

NCAA Football 2000 FAQ

by DaLadiesMan

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NCAA Football 2000 (PSX) Strategy Guide 0.19
By "Psycho Penguin" Steve McFadden
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| 1.0 | INTRODUCTION           |
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Here I am, back with my first guide in a few months. You may be wondering why I chose to write a guide for NCAA Football 2000 of all things. There is quite a few reasons for that, actually. One, my girlfriend motivated me big time by writing for a sports guide herself, and it was done quite spectacularly. Then I realized how easy it was to write for a sports game, and how fun it could be, so therefore I decided to try it out myself.

Secondly, I was going to originally do a NCAA Football 2004 guide, but that game is monster and will take me a long time to do. I figured I would warm myself up by taking on an earlier version of this classic series. This game is not quite as complex as NCAA 2004, and I won't go in-depth with this guide

like I will with 2004 (mainly because no one still plays this game), so it was a natural choice for a guide.

Finally, I consider myself to be somewhat of a college football expert. While I am not the greatest player of all time, I know how to read defenses, play defense, run the option, play special teams, etc. I know the weaknesses and strengths of every team, as I spend hours of my own free time researching each team. I am quite proficient at NCAA games in general, so writing for one is a logical pick.

I hope you enjoy this guide, but I also hope you stay in tune, as I plan to make my NCAA Football 2004 guide the best I have ever done. It's the first game I will ever *totally* master, so stay tuned for that guide, which will hopefully be done in the upcoming months. Hit me up with any questions you may have. Enjoy the guide.

- Psycho Penguin

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| 2.0 | GAME BASICS          |
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Here is just a section for me to ramble about the various things you can do in NCAA 2000. Mainly, I will discuss how to control the different types of defenses and offenses you can run in the game, as well as an in-depth look at audibles. You can find the controls in the manual or in the game itself, so I won't bother including those. This is simply an in-depth breakdown of stuff the game provides help on, but only to a certain extent.

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| 2.1 | OFFENSE              |
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The key to football may be defense, but if you don't have an offense, then you really won't get anywhere. Offense will help you score points, and you have to take advantage of the situations you are presented. The main tip I can offer for you when it comes to offense is VARIETY, VARIETY, VARIETY. Don't do the same thing over and over. The computer is a quick learner and will soon start stopping everything you do.

But, if you use variety, you'll keep your opponent on their heels. Like, running down the middle, then an option, then a toss, then a short pass, then another option, then a run down the middle, then a short pass, then a long pass. How is the defense supposed to react to all these different plays? As long as you keep varied, the defense will have a tough time stopping you.

That doesn't mean you can't find your favorite plays and master using them. I don't know every play with every team, as I usually stick with about 13 to 15 per team. Like Mick Foley once said, "It's not how many moves you know, it's how you use the ones you do know." As long as you know a variety of plays, and use them consistently, then you won't have to really delve into the playbook for a new play.

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Let's look over each formation real quick, and what the advantages and disadvantages to each are. If you want to run, make sure to use a formation with a lot of offensive linemen and tight ends. Wishbone and I-Form work best. Also, the shotgun offense is good for options and draw plays, but it is mainly used for passing situations. Using the formations wisely is the key to a

successful offense. Also, again, make sure to run different plays out of each formation. Don't run in I-Form all the time, or your opponent will catch on.

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| OPTION PLAYS |
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Perhaps the most important offensive play in college football is the option play. The quarterback takes the ball and sprints to either side of the field, with a running back (or full back) behind him. You then have the option to pitch it to the running back, or hold onto it with the quarterback. Learning the option is very important, as it is a very risky move.

Why is the option so risky? Fumbles are a frequent problem. The quarterback has to make a snap decision whether he wants to hold onto the ball or not. If he pitches it, and there's a defender in between the quarterback and the running back, it will fall to the ground, and then it's anyone's ball. That's why you have to make sure it's safe to pitch before doing so.

Also, pitching it DOES NOT mean you will automatically get more yards than holding onto it. A corner could be blitzing, and therefore be right on the running back. If you pitch it back 3 yards, the cornerback will be right there to tackle the running back. You would have had 3 more yards if you held onto the ball with the quarterback. So, make sure to learn when to pitch and when not to.

Despite the risks, the option play is easiest the most important and valued play in all of college football, and one I use all the time. I strongly urge you to practice it a lot to get the hang of the play, as you will soon see the many advantages it brings to the table.

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Playing offense in NCAA Football 2000 is really challenging at first, due to the fact there's so many different types of offenses out there. You basically need to find an offense that best suits your playing style. Teams like Air Force and Nebraska use a power-based, option attack, which features lots of runs and option plays, but little passing. Meanwhile, a team like Florida has this spread, fun and gun type offense where passing is the name of the game.

The key is to find a team you like and learn how to use them. West coast offenses were the big thing in this game, so let me break down how to run the west coast offense for you real quickly. It may seem somewhat confusing at first, but once you get the hang of it, you will see why so many coaches decided to implement it into their systems.

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| WEST COAST OFFENSE |
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I recommend using the west coast offense only if you are a very patient person that won't mind the fact that every play doesn't have to go for 70 yards. It's also a risky offense to use, because if you fall behind, it suddenly becomes a whole lot less effective. It is best used for ball control. If your team has struggles with turnovers and time of possession, the west coast offense is definitely the best way to go.

The west coast offense was the big offense introduced to most of college football around the time NCAA 2000 came out. This is why you will see the game mention it a lot in those friendly blue boxes that seem to pop up at the

beginning of every game. This offense is based on two things: short passes, and short runs. Let me explain how to do each one now.

Passing is simple. The key is to avoid blitzes and get off short passes a lot of the time. Ball control is the name of the game with the west coast offense. Find passes that rely on quick slants or curls, and get them to your receivers. 3 or 4 yard pickups is really the best you can ask for with this type of offense. Why would teams do that? Two reasons. 1, it gives you a time of possession advantage. Two, it really leads to a decrease of turnovers.

There's also one more reason why the west coast offense works: each time you do these short passes, the defense starts to creep up a little. That's when you hit them with a long pass play for a big gain. They'll start to go in Cover 2, leaving the corners in 1-on-1 situations with your receivers, and that's a battle you can normally win if your receivers are any good.

Running is just the way you would normally do it. Run the ball a lot, and run it effectively. Sweeps, Isos, Options, you really have to mix it up with this style of offense to see the desired effects. Don't expect to get a lot of big gains, but expect to have a nice, solid ball control offense that moves the ball downfield.

Advantages: Ball control offense gives you time of possession, big plays happen more frequently because defense will defend the short field, turnover rate goes down because of the short and safe passing game.

Disadvantages: It doesn't work if you're behind in the 4th quarter. You really need to have the lead for this type of offense to work. Also, you have to be really patient, and your running game won't be too much of a factor.

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| WISHBONE OFFENSE |
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The wishbone offense is a little tricky to explain at first, and its strengths are simple but effective. This offense is best used only if you want to run the ball a lot, because you will get no receivers. You only get two tight ends and fullbacks spread out to the left and the right of the quarterback, and a running back behind them in the middle. It ends up looking something like this:

```
TE OL OL OL OL OL TE
      QB
    FB      FB
      RB
```

It's a very cool looking offense, and it gives you a lot of run protection, because the defense doesn't know what side you are going to run on. Also, you get a lot of cool looking plays to run, like HB Direct, Triple Option, Weak Pitch, and more. It is almost impossible for the defense to predict what you will do next when you line up in this formation, and that is a big time strength.

The big problem, however, is your only pass catching threats are in the tight end and running back positions. You don't get a single wide receiver, so the defense will stay at home and let anything go past the line of scrimmage. Big time runs are hard to come by with this offense simply because the safeties will NEVER play deep on a wishbone offense. Even if you throw the ball, it's going on a screen or to the tight end, and safeties don't worry about that too much.

