

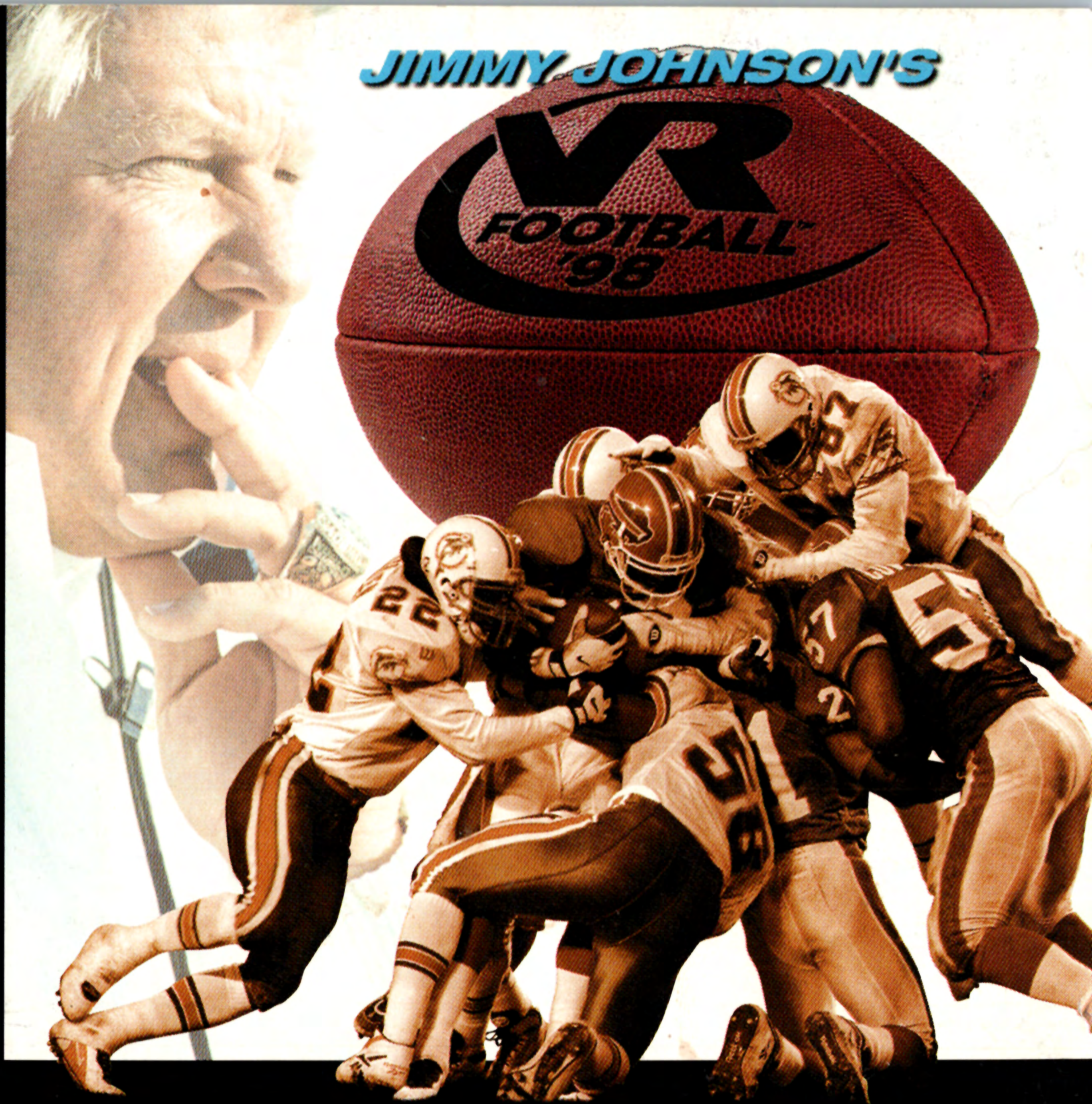


NTSC U/C

PlayStation™



SLUS-00500
MN-PSX-630-0



JIMMY JOHNSON'S



United Way



PLAYERS INC.



The Difference Is Real.™

Help Support The United Way!
VR Sports will donate* \$1 for every
VR Football '98 purchased.

**WARNING: READ BEFORE USING YOUR PlayStation™
GAME CONSOLE.**

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 game 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 game 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.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

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Starting the Game

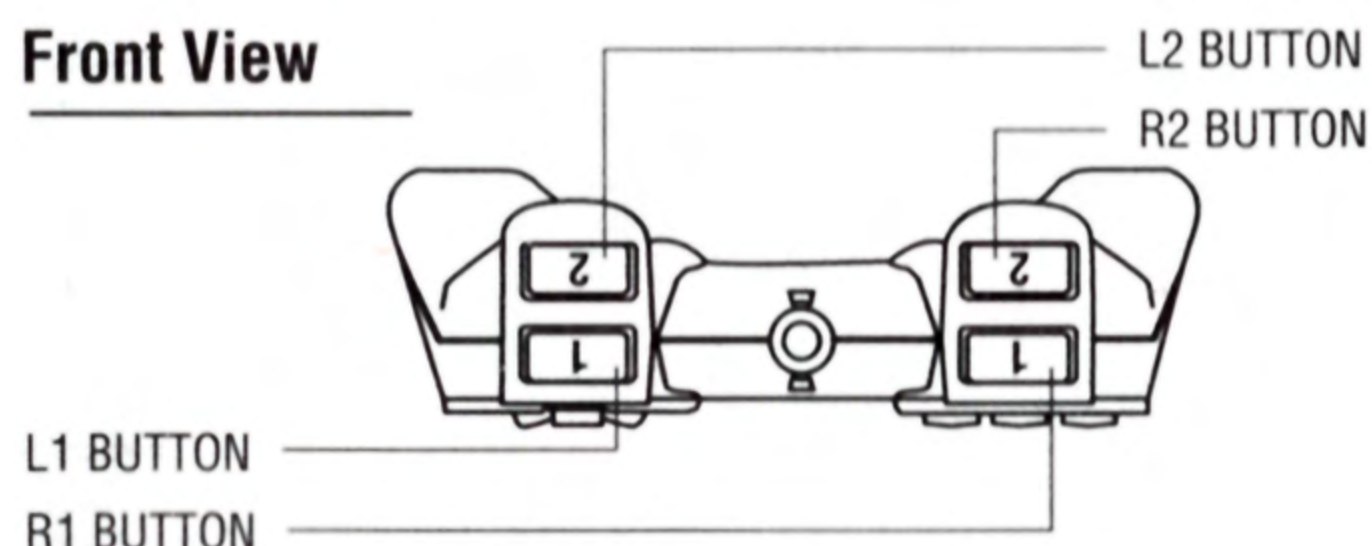
To play Jimmy Johnson's VR Football '98™ on your PlayStation™

