Select Power Then Tap A Again To Stop

Receiving Punts And Kickoff

Analog- Control Return Man After Reception
D-Pad- Lateral The Ball
Y(After Catching)- Down The Ball
Y(Before Catching)- Fair Catch(On Punts)
L/R Trigger- Show Names

****
4. Teams
****

San Francisco 49ers
Offense- 64
Defense- 74
Overall- 68
Stadium- 3Com Park
Good Passing Plays-
-I->PA Outs
-I->PA Fade
-Trey->Deep Out
-I Twins->Motion PA FB Out
-I Twins->Under
-Split Queens->Corners
-Split Twins->Motion Comeback
-Doubles->Double Smash
-Double Right Slot->Evade
-Double Right Slot->Option
Good Running Plays-
-I->Lead Digger
-Trey->Zone
-I->Isolation
-I Twins->Lead Draw
-Split Queen->Gold Lead Draw
-Split Twins->Lead
-Split Twins->Shift Trap
-Doubles->Draw
-Double Right Slot->Zone
2000 Current Record- 1-3-0

Chicago Bears
Offense- 85
Defense- 77
Overall- 78
Stadium- Soldier Field
Good Passing Plays-
Good Running Plays-
2000 Current Record- 0-4-0

Cincinnati Bengals
Offense- 71
Defense- 64
Overall- 65
Stadium- Cinergy Field
Good Passing Plays-
Good Running Plays-
2000 Current Record- 0-3-0

Buffalo Bills
Offense- 89
Defense- 81
Overall- 84
Stadium- Ralph Wilson Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-1-0

Denver Broncos
Offense- 87
Defense- 85
Overall- 86
Stadium- Mile High Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

Cleveland Browns
Offense- 62
Defense- 66
Overall- 64
Stadium- Cleveland Brown Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

Tampa Bay Buccaneers
Offense- 89
Defense- 96
Overall- 92
Stadium- Raymond James Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-1-0

Arizona Cardinals
Offense- 71
Defense- 77
Overall- 73
Stadium- Sun Devil Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 1-2-0

San Diego Chargers
Offense- 66
Defense- 83
Overall- 75
Stadium- Qualcomm Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 0-4-0

Kansas City Chiefs
Offense- 81
Defense- 75
Overall- 77
Stadium- Arrowhead Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

Indianapolis Colts
Offense- 98
Defense- 78
Overall- 87
Stadium- RCA Dome
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-1-0

Dallas Cowboys
Offense- 87
Defense- 81
Overall- 82
Stadium- Texas Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 1-3-0

Miami Dolphins
Offense- 66
Defense- 97
Overall- 81
Stadium- Pro Player Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-1-0

Philadelphia Eagles
Offense- 67
Defense- 75
Overall- 70
Stadium- Veterans Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

Atlanta Falcons
Offense- 71
Defense- 82
Overall- 76
Stadium- Georgia Dome
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

New York Giants
Offense- 67
Defense- 85
Overall- 76
Stadium- Giants Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-1-0

Jacksonville Jaguars
Offense- 96
Defense- 94
Overall- 95
Stadium- Alltel Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

New York Jets
Offense- 83
Defense- 78
Overall- 80
Stadium- Meadowlands Arena
Good Passing Plays-
Good Running Plays-
2000 Current Record- 4-0-0

Detroit Lions
Offense- 77
Defense- 79
Overall- 78
Stadium- Pontiac Silverdome
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-1-0

Green Bay Packers
Offense- 91
Defense- 72
Overall- 80
Stadium- Lambeau Field
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

Carolina Panthers
Offense- 82
Defense- 79
Overall- 78
Stadium- Ericsson Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 1-2-0

New England Patriots

Offense- 76
Defense- 81
Overall- 77
Stadium- Foxboro Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 0-4-0

Oakland Raiders
Offense- 88
Defense- 92
Overall- 90
Stadium- Network Associates Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-1-0

St. Louis Rams
Offense- 98
Defense- 88
Overall- 92
Stadium- Trans World Dome(TWA Dome)
Good Passing Plays-
Good Running Plays-
2000 Current Record- 4-0-0

Baltimore Ravens
Offense- 70
Defense- 95
Overall- 82
Stadium- PSINet Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-1-0

Washington Redskins
Offense- 94
Defense- 91
Overall- 90
Stadium- FedEx Field
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

New Orleans Saints
Offense- 75
Defense- 73
Overall- 73
Stadium- Louisiana Superdome
Good Passing Plays-
Good Running Plays-
2000 Current Record- 1-3-0

Seattle Seahawks
Offense- 80

Defense- 81
Overall- 80
Stadium- Husky Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-2-0

Pittsburgh Steelers
Offense- 72
Defense- 76
Overall- 74
Stadium- 3 Rivers Stadium
Good Passing Plays-
Good Running Plays-
2000 Current Record- 0-3-0

Tennessee Titans
Offense- 94
Defense- 80
Overall- 87
Stadium- Adelphia Coliseum
Good Passing Plays-
Good Running Plays-
2000 Current Record- 2-1-0

Minnesota Vikings
Offense- 90
Defense- 65
Overall- 77
Stadium- Metrodome
Good Passing Plays-
Good Running Plays-
2000 Current Record- 3-0-0

****
5. Strategy
****

If you have any tips please feel free to send them.

Offense Tips
-Always check where and who you're receivers are before a play.
-Turn Maximum passing on that way if you're in trouble you can lead a receiver.
-Never Throw the ball away unless you're being blitzed.
-Unlike most other games where the spin move is just inserted to make people happy it's very effective in this game and is a much faster way of getting around an opponent, one on one, than the stiff arm method.

Defense Tips
-Don't always blitz the quarterback, if they pass you're pretty much screwed.
-A good way to get to the QB without sending linebackers

is to use a play that will cross the DT with the DE. I use the Bucs, so I use Warren Sapp. Once the ball is snapped use the speed burst button to get outside and around the LT and dive for the QB. Sometimes a RB will be there, and about half the time you can get around him. The QB will throw away the ball a lot because of the pressure. I created a play where my where my DT's and DE's both cross, having the DT's cross out. This also makes it almost impossible for RB to run up the middle.
-To Sack The QB- Right Before the ball is snapped use the *x* button to pump up the crowd. The repeatedly hit A and when the ball is snapped you will be in the backfield before the QB can pass the ball and before the running back can get out of the backfield.

Special Team Tips
-Never kick/punt out of bounds unless you kick behind the endzone.
-The easiest way to block a punt is by taking your left DE and moving out about 3 yards past the furthest left offensive linemen move up to the line of scrimmage and anticipate the snap, I start to go when the kick power bar starts to move then run around the man who attempts to pick you up and do an a line right for the kicker , dive and tackle him, don't attempt to jump and block it.

****
6. Network
****

My Network Record: 4-2
My Network Screename: SychoBubbaCrusty
If you wanna challenge me I'm usually in the Central server.

I have really no idea of what to put in here but if you have any ideas please feel free to e-mail me.

Quitters

Send in your quitters names to my e-mail.

1. Torcha - Quit in the first quarter after he was down by 14points

2. Brad79 - Quit after THE FIRST PLAY when my Emmitt Smith ran for a gain of 65yards

3. pimpie-I was beating him 14-0 in the first and he quit. he had 2 players also.

4. "kevinnash" and he quit after one series in the first quarter. He went for it on 4th and 12 on his own 10 yard line and didn't make it. So he promptly quit before I ever got to touch the ball!! (Note: This dude sounds like the biggest loser so far!!!)

5. 'KingOfGames' left after the 3rd quarter cause I was up 35-0.

6. 'uppercut' also left in the 4th cause I was up.

7. notredame- quit when I ran back a fumble for a TD to lead 10-0

8. poopoo- Went up by 5 with 1:48 left and he quit.

9. downsouthboyz- quit when I started beating him in the first with the Bears (he had the Rams).

****
7. Q/A
****

Send In Your Questions.

Q: Can You Use Created Teams In Franchise Or Season Modes?
A: I have tried but to no avail. I really wish you could. And If Anybody knows e-mail it to me.

Q: I had was about their juke move. NFL2K didn't had one, did they do a good job with this addition, or does it look like a half hearted attempt.
A: I personally like it but it may be too powerful somewhat like last years Stiff Arm.

Q: When playing a network game and vmu play calling is off, can your opponent see what play you are picking on the screen?
A: No they can't

Q: Every time I try to download rosters it comes back and says unable to apply patch file. Do you have any tips for me, or have you encountered this problem at all? I'd really appreciate your help on this. I want to download those rosters. I think that is the coolest feature game has to offer this year.
A: I don't believe Sega has put an updated Roster up yet.

****
8. Glitches
****

Send In Your Glitches.

Sound Glitch- Sometimes In A Blowout The Announcers will act as if it is a really close game.

Playcalling Glitch- First go to the options screen and turn 'VMU playcalling ON'. Then in the section that says type of playcalling turn the option to 'Type of play' and NOT formation. Then start a game in exhibition mode and pick any two teams while playing one person as the one team and another person as the other. The person that get to be on defense 1st needs to use the L and R buttons to scroll through your defensive plays on the VMU screen. If you use the L key it will make the entire game lock up!!! I have tried this on separate Dreamcast systems with separate copies of the game.

Sound Glitch - When you tackle the punter the game announcers act as

if the kick was made and the ball was returned to the point of the sack. You're still given a sack in your statistics.

Bucs Glitch- I am playing a franchise season with the Bucs. I went 16-1 in my regular season giving me the best record on the year. So that would mean I should have homefield advantage throughout the playoffs and superbowl right?? but when I plowed through the other teams and made it to the superbowl. My first place Bucs was the VISITING team in the superbowl. That shit pissed me off. I was supposed to be the home team especially being that the superbowl is in Tampa. Has this happened to U ?
Update: The game goes by record not whether it's in Tampa or not.

****
9. Codes
****

Send In your codes.

Speed Up Your Modem- This Is Really A Code But It Will Speed Your Modem Up. In The Version 2.0 Browser Go To The Modem Int. Area And Replace AT&F With ATs28=56.

Add A Created Team In Season- Go to Season and select "Custom" from the season options. Then u click on a team that u "DO NOT" want to play against (I usually do the worst team). Then it will take u to another screen and if u scroll all the way to the bottom u will see your team. Then just go to "Team Select" and click on your team. It's that easy

Created Player In Franchise- 1st. go to customize screen then create a player.2nd. then go to Fantasy ,4 teams, hit A button (note you will lose season or franchise you are in so I recommend you use other vmu if afraid.)hit on 4 teams, press start on select teams, press start on setup names, then when ask for yes or no hit yes, then CPU starts to draft hit start ,on CPU complete Draft? hit yes, then go to Quit, Now go to Franchise mode hit YES, Setup your franchise then (I leave fantasy draft off) hit start , pick management, go to signings your created player will be there!! cut a player on your team pick him up!!!! I have only tried ONE created player so far it does work. go to depth chart and start him. It is simple really I just going really in depth here for you guys.

****
10. Credits
****

Sega & Visual Concepts- For creating this incredible game!

IGN- NFL2K1 Info

Segadojo- NFL2K1 Info

Cloudchaser- For Being The Best Video Game Discussion Out There!

GamingNoise- Always Adding Comic Relief During The Slow Times Of working On FAQs Or Posting On The Cloud.

Ballparks By Munsey & Supps- Information On The Stadiums

Bozly- Playcalling Glitch

DukeDev, SilentMovieGeek, Brandan Crockett, Ryan Suda & many Others- The Created Team In Season.

Shaner8- Defensive Tip

B-Cran- Created Player In Franchise

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Hey What's That!(Points And Runs..)

NFL 2K1: FAQ by Endz0r Hosted by GameFAQs
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NFL 2K1 FAQ v3.2
Dreamcast
By Brad Cherone (dirty2002@home.com)

** NOTICE **
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Some of the information has been taken from the game that is listed above.

This FAQ is to be placed on GameFAQs (http://www.gamefaqs.com). I have already lost count of all the other FAQs that I have let other people use on their site, and feel the need to use this easy, user-friendly page. I suggest you do the same.

This FAQ can be found only at GameFAQs (http://www.gamefaqs.com). If you see that this is posted at another site, contact me at dirty2002@home.com and I will do the rest. I thank you for your support.

Send all errors to dirty2002@home.com. Feel free to email me on whatever questions you have, even if it is on a different game, and I will try to help you to my best ability. Send all your corrections in too, even I make mistakes.

NFL 2K1 is published by SEGA (http://www.sega.com) and developed by Visual Concepts.

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I. UPDATES
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-*-*-*

Analog L/R: Send player into motion. This is used for plays when a receiver goes into motion.
L/R: View receiver button assignments, names, and fatigue level.
A: Hurry players to line of scrimmage/Snap the ball when on line.
Y: Call up the audible menu. A, B, and X are used for an audible. Y closes the menu.
X: Lower crowd noise. Only useful when playing in your home stadium.
B: Fake signal count.

Running

A: Speed Burst/Power move.
L or R: Stiff arm left or right.
L+R: Juke move.
X: Dive.
Y: Hurdle.
B: Spin move.
D-Pad: Lateral ball to closest teammate behind you.
Hold A: Fills up your player arrow, giving you the ability to make more powerful jukes, stiff arms, dives, hurdles, spin moves and lowers the shoulder when you press A again.

Passing

A, B, C, Y, L: Pass to that receiver. Double tap to pump.
D-Pad: Throw the ball away. Doing this when no receivers are in the area and while in still pocket is a penalty.

Scrambling

Note: Pressing R will let you start scrambling and also hides the passing buttons.
R+L: Juke move.
R+A: Speed burst/Power move.
R+B: Spin move.
R+X: Slide (or dive, if close enough to first down marker).
R+Y: Hurdle.

Catching

While this is not necessary, as the computer will catch the ball for

you, you can increase the chances of catching the ball when you do it yourself.

B: Select closest receiver.
X: Dive for pass.
Y: Jump for pass.

-*----------

Defense

Another important part of the game is Defense. You have to have this so you can stop the other team, and to get the ball back for your offense.

Before Snap

B or D-Pad: Select defender.
Analog Stick: Reposition defender.
L or R Trigger (with LB or DB selected): View players.
L or R Trigger (with defensive line selected): Shift defensive line left or right.
A: Hurry players to the line.
X (with LB or DB selected): Pump up the crowd.
Y: Call up the audible menu. A, B, and X are used for an audible. Y closes the menu.

After Snap

Take control of defender nearest to ball.
Speed burst.
Dive/Tackle.
Jump to knock down or intercept pass.
L or R Trigger: Defensive line special juke moves.
D-Pad: Switch players.
Hold A: Fills up your player arrow, giving you the ability to make more powerful defensive line juke moves, tackles, and jumps.

-*----------

Special Teams

While not a very well known part of the game, this is equally important to the team as offense or defense. If you let your opponent score on you every time you kick it off, your defense won't have a chance to stop them, and their offense will not mean anything.

Kicking

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1. Set the ball trajectory and direction with the analog stick, making sure to factor in the moving of the arrow.
2. Press A to start the power meter.
3. Press A again to stop the power meter and to start the play.

Receiving

Y (after catching ball): Down the ball.
Y (before catching the ball): Fair catch the ball. Only allowed on punt returns.

-*---

Other

Whatever I did not explain in the other control sections, will be described here.

Menu Controls

Analog or D-Pad: Highlight menu options.
A: Select highlighted menu option.
B: Return to previous menu.
Y: Bring up help menu.

Calling Plays

You can call plays from the VMU; controls are the same as if you were doing it without the VMU.

R/L: Toggle through formations.
A: Select formation or play.
B: View previous formation or play sets.
X: Flip play or formation.

Replay Controls

The L and R buttons are pressure sensitive. The harder you press, the faster the replay will move forward or reverse.

D-Pad: Moves highlighting icon.
Analog Pad: Change angles.
B: Zoom out.
Y: Bring up help menu.
A: Play (real time)/Pause.
X: Zoom in.
L: Rewind.
R: Fast Forward.

-*-*-*

a difference if there is no wind.

Randomize Defense and Offensive: Allows you to pick what formation the offense, and defense is in to play against you.

Offense Play Type: If you are playing defense, you can pick between Pass, Run, or Pass/Run. Helps you get familiar with the pass and run defense.

Randomize Down: Allows you to pick wither it will be 1st down, or a random down. Defense and Offense Play: You get to choose the play the offense or defense will run with this option.

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Tourney

Tournament play is fun when having a bunch of your friends come over for some Dreamcast fun. Not much you can do besides play games.

Teams: You can select between 4, eight or 16 teams in tourney mode.

-*----------

Exhibition

Exhibition is the best mode if you do not have a Visual Memory Unit (sold separately) on hand to save your tourney, season, or franchise modes.

Pretty much all you do is pick your teams, the stadiums, the uniforms, options and then you play. Fun for days when you just want to play one game.

-*----------

Season/Playoffs/Franchise/Fantasy

I put all these in the same category because they relate a lot to one another. In all of them you can usually do the same options such as trading, and drafting.

Season Specific

Custom

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This is a season type of option. You can place whatever teams in whatever division you want.
~~~~~~

Customize
~~~~~~~~~
In season game mode, you can customize many things, like players, teams, plays, and you can even download the roster update from this menu.

Players
In this menu, you can choose to create a player. You can choose almost everything about him, except his favorite food.

Weight: Between 150 and 300 pounds.
Height: Between five feet and seven feet.
Arm Scale: Determines the size of your player's arms.
Leg Scale: Determines the size of your player's legs.
Skin Tone: six different skin colors, from pale to midnight.
Gloves: nine different glove settings, from none to team colors.
Shoes: eight different shoe settings.
Arms: nine different arm accessories.
Wrists: seven different wrist settings, from tape to neoprene.
Mouthpiece: Either one or not one.
Eye Black: Stripes or Not.
Breathe Strip: Again, stripe or not.
Face Mask: Choose between 28 types, from the nerdy kickers, to the black visor, like the one Ricky Williams uses.
Face: five different face settings.
Best Hand: Either left or right.

You can also look at player cards, and import players you've gotten off the net.

Teams
In this menu, you can create a team, import a team, trade players, even overrule rejected trades, pick up free agents, reset the rosters, and look at depth charts.

City: City name for your team. I.e. San Francisco
Team: The name of your team. I.e. 49ers
Short: The abbreviation of your team. I.e.: SF
Stadium: The stadium you want your team to play in.
Home and Visitor Uniform: Choose between 16 colors for your jersey color.
Home and Visitor Numbers: Choose between 16 colors for your numbers.
Playbook: Pick the playbook of a current NFL 2K1 team.
Profile: Pick the profile of your team.
Logo: Choose between ten different logos, including the fan favorite:
~~~~~~~~~

Water boy.

Plays
In this menu, you can create plays for the defense and offense, or import from your VMU.

Select Playbook: Select the playbooks you want to add your play to.
Select Formation: Select the formation you want to add your play to.
Select Play: Select the play you want to change.

Download
From this menu, you can download the updated roster for your team. This is useful if you do not want to buy NFL 2K2 and you would like to get the new updated rosters with new and improved stats. This takes up ten blocks of your VMU, so make sure you have one. You also need net access setup on your Dreamcast for this to work.

Playoff Specific

Playoff mode is kind of weird. It simulates the whole season and gives you a bunch of teams that made it out of the 17-week season.

Tree
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This menu lets you look at the teams that are in the Lombardi Trophy hunt. You can see the finals of all the games, along with the scores.

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Franchise Specific

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Franchise mode lets you take the GM seat of a NFL team. You can draft players, trade, sign free agents and a whole lot more. The most in depth game mode of them all.

College Draft
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After the season is over, along with the post-season, and after re-signing all the players and signing free agents, you go to the College Draft. This is where you can rebuild your team if you had a very bad record. Most players out of college do not have higher ratings then 85, so you will have to build them up to be super stars. There are a total of seven draft rounds, so choose wisely.

Management
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During and after the regular season, you, as a GM of a NFL team, will have to make players moves. Maybe you have to free up some cap room, to get under the cap, or trade because your star player had to retire. This is the place you can do all this.

Cut Players: Cut players that just plain out suck, or players that you cannot afford.
Signings: This is where you can sign your new draft picks, and also where you sign players that need a new contract.
Trade: This is the menu where you offer and receive offers from other teams for your players. If you offer an average player for a superstar, the team with the superstar will give you a counter offer, or just reject your offer completely!
News: All the leagues signings, retirements, and releases are here.
Needs: Go here to figure out what you need, so you can trade or sign to get what you need.
GM Watch: View your team, your current record, career record, post-season record in this menu.
Scouting: Scout out other players and see if they can fill a gap on your team.

In the off-season, you will have to make re-signings and also pick up needs on your team. This is a very tedious process with the cap limit. Pick your players wisely, and do not forget to update your depth charts.

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Trades

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This is the menu where you offer and receive offers from other teams for your players. If you offer an average player for a superstar, the team with the superstar will give you a counter offer, or just reject your offer completely!

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Fantasy Draft

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When playing in Franchise mode with fantasy draft on, or when playing in Fantasy mode, you will have to do a draft of 54 rounds. This is where you pick your team. Be careful about this. Even though Deion Sanders is better then Champ Bailey, I would go with Champ just because he is young and will provide me with a worry free DB spot for the next couple of years.

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Stats

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In this menu, found in Playoffs and Franchise mode, you get to look at all the stats of everyone in the league. From most interceptions, to attempts on 4th downs, you can get all you need to know about the stats here.

-*---

Quick Start/Tutorial

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Quick Start is the game play mode where you do not get to select your team, or the opponent's team, and then you start playing. It's just one game, but it's faster to setup then exhibition or any other game play mode, since all you do is press A once.

The Tutorial game mode is exactly the same as Quick Start, except throughout the game the game gives you tips. Very good for beginners.

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Tutorial

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Tips

~~~~

Dotted lines show Man Coverage, circles show Zone, arrows show Blitz, and dotted lines with a T show Bump and Run Coverage.

You can down the ball in the end zone by pressing [Y] once you have possession.

Hold the analog stick in the direction of the play you want. When you have highlighted your play, press [A] to select.

Press [L] or [R] before the snap and the camera will zoom out to display your off screen receivers and defensive match ups.

On field play calling lets you see each player route. Your primary man is always highlighted in red.

Feeling a step too slow? Tap [A] repeatedly for a speed burst.

You can get your players to hurry to the line by pressing [A] after your huddle breaks.

For short pass success, go with screen plays, quick outs or quick slants. Try to get the ball to your man before the opponent knows what hit him.
~~~~

Did you know the yellow line on the field represents the 1st down?

Goal Line, I Formation, Pro Set, Strong I, weak I and Ace are good choices for short yardage situations.

To call an audible, press [Y] and the corresponding play you want when the Audible overlay appears.

The first target on the catch mechanism is where you can jump to make the catch, the middle target is optimum for a normal catch, and the end is best for a diving grab.

After the snap, you will see your colored icons near all your eligible receivers. These icons correspond to buttons on the controller.

Pass plays have blue backgrounds, run plays have red ones.

Learn the right situations to use your defensive special moves. Pay attention to whether the line is moving left, or right and if you have an angle to any side. Reading these factors correctly will mean success for your line play.

If you can get your defender to face the ball before pressing jump [Y], the odds of intercepting it increase.

Charge up defensive moves to give hits more damage and more fumble potential.

Let off the analog stick and press jump [Y] for a standard block, otherwise you will do a running block.

If you wait for the offense to call their play, you will get to see their formation before making your call.

You can call a Fair Catch by pressing [Y] before the punted ball begins to descend.

Avoid mismatches through smart play calling. Linebackers matched up against wide receivers is a bad sign.

Hold down [A] to charge moves. Once the arrow is filled, hold it as long as you want, but you only have a second to execute your move once you release it.

If you time your hit perfectly, you can jar the ball loose.

To recover a loose ball, use your analog stick to guide your player to the ball and he will pick it up.

Shotgun, Quads, Pro Slot and Trips are good choices for long yardage situations.

To break free of a blocker, press any button repeatedly to get loose.

If you own a VMU, try VMU play calling. It is a great way to call plays without your opponent knowing what to expect.

Use the QB to quiet the crowd by pressing [X] at the L[ine]O[f]S[crimmage]. If you are not the home team, you may get the opposite reaction.

Press [B] at the LOS to get your opponent to jump offside. Be careful, as your man may jump as well.

Some formations allow you to send a man in motion. Press your analog in either direction and your man will change sides if the formation allows.

Go to the Audible menu off the Pause Screen to customize your play choices.

For diving catches, lead your receiver long, swap into him, speed burst like mad toward the target, then press [X] dive at just the right time.

For Bluff Mode, hold down [A] when you find the play you want. Keep it pressed as you flip through plays to hide it. When you let go of [A], your original play will be selected.

To do a Line Shift take control of a lineman and press either [L] or [R].

Did you know you can hurry up referee calls by pressing [A]?

Do not tap [A] before the ball is snapped, or you will jump off sides.

Dive tackles are effective and a charged dive may actually cause a fumble, but you risk giving up the long play if you miss.

It is OK to blitz, but if you blitz with a primary cover man, you may find yourself on the wrong end of a big play.

To avoid getting tripped up by a tackler who is diving for your feet,

hurdle him by pressing [Y].

You do not have to adjust the arrow for the field goals in Rookie or Tutorial modes, but adjustments are necessary at the Pro and All Pro levels.

Move the yellow arrow with the analog stick. By doing so, you adjust the direction as well as the trajectory of the ball.

Did you know you can choose Quick Start off the main menu, which will put you immediately into an exhibition game with random teams and weather conditions?

Did you know that Coaching Mode allows you to call all the shots, but has the CPU run the plays?

Did you know you can create your own plays and put them into any team play book?

Did you know you can create your own players, and put them onto any team?

Did you know that Performance EQ makes attributes for both teams equal? It gives you a chance to play any team at the same level.

Did you know that you can practice ball handler moves, passes and catches, field goals, on side kickoffs, full scrimmages, and more in Practice Mode?

Try staying in the packet. If you drop back too far your line cannot protect you.

Did you know you can use the D-Pad for a directional swap? You may find this more effective than the tradition cycle swap on [B].

To have the QB Kneel, call this play from the "Clock" formation in your playbook and use up as much time as you want.

The longer you hold the pass button down, the harder the pass will be thrown. Tap the button to lob.

If winning, the CPU offense will waste time trying to kill the clock, so use your timeouts wisely.

If the tackler is coming from the side, put a hand in his face by pressing the [L] or [R] trigger in the corresponding direction.

Hold down [R] for SCRAMBLE MODE, which allows your QB all the moves of a running back. Release [R] and the receiver icons will reappear.

Press [L] and [R] trigger together to pull off a juke move. Alternately, tap the [L] or [R] trigger lightly to juke in the corresponding direction and embarrass the defender.

To execute a successful Spin, press [B]. You can spin off of a player coming from any direction.

-*---

Network/Online Play

By far one of the most fun, and satisfying additions to NFL 2K1 is the ability to play over the net. The Dreamcast is easy to setup and after just a few inputs, you will be on your way, giving players turf toe over the net.

Connecting

As stated before, connecting to the NFL 2K1 servers is easy. All you have to do is select the Network menu, add in all your Internet info, and dial-up. Depending on what you are using, you will put in that information, or you can take advantage of the 50 FREE hours of SEGA.Net you receive from purchasing NFL 2K1. I did this and it's very lag free.

Screen name

After dialing in, the SEGA servers will ask you if you have a screen name or if you would like a new one. If you have one already, then you just have to put in that info. If you do not you have to put in your screen name, password, city, state, and all that good stuff.

Selecting a Regional and City Server

Usually, it's a good idea to pick a server that is close to you, at least with the 56k built in modem. If you are one of the few lucky ones that have gotten a Broadband Adapter, then it doesn't matter much. If you still have the 56k modem, then pick the server closest to you. If you live on the East Coast, pick the Eastern Server. Now, at the next screen, there will be a list of some major cities in your region. Pick the one that is closest to you, but make sure it has people in it. Some

of the cities servers do not have people in them, so go to the next closest city server with people in them.

Challenging and Accepting Challenges

I bet you are wondering how you play now? Well, you got to challenge someone of course! If they decline the challenge, then go on to the next guy. It's a good idea to pick fights with people who have GOOD or GREAT lag rating. Otherwise it gets quite unplayable. Accepting a challenge is just as easy. A screen will pop up that goes 'So-and-So wants to play you. Select Yes to play against them. Select No to decline the challenge. After that, you go about like any other game, selecting your teams, going through the toin-coss and kicking some booty.

-*-*-*

Owens. Garner can bust through holes like they are paper. Get the ball to these two guys often and a lot and you can win.

The 49ers do not have a powerful front offensive 5, so you will have to rely on your passing game a lot. This can cause problems because J. Garcia is not that high rated of a passer. Try to throw to just open receivers. Throwing into a crowd will get a nice interception for the other team.

Defense
~~~~~~~
The secondary of the 49ers is pitiful. They are short, small, and slow. You will get passed on, no matter what anyone says. The only way to fight against this is to put your defense into Nickel packages almost every single down. More CBs mean less open receivers, which means well for you.

The front four of the 49ers is not too great, but with help from the linebacker corps, they should be able to stop the run fairly easy. Watch for outside runs though, your CB's cannot get away from blocks at all.

Chicago Bears

The Chicago Bears drafted C. McNown in hopes that he could bring the glory days back to the Bears. The scouts of the Bears aren't very good, and the fans of Chicago's Bears are hurting because of it.

Information
~~~~~~~~~~~
City: Chicago
Stadium: Soldier Field
Offense: 85 Key Players: C. McNown - C. Inis - Marcus Robinson - B. Engram
Defense: 78 Key Players: B. Culpepper - P. Daniels - B. Urlacher - T. Parrish
Overall: 79

Offense
~~~~~~~
The top performers on this squad are C. Enis and M. Robinson. Enis has the power to force mistackles, and also has the speed to break the long ones. The defense better put two or three DBs on M. Robinson, because he will blow you away if you give him the chance.
~~~~~~~

Give the opposition a mix between the run and pass and you will fair well here. If your line collapses, run out of the pocket and use C. McNown to scramble to the first. Jam the ball up the middle and force the hole to get six a carry.

Defense
~~~~~~~
Chicago has a nice pass rush line, but they are susceptible to the run. Blitz with the linebackers to fill the gaps and hope you do not get burned. Your DBs should pick up any receivers that manage to get out.

The secondary crew of the Bears is fairly decent. Their top three corners can cover well, and also have the speed to catch up. But watch out. If the offense spreads the field, and has four or five receivers, those two extras will be able to get open. Try to stick to 4-3 and 3-4 combos.

Cincinnati Bengals

The Cincinnati Bengals are moved into a new stadium this year, and hopefully a new life. They have struggled in recent history, but there is promise in the A. Smith/C. Dillon/P. Warrick trio. If they can mature well, they can get as good as the Colts trio.

Information
~~~~~~~~~~~
City: Cincinnati
Stadium: Paul Brown Stadium
Offense: 68 Key Players: C. Dillon - P. Warrick - A. Smith - T. McGee
Defense: 59 Key Players: T. Barndt - M. Bankston - T. Spikes - B. Simmons
Overall: 62

Offense
~~~~~~~
This team has what it takes to be great, but they do not know how to take advantage of their abilities. Peter Warrick is very good, and so is C. Dillon. Why can't they do anything? Bad play calling and bad decisions by the 2nd year QB, A. Smith. Once he matures into a good back, he will be able to bring the Bengals home at least a playoff ring.

Give the ball to C. Dillon on at least 60 percent of the carries and you should be able to open the passing game. Launch one to P. Warrick deep and you are set to win. Remember though. The passing game sets up
~~~~~~~

the running game, and the running game sets up the passing game. You need a mixture of both to win with this team.

Defense
~~~~~~~
The defense on this team has some good players, but only a few. To be great, you need at least more then 3. Their secondary is really beat up with some bad players, but the front four and the linebackers can hold their own. Expect to be able to do something against the run. Do not expect to do anything with the pass.

Blitz on run downs and bring a corner on a passing down to give pressure to the QB to force short passes. At least your corners can defend against the pass a little...

Buffalo Bills

After a very sad play for the Bills in the playoffs last year, they were eliminated from post-season. This year they have high hopes with a revamped defense and a powerful, efficient offense. D. Flutie still should have started.

Information
~~~~~~~~~~~
City: Orchard Park
Stadium: Ralph Wilson Stadium
Offense: 91 Key Players: R. Johnson - A. Smith - E. Moulds - J. Riemersma
Defense: 78 Key Players: T. Washington - P. Hansen - S. Cowart - S. Rogers
Overall: 83

Offense
~~~~~~~
The Bills have a good QB in R. Johnson, so passing the ball should be a breeze, especially with a receiver like E. Moulds. Run plays in the shotgun formation, and try to confuse the defense with some play action draws. Throw quick, precise pass routes. R. Johnson doesn't do very well under pressure and will lob the ball from time to time.

Defense
~~~~~~~
The Bills have a NICE linebacking group, so run the 3-4 without hesitation. Blitz the outside men to protect against the toss. On run downs, play the 4-3, or 3-4 with linebackers blitzing. You do not want

to leave the deep spots open to the deep pass, as the DB's can be flaky at times. Do not safety blitz too often and only do it when you are sure you will not get beat by the pass.

Denver Broncos

When J. Elway retired, the Broncos did not know where to turn. They had B. Brister and B. Griese to choose from. They are lucky they made a good decision to stay with B. Griese, who is now putting up all-pro numbers in the NFL. T. Davis is back after a torn ACL injury and almost to top form. E. McCaffrey and R. Smith give the Broncos the passing game they needed to make the playoffs.

Information
~~~~~~~~~~~
City: Denver
Stadium: Mile High Stadium
Offense: 88 Key Players: T. Davis - R. Smith - E. McCaffrey - B. Griese
Defense: 84 Key Players: T. Buckley - R. Crockett - J. Mobley - M. Tanuvasa
Overall: 86

Offense
~~~~~~~
Run, run, run, run, run. Run the ball. T. Davis is diesel in the backfield, and he can run over anybody. The Bronco offensive line is so good, anyone could do good, even Bill Gates. Run the ball. Jam in down their throats, then pass it once in a while when you see them charging with everything they've got. The key to the Broncos success is their running game, no doubt. Everything revolves around it.

Defense
~~~~~~~
Do not get your linebackers mixed up with the wide receivers. That is certain death. Run the dime package mainly and do not blitz too much. The line should be able to handle the run against mediocre backs. You have some pretty good DBs, so do not worry about them too much. Just do not get mismatches against your linebackers.

Cleveland Browns

The newly created Cleveland Browns invested in T. Couch and K. Johnson and they are getting their money's worth. The Browns WERE doing well until T. Couch got hurt. Expect them to kick ass next year, when they
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get some new free agents, and T. Couch back. All they need is time, and they've got lots of it.

Information
~~~~~~~~~~~
City: Cleveland
Stadium: Cleveland Browns Stadium
Offense: 63 Key Players: T. Couch - E. Rhett - K. Johnson - D. Chiaverini
Defense: 64 Key Players: C. Brown - J. Miller - P. Ellsworth - C. Fuller
Overall: 63

Offense
~~~~~~~
The Browns are the king of short, precise plays. Going long is not for them. In fact, they do not have a deep threat now. E. Rhett is a good back that can cut, dash, and hit his way to the goal line. The passing game should not be a huge problem, but you can't throw deep. At all. Just go for the quick slants and outer cuts, and you will do fine. Throwing a screen off to the side doesn't hurt once in a while either, especially with someone like Rhett. This could open the deep pass to K. Johnson.

Defense
~~~~~~~
I recommend doing the 4-3 packages while playing with the Browns defense. They have a good line with a young C. Brown. The DBs aren't too shabby themselves and should be able to keep two or three receivers at bay. Also, blitzing the linebackers to cover up the holes that open for the run would not be a bad idea either. I saw that the interior line was very susceptible to the run, and needs help.

Tampa Bay Buccaneers

The mighty defense of Tampa Bay now has an offense to bring to the prom. J. Green, K. Johnson, M. Alstot, and W. Dunn are a force to be reckoned with. You can't stop them. J. Green has the speed, K. Johnson the strength, M. Alstot the rumbling power, and W. Dunn the jukes. S. King is finally coming into his own, but he still has room for lots of improvement.

Information
~~~~~~~~~~~
City: Tampa Bay

Stadium: Raymond James
Offense: 91 Key Players: W. Dunn - K. Johnson - J. Green - S. King
Defense: 97 Key Players: W. Sapp - J. Lynch - D. Abraham - D. Brooks
Overall: 94

Offense
~~~~~~~
The Tampa Bay GM has brought in a nice arsenal of rockets this year. Well, only 1. K. Johnson. He opens the game so much for the Buccaneers. Now J. Green is not the only one that can do anything. W. Dunn and M. Alstot can now run the ball easier since people worry about the run. Ram the ball, pass the ball, it all works out in the end when you have an offense like this.

Defense
~~~~~~~
You do not even need an offense with a defense like this. The Bucs proved that last year when they went to the NFC Championship. Of course it is nice now that they have one. Play lots of 4-3 and Nickle packages. You have the CB's and linemen to do both of the jobs and you can blitz with it. Blitzing with this speed hurts.

Arizona Cardinals

Arizona is in a good spot this year. They have some offense, and some defense. You can't win games without at least one of them and you definitely can't win a championship without both of them. There is some silver lining in J. Plummer, but until he matures, it's going to be a long season.

Information
~~~~~~~~~~~
City: Tempe
Stadium: Sun Devil Stadium
Offense: 69 Key Players: J. Plummer - T. Jones - R. Moore - F. Sanders
Defense: 74 Key Players: S. Rice - R. McKinnon - R. Fredricks - A. Williams
Overall: 71

Offense
~~~~~~~
When on offense, the Cardinals need to pass it to R. Moore and F. Sanders, and T. Jones out of the backfield, and get the ball down field. You need to pound the ball also. Let the Safeties come in to try to stop you and then you stab them in the back and throw it long for a

touchdown. Remember, J. Plummer is a Scrambling QB. Use this to your advantage, and get some yards when the receivers aren't open.

Defense
~~~~~~~
Arizona has some good pass rush in S. Rice and a good CB in A. Williams. Let S. Rice blitz on all passing downs and force the ugly throw towards A. Williams. He will surely pick it off. Do not be afraid of the run, your LB's got your back and will crush wannabe running backs and send them packing. Stick to Nickle Blitz package with this team.

San Diego Chargers

With a dominating run defense, the Chargers can easily stop the run, but can they stop the pass? Their offense is still suffering from Leaf Syndrome, and will continue until they find someway to get out of that hefty contract they made with the dysfunctional QB.

Information
~~~~~~~~~~~
City: San Diego
Stadium: QUALCOMM Stadium
Offense: 62 Key Players: C. Conway - J. Graham - F. Jones - R. Leaf
Defense: 81 Key Players: R. Johnson - J. Seau - R. Harrison - E. Hill
Overall: 72

Offense
~~~~~~~
Not much you can do with this team. Ryan Leaf has little clutch, so all you need is a blitz to shake the man up. He can get passes accurately to his receivers, and even can throw pretty far, so there are bright spots. You will have huge troubles running with K. Bynum. He is one of the worst starting running backs in the league. Rely on the pass and you can do it.

Defense
~~~~~~~
With a linebacker corp lead by the famous J. Seau, you should have no problems covering the inside run and pass. Although the CB's can be flaky sometimes, they can usually get back to the ball with their speed. Use mostly 4-3 and 4-3 blitz packages to guide this team to a victory.

Kansas City Chiefs

The Kansas City Chiefs aren't a hugely dominating team, but they can win games and can make it to the playoffs. They have a steady running game in M. Cloud, and a decent passing game in E. Grbac. With the loss of the late Derrick Thomas, the leader of the Chiefs defensive unit, the Chiefs will have some problems, but maybe they can rally for their fallen comrade.

Information

~~~~~~~~~~~

City: Kansas City
Stadium: Kansas City Stadium
Offense: 79 Key Players: E. Grbac - M. Cloud - D. Alexander - T. Gonzalez
Defense: 77 Key Players: C. McGlockton - D. Edwards - J. Woods - J. Hasty
Overall: 77

Offense

~~~~~~~

Although the team doesn't have any outstanding players besides T. Gonzalez, they should do well against most defenses. Try to run up the middle behind T. Grunhard and W. Shields. They have some of the best run blocking in the league and should get you maximum yardage with the run. Passing to T. Gonzalez on slant and outside passes are the high percentage throws.

Defense

~~~~~~~

This defense comes included with two stellar linebackers and a great CB to help them. The line might have problems running against the stronger offensive lines, but the linebackers will help as long as they do not get caught on an inside blitz when the play goes outwards. Play 4-3 and 3-4 packages with this defense to defend.

Indianapolis Colts

The young trio of P. Manning, E. James, and M. Harrison are sure to bring the Colts a promise to THE game. Their defense is strong, but their offense is the one that will score points against any offense. They have the running game, and the passing game to kick ass, even against teams like the Buccaneers.

Information
~~~~~~~

~~~~~~~~~~~~
City: Indianapolis
Stadium: RCA Dome
Offense: 98 Key Players: P. Manning - E. James - M. Harrison - T. Wilkins
Defense: 78 Key Players: E. Johnson - C. Bratzke - C. Bennett - C. Cota
Overall: 88

Offense
~~~~~~~
Oh damn. Sorry, this offense sucks...and I'm lying! No matter what happens, this offense should not be stopped if you know what you are doing. Running with E. James is like eating cereal for dinner! Same with hooking up with M. Harrison, one of the best receivers in the game. Sheeeeeeet, eating cereal for dinner is probably harder.

Defense
~~~~~~~
Not bad. A good defense for a stellar offense. With a DB like C. Cota, you should not have much problem with the long ball. E. Johnson, and C. Bratzke can hold their own against the run, but do not get caught on the weaker side of the ball or you can be in trouble. 4-3 and 4-3 blitz packages do well with this defense.

Dallas Cowboys

With the addition of J. Galloway, and both T. Aikman, and E. Smith, the Cowboys have a chance at another deadly trio. Along with R. Ismail, they have a chance at quadrio? Anyways, their defense is decently good, getting a B rating from NFL2K1.

Information
~~~~~~~~~~~
City: Irving
Stadium: Dallas Stadium
Offense: 98 Key Players: T. Aikman - E. Smith - J. Galloway - R. Ismail
Defense: 78 Key Players: D. Coakley - R. McNeil - J. Bowden - G. Ellis
Overall: 88

Offense
~~~~~~~
Accurate quarterback. Fast receivers. Powerful juking running. What else do you need to fight the best defenses in the NFL? A line would help, but the quick pass routes to the outside should make sure linebackers do not blitz.
~~~~~~~

Defense
~~~~~~~
Only one player can do anything, and that is D. Coakley. I do not know what to say, but stack up on 4-3 Cover eight a lot and try not to get wasted on the deep pass. Also try not to miss tackles, as you will not have luck catching up against some of the fastest.

Miami Dolphins

With the retirement of Dan Marino, the passing game of the Dolphins is in jeopardy. Who will take his spot? J. Fielder can try, but does he have the skills to? And you do not have a huge running game, the Dolphins never did before, why would they have it now?

Information
~~~~~~~~~~~
City: Miami
Stadium: Pro Player Stadium
Offense: 70 Key Players: J. Fiedler - L. Smith - T. Martin - O. Gadsden
Defense: 96 Key Players: T. Bowens - B. Marion - Z. Thomas - S. Madison
Overall: 83

Offense
~~~~~~~
A very average offense. Do not expect to blow out your opponents, but also stick to the high percentage plays. You know, slants, cut outs, running plays. Stuff that is not long ball. I-Formation is a good formation for these types of plays. Try to mix it up and confuse the defense with motions. Do not expect to blow your opponents with speed.

Defense
~~~~~~~
Bling, Bling is the only thing that describes this defensive unit. They have two 99 or above corner backs who will get the interceptions and make them pound your front four. There, you have help with a person named Z. Thomas. With amazing speed and strength, running backs are eaten for an in-game snack.

Philadelphia Eagles

With a powerful scrambling quarterback in D. McNabb, and a nice running game in D. Staley and B. Mitchell, the Eagles have a chance to make it to the playoffs. If they can find some receivers, and some other

players at vital positions, they can be a contender for the Superbowl.

Information
~~~~~~~~~~~
City: Philadelphia
Stadium: Veterans Stadium
Offense: 65 Key Players: D. McNabb - D. Staley - T. Small - C. Johnson
Defense: 74 Key Players: C. Simon - H. Douglas - T. Vincent - B. Taylor
Overall: 68

Offense
~~~~~~~
Make use of D. McNabb. If your receivers do not get open, run out of the pocket and go for the first down. McNabb has some nice speed and can outrun most defensive linemen. D. Staley will help open up the passing game, but do not rely on him too much, because he is not a stellar star quite yet. Remember to run around with D. McNabb.

Defense
~~~~~~~
A nice secondary with three corner backs with over 90 overall rating, you will not have much trouble defending against the pass. The run is what you should worry about. Try to stack up your line and blitz to expect the run. Do not get caught with your pants down though, or you will be weeping it up in a city where the fans are not to kind.

Atlanta Falcons

The Falcons lost J. Anderson near the beginning of the year due to a torn ligament in his leg. He is finally back and is kicking booty all over the place. This is the foundation for the Falcons, can they give him some help, or will he have to bring them to the Superbowl like he did a few years ago, by himself?

Information
~~~~~~~~~~~
City: Atlanta
Stadium: Georgia Dome
Offense: 73 Key Players: C. Chandler - J. Anderson - T. Mathis - T. Dwight
Defense: 82 Key Players: S. Dronett - J. Tuggle - A. Ambrose - R. Buchanan
Overall: 77

Offense

~~~~~~~
The passing game is really shaky for the Falcons. C. Chandler is not a very accurate thrower, but he can throw the ball deep and sometimes get the good plays. He only has one good receiver, T. Mathis, but it's hard to three secondaries off one guy when you have no one else to throw it too. Run the ball a lot with J. Smith. He breaks tackles like a machine and earns the nickname Dirty Bird by his 'take no prisoners' type running.

Defense
~~~~~~~
Far from perfect, but pretty well overall, the main problem is the line. They have no good linemen. They have one good linebacker to back those guys up, and two corner backs to back those guys up, but by then it's already a 15-yard gain. Blitz your linebackers in Nickle Blitz and you should not have a problem forcing the throw, hopefully into one of your guys' hand.

New York Giants

With a promising rookie in R. Dayne, and an accurate quarterback in K. Collins, the Giants look to have a playoff bound season. With J. Sehorn leading a B- defense, they also look to be one of the top defenses in the league. Maybe the offense can win a few this year?

Information
~~~~~~~~~~~
City: East Rutherford
Stadium: Giants Stadium
Offense: 71 Key Players: K. Collins - R. Dayne - A. Toomer - I. Hilliard
Defense: 83 Key Players: M. Strahan - J. Armstead - J. Sehorn - K. Hamilton
Overall: 76

Offense
~~~~~~~
Give it to R. Dayne for a charge throw defensive lines. This heavy-set running shows his amazing speed around the outside, while showing his strength up the middle. Throw to the open A. Toomer, and expect accurate passes. The defense is ranked low mostly because the offensive line is not very good, so that means you will have to juke some guys out with R. Dayne.

Defense

~~~~~~~

On the outside line, M. Strahan eats quarterbacks for lunch, and dinner. At linebacker, J. Armstead eats up stray running backs for breakfast, and J. Sehorn eats footballs for a in-game snack. You have one good player at each position. Make use of this and switch to the player that is closest. So, if they are running, get J. Armstead, passing, get M. Strahan, and then switch to J. Sehorn to pick the ball off.

Jacksonville Jaguars

With a disappointing three losses to the Superbowl runner-ups, the Jaguars were sent home just inches away from the Big Game. They are hungry for it this year, and with many of their receivers and others coming back, they have what it takes to blow away the competition.

Information

~~~~~~~~~~~

City: Jacksonville
Stadium: ALLTEL Stadium
Offense: 96 Key Players: M. Brunell - F. Taylor - J. Smith - K. McCardell
Defense: 89 Key Players: G. Walker - T. Brackens - K. Hardy - F. Bryant
Overall: 92

Offense

~~~~~~~

With a powerful, quick runner in F. Taylor, you should have no problems with this offense. It can do anything! M. Brunell throws accurate passes, and is mobile too! J. Smith and K. McCardell own the secondaries and will get open bunches of times. Do not be afraid to throw it deep, either.

Defense

~~~~~~~

With a defense like this, who needs an offense? Not this team. You can run any formation, because you've got the players to back you up. Just do not blitz every person, ok? That kind of hurts the chances of the secondary being about to do anything, since they are going after the QB!

New York Jets

V. Testaverde watched helplessly as the Jets had a disastrous season,

with a leg injury. Now he is back, and so are the Jets. They do not want to have another flop season, and have the weapons to make sure it doesn't happen. Even without K. Johnson.

Information
~~~~~~~~~~~
City: East Rutherford
Stadium: Giants Stadium
Offense: 78 Key Players: V. Testaverde - C. Martin - W. Chrebet - D. Ward
Defense: 72 Key Players: S. Ellis - R. Phifer - M. Lewis - A. Glenn
Overall: 75

Offense
~~~~~~~
Passing the ball to W. Chrebet is easy. He can catch the ball, and he can run the ball. He may be short, but he is there and he can get away from defenders. C. Martin owns offensive linemen. The most underrated player in the game, he has put up multiple 1000-yard seasons and will add on to that this year.

Defense
~~~~~~~
This side is a bunch of nobodies, but that is good. They work together, and the play hard. They know how to stop the run, and can defend against the short and long pass. Sometimes teams might get a good one in on them, but if you mess up, they will make you pay for it. Do not underestimate this defense, or its abilities.

Detroit Lions

Without Barry Sanders, the team made it to the playoffs. For the first time in a long time. Who needs a running back when you've got heart like this. It isn't a stat or a record, but one of the purest things in the league is how much heart you've got, and this team has a lot.

Information
~~~~~~~~~~~
City: Detroit
Stadium: Pontiac Stadium
Offense: 77 Key Players: G. Crowell - H. Moore - D. Sloan - J. Stewart
Defense: 79 Key Players: C. Claiborne - S. Boyd - R. Porcher - L. Elliss
Overall: 78

Offense
~~~~~~~
H. Moore is the man to get the ball to. He can run, he can leap, he can do it all. So can J. Stewart, but he fumbles so much it's not even funny to count them. Do not get swamped or you will regret it. D. Sloan is a nice blocker and an excellent huge target. Get the ball to him for the short outs. Do not forgot to get the ball to J. Stewart, on passes, he is better on passes then on runs.

Defense
~~~~~~~
While very good against the run, they have no huge standouts in the secondary. K. Schulz is their best, and let's just say he is not very good. Go with Dime to help him out, as your front four should keep runners at bay. Try to run Linebacker blitz, as they are the best kind to run.

Green Bay Packers

After one crazy season with coach R. Rhodes, the Packers fired the coach. He went off somewhere, and now the Pack has a new coach who can bring them to the championship. With a gunner like B. Favre, and some key weapons, Green Bay can bring glory back to THE TUNDRA.

Information
~~~~~~~~~~~
City: Green Bay
Stadium: Lambeau Field
Offense: 91 Key Players: B. Favre - D. Levens - A. Freeman - B. Schroeder
Defense: 69 Key Players: R. Maryland - L. Butler - A. Edwards - V. Holliday
Overall: 78

Offense
~~~~~~~
B. Favre is the highest rated QB in the game. He has great clutch, leadership, just among the few things he max's out at. He has a great running back in D. Levens, and a great receiver in A. Freeman. They can do many things with this offense. Running the ball is very easy, and also throwing the ball. Scrambling is very key to being a Packer, so scramble with B. Favre when you are in trouble.

Defense
~~~~~~~
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Not great is the only thing that you can describe this defense with. They have their moments, but can give up the big play at anytime. Using L. Butler to control the run is very key, so blitz with him often. Your corner backs should not have a huge problem against any of the receivers in this league, except maybe I. Bruce.

Carolina Panthers

With a good quarterback, and a great lineman coming back to help against opponents offenses, the Panthers have great expectations. In a mediocre NFC West, they can get to the playoffs, but that is just half the battle. Winning against the best is hard, and it will take lots of hard work to do it.

Information
~~~~~~~~~~~
City: Charlotte
Stadium: Ericsson Stadium
Offense: 83 Key Players: S. Beuerlein - T. Biakabutuka - M. Muhammad - W. Walls
Defense: 73 Key Players: E. Swann - C. Smith - R. White - E. Davis
Overall: 76

Offense
~~~~~~~
With many weapons, B. Beuerlein will have no problems finding an open receiver. He has a great tight end in W. Walls and a great receiver in M. Muhammad. They are mostly open every play. T. Biakabutuka is a hard runner and plows over many defenses for the good 20 yard breaks. Run and pass with these guys to win.

Defense
~~~~~~~
The great reverend R. White returns to the game to go for the Superbowl. His stats aren't that impressive, but he still got some fumes left. E. Swann covers the outside very well. The secondary do have problems against the pass, but going to Dime Odd will help against this. Try not to blitz many times, or you will get beat.

New England Patriots

The Patriots do not really have any bright spots. Their QB is nice, but doesn't have what it takes to make plays. T. Glenn will have to carry the Patriots to victory, but a one-man show doesn't do well in the
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playoffs, or in the season, either.

Information
~~~~~~~~~~~
City: Foxboro
Stadium: Boston Stadium
Offense: 72 Key Players: D. Bledsoe - K. Faulk - T. Glenn - T. Brown
Defense: 81 Key Players: W. McGinest - C. Slade - L. Milloy - T. Law
Overall: 75

Offense
~~~~~~~
Not many weapons on this offense. T. Glenn is the only good player, as stated before. It will be K. Faulk's job to run, but he doesn't have the greatest legs in the game, so it will be hard to make teams scared of the run, and bring the safeties up. Try to open the running game with the pass, and then run to open the long bomb.

Defense
~~~~~~~
No flaws in the secondary of this defense. T. Law, T.Jones, and T. Milloy will keep the offenses begging for a good running back if they do not already have one. W. McGinest will own the quarterbacks, as finding an open receiver will take awhile, giving W. McGinest and the line time to get the sack.

Oakland Raiders

With veterans like T. Brown and R. Gannon running around, this team has the experience needed to win. The defense isn't too shabby themselves, with a great secondary player. Getting home field advantage with this team will not be too difficult, at least if you win.

Information
~~~~~~~~~~~
City: Oakland
Stadium: Network Associates
Offense: 89 Key Players: R. Gannon - T. Wheatley - T. Brown - R. Dudley
Defense: 92 Key Players: D. Russell - L. Johnstone - C. Woodson - R. Upshaw
Overall: 89

Offense
~~~~~~~
With a 'bowling' type of running back in T. Wheatley, you will have no
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problems running up the middle. With a quick, agile running back in N. Kaufman. For the long ball, throw it to T. Brown. For the short pass, go to R. Dudley. This offense has many weapons, and a mobile QB in R. Gannon. This presents problems for every defense.

Defense
~~~~~~~
With three 90+ rated linemen, no one will be able to run. They do not have any linebackers; so passing over the middle will not be hard. C. Woodson should keep the most explosive receiver under taps, and all you have to worry about those #2 receivers who can't make huge plays.

St. Louis Rams

Superbowl defending champs still have all their great players, and their great defense. Winning against these guys doesn't come easy, but they have to play against the Redskins, Buccaneers, just to know a few playoff caliber teams. Can they repeat?

Information
~~~~~~~~~~~
City: St. Louis
Stadium: St. Louis Dome
Offense: 98 Key Players: K. Warner - M. Faulk - I. Bruce - T. Holt
Defense: 88 Key Players: D. Farr - K. Carter - M. Jones - R. Lyght
Overall: 92

Offense
~~~~~~~
You should not be reading this. We all know they have the most explosive offense in the league. Their quickness is unmatched by anyone. With three fast receivers in M. Faulk, I. Bruce, and T. Holt, they are a big trouble for defenses. Run any play and you will succeed.

Defense
~~~~~~~
With at least two good players at each position, you should have no problem stopping anything but the out pass. Even that is pretty easy to defend against. Stuffing the run with your line is no problem. Blitz often with the linebackers to get to the QB quickly. Most offensive lines can't stop your players.

Baltimore Ravens

A huge defense is what keeps this team running. Their offense is pretty much crap. Even though have some additions, such as S. Sharpe and T. Dilfer, the offense will struggle as usual, because T. Banks isn't good at all. The defense will have to save the Ravens.

Information
~~~~~~~~~~~
City: Baltimore
Stadium: PSINet Stadium
Offense: 74 Key Players: Q. Ismail - S. Sharpe - J. Lewis - T. Banks
Defense: 94 Key Players: M. McCrary - P. Boulware - R. Lewis - R. Woodson
Overall: 83

Offense
~~~~~~~
Eh, not much here. Get it to S. Sharpe as much as you can. Q. Ismail has some speed and could be used on the long pass, but T. Banks can't throw it very accurately down field. J. Lewis is a good, but has lots to learn. I say let the defense do all the work, but if you do not then take my advice and get it to S. Sharpe.

Defense
~~~~~~~
Diesel. Beast. Best. Three words that describe this defense. They have players at all positions. Two great linebackers, two great corner backs, a good line. Everything you need to do good. Blitz lots with R. Lewis, and he will kill QBs. Do not be afraid either. Your corner backs will help you out.

Washington Redskins

Going to the playoffs in the first year in more then five seasons, the Redskins, with new owner D. Synder, brought in more talent to make their team even stronger. Considered the best team on paper, these bunch of all-stars have what it takes to win the Superbowl.

Information
~~~~~~~~~~~
City: Landover (Raljon In Game)
Stadium: FedEx Field
Offense: 94 Key Players: B. Johnson - S. Davis - M. Westbrook - A. Connell
Defense: 85 Key Players: B. Smith - L. Arrington (#56) - D. Green - D. Sanders

Overall: 87

Offense
~~~~~~~
This offense has it all. A great running back that can plow over the defense. A receiver that can get off the blocks and get wide open, and a QB that can pass the ball accurately. With S. Davis, run the ball, over and over and play smash mouth football. Do not be afraid to run on three and 5. Chances are S. Davis will do it.

Defense
~~~~~~~
Weak only in the line, nobody can pass against these guys. With a secondary that consists of D. Sanders, C. Bailey, and D. Green, you do not have to worry about anything. These guys will stop the pass, with no problems. Your defense will have problems stopping the run, but B. Smith can get to the QB before he hands it off sometimes. #56 will be able to make sure no one comes over the middle with his huge stature. Do not be impressed if they stop the Rams. It's their job.

New Orleans Saints

With a healthy R. Williams, and some new guys coming to the Saints, they look promising. J. Blake and company will be able to add new dimensions to their game and possibly beat the Superbowl champs, St. Louis. If they can rally together, they will be a force to reckon with.

Information
~~~~~~~~~~~
City: New Orleans
Stadium: Louisiana Superdome
Offense: 76 Key Players: J. Blake - R. Williams - J. Reed - A. Glover
Defense: 72 Key Players: N. Hand - L. Glover - J. Johnson - M. Fields
Overall: 74

Offense
~~~~~~~
The Saints acquired J. Blake over the off-season, and he might be what the Saints need to get to the championship. He's got an accurate arm, can scramble in the pocket, and is a natural leader. R. Williams will run for 1000 yards, and is one of the key aspects of this offense. Give it to him a lot, and he will give you results. J. Reed is the main man to throw it too, he's got hands like glue, and can take a hit.

Defense

~~~~~~~
Only weak in the secondary, this team can stop the run with its big four line. Try not to let the running backs get past the line, or your linebackers might have trouble bringing him down. Run 4-3's a lot and blitz with M. Fields lots to force the inaccurate ball.

Seattle Seahawks

This team made it to the playoffs, but got beat by late game heroics by D. Marino. Do not let this happen again and get to the playoffs. M. Holmgren is a coaching genius and can make up plays that will confuse the opposition. All you have to do is put the plays into action.

Information
~~~~~~~~~~~
City: Seattle
Stadium: Husky Stadium
Offense: 80 Key Players: J. Kitna - R. Watters - S. Dawkins - D. Mayes
Defense: 81 Key Players: C. Kennedy - M. Sinclair - C. Brown - S. Springs
Overall: 79

Offense
~~~~~~~
The key to winning is to run the ball with R. Watters every chance you get. He is a beast and very quick to the hole. J. Kitna has some passing problems, but if you work with him, he will get better, and possibly be a superstar. Again, run with R. Watters to win, as relying on the passing game is shaky.

Defense
~~~~~~~
One of the best secondaries in the league, you should have no problem defending against the pass. A line that has a couple of great players, you will not have much trouble stopping the run either. You have a great linebacking crew too, so do not be disappointed when your linebackers are a better line then your line.

Pittsburgh Steelers

With a struggling K. Stewart, the Steelers have put in K. Graham, who is probably the better of the two. A defense with these kinds of players can also help the offense, scoring their own amounts of touchdowns. Do not forget about J. Bettis one of the premiere backs in

the league.

Information
~~~~~~~~~~~
City: Pittsburgh
Stadium: Pittsburgh Stadium
Offense: 71 Key Players: K. Graham - J. Bettis - T. Edwards - P. Burress
Defense: 73 Key Players: L. Kirkland - R. Holmes - L. Flowers - K. Henry
Overall: 72

Offense
~~~~~~~
This is a team with a lot of mediocre players. Not really any overpowering force. If you want to do well, run the ball up the middle, lower your shoulder, and plow over the defense. Throw the ball on out routes many a times. You do not have a deep threat, so open up the game with your running.

Defense
~~~~~~~
Not any spectacular players here expect for L. Flowers. You will have problems controlling the run, since they aren't very well at stopping it. The pass will be hard to defend against too. You will have to call the correct plays, and blitz at the correct times to do any damage. 3-4 is a good defense to run, as the Steelers use it in real life also.

Tennessee Titans

Defending runner-ups of the league, they have the power to repeat all over again. With a beast in E. George, as well as great receivers like K. Dyson, you should not have much problems going against any opponents. Do not let your turnovers rise, or you might be hurt by it.

Information
~~~~~~~~~~~
City: Nashville
Stadium: Tennessee Stadium
Offense: 93 Key Players: S. McNair - E. George - C. Pickens - F. Wycheck
Defense: 93 Key Players: J. Kearse - R. Godfrey - S. Rolle - B. Bishop
Overall: 92

Offense

~~~~~~~
Run the ball. That is all you have to do to win. E. George is the MVP of this team, and without him, the Titans would not have much of a chance. To open the game up, run, then pass to F. Wycheck, who is S. McNair's favorite target. He can get open, he can block, and he can pass too.

Defense
~~~~~~~
The power here lies in J. Kearse. Rush with him and get to the QB to force the pass into defended territory. With your CB's you will pick off many passes if you apply pressure. J. Kearse is so fast that he can get the QB in a matter of seconds, and his strength is unsurpassed. Rush with him and force the turnover.

Minnesota Vikings

The Vikings said bye-bye to J. George and R. Cunningham, and place D. Culpepper into the role of QB. Can he repeat the last two years, and have one of the greatest offenses in the league? We will have to see, and hope the C. Carter and R. Moss help the kid out.

Information
~~~~~~~~~~~
City: Minneapolis
Stadium: H. H. H. Metrodome
Offense: 88 Key Players: R. Smith - R. Moss - C. Carter - D. Culpepper
Defense: 67 Key Players: O. Thomas - R. Griffith - E. McDaniel - J. Randle
Overall: 77

Offense
~~~~~~~
If D. Culpepper can study the game and learn how to pass to R. Moss, and C. Carter, the Vikings will be one of the best offenses in the league. Passing to R. Moss is easy, as he is one of the best in the business. All C. Carter does is catch touchdown passes. R. Smith will lead the running game; to open the huge deep game the Vikings want this year.

Defense
~~~~~~~
A decent defense, with many high ranked players, you will not have much trouble defending against the run, with J. Randle leading the line. Linebackers can also keep the flat pass under raps, and the secondary
~~~~~~~

might give up the huge play every once in a while, but you can come back with an offense like the Vikings.

American Football Conference

With the best of the best in the AFC coming out to play, you will not have any problems with this team. Of course, with all the talent, no one will have any problem with them, since they are the best of the best.

Information
~~~~~~~~~~~
City: Honolulu
Stadium: Aloha Stadium
Offense: 100 Key Players: P. Manning - E. James - J. Smith - T. Gonzalez
Defense: 100 Key Players: T. Pryce - T. Brackens - K. Hardy - S. Madison
Overall: 99

National Football Conference

With the best of the best in the NFC coming out to play, you will not have any problems with this team. Of course, with all the talent, no one will have any problem with them, since they are the best of the best.

Information
~~~~~~~~~~~
City: Honolulu
Stadium: Aloha Stadium
Offense: 100 Key Players: K. Warner - M. Faulk - R. Moss - W. Walls
Defense: 100 Key Players: W. Sapp - M. Strahan - J. Armstead - D. Sanders
Overall: 99

National Football League

With the best of the best in the NFL coming out to play, you will not have any problems with this team. Of course, with all the talent, no one will have any problem with them, since they are the best of the best.

Information
~~~~~~~~~~~
City: Honolulu
Stadium: Aloha Stadium
Offense: 100 Key Players: P. Manning - E. James - R. Moss - T. Gonzalez
Defense: 100 W. Sapp - K. Carter - K. Hardy - D. Sanders
Overall: 99

-*----------

Alumni Teams

Every player has come from a college. Here are the best players from each region based on their college.

Far West Alumni

The best from the Far West come out to play. You will not have any troubles, since they are the best from college, and have great draftees

Information
~~~~~~~~~~~
City: San Francisco
Stadium: 3Com Park
Offense: 100 Key Players: M. Brunell - M. Faulk - K. Johnson - T. Gonzalez
Defense: 100 Key Players: D. Russell - W. McGinest - C. Claiborne - J. Hasty
Overall: 99

Great Plains Alumni

One of the weaker alumni, you might have trouble going up against stronger teams. You have good players, but your rating is brought down by no-names.

Information
~~~~~~~~~~~
City: Denver
Stadium: Mile High Stadium
Offense: 72 Key Players: T. Detmer - J. Anderson - K. Dyson - B. Chamberlain
Defense: 76 Key Players: L. Elliss - G. Wistrom - M. Simoneau - T. Williams
Overall: 74
~~~~~~~~~~~

Mid West Alumni

Definitely a strong alumni, this team has some great players, and future hall of famers. The best from College.

Information
~~~~~~~~~~~
City: Chicago
Stadium: Soldier Field
Offense: 100 Key Players: K. Warner - E. George - J. Galloway - R. Dudley
Defense: 100 Key Players: B. Young - J. Taylor - K. Hardy - C. Woodson
Overall: 99

North East Alumni

Another weaker alumni, with good players, but a lot of bad players. You can do stuff with them, but it's hard to match up against the stronger teams.

Information
~~~~~~~~~~~
City: East Rutherford
Stadium: Giants Stadium
Offense: 100 Key Players: R. Gannon - C. Martin - M. Harrison - F. Wycheck
Defense: 79 Key Players: K. Hamilton - M. Mamula - J. Mobley - T. Jones
Overall: 89

South East Alumni

A very strong alumni, you will not have problems against any team. Players from this alumni are some of the best in the league.

Information
~~~~~~~~~~~
City: Miami
Stadium: Pro Player Stadium
Offense: 100 Key Players: B. Favre - E. James - R. Moss - W. Walls
Defense: 100 Key Players: W. Sapp - K. Carter - D. Brooks - D. Sanders
Overall: 99
~~~~~~~~~~~

South West Alumni

A mediocre alumni, has a great defense, but the offense lacks in what other alumni do not. Play this team for a somewhat challenge.

Information
~~~~~~~~~~~
City: Irving
Stadium: Dallas Stadium
Offense: 83 Key Players: K. Stewart - R. Williams - M. Westbrook - D. Sloan
Defense: 97 Key Players: J. Randle - T. Brackens - J. Gildon - D. Green
Overall: 89