For teams that like to run the ball a lot (Air Force and Nebraska spring to mind), this is the logical offense for you to run. They don't have very good receivers to begin with, so staying in this formation for much of the game and spreading the ball out to different areas of the field will keep the defense in a constant guessing game as they have to figure out what run is coming next.

Advantages: Gives tons of run protection, thanks to the two tight ends and two fullbacks, and will always keep the defense on its heels because of the variety of plays that can be run in any direction.

Disadvantages: Safeties won't go deep and will stay at home, usually preventing a big play. No receivers means the passing game is very limited. If the defense stops you on 1st or 2nd down, you'll be in trouble.

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| 2.2 | DEFENSE      |  
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In my opinion, playing defense is a lot harder than playing offense. The reason I say this is because with offense, you know ahead of time what you have to do. On defense, you have to guess what your opponent is going to do, and then react to it. It's a little tougher, but fortunately it only takes a little bit of practice before it becomes easier to handle.

The key to defenses is to mix your packages up. Know exactly what you're doing, and recognize the strengths and weaknesses to each coverage. I will soon give you a rundown of all the different kinds of things you can do to mix up your defense in an attempt to confuse the offense. Shifting linebackers, calling audibles, and moving the coverage team back and forth are ways to confuse the opponent further.

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| USER CONTROL      |  
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First things first, who should you control on defense? If you suck at pass defense (like I do), let the computer take care of it, and then switch to the person nearest the receiver when the ball is in the air. I almost always control a defensive lineman, unless I KNOW the run is coming, then I move my defensive line in, spread my linebackers out, and then control a linebacker, to react to whatever side the runner goes (he probably won't go down the middle when he sees my defensive line closed in).

There are, of course, some disadvantages to doing this. By controlling a defensive lineman, you don't get to see down the field as much as you may with controlling a free safety or linebacker. The computer AI is not that smart and will often leave receivers open, without your intention. Therefore, if you feel safe with your pass coverage, and feel you can make more plays by controlling a free safety or cornerback, then by all means, go for it.

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| FORMATIONS        |  
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Here I am going to give you a rundown on every formation available in the game, and what the strengths and weaknesses to each one of them are. Choosing the right formation is critical to your success, and knowing what formation to

use in each situation will prove to be very helpful.

4-4: This formation puts 8 guys in the box, meaning it is used solely to stop the run and short passes. Long passes in shotgun sets will burn this defense every time, so only go on this formation if you expect the run coming. Short passes in Cover 3 are useless as well, so if you expect a screen, use 4-4 as well. Blitzes also are effective from this formation.

5-2: This is sort of like nickel defense, but it gives you one more defensive lineman, and one less secondary defender. This is a good defense if you want to rush the quarterback, because you get 5 defensive linemen to match their 5 offensive linemen (this is the only formation where you get 5 defensive linemen.) Linebackers are good for pass coverage, as well. This is a very underrated defense that comes in handy in key running and short yardage situations.

4-3: This is one of the "base" defenses in the game, along with 3-4. This formation allows you to get a little bit of pressure on the quarterback, while still having linebackers to help out in the middle of the field. I only use this defense on a few plays each game, because 3-4 is a little bit better for me. 4-3 works better against the run than 3-4, and 3-4 works better against the pass than 4-3 does.

3-4: The main "base" defense of the game, it is one I recommend you use for a good portion of the game, as its only main weakness is runs down the middle, but if you blitz the linebackers to the middle of the field, that won't be as effective either. It's also good for Zone defenses, and if you expect a pass on 3rd and 6 or more, 3-4 is sometimes the best way to go, surprisingly enough.

Nickel: The nickel defense is like the 5-2 in a way, but instead of getting an extra defensive lineman, you get an extra cover guy instead. This makes the nickel defense one of the prime choices for pass coverage (I actually prefer it to dime defense due to the extra linebacker you get in nickel coverage, who I usually end up controlling.), as it not only stops the pass well, it's also somewhat effective against the run.

Dime: Surprisingly, I don't see much use with the dime defense in this game. Even on 3rd and Long, I tend to stick with the Nickel defense. The only time I use Dime, I usually end up doing a Corner or Safety Blitz, just to try to confuse my opponent. Otherwise, I almost never use this defense, due to the weak run defense, and the fact that passes seem to be completed a lot on this defense even with the 6 defensive backs on the field.

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| BLITZES                |  
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In order to have a successful defense, you are going to have to blitz sometimes. There are really two types of blitzes: run blitzes and pass blitzes, but since the game doesn't really differentiate between the two, I won't waste your time rambling about that crap. Instead, I will focus on the kinds of blitzes you can do, why blitzing works, why it doesn't work, when to blitz, and when not to blitz.

First of all, a blitz is simply a defensive play where a person that's not a defensive lineman rushes the quarterback. This can be a linebacker, safety, or corner. You can also find blitzes where multiple people blitz, as you can get a linebacker/safety or safety/corner blitz going. These prove to be very effective at times, for a couple of reasons.

Let's say you don't blitz for a while. The quarterback is starting to become pretty comfortable throwing the ball and finding a wide open receiver. What do you do? Blitz both corners. He goes back to pass.. and BOOM! He gets sacked. Because he didn't see the blitz coming. It's always good to surprise your opponent with a well-timed blitz, and they usually prove to be pretty effective.

Now, there are downsides to blitzes of course. If the quarterback sees the blitz coming, he will almost always be able to complete a pass to a wide open guy. Since someone is blitzing, that means a person he is supposed to be covering is usually left wide open in the field of play. If the quarterback sees him and gets the pass off in time, it will almost always end up with a nice little completion.

There is good news, though. Sometimes, he will throw on one foot, or throw on the run, and miss the targeted receiver completely. But other times, he will make a bad decision, and throw a pass that you can easily intercept. BLITZES CAUSE TURNOVERS. That is the #1 reason to use a blitz sometimes, to give you a shot of intercepting the ball, or making the quarterback fumble.

When should you blitz? Always find the right times and situations to blitz. The quarterback may be getting comfortable in the pocket, so if he is, throw a blitz at him. Even if he completes the pass, the blitz is now in the back of his mind, and if you go into zone coverage next play, he will be a little confused and hopefully make a bad decision.

Just make sure not to blitz too much. Don't blitz if you just blitzed, and don't blitz on 3rd and 4-6, because he will just find a receiver open in the middle of the field for a first down. Keep the blitzing to a minimum (under 25 percent) and you should be fine. Good luck.

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| ZONE VS MAN TO MAN |
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To wrap up this section, I will give a quick wrapup of the difference between zone coverage and man to man coverage, so you will have an easier time with pass defense. They are the main two kinds of pass defense, and they are both quite different. Man defense relies more on tight coverage with one corner on one receiver. In zone, the receivers are usually left open, but safeties and corners blanket them, so when the pass is thrown, they run over to tip it.

The problem with zone coverage is that the quarterback can call something like an out pattern, and the receiver will blow right through the zone defense for a big game. The problem with man to man is that hooks and similar passes will cause you problems. You have to recognize the weaknesses in each defense and try to fix them, because usually your opponent will be able to find the wide open receiver.

The main problem with man to man is that your corners will end up with one-on-one situations a lot of the time, so make sure you have good solid corners if you use this defense a lot. I hate having to defend a long pass with a corner and having him completely miss the pass, leaving the receiver open for an easy touchdown. The lack of safety help is a definite concern.

ZONE

Advantage: Safeties stay in middle of the field, so they're able to help out a corner back when the ball is in the air.

Disadvantage: Slants will be a nightmare, as the receiver will turn past the

safety and keep going, usually left wide open.