1. Set up your PlayStation in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.

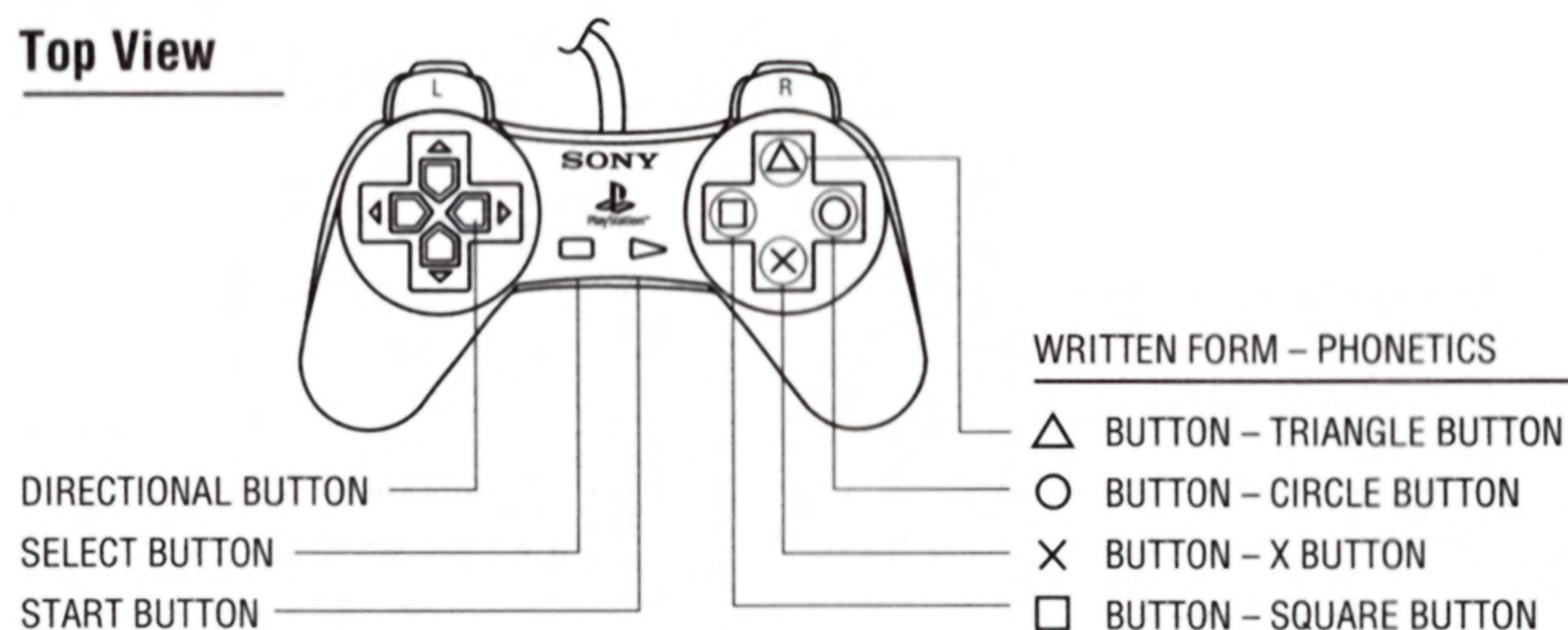
Warning: It is advisable that you do not insert or remove peripherals or Memory cards once the power is turned on.

Controller

Front View



Top View



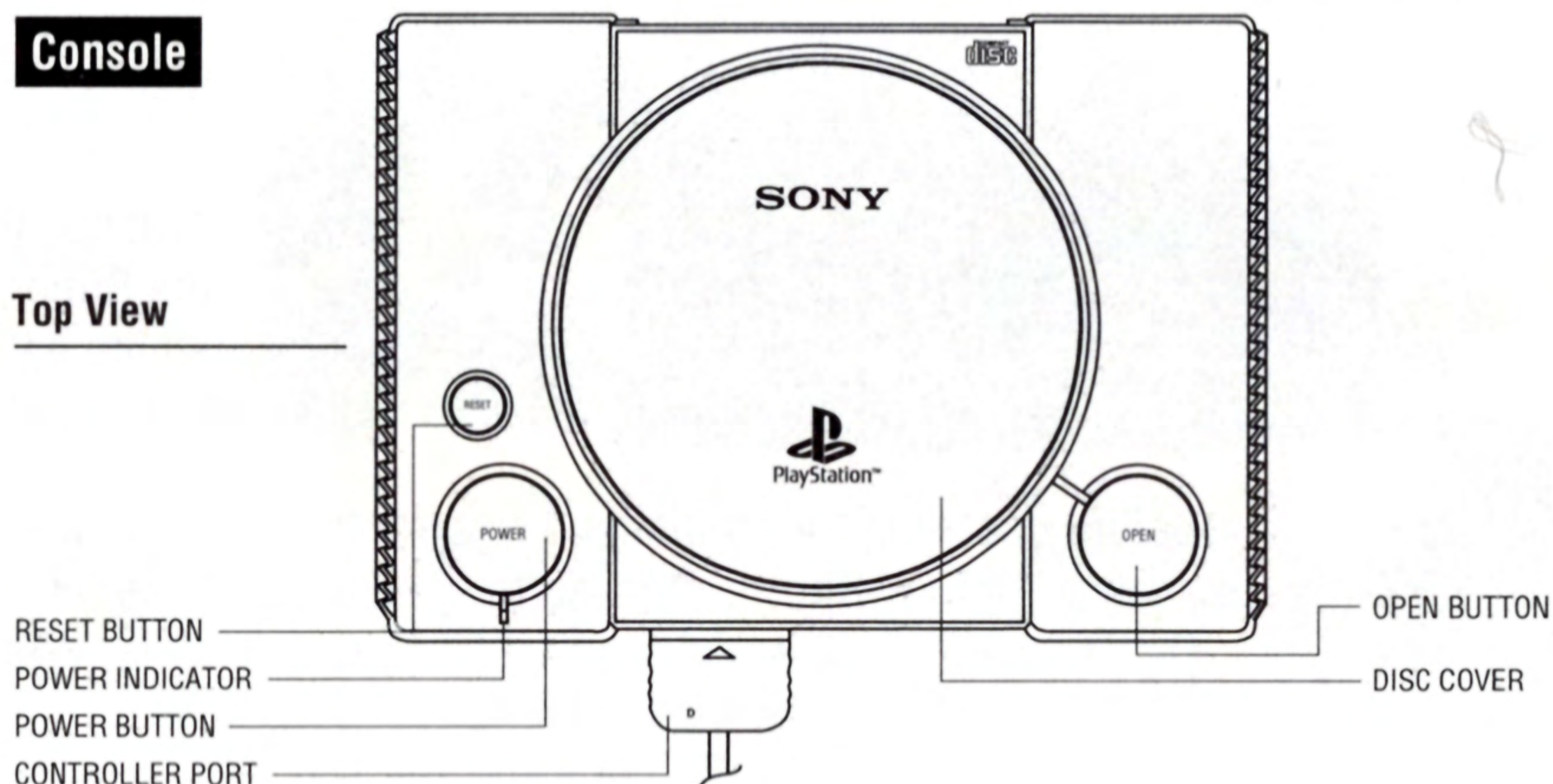
Controls

Set Up

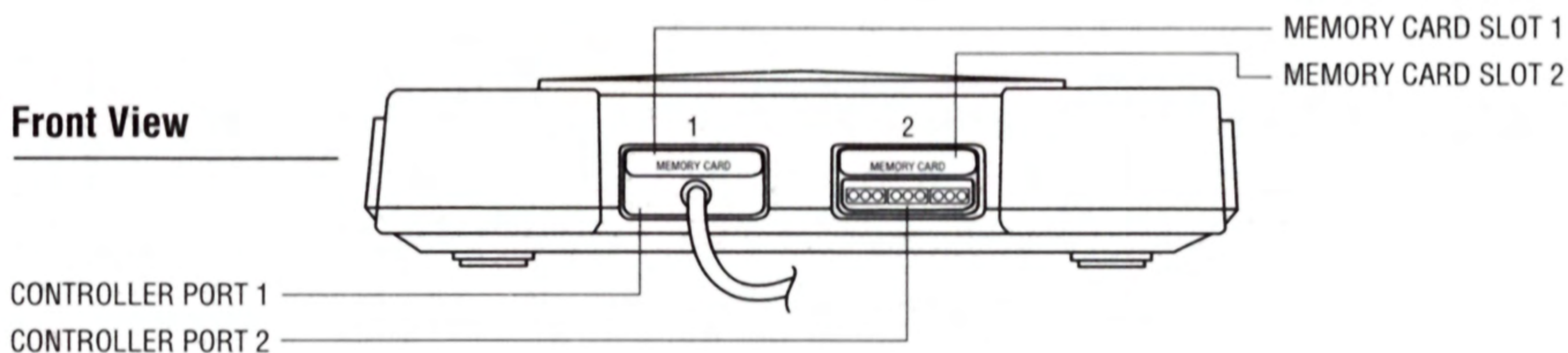
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Jimmy Johnson VR Football '98™ disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View