-*-*-*
~~~~~~~~~~~

If you call a timeout with 0:00 left on the clock, it stays there, and you have to reboot your Dreamcast.

-*-*-*

MADDEN NFL 2003

PLAYSTATION2 MANUAL

40 pages + ENVELOPE

EA SPORTS™
209 Redwood Shores Parkway
Redwood City, CA 94065

Part #1451505

http://www.replacementdocs.com

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

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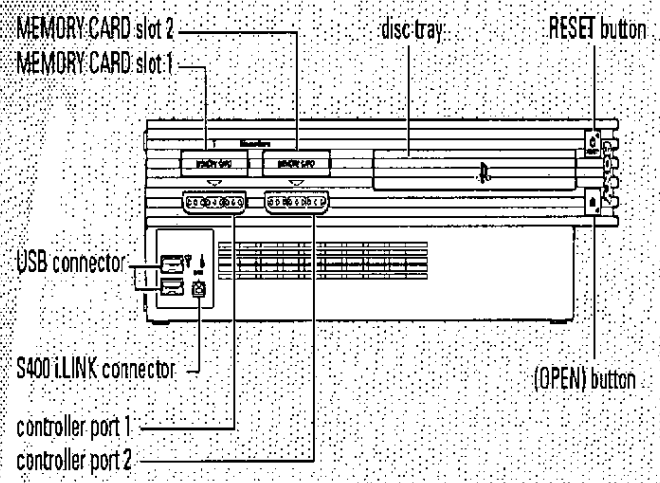
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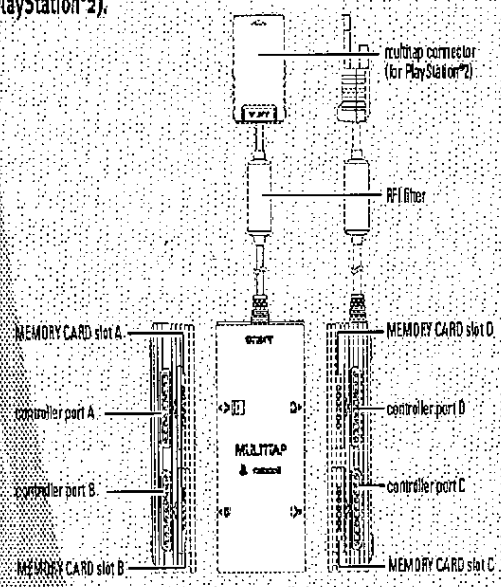
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



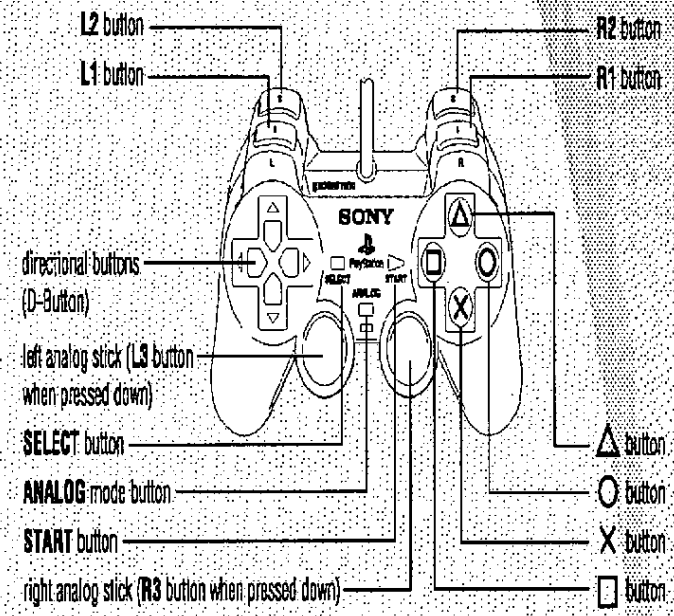
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Madden NFL™ 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: Up to 8 players can play *Madden NFL 2003* by using the Multitap (for PlayStation®2).



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	D-Button or left analog stick ↕
Change highlighted item	D-Button or left analog stick ↔
Select/Go to next screen	✕ button
Cancel/Return to previous screen	▲ button
Help menu	■ button
Change music track	■ button + L1 button/R1 button

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

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BASIC CONTROLS

Run the table on the gridiron with the use of these basic controls.

GENERAL GAMEPLAY

Pause game	START button
Call timeout	SELECT button

PLAY SELECTION

Cycle sets and formations	D-Button or left analog stick
Select sets and formations	✖ button
Select play	D-Button or left analog stick ↕ and then ■ button, ✖ button, or ● button

KICKING

Start kick meter/Kick the ball	✖ button (three-clicks mode)

OFFENSE

Snap the ball	✖ button
Passing:	
Bring up passing icons (when Quick Passing is OFF)	✖ button
Throw the ball	✖ button, ■ button, ● button, L1 button, or R1 button
Move player	D-Button or left analog stick

DEFENSE

Switch player	✖ button
Move player	D-Button or left analog stick
Dive	■ button

NOTE: For information on ALL game controls, ➤ *Complete Control Summary* on p. 5.

COMPLETE CONTROL SUMMARY

NOTE: You can play *Madden NFL 2003* in Analog mode. When ON, a red light illuminates from the mode indicator on your controller.

OFFENSE (BEFORE THE SNAP)

Call an audible (➤ p. 12)	■ button then ■ button, ✖ button, ● button, L1 button, L2 button, or R1 button
Cancel an audible (before selecting an audible)	▲ button
Run original play (after selecting an audible)	■ button then L2 button
Flip play (at the line of scrimmage)	■ button then R2 button
Quiet the crowd	L3 button
Coach's cam (with passing routes)	R2 button
Coach's cam (without routes)	L2 button
Fake snap	● button
Call timeout	SELECT button
Snap the ball	✖ button

RUNNING

Move player/Run	D-Button or left analog stick
Sprint	✖ button
Dive	■ button
Slide/Dive (QB)	■ button (tap)/■ button (hold)
Jump/Hurdle	▲ button or right analog stick ↑
Spin	● button or right analog stick ↓ + D-Button or left analog stick ↔
Juke left/right	L1 button/R1 button
Stiff arm left/right	L2 button/R2 button or right analog stick ↔

PASSING

Bring up passing icons (when Quick Passing is Off)	✖ button
Pass to the receiver with corresponding icon	✖ button, ■ button, ● button, L1 button, or R1 button
Throw ball away (while passing icons are up)	L2 button + ▲ button

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PASSING CONT.

Toggle passing icons OFF/ON	▲ button
Route-based passing	L2 button + ✖ button, ■ button, ● button, L1 button, or R1 button
Pump fake	R2 button

RECEIVING

Control intended receiver	✖ button (while ball is airborne)
Dive for pass	■ button
Sprint	● button
Jump for pass	▲ button or right analog stick ↑

BLOCKING

Switch to closest blocker/receiver	✖ button
Cut block	■ button
Sprint/Engage block	● button

AFTER THE PLAY

Bypass cutscene	✖ button
Spike ball	● button (Hold)
Instant Replay	L1 button + R1 button
Fake spike ball	■ button (Hold)
No Huddle	▲ button (Hold)
Timeout	SELECT button

DEFENSE (BEFORE THE SNAP)

Cycle through defenders	✖ button or ● button
Reposition player	D-Button or left analog stick
Defensive line shift	L1 button then D-Button ↑, ↓, ←, or →
Reset defensive line shift	L1 button then L2 button
Linebacker shift	R1 button then D-Button ↑, ↓, ←, or →
Reset linebacker shift	R1 button then L2 button
Call an audible	■ button then ■ button, ✖ button, ● button, L1 button, L2 button, or R1 button
Call a coverage audible (➤ on p. 14)	▲ button then D-Button ↑, ↓, or →
Cancel an audible (before selecting an audible)	▲ button

DEFENSE CONT.

Reset coverage	▲ button then L2 button
Reset original play (after calling an audible)	▲ button then L2 button
Flip play	■ button then R2
Pump up crowd	L3 button
Coach's cam (with assignments)	R2 button
Coach's cam (without assignments)	L2 button
Call timeout	SELECT button

DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	✖ button
Move player	D-Button or left analog stick
Dive	■ button or right analog stick ↓
Sprint	● button
Jump	▲ button or right analog stick ↑
Strip ball	L2 button/R2 button
Spin move left/right (engaged)	L2 button/R2 button
Swim move left/right (engaged)	L1 button/R1 button

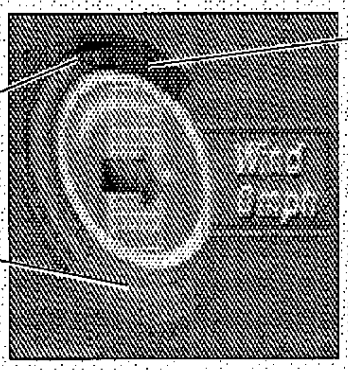
KICKING GAME

Direction/Elevation of kick	D-Button or left analog stick
Start Kick Meter	✖ button
Stop Kick Meter upswing (power)	✖ button
Stop Kick Meter downswing (accuracy)	✖ button
Delay the kick (Kickoff only)	✖ button (Hold)
Call an audible (➤ p. 12)	■ button then ✖ button, ■ button, ● button, L1 button, L2 button, or R1 button
Cancel an audible	▲ button
Reset play	■ button then L2 button
Flip play	■ button then R2 button
Call timeout	SELECT button

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KICKING THE BALL

The Kick Meter appears at the bottom left hand corner of the screen during kicks and punts.



- Over-kicking adds power to a kick. However, the Kick Meter speeds up on the downswing and your chance for making an accurate kick decreases. Try to stop the Kick Meter in the middle of the yellow accuracy range for best results.

⇨ Aim your kick or change the trajectory with the directional arrow by pressing the D-Button or left analog stick.

KICKOFF/PUNT RETURNING

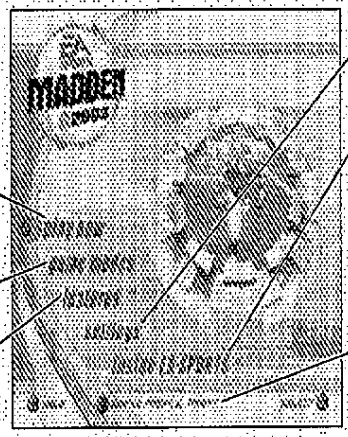
Switch players	✖ button
Move return man	D-Button or left analog stick
Fair catch (you must have control of the return man)	▲ button

NOTE: If you cause your return man to remain in the endzone after he catches a punt or kickoff, he kneels down for a touchback.

SETTING UP THE GAME

Before the Main menu appears, *Madden NFL 2003* gives you the option to play with Auto Save ON/OFF. When ON, game files are automatically generated and saved only to the first memory card (8MB) (for PlayStation®2) found. Any files that were previously loaded will be overwritten with a new version of the file when any change is made to that file. To save your files to a different memory card slot, ➤ *Saving and Loading* on p. 35.

MAIN MENU



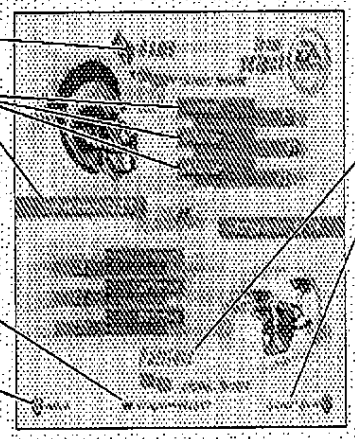
NOTE: Default options are listed in **bold** in this manual.

PLAY NOW—STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams.

TEAM SELECT SCREEN

Select the teams for your game.



AWAY AND HOME TEAMS

⇨ Press the L1 button or the R1 button to cycle through Classic (historical) teams, press the L2 button to select *any* team at random, or press the R2 button to randomly select a "current" 2003 team.

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STADIUM SELECT (WEATHER AND TIME OF DAY)

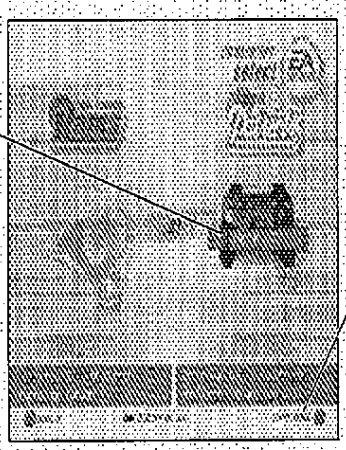
Play your game at any stadium. You can also select the weather conditions and kickoff time: 1:00 PM, 2:30 PM, 4:15 PM, or 8:30 PM. To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.

➪ Press the ▲ button to go back to the team select screen.

NOTE: Changing the home team will change the stadium.

CONTROLLER SELECT SCREEN

Select a team to control in the game.

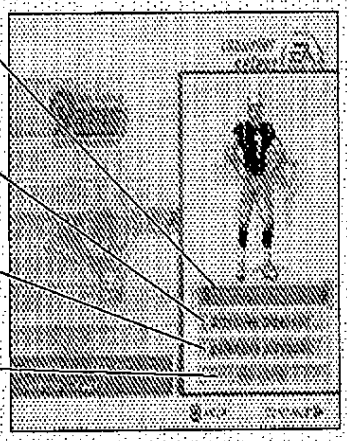


➪ Press the SELECT button at the Controller Select screen to play with EASy Play ON. When enabled, the game is simplified throughout for easier learning.

➪ Press the START button or press the ✖ button from the Controller Select screen to begin the game.

OPTIONS MENU

From the Options menu, you can select your team uniform, risk Madden Cards, and select a playbook.



PLAYING THE GAME

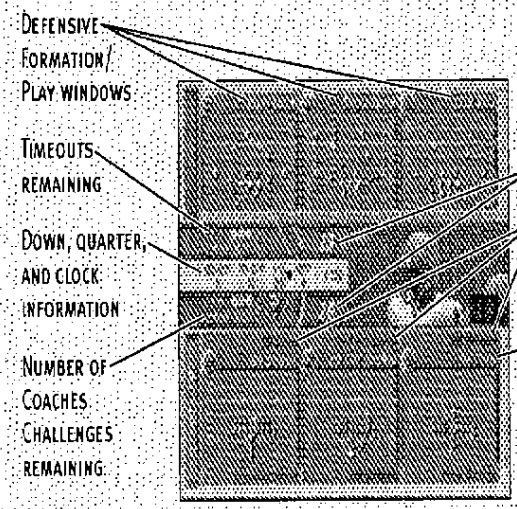
After all the pre-game adjustments, the captains meet midfield for the coin toss.

COIN TOSS

➪ Before the coin toss, the playing conditions are displayed. To bypass these screens, press the ✖ button.

PLAYCALLING SCREEN

From the Playcalling screen, select the plays for your controlled team or ask John Madden for his suggestion.



To select a play:

1. Press the D-Button or press the left analog stick to select a formation and set, then press the ✖ button.

   ⓘ From the Formation window, you can view fatigue levels for your players. When red, players are tired and need rest, yellow means players are slightly winded, and players are fresh when their symbol is white.

2. To select the desired play, press the ■ button, ✖ button, or ● button. To go back to the previous window, press the ▲ button.

➪ To flip formations or plays to the opposite side of the field, press the R2 button.

➪ On offense to call a play from the header below the selection window, press the L2 button + the ■ button, ✖ button, or ● button. To call a play from the header above, press the L1 button + the ■ button, ✖ button, or ● button.

➪ To ask John Madden for coaching assistance on your next play, press the ■ button and a suggested play is highlighted in the play selection window.

NOTE: After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

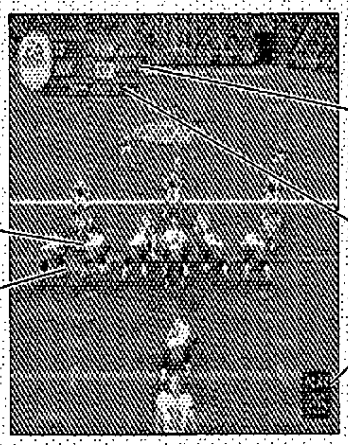
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Special Teams Plays

From the Playcalling screen, you'll find punt, kick, and special "trick" plays.

GAME SCREEN

If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Press and hold the D-Button in the opposite direction of the arrow to bring the player on-screen.



GAMEPLAY TIPS

Audibles (Offense and Defense)

If you see a weakness from the opposition, call an audible and set up a new play at the line of scrimmage (before the ball is snapped).

To call an Audible:

1. Before the ball is snapped press the ■ button, then press the ■ button, the ✖ button, the ● button, the L1 button, or the R1 button. The players adjust their set and/or formation as the new play is called out on the field.
2. Press the ▲ button to cancel (before selecting an audible). To customize your offensive and defensive audibles, ➤ *Audibles* on p. 33.

Hot Routes

Hot Routes quickly change a receiver's original route before the ball is snapped.

To call a Hot Route:

1. Press the ▲ button, then press the button symbol of the receiver whose route you want to change.
2. After the receiver's original route is cancelled, press the D-Button ↑ to send him on a fly pattern, press the D-Button ↓ for a curl pattern, or press the D-Button ↔ to run an in/out pattern. (You may also press the left analog stick to change the receiver's route).

Blocking Hot Routes

Change your blocking assignments for your halfbacks, fullbacks, and tight ends. Call these at the line of scrimmage when you anticipate the defensive pressure coming from an unprotected side of the line.

To call a Blocking Hot Route:

1. Press the ▲ button, then press the button symbol of the running back or tight end whose passing/blocking route you want to change.
2. Press the L2 button to change to a blocking assignment to the left. Press the R2 button to change it to the right.

Receiver/Back Motion

Move a player in motion before play begins. Once the ball is snapped, the player runs the same assigned route as before but from his current location on the field.

To call man in motion:

1. At the line of scrimmage, press the D-Button or press the left analog stick ↑ or ↓ to highlight an eligible player.
2. Press the D-Button or press the left analog stick ↔ to send that player in motion and then snap the ball to begin the play.

Bullet/Touch Pass

Throw a bullet pass (hold down the button that corresponds to the targeted receiver) and the quarterback fires the ball to the receiver. To drop the ball in over coverage, throw a touch pass (tap the button).

Route-Based Pass

On a route-based pass, the quarterback leads the receiver based on the player's route instead of the current direction the player is running.

⇨ To throw a route-based pass, press and hold the L2 button and press the button of the receiver you want to throw to and the quarterback leads the receiver through his route while he's running.

QB Scramble

If your quarterback is under heavy pressure, press the ▲ button while he's still behind the line of scrimmage and scramble for yardage. During the run, you can press the ▲ button again to bring up the passing symbols. Once the quarterback crosses the line of scrimmage, he's not allowed to throw the ball downfield.

Hurry-Up Offense

To run a hurry-up offense, hold the ▲ button immediately at the end of the play (just after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play.

⇨ If you want your quarterback to call the "spike ball" play, press and hold the ● button at the end of a play to run a stop clock play. To call a "fake spike" trick play, press and hold the ■ button.

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Coverage Audibles

Coverage audibles allow you to change the strategy of the defensive backs at the line of scrimmage. Press the ▲ button then press the D-Button ↓ to put the defensive backs into bump and run. Press the ▲ button then press the D-Button ↑ to put the defensive backs 3–5 extra yards off the ball in loose coverage. Press the ▲ button then press the D-Button → to shift the safeties and linebackers into better position to cover their assigned man.

Defensive Line Shift

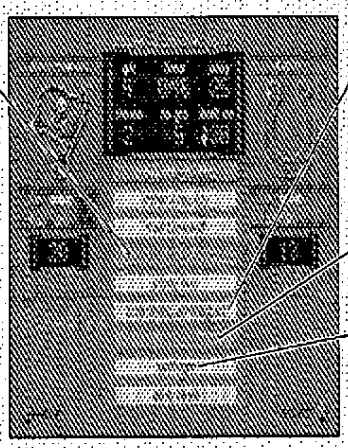
Position your defensive lineman in tight between the gaps or outside the tackles. Press the L1 button then press the D-Button ↑ to spread the defensive ends outside the tackles, or L1 button then press the D-Button ↓ to move the line in tight between the tackles. Press the L1 button then press the D-Button ← to shift the line left, or press the L1 button then press the D-Button → to shift all lineman to the right.

Linebacker Shift

Shift your linebackers around the field before the offense gets the play off. Press the Press the R1 Button then press the D-Button ↑ to spread the linebackers out, or R1 Button then press the D-Button ↓ to move them in tight, protecting the middle of the field. R1 Button then press the D-Button → to shift the linebackers to the left, or press the R1 Button then press the D-Button ← to shift all linebackers to the right.

PAUSE MENU

During the game, press the START button to reach the Pause menu.



OTHER GAME MODES

Go endzone to endzone with one of the game modes featured in *Madden NFL 2003*.

MINI-CAMP

Tour NFL cities in the Madden Cruiser and fine-tune your playing skills in Mini-Camp mode. Earn trophies along the way in various drills for Madden Cards.

To play Mini-Camp:

⊙ Each NFL city hosts its own Mini-Camp. Compete in the drill for that particular venue and follow the on-screen instructions for help. Earn at least a bronze trophy to unlock the game situation at the same city as well as the next difficulty setting for that drill. Use the skills that you learned at Mini-Camp to complete each stage.

⇨ Press the L1 button or press the R1 button to change the skill level and visit more NFL cities.

ONLINE

Create your online profile, login, and take on players from across the country in Online mode.

NOTE: In order to play online, you will need the following items; a Network Adaptor (Ethernet/modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card with at least 256 KB of free space. Prior to playing online, you will need to set up your Network Configuration file. *Madden NFL 2003* includes a utility for setting up these files.

MADDEN ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

⇨ If you have already created a profile, press the D-Button, highlight EXISTING ACCOUNT and then press the ✖ button. If you have not created a profile, highlight NEW ACCOUNT and press the ✖ button to begin the process. If you want to log off and return to the previous screen, select DISCONNECT FROM ISP.

NOTE: Online gameplay server will be available only through August 31, 2003. Use subject to the Online Agreement. All features may not be available at the time of purchase. Please check the online feature in game and the Online Agreement for more information.

MADDEN SERVER LOGIN

1. Your active Profile is the profile that appears by default. If multiple profiles are loaded, you can select the one you want by pressing the D-Button ↔.

⊙ You can have up to four profiles. Change active profiles or create a new one in the Profile Manager.

2. Assign a password to ensure that you are the only one who can use that profile.
3. Highlight LOGIN and press the ✖ button.
4. If you have not registered, highlight REGISTER and press the ✖ button. If you have registered, you will go directly to the Online Main Menu screen. If you have not registered, follow the on-screen instructions.

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NOTE: To save a profile from the Profile Manager, highlight SAVE PROFILE and press the ✖ button. The profile saves to your memory card. You can also turn Autosave ON so that any updates to your profile such as stats will be saved automatically.

WELCOME TO MADDEN ONLINE

PLAY NOW	Join *Madden NFL 2003* online.
NEWS	Get the latest info from system administrators and from the world of EA SPORTS Online.
ROSTER UPDATE	Check for updates to the current NFL roster, or select a roster from a previous update. Press the D-Button to highlight the roster you want to use, then press the ✖ button.
STAT BOOK	See the rankings for the best players and where you stand. Press the L1 button or press the R1 button to cycle among the top 100 players, where you stand in the rankings, or search for a particular player's stats.
SETTINGS	Adjust your gameplay, system, or online settings. The gameplay options are determined by the player hosting the game.

PLAY NOW – MAIN LOBBY

From the Main Lobby, you can **Find a Player**, **Enter a Room**, or **Create a Room** of your own. Rooms are where players gather to chat and challenge each other to a game.

FIND A PLAYER

If you know someone's profile name, you can search to see if they are online. Highlight FIND PLAYER and press the ✖ button to find a player. If they are online, you will have the option to go directly to the room they are in, where you can chat or play a game. Use the on-screen keyboard to enter the profile name and then select **DONE**. Keep in mind that profile names are case sensitive.

ENTER/CREATE A ROOM

There are four main rooms corresponding to the four difficulty settings – ROOKIE, PRO, ALL-PRO, and ALL-MADDEN. Press the D-Button ↕ to move among the rooms. Press D-Button ↔ to select different sub-rooms (east or west). Press the ● button to create your own room.

CHAT LOBBY

From the Chat Lobby, you can greet and meet other players or challenge someone to a game.

NOTE: *Madden NFL 2003* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type in messages.

ROOM OPTIONS

From Room Options you can block incoming challenges or send a message to the entire chat room. When you send a message, you are presented with a virtual keyboard. Press the D-Button to move around the letters or hit a Q button to send a message. Highlight OK and press the ✖ button to save any changes, or highlight CANCEL and press the ✖ button to quit without saving your changes.

PLAYER OPTIONS

Press the D-Button to highlight the name of another player or press the ✖ button to bring up the player options. From here you can challenge another player to a game, send a private message, choose to ignore that player, or check that player's connection. Press the D-Button to highlight the option you want, and then press the ✖ button to accept.

PLAYER CONNECTIONS

In the upper left portion of the screen, you will see a list of players along with five circles. Each circle represents a player's connection speed to the Internet. The more lit circles there are, the better the connection. One red circle represents a weak connection; five green circles represent a strong connection.

NOTE: Each empty circle represents 0 – 100 milliseconds. If only one circle is lit, that means that player has a ping time of over 400 milliseconds. If all five circles are lit, the ping time is less than 100 milliseconds.

PLAYER STATS

In the upper right portion of the screen are player stats.

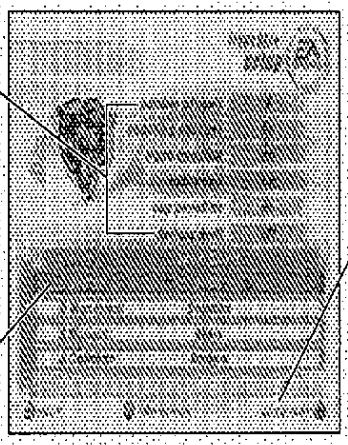
RANK	A player's overall rank.
DISCONNECTION %	How often a player loses connection or quits.
RECORD	Player record including number of wins, losses, and ties.
CURRENT STREAK	How many games in a row a player has won (W) or lost (L).
RUSHING YARDS	The average number of yards a player gains per game.
PASSING YARDS	The average number of yards a player gains per game.
RUSH: PASS	A player's rushing vs. passing ratio.
AVG PF-PA	A player's average points for (PF) and points against (PA).
AVG OPP RANK	The average rank of a player's previous opponents.

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FRANCHISE

Run the table for 30 seasons in Franchise mode.

FRANCHISE SETUP SCREEN



FRANCHISE MODE OPTIONS: WHEN YOUR OPTIONS ARE SELECTED, PRESS THE ✖ BUTTON TO SELECT A TEAM AND A COACH FROM THE BOTTOM HALF OF THE SCREEN

CREATED TEAMS: PRESS THE ● BUTTON TO LOAD A CREATED TEAM TO FRANCHISE TEAM SELECT MENU

NUMBER OF USERS	Select the number of users you want to have in your league (1–32).
COACHING CHANGES	Coaches may resign after a season when their coaching points reach 0 in the Coach Options.
TRADE DEADLINE	No trading is allowed after Week 6.
SALARY CAP	The NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.
CAP PENALTIES	Releasing a player incurs a monetary penalty for the remaining years of that player's contract or until another team signs him.
FANTASY DRAFT	Teams create a custom roster by drafting players from the entire pool of every active NFL player. For more information, ➤ *Fantasy Draft* below.

FANTASY DRAFT

With this option ON, all active NFL players are thrown into a single draft pool. Teams then add players to their rosters in a 47-round Fantasy Draft. Once the draft is concluded, the league begins.

To run a Fantasy Draft:

1. After you set up your Franchise (with Fantasy Draft option ON), press the START button to begin the draft. The first team on the clock must select a player. (The CPU drafts players for CPU-controlled teams.)
2. To draft a player, highlight a name of the player you wish to select and press the ✖ button. You can browse through the positions lists by pressing the **L2** button or by pressing the **R2** button. Move through the available players by pressing the D-Button ↕.
3. After you select a player, he is added to the team roster and the draft continues.

NOTE: To simulate the draft at any time, press the START button.

SELECTING A TEAM

You can run any team of your choice.

To select a team:

➪ From the Team Select/Coach Select menu: Press the D-Button ↔ to select a team and press the ✖ button to reach the Franchise menu.

SELECTING A COACH

All 32 NFL coaches and their original playbooks are available for you. You can also create one of your own.

To select a coach:

➪ From the Coach pop-up box, highlight START FRANCHISE if you wish to start the season with the current coach, or scroll through the list of coaches if you wish to change. Press the ✖ button and your first NFL season begins.

To create a coach:

1. Highlight NEW COACH from the Coach pop-up box and press the ✖ button. The New Coach menu appears. Highlight COACH and press the ✖ button again to edit your coach's name.
2. Create a name from the edit box, select **DONE** when complete, and then select a body type for your coach by pressing the D-Button ↔.
3. Highlight OK and then press the ✖ button when complete.
4. Once your coach is created, highlight START FRANCHISE and press the ✖ button. The Preseason Year 1 menu appears.

FRANCHISE MAIN MENU

PLAY WEEK	This screen lists the schedule and standings.
ROSTERS	View team rosters and make all player movements. For more information, ➤ *Rosters* on p. 30.
COACH OPTIONS	Gameplan: Set your coaching gameplan and strategies for your team during simulated games. Management: Set player preferences and assign various off-season assistance options to be run by the **USER** or the CPU. Job Openings: View all of the user coaches and their current positions. You can also modify which team you are coaching, if coaching slots are open. Ratings: View player-controlled coach career stats.
STATS BOOK	Access all the team and individual stats for the season and career. View rankings and coach stats as well.
LEAGUE NEWS	League news and injury reports are available from this menu.

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FEATURES

Madden Cards: Trade Madden Cards between active profiles and view season and game performance records. For more information, ▶ *Madden Cards* on p. 28.

Export Team: Export your Franchise team to a memory card and make it available for Exhibition and Tournament modes.

Create-a-Player: Create a new player and add him to a team or the free agent list, or edit an existing player, ▶ *Create-a-Player* on p. 27.

SETTINGS

Gameplay: Adjust your game settings for the season. For more information, ▶ *Game Settings* on p. 32.

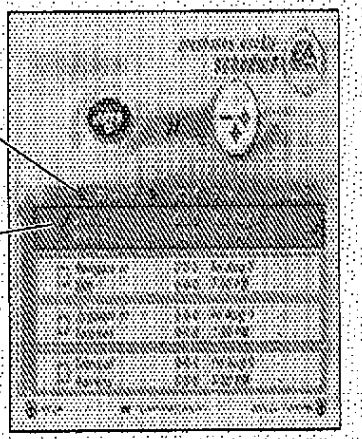
System: Adjust your audio and visual settings for the season. For more information, ▶ *Game Settings* on p. 32.

Save: Save or delete your season to/from your memory card. For more information, ▶ *Saving and Loading* on p. 35.

PLAY WEEK MENU

View the weekly schedule, view schedules team by team, and view the league standings.

WEEKLY SCHEDULE MENU



PLAYING/SIMULATING A GAME

To advance through your season, you must either play your designated games or simulate them.

To play or simulate a game in Franchise mode:

1. Scroll through the games on the weekly schedule and then highlight a game that you wish to play. Press the ● button and a red checkmark appears next to your selected game.
2. With a user-controlled game highlighted, press the ✖ button to advance to the Controller Select screen.
3. Press the ● button to uncheck the user controlled game(s). Press the ✖ button again and select your option: PLAY GAME, SIMULATE GAME, SIMULATE WEEK, or SIMULATE SEASON. Press the ✖ button again on your final choice.

⇨ If you highlight a user-controlled game and press the ✖ button, all non-user games are simulated automatically.

NOTE: If you are only simulating the current week rather than a group of weeks, user-controlled games are not simulated.

PRESEASON

Before you begin the regular season, each team plays four preseason games. After the preseason is over, you can evaluate player progression before moving on to the regular season. Use this information to help finalize your roster for the upcoming season.

NOTE: The CPU automatically sets your preseason depth charts so that starters play the first half, while rookies and backups play the second half.

DURING THE SEASON

During a Season, you can control any team, on any week, at any point during the year (you can only run user-controlled teams in Franchise mode). You can also make player trades (before the sixth week of the season), sign free agents, and change game settings.

AFTER THE SEASON

Every season ends with the AFC-NFC Pro Bowl. After pro football's annual All-Star game, you are prompted to advance to the off-season.

THE OFF-SEASON

Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams.

OFF-SEASON SCHEDULE

Before jumping to the offseason, be sure to review stats and league news from the previous season. You can also view the draft order and check out current rosters.

IMPORT DRAFT CLASS

At the end of every season, you can load a Draft Class file from *NCAA® Football 2003* to *Madden NFL 2003* from your memory card.

To Import a Class:

1. After the Pro Bowl has been played, Select Import Draft Class from the end of season pop-up menu.
2. Load the desired Draft Class file from your memory card. The players are imported to *Madden NFL 2003* and the off-season begins.

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RETIRED PLAYERS	View the retired players from every roster.
ROOKIE SCOUTING	For more information, ➤ *Rookie Scouting* below.
RE-SIGN PLAYERS	Negotiate contracts with players from your own team.

⇨ To begin contract negotiations, highlight an unsigned player and press the ✖ button. Offer a salary and press the ✖ button again to submit the offer sheet. The player either accepts or declines the offer.

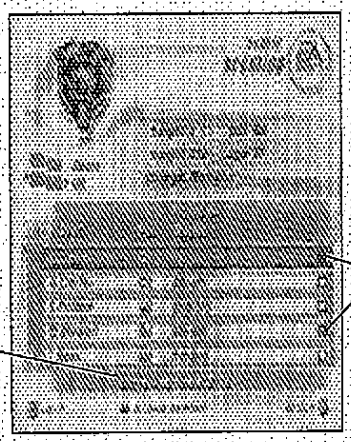
FREE AGENT SIGNING	Before the draft you have a 30-day period to sign available free agents. You must fit all players you wish to sign under the salary cap.
NFL DRAFT	Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time. The NFL Draft is run similar to a Fantasy Draft (➤ p. 18).
SIGN DRAFT PICKS	After the draft, you must sign your draft picks to your roster. You must fit these players under the salary cap in order to keep them on your roster.
RE-ORDER DEPTH CHARTS	Modify the roster before the new season.
START NEW SEASON	Begin a new year of football.

NOTE: If you wish to skip any steps in the off-season, you can simulate past them; however, if your Coaching Options are not set to CPU for a given step, then your team will not participate in that part of the off-season. After all the off-season steps are complete, a new schedule is generated, and the next season begins.

ROOKIE SCOUTING

Use your scouts to evaluate rookies and help you make a much more informed decision at the NFL draft.

Scout a rookie through one round of the combine and receive a player note. Scout him through two rounds, and receive three notes. Scout a player through all three rounds and receive five notes.



To scout a rookie:

1. Press the L1 button or press the R1 button to toggle between user-controlled teams. Press the L2 button or press the R2 button to cycle among the different player positions. Press the ● button to sort a column.
2. To view a Scouting Report, highlight a player and press the SELECT button. To return to the Rookie Scouting screen, press the ▲ button.
3. Pick up to 15 players to scout per round. Press the ✖ button on their name to flag them. To unflag a player, press the ✖ button again.
4. Once you have flagged the 15 players, press the START button to proceed to the Scouting Combine.
5. At the Scouting Combine, check up on your scouted rookies. Press the L2 button or press the R2 button to cycle among player positions until you come to "Targets." A list of players that you scouted appears.
6. Press the SELECT button to bring up the Rookie Scouting Report. You should now see that player's combine numbers, along with a scouting note.
7. Repeat this process for all of your scouted players. You can scout a player through two more rounds (scouting workout and then scouting list), or you can choose 15 new players to scout. However, you only receive five scouting notes if you scout a player through all three rounds.

NOTE: Don't waste all your scouting slots on 1st and 2nd rounders! Those players will likely be selected early in the draft by other teams before you get a chance to draft them. Instead, scout some players for the later rounds and try to look for a superstar in the making.

TOURNAMENT

Compete in a tournament with playoff-like pressure.

TOURNAMENT SETUP BOX

TOURNAMENT TYPE	Choose a SINGLE ELIMINATION, DOUBLE ELIMINATION, ROUND ROBIN, or DOUBLE ROUND ROBIN tournament.
NUMBER OF PLAYERS	The number of teams you can choose is dependent on the type of tourney you have selected.
PLAYOFF TEAMS	The number of playoff teams is only for round robin tournaments.
FANTASY DRAFT	When ON, conduct a Fantasy Draft before playing in a tournament (➤ *Fantasy Draft* on p. 18). The default is set at OFF.

To start a Tournament:

1. From the Team Selection, press the D-Button ↔ to cycle through available teams and press the START button when all the desired teams have been chosen.

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2. To play a game, select Tournament Tree or Team Schedule at the Tournament Main menu and press the ✖ button on the desired match-up. The Options pop-up screen appears. From here, you can choose to simulate, forfeit, or play the game.

TWO MINUTE DRILL

The pressure is on and the clock is winding down. Run the Two Minute Drill and rack up as many points—and tokens—as you can before the final gun sounds.

TWO MINUTE DRILL MENU

PLAYERS	Play with up to four players in the Two Minute Drill.
CPU DEFENSE	Choose the defense to play against. All players play against the same squad.
PLAY FOR TOKENS	When ON, players can earn points during the Two Minute Drill and use them to obtain Madden Cards. (For more information, ➤ *Madden Cards* on p. 28).
SKILL LEVEL	Choose your playing difficulty level: ROOKIE, PRO, ALL-PRO, and ALL-MADDEN. The higher the level, the more points you can earn.

NOTE: Press the ● button to view high scores in this game mode. High scores are saved to your settings file.

NOTE: If you score before time expires, you keep possession of the ball and start a new drive from the opponent's 20-yard line.

FOOTBALL 101

With the help of John Madden, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first and then you take control for a chance to earn tokens.

NOTE: Football 101 is run similar to Practice Mode (NORMAL mode). For more information, ➤ *Practice* below.

PRACTICE

Brush up on your playing skills or master a team's playbook.

PRACTICE SETUP SCREEN

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. You must also select a practice type in the Mode bar.

MODE BAR

These options give you the ability to select what aspect of your team you want to practice (NORMAL, OFFENSE ONLY, or KICKOFF). If you want to practice offensive plays without a defense on the field, choose OFFENSE ONLY. If you want to practice playing offense or defense, choose NORMAL. If you want to practice kickoffs or returning kickoffs, choose KICKOFF.

➪ Press the START button or press the ✖ button to reach the Controller Select screen. After you select a team, press the START button or press the ✖ button to reach the practice field.

PRACTICE FIELD

Once you're on the practice field, you can run every play in your playbook.

➪ To re-spot the ball, press the L1 button. Then press the D-Button to select the new spot on the field, and press the ✖ button when finished.

➪ To choose a different play, press the SELECT button and the Play Select screen appears.

SITUATION

Throw yourself in any game situation.

To select your Situation settings:

1. To set the game situation, press the D-Button ↔ to change the highlighted setting.
2. Press the D-Button ↕ to choose a new setting to change.
3. Press the START button to advance to the Controller Select screen. Continue as you would in an Exhibition Game (➤ *Starting an Exhibition Game* on p. 9).

FEATURES

CREATE-A-PLAYBOOK

Create a custom play and formation from scratch and add it to your playbook, or modify a current playbook.

To create a playbook:

1. From the Create Playbook menu, highlight OFFENSE or DEFENSE and press the ✖ button. The Create-a-Playbook screen appears.
2. From the Create-a-Playbook screen, highlight CREATE NEW PLAYBOOK (or highlight an existing playbook to edit) and press the ✖ button. The New Playbook pop-up box appears.
3. Select a team playbook, highlight CONTINUE, and press the ✖ button. The Create-a-Playbook menu appears.

MODIFY PLAYBOOK

To modify a playbook:

1. From the Modify Playbook screen, highlight a coach's playbook (or basic formation) and press the ✖ button. The Custom Playbook screen appears.
2. Highlight a play you wish to add to the playbook and press the ✖ button (press the ✖ button again to remove it). You have 81 total plays and 14 sets available. A red check mark appears next to selected plays.

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- To add all the plays from a formation to a playbook, highlight the formation name and press the ✖ button.
- Press the L1 button or press the R1 button to view Run, Pass, and All plays/formations.

To preview a playbook/swap plays:

1. Press the ● button to preview a playbook. The Formation window appears.
2. From the formation window, press the D-Button to highlight a set you wish to edit and press the ✖ button. Select the first play that you wish to move and press the ✖ button, then select a second play and press the ✖ button again. The two plays trade places in the formation window.

CREATE FORMATION

To create a formation:

1. From the Create Formation screen, highlight NEW (or highlight an existing formation to edit) and press the ✖ button.
2. Press the D-Button and move the cursor around the grid to highlight the player you wish to move. Press the ✖ button to select the highlighted player.
3. Press the D-Button again to move the highlighted player around the grid, and press the ✖ button to re-assign the personnel at a different spot on the field.
4. From the personnel window, highlight the player you want represented in the particular play and press the ✖ button. Press the START button when complete and the formation is added to the playbook.

CREATE PLAY

To create a play:

1. From the Create Play screen, highlight a formation you wish to edit and press the ✖ button. Select Run or Pass (for new created plays) or highlight the current play and press the ✖ button again.
2. Press the D-Button to move the cursor around the grid, highlight the player you wish to move, and press the ✖ button. The Routes screen appears.
3. From the Routes screen, highlight an existing route or assign a blocking assignment for your player and press the ✖ button. Highlight a distance, rushing route or type of block for the player and press the ✖ button. The new route is set.

- To customize a route, use the D-Button to diagram the route or assign blocking assignments on the field. Press the ✖ button to alter the route in another direction, or to complete a player's route. Press the START button when complete.

SAVE PLAYBOOK

To save a play or formation:

- Press the L1 button or press the R1 button to cycle through offensive playbook or defensive playbook. Press the L2 button or press the R2 button to switch between memory cards. Press the ✖ button to save your play or formation, or highlight an existing file and press the ✖ button to overwrite that file.

CREATE-A-TEAM

Create a custom team and add them to the NFL.

To create a new team:

1. From the Team Information menu, set your team options. Press the ✖ button or press the D-Button ↔ to change/choose the options. Press the START button to continue.
2. From the Stadium Editor screen, select a name for your stadium, pick a stadium type, and field surface, and more. Press the START button to continue.
3. From the Uniform Editor screen, press the D-Button to browse through the options and the color panel to create your Home and Away uniforms. Press the L1 button or press the R1 button to toggle to the helmet, jersey, and pants editing screens. Press the START button when your uniform is complete.

NOTE: The team roster chosen for your Create-a-Team determines the team they have to replace in Franchise mode.

NOTE: Before you exit out of the Create-a-Team menu, be sure to save the team to your memory card. After a team is saved, it can be loaded to any game mode.

CREATE-A-PLAYER

Create a player for a position in need.

To create a new player:

1. From the Create-a-Player Information screen, create a first and last name, pick an age, college, team, position, jersey number, years pro, and throwing hand for your new player.
2. From the Appearance screen, select your player's height, weight, skin color, hair color, hairstyle, face, and face shape.

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3. From the Build screen, you can adjust the muscle and fat percentage of several areas of the player's body. Press the L1 button or R1 button to cycle through Body, Rear, Arms, Legs, and Equipment and press the D-Button to adjust features in each section.
4. From the Equipment screen, pick your player's equipment and adjust the equipment used for games on Turf, Grass, or Both.
5. From the Attributes screen, set up your player attributes by pressing the D-Button ↔ for each attribute. Keep in mind that the higher attributes a player has, the higher the salary.
6. Highlight CREATE AND EXIT and press the START button and select Save to save the player to the current mode's roster list.

MADDEN CARDS

Earn tokens for each Madden Challenge task completed, then use those tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

CARD BOOK

View the cards you have collected or buy new packs.

To buy a pack of Madden Cards:

1. From the Card Book screen press the L button. If you have tokens available, you should receive a message asking if you would like to buy a new pack. Select YES and press the ✖ button.
2. Scroll through the pack to see if you earned any new cards.

To play or sell a Madden Card:

1. From the Card Book screen select a card to sell by highlighting it and pressing the ✖ button. The View/Play Card screen appears.
2. Choose either Play CARD (in-game only) or SELL CARD and press the ✖ button. The Card Book screen reappears.

Press the ● button to flip a card over to see its attributes.

You can sell back a Madden Card to recoup tokens. Activate a card to reap its benefits.

NOTE: **Some cards, such as cheats and current players, can only be activated during a game.**

To risk a Madden Card:

Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).

1. From the Controller Select screen, select a User Profile (for each player) and press the ● button to bring up the options. Press the D-Button to highlight RISK CARDS.

NOTE: **Both players must have a profile already loaded before you can proceed to the Risk Cards screen.**

1. Browse through your cards by pressing the D-Button or press the L2 button or press the R2 button. Press the ✖ button to select a card to risk. Press the ▲ button to deselect a card.
2. When done, press the START button to return to the Options screen.

STATUS

EARNED	Status of points earned.
BALANCE	Current number of tokens for that user.
SPENT	Number of tokens spent.
LEVEL SELECT	Press the L1 button or press the R1 button to cycle through the five Challenge Levels.
TOKEN SCALE TABLE	The number of tokens earned on each skill level for completing a task.
CHALLENGE TASK TABLE	List of tasks for the selected level.

RATING SYSTEM

There are four categories in which Madden Cards are rated: POWER indicates how "strong" a card is. VALUE determines the number of tokens the card is worth. RARITY tells you the odds of getting a particular card and LIFE equals the life expectancy of a card.

TRADE

To trade a Madden Card:

1. From the Madden Cards main screen, choose TRADE, then press the ✖ button. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pressing the L1 button or R1 button and then scroll through available cards by pressing D-Button ↔ or the L2 button or R2 button. Press the ✖ button to select the highlighted card.
3. Select ADD, then press the ✖ button. The card has now been added to the trade (you can include up to three cards in a trade).
4. The second player repeats steps 1-3.
5. When all cards have been added to the trade proposal, press the START button to bring up the current trade and select MAKE THIS TRADE. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press the ✖ button.

NOTE: **You may remove a card from a trade by selecting a card, flipping it, and then selecting Remove.**

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SAVE

To save a Madden Card:

1. From the Madden Card save screen, highlight the file you wish to SAVE and press the ✖ button.
2. Enter the name of the file using the keyboard pop-up, highlight DONE, and press the ✖ button to complete the save.

ROSTERS

Make key roster moves to strengthen your lineup. Trade players, sign free agents, release players, and organize your Depth Chart.

VIEW ROSTER

View all NFL team rosters by team and position.

- Press the L1 button or press the R1 button to change teams or press the L2 button or press the R2 button to focus on a particular position.

DEPTH CHART

Re-order the depth chart of all NFL teams.

To change the order of the depth chart:

1. From the Depth Chart screen, highlight a player from the depth chart screen (on top) and press the ✖ button. Your cursor moves to the team roster.
2. Highlight a player from the team roster and press the ✖ button. The new player is inserted into the depth chart.

- Press the ● button and the depth chart reorders automatically.

NOTE: **3RD down running backs (3DRB) sub in for the halfback on every 3RD down situation. 3RD down backs typically have better hands and/or are a little faster then the starting running back.**

To set a substitution:

1. From the Substitution screen (only available in Franchise mode and in the Pause menu during a game), select a situation (press the L2 button or press the R2 button to scroll through the selections) and then a formation and set (pressing the D-Button ↕).
2. Select a position by pressing the D-Button ↔ to scroll through the players in a set and then press the ✖ button on the desired player.
3. From the Available Players list, highlight a player to be substituted in the starting spot and press the ✖ button. The new depth chart is set.

TRADE PLAYER

Trade players from team to team.

To trade a player:

1. From the Trade Player screen, highlight a player from any team roster and press the ✖ button. His last name appears in the trade window.
2. Press the L1 button or press the R1 button, highlight the player (from another team) that you wish to trade for and press the ✖ button.
3. Press the START button and the trade is either accepted or declined. If the trade is accepted highlight YES and press the ✖ button to proceed.

NOTE: **In Franchise mode a color bar indicates how enthusiastic a CPU team is about a trade. RED = Not likely to make trade. GREEN = Likely to make trade.**

FREE AGENTS

Sign a free agent to a team.

To sign a free agent:

1. From the Free Agents screen, press the L1 button or R1 button to change teams and view salary cap information for that team.
2. If the selected team has enough room under the cap, highlight the player you wish to sign and press the ✖ button. The player either accepts or declines the offer.

- In Franchise mode, the player must be offered a salary that he may accept or reject.

RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list and his salary is deducted from your team payroll.

To release a player:

1. From the Release Player screen, press the L1 button or press the R1 button to view a team's roster. Scroll through the players list by pressing the D-Button ↕.
2. Highlight the player you wish to release and press the ✖ button.
3. When prompted, select YES and press the ✖ button to confirm the player's release.

EDIT PLAYER

Change the attributes, equipment, appearance, and personal information of any player.

To edit a player:

1. Select View Roster from the Roster menu. Highlight the player you wish to edit and press the ✖ button. The Edit Player screen appears.
2. From the Edit Player screen, find the player you wish to edit and press the ✖ button.
3. Highlight the desired section to be edited and press the ✖ button (Information, Appearance, Build, Equipment, or Attributes). For more information, ➤ *Create-a-Player* on p. 27.

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BREAKDOWN

View all NFL team rosters by team and position. If a team requires a player for a particular position, it appears highlighted in blue. Press the L1 button or R1 button to cycle teams.

STAT BOOK

View personal and league stats from the Stat Book. Here you can view career stats for every active coach, general stats for all User Profiles, user vs. user stats, and user records. You can also view game records and check out the Two Minute Drill leaderboard.

SETTINGS

Most of the settings featured in *Madden NFL 2003* are self-explanatory. The others are listed below.

GAMEPLAY

GAME

PRE-EXISTING INJURIES Certain players begin the first season with the same injuries as their real-world counterparts.

NOTE: When pre-existing injuries are set to ON, injuries that occur during the preseason will not carry over into the regular season of a Franchise.

MADDEN CHALLENGE When ON, you can take the Madden Challenge and earn tokens for completing tasks during your game (1 Player games only).

CUSTOM GAME

PLAYER LOCK Defense only, the player that you select before the snap becomes the default player that you control at the start of the next play.

AUTO SUB OUT Determines the energy level at which your players are subbed out.

AUTO SUB IN Determines the energy level at which your players are subbed back into the game.

PASS LEAD SENSITIVITY Determines how much the QB leads his receivers on pass plays.

PASSING MODE Select NORMAL for traditional button-based passing, or QUICK to simplify passing—you no longer need to press the ✖ button again to bring up the passing symbols.

REMEMBER FORMATIONS When ON, the playcalling screen automatically returns to the same formation that you called for the previous play.

PENALTY

OFFSIDES When ON, defensive players can jump offsides, although they will be called for it (if Penalties are turned ON). When Offsides is turned OFF, defenders are physically barred from running offsides.

PENALTY SLIDERS Adjust the sensitivity for the penalties. Change the setting by moving the slider towards + or – by pressing the D-Button ↔.

AI

PASS/CATCH/RUN ASSIST Turns Pass, Catch, or Run Assistance ON/OFF. When ON, AI settings are adjusted to make gameplay easier.

NOTE: Pass/Catch/Run Assist can only be turned on if EAsy Play is set to ON.

OTHER AI SETTINGS Adjust various offensive or defensive AI settings for the user or CPU controlled teams by moving the slider towards + or – by pressing the D-Button ↔.

EASY PLAY

EASY PLAY EAsy Play allows novice users to play the game with ease.

NOTE: If EAsy Play is set to OFF, the settings listed below do not affect game play. The defaults below are with Easy Play set ON.

PENALTIES When OFF, no penalties are called.

PLAY CLOCK When OFF, the play clock is not a factor.

PLAY NOTIFICATION When set to ON, the play(s) chosen are displayed as you are lining up.

PLAY CALL MODE Select NORMAL for the traditional play calling system or EAsy to choose plays based on a key player.

PAUSE MENU Select NORMAL for the traditional pause menu or EAsy to use a simplified menu.

CONTROLLER CONFIG.

Scroll through the available controller configurations to choose the one that best suits your playing style by pressing the D-Button ↔.

OFF/DEF AUDIBLES

Set your offensive and defensive audibles for each profile. Each team has 10 audibles to set – five on offense and five on defense.

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To set an Audible:

1. Press the D-Button ↕ to highlight either OFFENSE or Defense and press the ✖ button. Your cursor moves to the play windows.
2. Highlight one of the audible slots from the play windows and press the ✖ button. Select a playbook. The cursor moves to the formation window.
3. Select the audible you wish to change and press the ✖ button.
4. Select a formation and set by pressing the D-Button ↔ or ↕ and then pressing the ✖ button. Highlight the desired play and press the ✖ button to accept it.

⇨ To flip any audible, press the **R2** button while it's highlighted.

SYSTEM

AUDIO

VOLUME SLIDERS	Adjust the volume for all sounds of the game. Change the setting by moving the slider towards + or – by pressing the D-Button ↔.

VISUAL

FIELD LINES	Set the field line display to NONE, **FIRST DOWN**, LOS, or BOTH. When set to FIRST DOWN, a yellow first down marker is displayed across the field. When set on LOS, the line of scrimmage is highlighted with a blue field marker. When set to BOTH, the FIRST DOWN and LOS lines are on.

ONLINE

GAMEPLAY	Set the gameplay options you want to use online. The gameplay options are determined by the player hosting the game.
SYSTEM	Set the audio/video controls for your online games.
ONLINE	Create and edit your quick messages.

To create/edit a message:

⇨ Highlight the message you wish to edit and press the ✖ button, then use the keyboard pop-up to enter the text. To use that quick message in a chat room, bring up the keyboard pop-up and hit the Q key to quickly enter the message.

SAVE	Save your settings to your memory card.

SAVING AND LOADING

Save or load files from your memory card.

NOTE: **Never insert or remove a memory card when loading or saving files.**

To load, save, or delete a file:

1. From the Main menu, select SETTINGS then MEMORY CARD to get to the Load/Save/Delete screen.
2. Highlight LOAD, SAVE, or DELETE and press the ✖ button.

⊙ Press the R1 button/L1 button to browse the file types.

⊙ Press the R2 button/L2 button to switch between MEMORY CARD slots.

3. Highlight the file you wish to LOAD, SAVE, or DELETE and press the ✖ button.

⇨ When saving, enter the name of the file using the keyboard pop-up, highlight DONE and press the ✖ button to complete the save.

NOTE: **If you have already saved the file, you will be prompted to overwrite the existing file instead of saving a new file.**

NOTE: **If a Roster, User Profile, or Settings file is present on a memory card, it will be auto loaded during the initial boot up from any available memory card slot. Rosters and settings will be set to the first ones found while User Profiles will load the first four found.**

PROFILE MANAGER

Keep track of your career stats with a User Profile. If an active User Profile is associated with a team during a game, the computer keeps track of the YOUR statistics.

NEW/EDIT PROFILE

Keep track of your personal stats by creating a User Profile.

To create a new User Profile:

1. From the Main menu, press the ● button. The Choose Active Profile screen appears. Highlight CREATE PROFILE and press the ✖ button.
2. Use the Edit Box to create a name for your User Profile. Highlight DONE and press the ✖ button to accept the new Profile name.

To Load, Save, or Delete a User Profile from your memory card:

⇨ From the Load, Save, or Delete screen, highlight the Profile you wish to load, save or delete and press the ✖ button. The Profile is now loaded or saved to a memory card, or deleted from in the game.

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SEGA SPORTS

NBA 2K1

Thank you for purchasing Sega Sports NBA 2K1.

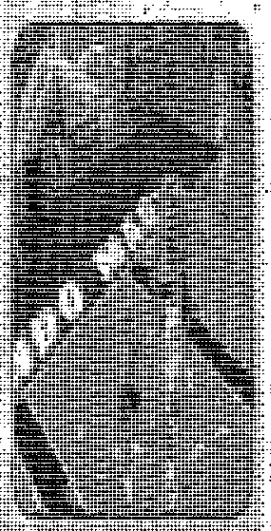
To view your instruction manual, click the Start button and point to Programs.

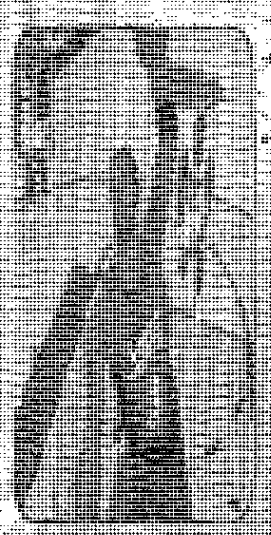
The power of the Dreamcast is up to the NBA to a new level and the engine of your previous favorite basketball video games. From the 3-point to the Dunk contest, from instant replays to real NBA schedules, it's unlike anything you've seen to date in the NBA 2K1.

So, don't look for the standard online play with NBA 2K1 we'll be supporting it by the same means Dreamcast does. We'll be in your face in the summer. NBA 2K1 is the first league online basketball game in history.

Read the instruction manual to get your hands in the game to learn the many different moves before the real life training session. The controller function of NBA 2K1 has got the moves that you dig on a regular basis, but there's additional moves that are not normally available to you. Learn them and become a pro with some real advanced experience points.

This isn't last year's basketball game. This is NBA 2K1. Do you have what it takes to play head to head with the NBA? Can you go online and defeat the best opponents, live opponents? The only way to find out is to get out of the locker room and into the basketball.





OPPONENTS ARE EVERYWHERE...

At launch of the clock, you have the ball and your team is moving down the court. Instead of passing to the point guard, you decide to take the ball yourself. Just as you're about to shoot, you realize that the opposing point guard is closing in on you. You have two options: Shoot the ball or pass it to the point guard.

We think you should pass it to the point guard. The chances of making the shot are much better.

1. 2. 3.

A split second after the ball has left your hands, the point guard has caught the ball and is ready to shoot. You have the open shot and you don't have to worry about the defender.

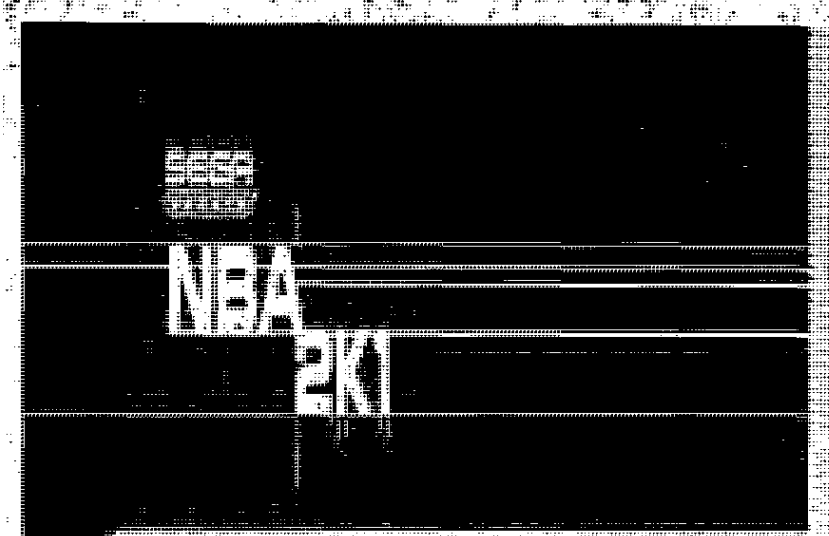
4. 5. 6.

The point guard has the ball and is looking to pass it to you. You're open. There is a defender between you and the basket. He's trying to steal the ball. You pass the ball to the point guard.

7. 8. 9.

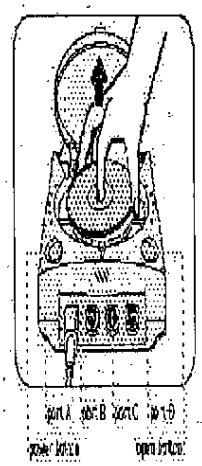
Good! You've got the ball.

You run the fast break and you're thinking, "Boy, would it be cool if I had the ball right now, then I'd be playing like one of those."

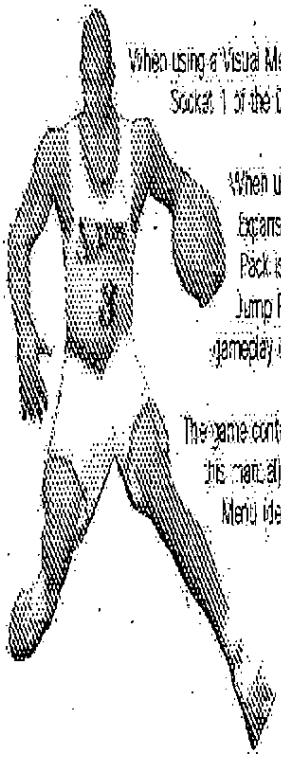


Game Title

Sega Sports™ NBA 2K1 is a one-to four-player game. Before turning the Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and START buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.



Starting the Game

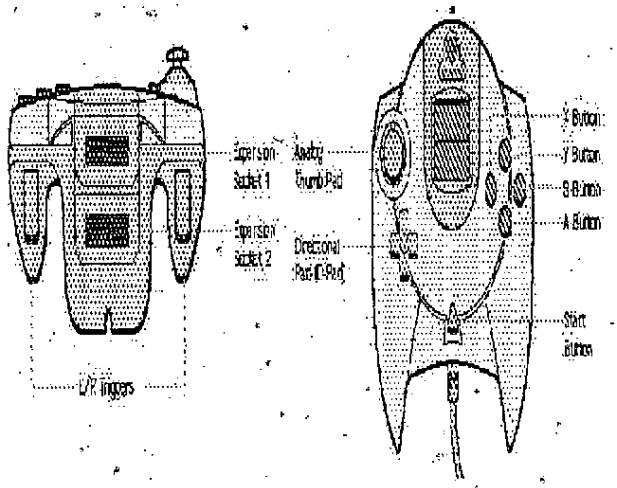


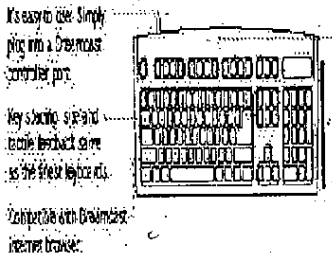
When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to save your game data.

When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during gameplay or otherwise inhibit operations.

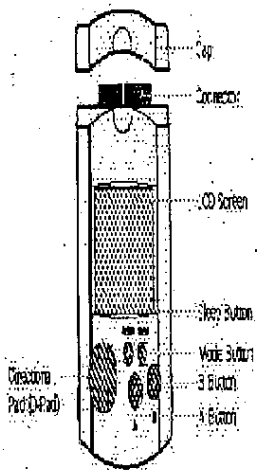
The game controls are all set to their default settings (which are listed in this manual). To change the control settings, see the Game Options Menu (described on page 20).

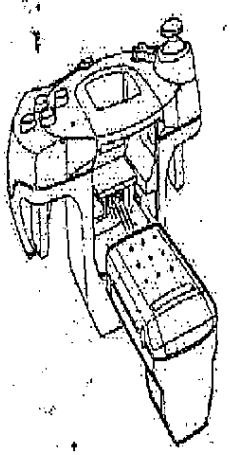
Control Summary



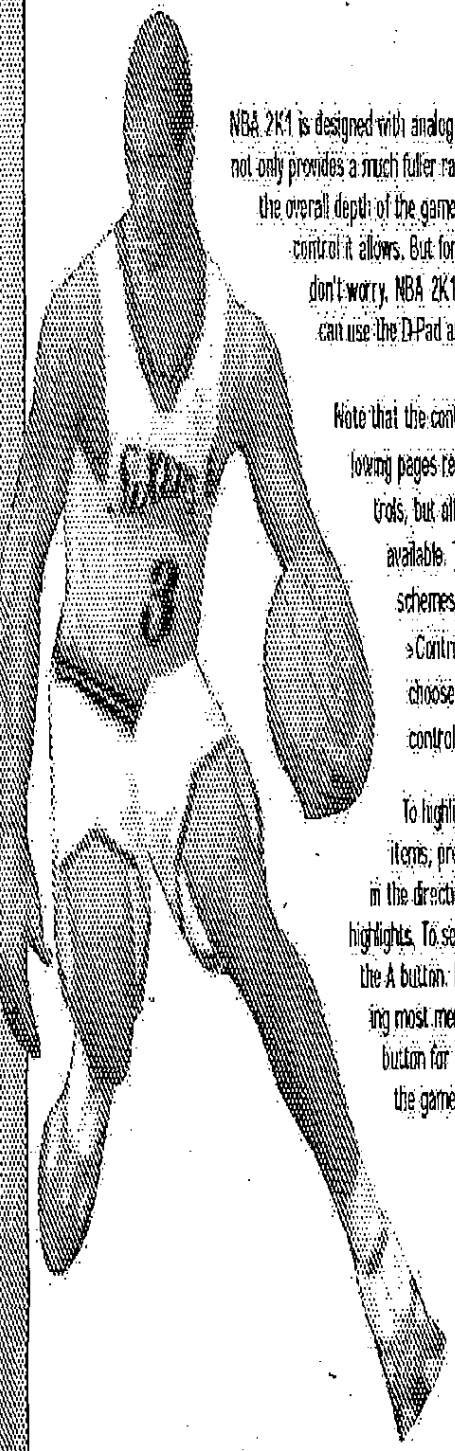


NOTE: Never touch the analog stick, R, or L while turning the Dreamcast power on. Doing so may disrupt the controller initialization procedure and result in malfunction.





MENU CONTROLS



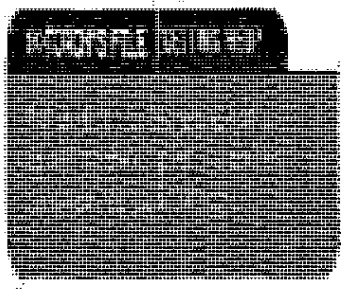
NBA 2K1 is designed with analog functionality in mind. Analog not only provides a much fuller range of motion, but also adds to the overall depth of the game due to the level of precision control it allows. But for you old schoolers out there, don't worry, NBA 2K1 has got you covered as you can use the D-Pad as well.

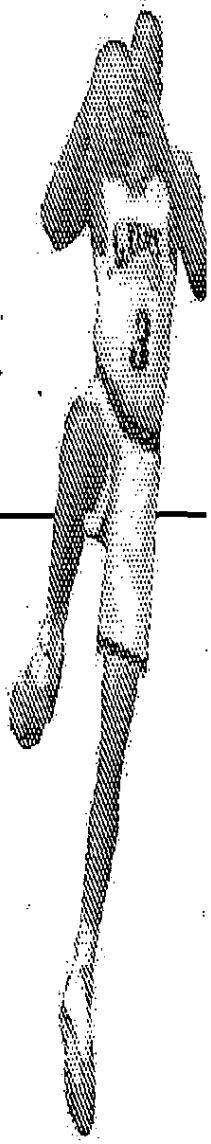
Note that the controls and tips offered on the following pages refer to NBA 2K1's default controls, but alternate control schemes are available. To change the controller schemes, go to the Game Options > Controller Menu. There you can choose from a selection of alternate control schemes.

To highlight and select specific menu items, press the Analog Stick (or D-pad) in the direction of the menu item until it highlights. To select the highlighted item press the A button. If you have questions when viewing most menus and screens, press the Y button for information and tips on using the game's features.

MENU CONTROLS

Button	Action
Analog Stick (or D-Pad)	Highlight menu options
A	Select / Scroll forward through the highlighted selections.
B	Cancel selection / return to previous.
X	Scroll Backwards through highlighted selections
Y	Command Help Menu





OFFENSIVE CONTROLS

Button	Action
A	Pass
B	Crossover / Juke
X	Shoot / Rebound
Y	Pass Icons
L	Back Down
R	Turbo
D-pad	Playcall / Shift
D+A,B,X,Y	Call Play
D+L	Call for Pick
D+R	Alley-Oop

Note: Alternate control schemes may be chosen off of the Options > Controller Menu.

Offensive Basics

Here is a brief description of all your fundamental offensive plays. Master the basics and you'll be ready for advanced offense in a few pages.

Passing (Pass Receiver)

You can pass to any of your teammates by pressing the analog stick in the direction of the intended player, and then pressing A. Before you make the pass, make sure you have a lane to get him the ball. You wouldn't want to commit a turnover and run back on defense without a score.

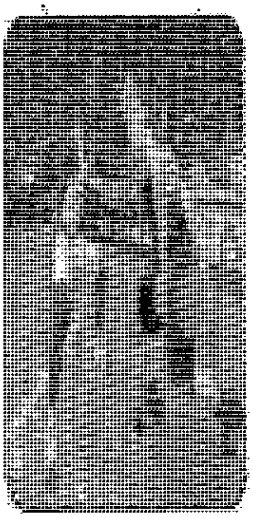
Passing (Icon Passing)

Use Icon Passing to guarantee that your pass goes to the right teammate. If you press the Y button, pass icons appear above each of your teammates. When you've located the player you want to pass to, press the corresponding button.



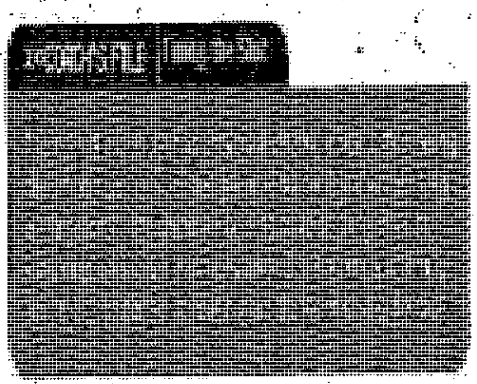
Crossover / Turbo

Some people think that the crossover dribble is all flash and no substance. Just hope that your friends think that way, because you'll be burning them all day until they figure it out. You can also use the crossover to get the ball into your player's other hand and away from a pesky defender trying to make the steal. For maximum offense, hold turbo (R) and press the B button for an elusive spin move.



Shooting

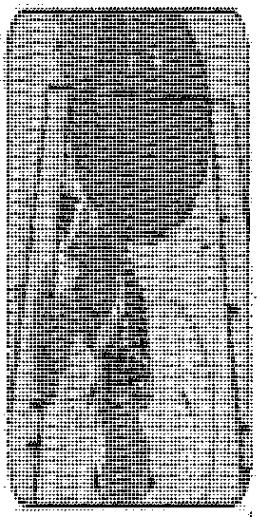
The way to shoot is by pressing and holding the X button. Once you release the button, your player will release the ball. Try to release the ball at the top of your jump for the best chance of making it.





When to Shoot?

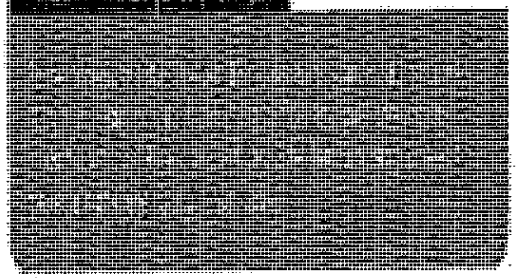
A good rule of thumb is that if your player is standing still or is far away from the basket when you press X, you're going to wind up taking a jump shot. But if you're closer in and moving to the hoop when you press X, your player will try a layup or a dunk instead.



Turbo

Turbo is just like it sounds, it makes you go faster. When the turbo button (R) is pressed, your player will pick up speed and his momentum will carry him forward. In addition, combining turbo with other actions can result in more powerful moves.

Button	Action	w/ Turbo
B	Crossover / Juke	Spin Move



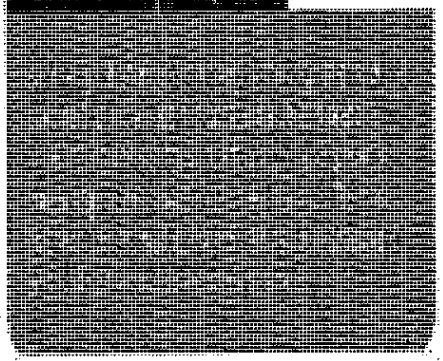
Advanced Plays

Here is a brief description of some of the advanced offensive plays. Master these and you'll be unbeatable.

Post Up Play



Do you have a size advantage over your defender? Do you have great post up moves? Well then, hold down the L button while moving your player to back your man down. Of course, if there's no defender there, you can't exactly post anyone up! Once you've worked in close enough to the basket, press the Shoot button (X) to put up a classic low post hook. Oh, and don't forget the NBA post up rule. You can only have your back to the basket for five seconds.



ALLEY-OOP Pass + B

Press the D-Pad then the right trigger button (R) to throw your teammate an alley-oop. Two things to keep in mind about alley-oops:

1. You will ALWAYS throw an alley-oop pass regardless of whether or not your teammate is in position to finish the play.
2. An alley-oop pass will ALWAYS be passed to your teammate that is closest to the basket - so check to see who it is and if he has an open lane.

PIVOT

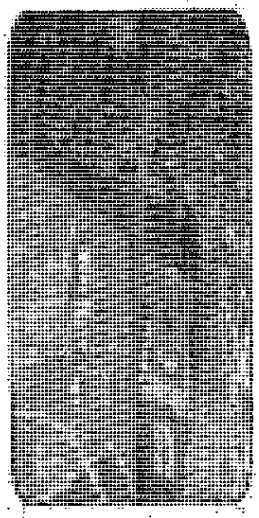
If you do not move your player upon receiving a pass, he will be in Pivot Mode. He will automatically attempt to protect the ball by shielding it with his body. Don't wait too long though, a pesky defender will be able to sneak in there over time.

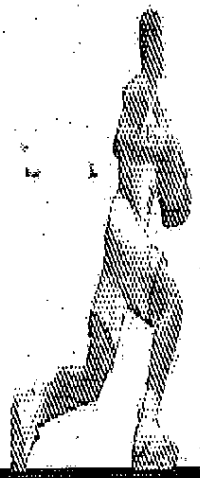
SHOOTING

To get an open shot, tap the Shoot button (X) and pump fake the defender into the air. Your shot has a much better chance of going in if you have a clean look at the basket.

»COACH'S FILE | Alley-Oop

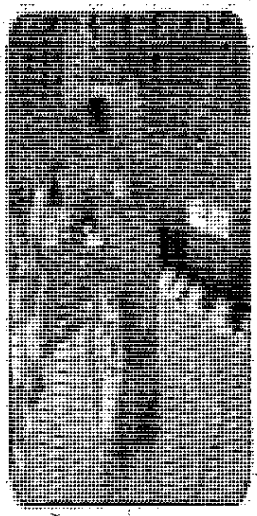


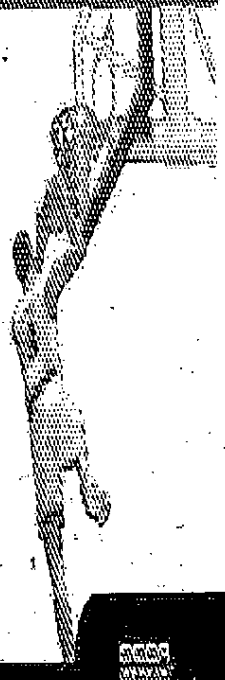




»COACH'S FILE | Show And Go

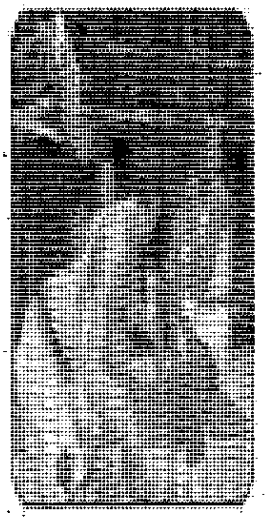




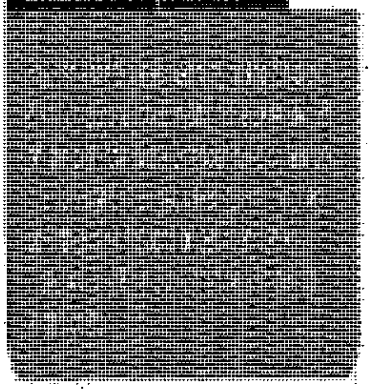


SETTING FOR A PICK

Try having a teammate set a pick for you to slip that pesky defender. To do this, press the D-Pad, and then the L trigger button - your nearest teammate will create a wall for you to go around.



SCREEN FOR A SCREEN



SWITCHING PLAYERS

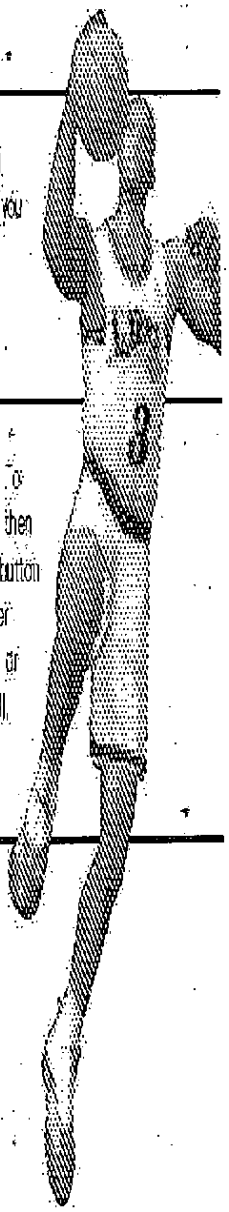
Press the A button to pass the ball to your teammate. Then, before he receives the ball, tap the pass button (A) again to execute a touch pass. Touch passing is a useful way to get the ball quickly around the floor to the open man.

SCREEN FOR A SHOT

You can make a pass in the middle of a jump shot, layup, or rebound. To make the pass, first press the X button to start the shot or rebound, then press the A button to pass. You must roll your finger from the shoot button over to the pass button to execute this move. If you release your finger from the shoot button before pressing pass, the shot will be released or you will come down with the rebound before you can get rid of the ball.

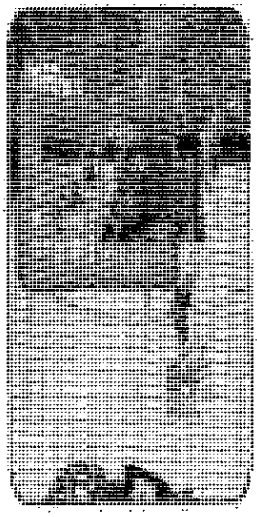
SCREEN FOR A SHOT

After you grab a rebound, press the B button repeatedly BEFORE YOU LAND. This will cause your player to "clear out" the defenders around you and is a good way to keep defenders away from the ball as you land.



SWITCHING PLAYERS

Each team has 26 plays in their playbook. You can select from four plays via the in game playcall menu, which is brought up by pressing the D-Pad. From there, call the play you want by pressing the corresponding button. If you want to assign different plays to the playcall menu, you can do so in the Coach's Playbook menu.



OFFENSIVE CONTROLS

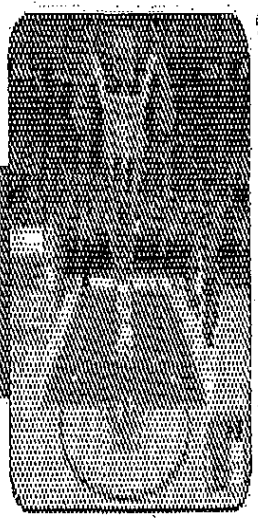
WITHOUT THE BALL

Button	Action
A	Change Player
B	Set Pick
X	Rebound
Y	Call for pass
L	Call for Shot
R	Turbo
D-Pad	Playcall Menu (A,B,X,Y to call play)

FREE THROWS

NBA 2K1 uses the innovative Free Throw system that NBA 2K developed last year. The trick to successful Free Throw shooting is to press both the L and R triggers simultaneously and also at the same level for each. When you have managed to line the arrows together over the basket, press Shoot (X) to release your shot.

If you need a little help from the charity stripe, head on over to Practice Mode and toggle the "Practice" option to "Free Throws." Then step up to the line and polish up so you can punish rival teams for fouling your players.



COACH'S FILE Home Advantage

DEFENSIVE CONTROLS

Button	Action
A	Swap
B	Steal
X	Block / Rebound
Y	Last Defender
L	Face Up
R	Turbo
D-PAD	Defensive Set / Shift
D+A,B,X,Y	Call Set
D+L	Call for Double Team
D+R	Call for Intentional Foul

DEFENSIVE PLAYS

Here is a brief description of all your fundamental defensive plays. Master the basics and you'll be ready for advanced defense in a couple of pages.

SWAPPING (A)

Swapping allows you to switch to the player closest to the ball handler. The purpose of swapping is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the offense.

STEALING (B)

Press the B button to attempt a steal. You must get your hand on the ball to knock it away or else you'll be called for a reach-in foul. Once you've gotten the ball away from the offense, push the ball up the court. For the best chance at getting a steal, try facing up the ball handler by pressing the L Trigger and then the Steal button (B).

BLOCKING (X)

A good way to stop the offense is by blocking the shot (X). For your best chance at blocking a shot, press and release "X" at the same time as the offensive player. Having a shot blocking center like Shaq or a dominant power forward like Tim Duncan can be a big plus. Holding turbo (R) while pressing "X" will cause your player to attempt a "swat" block, further increasing your chances of blocking the shot but also your chance of committing a foul.

LAST DEFENDER (Y)

This will give you the player closest to the basket. This is a particularly useful button when you need to defend against a breakaway rush. It is also helpful when you want to gain control of one of your low post defenders.

[illegible]

This is the best position you can be in to stop a player from driving past you. It essentially makes you a bigger object to get around. The disadvantage is that you have slower movement in this lateral position. Pressing Turbo (R) will help compensate.



[illegible]

A good way to steal the ball is by closing the passing lanes. Jump in front of passes to deflect them away from their target and into your possession - however, you need to be quick to pick up the loose ball.

[illegible]

Press the D-Pad to bring up the menu and then press A, B, X, or Y to select the corresponding defensive set.

A	Full Court Press. Defenders pick up their man after the inbound pass.
B	Half Court Press. Defenders pick up their man at the half-court line.
X	Half Court Trap. Defenders try to trap the ball handler at the half court line.
Y	Half Court Set. Instructs players on your team to set up in a basic defense.

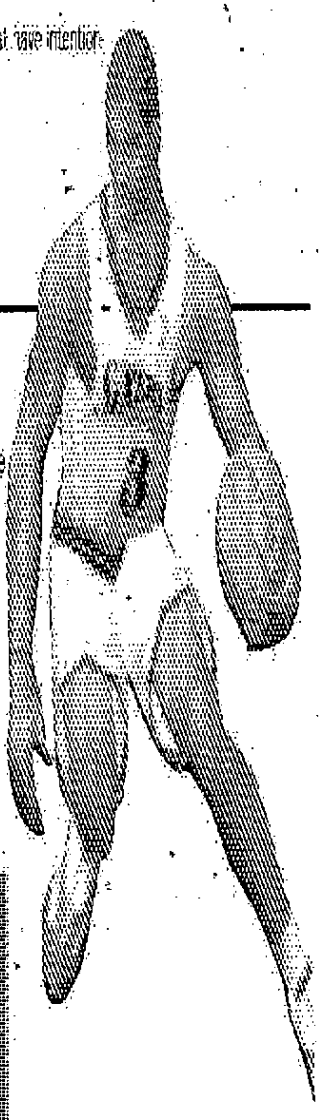
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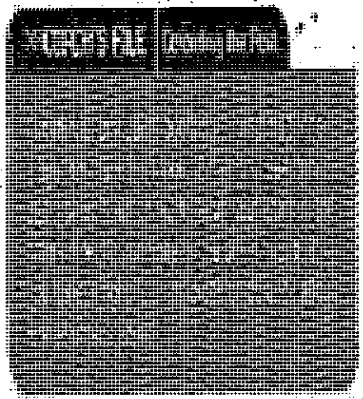
With the default control scheme you must call for an intentional foul. This is done by pressing D-pad then the R trigger. This does two things. First it toggles the steal button to an intentional foul button (for one play only). Second, it instructs all your computer-controlled teammates to intentionally foul the ball-handler.

NOTE: there are alternate control schemes available that have intentional foul on a primary button.

[illegible]

You can call for a double team at any time by pressing the D-pad and then the L trigger. The nearest teammate will switch from his man over to yours and help tighten the defense on the ball-handler.





PAUSE MENU

Stats	Current game stats for both teams, as well as an update injury report can be accessed here.
Cameras	There are many different camera angles to choose from.

Replay Controls

A	Replay real time speed
B	Zoom Out
X	Zoom In
Y	Replay Panel ON / OFF
L	Rewind (analog)
R	Fast forward (analog)
D-Pad	Moves aim indicator
Analog Stick	Controls the camera angle

Note: While moving the aim indicator, you can also "lock on" to any player to follow them throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track. You can preview each of them before picking the one you want.



OPTIONS

Customize the way you play NBA 2K1 prior to the opening tip-off with this menu. Press A to cycle forward through an option, press X to cycle backward.

NBA Rules	Every rule in the game is adjustable, or is able to be turned Off - so check them out.
Gameplay	Simulation or Arcade Mode. Simulation will try to emulate the real thing as accurately as possible while Arcade Mode turns off most NBA rules and will appeal more to the casual hoop fan.
Presentation	Adjust sound effects, commentary, music, overlays and more.
Controller	Check out the different control schemes.
Codes	FREE SECRETS! There, that should get your attention. Once you've found a code, enter it in from this menu.

GAME MODES

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that NBA 2K1 has to offer.

EXHIBITION

Choose two teams and head out to the courts. You can choose from any of the teams or leave the choice up to NBA 2K1. To play a game between random opponents, press and hold 'L,' 'R,' and 'A' while over the team selection. To experience the stuff of legends, don't forget to try out the new teams from the 50s, 60s, 70s, and 80s.

SEASON

Select Season on the Main Menu to go to the Season / Playoffs menu. Here you can start a 14, 28, 56, or 82 game regular season. You can also jump straight into the playoffs by simulating a season or setting up your own custom playoff tree.

Once in the Season Menu, you can jump in free-lints and start the day's games or take a moment to customize your plays, players, and teams.

PRACTICE

Practice makes perfect. Head on over to the practice court to get familiar with the players of your favorite team. The Shot Meter will help you perfect your form and timing.

TOURNEY

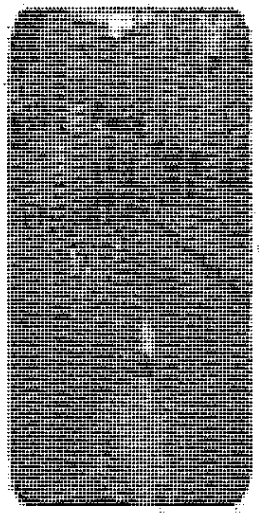
Choose to either play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each of the 4, 8, or 16 teams that are participating in your tournament.

FRANCHISE

New in NBA 2K1 is franchise mode. Guide your team through season after season in your quest to build a dynasty. Pick your team, choose your roster (standard or fantasy draft), whether you want to play a pre-season and whether there will be trades.

STREET COURTS

In NBA 2K1, not only can you play in all of the 3D-rendered stadiums of the NBA, but you can also ball on a few of the most famous street courts in the country. After selecting Street Courts from the Main Menu, you will be brought to the Street Courts Menu. From there, you can pick the court you wish to play on and the type of gameplay from 2-on-2 to 5-on-5.

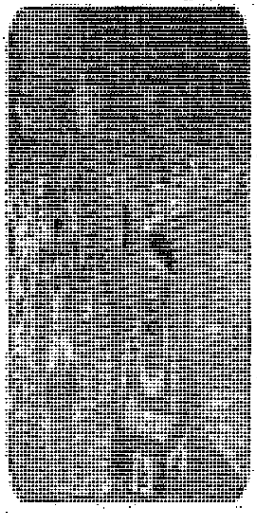


The Street Courts you can pick from are:

Rucker Park (New York City)
The Cage (New York City)
Goat Park (New York City)
Franklin Park (Chicago)

LEGENDS OF THE COURT TEAMS

Suit up and hit the court with the masters of the game. In NBA 2K1, you can play with legends from the 1950s, 60s, 70s and 80s, including Magic Johnson, Larry Bird, Dr. J, Wilt Chamberlain and Oscar Robertson. All of the stars wear their classic team uniforms and play just like they did in their heyday!

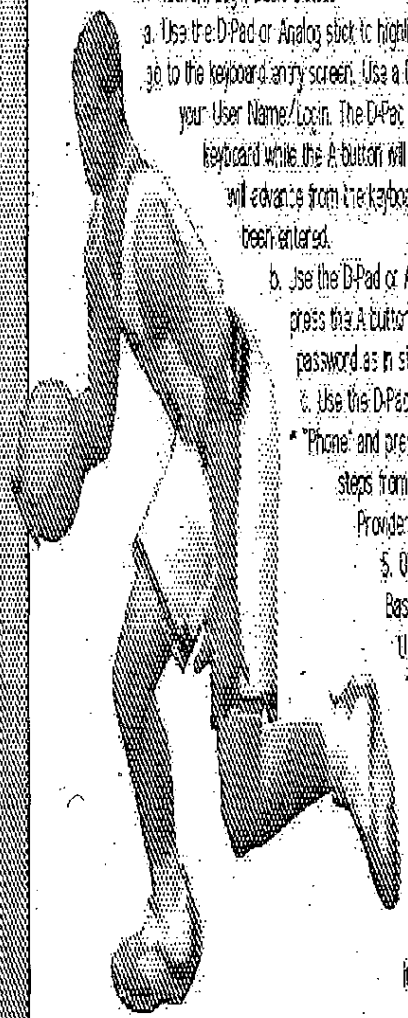


NETWORK PLAY

NBA 2K1 has something you've never experienced before in a console basketball game: Head-to-Head online action. Use the built-in modem on your Dreamcast to go online and play with either the person down the street or someone from across the country.

Starting a Network Game

1. Select "Network" on the Main Menu and press the A button.
2. Then Select "YES" to sign up for 50 FREE HOURS trial on SegaNet. If you plan to use your own ISP, press the A button to select "NO" when prompted for "50 FREE HOURS" trial.
3. Press the A Button to select "OK" when the ISP warning screen appears.
4. Network Login Basic Details



a. Use the D-Pad or Analog stick to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Login. The D-Pad or Analog stick will move the cursor on the keyboard while the A button will select a key. The Enter Key or Start Button will advance from the keyboard entry screen once the user name has been entered.

b. Use the D-Pad or Analog stick to highlight "Password" and press the A button. Follow the same steps for entering your password as in step 4a.

c. Use the D-Pad or Analog stick to highlight "Phone" and press the A button. Follow the same steps from step 4c to enter your Internet Service Provider primary dial-up number.

5. Optional: Press the X button to toggle from Basic Detail section to the Extra Details section. Use the D-Pad or Analog stick to highlight "Backup Phone 1 (Optional)", "Backup Phone 2 (Optional)", "Call Waiting Prefix", "Outside Dial Prefix", or "Your Area Code" and press the A button. Follow the same steps for entering information in these fields as in step 4a.

a. Press the Start Button to dial up to the Internet.

ONLINE PLAY

6. Entering a Screen Name
   a. When prompted with "Do you have an existing Screen Name?", use the D-Pad or Analog stick and press the A button to select "NO" if you do not have one. If you have an NFL2K1 Screen Name, feel free to use it here.
   b. Use the D-Pad or Analog stick to highlight "Screen Name" and press the A button to go to the keyboard entry screen. Your Screen Name must be at least 3 characters long with a maximum of 15.
   c. Use the D-Pad or Analog stick to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Your password must be at least 6 characters long with a maximum of 15.
   d. Use the D-Pad or Analog Stick to highlight "Re-enter Password" and press the A button to go to the keyboard entry screen. Your re-entered password must be identical to your Screen Name Password.
   e. Optional: Use the D-Pad or Analog stick to highlight "City (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the city in which you are located.
   f. Optional: Use the D-Pad or Analog stick to highlight "State (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the state in which you are located.
   g. Press Start to advance.

7. Entering the lobby and starting a game
   a. Choose your preferred region by using the D-Pad or Analog stick to highlight your choice and press the A button to continue.
   b. Choose a lobby by by using the D-Pad or Analog to highlight the lobby of your choice and then press the A button to enter.
   c. Once in the lobby, use the D-Pad or Analog stick to highlight another player in the lobby and then press the A button to issue a challenge. If challenged, choose "YES" and press the A button to accept.

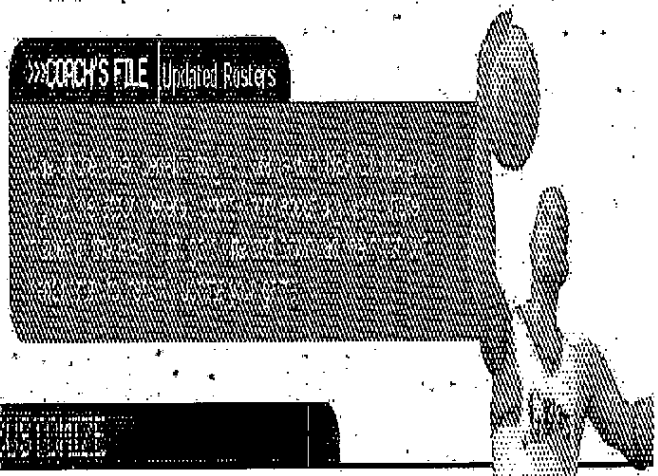
MODEM SETTINGS

Setting	Function
User Name	Your ISP login name for dialing up to the internet
Password	Your ISP account password
Phone Number	Your ISP dial-up phone number
Screen Name/ Handle	A nickname for while you're online
Server IP	The IP (Internet Protocol) address for the server you're logging into
Server Port	The Port number of the server you're dialing into

NETWORK OPTIONS

The Network Options Menu allows you to adjust three filters: a rate filter, a keyboard filter, and a game mode filter. The rate filter allows you to "auto-decline" challenges from opponents that have a rate that falls below your accepted threshold. The keyboard filter lets you "auto-decline" based on whether or not the opponent has a keyboard plugged in. The game mode filter lets you "auto-decline" based on the game type to which you are challenged.

NOTE: WHAT'S MY RATE??? The rate bar describes the connection speed between you and your opponent(s). Therefore, you have no individual rate. Instead, you have a unique rate between you and each opponent.



WALTER PAYTON

CREATE PLAYER

Whether you want to create a 7-foot, shot-blocking, slam-dunking monster-in-the-middle or just re-create a hot college prospect, you can do it here. Scale each individual body part, shape the face any way you want, and distribute the attribute points to fine tune the perfect fit for your team. To make things easier for you, there are three groups of pre-set attributes to assist you in the player create process.

CREATE TEAM

You can create up to two created teams and store them on your VMU. Pick a logo, give your team a name, a home city and pick a playbook. Then assign players to your created team's roster.

COACHING MOVES

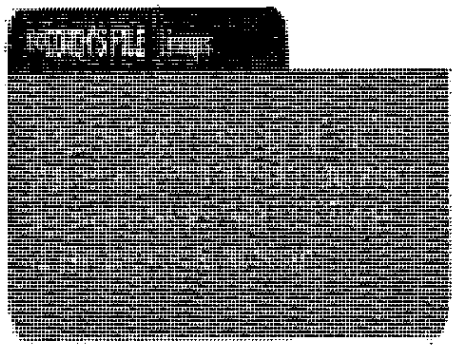
From this menu, you can take control of your team. You can assign defensive pressure, assign your defenders to guard certain people, or call for the double team. It's your team, so you make the call.

TIMEOUTS

When you see the momentum begin to shift on you (i.e. the other team is scoring unanswered points) call a timeout (START button) to get your team back into the swing of things.

SUBSTITUTIONS

Keep your lineup fresh and out of foul trouble. Substitute in any of your bench players. You can make single-player moves, change a couple of players, or swap the whole team. Press L and R to scroll through the available lineups.



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Rod Brooks as "Rod West"
Dick Callahan as "The PA Announcer"

Coach Voice
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Conscious Sound Studios
Benjamin Grant DePaiva

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Scorpio Sound

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Gregory J. Rainer

Additional Arena Music
Directed and Supervised by
Couchlife Ltd., London, UK

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Mike Strecker

ADDITIONAL MUSIC

"DA GOODNESS" (featuring Busta Rhymes)
Performed by Redman
Courtesy of Def Jam Music Group under license from Universal Music Enterprises.
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(Trevor Smith, Reggie Noble, Duke Ellington, Irving Mills, Juan Tizol)

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Redman's new album in stores December 12, 2000
www.defjam.com

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Sega would like to thank Chris Rucker, Dexter Gordon, Rey Madhere and the Rucker Family, and the memory of Mr. Holcombe Rucker.

Special thanks to Greg Lassen at NBA Entertainment, Inc.

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NFL 2K1 Review

In the end, NFL 2K1 is a deeper, more refined version of the original game.

GameSpot Score: 9.9 Editors' Choice

NFL 2K was considered by many to be one of the most amazing football games of all time, but it wasn't without flaws. Once you got into NFL 2K, it became a predictable game. Visual Concepts, the developer of the game, realized this as well, and the team has improved everything it possibly could in an attempt to correct this. We played NFL 2K1 for a considerable amount of time, and the results of Visual Concepts' work over the past year are clearly evident. The game is a much more refined, balanced, and complete version of the first game and is not only amazing for its online gameplay capabilities but also for its improved running game and greater overall depth.

The most obvious change is the addition of online play. NFL 2K1's network options make it possible to play with or against other players over the Internet, as well as download team roster updates throughout the season - all you need is an active phone line and a service provider. From there, you need to enter four lines of information into your Dreamcast to enable your connection. If you don't have an ISP, you can sign up for Sega's very own service provider, SegaNet. NFL 2K1 has an easy-to-use interface that will hook you up with SegaNet. Once your Dreamcast is properly configured, selecting "network" from the main menu hooks you up to the NFL 2K1 online servers. There are three different regional divisions (east, west, and central), and each region has a dozen or so city-specific servers to choose from. If you and your opponent have a solid connection, meaning that you and your opponent have good phone lines and are connected to the closest regional server, the experience of playing NFL 2K1 online is as if your opponents were sitting right next to you. If you don't have a solid connection, the game occasionally freezes for brief periods of time during play, or you'll notice a lag time between controller commands and onscreen player reactions. Of all the games we've played online, using various ISPs, the majority have had a slight but noticeable delay. However, we did play a few games against online opponents near and far, which were just as good as multiplayer games played on one console. As is usually the case with online gaming, your mileage may vary.

The new franchise mode lets you take a team through multiple seasons and lets you deal with tons of managerial tasks such as drafting players, releasing players, and signing players. You even have to take into account a player's age when signing him, since some players retire at the end of a season. The franchise mode adds a new depth to the series, which will undoubtedly keep you playing NFL 2K1 for a long time to come.

While the additions of the franchise mode and Internet-play capability are huge, fans of the first game will find the subtle control and AI improvements to be just as important. The running game of NFL 2K, for instance, was one of the areas many players felt could use some tweaking, which is exactly what the design team at Visual Concepts did. The ball carrier's force is now more momentum-based, meaning that if he's running at full speed, it really takes a solid hit to bring him down. In the previous game, any contact would basically stun the ball carrier for a moment, a moment that usually lasted longer than it would take for another defender to come along and finish the job. In NFL 2K1, the ball carrier is able to spin off of opponents who don't make solid contact, which in turn allows you to realistically break tackles. Running up the middle, breaking tackles, and actually busting out with a surprise 70-yard dash to the end zone can actually happen now. All the moves from the first game are included, although the stiff-arm's effectiveness has been toned down substantially. A new juke move has been added that allows you to cut across the field a bit faster. The computer AI is a bit tougher and is much quicker in adapting to your style, meaning that if you find a play that allows you to make a substantial gain, it's not likely that the computer will allow you to pull it off again right away. The team-specific playbooks are, for the most part, specific to offensive plays, and the defensive playbooks are actually rather weak.

Visually, the game looks almost identical to the original NFL 2K. The game does, however, feature graphical additions such as real-time lighting reflections off the players' helmets, an animated crowd, and field deterioration. The game also has new motion-captured animations for tackling, running, catching, tripping, and just about everything else. In all, NFL 2K1 features somewhere in the neighborhood of 2,000 motion-captured animations. The game looks very smooth, and it

doesn't appear to suffer from any of the slowdown that plagued the first game. The game does have some minor graphical problems - the details on the players pop up rather suddenly as the camera gets closer to them, and it isn't nearly as subtle as in the first game. Overall, the players look a little more polygonal and not quite as detailed as in the first game. The front-end menus look a little sharper this time around, as do the play-selection screens.

In the audio department, the game is incredible. The commentary is more insightful and situational than any other sports game before. The commentators make references to plays, players, and teams right on cue and in amazing detail. The players on the field yell back and forth to one another and actually taunt each other before the plays and sometimes even call each other by name. The sound effects and stadium announcements are, for the most part, identical to those of the first game.

In the end, NFL 2K1 is a deeper, more refined version of the original game. The vastly improved running game makes all the difference in the world, since now you can truly mount an offensive attack that consists of a true-to-life air-and-ground assault. The game plays faster, more precisely, and closer to the real thing than any football game has before. The addition of the online gameplay feature and franchise mode is more than enough reason for you to upgrade to NFL 2K1. If there's still any doubt in your mind that NFL 2K1 is anything less than revolutionary, squash it and get to your local video game retailer before it sells out. The game is just that good.

By: **Ryan Mac Donald**
Posted Sep 8, 2000 9:59 pm PT

Story from GameSpot: http://www.gamespot.com/dreamcast/sports/nfl2k1/review.html
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Answers.com

Microsoft Baseball 2001

Games: Microsoft Baseball 2001

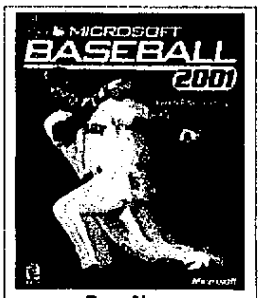
Platform: IBM PC Compatible

Release Date: April 03, 2000

Genre: Sports

Style: Baseball

Similar Games: Triple Play 2000 (Nintendo 64), Triple Play 2000 (PlayStation), Microsoft Baseball 2000 (IBM PC Compatible), Triple Play 2000 (IBM PC Compatible), Sammy Sosa High Heat Baseball 2001 (IBM PC Compatible), Sammy Sosa High Heat Baseball 2001 (PlayStation)



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Game Description

As Microsoft's first swing at satisfying both arcade and simulation baseball fans, Microsoft Baseball 2001 combines the celebrated graphics and arcade play for which Microsoft sports titles are recognized with the in-depth statistics engine of Baseball Mogul. So now in addition to controlling the action on the field, the game allows players to assume the role of general manager for the purpose of handling trades and free agents, as well as salaries and ticket prices.

Microsoft Baseball 2001 only features single-player play, but the options available are extensive. Finesse your swing in the Home Run Derby, practice your skills in the Exhibition Mode, and manage your teams and players over multiple seasons in Career Mode. If you've got nothing but SIM on the brain, you can simulate your way through games over days, weeks, months, and entire seasons.

While the approach to game depth has been overhauled, Microsoft Baseball 2001's graphics represent a continuation of what Microsoft has traditionally offered. Many players represent their real-life counterparts, as do most of the game's 35 stadiums. High polygon counts, motion-capture animations, true-to-life ball physics, and Diamondbacks announcer Thom Brennaman calling the action all make for a smooth on-field experience. The game also features full MLB and MLBPA licenses, so you'll have over 1200 major league players and all 30 teams at your disposal. Because putting all that detail up on your screen can be demanding, Microsoft Baseball 2001 requires a 3D graphics accelerator card.

Accordingly, the game's AI has been expanded to make not only your on-field opponents better decision-makers, but your off-field ones as well. The computer will weigh trades for balance and possibly reject them if they don't make sense. This adds to the challenge for players wanting to build their dynasties from scratch. Also, while Microsoft Baseball 2001 replaces Baseball Mogul's cash-based economic system with a points-based one, what you can do with those points is relatively similar to what you could do with them in Baseball Mogul. Invest in your farm team, set scouting budgets and always keep your eye on the bottom line. Your overall success will ultimately be based on how well you manage your budget, in addition to how well your team performs.

~ Gil Shif, All Game Guide

Roots & Influences

Baseball, itself and a long line of baseball games on every platform. More in line with the games that combined simulation features with arcade-quality action, such as Hardball 2 and High Heat Baseball 2000. Microsoft Baseball 2001 features the Baseball Mogul statistics engine, which means that in addition to the standard career-tracking stats, the game also features a controllable financial model.

~ Gil Shif, All Game Guide

Review: Overall

Microsoft Baseball 2001 has a lot of glitter. It has nicely detailed and fluid graphics, and its managerial options are impressively deep. Unfortunately, it's also riddled with bugs that make it annoying to play.

The game's strong point is undoubtedly its graphics. All the character models are well modeled, and have only the slightest hint of polygonal edginess to them. The big-name players have been modeled with even more care, and possess realistic facial texturing. Player motion sequences are, for the most part, remarkably fluid. Were it not for the rather plain crowd textures, you could even fool yourself into thinking that you're watching a real baseball game.

The music and sound effects are less impressive. Microsoft Baseball 2001's music is just plain dull, and serves for the most part just to keep the game from going silent. The play-by-play commentary is decent enough, though not particularly notable. If you set the game's resolution to high, you'll start to hear the sound and music stutter and skip quite frequently.

The game's single-player mode should have been better than it is. Microsoft Baseball 2001 offers some detailed management options, an extensive career mode, and a batting interface that looks simple but is actually deep. Yet a diverse variety of bugs basically ruin any fun you may get out of the game. You'll see a huge number of throwing errors, for instance, on both human and CPU-controlled teams.

It's not uncommon to see ten or more wild throws per game, which ruins the simulation aspect. Even more frustrating is when the baseball actually disappears as you're trying to field it. While wild throws are just annoying and can be played around, disappearing baseballs are another matter entirely. Other errors include batters that sometimes stand right on top of the plate, commentary that's just plain wrong, and base stealing attempts that register as being successful even when they're obviously late.

When you are playing, you feel like a beta tester instead of a consumer who just paid money in good faith for a finished product. And since you're not being paid to find the bugs, you won't be a happy beta tester. Microsoft Baseball 2001's multiplayer capabilities won't impress you either. The only way you can play against a friend is by having two people at the same PC, as there is no Internet support. This is disappointing.

Microsoft Baseball 2001 could have been a contender, and would probably have been a contender with a few more months of testing and polishing. But the harsh reality of the videogame sports business dictates that if you don't get your baseball game out in time, you might as well not get it out at all. Perhaps next year Microsoft can release a baseball title that combines a solid and bug-free engine with an enhanced version of the glitter that adorns this game.

~ Kyle Knight, All Game Guide

Review: Enjoyment

The potentially enjoyable gameplay is ruined by an amazing number of bugs.

~ Kyle Knight, All Game Guide

Review: Graphics

Great character models that move fluidly.

~ Kyle Knight, All Game Guide

Review: Sound

Decent sound effects and commentary with bland music, but suffers stutter problems with the graphics resolution turned up.

~ Kyle Knight, All Game Guide

Review: Replay Value

{*Microsoft Baseball 2001} has some pretty deep management options, plus a great career mode.
~ Kyle Knight, All Game Guide

Review: Documentation

The game's manual is so brief that it can be called documentation or instructions only in the loosest sense of the words.

~ Kyle Knight, All Game Guide

Production Credits

Program Management: David Watkins (lead), L. Allen McPheeters (designer); Development: Michael C. Miller (lead), Vikki Zarkovich (Wizbang Software), Ryan O'Rourke (Wizbang Software), David Hodgson, Ryan Kim; Testing: Kevin Verboort (lead), Glenn Barfield, Mitch Bate, Jeremy Fischer, Shawn Hamilton, Keith Harris, Greg B. Jones, Erik Lundegaard, Jason Mangold, Harold Ryan; Art & Animation: Jonathan Bridgman (lead), Karin Behland, Matt Buckmaster, Rod Chang, Kirk Degrasse, Alex Hillman, Mary Jo Kovarick, Andy McCullough, Rory Reich; User Education: Jeremy Los (lead), Jennifer Bixler, Marjorie Osterhout, Alan Shen; Content & Licensing: Kirsten Andrews; Audio: Jeremy Schroeder (lead), Peter Comely, David Mclean, Jeff Stone; Setup: Rich Eizenhoeffer, Randy Shedden; Marketing: John Rodman; Planning: Andy Carothers, Norman Cheuk; Product Support: Steve Kastner; Group Management: Pat Cook, Keith Rowe; Beta Coordination: Matt Alderman; Major League Baseball: Carolann Dunn, Howard Smith; Major League Baseball Players Association: John Olshan; Stadium Plans and Consultation:; HOK Sports Facilities Group: Don Lee, Jeff Speer, Mike Donovan, Bob Gillcrist; NBBJ Sports and Entertainment: Dan Meis; SFX Entertainment: Rob Pelinka, Steve Rosner; **PHOTOGRAPHY** J. Bagwell: Rich Pilling; B. Bonds: Allen Kee; N. Garciaparra: Don Smith, John Reid III; J. Johnson: Rob Shanahan; M. Piazza: Allen Kee, Rich Pilling; P. Martinez: Rich Pilling (2); O. Hernandez: Rich Pilling; R. Alomar: John Williamson; M. Ramirez: MLB Photos; I. Rodriguez: John Williamson; A. Rodriguez: Rich Pilling; V. Guerrero: John Reid III; L. Walker: John Williamson; B. Williams: Rich Pilling

~ Michael L. House, All Game Guide

5min Related Video: Microsoft Baseball 2001

Wikipedia: Microsoft Baseball 2001

Microsoft Baseball 2001 is a baseball game made for the 2000 MLB season. It used the Baseball Mogul engine, which required players to act as general manager of an MLB franchise, forcing players to deal with realistic payroll constraints and city-related issues along the way. It was released by Microsoft and was somewhat popular, though the series has since been discontinued.

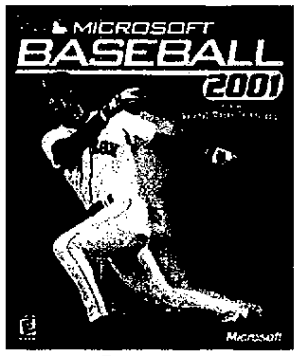
External links

- Official Homepage (down as of August 2006, via the web archive)
- http://www.sportplanet.com/catchthefever/msbaseball/sbi.shtml
- *Microsoft Baseball 2001* at GameFAQs

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Microsoft Baseball 2001



Cover art

Developer(s)	Microsoft Game Studios
Publisher(s)	Microsoft Game Studios
License	Commercial
Series	Microsoft Baseball
Engine	Baseball Mogul
Platform(s)	Microsoft Windows
Release date(s)	NA March 31, 2000
Genre(s)	Sports game (Baseball)

Mode(s)	Single-player
Rating(s)	ESRB: Everyone
Media	CD-ROM
System requirements	Windows 95 or greater
Input methods	Keyboard and mouse

Learn More

- Thom Brennaman
- Chronology of baseball video games
- Microsoft Game Studios

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car kit of car mounting kit. Some of these kits are very expensive. Check the price of the kit before you buy your phone.

Mobile Network Location Protocol MNLP. A cellular radio term. In the CDPD network, the MNLP is the protocol used between the Home Mobile Data Intermediate System (MD-IS) and the Serving MD-IS and it used to keep the Home MD-IS updated on the location of a Mobile End System (M-ES) (i.e. the location of the cell phone).