MAN TO MAN

Advantage: Corners play tight coverage, preventing slants and other passes of the like.

Disadvantage: It's easy to take advantage of weaker corners after a while, and hooks will work almost every time.

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| WRAP UP                               |
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Playing defense in NCAA Football 2000, or any other game in the series for that matter, is a trial and error method that takes time to develop. If you are patient, learn the different kinds of defenses and blitzes, and use them effectively, you should be fine. Remember to mix up coverages, and remember that you won't stop every play, and you will be just fine, I promise.

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| 3.0 | GAME MODES                       |
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Here is just a section for me to ramble about the different modes you can play in NCAA Football 2004. They are all unique in their own way, and some don't require much explanation, while others require more in-depth analysis.

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| 3.1 | EXHIBITION                       |
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This is not really a tough thing to figure out.. just pick a team you want to play as, pick your opponent, and you're off to the races. It only counts in your user profile, and doesn't go on a dynasty or season record. It's definitely a great way to try out some new teams without having to go through a long season with them. The coolest thing is, you can select a team, press select, and then have their rival show up for you to play. It's neat.

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| 3.2 | SEASON                           |
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This is not like the dynasty mode in the sense that you only get one season to play, instead of the many seasons you get to play through in the dynasty mode. Here, you just pick a team, make their schedule, and then guide them through a season. It's always fun to take a smaller school, like Central Michigan or Iowa State, and have them play a mixed schedule of contenders and cupcakes, and see how well you do. I know when I first did a season, I went through with Maryland (my favorite team). On the second try, I decided to use Duke for an added challenge.

The benefit to playing a season mode is that it is just one season, and you don't have to commit a huge amount of time to the game. That is one thing that is lacking in later games in the series (the dynasty modes are there, and they're awesome, but they take too long sometimes), so I still play NCAA 2000 if I just want to tackle a season with Northwestern or something.

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| 3.3 | DYNASTY                           |
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The dynasty mode is by far the best addition EA ever made to the NCAA Football series, and one addition that really helped turn the series into the powerhouse that it has become today. In dynasty mode, you take a team, and simply try to make them better over the course of many years. The fun part is, you can take ANY team in the game, so taking a cupcake team and trying to turn them into national championship contenders year in and year out is a fun experience that EA really brought to life here.

All you have to do is select a team (selecting a team that has to get better, like Iowa State or Duke, is far more fun than choosing an established team like Florida State or Tennessee, but hey, it's up to you), create a schedule for them, and then play the games. Your win-loss record determines your place in the polls, and if you end up with a good enough record, you may even get to play in a bowl game. (This largely depends on your conference and record, like in real life. A 7-5 Purdue team has a better shot of making a bowl game than a 10-3 Bowling Green team, as unfair as it is.)

After the season is where the fun really begins. You go into team management mode. Your first objective is to cut players who aren't performing well. It's always sad to see them go, but your job is to create a winning football team, and you need players who consistently perform well. You get a list of all their ratings, and how well they are performing, and whether or not they are improving or fading. Once you make the decision to cut players, the real fun begins.

Believe it or not, EA included the ability to recruit players to your school! You get a list of top prospects, and then prospects who are interested in joining your program. Find your favorite ones and then try to lure them in, by giving them reasons to join. Always do individual recruitments in order to increase your chances of landing the prospects.

The cool thing is, you get a certain amount of "coaching points", depending on how well you performed during the season. You can then use these points to recruit players. The higher your school is on their list, the less amount of points it usually takes to recruit them, but make sure to continue to pay individual attention to each recruit, because very rarely will you see someone who wants to go to one school and one school only.

Make sure to get recruits who fit your style. If you're an option wishbone team, don't go out and recruit seven receivers. Get one or two, but mainly focus on running backs, full backs, and offensive line. And that's another thing that reminds me, MAKE SURE TO FOCUS ON DEFENSIVE AND OFFENSIVE LINES. And special teams, too. They make a huge difference, and they just don't recruit themselves.

Overall, the dynasty mode is a lot of fun. You can do it for 15 years or so, and then it's over. Hopefully you can make your team a winning one.. it's easy with patience and good recruiting skills. Good luck!

| 3.4 | GREAT GAMES |

A wonderful and innovative feature that EA decided to implement into their NCAA Football series was the ability to recreate and replay 40 classic games. These are fun to play, and you may get to relive games you never got the chance to see (1966 Notre Dame-Michigan State was a lot of fun, and I got to read about it thanks to this game. This game does an excellent job of providing a history lesson for us newbies to the sport, and I thank EA for

including this option.)

Here is a listing of all the great classic games EA included for your enjoyment:

1946: Notre Dame at Army	1957: Notre Dame at Oklahoma
1959: Ole Miss at LSU	1963: USC at Wisconsin
1966: Notre Dame at Michigan State	1966: Michigan State at UCLA
1967: UCLA at USC	1968: Ohio State at USC
1969: Texas at Arkansas	1971: Ohio State at Stanford
1971: Nebraska at Oklahoma	1973: Notre Dame at Alabama
1973: Ohio State at Michigan	1974: Notre Dame at USC
1975: Nebraska at Arizona State	1977: Georgia at Pittsburgh
1979: Alabama at Penn State	1980: Ohio State at USC
1981: Clemson at North Carolina	1982: Stanford at California
1983: Georgia at Penn State	1983: Miami at Nebraska
1984: Boston College at Miami	1985: Auburn at Alabama
1986: Oklahoma at Penn State	1987: Miami at Oklahoma
1989: West Virginia at Notre Dame	1989: Alabama at Miami
1989: Notre Dame at Colorado	1992: Michigan at Washington
1992: Nebraska at Miami	1993: Alabama at Miami
1994: Florida State at Nebraska	1995: Miami at Nebraska
1995: Oregon at Penn State	1997: Florida at Florida State
1998: Washington State at Michigan	1998: Tennessee at Nebraska

| 3.5 | OTHER |

Tournament: The tournament is such an awesome idea. It works like a playoff system. Those of you that hate the BCS and want a playoff system will love this idea!

Practice: Just a way for you to practice offenses against defenses, or defenses against offenses. You get to choose the offensive and defensive play, and practice until you get bored.

Creation: You can create players and create schools! It's a lot of fun, but doesn't really need too much explaining. It is easy to figure out, and awesome.

Play Editor: Allows you to change a play. You can switch the routes, who gets the ball where, etc. It's a little time consuming, but it's another little thing that makes this game so good.

Here is where I give a quick rundown of each team.. strengths and weaknesses, player ratings, that sort of thing. It won't be as needlessly complex as NCAA 2005, mainly because no one really plays this game any more. I just want to write for as many NCAA football games as I possibly can, and since I own this one, it's a good start.