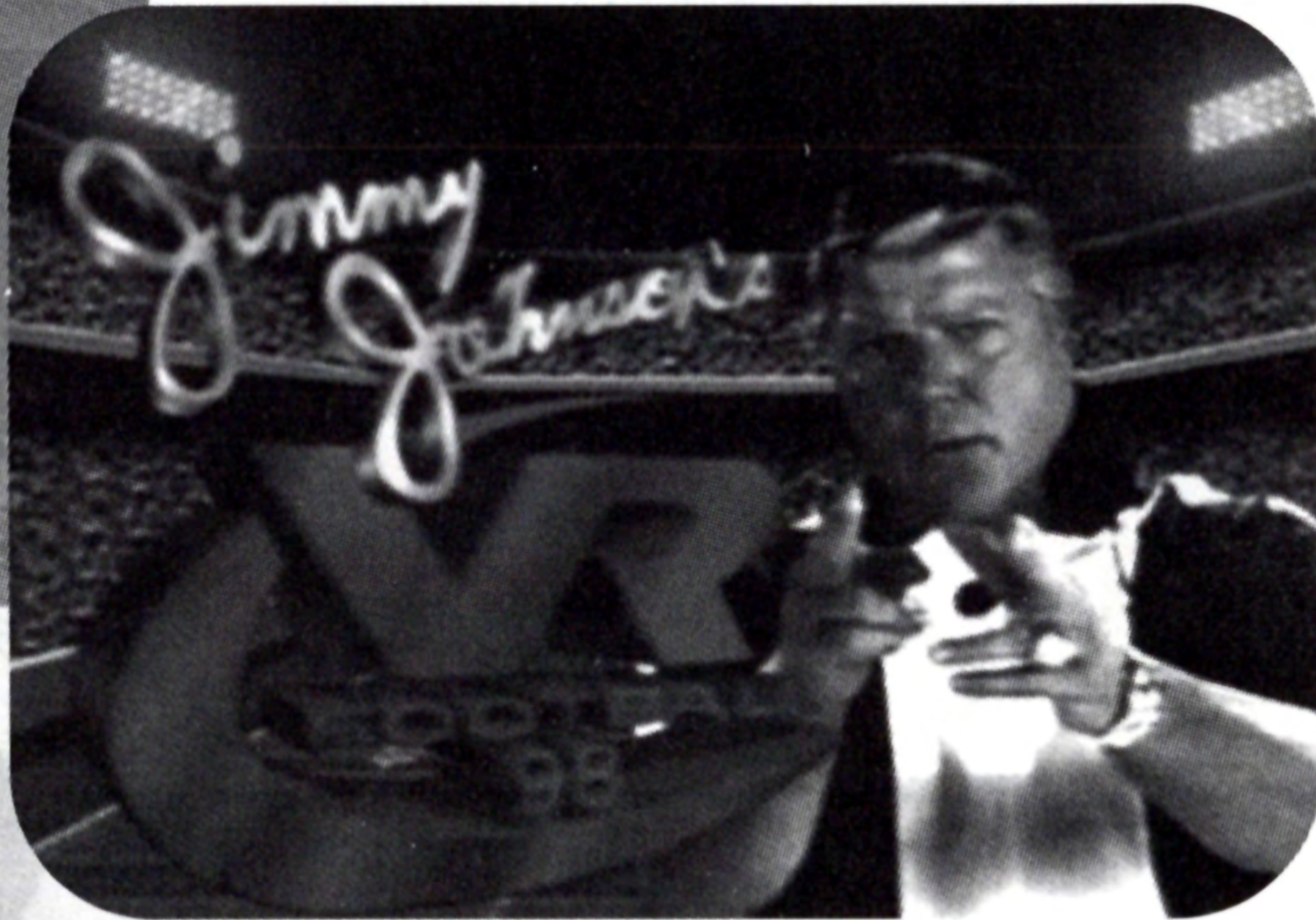


Front View



Jimmy Johnson

On January 11, 1996 Jimmy Johnson was named Head Coach and General Manager of the Miami Dolphins. He replaced Don Shula who had coached the team since 1970.



Jimmy Johnson has amassed one of the most successful professional and collegiate coaching records in football history. He was the first of only two coaches to win both the Super Bowl and a national collegiate championship.

Before coaching the Dolphins, he spent two years as an NFL analyst for FOX Sports. Prior to this, he was the Head Coach of the Dallas Cowboys from February 1989 to March 1994. While with the Cowboys, he became the fourth coach to win back-to-back Super Bowls (Super Bowls XXVII and XXVIII). His post season winning record of 7-1 is the second best in NFL history.

Before moving to Dallas, Johnson was the Head Coach of the University of Miami during 1984-88. His record there was 52-9 which included two Orange Bowl titles and a National Championship in 1987.

Game Controls

Menu screens

Directional button ↑↓ Moves highlight

Directional button ⇐⇒ Changes item

✕ Selects

▲ Returns to

previous
screen or
option

START Selects

Play Call screen

When playing defense, you have a few seconds to pick a play after the offense picks (time varies depending on difficulty). If you do not pick within that time, the computer picks a random play for you. The game clock flashes when you have 4 seconds to go.

Directional button ↑↓ Chooses Formation (or play type with Run/Pass method)

Directional button ⇐⇒ Displays next 3 plays

■ Selects Left play

▲ Selects Middle play

● Selects Right play

✕ (offense) Hold to run down clock

L1/R1 (offense) Flips play (not available for Special Teams plays)

START Pauses game/Displays
pause window





Default Gameplay Controls

* Marks those buttons that can be reconfigured.

After snapping the ball, the player you control will automatically run his pattern and perform his assignments. You can at any time press the Directional button to take control of him. Therefore, if you just want to coach the team, set Auto QB Pass to On, pick a play, snap the ball, and watch the action from the sideline.

When playing offense, you can personally set the camera height, tilt, and zoom before snapping the ball. Your camera view will be used for all consecutive plays until the ball is turned over to the defense.

START

Pauses game/Displays pause window

L1 (offense)

Zooms Out before the snap

L2 (offense)

Zooms In before the snap

Hold R1 & Directional button $\uparrow\downarrow$ (offense)

Adjusts camera height before the snap

Hold R1 & Directional button $\Leftrightarrow$ (offense)

Adjusts camera tilt before the snap

KICKING

Directional button

Aims the path of the ball



Press to set kicker in motion and start the kick arc meter. Press again to set the power.