Mobile Network Registration Protocol MNRP. In the CDPD cellular radio network, protocol used between the Mobile End System (M-ES) and the Serving Mobile Data Intermediate System (MD-IS) to announce the M-ES's Network Entity Identifier (NEI) and to confirm the service provider's willingness to provide service.

Mobile Phone One term for a cellular phone. There are four main types of cellular phones — mobile (also called car phone), transportable, portable and personal. A mobile phone is attached to the vehicle, the vehicle's battery and has an external antenna. The mobile phone (the car phone) transmits with a standard three watts of power. Mobile telephone service is provided from a broadcast point located within range of the moving vehicle. That range is called a "cell." The broadcast point in turn is connected to the public network so that calls can be completed to or from any stationary telephone, i.e. one connected to a land line. See CELLULAR and CAR PHONE.

Mobile Serving Function MSF. A Mobile Data Intermediate System (MD-IS) function that (1) maintains an information database of the Mobile End Systems (M-ES) currently registered in the serving area, and
(2) de-encapsulates forwarded packets from the MHF and routes them to the correct channel stream in a cell where the destined M-ES is located.

Mobile Switching Center MSC. The location of the Digital Access and Cross-connect System (DACS) in a cellular telephone network.

Mobile Terminated The term used to describe a call where the destination of the call is a mobile (i.e. cellular) telephone.

Mobile Unit The cellular telephone equipment installed in a vehicle. It consists of a transceiver, control head, handset and antenna.

Mobilink A "unified" cellular phone service covering 83% of North America's population. It is a consortium of six Bell cellular operators and some Canadian cellular operators. The idea is simple. Anyone calling a subscriber of one of these companies would have his call automatically routed to the subscriber, no matter where in Mobilink that subscriber was. Before Mobilink, you had to know where the person was you wanted and then dial a bunch of complex codes to get to him.

Mobitex Ericsson's cellular land radio based packet switched data communications system which is used by RAM Mobile Data, a leading provider of messaging to radio pagers.

Modal Dispersion Modal dispersion can be thought of as the blurring of the input signal in a fiber by the several modes that may propagate down a fiber. Each mode may take a separate path down the fiber, and thus that signal may arrive at slightly different times. The dispersion depends on the fiber's internal characteristics and its length. In short, modal dispersion is pulse rounding in lightwave communications that takes place because of the slightly different paths followed by the laser light rays as they arrive at the detector slightly out of phase.

Modal Distribution In an optical fiber operating at a single wavelength, the number of modes supported by the fiber and their propagation time differences. In an optical fiber operating at multiple wavelengths simultaneously, the separation in wavelengths among the modes being supported by the fiber.

Modal Loss In an open waveguide, such as an optical fiber, a loss of energy on the part of an electromagnetic wave due to obstacles outside the waveguide, abrupt changes in direction of the waveguide, or other anomalies, that cause changes in the propagation mode of the wave in the waveguide.

Mode 1. A mode is a stable propagation of state of an electromagnetic wave in an optical fiber. In rough terms a mode can be thought of bundles of light rays, of the same wavelength, that enter a fiber at the same angle. See MODAL DISPERSION.
2. Mode is essentially a switch inside a computer that makes it run like another computer, usually an older one.

Modem 1. Acronym for MOdulator/DEModulator. Conventional modems comprise equipment which converts digital signals to analog signals and vice versa. Modems are used to send digital data signals over the analog PSTN (Public Switched Telephone Network. Although the carrier switches (e.g., central offices and tandem offices) are typically digital, as is the backbone transmission network (e.g., T-carrier), the local loop always is analog unless the user orders a more costly digital loop (e.g., ISDN or T-1). Therefore, the PSTN is analog as far as most people are concerned.
Conventional modems work like this. Your PC outputs data in the form of "1's" and "0's" which are represented by varying levels of voltage. The modem converts the digital data signal into variations of the analog sine wave so the data can be transmitted over the PSTN. A matching modem on the other end reverses the process in order to present the target device with a digital bit stream. The modulation techniques use some combination of Amplitude Modulation (AM), Frequency Modulation (FM) and Phase Modulation (PM), also known as Phase Shift Keying (PSK). Used in combination, these techniques allow multiple bits to be represented with a single

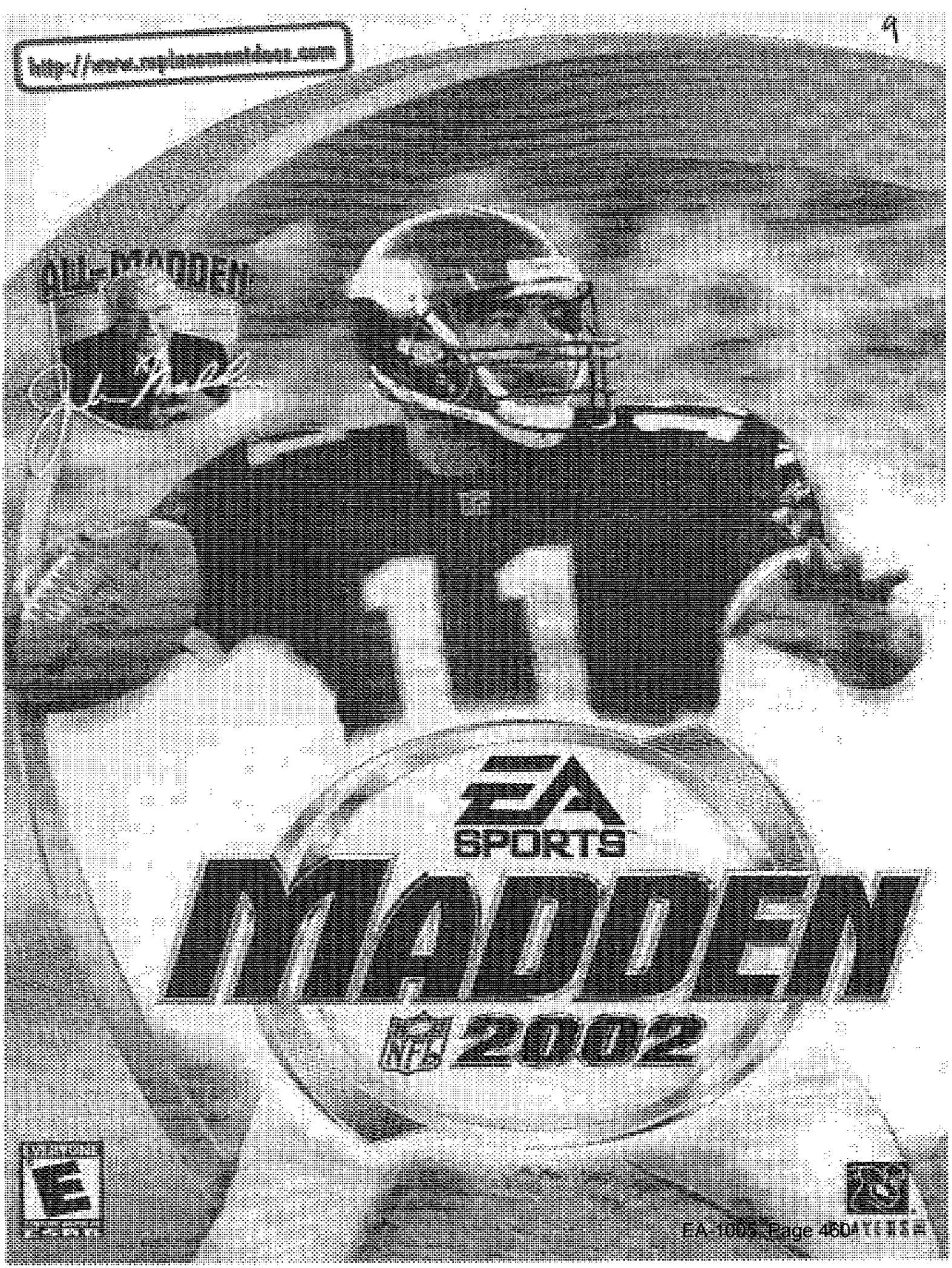
INTERNATIONALLY ACCEPTED MODEM MODULATION PROTOCOLS

Standard	Speed	Modulation	Duplex	Symbol Rate	Bits per symbol
Bell 103	300	FSK	Full	300	1
v.21	300	FSK	Full	300	1
v.22	1200	DPSK	Full	600	2
v.23	1200/75	FSK	Half	1200	1
Bell 202	1200/75	FSK	Half	1200	1
Bell 212A	1200	DPSK	Full	600	2
v.22bis	2400	QAM	Full	600	4
v.32	9600	QAM	Full (EC)	2400	4
v.32bis	14400	TCM	Full (EC)	2400	6
v.32ter	19200	TCM	Full (EC)	2400	8

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See also LINE DRI
POOL, MODEM STA
SERIAL PORT, SHORT
2 According to the
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Modem Bonding
linking, of two 56 Kb
to the performance.
matching devices, or
modem operates at
aggregate rate being
modem. Theoretically
such as 128 Kbps
though the FCC cu
formance through ea
Kbps. Modem bondi
KBPS MODEM.
Modem Cowboy
lives in the mounta
most of his work via
Modem Elimina
to modems; it con
several hundred feet
a cable. Here is
description: You can
another printer usin
distance — maybe
has been to use a m
Instead, you can c
using a Modem El
(Modem Eliminator
device and it can
communications, l
necessary, cumb
controls using mo
(say short-haul e
assembles two
and therefore save
some situations.
Modem Fallba
fast enough to
modem for ex
down to lower spe
9,600, 4,800 bps
Modem Pool A
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http://www.eatheeatdie.com



BASIC GAMEPLAY CONTROLS

GENERAL GAMEPLAY

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Move a highlighted player	D-Pad	D-Pad	Arrow keys

OFFENSE

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Snap the ball	BUTTON 2	A	D or ENTER
Call up passing symbols (after snap)	BUTTON 2	A	D or ENTER
Pass the ball	BUTTONS 1, 2, 3, L1, or R1	X, A, B, LEFT TRIGGER, or RIGHT TRIGGER	S, D, F, W, or R

DEFENSE

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Cycle through defenders	BUTTON 2/ BUTTON 3	A, B	D / F
Control defender closest to the ball	BUTTON 2	A	D or ENTER

KICKING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Start kick meter/ set kick strength/ kick the ball	BUTTON 2	A	D or ENTER

NOTE: In addition to these basic moves, *Madden NFL™ 2002* includes many other control features that can help lead that fourth quarter comeback. For more detailed information about all gameplay controls, > *Complete Control Summary* on p. 13.

EA SPORTS MADDEN ©2002

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

INTRODUCTION

The award-winning *Madden* franchise returns for another big season on the PC. With an enhanced game engine featuring improved physics, faster gameplay, smoother animations, and more realistic collisions, *Madden* takes its dominance to a new level. Whether you're playing a single-player exhibition game, going deep into franchise mode, customizing your own team, or battling buddies in an online football turf war, *Madden NFL 2002* delivers the ultimate football gaming experience for the PC.

GAME FEATURES

- **The Power Of Madden NFL 2002**—An enhanced graphics engine delivers a faster frame rate, plus real-time lighting effects, time of day changes, and 3D sideline players.
- **Kickoff the Season With The Newest NFL Franchise**—Take the field with all 32 NFL teams including the expansion Houston Texans.
- **It's Your Game, It's Your Team**—All-new Create-a-Team feature allows you to create your own team logo and uniform.
- **Play Against The World**—New and improved online play lets you play more stable and faster games.
- **Take Home The Franchise**—Export your franchise team to another roster to play in exhibition mode.
- **Online Franchise**—Take your skills and team into an online franchise and compete in a season against people across the country and across the world.

CUSTOM TEAM LOGOS

Create logo images with a standard paint program and import them into *Madden NFL 2002*. The Custom Team Logos feature, new to *Madden NFL 2002*, allows you to create a customized team, helmets, midfield, and endzone logo for your created roster. For more information on Custom Team Logos, please refer to the Edit File located on the *Madden NFL 2002* game CD.

For more info about *Madden NFL 2002* and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

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NOTE: See enclosed Install Guide for technical support information.

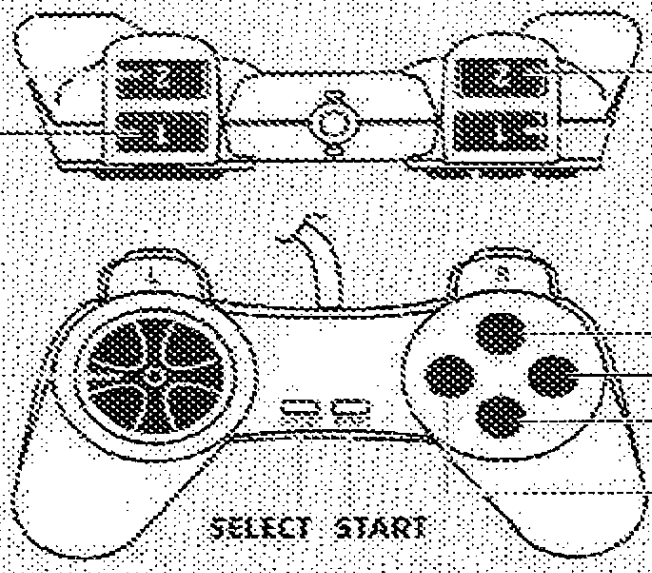
NOTE: The Houston Texans uniforms were not finalized when this game was completed. The uniforms in *Madden NFL 2002* are generic representations. To see the real uniforms check out **www.NFL.com** after September 12, 2001.

COMMAND REFERENCE

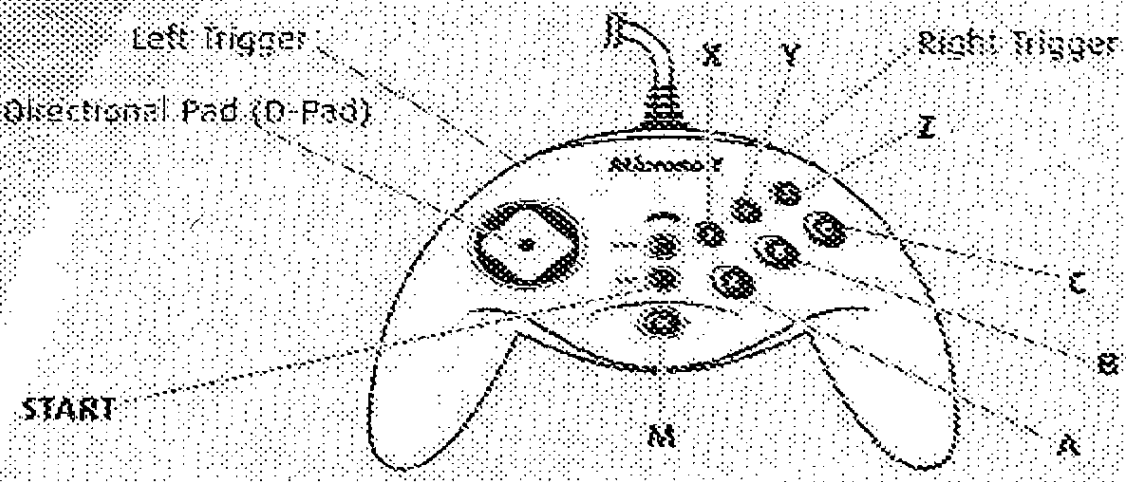
It's easy to navigate Madden NFL 2002 menus using the keyboard, mouse or a Windows® supported controller. This section includes the basic controls for Madden NFL 2002 menu navigation and gameplay.

NOTE: In this manual, the **default controls** are shown using Gravis Gamepad Pro controls. To use a different control method (e.g., keyboard or Microsoft® SideWinder Gamepad), refer to this section for the control equivalents.

GRAVIS GAMEPAD PRO



SIDEWINDER



CONVERSION TABLE

Gravis™ Gamepad Pro	*SideWinder™*	*Keyboard*
D-Pad	D-Pad	Arrow keys
BUTTON 1 (RED)	X	S
BUTTON 2 (YELLOW)	A	D or ENTER
BUTTON 3 (GREEN)	B	F
BUTTON 4 (BLUE)	Y	G
L1	LEFT TRIGGER	W
R1	RIGHT TRIGGER	E
L2	Z	A
R2	C	R
SELECT	M	T
START	START	SPACEBAR

MENU CONTROLS

Action	*Gravis™ Gamepad Pro*	*SideWinder™*	*Keyboard*	*Mouse*
Highlight menu item	D-Pad ↕	D-Pad ↕	Arrow keys ← → ↑ ↓	Move cursor over option
Cycle through options	D-Pad ↔	D-Pad ↔	Arrow keys ← → ↑ ↓	Move cursor over option

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Select highlighted item	BUTTON 2	A	ENTER	Left-click
Cancel/ Return to previous screen	BUTTON 1	X	SPACEBAR	Left-click on back arrow
Help Menu	BUTTON 4	Y	F1	Left-click on Help icon
Toggle menu sub-items	BUTTON 3	B	TAB	Move cursor over option/ menu
Change focus between option menus	SELECT	M	ALT	Move cursor over option

GENERAL GAMEPLAY CONTROLS

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Pause game	START	START	SPACEBAR
Call timeout	SELECT	M	T
Instant replay	L1 + R1	Left Trigger + Right Trigger	W + R

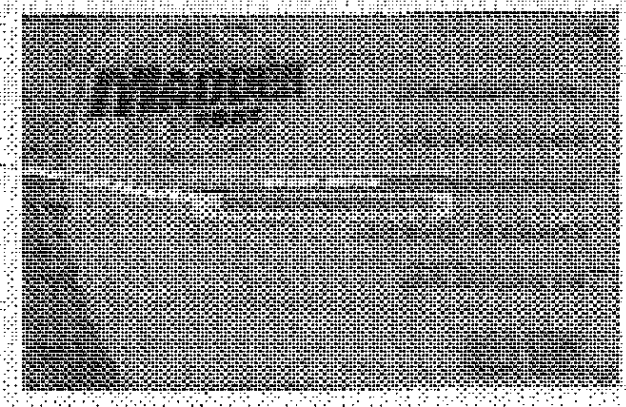
PLAYCALLING CONTROLS

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Cycle through sets and formations	D-Pad	D-Pad	Arrow Keys ← → ↑ ↓
Select set and formation	BUTTON 2	A	D or ENTER
Cycle through plays	D-Pad ↕	D-Pad ↕	Arrow Keys ← → ↑ ↓
Select a play	BUTTONS 1, 2 or 3	X, A, or B	S, D, or F
Flip play	R2	C	G
Previous formation	BUTTON 4	Y	E

SETTING UP THE GAME

ACTIVE USER PROFILE

When you start *Madden NFL 2002* for the first time, you will be prompted to enter a User Profile name. User Profiles are used to track your own personal games statistics.



USER PROFILE NAME

The User Profile name that you create appears on the Main Menu screen.

NOTE: The active User Profile also determines the settings used for *Madden NFL 2002*. Any changes that are made (except for system settings) are saved exclusively to the active User Profile. Change User Profiles and the settings change accordingly. This includes the selected roster, custom playbooks, audibles, gameplay settings, etc.

CREATING A NEW USER PROFILE

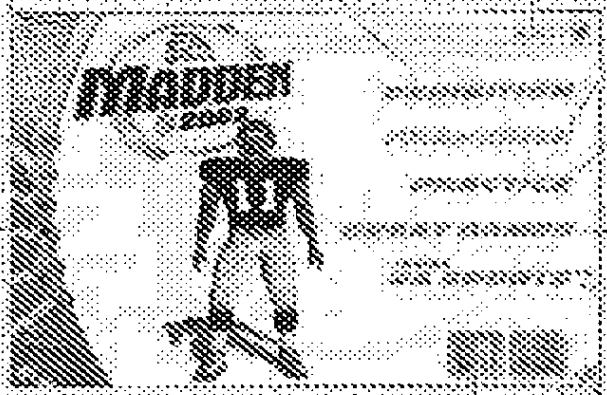
To create an active User Profile:

1. From the Main menu, click on the Active User Profile button.
2. Click NEW from the pull down menu.
3. Create a user name and press **Button 2**. The new active User Profile is created. For more information, ▶ *User Profile* on p. 35.

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MAIN MENU

The Main Menu is *Madden* central. From here, you can choose the game mode you want to play—Exhibition, Franchise and more—or you can access a variety of options that allow you to make pre-game adjustments that fit your style. You can also review statistics and other team and player information.



ABOUT THIS MANUAL—GETTING HELP

In this manual we've included more *why* and *what* information and less *how* information—*why* you might want to choose different options rather than *how* to press the buttons. If you're unsure of which buttons to press in a menu screen, press and hold **Button 4** to get help at any menu.

INSIDE EA SPORTS

Get in the game and inside EA SPORTS. Click INSIDE EA SPORTS from the Main menu and pre-view new releases from EA SPORTS. From here, you can also see what's new from the Xbox Madden Cards and share your Madden NFL 2002 experiences.

Gravis™ Gamepad Pro	SideWinder™	Keyboard	Mouse
BUTTON 4	Y	[H]	Left click on Help icon

NOTE: Default options are listed in **bold** in this manual.

STARTING AN EXHIBITION GAME

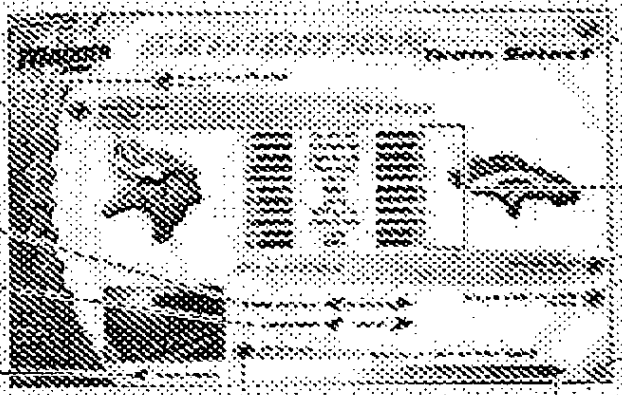
Your Super Bowl™ run begins in Exhibition mode. None of the games count in the standings, but here is where champions are made. In Exhibition mode, you can polish your skills and master the game against live competition. It's a four quarter run at war between the NFL teams.

To start an Exhibition game:

➥ From the Main menu, select EXHIBITION. The Team Select screen appears.

TEAM SELECT SCREEN

32 NFL teams, plus classic and All-Madden teams from the past are available for game time. Select the away and home teams of your choice as well as a stadium to play in. If that's not enough, you can also change the time of day and weather.



➥ After you finish setting up the Team Select menu, click on CONTROLLER SELECT to advance to the next stage of exhibition mode.

AWAY AND HOME TEAMS

Select the Away and Home team buttons to bring down a list of available teams in a pull-down menu. The team's logo will appear on the Team Select screen once it has been selected.

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AWAY AND HOME PROFILES

You can attach an active User Profile to both the away and home teams during a game. If an active User Profile is associated with a team during a game, the computer keeps track of the user's statistics. To view the statistics at the end of a game, click on the STATS/INFO button and then USER STATISTICS from the pull-down menu.

NOTE: The same User Profile cannot be used for both Home and Away teams.

SCOUTING REPORT

View team ratings to help determine which teams make good match ups. The higher the ratings, the stronger the team.

TIME OF DAY

Pick the time of day that the game is played. Choose to play during the **DAY**, AFTERNOON, DUSK or under the lights at NIGHT.

WEATHER

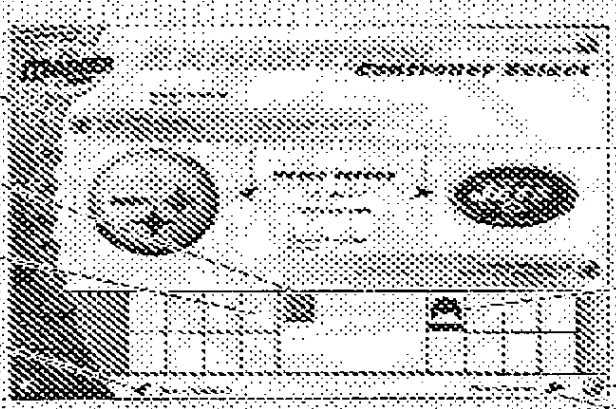
Select the weather conditions for the game. **FAIR**, RAIN, SNOW, or WINDY. The weather conditions cannot be changed when playing inside a dome.

STADIUM SELECT

Play your game at any of the NFL stadiums throughout the league.

CONTROLLER SELECT SCREEN

The Controller Select screen is where you select a team to control and which type of controller to use in the game. You can also select which playbook a team uses and the uniform the home team wears.



PLAYBOOKS

Select from a list of team playbooks in *Madden NFL 2002*. A team can call plays from their own playbook or another team's playbook during a game.

HOME JERSEY

Select the jersey the home team wears during the game. This list sometimes includes throwback uniforms and/or alternate jerseys from the past (not applicable for all teams). The away team wears the opposite jersey type, either dark or white, selected by the home team.

AVAILABLE CONTROLLERS, AWAY TEAM CONTROL, AND HOME TEAM CONTROL

The Available Controllers box shows all of the supported controllers that are connected to your computer. Select a controller that you want to use in the game by pressing left or right (depending if you want to control the away team or home team) with the desired controller.

➥ After you're finished with the pre-game settings, click Play Game to start your game. The teams then take the field for the coin toss.

SITUATION GAMEPLAY

It's late in the fourth quarter and you're trailing by four. See if you can pull off the win to keep your playoff hopes alive. In Situation mode, you can put your team in any live situation in game-like conditions. See if you can come out on top when the final gun sounds.



NOTE: Situation Mode is not a Main menu game option. In order to play in Situation mode, you must access it through the SETTINGS > GAMEPLAY SETTINGS option.

SITUATION SETUP

Create the situation that you want to be in. For more information, ☞ *Situation* on p. 39.

To set up the game situation:

1. Select SETTINGS from the Main menu. The Settings option list appears.
2. From the Settings pull-down menu, click GAMEPLAY SETTINGS.
3. From the Gameplay Settings menu, select the SITUATION tab.
4. Change the options to set up the game situation that you want. Make sure the Situation Mode button is set to ON.
5. Now, when you start an exhibition game, your game situation is automatically loaded.

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PLAYING THE GAME

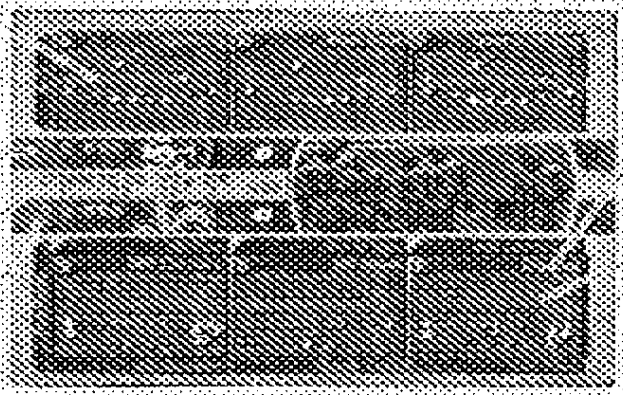
After all the pre-game adjustments, it's time to strap on the armor and take the field. But before the teams hit the gridiron, the team captains meet midfield for the coin toss.

COIN TOSS

Before the flip of the coin, the referee asks the visiting team to choose heads or tails. The winner of the toss may choose to kick, receive, or defend a goal; the loser picks from the remaining choices. Once the coin toss is decided, get ready for some hard-hitting, smash-mouth football.

PLAYCALLING SCREEN

It's all about the X's and O's. From the Playcalling Screen, select the offensive, defensive, and special team plays for your team. From here, you can also see how much time is left on the game clock, how many timeouts your team has, how many yards you need for a first down, and the score of the game.



To select a play:

1. Use the D-Pad ↔ to select a formation.
2. D-Pad ↕ to scroll through the sets of the formation. Once you have the desired formation and set, press **Button 2**.
3. A list of three plays appears. You can use the D-Pad ↔ to scroll through the available plays.

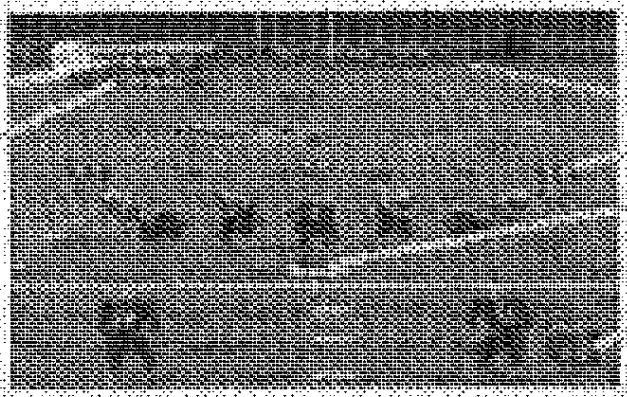
4. Press **Button 1**, **Button 2**, or **BUTTON 3** to select the desired play.

- To go back to the previous window, press **BUTTON 4**.
- To flip plays (change the formation to the opposite side of the field), press the **R2** button.
- To call a play from the header below the selection window, press the **L2** button + **BUTTON 1**, **BUTTON 2**, or **BUTTON 3**. To call a play from the header above, press the **L3** button + **BUTTON 1**, **BUTTON 2**, or **BUTTON 3**.
- To learn how to kickoff, ➤ *Kicking Game* on p. 16.
- After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

EA TIP: To run a hurry-up offense, press and hold the Blue button immediately at the end of the play (after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play. If you want your quarterback to spike the ball, press and hold the Green button at the end of a play to run a stop clock play.

GAME SCREEN

On the top left hand corner of the game screen, the game clock appears along with down and yards to go information. On the bottom right hand corner the play clock appears.



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✦ If your controlled player is off-screen, an arrow the same color as your control star points toward him from the edge of the screen. Hold the D-Pad in the opposite direction of the arrow to bring the player on-screen. You can also press **BUTTON 2** to control another player closer to the ball.

COMPLETE CONTROL SUMMARY

OFFENSE (BEFORE THE SNAP)

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
View receivers to the left/right	**R1** + D-Pad ↔	**C** + D-Pad ↔	**R** + ⇦/⇨ Arrow keys
Fake the snap	**BUTTON 3**	**B**	F
Call an audible > *Audibles* on page 33.	**BUTTON 1** then **BUTTON 1, 2, 3, L1, R1, L2, or R2**	**X** then **X, A, B, LEFT TRIGGER, RIGHT TRIGGER, or Z**	S then 1, 2, 3, Q, E, W, R, or A
Move receiver in motion (when selected)	D-Pad ↔	D-Pad ↔	⇦/⇨ Arrow Keys
Call a Hot Route	**BUTTON 4**	**Y**	Z
QB crowd control	**L2**	**Z**	X
Snap the ball	**BUTTON 2**	**A**	D or ENTER

⇝ To call a Hot Route, press **BUTTON 4** at the line of scrimmage, and then press the button symbol of the receiver whose route you want to change. When the receiver is selected, press any direction on the D-Pad to change the receiver's route.

⇝ To call a man in motion, press up or down on the D-pad at the line of scrimmage to highlight the player you want to put in motion. Then, press left or right on the D-pad to send the highlighted player in motion. The receiver runs the same route, except on the opposite side of the field.

⇝ To cancel an audible at the line of scrimmage, press **BUTTON 4** to revert back to your original play. For more information, > *Audibles* on page 35.

RUNNING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Speed burst/ Head down	BUTTON 2	A	D or ENTER
Dive/QB slide	BUTTON 1	X	S
Jump/Hurdle	BUTTON 4	Y	E
Spin	BUTTON 3	B	F
Stiff arm	L2/R2	Z/C	A/D
Juke left/right	L1/R1	Left Trigger/ Right Trigger	W/R

PASSING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
View available receivers	BUTTON 1	A	D or ENTER
Pass to the receiver with corresponding control symbol	BUTTON 1, 2, 3, L1 or R1	X, A, B, Left Trigger, or Right Trigger	S, D, F, W, R, or T
QB scramble	BUTTON 4	Y	E
Throw ball away	L2 + BUTTON 4	Z + Y	A + E
Route-based passing	L2 + receiver symbol	Z + receiver symbol	A + receiver symbol
Pump fake	R2 + passing symbol of the receiver you want to fake to	C + passing symbol of the receiver you want to fake to	T + passing symbol of the receiver you want to fake to

- To throw a bullet pass, press and hold down the button that corresponds to the targeted receiver. To throw a lob pass, tap the button.
- To throw a route-based pass, press and hold the **L2** button and press the button of the receiver you want to throw to and the QB will lead the receiver while he's running his route.

EA TIP: If your quarterback is under heavy pressure, press BUTTON 4 while he's still in the pocket and scramble for yardage. During your run, you can press BUTTON 4 again to bring up the passing symbols. However, once your QB passes the line of scrimmage, he's not allowed to throw the ball downfield.

RECEIVING

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Control receiver	BUTTON 2	A	D or ENTER
Dive for pass	BUTTON 1	X	S
Jump for pass	BUTTON 4	Y	E

DEFENSE (BEFORE THE SNAP)

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Cycle defenders	BUTTON 2/ BUTTON 3	A/B	D or F
Reposition player	D-Pad	D-Pad	Arrow keys
Shift defensive line	L1/R1	Left Trigger/ Right Trigger	W/R
Coverage Audibles/ Secondary shift (> Coverage Audibles below)	BUTTON 4, then BUTTON 1, BUTTON 2, BUTTON 3, or BUTTON 4	Y, then X, A, B or Y	E, then S, D or ENTER, F or T
Call an audible (> Audibles on p. 35)	BUTTON 1, then BUTTON 1, 2, 3, 4, L1, R1 or L2	A, then X, A, B, Left Trigger, Right Trigger, Z or Y	S, then S, D or ENTER, F, W, R, A or E
Crowd control	L2	Z	A

COVERAGE AUDIBLES

Coverage Audibles allow you to change the logic of the cornerbacks at the line of scrimmage. There are three levels of coverage audibles. The first puts the cornerbacks into bump and run. The cornerbacks jam the receiver at the line of scrimmage for tight man-to-man coverage. The second puts the cornerbacks 5-7 yards off the ball in loose coverage. The third puts the cornerbacks back into the original play coverage.

DEFENSE (AFTER THE SNAP)

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Control player nearest to the ball	BUTTON 2	A	O or ENTER
Dive	BUTTON 1	X	S
Power tackle/ Speed burst	BUTTON 3	B	F
Jump	BUTTON 4	Y	E
Swim move	L1/R1	Left Trigger/ Right Trigger	W / Z
Strip Ball	L2/R2	Z/C	A / D

↪ For a power tackle, press **BUTTON 3**. If the player is too far to make the tackle, pressing the button gives him a speed burst.

KICKING GAME

Action	Gravis™ Gamepad Pro	SideWinder™	Keyboard
Kickoff/Field Goals/Punts	BUTTON 2	A	O or ENTER
Direction of kick	D-Pad	D-Pad	←/→ Arrow keys
Call an audible	BUTTON 1 then L1 for an onside kick (Red then Red reverts to regular kick)	X then left trigger for an onside kick (X then X reverts to regular kick)	S then W for an onside kick (S then S reverts to regular kick)

↪ To select a field goal kicking formation, select the SPECIAL formation at the Playcalling Screen. Then, D-Pad ↓ to select the FIELD GOAL set.

✦ When calling an audible from punt or field goal formations, refer to your offensive audible set. > *Audibles* on p. 35

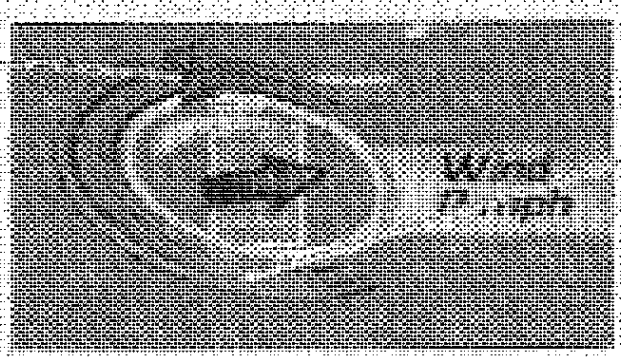
KICKING THE BALL

When you are kicking the ball, whether it's for a kickoff, punt, or field goal, notice that the kicking meter appears in the bottom left hand corner.

↪ Press **BUTTON 2** to start the kick meter.

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When the meter reaches here, it is at its highest desirable point. Press **BUTTON 2** again before it passes this section or you will over-kick.



Press **BUTTON 2** again when the meter comes back to this point. Pressing the **BUTTON 2** here gives your kick better accuracy.

- When kicking or punting, over-kicking can add power to the kick. Remember though, using over-kick speeds up the return meter that decreases your chances for making an accurate kick. Also, try to stop the kick meter in the middle of the yellow accuracy range for best accuracy.
- Aim your kick or change the trajectory with the directional meter by pressing the D-Pad. This must be done before you kick the ball.

KICKOFF/PUNT RECEIVING

Action	Gravis™ Gamepad Pro	sideWinder™	Keyboard
Control return man	D-Pad	D-Pad	Arrow keys ← → ↑ ↓
Switch players	BUTTON 2	A	[0] or [ENTER]
Fair catch/Kneel (you must have control of the return man)	BUTTON 4	Y	[F]

PAUSE MENU

When the action on the field is getting out of control, pause the game and take a break. The Pause menu also allows you to stop the clock with a timeout, view instant replays, read game information in a variety of categories, and readjust the game settings and options.

- During the game, press the **START** button to reach the Pause menu.

TIMEOUT Select this option to call a timeout. You get three timeouts per half.

INSTANT REPLAY View all the action from the last play that occurred on the field.

STATS/INFO	Game Stats: View offensive and defensive team statistics. **Individual Statistics:** View individual player statistics. **Scoring Summary:** View a list of scoring plays during the game.
TEAM MANAGEMENT	**Depth Charts:** Re-arrange the depth chart for all positions. For more information, ➢ *Depth* on page 27. **Formation Subs:** Arrange a depth chart for a specific formation. For more information, ➢ *Subs* on page 28.
USER PROFILE	**Audibles:** Set the audibles for your team. For more information, ➢ *Audibles* on page 35.
SETTINGS	**User Settings:** Configure in-game settings. For more information, ➢ *User Settings* on page 36. **System Settings:** Adjust visual and audio effects. For more information, ➢ *System Settings* on page 40.
REMOTE	These settings are only available if you are connected to an online game. **Chat:** Communicate with your opponent. **Status:** Check the current connection status. **Connect/Disconnect:** Disconnect from a game or attempt to reconnect to a game if the connection was lost.
HELP	Call up the Help menu.
QUIT	Quit the game. From here, you will be prompted if you want to save your game.
RESUME	Get back on the field and resume the game in progress.

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FRANCHISE

Run the table season after season by building football's next dynasty. In Franchise mode, you play General Manager and Head Coach. Play through multiple seasons on the field, and be the executive in the off season off of it. Trade players, negotiate player contracts, and take your team all the way to the Super Bowl. You can even test out your skills against real human competition by joining an online league. Join a league through EA Football Net (Online Lobby), a modem, a LAN, or the Internet.

FRANCHISE MENU

When you first click on FRANCHISE from the Main menu, a pop-up window appears. Here you can choose whether to play a franchise, play a season, load a currently saved franchise/season, or join an online franchise/season.

SEASON	Start a new NFL season.
FRANCHISE	Build your own franchise and play multiple seasons.
LOAD	Open the files where you can load a saved franchise/season.
JOIN	Join an online franchise. For more information on how to join remote games, ➪ *Remote* on page 43.
CANCEL	Return to the Main menu.

NOTE: There is a distinct difference between Season and Franchise mode. When playing in a Season mode, you continue playing year 1 repeatedly, while in Franchise mode, the season ends after your team plays its last game in season 1. If you continue to play in Franchise mode, you run your team's operations in the post-season by taking part in the player draft. You also get to negotiate player contracts, waive players, and sign free agents. Players may retire at the end of a season and player attributes change during every off-season. In other words, your team's roster continues to change through the entire franchise.

LEAGUE SETUP

Regardless of which mode you choose to play (Season or Franchise), the League Setup menu appears. Here, you select the settings for your season/franchise.

LEAGUE NAME	Create a name for your league in the textbox.
NUMBER OF TEAMS	Select the number of teams you want to have in your league (6, 12, 18, 24, or **31**). 31-team leagues play 16 games while 6, 12, 28, and 24 team leagues play 10-game seasons.
DRAFT TIMER	Select the number of minutes that teams have to select a player during the off-season draft (**OFF** or 1–3 minutes).
FANTASY DRAFT	Run a Fantasy Draft and bring players from any NFL roster to your team. You can draft an entire team from scratch, player by player.
COACHING CHANGES	When ON, coaches may lose their job during or after a season. The default is **OFF**.
SALARY CAP	When **ON**, the NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.
TRADE DEADLINE	When **ON**, the NFL trade deadline is enforced. No trading will be allowed after Week 6.
INCLUDE CAREER STATS	When ON, players start the season with their real NFL career stats. The default is **OFF**.
CLEAR STATS YEARLY	When **ON**, each player's stats at the end of each season are cleared. When OFF, players accumulate career stats.



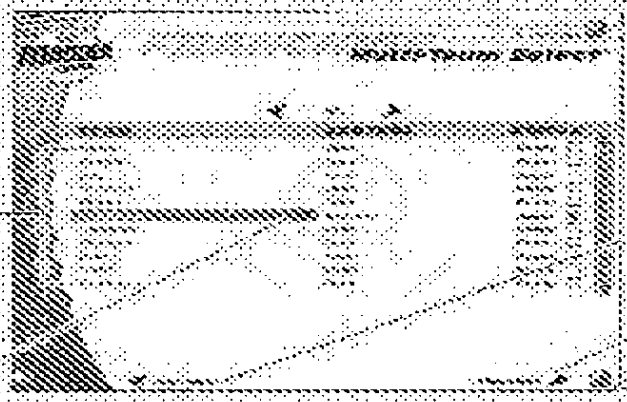
NOTE: Include Career Stats and Clear Stats Yearly are only available in Franchise mode.

MULTI-TEAM SELECT

After you finish setting up the options for your Franchise/Season, the Multi-Team Select menu appears. From here, you can assign an active User Profile to a particular team or you can assign teams to CPU control.

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NOTE: If you had selected the Fantasy Draft option from the League Setup menu, you go to the Fantasy Draft first before heading to the Play Week menu. For more information, > *Fantasy Draft* on page 24.



SELECTING A TEAM

The team column shows a list of the teams that are currently enlisted in the Franchise/Season. If you want to change the teams that are listed, click on a team and select a new one from the pull-down menu that appears. All teams that you have available for you to play will show up in this pull-down menu. This includes unlocked teams that you may have gained from completing Great Games (> *Great Games* on p. 33).

SELECTING A USER CONTROL

The Control column shows which active User Profiles control which teams. To change the control of a team, click on the appropriate section and select an active User Profile that you want to control the team. You may also give control of the teams to the CPU. When you click on PLAY WEEK, you are prompted to close all "Open" slots. Clicking on ACCEPT changes all "Open" slots to "CPU" control.

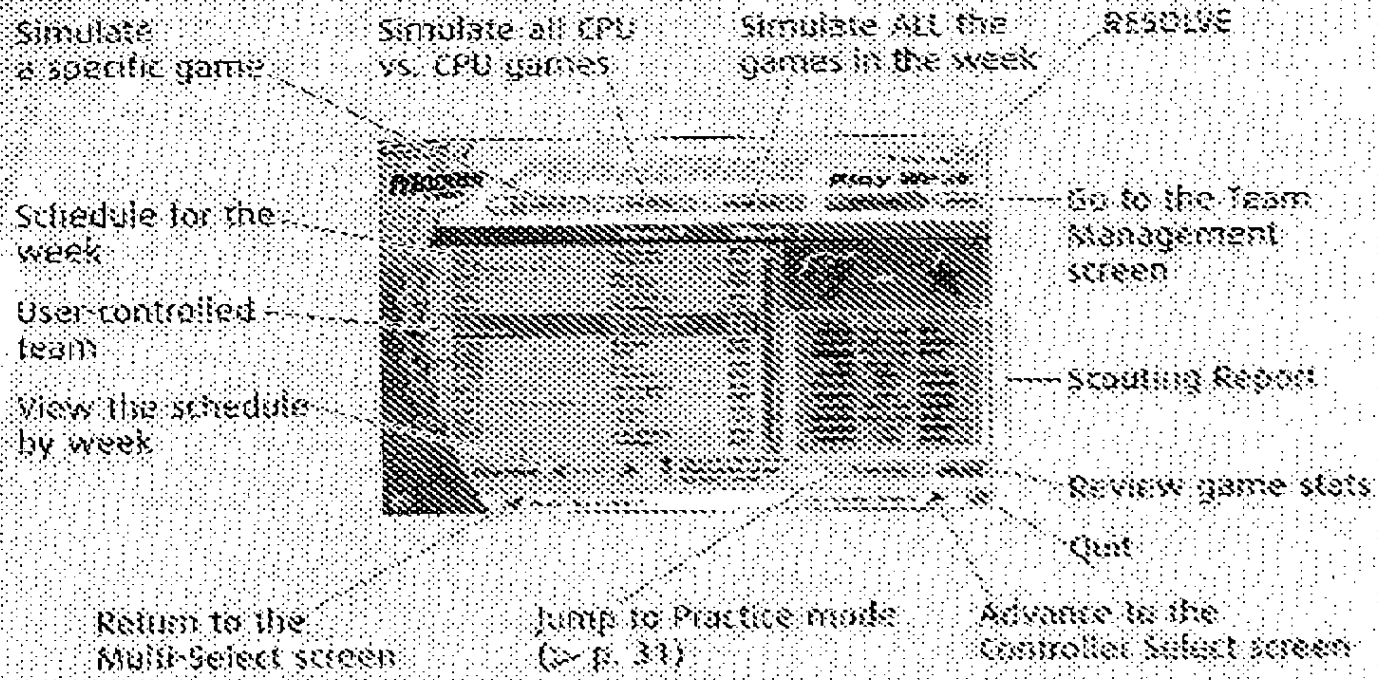
STATUS

Once an active User Profile has selected control over a team, the Franchise/Season cannot continue until the Ready box has been activated.

➥ Once you are finished setting up the teams and controls, click PLAY WEEK to advance to the next stage.

PLAY WEEK

This screen lists all the games that are to be played throughout the season. You can scroll through each week and observe the scores of games that have already been played.



PLAYING A GAME

In order to advance through your Franchise/Season, you must either play your designated games or simulate them.

➥ To play a game, highlight the game on the schedule, and then select CONTROLLER SELECT. There, you will be able to set up your controls and play the game.

NOTE: If you quit a Franchise/Season game in the middle of progress, a green box appears next to your game on the schedule, indicating that your game is saved and still in progress. To resume your game, highlight the game from the schedule and then click CONTROLLER SELECT.

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SIMULATING GAMES

If you don't play your game, you must simulate it in order to move deeper into the season. This is a helpful tool if you want to have the CPU quickly play all of its games in a week. There are three different ways to simulate games on the schedule: SIMULATE, SIM CPU, and WEEK ADV.

SIMULATE	Simulate an individual game on the schedule.
SIM CPU	Simulate all CPU vs. CPU games listed in the schedule. All user games will not be simulated.
WEEK ADV	Simulate all games, including user-controlled games. After it is finished simulating the entire week, the schedule for the next week appears. This option also deletes any pending trades for that week.
RESOLVE	This is accessible in an online franchise only seen by the commissioner of the league. When a game between two remote users is played, the results are uploaded to the commissioner's computer the next time the users log on to the league server. Problems can arise if the game files from each user do not match. If there is a discrepancy between the game files from each user, the commissioner will be notified and given choices based on the results of the files.
TEAM	Opens the Team Management screen.
PRACTICE	Takes your team to the practice field. For more information on Practice mode, see *Practice* on p. 31.
STATS	Opens the Game Stats screen for the highlighted game. The highlighted game must have been played already for this button to work.

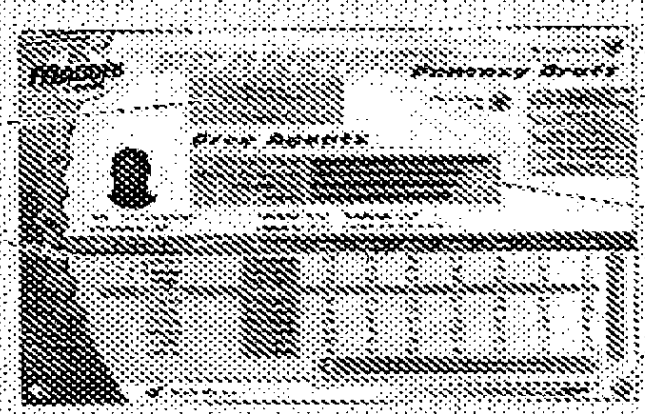
NOTE: In Online Franchises, only the commissioner has the ability to simulate games.

TEAM

From the Team Management screen, you can formulate trades, check depth charts, and many other features. However, you must be controlling a team highlighted in the schedule to perform trades or change rosters. For more information, ➢ *Team Management* on page 26.

FANTASY DRAFT

If you are playing a Franchise/Season with this option ON, you can draft players to your team roster by selecting individuals available from a pool from every NFL roster. When you are finished drafting your team, click PLAY WEEK to advance to the next stage of your Franchise/Season.



DRAFT TIMER

The Draft Timer shows how much time a team has to make a draft pick.

LIST OF PLAYERS

View the list of players in the Fantasy Draft pool. Players available to be drafted are designated as free agents. All others list the team that drafted them.

➪ to scroll through the list; D-Pad ↔ if the list is highlighted, or you can click on the scrollbar to the right side of the list.

PLAYER INFORMATION

View lists of various information about the players in the draft. Here, you can see the player's name, photo, position, height, weight, what college he went to, injury status, and a few of the player's statistic bars.

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PLAYER ATTRIBUTES

View each player's individual attributes in various categories. This information can be extremely helpful if you are looking for a player with great tackling ability, awareness, stamina, etc. For a list of the rating abbreviations, ➢ *Rating Abbreviations* on page 26.

START THE DRAFT

In order to start the Fantasy Draft, click the **START** button located near the top right hand corner of the Fantasy Draft screen. The draft timer begins and teams draft players one-by-one. When your team is up on the clock, it is your turn to draft a player from the player list.

To draft a player:

1. Browse through the player list until you find a player that you want to draft.
2. Click on the player's name, and then select the DRAFT button. That player is added to your team roster.

NOTE: If you want the CPU to draft for you, click CPU PICK instead of DRAFT. The CPU drafts the best available player, according to its logic.

OVERVIEW BUTTON

From the Overview screen, you can quickly see how your team shapes up. Use it to view your Coaching Strategies, season and career and rankings in a number of different categories. During the draft, you can also see what positions you need to fill.

REPORT BUTTON

Save the Fantasy Draft's player list in a printable file. It will contain all the players that are currently showing in the player list. For example, if you sorted the player list to show only quarterbacks then the Report button only saves the quarterback player list.

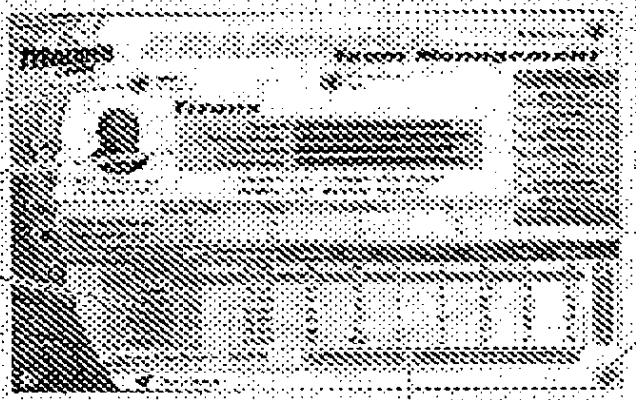
NOTE: Options not explained under Fantasy Draft are listed on p. 27.

RATING ABBREVIATIONS

OVR	Overall	KAC	Kicking Accuracy
AGI	Agility	BTK	Ability to Break Tackles
SPD	Speed	TAC	Tackling Ability
AWR	Awareness	IMP	Importance to Team
THP	Throwing Power	PBK	Pass Blocking
THA	Throwing Accuracy	RBK	Run Blocking
STR	Strength	INJ	Injury Resistance
ACC	Acceleration	AGE	Player's Age
CAT	Catching Ability	PRO	Years PRO
CAR	Ball Carrying Ability	HGT	Height
KPW	Kicking Power	WGT	Weight

TEAM MANAGEMENT

Change your team's rosters and make trades to other teams. Once you have finished making changes to your team, click on PLAY WEEK to return to the week's game schedule.



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CONTRACT

Negotiate player contracts with the highlighted player in the player list. From here, you can sign free agents or negotiate a contract with one of your team's players. Free agents can be signed by selecting FREE AGENTS in the Team button.

RELEASE

Release a player from your roster and add him to the free agent list.

TRADE

Propose a trade with the player highlighted in the player list. At this menu you can select players from your roster and propose a trade to another team.

To offer a trade:

1. Select the player(s) from your team roster that you want to trade, and then press **BUTTON 2**.
2. Click on the Team button to view the roster of the team you want to trade to.
3. From that team's roster, highlight the player(s) that you want to trade for your player(s). Then, press **BUTTON 2**.
4. Once you are finished, click SUBMIT. Your trade offer will be sent to the other team.

OFFERS

Open the Trade Offers screen. This screen displays all trade offers the currently selected team has.

DEPTH

View the depth chart of any team. You can change and reorder your starters from there.

To change the order of the depth chart:

1. From the Current Lineup section, highlight a player to be removed or reordered in the original depth chart.
2. Press **BUTTON 2** to move the focus to the Available Players list.
3. From the Available Players list, highlight a new player who you want substituted in the original slot.
4. Press **BUTTON 2** and the new player appears in the lineup, and the new depth chart is set.

SUBS

Open the Formation Substitutions screen. There, you can place certain players on your team in certain formations.

To change the depth chart of a specific formation:

1. Select an offensive or defensive formation and set.
2. Select a position by clicking on the X's or O's in the formation section.
3. From the Available Players list, highlight a player to be substituted in the starting spot and press **BUTTON 2**. The new depth chart is set.

OVERVIEW

View a teams coach info, statistics, rankings, coaching strategy, and roster breakdown.

EXPORT

Export the current team to another roster and use that during a regular exhibition game.

THE END OF THE REGULAR SEASON

After all the games in the regular season are played, the playoffs begin. Teams fight their way to the Super Bowl but only one team comes out on top. After the Super Bowl and Pro Bowl have been played, the season comes to an end. If you are playing in Season mode, the computer generates a new schedule for a new season and everything starts over. If you are playing in Franchise mode, you enter the post-season where you can draft new players, resign free agents, and check on your players' progress.

POST-SEASON (FRANCHISE ONLY)

After the completion of a season, focus your attention on the future. Rebuild or stock up your team through the draft and by signing key free agents. You control the moves for your team, while the computer handles the other teams. This is the time to re-sign, trade, draft players, and sign free agents.

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LEAGUE NEWS

The League News menu appears at the end of every season. From here, you can read the list of retired players and review player trades and signings. You can also view the yearly awards to see which players were the best of the entire league.

PLAYER PROGRESSION

See how your players progressed through the season. If they did well during the season, they are awarded with bonuses to their stats. If they played poorly, they may suffer penalties to their stats.

RE-SIGN/TRADE PLAYERS

Re-sign and trade current players on your team roster.

To negotiate a player's contract:

1. Highlight a player from the player list, and click CONTRACT. The Negotiate Contract menu appears.
2. Offer a salary and length of contract, and click SUBMIT. The player either accepts or declines the offer.

FREE AGENT SIGNING

During the Free Agent signing period, you have 45 days in which to sign available players. You must fit all your players under the salary cap. Whenever you have submitted an offer to a free agent, you need to click the ADVANCE button to advance through the days.

To bid on a player:

1. Highlight a player from the player list, and click SIGN. The Negotiate Contract menu appears.
2. Offer a salary and length of contract, and click SUBMIT. The free agent may accept the offer or decline it and solicit offers from other teams. If this is the case, you must come up with a more suitable contract before he decides to sign with another team.

NFL DRAFT

Build for the future via the rookie draft. Each team selects one player per round. For more information on drafting, ➤ *Fantasy Draft* on page 21.

SIGN DRAFT PICKS

After the NFL Draft, you must sign your draft picks to your roster.

ONLINE FRANCHISE

HOSTING

You can start a league, and other remote users can join it if they have your connection information.

To start an online league:

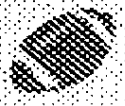
1. From the Main menu, begin a Franchise.
2. From the Multi-Team select screen, click on the Remote icon.
3. Click on Connect/Disconnect.
4. Select the type of connection you want to use.
5. Click the Host button. Now remote users can connect to your league if they have your connection information.

JOINING

You can join an online league if you have the connection information.

To join an online league:

1. From Main menu, enter Franchise.
2. Select the join option.
3. Enter the connection info given to you by the remote league commissioner.
4. Click the join button.



NOTE: If the commissioner is online, you will be connected. Once you choose a team then click the ready button on this screen, you are registered for the league. You can then exit out to the main menu or stay online and wait for the commissioner to advance the league.

RECONNECTING

After you are registered for an online league, you just need to follow these steps to reconnect to the commissioner's computer.

1. From the Main menu, open the file icon.
2. Load the league.
3. Enter the connection info or open the address book if you have added it there.
4. Click the join button.

NOTE: If the commissioner is online, you will be reconnected. From there, the league status is uploaded to your computer.

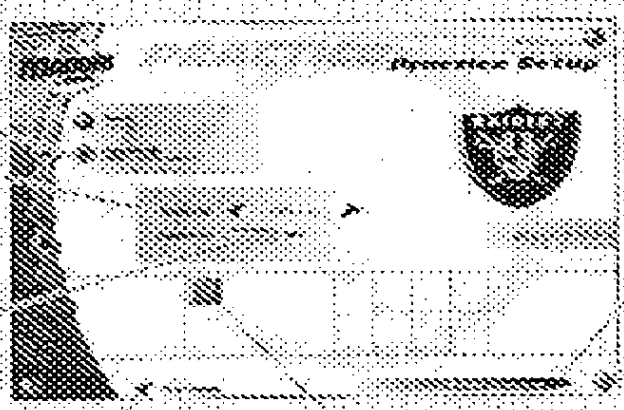
PRACTICE

Brush up on your playing skills or master a team's playbook on the practice field. Here you can run a single play over and over against or without a defense.

PRACTICE SETUP SCREEN

From the Practice Setup screen, select the team and playbook that you want to practice with. You must also select a controller before entering the practice.

- Once you are finished setting up your practice settings, click ENTER PRACTICE to begin your practice.



TEAM AND PLAYBOOK

These two buttons allow you to select the team you want to control and which playbook you want to practice with.

CONTROL AND DEFENSE

These options give you the ability to select what aspect of your team you want to control (**OFFENSE**, DEFENSE, KICKOFF RETURN, or KICKOFF). You can choose to practice your offensive plays with Defense On/**OFF**. The Defense button applies only if you select to control the offense.

CONTROLLER SELECT

Select a controller that you want to use to control your team on the practice field.

PRACTICE PAUSE MENU

Press the **START** button during practice to reach the Pause menu for a list of options. From here, you can change game settings, choose a new play, substitute players and more.

NEW PLAY	Flip through the playbook and run a new play.
RE-SPOT BALL	Re-spot the ball anywhere on the field, between the hash marks.
INSTANT REPLAY	View all the action from the last play with an instant replay.
TEAM MANAGEMENT	**Depth Charts:** Re-arrange the depth chart for all positions. For more information, ➢ *Depth* on page 27.
	Formation Subs: Arrange a depth chart for a specific formation. For more information, ➢ *Subs* on page 28.
SETTINGS	**User Settings:** Configure some in-game settings. For more information, ➢ *User Settings* on page 36.
	System Settings: Adjust visual and audio effects. For more information, ➢ *System Settings* on page 40.
HELP	View the Help menu.
QUIT	Quit Practice mode and return to the Main menu.
RESUME	Clicking this button will take you back to your practice in progress.

GREAT GAMES

Rewrite the record books by replaying 35 Great Games in NFL history. Every time you successfully complete the challenge, another Great Game scenario becomes available. Game One pits the 49ers against the Lions in their classic 1957 playoff battle.

NOTE: Be sure to read the game highlights before each game to learn more about the game situation.

NOTE: Although there are 35 Great Games to choose from, you must play each game in order. After each win, you advance to the next challenging game.

NOTE: Once you successfully completed a game, the two classic teams become unlocked with the codes that are given. You can play these teams in Exhibition, Franchise, or Season games.

MAIN MENU OPTIONS

Make a variety of pre-game adjustments to match your gaming style.

STATS/INFO

Check on statistics and information for the active User Profile.

USER STATISTICS

The User Statistics screen loads and displays the current statistics for the active User Profile. Statistics are from all games that the User Profile has played. This includes Exhibition, Season, Franchise, Great Games, Online, and Local games.

NOTIFICATION (FRANCHISE MODE ONLY)

View all player movements that apply to your teams. Here, you can check on the status of trades or see if any of your players retired or became injured.

TEAM SCHEDULES (FRANCHISE MODE ONLY)

Review team schedules for the current season. You can also view the scores of the games that have been already played.

TEAM STATISTICS (FRANCHISE MODE ONLY)

View various team statistics in offensive and defensive categories.

TEAM STANDINGS (FRANCHISE MODE ONLY)

Check up on the status of your team and how they rank among the other teams in the league.

INDIVIDUAL STATISTICS (FRANCHISE MODE ONLY)

View individual player statistics for the league. You can sort these statistics in several key categories.

LEAGUE NEWS (FRANCHISE MODE ONLY)

This screen is the center location for all news around the league. If something happened in the league, you'll find it here. You can check up on weekly and yearly awards and see which players are performing better than the other players in the league.

DRAFT PREVIEW (FRANCHISE MODE ONLY)

See the list of players that will be in the next year's draft. This option is not available until the current season is over.

DRAFT AUTOMATION (FRANCHISE MODE ONLY)

This menu is used if you want the CPU to draft for your team. You set up positions and priorities to help assist the CPU in drafting the players that you need. This option is not available until the current season is over.

NFL RECORD BOOK

View *Madden NFL 2002* all-time records.

ALL-TIME RECORDS

View the in-game records that have been broken on the local computer during a game. This includes Exhibition, Franchise, Season, Great Games, Online, and Local games.

SUPER BOWL HISTORY (FRANCHISE MODE ONLY)

View the past Super Bowl champions whether in your own custom league or in the NFL.

LEAGUE LEADERS (FRANCHISE MODE ONLY)

View the leading players in the different statistical categories.

LEAGUE RECORDS (FRANCHISE MODE ONLY)

League records are tracked through every season and game. When a player breaks a league record, it is saved here.

TEAM RECORDS (FRANCHISE MODE ONLY)

This screen tracks records that each team in the league sets during a season or game. Every team has its own record book.

USER PROFILE

Customize the active User Profile's audibles.

AUDIBLES

View current audibles that are set for a User Profile's offensive and defensive plays. Instead of a global audible set, each playbook has its own audible set—six on offense and six on defense.

To set an audible:

1. Select either OFFENSE or DEFENSE.
2. Highlight one of the three current audibles shown in the top window display.
3. Select a new play from the bottom window display and press **BUTTON 2** to accept the new audible.

SETTINGS

Customize the settings that relate to *Madden NFL 2002*. User settings, gameplay settings, system settings, controller configuration, and secret codes are all here.

NOTE: Changes made to user settings, gameplay settings, controller configuration, and secret codes apply to the active User Profile and are not global. System settings are global and affect all User Profiles.

USER SETTINGS

PLAYER DISPLAY Sets the player display to OFF, **NAME**, NUMBER, or POSITION. When set to NAME, the player's name appears below the control star in game. When set to NUMBER, the player's number appears, and when set to POSITION, the player's position appears.

FIELD LINES Sets the field line display to NONE, **FIRST DOWN**, LOS, or BOTH. When set to FIRST DOWN, a yellow first down marker is displayed across the field. When set to LOS, a blue line is displayed on the field where a player is tackled to show the new line of scrimmage. When set to BOTH, the first down and line of scrimmage field lines appear.

PASSING MODE Sets the type of passing mode between **NORMAL** or QUICK. When set to NORMAL, after the ball is hiked you must press the Yellow button to bring up the passing icons. When set to QUICK, after the ball is hiked the passing icons come up automatically.

PLAYCALL MODE Sets the playcall mode between **NORMAL** and GO TO GUY. When set to NORMAL, you have all the plays in the playbook to choose from. When set to GO TO GUY, you select a play based on a primary player.

AUTO INSTANT REPLAY Turn the automatic instant replay feature **ON**/OFF. When ON, the instant replay feature automatically plays after a big play.

PLAYER LOCK This option is used only when on defense. When set **ON**, the player that you select before the snap becomes the default player that you control at the start of the next play.

AUTO SUBS Turn the automatic substitution feature **ON**/OFF. When ON, the game automatically substitutes your players in and out of the game based on their fatigue level.

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AUTO SUB IN	Determines when a player is substituted back into the game based on his current fatigue level. The higher the level, the slower a player is substituted back into the game.
AUTO SUB OUT	Determines when a player is substituted out of the game based on his current fatigue level. When set to lower levels, players stay in the game longer before they are substituted out.

GAMEPLAY SETTINGS

Customize your gameplay settings to affect your in-game experience. There are three different submenus of gameplay settings: **GAMEPLAY**, **SITUATION**, and **LEAGUE**. Simply click on these tabs to change to these submenus.

GAMEPLAY

QUARTER LENGTH	Set the length for game quarters between 1 to 15 minutes. The default length is **5** minutes.
SKILL LEVEL	Sets the difficulty level of the computer AI. You can set this option to ROOKIE (easiest), **PRO**, ALL-PRO, or ALL-MADDEN (hardest).
COACH MODE	When ON, you assume the position of the coach, meaning that you call the plays, make substitutions, and make all other decisions from the sidelines. But once the play starts, the computer controls the action on the field. The default is set to **OFF**.
INJURIES	When **ON**, players may get injured on the field. The computer substitutes injured players out of the game.
FATIGUE	When **ON**, players get tired on the field, affecting their performance.
PLAY NOTIFICATION	When ON, the current offensive and defensive plays are displayed on an in-game pop-up window. The default is **OFF**.
PLAY CLOCK	Turn the play clock **ON**/OFF. Turning the play clock OFF allows you to take as much time as you want to call a play.

PENALTY LEVELS

Changing the sliders at this screen either increases or decreases the frequency of penalties called during the game.

You can also change other in-game settings by clicking the selector arrows located near the top center part of the menu. With these selector arrows, you can adjust certain in-game physics to your liking such as:

AI OFFENSE (HUMAN AND CPU)

QB ACCURACY	This affects how accurately the ball is thrown to a receiver from the QB.
PASS BLOCKING	This affects the rate of success that players have in making successful pass blocks.
RECEIVER CATCHING	This affects how often a receiver can catch the ball.
RUNNING ABILITY	This affects the ratings of a running back such as awareness, agility, speed, acceleration, etc.
RUN BLOCKING	This affects the rate of success that players have in making run blocks.

AI DEFENSE (HUMAN AND CPU)

AWARENESS	This affects how fast a player reacts to a play on the field.
PASS KNOCKDOWN	This affects how often a pass is blocked by the defense.
INTERCEPTIONS	This affects how often a pass is intercepted by the defense.
BREAK BLOCKS	This affects how well the offense blocks a defender as well as how good a player is at breaking through blocks.
TACKLING	This affects how well a defender tackles an offensive player.

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SPECIAL TEAMS

FG LENGTH	Set the length a kicker will kick the ball on a field goal attempt.
FG ACCURACY	Sets the accuracy of field goal kicks and extra point conversions.
PUNT LENGTH	Sets the length a punter will kick the ball.
PUNT ACCURACY	Sets the accuracy of the player punting the ball.
KICK LENGTH	Sets the overall distance of a kick during kickoffs.

SITUATION

Put yourself in any game situation.

SITUATION MODE	When ON, the games you play in Exhibition mode are considered situational games. Turn **OFF** to return to normal exhibition mode play.
AWAY TEAM SCORE	Sets the score of the away team (0–99).
AWAY TEAM TIME OUTS	Sets how many time outs the away team has remaining (0–3).
HOME TEAM SCORE	Sets the score of the home team (0–99).
HOME TEAM TIME OUTS	Sets how many time outs the home team has remaining (0–3).
QUARTER	Sets the quarter the game starts in (1–4 and overtime).
TIME LEFT	Sets the time left on the game clock (1–15 minutes).
DOWN	Sets the current down (1–4).
DISTANCE	Sets the distance needed to make the first down.
LINE OF SCRIMMAGE	Sets where the line of scrimmage is located.
POSSESSION	Sets which team has possession of the ball (HOME or AWAY).

For more information, see Situation Gameplay on p. 10.

LEAGUE

NUMBER OF TEAMS	Select the number of teams you want to have in your franchise or season (6, 12, 18, 24, or **31**). 31-team leagues play 16 games while 6, 12, 18, and 24 team leagues play 10-game seasons.
DRAFT TIMER	Select the number of minutes that teams have to select each draft pick per round (**OFF** or 1–5 minutes).
FANTASY DRAFT	Run a Fantasy Draft. Choosing this allows the user to draft a whole team from scratch, player by player.
COACHING CHANGES	When **ON**, coaches may lose their job during or after a season.
SALARY CAP	When **ON**, the NFL salary cap is enforced, meaning teams have a limited budget to spend on players.
TRADE DEADLINE	When **ON**, the NFL trade deadline is enforced. No trading is allowed after Week No. 8.
INCLUDE CAREER STATS	When **ON**, players start the season with their real NFL career stats.
CLEAR STATS YEARLY	When **ON**, each player's stats at the end of each season are cleared. When OFF, players accumulate career stats.

SYSTEM SETTINGS

System settings allow you to choose the detail settings to best suit your computer system as well as make audio adjustments. There are two different submenus of system settings: **VISUAL** and **AUDIO**. Simply click on these tabs to change the submenu.



NOTE: Any changes done in this menu are global, meaning that it affects all User Profiles.

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VISUAL

Adjust all visual settings in this game. This menu also consists of several submenus, which can be accessed by clicking on the selector arrows located in the top center of the screen.

NOTE: If you are finding that gameplay is too slow or choppy for your computer, try using lower details.

IN-GAME GRAPHICS

SCREEN RESOLUTION	Adjusts the in-game screen resolution to 640x480, 800x600, 1024x768, 1280x960, or 1600x1200.
COLOR BIT DEPTH	Adjusts the number of colors that are displayed in-game to 16-BIT COLOR or 32-BIT COLOR.
TEXTURE FILTER	Changes the way the textures look in-game: LINEAR (worst), BILINEAR, or TRILINEAR (best).
TEXTURE RESOLUTION	Adjusts the resolution which textures are displayed: LOW (worst), MEDIUM, or HIGH (best).
TEXTURE DEPTH	Adjusts the number of colors that are used in the in-game textures to DEFAULT, 16-BIT, or 32-BIT.

IN-GAME MODELS

PLAYER DETAIL	Adjusts the quality of the player models that are used in-game.
STADIUM DETAIL	Adjusts the level of detail of the stadium to HIGH or LOW.
PLAYER SHADOWS	Adjusts the type of player shadow that is used in-game to REAL-TIME or SIMPLE.
HELMET MAPPING	Turns the environmental reflections of player helmets ON/OFF.

FRONT-END MENUS

TRANSITIONS	Turns sliding transitions between screens ON/OFF.
EFFECTS	Turns scrolling effect of sliding transitions ON/OFF.
BACKGROUND	Turns animated background screen effect ON/OFF.

IN-GAME VISUALS

IN-GAME EFFECTS	Adjusts the amount of and level of special effects that take place in-game like stadium lighting, rain, snow, footprints, etc.
SIDELINE PLAYERS	Turns sideline players ON/OFF.
SIDELINE OBJECTS	Turns objects such as fans, heaters, and camera carts ON/OFF.
AUTO	Automatically sets the system settings to get the best performance on your computer.

AUDIO

From this menu, you can adjust volume levels and change other audio settings.

AUDIO QUALITY	Lower this setting if you are experiencing a drop in frame rate within the game (OFF, LOW, MEDIUM, or HIGH).
MUSIC SELECTION	Selects which song you wish to hear while navigating the interface.

NOTE: Place your favorite MP3 files into the music directory of your *Madden NFL 2002* installation and listen to them while navigating through menu screens.

COMMENTARY	Turns the in-game commentary **ON**/OFF.
MASTER/COMMENTARY/ CROWD/FIELD/ MENU MUSIC/ MENU SFX VOLUME	Sliding the bar left lowers the volume and sliding the bar right raises the volume.

CONTROLLER CONFIG.

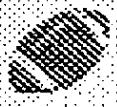
If you are not comfortable with the default setup of the controller, you can alter the button configurations.

To change button configurations:

1. Highlight the **C**ontroller **C**onfig option and press a button on the controller you wish to configure.
2. Press the key you want to change the action to.
3. When you are done, press the **START** button to accept the changes.

SECRET CODES

After beating Great Games scenarios, secret codes reveal locked teams and hidden stadiums. You get five codes after each Great Game that you win.



NOTE: Secret codes are saved to the active User Profile and are not global.

To enter a secret code:

1. Enter in the code in the text box on top of the screen, and press **BUTTON 2**.
2. Highlight the code from the list, and press **BUTTON 2** to activate or deactivate the game feature. A red box appears when activated.
3. Press the **START** button to apply the codes.

REMOTE

Connect to other Madden players to compete in Exhibition, Franchise, or Season games. From here you can play a Local Area Network (LAN) game, an Internet (TCP/IP) game, or a modem/serial game.



NOTE: This option is not available at the Main menu. It is only accessible through Exhibition and Franchise modes.

CHAT

Once you are connected to a game, you can use the chat feature to talk to your opponent during setup and gameplay.

CONNECT/DISCONNECT

Connect and/or disconnect a game. After setting up your connection (regardless of connection type), the Connection Status screen appears. Once you are connected to a game and you want to disconnect, simply click this button again. You will then be disconnected.

There are three different connection options that you can choose from: Local, Internet, or Modem/Serial.

LOCAL (IPX, TCP/IP, UDP)

If you have access to a local area network, you can host or join network games of up to 4 players on 2 PCs (up to 3 players on one computer).

To host a network game:

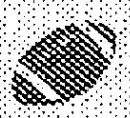
1. To host a local (IPX, TCP/IP, UDP) game, select HOST from the Host/Join option. Also, select LOCAL from the Type selection.
2. Type in a name of your game and press **BUTTON 2**. You can enter a password to keep unwanted players out of your game.
3. When another player joins your game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

To join a network game:

1. To join a local (IPX, TCP/IP, UDP) game, select JOIN from the Host/Join option. Also, select LOCAL from the Type selection.
2. Choose an available game from the Game List button. You may need to type in a password if the host requires one.
3. Press **BUTTON 2**. As soon as you connect to the game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

INTERNET (TCP/IP)

If you have an IP address and access to a TCP/IP network (Internet), you can link two computers from *Madden NFL 2002* action over the Internet.



NOTE: Playing *Madden NFL 2002* over the Internet with full joystick/gamepad control requires a low-latency connection. If you experience significant lag while playing over the Internet, you may want to limit your Internet play to Coach mode (> *Gameplay Settings* on page 37).

To host an Internet game:

1. To host an Internet (TCP/IP) game, select HOST from the Host/Join option. Also, select INTERNET from the Type selection.
2. Press the RESOLVE button to find out what your current IP address is. You'll need to give this IP address to whomever you want to join your game.
3. Enter a password if you want to keep unwanted players out of your game.

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4. Press **BUTTON 2**. When another player joins your game, the Team Select menu will appear. Now, all you have to do is select teams and controllers, then start the game.

To join an Internet game:

1. To join an Internet (TCP/IP) game, select JOIN from the Host/Join option. Also, select INTERNET from the Type selection.
2. Type in the remote IP address of the game you want to connect to. You may need to type in a password if the host requires one.
3. Press **BUTTON 2**. As soon as you connect to the game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

MODEM/SERIAL

Use this option if you want to establish a direct link to another computer via serial port or modem.

To host a modem/serial game:

1. To host a modem/serial game, select HOST from the Host/Join option. Also, select MODEM/SERIAL from the Type selection.
2. Choose the COM port that you have your null modem cable or your modem connected to.
3. Enter a password if you want to keep unwanted players out of your game.
4. Press **BUTTON 2**. When another player joins your game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

To join a modem/serial game:

1. To join a modem/serial game, select JOIN from the Host/Join option. Also, select MODEM/SERIAL from the Type selection.
2. Choose the COM port that you have your null modem cable or your modem connected to.
3. Type in the phone number of the modem that you want to dial into. You may need to type in a password if the host requires one.
4. Press **BUTTON 2**. As soon as you connect to the game, the Team Select menu appears. Now, all you have to do is select teams and controllers, then start the game.

STATUS

This option brings up the Connection Status window. From here, you can see who is connected to a game and check the status of your own connection.

MESSAGING (ONLINE FRANCHISE MODE ONLY)

This button is used to send private messages to other players in an online franchise.

FILE (SAVING AND LOADING)

Load or delete saved game files such as Exhibition, Franchise, and Season games files.



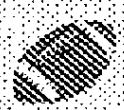
NOTE: If you load a game that was in progress, you return to that same point in the game.

To load or delete a file:

1. Highlight the file that you want to load or delete.
2. Select either the LOAD or DELETE button, depending on which action you wish to perform.

ONLINE LOBBY (EA MADDEN NET)

This is where you log on to *Madden NFL 2002*'s online lobby and play games or chat. The online lobby is fully integrated with America Online™ and EA.com™ so you can use your AOL or EA.com login name here.



NOTE: Online Gameplay for Madden NFL 2002 will be available only through August 31, 2002 subject to online terms of use and all features may not be available at the time of purchase. Please check online at www.easports.com for more information.

CHAT

The bottom area of the screen is always reserved for chatting. Here, you can send messages to other users in the lobby.

RECIPIENT LIST

The list that displays all the users in the room along with a contacts list. To send a message to every user in the chat, select EVERYONE. To send a message to a single user, select just that user's name. To send a message to all users on your contact list, select CONTACTS.

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USERS
View a list of users in the room as well as add or remove users from your contact list. You can also get info and ping time of users here.

ZONES
There are several different types of zones that you can join: Chat, Scrimmage, Ranked, or League. If you just want to chat with fellow Madden fans, join a chat room. To play a friendly game against an opponent, join a scrimmage game. If you want to play a ranked game, join a ranked game. And, if you want to join an Online Franchise, browse through the league listing.

RANKINGS
View player rankings among other Madden players. You can search through the rankings database for your user name and see just how good you are.

ROSTER
Trade, sign, or release players to and from your roster or create, edit or delete a player. You can also re-arrange your depth chart and draft new players to your team.

ROSTER MANAGEMENT
From here, you can change a team's coach information or balance a roster. You can also create a team from this menu. If you want to edit, delete, and create individual players for a team, you must select PLAYER MANAGEMENT.

LIST OF TEAMS
View all of the teams that are available in *Madden NFL 2002*. To scroll through the list, D-Pad ↔ if the list is highlighted, or you can click on the scrollbar to the right side of the list.

TEAM STATS
The team list is organized by four statistical categories: Overall, Offense, Defense, and Special. Here you can see which teams are strong in which areas.

COACH
Edit a coach's name and coaching style.

UNIFORM
This button opens the Team Uniform screen of the team highlighted in the team list. The highlighted team must be a user-created team for this option to work.

To create a new uniform:

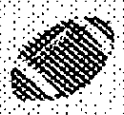
1. After a team has been created scroll to the new team name in the Team window. Click UNIFORM. The uniform editing screen appears.
2. Select HOME and begin creating a new home uniform for your team. By using the color sliders ↔, you can create a new color for your helmet, jersey, pants, belt, socks, and more.
   - Click APPLY to see a visual on the player model.
3. Select AWAY and create a Road uniform.
4. Select DONE when your uniform is complete.

LOGOS

This button opens the Team Logos screen. Here you can select the logos (Main, Helmet, Midfield, and Endzone) that you want associated with the highlighted team in the team list. The highlighted team must be a user-created team for this option to work.

To select a logo:

1. After a team has been created scroll to the new team name in the Team window. Click LOGO. The logo selection screen appears.
2. By using the sliders ↔, you can select a new logo for your team plus you can select a midfield logo, helmet logo, and an endzone logo.
3. Click DONE when finished.



NOTE: For more information on Custom Team Logos, please refer to the PDF file located on the *Madden NFL 2002* game CD.

CREATE

Create a new team and add them to the league.

To create a team:

1. Click CREATE. The Create-A-Team screen appears.
2. Type in a name for your coach and select a playbook for him to use during games.
3. By using the sliders ↔, select an offensive and defensive philosophy for your coach.
4. Enter a city name and mascot for the new team. Next, pick a stadium you wish to play your home games at.
5. Click DONE when finished. Your team is added to the league.

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NOTE: In order for your team to be added to the league, you must save your team before exiting out of the Roster menu.

REMOVE
Deletes a team from the league.

BALANCE
Create an all-equal team roster. Every position on every team starts out with the same position ratings. This option takes the current roster and replaces every team's player ratings with the player ratings of the highlighted team in the team list. This is a great feature if you want to make sure that no team has an advantage over any other team in the roster.

FILE
From here, you can save, load, and delete rosters.

REPORT
Save the current roster to a printable file. The file will contain a list of every team in the roster including the overall, offense, defense, and special team ratings.

IMPORT
Import a team from another roster into the roster that is currently open.

EXPORT
Export the currently highlighted team to an already existing roster. You must have two roster files for this feature to become available.

PLAYER MANAGEMENT
Create and edit players on a team's roster. You can also adjust a team's depth chart from this menu.

LIST OF PLAYERS
View a list of every player that is on the team. To scroll through the list, D-Pad ←→ if the list is highlighted, or you can click on the scrollbar to the right side of the list.

PLAYER INFORMATION
View lists of various information about a player. Here, you can see the player's name, photo, position, height, weight, what college they went to, injury status, and a few of the player's statistic bars.

PLAYER STATS
View each player's individual statistics in various categories. For a list of the rating abbreviations, ➢ *Rating Abbreviations* on page 26.

TEAM
View another team's roster and stats.

EDIT
This button opens the Create & Edit Player screen for the player highlighted in the player list.

CREATE
This button opens the Create & Edit Player screen.

MOVE
This button opens a pop-up that allows you to move the player highlighted in the player list to the team selected in the pop-up.

DELETE
This button deletes the player highlighted in the player list from the roster.

DEPTH
You can change and reorder your starters. For more information on depth charts, ➢ *Depth* on page 27.

AUTO FILL
This button completes your team roster automatically.

REPORT
Save the current team roster to a printable file.

NEED TECHNICAL SUPPORT? Please see the enclosed Install Guide for technical support information.

NOTICE

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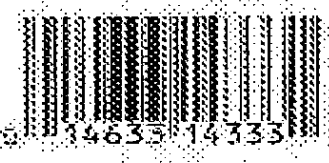
Package cover Photography: Rick Stewart/ Allsport Photography

NOTES

NOTES

PROOF OF PURCHASE

MADDEN NFL 2002




EA
SPORTS
209 Redwood Shores Parkway
Redwood City, CA 94065
Part#1463305

MIDWAY

www.midway.com

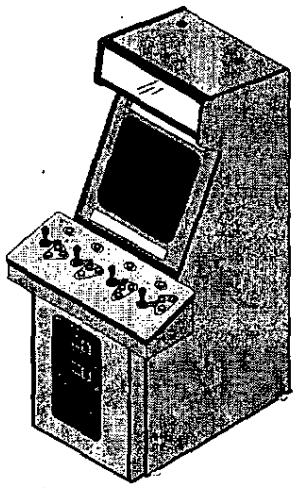
MARCH 2000
16-10009-101

NBA SHOWTIME NBA ON NBC GOLD EDITION

Operation Manual for

4-PLAYER, 25" DEDICATED VIDEO GAME

Dual Product with Player-Selectable Games



•1-Setup •2-Operation •3-NFL Diagnostics, Audits & Adjustments

•4-NBA Diagnostics, Audits & Adjustments •5-Wiring •6-Troubleshooting •7-Parts

NFL BLITZ 2000 GOLD EDITION

Midway Amusement Games, LLC 3401 North California Avenue, Chicago, Illinois 60618–5899 USA

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER ONE

SETUP

	**NOTICE:** This manual is subject to change without notice. Midway reserves the right to make improvements in equipment function, design, or components as progress in engineering or manufacturing methods may warrant. Fill out and mail in the Game Information Card. Include the game serial number from the label on the rear of the cabinet. For your records, write the game serial number in the manual. SERIAL NUMBER
	**NOTICE:** The term VGM refers to the video game machine.

SAFETY INSTRUCTIONS

The following safety instructions apply to operators and service personnel. Read these instructions before preparing your game for play. Other safety instructions appear throughout this manual.

DEFINITIONS OF SAFETY TERMS

DANGER indicates an imminent hazard. If you fail to avoid this hazard, it WILL cause death or serious injury.

WARNING indicates a potential hazard. If you fail to avoid this hazard, it COULD cause death or serious injury.

CAUTION indicates a potential hazard. If you fail to avoid this hazard, it MAY cause minor or moderate injury. CAUTION also alerts you about unsafe practices.

NOTICE indicates information of special importance.

	**WARNING: TRANSPORTING GAMES.** This game contains glass and fragile electronic devices. Use appropriate care when transporting this game. Avoid rough handling when moving the cabinet. Don't move this game with the power on.
	**WARNING: DISCONNECT POWER.** Always turn the power OFF and unplug the game before attempting service or adjustments. Installing or repairing PC boards with power ON can damage components and void the warranty. Be sure that you securely install ground wires.
	**WARNING: GROUND GAMES.** Avoid electrical shocks! Don't plug in a game until you have inspected and properly grounded it. Only plug this game into a grounded, three-wire outlet. Don't use a "cheater" plug, or cut off the ground pin on the line cord.
	**WARNING: HAZARD TO EPILEPTICS.** A small portion of the population has a condition that may cause epileptic seizures. Affected persons experience seizures while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (e.g., seizures or loss of awareness), consult your physician before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: Dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions. If you or your child experience these symptoms, *discontinue use immediately* and consult your physician.
	**WARNING: AVOID ELECTRICAL SHOCKS.** This video game system does not utilize an isolation transformer. Internal, cabinet AC isn't isolated from the external, AC line.

	**WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE.** If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.
	**CAUTION: CHECK POWER SELECTOR, LAMP.** Set the 110/220VAC selector on the power supply for the correct line voltage. Check the selector setting before switching on the game. Verify that the fluorescent lamp assembly is correct for the local line voltage.
	**CAUTION: USE PROPER FUSE.** Avoid electrical shock! Replacement fuses must be of the same type as those they replace. Fuse voltage and current ratings must match ratings on the original fuse.
	**CAUTION: ATTACH CONNECTORS PROPERLY.** Be sure that printed circuit board (PCB) connectors mate properly. If connectors don't slip on easily, don't force them. A reversed connector may damage your game and void the warranty. Connector keys only allow a connector to fit one set of pins on a board.
	**CAUTION: TAKE CARE WHEN SHIPPING HARD DISKS.** The hard disk drive must be packed in an anti-static bag. When shipping the drive for repair or replacement, pack it in an approved container (P/N 08-8068). Never stack or drop hard disk drives.

PRODUCT SPECIFICATIONS

Operating Requirements

Location	*Electrical Power*	*Temperature*	*Humidity*
Domestic	120VAC @ 60Hz 4.0 Amps	32°F to 100°F	Not to exceed 95% relative
Foreign	230VAC @ 50Hz 2.0 Amps	(0°C to 38°C)	
Japan	100VAC @ 50Hz 4.0 Amps		

Cabinet Statistics

Shipping Dimensions (One Piece)			*Shipping Weight*	*Design Type*
Carton	Main Cabinet	Player Control Panel	Approx. 385 lbs.	• Dedicated Video Game
Width	29" (73.7 cm	37" (94.0 cm)	(175 kg.)	• 49-Way, Optodetector Joysticks
Depth	43" (109.2 cm)	13" (33.0 cm)		
Height	75" (190.5 cm)	7" (17.8 cm)		

Equipment Characteristics

Video Display Monitor
- 25" (63.5 cm) CRT
- Medium Resolution RGB
- DIP Switch U12-2 sets resolution
- SIO Jumper J2 sets sync polarity

Audio System
- Digital Stereo Sound
- 5" (12.7 cm) Coaxial, Full-Range Speakers

Currency Acceptors
- 2 Coin Mechanisms
- Dollar Bill Validator Ready
- Electronic Coin Acceptor Ready

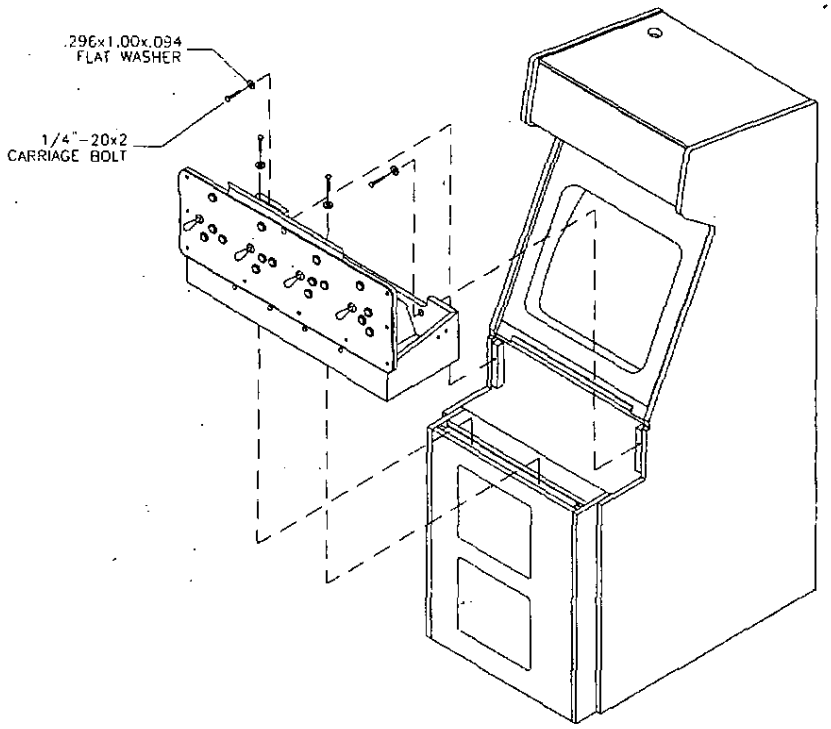
VGM Characteristics

Player Variables
- 1 to 4 players per game
- High Score Recognition
- Parental Advisory Disclosure: *"Suitable for all ages"*

Operator Variables
- Coinage
- Game Options
- Difficulty
- Volume
- Audits
- Statistics

Diagnostics
- Automatic, Power-Up Self-Test
- Manual, Multi-Level Menu System

INSTALLATION & INSPECTION



INSTALL THE CONTROL PANEL

WARNING: The cabinet is top heavy. Use the two handles when moving the cabinet.

[ ] 1. Remove all items from the shipping containers. Inspect the exterior of the cabinet, and control panel for damage. Pay special attention to cabinet edges, seams, and corners.

[ ] 2. Remove and save the screws at the top and sides of the rear door. Unlock the rear door. Then lift it off the cabinet. Set the rear door aside. Inspect the cabinet interior for signs of damage. Check all major assemblies to assure that they mount securely. Check the joysticks for signs of damage.

[ ] 3. The coin door keys are on a key hook inside the cabinet. Unlock and open the coin door. Cash box door and rear door keys are on a key hook attached to the rear of the coin door. Unlock and open the cash box door. Remove the spare parts stored in the cash box.

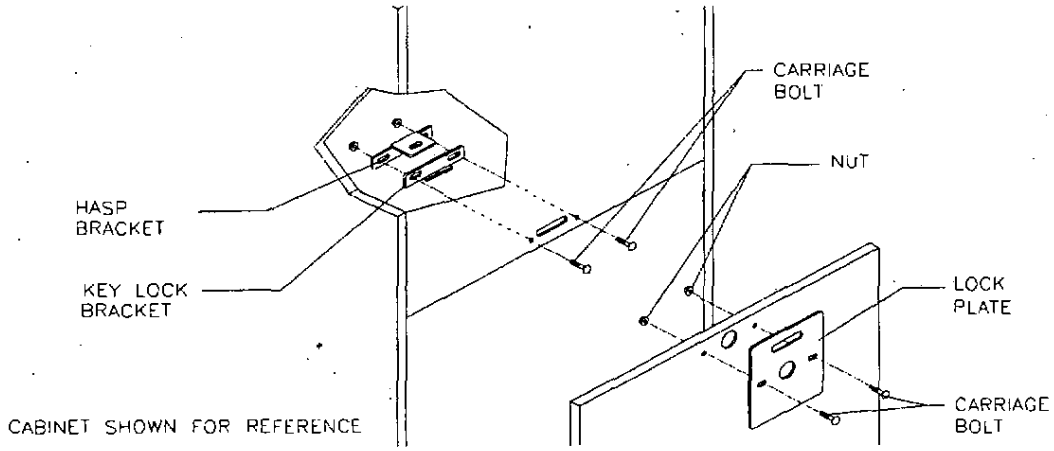
[ ] 4. Find the leg levelers and nuts in the spare parts bag. Install one nut onto each leg leveler. Hand-turn the nut against the base of the leg leveler. Install one leveler with its nut into the threaded hole in each corner of the cabinet. Turn the levelers all the way into the holes, but don't tighten the levelers.

[ ] 5. Unpack the player control panel *(player panel)*. Place the player panel on the cabinet above the coin door. Open the player panel. Align panel-mounting holes with holes in the cabinet. Install bolts with washers (two in back; two on the bottom). Connect wiring harnesses to P1, P2, and P8 on the I-40 Joystick Interface Board. Close the player panel. Reach up through the open coin door and lock both latches.

[ ] 6. Refer to the Cabinet Wiring Diagram (Chapter 5). Check to see that cable connectors are correctly secured. *Don't force connectors. They're keyed to fit in only one location.* Bent pins and reversed connections may damage your game and void the warranty.

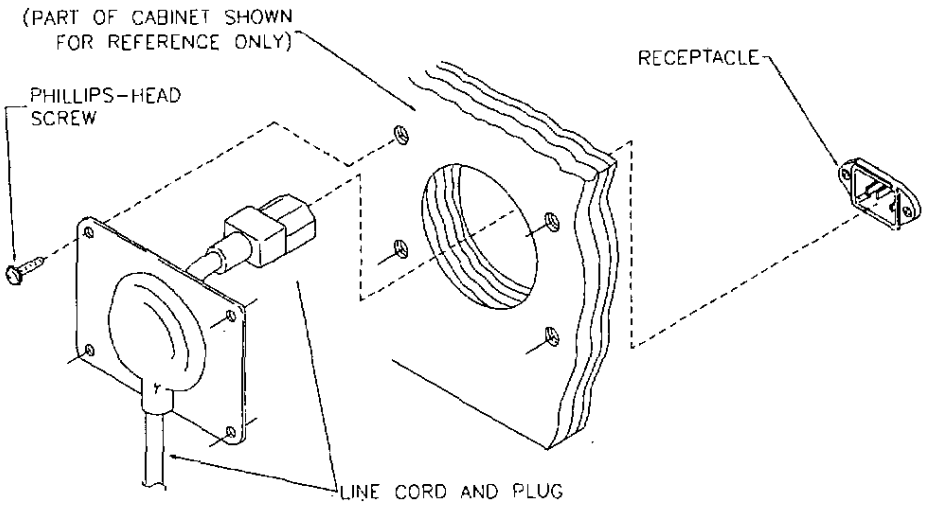
[ ] 7. You can install an extra padlock to secure the rear door. You'll find a hasp in the spare parts bag. Remove the two lock bracket nuts from inside the cabinet, above the rear door opening. Slide the hasp onto the bolts. Be sure that the hasp protrudes from the hole in back of the cabinet. Reinstall nuts and tighten.

[ ] 8. Modify the lock plate at the top of the rear door: Remove the bolts and nuts from the lock plate. Rotate the plate so that the slot is above the door. Reinstall bolts and nuts. Tighten them firmly.



INSTALL THE DOOR LOCK AND SECURITY BRACKETS

[ ] 9. The power cord is with the spare parts. Find the line cord cover plate at the rear of the cabinet. Remove and save the four screws from this plate. Match the holes on the IEC plug with the prongs in the receptacle. Push the plug firmly to seat it. Route the cord away from cabinet wheels and foot traffic areas. Hang excess cord on the plastic clip near the vent.



INSTALL THE LINE CORD



CAUTION: CHECK POWER SUPPLY LINE VOLTAGE SELECTOR SWITCH. Set the 110/220 VAC selector on the power supply for the correct local line voltage. Check the selector setting before switching on the game.

[ ] 10. Reinstall the rear door and close it. Lock the rear door and remove the key. If required, install the extra padlock through the hasp. Install the screws at the top and sides of the rear door. Tighten the screws snugly. Close and lock the cash box and coin doors.



NOTICE: For additional security, the factory provides tamper-resistant screws and a matching wrench with this game. You'll find four tamper-resistant screws and four wrenches in the spare parts bag. If desired, replace the original screws with the tamper-resistant screws. Tighten the screws firmly with the wrench.

[ ] 11. Move the game to its play location. Lower each leg leveler until the cabinet is stable and level. Adjust the levelers as required to raise wheels and distribute weight equally on each corner. Tighten the nuts.

[ ] 12. Plug the game into a grounded, 3-terminal, AC wall outlet. Switch on the game, using the switch at the top-left, rear of the cabinet. The game will power up and begin self-diagnostics. If diagnostics find no errors, the game enters its Attract Mode of operation. Unlock and open the coin door. Locate the control switches. Press TEST MODE to enter the Menu System.

[ ] 13. Select "MONITOR SETUP" at the Diagnostics Menu. Confirm proper video display operation and adjust the monitor as necessary.

[ ] 14. Select "DISK TESTS" at the Diagnostics Menu. Run all the tests in order to verify correct drive operation.

[ ] 15. Select "SWITCH TESTS" at the Diagnostics Menu. Check to be sure that all control switches work.

[ ] 16. Select "DIP-SWITCH TESTS" at the Diagnostics Menu. Verify that all switches are set to optimum positions for this game.

[ ] 17. Select "SPEAKER TEST" at the Diagnostics Menu. Verify operation of audio system components.

[ ] 18. Select "EXIT" at the Main Menu. The system should enter Game-Over Mode. Open the coin door and press the SERVICE CREDITS button to allow game play. Choose a joystick and press the START button to begin play. Listen to the audio while playing the game. Note sound irregularities (phase problems, no low frequencies, mono audio from stereo speakers, etc.). If necessary, check the wiring harness for internal shorts or strapped connections.

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER TWO

OPERATION



NOTICE: The term VGM refers to the video game machine.

VIDEO GAME MACHINE *(VGM)* OPERATION

STARTING UP

Whenever you turn on the machine or restore power, the system executes boot ROM code. The boot ROM contains self-diagnostic tests. These tests automatically verify and report the condition of the disk drive and other hardware. The screen is blank during these tests. If the hardware fails a test, the system displays an error message. The message appears for 30 seconds or until someone presses a button.

- If nobody presses a button, the system quickly completes tests, and then loads game software.
- To skip boot ROM tests and activate the Menu System, press and hold the TEST MODE button. You'll find this button behind the coin door.

Having passed power-up tests, the VGM computer enters Attract Mode. Attract Mode consists of typical game scenes and sounds, alternating with high scores. Attract Mode continues until game play commences.

Players insert currency or tokens to start the game. Pressing a START determines which player receives the credit. The VGM computer asks the players which game that they want to play: *NBA Showtime Gold Edition* or *NFL Blitz 2000 Gold Edition.* Players request one or the other via player panel controls. Then players select a team. The VGM computer associates one team with the Player–1 and Player-2 joysticks. The Player–3 and Player-4 joysticks assume control of the opposing team. Play begins after a countdown period. Play progresses like a real-life football or basketball game. At Game-Over Mode, players may choose to begin again. If players choose not to continue, then the VGM computer returns to Attract Mode.

GAME RULES FOR *NFL BLITZ 2000 GOLD EDITION*

INSTRUCTIONS
Play instructions appear on the information panel over and under the video monitor.

ONE TO FOUR PLAYERS
Players may enter their names for future reference. Then they select teams and run the first play. Players may choose an offensive or defensive play. Additional game information appears on the screen as needed. Team statistics appear at the end of each quarter.

CONTROLLING CHARACTERS
The joystick and action buttons control characters on the field. The joysticks respond to different amounts of deflection as well as direction.

GAME ACTION
Standard league football rules apply, with two exceptions: First downs require 30 yards, and teams only have seven active players. Game adjustment settings determine game length and speed.

The player view of the action changes automatically whenever a better camera angle becomes available. The game sounds include announcer comments and crowd noises.

SCORING
Touchdowns and goals score points, just as in real football games.

PLAY SELECTION FOR *NFL BLITZ 2000 GOLD EDITION*

STANDARD PLAYS
The player may select any of the offensive or defensive plays in the game. Players can choose from pages of standard plays loaded into the game. Use the indicated pushbuttons to view and select any play.

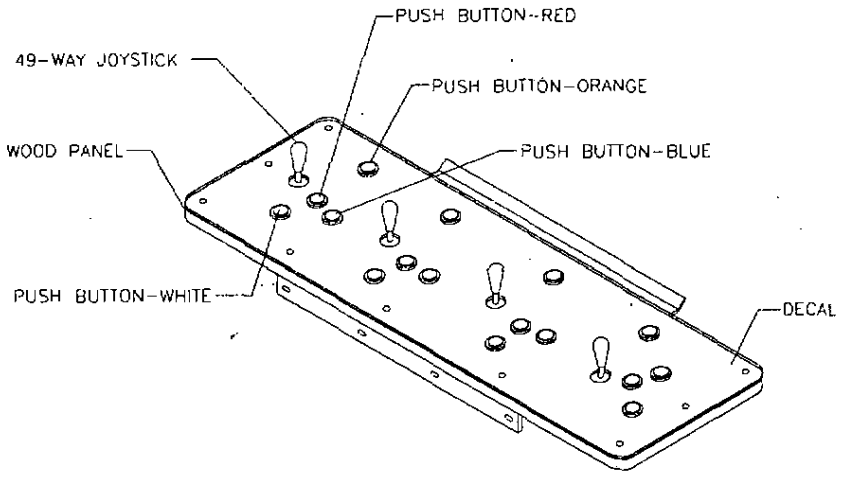
CUSTOM PLAYS
Players may choose to create their own offensive plays rather than depend on the standard plays in the game. Players can design and name their plays using the CREATE PLAY feature, then store these plays for future use. These custom plays become available on an additional page of game plays.

PLAYER CONTROLS FOR *NFL BLITZ 2000 GOLD EDITION*

The player controls are used to maneuver the team members and attack or defend against adversaries.

	**NOTICE:** Use joystick and button combinations to discover secret moves.

- **START.** This button allows players to begin or continue play. Use PLAYER 1 START and PLAYER 2 START to begin a two-player game. START has no game action or service function.
- **JUMP / TACKLE.** This button lifts the offensive team member up or causes the defensive player to tackle opponents. Use this same button to create plays or select menu items during service.
- **PASS / CHANGE PLAYER.** This button activates offensive throws. The defense move switches active control to another teammate. Use this same button to create plays or select menu items during service.
- **TURBO.** The TURBO button gives any active character an extra burst of power or speed. Use this same button to create plays or select menu items during service.
- **JOYSTICK.** Each player has a joystick to control the movements of one on-screen character at a time. Use the joystick to create plays or select menu items during service.



PLAYER CONTROL LOCATIONS

GAME RULES FOR *NBA SHOWTIME GOLD EDITION*

INSTRUCTIONS
Play instructions appear on the information panel over and under the video monitor.

ONE TO FOUR PLAYERS
The player or players insert currency to start the game. Each player chooses a joystick and presses the nearest START button. Players select a team and two characters. In four-player games, eech player controls one character. In games with fewer players, each player controls one character. The VGM computer controls remaining characters. The VGM computer displays team scores and statistics at the end of each quarter. Additional game information appears on screen as needed.

CONTROLLING CHARACTERS
The joystick and action buttons control characters on the basketball court. The joysticks respond to different amounts of deflection as well as direction.

GAME ACTION
Standard NBA basketball rules apply, except that the game only includes four active characters. Game settings determine game length and speed. The player view of the action changes automatically whenever a better camera angle becomes available. Game sounds include announcer comments and crowd noises.

SCORING
The game awards points for baskets, just as in real basketball games.

PLAYER CONTROLS FOR *NBA SHOWTIME GOLD EDITION*

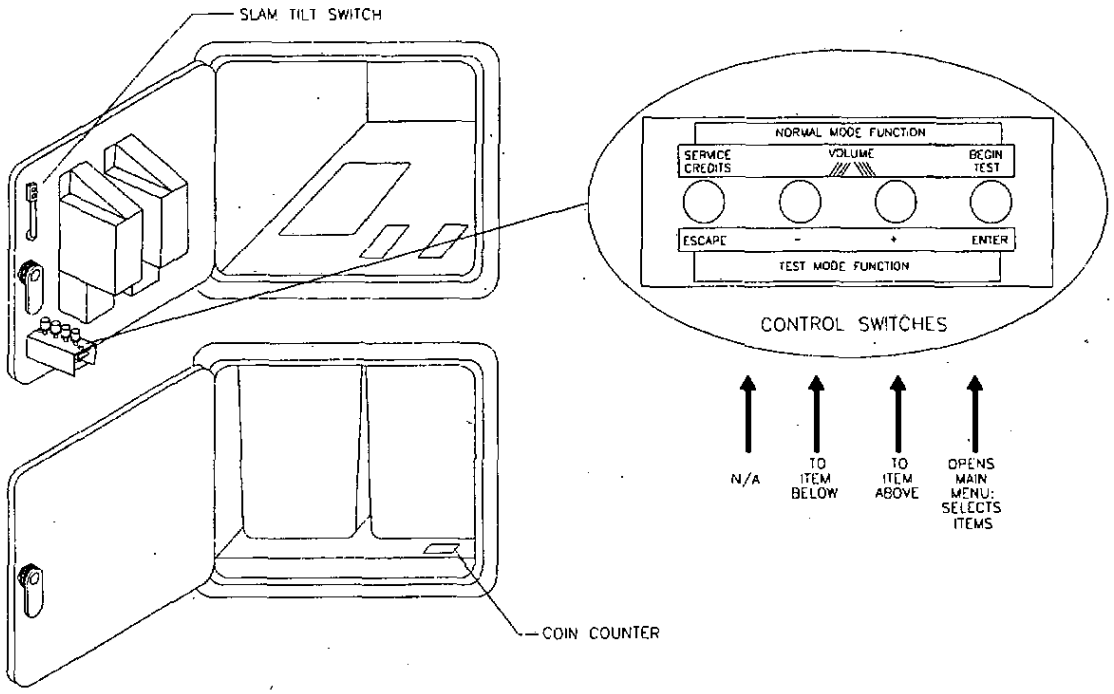
- **JOYSTICK.** Each player's joystick controls the position of that player's characters on the video screen.
- **PASS/STEAL (the blue button)** controls character actions on the video screen. Press PASS/STEAL to attempt to pass or steal the ball.
- **SHOOT/BLOCK (the red button)** controls character actions on the video screen. Press SHOOT/BLOCK to shoot or attempt to block the ball.
- **START (orange buttons).** Each START button allows the corresponding player to begin or continue play.
- **TURBO (The white button)** controls character actions on the video screen. Press TURBO to speed up the pace of a play.

GAME FEATURES OF *NBA SHOWTIME GOLD EDITION*

NBA Showtime is a thrilling, two-on-two basketball game with world-class realism. Each player selects an NBA team, and then chooses a favorite character. Players can also create their own players. If fewer than four players are in the game, the computer operates the remaining characters.

The red team comprises players 1 and 2. Players 3 and 4 make up the challenging, blue team. The red and blue teams square off for the jump and the action begins. Run the ball down court! A steal! Dribble up court! A snap shot! The breathless announcer describes every pass, every shot, every block, every move!

After each quarter, new players can join the fun. Players can also switch to different characters. When the game concludes, team and individual scores appear on the screen. Top scorers may enter their initials or names with a joystick. *NBA Showtime* displays these initials in a high score table.



DIAGNOSTIC CONTROL SWITCH LOCATIONS

OPERATOR CONTROLS

CABINET CONTROLS

- **The DIP Switches** set some system variables. You can set other variables with diagnostic control switches.
- **The Monitor Remote Control Board** allows you to adjust the video display for optimum viewing.
- **The POWER Switch** turns off the video game machine, but does not reset game variables.

DIAGNOSTIC CONTROL SWITCHES

- **The SERVICE CREDITS Button** allots credits without changing the game's bookkeeping total. SERVICE CREDITS has no function in the Menu System.

- **The TEST MODE Button** causes the VGM to enter the service Menu System. Press the TEST MODE button briefly to run automatic tests. To make game adjustments, press and hold TEST MODE until the Main Menu appears. Within the Menu System, TEST MODE assumes another function. There, it selects a menu line item and calls up the item's submenu. The screen displays this submenu.

- **VOLUME DOWN and VOLUME UP Buttons** set game sound levels. To make minor volume changes, press either button briefly. To make major changes, press and hold a button. In the Menu System, VOLUME UP moves the item highlight bar up the menu. VOLUME DOWN moves the item highlight bar downward.



NOTICE: You must adjust Attract Mode volume independently of Game Mode volume. For greater profits, increase volume levels to draw attention to this game.

MAINTENANCE

- **Cabinet**
  Use only non-abrasive cleaners to avoid damaging game graphics. Apply cleaner to a clean cloth or sponge. Wipe the screen clean with this cloth or sponge. *Do not apply cleaner directly on the cabinet!*

- **Control Panel**
  Dirt or debris on the joysticks or buttons can affect earnings. Apply the cleaner to a clean cloth. Use the cloth to wipe the controls. *Don't apply the cleaner directly to the controls!*

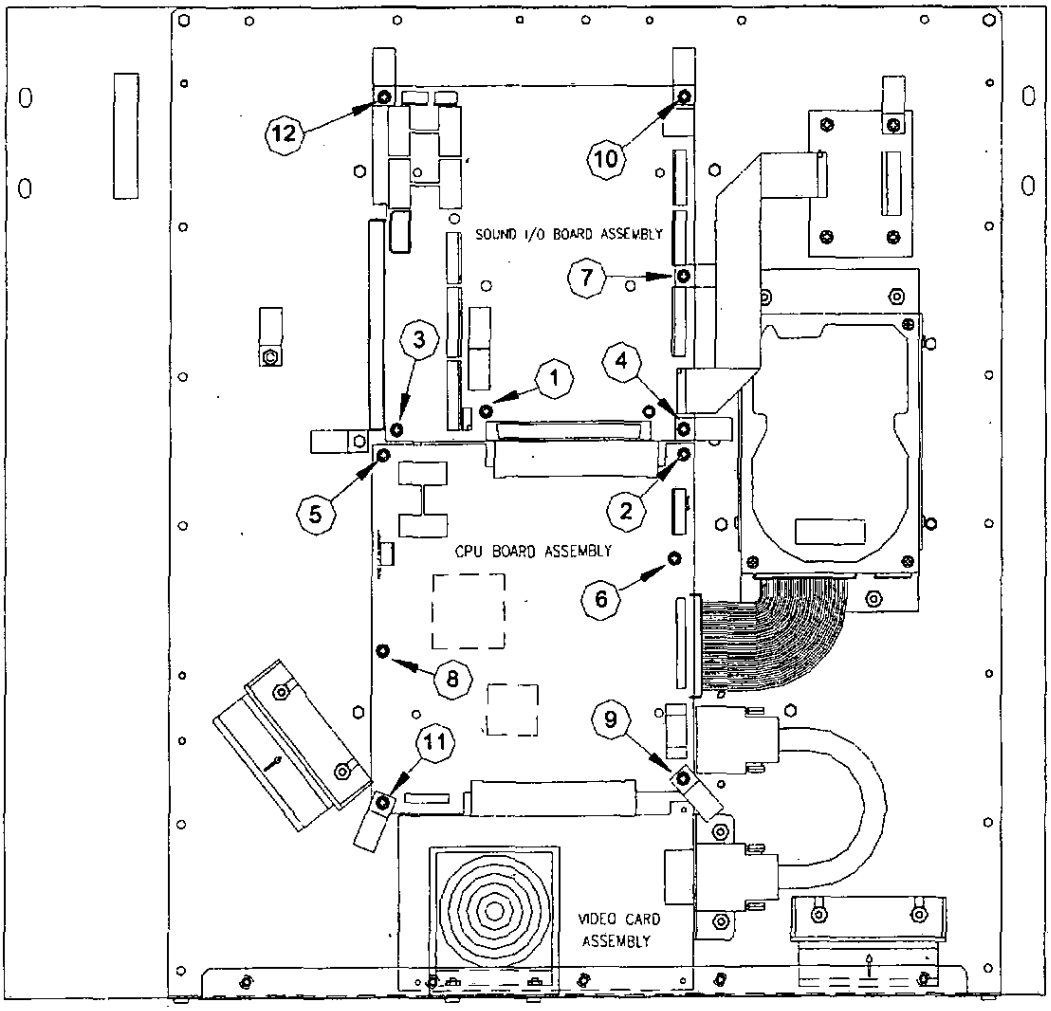
- **Viewing Glass**
  To clean the glass, you don't need to switch off power to the VGM. Apply a mild glass cleaner to a clean cloth or sponge. Use this to wipe the viewing glass. *Do not apply the cleaner directly on the glass!* Liquid could drip down into switch or motor circuits and cause erratic VGM operation.

SERVICING

Only qualified service personnel should perform maintenance and repairs. The following product guidelines apply to all VGM operators and service personnel. Notes, cautions and warnings appear throughout this manual where they apply. Read the SAFETY pages thoroughly before beginning service.

- **Circuit Board Set**
  The VGM computer uses a set of three circuit boards. The three boards include the CPU Board, I/O Board and Video Board. Switch off power to the VGM. Open the rear door. To expose the circuit boards, remove their perforated metal cover. Carefully note the orientation of the JAMMA connector and other cables. Extract the harness and hard disk drive ribbon cable from the board connectors. Remove circuit board mounting screws. Lift the circuit boards out of the cabinet and set them in a safe place. Use anti-static packaging from new parts to store boards that you won't reinstall.

	CAUTION: Circuit board edge connectors are fragile. Take care when separating boards in the board set. Never jam the board connectors together. Never plug them together on an extreme angle. If necessary, carefully straighten bent pins with a small, grounded flat blade screwdriver. Also, don't touch exposed foil on printed circuit boards. Skin oils are corrosive.
	NOTICE: Avoid damage to VGM electronics! Turn off VGM power before servicing circuit boards or any electronic assembly. Never "hot plug" circuit boards.



TIGHTEN SCREWS IN ORDER 1-12 AS NUMBERED
WHEN REINSTALLING CPU AND SOUND I/O BOARD ASSEMBLIES

REINSTALLING CIRCUIT BOARD ASSEMBLIES

Coin Mechanism

Switch off power to the VGM. Unlock the coin door and swing it open. To clean or replace a coin mechanism, unlatch and remove it. After reinstallation, ensure that the mechanism seats fully its bracket. Close and lock the release latch, and then close the door. Turn on the VGM and change the mechanism setup. Test known good and bad coins to verify operation.

- **Coin Meter**

  Switch off power to the VGM. Unlock the cash door and swing it open. The coin meter mounts to a metal plate at the bottom the cash vault. Record the meter count before testing or replacement. Remove the plate's four mounting screws, and then remove the plate.

  Disconnect the meter wiring harness at the connectors. Remove front screws and slide the meter out. Assure that a protective diode connects across the replacement meter's terminals. The diode prevents driver circuit damage.