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| 4.0 | TEAM INFORMATION |
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(*****) AIR FORCE (*****)

Nickname: Falcons

Conference: Mountain West

Enrollment: 4,100

Last Season's Record: 12-1

Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: C, Rushing B+

DEFENSIVE RATINGS: Pass Rush C, Pass Defense B, Run Defense B

Air Force is a team that always has been known to use more of an option-based, flexbone like attack. Therefore, their running attack is superb, but they do have a tough time passing the ball at times. If you're someone that likes to put the ball up every play, you may want to find another team, but this is a great choice for those who like the running style of option plays and HB draws and crap like that. They're decent defensively, but their secondary leaves a lot to be desired.

| PLAYER RATINGS |

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| Quarterbacks |

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#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
12	74	69	69	59	75
13	52	58	59	49	74

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| 12 | 74 | 69 | 69 | 59 | 75 |

| 13 | 52 | 58 | 59 | 49 | 74 |

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| Fullbacks |

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#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
44	65	68	54	74	68
24	69	69	55	49	69
22	67	67	49	49	64
24	67	67	51	44	59
26	58	64	49	59	58

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| 44 | 65 | 68 | 54 | 74 | 68 |

| 24 | 69 | 69 | 55 | 49 | 69 |

| 22 | 67 | 67 | 49 | 49 | 64 |

| 24 | 67 | 67 | 51 | 44 | 59 |

| 26 | 58 | 64 | 49 | 59 | 58 |

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| Halfbacks |

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#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
25	82	82	74	62	84

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| 25 | 82 | 82 | 74 | 62 | 84 |

30 78	79	65	54	78	
27 69	69	55	49	69	
22 67	67	49	49	64	
24 67	67	51	44	59	
26 58	64	49	59	58	

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
6	84	85	84	89	84
81	78	79	79	68	79
80	82	84	83	74	79

Tight Ends

#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT
83	56	79	74	64	64	255
39	49	65	62	59	59	230
87	45	59	57	54	54	245

Offensive Line

#	WEIGHT	AGILITY	RUN	BLOCK	PASS	BLOCK	AWARENESS
79	255	49	84	76	76	84	
63	295	48	81	72	72	78	
61	250	49	79	68	68	77	
76	270	48	81	73	73	79	
69	275	47	82	76	76	79	
78	230	38	74	64	64	62	
70	275	35	67	62	62	59	
65	255	35	69	59	59	62	
74	250	38	67	61	61	51	
60	275	36	69	63	63	65	

Defensive Line						
#	WEIGHT	AGILITY	SPEED	TACKLE	AWARENESS	
89	245	51	47	69	77	
53	230	41	38	54	59	
38	350	51	47	69	76	
77	215	41	38	53	59	
93	265	54	48	74	87	
95	255	41	38	54	64	

Linebackers						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
52	48	51	64	34	68	
54	61	67	59	49	82	
42	68	68	69	54	82	
43	49	52	65	38	60	
47	63	69	84	53	79	
48	49	52	63	38	60	
41	61	67	84	49	82	
58	48	51	64	39	68	

Safeties						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
8	79	79	78	54	74	
29	83	81	84	59	81	
2	73	69	65	52	54	
16	68	68	65	49	49	