KICK RETURNS

Directional button

Moves player



Spin [*]



Speed Burst [*]

KICK RETURNS Continued

- ▲ Hurdle [*]
- Dive/Down ball in the end zone [*]
- R1 Straight Arm

BEFORE THE SNAP

OFFENSE

- ✕ Snaps the ball
- Selects audible, then press ■, ▲, or ● to select play or ✕ to select cancel and exit
- Fake Hike (beware of a False Start)

Hold L1 & L2 at the end of a play

No Huddle (runs last play)

Hold L1 & L2 & (■, ▲, or ●) at the end of a play

No Huddle (runs ■, ▲, or ● audible)

OFFENSE Teammate (Multi-player mode)

- ✕ Toggles to next receiver [*]
- L1 Backwards toggle to previous receiver
- R1 Toggles to next receiver

DEFENSE

Directional button

- Moves player
- Selects audible, then press ■, ▲, or ● to select play or ✕ to select cancel and exit
- ✕ Toggles to next defender; first press takes you to middle linebacker [*]
- L1 Backwards toggle to previous defender
- R1 Toggles to next defender





- L2** Moves left cornerback into bump and run coverage
- R2** Moves right cornerback into bump and run coverage

AFTER THE SNAP

OFFENSE Passing Play

When passing, tap the button for a bullet pass. Hold the button for a lobbed pass.

- Directional button** Moves player
- ✕ Pump fake
- Pass to ■ receiver
- ▲ Pass to ▲ receiver
- Pass to ● receiver
- L1** Pass to **L** receiver
- R1** Pass to **R** receiver
- L2** Throws ball away to the left
- R2** Throws ball away to the right

OFFENSE Receiving (ball in the air)

- Directional button** Moves player
- ✕ Turn to catch (increases chances of catching the ball while running or at a standstill) [*]
- Speed Burst [*]
- ▲ Jumping catch [*]
- Diving catch [*]

OFFENSE Running Play

To manually control all aspects of the QB, turn Auto Pitch/Handoff to Off. You can then press the Directional button to run the QB anywhere and pitch/handoff by pressing ✕ when near your RB. To pitch/handoff automatically in this mode (similar to Auto Pitch/Handoff On), don't press the Directional button.

Directional button Moves player

✕ (QB behind scrimmage line)

Pitch/Handoff if running back is within range (Auto Pitch/Handoff is Off) [*]

✕ Spin [*]

■ Speed Burst [*]

▲ Hurdle [*]

● Dive [*]

R1 Straight Arm

OFFENSE Teammate (Multi-player mode)

Directional button Moves player

✕ (Passing Play with the ball in the air) [*]

Turn to catch

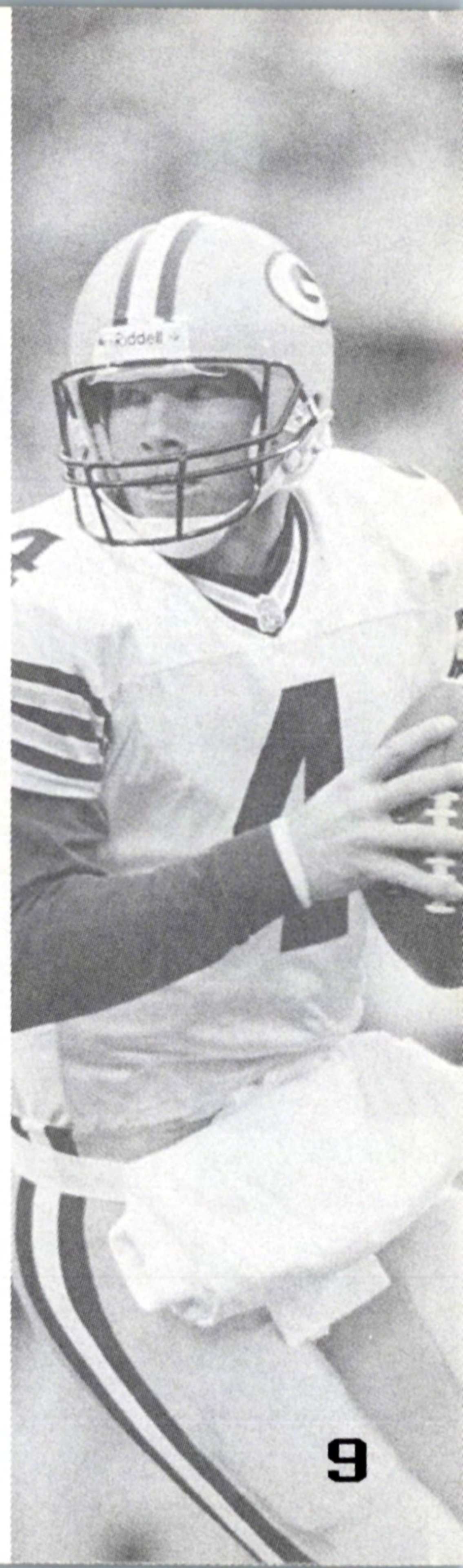
✕ (Running Play with the ball carrier past the scrimmage line)

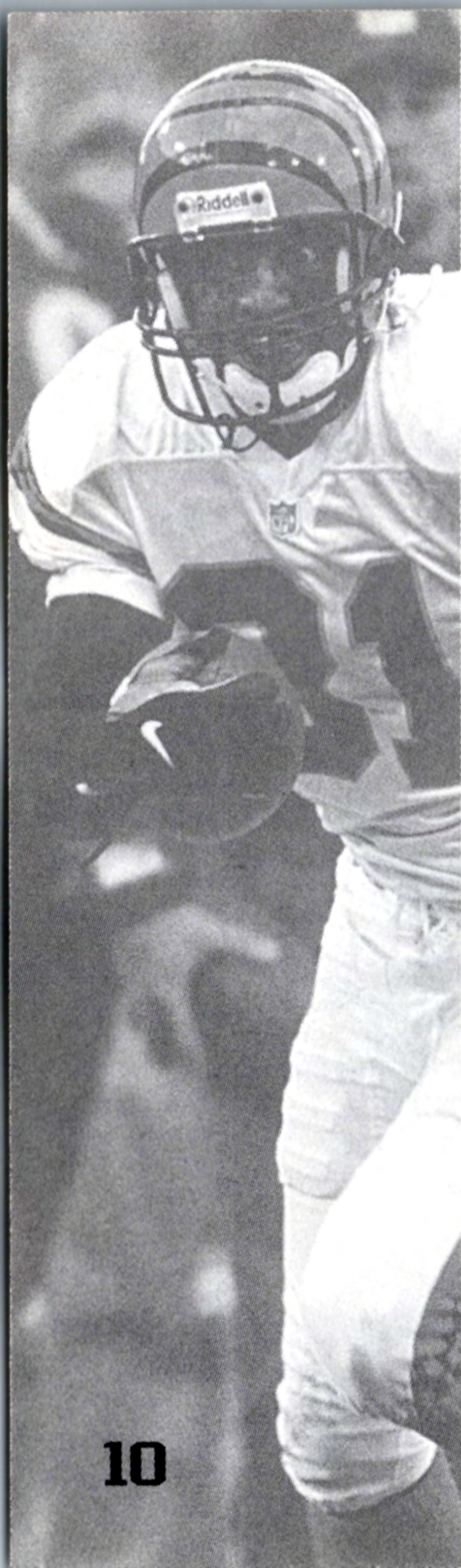
Toggles to teammate nearest the ball carrier so you can help block [*]

■ Speed Burst [*]

▲ Jump [*]

● Dive [*]





DEFENSE

Directional button

Moves player



Toggles to defender closest to the ball [*]



Speed burst [*]



Jump to Block/Intercept [*]



Diving Tackle [*]

L1

Toggles to nearest non-blocked defender

R1

Toggles to nearest non-blocked defender

Instant Replay

L1

Zooms Out

L2

Zooms In

Hold R1 & Directional button ↑↓

Adjusts camera height

Hold R1 & Directional button ⇐⇒

Adjusts camera tilt

Directional button ↑↓

Centers camera on next player

Directional button ⇐⇒

Rotates camera



Tap for single frame reverse.