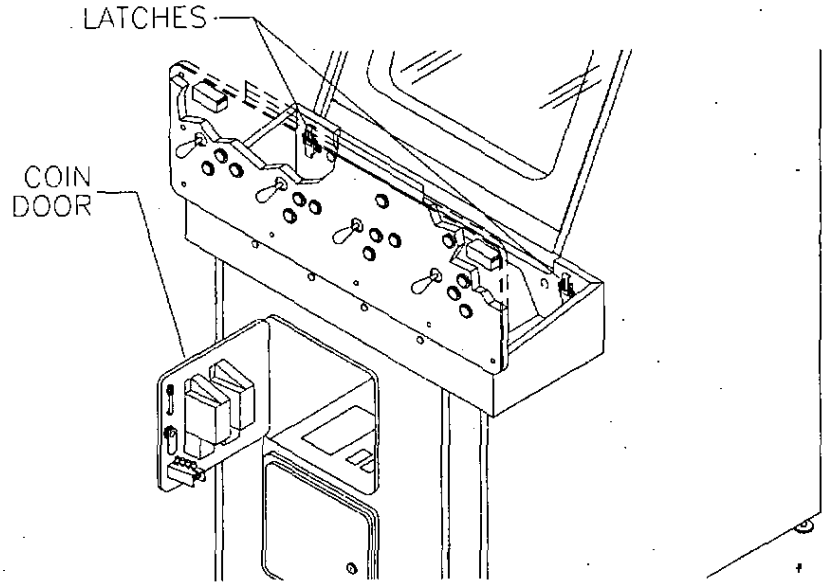
- **Hard Disk Drive**

  Switch off power to the VGM. Unlock and remove the rear cabinet door. Remove the perforated metal cover over the VGM electronics. Disconnect the DC power cable from the hard disk drive. Unplug the ribbon cable from the hard drive. Don't disconnect the cables from the CPU Board. Loosen the drive mounting screws and lift the drive out of its mounting bracket. Remove the screws. Save them for reuse in future hard drive installations. When returning a hard drive to your distributor, pack it in an anti-static bag. Box the drive in approved shipping container 08-8068.

	**NOTICE:** Hard disk drives are very fragile! Handle them with care. Do not stack or drop hard disk drives. Keep disk drives away from magnets, heat and vibration.

- **Joysticks**

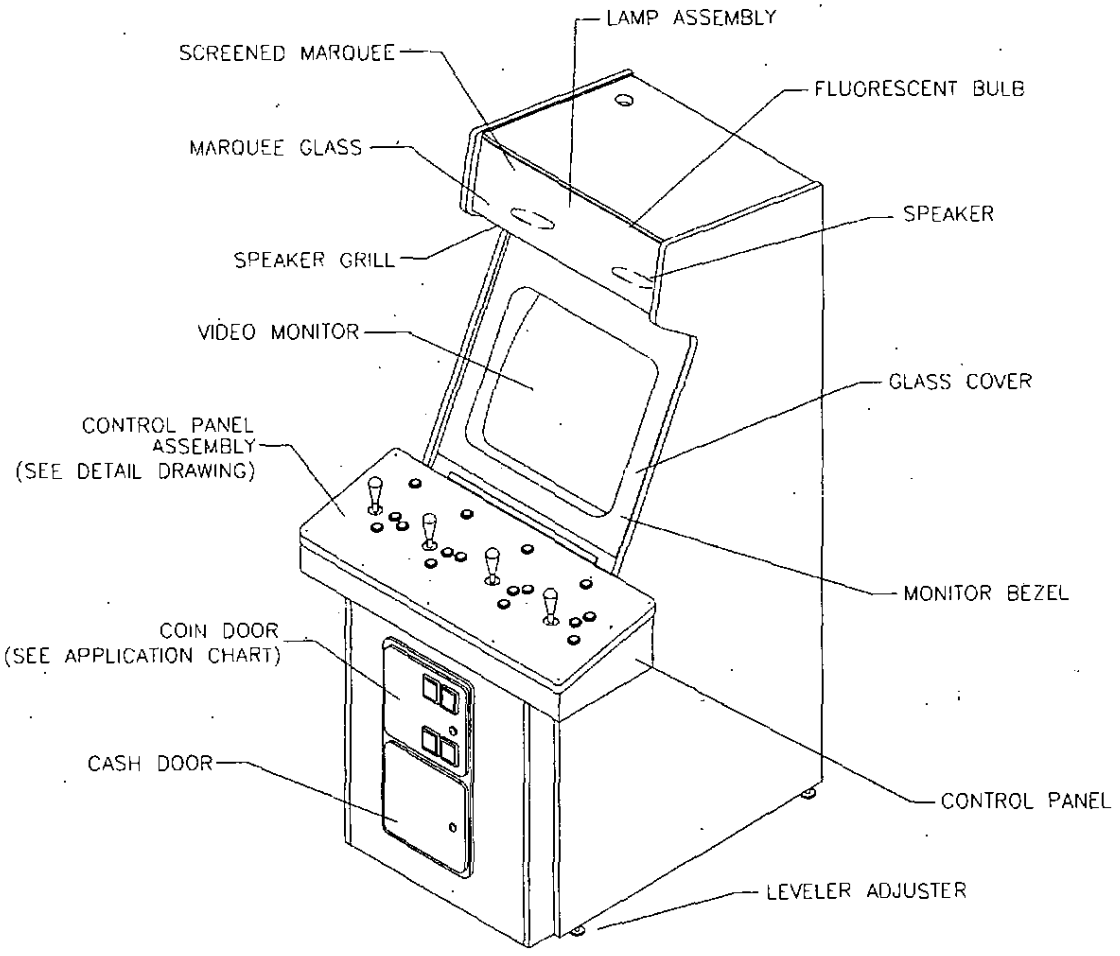
  Switch off power to the VGM. Open the player control panel. Mark and disconnect the wiring harness from a joystick. To separate the joystick from the player panel, first remove the joystick shaft. An E-ring secures the shaft. Disengage this E-ring with a small, flatblade screwdriver. Grasp the joystick knob. Extract the stick from the assembly. Then remove 8-32 KEPS® nuts from the corners of the joystick base. Retain fasteners for reassembly.



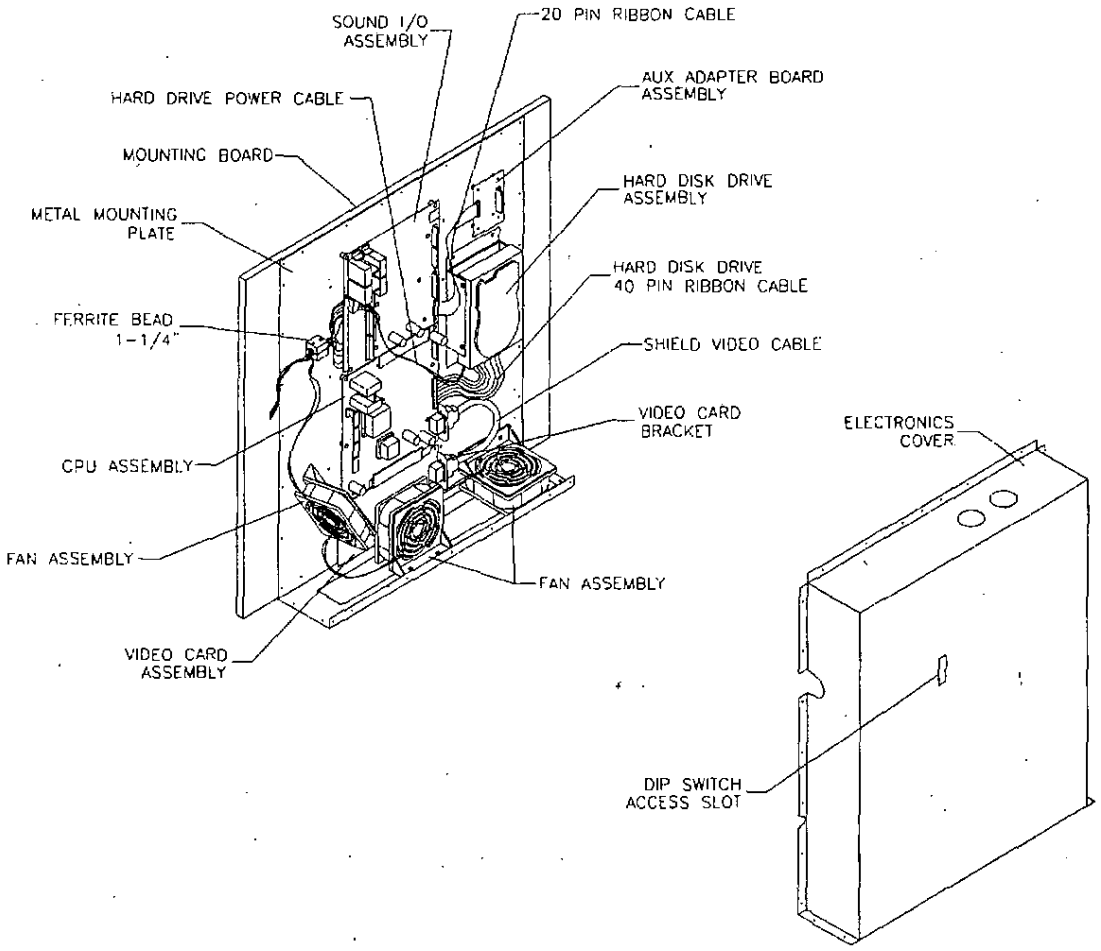
- **Memory**

	**CAUTION:** Static electricity builds up on your body. This static can damage or destroy sensitive VGM circuits. BEFORE touching or handling electronic assemblies, discharge static electricity by touching the electronics mounting plate.
	**NOTICE:** CPU Board and SI/O Board chips don't face same direction. When mounting chips on either board, refer only to chips on the same board for reference. Never use chips another board for reference.

ROM (Read Only Memory) circuits contain computer operating instructions for this VGM. Switch off power to the VGM. Unlock and remove the rear door. Remove the perforated metal cover. Note the ROM chip position. Remove the device with a chip extraction tool. To reinstall a ROM chip, orient the device over its socket. Press the chip firmly to seat pins. *Don't force the chip into the socket.*



CABINET FRONT VIEW



VGM ELECTRONICS, INTERNAL COMPONENTS

- **Monitor**

⚠	**CAUTION:** The video monitor is heavy, with most of the weight toward the front of the assembly. Support the monitor as you remove it from the cabinet.

Switch off power to the VGM. Open the control panel. Remove the viewing glass and monitor bezel. Unlock and remove the rear door. Disconnect the monitor from the wiring harness, remote adjustment board, and ground wires. Remove the fasteners that secure the monitor frame to its mounting panel. Carefully pull the monitor from the cabinet. Set the monitor in a safe place. Remove the remote adjustment board from the cabinet and reconnect it to the monitor before servicing or replacement. Clean the face of the CRT before reinstalling the monitor bezel.

- **Monitor Bezel**
  Switch off power to the game. Open the control panel. Remove the viewing glass. Lift the bezel up and off the monitor. Set the bezel aside. Clean the labels. Orient the labels right side up, so that players can read them. Reinstall the bezel.

- **Viewing Glass**
  Switch off power to the game. Open the control panel. Loosen three mounting screws. Slide the black metal strip from the bottom of the glass. Carefully slide the glass from the side grooves. Then lift it clear of the cabinet. Set the glass in a safe place. Clean the glass before reinstalling it.

NOTES

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER THREE

DIAGNOSTIC, AUDIT & ADJUSTMENT MENU SYSTEM

FOR *NFL BLITZ 2000 GOLD EDITION* GAMES

	**NOTICE:** This manual is subject to change without notice. Midway reserves the right to make improvements in equipment as progress in engineering warrants.
	**NOTICE: GAME-SELECTION SWITCH.** Select *NBA Showtime* or *NFL Blitz* by flipping switch 8 at DIP bank U13. Then power down and up again. The Attract Mode for the game you select will appear. *The player can still play either game.*

MENU SYSTEM

WHAT IS THE MENU SYSTEM?

The game's Menu System is a series of auditing, game adjustment and diagnostic screens. We call these screens *menus*, because they present options in menu-like lists. You can easily access and apply menus to optimize game performance. For instance...

- Use game audits menus to assess game performance.
- Use adjustment menus to help you to customize game performance. For instance, you can restore factory default game settings. You can also calibrate player controls for accuracy.
- Use diagnostic menus to verify proper equipment operation.

ACTIVATING THE MENU SYSTEM

Open the coin door. Find the TEST MODE switch inside. Press TEST MODE to invoke the Menu System. The game system responds by exiting Game Mode and entering Diagnostic Mode. You can also invoke the Menu System by turning on DIP bank U12, switch 8. (To reenter Game Mode, turn off switch 8.)

AUTOMATIC TESTS

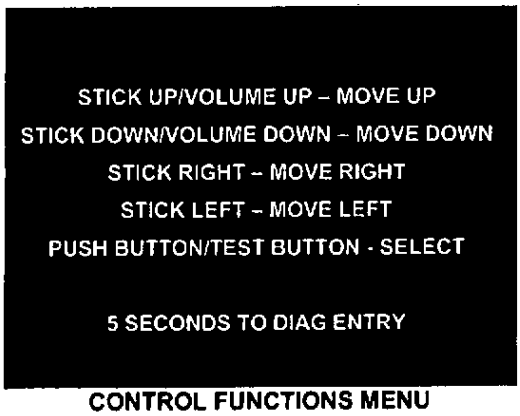
In Diagnostic Mode, the Power-On Self-Test (POST) activates. This routine runs automatically. It can detect faults that cause game or Menu System malfunctions. POST usually takes less than a minute. The test doesn't display anything. Instead, the system boot loader indicates the software revision number and serial numbers. The system boot loader also displays a sound-loading message and other useful information.

At the end of POST, the system displays the Control Functions Menu.

CONTROL FUNCTIONS MENU

The Control Functions Menu is purely informational. It appears for five seconds. Then the Menu System automatically displays the Dual Game Adjustment Menu.

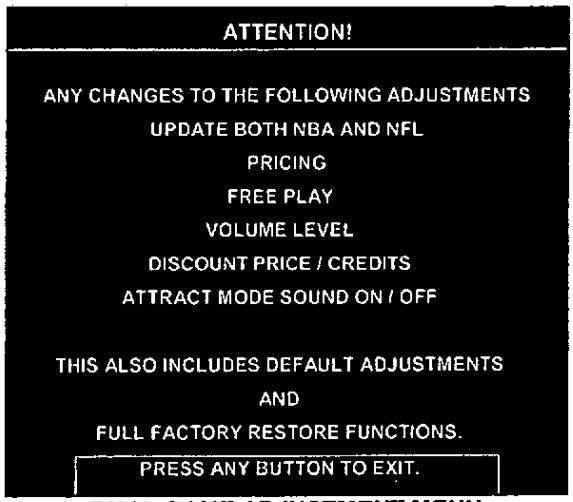
The Control Functions Menu introduces the menu navigation controls. The key point is that you can use either player or diagnostic controls to navigate menus. Diagnostic control switches are particularly helpful when you must troubleshoot player switches. This manual discusses the controls in more detail in this chapter's *Main Menu* section. Also see the page on the menu that interests you.



CONTROL FUNCTIONS MENU

DUAL GAME ADJUSTMENT MENU

The Dual Game Adjustment Menu is another informational, read-only menu. It appears until you choose to exit. This menu reminds you that some *NFL* settings also affect *NBA* game play. Press any button to exit to the Main Menu.



DUAL GAME ADJUSTMENT MENU

MAIN MENU

The Main Menu offers you access to the game machine's test, bookkeeping and programmable features. Game audits, adjustments and diagnostics are line items on the Main Menu. Selecting an item opens its submenu. Every submenu presents various options that you may act upon.



MAIN MENU

MENU LAYOUT

Menus differ, but related information tends to occupy the same menu locations.

- The block at the top, center of each menu displays the current menu title.
- Data (menu items, video signals, statistics, reports, etc.) appears in the center of the menu.
- Messages (explanations, control functions, revision levels) display at the bottom of the menu.

MENU NAVIGATION CONTROLS

Use any player panel joystick to highlight a desired menu item. *You can only select one highlighted item at a time.* To select a highlighted item, press any player panel button. Operator control buttons inside the

coin door serve as backup menu navigation controls. Press VOLUME UP or VOLUME DOWN buttons to highlight a menu item. Press TEST MODE to select a highlighted item.

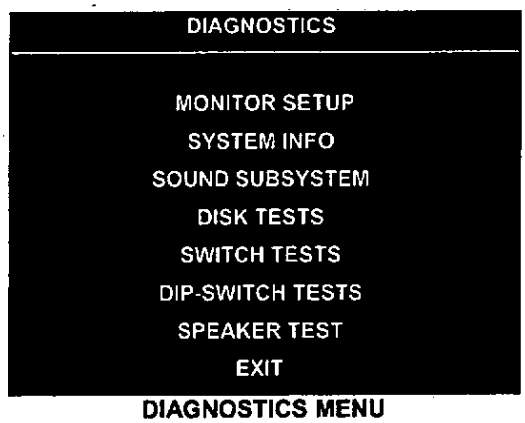
EXIT OPTIONS
To exit the NFL menus and simultaneously enter the NBA menus, choose NBA MAIN MENU. To return the game to play, highlight either EXIT TO NFL or EXIT TO NBA. Your choice determines the game that will boot. Next, press any button.

	**NOTICE:** This manual depicts some menus as having two pages. Your video game machine may present these same menus as one-pagers. Monitor resolution affects whether a menu has a second screen.

DIAGNOSTICS

Select DIAGNOSTICS at the Main Menu. Diagnostic tests allow you to verify the condition of the electrical and electronic hardware in the game.

Highlight a test with any player panel joystick. Select the option with any player panel button.

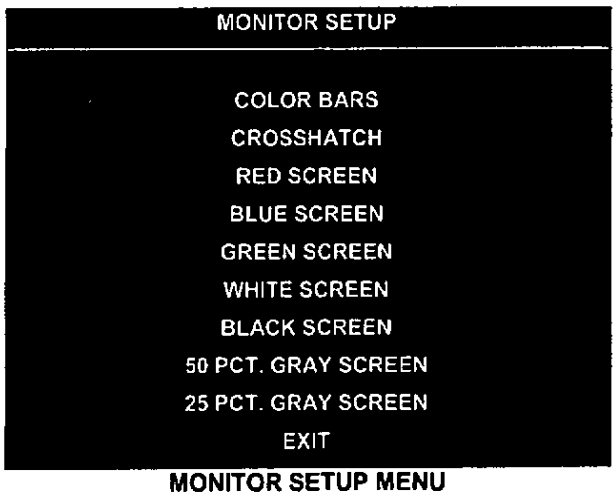


DIAGNOSTICS MENU

Diagnostic tests assist you in checking and adjusting the game's major systems. By running diagnostics, you can gain an insight into both system hardware and game software. Periodically running diagnostics is a crucial part of maintaining game performance and player satisfaction. Sometimes you can improve game performance by running a diagnostic test and making appropriate adjustments.

MONITOR SETUP
Select MONITOR SETUP at the Diagnostics Menu. The Monitor Patterns routine provides test screens to verify monitor performance or make adjustments.

Highlight an option with any player panel joystick. Select the option with any player panel button.



MONITOR SETUP MENU

Color Bars fills the screen with colored stripes. Use the color bars to help you to check or adjust monitor brightness and contrast. The color bars also expose defects in horizontal linearity. Each color bar consists of 32 intensity levels. On a properly adjusted monitor, the top 31 of these levels are visible. Each bar should appear sharp, clear and distinct from bars on either side. Incorrect adjustment can cause missing detail at the top or bottom of a bar. Bent bars indicate horizontal linearity flaws, such as pie crust, pincushion or barrel distortion. *(Correct color bar colors, left to right: Red, Green, Blue, Black, White, Cyan, Yellow, Violet.)* Set controls as follows: 1. Adjust BRIGHTNESS and CONTRAST to minimum. 2. Turn up BRIGHTNESS until the pixels in the black stripe begin to glow (turn dark gray). 3. Bring up the CONTRAST control until you can see 31 bars.

Crosshatch Patterns fill the screen with a grid and a series of dots. Crosshatch Patterns help you to check or adjust several monitor parameters: These include convergence, linearity, active viewing area and dynamic focus. The grid and the dots should be all white in color, with no fringes or parallel images. The lines should be straight and the dots round. For more detail on these adjustments, consult service literature from the monitor manufacturer.

Color Screen tests fill the screen with 100% of the chosen color at normal intensity. The Color Screen tests help you to check or adjust monitor intensity, black level, blanking and color purity. Each screen should be absolutely uniform from top to bottom and side to side. No retrace lines or noise should be visible. Color Screens may not hold their uniformity if the monitor degaussing circuit is defective.

White, Gray and Black Screens fill the screen with black, gray or white at various intensities. These monochrome screens help you to check or adjust monitor convergence, purity, contrast and intensity. These screens also simplify black level and color gun control settings. The screens should be uniform with no color tints or distortion. No retrace lines or noise should be visible.

If tests indicate a need for adjustment, use controls on the Monitor Remote Adjustment Board.

SYSTEM INFORMATION

Select SYSTEM INFO at the Diagnostics Menu. The System Information Menu provides the current version numbers of this game's herdware and software. Use these numbers to describe the system during parts replacement, service calls, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button.

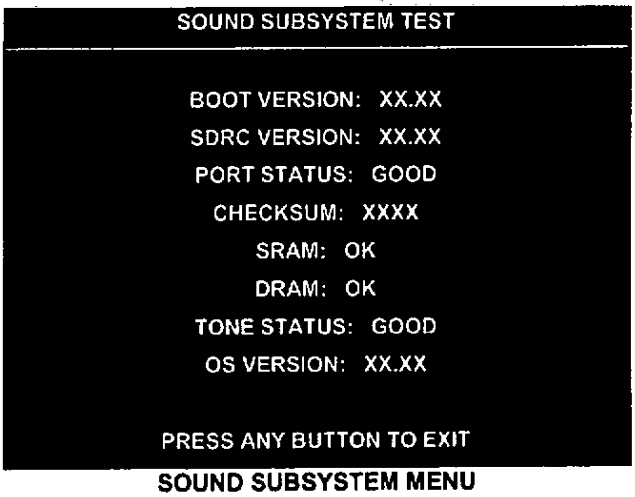


SYSTEM INFORMATION MENU

The System Information screen reports information, but doesn't permit you to make changes. The Title line identifies the manufacturer of this game and the electronic board set used in this product. The Serial Number, Game and Date of Manufacture identify the game name and production run.

SOUND SUBSYSTEM TEST
Select SOUND SUBSYSTEM at the Diagnostics Menu. Sound Subsystem Tests verify that audio components are connected and operate properly.

Highlight an option with any player panel joystick. Select the option with any player panel button.

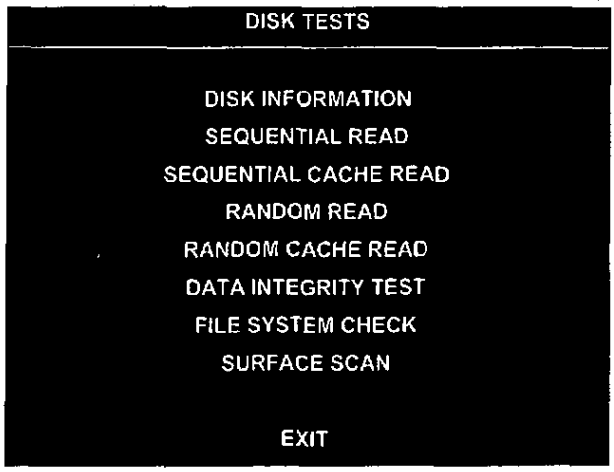


SOUND SUBSYSTEM MENU

Version, Status, Checksum and RAM Reports are diagnostic routines. These routines analyze the digital sound circuits and can detect sound memory problems. Test results appear as numbers or messages. Sounds may also accompany some tests. Reports other than GOOD or OK indicate a problem.

DISK TESTS
Select DISK TESTS at the Diagnostics Menu. Disk Tests allow you to verify proper operation of the hard disk drive assembly.

Highlight an option with any player panel joystick. Select the option with any player panel button.



DISK TESTS MENU

Disk Information. The Disk Information routine verifies the interface between the CPU Board Assembly and hard disk drive. The processor requests disk information. Data cannot be retrieved successfully if there is a problem.

Sequential Disk Read. This routine tries to access every bit of data in the order it is stored directly on the disk. The hard disk drive media may be defective if this routine cannot be completed successfully.

Sequential Cache Read. This routine tries to access every bit of data in the order it is stored in the temporary disk memory cache. If this test is not successful, the memory circuits may be faulty.

Random Disk Read. This routine tries to access every bit of data in no particular order directly from the disk. This test may detect problems with ability to position the drive heads accurately over the requested data.

Random Cache Read. This routine tries to access every bit of data in no particular order from the temporary disk memory cache. If the cache fails this test, memory circuits may contain a fault.

Data Integrity Test. This test analyzes the data on the disk drive. The test determines if corrupted data is on the disk. Bad data can cause the program to falter even though the hard disk operates correctly.

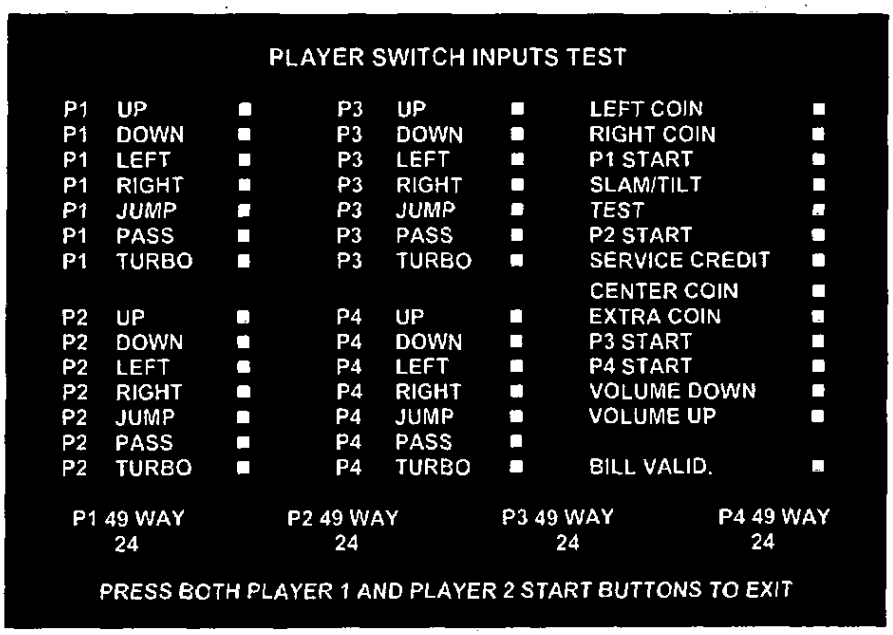
File System Check. This routine performs a file-by-file check of the data stored on the hard disk.

Surface Scan. The magnetic material on the disk can become damaged, causing data to be unreadable. This routine locates unusable areas on the disk and marks them for future reference.

SWITCH TESTS

Select SWITCH TESTS at the Diagnostics Menu. Switch Tests verify proper operation of the game's switches, including buttons and joystick switches.

Activate each switch, and the indicator on the menu changes state. Release the switch and the indicator returns to its previous, normally open or closed condition. You can test any combination of switches together. To exit the test, simultaneously press the middle two control buttons inside the coin door. The Switch Test Menu refers to these buttons as "volume buttons."



SWITCH TEST MENU

Switches appear on the menu as colored boxes. Red boxes indicate an open state. Green indicates closed. Any other color indicates a fault condition. A single indication on the menu should exactly duplicate a button or joystick change. You'll notice a unique number for a switch recognized by game electronics.

Use Switch Tests to locate crossed wires, intermittent conditions and stuck switches.



NOTICE: Some switches may not be used with this game. If you can't find one of the listed switches, check the wiring diagram.

DIP-SWITCH TESTS

Select DIP-SWITCH TESTS at the Diagnostics Menu. Two 8-position DIP switch banks reside on the SIO Board. DIP-Switch Tests allow you to check the position of the 16 switches in these banks. You can change the setting of any DIP switch without removing the circuit board cage.

The menu displays an illustration of each switch block and the current settings. You can change DIP-switch positions with power on. Set any switch, and then check the menu to verify that the new setting is enabled.

Refer to the charts for assistance in choosing switch positions. (* indicates factory defaults.) To exit the DIP-switch Test, press the left control button (inside the coin door).

Game-Selection Switch. Select *NBA Showtime* or *NFL Blitz* by flipping switch 8 at DIP bank U13. Then power down and up again. After you change the game play, you must change game artwork.

DIP Switch 1 (U13)		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coinage Control	DIP Switch CMOS	Off On*							
USA1 Ger1 Fr ECA1 UK1 USA2 Ger2 Fr ECA2 UK2 USA3 Ger3 Fr ECA3 UK3 USA4 Ger4 Fr ECA4 UK4 USA5 Ger5 Fr ECA5 UK5 USA9 Ger9 Fr ECA9 UK9 USA10 Ger10 Fr ECA10 UK ECA USA ECA / Ger ECA / Fr ECA8 Free Play (All Countries)			Off* On Off On Off On Off On On On	Off* Off On On Off On On On On On	Off* Off Off Off On On On On On On				
Country	USA France Germany UK**					Off* On Off On	Off* Off On On		
Game Selection	By player By Switch 8							Off* On	
Game at power up	NBA Showtime NFL Blitz								Off* On

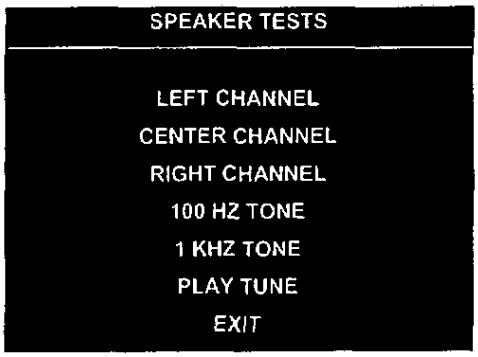
**Except Free Play, which is "on" for SW2 through SW6.

DIP Switch 2 (U12)		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Joystick Type	8-Way 49-Way	Off On*							
Monitor Resolution	Medium Res Low Res		Off* On						
Unused	-- --			Off On					
Unused	-- --				Off On				
Unused	-- --					Off On			
Player Panel Type	2-Player 4-Player						Off On*		
Power Up Test	Active Inactive							Off On*	
Operating Mode	Game Mode Test Mode								Off* On

SPEAKER TEST

Select SPEAKER TEST at the Diagnostics Menu. The Speaker Test provides audio signals to test the loudspeakers.

Use tests on the Speaker Test menu to verify operation of audio system components. Highlight an option with any player panel joystick. Select the option with any player panel button.



SPEAKER TEST MENU

Channel and Tone Tests. The channel subtests employ voice announcements to verify speaker locations. Use the 100 Hz tone to check the speakers' bass response. Small speakers with weak magnets or poor baffles may cause poor bass response.

Play Tune repeats a series of game sounds. Use PLAY TUNE to check speaker operation and fidelity. If your game has stereo speakers, run PLAY TUNE and test speaker phasing. Muddy, weak or distorted sound during this test may indicate crossed wires or out-of-phase speaker connections. Missing sounds may indicate audio cabling errors.



NOTICE: Check the volume setting before testing. To test the speakers thoroughly, increase the volume level. Before returning to Game-Over Mode, reset the volume level to its original setting.

AUDITS

Select AUDITS at the Main Menu. The Audits menus permit you to review game play statistics. Additional menus give detailed reports for each player position on game starts, ends, cabinet abuse, fault conditions, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button. The menu displays a list of the statistics available to you. Select an item to view the detailed report.



AUDITS MENU

Data in the Audits menus helps you to keep records of the game's popularity and earning potential. Use the highlight bar to select the desired subject on the Audits Menu. Each entry on the Audits Menu is the subject for an entire menu of bookkeeping information. On these menus, you can track favorite teams, frequently used offensive and defensive plays, etc.

Some audits menus also include histograms. Histogram menus allow graphical analysis of statistics. This permits visual comparisons between games. Histograms have no bar graphs until the system acquires enough data to plot.

Examine and record all game audit values before performing game service or repairs.

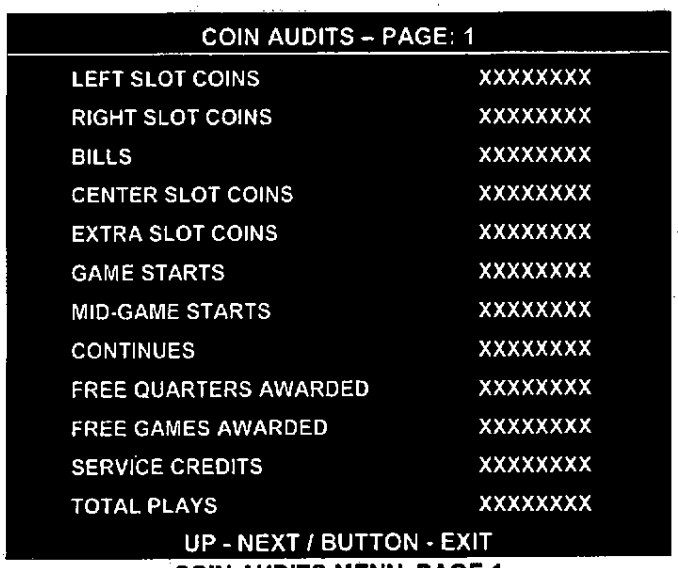


NOTICE: Be careful when clearing audit information. Once you clear data, you can't restore it.

COIN AUDITS

Select COIN AUDITS at the Audits Menu. The Coin Audits menu permits you to assess the currency collection. This report menu presents revenue quantities and other important game statistics. Coin Audits is a read-only menu.

To exit, press any player panel button.

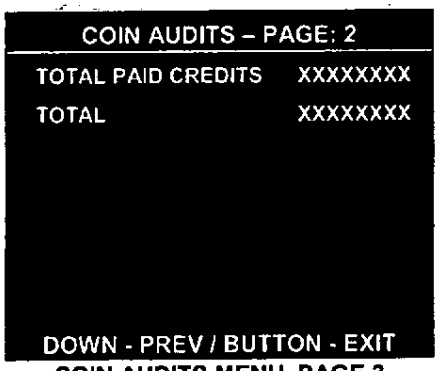


COIN AUDITS MENU, PAGE 1

The Coin Audits menu reports total quantities of coins, bills or credits collected by each active device. The menu doesn't calculate the value of the collected currency.

This menu reports information, but doesn't permit you to make changes. To reset the coin, bill and credit counters to zero, use the Clear Audits menu.

We recommend that you examine and record audit information before you make changes. Once you've cleared the counters, you can't retrieve the previous data from the system.

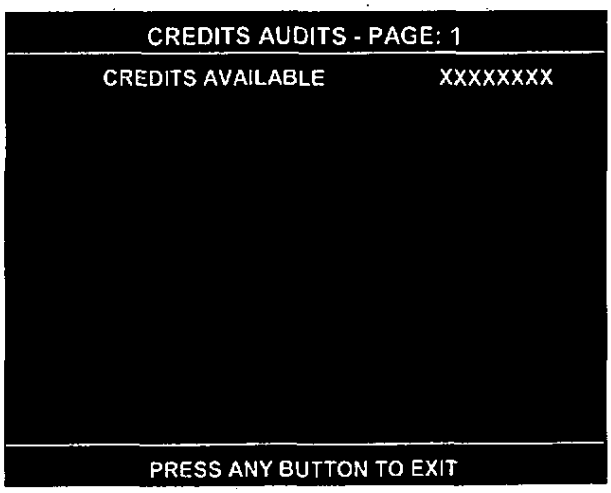


COIN AUDITS MENU, PAGE 2

CREDITS AUDITS

Select CREDITS AUDITS at the Audits Menu. The Credits Audits menu permits you to assess the currency collection. This report menu presents revenue quantities and other important game statistics. Credits Audits is a read-only menu.

To exit, press any player panel button.

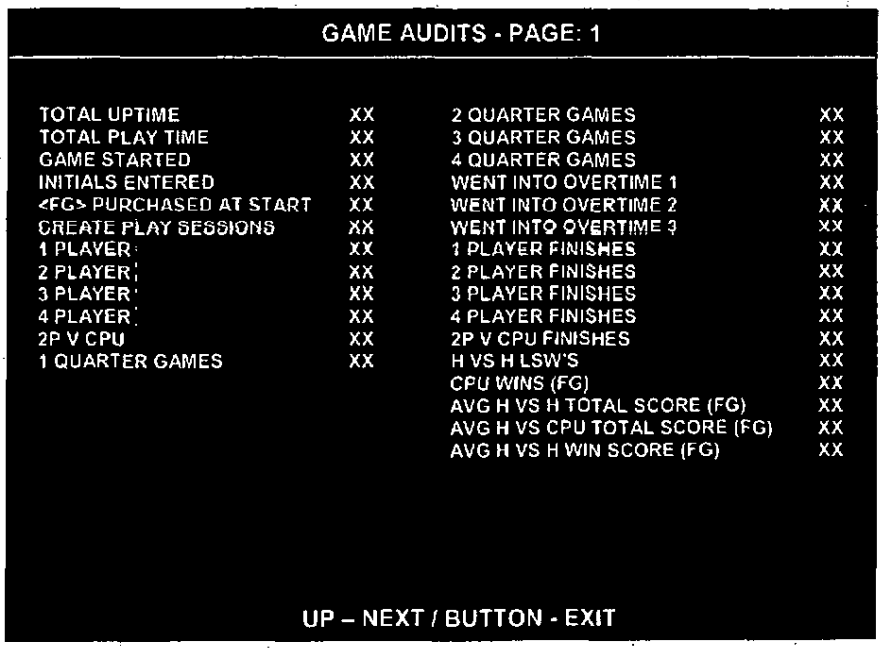


CREDITS AUDITS MENU

GAME AUDITS

Select GAME AUDITS at the Audits Menu. The Game Audits menus permit you to review the game play statistics. Game Audits is a read-only menu.

To exit, press any player panel button.

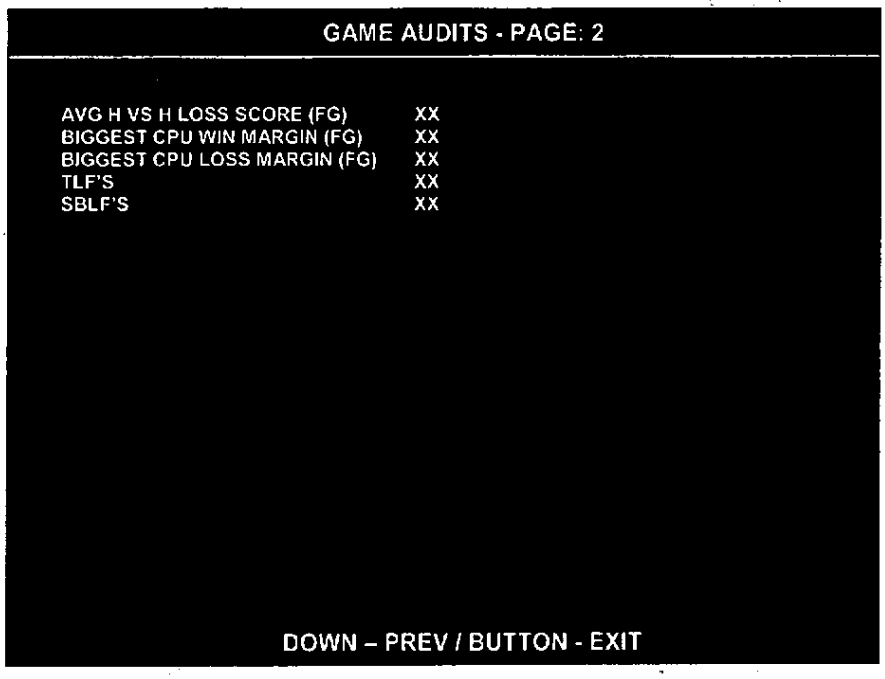


GAME AUDITS MENU, PAGE 1

The Game Audits menu reports information, but doesn't permit you to make changes. Examine and record information at GAME AUDITS before deleting data at the Clear Audits Menu. Once you've cleared the counters, you can't retrieve the previous data from the system.

GAME AUDIT MENU TERMS

TERM	DEFINITION	TERM	DEFINITION
AVG	Average	**LSW**	Your game computer's internal record-keeping counters
CPU	Central Processing Unit: The game computer	**Machine Power-On**	Number of power cycles (game turn-ons)
<FG>, (FG)	Full Game	**OT**	Overtime
H VS CPU	Human versus CPU: Competition that pits players against the game computer	**P V**	Player versus...
H VS H	Human versus human: Competition between human players	**Total Uptime**	Overall on-time for the game computer
		2PV	Two players versus...



GAME AUDITS MENU, PAGE 2

TEAM STATS

Select TEAM STATS at the Audits Menu. Team Stats details the number of games played by each team in the league. Team Stats is a read-only menu.

To exit, press any player panel button.

TEAM STATS – PAGE: 1

ARIZONA CARDINALS	0	MINNESOTA VIKINGS	0
ATLANTA FALCONS	0	NEW ENGLAND PATRIOTS	0
BALTIMORE RAVENS	0	NEW ORLEANS SAINTS	0
BUFFALO BILLS	0	NEW YORK GIANTS	0
CAROLINA PANTHERS	0	NEW YORK JETS	0
CHICAGO BEARS	0	OAKLAND RAIDERS	0
CINCINNATI BENGALS	0	PHILADELPHIA EAGLES	0
CLEVELAND BROWNS	0	PITTSBURCH STEELERS	0
DALLAS COWBOYS	0	SAN DIEGO CHARGERS	0
DENVER BRONCOS	0	SAN FRANCISCO	0
DETROIT LIONS	0	SEATTLE SEAHAWKS	0
GREEN BAY PACKERS	0	ST. LOUIS RAMS	0
INDIANAPOLIS COLTS	0	TAMPA BAY BUCS	0
JACKSONVILLE JAGUARS	0	TENNESSEE TITANS	0
KANSAS CITY CHIEFS	0	WASHINGTON REDSKINS	0
MIAMI DOLPHINS	0		

PRESS ANY BUTTON TO EXIT

TEAM STATS MENU

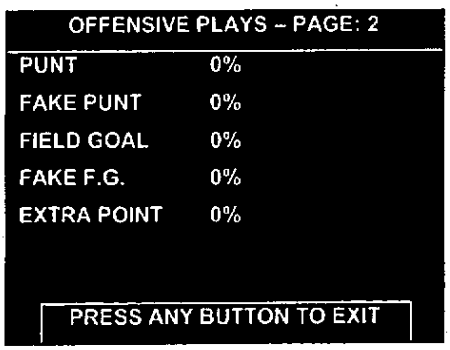
OFFENSIVE PLAYS

Select OFFENSIVE PLAYS at the Audits Menu. Offensive Plays accounts for each play type as a percentage of all offensive plays. Offensive Plays is a read-only menu.

To exit, press any player panel button.



OFFENSIVE PLAYS MENU, PAGE 1

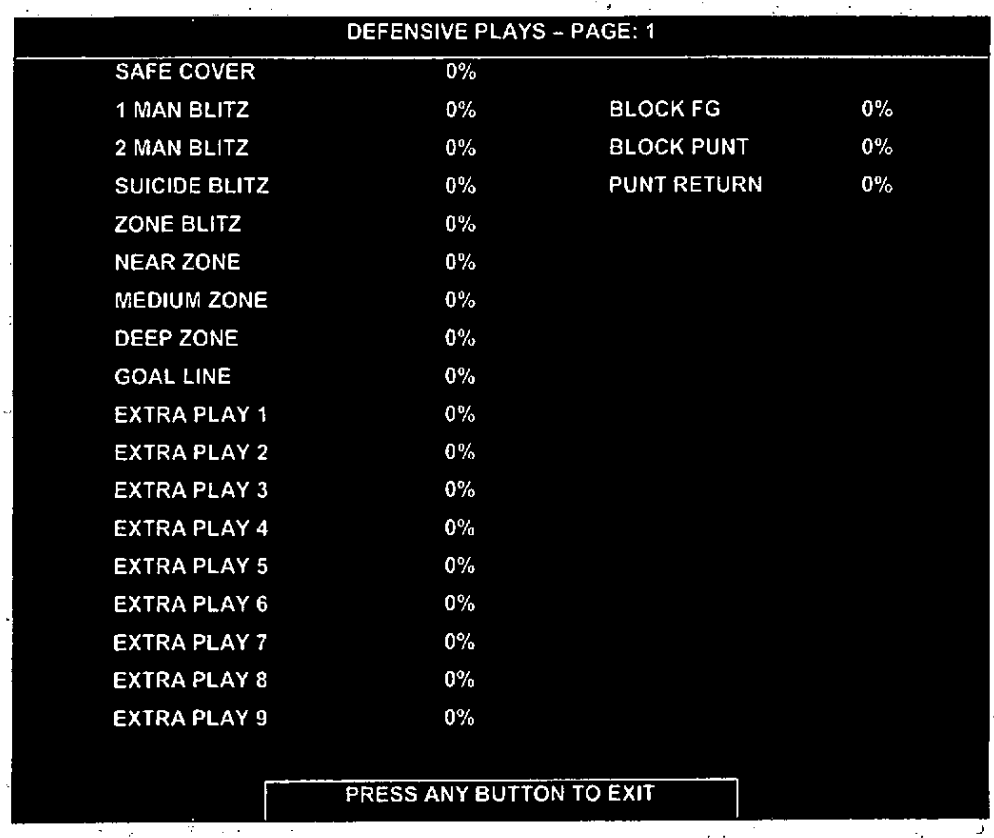


OFFENSIVE PLAYS MENU, PAGE 2

DEFENSIVE PLAYS

Select DEFENSIVE PLAYS at the Audits Menu. Defensive Plays accounts for each play type as a percentage of all defensive plays. Defensive Plays is a read-only menu.

To exit, press any player panel button.



DEFENSIVE PLAYS MENU

Main Menu *(continued)*
Audits Menu *(continued)*
Exception Dump Menu

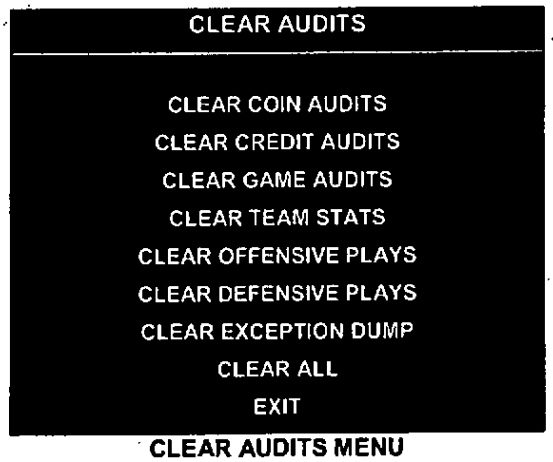
EXCEPTION DUMP
Select EXCEPTION DUMP at the Audits Menu. Game programmers use the Exception Dump Menu to view register contents during program development. This menu has no field purpose. Exception Dump is a read-only menu.

To exit, press any player panel button.

Main Menu *(continued)*
Audits Menu *(continued)*
Clear Audits Menu

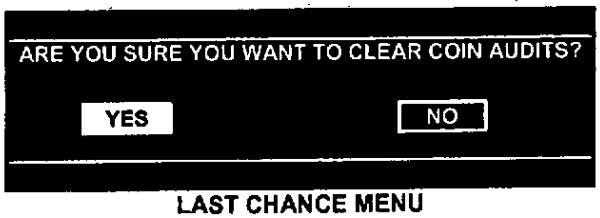
CLEAR AUDITS
Select CLEAR AUDITS at the Audits Menu. The Clear Audits menu allows you to clear individual memory counters or to reset them all at once.

Highlight an option with any player panel joystick. Select the option with any player panel button.



CLEAR AUDITS MENU

You can reset any audit menu from the Clear Audits Menu. Choose an item and zero its counter. CLEAR ALL simultaneously changes all audit categories to factory default values. After you've selected an item, the system gives you the opportunity to escape this change. For example:



LAST CHANCE MENU

After you've selected and verified a clear function, the values reset. The system can't restore the previous values. Examine and record utility values before you make changes.

ADJUSTMENTS

Select ADJUSTMENTS at the Main Menu. The Adjustments menus permit you to change game characteristics. Use these menus to optimize game performance and earnings.

Highlight an option with any player panel joystick. Select the option with any player panel button.



ADJUSTMENTS MENU

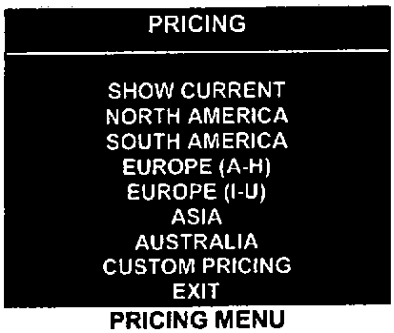
PRICING

Select PRICING at the Adjustments Menu. The Pricing menus allow you to view current settings or change the cost of games. Custom pricing allows you to select the number of coins or credits required for each game. The game restores factory default values if you exchange the CPU Board or if the backup battery fails.

Highlight an option with any player panel joystick. Select the option with any player panel button.

You may reset options to factory defaults or change an option after viewing it. We recommend examining and recording pricing options before making chenges.

You may save several custom prices and then choose between them as needed. On-screen instructions guide you through the process of creating custom price settings.



PRICING MENU

An additional box appears on screen to explain the available functions as you select each item.

STANDARD PRICING TABLE

NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
ANTILLES	2	2	1/25¢, 4/1G	.25¢	1G			
AUSTRALIA 1	2	2	1/3X20¢, 2/$1.00	.20¢	$1.00			
AUSTRALIA 2	1	1	1/5X20¢, 1/$1.00	.20¢	$1.00			
AUSTRIA 1	2	2	1/5Sch, 2/10Sch	5 Sch	10 Sch			
AUSTRIA 2	2	2	1/2X5Sch, 3/2X10Sch	5 Sch	10 Sch			
BELGIUM 1	2	2	1/20BF	20BF	20BF			
BELGIUM 2	2	2	3/20BF	20BF	20BF			
BELGIUM 3	2	2	2/20BF	20BF	20BF			
BELGIUM ECA	2	2	1/20BF	50BF	20BF	5BF		
CANADA 1	2	2	1 / 2 x 25¢, 3 / $1	25¢	25¢			
CANADA 2	2	2	1 / 2 x 25¢, 3 / $1	25¢	$1.00			
CANADA 3	2	2	3 / $1.00, 6 / $2.00	$1.00	$2.00			
CANADA ECA	2	2	1 / 2 x 25¢, 3 / $1	25¢		$1.00	$2.00	
DENMARK	2	2	3/5DKr, 7/10DKr	5DKr	10DKr			
FINLAND	2	2	1/1Fmk	1Fmk	5Fmk			
FRANCE 1	2	2	2/5Fr, 5/10Fr	5Fr	10Fr			
FRANCE 2	2	1	2/5Fr, 4/10Fr	5Fr	10Fr			
FRANCE 3	2	1	1/5Fr, 3/10Fr	5Fr	10Fr			
FRANCE 4	2	1	1/5Fr, 2/10Fr	5Fr	10Fr			
FRANCE 5	2	1	2/5Fr, 5/10Fr, 11/2 X 10Fr	5Fr	10Fr			
FRANCE 6	2	1	2/5Fr, 4/10Fr, 8/2 X 10Fr	5Fr	10Fr			
FRANCE 7	2	1	1/5Fr, 3/10Fr, 7/2 X 10Fr	5Fr	10Fr			
FRANCE 8	2	1	1/5Fr, 2/10Fr, 5/2 X 10Fr	5Fr	10Fr			
FRANCE 9	2	1	1/3 X 1Fr, 2/5Fr	1Fr	5Fr			
FRANCE 10	2	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr			
FRANCE 11	2	1	1/3 X 1Fr, 2/5Fr, 5/2 X 5Fr	1Fr	5Fr			
FRANCE 12	2	1	1/2 X 1Fr, 3/5Fr, 7/2 X 5Fr	1Fr	5Fr			
FRANCE ECA 1	1	1	2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 2	1	1	2/5Fr, 4/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 3	1	1	1/5Fr, 3/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 4	1	1	1/5Fr, 2/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 5	1	1	2/5Fr, 5/10Fr, 11/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 6	1	1	2/5Fr, 4/10Fr, 8/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 7	1	1	1/5Fr, 3/10Fr, 7/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 8	1	1	1/5Fr, 2/10Fr, 5/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 9	1	1	1/3 X 1Fr, 2/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 10	1	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 11	1	1	1/3 X 1Fr, 2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 12	1	1	1/2 X 1Fr, 3/5Fr, 7/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 13	1	1	1/10Fr, 2/20Fr, 4/30Fr	1Fr	5Fr	10Fr	20Fr	
FREE PLAY	--	--	--	None	None	None	None	None
GERMANY 1	2	2	1/1DM, 6/5DM	1DM	5DM			
GERMANY 2	2	1	1/1DM, 7/5DM	1DM	5DM			
GERMANY 3	2	1	1/1DM, 8/5DM	1DM	5DM			
GERMANY 4	2	1	1/1DM, 5/5DM	1DM	5DM			
GERMANY 5	2	1	1/1DM, 6/5DM	1DM	5DM			
GERMANY ECA 1	2	2	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
GERMANY ECA 2	2	1	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
GERMANY ECA 3	1	1	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
HUNGARY	2	2	1/2X10Ft, 3/2X20Ft	10Ft	20Ft			
ITALY	2	2	1/500Llt	500Llt	500Llt			
JAPAN 1	2	2	1/100Yen	100	100			
JAPAN 2	2	2	2/100Yen	100	100			
JAPAN 3	1	1	1/100Yen	100	100			
JAPAN 4	1	1	2/100Yen	100	100			
JAPAN 5	1	1	4/100Yen	100	100			
JAPAN 6	1	1	1/2X100Yen	100	100			
NETHERLANDS	2	2	1/1HFl, 3/2.5HFl	1HFl	2.5HFl			
NEW ZEALAND 1	1	1	1/$1	$1	$2			
NEW ZEALAND 2	1	1	2/$1	$1	$2			
NORWAY	2	2	3/5NKr, 6/10NKr	5NKr	10NKr			
SPAIN 1	2	2	1/100Pta, 6/500Pta	100Pta	500Pta			
SPAIN 2	2	2	1/100Pta, 5/500Pta	100Pta	500Pta			
SWEDEN	2	2	1/3X1SKr, 2/5SKr	1SKr	5SKr			
SWITZERLAND 1	2	2	1/1SFr, 6/5SFr	1SFr	5SFr			
SWITZERLAND 2	2	2	1/1SFr, 7/5SFr	1SFr	5SFr			
SWITZERLAND 3	2	2	1/1SFr, 8/5SFr	1SFr	5SFr			

(Table continues on next page)

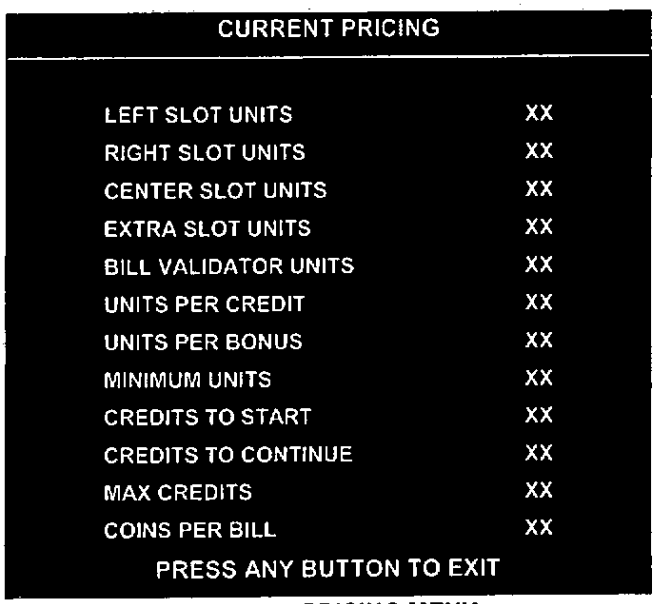
STANDARD PRICING TABLE, *continued*

NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
UK ECA 1	1	1	1/50p, 3/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 2	1	1	1/50p, 2/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 3	1	1	1/30p, 2/50p, 5/£1.00	£1.00	50p	20p	10p	£2.00
UK 4	1	1	1/50p, 3/£1.00	£1.00	50p			
UK 5	1	1	1/50p, 2/£1.00	£1.00	50p			
UK ECA 6	1	1	1/30p, 2/50p, 4/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 7	1	1	3/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 8	1	1	1/50p, 2/£1.00, 4/£2.00	£1.00	50p	20p	10p	£2.00
USA1	2	2	1/25¢	25¢	25¢			$1.00
USA2	2	1	1/25¢	25¢	25¢			$1.00
USA3	1	1	1/25¢	25¢	25¢			$1.00
USA4	1	1	1/50¢, 3/$1.00	25¢	25¢			$1.00
USA5	2	1	1/50¢, 4/$1.00	25¢	25¢			$1.00
USA6	1	1	1/50¢	25¢	25¢			$1.00
USA7	1	1	1/50¢, 3/$1.00	25¢	25¢			$1.00
USA8	2	2	1/50¢, 4/$1.00	25¢	25¢			$1.00
USA9	3	2	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA10	3	3	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA11	4	2	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA12	4	3	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA13	4	4	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA ECA	3	3	1/25¢, 4/$1.00	$1.00	25¢	10¢	05¢	$1.00

Main Menu *(continued)*
Adjustments Menu *(continued)*
Pricing Menu *(continued)*
Current Pricing Menu

Current Pricing
Select SHOW CURRENT at the Pricing Menu. The Current Pricing Menu is a read-only menu. Use it to check pricing parameters for the pricing table your game is using. To select a new pricing table, return to the Pricing Menu. To invent your own pricing table, select Custom Pricing on the Pricing Menu.

Press any START button to exit from the menu.



CURRENT PRICING MENU

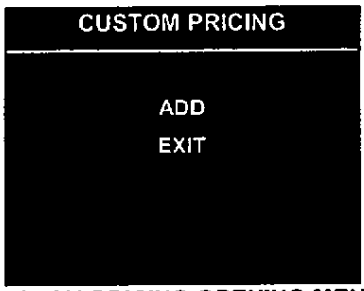
The following table clarifies Pricing Menu terms...

MENU TERM	DISCUSSION
Slot Units; Bill Validator (DBV) Units	Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism or bill acceptor. For instance, if a quarter buys 1 unit, then $1 buys 4 units. *(See Coins per Bill.)* You insert a coin into a 1-unit coin acceptor. The system, due to its programming, knows that your coin is worth one unit.
Units per Credit	How many units equal one credit. (Units buy credit, the price of one game.)
Units per Bonus	Units awarded when a player earns a bonus.
Minimum Units	Until this many units accumulate, the system awards no credits.
Credits to Start	Number of games a player must purchase to begin play.
Credits to Continue	Number of games a player must purchase to resume play.
Max Credits	Limits the number of credits that the game will accept.
Coins per Bill	How many coins one bill is worth.

Main Menu *(continued)*
Adjustments Menu *(continued)*
Pricing Menu *(continued)*
Custom Pricing Menu

Custom Pricing
Select CUSTOM PRICING at the Pricing Menu. The Custom Pricing Menu permits you to program and use your own pricing table. You can save several pricing schemes and chose between them as desired.

Highlight an option with any player panel joystick. Change the option with any player panel button. Press any START button to save your pricing table and exit from the menu.



CUSTOM PRICING OPENING MENU

Add allows you to write a new custom pricing scheme. If you choose ADD, the system directs you to...
[ ] 1. Name your scheme.
[ ] 2. Program pricing information.
[ ] 3. Select the coin denomination for your scheme.
[ ] 4. Retain or alter the pricing screen message. (Later, check it in Game Mode by pressing START.)
[ ] 5. Save your pricing scheme.
[ ] 6. Use your pricing scheme by selecting it.

Delete permits you to eliminate a single custom pricing scheme.

Edit lets you modify a stored custom pricing scheme.

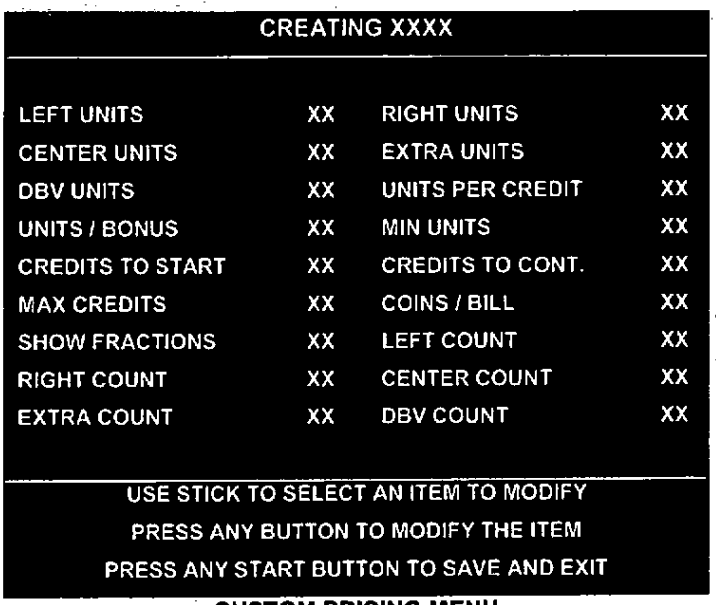
Delete, when enabled, clears all custom pricing schemes.

Select enables you to choose which custom pricing scheme is the active one.

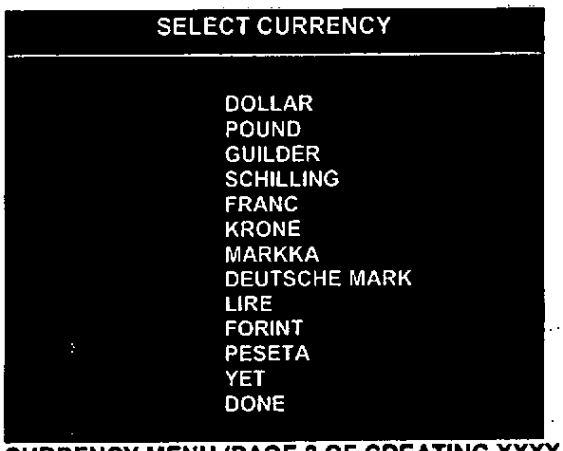
Creating Pricing Scheme

After you name your custom pricing scheme, you encounter the Creating Pricing Scheme Menu. This menu is where you program the pricing scheme. You can save several pricing schemes and choose between them as desired.

Highlight an option with any player panel joystick. Select Change Mode with any player panel button. Use a joystick to change the option. Save your setting by pressing any player panel button. Press any START button to exit from the menu. Exiting invokes the Select Currency Menu. Use this menu to choose the coin denomination that players will use. Exit by choosing DONE.



CUSTOM PRICING MENU



SELECT CURRENCY MENU (PAGE 2 OF CREATING XXXX MENU)

The Custom Pricing Menu employs the same terms that appear on the Current Pricing Table. See the table below for definitions of these terms.

PRICING MENU TERMS

MENU TERM	DISCUSSION
Slot Units; Bill Validator (DBV) Units	Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism or bill acceptor. For instance, if a quarter buys 1 unit, then $1 buys 4 units. *(See Coins per Bill.)* You insert a coin into a 1-unit coin acceptor. The system, due to its programming, knows that your coin is worth one unit.
Units per Credit	How many units equal one credit. (Units buy credit, the price of one game.)
Units per Bonus	Units awarded when a player earns a bonus.
Minimum Units	Until this many units accumulate, the system awards no credits.
Credits to Start	Number of games a player must purchase to begin play.
Credits to Continue	Number of games a player must purchase to resume play.
Max Credits	Limits the number of credits that the game will accept.
Coins per Bill	How many coins one bill is worth.

BASIC CUSTOM PRICING. Custom pricing creates an imaginary currency exchange. In this currency exchange, the coins of the realm are "units." Think of units as a type of cyber-currency, useful only within the game software. By inserting coins, you purchase units.

Since units are only negotiable within game software, the system stores your units for you. When the system receives enough units, it buys a game for you. The price of a game is one "credit." You can think of credits as a second form of cyber-currency.

Even though you've now bought one game, you may not be able to begin playing. In many pricing schemes, you must buy two or more credits to begin play. The idea here is something like a minimum order of goods at a store. That is, the operator can "shrink-wrap" two or more games in a package. You can't play unless you buy the entire package.

•1 / 25¢ COIN; 1 CREDIT TO START. In a simple, quarter pricing scheme, the player inserts one coin to buy one unit. The system exchanges that unit for one credit. If CREDITS TO START contains the value one, then play commences. A dollar bill buys four units.

Left Slot Units	Validator Units	Units / Credit	Credits to Start	Coins / Bill
1	4	1	1	4

•1 / 3 X 25¢; 2 CREDITS TO START. Again, assuming quarter slots, here's one way to implement 75¢ pricing... In this scheme, each coin that the player inserts buys one unit. The system exchanges three units for one credit. CREDITS TO START contains the value two. To play, the player must pay for two credits. In this scheme, a dollar buys four units.

Left Slot Units	Validator Units	Units / Credit	Credits to Start	Coins / Bill
1	4	3	2	4

•2 / 1 COIN; 6 CREDITS TO START. Now let's consider a more unusual pricing scheme. Here, the player can buy two units with one coin. The system exchanges each of these units for one credit. Notice that CREDITS TO START contains the value six. To play, the player must insert two more coins to pay for six credits. Also notice that if the player pays with a bill, the system throws in an extra unit.

Left Slot Units	Validator Units	Units / Credit	Credits to Start	Coins / Bill
2	9	1	6	4

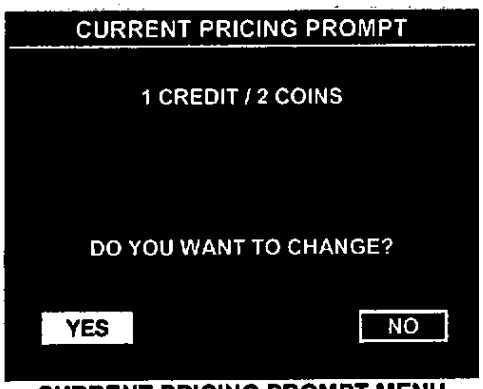
Pricing Prompt

After you exit the Select Currency Menu, you encounter the Current Pricing Prompt Menu. The Current Pricing Prompt Menu allows you to enter a brief pricing or advertising message. The video game machine displays your message during the Attract Mode.

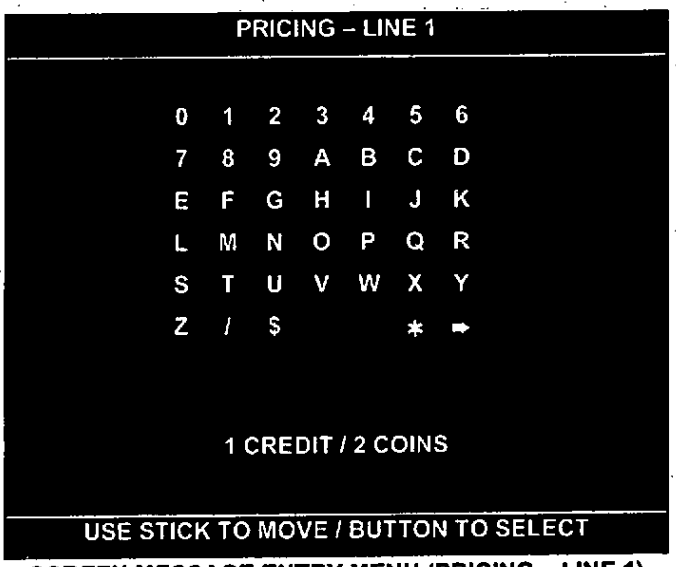
Select YES at the menu's first page. The Screen Message Entry Menu opens. You may enter up to three lines of text. Each line may include up to 32 alphanumeric characters. Here's an example message...

1 CREDIT / 2 COINS
EAT AT JOE'S

Highlight a letter with any player panel joystick. Select the letter with any player panel button. Delete the rightmost character of the default message by selecting the on-screen asterisk (*). Watch the bottom of the screen to see your message line develop. Save the entire line and proceed to the second line by selecting the arrow (>).



CURRENT PRICING PROMPT MENU



SCREEN MESSAGE ENTRY MENU (PRICING – LINE 1)

After you complete your message, you may edit it by reentering the Screen Message Entry Menu. To reenter the menu, choose EDIT from the Custom Pricing Menu.

Main Menu *(continued)*
Adjustments Menu *(continued)*
Pricing Menu *(continued)*
Custom Pricing Menu *(continued)*
Save Pricing Scheme

Save Pricing Scheme
Exiting from the Screen Message Entry Menu invokes the Save Pricing Scheme Menu. The Save Pricing Scheme Menu allows you to save your pricing scheme.

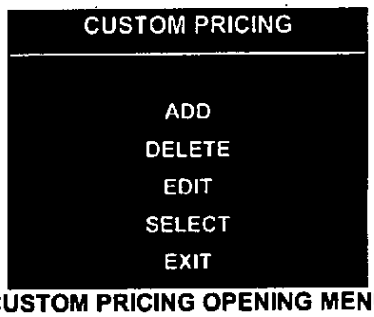
Highlight an option with any player panel joystick. Select YES to save, or NO to delete your pricing scheme.



SAVE PRICING SCHEME MENU

To use the new pricing scheme, you must now select it. The program returns you to the Custom Pricing Menu. You'll notice a few more entries on the menu. Besides ADD and EXIT, you'll see that you can now EDIT or SELECT a pricing scheme.

Highlight SELECT with any player panel joystick. To use your pricing scheme, press any player panel button. The program acknowledges your pricing scheme choice and returns you to Custom Pricing Menu. Choose EXIT to return to the Pricing Menu.



CUSTOM PRICING OPENING MENU

Main Menu *(continued)*
Adjustments Menu *(continued)*
Free Play Menu

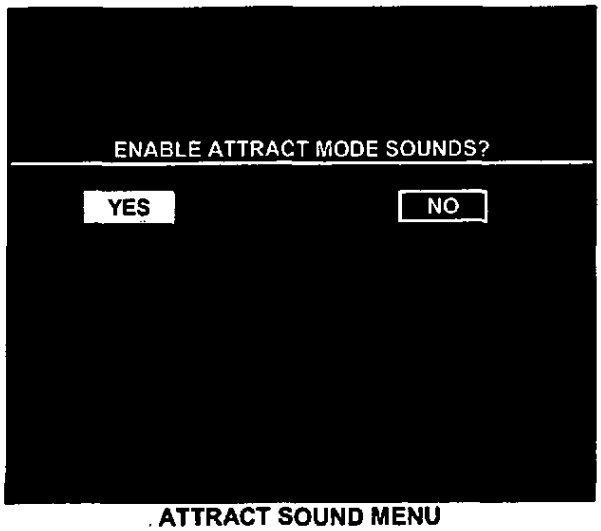
Free Play
Select FREE PLAY at the Adjustments Menu. Free play is a useful feature for promotions and long-term testing under play conditions. Enable free play to allow players to play the game without inserting currency. Disable free play to sell games.

Highlight an option with any player panel joystick. Select the option with any player panel button.

Main Menu *(continued)*
Adjustments Menu *(continued)*
Attract Sound Menu

Attract Sound
Select ATTRACT SOUND at the Adjustments Menu. The Attract Mode operates between games. It attempts to lure prospective players into trying your game. Attract Mode sound may not be appropriate for some locations. The Attract Sound Menu allows you to enable or disable the Attract Mode sound feature. You can turn Attract Mode sound on or off without changing the game volume level.

Highlight an option with any player panel joystick. Select the option with any player panel button.



ATTRACT SOUND MENU

NOTICE: After you enable Attract Mode sound, you can adjust the Attract Mode volume level. See the Main Menu.

ADDITIONAL ADJUSTMENTS
Select ADDITIONAL ADJUSTMENTS at the Adjustments Menu. Additional Adjustments menu items allow you to set the game to match player requirements. These adjustments affect speed, challenge, rewards, etc. that determine player enjoyment.

Highlight an option with any player panel joystick. Select the option with any player panel button.



ADDITIONAL ADJUSTMENTS MENU

Game Difficulty allows you to alter the challenge that a game poses to players. Choose the level that most closely matches the players' skills.

Discount Price / Credits adjusts the quantity of buy-in points to encourage multiple game purchases.

Clock Speed alters how much game time that a player can purchase for one credit. Choose one of these settings: Extra slow, slow, medium, fast or extra fast.

Free Games and Free Quarters. Use these features to provide incentives to good players.

Violence. You can remove violence from the game without affecting other game play characteristics.

Bad Language. You can remove rough language without affecting other game play characteristics.

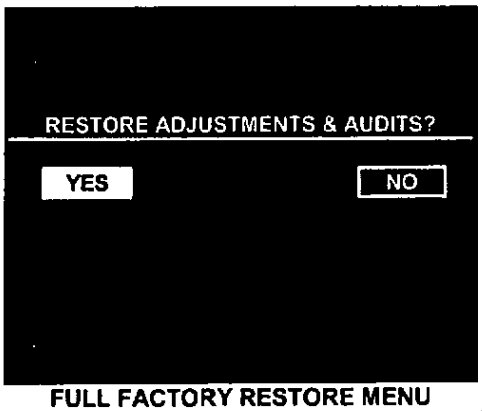
Clear Player Records allows you to delete stored game play data.

Tournament Mode, when enabled, adapts your game's scoring for tournament-style play.

Attract Movie Sound, when enabled, allows Attract Mode movie sound with Attract Mode sound off. The Attract Mode movie is only one component of the Attract Mode graphics.

FULL FACTORY RESTORE
Select FULL FACTORY RESTORE at the Adjustments Menu. The Full Factory Restore menu allows you to clear all memory counters at once.

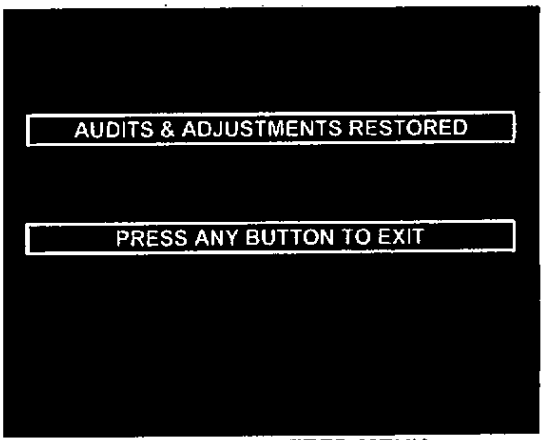
Highlight an option with any player panel joystick. Select the option with any player panel button.



FULL FACTORY RESTORE MENU

NOTICE: Examine and record audit information before you make changes. Once you've cleared the counters, you can't retrieve previous data from the system.

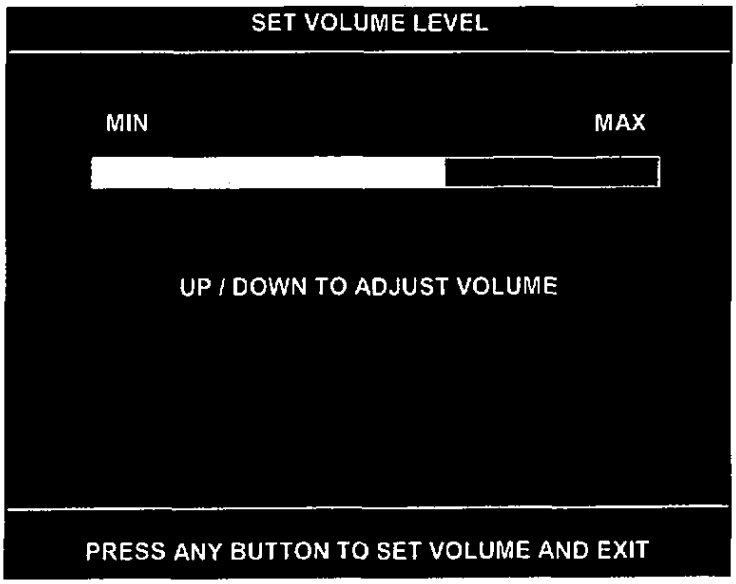
Examine and record utility values before you make changes. If you choose YES, the system restores all adjustments and audits to factory default values. This change isn't reversible. The system can't restore the previous values. With the settings restored, the system displays the Reset Complete Menu.



RESET COMPLETED MENU

SET VOLUME LEVEL
Select VOLUME LEVEL at the Main Menu. The Set Volume Level Menu appears, and music plays continuously.

Raise or lower the game's sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button.



SET VOLUME LEVEL MENU

Loud games attract more player interest than games with low-level sound.

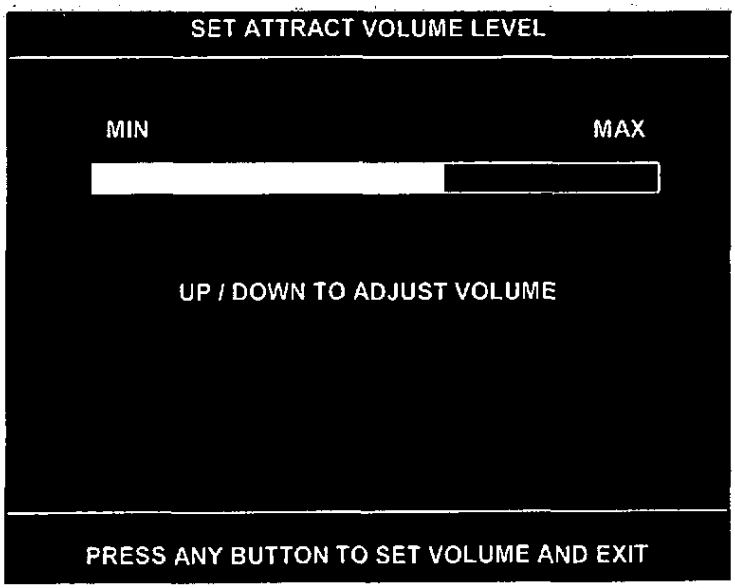
You can turn Attract Mode sound on or off without changing the game volume level. (See *Adjustments.)*

	**NOTICE:** Sound level adjustments affect the volume of tests as well as of game play. If you set volume levels to minimum (zero), the speakers are silent during audio tests. We recommend setting volume levels to a moderately high value whenever you perform sound tests. After you complete tests, you may return sound levels to previous settings.
	**NOTICE:** You can also change the volume level during Game Mode. Press VOLUME UP or VOLUME DOWN as necessary until you achieve the desired volume. These buttons are inside the coin door.

SET ATTRACT VOLUME LEVEL

Select ATTRACT VOLUME LEVEL at the Main Menu. You must enable Attract Mode sound before setting the Attract Mode volume level. (You can enable Attract Sound from the Adjustments Menu.)

When you display the Set Attract Volume Level Menu, music plays continuously. Raise or lower the game's Attract Mode sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button. Your setting won't affect the game play sound level.



SET ATTRACT VOLUME LEVEL MENU

A loud Attract Mode encourages player interest. You can turn Attract Mode sound on or off without changing the game volume level. (See *Adjustments.)*

UTILITIES

Select UTILITIES at the Main Menu. Utilities Menu items allow you to clear bookkeeping totals. From the Utilities Menu, you can also restore game adjustments to factory settings.

Highlight an option with any player panel joystick. Select the option with any player panel button.



UTILITIES MENU

Dump Audits allows you to send data to the game computer's serial port. You can connect a serial printer to make a paper record of your audit data.

Clear Credits opens a menu that allows you to zero the game's credit data. Examine and record audit information before you make changes.

Clear Audits opens a menu that allows you to zero the game's audit data.

Reset High Scores permits you to delete player names and scores that appear in the Attract Mode. This feature may be useful if players insert inappropriate language into the high score table.

Default Adjustments opens a menu that allows you to reset game adjustments to factory settings.

Full Factory Restore allows you to reset game adjustments and audits to factory settings.



NOTICE: Be careful when clearing audit information. Once you clear data, you can't restore it.

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER FOUR

DIAGNOSTIC, AUDIT & ADJUSTMENT MENU SYSTEM
FOR *NBA SHOWTIME* GAMES

	**NOTICE:** Information in this manual is subject to change without notice. Midway reserves the right to make improvements in equipment as progress in engineering warrants.
	**NOTICE: GAME-SELECTION SWITCH.** Select *NBA Showtime* or *NFL Blitz* by flipping switch 8 at DIP bank U13. Then power down and up again. After you change the game play, you must change game artwork.

MENU SYSTEM

WHAT IS THE MENU SYSTEM?

The game's Menu System is a series of auditing, game adjustment and diagnostic screens. We call these screens *menus*, because they present options in menu-like lists. You can easily access and apply menus to optimize game performance. For instance...

- Use game audits menus to assess game performance.
- Use adjustment menus to help you to customize game performance. For instance, you can restore factory default game settings. You can also calibrate player controls for accuracy.
- Use diagnostic menus to verify proper equipment operation.

ACTIVATING THE MENU SYSTEM

Open the coin door. Find the TEST MODE switch inside. Press TEST MODE to invoke the Menu System. The game system responds by exiting Game Mode and entering Diagnostic Mode. You can also invoke the Menu System by turning on DIP bank U12, switch 8. (To reenter Game Mode, turn off switch 8.)

AUTOMATIC TESTS

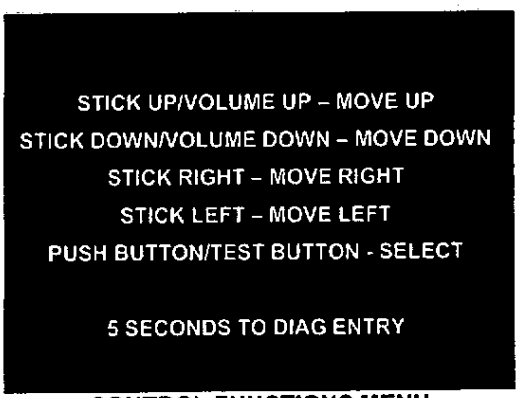
In Diagnostic Mode, the Power-On Self-Test (POST) activates. This routine runs automatically. It can detect faults that cause game or Menu System malfunctions. POST usually takes less than a minute. The test doesn't display anything. Instead, the system boot loader indicates the software revision number and serial numbers. The system boot loader also displays a sound-loading message and other useful information.

At the end of POST, the system displays the Control Functions Menu.

CONTROL FUNCTIONS

The Control Functions Menu is purely informational. It appears for five seconds. Then the Menu System automatically displays the Dual Game Adjustment Menu.

The Control Functions Menu introduces the menu navigation controls. The key point is that you can use either player or diagnostic controls to navigate menus. Diagnostic control switches are particularly helpful when you must troubleshoot player switches. This manual discusses the controls in more detail in this chapter's *Main Menu* section. Also see the page on the menu that interests you.



CONTROL FUNCTIONS MENU

DUAL GAME ADJUSTMENT MENU

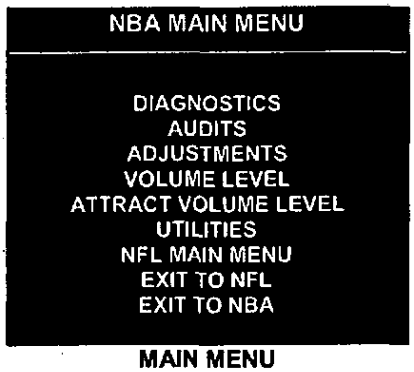
The Dual Game Adjustment Menu is another informational, read-only menu. It appears until you choose to exit. This menu reminds you that some *NBA* settings also affect *NFL* game play. Press any button to exit to the Main Menu.



DUAL GAME ADJUSTMENT MENU

MAIN MENU

The Main Menu offers you access to the game machine's test, bookkeeping and programmable features. Game audits, adjustments and diagnostics are line items on the Main Menu. Selecting an item opens its submenu. Every submenu presents various options that you may act upon.



MAIN MENU

MENU LAYOUT

Menus differ, but related information tends to occupy the same menu locations.

- The block at the top, center of each menu displays the current menu title.
- Data (menu items, video signals, statistics, reports, etc.) appears in the center of the menu.
- Messages (explanations, control functions, revision levels) display at the bottom of the menu.

MENU NAVIGATION CONTROLS

Use any player panel joystick to highlight a desired menu item. *You can only select one highlighted item at a time.* To select a highlighted item, press any player panel button. Operator control buttons inside the

coin door serve as backup menu navigation controls. Press VOLUME UP or VOLUME DOWN buttons to highlight a menu item. Press TEST MODE to select e highlighted item.

EXIT OPTIONS
To exit the NBA menus and simultaneously enter the NFL menus, choose NFL MAIN MENU. To return the game to play, highlight either EXIT TO NFL or EXIT TO NBA. Your choice determines the game that will boot. Next, press any button.



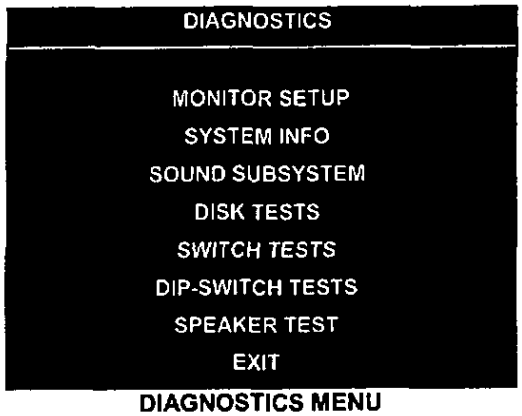
NOTICE: This manual depicts some menus as having two pages. Your video game machine may present these same menus as one-pagers. Monitor resolution affects whether a menu has a second screen.

Main Menu *(continued)*
Diagnostics Menu

DIAGNOSTICS

Select DIAGNOSTICS at the Main Menu. Diagnostic tests allow you to verify the condition of the electrical and electronic hardware in the game.

Highlight a test with any player panel joystick. Select the option with any player panel button.

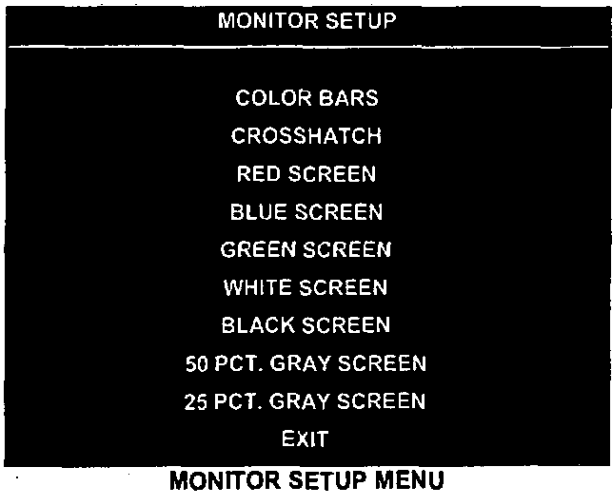


DIAGNOSTICS MENU

Diagnostic tests assist you in checking and adjusting the game's major systems. By running diagnostics, you can gain an insight into both system hardware and game software. Periodically running diagnostics is a crucial part of maintaining game performance and player satisfaction. Sometimes you can improve game performance by running a diagnostic test and making appropriate adjustments.

MONITOR SETUP
Select MONITOR SETUP at the Diagnostics Menu. The Monitor Patterns routine provides test screens to verify monitor performance or make adjustments.

Highlight an option with any player panel joystick. Select the option with any player panel button.



MONITOR SETUP MENU

Color Bars fills the screen with colored stripes. Use the color bars to help you to check or adjust monitor brightness and contrast. The color bars also expose defects in horizontal linearity. Each color bar consists of 32 intensity levels. On a properly adjusted monitor, the top 31 of these levels are visible. Each bar should appear sharp, clear and distinct from bars on either side. Incorrect adjustment can cause missing detail at the top or bottom of a bar. Bent bars indicate horizontal linearity flaws, such as pie crust, pincushion or barrel distortion. *(Correct color bar colors, left to right: Red, Green, Blue, Black, White, Cyan, Yellow, Violet.)* Set controls as follows: 1. Adjust BRIGHTNESS and CONTRAST to minimum. 2. Turn up BRIGHTNESS until the pixels in the black stripe begin to glow (turn dark gray). 3. Bring up the CONTRAST control until you can see 31 bars.

Crosshatch Patterns fill the screen with a grid and a series of dots. Crosshatch Patterns help you to check or adjust several monitor parameters: These include convergence, linearity, active viewing area and dynamic focus. The grid and the dots should be all white in color, with no fringes or parallel images. The lines should be straight and the dots round. For more detail on these adjustments, consult service literature from the monitor manufacturer.

Color Screen tests fill the screen with 100% of the chosen color at normal intensity. The Color Screen tests help you to check or adjust monitor intensity, black level, blanking and color purity. Each screen should be absolutely uniform from top to bottom and side to side. No retrace lines or noise should be visible. Color Screens may not hold their uniformity if the monitor degaussing circuit is defective.

White, Gray and Black Screens fill the screen with black, gray or white at various intensities. These monochrome screens help you to check or adjust monitor convergence, purity, contrast and intensity. These screens also simplify black level and color gun control settings. The screens should be uniform with no color tints or distortion. No retrace lines or noise should be visible.

If tests indicate a need for adjustment, use controls on the Monitor Remote Adjustment Board.

Main Menu *(continued)*
Diagnostics Menu *(continued)*
System Information Menu

SYSTEM INFORMATION

Select SYSTEM INFO at the Diagnostics Menu. The System Information Menu provides the current version numbers of this game's hardware and software. Use these numbers to describe the system during parts replacement, service calls, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button.

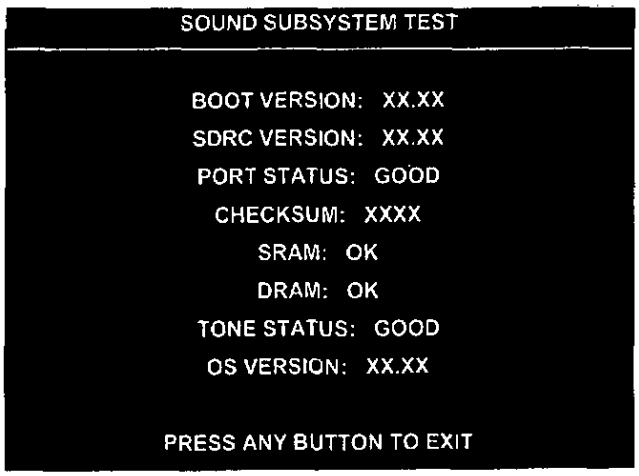


SYSTEM INFORMATION MENU

The System Information menu reports information, but doesn't permit you to make changes. The Title line identifies the manufacturer of this game and the electronic board set used in this product. The Serial Number, Game and Date of Manufacture identify the game name and production run.

SOUND SUBSYSTEM TEST
Select SOUND SUBSYSTEM at the Diagnostics Menu. Sound Subsystem Tests verify that audio components are connected and operate properly.

Highlight an option with any player panel joystick. Select the option with any player panel button.

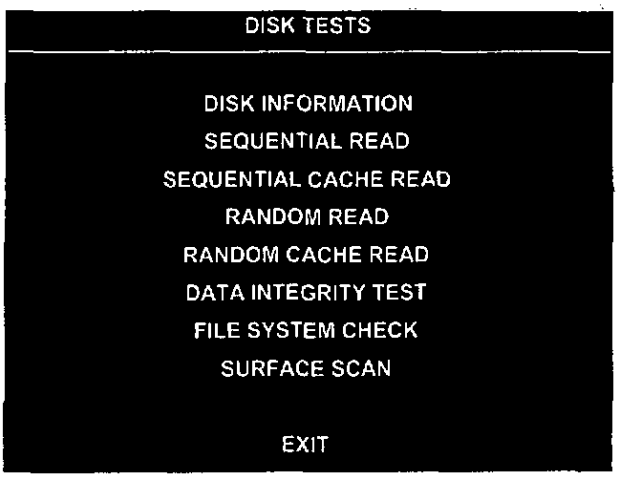


SOUND SUBSYSTEM MENU

Version, Status, Checksum and RAM Reports are diagnostic routines. These routines analyze the digital sound circuits and can detect sound memory problems. Test results appear as numbers or messages. Sounds may also accompany some tests. Reports other than GOOD or OK indicate a problem.

DISK TESTS
Select DISK TESTS at the Diagnostics Menu. Disk Tests allow you to verify proper operation of the hard disk drive assembly.

Highlight an option with any player panel joystick. Select the option with any player panel button.



DISK TESTS MENU

Disk Information. The Disk Information routine verifies the interface between the CPU Board Assembly and hard disk drive. The processor requests disk information. Data cannot be retrieved successfully if there is a problem.

Sequential Read. This routine tries to access every bit of data in the order it is stored directly on the disk. The hard disk drive media may be defective if this routine cannot be completed successfully.

Sequential Cache Read. This routine tries to access every bit of data in the order it is stored in the temporary disk memory cache. If this test is not successful, the memory circuits may be faulty.

Random Read. This routine tries to access every bit of data in no particular order directly from the disk. This test may detect problems with ability to position the drive heads accurately over the requested data.

Random Cache Read. This routine tries to access every bit of data in no particular order from the temporary disk memory cache. If the cache fails this test, memory circuits may contain a fault.

Data Integrity Test. This test analyzes the data on the disk drive. The test determines if corrupted data is on the disk. Bad data can cause the program to falter even though the hard disk operates correctly.

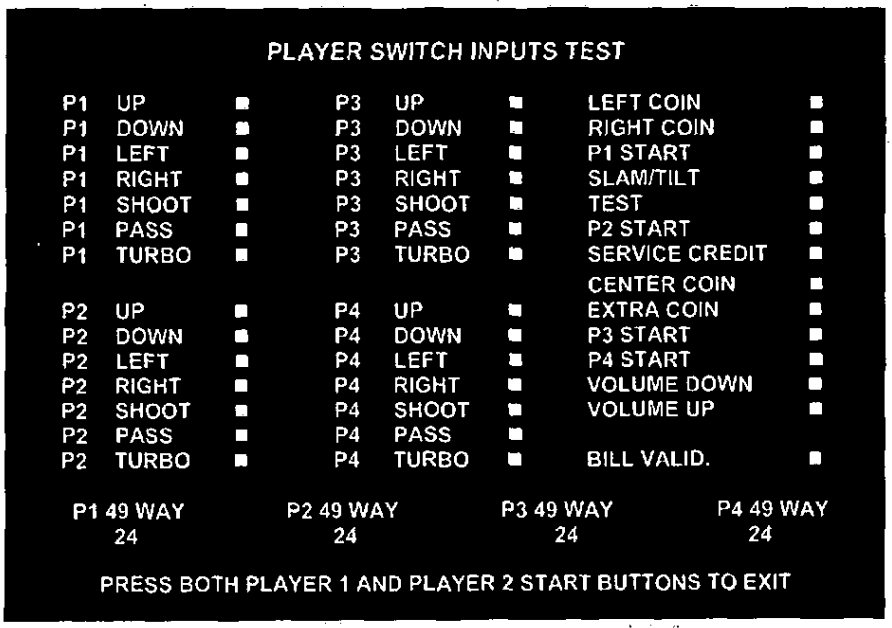
File System Check. This routine performs a file-by-file check of the data stored on the hard disk.

Surface Scan. The magnetic material on the disk can become damaged, causing data to be unreadable. This routine locates unusable areas on the disk and marks them for future reference.

SWITCH TESTS

Select SWITCH TESTS at the Diagnostics Menu. Switch Tests verify proper operation of the game's switches, including buttons and joystick switches.

Activate each switch, and the indicator on the menu changes state. Release the switch and the indicator returns to its previous, normally open or closed condition. You can test any combination of switches together. To exit the test, simultaneously press the middle two control buttons inside the coin door. The Switch Test Menu refers to these buttons as "volume buttons."



SWITCH TEST MENU

Switches appear on the menu as colored boxes. Red boxes indicate an open state. Green indicates closed. Any other color indicates a fault condition. A single indication on the menu should exactly duplicate a button or joystick change. You'll notice a unique number for a switch recognized by game electronics.

Use Switch Tests to locate crossed wires, intermittent conditions and stuck switches.



NOTICE: Some switches may not be used with this game. If you can't find one of the listed switches, check the wiring diagram.

DIP-SWITCH TESTS

Select DIP-SWITCH TESTS at the Diagnostics Menu. Two 8-position DIP switch banks reside on the SIO Board. DIP-Switch Tests allow you to check the position of the 16 switches in these banks. You can change the setting of any DIP switch without removing the circuit board cage.

The menu displays an illustration of each switch block and the current settings. You can change DIP-switch positions with power on. Set any switch, and then check the menu to verify that the new setting is enabled.

Refer to the charts for assistance in choosing switch positions. (* indicates factory defaults.) To exit the DIP-switch Test, press the left control button (inside the coin door).

Game-Selection Switch. Select *NBA Showtime* or *NFL Blitz* by flipping switch 8 at DIP bank U13. Then power down and up again. After you change the game play, you must change game artwork.

DIP Switch 1 (U13)		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coinage Control	DIP Switch	Off							
	CMOS	On*							
USA1 Ger1 Fr ECA1 UK1			Off*	Off*	Off*				
USA2 Ger2 Fr ECA2 UK2			On	Off	Off				
USA3 Ger3 Fr ECA3 UK3			Off	On	Off				
USA4 Ger4 Fr ECA4 UK4			On	On	Off				
USA5 Ger5 Fr ECA5 UK5			Off	Off	On				
USA9 Ger9 Fr ECA9 UK9			On	Off	On				
USA10 Ger10 Fr ECA10 UK ECA			Off	On	On				
USA ECA / Ger ECA / Fr ECA8			On	On	On				
Free Play (All Countries)			On	On	On				
Country	USA					Off*	Off*		
	France					On	Off		
	Germany					Off	On		
	UK**					On	On		
Game Selection	By player							Off*	
	By Switch 8							On	
Game at power up	NBA Showtime								Off*
	NFL Blitz								On

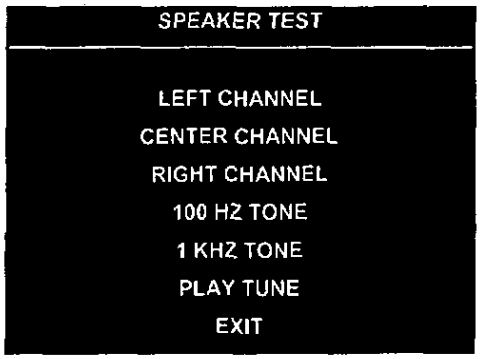
**Except Free Play, which is "on" for SW2 through SW6.

DIP Switch 2 (U12)		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Joystick Type	8-Way	Off							
	49-Way	On*							
Monitor Resolution	Medium Res		Off*						
	Low Res		On						
Unused	--			Off					
	--			On					
Unused	--				Off				
	--				On				
Unused	--					Off			
	--					On			
Player Panel Type	2-Player						Off		
	4-Player						On*		
Power Up Test	Active							Off	
	Inactive							On*	
Operating Mode	Game Mode								Off*
	Test Mode								On

SPEAKER TEST

Select SPEAKER TEST at the Diagnostics Menu. The Speaker Test provides audio signals to test the loudspeakers.

Use tests on the Speaker Test menu to verify operation of audio system components. Highlight an option with any player panel joystick. Select the option with any player panel button.



SPEAKER TEST MENU

Channel and Tone Tests. The channel subtests employ voice announcements to verify speaker locations. Use the 100 Hz tone to check the speakers' bass response. Small speakers with weak magnets or poor baffles may cause poor bass response.

Play Tune repeats a series of game sounds. Use PLAY TUNE to check speaker operation and fidelity. If your game has stereo speakers, run PLAY TUNE and test speaker phasing. Muddy, weak or distorted sound during this test may indicate crossed wires or out-of-phase speaker connections. Missing sounds may indicate audio cabling errors.



NOTICE: Check the volume setting before testing. To test the speakers thoroughly, increase the volume level. Before returning to Game-Over Mode, reset the volume level to its original setting.

AUDITS

Select AUDITS at the Main Menu. The Audits menus permit you to review game play statistics. Additional menus give detailed reports for each player position on game starts, ends, cabinet abuse, fault conditions, etc.

Highlight an option with any player panel joystick. Select the option with any player panel button. The menu displays a list of the statistics available to you. Select an item to view the detailed report.



AUDITS MENU

Data in the Audits menus helps you to keep records of the game's popularity and earning potential. Use the highlight bar to select the desired subject on the Audits Menu. Each entry on the Audits Menu is the subject for an entire menu of bookkeeping information. On these menus, you can track favorite teams, frequently used offensive and defensive plays, etc.

Some audits menus also include histograms. Histogram menus allow graphical analysis of statistics. This permits visual comparisons between games. Histograms have no bar graphs until the system acquires enough data to plot.

Examine and record all game audit values before performing game service or repairs.

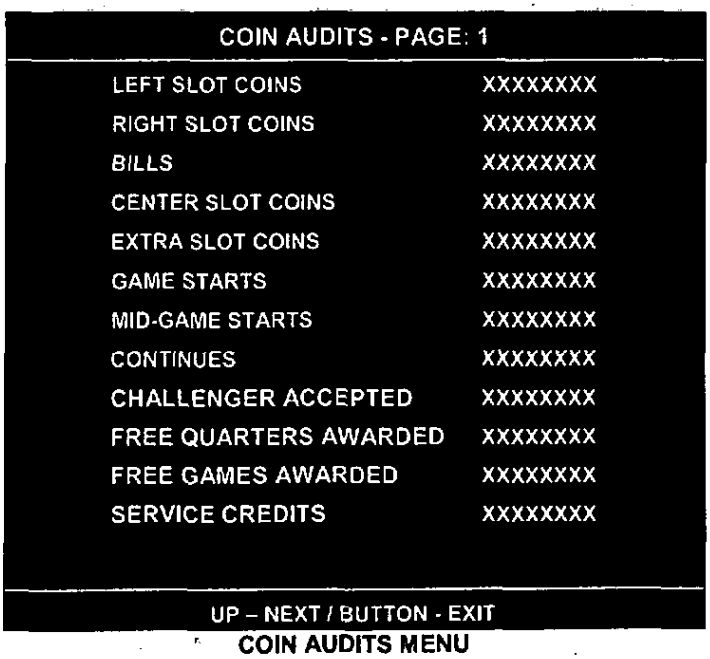


NOTICE: Be careful when clearing audit information. Once you clear data, you cannot restore it.

COIN AUDITS

Select COIN AUDITS at the Audits Menu. The Coin Audits menu permits you to assess the currency collection. This report menu presents revenue quantities and other important game statistics. Coin Audits is a read-only menu.

To exit, press any player panel button.

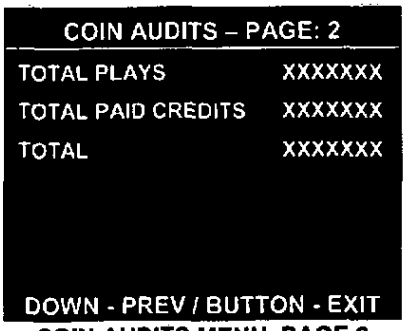


COIN AUDITS MENU

The Coin Audits menu reports total quantities of coins, bills or credits collected by each active device. The menu doesn't calculate the value of the collected currency.

This menu reports information, but doesn't permit you to make changes. To reset the coin, bill and credit counters to zero, use the Clear Audits menu.

We recommend that you examine and record audit information before you make changes. Once you've cleared the counters, you can't retrieve the previous data from the system.

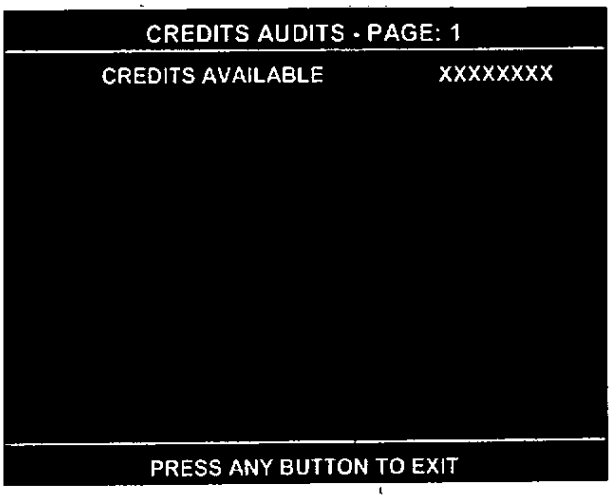


COIN AUDITS MENU, PAGE 2

CREDITS AUDITS

Select CREDITS AUDITS at the Audits Menu. The Credits Audits menu permits you to assess the currency collection. This report menu presents revenue quantities and other important game statistics. Credits Audits is a read-only menu.

To exit, press any player panel button.



CREDITS AUDITS MENU

GAME AUDITS

Select GAME AUDITS at the Audits Menu. The Game Audits menus permit you to review the game play statistics. Game Audits is a read-only menu.

To exit, press any player panel button.

GAME AUDITS - PAGE: 1			
MACHINE POWER-ON	XX	WENT INTO OVERTIME 1	XX
TOTAL UPTIME	XX	WENT INTO OVERTIME 2	XX
TOTAL PLAYTIME	XX	WENT INTO OT 3	XX
GAMES STARTED	XX	1 PLAYER FINISHES	XX
INITIALS ENTERED	XX	2 PLAYER FINISHES	XX
<FG> PURCHASED AT START	XX	3 PLAYER FINISHES	XX
CREATE PLAYER SESSIONS	XX	4 PLAYER FINISHES	XX
1 PLAYER	XX	2P V CPU FINISHES	XX
2 PLAYER	XX	H VS H LSW'S	XX
3 PLAYER	XX	CPU WINS (FG)	XX
4 PLAYER	XX	AVG H VS H TOTAL SCORE (FG)	XX
2P V CPU	XX	AVG H VS CPU TOTAL SCORE (FG) AVG	XX
1 QUARTER GAMES	XX	AVG H VS H WIN SCORE (FG)	XX
2 QUARTER GAMES	XX	AVG H VS H LOSS SCORE (FG)	XX
3 QUARTER GAMES	XX	BIGGEST CPU WIN MARGIN (FG)	XX
4 QUARTER GAMES	XX	BIGGEST CPU LOSS MARGIN (FG)	XX
	XX		
	XX		
	XX		
	XX		
	XX		
	XX		

GAME AUDITS MENU

The Game Audits menu reports information, but doesn't permit you to make changes. Examine and record information at GAME AUDITS before deleting data at the Clear Audits Menu. Once you've cleared the counters, you can't retrieve the previous data from the system.

GAME AUDIT MENU TERMS

TERM	DEFINITION	TERM	DEFINITION
AVG	Average	**LSW**	Your game computer's internal record-keeping counters
CPU	Central Processing Unit: The game computer	**Machine Power-On**	Number of power cycles (game turn-ons)
<FG>, (FG)	Full Game	**OT**	Overtime
H VS CPU	Human versus CPU: Competition that pits players against the game computer	**PV**	Player versus...
H VS H	Human versus human: Competition between human players	**Total Uptime**	Overall on-time for the game computer
		2PV	Two players versus...

TEAM STATS

Select TEAM STATS at the Audits Menu. The Team Stats Menu details the number of games played by each team in the league. Team Stats is a read-only menu.

To exit, press any player panel button.



TEAM STATS MENU

GAME FEATURES

Select GAME FEATURES at the Audits Menu. Game Features tracks play statistics that relate characters in the game and game play. Game Features is a read-only menu.

To exit, press any player panel button.

GAME FEATURES – PAGE: 1

NUMBER OF PLAYER RECORDS	0	CREATP CUSTOM UNIFORM	0
NUMBER OF LRU RECORDS	0	CREATP TEAM UNIFORM	0
RECORDS FROM CREATE PLAYER	0	CREATP NICKNAME	0
NUMBER OF PLAYER FIRE	0	CREATP AVG HEIGHT PTS	0
AVG PTS PLAYER FIRE	0	CREATP AVG WEIGHT PTS	0
NUMBER OF TEAM FIRE	0	CREATP AVG PWR PTS	0
AVG PTS TEAM FIRE	0	CREATP AVG SPEED PTS	0
NUMBER OF ALLEY OOPS	0	CREATP AVG TWOPTS PTS	0
NUMBER OF DOUBLE DUNKS	0	CREATP AVG STEAL PTS	0
CREATP MASCOT HEADS	0	CREATP AVG BLOCK PTS	0
CREATP NBA HEADS	0	CREATP AVG DUNK PTS	0
CREATP FEMALE HEADS	0	CREATP AVG DRIBBLE PTS	0
CREATP UM HEADS	0	PRIV1	0
CREATP MID HEADS	0	PRIV2	0
CREATP OTHER HEADS	0	PRIV3	0
CREATP DEFAULT UNIFORM	0	PRIV4	0
		PRIV5	0
		PRIV6	0
		PRIV7	0

UP – NEXT / BUTTON - EXIT

GAME FEATURES MENU, PAGE 1

Number Of Player Records. Number of player initial sets entered in CMOS RAM.

Number Of LRU Records. Number of record slots (space for player data) left in CMOS RAM.

Records From Create Player. Number of player records produced in Create Player Mode.

Number Of Player Fire. Number of times a player has started on fire.

Avg Pts Player Fire. Average number of points that player scored while player was on fire.

Number Of Team Fire. Number of times that the team has started on fire.

Avg Pts Team Fire. Average number of points that the team scored while it was on fire.

Number Of Alley Oops. Total number of alley oops performed.

Number Of Double Dunks. Total number of double dunks performed.

Creatp Mascot Heads. Number of player-created characters with mascot heads.

Creatp NBA Heads. Number of player-created characters with NBA-personality heads.

Creatp Female Heads. Number of player-created characters with female heads.

Creatp UM Heads. Number of player-created characters with Universal Studios® monster heads.

Creatp Mid Heads. Number of player-created characters with Midway Games® heads.

Creatp Other Heads. Number of player-created characters with custom heads.

Creatp Default Uniform. Number of player-created characters with the selected team's uniforms.

Creatp Custom Uniform. Number of player-created characters with custom uniforms.

Creatp Team Uniform. Number of player-created characters with specific team uniforms.

Creatp Nickname. Number of player-created characters with nicknames.

Creatp Avg Height Pts. Average height attribute setting.

Creatp Avg Weight Pts. Average weight attribute setting.

Creatp Avg Pwr Pts. Average power attribute setting.

Creatp Avg Speed Pts. Average speed attribute setting.

Creatp Avg TwoPts Pts. Average two-point shot attribute setting.

Creatp Avg Steal Pts. Average stealing attribute setting.

Creatp Avg Block Pts. Average blocking attribute setting.

Creatp Avg Dunk Pts. Average dunking attribute setting.

Priv1. Number of times player-created characters include privilege 1 (a player selection).

Priv2. Number of times player-created characters include privilege 2 (a player selection).

Priv3. Number of times player-created characters include privilege 3 (a player selection).

Priv4. Number of times player-created characters include privilege 4 (a player selection).

Priv5. Number of times player-created characters include privilege 5 (a player selection).

Priv6. Number of times player-created characters include privilege 6 (a player selection).

Priv7. Number of times player-created characters include privilege 7 (a player selection).

Priv8. Number of times player-created characters include privilege 8 (a player selection).

Game With Creatp. Number of games played with player-created characters.

Win V CPU With Creatp. Number of player-won games with player-created characters.

Win V Human With Creatp. Number of computer-won games with player-created characters.

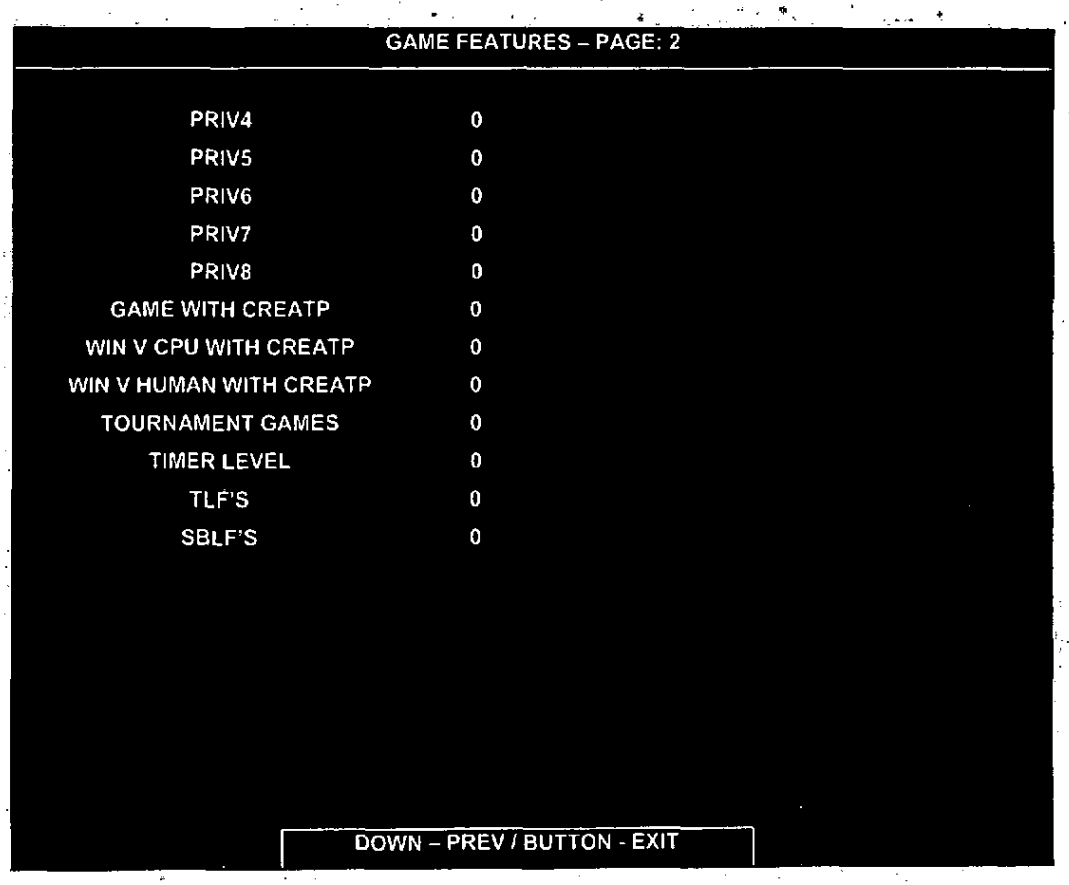
Tournament Games. Number of games played in Tournament-Scoring Mode.

Timer Level. Speed at which game machine produces time-released and created characters.

TLF's. A counter employed by designers (has no purpose in the field).

SBLF's. A counter employed by designers (has no purpose in the field).

Highlight an option with any player panel joystick. Select the option with any player panel button.



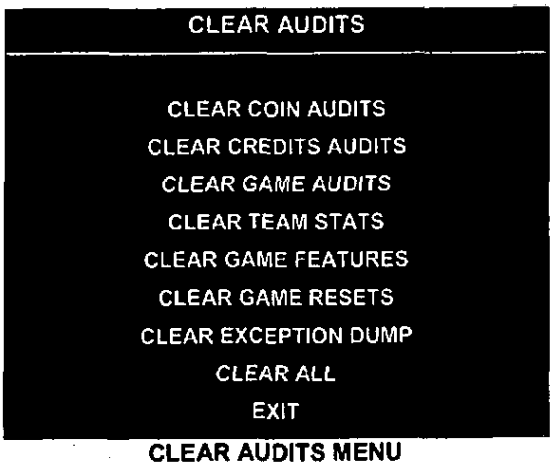
GAME FEATURES MENU, PAGE 2

EXCEPTION DUMP
Select EXCEPTION DUMP at the Audits Menu. Game programmers use the Exception Dump Menu to view register contents during program development. This menu has no field purpose. Exception Dump is a read-only menu.

To exit, press any player panel button.

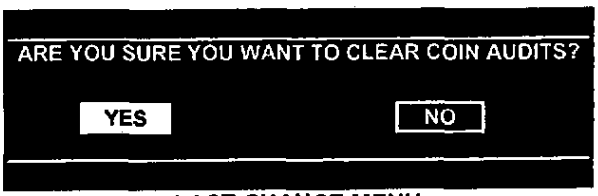
CLEAR AUDITS
Select CLEAR AUDITS at the Audits Menu. The Clear Audits menu allows you to clear individual memory counters or to reset them all at once.

Highlight an option with any player panel joystick. Select the option with any player panel button.



CLEAR AUDITS MENU

You can reset any audit menu from the Clear Audits Menu. Choose an item and zero its counter. CLEAR ALL simultaneously changes all audit categories to factory default values. After you've selected an item, the system gives you the opportunity to escape this change. For example:



LAST CHANCE MENU

After you've selected and verified a clear function, the values reset. The system can't restore the previous values. Examine and record utility values before you make changes.

ADJUSTMENTS

Select ADJUSTMENTS at the Main Menu. The Adjustments menus permit you to change game characteristics. Use these menus to optimize game performance and earnings.

Highlight an option with any player panel joystick. Select the option with any player panel button.



ADJUSTMENTS MENU

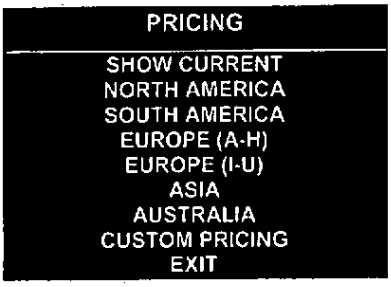
PRICING

Select PRICING at the Adjustments Menu. The Pricing menus allow you to view current settings or change the cost of games. Custom pricing allows you to select the number of coins or credits required for each game. The game restores factory default values if you exchange the CPU Board or if the backup battery fails.

Highlight an option with any player panel joystick. Select the option with any player panel button.

You may reset options to factory defaults or change an option after viewing it. We recommend examining and recording pricing options before making changes.

You may save several custom prices and then choose between them as needed. On-screen instructions guide you through the process of creating custom price settings.



PRICING MENU

An additional box appears on screen to explain the available functions as you select each item.

STANDARD PRICING TABLE

NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
ANTILLES	2	2	1/25¢, 4/1G	.25¢	1G			
AUSTRALIA 1	2	2	1/3X20¢, 2/$1.00	.20¢	$1.00			
AUSTRALIA 2	1	1	1/5X20¢, 1/$1.00	.20¢	$1.00			
AUSTRIA 1	2	2	1/5Sch, 2/10Sch	5 Sch	10 Sch			
AUSTRIA 2	1	1	1/2X5Sch, 3/2X10Sch	5 Sch	10 Sch			
BELGIUM 1	2	2	1/20BF	20BF	20BF			
BELGIUM 2	2	2	3/20BF	20BF	20BF			
BELGIUM 3	2	2	2/20BF	20BF	20BF			
BELGIUM ECA	2	2	1/20BF	50BF	20BF	5BF		
CANADA 1	2	2	1 / 2 x 25¢, 3 / $1	25¢	25¢			
CANADA 2	2	2	1 / 2 x 25¢, 3 / $1	25¢	$1.00			
CANADA 3	2	2	3 / $1.00, 6 / $2.00	$1.00	$2.00			
CANADA ECA	2	2	1 / 2 x 25¢, 3 / $1	25¢		$1.00	$2.00	
DENMARK	2	2	3/5DKr, 7/10DKr	5DKr	10DKr			
FINLAND	2	2	1/1Fmk	1Fmk	5Fmk			
FRANCE 1	2	2	2/5Fr, 5/10Fr	5Fr	10Fr			
FRANCE 2	2	1	2/5Fr, 4/10Fr	5Fr	10Fr			
FRANCE 3	2	1	1/5Fr, 3/10Fr	5Fr	10Fr			
FRANCE 4	2	1	1/5Fr, 2/10Fr	5Fr	10Fr			
FRANCE 5	2	1	2/5Fr, 5/10Fr, 11/2 X 10Fr	5Fr	10Fr			
FRANCE 6	2	1	2/5Fr, 4/10Fr, 9/2 X 10Fr	5Fr	10Fr			
FRANCE 7	2	1	1/5Fr, 3/10Fr, 7/2 X 10Fr	5Fr	10Fr			
FRANCE 8	2	1	1/5Fr, 2/10Fr, 5/2 X 10Fr	5Fr	10Fr			
FRANCE 9	2	1	1/3 X 1Fr, 2/5Fr	1Fr	5Fr			
FRANCE 10	2	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr			
FRANCE 11	2	1	1/3 X 1Fr, 2/5Fr, 5/2 X 5Fr	1Fr	5Fr			
FRANCE 12	2	1	1/2 X 1Fr, 3/5Fr, 7/2 X 5Fr	1Fr	5Fr			
FRANCE ECA 1	1	1	2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 2	1	1	2/5Fr, 4/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 3	1	1	1/5Fr, 3/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 4	1	1	1/5Fr, 2/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 5	1	1	2/5Fr, 5/10Fr, 11/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 6	1	1	2/5Fr, 4/10Fr, 9/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 7	1	1	1/5Fr, 3/10Fr, 7/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 8	1	1	1/5Fr, 2/10Fr, 5/2 X 10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 9	1	1	1/3 X 1Fr, 2/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 10	1	1	1/2 X 1Fr, 3/5Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 11	1	1	1/3 X 1Fr, 2/5Fr, 5/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 12	1	1	1/2 X 1Fr, 3/5Fr, 7/10Fr	1Fr	5Fr	10Fr	20Fr	
FRANCE ECA 13	1	1	1/10Fr, 2/20Fr, 4/30Fr	1Fr	5Fr	10Fr	20Fr	
FREE PLAY	–	–	–	None	None	None	None	None
GERMANY 1	2	2	1/1DM, 6/5DM	1DM	5DM			
GERMANY 2	2	1	1/1DM, 7/5DM	1DM	5DM			
GERMANY 3	2	1	1/1DM, 8/5DM	1DM	5DM			
GERMANY 4	2	1	1/1DM, 5/5DM	1DM	5DM			
GERMANY 5	2	1	1/1DM, 6/5DM	1DM	5DM			
GERMANY ECA 1	2	2	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
GERMANY ECA 2	2	1	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
GERMANY ECA 3	1	1	1/1DM, 2/2DM, 6/5DM	1DM	2DM	5DM		
HUNGARY	2	2	1/2X10Ft, 3/2X20Ft	10Ft	20Ft			
ITALY	2	2	1/500Lit	500Lit	500Lit			
JAPAN 1	2	2	1/100Yen	100	100			
JAPAN 2	2	2	2/100Yen	100	100			
JAPAN 3	1	1	1/100Yen	100	100			
JAPAN 4	1	1	2/100Yen	100	100			
JAPAN 5	1	1	4/100Yen	100	100			
JAPAN 6	1	1	1/2X100Yen	100	100			
NETHERLANDS	2	2	1/1HFl, 3/2.5HFl	1HFl	2.5HFl			
NEW ZEALAND 1	1	1	1/$1	$1	$2			
NEW ZEALAND 2	1	1	2/$1	$1	$2			
NORWAY	2	2	3/5NKr, 6/10NKr	5NKr	10NKr			
SPAIN 1	2	2	1/100Pta, 6/500Pta	100Pta	500Pta			
SPAIN 2	2	2	1/100Pta, 5/500Pta	100Pta	500Pta			
SWEDEN	2	2	1/3X1SKr, 2/5SKr	1SKr	5SKr			
SWITZERLAND 1	2	2	1/1SFr, 6/5SFr	1SFr	5SFr			
SWITZERLAND 2	2	2	1/1SFr, 7/5SFr	1SFr	5SFr			
SWITZERLAND 3	2	2	1/1SFr, 8/5SFr	1SFr	5SFr			

(Table continues on next page)

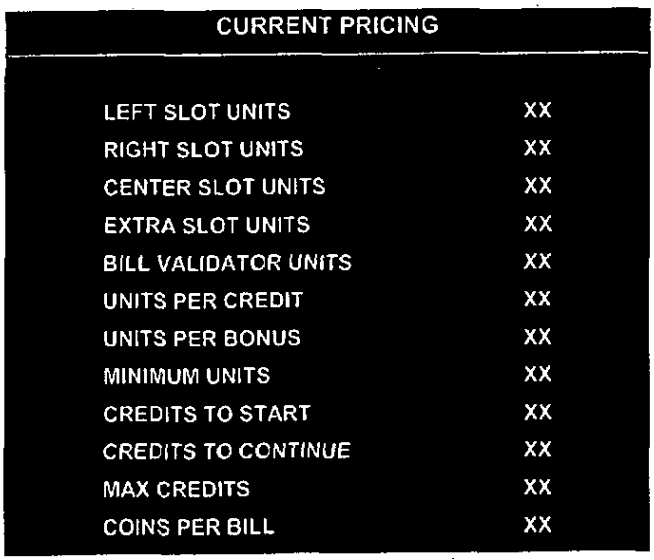
STANDARD PRICING TABLE, *continued*

NAME	START	CONTINUE	CREDITS/COIN	COIN 1	COIN 2	COIN 3	COIN4	BILL
UK ECA 1	1	1	1/50p, 3/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 2	1	1	1/50p, 2/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 3	1	1	1/30p, 2/50p, 5/£1.00	£1.00	50p	20p	10p	£2.00
UK 4	1	1	1/50p, 3/£1.00	£1.00	50p			
UK 5	1	1	1/50p, 2/£1.00	£1.00	50p			
UK ECA 6	1	1	1/30p, 2/50p, 4/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 7	1	1	3/£1.00	£1.00	50p	20p	10p	£2.00
UK ECA 8	1	1	1/50p, 2/£1.00, 4/£2.00	£1.00	50p	20p	10p	£2.00
USA1	2	2	1/25¢	25¢	25¢			$1.00
USA2	2	1	1/25¢	25¢	25¢			$1.00
USA3	1	1	1/25¢	25¢	25¢			$1.00
USA4	1	1	1/50¢, 3/$1.00	25¢	25¢			$1.00
USA5	2	1	1/50¢, 4/$1.00	25¢	25¢			$1.00
USA6	1	1	1/50¢	25¢	25¢			$1.00
USA7	1	1	1/50¢, 3/$1.00	25¢	25¢			$1.00
USA8	2	2	1/50¢, 4/$1.00	25¢	25¢			$1.00
USA9	3	2	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA10	3	3	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA11	4	2	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA12	4	3	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA13	4	4	1/25¢, 4/$1.00	25¢	25¢			$1.00
USA ECA	3	3	1/25¢, 4/$1.00	$1.00	25¢	10¢	05¢	$1.00

Main Menu *(continued)*
Adjustments Menu *(continued)*
Pricing Menu *(continued)*
Current Pricing Menu

Current Pricing
Select SHOW CURRENT at the Pricing Menu. The Current Pricing Menu is a read-only menu. Use it to check pricing parameters for the pricing table your game is using. To select a new pricing table, return to the Pricing Menu. To invent your own pricing table, select Custom Pricing on the Pricing Menu.

Press any START button to exit from the menu.



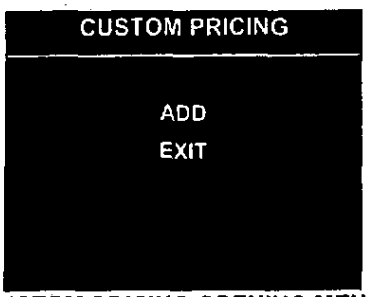
CURRENT PRICING MENU

The following table clarifies Pricing Menu terms...

MENU TERM	DISCUSSION
Slot Units; **Bill Validator (DBV) Units**	Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism or bill acceptor. For instance, if a quarter buys 1 unit, then $1 buys 4 units. *(See Coins per Bill.)* You insert a coin into a 1-unit coin acceptor. The system, due to its programming, knows that your coin is worth one unit.
Units per Credit	How many units equal one credit. (Units buy credit, the price of one game.)
Units per Bonus	Units awarded when a player earns a bonus.
Minimum Units	Until this many units accumulate, the system awards no credits.
Credits to Start	Number of games a player must purchase to begin play.
Credits to Continue	Number of games a player must purchase to resume play.
Max Credits	Limits the number of credits that the game will accept.
Coins per Bill	How many coins one bill is worth.

Custom Pricing
Select CUSTOM PRICING at the Pricing Menu. The Custom Pricing Menu permits you to program and use your own pricing table. You can save several pricing schemes and chose between them as desired.

Highlight an option with any player panel joystick. Change the option with any player panel button. Press any START button to save your pricing table and exit from the menu.



CUSTOM PRICING OPENING MENU

Add allows you to write a new custom pricing scheme. If you choose ADD, the system directs you to...
[ ] 1. Name your scheme.
[ ] 2. Program pricing information.
[ ] 3. Select the coin denomination for your scheme.
[ ] 4. Retain or alter the pricing screen message. (Later, check it in Game Mode by pressing START.)
[ ] 5. Save your pricing scheme.
[ ] 6. Use your pricing scheme by selecting it.

Delete permits you to eliminate a single custom pricing scheme.

Edit lets you modify a stored custom pricing scheme.

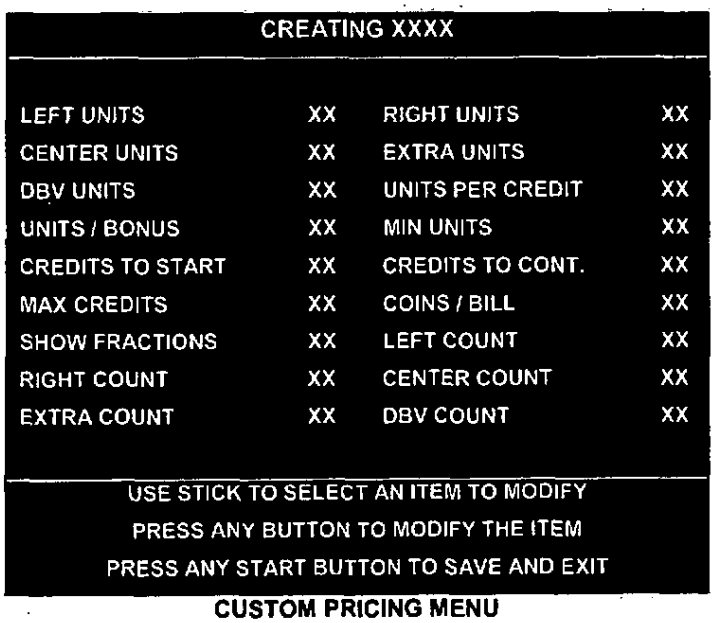
Delete, when enabled, clears all custom pricing schemes.

Select enables you to choose which custom pricing scheme is the active one.

Creating Pricing Scheme

After you name your custom pricing scheme, you encounter the Creating Pricing Scheme Menu. This menu is where you program the pricing scheme. You can save several pricing schemes and choose between them as desired.

Highlight an option with any player panel joystick. Select Change Mode with any player panel button. Use a joystick to change the option. Save your setting by pressing any player panel button. Press any START button to exit from the menu. Exiting invokes the Select Currency Menu. Use this menu to choose the coin denomination that players will use. Exit by choosing DONE.



CUSTOM PRICING MENU



SELECT CURRENCY MENU (PAGE 2 OF CREATING XXXX MENU)

The Custom Pricing Menu employs the same terms that appear on the Current Pricing Table. See the table below for definitions of these terms.

PRICING MENU TERMS

MENU TERM	DISCUSSION
Slot Units; **Bill Validator (DBV) Units**	Cyber-currency. This adjustment assigns a number of "units" to each coin mechanism or bill acceptor. For instance, if a quarter buys 1 unit, then $1 buys 4 units. *(See Coins per Bill.)* You insert a coin into a 1-unit coin acceptor. The system, due to its programming, knows that your coin is worth one unit.
Units per Credit	How many units equal one credit. (Units buy credit, the price of one game.)
Units per Bonus	Units awarded when a player earns a bonus.
Minimum Units	Until this many units accumulate, the system awards no credits.
Credits to Start	Number of games a player must purchase to begin play.
Credits to Continue	Number of games a player must purchase to resume play.
Max Credits	Limits the number of credits that the game will accept.
Coins per Bill	How many coins one bill is worth.

BASIC CUSTOM PRICING. Custom pricing creates an imaginary currency exchange. In this currency exchange, the coins of the realm are "units." Think of units as a type of cyber-currency, useful only within the game software. By inserting coins, you purchase units.

Since units are only negotiable within game software, the system stores your units for you. When the system receives enough units, it buys a game for you. The price of a game is one "credit." You can think of credits as a second form of cyber-currency.

Even though you've now bought one game, you may not be able to begin playing. In many pricing schemes, you must buy two or more credits to begin play. The idea here is something like a minimum order of goods at a store. That is, the operator can "shrink-wrap" two or more games in a package. You can't play unless you buy the entire package.

•1 / 25¢ COIN; 1 CREDIT TO START. In a simple, quarter pricing scheme, the player inserts one coin to buy one unit. The system exchanges that unit for one credit. If CREDITS TO START contains the value one, then play commences. A dollar bill buys four units.

Left Slot Units	Validator Units	Units / Credit	Credits to Start	Coins / Bill
1	4	1	1	4

•1 / 3 X 25¢; 2 CREDITS TO START. Again, assuming quarter slots, here's one way to implement 75¢ pricing... In this scheme, each coin that the player inserts buys one unit. The system exchanges three units for one credit. CREDITS TO START contains the value two. To play, the player must pay for two credits. In this scheme, a dollar buys four units.

Left Slot Units	Validator Units	Units / Credit	Credits to Start	Coins / Bill
1	4	3	2	4

•2 / 1 COIN; 6 CREDITS TO START. Now let's consider a more unusual pricing scheme. Here, the player can buy two units with one coin. The system exchanges each of these units for one credit. Notice that CREDITS TO START contains the value six. To play, the player must insert two more coins to pay for six credits. Also notice that if the player pays with a bill, the system throws in an extra unit.

Left Slot Units	Validator Units	Units / Credit	Credits to Start	Coins / Bill
2	9	1	6	4

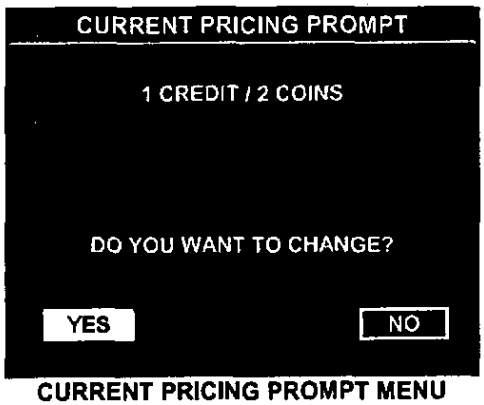
Pricing Prompt

After you exit the Select Currency Menu, you encounter the Current Pricing Prompt Menu. The Current Pricing Prompt Menu allows you to enter a brief pricing or advertising message. The video game machine displays your message during the Attract Mode.

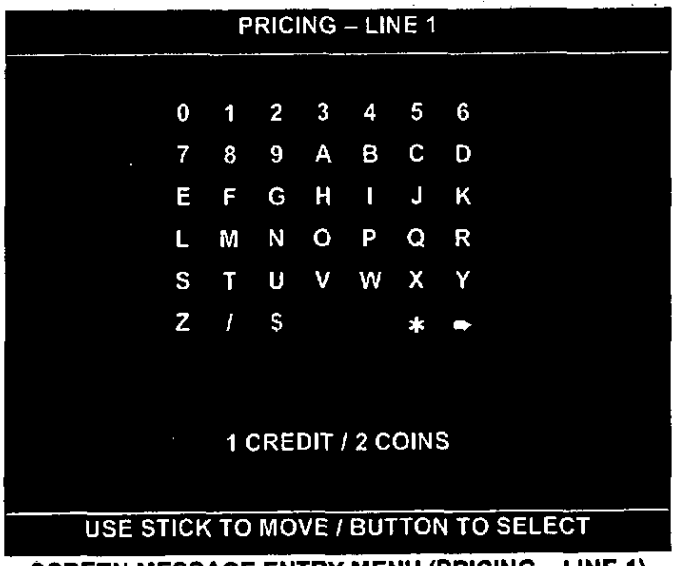
Select YES at the menu's first page. The Screen Message Entry Menu opens. You may enter up to three lines of text. Each line may include up to 32 alphanumeric characters. Here's an example message...

1 CREDIT / 2 COINS
EAT AT JOE'S

Highlight a letter with any player panel joystick. Select the letter with any player panel button. Delete the rightmost character of the default message by selecting the on-screen asterisk (*). Watch the bottom of the screen to see your message line develop. Save the entire line and proceed to the second line by selecting the arrow (>).



CURRENT PRICING PROMPT MENU



SCREEN MESSAGE ENTRY MENU (PRICING – LINE 1)

After you complete your message, you may edit it by reentering the Screen Message Entry Menu. To reenter the menu, choose EDIT from the Custom Pricing Menu.

Main Menu *(continued)*
Adjustments Menu *(continued)*
Pricing Menu *(continued)*
Custom Pricing Menu *(continued)*
Save Pricing Scheme

Save Pricing Scheme
Exiting from the Screen Message Entry Menu invokes the Save Pricing Scheme Menu. The Save Pricing Scheme Menu allows you to save your pricing scheme.

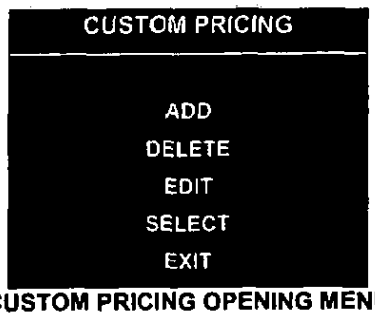
Highlight an option with any player panel joystick. Select YES to save, or NO to delete your pricing scheme.



SAVE PRICING SCHEME MENU

To use the new pricing scheme, you must now select it. The program returns you to the Custom Pricing Menu. You'll notice a few more entries on the menu. Besides ADD and EXIT, you'll see that you can now EDIT or SELECT a pricing scheme.

Highlight SELECT with any player panel joystick. To use your pricing scheme, press any player panel button. The program acknowledges your pricing scheme choice and returns you to Custom Pricing Menu. Choose EXIT to return to the Pricing Menu.



CUSTOM PRICING OPENING MENU

Main Menu *(continued)*
Adjustments Menu *(continued)*
Free Play Menu

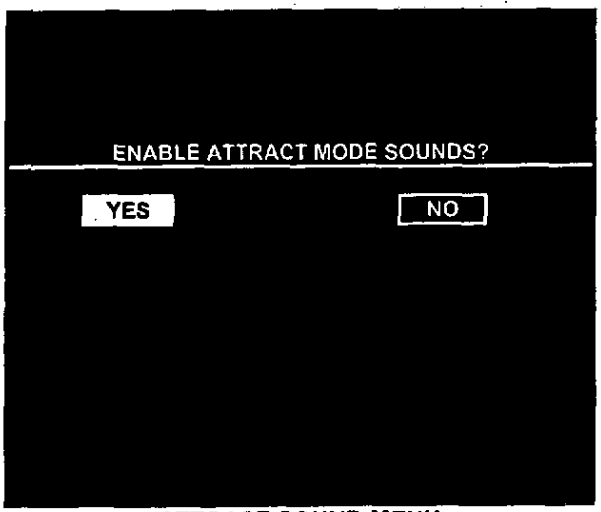
Free Play
Select FREE PLAY at the Adjustments Menu. Free Play is a useful feature for promotions and long-term testing under play conditions. Enable Free Play to allow players to play the game without inserting currency. Disable Free Play to sell games.

Highlight an option with any player panel joystick. Select the option with any player panel button.

Main Menu *(continued)*
Adjustments Menu *(continued)*
Attract Sound Menu

Attract Sound
Select ATTRACT SOUND at the Adjustments Menu. The Attract Mode operates between games. It attempts to lure prospective players into trying your game. Attract Mode sound may not be appropriate for some locations. The Attract Sound Menu allows you to enable or disable the Attract Mode sound feature. You can turn Attract Mode sound on or off without changing the game volume level.

Highlight an option with any player panel joystick. Select the option with any player panel button.



ATTRACT SOUND MENU



NOTICE: After you enable Attract Mode sound, you can adjust the Attract Mode volume level. See the Main Menu.

ADDITIONAL ADJUSTMENTS
Select ADDITIONAL ADJUSTMENTS at the Adjustments Menu. Additional Adjustments menu items allow you to set the game to match player requirements. These adjustments affect speed, challenge, rewards, etc. that determine player enjoyment.

Highlight an option with any player panel joystick. Select the option with any player panel button.



ADDITIONAL ADJUSTMENTS MENU

Game Difficulty allows you to alter the challenge that a game poses to players. Choose the level that most closely matches the players' skills.

Discount Price / Credits adjusts the quantity of buy-in points to encourage multiple game purchases.

Clock Speed alters how much game time that a player can purchase for one credit. Choose one of these settings: Extra slow, slow, medium, fast or extra fast.

Free Game, when enabled, allows the program to award a free game. The free game may be a four-player or a one-on-one game. The free game may also involve competition against the game computer.

Free Quarter. The program divides games into quarters, as in NBA rules. The Free Quarter feature, when enabled, allows the program to award a free game quarter. The free quarter may be a four-player or a one-on-one quarter. The free quarter may also involve competition against the game computer.

Clear Player Records allows you to zero out game play data. Examine and record this information before you clear it. Once you've cleared player records, you can't retrieve the previous data.

Clear World Records allows you to zero out world record data. Examine and record this information before you clear it. Once you've cleared player records, you can't retrieve the previous data.

Player Head Size allows you to alter the head size of on-screen characters. This feature determines whether the characters appear more lifelike, or more like caricatures. Choose "normal" or "big."

Tournament Mode, when enabled, adapts your game's scoring for tournament-style play.

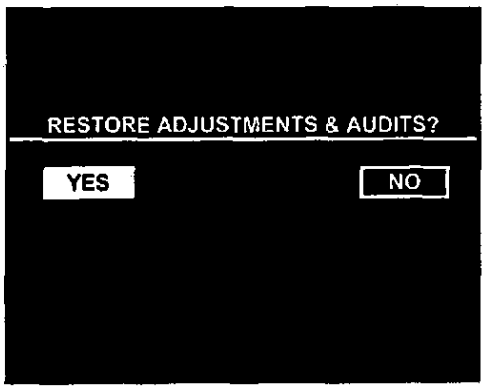
Computer Assistance, when enabled, permits the game computer to aid players in play action.

Attract Movie Sound, when enabled, allows Attract Mode movie sound with Attract Mode sound off. The Attract Mode movie is only one component of the Attract Mode graphics.

Main Menu *(continued)*
Adjustments Menu *(continued)*
Full Factory Restore Menu

FULL FACTORY RESTORE
Select FULL FACTORY RESTORE at the Adjustments Menu. The Full Factory Restore menu allows you to clear all memory counters at once.

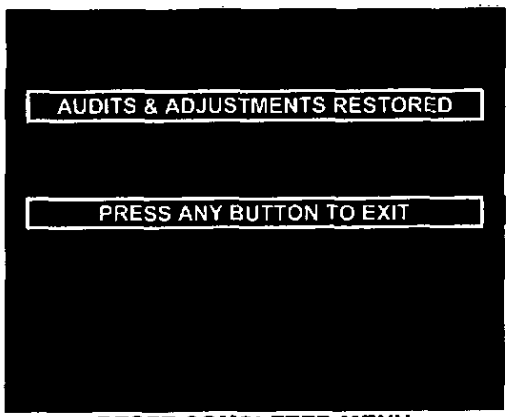
Highlight an option with any player panel joystick. Select the option with any player panel button.



FULL FACTORY RESTORE MENU

	**NOTICE:** Examine and record audit information before you make changes. Once you've cleared the counters, you can't retrieve previous data from the system.

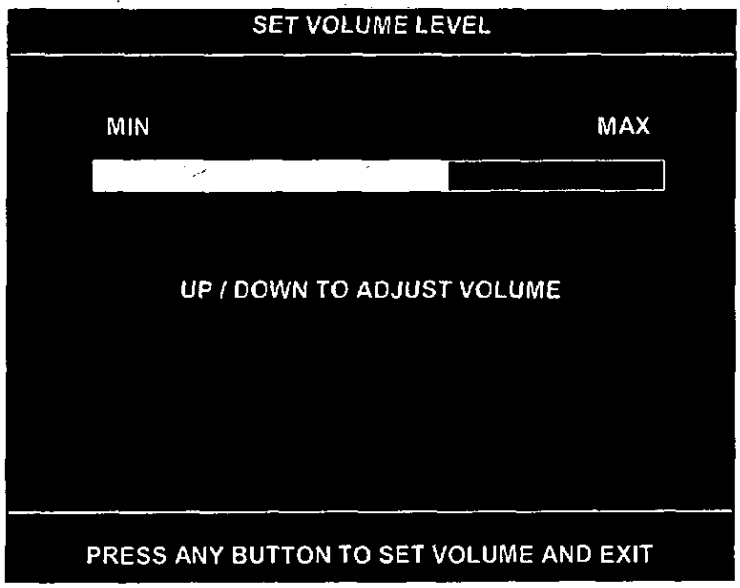
Examine and record utility values before you make changes. If you choose YES, the system restores all adjustments and audits to factory default values. This change isn't reversible. The system can't restore the previous values. With the settings restored, the system displays the Reset Complete Menu.



RESET COMPLETED MENU

SET VOLUME LEVEL
Select VOLUME LEVEL at the Main Menu. The Set Volume Level Menu appears, and music plays continuously.

Raise or lower the game's sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button.



SET VOLUME LEVEL MENU

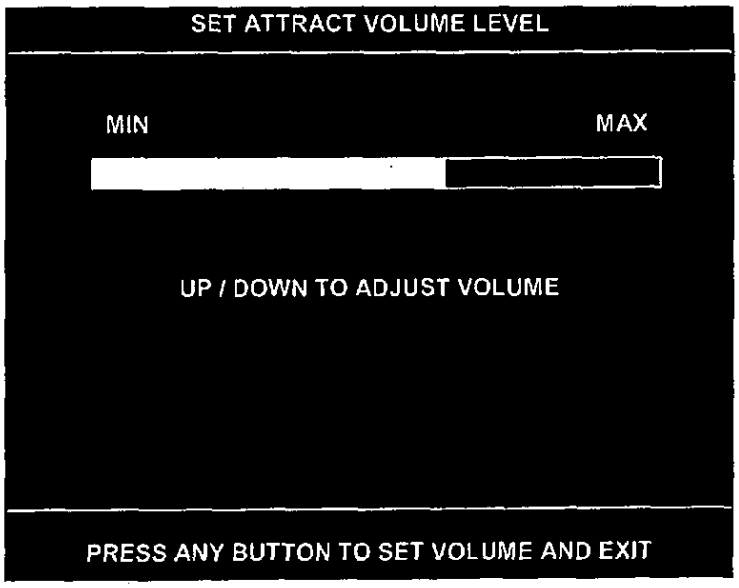
Loud games attract more player interest than games with low-level sound.

You can turn Attract Mode sound on or off without changing the game volume level. (See *Adjustments.)*

	**NOTICE:** Sound level adjustments affect the volume of tests as well as of game play. If you set volume levels to minimum (zero), the speakers are silent during audio tests. We recommend setting volume levels to a moderately high value whenever you perform sound tests. After you complete tests, you may return sound levels to previous settings.
	**NOTICE:** You can also change the volume level during Game Mode. Press VOLUME UP or VOLUME DOWN as necessary until you achieve the desired volume. These buttons are inside the coin door.

SET ATTRACT VOLUME LEVEL
Select ATTRACT VOLUME LEVEL at the Main Menu. You must enable Attract Mode sound before setting the Attract Mode volume level. (You can enable Attract Sound from the Adjustments Menu.)

When you display the Set Attract Volume Level Menu, music plays continuously. Raise or lower the game's Attract Mode sound level with any player panel joystick. (You can also use the volume up/down buttons on the diagnostic switch bracket.) Save your change and return to the Main Menu by pressing any player panel button. Your setting won't affect the game play sound level.



SET ATTRACT VOLUME LEVEL MENU

A loud Attract Mode encourages player interest. You can turn Attract Mode sound on or off without changing the game volume level. (See *Adjustments.)*

UTILITIES

Select UTILITIES at the Main Menu. Utilities Menu items allow you to clear bookkeeping totals. From the Utilities Menu, you can also restore game adjustments to factory settings.

Highlight an option with any player panel joystick. Select the option with any player panel button.



UTILITIES MENU

Dump Audits allows you to send data to the game computer's serial port. You can connect a serial printer to make a paper record of your audit data.

Clear Credits opens a menu that allows you to zero the game's credit deta. Examine and record audit information before you make changes.

Clear Audits opens a menu that allows you to zero the game's audit data.

Reset High Scores permits you to delete player names and scores that appear in the Attract Mode. This feature may be useful if players insert inappropriate language into the high score table.

Default Adjustments opens a menu that allows you to reset game adjustments to factory settings.

Full Factory Restore allows you to reset game adjustments and audits to factory settings.



NOTICE: Be careful when clearing audit information. Once you clear data, you can't restore it.

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER FIVE

WIRING

	**WARNING:** Failure to reconnect ground wires or replace metal shields may result in radio frequency interference.
	**NOTICE:** The term VGM refers to the video game machine.

JAMMA Chart

Function	Wire Color	Pin	Function	Wire Color	Pin
Ground	Black	A	Ground	Black	1
Ground	Black	B	Ground	Black	2
+5VDC	Red	C	+5VDC	Red	3
+5VDC	Red	D	+5VDC	Red	4
-5VDC	Yellow	E	-5VDC	Yellow	5
+12VDC	Orange	F	+12VDC	Orange	6
Key	N/C	H	Key	N/C	7
Coin Counter 2	Brown-Red	J	Coin Counter 1	Brown	8
Not Used	N/C	K	Not Used	N/C	9
Speaker -, Left	Brown-Gray	L	Speaker +, Left	Red-Gray	10
Speaker -, Right	Brown-White	M	Speaker +, Right	Red-White	11
Video Green	Yellow-Green	N	Video Red	Yellow-Red	12
Video Sync	Yellow-White	P	Video Blue	Yellow-Blue	13
Service Credits	White-Gray	R	Video Ground	Yellow-Black	14
Slam Tilt	Black-Green	S	Test	Black-Blue	15
Coin 2	Black-Red	T	Coin 1	Black-Brown	16
2 Start	Violet-White	U	1 Start	White	17
2 Up	Violet-Black	V	1 Up	White-Black	18
2 Down	Violet-Brown	W	1 Down	White-Brown	19
2 Left	Violet-Red	X	1 Left	White-Red	20
2 Right	Violet-Orange	Y	1 Right	White-Orange	21
2 Button A	Violet-Yellow	Z	1 Button A	White-Yellow	22
2 Button B	Violet-Green	a	1 Button B	White-Green	23
2 Turbo	Violet-Blue	b	1 Turbo	White-Blue	24
Not Used	Violet	c	Not Used	White-Violet	25
Not Used	N/C	d	Not Used	N/C	26
Ground	Black	e	-5V Ground	Yellow-Brown	27
Ground	Black	f	Ground	Black	28
Solder Side of Circuit Board			**Component Side of Circuit Board**		

Control Panel Wires That Aren't Part of Main JAMMA Harness

Function	Wire*	SIO Bd, P7-	Function	Wire*	SIO Bd, P14-
4 Digital Ground	Blk	1	3 Digital Ground	Blk	1
+5 Volts	Red	2	+5 Volts	Red	2
Unused	NC	3/4/5/15	Unused	NC	3/4/5/15
4 Start	Gry-Wht	6	3 Start	Blu-Wht	6
4 Stick Up, Bit 0	Gry-Blk	7	3 Stick Up, Bit 0	Blu-Blk	7
4 Stick Down, Bit 1	Gry-Brn	8	3 Stick Down, Bit 1	Blu-Brn	8
4 Stick Left, Bit 2	Gry-Red	9	3 Stick Left, Bit 2	Blu-Red	9
4 Stick Right, Bit 3	Gry-Orn	10	3 Stick Right, Bit 3	Blu-Orn	10
4 Button A	Gry-Yel	11	3 Button A	Blu-Yel	11
4 Button B	Gry-Grn	12	3 Button B	Blu-Grn	12
4 Button C, Turbo	Gry-Blu	13	3 Button C, Turbo	Blu	13
4 Button D (N/U)	Gry-Vio	14	3 Button D (N/U)	Blu-Vio	14

*Abbreviations: Bd = Board; NC = Not Connected; Blk = Black; Brn = Brown; Orn = Orange; Yel = Yellow; Grn = Green; Blu = Blue; Vio = Violet; Gry = Gray; Wht = White.

Wires That Aren't Part of Main JAMMA Harness

Function	Wire*	Aux Adptr, P1-	Function	Wire*	SIO Bd, P23-
Digital Ground	Blk	1	Digital Ground	Blk	1
Output Bit 0	Orn-Gry	2	Coin 3	Blk- Orn	2
Output Bit 1	Yel- Gry	3	+5 Volts	Red	3
Output Bit 2	Blu- Gry	4	+12 Volts	Orn	4
Output Bit 3	Vio- Gry	5	Unused	Key	5
Unused	NC	6	Coin 4	Blk-Yel	6
Unused	NC	7	Dollar Bill	Blk-Wht	7
Unused	NC	8	Volume Down	Orn-Red	8
Unused	NC	9	Volume Up	Orn-Grn	9
Unused	NC	10	Unused	NC	10
Unused	NC	11	Unused	NC	11
Unused	NC	12	**Function**	**Wire Color***	**SIO Bd, P3-**
Unused	NC	13	+12 Volts	Orn	1
Unused	NC	14	Digital Ground	Blk	2
Digital Ground	Blk	15	Digital Ground	Blk	3
--	--	--	+5 Volts	Red	4

*Abbreviations: Bd = Board; NC = Not Connected; Blk = Black; Brn = Brown; Orn = Orange; Yel = Yellow; Grn = Green; Blu = Blue; Vio = Violet; Gry = Gray; Wht = White.

D.C. Power Source Voltage Limits

Function	Range Limits	ID	Function	Range Limits	ID
Digital Circuits	+4.90V to +5.10V	+5V	Audio, Lights	-4.75V to -5.25V	-5V
Audio, DBV	+11.5V to +12.5V	+12V	NOTE: +5V is adjustable at the Power Supply		

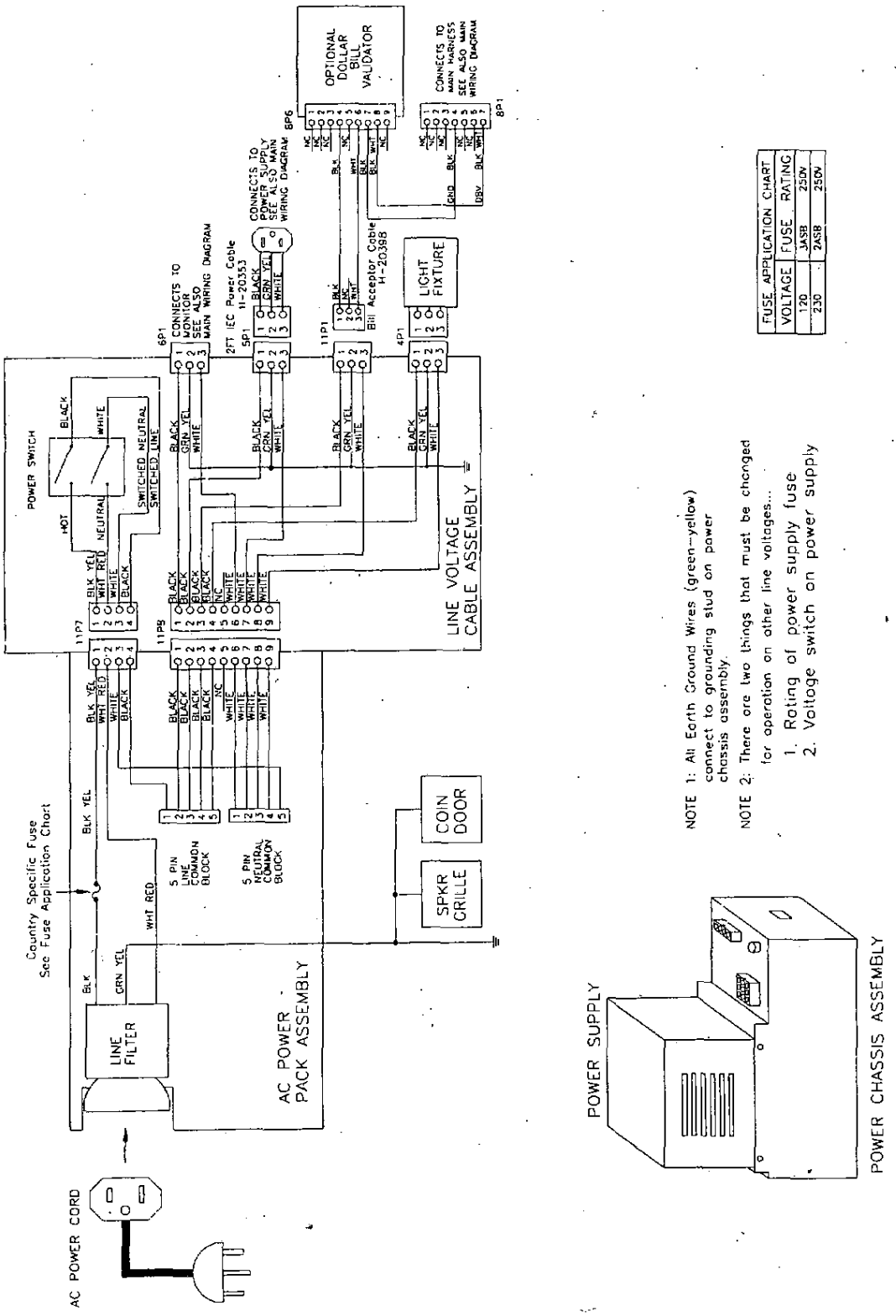
Harness Connector Prefixes

Prefix	Connector Location	Example
1	CPU Board	1P1
2	--	--
3	Sound / Interface (SIO) Board	3P1
4	Fluorescent Lamp	4P1
5	Power Supply	5P1
6	Video Monitor	6P1
7	Video Board	7P1
8	Coin Door Area	8P1
9	I40 Joystick Multiplexer Board	9P1
10	Auxiliary Output Adapter Bd	10P1
11	Cabinet	11P1
12	Hard Drive	12P1
13	Fans	13P1
14	Joysticks	14P1
15	Speakers	15P1
16	--	16P1
17	--	17P1

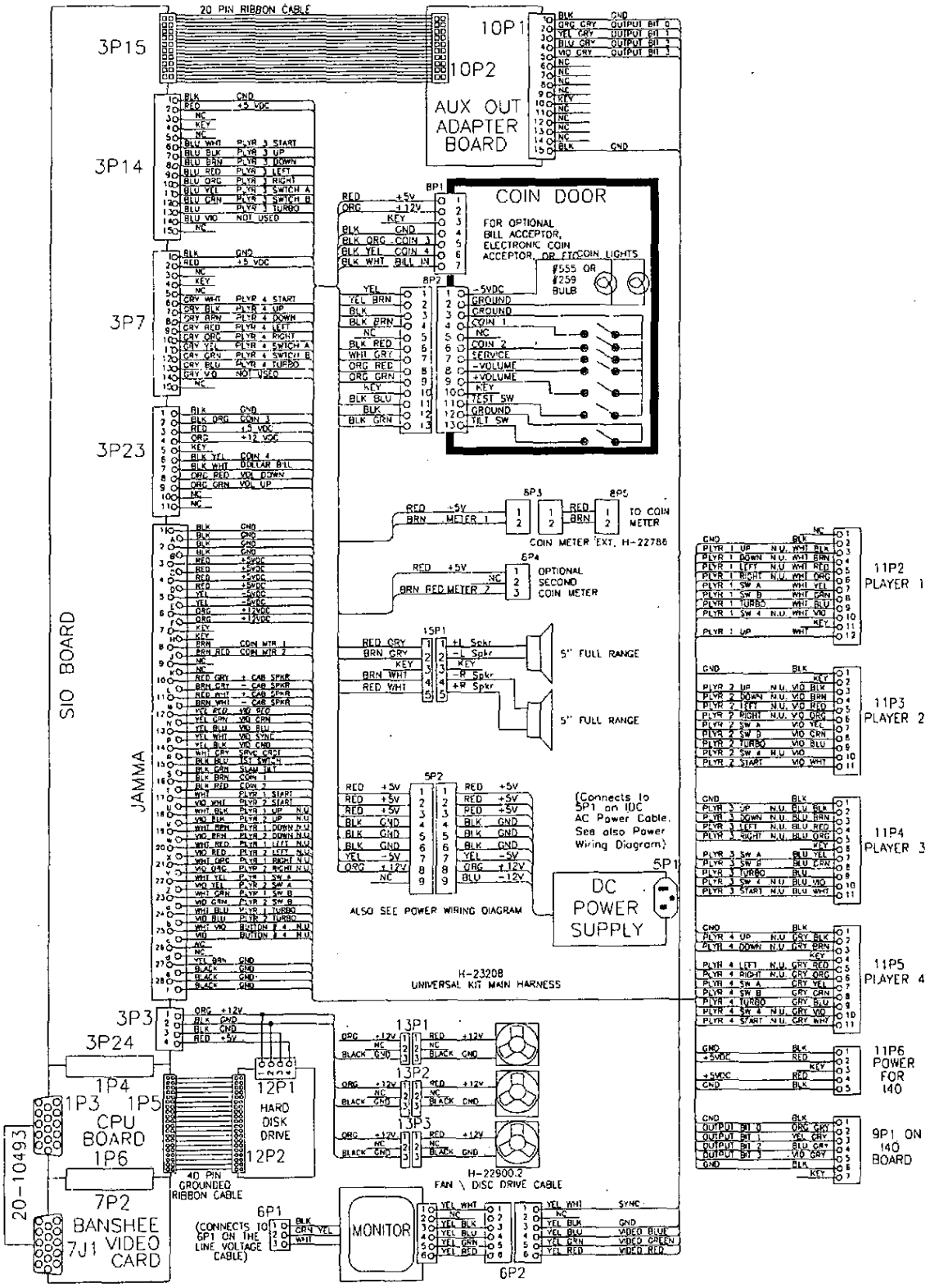


NOTICE: Look for the connector prefix on wiring diagrams. The prefix shows you where you'll find the connector.

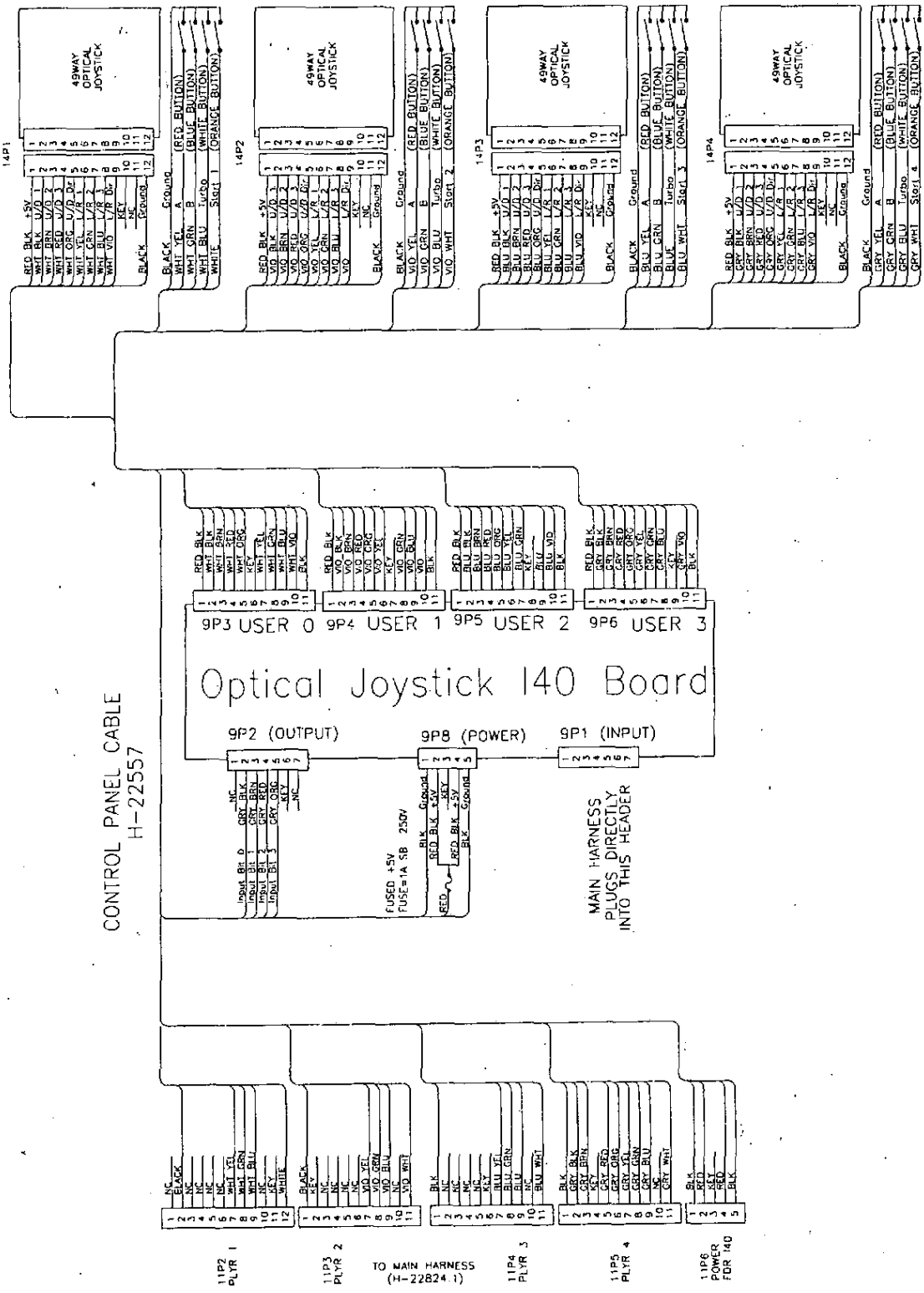
POWER WIRING DIAGRAM



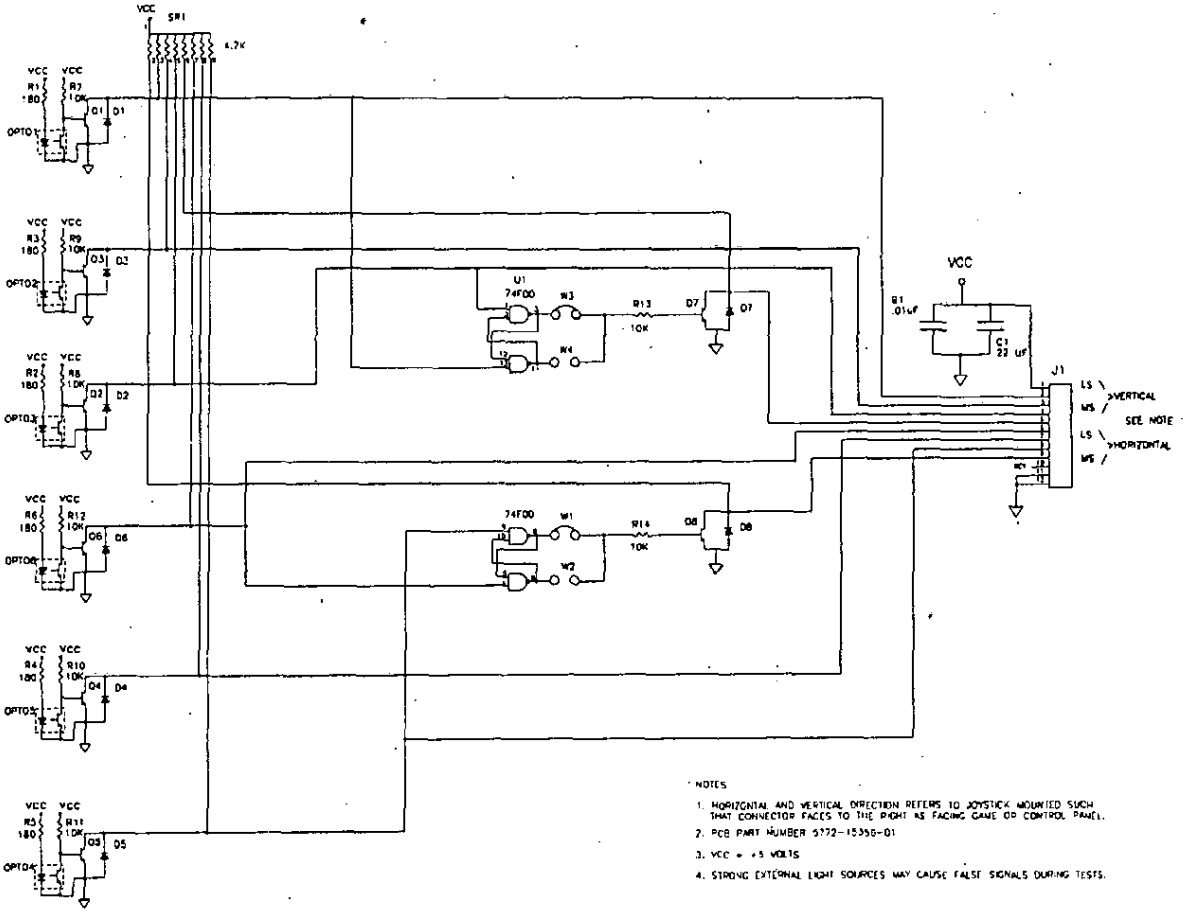
CABINET WIRING DIAGRAM



CONTROL PANEL WIRING DIAGRAM



CONTROL WIRING DIAGRAM
(49-WAY JOYSTICK)

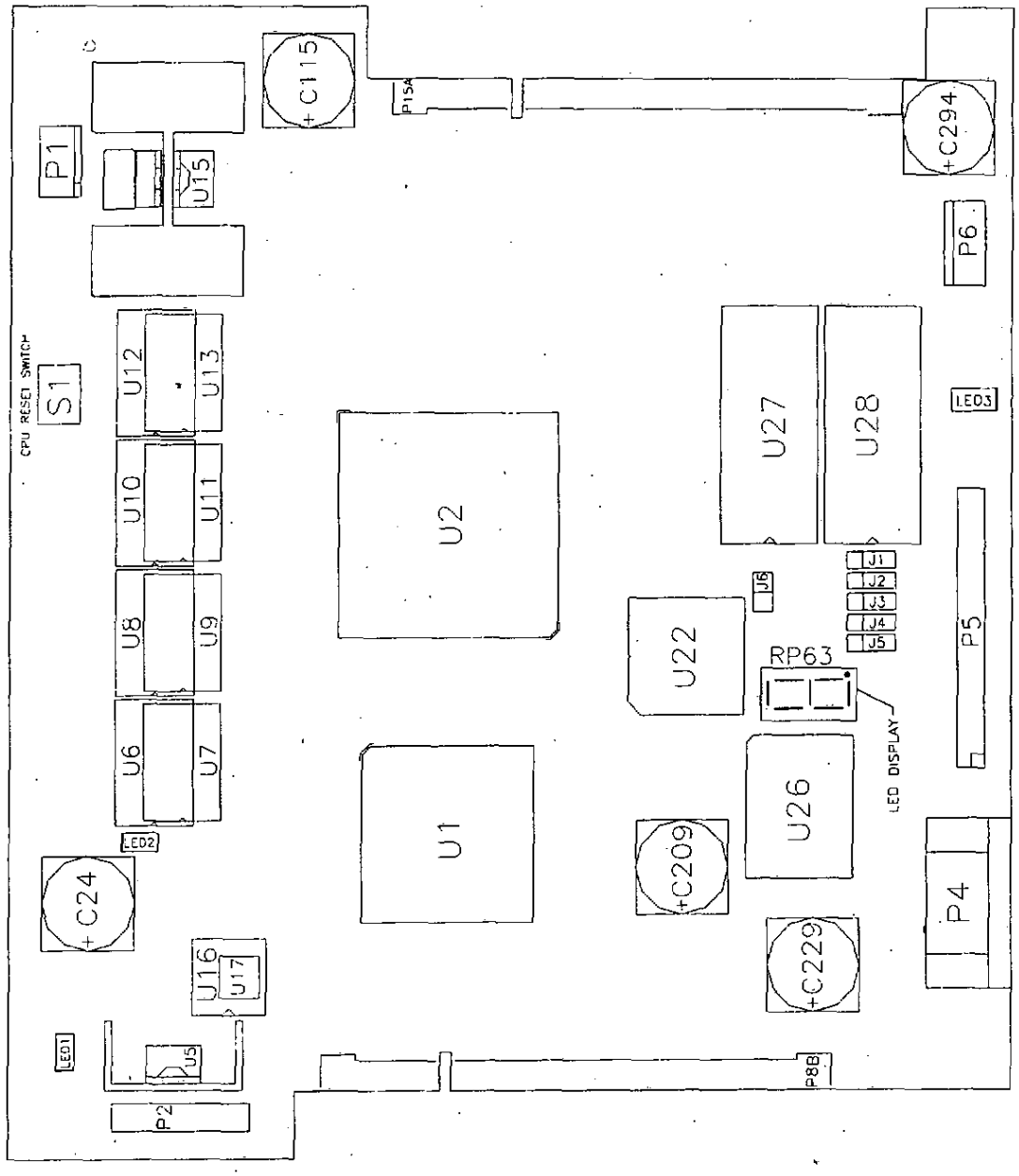


POSITION LOGIC TABLE

DIRECTION	FULLY LEFT	MODERATELY LEFT	SLIGHTLY LEFT	DEAD CENTER	SLIGHTLY RIGHT	MODERATELY RIGHT	FULLY RIGHT
FULLY UP	01110111 (00)	01110011 (01)	01110001 (02)	01110000 (03)	01111100 (04)	01111110 (05)	01111111 (06)
MODERATELY UP	00110111 (07)	00110011 (08)	00110001 (09)	00110000 (10)	00111100 (11)	00111110 (12)	00111111 (13)
SLIGHTLY UP	00010111 (14)	00010011 (15)	00010001 (24)	00010000 (24)	00011100 (24)	00011110 (19)	00011111 (20)
DEAD CENTER	00000111 (21)	00000011 (22)	00000001 (24)	00000000 (24)	00001100 (24)	00001110 (26)	00001111 (27)
SLIGHTLY DOWN	11000111 (28)	11000011 (29)	11000001 (24)	11000000 (24)	11001100 (24)	11001110 (33)	11001111 (34)