Cornerbacks						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	

10 81	81	76	58	49	
20 82	85	84	69	57	
1 73	73	63	49	41	
23 73	73	59	49	39	

Kickers						
#	KICK POWER	KICK ACCURACY				
96	78	78				
97	78	78				

Punters						
#	KICK POWER	KICK ACCURACY				
97	78	78				
96	78	78				

```

+-----+
(*****) AKRON (*****)
Nickname: Zips
Conference: MAC (East)
Enrollment: 24,000
Last Season's Record: 4-7
Last Conference Title: None
+-----+
OFFENSIVE RATINGS: Passing: C, Rushing D
DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C-, Run Defense D
+-----+

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To be honest with you, Akron is an extremely crappy team, and I don't see any reason to even use them, unless they happen to be your favorite team or something. Their quarterback is slow and has a low accuracy rate. That is not a good combination. But as bad as the offense is, the defense is even worse. Forget what the ratings say, Akron could be the worst team in Division 1A when it comes to defense in this game. Only use them if you want a good challenge.

PLAYER RATINGS

Quarterbacks						
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
1	41	49	74	72	63	

12	41	43	74	72	53	
18	41	43	74	72	53	

Fullbacks						

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
39	73	78	78	70	68	
28	74	75	61	64	68	
45	49	46	60	45	28	

Halfbacks						

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
25	74	80	67	70	74	
28	74	75	61	64	68	
45	49	46	60	45	28	

Wide Receivers						

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
41	74	82	85	74	73	
81	74	79	83	67	63	
88	71	74	77	65	38	
8	64	73	77	63	34	
87	46	54	35	55	38	

Tight Ends						

#	SPEED	AWARENESS	RUN BLOCK	CATCH ABILITY	WEIGHT	
38	49	65	72	74	230	
82	41	38	50	48	238	

Offensive Line						

#	WEIGHT	AGILITY	RUN BLOCK	PASS BLOCK	AWARENESS	

71 315	45	69	68	67	
60 306	39	69	68	46	
73 399	52	71	68	73	
62 280	35	55	54	38	
64 320	43	72	68	63	
79 312	34	69	54	34	
50 245	34	55	49	34	
65 250	31	55	54	34	
72 310	32	67	54	36	

| Defensive Line |

#	WEIGHT	AGILITY	SPEED	TACKLE	AWARENESS	
55	255	59	41	50	40	
91	245	36	24	50	39	
53	224	35	24	50	36	
95	285	47	41	50	56	
93	245	63	49	67	67	
51	260	35	24	50	34	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
7	41	59	55	41	67	
5	49	62	51	41	58	
36	49	67	53	46	58	
96	34	48	41	34	50	
49	49	64	52	43	58	
52	36	37	44	51	54	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
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9 74	69	77	67	90
16 64	65	76	70	83
15 64	64	53	39	54
3 71	72	53	54	50
20 69	71	53	54	58

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
34 68	59	75	74	50	
30 67	67	74	71	50	
15 64	64	53	39	54	
3 71	72	53	54	50	
20 69	71	53	54	58	

Kickers

#	KICK POWER	KICK ACCURACY
14 64	64	67
6 84	84	84

Punters

#	KICK POWER	KICK ACCURACY
6 84	84	84
14 64	64	67

***** ALABAMA *****
 Nickname: Crimson Tide
 Conference: SEC (West)
 Enrollment: 20,000
 Last Season's Record: 7-5
 Last Conference Title: 1992

OFFENSIVE RATINGS: Passing: B, Rushing A-
 DEFENSIVE RATINGS: Pass Rush A-, Pass Defense A-, Run Defense B+

Alabama is certainly one of the better teams in NCAA 2000. Their running attack is really strong (Shaun Alexander, their RB, happened to make the cover of NCAA 2001), and their quarterback is solid. Finishing off this complete team is a great defense, which features one of the best secondaries in the entire game. If you are an Alabama fan, you will definitely like playing with your favorite team, because they are pretty good in this game.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
5	70	64	86	77	83
14	58	58	73	64	58

Fullbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
30	67	76	69	60	68
6	57	41	63	51	51

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
37	93	94	90	69	82
28	80	78	64	67	71
26	71	75	57	59	57

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
11	85	82	87	89	78
2	79	87	80	84	70
84	83	86	71	77	60
8	70	80	77	68	53
80	63	71	69	54	39
27	68	67	71	54	35

Tight Ends						
#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT
89	51	54	59		62	240
82	54	79	68		74	262

Offensive Line							
#	WEIGHT	AGILITY	RUN	BLOCK	PASS	BLOCK	AWARENESS
72	329	46	83		87		84
56	323	36	57		53		46
74	275	55	78		72		77
75	301	44	75		73		79
60	291	49	85		78		85
78	295	36	70		65		50
95	291	36	57		54		51
71	300	46	64		50		53
70	320	36	65		51		48
77	337	35	65		57		57

Defensive Line						
#	WEIGHT	AGILITY	SPEED	TACKLE	AWARENESS	
88	286	77	61	82	77	
90	325	58	53	81	65	
97	289	56	54	42	67	
98	288	53	53	45	54	
38	294	47	45	70	52	
54	293	74	63	65	82	
67	291	52	43	76	50	

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
10	63	67	79	53	51
44	65	70	90	49	79
57	65	67	76	53	48
31	49	58	56	42	72
9	48	62	57	42	73
58	51	52	68	39	43

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
41	83	85	89	68	44
24	73	73	61	53	57
33	74	73	58	58	52
13	72	73	55	58	48
19	82	78	78	68	72
32	67	74	61	53	25

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
21	84	89	78	58	52
23	88	82	77	68	40
33	74	73	58	58	52
13	72	73	55	58	48
19	82	78	78	68	72
32	67	74	61	53	25

Kickers

#	KICK POWER	KICK ACCURACY
42	74	74
83	54	59

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| Punters |
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| # | KICK POWER | KICK ACCURACY |
-----
| 83 | 54 | 59 |
-----
| 42 | 74 | 74 |
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+++++
(*****) ARIZONA (*****)
Nickname: Wildcats
Conference: Pac-10
Enrollment: 34,330
Last Season's Record: 12-1
Last Conference Title: 1993
-+-+
OFFENSIVE RATINGS: Passing: B+, Rushing A-
DEFENSIVE RATINGS: Pass Rush B+, Pass Defense A, Run Defense A-
-+-+

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Arizona is the #3 rated team in the game, and for good reason. This team doesn't really have a weakness, as their passing attack is strong, their running game is superb, and their defense is quick and hard hitting. About their only weakness is special teams, and even that is not too big of a deal. They are pretty much a complete team, and if you use them, you will not have a tough of time of winning as you normally would. If you are to use them, make sure to give it to the RB a lot.. he is quite good.

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| PLAYER RATINGS |
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| Quarterbacks |
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| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
-----
| 16 | 71 | 79 | 85 | 83 | 85 |
-----
| 12 | 72 | 59 | 88 | 88 | 85 |
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| Fullbacks |
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| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |
-----
| 91 | 67 | 67 | 69 | 60 | 67 |
-----
| 31 | 60 | 46 | 63 | 52 | 52 |
-----
| 28 | 59 | 46 | 59 | 47 | 49 |
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| Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
30	92	91	89	69	68
29	79	79	64	67	73

| Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
13	82	85	81	84	73
8	88	92	91	91	89
19	82	80	82	77	62
83	75	79	74	67	49
25	64	69	69	56	37

| Tight Ends

#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT
90	54	56	59		60	280
89	50	55	59		63	239

| Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
67	280	49	87	90	89
71	290	48	87	80	81
70	275	53	87	85	85
66	275	48	81	84	80
76	260	49	87	86	83
78	302	40	68	70	53
74	319	38	67	62	46
64	275	42	64	64	52
60	300	36	67	62	47
75	302	40	67	67	56

Defensive Line						
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
55	225	73	62	83	83	
58	265	55	54	82	70	
56	287	58	52	79	67	
99	265	72	63	86	84	
54	240	59	54	58	50	
87	250	56	53	55	49	
95	278	49	47	56	48	
94	280	48	47	54	46	

Linebackers						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
6	64	70	89	47	90	
40	75	79	95	51	94	
31	63	72	84	51	85	
52	50	59	52	44	59	
46	52	54	68	38	70	
42	53	58	67	39	69	

Safeties						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
24	81	81	81	69	78	
1	78	83	80	69	78	
35	77	75	57	58	48	
7	75	78	57	56	50	
47	68	70	55	51	56	
36	68	71	57	53	57	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
5	86	90	90	69	61
22	85	87	89	69	56
35	77	75	57	58	48
7	75	78	57	56	50
47	68	70	55	51	56
36	68	71	57	53	57

| Kickers |

#	KICK POWER	KICK ACCURACY
39	85	81
43	82	80
4	82	79

| Punters |

#	KICK POWER	KICK ACCURACY
4	82	79