Hold for fast reverse



Press to play. Press again to pause



Tap for single frame forward.

Hold for fast forward

PRE-SEASON

Select Team screen

The teams are displayed by division. Press $\uparrow\downarrow$ to go to the next division, press $\Leftrightarrow$ to change the team. Press $\times$ to select a team. Not only can you choose from the 30 pro teams, but also the best teams from the 60s, 70s, 80s, 90s, All Pro teams, and Jimmy's team.

Press L1 in Pre-Season mode and the computer will pick two random pro teams for you.

If you want to create your own team, insert a memory card into the slot above your controller and press $\blacksquare$ to go to the Custom Teams screen.

To view a team's stats, press $\bullet$ to go to the View Team screen.

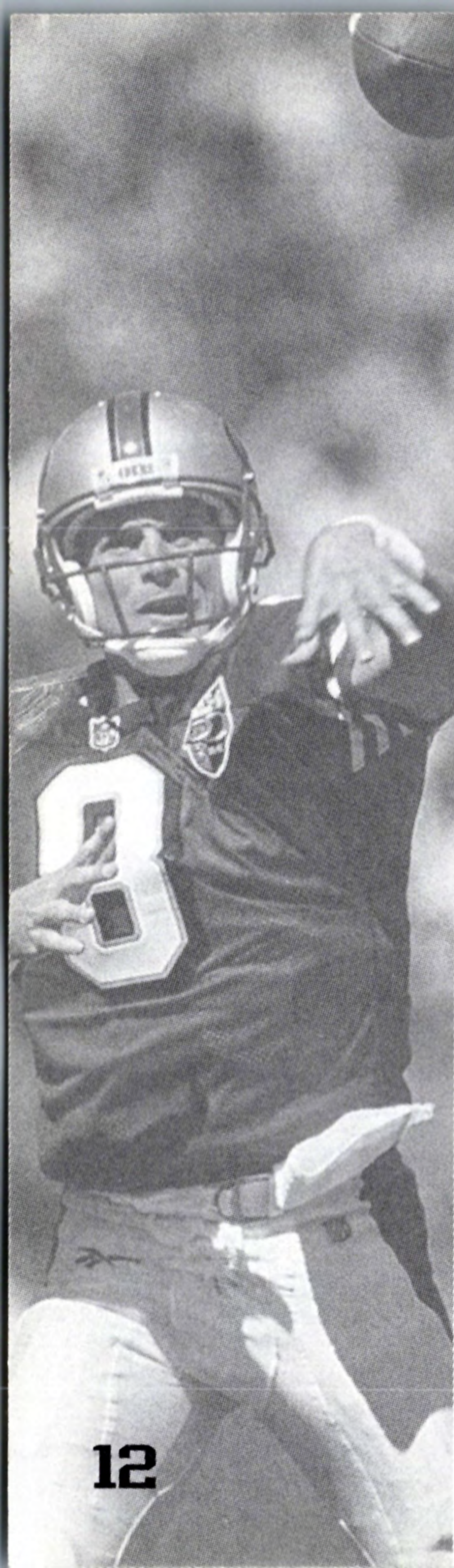
Custom Teams screen

With Custom Teams, you can create a team, save it on a memory card, and use it to play against a friend's custom team.

If you have 5 blocks free on your memory card, you can create up to 4 pre-season teams and 1 season team (you can use your season team in pre-season mode). Your season team is created when you start a regular or advanced memory card season.

To create a custom team, press $\Leftrightarrow$ to choose a pre-season option and press $\times$ to Create Team. Then select a team to start with. The Create Team screen will appear (see Create Team screen).





After creating a team, use the Custom Teams screen to select your team for future games. You may edit an existing customized team by choosing Create Team or delete a team by choosing Delete.

Create Team screen

You can customize your roster by Cloning players from other teams and even Creating your own players. You may also Delete a created player. Press ▲ when you are Done.

Clone Player

1. Press ↑↓ to highlight a player and press ✕. A player in the same position from another team appears on the right.
2. Press ↑↓ to cycle through the players from that team. Press ⇔ to change teams. Press ✕ to clone the player to your team.

Create Player

1. Press ■ to go to the Create Player screen.
 2. Press ↑↓ to highlight a category. Press ⇔ to change its value.
 3. Select DONE when you are finished.
- You'll be asked to Replace a player from your team if your roster was already full when you created your player. Press ↑↓ to highlight a player and press ✕ to replace him with your created player. You may create up to 40 players per custom team.

Delete Player

1. Press ● to go to the Delete Player screen.
2. Press ↑↓ to highlight a player and press ✕ to delete him.

When you delete a player in pre-season or practice modes, he will be automatically replaced.

View Team screen

The View Team screen displays a team's abilities in bar form in eight categories. It also lets you view team information.

Team Schedule

Press $\uparrow\downarrow$ to scroll through your team's season schedule.

Team Stats

Press $\uparrow\downarrow$ to cycle through the team's offensive and defensive statistics. The right hand side displays how their opponents performed.

Player Stats

Press $\uparrow\downarrow$ to highlight a player. Press $\Leftrightarrow$ to view his abilities or statistics.

Substitutions (After team is chosen)

1. Press $\uparrow\downarrow$ to highlight the position of the player you want to substitute and press $\times$.
2. Press $\uparrow\downarrow$ to highlight a player and press $\times$.
3. Press $\uparrow\downarrow$ to highlight the substitute player and press $\times$ to swap the players.

If you have a memory card and the team is a Custom Team or Season Team, your substitutions will be automatically saved at the end of the game.

Injury Report (Memory Card Season Mode)

Select this to see which players are injured.





Player Select screen

Press $\Leftarrow$ toward the team of your choice. Press $\times$ when finished.

Multitap Mode

When two Multi-taps are plugged in, up to 8 players can play, six per team. The top four controllers are those plugged into the first Multi-tap's ports: 1-A, 1-B, 1-C, and 1-D. The lowest numbered controller per team is the captain. The captain chooses the plays and is the Quarterback. If you want to watch a Computer versus Computer game, leave the controllers in the middle and press $\times$.

PreGame screen

Start Game

Takes you right into a game.

Load Edited Plays

This is where you load the block of plays you created in the Play Editor. You can also load a different block of plays at halftime. Press $\uparrow\downarrow$ to highlight a block of plays and press $\times$ to load them.

Substitutions

This is similar to Substitutions on the View Team screen.

Ask Jimmy

Choose this to see what Jimmy has to say about the home or away team.

Player Stats

This is similar to Player Stats on the View Team screen.

Team Comparison

Select this if you want to see a statistical comparison between the home and away teams. Press $\uparrow\downarrow$ to scroll the screen.

Change Buttons

Select this to adjust your controls to 1 of 10 different configurations for the arcade game.

Options

The options are divided into: Stadium, Game, Team, Penalty, and Volume options. Press $\Leftrightarrow$ to cycle through the five categories. To adjust a particular option, press $\updownarrow$ to highlight the option and press $\Leftrightarrow$ to change the option. Some options might not be available during a game, in Practice, or in Season mode.