MODERATELY DOWN	11100111 (35)	11100011 (36)	11100001 (37)	11100000 (38)	11101100 (39)	11101110 (40)	11101111 (41)
FULLY DOWN	11110111 (42)	11110011 (43)	11110001 (44)	11110000 (45)	11111100 (46)	11111110 (47)	11111111 (48)

NOTE: 1. Connector pin sequence for the above data is as follows: 9 8 7 6 5 4 3 2 referred to ground at pin 12.
2. Numbers in parentheses are found in the Switch Test. Program does not use the "slightly" positions.

CPU BOARD INDICATOR AND SWITCH LOCATIONS



CPU BOARD SWITCH

Switch	Location	Function	Positions	State	Meaning
S1*	Edge Near U10 and U12	Resets and Restarts Game	2	Off	Normal Operation
				On	Forced Reset

***Notes**
This switch resets the CPU Board without shutting off power at the power supply.

CPU BOARD JUMPER LOCATION TABLE

Jumper	J1	J2	J3	J4	J5	J6
Located Near...	U28 & Connector P5					U22 & U27

CPU BOARD JUMPER POSITION TABLE

ROM Type	Default	Options*	J1	J2	J3	J4	J5	J6
Boot (U27)		27C080, 1M X 8, EPROM	1-2	2-3	1-2	1-2	--	--
	■	27C040, 512K x 8, EPROM	1-2	1-2	1-2	1-2	--	--
		27C010, 128K x 8, EPROM	1-2	1-2	1-2	2-3	--	--
		29F040, 512K x 8, Flash	2-3	1-2	2-3	1-2	--	--
		29F020, 256K x 8, Flash	1-2	1-2	2-3	1-2	--	--
		29F010, 128K x 8, Flash	1-2	1-2	2-3	1-2	--	--
Expansion (U28)		27C080, 1M x 8, EPROM	--	--	--	--	2-3	--
	■	27C040, 512K x 8, EPROM	--	--	--	--	1-2	--
		27C010, 128K x 8, EPROM	--	--	--	--	1-2	--
External Boot	■	Boot from CPU ROM	--	--	--	--	--	1-2
		Boot from SIO ROM	--	--	--	--	--	Re-moved

***Notes**

1. -- = Not Applicable

2. Memory type numbers shown are for blank parts. Your game requires programmed parts.

CPU BOARD LED INDICATOR STATUS TABLE

Device	Location	Function	Color	State	Meaning
LED1	Near U6, U7 & U16	3.3V CPU Power Indicator	Red	Off	Insufficient Power
				On	Power OK
				Blinking	Power Supply Fault
LED2	Near U28 & Connector P5	Hard Disk Drive Activity	Green	Off	Disk Not in Use
				On	Locked Up Disk
				Blinking	Normal Disk Activity
RP63	Near U22 & U26	Indicator	Red	Off*	See Note 3, Below.
				On*	
				Blinking* Sequentially	

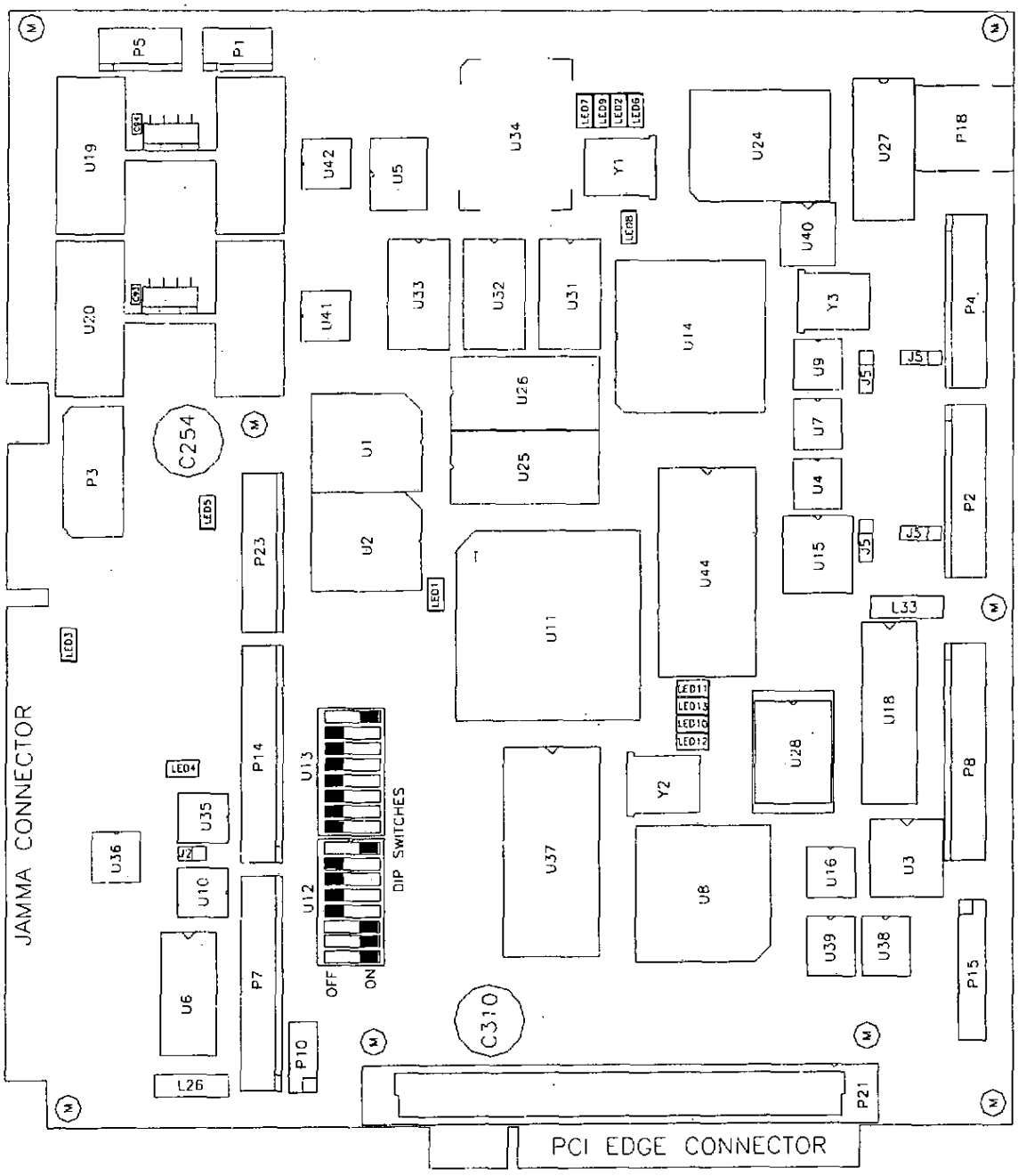
Notes

1. LED1 monitors CPU power (+3.3 volts). If his LED is off or blinking, investigate processor circuits. If other LEDs are off or blinking at the same time, check +5-volt circuits or the game power supply.

2. LED2 flashes when the hard disk is operating during game play. LED2 may light continuously during startup. If this LED remains lighted, the hard drive may be locked up or faulty.

3. Software controls RP63. In this game, RP63 initially indicates program startup stages. This LED is a seven-segment, alphanumeric display device. Normally, RP63 displays a lowercase "b," or an "O" pattern with sequentially blinking segments. During Self-Test screens, RP63 displays a "bouncing bar" that resembles a hyphen ("-").

SOUND I/O BOARD ASSEMBLY



SOUND I/O BOARD JUMPER POSITION TABLE *

Jumper	Location	Function	Meaning	Position	State
J1 (Note 1)	Near U9 & Crystal Y3	I/O Connector P2	Input Mode	Pins 1 & 2	■
			Output Mode	Pins 2 & 3	
J2	Between U35 & U10	Video Sync	Positive Sync	Jumper Not Installed	■
			Negative Sync	Pins 1 & 2	
J3 (Note 2)	Near U15	I/O Connector P4	Input Mode	Pins 1 & 2	■
			Output Mode	Pins 2 & 3	
J4	None	None	Not Used	None	---
J5 (Note 2)	Between U15 & Connector P2	I/O Connector P4	Input Mode	Pins 1 & 2	■
			Output Mode	Pins 2 & 3	
J6	None	None	Not Used	None	---
J7	None	None	Not Used	None	---
J8 (Note 1)	Between U9 & Connector P4	I/O Connector P2	Input Mode	Pins 1 & 2	■
			Output Mode	Pins 2 & 3	

Notes

1. Configure I/O port P2 by setting both jumpers J1 and J8 to input or output mode.
2. Configure I/O port P4 by setting both jumpers J3 and J5 to input or output mode.

SOUND I/O BOARD LED INDICATOR STATUS TABLE

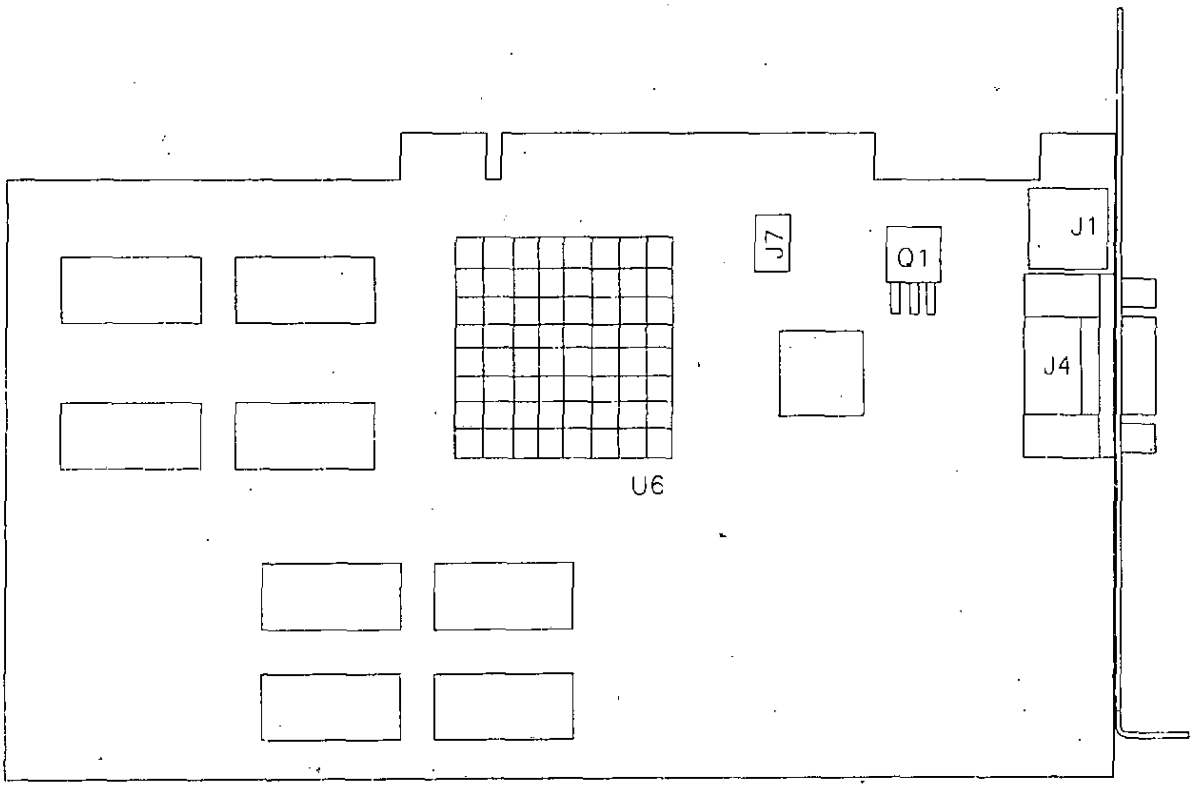
LED	Location	Function	Color	State	Meaning
LED1 (Note 1)	Near U11	Not Used (Remains Off)	Green	Off	--
				On	--
				Blinking	--
LED2 (Note 2)	Near U34 & Crystal Y1	Linking Connector Status	Green	Off	Not in Use (No Game Linking)
				On	Link Continuity Good
LED3 (Note 2)	Near the JAMMA Connector	-5V Power Indicator	Red	Off*	No Power
				On*	Normal Operation
LED4 (Note 2)	Near U35 & Connector P14	+12V Power Indicator	Red	Off	No Power
				On	Normal Operation
LED5 (Note 2)	Near Connector P23	+5V Power Indicator	Red	Off	No Power
				On	Normal Operation
LED6 (Note 2)	Near U34 & Crystal Y1	CPU Linking Activity	Red	Off	Not in Use
				On	CPU Communicating with Ethernet Controller
LED7 (Note 2)	Near U34 & Crystal Y1	Linking Transmitting Data	Red	Off	Not in Use (No Game Linking)
				On	Sending Data
				Blinking	Normal Operation
LED8 (Note 1)	Near U14 & Crystal Y1	Audio Activity	Yellow	Off	No Sound Boot ROM
				On	Locked Up
				Blinking	Normal Operation
LED9 (Note 2)	Near U34 & Crystal Y1	Linking Receiving Data	Yellow	Off	Not in Use (No Game Linking)
				On	Receiving Data
LED10 (Note 1)	Near U44 & Crystal Y2	Not Used (Remains On)	Green	Off	--
				On	--
				Blinking	--
LED11 (Note 1)	Near U44 & Crystal Y2	Not Used (Remains On)	Red	Off	--
				On	--
				Blinking	--
LED12 (Note 1)	Near U44 & Crystal Y2	Not Used (Remains On)	Yellow	Off	--
				On	--
				Blinking	--
LED13 (Note 1)	Near U44 & Crystal Y2	Not Used (Remains On)	Yellow	Off	--
				On	--
				Blinking	--

Notes

1. Software controls this LED. Indications are game and revision-specific. Changing the EPROMs on this board may alter the function of this LED. Firmware damage may also cause new or different LED behavior.

2. Hardware controls this LED. Indications depend on hard-wired circuitry. A change in normal LED behavior may indicate a circuit fault. Changing the EPROMs on this board shouldn't alter the function of this LED.

VIDEO BOARD INDICATOR AND JUMPER LOCATIONS



Note
This video board has no jumpers or LEDs

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER SIX

TROUBLESHOOTING

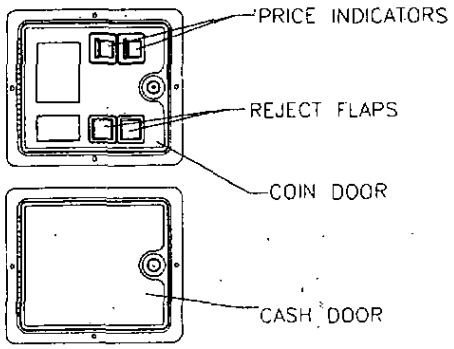
	**NOTICE:** The term VGM refers to the video game machine.
	**CAUTION:** This VGM uses complex electronic components that are *very sensitive to static electricity.* Observe the following precautions before handling VGM electronics. Failure to do so may void your warranty and could damage electronic assemblies.

- Before servicing electronics, turn off AC power to the VGM. Wait for capacitors to discharge.
- Before touching or handling electronic assemblies, discharge static electricity on your body. To discharge this static, begin by connecting the line cord to a grounded outlet. Don't turn on the VGM! Next, touch the safety ground stud of the power supply chassis.
- Store electronic assemblies in an anti-static area. Use anti-static bags to store or transport VGM circuit boards. Transport the hard drive in its shipping container.
- Don't remove or connect electronic assemblies when cabinet power is on. Otherwise, you'll damage electronic assemblies and void the VGM warranty.
- After you complete maintenance or service, replace ground wires, shields, safety covers, etc. Install and tighten ground and mounting screws.

Coin Mechanism and Pricing Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
• VGM *(video game machine)* accepts currency or tokens, but number of credits per coin or bill is incorrect.	Improper settings at Pricing Menu	From Coin Options Menu, choose PRICING OPTIONS MENU. Verify that units and credits are set correctly.
	Incorrect pulse width on bill validators	1. Consult bill validator manufacturer's literature. Adjust pulse width on validator to long setting. 2. Retest validator operation.
	Faulty wiring	1. Check that cabinet wiring is correct for this VGM. 2. Assure that coin meter and coin switches connect properly to control input wires.
	Faulty coin mechanism	1. Verify that coin mechanism works correctly by testing it in working VGM. 2. If mechanism is bad, replace it.
• VGM won't accept currency or tokens. • VGM won't start. • Audio and video are present.	Improper currency	1. Unlock and open cash door. Empty cash box. Inspect revenue for counterfeit currency. 2. Check vault. Remove any items that block path from mechanism.
	Faulty coin mechanism	1. Unlock and open coin door. Check each mechanism for proper mounting. 2. Remove mechanism. 3. Clear currency path. 4. Reinstall mechanism and latch it. 5. Enter Menu System by pressing and holding TEST MODE switch inside coin door. From Main Menu, choose CONTROLS TEST. Use tests to confirm operation of coin switches.
	Tilted coin mechanism or VGM	1. Verify that mechanism is level after doors close. 2. Repair or replace coin door if it is bent or damaged. 3. If necessary, adjust cabinet leg levelers to keep mechanisms vertical.
• Coin indicators don't light	Burned-out bulb	1. Burned-out bulbs may appear white or darkened. Check continuity with DVM. 2. Replace burned-out bulb with same type.
	Open fuse circuit	1. Check fuse continuity with DVM. 2. If fuse is blown, replace fuse with same type. 3. If fuse isn't blown, check wiring.

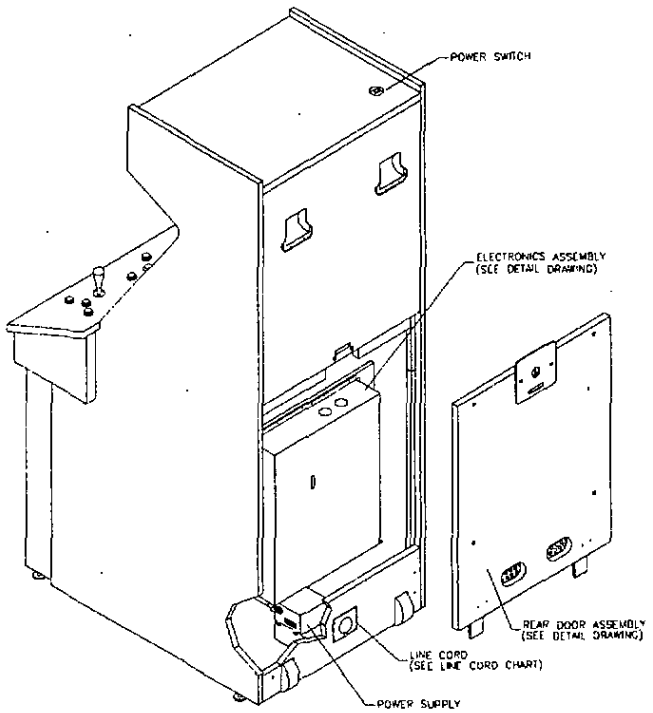
CAUTION: Don't remove or install any connector when power is turned on. Installation under power will damage the circuit boards or hard disk drive and void the warranty.



Typical Coin Mechanism Mounting

VGM Startup Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
• VGM *(video game machine)* doesn't start. • VGM appears completely non-functional. • No audio • No illumination • No video display	Power problem	1. Check that VGM power switch is on. 2. Inspect electronics to see if fans are turning. *If not:* Is power supply connected to its power cable? Is power supply turned on? 3. Plug VGM into AC power outlet. Verify presence of AC line voltage.
	Improper line voltage switch setting	Turn off VGM power. Unplug AC line cord. Check line voltage switch. If necessary, set it to agree with local AC line voltage. Retest VGM.
	Open fuse	1. Turn off VGM power. Examine AC fuse on power supply. 2. Examine DC fuses inside coin door vault. 3. Replace faulty fuses with identically rated parts. 4. Turn on VGM power. If fuse opens again, check DC wiring harness and connectors.
	Faulty wiring	1. Remove line cord. Test line cord, power plug, and IEC connector for breaks or damage. Verify continuity of each wire in cord. Install cord at power chassis. Press connector firmly to seat it. 2. Check other cables in same manner. 3. Assure that cabinet wiring harness connectors fully seat in corresponding power supply and board connectors. 4. Inspect wiring for breaks or damage.
	Faulty circuit boards	1. Turn off power for one minute and turn VGM on again. Power On Self-Test checks electronics. 2. Replace faulty parts and rerun self-test.

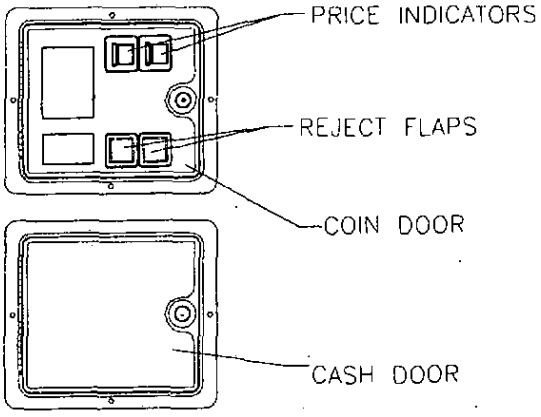


Typical Location of Power Supply and Line Cord

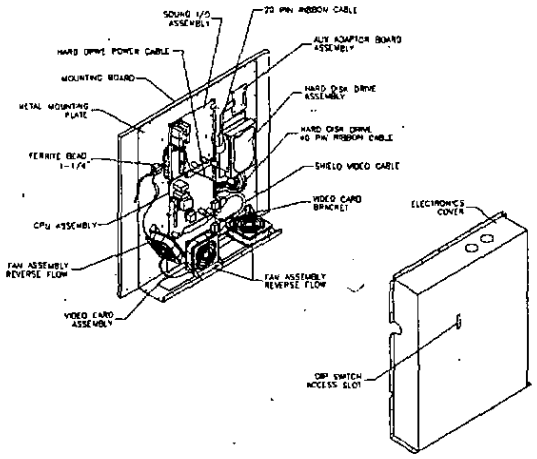
VGM Startup Troubleshooting Table, *continued*

SYMPTOM	CAUSE	REQUIRED ACTION
• VGM *(video game machine)* appears non-functional. • Currency acceptor price indicator is illuminated.	Power problem	1. Inspect circuit boards under low-light conditions. LEDs glow if processor circuits receive voltage. Fan should be turning. These indications prove presence of DC from power supply. Still, voltages or signals may not be normal. 2. Turn on VGM power. Using 20-volt DC setting on digital voltmeter, measure DC voltages at power connector pins. 3. Using 2-volt AC setting on digital voltmeter, measure same DC voltages as above. Any reading indicates ripple or noise. In that case, service power supply.
	Faulty wiring	Turn off VGM power. Assure that wiring harness connectors attach and fully seat onto mating board connectors.
	Improper jumper or DIP switch settings	Verify that circuit board jumpers are set as intended. Check DIP switch settings.
	Faulty circuit boards	1. Run power-up self-test sequence. Note errors or failures during tests. Compare LEDs with LED indicator status charts. Note discrepancies. 2. Replace faulty PC boards and rerun self-test.

CAUTION: Don't remove or install any connector while power is turned on. Doing so will damage circuit boards or hard disk drive, and void warranty.



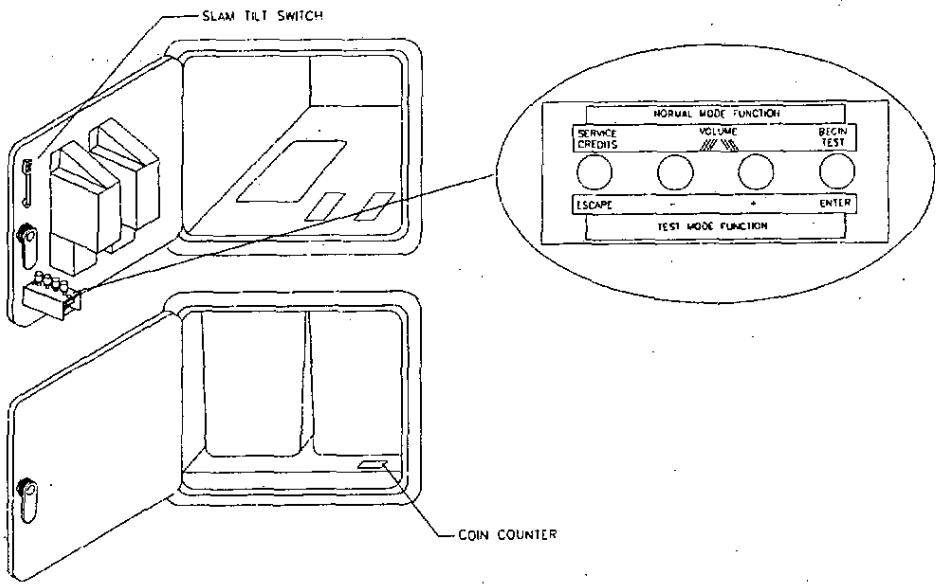
Front View Of Coin Door



Interior View Of Electronics

VGM Startup Troubleshooting Table, *continued*

SYMPTOM	CAUSE	REQUIRED ACTION
• VGM *(video game machine)* doesn't start. • VGM accepts currency or tokens. • Audio and video are present.	Faulty coin mechanism	1. Unlock and open coin door. Check each currency acceptor to assure proper mounting. Verify that each release latch is closed and locked. Does mechanism accept and reject currency correctly? Test mechanism with good and bad coins. 2. Inspect to see if external acceptor indicators (Pricing, Flashing Arrows, etc.) are lit. 3. Verify that each acceptor operates properly by placing it in working VGM. Replace bad parts.
	Faulty switches	1. Enter Menu System by pressing and holding TEST MODE switch inside coin door. From Main Menu, choose CONTROLS TEST. Use tests to confirm operation of each switch. 2. Assure that no loose parts or wires are caught in switch contacts. 3. Check for continuity in each suspect switch connection (Common to Normally Open or Common to Normally Closed). 4. Replace faulty switches (bent levers, broken actuators, etc.).
	Faulty wiring	1. Assure that no wires are caught in hinges, latches or switch contacts. 2. Check wiring continuity from circuit board connectors to acceptors. 3. Repair faulty wiring.



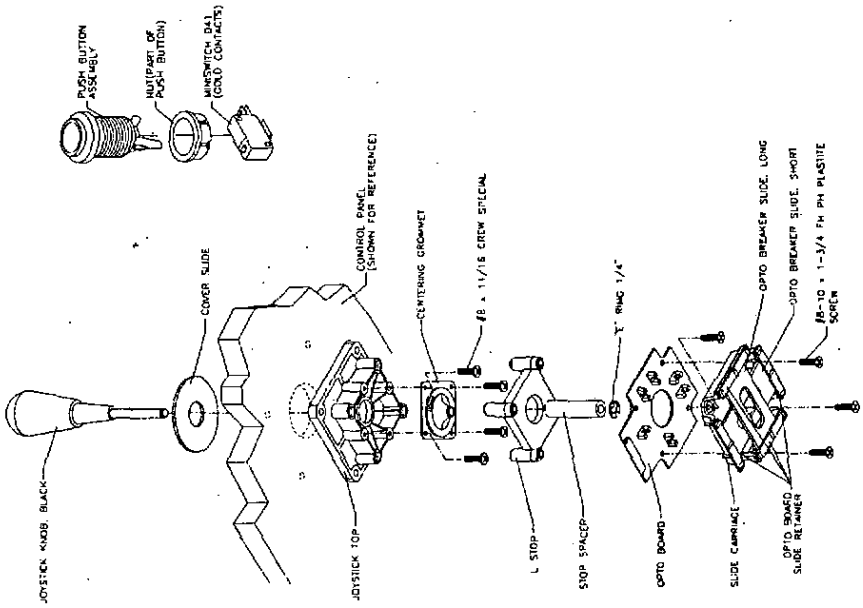
Interior View of Coin Door and Cash Door

Audio Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
• No audio • Video is present • VGM *(video game machine)* appears to operate normally	Improper volume setting	1. From Main Menu, choose VOLUME LEVEL. Check that Attract Music is on (enabled). Verify that all volume levels are set well above zero. 2. If necessary, change levels to make VGM audible.
	Faulty SIO Board	1. From Main Menu, enter Diagnostics Menu. Select SOUND SUBSYSTEM TEST. Test checks entire sound system. 2. Run power-up self-test sequence. Note errors that VGM finds during tests. Compare Sound I/O Board (SIO) LEDs with LED indicator status charts. Note discrepancies. 3. Verify proper operation of SIO Board by placing it in working VGM. 4. If board is faulty, replace it.
• Constant low hum from all speakers.	Faulty wiring	1. Check that cabinet wiring is correct for this VGM. 2. Verify that cabinet wiring provides separate wires (not common return) for each speaker. 3. Check connection of all cabinet ground wires. 4. Repair faulty wiring.
	Faulty power supply	Using 2 Volt AC setting on digital voltmeter, measure volteges at speaker terminals. Any reading indicates ripple or noise. In that case, service power supply.
• Audio is distorted, muffled or has missing frequencies.	Faulty or improper speaker	1. Turn off VGM power. Remove grilles and check speakers. Assure that speakers are full range (100 to 10,000 Hz) and rated for at least 20 W. Woofers must be rated for at least 40 W. 2. Verify proper speaker operation by connecting speaker in question to working VGM. 3. If speaker is faulty, replace it.
	Faulty wiring	1. Multiple-speaker installations: Check for reversed wires at one speaker. Weak low frequencies and thin or hollow sound quality is symptom of incorrectly phased speakers. Sound tests may not detect this condition, but you can hear it during VGM operation. 2. Repair faulty wiring.
• Dead sound channel	Faulty speaker	1. From Main Menu, choose SOUND TEST. Recheck speakers with audio signals in test. 2. Verify proper speaker operation by connecting speaker in question to working VGM. 3. If speaker is faulty, replace it.
	Faulty circuit board	1. From Main Menu, enter Diagnostics Menu. Select SOUND SUBSYSTEM TEST. Test checks entire sound system. 2. Run power-up self-test sequence. Note errors that VGM finds during tests. Compare circuit board LEDs with LED indicator status charts. Note discrepancies. 3. Verify SIO Board operation by connecting board to working VGM. 4. If board is faulty, replace it.
	Faulty wiring	1. Verify that cabinet wiring is correct. Assure that all speakers connect to audio wires. Check for broken or shorted wires. 2. Repair faulty wiring.

Joystick Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
• Players complain that joystick operates erratically or unreliably • Game starts normally	Faulty switch	Enter game Menu System by pressing and holding TEST MODE switch inside coin door. From Diagnostics Menu, choose SWITCH TEST. Operate joystick in question. Check for proper readings of up, down, left and right.
	Faulty switch wiring	1. Check for wires caught in door hinges, latches or switch contacts. 2. Verify that harness connectors are attached and fully seated. 3. Assure that joystick switches connect properly to control input wires. 4. Reconnect loose cables. 5. Check joystick cable ground connections. 6. Check that cabinet wiring is correct for this VGM *(video game machine)*. 7. Repair faulty wiring.
	Faulty mechanical parts	1. Inspect joystick for: Missing, loose or damaged parts, torn rubber T-band, etc. 2. Replace bad parts.
	Dirty optos	Clean dust out of optos with swab and cleaner. *Don't apply cleaner directly into opto. Never use solvents!*
	Faulty joystick fuse	1. Check fuses on I-40 Joystick Interface Board inside player control panel. Each joystick has its own fuse. 2. Replace bad fuses.
	Faulty joystick electronics	1. If joystick fuses are okay, install joystick in working VGM *(video game machine)* and retest it. 2. If joystick still doesn't work, replace it.
	Faulty I-40 Joystick Interface Board	1. If joystick works in second VGM, I-40 Joystick Interface Board may be bad. 2. Replace board and retest joystick.

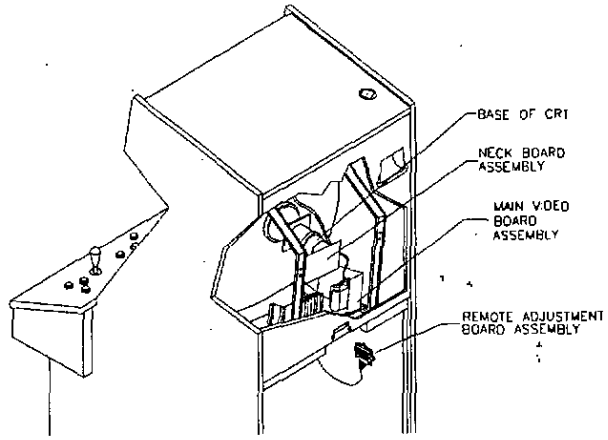


Joystick Parts

Video Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
• Monitor appears non-functional • Audio is present • VGM *(video game machine)* controls operate normally	Power problem	Verify connection of AC Power to video monitor. Inspect CRT neck in dim light. Glowing filament near CRT base proves that some monitor circuits receive power. Still, voltages or signals may not be normal.
	Faulty wiring	1. Turn off VGM power. Verify that video signal and Remote Adjustment Board connectors seat properly on Video Monitor Board. 2. Assure that video cables connect to circuit boards. 3. Assure that no wires are caught on chassis or mounting brackets.
	Improper monitor adjustments	1. Check that BRIGHTNESS (intensity) and CONTRAST are set above their minimum levels. 2. If necessary, adjust these settings.
	Faulty monitor circuitry	1. Examine AC line fuse on Video Monitor Board. If fuse is faulty, replace it with identical fuse. 2. If fuse is good: Verify that video monitor operates correctly by placing it in working VGM. 3. If monitor is bad: Check monitor power supply. 4. If power supply is good: Check monitor horizontal output transistor and related circuitry.

	**WARNING: HIGH VOLTAGE.** VGM monitors generate and store potentially lethal high voltages. Avoid touching any part of the monitor until power has been off for some time. A picture tube can maintain a hazardous charge for up to several days. Only qualified technicians should service monitors. Turn off the power, unplug the VGM and discharge the CRT before attempting service. Even properly discharged tubes can revert to a highly charged state, *without reapplication of power.*
	**WARNING:** In normal operation, the monitor doesn't require isolation from AC line voltage. During bench servicing, you may need to operate the monitor outside the cabinet. If you do, *isolate the monitor from line voltage with an isolation transformer.*
	**CAUTION:** Don't operate the monitor without the Remote Adjustment Board.



Typical Cutaway Rear View

Video Troubleshooting Table, *continued*

SYMPTOM	CAUSE	REQUIRED ACTION
• Game screens don't appear • No audio • Power-up self-test runs	Improper components	1. Verify that hard disk drive is correct for this VGM *(video game machine)*. Label on drive records manufacturer name, assembly number and program version. 2. Verify that circuit boards are correct for this VGM. Label on each board records manufacturer name, assembly number and hardware version. 3. Verify that ROM instruction set is correct for this VGM. VGM set only has one ROM. Label on ROM records assembly number and software version. 4. Replace improper ROMs with correct ones.
	Hard drive problems	1. Turn VGM on. Immediately look *under* hard drive. Hard Drive Activity LED flashes if drive is operating properly. 2. Allow VGM to load normally. Note and record any error messages that occur during self-test. 3. Remove hard drive and install it in working VGM. If symptom recurs there, hard drive is faulty. Replace it.
• Blotches of color appear on screen	Picture tube aperture mask is magnetized	Remove diskettes from room. Demagnetize monitor with external degaussing coil. Take care not to magnetize neighboring VGMs. Monitor may be on or off for this procedure.
• White areas in center of screen appear tinged with color • Object edges have fringe of one or more colors	Picture tube purity or static convergence is out of alignment	1. Turn on VGM *(video game machine)*. 2. Press and hold TEST MODE to enter Menu System. At Main Menu, select Monitor Tests Menu. Run through Crosshatch, Red, Green and Blue screens to find clearest display of problem. 3. Display screen with greatest problem. 4. Display Crosshatch Screen. Locate purity and static convergence ring magnets on back of monitor neck. Watch screen in mirror. Adjust magnets to minimize problem. Follow instructions from monitor manufacturer. 5. Display Crosshatch Screen. Touch up adjustments while watching screen in mirror.
• Background of Attract Mode screens seems out of sync • Words on screen read OK	Medium resolution monitor, and DIP switch set for low resolution	1. Press and hold TEST MODE to enter Menu System. At Main Menu, select Diagnostics. Then select DIP Switch Tests Menu. 2. Locate DIP switch bank U12 on the Sound I/O Board. 3. Turn off switch 2. 4. Reenter Attract Mode and check screens.



CAUTION: Don't operate the monitor without its Remote Adjustment Board.



WARNING: HANDLE FLUORESCENT TUBE AND CRT WITH CARE. If you drop a fluorescent tube or CRT and it breaks, it will implode! Shattered glass can fly eight feet or more from the implosion.

Video Troubleshooting Table, *continued*

SYMPTOM	CAUSE	REQUIRED ACTION
• White areas at screen edges appear tinged with color • Dots at screen edges appear oval or cylindrical	Picture tube dynamic convergence is out of alignment	Have service bureau dynamically reconverge monitor. This procedure requires removing and repositioning yoke. Service bureau must follow instructions from monitor manufacturer.
• Video tears or rolls, or has black bar down middle of screen • Video may appear as colored bars of dashed lines	Improper sync signals	1. Check to see if Video Board puts out type of sync that your monitor requires. 2. Adjust sync for monitor you're using: On SIO Board, set DIP switch bank U12, switch 2. Off = medium resolution (default); on = low resolution. 3. Verify that jumpers are set correctly for monitor. 4. If necessary, add or remove video sync jumper at Sound I/O Board jumper block J2. With no pins connected (or pins 2 and 3 connected), board outputs positive sync. With pins 1 and 2 connected, board outputs negative sync.
	Faulty wiring	1. Check connectors and cables for wiring continuity. Video cables connect graphics card to circuit boards, and then to video monitor. 2. Assure connection of all cabinet ground wires, especially at video monitor chassis. 3. If you find faulty wiring, repair it.
	Faulty monitor circuitry	1. Check video monitor operation by connecting it to working VGM *(video game machine)*. 2. Assure that monitor is correct type for this VGM. Monitors with wrong resolution can't lock sync. 3. If you have wrong type monitor, replace it.
	Electromagnetic fields	Move cabinet far away from machines, appliances, or competitors' VGMs.
• Missing colors	Faulty wiring	1. Check connectors and cables for wiring continuity from circuit boards to video monitor. 2. Repair faulty wiring.
	Faulty monitor color drive circuitry	Verify that video monitor operates correctly by connecting it to working VGM.
• One color is dimmer or brighter than others • Whites appear tinted everywhere on screen	Maladjusted color bias pots	1. Turn on VGM *(video game machine)*. 2. Enter Monitor Tests Menu. 3. Watch Color Bars screen in mirror. 4. Adjust three bias pots for best colors. (Most monitor neck boards include these pots.) 5. Also check White Screen. Touch up controls. 6. If whites still seem tinted, have service bureau rejuvenate picture tube.
• Picture is dim or faded	Maladjusted BRIGHTNESS pot or subnormal picture tube emission	1. Watch Color Bars screen. Adjust BRIGHTNESS and CONTRAST pots for greatest number of grays. You'll find these pots on Monitor Remote Control Board, behind coin door. 2. If pots have no effect, have service bureau rejuvenate picture tube.

Video Troubleshooting Table, *continued*

• Picture is too narrow	Maladjusted WIDTH pot	Enter Monitor Tests Menu. Watch Crosshatch Screen while adjusting WIDTH pot for best picture. You'll find this pot on Monitor Remote Control Board, behind coin door.
• Picture is too short	Maladjusted HEIGHT pot or damaged vertical circuit	1. Enter Monitor Tests Menu. Watch Crosshatch Screen while adjusting HEIGHT pot for best picture. You'll find this pot on Monitor Remote Control Board, behind coin door. 2. If pot has no effect, service vertical output circuit.
• Picture seems shifted to one side	Maladjusted HORIZONTAL POSITION pot	Enter Monitor Tests Menu. Watch Crosshatch Screen while adjusting HORIZONTAL POSITION pot for best picture. You'll find this pot on Monitor Remote Control Board, behind coin door.
• Keystone-shaped picture	Shorted turns in yoke	1. Substitute working yoke. 2. Have service bureau converge monitor. 3. Retest monitor.

Software Update Troubleshooting Table

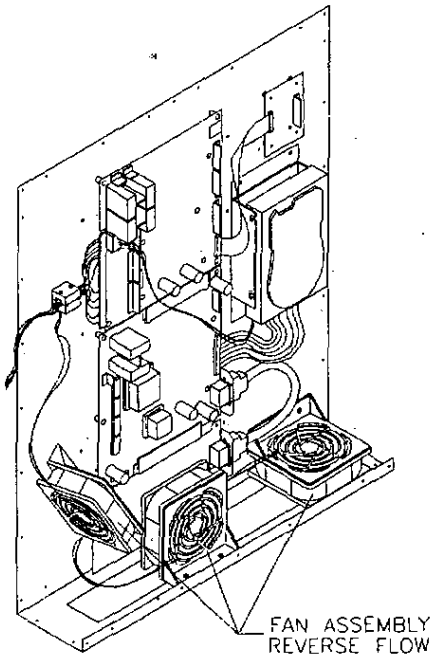
SYMPTOM	CAUSE	REQUIRED ACTION
• Update didn't work • After update procedure, screen reports lower than latest version	You skipped steps or performed them out of sequence.	Return update components to kit, reinstall original parts in cabinet, and try process again.
	Installation error may have damaged device.	1. Inspect for bent or broken pins. 2. If you have another kit, try it. 3. Ask your distributor to check your upgrade ROM.
• No Attract Mode screens • Board indicators illuminate, but screen is completely blank	Mismatched boot ROM update version and hard drive.	Boot ROM and disk version numbers must match. If necessary, replace boot ROM or disk.
	You installed boot ROM in wrong socket.	1. Be certain that boot ROM device resides in proper socket. 2. If necessary, move boot ROM to proper location.
	You installed upgrade ROM in wrong socket.	1. Install disk ROM. Only use upgrade socket for hard disk drive updates. 2. Load ROM contents onto drive. 3. Remove ROM from game.
	Upgrade ROM remains in VGM *(video game machine)* during game play.	1. During game play, upgrade ROM must be empty. Switch off VGM. 2. Remove upgrade ROM. 3. Switch on VGM. 4. Retest Game Mode.



NOTICE: Someday, software updates for your VGM *(video game machine)* might become available. These upgrades may improve your VGM's performance or add new VGM features. Such upgrades tend to appear sometime after factory first releases VGM. Contact your distributor for information about updates.

Miscellaneous Problem Troubleshooting Table

SYMPTOM	CAUSE	REQUIRED ACTION
• Marquee lamp is intermittent or non-functional • VGM *(video game machine)* starts and plays normally	Faulty fluorescent tube	1. Remove fluorescent tube from its sockets. If you find cracks or darkened ends, install new lamp. Clean tube. 2. Check continuity of both fluorescent tube filaments. 3. Verify that fluorescent tube operates by placing it in working VGM.
	Faulty lamp fixture	1. Verify that lamp pins make good connection with socket contacts. 2. Check ballast for continuity.
	Faulty wiring	1. Measure fluorescent lamp AC voltages. Check wiring and connector continuity from AC power chassis to lamp assembly. 2. If you find faulty wiring, repair or replace it.
• VGM operates normally • Cabinet becomes warm after several hours of use	Obstructed fan	1. Check bottom and rear of cabinet for blocked airflow. 2. Move VGM away from sources of heat. 3. Turn off VGM power. Remove dust from vent holes with high-power vacuum cleaner.
	Faulty wiring	1. Check fan wiring and connectors. 2. If you find faulty wiring, repair or replace it.
	Faulty fan	1. Check operation of all fans, including power supply fan. 2. If fan is faulty, replace it.
• Error messages appear on screen	Faulty hardware	1. Check any assembly (RAM, ROM, Battery, etc.) identified in error messages. 2. Replace faulty parts. 3. Call your authorized distributor for help with unresolved screen messages.



Fan Location and Mounting

NBA SHOWTIME GOLD EDITION / NFL BLITZ 2000 GOLD EDITION

CHAPTER SEVEN

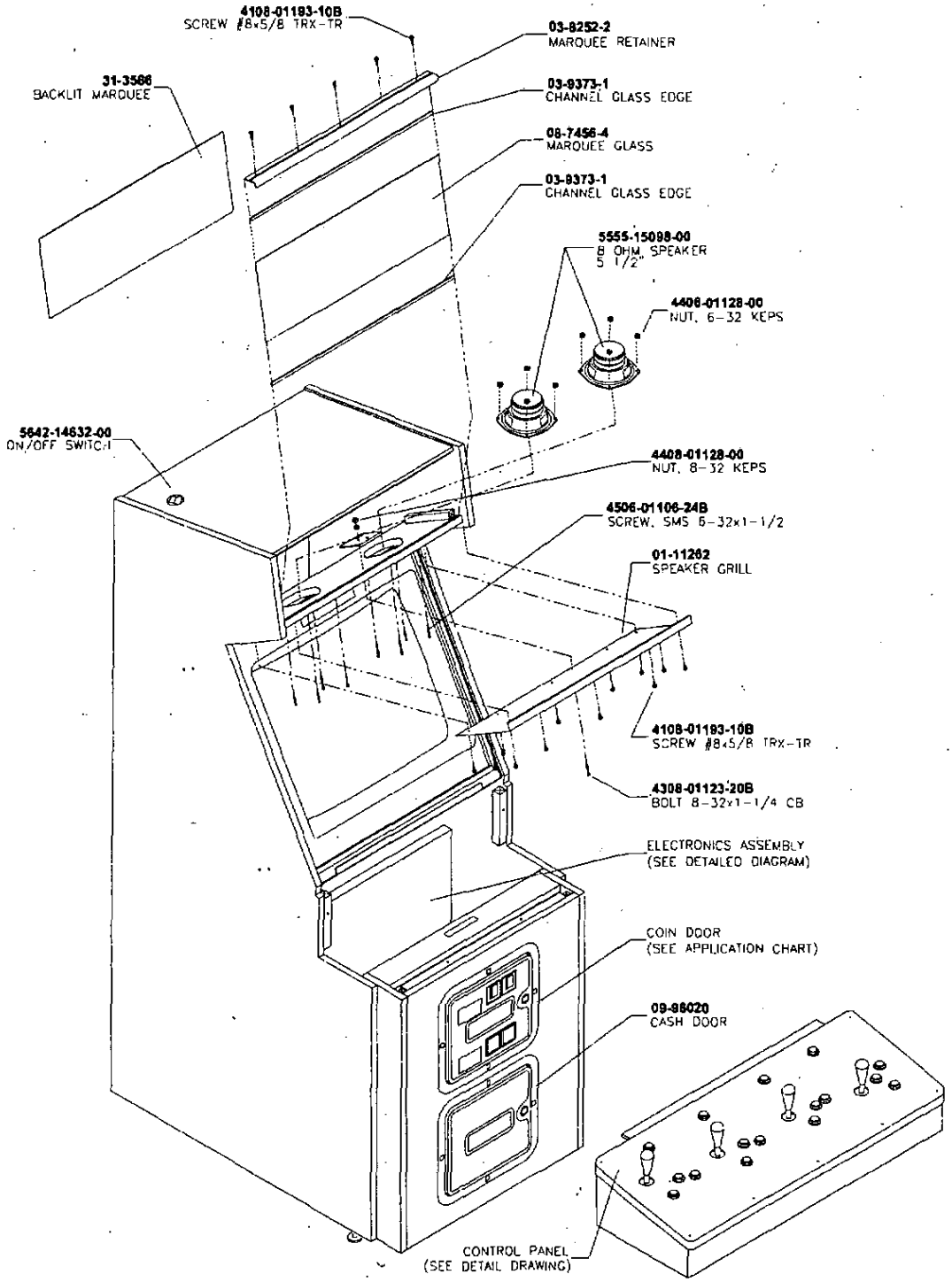
PARTS



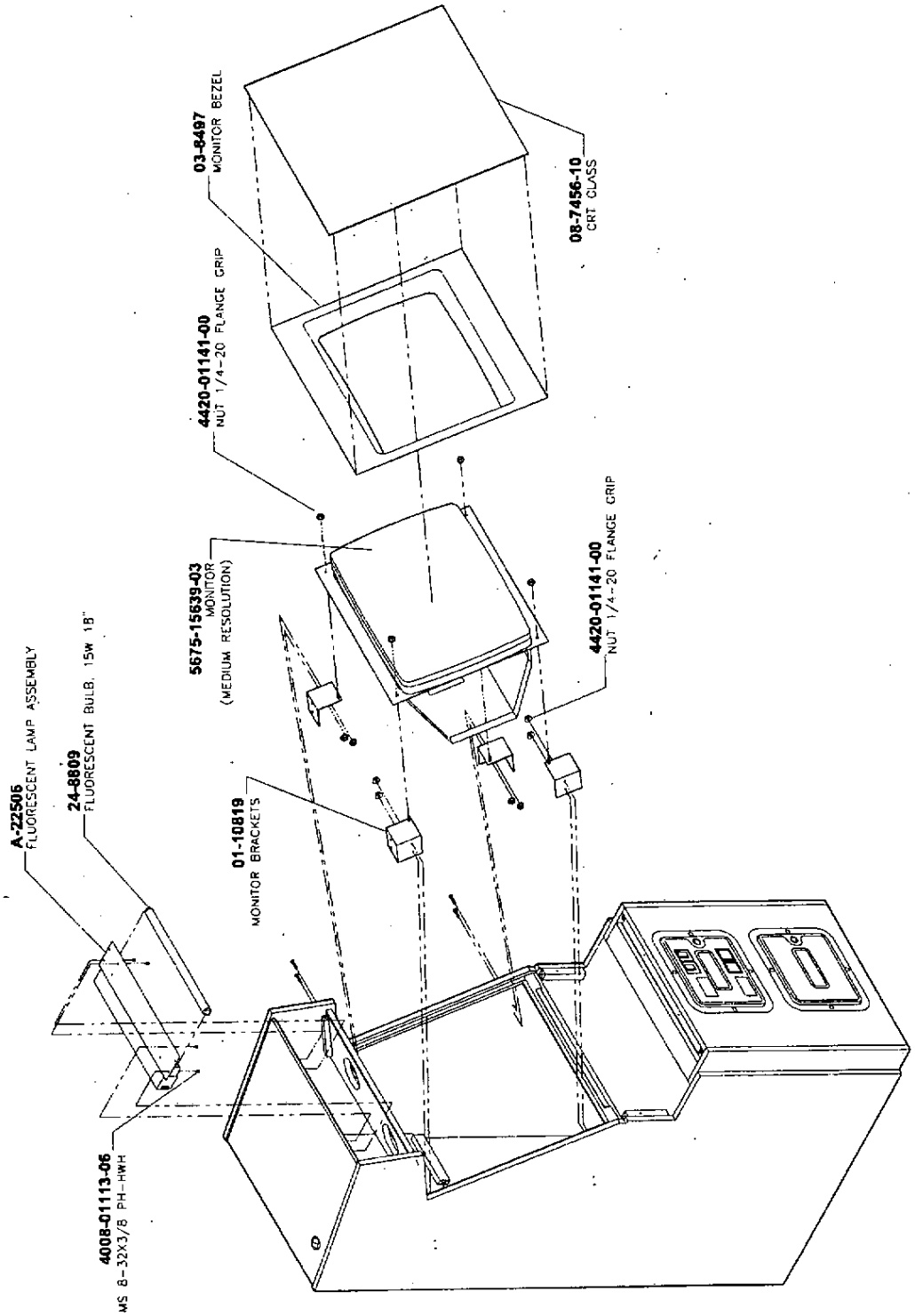
WARNING: Use of non-Midway parts or circuit modifications may cause serious injury or equipment damage! Use only Midway authorized parts.

For safety and reliability, don't substitute parts or modify Midway products. Substitute parts or modifications may void the game's EMC directive or FCC type acceptance.

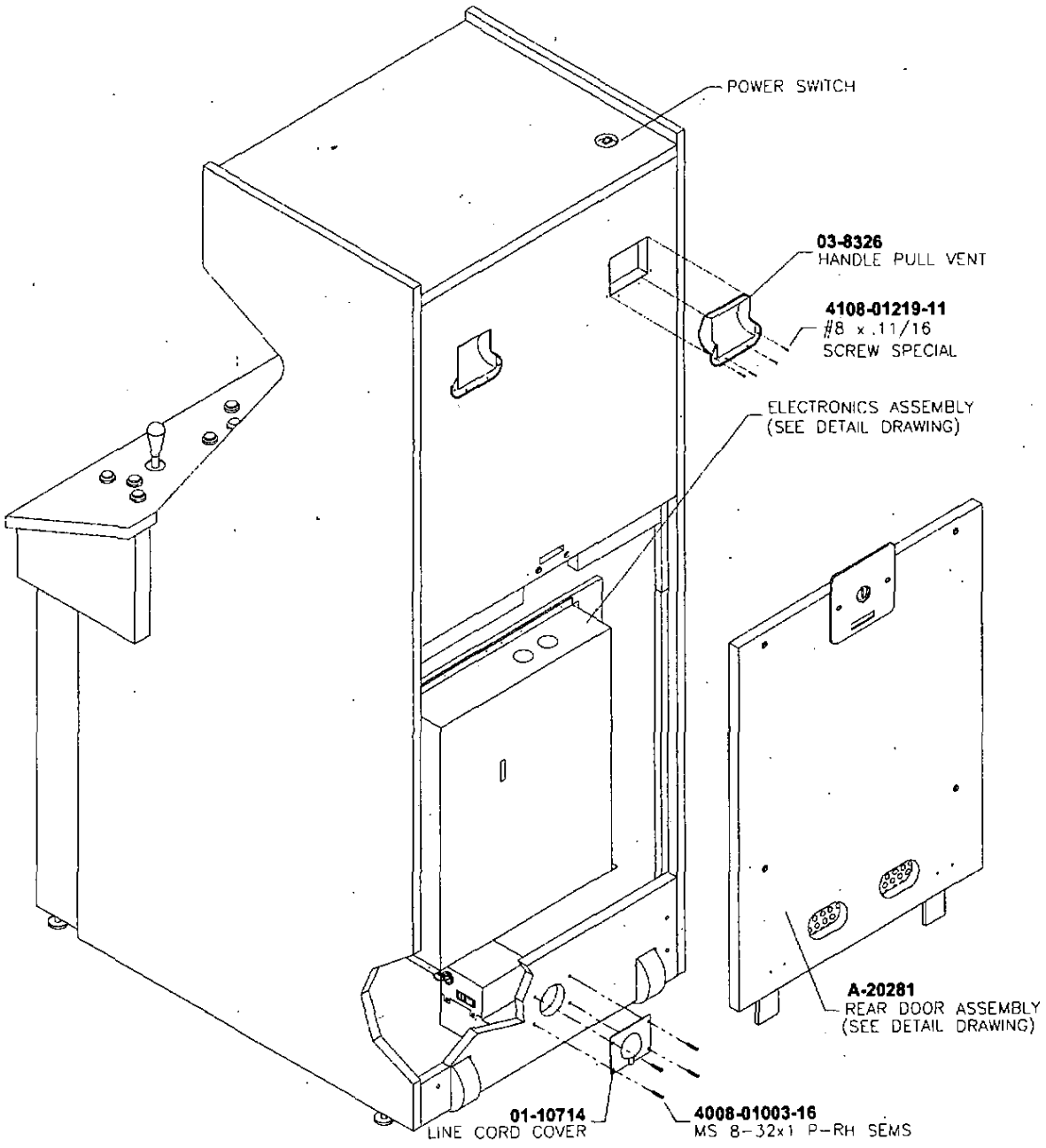
CABINET FRONT VIEW



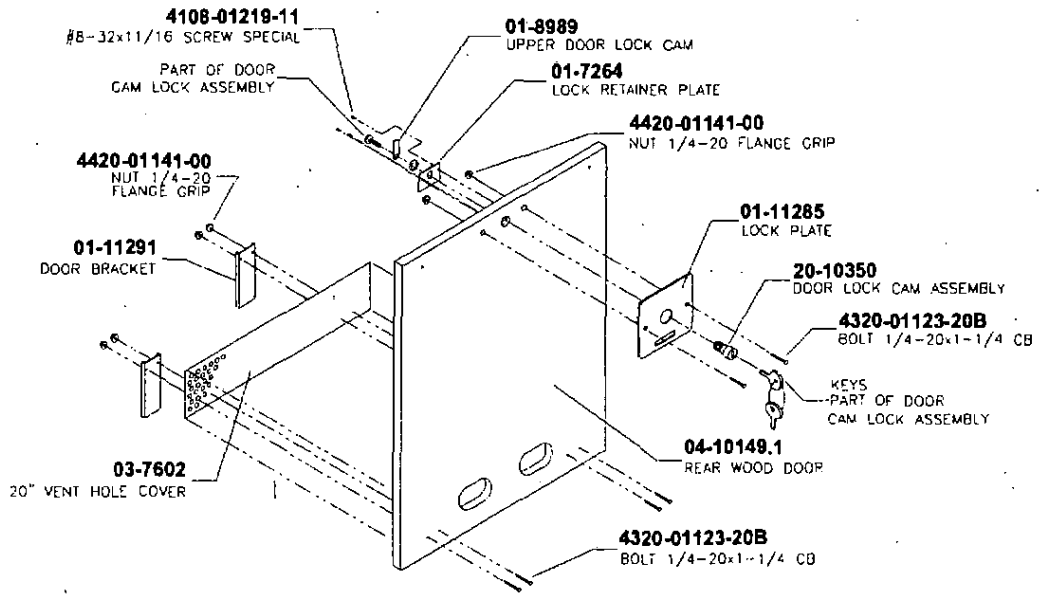
MONITOR AND LAMP FIXTURE MOUNTING



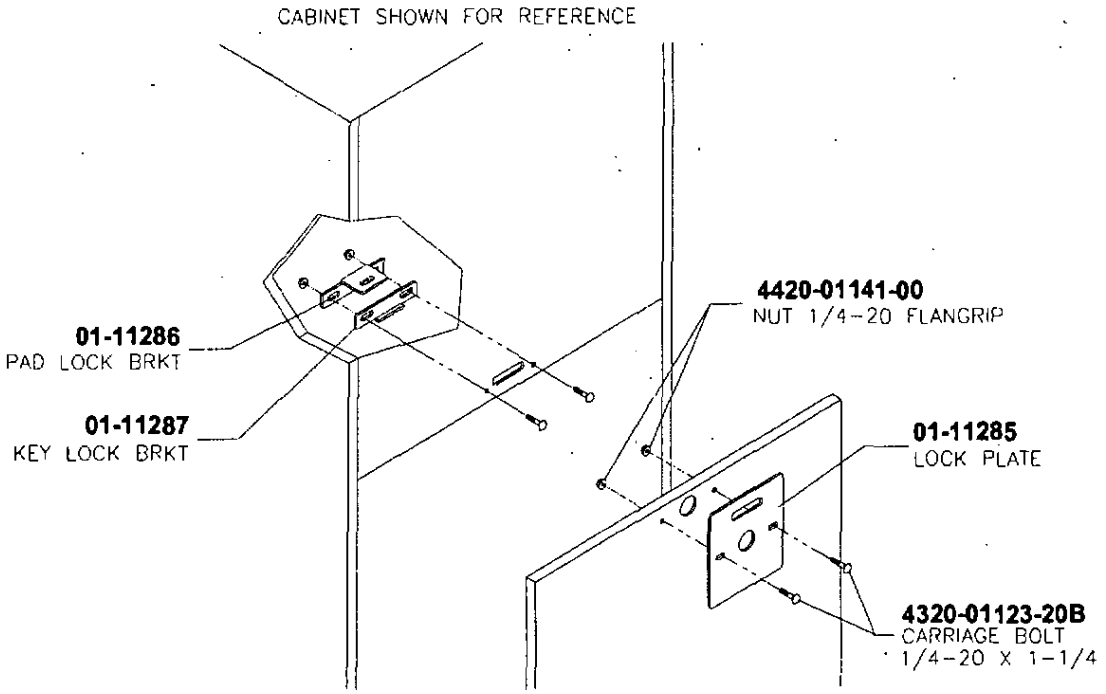
CABINET REAR VIEW



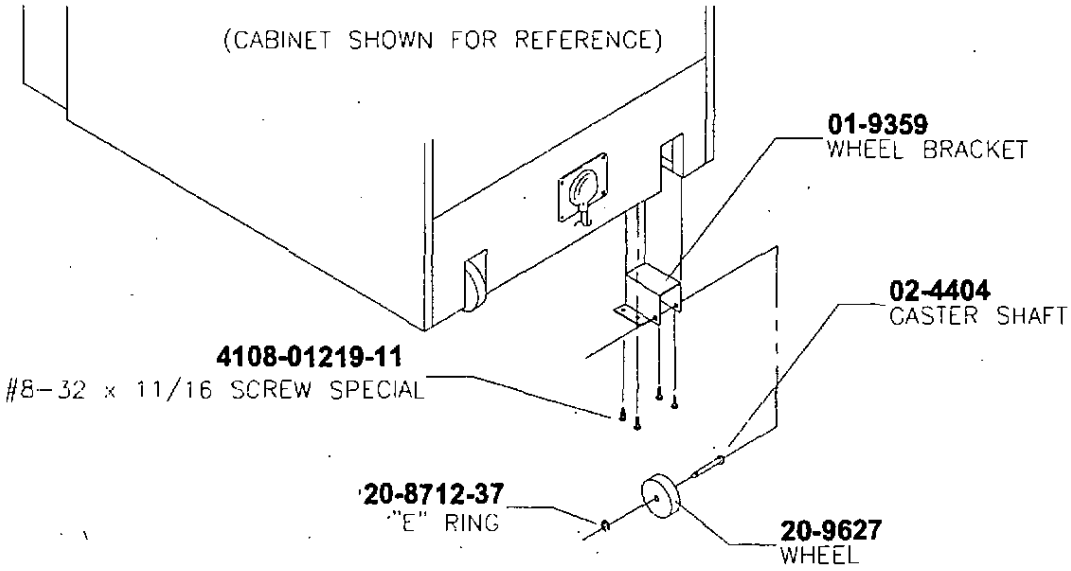
REAR DOOR ASSEMBLY A-20281



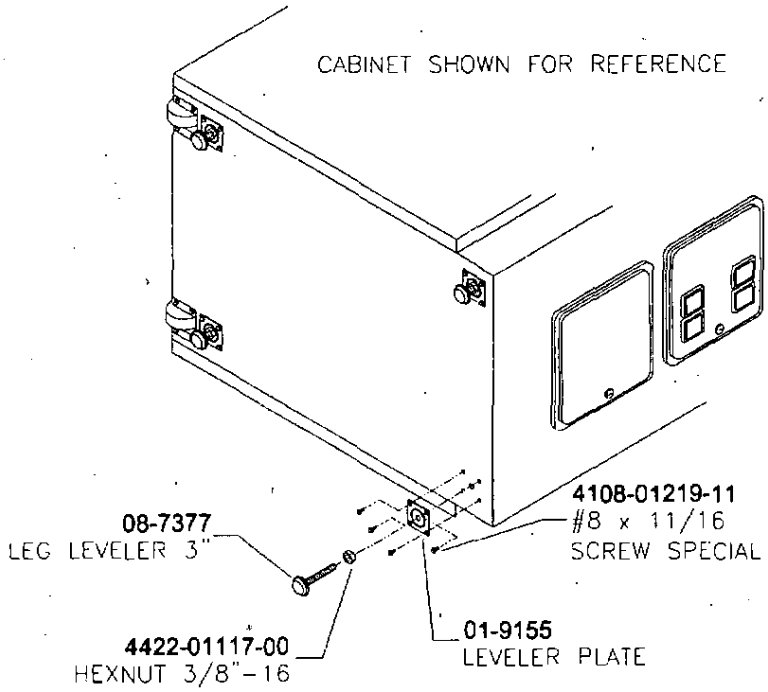
REAR DOOR LOCK DETAIL



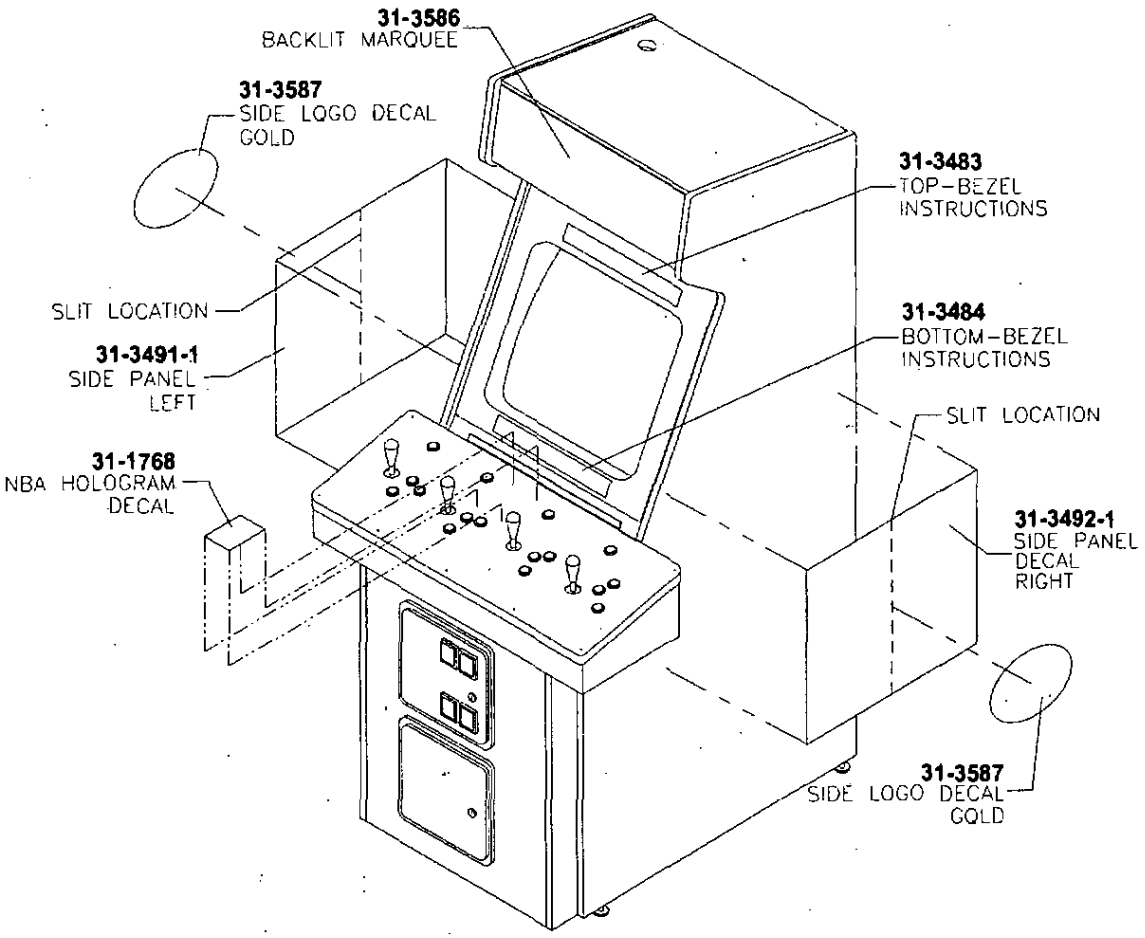
CASTERS



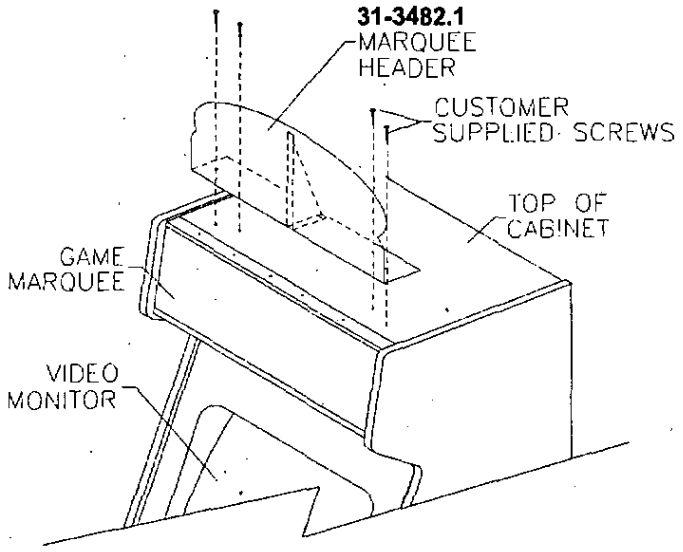
LEG LEVELERS



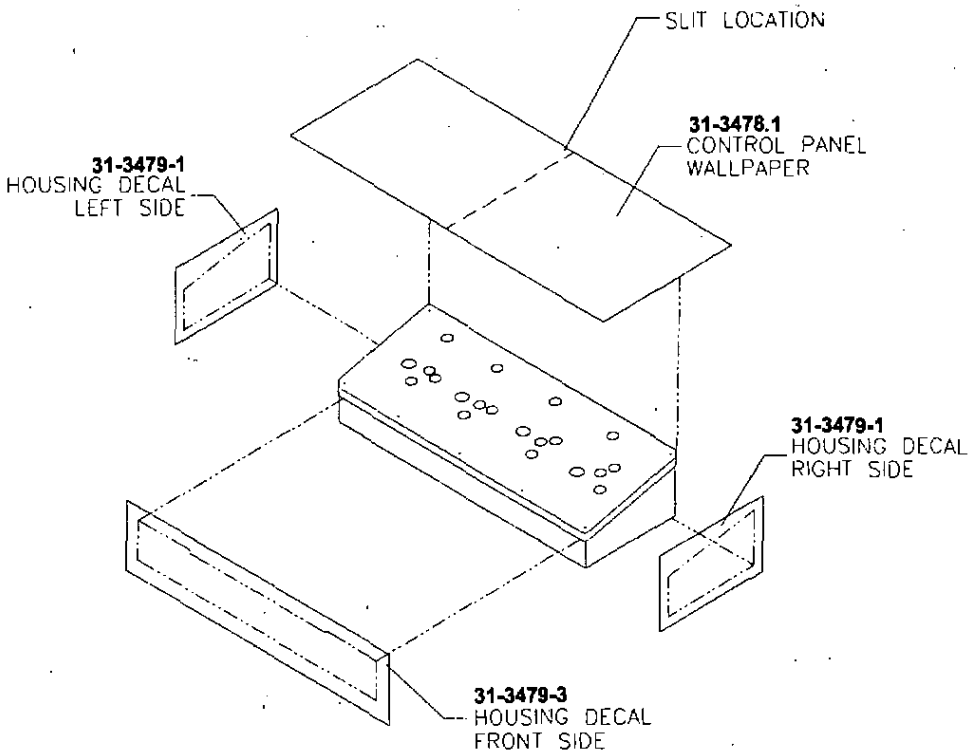
CABINET DECALS



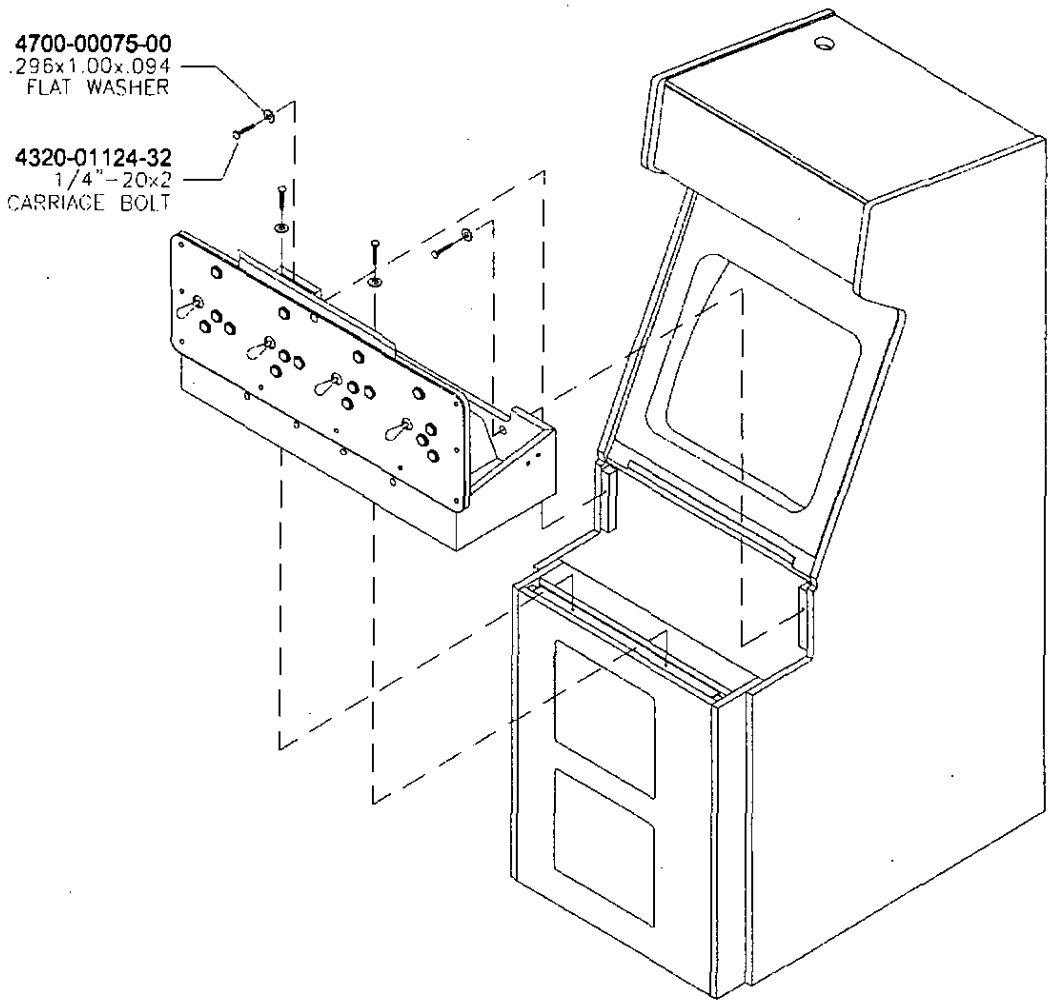
MARQUEE HEADER MOUNTING DETAIL



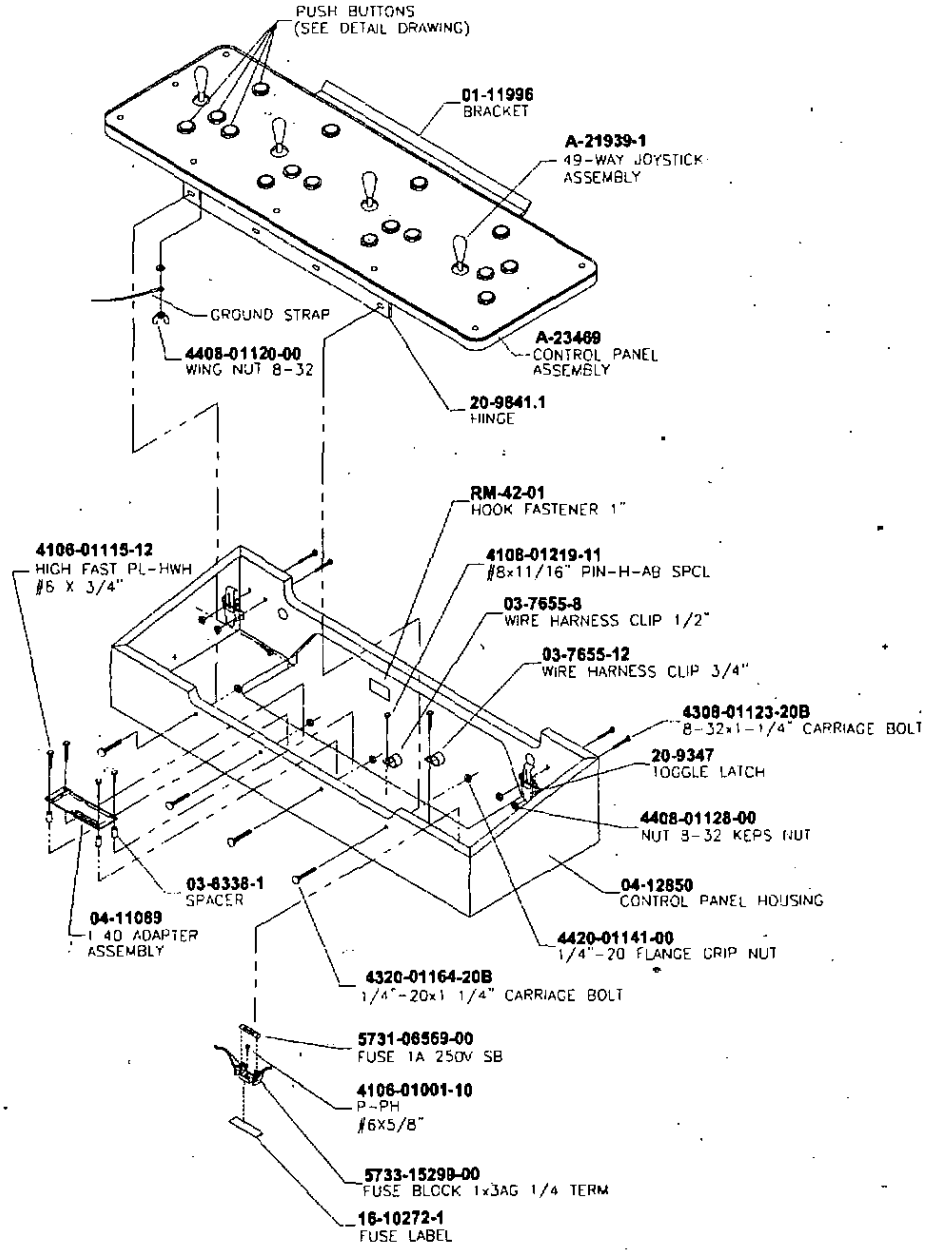
PLAYER PANEL AND HOUSING DECALS



PLAYER PANEL HOUSING INSTALLATION



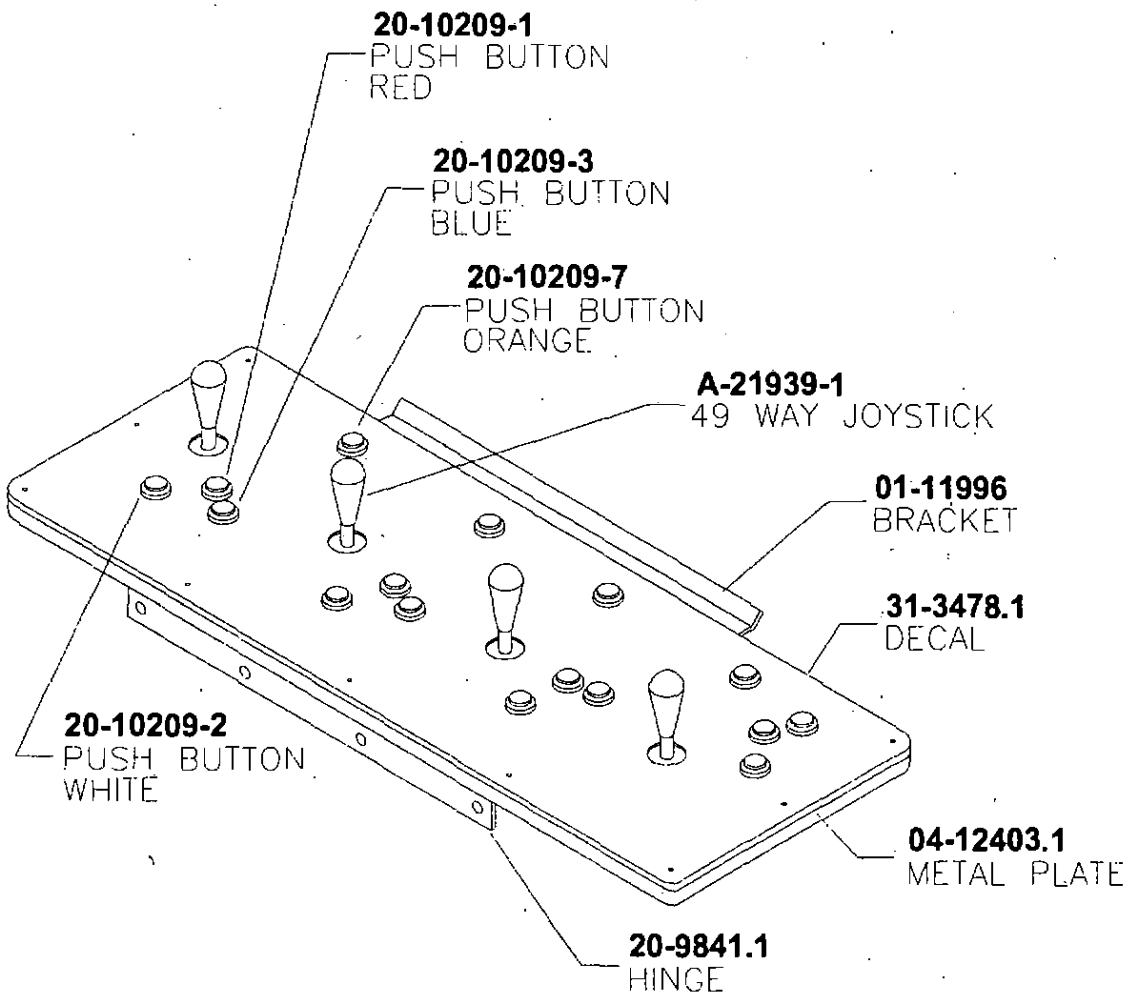
PLAYER PANEL & HOUSING ASSEMBLY A-23467



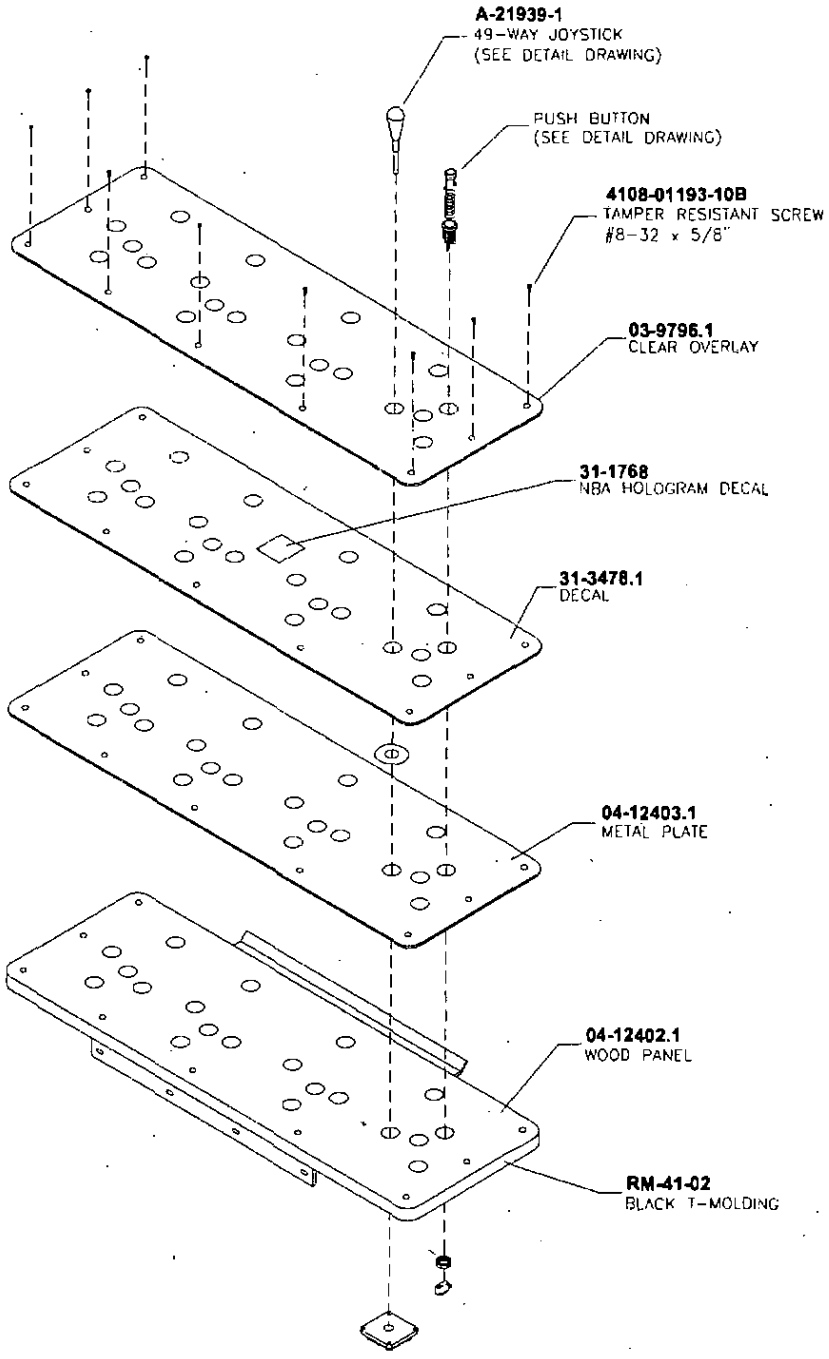
ASSOCIATED PARTS NOT SHOWN:

01-11955	SECURITY LATCH BRACKET (2)
03-9796.1	CLEAR OVERLAY
04-12403.1	CONTROL PANEL PLATE
31-1768	NBA HOLOGRAM DECAL
31-3478.1	SCREENED OVERLAY
31-3479-1	HOUSING DECAL DECAL, LEFT
31-3479-3	HOUSING DECAL DECAL, FRONT

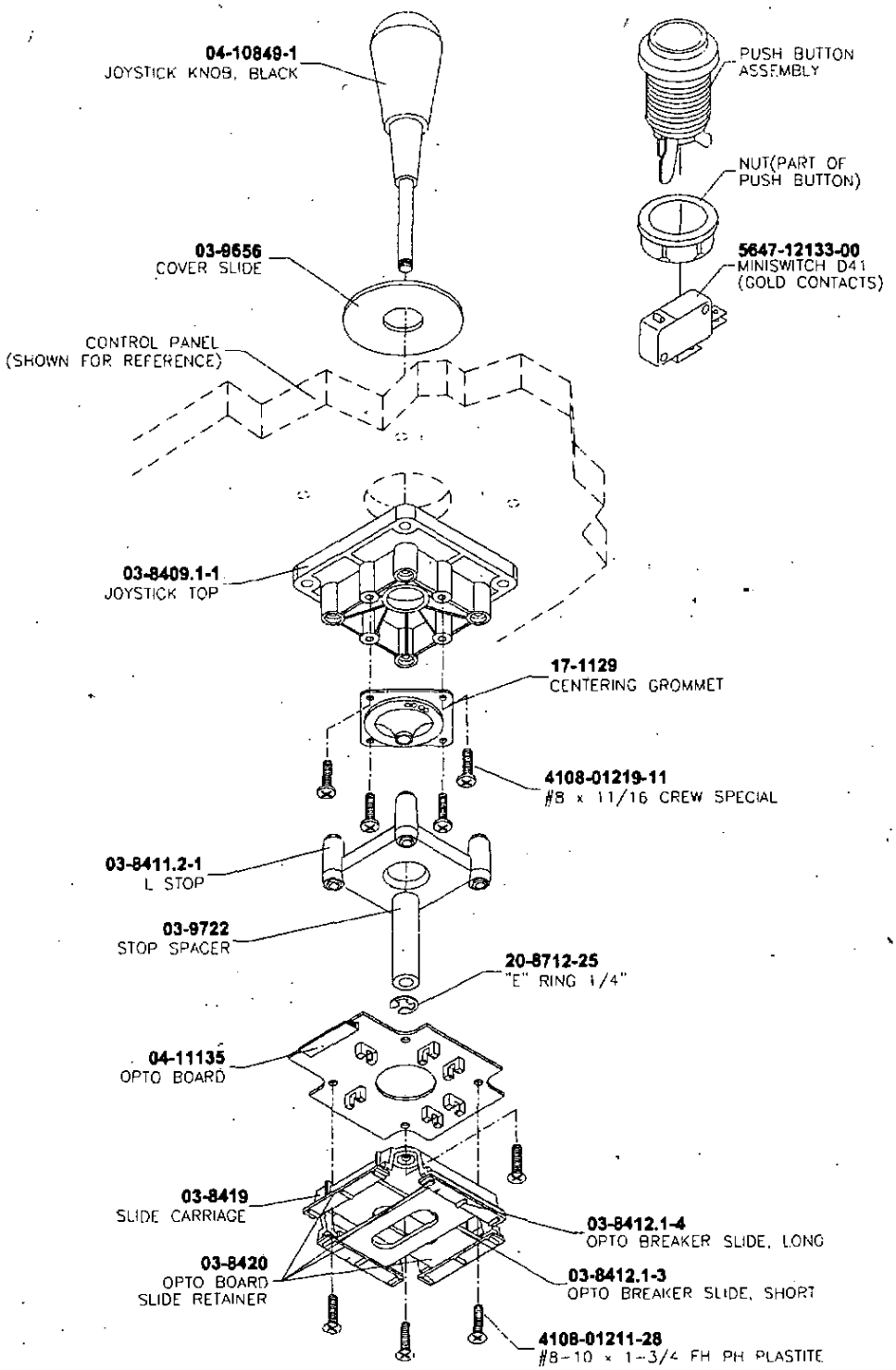
PLAYER PANEL ASSEMBLY A-23469



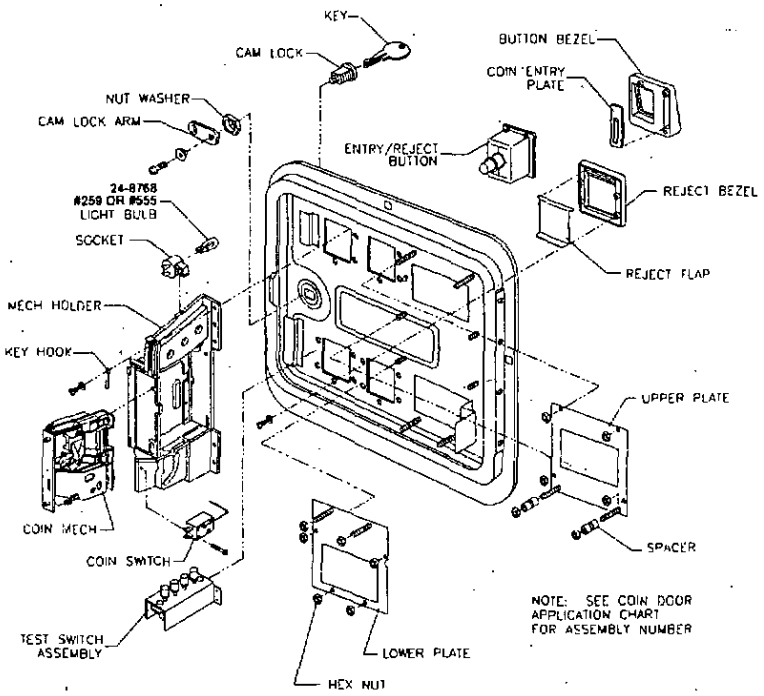
PLAYER PANEL EXPLODED VIEW



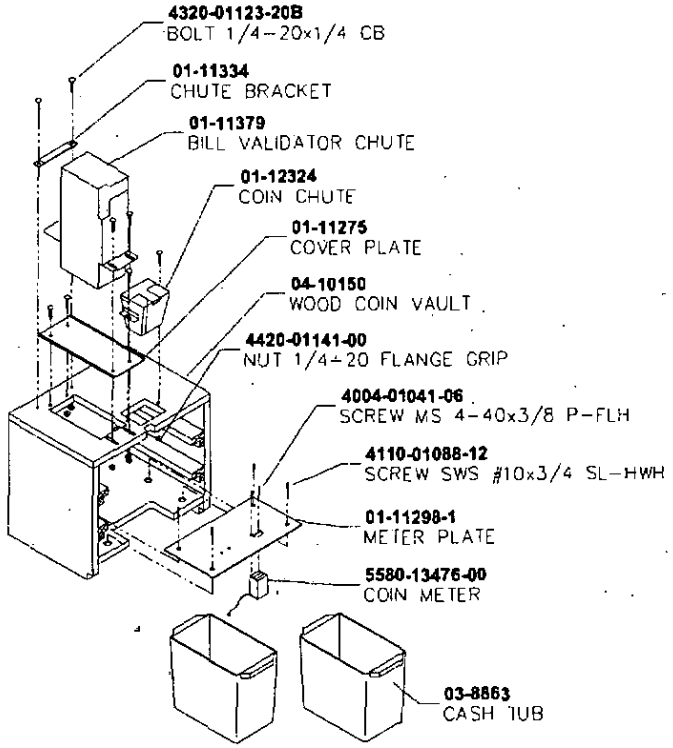
49-WAY JOYSTICK ASSEMBLY A-21939-1 AND BUTTON ASSEMBLY 20-10209-X



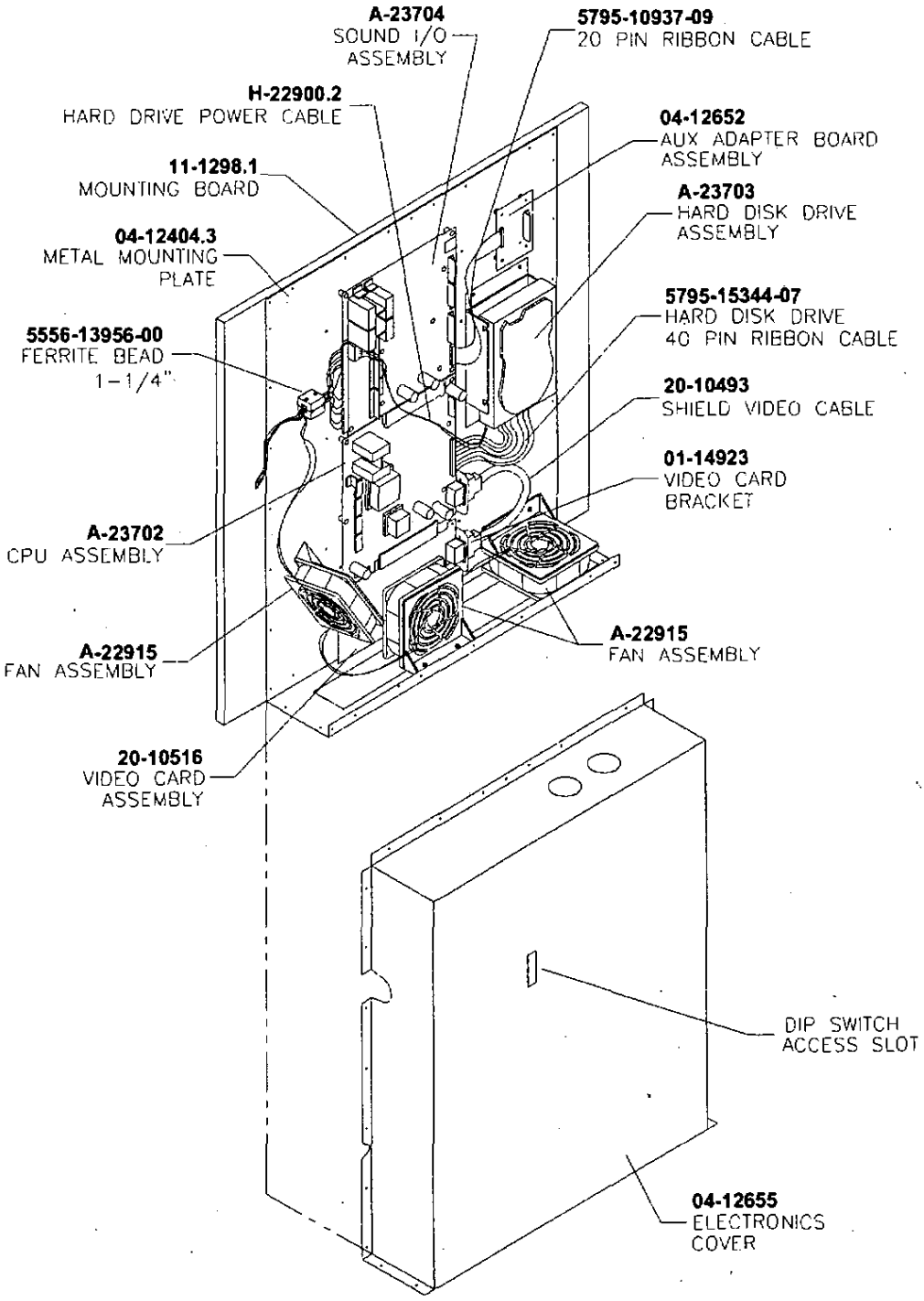
COIN DOOR EXPLODED VIEW



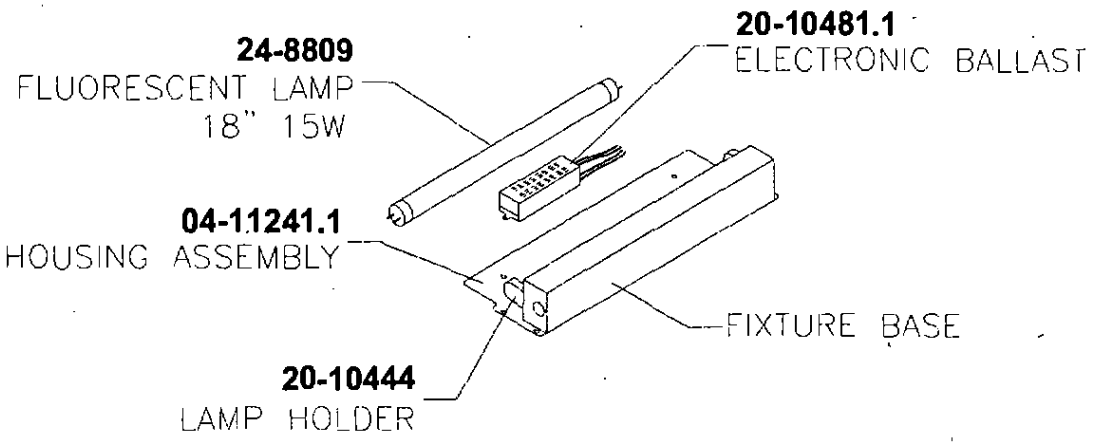
COIN VAULT PARTS



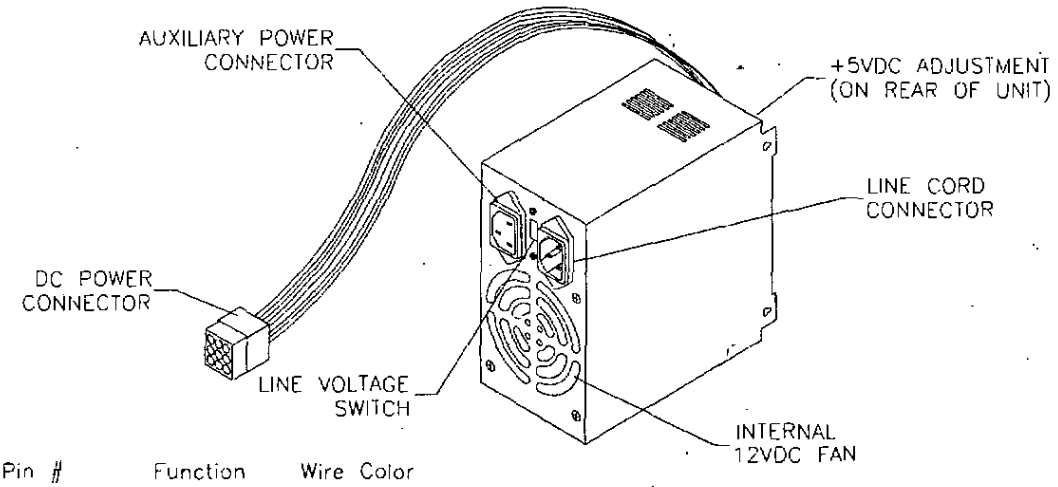
ELECTRONICS ASSEMBLY A-23781



LAMP ASSEMBLY A-22506



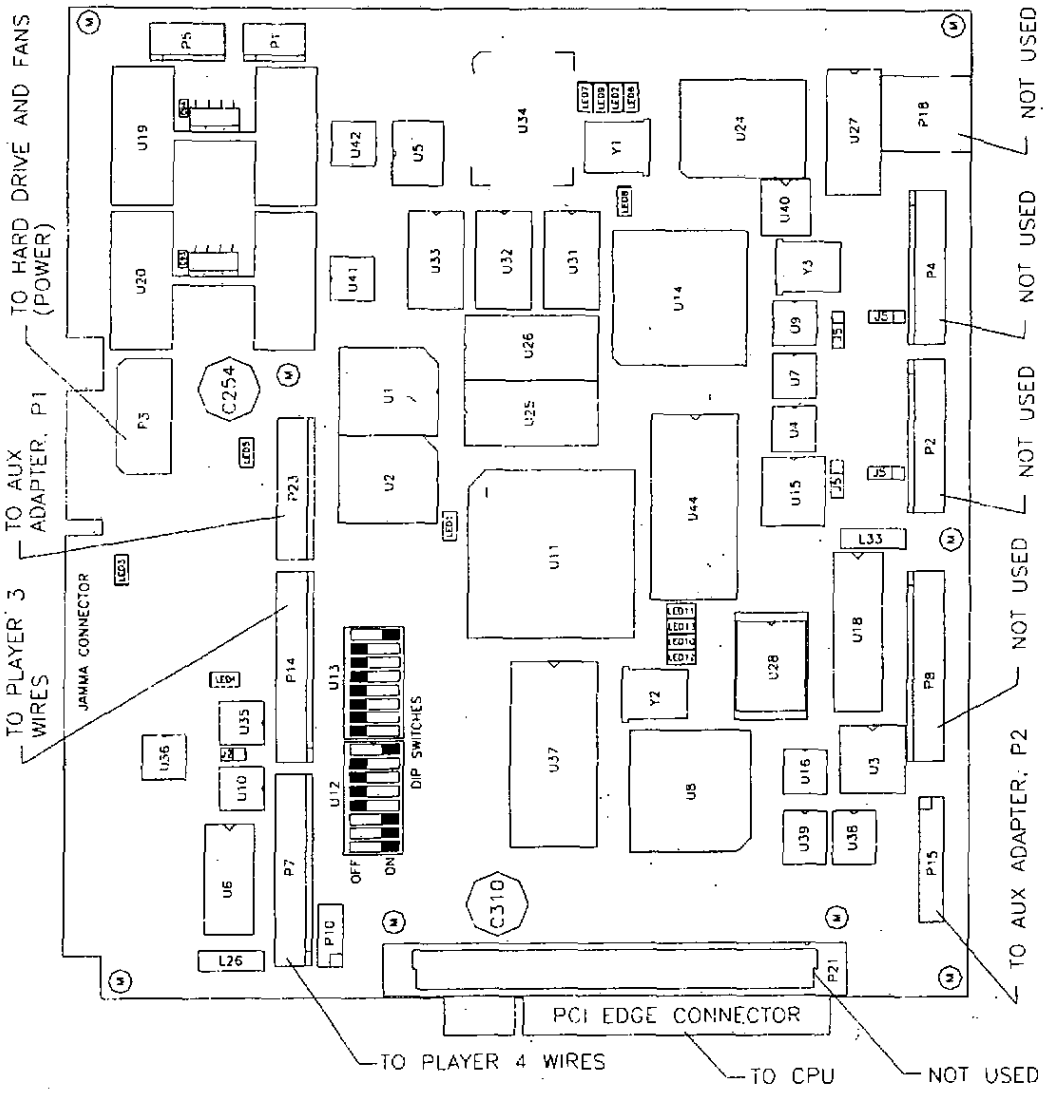
POWER SUPPLY 20-10167



Pin #	Function	Wire Color
1, 2, 3	+5VDC	Red
4, 5, 6	Ground	Black
7	−5VDC	Yellow*
8	+12VDC	Orange*
9	−12VDC	Blue*

***Note:** Many computer grade power supplies use yellow for +12V, blue for −5V, and white for −12V. This is acceptable as long as the pinout is correct.

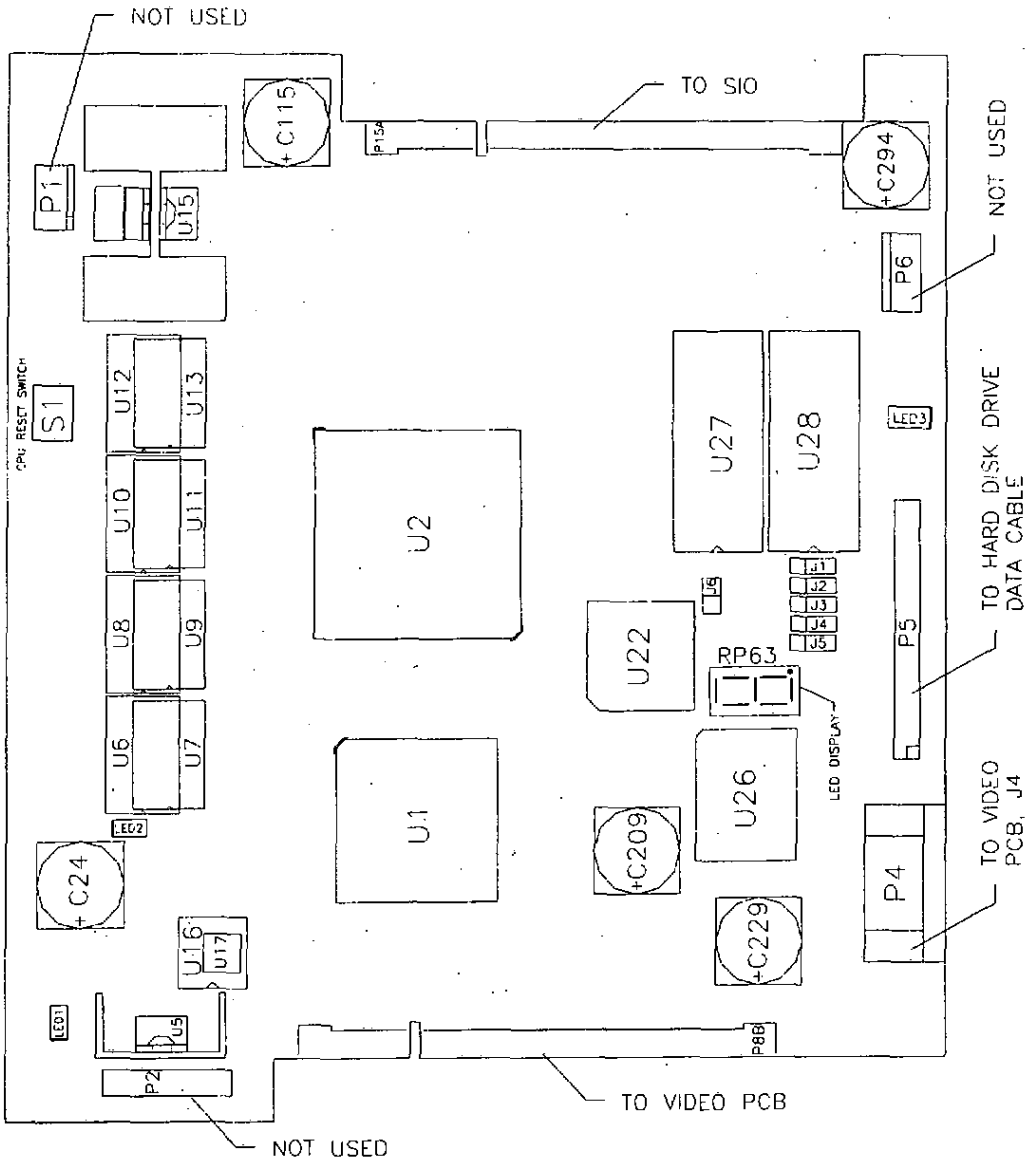
SOUND I/O CARD A-23704



Field Replaceable Parts

Description	Location	Part Number
Capacitor, 2200 µF, 16V	C310	**5040-15904-00**
Capacitor, 2200 µF, 25V	C254	**5040-14630-00**
Crystal, 4 MHz, Type HC49U	Y2	**5520-14602-00**
Crystal, 16 MHz, Type HC49U	Y3	**5520-14595-00**
Crystal, 20 MHz, 3-Lead Type	Y1	**5520-15159-00**
Heatsink, TO-220, Type 5298b	U19, U20	**5705-12638-00**
IC, TDA7240V, 20W Amplifier	U19, U20	**5370-14146-00**
Oscillator, 33 MHZ, TTL, Tri-State	U3	**5521-13806-06**
ROM, Sound Boot	U44	**A-5343-15909-2**
Shunt, 0.025" Square Pins	Any Jumper	**5882-13046-00**

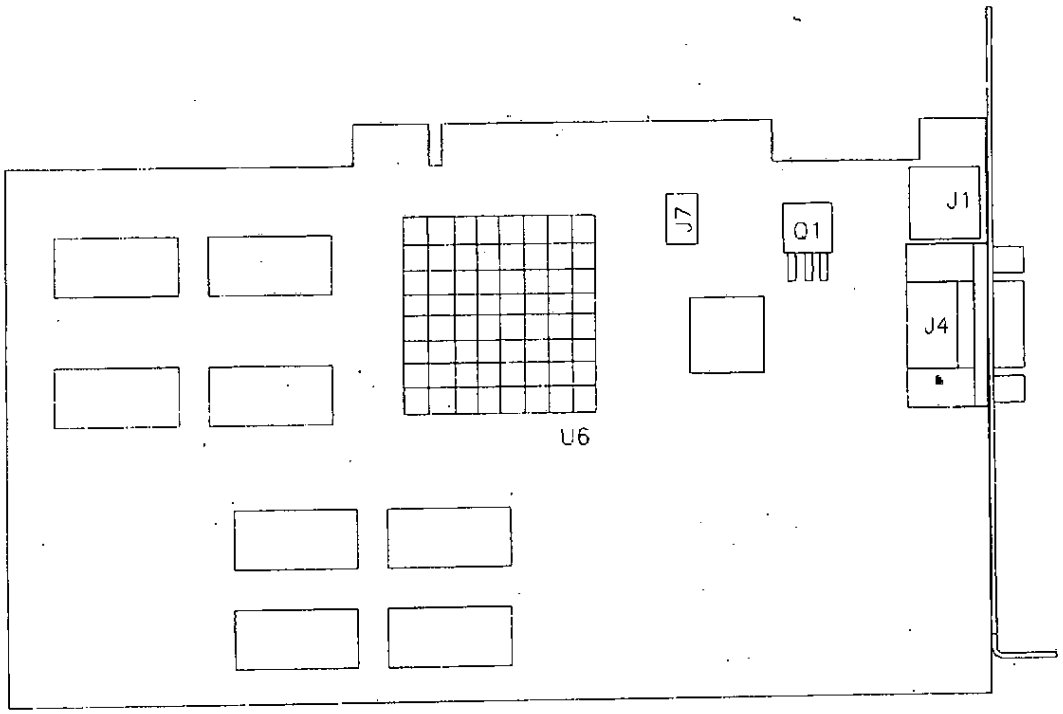
CPU BOARD ASSEMBLY A-23702



Field Replaceable Parts

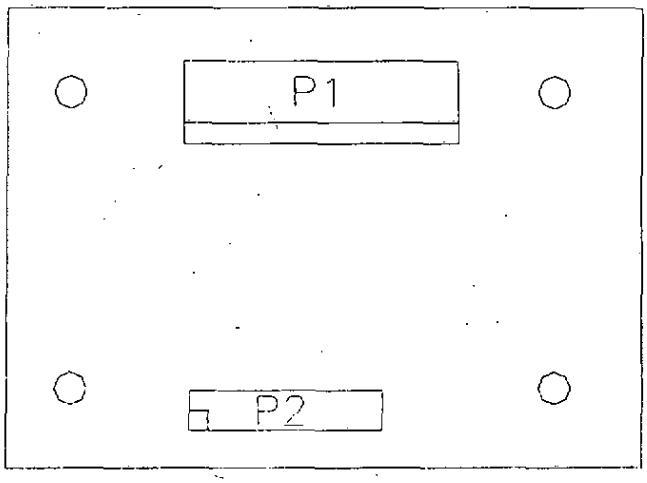
Description	Location	Part Number
Capacitor, 2200 µF, 16V, Radial	C24, C115, C209, C229, C294	**5040-15904-00**
Heatsink, TO-220, Small	U5	**5705-14562-00**
Heatsink, TO-220, Type 5298b	U15	**5705-12638-00**
PLD, CPU Configuration	U22	**A-22912**
Regulator, CS5203a	U5	**5250-16015-00**
ROM, Boot	U27	**A-5343-15909-1**
ROM, Expansion	U28	**For Future Use**

BANSHEE VIDEO CARD 20-10516



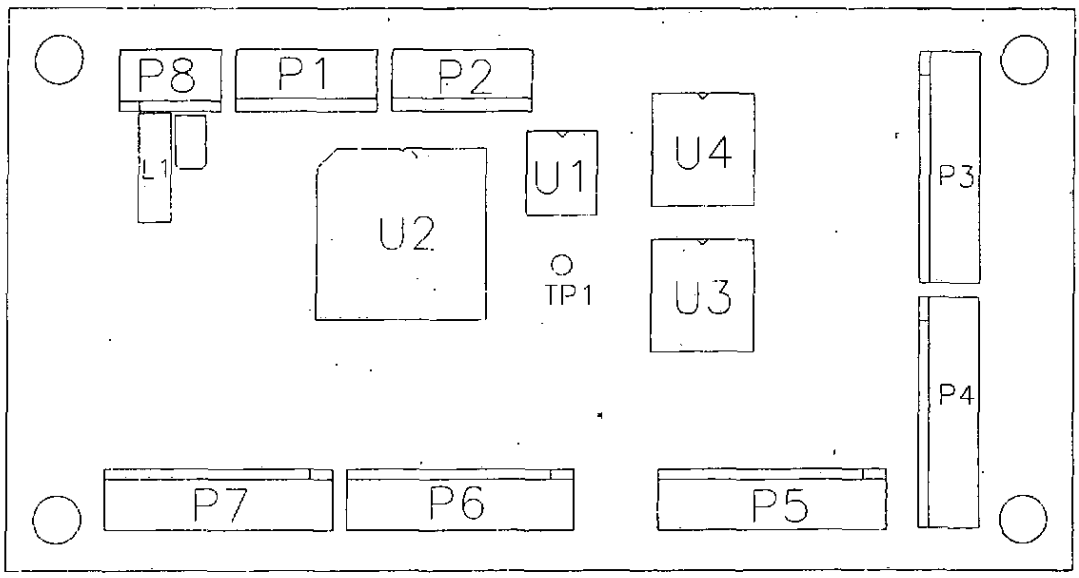
No Field-Replaceable Parts

AUXILIARY ADAPTER CARD ASSEMBLY 04-12652



No Field-Replaceable Parts

I-40 BOARD ASSEMBLY 04-11089



No Field-Replaceable Parts

OTHER PARTS

Bulbs, Filters and Fuses

Ballast, 15W 20-10481.1
Bulb, #555 6.3V, 0.25A, Wedge-Based Light 24-8768
Fuse, 1ASB, 250V 5731-06569-00
Fuse, 3ASB, 250V, 3AG 5731-10356-00
Holder, 1 x 3AG, ¼" Terminal Fuse 5733-15299-00
Tube, Fluorescent, 15W, 18" 24-8809

Cables

Braid, Ground with ¼" Terminal H-22327-86
Cable, Coin Meter Extension H-22786
Cable, Disk Drive Fan H-22900.2
Cable, Fluorescent Lamp and Electronic Ballast H-22507
Cable, IDC AC H-20353
Cable, Main Harness (JAMMA) H-22824.1
Cable, Ribbon, 40-Pin 5795-15344-07
Cable, Ribbon, 20-Pin 5795-10937-09
Cable, Shielded Video 20-10493
Cable, Stereo Speaker H-22758
Harness, Cabinet AC A-22693

Documents

Card, Game Information 16-10650
Manual, SportStation, 25" 16-10009-101

Kit, Spare Parts

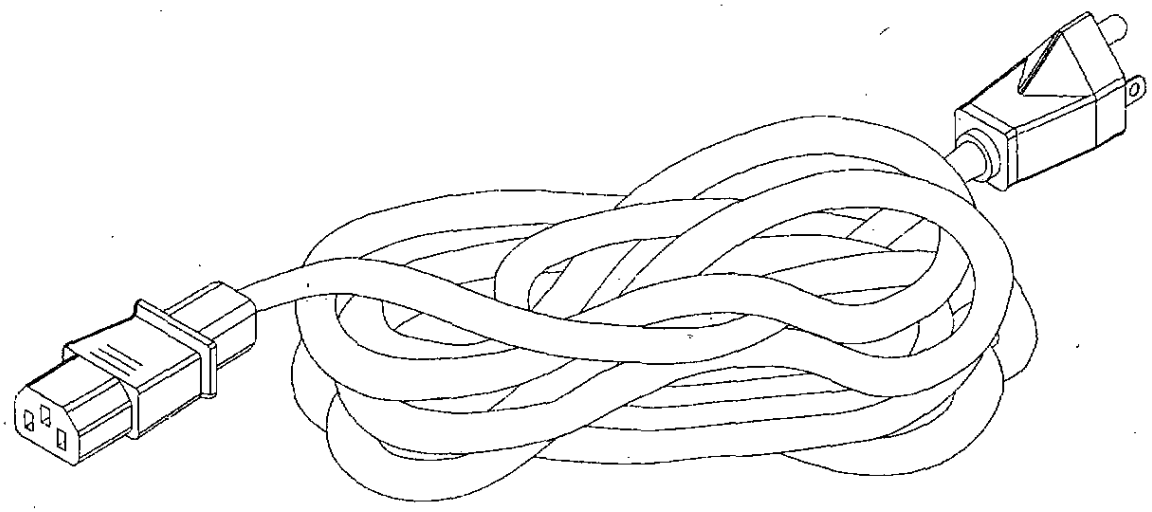
Kit, Spare Parts A-22561
    Leveler, Leg Adjustment, 3" 08-7377
    Wrench, T-20, Long Arm Tamper-Resistant (Torx®) 20-9620

Meter, Coin

Meter, 5V, 2W Coin (with Diode) 5580-13476-00

LINE CORD APPLICATION TABLE

Part Number / Country	5850-13275-00	5850-13271-00	5850-13272-00	5850-13273-00	5850-13276-00	5850-13277-00	5850-13278-00
Australia						■	
Austria			■				
Belgium			■				
Canada		■					
Denmark			■				
Finland			■				
France			■				
Germany			■				
Holland			■				
Hungary			■				
Italy	■						
Japan							■
New Zealand						■	
Norway			■				
Spain			■				
Switzerland					■		
UK				■			
USA		■					



TYPICAL I.E.C. LINE CORD WITH INLINE FEMALE PLUG

COIN DOOR APPLICATION TABLE

Part Number / Country	09-96017-15	09-96017-17	09-96017-33	09-96000.1
Australia				■
Austria				■
Belgium				■
Canada			■	
Denmark				■
Finland				■
France				■
Germany				■
Holland				■
Hungary				■
Italy				■
Japan	■			
New Zealand		■		
Norway				■
Spain				■
Switzerland				■
UK				■
USA			■	

NOTES

WARNINGS & NOTICES

WARNING

- Use of non-Midway parts or circuit modifications may cause serious injury or equipment damage!
- Use only Midway authorized components and parts. Failure to do so will void your warranty and may result in incorrect or unsafe operation. Substitute parts or modifications may void the EMC directive or FCC type acceptance.
- Federal copyright, trademark and patent laws protect this game. Unauthorized modifications may be illegal under Federal law. The modification ban also applies to Midway game logos, designs, publications and assemblies. Moreover, facsimiles of Midway equipment (or any feature thereof) may be illegal under federal law, regardless of whether or not such facsimiles are manufactured with Midway components.

WARNING

Prevent shock hazard and assure proper game operation. Plug this game into a properly grounded outlet. Do not use a cheater plug to defeat the power cord's grounding pin. Do not cut off the ground pin.

WARNING

A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizures while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition.

If anyone in your family has experienced epilepsy symptoms (e.g., seizures or loss of awareness), consult your physician before using video games.

While children play video games, a parent should observe. Be alert to the following symptoms: Dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions. If you or your child experience these symptoms, *discontinue use immediately* and consult your physician.

NOTICE

This kit has been tested. It complies with limits for a Class A digital device, under FCC Rules, Part 15. These limits provide reasonable protection against harmful interference when the equipment operates in a commercial environment. This equipment generates, uses and can radiate radio frequency energy. If not installed and used according to the instruction manual, this equipment may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference. If interference occurs, the user must correct it at his own expense.

CAUTION

Installation of this kit does not guarantee compliance with FCC requirements. You are solely responsible, and Midway has no responsibility for FCC compliance of installed kits. Don't install an FCC compliance label on the product until the FCC acknowledges compliance.

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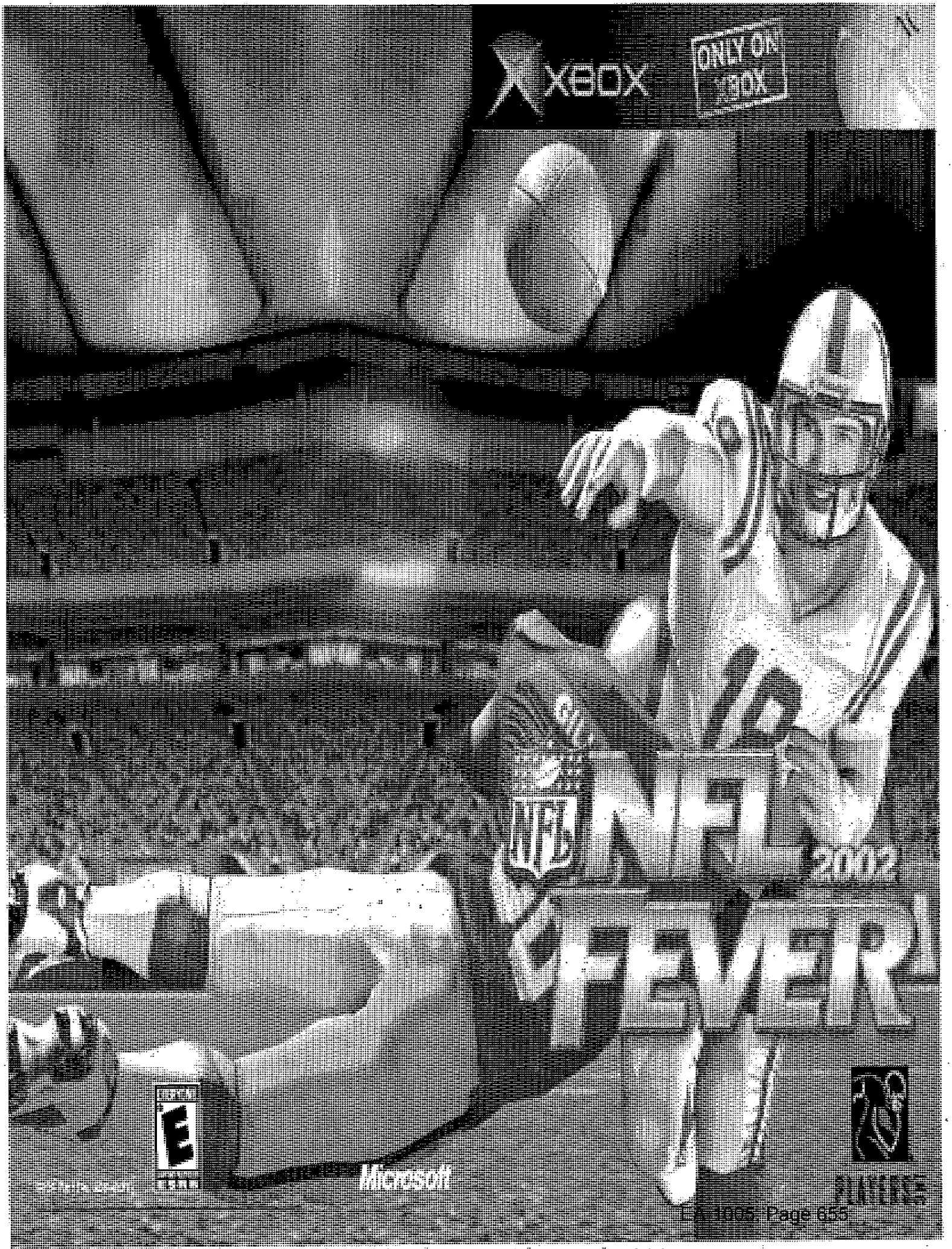
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XBOX
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NFL
2002
FEVER
E
Microsoft
EA SPORTS

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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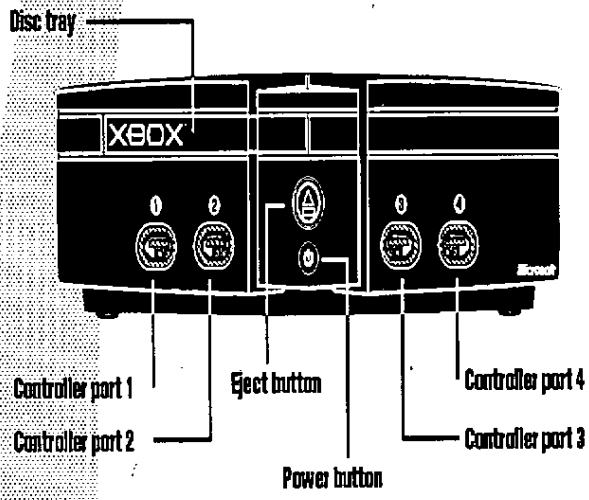
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Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the NFL Fever 2002 disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing NFL Fever 2002.



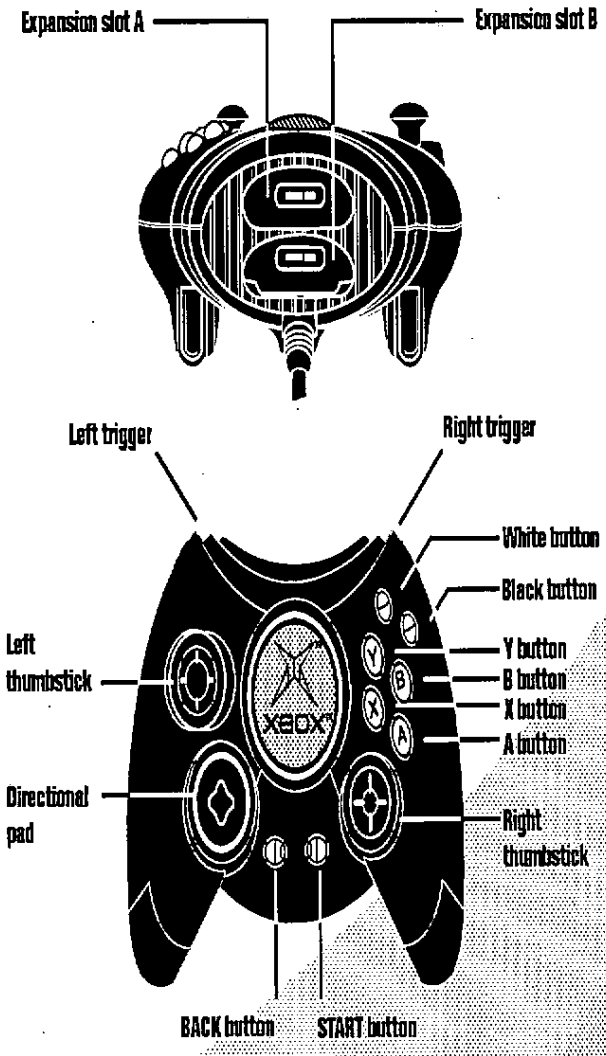
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play NFL Fever 2002.



Introduction

There are many NFL-based video games, but there has never been a game with the look and feel of NFL Fever 2002. You are about to play a game that merges more than 70 years of NFL history and intensity with 21st century technology.

Here are a few of the things that make NFL Fever a unique gaming experience:

- **Dynasty mode:** You can dive deep into the details of running a franchise for up to 25 seasons. NFL Fever's Dynasty mode boasts a ton of individual and team stats, and unprecedented record tracking.
- **Total control for the way you play:** In NFL Fever, there's no lag time between your thumbs and what you see on the screen — your players react instantly to every command. And you'll get the same level of control over your team's future in Dynasty mode. Be a "hands-off owner" who lets the CPU worry about the details of team management, or a "micro-manager" who directs every personnel and lineup decision.
- **Warehouse-like storage:** NFL Fever takes full advantage of the Xbox hard disk. You will have no trouble storing and retrieving single games, Dynasties, and replays.
- **Dynamic Player Performance:** In Dynasty mode, your players' ratings will go up or down, from week to week and season to season, based on how well you play. Check your players' progress at the end of each week of the season.
- **All the teams and stadiums:** NFL Fever has all 31 current NFL teams and stadiums. As a bonus, we created more than a dozen teams you won't find anywhere else.

Main Menu

The Main Menu is the launching pad for NFL Fever. Use it to gain access to gameplay modes and customization options.



Use the Main Menu to begin your quest for football greatness.

Your Main Menu choices are:

Practice: Learn basic button assignments and work on your play execution.

Single Game: Play a game using any available teams.

Season: Build a long-term Dynasty, or jump into the seven-game Fantasy Challenge.

General Manager: Make the moves that separate the winners from the losers.

Load/Delete Files: Access your saved games, replays, and seasons.

User Profile: Create and modify your personal settings so you can play NFL Fever the way you want.

Options: Adjust gameplay settings to your liking.

***Note:** When you have questions about gameplay or navigation, press the **Black** button to display Help.*

Game Controls

CONTROLS: OFFENSE

Calling Plays (Offense or Defense)

Action	Button
Highlight formation/play	D-pad
Select formation/play	A
Display play diagram key	Black
Back one level	B
Flip play	X
Hide play selector	Pull and hold right trigger
Keep play selector on screen	Pull and hold left trigger

Offense (Before the Snap)

Action	Button
Snap ball	A
View play, zoom back	Y
Send man in motion	X (if available)
Call audible	Black
Select hot route	White
Fake snap	B

Quarterback/Passing

Action	Button
Control QB	D-pad
Pass to Receiver A	A
Pass to Receiver B	B
Pass to Receiver X	X
Pass to Receiver Y	Y
Pass to Receiver Black	Black
Throw ball away	White
Change QB to runner	Click right thumbstick
Pump fake	Right trigger

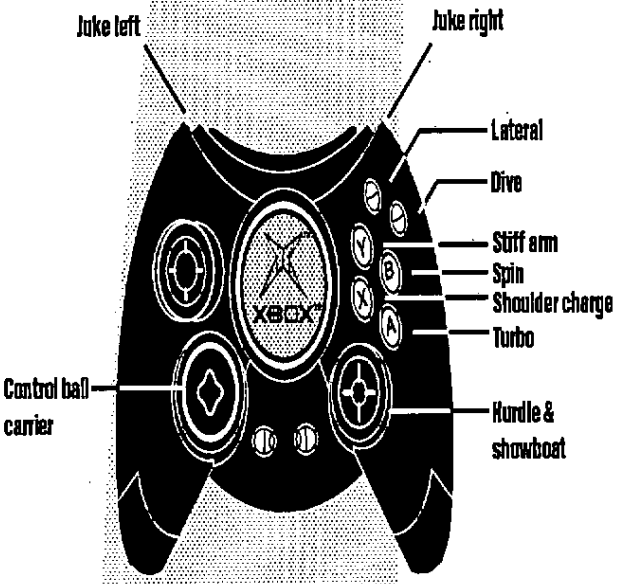
User-controlled Receiver (after pass is in air)

Action	Button
Switch to receiver	X
Jump for ball	Y
Dive for ball	Black

Ball Carrier

Action	Button
Control ball carrier	D-pad
Turbo	A
Spin	B
Shoulder charge	X
Stiff arm	Y
Dive	Black
Lateral	White
Juke left	Left trigger
Juke right	Right trigger
Hurdle	Right thumbstick up
Showboat	Right thumbstick down/right/left

Ball Carrier Controls



CONTROLS: DEFENSE

Defense (Before the Snap)

Action	Button
Display play diagram	Y
Cycle through players	Left trigger/Right trigger
Call audible	Black
Shift defensive line	B + D-pad
Cycle through players	X

SPECIAL TEAMS CONTROLS

Punting/Kickoff Returns (Ball Carrier)

Action	Button
Call fair catch	Y
Kneel in end zone	Black

Kicking (Kickoffs/Placekicks/Punts)

Action	Button
Set direction of kick	A
Set strength of kick	A

Note: *The higher the red arrow travels on the kicking meter, the harder the ball will be kicked. On field goals, the arrow will swing faster the farther the ball is away from the uprights.*

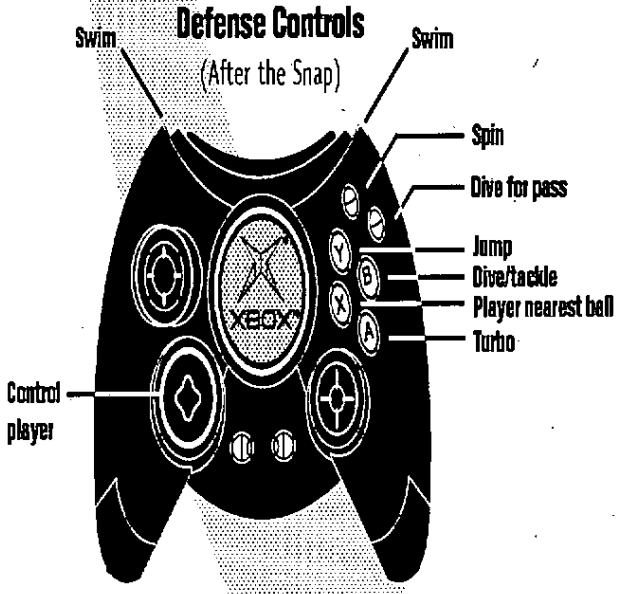
COACH'S TIP

Two or more people can play on the same team. While on offense, one person always controls the quarterback, but the others can choose who they want to control by pressing **X**.

Defense (After the Snap)

Action	Button
Control player	D-pad
Turbo	A
Dive/Tackle	B
Switch to player nearest ball	X
Jump	Y
Dive for pass	Black
Spin	White
Swim	Left trigger/Right trigger

Defense Controls
(After the Snap)



COACH'S TIP

Hide your play selection from your opponent by using the triggers. Pull and hold the right trigger to hide the highlight. Before selecting your play, pull and hold the left trigger to keep the playpicker on the screen.

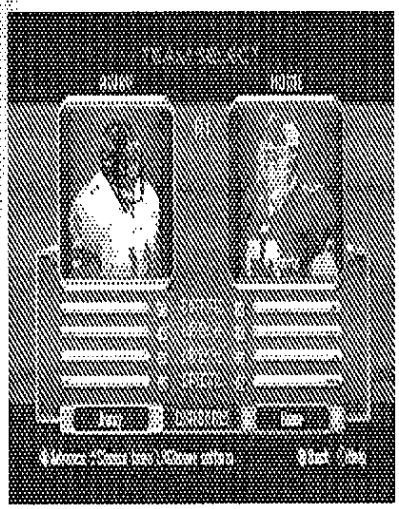
Note: *When controlling the offense, you can have the CPU execute a play for you, whether it is a run or a pass. You still have to snap the ball, but then you can sit back and watch the action.*

Playing a Single Game

The fastest way to get into the on-field action is to play a single game. All of your favorite teams are available.

To start a single game:

1. From the Main Menu, select Single Game.
2. Choose the teams for your game.
3. Choose your game options.
4. Assign your controller to a team.
5. Press **A** to begin your game.



Give your team some style by pulling the triggers on the Team Select screen.

Adjusting Game Options

For a Single Game, you can select a stadium, difficulty level, quarter length, weather conditions, and time of day before the kickoff.

If you are not in a hurry to get on the field, there are several ways to further tweak gameplay from the Main Menu:

- **General Manager:** Make trades, sign free agents, create players, and alter lineups.
- **Options:** Change the settings for how the game looks, how it sounds, how it is officiated, and other details of gameplay, like speed of play and whether players can be injured.

Calling Plays

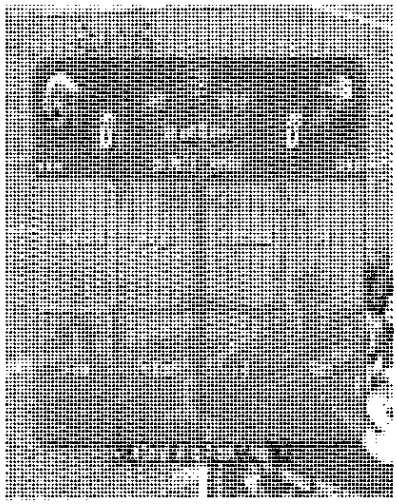
Once you start a game, you need to know how to call plays. NFL Fever offers deep playbooks designed with the help of professional players and coaches.

Recommended Plays

You don't have to be a football expert to call the right play on offense or defense. Our coaching consultants recommend plays for every game situation. You'll find them listed under Recommended in the playpicker.

To select a recommended play:

1. From the playpicker, select Recommended.
2. Select one of the plays shown.



When in doubt, rely on Recommended. These plays are handpicked by the pros.

If you are comfortable picking your own plays, you'll love NFL Fever's deep playbooks. With the help of our consultants, we've provided state-of-the-NFL plays.

To select all other plays:

1. From the playpicker, select a formation.
2. Select a sub-formation.
3. Select one of the plays shown.

COACH'S TIP

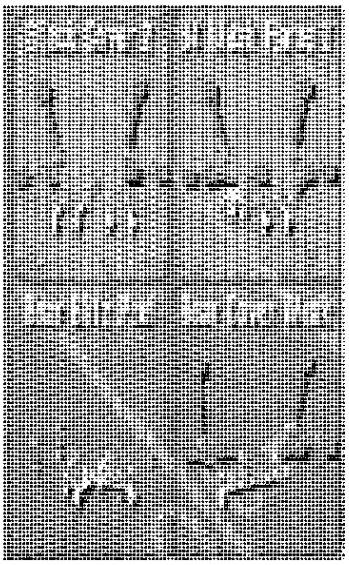
When you're in the playpicker, press **Black** to open a Help window that explains the symbols used in the diagrams and provides information about each formation's personnel, strengths, and weaknesses.

Choosing Offensive Plays

There are two types of offensive plays: runs and passes. In the diagrams for running plays, a yellow line represents the ball carrier's assignment. For passing plays, a green line traces the primary receiver's route. The primary receiver is the quarterback's first option on a pass play.

Choosing Defensive Plays

The primary distinctions between defensive plays are the number of players on or within one yard of the line, and the type of pass coverage scheme — zone, man-to-man, and combination, which combines elements of man-to-man and zone coverage.



Blitz? Zone? Man-to-man? It's all on you.

Defensive formations with seven or more players near the line are strong against running plays. Plays with five or more defensive backs are best suited to defend pass plays. To learn more about how each play is manned, press **Black** when looking at the playpicker.

Advanced Strategies - Making the Right Call

NFL Fever has more than 400 offensive plays and 100 defensive plays. But when is the best time to call any given play?

Whether you're on offense or defense, you should keep track of the down and distance, the game's score, and the amount of time left in the game when deciding which play to call.

When choosing your next play, keep these things in mind:

- Use a variety of plays to avoid being predictable.
- Limit the number of times you gamble on high-risk plays, like blitzes, deep passes, or reverses.
- Think ahead. Set up deep pass plays with short throws.
- Know your team's personnel. Call plays that maximize your players' strengths and minimize their weaknesses.
- If you are trying to protect a lead late in the game, call conservative plays and use the clock.

Pre-snap Strategy

Reading a Defense

Before you snap the ball, you can get an idea of how successful your play will be by seeing how the defenders are lined up.

With practice, you will know when you have called a play that is attacking the defense's strength. When you recognize that situation, you can call an audible or, if it is a pass play, change a receiver's route at the line of scrimmage by using a hot route.

To call an audible:

1. When the quarterback is set, press **Black** to display available audibles.
2. Press the button for the play you want to call.

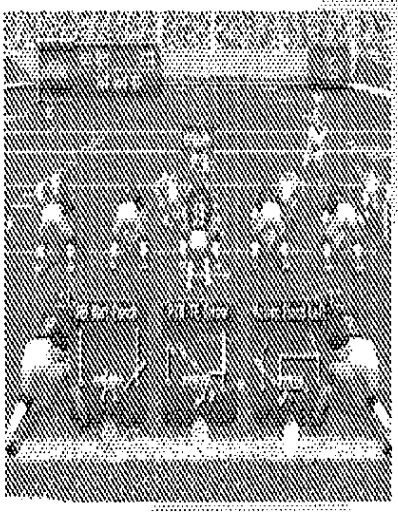
To call a hot route:

1. When the quarterback is set, press **White** to display hot route controls.
2. Press the button for the receiver whose route you want to change.
3. Use the directional pad to select a new pass route (route selected will turn green).
4. After selecting the new route, press the receiver's button again to accept the change and return to the game.

Note: *The play clock will continue to run while you are choosing a hot route or an audible.*

COACH'S TIP

To maximize the remaining time when on offense late in a game, you can press and hold **A** to repeat the last play.



They know what you're up to. Better call an audible.

Defensive Positioning Cues

Are the defensive backs playing zone coverage or man-to-man? In zone coverage, the DBs defend sections of the field, not specific receivers. Zone defenses will allow short passes, but stifle deep throws. In zones, the safeties line up 12 yards or more off the ball. When playing a zone, the DBs will not follow receivers going in motion.

How many defenders are on or within a yard of the line of scrimmage? When eight or more defenders are on or near the line, it will be harder to run the ball and may indicate that the defense will blitz the QB. A quick pass is usually the best way to counter this.

Reading an Offense

When playing defense, look at the offense's formation and personnel to get a feel for what they will do before the ball is snapped.

Offensive Positioning Cues

How many receivers and tight ends are on the field? Three or more wide receivers indicate a pass play is coming. When two or more tight ends are in the game, look for the offense to run the ball.

Where is the tight end lined up? The side of the formation where the tight end lines up is the "strong side" of the offensive formation. If a running play is called, it will usually be to the strong side.

Where is the QB lined up? If the QB is not in position to take the snap directly from the center, in shotgun formation, the offense is most likely to pass.

What are the down and distance? If the offense needs more than eight yards to get a first down, they are more likely to pass than run.

Are there three receivers lined up on one side of the formation? It's likely the receivers will run crossing routes designed to confuse the defensive backs and linebackers.

Busting a Move

You're going to love the way players respond to your commands. The instant you hit the button, your player reacts. This is especially obvious when you are running the ball and all the more reason to bust out some special moves.



Remember – waving bye-bye is always polite when you blow by the defense.

When controlling the ball carrier, the following moves are available:

Spin: Press **B** to leave tacklers grasping air.

Turbo: Press **A** to unleash a burst of speed.

Stiff arm: Press **Y** to keep the tackler at arm's length.

Dive: Press **Black** to lunge ahead for extra yardage.

Juke: Pull either trigger to sidestep tacklers.

Lateral: Press **White** to toss the ball to a teammate.

Hurdle: Move the right thumbstick up to jump over a player.

Showboat: Move the right thumbstick down/right/left to show off.

Shoulder charge: Press **X** to deliver a hit to a would-be tackler.

COACH'S TIP

Press **A** for turbo multiple times on the same play, but the combined presses cannot exceed one second. For example, you can do two half-second turbo boosts on a single play.

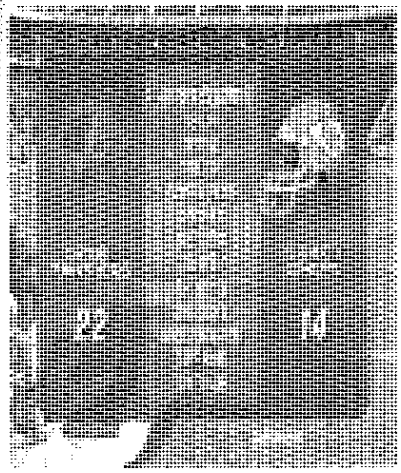
Pausing a Game

When playing a game, you can call time outs when you need them. In addition, you can use the Paused Game menu to see replays, set gameplay options, adjust camera views, see the box score, change audibles and hot routes, make substitutions, and save or quit the game.

To call a time out:

1. Press **START** to open the Paused Game menu.
2. Select Time Out.
3. Select Return to Game to resume play.

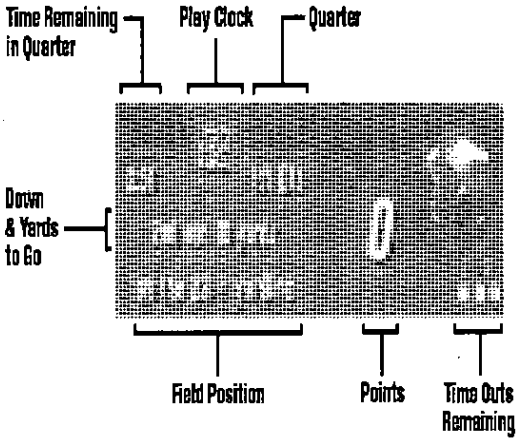
Note: *Each team is allowed three time outs per half and two during overtime periods.*



The Paused Game menu puts you in control. Try not to abuse it.

Scoreboard

Of course, you need to know the score, how much time remains in your game, and how many time outs you have remaining. Here's a look at the items displayed on NFL Fever's scoreboard:



Box Score: The box score is available through the Paused Game menu; it gives you a complete breakdown of yardage gains and losses, penalties, scores, turnovers, and more. Use it to analyze your strengths and weaknesses during a game — and see how you stack up against your opponent.

Practice

All play and no work could make your team a playoff wannabe. Just like in the real NFL, you need to put in time on the practice field to improve your game-playing skills. NFL Fever offers two ways of raising your game: Training Camp and Open Practice.

Training Camp

For novice players, Training Camp lets you work on all the skills needed to play — without calling plays or actually playing a game. You can learn and practice ball carrier moves, passing, defensive skills, and kicking. You will find drills that will teach you how to use the ball carrier moves, throw and catch passes, make tackles, and perform kickoffs.

Open Practice

For advanced players, Open Practice is the place to hone the skills needed to make a strong push to the Super Bowl. Understand which plays work best for you and your team's personnel, and commit them to memory.

When controlling the offense in an 11-on-11 scrimmage, pay attention to the quarterback's protection. You'll notice that you don't have to drop back 25 to 30 yards to buy time to throw. Just like the real pros, you will have the three to five seconds needed to find an open target and throw the ball. Work on throwing to receivers as they make their break.

Familiarize yourself with the playbooks and how well your players execute each play. This is where you gain the knowledge and refine the skills that separate Super Bowl winners from the also-rans.

Managing Your Team

NFL Fever was designed from the sod up to give you complete control. From the Main Menu, enter General Manager to make personnel and strategy decisions. The changes you make here will be applied in Single Game mode.

The General Manager controls are available when you play in Dynasty mode on the League Home screen. However, changes made within a Dynasty are not universally applied. They only affect that particular Dynasty.

Front Office

Trade: Go get the player or players needed to reach the Super Bowl.

Free Agent Sign/Release: Comb the waiver wire to add depth and fill holes.

Create A Player: Build an All-Pro performer.

Player Editor: Upgrade the skills of an existing player.

Uniform/Stadium Editor: Change your team's appearance and where they play.

__Note:__ When you create a player, you have to add him to your roster as a free agent. He will not be automatically added to your team.

Coaching & Player Reports

Roster and Player Reports: View details of a team's roster and individual players.

Global Substitutions: Make lineup changes that affect all formations.

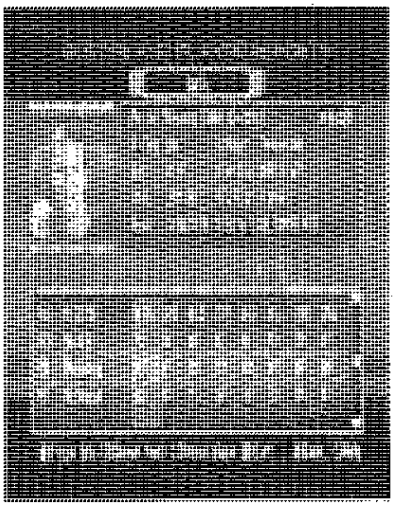
Formation Substitutions: Make lineup changes for specific formations.

Team Play Style: Change a team's offensive and defensive styles of attack.

Team Data: View details of a team's schedule and statistics.

Managing Your Dynasty

In Season mode, you can create a Dynasty that lasts for up to 25 seasons. Dynasty mode gives you access to the powerful team management tools available from the Main Menu's General Manager and more.



Keep track of your players' career performance.

A feature unique to NFL Fever and its Dynasty mode is Dynamic Player Performance. Your players' performance, which you control, affects their ratings. If the team and player perform well, ratings improve. Conversely, if the team and player perform poorly, the ratings are lowered. Check the Player Performance reports at the end of each week's games to see how your individual players are doing.

To see a Player Report:

1. From the League Home screen, select Coaching & Player Reports.
2. Select Roster and Player Reports.
3. From the list of players, select the name of the player whose report you want to see, and then press **A**.
4. Pull either trigger to select Player Performance. You will see the player's Original Rating and Current Rating.

Customizing Your Team

With Uniform/Stadium Editor, you can change a franchise's location, uniforms, and stadium. You can choose from more than 70 locations around the world and more than a dozen uniforms created just for NFL Fever. You can access the Uniform/Stadium Editor from two places:

From the Main Menu:

1. Select General Manager.
2. Select Front Office.
3. Select Uniform/Stadium Editor.

From Dynasty:

1. From the League Home screen, select Front Office.
2. Select Uniform/Stadium Editor.

To use the Uniform/Stadium Editor:

1. Pull either trigger to select a team that your customized team will be based on.
2. Select a location, and then use the virtual keyboard to enter an abbreviation.
3. Pull either trigger to select the team's uniforms and logo.
4. Pull either trigger to select a stadium and a playing surface to complete your team.

Note: *The team you customize will use the roster of the existing team you base it on. You can change your roster by making trades, signing free agents, and in Dynasty mode, conducting a Fantasy Draft.*

Dynasty: Keys to Success

You can control a franchise for as many as 25 seasons in Dynasty mode. If you plan on building a team that annually competes for the championship and sends a host of players to the Hall of Fame, then you need a plan.

Dominant franchises don't just happen. It's a long, difficult climb to the top, and staying there is even harder. To be successful season after season demands patience, knowledge, practice, and vision.

Keys to Long-Term Success

- It is better to have a roster full of solid pros than a handful of stars.
- The salary cap will prevent you from retaining many of your best players for their entire careers. Keep a fresh supply of developing, young players on your roster.
- Know your team's strengths and weaknesses, and consider them when drafting and signing free agents. Add players that fit your needs, not ones that stroke your ego.

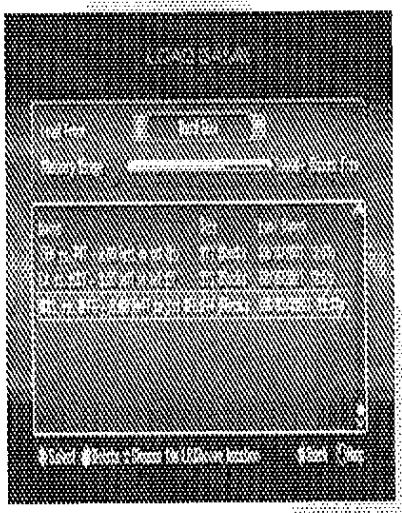
Saving and Loading Files

NFL Fever takes full advantage of the Xbox hard disk, which makes it easy for you to store single games, dynasties, user profiles, replays, and rosters. You also can save and transfer copies of your saved files to Xbox memory units, which allows you to take "your game" with you when you visit friends.

Since we expect you to customize NFL Fever to suit your own tastes, here are some things to keep in mind about saving and loading files:

- If you make changes to one or more teams using General Manager, the changes (which appear in Single Game mode) will remain until you select Restore Default Roster from the General Manager menu.
- Roster changes made during a Dynasty apply only to that Dynasty and will not appear when you are playing a Single Game.
- You can transfer saved rosters from the hard disk to a memory unit, but you cannot transfer a single team's roster. The roster you save is a compilation of the rosters of all the teams in the league.

***Note:** If your hard disk or memory unit does not have enough room to store new files, the game will notify you.*



Make sure you save your team's hard work and sacrifice.

Saving a Game

If you don't have time to complete a game, you can save it and resume playing it later.

To save a game:

1. Press **START** to stop the game action and open the Paused Game menu.
2. Select Save Game.
3. Save your game to either the hard disk or a memory unit.

Loading a Saved Game

To resume a game:

1. From the Main Menu, select Load Files.
2. Select Single Game. Here you will find a list of your saved games.
3. Highlight a game, and then press **A** to resume playing it.

Follow similar procedures to save or load Dynasties, Fantasy Challenges, and replays.

Credits

Announcers

Dick Stockton, Ron Pitts, and Randy Rowland

Motion Capture

Microsoft Motion Capture Studios, Salt Lake City

House of Moves Motion Capture Studios, Los Angeles

Music

UI music performed by N.E.R.D. Courtesy of Virgin Records America, Inc.
Compositions written by Pharrell Williams and Chad Hugo
All Rights Controlled and Administered by EMI April Music Inc. and EMI Blackwood Music Inc. All Rights Reserved. Used by Permission.

Additional music by Chuck D. and Stan LePard

Many thanks to:

LaShun Lawson, Seth Wyman, Tirzah Orr, Gene Goldberg, Gregg Sauter, Tim Langley, Archie Manning, and Peyton Manning.

See in-game credits for the complete list of the NFL Fever 2002 team members.

Check Out More Xbox Action!

Did you know that your NFL Fever 2002 disc also contains special demos and previews of the hottest new Xbox games? From the NFL Fever Main Menu, go to Options, then Preview Other Games to check out playable game demos and movie clips!

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Automated Game Tips: Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. $.95 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Xbox Live Game Tips: Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. $1.40 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

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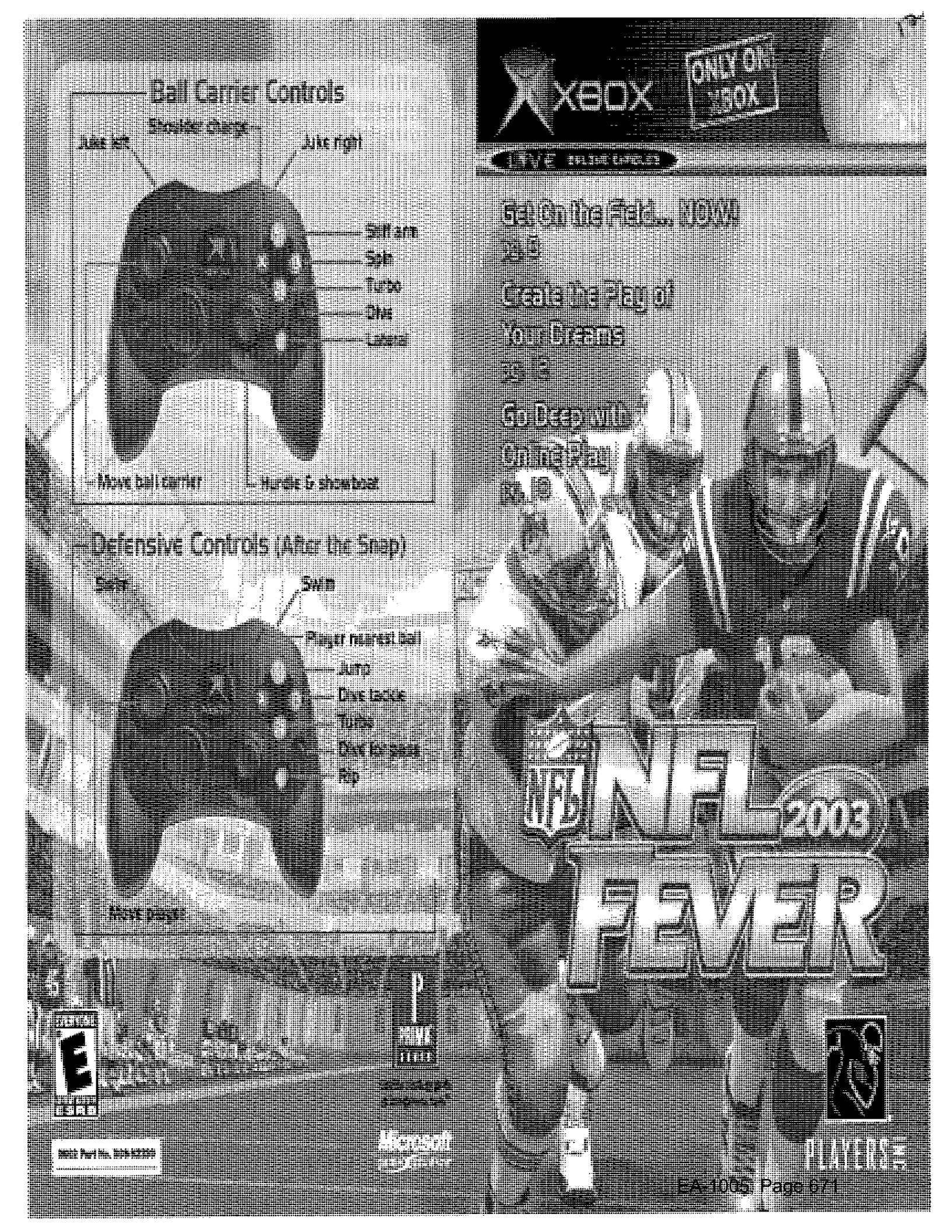
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BINK VIDEO

Uses Bink Video. © 1997-2001 by RAD Game Tools, Inc.


Ball Carrier Controls
Shoulder charge
Juke left
Juke right
Stiff arm
Spin
Turbo
Dive
Lateral
Move ball carrier
Hurdle & shoulder
Defensive Controls (After the Snap)
Switch
Player nearest ball
Jump
Dive tackle
Turbo
Dive for pass
Rip
Move player
XBOX
ONLY ON XBOX
LIVE
Get On the Field... NOW!
Create the Play of Your Dreams
Go Deep with Online Play
NFL 2003
FEVER
PLAYERS

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience seizures when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, such as lightheadedness, altered vision, eye or muscle twitching, loss of awareness, disorientation, or a momentary loss of consciousness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately discontinue use and consult your physician before resuming gameplay if you experience any of these symptoms, which are more likely to occur if you have a history of seizures or epilepsy (personally or in your family).

You can reduce the likelihood of a photosensitive seizure by taking the following precautions: play in a well-lit room; do not play if you are tired or need sleep; take a 10 to 15 minute break every hour; and stop playing if you have any of these health conditions until you consult your doctor.

If you or your child experience any of these symptoms, you should immediately discontinue use and consult your physician before resuming gameplay. We cannot guarantee that these precautions will prevent you from experiencing a seizure.

Avoid Damage to Your Television

To avoid permanent damage to your television screen, do not play certain video games on your television screen for extended periods of time. Projection televisions are especially susceptible to this type of damage. Similar damage may occur if you play video games on prolonged settings (such as the display of stock market data and video games) that do not fill the entire screen. Consult your television owner's manual to determine if video games you play on your television screen may cause similar damage.

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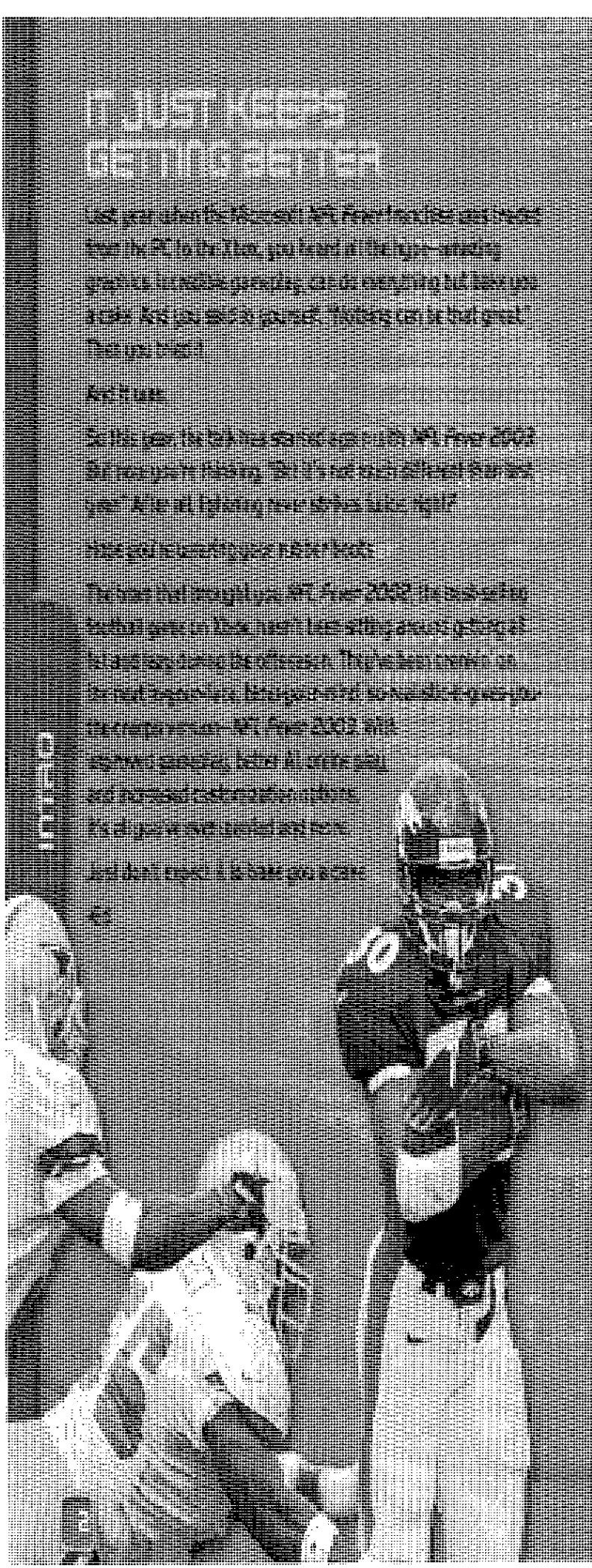
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Main Menu Options

Practice	Learn new game controls, and hone your playing skills.
Single Game	Play two exhibition teams, and then go head to head in a pick-up game.
Season	Build a long-term dynasty in New Be-a-Pro, Owner, Challenge, or Hall of Fame. Create a roster of favorite players, or choose from a list of the greatest teams.
Network Play	Play against a real live opponent using the Internet, online System Link to connect two PCs on a network.
Tournament	Make matches and tournaments, create a bracket, credit custom uniforms, and more.
Load or Delete Files	Access your saved games, players, replays, and seasons.
User Profile	Create your real player, and create and modify your personal settings, such as controls, hot routes, favorite plays, and controller settings.
Options	Adjust gameplay settings, such as user stats and difficulty.

CONTROLLER THE GAME

DEFENSIVE CONTROLS

Before the Snap

[A]	Switch hit
[B]	Pass rush
[X]	Switch player to receive (if available)
[Y]	Hot route / zone hook
[LB]	Call audible
[RB]	Switch hot route

Defensive Back Passing

[A]	Pass to receiver A
[B]	Pass to receiver B
[X]	Pass to receiver C
[Y]	Pass to receiver D
[LB]	Pass to receiver Back
[RB]	Throw ball away
Left Thumbstick	Move QB
Right Thumbstick (click)	Toggle QB between receivers more
Left Trigger / Bumper	Run / Jog

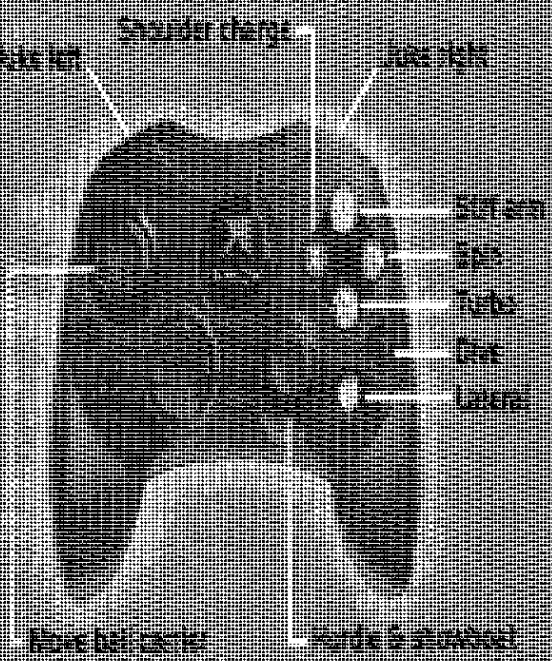
Left Thumbstick (Defensive Player in Control)

[X]	Switch to receiver
[B]	Jump / Strip
[RB]	Dive for ball

Run Defense

Left Thumbstick	Move Player
Left/Right Trigger	Juke left/right
Right Thumbstick (click)	Hurdle
Right Thumbstick (drag up/down)	Shed ball

Pass Defense Controls



SCORING CONTROLS

Before the Snap

Left Trigger	Switch between receivers
	Open the pass targets
	Decrease play number
	Call audible
	Change receiver coverage style
Left/Right Trigger	Open the spin targets

DEFENSIVE CONTROLS

Before the Snap (Ball Carrier)

	Call for catch
	Kneel/Hike ball

After the Snap (Ball Carrier)

	Switch to nearest receiver
Left Trigger	Switch to nearest defender

So you say you don't need help? Then you can hit the Sega Game Guide - your best bet for getting to the bottom.

To start a single game:

1. From the Main Menu, select Single Game.
2. Move the Left Thumbstick left or right to set your controller to Always or Turbo.
3. Move the Left Thumbstick up or down to choose a user profile.
4. Pick your team and stadium.
5. Pick game options.
6. Press the A button to start the game.

Dear Coach,

My brother and I love to play against each other, but we always end up fighting. Mom says that if we don't cut it out, she's gonna take the game away from us. Help!

Fighting in Philly

Dear Fighting,

Don't worry. There's a simple way to hang on to your game and keep dear ol' Mom happy at the same time—play together on the same team. You already control the QB, while your brother can press the X button to choose the receiver he wants to control. In fact, up to four players can play on the same team, so you can draft Mom and Dad, too.

Coach

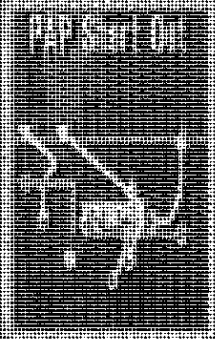
Not ready for the big time just yet? Not a problem. Turn to your trusty pal with the Practice mode.

In the Training Camp, you can run through a series of fundamental drills such as running passing, catching, and kicking. Or simply practice playing a full game.

If you're in need of some serious advice, sit back and enjoy the Coach Takes a Knee mode. In the Set Defensive Playbook or Change Plays at the Line Of Scrimmage options, you can choose to receive the wisdom of a real pro. Here you can check out all the different plays and figure out which one you think best for your particular team's skills and assets.

CALLING PLAYS

To calm success, the playbooks offered in this game are designed with the help of professional football players and coaches. And the best way to learn their secrets is by playing each play. However, if you are eager to call a certain play, you'll



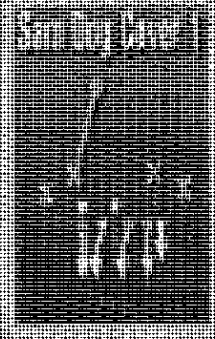


Offensive-Play Key

———	Player in motion
	Ball carrier's route
	Passing receiver's route
	Other receiver's route
	Fake handoff
	Blocker's assignment

Defensive-Play Key

	Defensive route
	Linebacker
	Cover corner
	Rush path
	Blitz path
	Zone coverage
	Man-to-man coverage



You know the feeling. You've picked a play that you have an idea will work, then your opponent calls a defense. Then you step up to the line of scrimmage, and realize it's the wrong play for the defense you're facing. Now you're stuck with a play you don't like and your opponent has the advantage.

Well, no more! With a few presses of the Back button, you can display the available audibles. Then press the button that corresponds to the receiver you want to call.

COACH SAYS

To hurry up the next play, the short or offense, as in a game, press and hold the A button to repeat the last play. After a play, press the White button to stop the pre-play actions and bring up the playbook.

If you're down by a few points, you can change a receiver's route by using a hot route.

To use a hot route:

1. When the QB is set, press the White button to display the hot route options.
2. Press the button that corresponds to the receiver whose route you want to change.
3. Use the Left Thumbstick to select a new route.
4. Press the receiver's button once more to accept the change and return to the play. Or press the Back button to cancel the audible.

Keep in mind that the play clock continues to run after you've changed a hot route or audible.



Playing Your Way

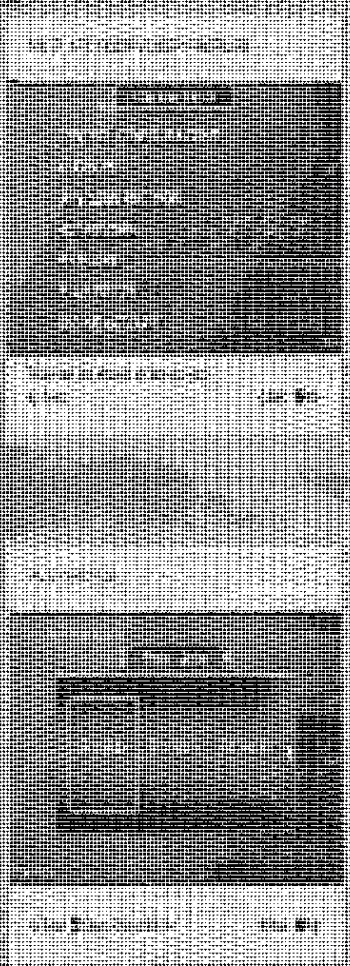
Art from videos is chosen randomly, so if you're very picky about the art you'll have to play with your own art from files or get lucky.

Before you can make your own skin, you need a user profile. If you don't already have a user profile, then you must create one. It's easy enough.

To create a user profile:

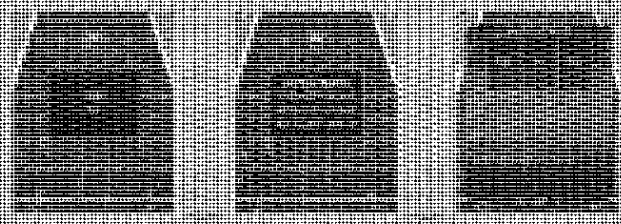
1. From the Main Menu, choose User Profile.
2. Select Create User Profile.
3. Give your profile a name, then you're ready to select the Play Editor.

After you've created a user profile, here's the next step to start your way out play:

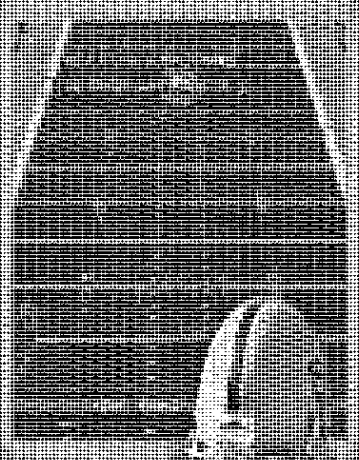


1. Go to View and Modify User Profiles, select the name, select Play Editor.

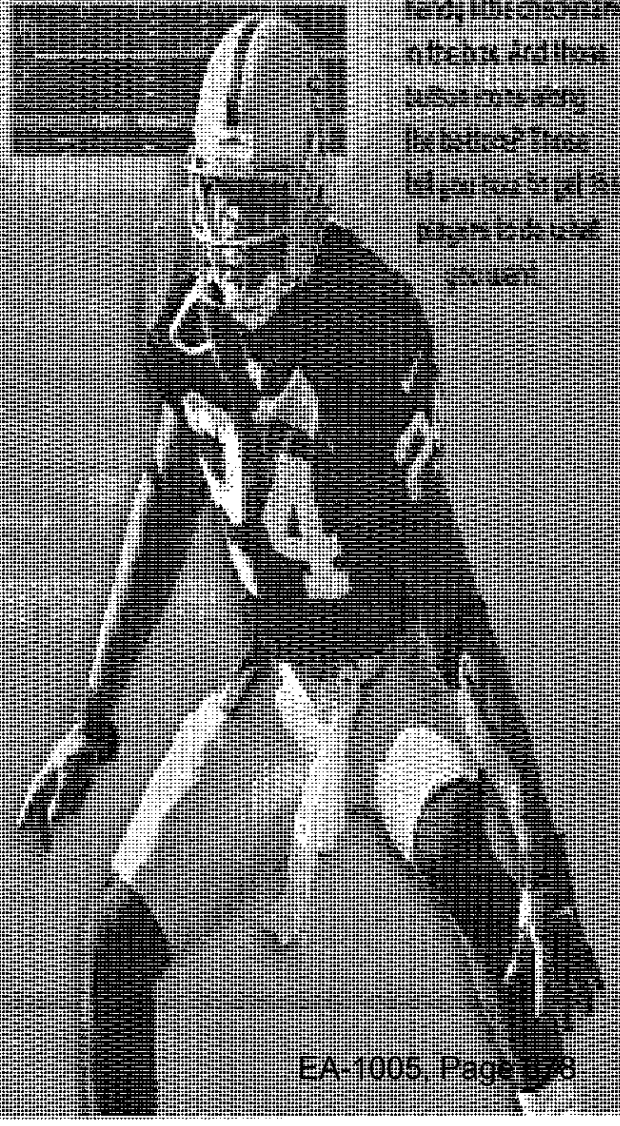
2. Add the other fight images you want to create a skin for, then select the one you want to edit.



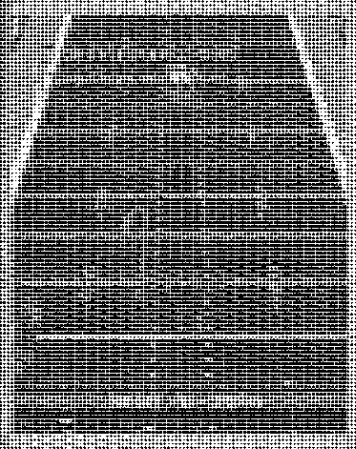
3. Choose the art source. Here's how to choose the type of art you want to create by selecting the format and other options. Here, that you have to make a flag, more accurate for a different way than for a character one.



4. Now, as the instructions in the upper corner of the screen show, you're prepared to create your skin. Use the mouse to click and drag the bottom of the image to get the image to the size you want.

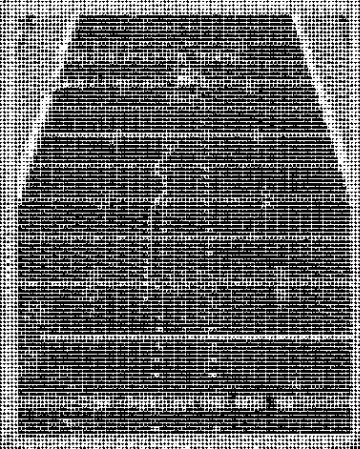


Here's an example of how to create a custom play based on a Split 3 WR set with no tight ends (or offensive linemen):



Use the Left Trapback to move the little red man to one of the players in the huddle, press the X button to have the selected receiver run out to a spot on the field, then press the Triangle button to have the receiver catch the ball.

Left Trapback is essentially a cross between the Left Trap and the Left Flare.

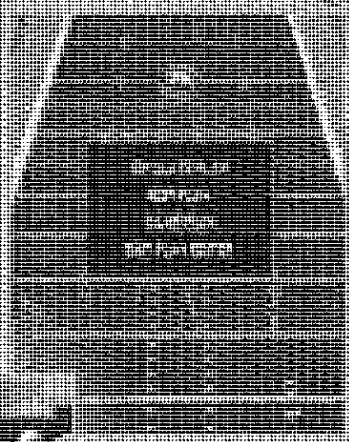


When you have the ball, you can press the R1 button to see the path each player will run. After you've assigned all plays to each offensive player, a number appears above each of the receivers.

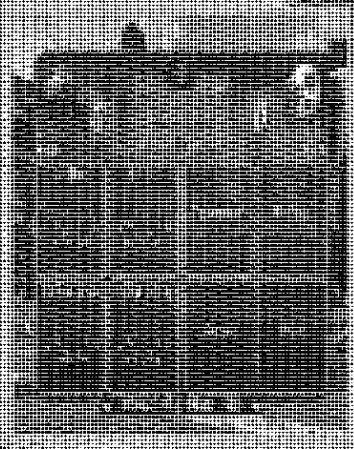
Now you're left with Left Trapback, Left Flare, and Left Trap. Left Trapback is used to select another player from which the ball will be thrown. Left Flare is used to select another player to run a flare route. Left Trap is used to select another player to run a trap route.

COACH SAYS

Tackling Assistance appears if the player can't offer you one of the above assistance options. Left Trap is used to select another player to run a trap route.



Hit the Square button to see the Coaching & Player Reports screen.



Here you're able to see if your run can be from more than one player. Use the left joystick to select a player.

Team Play Style

The Team Play Style screen lets you choose between the computer controlling the team's play style or you controlling the team's play style.

To change a team's play style:

1. From the Main Menu, choose General Manager.
2. Select Coaching & Player Reports.
3. Select Team Play Style.

-or-

1. From the Game Manager screen, choose Coaching & Player Reports from the League Home Menu.
2. Select Team Play Style.

Change back to the Game Manager screen by selecting Save. Select Cancel to change your mind and keep the previous settings. Press L1 or R1 to switch between teams.

Read the Defense

You don't have to be a mind reader to figure out what your opponent is thinking, but use a little psychology on the field and check key factors to help size up the offense.

Personnel & Defense

Is the defense playing man coverage or zone coverage?

In man coverage, the defensive backs and linebackers cover specific receivers. Zone defenses call for these players to cover areas of the field. When playing zone, the DBs will not follow receivers going in holes.

COACH SAYS

Each team is allowed three time outs per half and two during overtime periods.

To take a time out:

1. Press START to bring up the Pause Menu.
2. Select Time Out.
3. Select Resume to Game to resume play.

Has the defense moved or changed its alignment?

When you're in the huddle or at the line of scrimmage, watch the defense to see if it has changed its alignment. Look for LBs who have moved closer to the line of scrimmage or DBs who have moved up or back.

Pressure on Offense

How many linemen and linebackers are in the box?

Three or more defenders near the line of scrimmage is a key. Watch for linebackers who are creeping toward the line of scrimmage.

Where is the nearest defender?

The closest defensive player to the ball is usually the strong side of the offensive formation. If a running play is called, it usually will be in this direction.

Where is the QB looking?

If the quarterback is not looking at the receivers, he may be looking for a hole in the defense. Look for defenders who are moving toward the QB.

What is the down and distance?

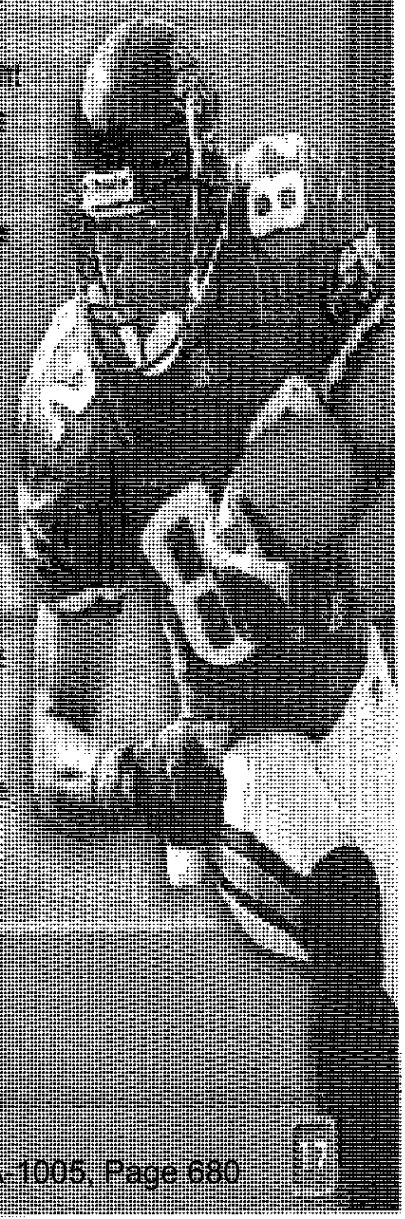
If the offense needs more than eight yards to get a first down, they are more likely to pass than run.

Are there receivers lined up on one side of the formation?

If you see receivers lined up on one side of the formation, they are more likely to pass in that direction.

COACH SAYS

When it comes time to choose a formation, look for the one you're recommended. The coach's play group has been hand-picked by us with the coaching consultants.



Getting Online and Getting Started

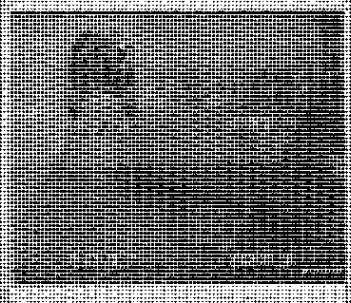
So you've gotten your Xbox 360 console and you're ready to play online. You've gotten your Xbox LIVE Silver membership card and you're ready to play NFL Fever 2003 online against people from around the world. Excellent! Before you begin playing online, you'll need to configure your Xbox console to connect to Xbox LIVE. Follow the instructions that came with your Xbox LIVE membership card to set up your Xbox console for online play. If you have any questions, you can refer to the Xbox LIVE section in your manual or go to www.xbox.com.

Getting Connected

Before you can play online, you must have an Xbox LIVE account and your Xbox console must be connected to the Xbox LIVE service. If you have not already done so, please refer to the Xbox LIVE section in your manual for instructions on how to create an account and connect to the Xbox LIVE service.

Signing In

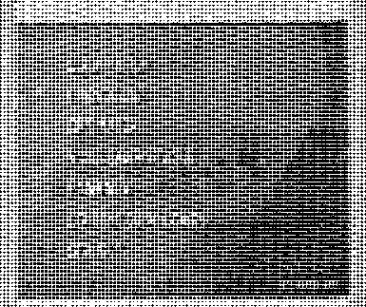
After you've made sure your Xbox console is connected to the Xbox LIVE service, select Network Play from the Main Menu and then select Online. The first time you enter the Xbox LIVE Sign In screen, you'll be prompted to enter your Xbox LIVE Gamertag and password. If you have not already done so, you'll need to create a Gamertag and password before you can sign in. Please refer to the Xbox LIVE section in your manual for more information.



After you've signed in, you'll be prompted to select a profile and a Gamer Picture to associate with the NFL Fever Lobby.

Entering the Lobby

After you've left the NFL Fever Lobby (or exited out of the Xbox LIVE service), you'll have to enter the NFL Fever Lobby each time you want to play online.





NFL Fever Lobby Options

Quick Match	Find an opponent immediately, without entering game criteria
Friends List	View your current Friends List, see the online status of a friend, and invite a friend to play
Challenges	Create and host a game, or specify criteria for the game you would like to join
Voice Chat Options	Set your Voice Status and adjust volume levels to change the sound of your voice
Statistics	See where you rank, and view custom stat pages
Current Tournaments	Browse current tournaments
Sign Out	Quit your game session and sign out of the Xbox LIVE service

Rankings

The Rankings screen gives you the chance to see how you rank among all other XBL Fever players. You can see all Fantastic 4 gamers through the same process as the Friends list. If you want to find yourself, press the Y button to go directly to your rank. The rankings track the following information: head-to-head records, total record, dynamic handicap rating, total points, and current rank.

Sending Messages

You can send messages to other players in a few different ways. You can send a message to a player on your Friends list, to a player you've recently played with, or to a player you've played against in the past. You can also send a message to a player you've played with in a Clan.

To send a message to a player on your Friends list:

1. Select the player you want to send a message to.
2. Press the X button to bring up the Player Options Menu.
3. Select "Send Message" and press the A button.
4. Type your message and press the Start button when you're done.
5. Select "Send" and press the A button.

To send a message to a player you've recently played with:

1. Press the Y button to bring up the Recent Players list.
2. Select the player you want to send a message to.
3. Press the X button to bring up the Player Options Menu.
4. Select "Send Message" and press the A button.
5. Type your message and press the Start button when you're done.
6. Select "Send" and press the A button.

To send a message to a player you've played against in the past:

1. Press the Y button to bring up the Recent Players list.
2. Press the X button to bring up the Player Options Menu.
3. Select "Send Message" and press the A button.
4. Type your message and press the Start button when you're done.
5. Select "Send" and press the A button.

Sending Friend Requests

You can send a friend request to any player you've played with recently. Just follow the steps listed above for sending a message to a player you've recently played with, but select "Send Friend Request" instead of "Send Message."

Editing the Friends List

You can send an invitation to a friend, edit a player nickname, or remove a player from your Friends list.

To send a friend request to a player on your Friends list:

1. Go to the Edit Mode and highlight the name of the player.
2. Press the X button to bring up the Player Options Menu.
3. Select "Send Friend Request" and press the A button.

To edit a player nickname on your Friends list:

1. Go to the Edit Mode and highlight the name of the player.
2. Press the X button to bring up the Player Options Menu.
3. Select "Edit Nickname" and press the A button.
4. Type the new nickname and press the Start button when you're done.
5. Select "Save" and press the A button.

To remove a player from your Friends list:

1. Go to the Edit Mode and highlight the name of the player.
2. Press the X button to bring up the Player Options Menu.
3. Select "Remove Friend" and press the A button.
4. Select "Yes" and press the A button to confirm.

Clan Chat

Clan Chat is a great way to keep in touch with your fellow clan members. You can send messages to the entire clan or to individual members. You can also see who is online and who is not.

To send a message to the entire clan:

1. Press the Y button to bring up the Clan Chat window.
2. Type your message and press the Start button when you're done.
3. Select "Send" and press the A button.

To send a message to an individual clan member:

1. Press the Y button to bring up the Clan Chat window.
2. Select the player you want to send a message to and press the A button.
3. Type your message and press the Start button when you're done.
4. Select "Send" and press the A button.

Clan Roster

The Clan Roster screen shows you a list of all the members in your clan. You can see their rank, their status (online or offline), and their last login date.

To view the Clan Roster:

1. Press the Y button to bring up the Clan Chat window.
2. Press the X button to bring up the Clan Options Menu.
3. Select "View Roster" and press the A button.

To promote or demote a clan member:

1. Go to the Clan Roster screen.
2. Select the player you want to promote or demote and press the A button.
3. Select "Promote" or "Demote" and press the A button.

To kick a clan member:

1. Go to the Clan Roster screen.
2. Select the player you want to kick and press the A button.
3. Select "Kick" and press the A button.
4. Select "Yes" and press the A button to confirm.

Clan Options

The Clan Options Menu gives you access to a few different options for your clan.

To change the clan motto:

1. Press the Y button to bring up the Clan Chat window.
2. Press the X button to bring up the Clan Options Menu.
3. Select "Change Motto" and press the A button.
4. Type the new motto and press the Start button when you're done.
5. Select "Save" and press the A button.

To change the clan emblem:

1. Press the Y button to bring up the Clan Chat window.
2. Press the X button to bring up the Clan Options Menu.
3. Select "Change Emblem" and press the A button.
4. Choose a new emblem and press the A button.
5. Select "Save" and press the A button.

To disband the clan:

1. Press the Y button to bring up the Clan Chat window.
2. Press the X button to bring up the Clan Options Menu.
3. Select "Disband Clan" and press the A button.
4. Select "Yes" and press the A button to confirm.

Leaving a Clan

If you want to leave your clan, you can do so at any time. Just follow the steps listed above for disbanding the clan, but select "Leave Clan" instead of "Disband Clan."

Sending Invitations

At any time you want to play, you can invite any of your friends to play. Here's how to do it. Send an invitation, of course.

To invite a friend to join a game:

1. Highlight a friend's name in your Friends List.
2. Press the A button to bring up the Friends Options Menu, and then select Send Game Invitation.
3. Choose the settings for your game.

Managing Your Friends

Sometimes you just don't feel like playing with someone, and sometimes you don't want to receive invitations from another player.

To ignore a player:

1. Go to the NFL Fever Lobby.
2. Select Voice User Status.
3. Set your User Status to Appear Offline.

The Xbox™ Live Service Icons

	Voice on
	Voice muted
	Game invitation sent
	Game invitation received
	Friend online
	Friend request sent
	Friend request received

UNSUNG HEROES



On the evening of April 5, 2002, NFL Fever sponsored the 25th annual NFL Players Awards Banquet in Washington, DC.

This yearly banquet, the proceeds from which benefit Special Olympics, honors the players, Unsung Heroes of the NFL. These are the players who, though they might not get the most attention on the field, deserve special recognition for both their dedication on the gridiron and for their extraordinary contributions to their communities. What makes this award even more meaningful is that recipients are nominated not only by their fellow teammates, but also by the fans.

Thirty-two heroes were honored that night, one from each of the NFL teams, with the NFL's highest honor, the Byron "Whizzer" White Award, going to Jacksonville Jaguars QB Mark Brunell. Through the Mark Brunell Foundation and the Mark Brunell Charity Golf Tournament, more than one million dollars has been collected to help critically ill children in communities. Fonds.

NFL Fever is proud to help recognize and encourage the continuing efforts of these selfless athletes.

COACH SAYS

If you are having a tough time finding an online game to join, try helping your odds by setting some options to Any.

Quick Match

What's next? A single game can turn things for your team around, and you can help your team by getting to the ball-handler. You can switch, play, and engage your team for as long as 25 seconds. Through three basic controls, you can put forward an organized defense that can shut down the opposing team's offense. Use the Quick Match feature, you can face up in the game.

Play as Set

So you've played a few matches and you're getting the hang of the game. You've gone over a few basic decisions. The first—do you want to play as the home or away team? Then you'll be given the choice of playing a quick game or using the full season format. From the Select a Start Game screen, you can choose the Quick Match option. Next, the CPU creates a list of teams you can play as. Play as the CPU, and you'll be given the option to choose Set Team. In CPU, you can choose your team's roster.



Management

Some of the most important steps start here on the grass. They're more time-consuming than you will fancy you, but don't worry. NCAA Football gives you all the tools you need to succeed. The General Manager menu screen presents you with a few choices: Roster Management, Depth Chart, Create a Player, Create a Team, and Edit Rosters.

To use the General Manager:

- Choose General Manager and press the X button if you're interested in editing the Depth Chart next step.

-or-

- Access the League Hub. Here all your created players, rosters, and your progress after the game.

Offseason

In the offseason, you'll be presented by a game with players through trades, free-agent signings, and drafts. You'll have the option of competing each season and transferring your CPU-created team to you.

Create a Player

What do you tell other gamers the result of the Horse Player Tie Breaker is? Is it wagers, winnings, or the outcome of the simulated horses? You get to make that call—and how. With the Create a Player feature, it's how you can design your dream player from scratch by choosing his appearance and age. It's also where you select the role

Role Selection

Yo, Coach!

I'm having trouble signing guys to my team. Why can't I sign a player for more than three years? I can sign anyone else for more than that. What's up?

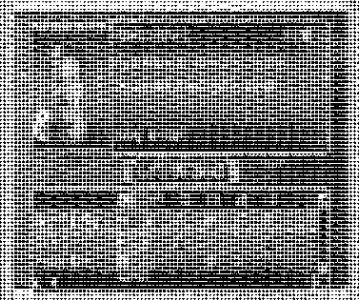
Baffled in Buffalo

Dear Baffled,

The reality set in long ago, kid. Before you sign a guy for an extended length of time, you want to be sure he's gonna perform the way he should. That's why you can sign an unproven rookie for no more than three years. After a player's proven his worth in the first year, then you can grab him for up to seven years at a time.

Coach

Dynamic Player Position

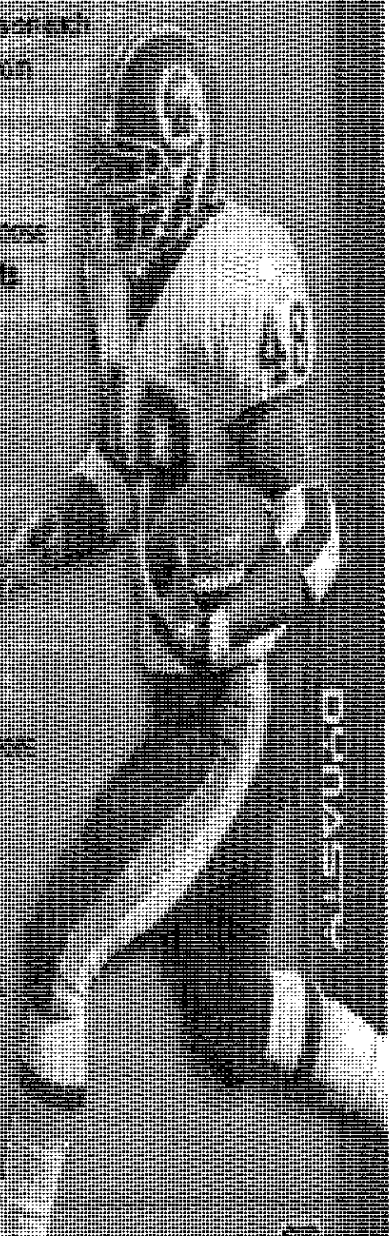


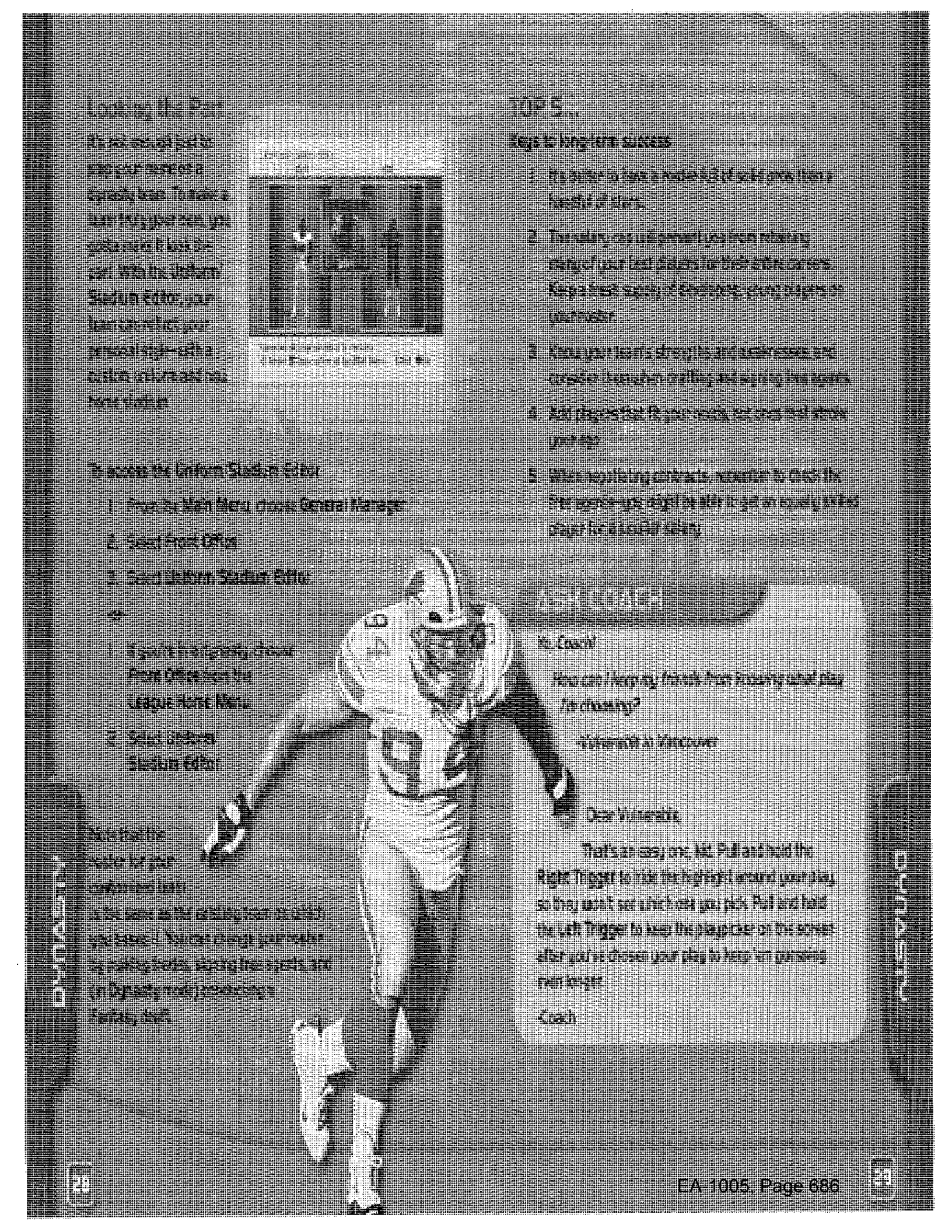
So now it's time to put together the ultimate group you can boast to have the best of the best. Or worst, depending on your style. Next you can tackle the task of scouting your team.

The Dynamic Player Position feature is set over time. It monitors your progress with each individual player and determines how good he is.

To access Style Stats:

1. From the League Menu, choose Coaching & Player Reports.
2. Select Scouting Player Reports.
3. Use the Left and Right Triggers to choose Stats.
4. Use the Left Thumbstick to choose the player whose stats you want to view.
5. Press the B button to exit and navigate to the highlighted player.
6. Use the Left or Right Triggers to view the Player Performance stats.





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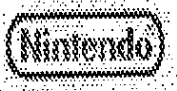
WARRANT

http://www.replacementdocs.com

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.





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STARTING THE GAME

1. TURN OFF THE POWER SWITCH ON YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®.

   Never insert or remove a Game Pak when the power is on.

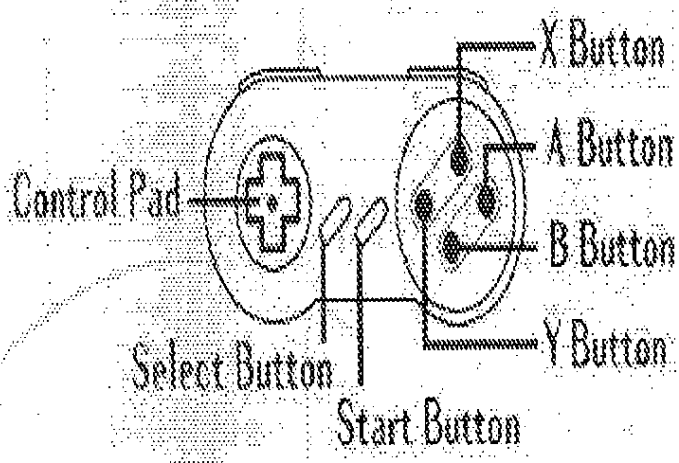
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.

   If you are playing against a friend, plug the other controller into controller socket 2.

3. Insert the NHL® 97 Game Pak into the slot on the Super NES. Press firmly to lock the pak in place.

4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).

COMMAND SUMMARY



MENU SCREENS

Highlight menu item	Control Pad ↑↓
Cycle through choices	Control Pad ←→
Accept/Continue	START

FACEOFFS

Select direction to pass	Control Pad toward teammate
Take the draw	B

ON OFFENSE

Dump the puck	Tap Y
Pass	B + Control Pad
Give and Go	B then Y
One-Timer Pass	B then Y + Control Pad
Wrist Shot	Tap A
Slap Shot	Hold A
One-Timer Shot	B then A + Control Pad
Spin-o-Rama	Control Pad + START or R
Sudden Stop	L

In the Attack Zone

Fake Shot	Y
Drop Pass	X + Control Pad behind you

ON DEFENSE

Hold/Hook	Y
Hit the ice to block shot	L or R
Control defensive player closest to the puck	B
Poke Check/Trip	B when closest to puck
Speed up/Body Check	A

GOALTENDING

Manual Control

Take control of goalie	Hold X
Position goalie	Control Pad in any direction
Dive	Y or X + Control Pad
Poke Check	B when closest to puck
Save Attempt	A

In Possession of Puck (Auto or Manual Control)

Flip puck out of zone	Y + Control Pad
Pass/Clear along boards	B + Control Pad
Cover up to draw faceoff	No Button

INTRODUCTION

It's no surprise why the finest Ice Hockey players in the world are drawn to the National Hockey League. The NHL offers the greatest level of competition!

Just as the best pro hockey players feel challenged only when skating against the best, hockey gamers want to take on the videogame that plays the most authentic version of their favorite sport.

In NHL 97, you'll run give-and-go plays, shake the boards with brutal hip checks, fire off blistering one-timers, and vault the wall to change lines on-the-fly.

In the sports gaming world, NHL 97 is the only competition on ice!

MAIN MENU

At the MAIN menu, you can choose a Play mode and set game options.

To choose a Play mode:

1. Control Pad ↕ to highlight menu items.
2. Control Pad ↔ to cycle through choices.
3. When your Play mode and options are set, press **START** to continue.

Default options appear in bold type in this manual.

PLAY MODE

Exhibition: A one-game exhibition. Play with your friends or test your hockey skills against the expertise of a CPU (computer)-controlled opponent.

Season: Set up and play through an entire NHL season, complete with best-of-7 playoff series and season-end awards ceremony.

Practice: Design plays and run your favorite team through drills in real game situations. Practice mode is also a great place to work on your penalty shot technique.

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SKILL LEVEL

Novice: CPU-controlled players skate and react more slowly.

Intermediate: CPU skaters play to their ability but never rise to a championship level of play.

Expert: The skating is quick, the body checks are lethal, and the passes are right on the tape.

PERIOD LENGTH

5/10/20 Minutes: Set the length of each period. The NHL plays 20 minute periods.

- Overtime periods following Exhibition and Season games are always five minutes long.

GOALIES

Manual: Take control of your goal keeper.

Automatic: The CPU (computer) controls your goalie before the save. When a save is made, you take over.

USER RECORDS

On: Keep an ongoing record of your personal NHL 97 performance. User data for up to eight players is displayed on the Record Holders screen.

Off: Play a game without saving records or stats.

PENALTIES

Off: No penalties are called. Ideal for a fast-paced game with fewer faceoffs.

On: Refs call the game just as they would in an actual NHL game.

On, No Offsides: Refs call all penalties except offside violations.

LINE CHANGES

Off: Your best line remains on the ice for the entire game. Players never tire.

Automatic: Lines change automatically before each faceoff. Players never show signs of fatigue.

On: You must change your lines to keep your skaters fresh. Players left on the ice too long slow down.

ROSTERS

Default: Team rosters reflect the 1995-96 NHL season.

With Trades: Team rosters reflect your NHL 97 transactions. See Transactions, p. 28.

FIGHTING

On: Aggressive players may answer a big hit by squaring off against one another.

Off: No matter how physical the action gets, players keep their gloves on at all times.

PLAYING NHL 97

The fastest way to begin playing NHL 97 is to start an Exhibition game with default settings. You'll hit the ice as a member of the Florida Panthers, facing Colorado in a replay of the '96 Stanley Cup® finals.

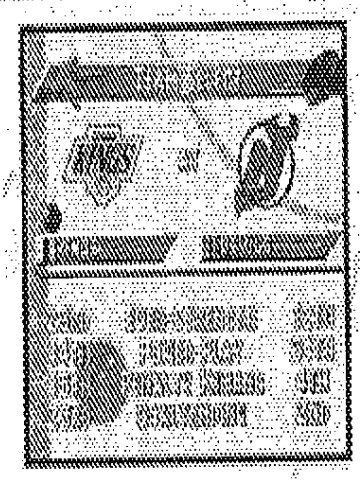
- To start a Regular game with default settings, press **START** four times to bypass the MAIN menu and setup screens. The game begins.

NOTE: Any changes you make to MAIN menu options are saved in memory as new defaults.

- To learn how you can use the setup screens to customize your game, read on.

SELECT TEAM

Select the teams you want to match up in the game. You can choose from all 26 NHL teams plus two All-Star teams.



Control Pad ↑ to scroll through teams. Control Pad ← → to switch between teams.

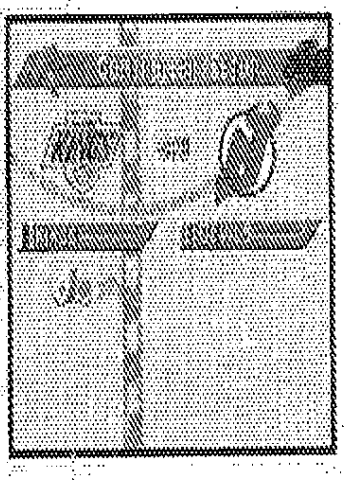
- To accept the match-up, press **START**.

The CONTROLLER SETUP screen appears.

CONTROLLER SETUP

Move your controller icon under the team you want to represent in the game. An icon appears for each controller connected to your Super NES.

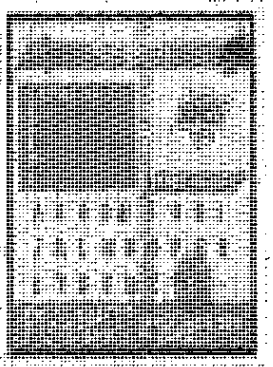
Icons left in the center of the screen are not active in the game. To watch the computer control both teams, move all icons to the center.



- To move your controller icon, Control Pad ← →.
- To accept the controller setup, press **START**.

USER ENTRY

If you're playing a game with User Records ON, the USER ENTRY screen appears. Choose the name you want your statistics saved under for the next game.



Follow on-screen instructions for entering a name.

To enter a new user name:

1. Control Pad ↕ to highlight a User Name slot, then press **B** to edit. The Alphabet inset appears.
2. Control Pad to the first letter in the new user's name, then press **B** to select the letter. Repeat until the name is complete.
   - If you make an error, press **Y** to go back one letter.
3. When the name is complete, press **START** to accept, or press **X** to cancel.

To choose a user:

1. Control Pad ↕ to highlight the User Name slot you want, then press **START** to accept. A summary of the upcoming game appears.
2. To bypass the upcoming game summary, press **START**. The Scoreboard appears.

SCOREBOARD MENU

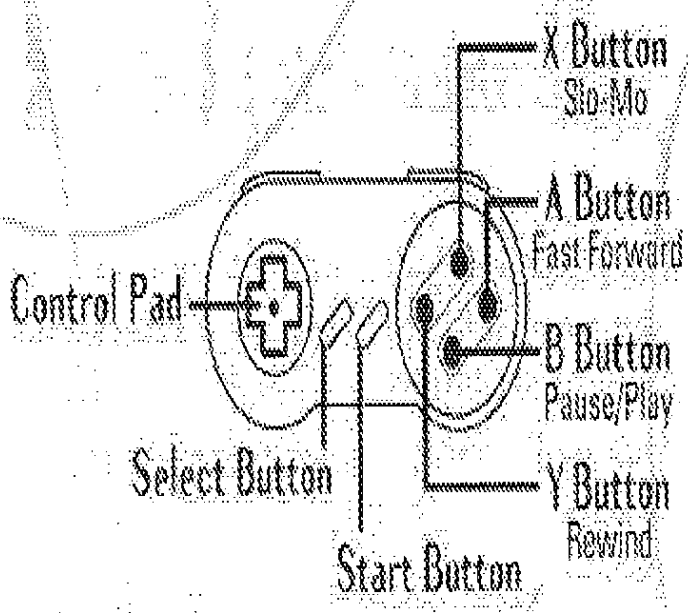
The SCOREBOARD menu appears at the beginning of a game, the end of a game, and any time you pause the action. Use SCOREBOARD menu items to access game options, stat compilations, and instant replays, or to call a timeout.

- To pause, release the Control Pad and press **START**. The SCOREBOARD menu appears.
- To select an option, highlight it and press **B**.
- To quickly return to the game, press **START** with any option highlighted.

START GAME / RESUME GAME

START GAME: Players take their positions at center ice and prepare for the opening faceoff.

RESUME GAME: Return to the game in progress.



Instant Replay

The greatest hockey plays are smooth and precise but lightning quick. Instant Replay lets you slow the action down, focus on specific areas or players, and roll the tape from the reverse angle.

X - Slo-Mo

Y - Rewind

A - Fast Forward

B - Pause/Play

Control Pad - Move Camera Manually

- To follow a single player throughout the play use the Control Pad to place the crosshair over him, then start the replay.

EDIT LINES

The default lines are patterned after the real teams. You can edit your team's lines to test the chemistry of different players skating together, or to give your team a new look on the ice.

To edit lines:

1. Select a player from one of your current lines and press B. The TEAM ROSTER inset appears.
2. Select a player from the TEAM ROSTER inset and press B. The two players switch positions.

- To scroll TEAM ROSTER stats, Control Pad ↑↓.
- When playing with Line Changes OFF, you can only edit your best line.

CHANGE GOALIE

Change your starting goalie, bring in a replacement during the game, or choose NO GOALIE to pull him and make room on the ice for an extra skater.

GOALIE CONTROL

You can switch between AUTO and MANUAL controlled goalies at any time during a game.

TIMEOUT

Each team is allowed to call one timeout per game. Timeouts restore the energy levels of every skater on both teams.

- When playing with Line Changes OFF players do not lose energy, so timeouts have no effect on the game.

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TEAM ROSTER

Compare the players and net minders from each team by NHL 97 skill ratings and physical size.

• To scroll stats, Control Pad ↔.

COACHING

Assign different strategies to different lines to affect the style of gameplay.

SCORE SUMMARY

Review the game situations surrounding each goal: Period, Time, Team, Goal Scored By/Assisted By, and Power Play/Short Handed.

PENALTIES

Take a look back at the penalties called during the match.

RECORD HOLDERS

When playing with User Records ON, you have the opportunity to set and break All Time Records.

The ALL TIME RECORDS screen ranks the top four users according to their cumulative win/loss/tie records, and lists record holders.

OTHER SCORES (SEASON MODE ONLY)

During a season, it's crucial to keep tabs on the competition and their respective contests, especially late in the season when just a few points separate the teams who are playoff bound from those merely grasping at straws.

GAME STATS

See how the teams performed head-to-head.

PERIOD STATS

Check the number of Shots and Goals by period.

• To toggle Shots and Goals, press B.

PLAYER STATS