39	85	81
43	82	80

(*****) ARIZONA STATE (*****)

Nickname: Sun Devils

Conference: Pac 10

Enrollment: 42,000

Last Season's Record: 5-6

Last Conference Title: 1996

OFFENSIVE RATINGS: Passing: B+, Rushing B

DEFENSIVE RATINGS: Pass Rush C, Pass Defense B+, Run Defense B+

Arizona State was still in the process of getting over losing Jake Plummer to the NFL, so they had a fairly disappointing 5-6 season. However, they happen to be pretty damn good in this game. Their run defense is solid, and they have a great passing attack. Most of their starters have high ratings, so you should be able to have good success with this team. I prefer rushing with them a little bit more, because the quarterback makes some bad throws at times.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
8	60	65	83	84	82	
14	56	57	75	64	58	

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK	
1	67	74	68	60	65	
43	62	61	52	44	53	
48	57	64	52	43	49	

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
21	95	95	93	71	84	
9	81	79	63	65	74	

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
84	88	85	87	84	76	
81	84	83	81	85	72	
24	82	83	80	75	63	

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
85	56	75	85	69	250	
80	61	79	54	59	254	

| Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
71	311	73	79	50	86
63	321	72	71	45	82
53	304	74	67	52	80
73	290	74	72	46	78
75	289	73	75	50	87
78	295	56	53	40	54
69	255	50	49	37	47
61	295	55	46	43	50
68	285	57	52	38	47
79	285	56	52	40	55

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
36	234	57	70	73	69
92	285	54	57	68	63
95	267	55	56	70	64
91	242	60	70	73	67
86	267	53	55	52	36
89	255	52	57	52	38
90	251	49	47	46	37
96	290	47	49	48	35

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
40	63	68	79	52	68
10	64	68	79	51	76
30	63	71	83	51	72
56	50	57	53	44	41

| 46 | 52 57 54 41 43 |

| 25 | 51 54 64 37 50 |

| Safeties |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 37 | 80 81 82 70 61 |

| 39 | 79 83 83 67 58 |

| 31 | 76 76 57 57 29 |

| 17 | 75 77 59 56 31 |

| 22 | 76 75 60 56 32 |

| 6 | 67 72 56 51 36 |

| 2 | 68 72 58 53 37 |

| Cornerbacks |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 3 | 82 83 82 67 37 |

| 23 | 86 89 87 71 80 |

| 31 | 76 76 57 57 29 |

| 17 | 75 77 59 56 31 |

| 22 | 76 75 60 56 32 |

| 6 | 67 72 56 51 36 |

| 2 | 68 72 58 53 37 |

| Kickers |

| # | KICK POWER KICK ACCURACY |

| 10 | 80 76 |

| 16 | 86 80 |

| Punters |

| # | KICK POWER KICK ACCURACY |

| 16 | 86 | 80 |

| 10 | 80 | 76 |

(*****) ARKANSAS (*****)

Nickname: Razorbacks

Conference: SEC (West)

Enrollment: 15,000

Last Season's Record: 9-3

Last Conference Title: 1989

OFFENSIVE RATINGS: Passing: B+, Rushing B

DEFENSIVE RATINGS: Pass Rush A-, Pass Defense B+, Run Defense B+

Arkansas is a pretty decent team overall. Their quarterback has a decent amount of speed, so take advantage of that by running the option a lot. They are the 25th ranked team in this game, so they are not too bad. Use the running game a lot, but their quarterback is top 20 material. The defense is great as well, and is extremely quick. Zone blitzes work very well when using Arkansas. The only weakness really is the turnovers at times, but if you can control that, you should be able to win some games with them.

| PLAYER RATINGS |

| Quarterbacks |

| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |

| 14 | 61 | 70 | 88 | 85 | 88 |

| 11 | 54 | 60 | 73 | 64 | 59 |

| Fullbacks |

| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |

| 47 | 67 | 70 | 60 | 83 | 69 |

| 33 | 65 | 63 | 51 | 45 | 51 |

| Halfbacks |

| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

| 22 | 79 | 81 | 74 | 69 | 87 |

| 21 | 78 | 76 | 64 | 67 | 73 |

| 19 | 73 | 72 | 57 | 59 | 62 |

20	81		82		79		57		54	
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| Wide Receivers |

#	SPEED		AGILITY		ACCELERATION		CATCH ABILITY		AWARENESS	
81	83		91		86		84		85	
80	93		96		97		91		95	
84	84		86		84		77		62	
27	75		80		74		68		46	
39	67		67		68		54		37	

| Tight Ends |

#	SPEED		CATCH ABILITY		AWARENESS		RUN BLOCK		WEIGHT	
85	63		76		77		69		268	
95	51		62		55		59		258	
86	53		52		50		49		261	

| Offensive Line |

#	WEIGHT		RUN BLOCK		PASS BLOCK		AGILITY		AWARENESS	
70	287		88		82		50		80	
61	288		84		85		43		76	
57	296		80		75		51		85	
68	301		84		85		42		77	
69	335		75		78		51		88	
79	328		64		65		49		67	
66	284		60		57		35		51	
58	287		54		62		47		55	
54	293		54		52		39		44	
73	322		64		62		36		57	

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
1	246	58	73	74	84
99	267	57	52	69	67
92	291	53	57	70	72
55	243	57	70	78	71
63	228	49	55	51	40
65	243	53	59	50	47
94	278	46	47	50	52
48	253	45	49	45	47

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
53	59	64	79	49	72
45	58	71	72	49	83
30	65	72	76	53	67
26	52	56	55	42	41
46	53	58	63	39	53
49	56	53	69	39	54

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
29	88	89	88	68	71
32	76	85	80	68	74
2	79	72	55	58	45
5	65	67	59	53	46
37	68	70	60	53	40

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
18	86	83	78	68	37

31 84	85	80	68	47	
2 79	72	55	58	45	
5 65	67	59	53	46	
37 68	70	60	53	40	

 | Kickers

# KICK POWER	KICK ACCURACY	
17 54	54	
8 82	78	

 | Punters

# KICK POWER	KICK ACCURACY	
8 82	78	
17 54	54	

 (*****) ARMY (*****)
 Nickname: Cadets
 Conference: Conference USA
 Enrollment: 4,000
 Last Season's Record: 3-8
 Last Conference Title: None

 OFFENSIVE RATINGS: Passing: C, Rushing B
 DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C+, Run Defense B-

 Even though Army has fallen on majorly bad times lately (they finished 0-13 this year I believe), they were actually quite competent back in 2000, and this game demonstrates this, as Army is a solid team. Of course, since they are an academy, you will have to run the ball a lot, mainly with the option and fullback. If you like passing, pick another team, but those who like to focus on the running game could do worse than Army. The defense is decent, but not spectacular. Good run defense, though.

 | PLAYER RATINGS |

 | Quarterbacks

# SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
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19	69	70	68	69	74
18	61	61	63	59	49
5	59	58	56	57	29

| Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
32	65	67	61	64	56
33	58	54	44	51	42
46	50	47	40	42	36

| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
2	79	69	61	55	71
44	74	74	59	45	62
26	72	72	49	45	67
20	70	69	51	46	52
29	61	64	42	44	49

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
96	75	74	77	67	64
88	71	81	84	61	59
91	61	76	74	59	54

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
84	54	58	77	75	231
95	49	54	64	67	230
85	44	39	59	51	240

| Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
73	292	46	49	30	51
65	266	62	54	31	53
68	284	70	67	37	67
76	291	62	58	38	38
71	258	65	64	30	61
60	270	48	47	31	44
53	290	52	45	38	45
64	237	56	42	34	48
62	258	60	55	29	50
77	279	41	42	34	58

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
90	242	47	59	63	58
70	270	50	53	72	62
81	252	48	60	64	59
86	239	56	50	67	61
51	220	29	28	44	44
58	242	31	34	34	53
75	263	41	40	47	51
69	229	39	38	41	46

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
48	60	67	85	51	83
55	57	44	81	34	76
6	67	48	87	48	86
54	51	51	44	38	45

| 66 | 48 56 67 31 62 |

| 56 | 59 65 63 51 85 |

| Safeties |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 23 | 69 69 54 52 65 |

| 4 | 68 68 52 54 60 |

| 22 | 74 73 44 64 27 |

| 34 | 67 61 41 46 34 |

| 27 | 64 52 41 41 42 |

| 37 | 59 57 55 40 34 |

| Cornerbacks |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 21 | 67 68 54 44 34 |

| 17 | 77 78 73 76 46 |

| 22 | 74 73 44 64 27 |

| 34 | 67 61 41 46 34 |

| 27 | 64 52 41 41 42 |

| 37 | 59 57 55 40 34 |

| Kickers |

| # | KICK POWER KICK ACCURACY |

| 8 | 73 72 |

| 13 | 81 94 |

| Punters |

| # | KICK POWER KICK ACCURACY |

| 13 | 81 94 |

| 8 | 73 72 |

(*****) AUBURN (*****)

Nickname: Tigers

Conference: SEC (West)

Enrollment: 21,800

Last Season's Record: 3-8

Last Conference Title: 1989

OFFENSIVE RATINGS: Passing: B, Rushing B-

DEFENSIVE RATINGS: Pass Rush B-, Pass Defense B+, Run Defense B+