Save your options by inserting a memory card into slot 1 (or slot 1-A) and pressing $\bullet$. Your options will load automatically if your memory card is in slot 1 (or slot 1-A) when you turn on the power.

Team Options

Team Options can be set differently for the home and away team. During a season, you'll play games at home and away; set these options accordingly.

Play Call Method

View your plays on the Play Call screen either by Formation or Run/Pass method.

Coverage Icons

When turned On, the receiver icons will grow in size when a receiver gets open. When turned Off, the icons stay the same size.

Pass Arc

When turned On, passing arc appears when the ball is thrown denoting where the ball will land.





Auto Pitch/Handoff

When turned On, you won't be able to control the QB on running plays. He will automatically pitch or handoff the ball.

Turn this Off if you want to have full control. Press the Directional button after the snap and you control the QB with the ball; pitch/handoff the ball by pressing the pitch/handoff button when near your running back. If you want the QB to automatically pitch/handoff the ball, simply don't touch the Directional button after the snap.

Auto QB Pass

The QB will automatically run a play unless you take over manually by pressing the Directional button. When Auto QB Pass is On, the QB will eventually pass the ball if you never touch the Directional button. When it is turned Off, the QB will never pass the ball. Turn this Off if you want to personally choose who to pass the ball to.

Penalty Options

Turn specific rules on or off.

Volume Options

Adjust the various game sounds to your desired volume.

Pause Menu

Pressing START during the game brings up the pause window with the following selections. If an option is grayed out, it isn't available at that time; try pausing on the play call screen.

Instant Replay

Select this to view your previous play (see Controls).

Time Out

Select this to call a timeout.

Substitutions

Select this to make substitutions.

Game Stats

Select this to view the current game stats for the home and away teams.

Player Stats - Home

Select this to view abilities and current game statistics for players on the home team.

Player Stats - Away

Select this to view abilities and current game statistics for players on the away team.

Set Audibles

Select this to change the default audibles per formation. Press L1 to change Defensive Audibles; press R1 to change Offensive Audibles.

1. Press $\leftrightarrow$ to choose the formation and press $\uparrow\downarrow$ to highlight a play within the formation (Special Teams not included).
2. Press $\blacksquare$, $\blacktriangle$, or $\bullet$ to assign the highlighted play to the button.

If you have a memory card and the team is a Custom Team or Season Team, your audibles will be automatically saved at the end of the game.

Camera

Change the view of the game by selecting one of the camera choices. Remember that the offensive team can customize the camera height, tilt, and zoom before snapping the ball.

Game Options

Select this to go to the Options screen.





Injury Report

Select this to see which players are injured.

Quit Game

Select this to quit the game.

Continue

Select this to return to the game.

Half Time screen

Resume Game

Returns you to the game for the third quarter.

Load Edited Plays

You can load a different block of plays at halftime.

Substitutions

This is similar to Substitutions on the View Team screen.

Jimmy's Halftime Speech

Choose this to get a rousing halftime speech or an analysis of your first half's performance.

Jimmy's Hints

Select this to see a game hint from Jimmy.

Player Stats

Choose this to see how your individual players did in the first half.

Game Stats

Select this to view the home and away team stats for the first half.

Player Select

Choose this to change which team you are playing on during the game.

Change Buttons

Choose this to adjust your controls to 1 of 10 different configurations for the arcade game.

Options

Choose this to adjust the options.

Post Game screen

Exit

Select this to exit the game.

Jimmy's Postgame Analysis

Select this to see Jimmy's analysis of each teams' performance.

Player Stats

Choose this to see the players' individual stats for the entire game.

Standings (if season game)

Select this to see the Win/Loss/Tie records for all the teams.

Game Stats

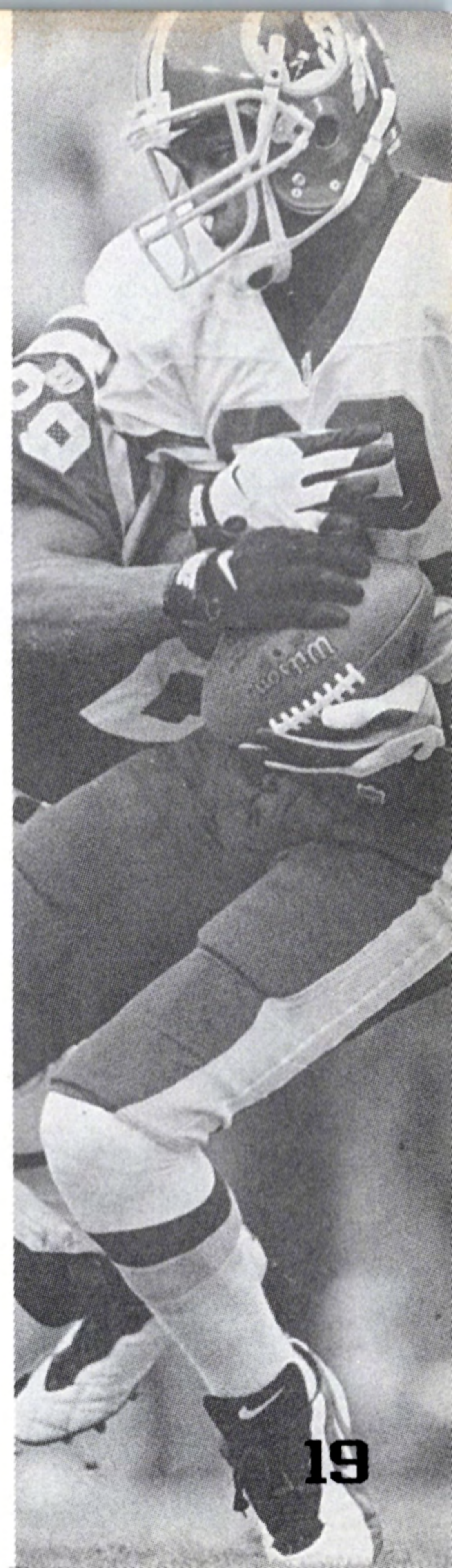
Choose this to view the final game stats for the home and away team.

View Credits

Select this to see those responsible for bringing you this game.

Practice

Since each team has a different set of plays, you may want to enter the Practice mode and train with a team before starting a big game. It's also ideal for practicing your own edited plays and kicking field goals.





Play Editor

This is where you create your own offensive plays. You'll need a memory card inserted into the slot above your controller to save them. You may save up to 24 plays within a single memory block. Your plays can be loaded before a game and at halftime.

When first entering the Play Editor, choose to Create a New Play or Edit an Old Play.

Create New Play

Running Play

1. Press $\Leftrightarrow$ to choose a formation and press ✕.
2. Press $\Leftrightarrow$ to choose who the ball carrier should be and press ✕.
3. Press $\Leftrightarrow$ to choose the ball carrier's route and press ✕.
Do the same for the rest of the players.
4. Name your play by highlighting letters and pressing ✕. You may use up to 10 characters. Select END when you are done.
5. Choose a memory block to Save to by either selecting an old block or choosing NEW BLOCK. If you choose NEW BLOCK, you will have to name it first.
6. Press ▲ to return to the Main Menu.

Passing Play

1. Press $\Leftrightarrow$ to choose a formation and press ✕.
2. Press $\Leftrightarrow$ to choose the route for the quarterback and press ✕.
Do the same for the receivers.
3. Press $\Leftrightarrow$ to choose the route for the offensive line and press ✕.
4. Name your play.
5. Choose a memory block to save to.
6. Press ▲ to return to the Main Menu.