Compare the players' game stats in five skating and three goaltending categories.

QUIT GAME

Quit the game in progress and return to the MAIN menu.

GRASPING THE FUNDAMENTALS

NHL 97 has all the moves, shots, saves, blocks, and checks of the National Hockey League. Master them and you'll dominate the game and your opponents!

SKATING

It's not easy to make tight corners and quick stops on ice. You'll have to get a feel for the slickness of the surface and learn the best angles for the most effective checks.

- To skate, Control Pad in the direction you want to go.
- To get a burst of speed, press **A**.

On offense:

- To execute a Spin-o-Rama move and blow past the defense, press **R**.
- To carve your blades into the ice for a super-quick stop, press **L**.

On defense:

- To drop to the ice to block a shot, press **L** or **R**.

STICKHANDLING AND PASSING

Quick, accurate passes and head-manning the puck are the most efficient ways to advance your offense.

To complete a pass:

- Press **B** + Control Pad toward the receiving player.

While the puck is en route you can:

- Press **B** to take control of the pass receiver.
- Press **Y** for a give-and-go back to the passer.
- Press **Y** + Control Pad for a one-timer pass.

– or –

- Press **A** + Control Pad for a one-timer shot on goal.

To dump the puck into the Attack zone:

- Press **Y** from anywhere on the ice.

To initiate a drop pass (from the Attack zone):

- Press **X** + Control Pad behind you, then release **X**.

CHECKING

Forcing an opponent to the boards with a hard check is perhaps the best way to cause turnovers resulting in key breakaways.

- For a body check, press **A** to gain speed + Control Pad at an angle toward your opponent.
- To hold or hook, press **Y**.
- To poke check or trip, press **B** when closest to puck.

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SHOOTING

The highest percentage shots for beginners are slap shots from sharp angles, one-timers, and wrist shots off rebounds.

- To take a slap shot, hold **A**. (The longer you hold **A**, the harder the shot.)
- To take a one-timer shot, press **B** + Control Pad to pass to a teammate, then immediately press **A** before the pass is completed.
- To take a wrist shot, tap **A**.
- To take a shot, tap **Y** while in the Attack zone.

GOALTENDING

You must have the Goalies option set to MANUAL CONTROL in order to attempt saves. If you don't, the goalie automatically polices the crease.

- To attempt a save, press **A**.
- To dive, press **Y** + Control Pad.
- To poke check, press **B** when closest to puck.

To clear the puck after a save (manual or auto controlled goalies):

- To flip the puck out of your zone, press **Y**.
- To pass to a teammate or to send the puck out along the boards, press **B** + Control Pad.

— or —

- To draw a faceoff, don't press any buttons.

LINE CHANGING (LINE CHANGES ON)

Each period begins with your SC1 line positioned for the faceoff. Before every other faceoff, it's up to you to decide which line takes the draw.

To change lines before a faceoff:

- Press **A**, **B**, or **Y** to select the corresponding line from the LINE CHANGE menu.

To change lines "on the fly":

1. When you're handling the puck, press **SELECT**. The LINE CHANGE menu appears.
2. Press **A**, **B**, or **Y** to select the corresponding line from the LINE CHANGE menu.

- You only have two lines from which to choose in power play and penalty killing situations.

FIGHTING (FIGHTING ON)

When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight.

Fighting can be avoided. If you choose not to drop your gloves, the ref intervenes and calls Roughing penalties on both parties.

If an opponent squares off against you:

- Don't press any buttons and avoid the brawl.

— or —

- Press **A**, **B**, or **Y** to drop your gloves.

When the gloves come off:

- To throw a punch to the head, press **Y**.
- To send an uppercut to the body, press **B**.
- To grab your opponent's jersey, press **A**.
- To skate forward and back, Control Pad ↑↓.
- To block, Control Pad away from your opponent.

Fighters are slapped with Major penalties – their teams do not substitute, but skate short a player for the entire five minutes.

PRACTICE MODE

Practice mode lets you face opposing teams in real game situations. Take advantage of this opportunity to work on passing, shooting, and other fundamentals of the game.

To enter practice mode:

1. From the Game Setup, choose PRACTICE as your play mode.
2. Set the options to your preference, then press **START**. The Select Team screen appears.
3. Select teams, set up your controllers, and head down to the ice just like in an Exhibition game. (See Select Team, p. 10) The Scorecard appears. See Scoreboard Menu, p. 13.

GAME SETUP

PRACTICE MODE OPTIONS

Visitor Players: Choose the number of players you want on the ice for the visiting team: ZERO through FIVE.

Home Players: Choose the number of players you want on the ice for the home team: ZERO through FIVE.

SEASON MODE

Take your favorite team through a full 84-game NHL season. NHL 97 compiles win/loss/tie records, point totals, and statistics throughout the Season.

At the close of the Season, the top eight teams from each conference continue on with post-season play, culminating in the Stanley Cup finals.

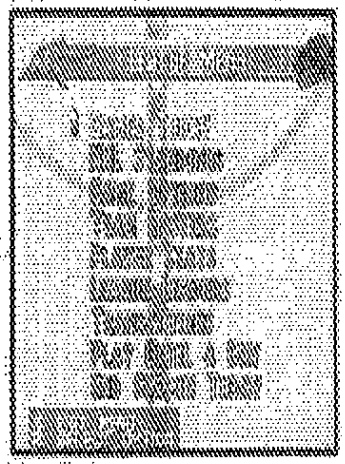
TO ENTER SEASON MODE:

- From the Game Setup, choose SEASON as your Play Mode, then press **START**. The League menu appears.

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LEAGUE MENU

Set up the games you want to play, simulate those you don't, keep tabs on the numbers as they come in, and fulfill your obligation as general manager by taking advantage of Transactions.



To select an option, highlight it and press START. Preview your season or look back at the results.

- To choose a League menu option, Control Pad ↕ to highlight the option, then press **B**.
- To cancel an option and return to the League menu, press **X** from the option screen.
- To return to Game Setup, press **X** from the League menu.

GAMES TODAY

If you're ready to start your season, this is where you need to be. Preview the entire season and select the games you want to play.

To preview the season's match-ups:

1. Control Pad ↕ to scroll the match-ups for the current date.
2. Control Pad ↔ to scroll the season day-by-day.

To mark games you want to play:

1. Control Pad ↕ to select a match-up, then press **B** to mark it. If you change your mind, press **B** again to unmark the game.
2. When you've selected the match-ups you want, press **START**. The Controller Setup appears for the first game.
   - Games must be played in the order they appear on the screen. Any unmarked games preceding marked games are computer-simulated.
3. Set up your controllers and head down to the ice just like in an Exhibition game. (See Controller Setup, p. 11)

NHL STANDINGS

Check win/loss/tie records and point totals for every team in the league. As your Season approaches the homestretch, find out who's headed for the Playoffs.

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GAME OPTIONS

Set the options for the upcoming season game just as you would from the Game Setup. (See Game Setup, p. 24)

• Season Mode Option:

PLAYOFFS: Choose your playoff tournament format; SINGLE GAME for one-game elimination, or MULTI-GAME for best-of-7 series.

TEAM ROSTER

See how your players stack up against one another with 1995-96 stats and NHL 97 player ratings.

PLAYER STATS

NHL 97 compiles and saves game stats for every player in the league throughout the entire Season.

LEAGUE LEADERS

See how your favorite players and goalies stack up against the competition in six important categories. Every player in the game is listed, from best to worst.

TRANSACTIONS

Trade, release, create, and sign players to maintain your team's competitive edge. (See Transactions, p. 28.)

PLAY UNTIL A DAY

If the season's pace is a little too slow for your taste, you can have the CPU simulate a few games (or a few months worth of games) for you. Just select the date you want to resume the season and let the computer take the helm.

END SEASON TODAY

Bypass the remainder of your regular games, and advance to the first round of the Playoffs.

• Playoff berths are awarded to the top eight teams at the time you select END SEASON NOW.

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TRANSACTIONS

Trading and signing players may help to solidify your roster. You can also create players in your own farm program and insert them into the Free Agent pool.

NOTE: If a team involved in a transaction already carries a full roster, you'll have to release players before making multiple-player trades and signing free agents.

TRADE PLAYERS

You can include up to three players per team in a single transaction.

NHL 97 has the final word on all trades. Any attempt to stack teams is met with a swift rejection.

To trade players:

1. Highlight the player(s) you want to trade, then press **B** to select. (Press **B** again to deselect players if you change your mind.)
2. To activate the team at the bottom of the screen press **Y**.
3. Select the player(s) you want to trade for, then press **START** to evaluate the trade or press **X** to cancel.

CREATE PLAYERS

You can create up to 20 new players and add them to the Free Agent pool.

To create players:

1. Move the arrow to a slot (if you're creating your first player, only one slot is available), then press **A**. The PLAYER EDIT text appears.
2. Highlight the first letter in the player's name, then press **B** to enter. Repeat until the name is fully entered.
3. To accept the name, press **START**.
   - To go back a space, press **Y**, **L**, or **R**.
4. Control Pad ↑ to confirm the player's name, then press **B** to continue. The player's physical attributes appear.

To adjust the new player's attributes:

1. Control Pad ↕ to highlight an attribute, then Control Pad ↔ to cycle through options. (Player weight can fluctuate between 140 and 260 lbs.)
2. Press **START** to accept. The Player Rating inset appears.

New players begin with a skill rating of 40 in each rating category, along with 325 additional rating points for you to distribute as you see fit.

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To edit the new player's skill ratings:

1. Control Pad ↑↓ to highlight a skill rating.
2. Control Pad ← → to increase/decrease the rating points (40-100 points). The player's overall rating is adjusted automatically.

   • To create goons, make sure the Aggression rating is pumped up. Otherwise, the player will shy away from fights.
3. Press **START** to accept and the newly created player will be added to the Free Agent pool.

SIGN FREE AGENTS

The Free Agent pool is made up of all unassigned players – newly created players and those existing players who have been released from their teams.

- Each team's roster may carry a maximum of 27 players with no more than three goalies.
- When a newly created player is signed to a team, you can not edit his ratings. If you want to edit his ratings, you must release him back to the Free Agent pool.

NOTE: If the player appears in multiple seasons, he must be released in each season before you can edit his ratings.

RELEASE PLAYER

Release players from your team's roster to make room for free agents with better skills and ratings.

- Each team's roster must carry a minimum of 17 players, including two goalies.

RESET ROSTERS

Reverse any player transactions you've made and return all NHL 97 players to their original rosters.

NOTE: Resetting rosters during a Season eliminates accumulative player stats but the Season itself is not affected.

OFFSIDE, ICING, AND BREAKAWAYS

Many of the penalties called in ice hockey are due to unnecessary force used against an opponent or by dangerous (therefore, illegal) contact. Offside and Icing violations can be a bit more difficult to grasp.

OFFSIDE

A play is offside when an offensive skater who is not in possession of the puck precedes the puck across the blue line into the Attack zone.

This violation commonly occurs when 1) A pass is completed to a player "camping" in the Attack zone, or 2) The puck handler skates into the zone before his teammates have cleared out.

If you're in danger of committing an Offside violation, the ref appears on the screen with a hand raised as a warning. Wait for your teammates to circle out of the Attack zone, then move the puck across.

- Two-line pass offside violations, familiar to fans of the NHL, are not called in NHL 97.

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ICING

An Icing violation is called when an attacking player on his team's side of the center line sends the puck across the opposing team's goal line, but not in the net, and a defensive skater is the first to touch the puck.

Icing is not called when 1) The opposing team's net minder is the first player to touch the puck, 2) Any attacking skater is the first player to reach the puck, or 3) The attacking team is skating short-handed due to a penalty killing situation.

BREAKAWAY

A breakaway is recognized when the offensive player with the puck skates past the defenders in the Attack zone creating a one-on-one situation with the opposing goalie.

A single tone sounds to let you know when a breakaway occurs. A last ditch effort by the defense to "take down" the pack handler from behind results in a penalty shot.

PENALTIES

CHARGING (MINOR: 2 MIN)
Applying a body check after you have taken more than two deliberate strides toward your opponent.

CROSS CHECK (MINOR: 2 MIN)
Hitting your opponent with both hands on your stick and no part of the stick on the ice.

FIGHTING (MAJOR: 5 MINUTES)
A fight is initiated the moment you drop your gloves.

HIGH STICKING (MINOR: 2 MIN)
Carrying your stick above shoulder level when skating toward an opponent.

HOLDING (MINOR: 2 MINUTES)
Using your hands to grab either your opponent or his stick.

HOOKING (MINOR: 2 MINUTES)
Using the blade of your stick to restrain an opponent.

INTERFERENCE (MINOR: 2 MINUTES)
Any contact with your opponent's goalie while he is in possession of the puck and within the crease.

ROUGHING (MINOR: 2 MIN)
A particularly ruthless Charging infraction.

SLASHING (MINOR: 2 MIN)
Using your stick to hit, or attempt to hit, an opposing player.

TRIPPING (MINOR: 2 MINUTES)
Toppling your opponent by means of either your stick, knee, foot, arm, hand, or elbow.

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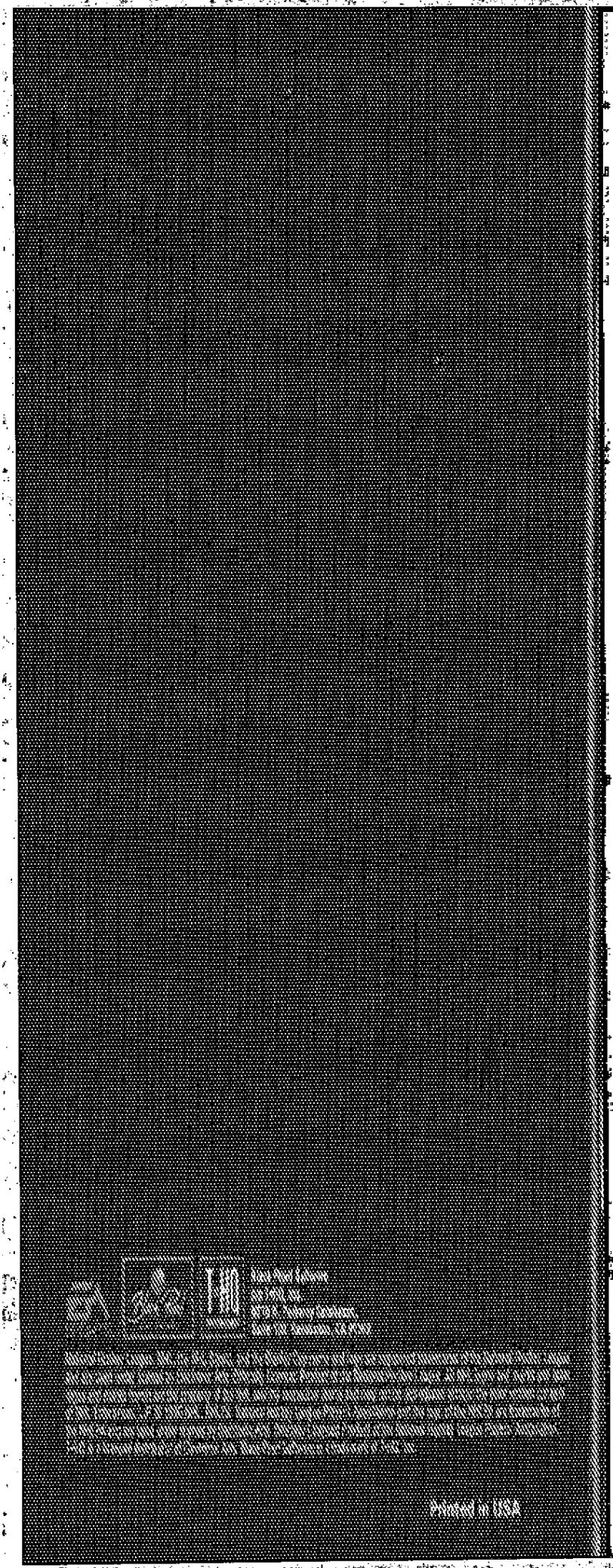
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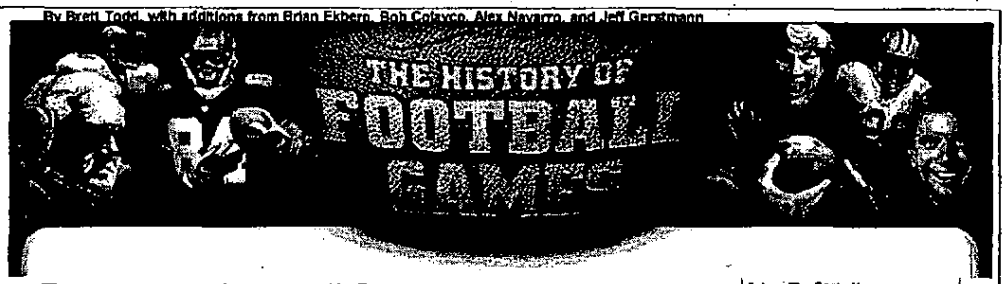
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Printed in USA

By Brett Todd, with additions from Brian Ekberg, Bob Colucci, Alex Navarro, and Jeff Gerstmann



The History of Football Games

The Early Years

The story of sports gaming is the story of football gaming. Ever since the console and computer games industries got off the ground in the later 1970s, developers have been trying to build a better football title. No other sport was given the attention granted to the gridiron game. Even baseball, the national pastime for nearly a century and an apparent natural to be reenacted on a TV screen or computer monitor, lacked the prestige of its younger brother.

Part of this was due to the way that the National Football League surged in popularity at the same time as the video game era dawned. Thanks to the efforts of commissioner Pete Rozelle and innovations like ABC TV executive Roone Arledge's Monday Night Football, the NFL was enjoying an unprecedented explosion in public support. So when the Atari 2600/Video Computer System (VCS) and Mattel's Intellivision brought video games to our living rooms in 1977 and 1979, respectively, there was really only one sport that people wanted to play on them. The idea that those little black boxes would be able to drag Sunday afternoon and Monday evening through the rest of the week was a huge selling point for the console systems.

Introduction

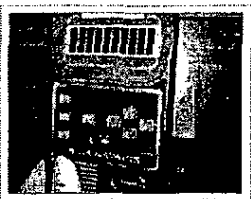


Sports editor Brian Ekberg welcomes you to GameSpot's History of Football Games.

Watch it »

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Sega: Joe Montana and NFL 2K
Sega: More 2K
Front Page Sports Football
College Football
NFL GameDay
NFL Blitz
Quarterback Club
NFL Fever

Of course, reality didn't quite match expectations. Gameplay was generally very crude, even by the lowered standards of the time. In 1978, Atari's Football for the 2600 employed three-man teams consisting of players who looked like washing machines and a field that filled a single screen. You could call plays on both sides of the ball, but only basic ones that shifted receivers and backs from one side of the field to the other. Intellivision's NFL Football arrived a little more than a year later with more sophistication, boasting five-man squads with players who had moving arms and legs and the ability to use elaborate formations. There were serious drawbacks, however, most notably molasses-slow animation and the complete absence of artificial intelligence that made two players a necessity.



We've come a long way from this...

When the Commodore 64 became fashionable as a gaming machine in 1984, football game development kicked into high gear. These early computer football efforts were generally more complex than their console cousins, even simplistic fare like Gamestar's On-Field Football. Some could still be categorized as rather advanced simulations. 4th and Inches from Accolade was published in 1987, yet it remains playable today as an arcade experience with a little bit of depth. Design evolutions, along with advancements in technology and programming skill (a lot more could be jammed into an Atari 2600 cartridge in 1984 than in 1980), were increasingly seen through the end of the decade on both consoles and computer systems. Tecmo released Tecmo Bowl for the Nintendo Entertainment System (NES) in 1988, kicking off a sensation that lingers to this day. The smart, fun gameplay spawned a sequel, Tecmo Super Bowl, that is now 10 years old but is still being played in online leagues. A pinnacle was reached in 1989 with Cinemaware's TV Sports Football. It was jammed with more features than any of its predecessors. Full season play, coaching mode, and playbooks that varied from team to team made it the template for everyone else to copy.



...to this!

Good or bad, football games were popular in the 1970s and 1980s. Even though they were simplistic in comparison with the real thing, football titles asked more of the gamer than those depicting the other big three North American sports. Being required to outwit your opponent as well as outplay him provided football gaming with an added strategic element that couldn't be matched by baseball, basketball, or hockey. Playcalling may have been rudimentary, but it was still there, and it gave players an extra dimension that was more interesting than the simplistic arcade challenge of hitting a ball, sinking a basket, or scoring a goal. It may be strange to think of a small playbook and stick-figure players as being representative of any great depth, but they seemed almost unbelievably refined in comparison with their rivals.

Over the following pages, we look back at those early days, trecing the evolution of football as console video game and computer simulation. This piece concentrates on the major football titles of the past, although reference can be found to lesser-known works. For example, all of the football games produced for the Atari 2600 can be found under the main heading of Atari's original Football. Regardless of status, most of the games themselves are now no more than nostalgia pieces. Some can still be entertaining diversions--something that was proven during the extensive research that went into this article--and all serve to show how far we have come since 1978. Those



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too young to have experienced these games firsthand would do well to read on before they complain too much about comparatively minor problems with today's games.

Next: Atari

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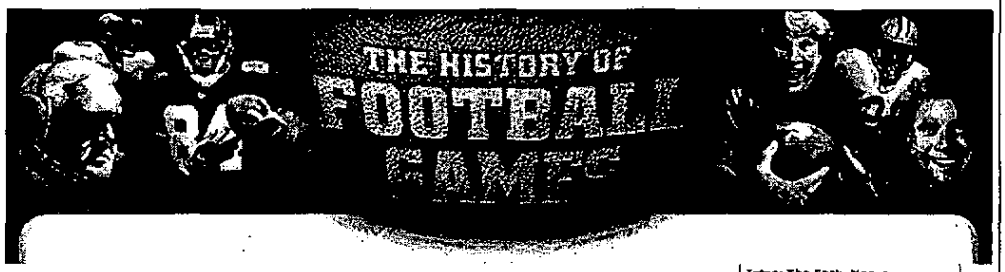
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Atari

Football gaming didn't get off to an auspicious start. Atari's Football for the 2600/VCS arrived in 1978, in the vanguard of titles released for the console system in the first year after its launch. High expectations for the game on the part of both its publishers and eager consumers were dashed in short order, however, as Atari delivered a rather atrocious effort that didn't resemble any sport ever played by human beings.



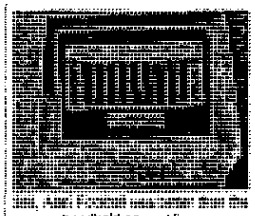
These are football players?

Atari's take on football rejected most of the rules and conventions of Vince Lombardi's game in favor of an almost surrealistic experience. Teams consisted of three-man squads composed of players who more closely resembled appliances than people. They moved their way up and down a tiny vertical field without yardage markers, end zones, or goalposts. Aside from the four-down system, safeties, and the ability to punt, nothing of real football survived. There were no field goals or point-after-touchdown conversions. There were no interceptions, no fumbles, and no going out of bounds. Tackles were automatic on touching the ball carrier, the ball could be guided in flight on passing plays, playcalling involved little more than slightly varied formations, and the lack of computer AI made two players a requirement.

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Poor visuals affected play as well. Programming for the Atari 2600 was in its infancy, and little was known about how to push the system to its limits. As a result, even the rough graphics on display here suffered from problems with flickering players and ghost tackles. Stuttering animations turned plays into strange crawls through which everything seemed to be happening in slow motion.

Still, the idea of "programming" players to run specific pass routes on offense or cover certain areas of the field on the other side of the ball was intriguing. And even somewhat advanced for the time, considering that the only real competition were handheld LED-based games like Coleco's popular Electronic Quarterback. Also interesting were two game options that let you call plays as a coach and then watch the computer carry them out on the field. Another good idea was Atari's placement of a line on the field, which showed where you needed to move the ball to collect that all-important first down. Other game designers took the better part of a decade to pick up on that innovation.



handheld competition

Disappointment in Football and competition from Intellivision's strong line of sports games in 1979 and 1980 pushed Atari and other developers to design better football games for the 2600 in subsequent years. These later efforts made the initial one look like something produced in an era of stone knives and bearskins. Intellivision producer Mattel ported its NFL Football game (see below for more) to the rival system in 1982 with good results. The M-Network-labeled Super Challenge Football featured five-man teams with players that had actual moving arms and legs, along with a regulation 100-yard field complete with scrolling end yard markers. Playcalling was far more interesting, as you could individually program each lineman with specific blocking instructions. Interceptions were also possible. But that was about it in terms of sophistication--you couldn't play against the computer, you couldn't punt or kick field goals, and there was no going out of bounds. Even more strangely, you could run off one end of the field and reappear at the other. Players could have linebackers run in the opposite direction and emerge directly behind the opposing quarterback--and were actually advised to do so in the tips section of the game manual!

Atari responded to the Intellivision threat with the RealSports line in 1982. This series included most of the major sports, including baseball and soccer, though football was perhaps the most successful entry in the lineup. Overall gameplay wasn't as good as that provided by the rivals at Mattel, though you could at least play solo against the computer here. Teams consisted of five players each, but the visuals were crude and tended to flicker. The field, while regulation-size and of the same side-scrolling type introduced by Intellivision, lacked hash marks and sidelines. Plays were slightly more advanced versions of those found in Football, though field goals were finally possible.

With the great video game crash of 1983-1984, the viable shelf life of the Atari 2600 abruptly ended. Even its intended successors, the unimaginatively monikered Atari 5200 and 7800, were critically wounded by this slump. Games continued to be designed for all three systems throughout the 1980s, though sales were poor due to the rise of more advanced alternatives such as the NES, Sega Master System, and the Commodore 64 computer. Super Football was the last of the Atari 2600 football games to emerge. Unfortunately, it didn't hit the market until 1988, when an Atari 2600 was about as commercially and culturally relevant as a Nehru jacket. Obsolete platform or not, Super Football was very good. It could even be considered a predecessor of contemporary football gaming in that it used a scrolling 3D field, colorful, more realistic graphics, and an impressive selection of plays.



Mattel's Super Challenge Football was a step forward.

Production of the Atari 2600 finally ceased in 1991, ending a lengthy history that began in 1977. More than 25 million units are estimated to have been sold during that time, firmly establishing the system as the foundation of the home video game era.

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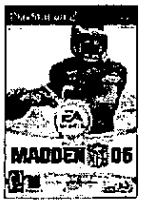
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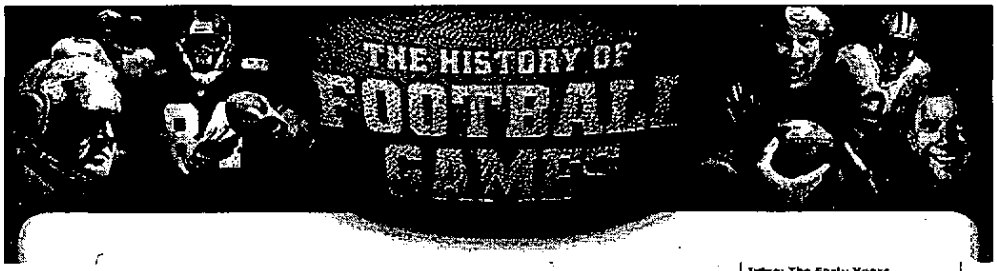
Madden NFL 07 (PS2)



Madden NFL 2004 (PS2)

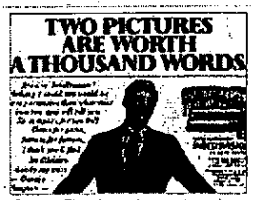


Madden NFL 2001 (PS2)



Intellivision (Mattel)

The popularity of home video gaming and the rise of the Atari 2600 didn't go unnoticed. Mattel began investigating the possibility of developing a rival system in 1977 and soon realized that components and design schematics were readily available. After some initial misgivings about going head-to-head with Atari and its Time-Warner parent and a brief foray into handheld gaming, the decision was made to proceed, and the Intellivision was born in 1979.



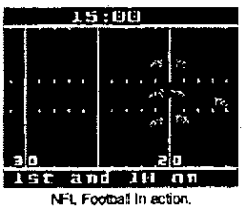
George Plimpton asks you to make a comparison.

Mattel's take on a home video game system was much different than Atari's. For starters, technology was more of an issue. General Instruments provided a superior CPU, and greater effort was made to ensure that the Intellivision could display more complex visuals and emit higher-quality audio. This refinement was used as the primary selling point--the company decided to market itself to adults and set up its system as the mature alternative to kid-oriented Atari and its arcade licenses, like Space Invaders. Sports gaming was used as the primary weapon in this PR fight. Snooty author George Plimpton was recruited as a pitchman for the Sports Network series of games, which included titles based upon all of the major and not-so-major sports (from baseball to auto racing), with football being the most prominent.

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Intellivision's NFL Football deserved this attention when it went into wide release in 1980, as it was far more advanced than its Atari counterpart. There was really no way to even compare the two, as Plimpton had asked, since despite the close proximity of their respective release dates, a huge gap separated them on the evolutionary ladder. The chunky players of Atari's Football were replaced with models that looked more like real people, with arms and legs that moved and animation that mattered. Tackles weren't just automatic upon a brief touch of the ball carrier; here, you had to actually line the enemy up or risk having him scamper away. The field scrolled sideways, allowing a more realistic depiction of a regulation field that clocked in at the usual 100 yards and featured end zones. There were no goalposts, though field goals could still be kicked by booting the ball over the center of the goal line. Players could go out of bounds, make interceptions, hammer the opposing ball carrier for a safety, punt on fourth down, and so on.

Playcalling was equally ambitious. The Intellivision's numeric pad controllers were designed to allow for more intricate gameplay, and NFL Football benefited greatly from this. Plastic controller overlays and playbooks covered the nine offensive and nine defensive formations available in the game. Each was designed to stage or prevent specific plays and was very effective. Pull one over on the defense, and you could spring a long gainer. Pull a surprise on the offense, and you could be welcoming your opponent to sack city. About the only limitation was the lack of solo play against the computer.



NFL Football in action.

Perhaps the most astounding thing about NFL Football was its longevity. It was so far ahead of its time that it served as a worthwhile diversion for football fans through the end of the decade. Even though Intellivision remained in limited production until 1990, it was never deemed necessary to develop another football game for the system (though INTV bought Intellivision assets from Mattel and updated the source code in 1986 to include a one-player mode and released the ensuing game as Super Pro Football). This would have been a difficult challenge at any rate, since years passed before other programmers were able to catch up and provide something even remotely similar on the virtual gridiron.

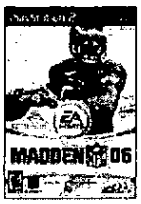
The groundmark game remains enjoyable even now, via official emulation programs such as Intellivision Lives! for Windows and Intellivision Classics for the Sony PlayStation. Intellivision itself may not have been as influential on the development of video game culture as the Atari 2600, but its legacy of superior sports games endures, particularly in regard to NFL Football.

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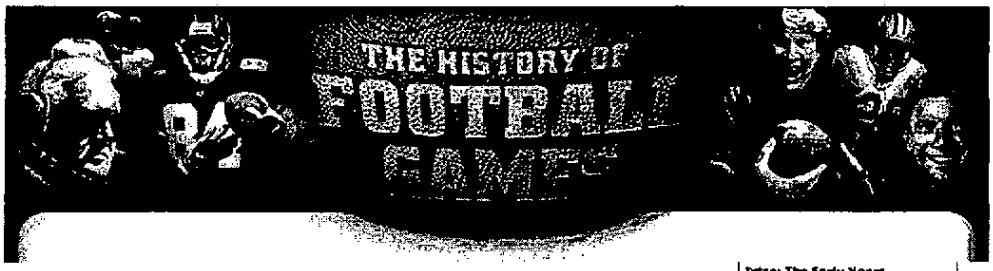
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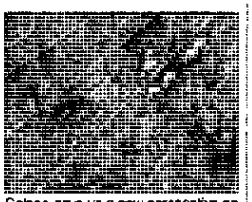
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Coleco

The next step in football gaming was provided by a company once called the Connecticut Leather Company. Coleco entered the console systems market in the summer of 1982, following a lengthy period on the sidelines after the failure of its Telstar-labeled version of Pong in 1976. ColecoVision arrived in June amidst much fanfare and a number of exclusive, high-profile arcade game licenses that included Donkey Kong, Venture, and Carnival.

Licensing such hot properties and providing consumers with near-perfect home versions of these quarter-a-play favorites made the system a huge early success. Coleco neatly positioned itself to steal customers away from both Atari and Intellivision, the former by grabbing up the licenses that had become its bread and butter and the latter by developing a lineup of premium sports games. The company played on its experience as a manufacturer of top-selling handheld titles, such as Electronic Quarterback and Head-to-Head Baseball, to move into this arena with confidence. When 1983 rolled around, the ColecoVision was rapidly becoming the top system for electronic athletes.

Coleco's "Super Action" series of sports games was anchored by Super Action Football. This title was intended to represent the next stage in football gaming, both as an arcade twitchfest and as a strategic experience. The look of the game was entirely new, shifting from the flat, straight-on camera angle of its rivals to a 3D isometric aspect that gave it more of a TV broadcast appearance. Players were drawn with multiple colors for the first time, and there were more of them than ever before--a whopping eight on each side. It even included a little referee in a striped shirt. All the standard football rules and conventions were there, from going out of bounds to kicking field goals and fumbling the ball.



Coleco gave us a new perspective on the gridiron.

But although Super Action Football looked very good, it wasn't very playable. For starters, it required an added investment in the Super Action Controllers that came with Super Action Baseball. These huge and rather expensive devices were a compromise between the traditionel, Atari-inspired joystick and the Intellivision-like standard Coleco gamepad, with a big red knob, a trackball roller, and a keypad topping a base with four trigger buttons. Many found these controllers unwieldy--too large and awkward to properly use. Even those who liked the devices didn't appreciate being forced to buy a separate controller just to play one or two sports titles.

No matter what you thought of the controllers, opinion was generally negative on Super Action Football. Although there were more players on the field, you could control only three of them, as linemen were nothing but immobile blocking dummies. Programmers seemed to have bitten off more than they could chew with the overall visual design, as animation was slow and stuttery. Movement was so clumsy that you spent much of each game wondering if the game was actually responding to how you yanked that Super Action joystick back and forth. To make a running back or receiver run faster, you actually had to spin the roller at the same time that you pushed the stick. It wasn't exactly very easy on the hands. Calling a play was roughly equivalent to that seen in Intellivision's NFL Football--with individual patterns for most players--though the poor controls and animations challenged your patience every time you ran one.

Along with all of its rivals, ColecoVision all but died in 1984 as a result of the video game crash. Despite its exceptional technology in comparison with the Atari 2600 and the Intellivision, the system came along too late to make a significant impact on the evolution of the industry--unless you were a serious fan of arcade ports. In terms of football gaming, ColecoVision is barely remembered at all, aside from its dubious contribution to the history of strange joystick design.

Coleco itself reemerged as a toy manufacturer in the later 1980s and made a mint off the Cabbage Patch Doll craze. This sensation didn't help the company stave off bankruptcy, however, and its assets were sold off to former rival Hasbro in 1989. ColecoVision itself survived the death of its parent, however, and systems and games are still being manufactured and sold online by Telegames.

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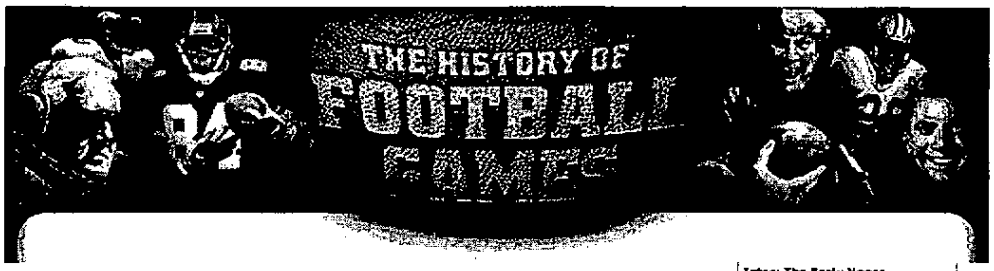
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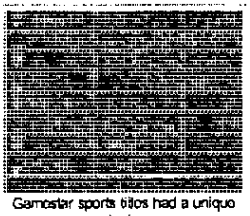


Madden NFL 2001 (PS2)



Gamestar

Moving into the void left by the video game crash of 1983-1984 was the Commodore 64. The modest computer system replaced consoles for many gamers, mostly because of its versatility. Along with having the capability to play great games, its keyboard and floppy disk drive made it more useful to have around the house than the one-dimensional console units.

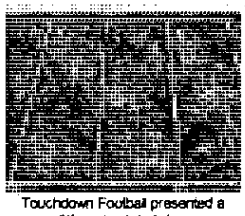


Gamestar sports titles had a unique look.

Regardless of the added applications, the Commodore 64 became best known in the mid-1980s as a top gaming platform. This was due largely to the great variety of games available, from arcade adaptations such as Ms. Pac-Man and Dig Dug to sports titles such as the renowned Summer Games series and Accolade's revolutionary Hardball. Football was a big part of the latter category, although the sport never achieved the stature of its baseball and Olympic rivals--possibly because there was no single franchise pigskin title on the Commodore 64 for fans to focus on. Still, there were a number of lesser ones.

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Leading the way was On-Field Football from Gamestar, a company that served as the EA Sports of the Commodore 64 for a time in 1984 and 1985. This game paled in comparison with sister titles On-Court Tennis and On-Field Baseball, though it was still a worthy replacement for the console football titles of the same era. All of the basic rules of the game were respected, although there was the expected reduction in the number of players on each side. Teams were made up of just four players per side, though a certain amount of intrigue and longevity was provided by the ability to choose a starter from the two names listed beside each position. These players were rated in different skill categories that showed up in how they performed on the field, adding an element of simulation to each contest. Playcalling was quite intricate for the time. The many different formations and routes assigned to each player represented sort of a middle ground between the crude efforts of the early 1980s and the more ambitious titles (like 4th and Inches, covered below) coming down the road in a few years.



Touchdown Football presented a different point of view.

Visuals were fairly good, but they were still limited in that peculiar way that defines all games designed for the Commodore 64 in the early 1980s. Like the other Gamestar sports titles, On-Field Football used small players drawn with a minimum number of sprites so that animation would be quick and smooth. The overall effect was something that was a long way from lifelike in terms of appearance but somewhat closer to reality in the way that it moved. One of the benefits of this approach was that the models were obviously abstract representations of real football players. Unlike other football games, On-Field Football never attempted to look like the real thing, so the fact that it didn't wasn't so jarring. The setting was equally artificial, albeit in a good way that included stands filled with flashing colors, serving as spectators. A regulation-length field scrolled up and down and included goalposts. On-Field Football served as a nice bridge between the likes of NFL Football for the Intellivision and later games such as Gamestar's own Touchdown Football and GFL Championship Football (which included a revolutionary first-person camera mode and was also released for the Atari ST), as well as Accolade's 4th and Inches (see below). Its numerous innovations, most notably the incorporation of players with variable skill levels, set a standard that would be followed for the remainder of the decade. This also represented a more commercially viable blend between the popular arcade approach to football and the management-style simulations that began to show up for the Commodore 64 and other computer systems around the same time. Titles such as SSI's Computer Quarterback and Avalon Hill's Football Strategy blazed a trail that is still being followed today with the likes of Front Office Football and Action! PC Football.

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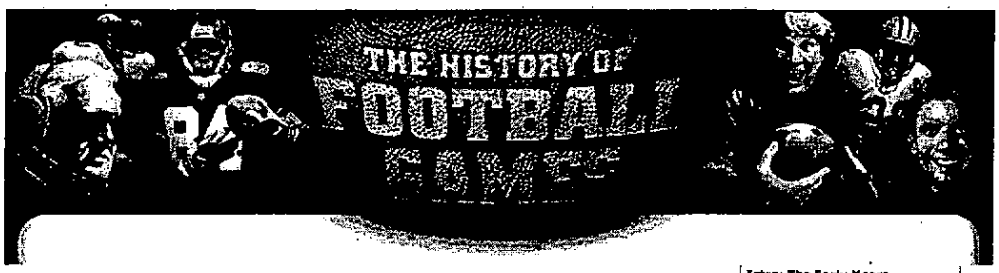


Madden NFL 2004 (PS2)



Madden NFL 2001 (PS2)



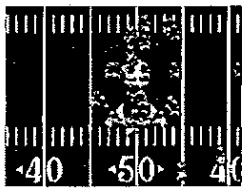


Sega

The great lost gaming system of the 1980s was undoubtedly the Sega Master System. Although it made a promising debut in 1986, thanks in large part to impressive 8-bit technology that dwarfed what had gone before, it was rapidly overtaken by the NES. Super Mario led a craze that made Nintendo the undisputed industry leader by 1988, assuming the same position that Atari had held nearly a decade earlier.

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Still, Sega had a brief moment in the sun during the mid to late 1980s. The relatively few games that were produced for the Master System were generally of high quality and were certainly far more complex on average than the kiddie fare upon which Nintendo was focusing. Sports games were a particular specialty. This was an area that Nintendo had not properly explored, so Sega moved into this arena with a fervor. The company developed a line of "Great" sports games encompassing most of the world's major pastimes, including baseball, golf, soccer, and, of course, football.

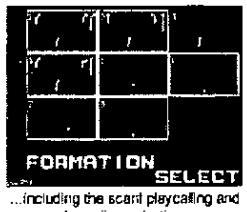


Little was truly great about Great Football...

But Great Football wasn't very well promoted. And like many of the Sega Master System titles, it was inadequately distributed. It was even harder to find than other games from the same series, such as Great Baseball and Great Golf. Perhaps that was a bit of a blessing in disguise, as Great Football simply wasn't much fun to play. It was far less interesting than most titles in the line, like Great Baseball. Some interesting ideas were advanced, and it was nice to know that football could be played on these second-generation console systems, though the overall execution was very poor. Twelve teams from two different conferences were available to choose from, but they differed only in their names and the color of their uniforms. There were numerous passing formations, but no actual plays other than simple runs and passes.

Making plays was nearly impossible, due to the speed of the play and the strange control system. All computer defenders could move at the approximate speed of Ben Johnson before that urine test in Seoul, with the ability to catch ball carriers who were as much as 10 yards downfield. Passing was equally strange. There seemed to be no way to properly aim the ball, so making a simple completion was a struggle all by itself. The developers apparently faked their way through the design process, emblazoning the center of the field with an American eagle as if to hide the fact that they just didn't get what football was all about.

Sega released a second enhanced version of Great Football around the same time. Sports Pad Football offered slightly improved gameplay due to the requirement of special sports pad controllers, though it still wasn't worth the added investment. The sports pad idea died a quick death. Much like the earlier ColecoVision Super Action Controllers, consumers weren't interested in buying special hardware just to play one or two titles. After Sports Pad Football and Great Ice Hockey, the controllers were shelved. Football for the Master System wasn't abandoned, though it probably should have been. Sega licensed the name and likeness of Chicago Bears legend Walter Peyton in 1989, but the subsequent Walter Payton Football was nearly as bad as its predecessor. Regardless, by that point, the Master System had already been eclipsed by the NES—and was even being moved to the backburner by Sega itself, which was ramping up for the launch of the Genesis.



...including the scant playcalling and formation selection.

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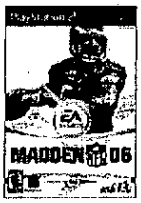
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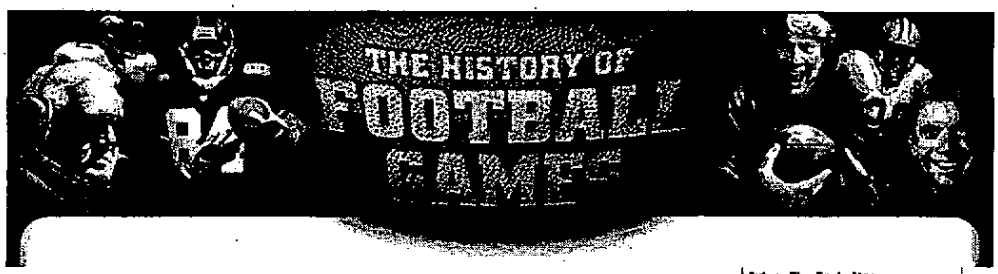
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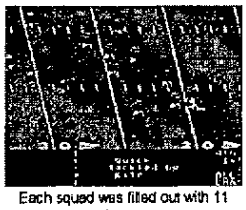
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A good indicator of how far football game development had come arrived in 1987 with the release of Accolade's 4th and Inches for the Commodore 64. The game took football to a new level, combining the traditional arcade action seen in earlier titles with added elements of strategy. For the first time, a football game was compulsively playable as both a simple twitch joystick experience and as a strategic challenge.



Each squad was filled out with 11 players.

4th and Inches was designed by Bob Whitehead as a companion piece to his earlier take on baseball, Hardball, which was published in 1985. Like Hardball, games were played with red teams and blue teams, which were given the generic names of Champs and All-Pros, respectively (actually, this represented a minor change from the baseball title, as the blue team there was called the All-Stars). A full 11-man squad hit the field for each and every play. There were no substitutions, but each player was given different skills and capabilities. Each club also had a distinct personality. The red Champs were physically stronger, possessing a powerhouse ground game, while the blue All-Pros were quicker and better with the passing game. You had to play to these strengths and weaknesses to have a shot at winning in 4th and Inches.



plays.

Playcalling clearly foreshadowed what was to come in subsequent football games. You started by designating a formation and then moved on to select an actual play. There were five choices of each every time you entered the huddle, with what you chose as a formation determining what popped up as options for the play itself. These plays were extremely varied on offense, encompassing draws, curls, sweeps, long bombs, and so on. Defense was a little more simplistic, although you still could tailor your formation and assignment for what you thought your opponent was about to attempt. The only real weakness was having to select a running back, receiver, or defensive player to control before the play began and then not being able to switch control during the action. This occasionally left you watching from the wrong side of the field on defense and having to eat the ball rather than throw into tight enemy coverage.

Visuals were understandably crude. The basic act of depicting 11 players on the field sucked up just about all of the resources that the Commodore 64 could call on, so models were little more than stick figures with jittery arms and legs. Even though 4th and Inches came out two years after Hardball, it looked as if it had been designed two years before. It reused many of the sound effects found in its companion game, though, including the national anthem, a white noise crowd effect, and a "Charge!" tune that played every time a team moved into scoring range.

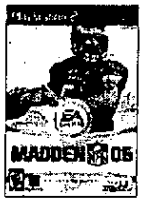
Oddly enough, 4th and Inches never evolved past its beginnings. Unlike Hardball, which became Accolade's flagship series and lasted through six iterations until the end of the 1990s, this game slowly dropped beneath the radar screens. Its fate might have been better if not for the prompt arrival of even better games, such as TV Sports Football and John Madden Football, which pointed more toward the future than the past. 4th and Inches represented a peak of 1970s and 1980s football game design—a worthy achievement, to be sure, but not one that placed in it a good position to prosper as computers became ever more advanced. Accolade itself was bought out by Infogrames in 1999, and the label was quietly retired.



A look at the imposing box cover.

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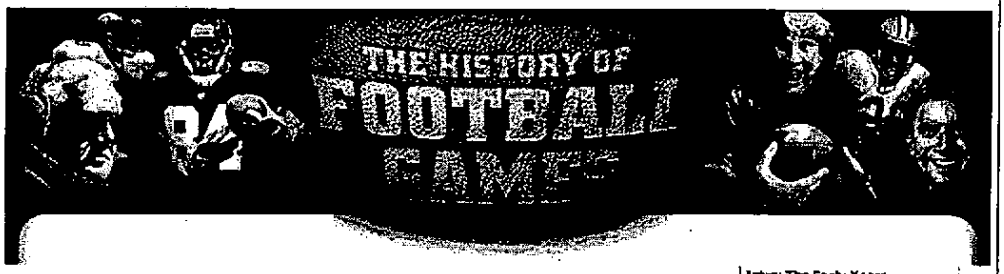


Madden NFL 2004 (PS2)



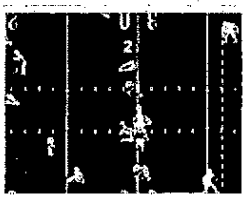
Madden NFL 2001 (PS2)





Tecmo

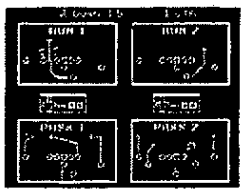
A good representation of football finally came to the NES in 1989. Tecmo Bowl succeeded where earlier efforts had failed, the likes of Taito's 10 Yard Fight being too clumsy to engage pigskin fans for very long. It was also pretty rough and ready, although it generated a lot of simplistic fun that could be appreciated by anyone who enjoyed action games.



Tecmo Bowl was pure fun from an arcade perspective.

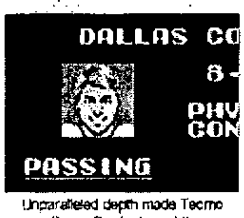
Tecmo Bowl added a dose of reality with the NFL Players Association license, which allowed the use of real player names. A total of 21 players were featured on each of the game's 12 teams, including all of the greats of the time, such as Joe Montana, Phil Simms, and Walter Payton. Units composed of just nine men lined up on the field, though, and even this trimmed-down number was enough to cause some serious flickering. Presentation quality was poor for the time—colors were vaguely cartoonlike, and there were no frills, aside from the voice samples of a man shouting "Down!" followed by "Hut!" over and over again every time the quarterback got into place behind the center.

Play emphasized quickness and ease of use over depth. Playcalling was simple enough to be almost nonexistent. You simply picked from one of two running or two passing plays before the snap. These didn't change no matter what side of the ball you were on. Passing plays on offense simply became defensive formations designed to stop the pass. If the defense guessed the correct play, the defenders would immediately smash all the blocking and blow up the play automatically. After the ball was snapped, reality pretty much completely vanished. Players bounced up and down as if they had flubber on the soles of their shoes. The ball arced more like a pop fly than a tight spiral. And points were very, very easy to come by. Whoever possessed the ball last usually won the game.



Four plays is all you need, dammit!

Even with these flaws, Tecmo Bowl was a blast to play. The snappy gameplay and goofy visuals and sound make it a true retro gamer's delight even today. It remains one of the most popular NES games ever released. Tecmo Super Bowl, a sequel released in 1991, developed even more of a fan following. Comparing the two games reveals an almost stunning advancement in game design and technology. Full league play included 17 weeks of regular season play and then playoff rounds, near-complete NFL rosters and player ratings, and player streaks and injuries. Much better graphics were also tossed into the mix. All of this added up to a remarkable achievement that was unprecedented. Many claim that it is the finest football game ever released for any system, and people actually play it in online leagues even today. It's certainly a must-have for any collector of NES titles.



Unparalleled depth made Tecmo Super Bowl a huge hit.

Tecmo took advantage of this sudden popularity, releasing two limited edition sequels in subsequent years and porting the title to the Sega Genesis, Super Nintendo, and Sony PlayStation and even to mobile phones in recent years. But aside from the nostalgic release on mobile platforms, Tecmo has largely abandoned the franchise and devoted most of its attention to games in other genres like the popular Dead or Alive series of fighting games, and a modern version of Ninja Gaiden.

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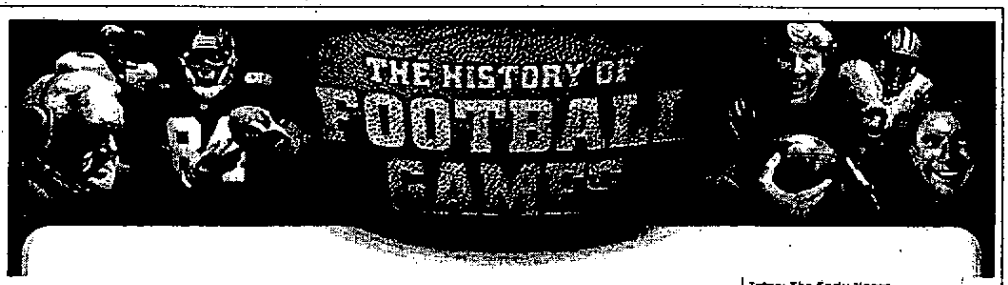
Madden NFL 07 (PS2)



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Cinemaware

No football game summed up the progresses of the 1980s like TV Sports Football. For the first time, all of the design conceptions that emerged over the past 10 years were collected into a single game. Cinemaware also introduced a number of innovations. Contemporary technology on the Commodore Amiga and TurboGrafx-16 was pushed to its limits to provide a game that looked great and came packed with depth and management options.

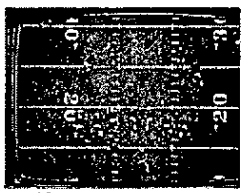


TV Sports Football lived up to its name.

First and foremost, though, was the presentation. TV Sports Football was true to its name in that it adopted a TV broadcast style. Gameplay was bookended by visits to a studio for introductions, previews, and updates, all of which were delivered with a sense of humor. This aspect of the game even included such things as minicutscenes focusing on different parts of the stadium. Right after scoring a touchdown, for example, the camera could pan over to the cheerleaders for a quick look at them shaking their pom-poms. There was even a halftime show.

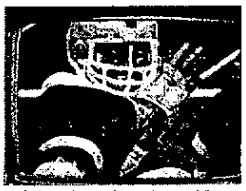
Visual quality was very high for the time period. The broadcast sequences and cutscenes used large sprites, allowing for colorful and realistic renditions of announcers and players. Everything was just as attractive on the field. Players looked better than ever, decked out in multicolored uniforms and featuring a level of 3D depth that hadn't even been attempted by earlier designers. Animation was fluid as well, an impressive achievement considering the size and detail of the players.

TV Sports Football played as good as it looked. Playcalling was easy and full of options. You could mimic just about anything that a real NFL coach called for on Sunday afternoon. Plays could even be reversed, and a man could be sent in motion. On offense, handing the ball off was easy, but passing was considerably trickier. To pass, you needed to point the quarterback in the right direction and then hold down the joystick button to bring up a green "X" indicating where the ball would be thrown. You could move this target around simply by keeping the button pressed and moving the joystick. When you released the button, you passed the ball to the current location of the "X," and the nearest receiver moved into position to catch it. This method of passing wasn't everyone's cup of tea, though it did provide an extra gameplay challenge.



TV Sports Football lived up to its name

An impressive feature set was more in line with current sports games than those published in the 1980s. Teams were represented by regulation 11-man units on offense and defense, and there were a total of 28 different clubs in the game, each with different playbooks that emphasized their strengths. Cinemaware didn't bother with either an NFL or an NFLPA license, but careful observers could tell who was supposed to be whom thanks to detailed player ratings. These ratings could also be edited, and full season play was supported. Up to 28 human players could choose sides and progress through a 16-game season and playoffs, complete with team and individual stat tracking. There was even a multiplayer option that let up to five players play at the same time, as well as a coaching mode for those who preferred not to take a direct role at all.



Lively cinematics enhanced the presentation.

In addition to TV Sports Football and TV Sports Basketball, Cinemaware published a number of other critically successful games in the late 1980s and early 1990s. Some of the company's best-known efforts were Defender of the Crown, It Came From the Desert, and The Three Stooges. Critical accolades didn't sell many games, however, and Cinemaware was forced to close up shop in 1991. The company has recently been revived, but only to port its classic titles to the Windows format and replace the older visuals with something more pleasing to the contemporary eye. A revamped version of TV Sports Football was supposedly on the drawing board in the late 90s, though the project never came to fruition.

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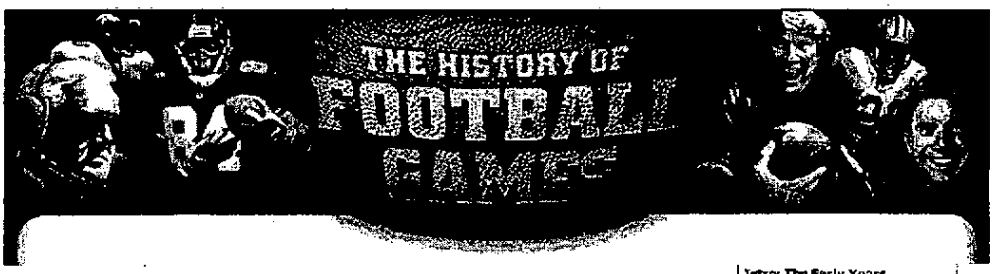
Madden NFL 07 (PS2)



Madden NFL 2004 (PS2)



Madden NFL 2001 (PS2)



Along with the rest of the gaming world, the football game came of age in the 1990s. For the first time, steadily advancing technology freed designers to catch up with our imaginations. The immediate result: games that looked and played in a more realistic fashion than ever before. Official NFL licenses became commonplace, as did authentic rosters and playbooks that mirrored those used in the real world. The days of five-man teams and stick-figure quarterbacks were gone for good. Developments with computer graphics boards and the gradual move from 16- to 128-bit console systems permitted the depiction of players who both appeared and moved like the real thing. What we played in 1987 seemed hopelessly out of date as early as 1992.

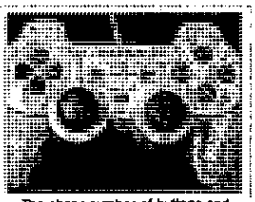
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The Genesis helped bring football and sports gaming into the modern era.

This new era actually began at the end of the 1980s. John Madden Football debuted in 1989 from Electronic Arts, kicking off a series that would evolve into the Cadillac of sports game franchises over the following decade. Madden soon branched out to most computer and console platforms and redefined sports gaming in every way. First and foremost, it upped the ante on realism. The overall design stressed a genuine version of pro football that made what had come before seem Pop Warner by comparison. Secondly, the successful development of Madden as a yearly franchise changed the way that sports games were marketed. Prior to this, the accepted logic was that you designed and sold one version of a sports game, perhaps augmenting it with a season disc or two. Afterward, the updated iteration of a sports game came out with calendarlike precision, the new title hitting store shelves just before the beginning of the equivalent real-world season. Hindsight has shown this to be a rather dubious achievement, though this hasn't taken away from Madden's impact.

Madden's prosperity spawned many rivals. In an attempt to further cement the reputation of the Sega Genesis as the best platform for sports games, Sega introduced Joe Montana Football in 1990. Early releases in this series offered a cruder version of football than that offered by Madden, though the quality did improve over time. It was also one of the first sports series to offer a lot of bells and whistles. Joe Montana II: Sports Talk Football and NFL Sports Talk Football 93 Starring Joe Montana included rudimentary commentary for the first time in a console football title. The latter boasted more than 500 separate one-liners, a remarkable achievement in the 16-bit era. Sega even branched out into college ball, adapting the Montana engine for use in the Bill Walsh College Football line.

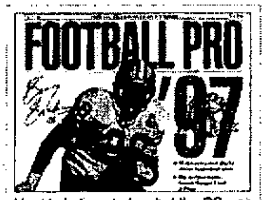


The sheer number of buttons and sticks on modern controllers gave developers the flexibility to create more complex control schemes for football games.

For a brief time, there was a heated rivalry between the Madden and Montana series. Montana eventually lost, though this failure was due more to the rise of the Sony PlayStation as the next big console system than any problems with the game itself. One of the reasons why Sony did so well was that the company capitalized on the need to replace the aging Sega Genesis as the primary platform for sports games. An opening salvo was fired with NFL GameDay, released under Sony's 989 Sports label not long after the PlayStation itself reached stores in 1995. An NFL license, individual player stat tracking, great-looking visuals, and precise arcade control over the on-field action made it a huge hit.

Madden and GameDay seemed content to share the football gaming crown, although they still showed continual subtle improvement to fend off challengers like Acclaim's NFL Quarterback Club. There were some major advancements in the early to mid-1990s, but these were mostly registered on the PC side of things. The full sophistication of the NFL came through for the first time with Sierra's revolutionary Front Page Sports: Football. This series brought the virtual gridiron to a new height, thanks to complex playbooks, exhaustive stat tracking, and the ability to set up customized career leagues with drafts, trades, and retirements. Arcade play on the field was seamlessly blended with management responsibilities. It was the closest that developers had come to putting an NFL franchise in a box.

This raised the bar for everyone. New computer football titles like Accolade's NFL Legends Football 98 and Total Control Football tried to take the idea of a complete football game even further with frills such as historical play and financial management. An audience was also developed for pure management games such as Front Office Football and PC Action! Football. Perhaps more importantly, however, Madden and GameDay extended the simulation aspects of their games and soon added franchise play to their repertoires. With the notable exception of NFL Blitz, arcade sports games as a whole began a shift toward realism. After Front Page Sports: Football showed everyone what was possible, gamers stopped settling for anything less than the whole package.



Hard to believe today, but the PC was once a dominant platform for football video games.

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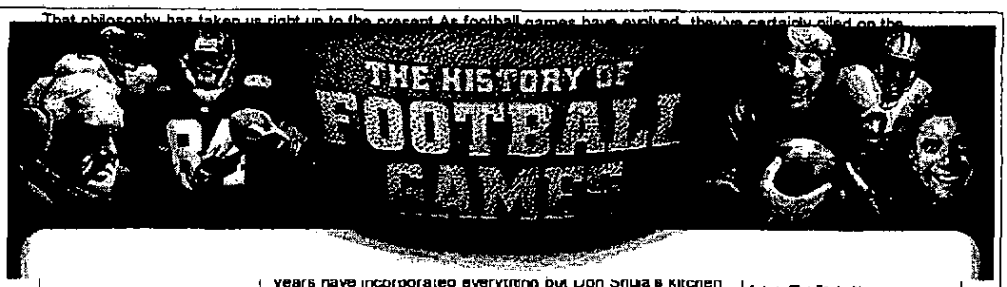
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That philosophy has taken us right up to the present. As football games have evolved, they've certainly piled on the





Madden NFL 06

Football Sim
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ESRB: Everyone

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Cheeser
n. chE-zər
This is a blanket term used to describe the ever-growing population of online football gamers that uses blatantly cheap tactics to win games. Common "cheeser" or "cheeselike" activities include: constantly going for it on fourth down, no matter how far back you are; consistently using "money plays" (that is, plays that guarantee success due to deficiencies in the game's artificial intelligence); using so-called nano-cheats (also known as nano-blitzes), which are out-and-out cheats usually involving artificial pressure on the opposing players' quarterback; and, perhaps most egregious of all, quitting a game early to avoid taking a loss on an overall record.

Unfortunately, cheesing is a fact of life in modern-day online football gaming. Companies devote great time and energy to preventing such behavior in online matches, specifically by trying to tweak their defensive AIs to the max to prevent this type of behavior. Unfortunately, for every developer dedicated to stamping out cheese in all its various forms, there are 10 Mountain Dew-fueled jackballs intent on exploiting every possible AI flaw found in the game, using them against you and then cursing your mother if you complain about it. If you're looking to avoid the cheese virus, follow these important steps:

- Know your opponent. There's simply no better way to avoid getting cheesed than playing someone you know and trust; you know, someone who will punt the ball every once in a while. Besides, if your brother-in-law pulls out the old Mike Vick draw play again, especially late in the game, you can immediately drive over to his house and take your vengeance out in person.

- Do your homework. If you're going to wade out into the open waters of the Internet to look for opponents, the least you can do is pay attention to

years have incorporated everything but Don Shula's kitchen sink. Although they vary in their approaches, all have been crafted to appeal to both the action-first gamepad jockey and the cerebral sort that prefers to send in plays from the sidelines. The NFL 2K series, for example, was not only the first console footballer to go online, but also it shook things up with a first-person football feature that put you on the field and in the quarterback's helmet as you attempted to complete passes while eluding defenses. Meanwhile, the short-lived NFL Fever series from Microsoft made waves with its online features. And finally, the Madden franchise has long been know for consistently adding new and interesting angles to the virtual football experience.

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It's hard to overestimate the importance of online play to the sports gaming world, and especially to football games. With the vast proliferation of broadband in America over the past decade, it's hard to believe that gamers once actually played multiplayer online football over a simple phone line via the Dreamcast. Ever since, online football has evolved with each successive season; sometimes for the better (such as with the old ESPNvideogames.com Web site that let you track your team and league stats) and oftentimes for the worse (One word: cheesers. For more on this phenomenon, check out the sidebar). While there's still a ways to go in the evolution of multiplayer pigskin (EA Sports still can't seem to get an online franchise mode going), there's no denying that online will play a central role in NFL games to come.

The Price War

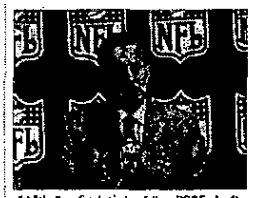


We may never see a football game of this quality debut for $20 again.

Take-Two had relied on the quality of its NFL 2K series as its sole selling point for a long time. Indeed, while the plucky alternative to the more-well-known Madden game was critically lauded, it didn't approach Madden's sales numbers. In 2004, Take-Two made a strategic move to undercut sales of its biggest competitor by dropping the price of its formerly $50 football series to a mere $20. This was followed shortly thereafter by the entire line of Take-Two's sports games being dropped to budget prices.

With little room to maneuver, EA Sports had to react with cost slashing of its own, and even though it took the publisher three months to enact its price drop, it did end up bringing down the price of Madden NFL 2005 to $30 (which was still ten bucks more expensive than its rival) in November, while similarly lowering the cost of select others in the EA Sports stable. Little did the sports gaming world know, but when it came to the burgeoning football wars of 2004, EA Sports had only begun to fight. The biggest blow would come just a month later.

The New Deal



"With the first pick of the 2005 draft, Electronic Arts selects... the exclusive rights to publish our video games."

Gamers were preparing for a long winter's nap of rest on the night of December 11, 2004, many with visions of an upcoming holiday break and games of Madden 2005 and NFL 2K5 dancing in their heads. Little did they know that just one day later, the entire landscape of football gaming would change in one fell swoop. Electronic Arts made the announcement that would forever change football games (or at least change them for the next half-decade): The publisher-developer had entered a five-year deal with the National Football League to be the sole developer and publisher of NFL games on all platforms. The deal, rumored to have cost EA around $400 million to secure, would go into effect in 2006. The deal would essentially, and in one motion, knock out Take-Two's NFL 2K franchise, thus killing the idea of the then-recently shelved GameDay and NFL Fever series from returning anytime soon.

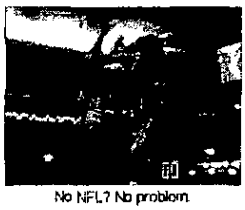
their online stats. Most football games give you detailed information on an opponent's record, as well as his or her tendencies. If you see more DNFs than losses, that's a red flag right there.

- Adjust your game plan. The nice thing about Jimmy Cheeser going for it on every 4th-and-25 situation is that you know it's coming. Sure, he may call a punt formation, but we all know he's going to run a stupid draw play or toss it downfield. Adjust your defense accordingly, and bring the pain to him. Be patient. Wait for the ball to come to you. Your garden-variety cheeser typically has no more than eight to 10 plays in his arsenal, and if you're observant, you'll pick up on his tricks before he has a chance to take the lead. After all, nothing gets to a cheeser more than losing, especially if he knows that he couldn't even beat you while cheating.

This wouldn't be the last of the blockbuster football announcements in late 2004 and early 2005. To give its competitors as little wiggle room as possible in the football realm, the company also tied up the ESPN license for a whopping 15 years (a deal estimated at more than $800 million), it grabbed the Arena Football License, and, just for good measure, it made its de facto status as sole publisher of college games official by wresting the NCAA Football license as well. In theory, EA Sports was intent on becoming the one and only place to get your officially licensed football products for the remaining part of this console generation...and well into the future. And in practice, the company made this happen.


And we'll take the rights to these guys too.

Needless to say, the announcements of these exclusive licensing deals sent shock waves through the sports gaming community. Some cried foul, calling the deals just more nefarious steps in EA Sports' bid for a sports monopoly. Others, including industry analysts, hailed the move as smart business. After all, these were companies in the business of making money, not friends. For its part, EA Sports claimed the move was a direct result of the NFL's desire to make an exclusive deal and that the league had approached several interested corporations to test the monetary and strategic waters. As a league, the NFL has long been a fan of exclusive licenses--from Gatorade to Reebok--and if the most popular sport in America wanted to deal solely with a single game publisher, EA was determined to be that publisher.


No NFL? No problem.

With no NFL, AFL, or NCAA licenses to work with, publishers like Take-Two, 989, and Midway were left in a quandary. Could they possibly create a game that would even make a dent in the increasingly popular Madden juggernaut? Furthermore, would dedicating a team of developers to such a product even be worth it if the game was missing the most valuable license in American sports? For a while, the football world was silent, with gamers wondering just who would make the first move and play its hand in this new, higher-stakes marketplace. Rumors began to swirl around Midway. Specifically, they said that the former Blitz publisher was resurrecting its brand of hard-hitting, arcade-style football using the Playmakers moniker (after the short-lived ESPN series about a fictional football league). Soon after, the Playmakers name was dropped, and Blitz: The League was reborn.

Midway finds itself in a uniquely advantageous situation with Blitz: The League. The publisher has an established brand name, one that still holds a degree of nostalgic value, and, to a certain degree, the game works independently of the presence of an official NFL license. After all, over the years, the NFL, in a continuing bid to carefully control its public perception, has kept a tight rein on violence and objectionable content in its games. Unfettered of these constraints, Midway's arcade pigskin game is in as good a position as could be hoped for in this difficult market. Unfortunately, the same can't be said for other players in the game, particularly Sony, which shelved its GameDay series only to follow it up with the ill-advised Road to Sunday.

Over the past four years, the quality of football games has improved, thanks in equal parts to improving technology, innovation, and, at least up until recently, competition. The brave new landscape of football video games has taken a sharp turn, with all eyes focused on EA Sports and its stable of officially licensed football products. Thanks to its savvy business tactics, EA will be the defining voice of NFL games for the next next-generation consoles. You wonder how gamers five years from now--at the tail end of the historic EA-NFL deal--will look back and reflect on this era that arguably began with the Dreamcast and ended in late 2004 and early 2005. The last five or six years have been among the best, most competitive, and innovative in the entire history of football video games. The upcoming era, which encompasses the next five or six years, will be unique for its singular focus on the Madden series as the torchbearer for NFL games, as well as for how the other football publishers will respond to increasingly hostile competition.

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Madden NFL 06

Football Sim
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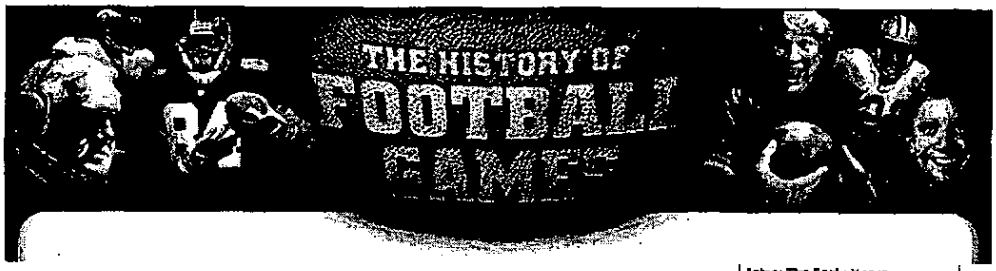


Madden NFL 2004 (PS2)



Madden NFL 2001 (PS2)



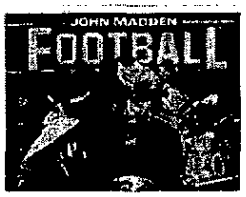


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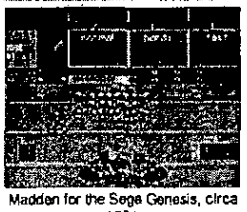
According to legend, the Madden series of football games began with Amtrak. Trip Hawkins, one of the founders of Electronic Arts and an avid sports gamer, first hooked up with John Madden on a train in 1986. The location of the meeting was prompted by the hall of fame coach's fear of flying, a condition that necessitated that he keep both feet on terra firma while traveling to broadcast assignments. Making matters even more uncomfortable was the big man's recalcitrance. He balked at the idea of seven-man football, saying that he wouldn't lend his name to something that wasn't completely authentic. Technological limitations made this impossible at the time, but EA stuck with Madden anyway.

The persistence paid off. John Madden Football--with a full 11 players per side--was released in 1989 for the Apple II computer. This first game served as a launching point that soon propelled the series to other, more enduring platforms such as the Sega Genesis and the PC. Gameplay was rather simplistic at first. Although John didn't want to compromise the number of players on the field, his first game included just 16 of the 28 NFL teams in existence at the time. Most of the heavy hitters were there, the lineup including traditional powers such as Dallas, Washington, San Francisco, Denver, and Miami and dropping weak sisters such as Tampa Bay and San Diego. But the absence of NFL and NFL Players Association licenses meant that *these* teams lacked the propar nicknames, logos, and players. Playbooks were basic affairs with elementary formations based on the situation (goal line, long, short, special teams, and so on) and just a few plays available for each--although the "ABC" window still in use today was present right from the start. Just three gameplay modes were featured, although these included an intriguing season option and a sudden-death game perfect for multiplayer fun or a quick time killer against the computer.



Big John was awfully excitable in the late '80s.

The series didn't stay primitive for very long. John Madden Football 92, which came out for both the Genesis and the Super Nintendo (though the latter version was inferior at first and would remain so for some time), improved the graphics with visible weather conditions such as snow and rain, added the 12 teams that were missing in the previous installment, and introduced three to four defensive and run-and-shoot offensive formations. EA also took some tips from Cinemaware's TV Sports Football and used a broadcast booth style of presentation that included an announcer from the Electronic Arts Sports Network (or EASN, which lasted precisely as long as it took ESPN to notice it and contact legal representatives) and out-of-town scores. Two versions were produced the following year--a standard John Madden Football 93 and a Championship Edition intended solely for rental, which included EA's take on 38 classic NFL clubs and a pair of All-Madden rosters. Digitized comments from the man himself were featured in both games, along with improved AI and expanded stat tracking.



Madden for the Sega Genesis, circa 1991.

John Madden Football 94 introduced the real NFL to the series. All of the teams and logos were brought on board, in addition to the 38 great teams from the previous year's Championship Edition and another 12 franchise all-pro rosters. Madden himself replaced EASN's Ron Barr as the broadcast booth host. Larger players used a more vibrant color palette, and enhanced animations were obvious in tackling situations. A significant number of plays were added to the playbooks, although the standard formations were left unchanged. Plays could be flipped now, however, and a bluff option when playcalling let you fake out human opponents. This version likely stands as the best ever produced in the series for the Sega Genesis. Later games were very good, but none wholly matched what the 94 game brought to the table at the time of its launch.

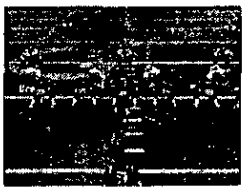


Madden 97 on the PlayStation.

You can't categorize the 1995 season as anything but a step back. While adding the NFL Players Association license with the right to use all of the proper player names on current rosters (and changing the name to a stripped-down "Madden NFL"), EA dropped the classic teams--possibly because they were stocked with retired players no longer represented by the union. At any rate, this was a huge loss to gamers. Making things somewhat better was the optional removal of the passing window, a number of new defensive plays, the use of realistic playbooks, and the inclusion of a depth chart that let you preset substitutions for certain formations. In addition to the standard Genesis and Super Nintendo versions, EA produced Madden 95 for the 3DO console. It didn't exactly set the sales world on fire, though it did give a nod toward the future with highly detailed graphics and the chance to get a closer look at the on-field action. The following year wasn't any better. Production problems caused the cancellation of a planned Sony PlayStation version at the last minute, while the planned first PC edition was postponed until the following year (when it arrived as an incomplete bargain title alongside the full-priced Madden 97). The Genesis held the line, though, and even revamped the playbooks and added a player editor.

Monumental changes got the franchise back on track in the 1997 model year. The series made a strong debut in late 1996 for both the PlayStation and the PC, with fantastic visuals that included video introductions with the entire Fox TV

broadcast crew and a 3D graphics engine on the field with motion-capped players. Classic teams made a return as well. Playcalling was similar to that seen on the Genesis in prior years, though on-field strategy was augmented with a complete management suite. The whole package was tarnished somewhat with spotty AI, which made the computer extremely vulnerable to the long passing game. Genesis, Super Nintendo, and PC versions were also produced, though most of the attention was deservedly on the PlayStation game. Madden 98 spread the series to more systems than ever, different versions of the game coming out for the Genesis, Super Nintendo, Saturn, Nintendo 64, PlayStation, and the PC. AI improvements were the biggest change witnessed, making the computer much more of a credible opponent, particularly on the PC. This would prove to be the series' swan song on both the Super Nintendo and the Genesis, though the second release for the PlayStation and an impressive Nintendo 64 debut showed that the torch was being passed to good hands.


A look at an early PS2 version.

Cutting back to just PlayStation, Nintendo 64, and PC editions of Madden 99 allowed EA to improve overall quality even more. A good 3D card allowed PC gamers to experience one of the best-looking titles on the market, complete with detail right down to the rolls of fat on a lineman's belly. Players could finally take control of their favorite clubs over multiple seasons in franchise mode. The designers finally reacted to 989 Sports' NFL GameDay and improved control response and the available moves, making for on-field action that felt a lot like the real thing. If you weren't comfortable with all this gamepad mashing, the one-button option let you break the thing down to the basics. Efforts in the following two seasons amounted to little more than treading water. Both the PlayStation and the Nintendo 64 were nearing the ends of their respective life cycles, so the versions produced for those systems seemed a touch behind the times. Things were perhaps a little better with the PC, although the quality there went down in 2000 before rising again in 2001.

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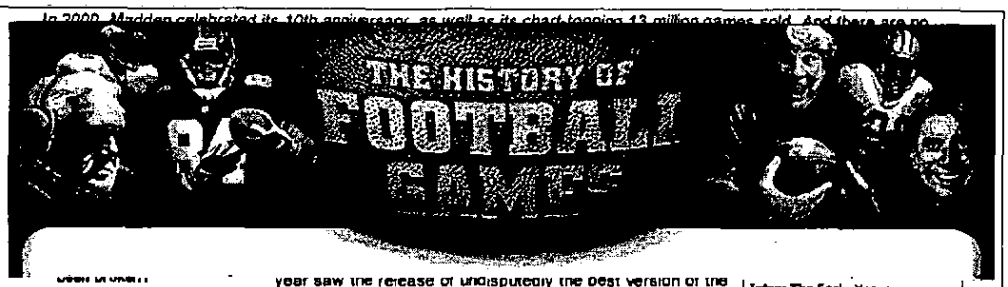
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In 2000, Madden celebrated its 10th anniversary, as well as its championship 13 million games sold. And there are no





Madden NFL 06

Football Sim
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been broken...

It looks like the so-called Madden "curse" has finally been broken, and it's all Ray Lewis' fault. After a string of subpar performances by Madden cover athletes during their cover seasons, Lewis broke the mold by posting his typically stellar defensive numbers in 2004, while remaining relatively injury-free for the entire year. This wasn't always the case, however. Take a brief look at the last few years of Madden and the detrimental effect starring on the cover has resulted in:

Madden NFL 2001
Cover Star: Eddie George
George was once the preeminent back in the league, taking the torch from Terrell Davis after the Denver Broncos star's early retirement. After making his mark as the first NFL player to star on a Madden game, George's Titans missed the playoffs in 2001, and George failed to make the 1,000-yard rushing mark.

Madden NFL 2002
Cover Star: Daunte Culpepper
Daunte was the first quarterback to grace a Madden cover, but the honor would not translate to his play on the field. The Minnesota field general started only 11 games in 2001 due to injury, and he threw for 19 fewer touchdowns than in 2000. Some would argue the Vikings star's curse continued into 2002, as Culpepper managed an even lower QB rating and threw the most interceptions of his career.

Madden NFL 2003
Cover Star: Marshall Faulk
For a while there, it didn't seem like anything could stop Faulk and the high-powered St. Louis Rams offense. Lucky for other NFC teams, an appearance on Madden 2003 was the one thing that could slow the San Diego State grad down. Faulk only managed 953 yards in 2002, the first time he rushed for fewer than 1,000 yards since 1996. Sadly, it appears that this was only the beginning of the slide for Faulk, as the future Hall of

year saw the release of undisputedly the best version of the game ever on both the Sony PlayStation 2 and PC. Adjustable AI sliders made Madden 2001 fully configurable, enhancing play for anyone that felt the default settings weren't quite accurate. The 2002 season featured another outstanding addition to the series for the PlayStation 2, although PC gamers were somewhat annoyed that all they received was a year-old port of the first PlayStation 2 effort. Madden 2002 also marked the first appearance of the series on Microsoft's Xbox console, and though the debut didn't exactly set the world on fire, it was only a matter of time (three years, actually) before the maker of the black-and-green console and EA Sports finally put their differences aside and made nice. Up until Madden 2005, networked play had been strictly reserved for the burgeoning PlayStation 2 set, and if it took a few years before the publisher worked out all the kinks (a process that still continues today), it was clear that making sports games without some sort of online presence would no longer be acceptable in the modern-day sports gaming world.

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Sega: Joe Montana and NFL 2K
Sega: More 2K
Front Page Sports Football
College Football
NFL GameDay
NFL Blitz
Quarterback Club
NFL Fever

With the NFL Fever series struggling to get a foothold on the Xbox, and with the NFL 2K series making solid appearances on both the PlayStation 2 and Xbox, the 2003 and 2004 entries of Madden really found the series hitting its stride on the next-generation consoles. Veteran ABC commentator Al Michaels made his debut in Madden 2002, replacing John Madden's longtime companion in both the real and virtual booth, Pat Summerall. The following year saw the debut of Madden 2004, a game that will likely be remembered for the incredible playmaking abilities of the game's cover star, Atlanta Falcons' quarterback Michael Vick. Vick was darn-near unstoppable in the game, a fact that irked many online players searching for opponents whose strategy consisted of something more than simply calling QB draws or rollouts and letting virtual Vick take over the game. The irony? Vick fell victim to the so-called "Madden curse" during his cover-athlete season, suffering a broken leg and only starting four games that year.



The digital Vick was a force to be reckoned with in 2003.

This importance of online play was no more apparent than in the full-scale makeup session staged by Microsoft during E3 2004. After trotting out the likes of Carmelo Anthony, Muhammad Ali, and Madden 2003 cover star Marshall Faulk onstage, the announcement that football gamers had been anticipating for months, if not years, was made: EA would bring Madden (along with a host of other games) to Xbox Live. It wouldn't be the only big change for Madden 2005, because, after years of focusing its development efforts on the offensive side of the ball, it was time, it seemed, to get the defense involved. This was true not only of the cover star, Baltimore Ravens legendary linebacker Ray Lewis, but also of a new spotlight on defensive controls in the game. By making use of the right analog stick, dubbed the hit stick, players could finally have a modicum of control over making big defensive plays, mostly in the form of laying out a ball carrier with a vicious hit. The ability to make subtle and effective defensive adjustments using the defensive hot routes, a feature bolstered by the game's ever-improving defensive AI, gave further credence to Madden 2005 being one of the best-playing games in the history of the series.



Madden 2005's hit stick sent ball carriers sprawling.

As tough as the competition was on the gridiron in Madden 2005, the battle between EA Sports and its toughest sports business rival, Take-Two, came to a head when a pricing war broke out between the two companies. Take-Two's move to price its line of ESPN sports games, including the popular ESPN NFL 2K5, to a mere $20 was a hard shot across EA Sports' bow. The publisher-developer reluctantly reacted by slashing the price of not only Madden, but also several games in its sports lineup. As is the case in any price war, the sports gaming fan was the big winner during the pricing tiff between the two companies. Little did anyone know, however, that EA had plans for a much bigger strategic reaction to this market incursion by its competitors. In December of 2004, EA dropped the bomb--by way of a newly minted agreement with the NFL--that EA Sports would be the sole publisher of NFL games for the next five years. That deal was followed up shortly by another licensing blow that would rock the sports gaming world, a mammoth 15-year deal between EA Sports and ESPN. In the span of these two announcements, EA Sports had flexed its considerable financial muscle and had claimed sole rights to not only the most important and lucrative American sports license, but also the biggest name in sports broadcasting in the country. More importantly, it had snatched both

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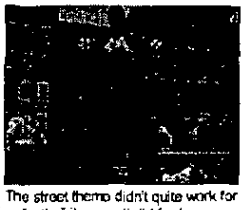
Famer's offensive output has degraded ever since his appearance on the cover, most recently capped off by a 774 yard/3 TD year in 2004.

Madden NFL 2004
Cover Star: Michael Vick
Without a doubt, Mike Vick is one of the best ads for what's right about the modern-day NFL. His explosive play makes viewers think that anything can and will happen every time he touches the ball. Unfortunately, after making his video game cover debut on Madden 2004, a broken leg suffered during the preseason kept Vick sidelined for the first 11 games of the year. And let's not even *start* with all the Ron Mexico stuff...

Madden NFL 2005
Cover Star: Ray Lewis
Though the heart and soul of the Ravens' defense managed only one sack and no interceptions in 2004, his tackling numbers were right in line with his career average. The linebacker missed only one start in 2004 and appears to be preparing for yet another season of being a rookie quarterback's worst nightmare.

Madden NFL 06
Cover Star: Donovan McNabb
Can the Madden curse be retroactive? McNabb is surely one of the game's most exciting athletes--a guy that can get it done on the field with his legs and his arm--but his poor performance in last year's Super Bowl against the Patriots (along with curious allegations of gastrointestinal problems from certain loudmouth teammates) makes us wonder if the curse has been broken after all. We suppose we'll have our answers once the regular season kicks off.

away from the hands of its direct competitor, a strategic move we're still feeling the effects of today.


The street themo didn't quite work for football the way it did for hoops.

Outside of this cutthroat business, EA Sports found time to offer up a unique vision of the game of football: the brightly-colored, arcade-inspired NFL Street series. Developed by the EA Sports Big crew, NFL Street was equal parts backyard football, urban machismo, and fast-paced seven-on-seven action. Real, recognizable NFL personalities (there are no helmets in streetball, after all) mixed with fictional street pigskin players to create an arcade football game that had the same hard-hitting arcade action of Blitz, though without the kind of objectionable content that would draw the ire of the NFL. 2004 saw two NFL Street games, as the sequel dropped to retailers a mere 11 months after the original. A PSP game based on the sequel, featuring online play and more minigames (and atrocious load times), arrived in early 2005. No subsequent NFL Street games have been currently announced, but, considering EA has to pay for its NFL-exclusive license, we expect that won't be the case for long.

Which brings us to 2005 and the just released Madden NFL 06... Just as Madden 2005 reintroduced the gaming world to defense, Madden 06 takes a fresh perspective on an aspect of the series that hasn't changed in a decade or more: the passing game. By implementing an illuminated passing cone that represents each quarterback's specific cone of vision (and is tied to his particular awareness rating), the publisher-developer is adding a new layer of complexity and, in theory, depth to how things play out on the virtual gridiron. Among its other new features, Madden 06 features an entirely new method of playing the game: NFL superstar mode. This is a feature that puts you in the driver's seat of your own personal NFL rookie as you take him from spring practice, through the NFL Draft, and on to a career as a superstar athlete...with all the on- and off-the-field perks and pitfalls that surround being a pro football player.


The next generation of football?

With a stranglehold on all things football (the publisher has also signed exclusive agreements to solely publish both NCAA and Arena Football League games), where does EA go from here? While it's far too early to speculate on where Madden NFL 07 will head (Oh hell, a little speculation can't hurt. We'll call our shot here: The cover athlete for Madden NFL 07 will be Miami Dolphins' running back Ronnie Brown.), we do know that the Madden series has a very important stop to make even before details on the 2006 version of the game come to light: next-generation consoles.

Details on the next-gen versions of Madden are scarce at this point. Beyond a cool-looking commercial aired during the 2005 NFL Draft and a brief glimpse at the incredible graphical quality of the game at this year's E3, we don't know what to expect from the game. The commercial seemed to hint at some new directions for the menus and playcalling systems for the game, and you can expect plenty of camera angles and broadcasting tricks that make the most of the game's stunning visuals. Will the game use the passing cone, offensive truck stick, and NFL superstar mode, all of which are new features in this year's Madden game? Will it be a slimmed-down version of Madden 06 that's been designed to whet our appetites for next year's main course? Or will we be treated to modes and features that are entirely new...ones that make use of all the unique hardware capabilities of the next generation of consoles?

One thing we do know for sure: The mighty Madden brand name is in it for the long haul. EA announced in its most recent earnings call that it's signed a 12-year deal with John Madden to use the venerable coach's likeness and name for its football series. As for other questions regarding the next generation of Madden football games, the Xbox 360 launches in the fourth quarter of this year. So we should have our answers soon.

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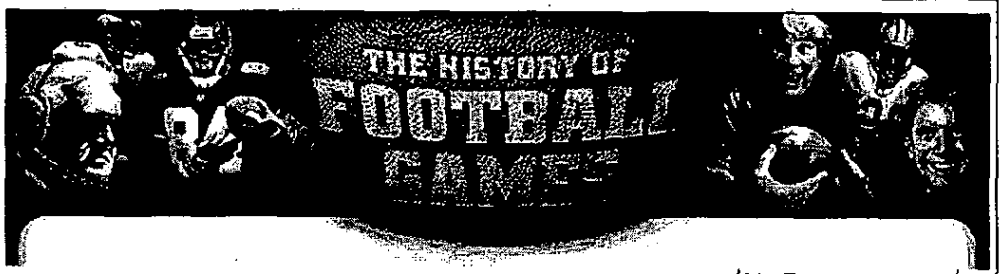


Madden NFL 2004 (PS2)



Madden NFL 2001 (PS2)

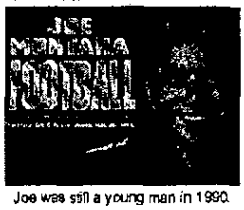




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Sega

The finest quarterback in NFL history finally lent his name to a football game as he was nearing the end of his career in 1990. San Francisco 49ers great Joe Montana signed on the dotted line with Sega that year, and the result was one of the longest-running console football series of all time. Joe Montana Football and its successors helped establish the Sega Genesis as the premier 16-bit console system on the market, particularly for sports gamers.



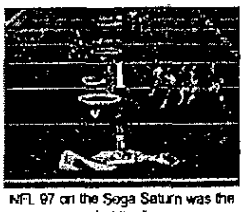
Joe was still a young man in 1990.

Such a move likely hadn't been planned. Joe Montana Football was actually designed to appeal to sports gamers across the board, coming out in 1990 for numerous platforms, including the Genesis and the PC. Its biggest impact was as a Genesis title, however, the series surviving into the late 1990s despite direct competition from the Madden line. Initially, there was no comparison. The first Joe Montana Football was little more than an updated version of the atrocious Great Football and Walter Payton Football for the Sega Master System (see Part I of this feature). It was particularly weak on the PC, hampered with buggy code, awful graphics that incorporated an annoying side view of the field, and a playbook that was nearly nonexistent.



Early visuals in the Montana series were primitive

Nothing in the original suggested that a sequel was anything but a losing proposition, though Sega commissioned one regardless. The resulting Joe Montana II: Sports Talk Football was a minor hit for the Genesis in 1991, however, thanks in large part to the use of a continuous audio commentator for the first time. This synthesized play-by-play man would use basic one-liners such as "The blitz is on!" and "First down!" to describe events on the field during every play. Though the vocal quality was crude, it added a broadcast sheen to gameplay that hadn't been previously attempted. Other aspects were similarly advanced. The playbook boasted more then 50 plays, the in-game camera zoomed in and out during the action when appropriate, and you could team up with a friend to take on the computer.



NFL 97 on the Sega Saturn was the end of the line.

Sega acquired the NFL license the following year and changed the name of the series to NFL Sports Talk Football 93 Starring Joe Montana. Voice samples soared to more than 500 in the first sequel. Using this as a selling point faded in subsequent seasons, however, as did the aging Joe Montana's effectiveness as a pitchman. NFL Sports Talk Football Starring Joe Montana soon became simply "NFL" with the appropriate year tacked on to the end. Game series quality hit the skids at the same time as Joe's completion percentage went south in Kansas City. NFL 94 had some good qualities, including refined zooming-in during play, but NFL 95 seemed unfinished, with choppy graphics and lots of slowdown.

The series limped on to an ignominious death with NFL 97 for the soon-to-vanish Sega Saturn. This horrible effort single-handedly drove a number of Sega fans into the arms of NFL GameDay and the Sony PlayStation (see below). But there was one positive: As bad as NFL 97 was, it didn't scare Sega away from football games altogether. NFL 2K for the next-generation Sega Dreamcast console system made it clear that the company still had what it took to create an excellent gridiron simulation.

NFL 2K

Sega returned to football gaming in a big way in 1999. As part of the launch festivities for the company's heralded next-generation Dreamcast console system, NFL 2K was released. Indeed, the game hit shelves with almost as much fanfare as the system received, with preview buzz all but proclaiming that this would be the best football game of all time.



NFL 2K made the Dreamcast a system to be reckoned with

Those pundits weren't far from the mark. Though die-hard Madden and GameDay addicts might still defend their respective series of choice as the ultimate in football gaming, critics were simply blown away by NFL 2K. We awarded it one of the highest review scores ever awarded at GameSpot--Ryan MacDonald gave it a lofty 9.9 along with bushels of praise for every aspect of gameplay. This score was well deserved. NFL 2K captured the real NFL in a game in a way not seen since Front Page Sports: Football Pro 95 (see above). Computer AI was tremendous. Each of the clubs came with custom playbooks that they used to the hilt, playing up their strengths and attempting to hide their weaknesses in the same fashion that their counterparts did each Sunday afternoon in the real world. Meaning that you could expect a shootout in games against the St. Louis Rams and a low-scoring, ground-control affair when up against the New York Giants. Every team displayed characteristics that were fully discernible by any follower of the real NFL. And better yet, all of the teams displayed smarts when it came to clock