The Tigers are one of the more popular teams in NCAA football, so I expect people to use them a lot. They're a fairly good team, with a nice passing attack and an accurate and somewhat quick quarterback. The running game is strong, with several great options to turn to. Running a west coast offense is the best way to go when using this team. The defense is solid, but not too spectacular. It gets the job done with hard hitting and fundamentals, but they don't seem to get turnovers a lot.

| PLAYER RATINGS |

| Quarterbacks |

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
22	53	60	73	73	79
14	53	56	63	64	73

| Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
44	64	74	58	74	62
48	63	67	51	59	51

| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
1	84	86	74	69	79
3	77	81	64	67	63
40	72	78	57	59	59

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
17	78	78	83	77	68
15	87	85	85	77	77
5	82	81	79	84	70
4	84	88	87	84	70
18	71	75	77	68	48
2	75	74	72	68	51

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
49	52	62	70	59	230
89	55	74	79	68	246

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
71	285	76	85	54	85
79	307	77	77	47	78
61	289	69	76	50	83
70	320	84	83	42	82
78	298	77	87	46	75
72	297	68	68	39	53
73	312	65	63	36	46
55	280	65	62	46	51
67	333	65	63	37	51
64	299	74	85	48	80

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
95	282	68	73	87	89
93	279	48	45	48	56

96 286	65	60	90	87	
82 235	68	73	73	87	
91 262	51	45	46	56	
86 247	55	60	50	57	
76 263	49	56	64	80	
98 264	50	47	51	56	

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
97	55	58	51	42	60	
51	52	54	58	42	60	
54	62	71	90	49	89	
42	50	60	57	42	60	
36	55	58	54	42	60	
41	61	69	77	53	84	

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
8	83	82	85	68	77	
31	77	86	88	68	79	
10	76	72	58	58	49	
23	74	74	59	58	49	
32	67	74	56	53	57	
30	72	69	59	53	57	

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
24	81	83	84	68	55	
13	80	88	81	68	56	
10	76	72	58	58	49	

23 74	74	59	58	49	
32 67	74	56	53	57	
30 72	69	59	53	57	

| Kickers |

# KICK POWER	KICK ACCURACY				
16 84	79				
20 82	78				

| Punters |

# KICK POWER	KICK ACCURACY				
20 82	78				
16 84	79				

(*****) BALL STATE (*****)

Nickname: Cardinals
Conference: MAC (West)
Enrollment: 19,000
Last Season's Record: 1-10
Last Conference Title: 1996

OFFENSIVE RATINGS: Passing: D+, Rushing D+

DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D+, Run Defense D

Besides being David Letterman's alma mater, Ball State is really not known for much, especially football. I'm sure they have their fair share of fans though, but sadly the Cardinals just aren't very good in this game. EA gave them D's all around, and I don't blame them. The quarterback is slow and inaccurate for a large portion of the game, there's no running game, and the defense can't generate a pass rush or anything else for that matter. Avoid unless you're a diehard fan.

| PLAYER RATINGS |

| Quarterbacks |

# SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
9 41	41	74	72	53	

| 6 | 49 58 81 80 79 |

| Fullbacks |

| # | SPEED BREAK TACKLE CATCH ABILITY AWARENESS RUN BLOCK |

| 45 | 61 63 64 53 61 |

| 48 | 49 61 43 43 39 |

| Halfbacks |

| # | SPEED AGILITY BREAK TACKLE CATCH ABILITY CARRY ABILITY |

| 23 | 74 76 62 67 69 |

| 41 | 84 84 78 74 79 |

| Wide Receivers |

| # | SPEED AGILITY ACCELERATION CATCH ABILITY AWARENESS |

| 20 | 79 90 91 87 80 |

| 84 | 74 73 77 63 34 |

| 87 | 79 89 90 83 80 |

| 4 | 74 78 82 69 64 |

| 24 | 40 39 44 44 53 |

| Tight Ends |

| # | SPEED CATCH ABILITY AWARENESS RUN BLOCK WEIGHT |

| 89 | 41 48 38 39 207 |

| 96 | 64 81 77 71 261 |

| Offensive Line |

| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

| 60 | 290 60 64 40 60 |

| 73 | 282 60 59 24 34 |

| 59 | 280 62 60 34 37 |

61 310	71	69	47	71	
74 273	71	59	41	62	
70 270	60	59	24	34	
79 276	65	65	38	53	
63 294	71	70	54	80	

 | Defensive Line

# WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
92 240	24	35	38	48	
76 266	49	63	86	90	
72 270	24	44	48	50	
99 215	24	35	36	48	
69 264	35	59	60	50	
97 253	24	40	41	48	
51 276	24	42	48	50	

 | Linebackers

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
18 49	67	51	41	64	
37 70	74	78	63	83	
29 74	77	71	61	77	
10 49	56	45	46	58	
28 34	44	35	34	50	
58 67	69	48	49	48	
52 49	65	77	51	78	
36 34	48	46	34	58	
55 47	54	44	46	44	

 | Safeties

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
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11	74	76	64	59	40	
24	74	79	68	59	64	
49	74	73	41	52	23	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
42	79	73	75	76	50	
3	67	70	48	49	48	
49	74	73	41	52	23	

| Kickers |

#	KICK POWER	KICK ACCURACY	
86	69	69	
16	84	84	

| Punters |

#	KICK POWER	KICK ACCURACY	
16	84	84	
86	69	69	

(*****) BAYLOR (*****)

Nickname: Bears
Conference: Big 12 (South)
Enrollment: 12,200
Last Season's Record: 2-9
Last Conference Title: 1994

OFFENSIVE RATINGS: Passing: B-, Rushing B-
DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C+, Run Defense B-

Baylor actually got good ratings for some reason. I don't really know why, as they are not terribly good (their 2-9 record will be testament to that). Their quarterback is decent, and their running game is solid for most of the time, but they have no defense usually. That is their main downfall, so expect to be giving up a lot of points if you use them. I recommend using a lot of time management plays in order to keep the defense off the field.

| PLAYER RATINGS |

 | Quarterbacks |

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
5	72	73	78	69	84
17	51	60	73	64	59

 | Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
4	69	67	58	73	67
35	59	63	51	45	51

 | Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
6	84	86	74	69	83
11	81	76	64	67	73

 | Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
20	80	85	85	84	74
8	84	79	82	77	64
29	75	79	76	68	49
19	68	71	67	54	37
1	82	85	85	84	74
28	62	67	64	48	24
81	56	57	40	44	53

 | Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
88	55	74	79	68	231

| 89 | 50 62 54 59 234 |

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| Offensive Line |

| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

| 92 | 344 86 85 48 84 |

| 64 | 284 81 74 44 80 |

| 50 | 261 86 76 54 81 |

| 77 | 297 85 75 44 79 |

| 52 | 273 87 87 50 84 |

| 66 | 316 68 68 36 54 |

| 57 | 303 65 63 38 48 |

| 71 | 280 65 62 41 51 |

| 75 | 334 65 63 37 48 |

| 85 | 293 68 68 37 54 |

| Defensive Line |

| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |

| 90 | 255 58 72 75 87 |

| 91 | 288 51 53 68 80 |

| 82 | 276 54 54 68 80 |

| 93 | 240 56 73 75 87 |

| 53 | 227 55 56 50 57 |

| 83 | 263 50 60 50 57 |

| 78 | 264 48 45 48 56 |

| 95 | 279 46 50 48 56 |

| Linebackers |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 14 | 61 73 80 53 84 |

| 45 | 59 67 91 48 89 |

55 64	70	80	53	84	
40 53	58	54	42	60	
12 50	61	54	42	60	
51 50	53	67	45	69	
50 35	51	42	45	48	

 | Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
46	76	80	82	68	77	
21	78	80	82	68	77	
3	79	73	58	58	50	
2	76	73	58	58	50	
42	68	69	57	53	57	
16	71	71	57	53	57	

 | Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
18	87	90	81	68	58	
23	81	83	81	68	55	
3	79	73	58	58	50	
2	76	73	58	58	50	
42	68	69	57	53	57	
16	71	71	57	53	57	

 | Kickers

#	KICK POWER	KICK ACCURACY	
33	84	79	
34	82	78	

 | Punters

#	KICK POWER	KICK ACCURACY
34	82	78
33	84	79

(*****) BOISE STATE (*****)

Nickname: Broncos
 Conference: Big West
 Enrollment: 14,250
 Last Season's Record: 6-5
 Last Conference Title: None

OFFENSIVE RATINGS: Passing: C+, Rushing D+
 DEFENSIVE RATINGS: Pass Rush B-, Pass Defense B-, Run Defense C+

The Broncos happen to be one of my favorite college football teams now, but they weren't that great yet in this game. Their defense is solid, but the offense could definitely use some work. The passing offense was rated a C+, and I think that may even be a tad nice. The quarterback is very inaccurate and the receivers are slow and stupid. Rushing wise, it's even worse, as the running backs are prone to a lot of fumbles, and they're slow. The Broncos didn't get good for a few years, it seems.

PLAYER RATINGS

Quarterbacks						
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
17	52	59	76	76	78	
16	46	48	69	69	57	

Fullbacks						
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK	
39	59	64	54	67	53	
46	50	55	44	50	39	

Halfbacks						
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
25	76	77	69	68	71	