Edit Old Play

Choose this mode if you want to Edit, Copy, or Delete a previously created play. When the screen appears, the left column displays all the blocks you have created for saving plays. The right columns displays the plays within the currently highlighted block.

Edit, Copy, Delete Old Play

1. Press $\uparrow\downarrow$ in the left column to highlight a block and view the plays within the block in the right column.
2. To move the highlight to the right column, press $\Rightarrow$ or $\times$.
3. Press $\uparrow\downarrow$ in the right column to highlight a play and view its diagram.
4. Press $\times$ to Edit, press $\blacksquare$ to Copy, and press $\bullet$ to Delete.
To move the highlight back to the left column, press $\Leftarrow$ or $\blacktriangle$.

Season

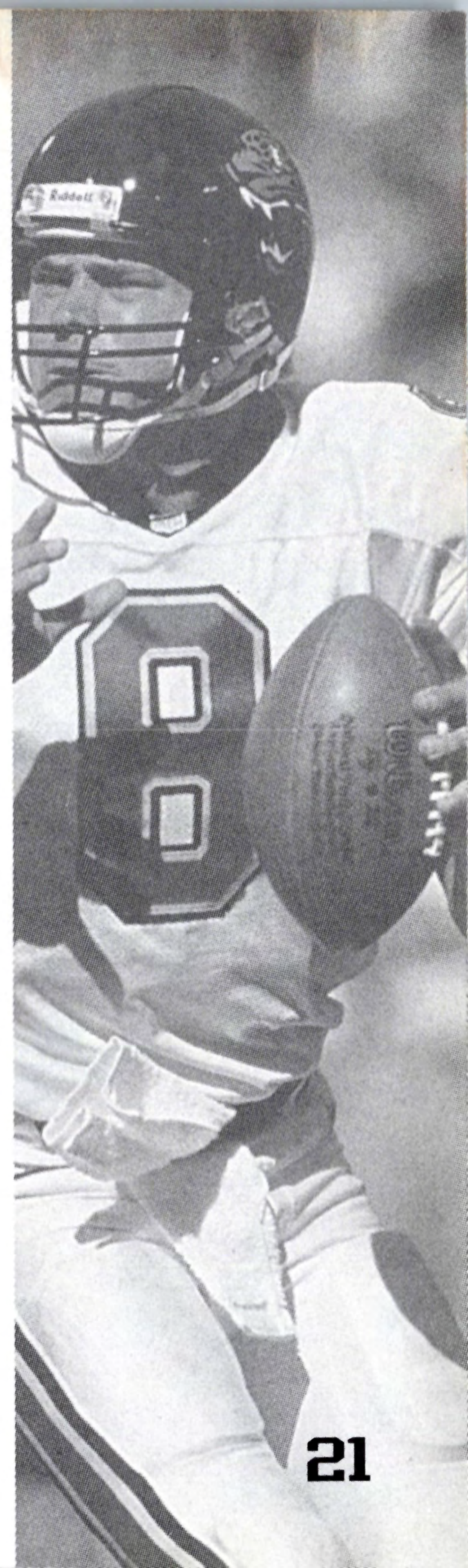
Season mode allows you to take a team through the regular season and playoffs to the Super Bowl. You can play a season with a password or a memory card. Password season doesn't save team or player stats.

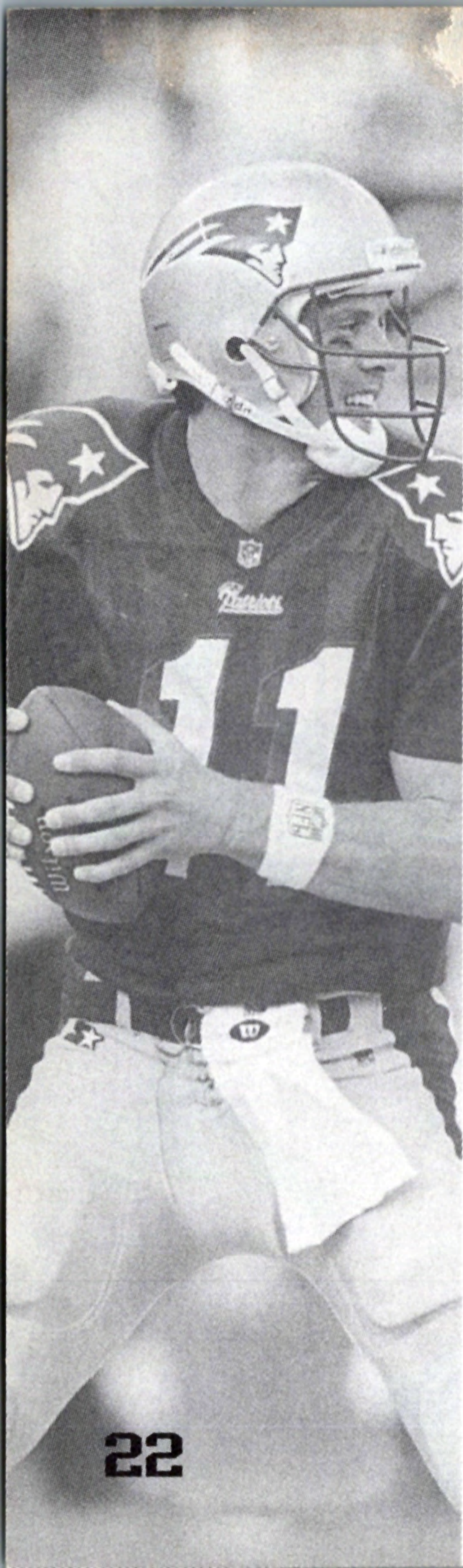
If you are starting a season, choose New Season from the Main Menu. If you have already started a season, choose Continue Season.

New Season

Use controller one and choose to start an Advanced Memory Card Season, a Regular Memory Card Season, or a Password season. If you choose either memory card season, you will need a memory card inserted into slot 1.

Password season will give you a password at the end of each game.





Advanced memory card season is for those who want to be a General Manager at the beginning of the season and build their team by signing free agents, trading players, releasing players, and even creating players. In this mode, free agents might not sign with you depending on how you bid and teams might not trade with you if you don't offer them a good trade.

Regular memory card season allows for trading players and creating players but the trades are automatic (unless player has a No Trade Clause) and created players are always placed on your team. If you want to quickly change your roster and start a season, choose this mode. This mode also lets you use your old season team in your new season; choose Use Old Team to pick your last season's team.

With all three modes, after choosing a team, you set the following options for the entire season:

Season Length

Set the length of the season to a Full 16 games, an 8 game season, a 4 game season, or skip the regular season and start the season at the Playoffs.

Difficulty

Set this to the mode of your choice.

Quarter Length

Choose between 5, 10, and 15 minute quarters.

Advanced Memory Card Season

If you chose advanced memory card season, the General Manager screen appears after you set the season options. This screen displays in the upper right corner, the Salary Cap, the amount of money currently being used for player salaries (Current), and the

available money left over (Avail). The bottom of the screen displays how many players you need to acquire and in what positions before you can start the season. For example, QB 2/3 means you have 2 QBs and you need to have 3. You'll have to sign one QB free agent or create your own QB.

As the general manager, you can construct your roster by choosing Sign Free Agent, Trading Player, Create Player, Delete Player, and Release Player. You can also view your current roster by selecting Player Stats.