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management. Watching the computer quarterback take a knee in the dying *seconds* was a satisfying sight--even if you were on the short end of the scoreboard.


NFL 2K1 an improvement.

This accurate "feel" was further accentuated with a precise control system. Gamepad response was excellent, a quick tug on the analog stick allowing you to move players exactly where you wanted them to go. Full use of the Dreamcast controller's buttons allowed the full range of motion on the field, incorporating stiff-arms, jukes, and jumps into every player's repertoire. Visual detail reached an unprecedented level of expertise. Players were given the recognizable faces of their NFL inspirations and motion-capped animation that gave each game the appearance of a TV broadcast. Plays even withstood the "slow-motion test." You could take a close-up look back at every play without seeing anything out of the ordinary. Unlike editions of Madden released around the same time, balls were handed off, thrown, and caught exactly according to the laws of physics. Stadiums were modeled after the real thing, with each park having the proper artwork and fans along with team-specific signage. Play-by-play commentary reached a new height. The no-name broadcast team may have lacked the Fox TV glitz of John Madden and Pat Summerall, but it made up for its anonymity by nailing nearly every play with dead-on observations. Specific, varied references and quick response time sold the illusion that you were listening to real people commenting on a football game.

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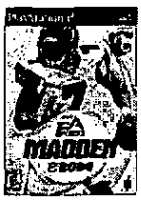
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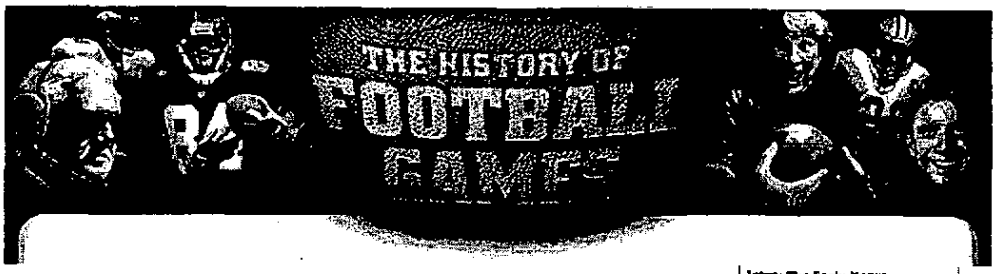


Madden NFL 2004 (PS2)



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Just who in the hell are Dan Stevens and Peter O'Keefe?

If you've played any Sega football game, the names Dan Stevens and Peter O'Keefe are forever emblazoned on your brain like a bad Vietnam flashback. The twosome provided in-game commentary for every single entry in the 2K franchise, as well as provided some of the stupidest, yet most strangely entertaining, commentary ever shoved into a sports game.

However, did you know that neither of them is actually real? Indeed, Dan Stevens and Peter O'Keefe are entirely fictional characters voiced by a pair of veteran voice actors. Stevens was voiced by an actor named Jay Styne. Styne is a video game voice acting vet who voiced prominent roles in games like Skies of Arcadia and Syphon Filter 2. Voice actor Terry McGovern took on the role of O'Keefe, a wisecracking ex-ball coach with a penchant for food analogies. McGovern's been all over the place, taking actual onscreen roles in movies like *Mrs. Doubtfire*, *American Graffiti*, and even *Star Wars* (he got to utter the famous sandtrooper line, "These aren't the droids we're looking for"). But he's also got a ton of video game and cartoon voice acting credits to his name, voicing stunticon Wildrider on the *Transformers* animated series and Launchpad McQuack on *Duck Tales*. Game credits include a whole host of Star Wars games, the beloved adventure game The Curse of Monkey Island, and such recent works as The Sims: Superstar and Ty the Tasmanian Tiger 2.

The Stevens and O'Keefe characters were designed to be sort of a spoof of modern-day football callers, though not so much so as to be purely comedic. O'Keefe's "You can't coach that!" slogan was specifically intended to be a jab at another famous color man's trademarked "Boom!" line. His love of food was probably another goof on the same commentator. As for Stevens, just think of any

Unfortunately, NFL 2K didn't launch the football gaming juggernaut that was expected of it. NFL 2K1 came out as planned--and was even an improvement upon its predecessor--but the Sega Dreamcast that hosted the series bombed at the sales counter, failing to make much of an impact against Sony and Nintendo. As a result, the system was shelved at the beginning of 2001. Games would still be produced for the platform for a limited time, though it soon became obvious that such support would be minimal. Although Sega did release NFL 2K2 for the Dreamcast in the fall of 2001 (and used the game engine again in a sister title, NCAA College Football 2K2), it failed to make much of an impact. Months after the Dreamcast release of 2K2, PlayStation 2 and Xbox ports of the game were released on a staggered schedule (with the Xbox version hitting stores just before that year's Super Bowl). Though neither version managed Madden-level numbers, the debut of the 2K franchise on non-Sega consoles was a significant improvement.

2002's NFL 2K3 for the PlayStation 2, Xbox, and GameCube (incidentally, the only Cube appearance for the franchise) brought the series to a new level of quality. The features that had made the game so great on the Dreamcast, such as the excellent gameplay engine, wonderful sense of presentation, and great game modes like online play and franchise, were refined to a brilliant level of quality. Though the GameCube lacked the online (as did the Xbox version, at least for a short while after its release), all three versions of the game were just as polished as the other. Furthermore, 2K3 marked an important debut for the franchise: namely, the addition of the official ESPN license. Though the presence of the ESPN name and branding was only really noticeable in text menus and on in-game stat overlays, it gave the Sega brand of football something it had lacked when compared to EA's game: a real-life sports name to help lend credibility to the franchise. To some degree, it worked, as sales continued to improve over the previous year's iteration. Sadly, Sega was still getting spanked badly by Madden.



NFL 2K3 offered incredible detail.

The ESPN branding officially became Sega's baby in 2003, when ESPN NFL Football was announced. Opting to drop the 2K name from the title (but still keeping it on the box in a less-than-prominent fashion), Sega's ESPN NFL Football was designed to be a different kind of football game. Once again including all the features that Sega fans fell in love with, this game brought to the table brand-new methods of play--some good and others...well, others not quite so good. "The crib" introduced a sort of hub area that was filled to the brim with unlockable football paraphernalia, trophies, classic players, and even some crazy, classic Sega music from games like Jet Set Radio. Though the usefulness of collecting posters and other weird bric-a-brac is debatable, many of the other collectibles were a welcome addition, adding plenty of extra value to the package.



Sega switched to ESPN branding in 2003, hoping to take on the Madden name.

The other big debut, however, wasn't quite the slam-dunk feature that Sega seemed to be hoping for. Going so far as to announce this new mode at a special press event at the ESPN restaurant in New York City, Sega's highly touted first-person-football mode just didn't quite come together as well as it could have. ESPN NFL Football wasn't the first game to feature a first-person-camera option to try to give players the sensation of actually being on the field, but it was the first to make a whole bloody mode out of it. The controls were different from a typical game, and the handling of the players also took quite a bit of getting used to. To its credit, the mode really did give you a sense of what it's like to be on the field, with defensive linemen staring you down and the cacophony of the crowd surrounding you wherever you turned. Unfortunately, it just wasn't a great deal of fun. The running and return games weren't half bad, as it wasn't too difficult to try to weave your way through defenders, but everything else was just confusing. The passing game was just a giant pain in the ass thanks to the weird camera shifts, and defense just didn't have a whole lot going on.

other straight-man play-by-play guy ever to hit the booth and you've got a perfect amalgamation of all of them in his nasally exclamations.

Though the two had never called an *actual* football game together, Styne and McGovern had a phenomenal chemistry that made their work sound about a billion times more authentic than most professional commentators that do the same thing on TV (only worse). We can only hope that one day 2K Games opts to make another football game and decides to bring the infamous pair of Stevens and O'Keefe back to the commentator booth.

Between the lackluster marquee feature, the all-new branding, and a downright scary box cover (featuring the glaring, monstrous eyes of cover boy Warren Sapp) ESPN NFL Football tanked in sales. Perhaps 2K fans just weren't informed about the name change, or perhaps people just had too many bad memories of Konami's thoroughly atrocious ESPN NFL PrimeTime. Whatever the case, Sega ended up giving a lot of ground back to Madden.

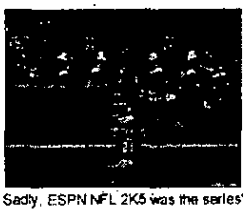


First person football didn't end up being all it was cracked up to be.

A new publisher

Things looked grim for Sega's sports division, and rumors swirled about developer Visual Concepts. *Would* it be shut down? Would it get sold off, possibly to EA? Finally, a ray of hope arrived in the form of publisher Take-Two Interactive. In a deal announced shortly after E3 2004, Sega and Take-Two announced a partnership that would have the newest entry in the franchise, ESPN NFL 2K5, distributed through Take-Two's budget arm, Global Star Software. But with that announcement came more rumors and speculation. Not long after the release went out about the deal between the two publishers, major online game retailers began displaying a new price point for ESPN NFL 2K5: a ridiculously low, low price of $19.95. That's right, 2K was going budget. Visual Concepts confirmed the price change not long afterward and also soon announced that for the first time in as long as anyone could remember, the game would be shipping well before its archrival, hitting stores a full two weeks before Madden would be available. Between the price drop and the bumped release schedule, fans, critics, and, most notably, EA, could no longer ignore 2K football, as Sega and Take-Two came out swinging.

The resulting game was no worse for the wear, bringing out another excellent round of football, once again jam-packed with great features. Sure, first-person football was still kind of lame, and the addition of weird D-list celebrities (like Carmen Electra and Steve-O) was beyond stupid, but the additions for the better far outweighed those for the dumb. The ESPN license had been implemented even more brilliantly this time around, bringing such personalities as Chris Berman and Suzie Kolber to life (or, at least, polygonal life) with digitized versions of them that appeared for pregame and postgame analysis. More ESPN commentators, such as Trey Wingo and Mel Kiper Jr., also lent their voices to the game. The franchise mode was the deepest and most involved one the series had ever attempted, giving unprecedented levels of control over coaching, finance, and all the other little trials and tribulations in the day-to-day ops of a professional club.



Sadly, ESPN NFL 2K5 was the series' swan song.

And then there were the two most revelatory features: the VIP profile system and the new online league system. VIP profiles gave you unique, individual profiles for each coach featured in the game. Playcalling tendencies, styles of offense and defense, and, hell, even how often they chose to run to the right, left, or middle was kept track of. Even more insane, you could create your own VIP profile to track your tendencies, and people playing the game online could download the profile to scout against you. Of course, you could do the same to them, adding a surreal level of depth to online play that many had never even considered dreaming about before. As for the online leagues, in theory, this was nothing new. VC had tried leagues the year previous, but they'd flopped pretty hard in terms of popularity. 2K5 changed that by adding live rosters to the mix, letting you make trades between teams. The game also featured live stat-tracking that could be viewed from a special ESPN Video Games Web site, which had the look and feel of a real ESPN site. Every single detail from a league game could be viewed from the site, adding a major air of authenticity to the whole package. The result in sales was a big improvement, and Sega's football course was then righted. The combination of the budget pricing, the return to the old naming convention, and, of course, the incredible game itself helped lure previous detractors to the product. Sadly, that good fortune wasn't *meant* to last.

No more NFL

On December 12, 2004, Electronic Arts and the NFL entered into an exclusive licensing agreement, giving EA sole rights to all NFL-related games on pretty much any platform you could think of. Sega's momentum in football gaming ground to an earth-shattering halt, and things only got crazier from there. Little *more* than a month later, EA then signed an unprecedented 15-year exclusivity deal with ESPN, thus removing another huge component that was key to Visual Concepts' success. Finally, not even a week after the ESPN deal's announcement, Sega officially dropped out of the sports game altogether, selling off Visual Concepts to Take-Two. The football legacy that Sega had helped start on the Dreamcast was finally over.



Presentation-wise, ESPN NFL 2K5 was and still is, unmatched.

Of course, that didn't mean the end for Visual Concepts and its sports lineup. The developer has now officially been made a part of 2K Games, a new publishing banner under Take-Two's wing. 2K Games continues to produce NBA, NHL, and (in a somewhat exclusive deal) MLB games. As for football, however, no one really knows what the future holds. So fans of the NFL 2K franchise wait anxiously and hope to hear of a new entry, NFL license or no. But with only scant few rumors to draw from, hope is quickly fading.

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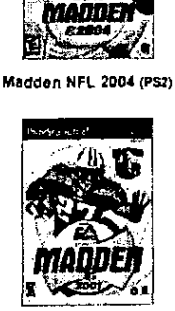
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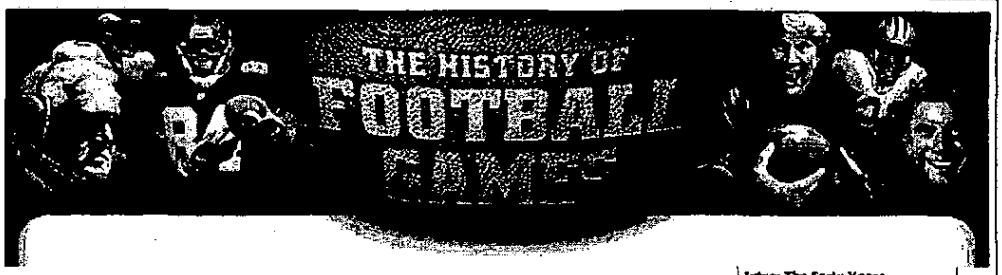
Madden NFL 07 (PS2)



Madden NFL 2004 (PS2)



Madden NFL 2001 (PS2)



Dynamix/Sierra

Nobody had ever seen anything like Front Page Sports: Football when it debuted in 1992. Sierra On-Line's Dynamix division crafted the game to be a total re-creation of the NFL, complete in nearly every way. Just presenting the basics of the sport wasn't good enough for this design team. Along with a meticulous depiction of the gridiron game, Dynamix painstakingly detailed every aspect of NFL operations, from custom playbooks for every team to multiseason career play. It was every die-hard football fan's dream come true. Actually, it was every computer-owning football fan's dream come true, as there were no other credible football games available for the PC at that time.

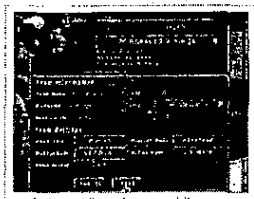
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NFL Blitz
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NFL Fever



Revamped graphics made the '96 edition the best.

So it shouldn't be much of a surprise to learn that the original game developed a sizable following in short order. The series really took off with the release of Front Page Sports: Football Pro 95. Many still regard that game as the Holy Grail of football simulations, a remarkable achievement that has yet to be matched. Some of its features evoke envy even today. For example, the CD-ROM version came with 10,000 different plays, a figure that was light years removed from the measly two dozen or so included with Madden games of the time. Each team used different playbooks designed to accentuate their strengths. And a complex play editor let you design and store your own plays if you didn't find enough choice in the default selections.

Franchise play was truly outstanding. You could get lost in Football Pro 95 for months, guiding a club from season to season, through good times and bad, from rebuilding years to championship drives. Seasons unfolded like stories, with every game, signing, and trade somehow interacting. There was something natural about the way that everything unfolded. What's more, the AI was spectacular. And very, very astute. Along with responding to single-game trends, the computer reacted to plays used frequently in earlier weeks in the season as if it had scouts in the stands watching those contests. As a result, the killer play that surprised everyone in week three wasn't nearly as effective in week six. No other sports game in memory provided as much of a long-term challenge as Front Page Sports: Football Pro 95.



Later editions improved the eye candy, if not the stability.

The only thing that really stood between the Front Page Sports: Football Pro line and mass-market acceptance was terrible quality control. Every one of the releases after Football Pro 95 was seriously unstable. Stability actually seemed to decline every year. The '96 edition crashed to the desktop only every once in a while, but the '98 one went down all the time. Numerous patches were required to make it even remotely playable, and even then, problems persisted. Such shoddy programming reached a nadir with the '99 version, which was released to stores to meet the 1998 holiday rush in a completely unplayable state. Sierra briefly considered patching the game but then decided to abandon the series entirely in January of 1999. A recall notice was issued, and the game was pulled from the shelves. Lingering attachment to the series caused a few hard-core fans to attempt fixing the game on their own, though most just cursed Sierra and turned their attentions back to the 95 or 96 games (both of which are still played in online leagues).

Although the Front Page Sports: Football line died an ugly death, the influence of the series lingered. In addition to the way that it forced EA Sports to adopt management options in the Madden series, it spawned a host of imitators. Unfortunately, most of the copies were also-rans that lasted just one or two seasons. ABC Monday Night Football was probably the best of these games, earning a devoted following that demanded and received a sequel. Others, such as Accolade's wholly worthless Legends Football 98 and Blue Sky Software's interesting but fatally flawed Total Control Football, weren't worth anyone's time or money.

Looking on the positive side of things, one can make a case that Front Page Sports: Football made it possible for later football management games to thrive. Without Dynamix and Sierra bringing franchise play and serious stat-crunching to the masses, it's hard to imagine the likes of the Front Office Football and Action! PC Football lines of text-based management simulators building such substantial followings.

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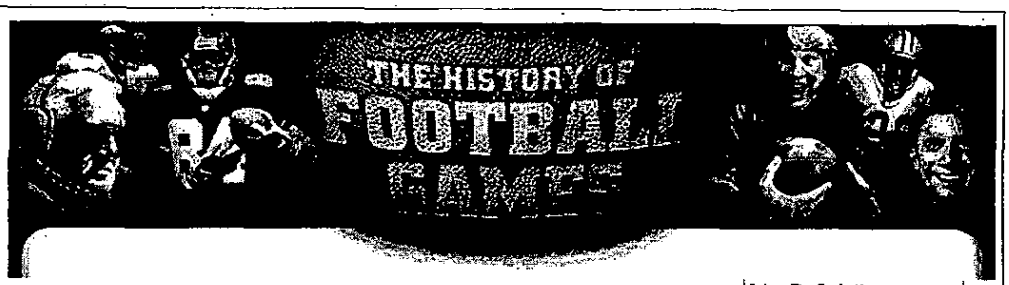


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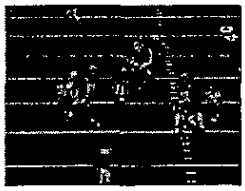




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Bill Walsh College Football

After spending 15 years on the sidelines, college football finally got into the game in 1993. Electronic Arts saw the light at last and founded a Sega Genesis series based on the John Madden Football line, but it featured collegiate clubs instead of their professional counterparts. Bill Walsh College Football took a bow in 1993 and soon developed a strong following--not surprising given the rabid fan base that draws around 100,000 people to games at big schools like the University of Florida.



Bill Walsh College Football for the Genesis in 1993

At first, Bill Walsh College Football was nothing more than a carbon copy of the latest Madden game, with 24 current clubs and 24 of the best college teams since 1978 taking the place of the 28 NFL franchises. There was no NCAA license, so these teams represented fictional schools with close ties to their real-world equivalents. South Bend, for example, stood in for Notre Dame, and Los Angeles replaced UCLA. The fact that this was a quickie port of an NFL game was apparent in almost every way. Season mode was absent, bowl play was replaced with an unrealistic playoff system, and many trademark college formations were left out. Aside from the presence of Stanford legend Bill Walsh, there simply wasn't much of a collegiate feel in this game.

That changed with the acquisition of the NCAA license for the sequel. Bill Walsh College Football 95 boasted 36 of the top collegiate teams in the nation with complete rosters. Even better, you could put them through their paces in full season play that led to either a bowl appearance or a playoff to determine a national champion. Playbooks were finally reworked to include such college standbys as the offensive wishbone and the flex--and the defensive plays needed to counter them.

NCAA College Football



A look at EA Sports' broadcast booth from the front end

Chaos at EA (see the above section on John Madden Football for more) the following year made things uncertain for both the Madden and Bill Walsh lines. While Madden survived that year's cancellations on the PC and the Sony PlayStation, its sister title vanished for good. College ball fans at the time had a good alternative to turn to with Sega's College National Championship, though. This series, which survived for just the 1994 and 1995 editions, combined the latter-day Joe Montana engine with college teams and revamped playbooks. Gameplay was quite good, and as the title suggested, you could guide your favorite club on a national title drive over a full season. Sega's interest in college football *continued* more recently with NCAA College Football 2K2 for the Dreamcast. Critical reception for that game ranged from lukewarm to positive, so the series continued, with NCAA College Football 2K3 on the Xbox, PS2, and GameCube platforms. Unfortunately, the series failed to improve much in its transition to the other platform. The arcadelike feel of the franchise just failed to catch on with college football fanatics, who were looking for a game that really highlighted the subtle differences between college and pro games. The tepid response to 2K3 by critics and consumers, as well as a renewed focus on pro franchises by Visual Concepts, meant that there wouldn't be an NCAA College Football 2K4

NCAA GameBreaker



At one point, NCAA GameBreaker may actually have been the best college football game.

Meanwhile, 989 Sports began its own college football franchise with NCAA GameBreaker for the PlayStation in 1998. The game offered a fantastic presentation, but a clunky interface relegated it to second-string status in the minds of many. The series finally hit its stride with GameBreaker '99, which included commentary from legendary announcer Keith Jackson and offered the ability to pitch the ball--an important feature for college, where option offenses can flourish with the right backfield. GameBreaker 2000 continued that excellence, with a dynasty mode that offered you the chance to recruit new players and send your graduating classes into the draft for 989's NFL GameDay. Unfortunately, the series failed to step up its game when the PlayStation 2 arrived. The first GameBreaker on the PS2 looked too much like a PS game and didn't add much in the way of gameplay. Year after year, GameBreaker was getting left further and further behind by the competition, which utilized the new hardware for graphics and features better than Sony's franchise. A year after Sega and Visual Concepts gave up on college football, Sony followed suit, making NCAA GameBreaker 2004 the last in a promising series that just didn't evolve fast enough for the times. That left EA all alone, with a de facto monopoly on college football.

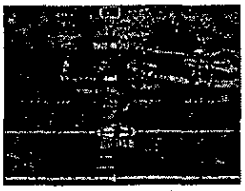
NCAA Football



EA's NCAA Football series succeeded the Bill Walsh games.

EA Sports got back into the college game in 1997 with NCAA Football 98. This outstanding title for the PlayStation included more than 100 teams, a dynasty mode of play that stretched over numerous seasons, college playbooks, and the distinct flavor of being on campus, with school fight songs, logos, and mascots. A limited version of the game found its way to the PC for the first two years of the franchise's existence, though it wasn't very successful, and that platform has been bereft of college football ever since.

The series continued on both the PlayStation and the PlayStation 2, gradually improving with each passing season. NCAA 2001 on the PlayStation let you rename players, getting around the NCAA rule that licensed products cannot bear the names of its amateur players. NCAA 2002, the first such game on the PlayStation 2, offered authentic-looking stadiums and teams that truly played like their real-life counterparts. BYU would air it out, while many Big XII schools, like Nebraska, ground out their yards in option offenses. Where the series really began to shine was with NCAA 2004, the first time the series was playable online (PS2 only). That iteration of the game nailed down the nuances and intricacies of the college game just right and also offered a fully fleshed out dynasty mode that let you spend weeks recruiting players and making pitches to prospects. The next year, EA released NCAA 2005, which added online play to the Xbox version as well as the PS2 version and tried to further impart a college flavor to the game by modeling player morale. The effects of a road stadium on a visiting team were also modeled. Unfortunately these effects were a bit overexaggerated, and most egregiously, receivers dropped far too many balls, resulting in a game that many felt took a step back from the previous year. This was a huge concern, as EA was the only publisher making NCAA football video games at this point. The anxiety of college football fans was fueled even more when, months before the release of NCAA 2006, Electronic Arts snapped up the exclusive license to create video games based on NCAA football for six years.



NCAA from EA is the only college football series left, but if 05 was any indication, college football fans have nothing to worry about.

Fortunately for those of us who love college football, NCAA 2006 addressed many of the concerns from the previous year's edition, bringing back the near-perfect play balance from NCAA 2004 and adding in-season recruiting and a Race for the Heisman mode, which let you play out a single player's career over the course of four seasons. At least in the short term, the quality of the game sated the concerns of those who were afraid EA might rest on its laurels, having earned both a de facto and a de jure monopoly on the sport. EA holds control for another five years, so it will be interesting to see how it evolves its college football simulation into the next generation of consoles.

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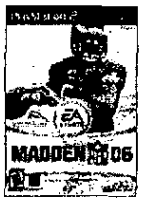
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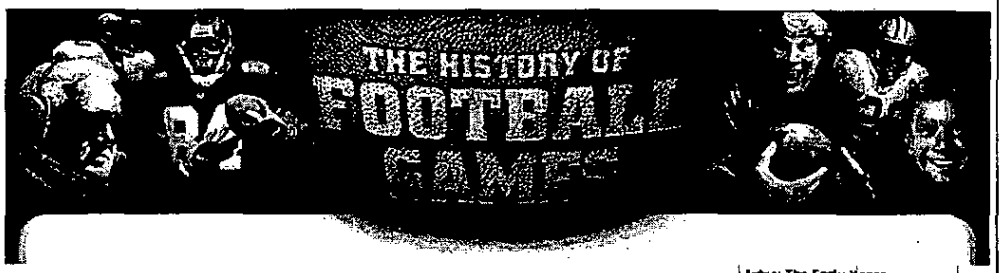
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989 Sports (Sony)

The Game That Never Was: Road to Sunday

Gambling. Jamaican drug lords. A crime-filled backstory. Underground fighting. What do these seemingly disparate things have in common? They all formed the base of what SCEA Sports Studios (formerly 989 Sports) was planning for its answer to the EA-NFL exclusivity deal. The game, dubbed Road to Sunday, was from the outset an exercise in ambition. It was a game that seeked to tie a smorgasbord of game types under a story umbrella that had you choosing members of your football team to compete in weekly underground fighting matches before suiting up for game day the following weekday or weekend.

To be sure, there were some things to like about RTS. The title alone evoked fond memories of the underrated Oliver Stone/Al Pacino joint *Any Given Sunday*. The position-specific gameplay, too, was a nice idea, as it challenged the gamer to play the role from the perspective of the skilled players on the gridiron, running routes as a wideout, making tackles as a linebacker, and so forth. Beyond this innovation, RTS' downfall seemingly came down to the old phrase "two many irons in the fire." Had the production team focused on the behind-the-scenes insight into the life of pro football players (fictional or not), it might have had something. Instead, by tossing in stereotypical tough guys, a plot that Elmore Leonard would scoff at, and carefully focus-tested urban grit, you were left with the impression that the Road to Sunday was less the product of passionate developers and more the result of well-meaning but confused

Being in the right place at the right time can be a godsend in the gaming world. And no game better exemplifies that maxim than NFL GameDay, which arrived for the Sony PlayStation at the exact moment that the console system began to take off in 1995. Both it and Resident Evil provided Sony with a one-two punch that made every self-respecting gamer want to own a PlayStation. Not long after this, nearly everyone did. Such massive retail success in turn helped spawn a football gaming phenomenon that continues to this day.

That there was something special about GameDay was obvious from the very beginning. No previous game had so winningly balanced arcade action with realism, coupling unprecedented depth of control with a depiction of the NFL that was above and beyond what similar titles had offered in the preceding years. Even the worthy likes of Tecmo Super Bowl didn't play anything like the first GameDay. The biggest part of the game's appeal was the ability to get into the trenches and muck it up with actions that were completely under your control. 989 Sports designers made sure that gamers could use all eight primary buttons on the PlayStation gamepads, giving them the opportunity to juke, hurdle, leap forward, perform a swim move, and even stiff-arm left and right. Controls were dead-on, affording a feeling of direct involvement that made you a little tired by the end of each game. This lent a real jolt of adrenaline to the proceedings and helped make GameDay a fantastic multiplayer game. Taking on a friend had never been so much fun.



GameDay 97 was a great play in its time.

And GameDay was about more than just smashmouth football. Sony used its cash reserves to great effect here, buying the full NFL license, complete with all of the franchises and official logos, more than 1,000 real players and stats, authentic stadiums, and team-specific playbooks. It also came packed with lots of visual chrome. Television-style presentation reached a new height with varied camera angles and an overall graphical sharpness that put rivals to shame. Player uniforms were letter-perfect, as were such added elements as end zone art and people in the crowd. Animation was also very good, hinting at the widespread use of motion capture that was waiting in the wings.



Acclaim brought the series to the PC in 1998.

GameDay's impact was a primary reason behind the PlayStation's victory over the Sega Saturn as the console system of choice for sports gamers. Despite the early head start granted to the Saturn as the successor to the sportscentric Sega Genesis, its sports lineup paled in comparison with the one being developed by Sony. GameDay led the way here, forging a strong franchise that would go on to become a solid number two next to the Madden series. It also blazed the way for Acclaim's NFL Quarterback Club, which arrived in 1996 for the PlayStation with a few interesting features, including historical situation play (later incorporated into Madden). That series has lasted until the present, branching out to other systems including the Sega Dreamcast and the Nintendo 64, but always remaining a poor man's alternative to at least one other series.

Subsequent releases in the GameDay line boosted the quality every year. NFL GameDay 97 added more camera angles, motion capture, and a draft, while the '98 edition incorporated a new 3D graphical engine complete with smoothly animated polygonal players--a major achievement in programming at the time. The '99 edition was perhaps the best ever, the impressive graphics engine of the previous year allowing 989 Sports to

marketing types.

Alas, Road to Sunday, we'll miss you. We admired your spunk, and now that you're gone, Midway's Blitz: The League is the sole torchbearer for non- EA-NFL football games. What the cancellation of Road to Sunday proves more than ever is that the football gaming landscape has changed since the EA-NFL deal. Without the NFL license, developers and publishers have no crutch on which to rest their faulty gameplay and bad design choices. Any company looking to put out a football game post-2004 will need an airtight concept and near-flawless execution to even make a dent in public perception, a fact the folks at Sony have come to realize the hard way.

Perhaps a more focused iteration of RTS will return when the PlayStation 3 makes its grand debut. And perhaps Sony will even revive the GameDay moniker one day. Or maybe it'll enter into a bidding war once the NFL license comes up for auction in 2011. For now, though, we'll remember Road to Sunday as a product of its time, the first reaction from a company trying to cope with a rapidly changing sports gaming market.

concentrate on AI tweaks that improved the realism. This version of the game was even ported to the PC, though the experiment was abandoned almost immediately. In subsequent years, the advancing age of the PlayStation made itself known. While both the 2000 and 2001 models of GameDay were still quite good--the 2000 edition even included a general manager career mode and a play editor--they seemed to be a little behind the times in a way that was hard to define.



The series just never lived up to its promise in the PS2 era.

The NFL GameDay series was poised to enter a new era with its first "real" release on the PlayStation 2 (GameDay 2001 was released for the system, but it was just a no-frills port of the PlayStation game). Unfortunately, the GameDay series seemingly never really got comfortable on the PS2, and despite the publisher releasing four games for the next-generation console, none seemed to make much of a dent in the hearts and minds of football gamers.

Almost anything would have been better than the anemic 2001 edition of GameDay. So when GameDay 2002 came a knockin', gamers were eager to see what a football game designed by Sony people--specifically with the PS2 in mind--could do. The answer: a bug-filled effort that saw virtual offensive players sometimes running plays directly from the huddle and defensive backs that were basically ineffectual when it came to stopping deep balls. And though online play had already been around for a while, thanks to games like NFL 2K1 for the Dreamcast and Madden 2003 for the PS2, NFL GameDay 2003 finally included networked play of its own. And if the game didn't really excel with its online features, at the very least it didn't do anything to horribly screw them up either.



GameDay 2004 doomed the franchise.

The final entry in the GameDay series came in 2003, with the release of NFL GameDay 2004. Featuring the touchdown machine LaDanian Tomlinson on its cover, the game bolstered its online feature set with a more complete set of community tools, such as a message board and e-mail functionality. Unfortunately, neither online play nor LT himself would be enough to rescue the game from being another disappointing effort. Nearly every aspect of the gridiron action had problems in the 2004 version, from brain-dead defensive linemen that couldn't chase down a one-legged Peyton Manning, to defensive backs that refused to move out of pass coverage during run plays.

To Sony's credit, the company recognized the problems with its football franchise long before EA Sports forced the rest of the industry's hand with its exclusive licensing deal. The death knell for the GameDay franchise came in May of 2004, when Sony announced that several of its sports games--including GameDay, the company's college football series (NCAA GameBreaker), and its two basketball franchises--would skip the 2004/2005 season. This announcement was made just a month after Microsoft had made a similar decision to cut and run from its XSN venture (and from the NFL Fever series as well). This was foresight indeed, as just a handful of months later, EA Sports' announcement of an exclusive license with the NFL ensured that 989 Sports wouldn't be back in the football business anytime soon.

Or would it? In April of 2005, the newly renamed SCEA Sports Studio announced an entirely new football game, dubbed Road to Sunday, that aimed to look at football from an entirely new angle. For more on Road to Sunday, check out the sidebar above.

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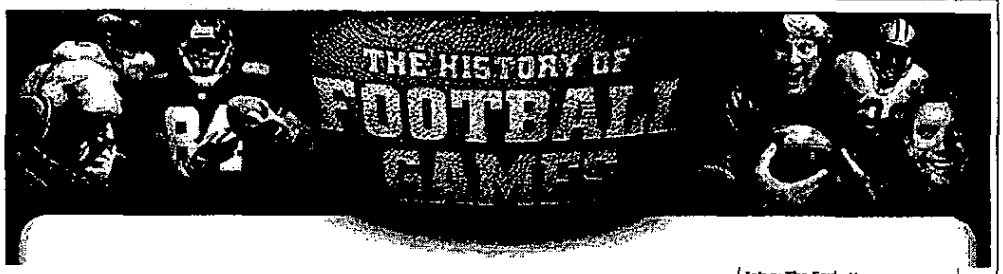


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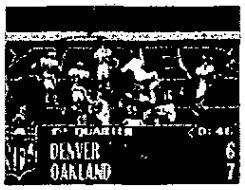
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Midway

A certain part of the NFL has always been about mayhem. Organized, attractive mayhem, perhaps, but mayhem all the same. That carnage finally came to the video game world in 1998 with the release of NFL Blitz on the Sony PlayStation, Nintendo 64, and PC. The Midway game had already been an arcade sensation, so its arrival in the home market was much anticipated. Anyone who stopped by an arcade or spent time in a sports bar between 1997 and 2000 will never be able to forget how the game gobbled up the quarters of everyone from little boys to grown men.

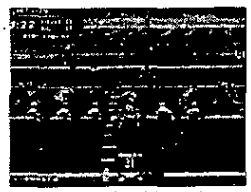
The reason behind the game's success? Violence. Well, to be fair, the game behind the violence was also deep and very engaging, but a little roughing never hurts. NFL Blitz stripped away the veneer of the pro game, dumping all that nonsense about chess on grass in favor of a free-for-all in which big guys beat the living hell out of each other. About the only thing retained from the real NFL was the regulation-size field. Games were played with just seven players per side, without rules or penalties of any sort. You could level a wide receiver long before the ball arrived or simply deck him at the line of scrimmage. You needed to pick up 30 yards to get a first down. Piling on at the conclusion of every play was encouraged with wrestling-move animations that let you drive elbows into prone ball carriers. There were just 18 plays in the playbook, but all sorts of juke, spin, dive, and stiff-arm moves were allowed on the field. NFL Blitz was more about what you did after calling the play than it was about choosing wisely. The Nintendo 64 version even included a play editor that would connect to the arcade version of the game so you could exchange plays.

Few sports-oriented games were as addictive as this one, but that's not much of a surprise, considering it came from many of the same people responsible for NBA Jam. Players were big and cartoony, with colorful models that featured good animation. Games were quick-moving affairs that seemed to fly by, mostly because there was always something going on. Offense was fairly easy to come by, though things were kept interesting by boosting the yards required to make a first down from 10 to 30. Back-and-forth flow most resembled a good hockey game. One team would take over on offense and move down the field, quickly scoring, stalling, or turning the ball over to the opposition, which would repeat the process the other way. This rapid-fire pace created an addictive experience that many claimed was unparalleled.



NFL Blitz's arcade fun came to the PlayStation in 1998.

The game developed over the next few years. Blitz '99 added four-player gameplay, Blitz 2000 added audibles, and so on. Despite a handful of additions year after year, the home versions of the game simply weren't different enough to keep players coming back year after year. After adding an extra "impact" player to the PlayStation 2, Xbox, and GameCube editions of the game, Midway took a long look at the Blitz franchise and decided to make its most drastic change yet: a move to a more simulation-oriented game with NFL Blitz Pro.


Blitz Pro missed the mark.

Blitz Pro attempted to walk the line and deliver over-the-top, Blitz-style fun while scaling back the game's crazier rules. Word started going around that the NFL simply wasn't interested in licensing a game that took so many liberties with the rules. The result of these changes was a watered-down game that was too simple to cater to the needs of simulation fans yet was needlessly complex in other areas, making the game a real turnoff for existing Blitz fans.

This misstep led to an even more interesting choice on Midway's part. What would happen if there were no license holders to please? No NFL would mean that Midway could make its own football game without having to answer to a league that was battling perceptions that the game was getting too violent. So the NFL and Midway parted ways, and work began on what would eventually become known as Blitz: The League, a game that aims to return the Blitz series to its roots while adding a new story mode penned by one of the writers of the short-lived ESPN series *Playmakers*.

Electronic Arts eventually secured the NFL license exclusively, so perhaps it's for the best that Midway was already looking in that direction. But can Blitz: The League regain the yardage lost by Blitz Pro? It looks promising, but we'll have to wait and see.


Can a new Blitz make an impact without NFL licensing?

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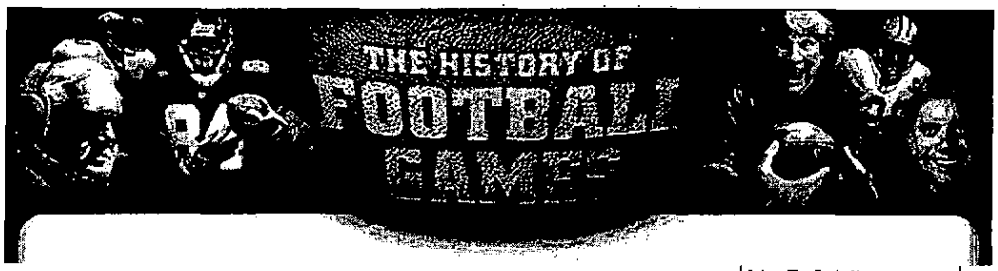


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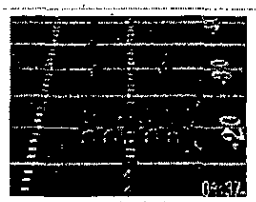
Acclaim

Marv's Journey

NFL Quarterback Club '98 isn't notable so much for its gameplay as much as for its commentator. Longtime broadcaster Marv Albert lent his voice to the third iteration of Acclaim's football series, which normally wouldn't be much of a news item. However, prior to the release of the game, Albert was charged with criminal sodomy charges after the NBC spokesman was involved in an incident in February 1997 with a woman who claimed the then-54-year-old Albert attacked, sodomized, and bit her after she joined him in his hotel room.

The public outcry over Albert's arrest and indictment cast a shadow over the sportscaster's legendary career and likely kept Acclaim PR folks busy for several weeks trying to put a positive spin on this unfortunate development. And though QB Club 98 shipped with Albert's voice-over (since the game was too late in the production process to remove his voice work from the cartridge), the company claimed the decision "was directly based on Mr. Albert's assurance of his innocence to [Acclaim]." Well, maybe not. After a week of enduring searing testimony from women who spoke of his peculiar sexual appetites, Albert decided to plead guilty to charges of assault and battery. Acclaim dropped him from its next QB Club game, replacing the broadcaster in the virtual booth with ESPN's Mike Patrick and Randy Cross.

Still, Albert's story ends happily. After being the butt of jokes for several years, Marv's career appears to be on the comeback. Not only is he back on television broadcasting NBA games, but also he's back in the virtual world as one of the voices of EA Sports' NBA Live hoops series, a decision to which we can only respond with a resounding "Yes!"

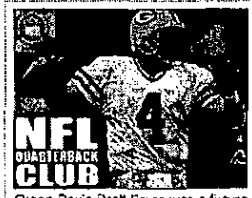


Humble beginnings

Acclaim's NFL Quarterback Club series goes back further than you might think, reaching all the way to the Super Nintendo and Sega Saturn days. The first game in the series, NFL Quarterback Club '96, hit the SNES in March of 1995, just a year before the first GameDay would drop for the original PlayStation. The following year, the first and only appearance of the series on the PlayStation occurred with NFL Quarterback Club 97 (this would also be the series' lone appearance on the PC). Beyond some Madden-esque touches, such as a T-meter kicking control and some nicely fluid animations, one of the virtues of QB Club 97 was its historic simulation mode, where players could choose from 50 different classic games and put their own spins on the outcome.

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The QB Club franchise came into its own on two of the more downtrodden consoles of their respective generations: the Dreamcast and the Nintendo 64. Both consoles presented unique problems for Acclaim. For N64 games like QB Club '98, '99 and 2000, it meant appealing to gamers on a platform not known for its sports lineup. After some competitive wrangling, the Madden series eventually made its way to the N64 beginning with Madden NFL 99, the first to feature Brett Favre on the cover (he would remain the series' cover athlete throughout its run), providing yet another barrier to success for the QB Club series. To Acclaim's credit, it put up a good fight on Nintendo's final cartridge-based console by steadily improving each of the four iterations of its football series and by peaking with the generally well-received NFL Quarterback Club '99, which featured some of the best-looking graphics ever seen in a football game of its era and some fine multiplayer aspects. Unfortunately, the following year's game wouldn't fare as well, and the series bid a hasty good-bye to the N64 in preparation for moving on to the greener pastures of Sega's burgeoning console.



Green Bay's Brett Favre was a fixture on the series for almost its entirety.

While the Dreamcast versions of QB Club didn't have Madden to contend with, the console did have its own flourishing NFL juggernaut in Sega's NFL 2K franchise, which wowed gamers from the get-go with its stunning debut: NFL 2K. By contrast, Acclaim released a hastily ported version of its final N64 game, NFL Quarterback Club 2000, and the rift in quality between the two games was extremely obvious. Where NFL 2K flourished with dynamic play, great sound, and outstanding graphics, QB Club 2000 floundered with buggy gameplay and flat-out ugly animations. Things improved with the next game in the Dreamcast lineup, QB Club 2001, but only marginally. Receivers still tended to break off routes seemingly at random, and though the game looked better on the second go-around, it still lagged behind the competition.

New consoles and a fresh new outlook greeted gamers with the PS2 and GameCube releases of QB Club 2002, a game that, on the PS2 at least, looked to be turning the franchise in the right direction after several years of missteps. The GameCube version had a notably slower frame rate than the PS2 game, but both featured an updated version of the quarterback challenge mode, which proved to be more consistently challenging and fun than the actual gridiron game itself.

Despite initially strong sales in the series, QB Club 2002 would be the final release in the NFL franchise for Acclaim, as it became apparent the company would be unable to keep up with the rapid innovation and consistent quality of the Madden and NFL 2K franchises. Unfortunately, this would only be the start of Acclaim's financial woes. The publisher warned of bankruptcy problems in June of 2004, it lost two of its valuable licenses--Turok and Major League Baseball--after late royalty payments, and it finally shuttered its offices in August 2004. In December, the company put its entire assets up for auction, including its 71,000-square-foot headquarters building in Glen Cove, New York. You can only hope that some ex-Acclaim employees got out with a few Brett Favre-autographed balls and jerseys.



The series fizzled out quietly, kind of like Rich Gannon's career.

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Madden NFL 08

Football Sim
Release: Aug 8, 2005
ESRB: Everyone

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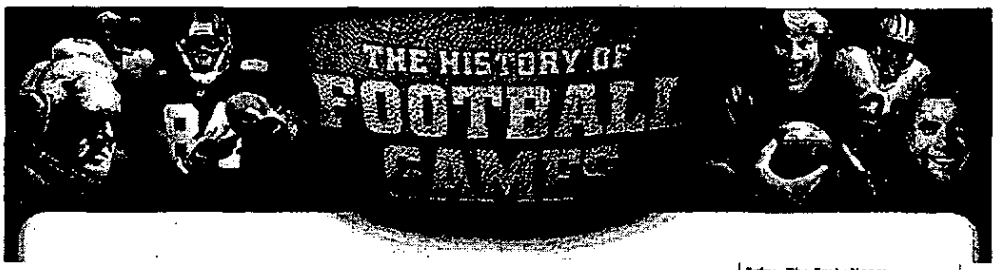
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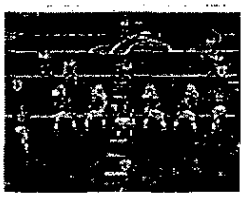
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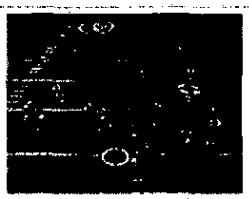
One season on the PC wasn't enough.

Intro: The Early Years
Atari Football
Intellivision NFL
ColecoVision
Commodore 64
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More C64
Tecmo Bowl
Cinemaware
Intro: The Modern Era
Madden: Apple II to PS
Madden: PS to today
Sega: Joe Montana and NFL 2K
Sega: More 2K
Front Page Sports Football
College Football
NFL GameDay
NFL Blitz
Quarterback Club
NFL Fever

At the outset, Microsoft's NFL Fever series seemed like the future of console football games. Initially launched for the PC in 1999 as part of a wave of Microsoft sports games, NFL Fever received a lot of positive commercial and critical support. Strangely, a sequel was abruptly shelved in May of 2000, just weeks from going gold. No reason was announced, though rumors swirled about the game being held back and reworked as an exclusive offering for a yet-to-be-announced Microsoft console system. Of course, those stories turned out to be true. And the early word on NFL Fever 2002 for the Xbox, the series debut on Microsoft's console, was very positive. Most of the buzz seemed to revolve around the game's admittedly impressive graphical quality, which was quite a bit better than its contemporaries. In addition to a host of quality animations and more high-quality textures than had yet appeared in an Xbox game prior, one of the things NFL Fever 2002 really got right was the union between the animations and the physics. Players reacted to one another in a very convincing manner, a fact that was bolstered by the game's sophisticated collision-detection system. Unfortunately, beyond these obvious high points, the actual game itself was somewhat of a disappointment. This was most apparent in Fever 2002's faulty artificial intelligence, which never seemed to be able to adjust to a pass-heavy attack. Still, the in-game save feature was nice, and there was plenty of football to come in the NFL Fever franchise, right?

Unfortunately, not exactly. After the game's debut on the Xbox, sports gamers would only see two more releases from the Microsoft Game Studios folks. The first, NFL Fever 2003, had the distinction of being online-enabled out of the box...never mind that the Xbox Live service wouldn't be officially launched until three months *after* the game's release. And while 2003 had the same great look of its predecessor, it suffered from the same kind of fun-draining gameplay deficiencies that dragged down its predecessor. Once again, the passing game seemed to be the Achilles' heel that kept the game from greatness. With the series' swan song, NFL Fever 2004, the online play options were finally in full effect, especially in the form of some slick ideas via the Xbox Sports Network system (which also incorporated online play for game series such as Top Spin and Links). XSN was a predecessor, of sorts, to the work the Visual Concepts folks were doing with the ESPN NFL 2K series, as it let gamers check their team and player stats via generated Web sites, as well as let them form leagues and keep up with friends via message posting.

Unfortunately, XSN was about as short-lived as Lawrence Phillips' NFL career, and with it went a number of good sports franchises--the NFL Fever series among them. If there was any good news, it was that the MGS development team, now free from XSN shackles, was free to devote its talents to a game like Forza Motorsport. Still, you can't help but wonder what might have happened had the studio decided to stick with pigskin. Would Microsoft had ponied up the big bucks for the NFL license and beat EA Sports to the exclusivity punch? Oh Peyton, we hardly knew ye.



NFL Fever came and went, like a ship passing in the night.

Has this feature evoked fond memories? Discuss it on our forums!

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15

4th & Inches

© 1988 Accolade

Manual

Pre Game Ceremonies

Welcome of pro football the way it's really played. Eleven on eleven, full offense against full defense. You're the coach; you call the plays. And you're the player: quarterback, running back, receiver, middle linebacker, defensive back. This is good, hard, straight football action. So loosen up. It's time to boot up for the big game.

The Toss of the Coin

1. Plug in your joystick, if you're using one.

2. Kickstart your computer with Kickstart version 1.2 (if applicable). Then insert your 4th & Inches disk into the disk drive with the label side up. Turn on the computer, and the program loads automatically.

3. So that you don't lose your current game, leave the disk in the drive until you are finished playing.

4. To restart the game, press the ESC key.

Controls

After the program loads, this prompt appears:

What is plugged into Port 1?

1) Joystick
2) Mouse

If you want to play with two joysticks, plug in the second joystick. If you want to use a mouse, it must be plugged into port 1.

SELECT GAME OPTIONS

After you've answered the first prompt, the Game Selection menu appears. Use the joystick or mouse to cycle through and select game options.

To select the length of time for each quarter, move the joystick or mouse forward (or up) to highlight the Minutes Per Quarter option. Then press the fire button or click the left mouse button to cycle through and make your choice: 5, 10, or 15 minutes.

To select a playing configuration, highlight the ALL PROS vs. CHAMPS option and press the fire button or left mouse button to cycle through the various one-player and two-player options.

Options include:

Mouse Options

These options assume your mouse is plugged into Port 1, and that joystick (if available) or Port 2

Joystick Options

These assume that a joystick is plugged into Port 1. When Port 1 is listed, only joysticks

is plugged into Port 2. should be plugged in.

ALL PROS vs. CHAMPS		ALL PROS vs. CHAMPS	
Joystick	Mouse	Port 2	Port 1
Joystick	Computer	Port 2	Computer
Mouse	Joystick	Port 1	Port 2
Mouse	Computer	Port 1	Computer
Computer	Mouse	Computer	Port 1
Computer	Joystick	Computer	Port 2

After you make a selection, press the space bar to start the game.

2

KICKOFF AND GAMEPLAY

The play screen: Divided into four sections - the field, offensive play selection box, defensive play selection box, and the time-to-go, yards-to-score box.

The line of scrimmage: Displayed in the center of your field of vision with about ten yards showing in either direction. An arrow at the bottom of the field marks the 1st down yard line.

Choosing plays: Offensive and defensive selection boxes are separated by a series of arrows which correspond to the joystick positions. To make a selection, move the joystick to the indicated position, then press the fire button. Selections are highlighted in one player mode, but not with two players - that way, your opponent can't see your selections.

To make a selection with a mouse, move the mouse in the direction of the arrow beside the desired play, then press the left mouse button. (Important note to mouse users: For the rest of this manual, interpret the command to press the fire button on your joystick as the command to press your left mouse button.)

Selection boxes: For most plays, three successive actions are needed to select a team formation, the play itself, and the position you want to take. But only one action is required for kickoffs and extra points. Refer to the sections marked The Plays and Playbook for a list of the possible selections and a description of the positions and plays.

The snap: The players move to the line of scrimmage after offense and defense formations are chosen. After you select the play and position, the action starts automatically. In a few seconds, a player on each side blinks. These are the players you control.

If you've elected to pass, the quarterback throws the ball when you press the fire button. After the throw, the play "zooms" to the receiver. If he catches it, he blinks, and you now control his running.

Important note: When you use the mouse to control a player, he will continue to run in the direction the mouse moves until you press the left mouse button - the equivalent of centering the joystick.

3

Defense: You also control the blinking defender. When a zoom shifts the action to another display, you may automatically control a different player.

Kicks: To punt, press the fire button after the punter receives the ball

and begins to blink. To kick off, or to boot field goals and extra points, press the fire button as the kicker approaches the holder. Timing is critical and practice makes perfect.

Timeouts

To call a timeout (you get three per half), press the spacebar to go to the Coach's Screen. Then move the joystick up to highlight the TIMEOUT line, and press the fire button.

Penalties

Because there are no referees in 4th & Inches, there are no penalties. But there are some limits. In the one-player game, you can go to the Coach's Screen only once per quarter after you've selected a formation. Do it more than once, and you're penalized five yards.

However, you can go to the Coach's Screen after a formation is set if you call a timeout. And, of course, you can go to the Coach's Screen as often as you like before you select a formation.

4

The Coach's Screen

Press the spacebar to go to the Coach's Screen, where you can view the scoreboard, call timeouts, substitute players, and check player statistics. To return to the play field, press the space bar again, and the play selection process begins.

Selecting players: For each position, there is a first and second-string player. The computer automatically selects the first-string players at the beginning of each game. But you can select second-stringers by moving the joystick or mouse up or down until the player's name is highlighted, then press the fire button.

For some plays (double tight end plays, for example), both first and second-string players are automatically substituted into the lineup. Special teams are usually composed of second-stringers. However, your first-string wingback returns all punts and kickoffs.

Player stats: Statistics for each highlighted player are shown at the bottom of the screen. These include height, weight, and years played, as well as a qualitative assessment of speed and strength such as: SPEED!, FAST, QUICK, STEADY, SOLID, STRONG, TOUGH, BIG!. SPEED! is used for the fastest players and BIG!

SPEED! is used for the fastest players and BIG! for the slowest and strongest. In general, the bigger and stronger, the slower they are.

5

THE PLAYS

Formations: Five formations from the following list are displayed, and one can be selected for each play.

Offense	Defense
Field Goal & Extra Points	3-4 (good against the run)
Punt	4-3 (good against the pass)
Short Yardage	Flex (fairly good against both)
Double Tight End	Nickel (very good vs. the pass)

Pro Set	Short (Yardage)
Strongside Back	(very good vs. the run)
Weakside Back	
Double Wing	
Spread	
Shotgun w/Back	
Shotgun w/o Back	

Offensive selections are always made at the bottom of the Field Screen in the larger of the two boxes. Defensive picks are made in the smaller one. The background color of the boxes tells you which team is on offense and which is on defense.

Play selection: Offense

Running Plays		Kicking Plays
Power, Rt Run	Power, Lf Run	Kickoff
Sweep, Rt Run	Sweep, Lf Run	Kick (field goal or punt)
Draw, Run	QB Sneak	Onside Kick
Pitchout, Rt Run	Pitchout, Lf Run	Sideline Kick (punt)
Offtackle, Rt Run	Offtackle, Lf Run	

Passing Plays

Screen, Pass	Turn-around, Pass
Quick In, Pass	Quick Out, Pass
Short Hook, Pass	Short Curl, Pass
In, Medium Pass	Out, Medium Pass
Hook, Medium Pass	Curl, Medium Pass
Post, Long Pass	Corner, Long Pass
Fly, Long Pass	Streak, Long Pass

Play Selection:
Defense

Return (also used for kicking plays)
No Blitz (also no dog)
Rt Dog
Lf Dog
Mid Dog
Rt Blitz
Lf Blitz

NOTE: A "Blitz" is a rush by a defensive back such as a cornerback or safety. A "Dog" is a rush by a linebacker.

Position Selection:

From the following list of positions, five are displayed and one can be selected for each play.

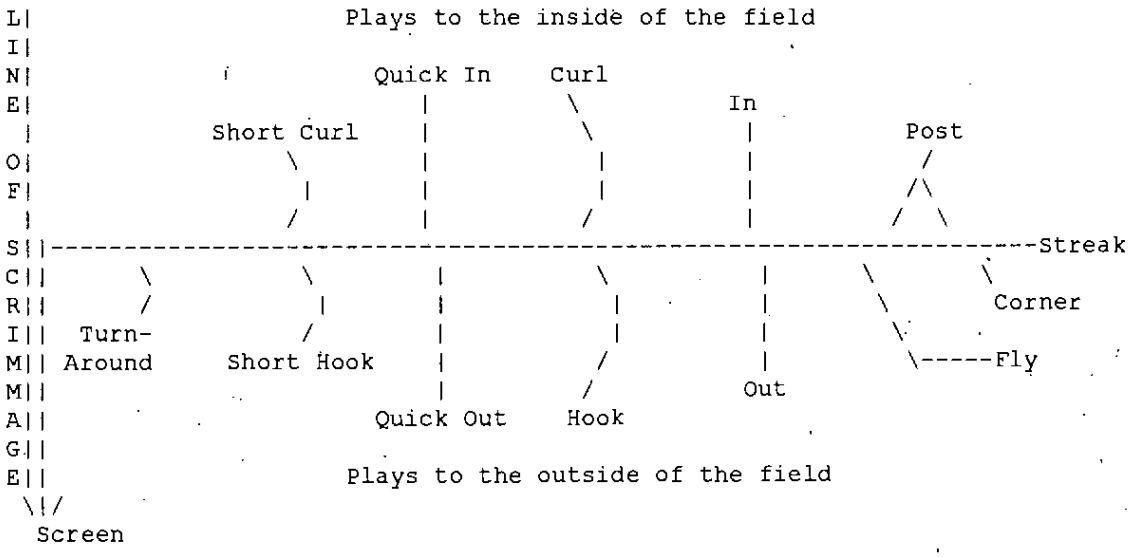
Offense		Defense
Kicker	Lf Tight End	Rt Linebk
Fullback	Rt Tight End	Mid Linebk
Lf Fullback	Lf Wide Receiver	Lf Linebk
Rt Fullback	Rt Wide Receiver	Rt Safety
Lf Halfback	Lf Wingback	Lf Safety
Rt Halfback	Rt Wingback	Rt Corner
		Lf Corner

7

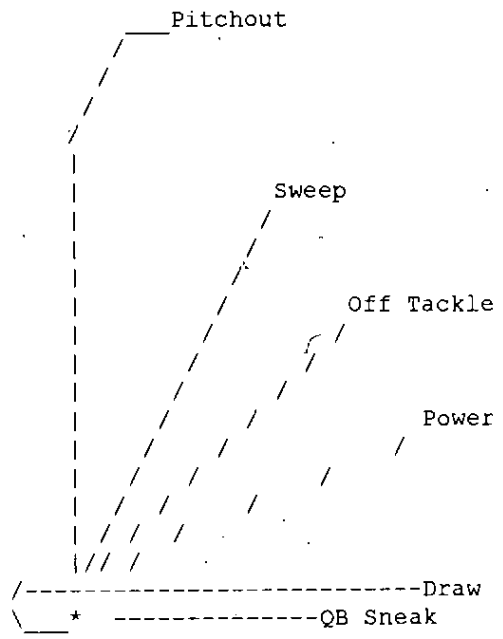
THE PLAYBOOK

The key to successful offense is knowing what play to call in a given situation and executing that play to perfection. You're the on-field general. When you call a play in the huddle, you must be confident that everyone knows where to go and what to do when they get there.

Passing Plays



Running Plays

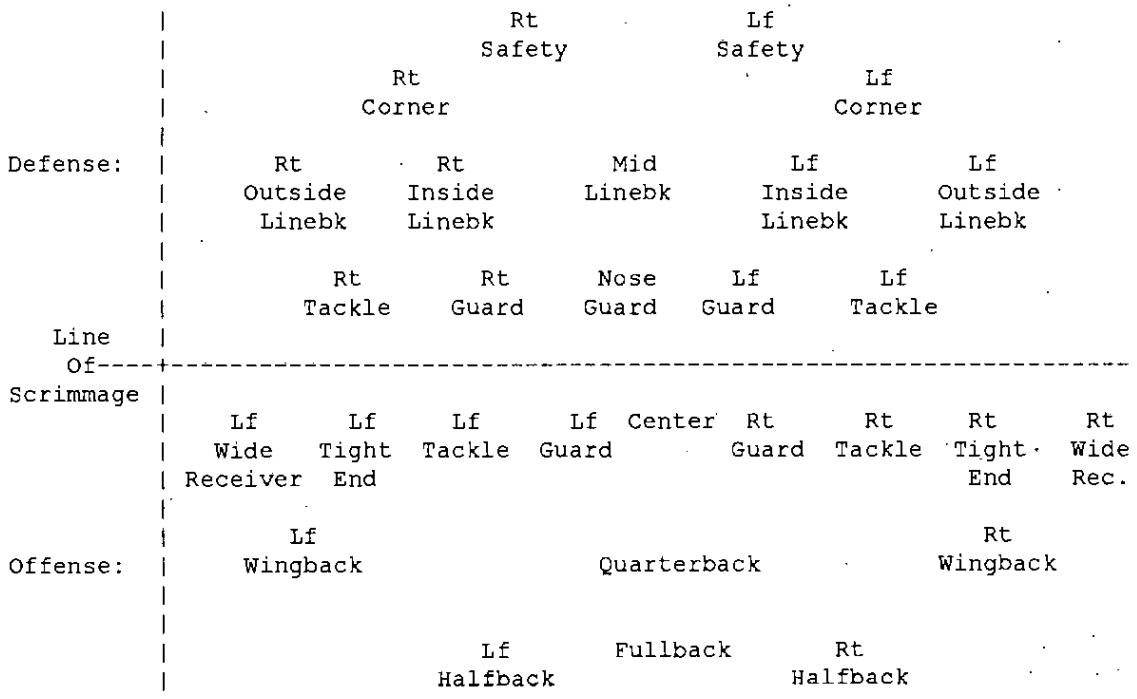


8

On-field positions:

This diagram shows more than the standard eleven positions on offense and

defense, but, of course, only eleven on each side play at a time.



HINTS, TIPS AND STRATEGY

* If a game ends in a tie, you can play an unlimited number of "sudden death" overtime quarters.

* From time to time, the Coach's Screen appears automatically to show the results of a play just run.

* Receivers are human, so of course they occasionally won't execute their pass routes to perfection. Remember, when going down the middle, these guys are sometimes intimidated by defensive backs.

* In general, longer passes have a lower percentage of success than short ones.

* If you select a pass play, you don't have to pass - just don't press the fire button and you can run. However, it doesn't work the other way around; call a run and you have to run because the fire button won't work. No "audibles" at the line of scrimmage on a run.

* Once the play starts, the quarterback cannot run up, down or out of the display field area until he first crosses the line of scrimmage.

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NES-TW-USA

Tecmo Bowl(r)

Instructions

(c)1988 NFLPA
(c)MSA

---

1. Controller parts and operating instructions

* This game can be played by one or two players.

In Tecmo Bowl, you have total control of the player. Use the controller to pass, run, and kick. The following pages will list easy-to-follow instructions.

Control Cross -
used for maneuvering the players, selecting play formations, and other operations

Select Button -
used for selecting play mode (one player, two players, coach mode)

Start Button - used for starting play

Button A -
used for hiking the (the snap), choosing the receiver, kicking and other operations

Button B -
used for pass plays, diving tackles and other operations

---

2. Starting the game

- Selecting the mode Select Button -> Start Button
Select "ONE PLAYER" (you VS the computer), "TWO PLAYERS", or "COACH" mode. Then press the start button.

- Selecting the team Control Pad -> Button A

One player - Choose your team by using the control cross and Button A. In order to continue play of a saved game, input the whole password using the control cross and then press Button A. (Passwords will appear on the screen after a game is won.)

Two player
Coach - Controller 1 is for the kick-off team, and Controller 2 is for the receiving team. Select your teams the same way you would if you were playing as ONE PLAYER against the computer.

Note
Certain "TECMO BOWL" playing rules may differ slightly from professional football rules.

---

3. Explanations of the screens

- The game takes place on this screen.

[the scoreboard, from left to right... -tsr]

Scoreboard display for PLAYER ONE with player's name and statistics.
Time
Score
Scoreboard display for PLAYER TWO with player's name and statistics.

First down yard-line.

---

4. How to play offense

- Hike (snap) Button A
When on offense, begin play by pressing Button A to snap the ball from the center to the quarterback.

- Kick Button A or Button B
The kick meter at the top of the screen indicates your kicking strength. The higher your strength, the farther the ball will fly.

- Dodging a tackle Oponent contact -> Button A (repeatedly)
You can avoid being tackled by the defense by repeatedly pressing Button A and straight-arming your opponent!

* Passing
Choose "pass" on the formation select screen. Remember, you can only pass when using a pass formation.

- Choosing a receiver Move cursor with Button A
By moving the cursor with Button A, you can select your eligible receiver.

- Throwing the pass Button B
The receiver with the cursor will be the eligible receiver.

---

5. How to play defense

- Selecting player Ready to play -> Button A
Use Button A to select the player you want to control.

- Diving tackly Close on runner -> Button B
Use the control cross to make your "control" player close in on the runner. Make a diving tackle by pressing Button B. A diving tackle will stop any player, no matter how big he is!

- Dodging a block Opponent contact -> Button A (repeatedly)
As you close in on the runner to make the tackle, there may be an opposing player there to block you. Press Button A repeatedly to avoid being blocked. (This method is the same as in the section HOW TO PLAY OFFENSE.)

---

6. Selecting the formation

* The screen for selecting the formation will appear after the ball is dead. There are four formations to choose from.

- Selecting formation Control pad -> Button A
Use Button A with the control cross to select your formation. After you have chosen the formation, the indicator under your team name, at the top of the screen, will change from "SELECT" to "READY".

"RUN" indicates "running" play and "PASS" indicates "passing" play formations.
If you are OFFENSE, select the play you would like to use.
If you are DEFENSE, try to select the right defending formation to crush your opponent.

- Field goals and punts Control pad -> Button A
An indicator such as the one on the left will appear with Button B. But, on "fourth down", this indicator will appear without pressing Button B.
Only the team on OFFENSE can make this selection. Use the control cross with Button A.
If you choose "CANCEL", the screen with the RUN/PASS formations will reappear.

---

7. Coach mode

If you choose the COACH MODE, you can enjoy running the team as Head Coach. You become PLAYER TWO. You call the plays from the sidelines by selecting the formation. The computer does the rest.
As Head Coach, you want to outwit your opponents with an unbeatable strategy and command your team to victory!

---

8. Team introductions

You can check the roster in the opening screen with Button A.

IND. - Indianapolis
This team has great defensive power. Their weak passing attack is made up for by their running ability.

MIA. - Miami
With "MARINO" as your Quarterback, his incredible passing ability will be the center of your offense, this offense tops the league in scoring, but their defense is weak.

CLE. - Cleveland
The powerful Running Back "MACK" and Quarterback "KOSAR" are the center of the offense. The team has real offensive power.

DEN. - Denver
"ELWAY" is a popular Quarterback and is almost a one-man offense. But the defense has its ups and downs.

SEA. - Seattle
Seattle is a team with a lot of talent. They're coming off a strong season, but can they win the championship?

LA - Los Angeles
The two Running Backs, "ALLEN" and "JACKSON", are the core of the team and then display incredible strength as their running plays unfold. Their defense

is tough.

WASH.- Washington
This is an extremely well balanced and powerful team. They are aiming for the championship with a consistent game.

SF - San Francisco
There are several stars on this team, including Quarterback "MONTANA", Wide Receiver "RICE", and Free Safety "LOTT". They were said to be the most powerful team last season.

DAL. - Dallas
Although a traditionally strong team, last season they seemed to weaken. But never count them out. This year with Running Back "WALKER", they aim to make a comeback.

NY - New York
Superstar team leader "TAYLOR" holds the defense together which is out to destroy any offense. Quarterback "SIMMS" is the key to their offense and is counted on heavily.

CHI. - Chicago
Chicago was the top in defense last year. On offense, Chicago's Rusher, "PAYTON", has been running circles around the defenses.

MINN.- Minnesota
Quarterback "KRAMER", Wide Receiver "CARTER" and Running Back "NELSON" are the heart of the team, performing well-executed plays.

---

9. Quick reference for using the controller

Offense
Hike (snap) - Button A
Kick - Button A or B
Dodging a tackle - Button A repeatedly
Choosing receiver - Button A
Throwing the pass - Button B

Defense
Selecting player - Ready to play Button A
Diving tackle - Close on runner Button B
Dodging a block - Button A repeatedly

Formation
Selecting formation - Pad (choose the formation) + Button A
Selecting to punt on kick a field goal - fourth down Pad + Button A

---

10. How to win

* Pass - Complete your pass and go for the touchdown! Don't throw a pass when the receiver is covered by a defending player. The ball will be intercepted. Look for the open receiver and throw the pass. Go for the touchdown!

* Interception - Control the player with the control cross and if you stay with your opponent like a good defender, you'll have a chance for an interception!

17

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NFL Gameday 2001 (PSX) Review

Publisher: 989 Sports
Release Date: August 15, 2000

Background Info


PSX Screens(6)

Not to be outdone by EA's Madden series, 989 Sports has routinely delivered its own brand of football under the Gameday name. This year Gameday returns with plenty of new features as well as the claim of unrivaled gameplay. But will a few graphical improvements and new commentary justify Gameday as the football game of the year on the PlayStation? To find out how it stacks up against the competition, read on.

Before getting deep in the review, I must make a confession. Outside of some demo versions of Gameday, I have never played the game in-depth. Some may see this as a severe limitation to the content of the review, but believe you me, I put the game through its paces and treated it solely on its own as a simulation of the game of football. I entered the game without prejudices of previous editions. With that said, to the review!

Presentation/Graphics : 80

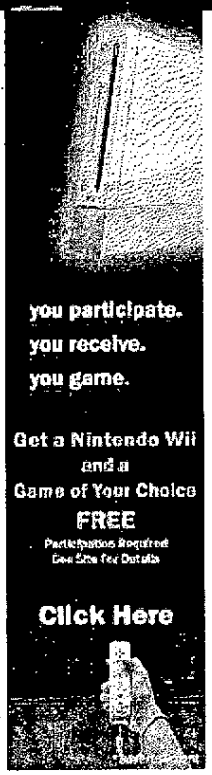
When I started Gameday up, I was greeted with an incredible full motion video of highlights from real NFL games. The NFL Films quality presentation had my blood pumping. I was primed and ready to go.

Once on the field, the player models looked flat. Supposedly the players have been scaled to their actual height and weight, and indeed players did have different sizes. However, outside of the names, numbers, and skin colors, the appearances were identical. Every player had a pair of wrist bands in exactly the same location, and each player had the same walk. The uniforms themselves lack the detail of those in Madden.

The stadiums have a decent amount of detail, with stadium boxes looking particularly good. However, things like the nets behind the goal posts look amateurish. They are very nearly a giant blob of white. The field of play has the usual team logos, yet the field itself lacks character. Footprints are nowhere to be found, and the grass has a bland appearance.

Gameday 2001 features 4 different camera views. I was never happy with any of the views. One view, which comes at an angle to the field, is totally unplayable. It would be fine for watching a game, but playing with it is difficult. This left views that were either to close to the action or too far away. The problem is that the closer view (which is the best of those available) restricts your field of view before the snap. On offense, you can pull the camera out to view the field. Unfortunately, the camera stops short so that you can't see your outside receivers. On pass plays this means you don't necessarily know which icon to use in advance. Also, the closer view seems to shutter at the start of run plays ruining your concentration and making holes in the offensive line less discernible. By contrast, the more distant view makes reading holes nearly impossible.

But perhaps the most disappointing aspects of the game's graphics are the animations. Each player runs the same, and the run is a strange combination of skating and sissy leg kicks. If the player is running in a straight line it isn't too



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bad. However, if you move the stick ever so slightly, the player's leg kicks out like a schoolgirl being kissed by her beau. The end effect is that it looks like the player you are controlling is figure skating down the field. In addition, the tackles are nothing special. The only animation worth noting is one where a player turns up lame. The first time it happened to me I was cursing at the screen thinking the game went screwy on me. In reality, the player clutches his hamstring and hobbles around until getting tackled. But that animation happens few and far between.

Presentation/Audio : 75

Stomp stomp clap! Stomp stomp clap! How I hate hearing stomp stomp clap ad infinitum. The crowd, which audibly seems to number about 20, repeatedly uses this archaic form of cheering. I thought turning off the music would also turn the annoying crowd off, but I was out of luck. Of course, the key to getting rid of this noise is to quiet the crowd. This only works when on offense, and the results are ridiculous. The crowd can be stomp stomp clapping away and cheering loudly, but one or two taps of the triangle button to shut the crowd up does the trick - too well. The sound of the crowd turns completely off and you can hear a pin drop in the stadium.

Once the crowd disappears, the only thing remaining is the call from the booth, which is served up by Dick Emberg and Phil Simms. Phil Simms is more palatable than John Madden, but unfortunately his color commentary is too short. The same can be said for Dick's play-by-play calls. Overall, the sound was a big disappointment.

Interface/Options : 50

After playtesting Madden 2001 to death, I was accustomed to a certain visual and logical quality of the menus. Once Gameday 2001 landed on my doorstep, I had a slap in the face. Player controls were no problem. Most football games these days use a similar set of controls. Visually, the menus are rudimentary both in design and look. Working through the offensive and defensive formations was particularly annoying. You have to cycle left or right through the list of formations and plays. Unless you memorize the next play, you have to keep cycling. I was expecting Madden-like playcalling where three plays are shown followed by text above and below the plays to let you know what is above and below. It makes playcalling more efficient (and less annoying). Fortunately, you have an infinite amount of time on defense and ample time on offense to pick your play. But the lack of quality in just this small area shows the lack of quality for the entire presentation.

I started playing the game in the General Manager mode, which lets you take control of a team from player personnel issues to play on the field. The first thing to note is that player characteristics are absent. I started with the college draft, which at a paltry four rounds left me with a bad taste. Talent was based on overall ability rather than being broken down into passing, catching, running, blocking, and other vital categories. Next, salary negotiation was left to a yes or no response with no room for bargaining. Furthermore, the CPU has a huge role in determining who makes the team and who is cut. Wait, I thought I was the GM?

I would have played more in the mediocre GM mode, but my memory file somehow became corrupt. And speaking of memory cards, the save feature in this game reeks. The GM mode requires a full 15 blocks of memory on the card. Before each game, the game prompts you if you want to save. Hmm. I usually save after the game, but what the heck. I play a game, return to the main GM menu (which takes about a minute after the game ends), and then turn my PlayStation off. Since the wait was so long after the game ended, I assumed my game was saved. To my surprise, I ended up having to play the same game again the next time around. So next time I make sure I save the game. I go to the memory card option and attempt to overwrite the file. No dice. The game complains about there not being any space left on the card. Duh! I want to overwrite the file, just like it asked me BEFORE the game. Besides starting a new game (which saves the progress), the only way to save the game is to delete the GM file and then save the current season. Stupid. Plain stupid.

And don't even get me started on the long load times. It takes about a minute to save a game and about half that time to load from the memory card. What

really chapped my behind was the wait involved just getting to the kickoff. I made a full nine-course meal as the game was loading. The time from the start of a game (or where you say yes to overwriting the memory card file) to the ball landing in a player's hands is a notch past two minutes. You spend forever watching the referees come out on the field followed by the players, and no combination of button mashing speeds the procession up.

Statistically, Gameday 2001 holds its own. In-game stats as well as those around the league are realistic. However, the good quality stats do not make up for an otherwise inferior system.

The manual briefly explains all the features of the game. The manual provides several pages of instructions on the game controls. However, inexplicably it leaves out a very import aspect of the game. I decided to attempt an onside kick. I went to the manual and I was amazed to find that the manual makes no mention of onside kicks. I then called an audible and noticed that the kicking team was definitely changing formation. However, because of the camera view, I could not tell on which side the majority of my players were lined up (you can't change the camera on kickoffs).

Gameplay : 50

By this point you are probably thinking that I don't particularly like Gameday 2001. Well, I tell you what, after the first game I dreaded playing another game. I said to myself, "Do it for the consumers. You can do it." So I played another game. And you know what? I kept dreading it. What I expect from a football game that claims to have "unrivaled gameplay" and "AI consultation by 17 Pro Bowl players" is a game with, well, unrivaled gameplay and stud AI. What I got instead was a quagmire full of lousy AI and boring play.

To make things short, I will rattle off my minor complaints and then focus on the more critical shortcomings in the game. With penalties set to the maximum, I can count on zero fingers the number of penalties encountered. Penalties by the CPU are non-existent. Yours are limited to offsides, roughing the passer, or pass interference. With injuries set to the maximum, I can count on one finger the number of injuries encountered in a season. The CPU seemed to like fake punts. At one point, the CPU was averaging two successful fake punts a game. I had to line up in a nickel defense and send a safety back just to force a punt. Control is arcade-like and reminded me of games like 10 Yard Fight or Atari 2600 football. The entire defense seems to move in the direction of the runner. That is, the players don't converge in a natural way like in Madden. Further, blocking is akin to holding without the penalty. Forget rushing the passer. Once the offensive linemen engage the defense, they don't let go. I recorded zero sacks. In addition, the offense would push my defensive player back 10 yards. This was while I was pushing the stick hard in the direction of the QB. Finally, the juke move bewilders the defense. My defense was all on top of the AI runners, but a juke would wiggle him away from three tacklers with ease. The same could be said when I was on offense.

Those are the small complaints. Now the biggies which thoroughly ruin the game. If you like the passing game, you won't mind so much. But I want a game that is true to life, and Gameday 2001 simply isn't it. I have never had as much success passing against a computer controlled team as I have with Gameday 2001. I swear Moses must be my QB as the green sea known as the turf is parted and my receivers are usually wide open. The defense is picked apart in all areas. If you look down the middle and the receivers are covered, that usually means you can find a wide open man on the outside. Conversely tight outside coverage frees up the middle of the field. If a man is open, it is a guaranteed completion; I can not recall one instance where an open man dropped the ball. At first I thought this was a problem with the game settings. Even after setting the AI to have maximum IQ (whatever that means for this game) and maximum pass defense, I noticed no difference on any difficulty setting.

When on defense, I gave up on the impossible pass rush and sat and watched the behavior of my secondary. The cornerbacks, linebackers, and safeties often ran to areas of the field where receivers were absent. For instance, the CPU had a receiver run a slant route. The cornerback who was guarding him decides to run around the receiver and cover the grass. In the meantime, the receiver is running wide open on the slant route. Another time I noticed the

tendencies of my safeties to play it really safe. My safeties were lined up roughly 16 yards from the line of scrimmage. As the play unfolded, they dropped back, way back. The receivers ran routes about 20 yards downfield, and at the moment the ball was thrown, my safeties were a full 42 yards from the original line of scrimmage!

Personally, the terrible secondary AI ruins the game for me. The lone bright spot in the game was that the AI tended to be fairly balanced on offense. The CPU would run the ball more than in Madden 2001. Furthermore, I deliberately tested the AI by going up by 8 points. They made the correct call after a TD by going for two. Good job. But then they would do something stupid like run three running plays with under two minutes to go in a half and call a timeout after each play. Then I would get the ball again and pick up on all the game's problems. Running to the outside was easy, whereas runs up the gut were too difficult. In addition, the passing game irked me beyond the poor defensive AI. To bring up the icon passing, you have to press the X button while moving the stick. If you don't and waste too much time, the CPU will pass for you and you are left cursing the television.

The game was not without its moments. I found it funny how I intercepted a ball and ran up the sideline. The QB was closing in to make the tackle, and at the last moment he ran away like a scared rat. I then noticed the same behavior with other players. There was also the time when the CPU attempted an onside kick. The CPU automatically lined my team up in a short kick formation with 4 players at the 45 yard line. The CPU team was in a definite onside kick formation, so my players should have stayed put. However, as the kicking team approached the ball, my front line ran backwards 10-15 yards and then turned around just before the kick. The ball landed between two players. Instead of the players converging on the ball from both sides, they all ran in the direction of the ball. The player who ultimately got the ball was actually running away from the ball, but the ball caught up with him.

Replay Value : 50

Personally, I won't be playing Gameday 2001 again. There is a superior product out on the market as you read this. I really hated playing the game because of its flaws, so why would I want to continue the agony? The franchise mode is simplistic to the point of not being a discriminator in any decision to purchase the game. Unfortunately, the AI is similarly simplistic. So if you are looking for a football game with sim elements, look elsewhere. If you are looking for a football game that at its core is really nothing more than NFL Blitz with 22 players on the field, you may want to check out Gameday 2001. If you do, try the rental market.

Overall : 59

For the serious console football fan, Gameday 2001 is a miss. If you want the full experience of the football season, from managing the front office to on-the-field play, this title just isn't it. There are too many holes in the game that make it unrealistic and just no fun to play. I had issues with Madden 2001, but those were pretty much isolated to Madden's offensive plays. Madden 2001 runs the ball too much. However, every other aspect of Madden 2001 completely blows Gameday 2001 out of the water. The secondary in Madden is realistic and consequently superb. The poor secondary in Gameday 2001 just ruins it for single player action. As a two player game, there can be some enjoyment found in the game. If you and your competitor are fans of the passing game, you will be at home passing to wide open receivers. For me, I will stick with Madden. Gameday 2001 is still stuck in training camp.

By: James Smith 8/30/00

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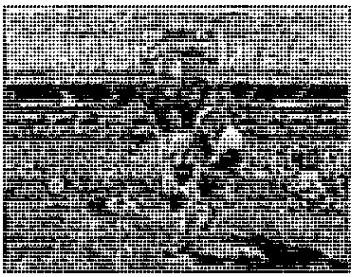
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NFL GameDay 2002

Score: 80%
ESRB: Everyone
Publisher: 989 Sports
Developer: SCEA
Media: 1/0
Players: 1 - 2
Genre: Sports

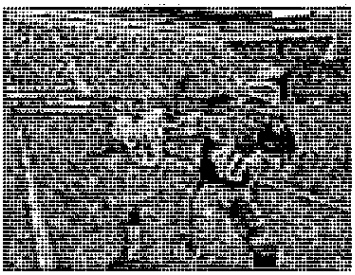
Graphics & Sound:



As I found myself being steadily engulfed by this year's football season, I really felt the urge to play a really good-looking football game. **NFL GameDay 2002's** task was to quench that urge. From first glance of *Donovan McNab's* face on the cover, I knew this game would look okay. Granted, being a football console game in this day and age requires a lot of effort to blur the ever-thinning line of reality and video game graphics. **GameDay 2002** does a good job of mimicking reality. It's crisp colors attack you from all sides while you throw a perfect spiral. The photorealistic crowd roars its thunderous approval as you make a cut on a cornerback. With this year's new *3D player scanning technology* and *multiple player motion capturing* , you get realistic looking players (with the exception of the linemen, who look like blocks of granite with arms still), and incredible gang tackles. The tackle animations look especially brutal as they should, I mean this isn't a tennis sim now is it? There have been new move animations added, and catch animations as well. All in all, it looks as good as any football game on the market, with the tackles taking home a blue ribbon in my county fair. *989 Sports* made sure that all the stadiums were covered as well, and no stadium looked so good with a beautiful polygonal sun shining reassuringly through the clouds.

The music is an essential, and well-done part of the game, but everyone knows that football isn't football without the grunts and the commentary. So while you'll get your share of grunts, groans and grrrrrs, nothing says pigskin like *Dan Fouts* and *Dick Enberg* calling the play by play. The commentary is expert most of the time, with little being said to make you go 'huh?' They get excited on big plays, and equally disappointed on not so great plays...which in my case was often, as I can't run a hurry up offense to save my life. I can play defense though, and am an above average punter. I'm really hungry right now, so I'm off to get a corn dog. But, for **NFL GameDay 2002's** sake, let's say it sounds as pretty as a hunting dog who's treed a squirrel.

Gameplay:



Well, as every sermon has its ending, alas mine must begin. This is where **NFL GameDay 2002** takes a sharp decline. Of course, if you're a fan of any other football game that *989 Sports* has done, then this one will be to your liking. I for one cannot get used to all the 'choppiness.' It seems as if the players, as wonderful as they look, are sporadic. The camera angles are wonderful as long as your players are stationary or running the ball, but as soon as you pass the ball, or intercept on defense, it seems as if the cameras are a little behind the action. Not seeing the action when I wanted to made me claustrophobic, which is a neat effect for a submarine action game, but not so desirable on the organic fields of the gridiron. The jukes appear to be too much, as players take wide, drawn out motions to fake out the AI. This to me makes the game more clunky than it needs to be, making me feel like I was controlling a garbage truck instead of a nimble, little tailback. To make a long story short, it's not as

physics-adhering as *Madden* , yet lacks the overall fun, arcade feel like *NFL 2k2* . All of the default football Modes are here like: Preseason Mode (pitting you against a foe for a quick challenge), Season Mode (pitting you against 16 foes to see if you make it to the playoffs and subsequently the Super Bowl), Tournament Mode (a few teams get together over some steak and fruit juice, and the winner is crowned Tournament champ), and finally GM, or General Manager Mode (that elects you to the position of General Manager where you control the salary of the players, and whom you trade and keep. You also control the draft picks, etc.). Out of all these Modes, my favorite was GM Mode where I had fun controlling my team. I would simulate the games so I could avoid playing them, and for the most part I had truckloads of joy.

Difficulty:



Difficulty is a fleeting kind of word for football games. With control of options, actual game difficulty, and AI skills, you can make the game as easy, self-conforming, or as hard as you'd like. Points go to **NFL GameDay 2002** for adhering to much admired ways. So, on the days where I felt like killing a team, that would be Easy, with AI turned all the way down. For the days where my feeble mind demanded a challenge...well still on Easy, but with the AI turned up. The control scheme doesn't hinder the game per se, but it does make the game feel very bulky. The controls aren't very sharp on cutbacks, yet sometimes the players will cut on a dime. It's as if *989 Sports* was trying to cross *Madden* and *NFL 2k2* , yet instead of ending up with a game that was middle ground between the two, they just made a lackadaisical middle of the road game, that would have benefited one way or the other control-wise.

Game Mechanics:



Camera angles are original, and for the most part good, except for the few flaws aforementioned. The control scheme can take some getting used to, but if you're a fan of the series, fret not, as it will be as easy to you as marinating pork chops with a *Cajun Injector* . The manual explains everything you need to know as smoothly as my pre-K teacher urging me that eating paste only brings pain later in life. It takes up less space on a memory card than your other conventional football games, which is always a plus in my book.

Riot Rundown: Football at its best? Nah. Football worth anything? Sure is. NFL GameDay 2002 is a solid game, but with the quirkiness of the players, and some defensive AI silliness (though nothing big enough to deduct huge points...after all this is a sports game), it just wasn't as fun as I wanted it to be. Maybe I had too big of an expectation going in, but *989 Sports* has definitely garnered high expectations after their wonderful college game this year. As with any football game, rent before you buy, and this might be a great fit to you; yet with me, there wasn't really anything fun about beautiful graphics that I couldn't see because I was stuck in General Manager Mode the whole time.

-Sydney Riot, GameVortex Communications
AKA Will Grigoratos

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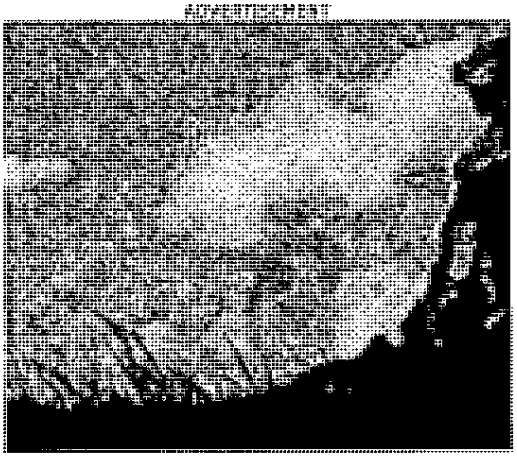
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Legends Football '98

Review
Platform: **PC**
Genre: **Sports**

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Score:	Graphics	Multiplayer
5	5	-
	Sound	Playability
	4	5

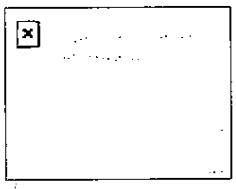


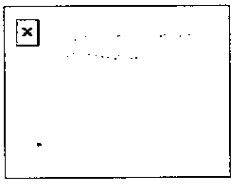
Legends Football '98 Review

The big selling point for Legends '98 is that it includes teams and players from four different eras of football: 1932, 1950, 1968, and 1997. There's obviously a lot of potential for fantasy match-ups here, and Legends '98 lets you structure those match-ups however you like. Regardless of how you mix and match teams from different eras, it's up to you to decide which rules will be in force. You'd think the 1997 Packers would probably be a shoo-in against the 1932 Bears, for instance, but not if that Packers team had to slash its roster, and each starter played both sides of the ball. As de facto commissioner you have the power to create custom teams, leagues, and schedules regardless of which era you're working with.

It's an intriguing concept, but the problem is that the fantasy aspect of Legends '98 extends beyond teams and scheduling and into actual gameplay. Before I get into specifics, however, I've got to point out that I tested the game using 15-minute quarters because, well, because that's the way football is played, damn it. Some might argue that many of my complaints about unrealistic results would be eliminated by changing the quarter length to five or ten minutes, but to me that would be the same as playing a baseball simulation using three or six innings for each game. No, for a football sim to be realistic and fun it has to produce realistic results when played according to the real rules. And whatever else you have to say about Legends '98, it sure as heck doesn't produce realistic results.

Taking control of my long-suffering Minnesota Vikings, I began the 1997 season using 15-minute quarters (all other realism options, including penalties, injuries, and fatigue, were activated). After simulating the first week of play, I decided to check out the stats - and almost fell over at what I saw, as several teams racked up over 600 yards in passing and no one in the league fell below 250-plus passing yards. Yes, it was ludicrous - but what made it even more dumbfounding was that rushing yardage was abysmally low. Only four teams managed to break the





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century mark on the ground, around a dozen managed to pile up between 50 and 90 rushing yards, another dozen fell between zero and 50, and two somehow managed to lose rushing yardage for the entire game.

If passing yardage had skyrocketed because of 15-minute quarters - which I don't think is a valid excuse, but I'm mentioning it anyway - then rushing yardage should be inflated, too. What these numbers told me was that computer-controlled teams in Legends '98 don't even begin to play like their real-life counterparts; instead, their play selection is more like what you'd expect from two kids passing on every down in a video game.

Continuing to simulate the season, I reached week three and decided I'd control the Vikes at home against the Tampa Bay Buccaneers - and it was here that I saw firsthand how those numbers were getting put up. After one quarter of play, the score was tied 42-42; I returned four kickoffs and one punt for touchdowns, and Trent Dilfer threw five scoring strikes (three from the Bucs' side of the 50-yard line). Mike Alstott and Warrick Dunn, the bread-and-butter guys of Tampa's offense, barely touched the ball - but of course there's no reason they should when Dilfer's on track for a 20-touchdown game. That same week, offensive powerhouses like the New York Giants and Baltimore Ravens scored 11 touchdowns each.

So it's pretty clear that Legends '98 isn't the game for players in search of a realistic football simulation. That in and of itself wouldn't invalidate it from being a fun little arcade exercise, but sadly Legends '98 is a big letdown in nearly every department you care to look at. Player graphics are chunky and blocky - you can't even make out the numbers on the players' jerseys - and there's almost no visual distinction between players: A lineman and a wide receiver look almost identical. Players and coaches on the sideline are a two-dimensional wall, and, what's worse, even those subpar graphics break up as the "camera" pans from the sideline back to the field.