Sign Free Agent

Select this to fill a gap in your roster. The screen displays each players' Asking amount, Last Bid amount, and which team they were Signed By. In the upper left corner is the indicator that tells you if you need to fill the position.

1. Press $\leftrightarrow$ to cycle through the free agency players by position and press $\uparrow\downarrow$ to highlight a player. If you want to view a highlighted player's ability bars, press the ■ button.
2. Press ✕ to make a bid on a player and to go to the make bid screen. This screen will display the player's ability bars.
3. Press $\uparrow\downarrow$ to adjust the bid amount and press ✕ to make the offer. Your Current and Avail \$ amounts will change accordingly as you adjust the bid amount.
4. When you make your offer, all of the other teams will go through their negotiations. The player you chose could accept your offer, decline your offer, or accept another team's offer.

If he declines, you could always try again or make a bid on a different player.

Trade Player

Choose this if you want to trade a player on your team for a player on another team. If you don't construct a fair trade, the other





team's general manager won't accept the trade. There are many factors involved in determining if a trade is accepted: how do the salaries of the two players compare, how do their abilities match up, how valuable are the players to their teams, etc.

1. Press $\uparrow\downarrow$ to highlight a player and press $\times$. A player in the same position from another team appears on the right.
2. Press $\uparrow\downarrow$ to cycle through the players from that team. Press $\Leftrightarrow$ to change teams. Press $\times$ to attempt the trade.

Create Player

When creating a player, you are allowed to max out his abilities but this causes his salary to increase to the point where you might not be able to afford him. After a player is created, you can sign him to your own team or release him into the free agency pool. You may create up to 40 players for a season team.

1. Press $\uparrow\downarrow$ to highlight a category. Press $\Leftrightarrow$ to change its value.
2. Select $\times$ to Sign or $\bullet$ to Release when you are finished.

Delete Player

Select this if you want to delete a player that you previously created. Press $\uparrow\downarrow$ to highlight a player and press $\times$ to delete him.

Release Player

Select this if you want to release a player from your team into the free agency pool. You might need to do this to a player with a high salary in order to get extra money to sign other players. Press $\uparrow\downarrow$ to highlight a player and press $\times$ to release him.

Player Stats

Select this if you want to review your current player roster. "Available" will appear for positions to be filled.

Start Season

You won't be allowed to start the season until you fill all positions in your roster.

Regular Memory Card Season

Trade Player

Similar to Trading in advanced mode except all trades are automatically accepted (unless player has a No Trade Clause).

Create Player

Similar to Creating in advanced mode except the created player is automatically placed on your team. You'll be asked to Replace a player from your team if your roster was already full when you created your player. Press $\uparrow\downarrow$ to highlight a player and press $\times$ to replace him with your created player.

Delete Player

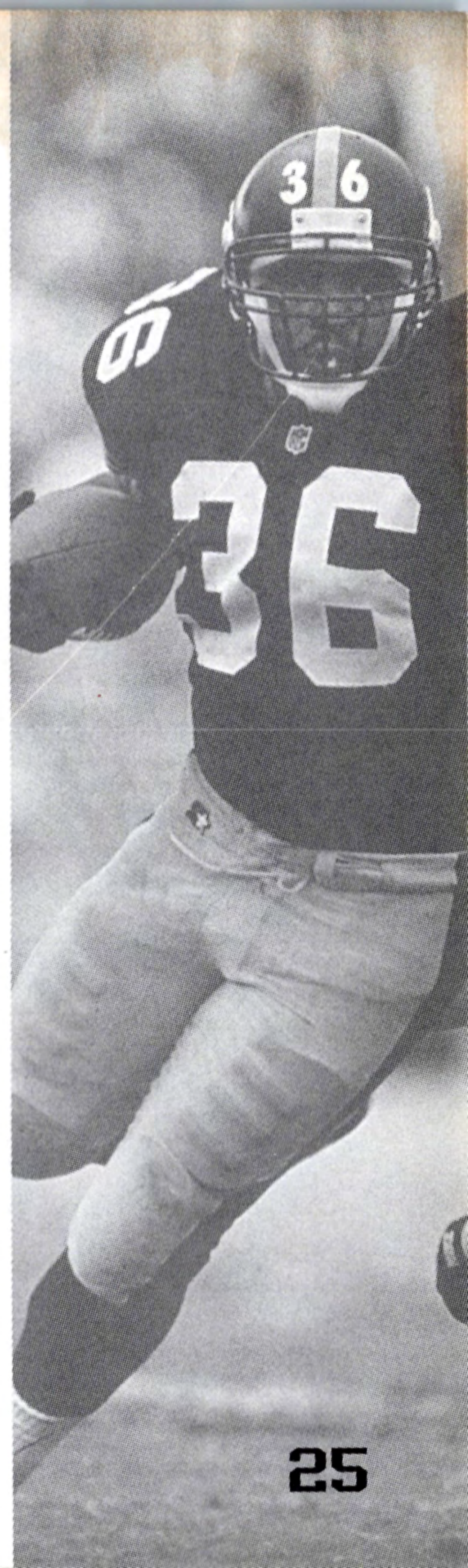
Similar to Deleting in advanced mode. You will have to replace the deleted player with another created player to fill your roster before starting a season.

Continue Season

Choose Continue Season from the Main Menu if you have already started a season. You will be asked to continue a Memory Card or Password season. If you choose Memory Card, insert your memory card into slot 1. If you choose Password Season, enter the password from your last game.

Play Game

Select this to start the next game in your season. You can watch a season game by leaving the controllers in the middle on the Player Select screen. When you have your Bye Week, it will say Play Week.





Simulate Game

Select this to quickly simulate a game.

View Team

See View Team screen.

Standings

This screen displays the Win/Loss/Tie record and Win Percentage for each team. If you are playing a memory card season, it will also display Points For and Points Against. Press $\uparrow\downarrow$ to display the other teams in the conference and press $\Leftrightarrow$ to display the other conference.

Playoff Chart

Select this to see the matchups during the playoffs. This is only available during the Playoffs.

NFL Schedule

Press $\uparrow\downarrow$ to scroll through the entire NFL schedule. Matchups will turn blue for games that have already been played. Scores will appear next to teams if you are playing a memory card season. Press $\blacksquare$ to page up; press $\bullet$ to page down.

League Leaders

You can view the league leaders in seven categories. You can sort them by either conference or the entire NFL. Press $\uparrow\downarrow$ to highlight a category, press $\Leftrightarrow$ to choose the conference or NFL, and press $\times$ to select.

Press $\uparrow\downarrow$ to scroll to other rankings and press $\Leftrightarrow$ to display more stats. The rankings are sorted by the first column.

League Leaders is only available during a memory card season.

View Other Teams (Memory Card Season Mode)

Allows you to view the season stats for the other 29 teams in the league.

Credits

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Bernie Whang

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Mike Knauer

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Nigel Spencer -
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ADDITIONAL PROGRAMMING

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Wendy Amdevsky
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Leshawn Lawson
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Customer Support

If you have any questions about this, or any other VR Sports product, you can reach our Customer Service/Technical Support Group at:

VR Sports, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service
Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 955-9592.

Please have your system information available, or better yet, try to be at your PlayStation. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The VR Sports BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-724-4010. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet.
This is a free service.

America Online: You can E-mail VR Sports Customer Support at IPTECH.

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for VR Sports Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for VR Sports products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Internet: You can reach VR Sports by sending Internet E-mail to "support@vr.sports.com". Many VR Sports demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.vr.sports.com" or you may ftp to ftp.vr.sports.com.

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Once again, welcome.

Brian Fargo

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