Incredibly, Legends '98 doesn't have mouse support, forcing you to navigate myriad menus using a gamepad, joystick, or keyboard, making an already cumbersome process even clunkier and more confusing. Because play selection and pass receivers are color-coded based on the Gravis Gamepad, you get anomalies such as a receiver running downfield with the word "green" under him - which might make you think it's a player whose last name is Green, since names are displayed for other selected players. Another interface problem is that if you decide you want the QB to run on a passing play, you can't jump, dive, or spin - those buttons will simply make him throw to one of the receivers.

And the list of problems goes on. There are no instructions in either the manual or README file for defensive moves, no way to change turf type in preseason games (which are often not played at either team's home stadium), almost no penalties (the only one I saw was when I purposefully jumped offsides), no box scores so you can easily see the score of a simulated game, incorrect displays in the stat screens, no decimal points are used in averages for running and passing, and if you switch between team and individual stats you'll get incorrect displays. And the play-by-play commentary is nothing but "third and eight!" or "Complete!" - a big letdown after something like NHL '97 or even Madden '97.

Legends '98 promised to combine the intensity of a Madden '97 with the statistical realism of FPS: Football Pro - and delivers neither. It's hard to believe that this is the best Accolade could come up with after an extra year of work.



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Dan Hundycz's "VPNFL Style" NFL Fever Rosters

Check out all the brain food then get and take em' for a spin at the bottom.
Feedback email to the creator HERE to make these better.

I was a big fan of the VPFL and I have taken some of their theories and attempted to apply them to NFL Fever. There are still some issues that the playbook needs to resol but with out a defensive play editor.... what can you do?

I took the latest FeverMax roster and I have been tweaking around with the ratings. I have what I believe to be the best balance of ratings for those of us that play NFL Fev in Manage only mode.

Comments:
I removed the punt tight from all of the playbooks. This gave great field position and inflated some of the scores.
I improved running ability. Now when a RB hits a D-Back the RB will usually knock the Defensive back backwards.
Lowered QB's arm strength. It helps with INT's and Catching.
Slowed receivers to compensate for weakening the defensive ratings to help with running.
Increase fumbles and INT's about as much as the ratings will allow.
There seems to be better INT returns

Zone Defense is a problem. The computer plays a rotten zone. I attempted to counter this with increase DB speed and acceleration. At times the DB will knock the ball loos But generally speak, the zone doesn't work well against the pass.

Sacks, the number is a little low, but mainly due to adjustments to improve the running game.

Kick returns are a little shorter, same issue. I may need to make kickers a little less accurate, but I still don't have enough data on that yet. The computer kicker doesn't see to miss!

Give it a try and see what you think.

Here is how I adjusted the ratings.

POS	SP	ACC	ST	AGL	VI	HD	EN	AGG	AS	PA	KS	KA
QB	0	0	0	0	-20	-55	0	0	-40	0	0	0
HB	5	0	10	10	14	-65	0	20	0	0	0	0
FB	5	5	5	5	15	-65	0	10	0	0	0	0
TE	-20	-35	0	0	-30	-10	0	0	0	0	0	0
WR	-10	-45	0	0	-30	-5	0	0	0	0	0	0
C	0	0	5	0	10	0	0	0	0	0	0	0
OT	5	30	0	0	10	0	0	0	0	0	0	0
OG	5	30	0	0	10	0	0	0	0	0	0	0
DT	-30	-30	-65	-25	-45	0	-15	-60	0	0	0	0
DE	-30	-30	-65	-25	-45	0	-15	-60	0	0	0	0
LB	-5	-30	-55	-30	-35	15	-15	-30	0	0	0	0
S	10	0	0	0	0	10	0	-10	0	0	0	0
CB	10	0	0	0	0	10	0	-10	0	0	0	0
K	0	0	0	0	0	0	0	0	0	0	0	-10
P	0	0	0	0	0	0	0	0	0	0	0	0

Here are the stats I had in a week of playing all games Computer vs Computer.
QB's throw an interception a time or two.

NFL Passing Through Week 1

Name	ATT	CMP	CMP%	YDS	Y/ATT	TD	TD%	LONG	INT	INT%	SACKS	LOSS	FUM	RTG
D. Culpepper, MIN	40	27	67.5	523	13.1	3	7.5	80	1	2.5	2	-7	0	125.0
E. Smith, DAL	1	1	100.0	15	15.0	0	0.0	15	0	0.0	0	0	0	118.8
B. Favre, GB	45	31	68.9	330	7.3	1	2.2	23	0	0.0	0	0	0	97.5
G. Frazotte, DEN	35	24	68.6	213	6.1	1	2.9	26	0	0.0	2	-12	0	94.1
S. Mitchell, CIN	52	31	59.6	458	8.8	2	3.8	52	1	1.9	3	-5	0	93.3
S. McNair, TEN	41	26	63.4	256	6.2	1	2.4	39	0	0.0	3	-16	0	89.1
V. Testaverde, MTJ	51	29	56.9	604	7.9	1	2.0	77	0	0.0	1	-5	0	89.0
A. Brooks, ORL	39	28	71.8	248	6.4	0	0.0	23	0	0.0	0	0	0	88.8
D. Flutie, BUF	35	20	57.1	290	8.3	0	0.0	35	0	0.0	1	-5	0	84.2
B. Grbac, KC	34	18	52.9	216	6.4	1	2.9	46	0	0.0	1	-5	0	82.5
P. Manning, IND	36	20	55.6	184	5.1	1	2.8	62	0	0.0	0	0	0	78.9
T. Dilfer, BAL	41	23	56.1	285	7.0	0	0.0	24	0	0.0	1	-11	0	77.8
R. Leaf, SD	40	24	60.0	239	6.0	0	0.0	22	0	0.0	0	0	0	77.0
C. Batch, PHT	48	26	54.2	343	7.1	0	0.0	61	0	0.0	1	-7	0	77.0
J. Plummer, ARI	59	32	54.2	336	5.7	1	1.7	26	0	0.0	1	-6	0	76.7
K. Collins, HOU	38	21	55.3	179	4.7	1	2.6	22	0	0.0	3	-16	0	76.5
S. Matthews, CHI	41	23	56.1	250	6.1	1	2.4	25	1	2.4	3	-14	0	72.2
C. Chandler, ATL	35	17	47.2	192	5.3	0	0.0	20	0	0.0	0	0	0	63.7
D. Bledsoe, BNO	40	16	40.0	191	4.8	1	2.5	24	0	0.0	2	-12	0	63.6
K. Stewart, PIT	37	19	51.4	147	4.0	0	0.0	29	0	0.0	0	0	0	61.8
R. Gannon, OAK	36	18	50.0	269	7.5	1	2.8	63	2	5.6	1	-5	0	61.0
D. McNabb, PHI	43	20	46.5	238	5.6	2	4.7	26	2	4.7	3	-16	0	60.1
A. Wright, DAL	54	31	57.4	238	4.4	1	1.9	20	2	3.7	0	0	0	59.0
J. Lewis, BAL	2	1	50.0	0	0.0	0	0.0	0	0	0.0	0	0	0	56.3
J. George, WAS	51	20	39.2	298	5.8	2	3.9	29	2	3.9	2	-10	0	55.8
J. Garcia, SF	39	22	56.4	260	6.7	1	2.6	82	3	7.7	2	-12	0	53.4
K. Warner, STL	28	12	42.9	171	6.1	0	0.0	44	1	3.6	2	-13	0	49.4
B. Beuerlein, CAR	51	27	52.9	297	5.8	0	0.0	38	3	5.9	0	0	0	48.0
D. Pederson, CLE	42	20	47.6	231	5.5	0	0.0	30	2	4.8	3	-15	0	44.8
J. Kitna, SEA	55	32	58.2	316	5.7	0	0.0	29	4	7.3	2	-10	0	44.2
M. Watters, SEA	1	0	0.0	0	0.0	0	0.0	0	0	0.0	0	0	0	39.6
J. Fiedler, MIA	37	15	40.5	143	3.8	0	0.0	20	2	5.4	0	0	0	29.1
S. King, TB	52	17	32.7	158	3.3	0	0.0	26	2	3.8	0	0	0	26.0

Running Backs that can run for 100 yards!

NFL Rushing Through Week 1

Name	ATT.	YDS	YDS/ATT.	LONG	TD
M. Anderson, DEN	31	165	5.3	78	2
T. Richardson, KC	12	147	12.3	77	1
E. James, IND	25	127	5.1	66	1
E. George, TEN	26	124	4.8	57	1
J. Anderson, ATL	26	114	4.4	53	1
M. Faulk, STL	25	113	4.5	60	2
R. Smith, MIN	25	100	4	11	0
B. Hoover, CAR	26	92	3.5	29	1
T. Fletcher, SD	20	83	4.2	62	2
S. Davis, WAS	13	81	6.2	56	1
T. Allen, ORL	15	79	5.3	57	1



J. Battia, PIT	17	68	4	16	0
L. Smith, MIA	29	68	2.3	14	0
K. Andera, KC	20	59	3	9	0
C. Garner, SF	25	51	2.1	8	0
A. Green, GB	21	48	2.3	8	0
F. McCrary, SD	3	46	15.3	45	2
S. Bryson, BUF	28	44	2.2	7	0
B. Matthews, CHI	8	44	5.5	25	0
T. Wheatley, OAK	15	43	2.9	21	0
J. Stewart, DET	16	43	2.7	8	0
C. Warren, PHI	21	42	2	17	0
J. Lewis, BAL	16	40	2.5	23	2
C. Martin, NYJ	15	39	2.6	6	0
F. Moreau, KC	1	38	38	38	0
T. Barber, NYG	21	38	1.8	9	0
C. Martin, PHI	3	38	12.7	31	0
J. White, CLE	10	37	3.7	18	1
G. Comella, NYG	1	37	37	37	1
E. Smith, DAL	19	37	1.9	9	0
C. Dillon, CIN	12	35	2.9	8	0
T. Dilfer, BAL	1	33	33	33	0
M. Alstott, TB	13	32	2.8	14	0
F. Beasley, SF	4	30	7.5	20	0
S. Hicks, WAS	8	29	-3.6	8	0
R. Holcombe, STL	7	27	3.9	10	0
J. Linton, BUF	8	27	3.4	9	0
P. Pass, ENG	11	22	2	6	0
R. Leaf, SD	1	20	20	20	0
R. Huntley, PIT	11	20	1.8	8	0
D. Bledsoe, ENG	3	20	6.7	12	0
M. Pittman, ARI	11	19	1.7	5	0
M. Kaufman, OAK	6	19	3.2	8	0
J. Allen, CHI	12	19	1.6	8	0
B. Milne, ORL	5	19	3.8	7	0
M. Cloud, KC	4	18	4.5	8	0
J. Redmond, ENG	10	18	1.8	6	0
J. Fazande, SD	8	16	2	8	1
J. Moore, ORL	5	14	2.8	9	0
V. Testaverde, NYJ	1	14	14	14	0
J. Makovicka, ARI	4	12	3	5	1
K. Stewart, PIT	1	11	11	11	0
C. Chandler, ATL	1	11	11	11	0
S. Alexander, SEA	6	11	1.8	7	0
J. Kitna, SEA	1	10	10	10	0
C. Hetherington, CAR	4	10	2.5	4	1
W. Dunn, TB	13	10	.8	5	0
M. Edwards, CLE	1	9	9	9	0
L. Neal, TEN	3	9	3	8	0
D. Bennett, MC	3	9	3	5	0
R. Watters, SEA	8	9	1.1	8	1
J. Montgomery, NYG	3	8	2.7	6	0
D. McNabb, PHI	2	8	4	6	0
J. Kleinsasser, MIN	2	8	4	5	0
M. Griffith, DEN	1	8	8	8	0
J. Finn, IND	4	7	1.8	4	0
D. Kreider, PIT	6	7	1.2	3	0
A. Murrell, WAS	2	7	3.5	5	0
R. Gannon, OAK	2	6	3	6	1
J. Johnson, MIA	5	6	1.2	3	0
T. Smith, ORL	3	6	2	4	1
B. Christian, ATL	5	6	1.2	3	1
T. Prentice, CLE	16	5	.3	8	0
D. Parker, GB	3	5	1.7	4	0
S. Morris, BUF	6	5	.8	4	0
B. Favre, GB	1	4	4	4	1
T. Jones, ARI	2	4	2	4	0
S. Gash, BAL	7	4	.6	5	0
S. Jackson, BUF	4	4	1	3	0
W. Henderson, GB	3	4	1.3	2	0
M. Williams, CIN	2	4	2	4	0
R. Brown, SEA	1	3	3	3	0
M. Sellers, WAS	2	3	1.5	2	0
A. Zereoue, PIT	2	2	1	2	0
D. Culpepper, MIN	1	2	2	2	0
E. Grbac, KC	1	2	2	2	1
G. Frerotte, DEN	1	2	2	2	0
D. Dyer, MIA	1	2	2	2	0
S. King, TB	1	2	2	2	0
L. Centera, WAS	2	1	.5	2	0
J. George, WAS	1	1	1	1	0
P. Manning, IND	1	1	1	1	0
C. Lee, GB	1	1	1	1	0
C. Morton, ORL	2	1	.5	1	0
A. Smith, BUF	1	1	1	1	0
E. Crockett, OAK	3	1	.3	2	0
T. Jackson, SF	2	0	0	2	0
S. McNair, TEN	1	0	0	0	0
C. Kirby, TB	1	0	0	0	0
M. Williams, MIN	1	0	0	0	0
A. Brooks, ORL	2	0	0	0	0
T. Carter, ENG	1	0	0	0	0
R. Thomas, DAL	2	0	0	2	0
R. Anderson, NYJ	4	-2	-.5	3	0
R. Rivers, ATL	5	-3	-.6	2	0
B. Bennett, CIN	1	-3	-3	0	0
D. Mason, TEN	1	-4	-4	0	0
C. Schlesinger, DET	3	-5	-1.7	0	1
T. Pinkston, PHI	2	-8	-4	0	0
D. McDuffie, MIA	1	-11	-11	0	0
T. McGriff, DEN	1	-11	-11	0	0

AFC East	W	L	T	PCT	PF	PA
Bills	1	0	0	.100	16	10
Dolphins	0	1	0	.000	3	7
Jets	0	1	0	.000	19	20
Colts	0	1	0	.000	17	20
Patriots	0	1	0	.000	7	30

AFC Central	W	L	T	PCT	PF	PA
Ravens	1	0	0	.100	20	6
Titans	1	0	0	.100	27	15
Browns	1	0	0	.100	7	3
Bengals	0	1	0	.000	15	27
Steelers	0	1	0	.000	6	20
Jaguars	0	0	0	.000	0	0

AFC West	W	L	T	PCT	PF	PA
Chargers	1	0	0	.100	38	19
Chiefs	1	0	0	.100	32	17
Broncos	1	0	0	.100	30	7
Raiders	0	1	0	.000	17	32
Seahawks	0	1	0	.000	16	23

NFC East	W	L	T	PCT	PF	PA
Redskins	1	0	0	.100	40	20
Giants	1	0	0	.100	17	15
Cowboys	0	1	0	.000	15	17
Eagles	0	1	0	.000	20	41
Cardinals	0	1	0	.000	16	23

NFC Central	W	L	T	PCT	PF	PA
Vikings	1	0	0	.100	33	15
Packers	1	0	0	.100	20	17
Bears	0	1	0	.000	10	16
Lions	0	1	0	.000	15	33
Buccaneers	0	1	0	.000	13	16

NFC West	W	L	T	PCT	PF	PA
49ers	1	0	0	.100	16	13
Saints	1	0	0	.100	23	18
Rams	1	0	0	.100	21	16
Falcons	1	0	0	.100	23	10
Panthers	0	1	0	.000	16	21

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RIP2001 ROSTERS

April 14th, 2001

Introduction

The RIP2001 roster set has been built to work as a VPNFL-compliant database. All attributes have been scaled to fit the VPNFL ranges set by Jim Henley. When someone ranks football players (or anything else for that matter), not everyone agrees with the rankings. The RIP2001 ratings will be no different. I have rated players using several sources and some of my own personal knowledge. You may disagree with a few or even several ratings in these rosters. That's the beauty of FBPRO 98! You can change the ratings of each and every player. So, I encourage you to tweak them as you see fit.

The RIP2001 rosters are the end of season rosters for this most recent year. The depth charts and source for the rosters was Yahoo's NFL webpage. So, if you find Troy Aikman on the bench or Tim Couch absent from the Browns roster.....this is most likely because he was on the bench during the last week of the season or already placed on IR. You may change the depth charts to start whomever you wish. I have also included a pretty extensive free agent group (it includes Tim Couch, Joey Galloway, and others who went on IR or were cut early in the year). So, you can add players back to their original teams if you like.

I have not edited the schedule in any way for this roster file. I would suggest EA Gelats utility if you wish to do this.

I made the choice to include Cleveland in this roster set and I have eliminated Pittsburgh (sorry Steeler fans!). This was just a personal choice. However, I have included almost every one of the Steelers (with updated ratings) in the free agent file. So, you can put the Steelers together again if you so wish.

I raised the lower limit for Kicker strength to 86. The purpose of this is to raise FG %'s. It has helped but they still may be a bit low as Jim Henley had also found out.

I lowered HB speed a bit to try and get yards per rush as close as possible to normal values without upsetting the overall running game. So, the top HB will have a SP rating of 77 instead of 80.

I bumped all players up one year of experience to reflect the completion of this last season. So, there are no rookies in the RIP2001 rosters. (Actually, there are 4 rookies in the roster set.) I found out that the game crashes at the end of the season unless you have one offensive and one defensive rookie in both the NFC and AFC. Please keep this in mind. Also, I found discrepancies in years experience between several of my sources. So, you may find a few players with one year more or one year less experience than they should have.....but for the most part they're accurate.

All potentials are set to 99. I generally play one season and then re-rate all the players again. So, I was lazy and did not take the time to change each potential for each player. However, with VPNFL-weighted rosters there is not a lot of need for potentials since the ratings are much closer together. Anyway, if you use the RIP2001 rosters for career leagues you may want to change the potentials --- your choice.

Profiles and Plans

Since these rosters are made to work within the VPNFL framework, I recommend to use the VPNFL profiles and plans. However, since a few years have gone by since the VPNFL plans and profiles were created, I would suggest a few changes. I will outline them below:

Use the Pass-heavy profile for:
Carolina, St. Louis, Kansas City and San Diego

Use the Run-heavy profile for:
Tampa Bay, Dallas, Baltimore, Cincinnati, Miami and Oakland

Use the Balanced profile for everyone else.

I chose the above profiles for the respective teams based on the % of yards rushing and yards passing this past season. Hopefully, this should help mimic the way these teams moved the ball in real life this last year.

I also did some research on VPNFL gameplans versus the real teams usage of players. I then tried to match up the closest gameplan to each team. For example, the Cardinals VPNFL gameplan threw rather heavily to the FB. A few years back when Larry Centers was the FB this was fine. However, this past year the Cardinals rarely threw to the FB. So, I suggest changing the Cardinals to a new gameplan that better fits what they did this most recent season. I have done this as a quick and dirty way to reflect changes in the teams the past few years. The alternative would be to totally redesign new game plans for each team (ouch!). I'm not sure I have the energy or time for that project!!! I haven't given up on it, but I have tabled it for now. Anyway.....here are the teams I recommend changing and to what offensive gameplan:

Vikings - use 49ers gameplan
Bears - use Seahawks gameplan
Cardinals - use Lions gameplan
Cowboys - use Falcons gameplan
Eagles - use Chiefs gameplan
Redskins - use Cardinals gameplan
Panthers - use 49ers gameplan
Bills - use Cardinals gameplan
Colts - use Rams gameplan
Dolphins - use Bengals gameplan
Patriots - use Seahawks gameplan
Jets - use Cardinals gameplan
Ravens - use Eagles gameplan

Browns - use Dolphins gameplan
Jaguars - use Vikings gameplan
Titans - use Chargers gameplan
Seahawks - use Saints gameplan

all other teams - unchanged

Defensive gameplans are the same except you'll want to change Carolina to a 4-3 defense (and any other team that used to be a 3-4 but has now switched to a 4-3). You'll need to pick a defense for Cleveland as well.

You will have to choose the appropriate kick and punt return plays for each team. This may involve changing all 30 gameplans in order to get the correct people to return the ball for you.

The gameplans aren't perfect for each team but they are the best match I could find. If you don't agree, please by all means change them to what you feel is a better gameplan.

Performance of RIP2001 rosters

Overall, I'm quite pleased with the way the new rosters with appropriate gameplans function. Because of the fantastic work of the VPNFL crew (providing ideal attribute ranges), the stats are usually pretty close to where you want them. Jim Henley outlined a few discrepancies in his VPNFL documentation and provided the reasons why as well. So, you'll see some of those same discrepancies with my rosters.

I have simmed several seasons and have noticed a few trends with certain teams. The Ravens, Eagles and Saints haven't seemed to be quite as successful as their real life NFL counterparts. The Jaguars, Seahawks and 49ers have seemed to do better than their real life NFL counterparts. So, maybe it's the "On Paper Theory." Some teams look good on paper but don't have good seasons. And vice versa. The "Any Given Sunday" theory also applies. You still never know who will win. That's what makes FBPRO (and the real NFL!) such a blast!

ENJOY! Please let me know what you think of the rosters used in conjunction with the appropriate profile and gameplan. The main goal is to have fun. Play around with the depth charts, plays, profiles, etc. to suit your taste. It's your game!!! I hope that over the course of a season it provides a realistic and fun experience.

Thanks a million to:

***Jim Henley, Isamu Maruhashi, Charlie Rogers, Ken Parker, Jim Hansen, Nick Cowie, John Frisby and anyone else associated with VPNFL. They started the whole thing and put hundreds of hours of work into converting a good game to a great game. These guys are the heros of the FBPRO world. Thanks!

***EA Gelat for his editing utility that allowed me to do things a heck of a lot faster and easier.

***http://www.nfl.com/
***http://sports.yahoo.com/nfl/
***http://football.espn.go.com/nfl/index
***http://www.sportingnews.com/nfl/
***http://www.cnnsi.com/football/nfl/stats/
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***http://laker09.tripod.com/univ/index.html
***http://boards.eesite.com/board.cgi?boardset=FBPRO
***http://www.sportplanet.com/catchthefever/index.shtml
***http://digilander.libero.it/walterde14/vpnfl/

***Thanks to anyone who posted on the VPNFL forum and answered any of my questions, offered input or posted important info about the game.

***Thanks to Isamu for continuing to provide a site for this aging but still great game. He is always there to be helpful and answer questions and for several years now he has graciously provided a site for the download of files and exchange of information. Thanks Isamu!

***Thanks to anyone who tries out the RIP2001 rosters!

Dale Ripley
RIP2001 rosters
marillion@wekz.net

RIP2002 ROSTERS September 6th, 2001

Introduction

The RIP2002 roster set has been built to work as a VPNFL-compliant database. All attributes have been scaled to fit the VPNFL ranges set by Jim Henley. When someone ranks football players (or anything else for that matter), not everyone agrees with the rankings. The RIP2002 ratings will be no different. I have rated players using several sources and some of my own personal knowledge. You may disagree with a few or even several ratings in these rosters. That's the beauty of FBPRO 98! You can change the ratings of each and every player. So, I encourage you to tweak them as you see fit.

The RIP2002 rosters are the START of season rosters for the 2001-2002 season. The depth charts and source for the rosters was Ourlads Scouting Services. So, if you find your favorite player on the bench or see that Jamal Lewis is absent from the Ravens roster.....this is most likely because they were injured during preseason or already placed on IR. You may change the depth charts to start whomever you wish. I have also included a pretty extensive free agent group (it includes Jamal Lewis and others who went on IR or were cut early in the year. I have not included rookies that did not make the final rosters. I simply didn't have the time (or energy!) to rate every single possible free agent rookie that MIGHT make the team.

I have not edited the schedule in any way for this roster file. I would suggest EA Gelats utility if you wish to do this.

I made the choice to include Cleveland in this roster set and I have eliminated Pittsburgh (sorry Steeler fans!). This was just a personal choice. A lot of the Steelers are in the free agent file. However, the Steeler rookies and a few others will be missing. Again, sorry but time constraints did not allow me to add all of the Steelers.

I raised the lower limit for Kicker strength to 86. The purpose of this is to raise FG %'s. It has helped but they still may be a bit low as Jim Henley had also found out.

I lowered HB speed a bit to try and get yards per rush as close as possible to normal values without upsetting the overall running game. So, the top HB will have a SP rating of around 77 instead of 80.

I bumped all players up one year of experience to reflect the completion of this last season. All rookies on a team are included in the RIP2002 rosters. Also, I found discrepancies in years experience between several of my sources. So, you may find a few players with one year more or one year less experience than they should have.....but for the most part they're accurate.

All potentials are set to 99. I generally play one season and then re-rate all the players again. I did not feel comfortable assigning potentials and did not take the time to change each potential for each player. However, with VPNFL-weighted rosters there is not a lot of need for potentials since the ratings are much closer together. Anyway, if you use the RIP2001 rosters for career leagues you may want to change the potentials --- your choice.

Profiles and Plans

Since these rosters are made to work within the VPNFL framework, I recommend to use the VPNFL profiles and plans. However, since a few years have gone by since the VPNFL plans and profiles were created, I would suggest a few changes. I will outline them below:

Use the Pass-heavy profile for:
Carolina, St. Louis, Kansas City and San Diego

Use the Run-heavy profile for:
Tampa Bay, Dallas, Baltimore, Cincinnati, Miami and Oakland

Use the Balanced profile for everyone else.

I chose the above profiles for the respective teams based on the % of yards rushing and yards passing this past season. Hopefully, this should help mimic the way these teams moved the ball in real life this last year.

I also did some research on VPNFL gameplans versus the real teams usage of players. I then tried to match up the closest gameplan to each team. For example, the Cardinals VPNFL gameplan threw rather heavily to the FB. A few years back when Larry Centers was the FB this was fine. However, this past year the Cardinals rarely threw to the FB. So, I suggest changing the Cardinals to a new gameplan that better fits what they did this most recent season. I have done this as a quick and dirty way to reflect changes in the teams the past few years. The alternative would be to totally redesign new game plans for each team (ouch!). I'm not sure I have the energy or time for that project!!! I haven't given up on it, but I have tabled it for now. Anyway.....here are the teams I recommend changing and to what offensive gameplan:

Vikings - use 49ers gameplan
Bears - use Seahawks gameplan
Cardinals - use Lions gameplan
Cowboys - use Falcons gameplan
Eagles - use Chiefs gameplan
Redskins - use Cardinals gameplan
Panthers - use 49ers gameplan
Bills - use Cardinals gameplan
Colts - use Rams gameplan

Dolphins - use Bengals gameplan
Patriots - use Seahawks gameplan
Jets - use Cardinals gameplan
Ravens - use Eagles gameplan
Browns - use Dolphins gameplan
Jaguars - use Vikings gameplan
Titans - use Chargers gameplan
Seahawks - use Saints gameplan

all other teams - unchanged

Defensive gameplans are the same except you'll want to change Carolina and a few others to a 4-3 defense from a 3-4 defense. In fact, I believe all teams are now employing the 4-3. You'll need to pick a defense for Cleveland as well.

You will have to choose the appropriate kick and punt return plays for each team. This may involve changing all 30 gameplans in order to get the correct people to return the ball for you.

The gameplans aren't perfect for each team but they are the best match I could find. If you don't agree, please by all means change them to what you feel is a better gameplan.

Performance of RIP2001 rosters

Overall, I'm quite pleased with the way the new rosters with appropriate gameplans function. Because of the fantastic work of the VPNFL crew (providing ideal attribute ranges), the stats are usually pretty close to where you want them. Jim Henley outlined a few discrepancies in his VPNFL documentation and provided the reasons why as well. So, you'll see some of those same discrepancies with my rosters.

ENJOY! Please let me know what you think of the rosters used in conjunction with the appropriate profile and gameplan. The main goal is to have fun. Play around with the depth charts, plays, profiles, etc. to suit your taste. It's your game!!! I hope that over the course of a season it provides a realistic and fun experience.

Thanks a million to:

***Jim Henley, Isamu Maruhashi, Charlie Rogers, Ken Parker, Jim Hansen, Nick Cowie, John Frisby and anyone else associated with VPNFL. They started the whole thing and put hundreds of hours of work into converting a good game to a great game. These guys are the heros of the FBPRO world. Thanks!

***EA Gelat for his editing utility that allowed me to do things a heck of a lot faster and easier.

***http://www.nfl.com/
***http://sports.yahoo.com/nfl/
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***http://www.football-gaming.com
***http://www.pnfl.com/vpnfl/

***Thanks to anyone who posted on the VPNFL forum and answered any of my questions, offered input or posted important info about the game.

***Thanks to Brian Hitterman for posting my files and hosting a great site.

***Thanks to Isamu for continuing to provide a site for this aging but still great game. He is always there to be helpful and answer questions and for several years now he has graciously provided a site for the download of files and exchange of information. Thanks Isamu!

***Thanks to anyone who tries out the RIP2002 rosters!

Dale Ripley
RIP2001 rosters
marillion@wekz.net

Readme for the VPNFL2001Draftees.zip file

Overview

This file is for use with Sierra's FBPro 96/97/98

The draftee file based on the college players who were eligible for the 2001 NFL draft. The draftees have been assigned attributes to fit into the VPNFL attribute scaling system.

The attributes that the draftees were given were based on the scouting reports from Pro Football Weekly, The Sporting News/NFL Warroom, and the round and position where they were drafted in the actual NFL draft. Only in a few minor cases were the actual game results from the 2001 NFL season considered.

The file is in .csv format, and the layout of the spreadsheet is compatible with the .csv file created by Sullivan's FBEdit. However, for those of you with an interest in which school a player graduated from, I have left that info in the file. Therefore, before trying to move and import the players into your FBPro league, be sure to _delete_ the School column.

I have also included a little extra info in the column to the right of the YRS column. For a few overage players, I have put in remarks such as, "Yrs +2." (One player I remember who is overaged is QB Weinke.) These numbers can be used as is or you can ignore them. They are just my suggestion to how many years of experience the players should be given _AFTER_ you have imported the draftees and conducted your draft.

Importing the Players

Please be aware that the number of players per position might not be exactly the same as those you need. There are a number of ways to get around this.

With FBEdit you can do the following:

- Import players into a different position, and change them later. (IMPORTANT NOTE: Do not use FBEdit to change players to/from LBs, Ks or Ps. Doing so will corrupt your league files. This is a known bug with FBEdit. If you want to change those positions, use Gelat's FPSFEDIT or Sundby's ROSTER.)

As an alternative, you can import the players using the full version of Sundby's ROSTER since that program allows you to change the positions before importing. However, since that program uses a different .csv file layout, you will have to change the order of the attribute columns.

Acknowledgment: I'd like to thank Thomas Lipka for doing the bulk of the work on the defensive players.

If you notice any problems (duplicated players within this file or from previous years, etc.) please contact me at:
maruhashi@mscom.or.jp

Enjoy!

Isamu Maruhashi

Welcome to the VPNFL:

The Vaguely Plausible National Football League

Intro.

The VPNFL has evolved into a project with one main goal -- to allow FBPro98 users to run authentic football plays (as authentic as the FBPro Play Editor allows) with reasonable expectations of performance. Subsidiary goals are

* To provide a more authentic simulation of the current NFL than Sierra has shipped. That means better rosters and players that perform as you might expect them to, plus game plans that truly reflect the character of each team.
* To provide the serious home coach with an engrossing and competitive experience, and guidelines for maintaining the league.
* To provide remote leagues interested in maximizing authenticity with a starting point.

To these ends, our standards are partly statistical accuracy but mainly "look and feel." While you are watching a game, we want you to come as close as possible to believing you are watching football.

VPNFL99.

VPNFL99 is based on 1998-99 midseason rosters. It is usable for career play. Look for guidelines for editing future draft pools on the FBPro Dark Side website at http://www.geocities.com/colosseum/stadium/8273 by early December 1998.

The keys to understanding and using VPNFL99 are

* Attributes
* Profiles
* Formation and Play Conventions
* Game Plans
* Roster Management.

We briefly discuss each topic, then end with a section on getting the most out of the VPNFL.

Performance.

You may wonder if it's worth it to install this league, read this long document and spend the time it takes to get the best results with the VPNFL. We think that if you love football you'll find it worthwhile. We'll offer some statistical benchmarks from VPNFL98 to make our case. In test sim seasons, using computer control for all teams:

- Completion% for qualifying QBs ranged from just under 65% to just under 50%.
- The top-rated passing qualifier was just around 100. The median passer was around 82.
- Aggregate yards per pass and yards per rush for the whole league were within 5% of the 1997 NFL figures.
- The top sacking team had 66 sacks. The worst sacking team 22.
- VPNFL Rushing TDs 362. NFL97 Rushing TDs 384. And we didn't have our run-heavy game plans installed for a half-dozen teams.
- VPNFL Passing TDs 668. NFL97 Passing TDs 617. This 10% variance is probably our largest in any stat category, but it's still reasonable. What's more, we know where those extra TDs come from, and we need them.
- VPNFL Total Passing Yards 97251. NFL97 Total Passing Yards 96862, a variance of 389 yards or .4%.
- VPNFL Total Rushing Yards 54836. NFL97 Total Rushing Yards 54249. A difference of 587 yards or 1%.

Not bad, huh?

But the statistical accuracy only hints at the pleasures to be had when you actually watch games and see teams doing sensible things. It only suggests the thrills of our many close games. Remember how many NFL games went down to the wire last season? We've got that.

We honestly feel that the VPNFL is the most authentic football simulation available yet for FBPro98, and with our custom profiles, plays and plans in addition to the rosters, it's the most complete. Read to get the how, why and the how to get the most out of it.

Attributes.

The two issues with attributes are ranges by position and ratings of individual players. Sierra has never done a systematic, good job of this. For instance, in the NFLPI97r league that ships with Sierra's 1.08 patch, WRs Sean Dawkins (Indy) and Yancey Thigpen (Pittsburgh) have the blazing speed of guards. Seattle backup RBs Lamar Smith and Steve Broussard are rated so low that they could never have the success their real-life counterparts had last year when starter Chris Warren was running poorly. An FBPro coach using NFLPI97r would never even think of giving Smith or Broussard a try.

When it comes to ranking players – estimating where a particular player ranks with others of his position – nobody has more experience or expertise than the Kang Brothers of IKNFL fame (http://www.dimensional.com/~kang). So we started with their 1997 season and 1998 draft files.

But we didn't leave them alone. Excellent as their work is, we were aiming at something different, at what made Tom Flores and Bob O'Connor entitle a book, *Football: The Violent Chess Match.* We wanted *positions* to work as closely as possible to the way they do on the field. For instance, we wanted it to make sense to put in extra wide receivers on passing downs and extra tight ends in short yardage. For various legitimate reasons, the IKNFL doesn't require this the way it's set up. For instance, WR Jerry Rice has a ST in the 80s, which means he is a far better blocker than any TE2 is likely to be.

Excellent work has been done by Rolando Jimenez and others timing sprints on the practice field and translating SP-AC ratings into 40-yard dash times. (And by the way, SP is SP and AC is AC for all positions no matter what the manual says. And anyone who has watched a linebacker bounce off a high-ST QB knows that ST is ST too. It's our opinion that there are *no* "relative" attributes no matter what anybody tells you.) Basically, the results are as follows:

SP-AC 95-95 Time in 40-yard dash 4.18
Every 10 points less of SP is worth about .3 seconds
Every 10 points less of AC is worth about .1 seconds

So the fastest player in the NFL would check in at about 95-95. The fastest DE around 72-75 or so and the slowest OL in the 50-point range. The relations are linear up and down the scale. A lot of "realism-oriented" remote leagues scale their positions on precisely this scale.

Our players are considerably slower. They may look ridiculously slow to experienced FBPro users at first. But they work. Here's why:

1) Sure there are a *very few* players in the NFL who run the 40 in less than 4.3 seconds. But they don't do it in pads and they don't do it on grass. When I asked experienced football players and coaches to estimate the speed penalty for playing in such game conditions, they said it averaged .3 seconds and ranged from .1 to .5 or even more depending on a number of factors. You've heard of players who "play faster than they're timed." That's what they mean.
2) To be able to run reasonably authentic plays you need to be able to get the snap off. Everyone is familiar with the woeful caliber of OL as opposed to DL play in FBPro. To be able to operate under center the DL must be slowed way down. That means that other positions must be slowed down accordingly.
3) "Wider is better." We've found that the key to an authentic-looking passing game is the ratio of receiver (and defender!) SP to QB ST. To actually hit a slant pattern or split a zone, to catch a receiver in space and in stride means overcoming FBPro

defenders' tendency to collapse on the ball the instant it's in the air. Slower receivers mean QBs are less likely to be throwing just as receivers come to the end of their patterns and sit a minute while the defender catches up.

4) Experiment proved that the Kangs were right: unless you want to rely on gimmicky offenses, defenders have to be scaled somewhat below their offensive counterparts. It's the only way to produce reasonably realistic stats and scores with authentic plays.

Our other guiding principle comes from Carroll, Palmer and Thorn's *Hidden Game of Football:* "The difference between a great quarterback and a merely average one is three or four plays a game." This holds for other positions too. Most elite running backs average less than a yard per carry more than a mediocre back does (5.0 to 4.0). That means the great back is worth but a long stride more than the also-ran every time he gets the ball. So for each physical attribute at each position our range from top to bottom is considerably narrower than in any of the Sierra leagues, about 15 points for SP and about 20 points for AG, ST and HA. Yes, we know about fatigue. In fact, EN is our great fudge factor. The range from top to bottom for EN, IN and DI is more like 30 points, and EN especially helps make players heroes or goats late in the game. You can count on Barry Sanders and Terrell Davis to get yards in the fourth quarter in a way lesser backs might not. Kordell Stewart does not have impressive IN or DI, but his high EN means that late in halves and games his throws still have that zip on them, so he really is a proportionately greater threat as everyone else on the field wears down.

Which is no guarantee that Sanders, Davis or Stewart win. With the narrow attribute ranges the VPNFL really does have an "on any given Sunday" effect. Over the course of an entire season though, the advantage the best players and teams possess tends to tell.

Profiles.

A big reason computer-managed teams perform so poorly is that Sierra has never produced sensible profiles. For instance, the profiles tend to call passes on third down that won't get a first down even if completed. PAT logic has always been a mess. And so on. It distorts statistics and standings and spoils the illusion while you are watching the game. We have paid a lot of attention to profiles; it's a big part of what makes the VPNFL more than just another set of rosters.

Our profiles are set up to make the best possible decisions, to enable teams to put appropriate personnel on the field and not to give games away. They also work much differently than the ones that ship with the game, so it's worth discussing them in detail.

Our profiles modify the system used in the stock98 beta profiles, developed by the legendary Sorin "Sly" Stana but scrapped by Sierra before release. We took *one* profile set (first & second half) and began tweaking it, fixing PAT and clock logic, getting third down calls right and otherwise trying to produce a profile that really *worked.* We then

modified that single profile, which was roughly balanced between run and pass, into a run-heavy and a pass-happy variation. That doesn't seem like a lot of profiles, but

1) There aren't all that many differences among the dozen or so stock profiles anyway. Do not imagine for a minute that Sierra's team-specific profiles have been conscientiously tweaked to reflect the tendencies of each team.
2) We figure it's better to have fewer profiles that actually work than more that don't.
3) In the VPNFL, variety comes from the interaction of the profiles with the team-specific game plans.

Offensive Play Codes.

Our profiles are *situational* and only work properly with plays saved according to our system. The system enables us to make better calls per down and distance, but it's different from what people are used to and worth explaining. Plays are saved not by direction but by situation and package (personnel on the field) as follows:

RUN MIDDLE – Base package, "running down" run, whether inside or outside.
RUN LEFT – Short-yardage run, typically with beefed up personnel, most often extra tight ends. These plays are called on 3rd & 1 during the normal course of things or when trying to run out the clock at the end of the game. In contrast to RUN MIDDLE plays, little attention is paid to downfield blocking in the play design.
RUN RIGHT – 3rd down runs from spread formations. These plays are from 3- or 4-WR formations and are designed to pick up at least 5 yards against defenses keying on the pass. They are also called in hurry-up situations and sometimes on 2nd and long.
GOAL LINE RUN – Runs from beefed-up packages designed to get into the end zone from close to it. The major difference between goal line runs and Run Left plays is that goal line runs are not necessarily safe to call near your *own* goal line.
GOAL LINE PASS – Pass plays from goal line formations designed to make only a few yards.
PASS SHORT LEFT – First down short pass. These passes are from base personnel packages, typically with only two wide receivers. (Some teams, like the 1997 Bills and Ravens, routinely use 3-WR sets on first downs. They run and pass from this package.) We consider a "short pass" to be anything under 10 yards, while FBPro's play editor believes that anything over 10 yards is a bomb.
PASS MEDIUM LEFT – First down "not-so-short" pass. These too are from base personnel packages, usually two WRs, two backs and a tight end or two WRs, one back and two tight ends. A not-so-short pass is any pass where the primary receiver's route takes him more than 10 yards down the field.
PASS SHORT MIDDLE – Second down short pass. Like PSL only called on second down. We've been assured that teams really do make different calls on second down than first, though there is some overlap.
PASS MEDIUM MIDDLE – Second down not-so-short pass. Again, the primary receiver can be anywhere from 11 to 50 yards downfield.

PASS SHORT RIGHT – 3rd down short pass. Because the profiles don't care if it's 3rd & 2 or 3rd & 5 but we *do*, these passes are designed so that the first 3 receivers in the progression run routes at least 5 yards downfield. These plays are typically from 3- or 4-WR sets and may be from the shotgun, depending on the team.
PASS MEDIUM RIGHT – 3rd down medium pass. The most likely call on 3rd & 6-10, these plays are designed to gain at least 10 yards – the first three receivers should run routes to a 10-yard or greater depth. These plays are from 3- or 4-WR sets, possibly from the shotgun.
PASS LONG RIGHT – 3rd down long pass. At least two receivers go at least 20 yards deep. The idea is that if you have 3rd and 20 after a holding call, you've still got a shot. If it's 3rd & 25, you're on your own. Always from 3- or 4-WR sets and possibly from the shotgun.
PASS RAZZLE DAZZLE – End-of-half, "Hail Mary" type plays. These are low-percentage passes that, if they hit, should be good for 40 yards or more.

Not Used – Pass Long Left, Pass Long Middle, Run Razzle Dazzle. There are three slots in the profile for any given situation. If one of them is an appropriate run, there are only two pass slots. If one sticks with Short, Medium and Long on running downs, that means that one of the three types must be ignored in every situation. Almost always this is Pass Long. But one of the problems with the default profiles is that they don't take enough shots down the field, leading to low scoring. By eliminating the "long pass" as a separate category we actually improve the chance of long passes being called. Now a long pass can be called (infrequently) any time. For instance, the typical game plan has 8 PML plays. Let's say the chance of PML being called on first down is 20%. If 2 of those PML plays are true bombs (20+ yards) then the chance of a bomb being called is .25 x .20, or 5%. If *4* of those PML plays are bombs – a Raider-type game plan – then the chance of a bomb is .50 x .20, or 10%.

Defensive Play Codes.

RUN RIGHT – Base-package defense (4 DBs) oriented toward stopping the run first (either Rush or Read logic). "Eight-man front" plays.
RUN MIDDLE – Base package (4-DB) defenses with focus split between run and pass. Generally 7 of 11 defenders can be plausibly considered to have run defense as their primary duty.
RUN LEFT – Pass-oriented base-package defenses. At most 6 defenders can be considered as primarily run stoppers.
RUN RAZZLE DAZZLE – Short-yardage midfield plays, often with an extra LB. Called on 3rd & short, near goal lines and when the offense is likely to be trying to run out the clock. Differ from goal line defenses in that they tend to be looser, with a little more concern for defense in depth.
GOAL LINE RUN – Run-oriented goal-line defenses. Often gap-8 or other tight formation plays.

GOAL LINE PASS – Pass-oriented goal line defenses. Very aggressive since the assumption is that any catch is a score.
PASS SHORT – 3rd-down defense for 2-5-yard situations. Often with an extra DB since even in the NFL anything over 3rd & 2 is a passing down.
PASS MEDIUM – 3rd-down defense for 6-10-yard situations. Always either nickel or dime personnel.
PASS LONG – 3rd-down defense for 10+yard situations. Usually dime personnel, but always at least 5 DBs.
PASS RAZZLE DAZZLE – Prevent defenses. These will give up a lot underneath to prevent the long completion. Called late in halves to string out an opponent's drive, especially when the opponent is behind late in the fourth quarter.

The PS, PM and PL defenses may be called in obvious passing situations other than 3rd down.

Packages.

Perhaps the most important benefit of the VPNFL profile system is that it enables defenses to get the right personnel on the field for the offensive package. In a real game, if the offense brings in 4 WRs on a running down the defense will call time out and substitute. FBPro defenses are oblivious to such shenanigans. But with the profile system we can control when the offense uses base personnel and when they try to spread the field with extra wideouts, and that means we can set up the defensive profiles accordingly. This involves making sure our *game plans* play fair. (See that topic.) One of the surest jolts that you are not watching a real football game comes when the offense has called a 4-WR play on 3rd & 1 while the defense blithely holds to its goal line defense.

PAT Logic.

No, really! We fixed it! Our version of "fixed" is this: In the first half, everybody kicks, no matter what. In the second half with >5min in the game, everybody kicks *unless* a team is down by 2. With <5 minutes to go in the game, we use the standard chart. Not the least pleasure of VPNFL football is you aren't going to see a team come within 2 points in the last minute of play and blow it by going for 1. (Note: We thought of doing a special Chicago Bears profile with screwy PAT logic but decided against it.)

Profile Tendencies.

These profiles are "conservative," as far as we're concerned. They almost never go for it on fourth down and rarely try punt or field goal fakes. Teams will probably sit on the ball if they get it late in the first half deep in their own territory. We frankly agree with

Carroll, Palmer and Thorn that teams should go for it on fourth down *more* often, and we note that Bill Cowher and Bill Parcells, who have won a game or two, clearly agree.

Note: A minority of the time on 3rd & long (10+) teams will "wimp out." They will call a Pass Medium Right or Run Right just to try to make some positive yards before punting.

Note Also: Kickoff Logic on both sides of the ball is inaccessible to the profile editor. We can't control when teams kick normally, squib or kick onside. Nor can we control when teams set up to receive each kick.

Formation and Play Conventions.

By way of playing fair and improving look & feel, we've standardized positions according to the depth chart. This involved sometimes arbitrary choices that couldn't be helped. And since we want to keep the size of our file down we haven't saved each play in every possible combination. If it's important to you to see Jerry Rice as the Z-receiver or Peter Boulware at SLB, adjust the rosters by hand before game time. You're gonna be doing that anyway . . .

WR1 is always the split end (X). WR2 is always the flanker (Z). There are teams that reverse this – most famously San Francisco. Other teams do it our way, like Green Bay and Denver. We had to make a choice.

T1 – Left tackle (of course!)
G2 – Left guard
C1 – Well, he's in the middle
G1 – Right guard
T2 – Right tackle
TE1 – Lines up on the right if he's the only TE in the play.
HB3 – Currently HB3 is the back in all 3rd down passing plays. We know there are teams where the 3rd down back is really HB2, or HB1, or even FB1. We've added versions of our third down passes with different backs to the \teamspec directory and added them to the appropriate game plans. We have only done those passes where the back actually runs routes. We were already over 1000 files and 1MB – quadrupling the third down pass count for the sake of backfield blockers seemed like overkill.

All initial *offensive formations are strong side right or balanced by design – if there is one tight end on the play, he lines up on the right side in the initial formation.*

This is crucial to our *defensive* play design, since pro defenses react to the offense's orientation. We chose strong side right because it's the "classic" setup.

On defense, positions are as follows. Keep in mind that left and right are reversed for the defense.

DE1 – Right end (You might want to move Reggie White on game day).
DT2 – Right tackle (nose tackle in our "stunt 4-3s")
DT1 – Left tackle (In the stunt 4-3s the UT, viz Sapp, Randle)
DE2 – Left end

LB1- Weak side (right) linebacker
LB2 – Strong side (left) linebacker
LB3 – Middle linebacker

CB1 – Right cornerback (plays on split end side)
CB2 – Left cornerback (plays opposite flanker)
S1 – Strong safety (another reason you need to know where the TE is lining up)
S2 – Free safety

In the 3-4 defenses, make the following adjustments:

DT1 – Nose tackle
LB1 – Right inside linebacker
LB2 – Left inside linebacker
LB3 – Left outside linebacker
LB4 – Right outside linebacker (You'll want to move Greg Lloyd to LB4 on game day)

As you watch the game, you won't be seeing Jonathan Ogden flip from LT to RT just because the play is running that way. The truth is, no team wants to flop its line even from game to game let alone from play to play. VPNFL plays do it the honest way. You generally won't see starters out of position except as a result of fatigue substitution.

Formations.

Pro set (split backs) - P
Near (HB over strong side tackle, FB behind center) - N
Far (HB over weak side tackle, FB behind center) - F
Pro-I - I
Offset I (strong) - O (FB "overshifted")
Offset I (weak) - U (FB "undershifted")
Ace (1 RB, 2 TE) - A
Heavy (2 TE, 2 RB) - H
Jumbo - (3 TE) - J
Tackle-Eligible - T
K-Gun (1 RB, 3 WR) - K
3WR, 2RB - D ("Deuce")
Spread (4-wideouts) - L,R,B (Trips _L_eft; Trips _R_ight; _B_alanced)
Goal Line - G
Shotgun - 2-4, which is the number of wide receivers in the play

Our defensive plays have a cool naming system too. Here's a rundown:

Pro 4-3, Strong (SLB on LOS) – S
Pro 4-3, Weak (WLB on LOS) – W
Eagle 4-3 (all LBs off the LOS) – E
"46" defense – F
Okie (base 3-4) – O
Dime – D (Note: 4-3 dimes are in the \43 directory, 3-4 dimes in \34)
Nickel – N (ditto for the nickels)

Play Names.

Running play names are of the form

F##abbr#

Where

F is the formation code
is the ball-carrier and hole
abbr is the run type
is a situation code (1 – running down (RM); 3 – passing down (RR); 0 – short-yardage (RL))

A complete explanation can be found on the web at http://www.geocities.com/colosseum/stadium/8273/vpruns.html.

Passing play names are of the form

F#PabbrS

Where

F is the formation code
is the situation code
P is the primary receiver
abbr is the primary receiver's route
S is the secondary receiver

Passing situation codes are

1 – Pass short left (1st down short pass)
2 – Pass short middle (2nd down short pass)

3 – Pass short right (3rd down short pass)
4 – Pass medium left (1st down not-so-short pass)
5 – Pass medium middle (2nd down not-so-short pass)
6 – Pass medium right (3rd down medium pass)
7 – Pass medium left (but these are true bombs)
8 – Pass medium middle (again, these are genuinely long passes)
9 – Pass long right (3rd down long pass) or Pass Razzle Dazzle (Hail Mary)
0 – Goal line pass

Target codes are

X – split end, really WR1 no matter how he lines up
Y – TE1, no matter where he lines up
Z – flanker, really WR2 no matter where he lines up
A – third, slot receiver. In our system always WR3
B –fourth, slot receiver. In our system always WR4
U – TE2, who usually plays H-back
H – halfback
F – fullback
C – We'll let you find this one out for yourself

We don't have a good way to distinguish among halfbacks on third down passes. We're working on it. In fact, I just now got an idea.

Route codes are

Too numerous to mention. Most of our codes are four-letter abbreviations for the patterns named in *Football's West Coast Offense,* by Lavell and Henderson. It's got a lot of routes. We hope eventually to do a web page on the pass plays, but we also hope to get this league in the hands of users before the Y2K bug brings all the computers crashing to earth.

Note: Yes, we know about the passing tree system where routes are coded from 0 (stop route) to 9 (fly pattern) and pass plays are described in the form "976-swing-flat." We declined to use it for two reasons: 1) The modern passing game just has too many routes. It's not clear how you distinguish between a hitch and a smash route with only 9 numbers to work with. 2) The digit system doesn't help figure out what order the targets are checked. 3) We'd have to come up with single-letter codes for the RB routes because RBs don't have a numbered tree. 4) The number string system is not really universal. West Coast Offense teams don't use it, nor do some other systems.

Oh wait. That's four reasons.

Defensive play names are of the form

US008529350B2

(12) **United States Patent**
Angelopoulos

(10) **Patent No.: US 8,529,350 B2**
(45) **Date of Patent: Sep. 10, 2013**

(54) **METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES**

(75) Inventor: **Athanasios Angelopoulos**, San Diego, CA (US)

(73) Assignee: **White Knuckle Gaming, LLC**, Bountiful, UT (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 882 days.

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(52) **U.S. Cl.**
USPC **463/42**; 463/30; 463/31; 463/32

(58) **Field of Classification Search**
USPC 463/1, 4, 23, 30, 42, 43
See application file for complete search history.

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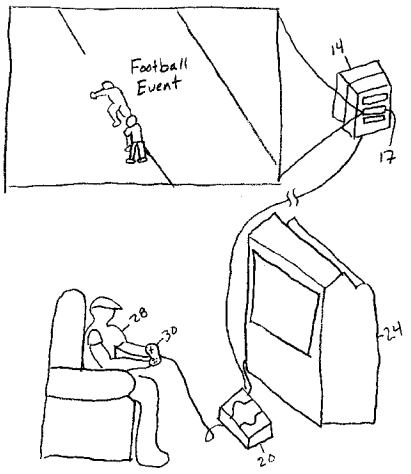
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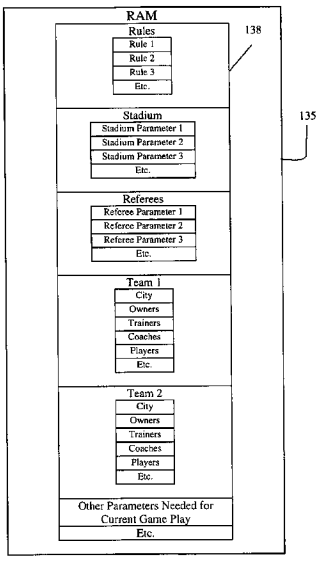
Primary Examiner — Damon Pierce
(74) *Attorney, Agent, or Firm* — White Knuckle Gaming, LLC

(57) **ABSTRACT**

A system and method for updating parameters of a video game is provided. As events occur in the real world that may influence a game attribute, a parameter is recorded on a server. A video game player may connect to the server and download the parameter. The parameter is stored by the video game and changes an attribute of the video game. Thus, for example, the new performance characteristics of the rising star may be recorded on the server as improved performance parameters. When these parameters are downloaded by the video game player, the video game incorporates the star-like qualities of the rising star.

23 Claims, 14 Drawing Sheets





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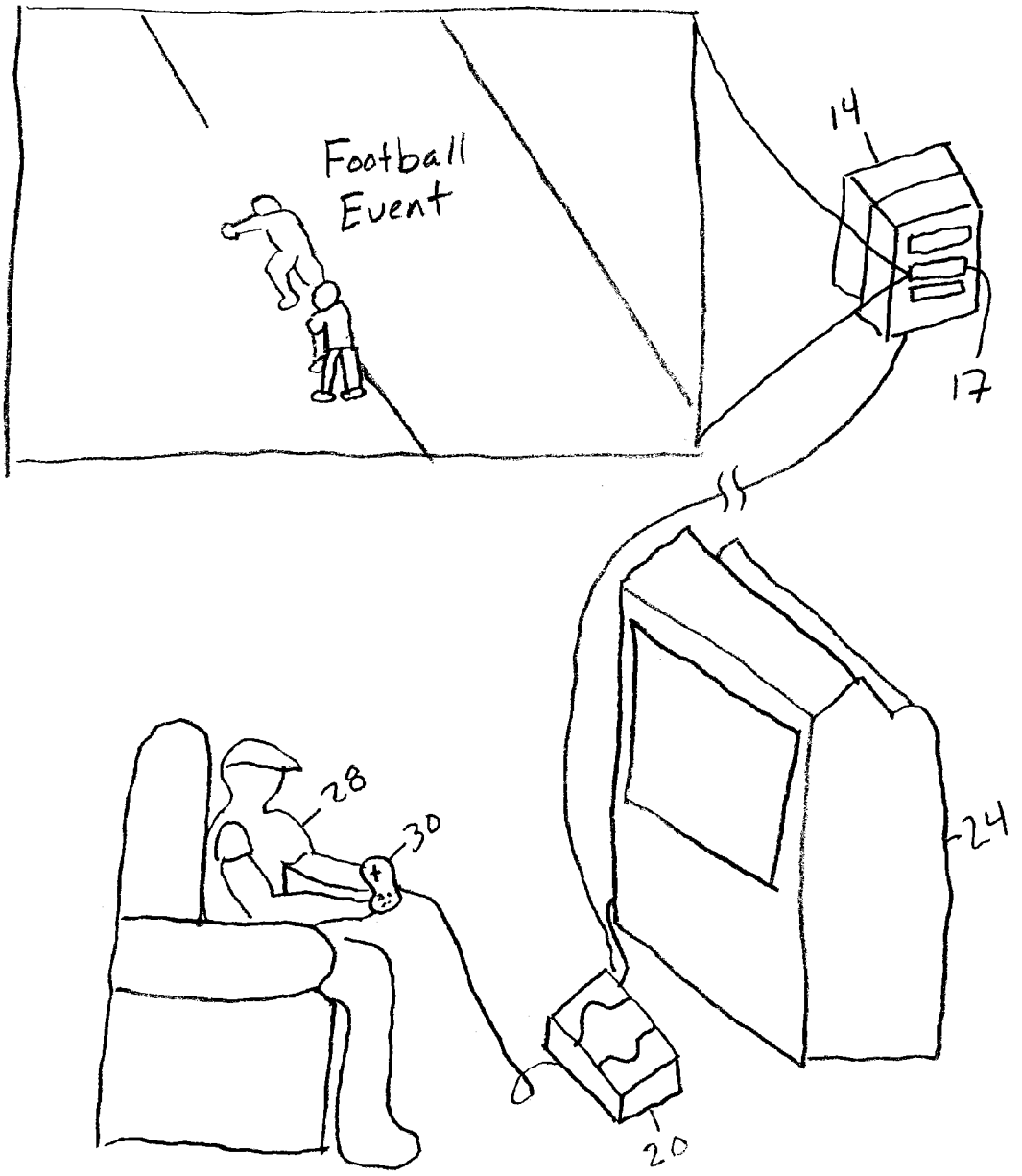


FIGURE 1

Fig. 2

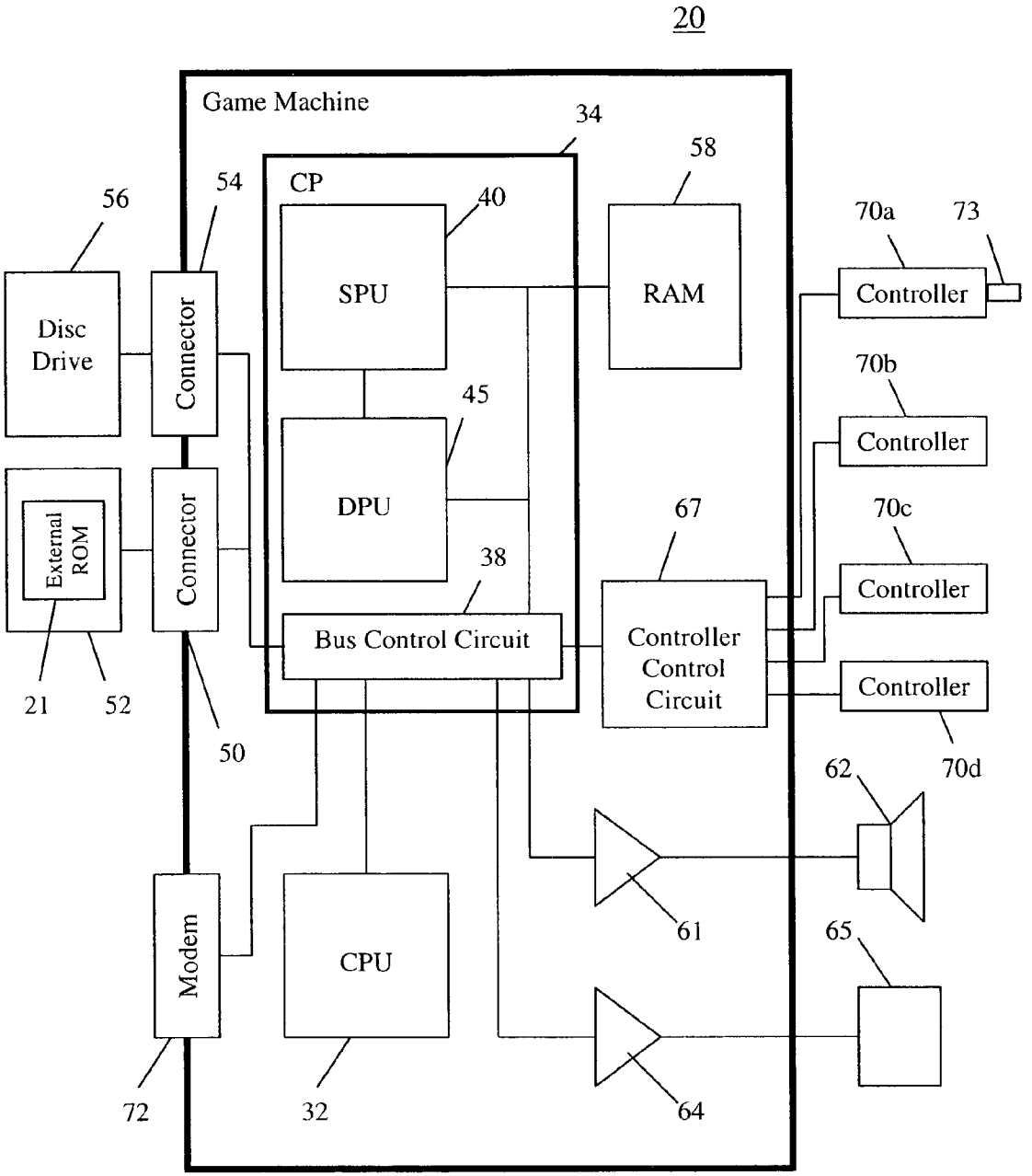

20
Game Machine
34
58
CP
54
56
40
70a
73
SPU
RAM
Controller
Disc Drive
Connector
70b
45
Controller
DPU
67
70c
External ROM
Connector
38
Controller
Bus Control Circuit
Controller Control Circuit
Controller
21
52
50
62
70d
61
65
Modem
CPU
72
32
64

Fig. 3

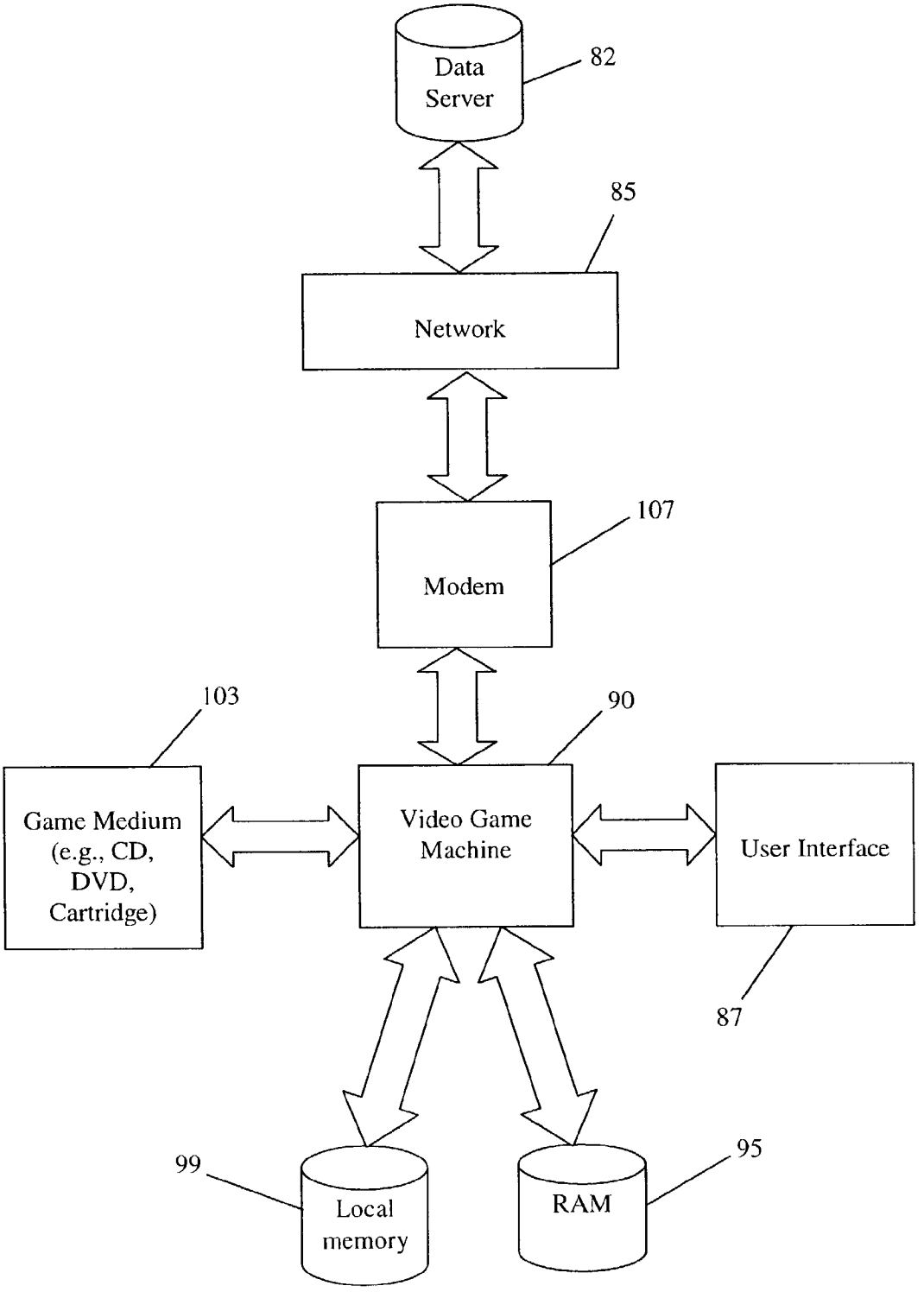

Data Server
82
85
Network
107
Modem
103
90
Game Medium (e.g., CD, DVD, Cartridge)
Video Game Machine
User Interface
87
99
Local memory
RAM
95

Fig. 4

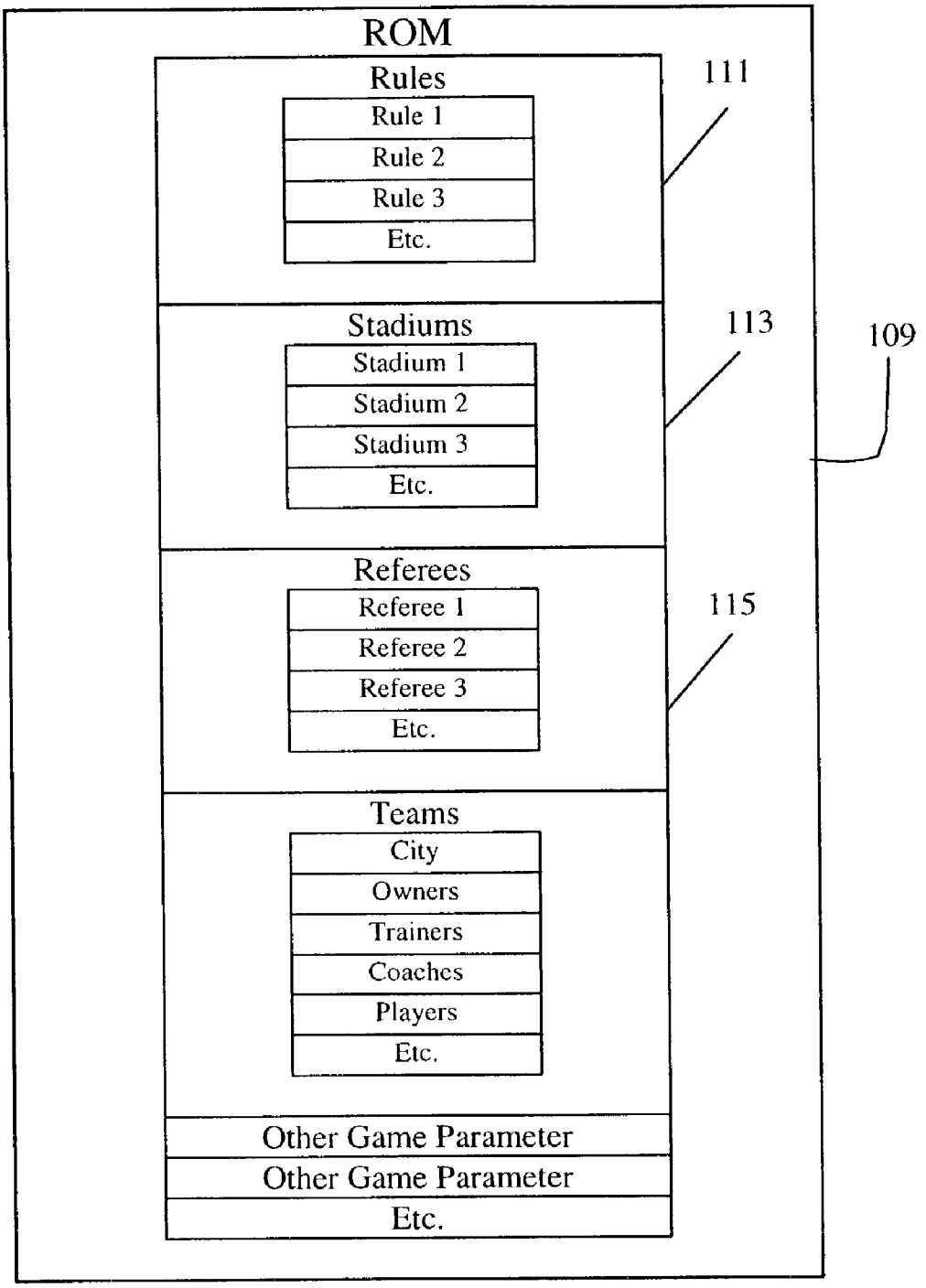

ROM
Rules
Rule 1
Rule 2
Rule 3
Etc.
111
Stadiums
Stadium 1
Stadium 2
Stadium 3
Etc.
113
109
Referees
Referee 1
Referee 2
Referee 3
Etc.
115
Teams
City
Owners
Trainers
Coaches
Players
Etc.
Other Game Parameter
Other Game Parameter
Etc.

Fig. 5

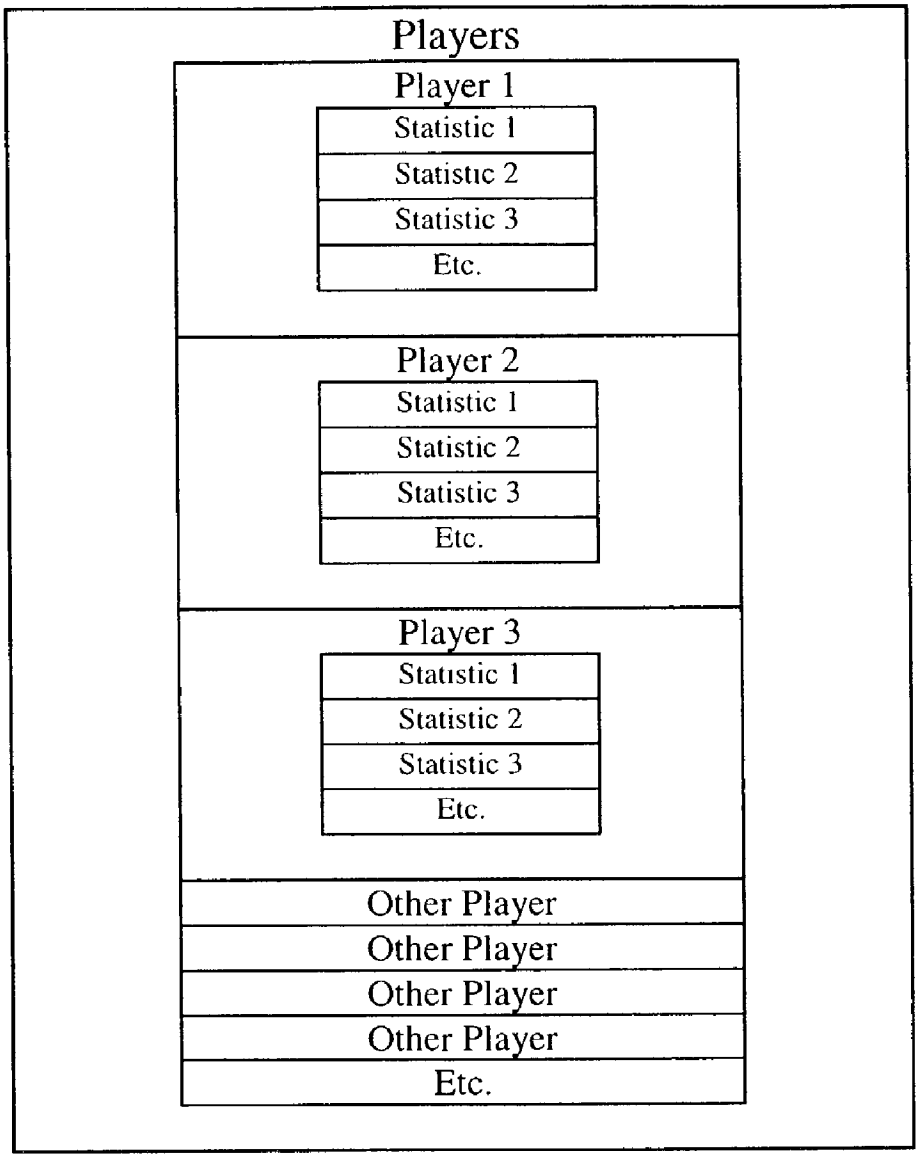

Players
Player 1
Statistic 1
Statistic 2
Statistic 3
Etc.
Player 2
Statistic 1
Statistic 2
Statistic 3
Etc.
Player 3
Statistic 1
Statistic 2
Statistic 3
Etc.
Other Player
Other Player
Other Player
Other Player
Etc.

Fig. 6

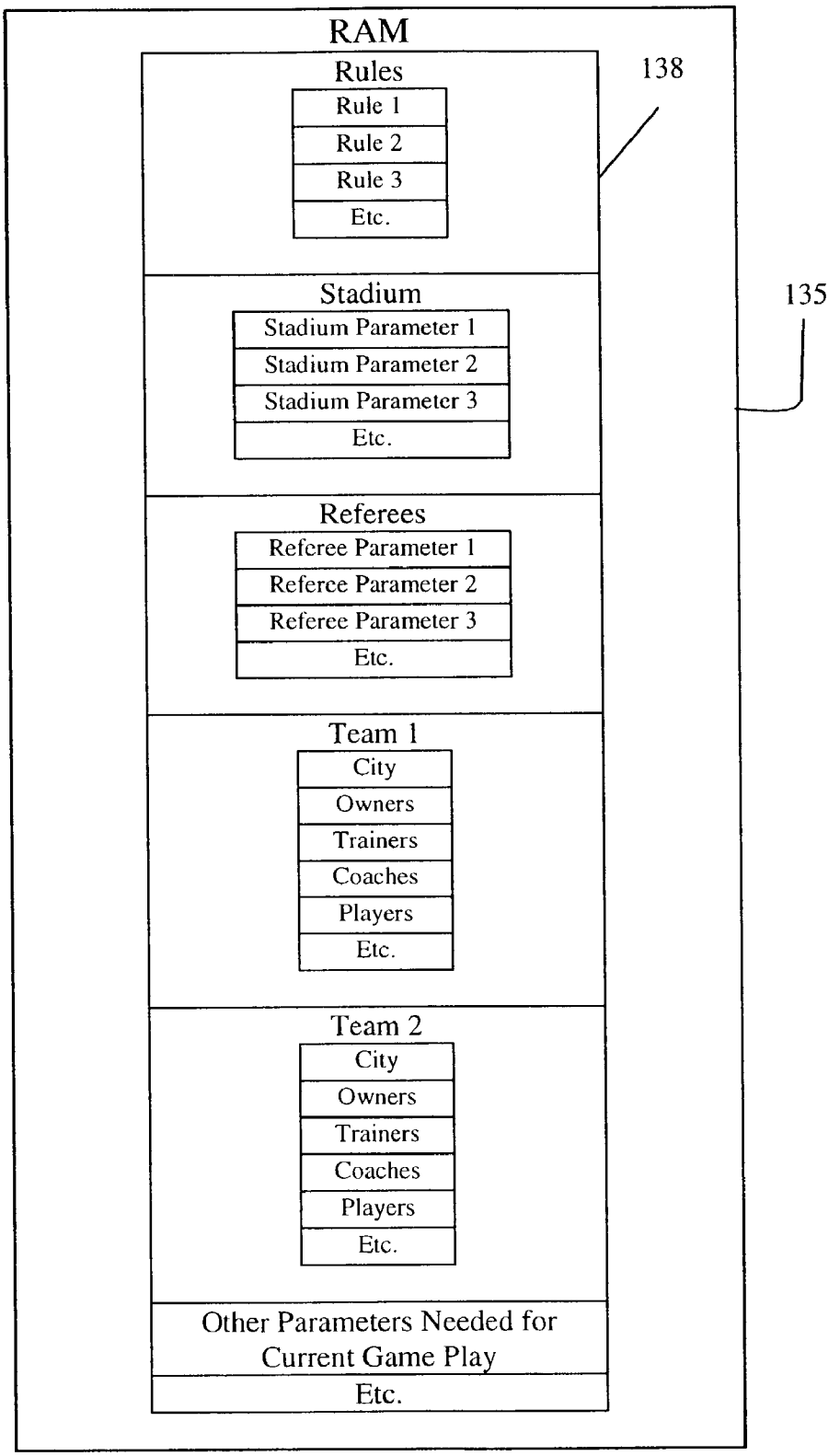

RAM
Rules
Rule 1
Rule 2
Rule 3
Etc.
138
Stadium
Stadium Parameter 1
Stadium Parameter 2
Stadium Parameter 3
Etc.
135
Referees
Referee Parameter 1
Referee Parameter 2
Referee Parameter 3
Etc.
Team 1
City
Owners
Trainers
Coaches
Players
Etc.
Team 2
City
Owners
Trainers
Coaches
Players
Etc.
Other Parameters Needed for Current Game Play
Etc.

Fig. 7

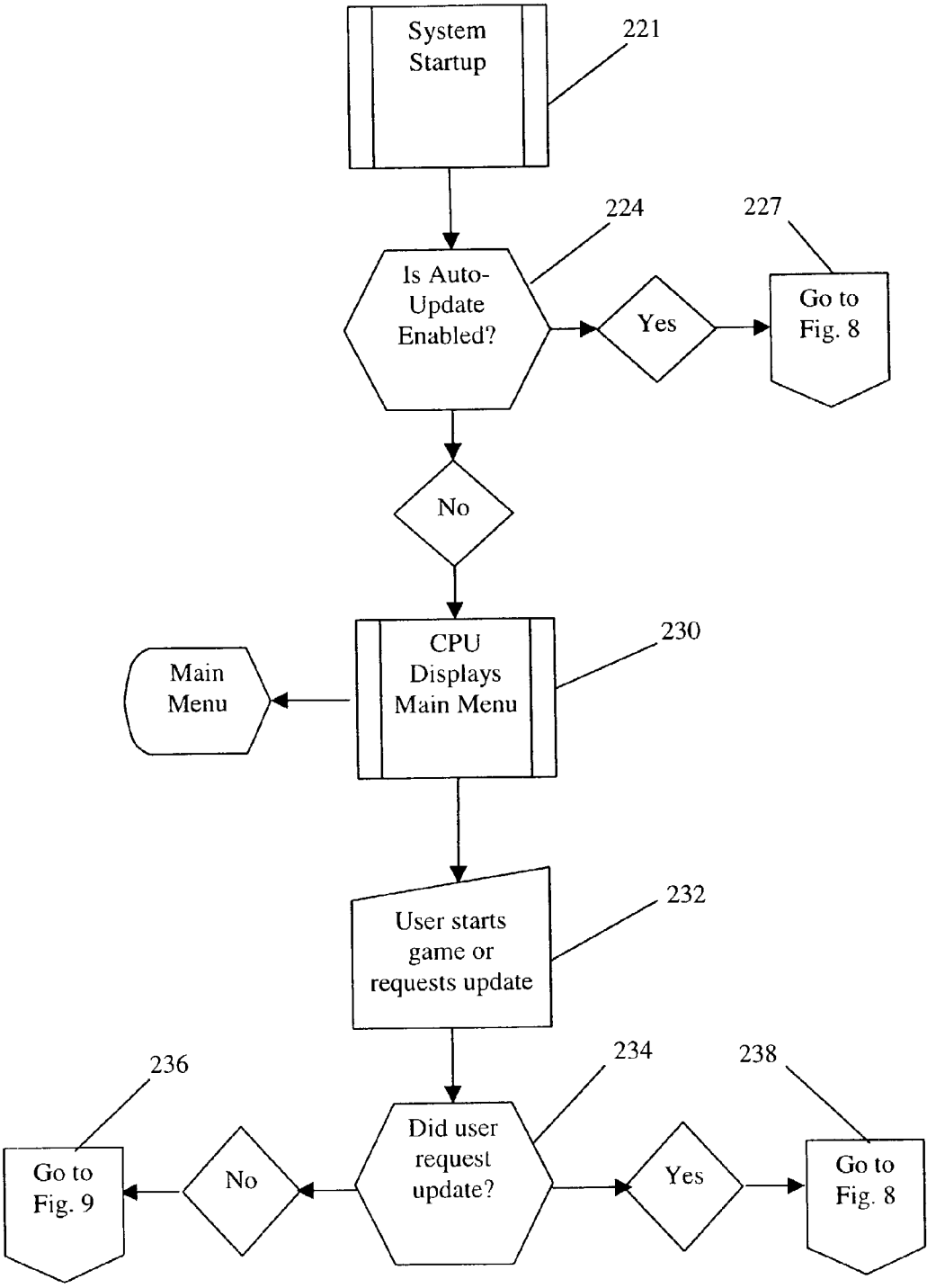

System Startup
221
224
227
Is Auto-Update Enabled?
Yes
Go to Fig. 8
No
CPU Displays Main Menu
230
Main Menu
User starts game or requests update
232
234
238
236
Did user request update?
Yes
Go to Fig. 8
No
Go to Fig. 9

Fig. 8

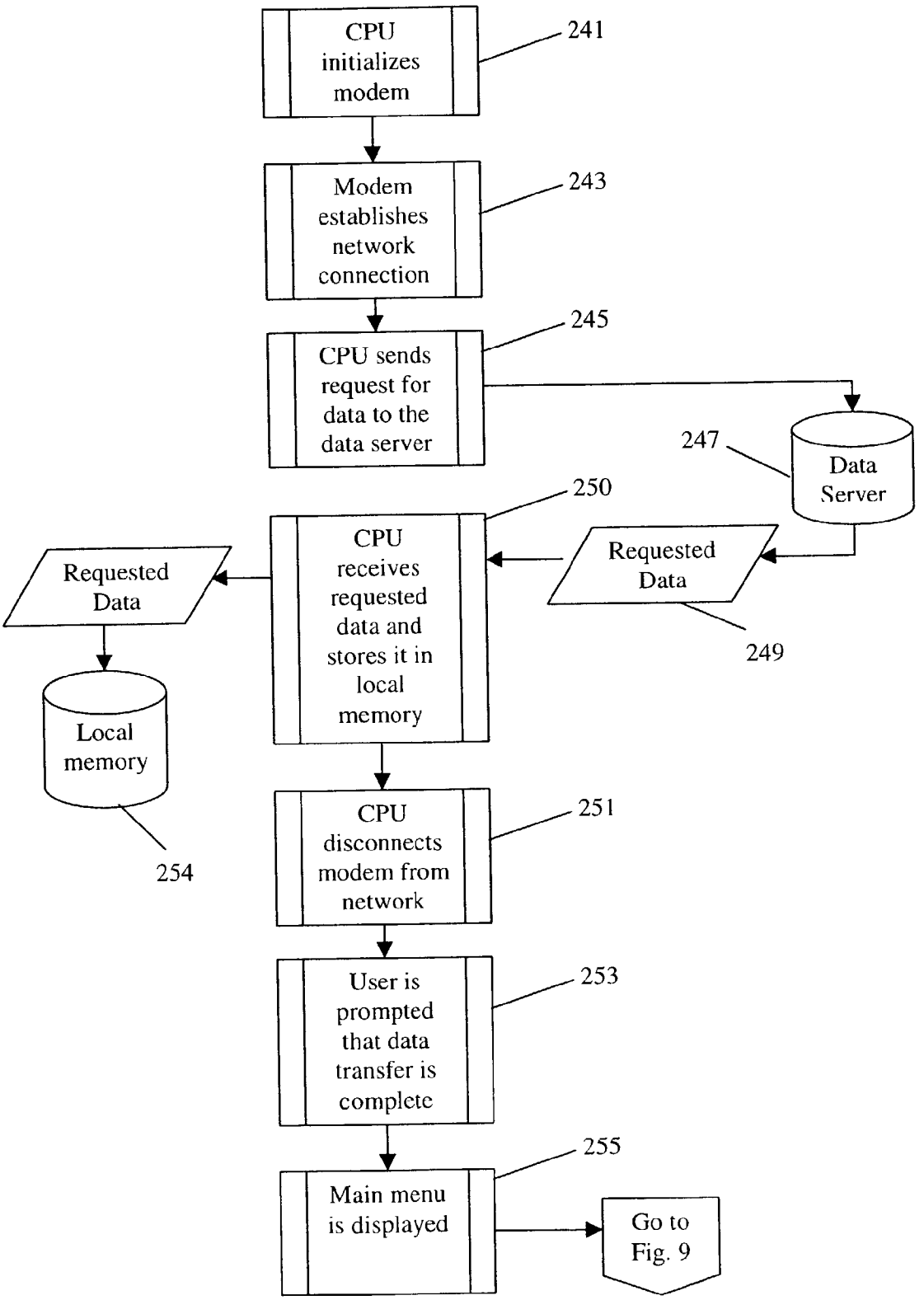

CPU initializes modem
241
Modem establishes network connection
243
CPU sends request for data to the data server
245
247
Data Server
250
CPU receives requested data and stores it in local memory
Requested Data
Requested Data
249
Local memory
254
CPU disconnects modem from network
251
User is prompted that data transfer is complete
253
Main menu is displayed
255
Go to Fig. 9

Fig. 9

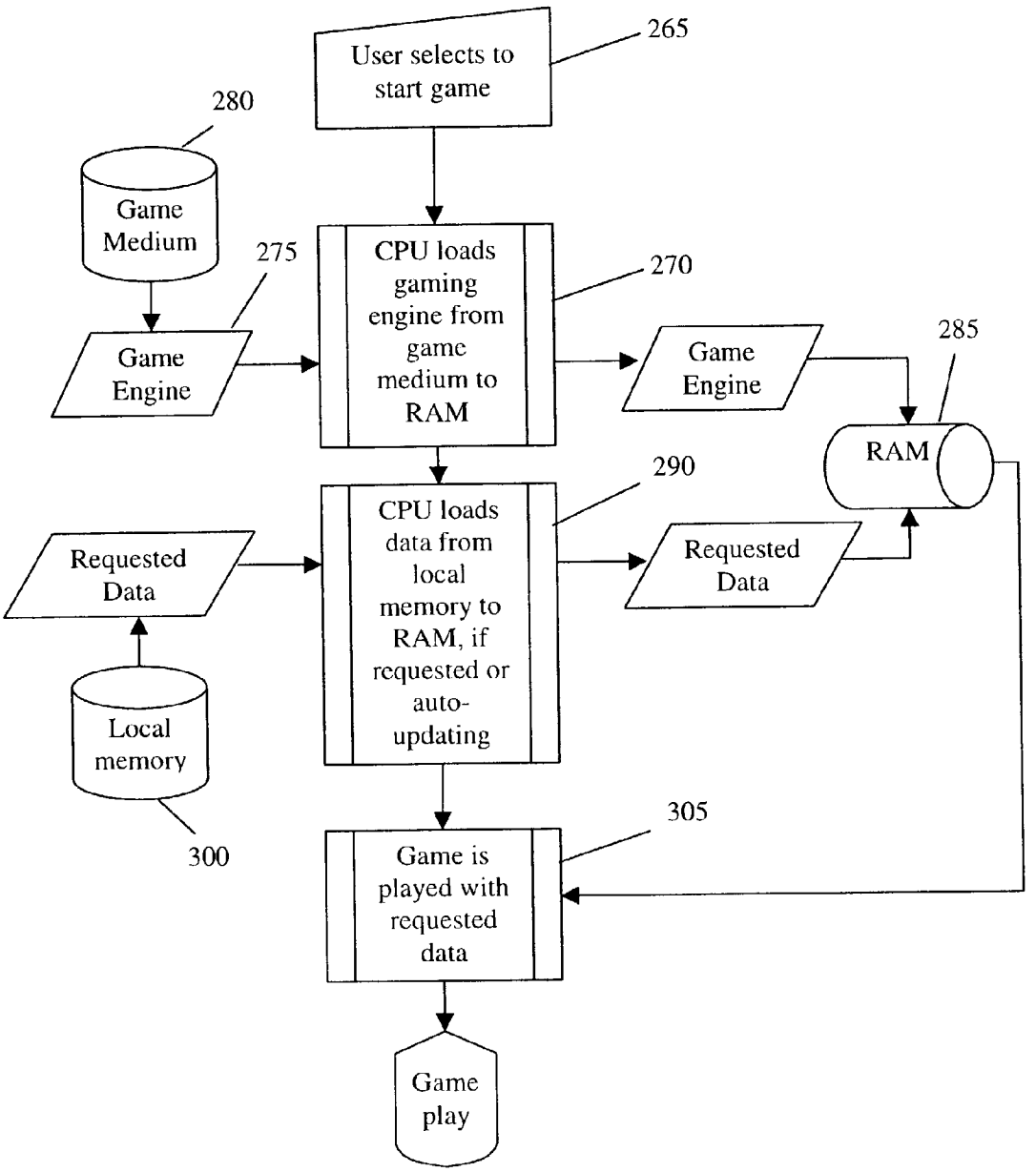

User selects to start game
265
280
Game Medium
275
Game Engine
CPU loads gaming engine from game medium to RAM
270
Game Engine
285
RAM
290
CPU loads data from local memory to RAM, if requested or auto-updating
Requested Data
Requested Data
Local memory
300
305
Game is played with requested data
Game play

Fig. 10

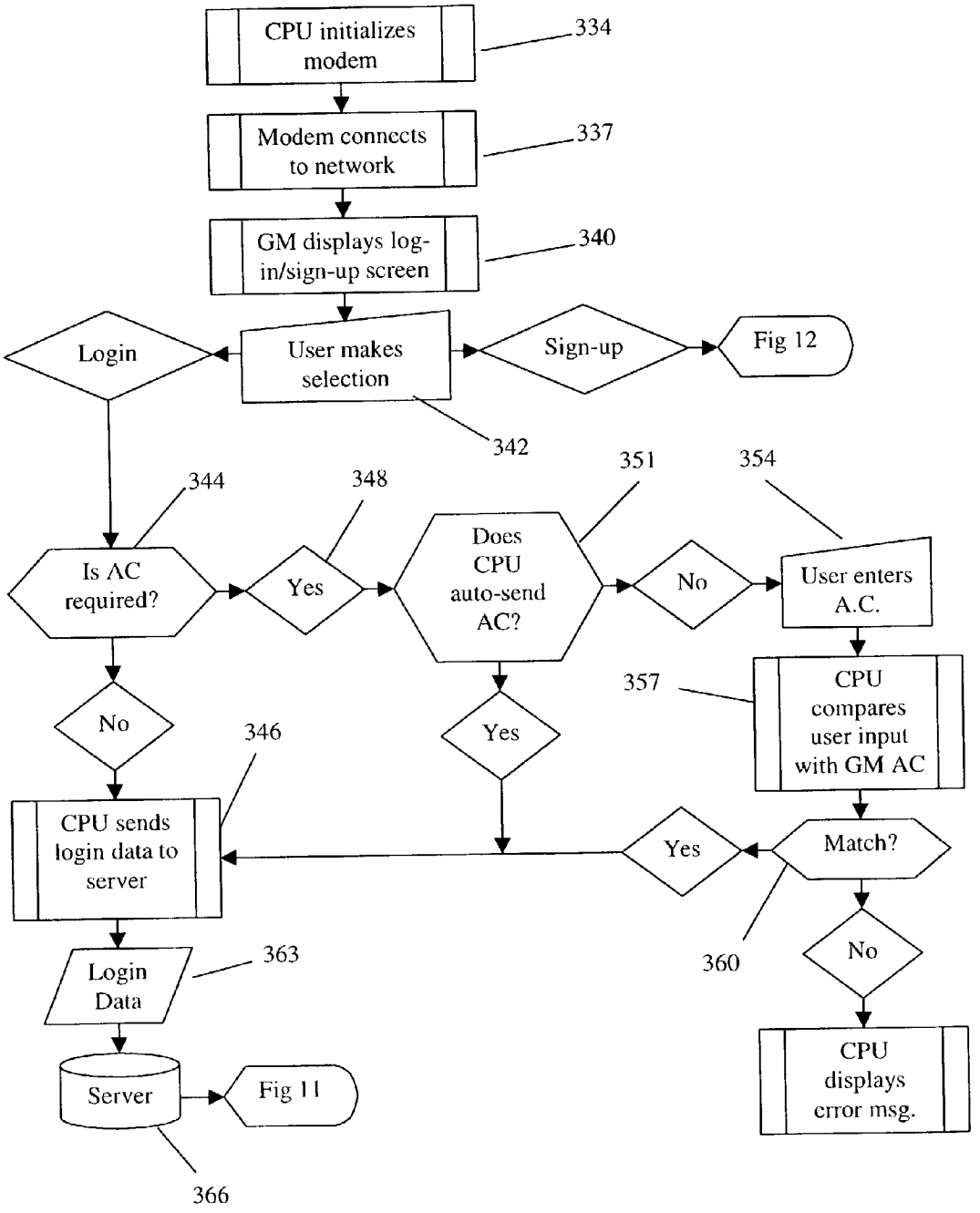

CPU initializes modem
334
Modem connects to network
337
GM displays log-in/sign-up screen
340
Login
User makes selection
Sign-up
Fig 12
342
344
348
351
354
Is AC required?
Yes
Does CPU auto-send AC?
No
User enters A.C.
No
Yes
357
CPU compares user input with GM AC
346
CPU sends login data to server
Yes
Match?
360
No
363
Login Data
Server
Fig 11
366
CPU displays error msg.

Fig 11

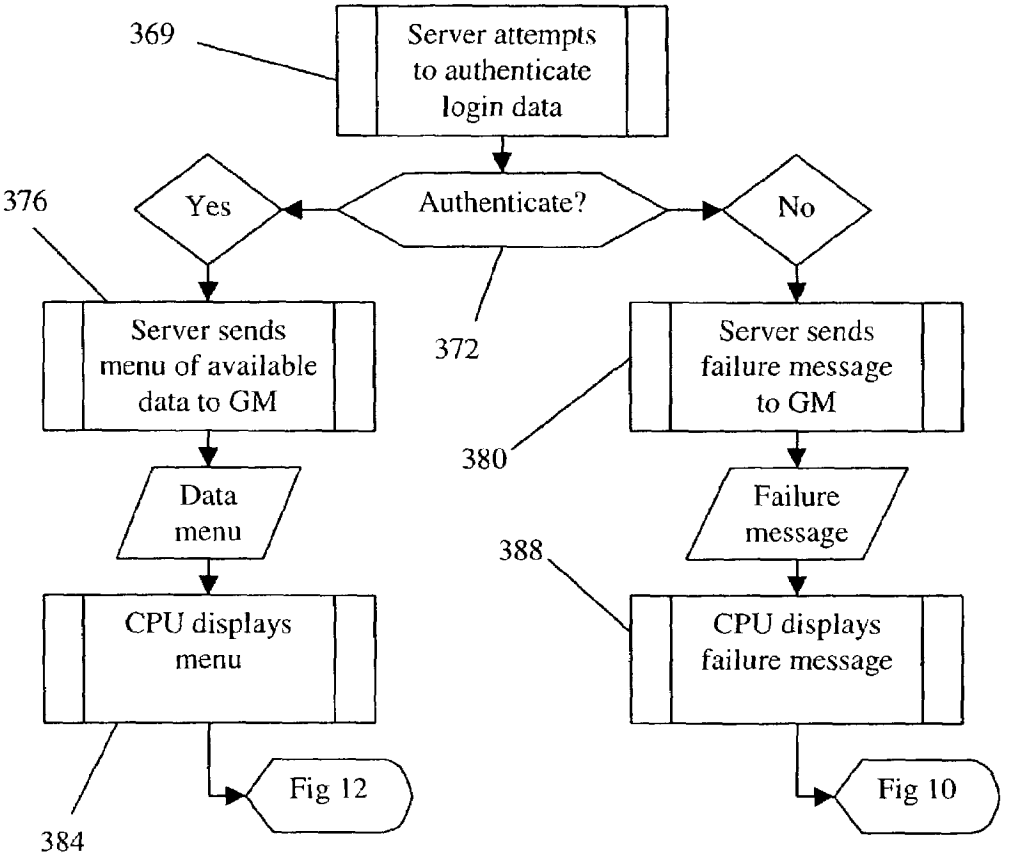

369
Server attempts to authenticate login data
Authenticate?
Yes
No
376
372
Server sends menu of available data to GM
Server sends failure message to GM
380
Data menu
Failure message
388
CPU displays menu
CPU displays failure message
Fig 12
Fig 10
384

Fig 12

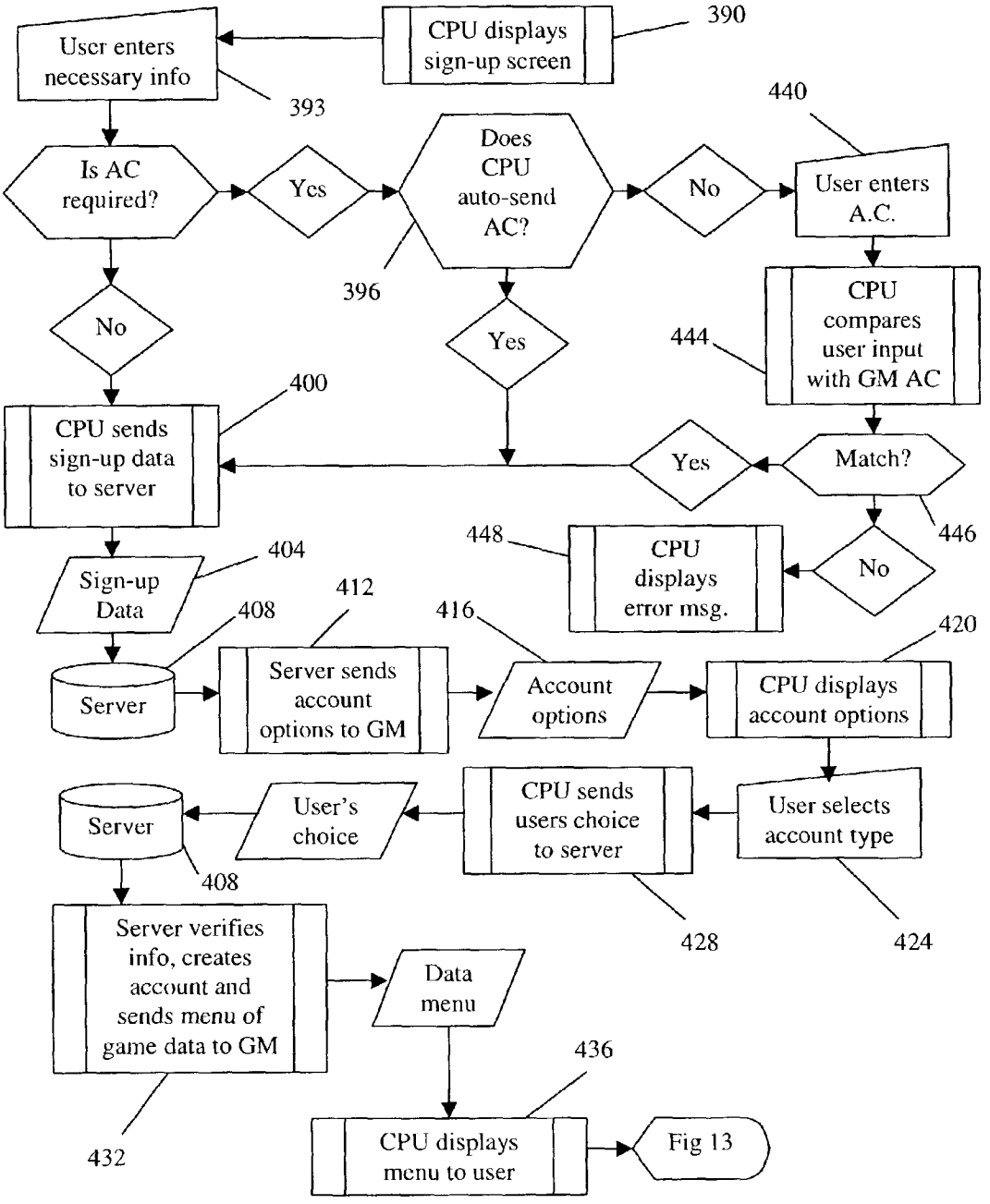

CPU displays sign-up screen
390
User enters necessary info
393
Is AC required?
Yes
Does CPU auto-send AC?
396
No
User enters A.C.
440
No
Yes
CPU compares user input with GM AC
444
400
CPU sends sign-up data to server
Yes
Match?
446
448
CPU displays error msg.
No
404
Sign-up Data
412
408
416
420
Server
Server sends account options to GM
Account options
CPU displays account options
Server
User's choice
CPU sends users choice to server
User selects account type
408
428
424
Server verifies info, creates account and sends menu of game data to GM
Data menu
436
432
CPU displays menu to user
Fig 13

Fig 13

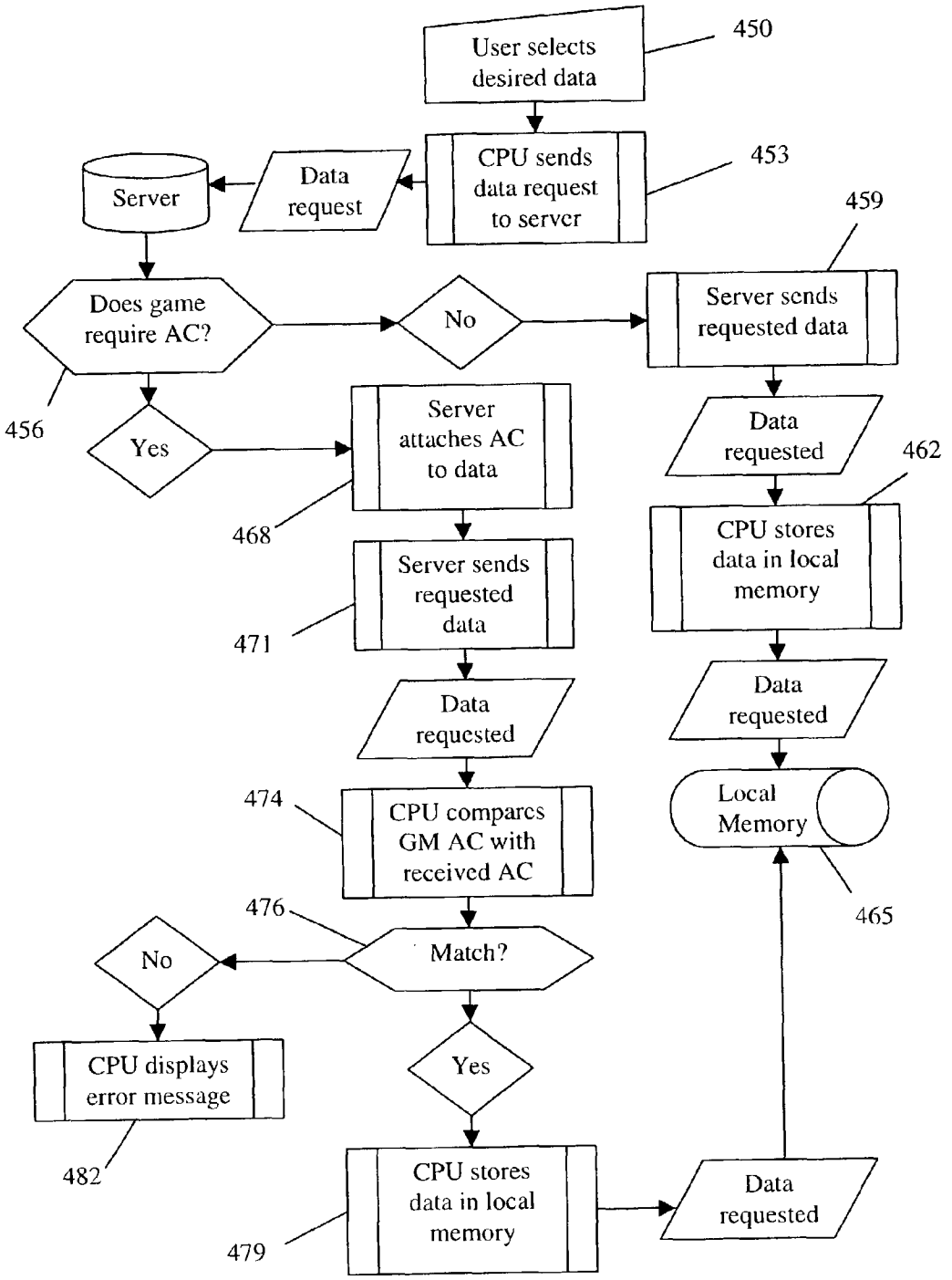
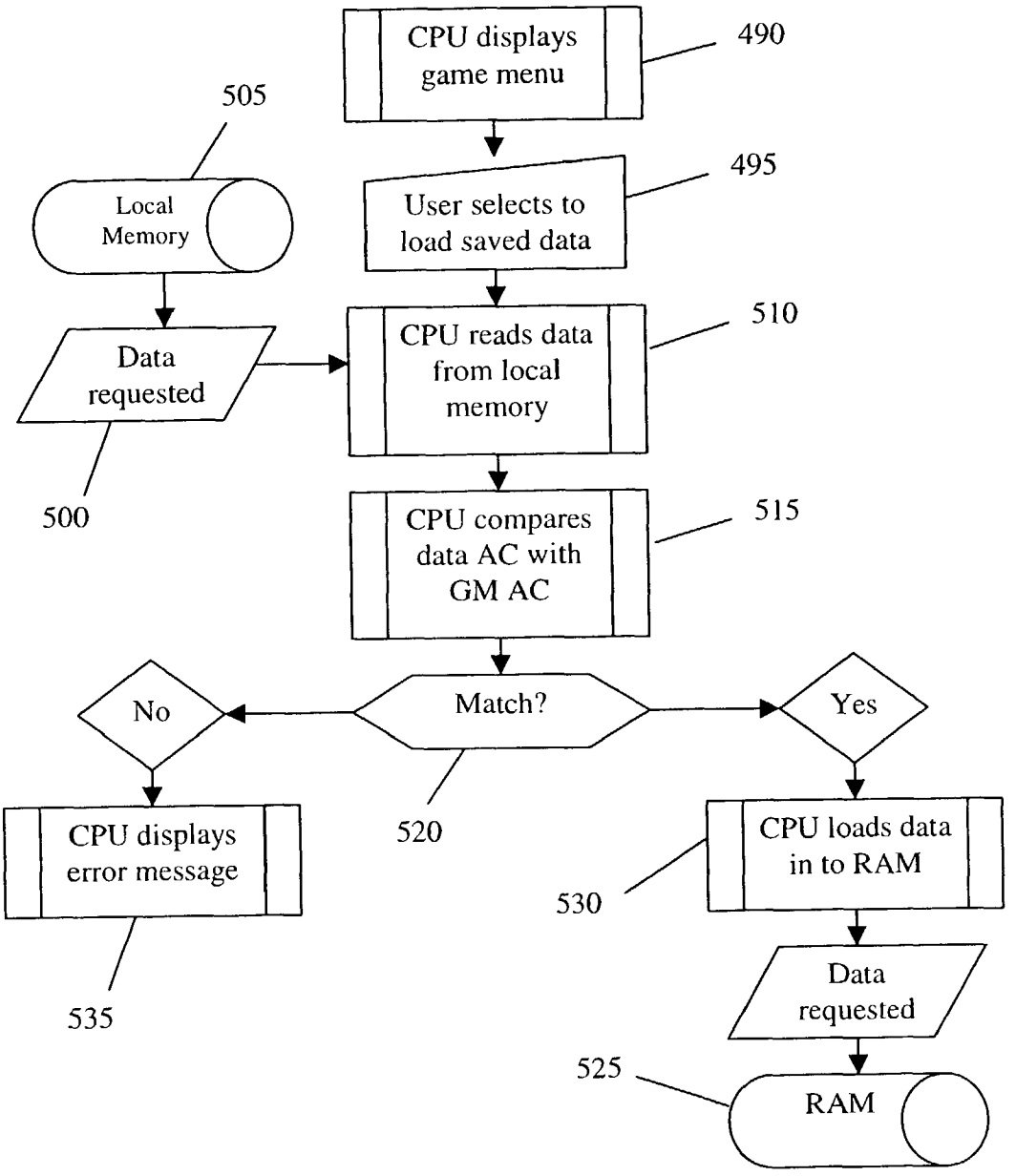

User selects desired data
450
CPU sends data request to server
453
Data request
Server
Does game require AC?
No
459
Server sends requested data
456
Yes
Server attaches AC to data
468
Data requested
462
CPU stores data in local memory
Server sends requested data
471
Data requested
Local Memory
465
474
CPU compares GM AC with received AC
476
Match?
No
Yes
CPU displays error message
482
CPU stores data in local memory
479
Data requested

Fig 14


CPU displays game menu
490
505
Local Memory
User selects to load saved data
495
Data requested
CPU reads data from local memory
510
500
CPU compares data AC with GM AC
515
No
Match?
Yes
CPU displays error message
520
CPU loads data in to RAM
530
Data requested
525
RAM
535

METHOD AND SYSTEM FOR INCREASED REALISM IN VIDEO GAMES

CROSS-REFERENCE TO RELATED APPLICATIONS

This patent application is a division of, and claims priority to, U.S. patent application Ser. No. 10/266,795, the contents of which are hereby incorporated herein by reference.

BACKGROUND

Many video games attempt to recreate realistic situations. For example, video games simulating sports games and matches are popular. They commonly even show actual leagues with correct teams. hometowns may be shown, with realistic stadiums. Athletes' uniforms represent professional athletes' actual uniforms. Specific athletes are represented. For example, an image of Shaquile O'Neil may be used as one of the players on the Los Angeles Lakers basketball team. Kobe Bryant and all of Shaquile's actual teammates may be on the team with him.

But the realism goes far beyond just images. The video game characters have characteristics approximating their real life counterparts. For example, the video game Shaquile may be very good at dunking the basketball, but horrible at shooting freethrows. Parameters are stored on the video game medium that cause the different characters to replicate their real life counterparts' performance.

Video game producers typically produce professional sports video games once per year. The performance parameters and visual aspects are typically specified based on the most recent year. For example, Barry Bonds of the San Francisco Giants baseball team had a homerun average of (73 homeruns)/(476 at bats)=15.3 percent during the 2001 season. This average can be used to set a video game parameter so that the video game character Barry Bonds has a similar tendency to hit homeruns. A problem with this system is that the performance parameters and visual aspects of a video game are fixed at the time the video game is produced.

The players of this type of game continually demand increased realism in such games. For example, more and more parameters are added to distinguish one character from another and to more accurately simulate the performance of real life athletes. Also, the realism of the visual aspects of players, teams and stadiums is continually increased. For example, the ivy on the outfield wall of Wrigley Field in Chicago may be shown in a baseball video game.

The problem remains that visual aspects and performance characteristics of real life sports players, teams and environments change throughout the year.

SUMMARY

Sports video games attempt to achieve realism. Particularly, sports video games frequently attempt to emulate professional sport details. Actual professional athletes are shown, frequently including such details as jersey numbers, physical stature and even facial features. Performance characteristics are emulated. For example, in a baseball video game, an individual professional athlete's batting average may be used to influence a video game character's batting performance. Frequently, actual professional teams are provided for video game play. For example, in a basketball video game, players can play the Los Angeles Lakers versus the Chicago Bulls, complete with rosters, players and even a stadium. Video game players are demanding more and more realism like this.

A major problem with this system is that professional sports change in many ways. Athletes' performances change over the course of a season, or even a day. Additionally, athletes may be traded from team to team, or become injured. Stadia may change. Sports announcers may change. This leaves a video game behind, in an unrealistic state. For example, if a new star rises on the professional sports scene, during the middle of a season, that new star's incredible performance will not be duplicated by the video game. Video game players are stuck playing the game with the star having his pre-star characteristics. They must wait for the video game producers to produce a new video game incorporating the new star-like performance of the rising star. This is unsatisfying for video game players. They want to play a video game that matches the professional sport performance characteristics, look and feel.

Accordingly, a system and method for updating parameters of a video game is provided. As events occur in the real world that may influence a game attribute, a parameter is recorded on a server. A video game player may connect to the server and download the parameter. The parameter is stored by the video game and changes an attribute of the video game. Thus, for example, the new performance characteristics of the rising star may be recorded on the server as improved performance parameters. When these parameters are downloaded by the video game player, the video game incorporates the star-like qualities of the rising star.

This quantifiably increases realism. Video game players can download up-to-the-minute statistics and visual aspects for incorporation into their video games. Instead of playing with last season's teams, video gamers get a simulation of the fresh new events of the week, day, or hour.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is an external view showing a structure of a video game system and a historical event.

FIG. **2** is a high level block diagram of a video game system.

FIG. **3** is a block diagram of a video game system.

FIG. **4** is a block diagram of a game medium.

FIG. **5** is a block diagram of the players stored in ROM.

FIG. **6** is a block diagram of a RAM.

FIG. **7** is a flow chart for choosing whether to update a video game.

FIG. **8** is a flow chart for updating a video game.

FIG. **9** is a flow chart for loading data into RAM and playing a video game.

FIG. **10** is a block diagram showing a portion of a flow diagram for authenticating a user of a video game.

FIG. **11** shows a portion of a process for authenticating a video game user, continued from FIG. **10**.

FIG. **12** is a flow diagram showing a process for signing up a new user of a video game with downloadable statistics.

FIG. **13** is a flow diagram showing a download process of a new game parameter.

FIG. **14** is a flow diagram showing game play in a case in which an AC is required.

DETAILED DESCRIPTION OF SEVERAL EMBODIMENTS

FIG. **1** is an is an external view of a video game system and a historical event. An historical event **11** takes place. For

example, the event may be a World Cup soccer game, or an American football game. In a more specific example, the event may be the occurrence of a new yearly completion percentage, or other performance statistic, of a specific quarterback in a specific professional American football game.

A datum **17** relating to the historical event **11** is recorded on a computer readable medium known as a network server **14**. A game machine **20** is coupled to the network server **14**. The game machine **20** downloads the datum **17**, which may, for example, represent a quarterback's completion percentage, a basketball player's freethrow percentage, or any other outcome of a realistic event. The datum **17** is then used to play a video game, which is displayed on a monitor **24**. A user **28** plays the video game using controller **30**. In this way, the user gets to play a video game the more accurately simulates a the real world.

For example, a datum representing a quarterback's new completion percentage is loaded into memory (not shown) in the game machine **20**. Then, the user **28** can play an American football video game with current statistics. This makes the video game more enjoyable to the user, adding increased realism. As real life professional players' performances change, users can still play with statistically accurate players.

FIG. **2** is a block diagram of a video game system. The video game machine **20** incorporates a central processing unit (CPU) **32** and coprocessor (CP) **34**. The CP **34** includes a bus control circuit **38** for controlling buses, a signal processing unit (SPU) **40** for performing polygon coordinate transformation, shading treatment, etc., a display processing unit (DPU) **45** for rasterizing polygon data into an image to be displayed and converting the data into a data from (dot data) stored on a frame memory. The CP **34** is coupled to a cartridge connector **50** for detachably mounting with a ROM cartridge **52**, a disc drive connector **54** for detachably mounting with a disc drive **56**, and a RAM **58**. Also, the CP **34** is connected with an audio signal generating circuit **61** for outputting a sound signal to an audio output device **62**, processed by the CPU **32**, and an image signal generating circuit **64** for outputting an image signal to a display **65**. Further, the CP **34** is coupled with a controller control circuit **67** for serially transferring operational data for one or a plurality of controllers **70**A-**70**D and data for a RAM cartridge **73** for extension.

A modem **72** is coupled to the bus control circuit **38**. The modem **72** is also preferably coupled to the internet (not shown). As discussed with reference to FIG. **1**, a server coupled to the internet stores performance, visual image and audio parameters. The modem **72** couples to the server and downloads a parameter for play in the video game. The CPU **32** sends a signal through the bus control circuit to initialize the modem **72** and control the modem **72** to download the parameter. Preferably, the parameter is stored in RAM **58** for play of the video game, as discussed below. It will be understood by those of skill in the art that other configurations of video game machines are possible. For example, the CPU **32** and the CP **34**, or portions of the CP **34**, may be incorporated as one component. Also, for example, RAM **58**, may be divided into more than one memory element, or other types of memory elements may be included.

Referring now to FIG. **3**, a block diagram of a video game system is shown. A data server **82** is coupled to a network **85**. The network may be, for example, what is commonly referred to as the internet, or, alternatively, the network **85** may be another type of network, such as a local area network (LAN). The data server **82** stores information for use in video games. Advantageously, new statistical results or parameters can be stored on the data server **82**. For example, when a real professional athlete changes a performance rating, the changed performance rating can be stored on the data server **82**. For example, when a professional baseball player changes his batting average, the changed batting average can be stored on the data server **82**. Or, as a second example, if a professional American football quarterback changes his completion percentage the changed completion percentage can be stored on the data server **82**. This allows a video game player to play a video game with the new statistics. The changed statistic may be stored as the actual number that the statistic represents. For example, if a batting average goes from 0.275 to 0.278, then the number 0.278 may be stored on the data server. Or the new statistic may be stored on the data server as a parameter of a video game. The parameter can then be used to effect how the video game character interacts with the video game environment.

Referring again to FIG. **3**, the user (not shown) plays the video game by entering inputs through a user interface **87**. The user interface **87** may be, for example, a video game controller (not shown). The user interface **87** is coupled to a video game machine **90**, which may be a video game machine **20**, as shown with reference to FIG. **2**. The video game machine **90**, is coupled to a RAM **95** and a local memory **99**, preferably a read only memory (ROM). The RAM **95** is used for storing data and rules (described later with reference to FIG. **4**) from the game medium **103**. Advantageously, the parameter is also stored on the RAM. Thus, the video game is played with the changed statistic. Advantageously, a video game character, such as, for example, an American football quarterback, will play more realistically based on the video game character's real life performance, such as, for example, a completion percentage.

The video game machine is coupled to a modem **107** for coupling to the network **85**. The parameter is downloaded by the video game machine **90** from the data server **82** by means of the modem **107** and the network **85**. As will be understood by those of skill in the art, the modem **107** may be incorporated as part of the video game machine **90**, or a separate component.

FIG. **4** is a block diagram of a game medium, preferably a ROM **109**. The game medium may be, for example, a compact disc (CD), a digital video disc (DVD), or a cartridge. The ROM **109** includes many rules and parameters for the video game. Rules **111** are stored on the ROM **109**. The rules **111** are shown as Rule **1**, Rule **2**, Rule **3**, etc. The rules govern how the game is played and displayed on the user interface. Advantageously, the rules can be updated to match the rules of the real world.

There are also other parameters stored on the ROM **109**. For example, stadium parameters **113** may be stored. For example, the game may display Wrigley Field for play by the Chicago Cubs and Fenway Park for play by the Boston Red Socks. For example, the ivy on the homerun wall of Wrigley Field is green and flourishing during certain parts of the year, such as from May to July. During April, August and September, the ivy is browner. The color of the ivy shown in a baseball video game showing Wrigley Field can change based on the time of the year that the video game is played.

As another example of how realism can be increased, new memorials to great players can be implemented in the video game stadiums. For example, in 2002, Ted Williams' number, "9", was displayed in the leftfield grass of Fenway Park after the start of the season. Baseball video games were already produced. So the video game fields did not have the number on the field, failing to duplicate real life. Now, the field can be changed to match real life after the game is produced, sold and played in the user's home.

Referring again to FIG. **4**, referees **115** may be stored. Referees' appearances and performance may be stored. For example, some referees in basketball call technical fouls frequently. Some referees rarely call technical fouls. Parameters can be stored regarding the individual referees that simulate these real life differences.

Team statistics and other parameters can also be stored, such as, for example, the city, owners, trainers, coaches, players, etc. For example, Mike Bibby of the Sacramento Kings, during the 2001-2002 regular season averaged 13.7 points and 12.3 shots attempted per game. In the playoffs of the same season, he averaged 20.2 points and 16.1 shot attempted per game. These improved playoff statistics can now be downloaded. A video game player can play a basketball video game with a Mike Bibby character incorporating the better performing real world Mike Bibby.

As another example, the 2000-2001 Chicago Bears' opponents scored an average of 22.2 points per game with an average of 114.2 rushing yards per game. The 2001-2002 Chicago Bears' opponents scored an average of 12.7 points per game with an average of 82.1 rushing yards per game. This change was not reflected in video games played during the 2001-2002 season. At that time, the newest video games reflected the statistics from the 2000-2001 season. Thus, the Chicago Bears on the video games played poorly, whereas the Chicago Bears on the real football field played very well. This dichotomy between video game and real life is frustrating to many video game players.

FIG. **5** is a block diagram of the players stored in ROM. Player **1**, Player **2**, Player **3** and several other players are shown. Under each player, several statistics are shown. For example, if the video game is basketball, Statistic **1** may be a player's field goal percentage. Statistic **2** may be a free throw percentage. Statistic **3** may be blocks per game. One skilled in the art will appreciate that the number and type of statistics stored will vary with the game and with the way the video game designer chooses to design the game.

FIG. **6** is a block diagram of a RAM **135** used to store game parameters for play of a video game. RAM **135** may be used to store game parameters as are RAM **58** (FIG. **2**) and RAM **95** (FIG. **3**) Preferably, items are loaded from **109** (FIG. **7**) into RAM **135**. Preferably, all of the rules **111** (FIG. **4**) are loaded into RAM at **138**. However, only one stadium is loaded from ROM to RAM. Also, only two teams, shown as Team **1** and Team **2** are loaded. As discussed with reference to FIGS. **1-3**, above, a new parameter is downloaded from the server and stored in RAM **135**. Preferably, the new parameter is stored in RAM in addition to the parameter as loaded from ROM.

Referring now to FIG. **7**, a flowchart is shown. In step **221**, the method starts. In step **224**, it is determined whether autoupdate is enabled. If autoupdate is enabled, the method continues by going to FIG. **8**, as shown at step **227**. If autoupdate is not enabled, the main menu is displayed at step **230**. In step **232**, a user chooses to start a game or request an update.

In step **234**, it is determined whether the user requested an update. In step **236**, the method continues by going to FIG. **9**, if the user did not choose to update the video game. If the user did choose to update the video game, the method continues by going to FIG. **8**, at step **238**.

Referring now to FIG. **8**, in step **241**, the CPU initializes the modem. In step **243**, the modem establishes a network connection. Next, in step **245**, the CPU sends a request for data to the data server. At **247** and **249**, the data server sends the requested data to the CPU. Advantageously, the requested data may be updated, or changed, statistics for playing a more realistic video game. For example, as mentioned above, the user may be requesting updated batting averages for game characters in a profession baseball video game. Or, to continue the example from above, the video game player may be requesting a newly established completion percentage for an American football quarterback. Preferably, the request is for all the new statistics resulting from a real game that has already been played, or from a plurality of games.

Referring again to FIG. **8**, at step **250**, the CPU receives the requested data and stores it in local memory **254**. In step **251**, the CPU disconnects the modem from the network. Next, at step **253**, the user is prompted that the data transfer is complete. The main menu is displayed at step **255**, and the method continues to FIG. **9** for play of the game.

In FIG. **9**, a flowchart is shown for the play of the video game. At step **265**, the game starts. Next, at step **270**, the CPU loads the game engine **275** from the game medium **280** into RAM **285**. Next, at step **290**, the CPU loads the requested data from local memory **300** into RAM **285**. The requested data **295** is preferably the changed statistics requested by the user and stored in local memory as shown in FIG. **8**. This way, updated statistics, such as new player performance parameters resulting from current, real professional games can be used to play a more realistic video game, as shown at step **305**.

FIG. **10** is a block diagram showing a portion of a flow diagram for authenticating a user of a video game. At step **334**, a CPU initializes a modem. The modem connects to a network at step **337**. The game machine displays a login/sign-up screen at step **340**. The user selects either to sign up or login in at step **342**. If the user selects to login, the next step depends upon whether an authentication code (AC) is required, as shown at step **344**. If no AC is required, the CPU sends the login data to the server at step **346**. The flow then continues at FIG. **11**.

Alternatively, an AC may be required by the network, as shown at step **348**. This allows the network to verify that the user has a proper authentication code. For example, the authentication code may be provided at sign-up (described with respect to FIG. **12**) by the network to the user. This way, the network administrator can verify that the user is a paying user. As another example, a new authentication code may be provided on a periodic basis, such as, for example, monthly. Thus, if a user is paying on a monthly basis, correct authentication is only available if the user's dues are current. As yet another example, the AC may be associated with a specific game machine by either the network or the CPU. This allows for security for preventing portability of AC's from one game machine to another.

Referring again to FIG. **10**, if authentication is required, it depends whether the AC is auto-sent or not, as shown at step **351**. If the AC is auto-sent, the process continues at step **346**. If the AC is not auto-sent, the user enters a user verification code, at step **354**. At step **357**, the CPU compares the user verification code to a game machine authentication code. If the user verification code matches the game machine authentication code, at step **360**, the process continues at step **346**. As stated in step **346**, the login data **363** is stored at a network server **366**. Next, the process continues at FIG. **11**.

FIG. **11** shows a portion of a process for authenticating a video game user, continued from FIG. **10**. At step **369**, the server attempts to authenticate the login data and any AC present. The AC may include a user verification code, to verify that the user is authorized to receive updated game parameters. Also, the AC may include a code identifying a specific game machine. This identifying code may, for example, be a serial number from the game machine. Alternatively, the identifying code may be a code assigned by the network administrator to the game machine at sign-up (de-

scribed with respect to FIG. **12**). Further, the network administrator may verify that the identifying code, the verification code, and the user login data all match. The verification code may be a password.

At step **372**, the network checks whether the login data and any AC is authenticated. If the login data and any AC are authenticated, at step **376**, the server sends a menu of available data to the game machine. Then, at step **384**, the CPU displays the menu to the user and continues to FIG. **13**. If the login data and any AC are not authenticated at step **372**, the server sends a failure message to the CPU, at step **380**. The CPU displays the failure message to the user, at step **388**. Preferably, the CPU next displays the login/sign-up screen to the user again. The process returns to the beginning of FIG. **10**, at step **334**.

FIG. **12** is a flow diagram showing a process for signing up a new user of a video game with downloadable statistics. In step **390**, the CPU displays, a sign-up screen. In step **393**, the user enters the user's name and chosen password, and possibly other identifying information, such as a birthdate, address, etc. In step **396**, the process depends upon whether the AC is autosent. If the AC is autosent, the CPU sends the sign-up data **404** to the server **408** in step **400**. In step **412**, the server sends account options **416** to the game machine.

In step **420**, the CPU displays the account options to the user. In step **424**, the user selects what type of account the user chooses. In step **428**, the CPU sends the users choice of account type to the server **408**. For example, the user may choose to pay for downloads of new game parameters on a monthly basis. As another example, the user may choose to pay for downloads of new game parameters for an entire sports season. Or, as yet another example, the user may choose to pay for downloads of new game parameters on a pay per use basis. Other business models will be apparent to those of skill in the art.

In step **432**, the server verifies the information, creates an account and sends a menu of game data to the game machine. In step **436**, the CPU displays the menu to the user. Next, the process continues as shown in FIG. **13**.

Alternatively, if in step **396**, the AC is not autosent, the user enters an AC, in step **440**. In step **444**, the CPU compares the user input AC with the game machine authentication code. In step **446**, the CPU determines whether the user input AC matches the game machine AC. If not, the process continues at step **448** and the CPU displays an error message to the user. If the user input AC matches the game machine AC, the process continues at step **400**.

FIG. **13** is a flow diagram showing a download process of a new game parameter. In step **450**, the user selects a set of desired game parameters. For example, the desired parameters may comprise a complete set of new parameters for all teams in the game. As another example, the desired parameters may comprise the results of a single sports game for a single team. In step **453**, the CPU sends the request to the server.

In step **456**, the process depends on whether the game machine requires an authentication code. In step **459**, the server sends the requested parameters to the CPU In step **459**, the server sends the requested parameters to the CPU if the game machine does not require an authentication code. In step **462**, the CPU stores the new game parameters in local memory **465**.

Alternatively, if in step **456**, the game machine requires an AC, the process continues to step **468**. In step **468**, the server attaches account information and the AC to the parameter. In step **471**, the server sends the parameter to the CPU. In step **474**, the CPU compares the AC with the game machine AC. In step **476**, the game machine determines whether the AC sent by the server matches the AC stored on the game machine. If there is no match, the CPU displays an error message. If there is a match, the CPU stores the data at step **479** in local memory **465**. The data, or new game parameters, can then be used for play in a game with quantifiably increased realism.

FIG. **14** is a flow diagram showing game play in a case in which an AC is required. In step **490**, the CPU displays a game menu. In step **495**, the user selects to load saved data **500**, which has been stored in local memory **505**. In step **510**, the CPU reads data from local memory. In step **515**, the CPU compares an AC associated with the data to the game machine AC. In step **520**, the process determines whether the AC associated with the data is the same as the game machine AC. If they don't match, the CPU displays an error message in step **535**. If they match, the CPU loads the parameter data into RAM **525** in step **530**. Then, the new game parameters are used for play in a game with quantifiably increased realism.

What is claimed is:

1. A game medium including read only memory (ROM) or random access memory (RAM) configured to provide a sports video game in conjunction with a video game machine, the sports video game including video game rules, video game character parameters, and video game stadium or field parameters, the game medium having rules and parameters stored thereon and being configured to cause the video game machine to perform a method comprising:

loading video game data stored by the game medium into memory for playing the video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter includes data that corresponds to a real-life change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the changed real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

2. A game medium according to claim **1**, wherein the change in the video game attribute is a change in a visual appearance of the stadium or field that corresponds to a change in the real-life visual appearance of the real-life stadium or field.

3. A game medium according to claim **2**, wherein the change in the visual appearance of the stadium or field includes a change in the visual appearance of a plant that is part of the stadium or field.

4. A game medium according to claim **3**, wherein the plant includes grass.

5. A game medium according to claim **3**, wherein the plant includes ivy.

6. A game medium according to claim **1**, wherein the game medium is configured to cause receipt of a plurality of updated stadium or field parameters during a single real-life sports season and the stadium or field parameters in the video

game are changed a plurality of times during the single sports season so that the video game stadium or field more closely simulates the real-life sports stadium or field at multiple instances during the single real life sports season.

7. A game medium according to claim **1**, the game medium being further configured to cause the video game machine to update visual aspects of at least one video game character during a single real-life sports season of the real-life sports athlete, the updated visual aspects being based on a change in a real-life visual appearance of the real-life sports athlete.

8. A game medium according to claim **1**, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving an input from the user using the video game controller, the input directing the video game machine to connect to the data server via the internet to receive the updated video game stadium or field parameter.

9. A game medium according to claim **1**, wherein the video game enables a user to choose, or to not choose, a video game update that includes the updated video game stadium or field parameter.

10. A game medium according to claim **1**, the game medium being further configured to cause the video game machine to perform the method periodically and automatically in response to an input received from the user using the video game controller.

11. A game medium according to claim **1**, the game medium being further configured to cause the video game machine to perform the method further comprising:

receiving a change in a video game team parameter from a data server via the network, wherein the video game team parameter corresponds to a real-life trade of a real-life athlete between two real-life teams during a single sports season; and

changing a video game team in the video game based on the video game team parameter received to reflect the trade of the real-life athlete in the sports video game.

12. A game medium according to claim **1**, wherein the sports video game is a soccer sports video game including video game soccer stadiums, video game soccer teams, and video game soccer characters associated with real-life soccer stadiums, real-life soccer teams, and real-life soccer athletes respectively.

13. A game medium according to claim **1**, wherein the sports video game is a football sports video game including video game football stadiums, video game football teams, and video game football characters associated with real-life football stadiums, real-life football teams, and real-life football athletes respectively.

14. A game medium according to claim **1**, wherein the sports video game is a basketball sports video game including video game basketball stadiums, video game basketball teams, and video game basketball characters associated with real-life basketball stadiums, real-life basketball teams, and real-life basketball athletes respectively.

15. A game medium according to claim **1**, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute that is based on a real-life season.

16. A game medium according to claim **1**, wherein the game medium includes ROM and the ROM includes a disk, compact disc, digital video disc, or cartridge.

17. A game medium according to claim **1**, the method further comprising:

during a single sports season, receiving an updated video game character performance parameter from the data server via the network including the Internet, wherein the updated video game character performance parameter is based at least in part on one or more real-life performances of the particular real-life sports athlete;

updating the sports video game with the updated video game character performance parameter received, wherein the update changes the manner in which the particular video game character performs in the sports video game such that the particular video game character more closely simulates a real-life performance attribute of the particular real-life athlete in the sports video game; and

enabling a user to control the particular video game character in the sports video game using a video game controller connected to the video game machine.

18. A game medium as in claim **17**, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least weekly during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

19. A game medium as in claim **17**, the method further comprising receiving a series of updated video game performance parameters based on real-life performances that occur at least daily during at least a portion of the single sports season, such that the particular video game character simulates current real-life performance attributes of the particular real-life athlete.

20. A game medium according to claim **17**, wherein the updated video game character performance parameters are each associated with a real-life performance tendency of the particular real-life athlete in the real-life performances during the single sports season.

21. A method performed by a computer server for updating a video game stadium or field parameter in a sports video game played on a video game machine, the sports video game stadium or field representing a particular real-life stadium or field in the sports video game, the method performed by the computer server comprising the following acts:

storing an updated video game stadium or field parameter on a storage medium of the computer server, wherein the updated-video game stadium or field parameter is based at least in part on an attribute of the particular real-life stadium or field that has changed in real-life;

communicating with a video game machine to establish a network connection over the Internet; and

transmitting the updated video game stadium or field parameter to the video game machine over the network including the Internet, thereby enabling the video game machine to (i) receive the updated video game stadium or field parameter, and (ii) change the sports video game stadium or field based on change in the updated video game performance parameter, such that the particular video game stadium or field of the sports video game more closely represents the real-life stadium or field.

22. A method according to claim **21**, the method also for updating a video game character parameter of a sports video game character in the sports video game, the sports video game character representing a particular real-life athlete in the sports video game, the method further comprising the following acts:

storing an updated video game character performance parameter on the storage medium of the computer server, wherein the updated video game character performance parameter is based at least in part on one or

more performance statistics of the particular real-life athlete performing in one or more real-life sporting events; and

transmitting the updated video game performance parameter to the video game machine over the network including the internet, thereby enabling the video game machine to (i) receive the updated video game performance parameter and (ii) change the sports video game play such that the particular video game character of the sports video game more closely simulates the real-life performance of the particular real-life athlete.

23. A method comprising:

loading video game data stored by a game medium into memory for playing a video game, the video game data including one or more video game characters associated with corresponding real-life sports athletes, and one or more video game stadium or field parameters, the video game stadium or field parameters including a video game field or stadium attribute in the video game that corresponds to a real-life attribute of a real-life sports stadium or field;

receiving an updated video game stadium or field parameter from a data server via the network including the Internet, wherein the updated video game stadium or field parameter corresponds to a change in the real-life sports stadium or field attribute;

changing a stadium or field parameter in the video game based on the updated video game stadium or field parameter received such that the video game stadium or field attribute more closely represents the real-life stadium or field attribute; and

enabling a user to control the one or more video game characters using a video game controller connected to the video game machine.

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