20	69	69	58	59	63	

=====

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
87	79	79	81	76	78	
28	77	77	77	74	77	
80	69	70	70	69	57	
6	65	65	67	64	46	
86	43	36	53	55	40	

=====

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
89	52	64	67	61	250	
99	44	51	49	49	235	

=====

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
79	317	70	70	38	68	
61	324	67	67	41	71	
64	301	65	65	45	71	
74	297	67	67	41	67	
71	283	70	70	38	67	
78	273	58	58	27	41	
57	271	54	54	28	44	
56	274	53	53	31	47	
58	274	54	54	28	46	
92	270	58	58	27	41	

=====

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
69	263	47	59	65	60	

55 270	41	48	62	61	
90 276	40	46	64	61	
52 287	47	59	65	60	
45 246	38	40	46	47	
94 246	37	40	46	47	
98 264	32	32	41	47	
51 272	34	34	45	47	

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
35 55	63	62	49	71	
34 53	59	67	49	72	
54 55	61	63	49	71	
42 47	45	42	39	56	
65 46	47	56	39	59	
63 44	48	45	39	56	
48 39	52	41	36	49	

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
13 69	75	80	67	70	
2 73	73	75	64	70	
31 63	65	48	50	29	
15 64	67	51	50	29	
21 59	65	49	49	47	
3 61	65	51	49	47	

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
41 74	75	71	64	49	

10 75	76	72	64	49	
31 63	65	48	50	29	
15 64	67	51	50	29	
21 59	65	49	49	47	
3 61	65	51	49	47	

| Kickers |

# KICK POWER	KICK ACCURACY	
96 69	69	
18 76	74	

| Punters |

# KICK POWER	KICK ACCURACY	
18 76	74	
96 69	69	

(*****) BOSTON COLLEGE (*****)

Nickname: Eagles

Conference: Big East

Enrollment: 14,200

Last Season's Record: 4-7

Last Conference Title: None

OFFENSIVE RATINGS: Passing: B+, Rushing B

DEFENSIVE RATINGS: Pass Rush B, Pass Defense B, Run Defense B

Wow, the Eagles of Boston College are surprisingly decent in this game. Option plays don't really work well, so do plays like HB Tackle and FB Dive to really give you the ultimate advantage. Short, controlled passes work well, as the QB doesn't have the strongest arm in the world. You can then trick the defense by throwing long passes down field.. the passes won't be super long or anything, though.

| PLAYER RATINGS |

| Quarterbacks |

# SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
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7 62	54	69	71	74	
12 50	59	72	61	57	
19 49	51	60	45	45	

| Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK	
48	63	59	60	65	63	
96	58	62	48	45	49	

| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
4	83	82	71	67	79	
20	80	75	61	67	71	
1	75	78	74	55	63	

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
14	82	82	83	74	75	
9	79	82	80	71	78	
17	79	81	84	77	68	
15	74	80	73	67	49	
83	65	69	71	53	36	

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
82	57	67	75	64	253	
86	52	59	52	62	312	
80	45	50	53	46	221	

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
76	282	88	81	49	86
66	316	75	79	44	79
72	288	75	74	52	77
50	315	83	82	45	77
65	310	90	81	54	81
62	271	64	67	38	57
79	318	65	62	39	50
75	289	69	65	39	55

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
92	266	55	52	68	78
94	257	43	45	49	55
95	286	67	79	92	94
98	279	51	59	82	80
85	256	48	51	45	55
99	241	47	47	46	57

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
54	62	68	78	26	83
37	61	67	90	49	79
88	61	69	76	37	75
59	54	58	53	27	54
52	48	56	50	30	61
51	60	53	69	39	69
44	59	69	93	48	87
55	56	60	62	37	70

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| Safeties |
=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 3 | 87 | 88 | 87 | 72 | 83 |
=====
| 40 | 80 | 85 | 86 | 70 | 77 |
=====
| 10 | 77 | 74 | 61 | 54 | 52 |
=====
| 32 | 79 | 73 | 54 | 56 | 53 |
=====
| 6 | 68 | 69 | 58 | 56 | 56 |
=====
| 24 | 65 | 74 | 53 | 57 | 58 |
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=====
| Cornerbacks |
=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 25 | 87 | 86 | 85 | 70 | 52 |
=====
| 28 | 83 | 86 | 80 | 71 | 57 |
=====
| 10 | 77 | 74 | 61 | 54 | 52 |
=====
| 32 | 79 | 73 | 54 | 56 | 53 |
=====
| 6 | 68 | 69 | 58 | 56 | 56 |
=====
| 24 | 65 | 74 | 53 | 57 | 58 |
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| Kickers |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 23 | 86 | 79 |
=====
| 47 | 81 | 74 |
=====

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=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 47 | 81 | 74 |
=====
| 23 | 86 | 79 |
=====

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(*****) BOWLING GREEN (*****)
Nickname: Falcons

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Conference: MAC (East)
 Enrollment: 17,500
 Last Season's Record: 5-6
 Last Conference Title: 1992

 OFFENSIVE RATINGS: Passing: C, Rushing C+
 DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C+, Run Defense B-

Bowling Green is yet another one of those teams which is good now, but wasn't that great back here in 2000. They are a solid team, with a decent offense, and good run defense, but there is no particular reason to use them. Unless you want to see those snazzy orange uniforms, of course. The quarterback is somewhat quick and elusive, so take advantage of that if you want to use this team. Rushing will be somewhat hard at times, so be prepared for a good challenge.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
1	51	42	74	72	76
15	41	57	81	80	56

Fullbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
43	49	58	43	43	28
40	61	63	54	67	49

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
23	79	79	63	74	78
36	69	74	60	63	67
27	64	74	43	70	67

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
35	74	76	77	67	43

5	74	73	75	58	34	
4	74	74	77	73	42	
80	74	73	75	58	34	
22	52	41	48	50	43	

| Tight Ends

#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT	
89	34	34	28		28	230	
87	41	48	38		39	245	

| Offensive Line

#	WEIGHT	AGILITY	RUN	BLOCK	PASS	BLOCK	AWARENESS	
79	270	69	68		38		53	
73	290	69	68		44		67	
60	295	65	54		42		64	
63	280	69	70		48		71	
62	280	72	71		46		76	
72	270	58	48		34		48	
55	240	65	54		37		41	
77	305	55	54		32		34	

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
90	240	49	64	69	67	
92	250	49	56	68	73	
97	280	49	58	70	90	
44	240	41	59	60	50	
51	225	49	64	69	67	
58	265	24	39	47	50	
59	265	24	35	35	43	

Linebackers					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
32	68	72	88	65	89
49	61	70	60	47	90
28	49	61	53	45	73
38	34	43	34	34	50
41	61	69	55	48	73
50	41	47	48	43	67
10	43	46	45	52	53

Safeties					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
6	74	75	46	57	28
26	73	73	48	53	50
7	74	75	46	57	28
30	61	67	46	47	48

Cornerbacks					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
15	74	75	57	59	37
85	74	82	73	71	50
7	74	75	46	57	28
30	61	67	46	47	48

Kickers		
#	KICK POWER	KICK ACCURACY
11	71	73
16	81	82

Punters		
#	KICK POWER	KICK ACCURACY
16	81	82
11	71	73

(*****) BRIGHAM YOUNG (*****)

Nickname: Cougars

Conference: MWC

Enrollment: 27,000

Last Season's Record: 9-5

Last Conference Title: 1996

OFFENSIVE RATINGS: Passing: B+, Rushing B-

DEFENSIVE RATINGS: Pass Rush B-, Pass Defense B, Run Defense B+

BYU is one of those teams.. well, you know what you're going to get when you decide to use them. They are a high-powered offensive unit, with a great passing attack, and solid running from a variety of decent running backs. The defense is also surprisingly good considering this is a BYU team, and I always have known them to be teams with great offense and very little defense to back it up. BYU is actually a very good team overall in this game, and a great choice to use.

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
7	61	69	85	84	84
12	49	54	79	74	54
18	49	54	77	72	49

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
34	65	64	58	68	64
35	58	58	50	50	49

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY

20	78	82	69	68	74	
22	84	84	67	68	74	

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
88	82	84	83	79	77	
14	84	85	84	82	82	
86	78	79	79	73	67	
1	73	73	74	65	48	
11	67	68	67	59	39	

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
96	56	68	67	65	250	
91	49	62	54	54	250	

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
77	290	76	81	45	74	
62	310	74	79	47	74	
66	295	70	74	47	72	
65	275	74	77	47	74	
69	275	76	81	45	74	
73	305	68	75	41	49	
67	310	67	67	35	41	
68	275	62	65	35	49	
61	275	61	67	34	44	
79	290	65	72	36	49	

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
93	270	53	61	67	65
58	290	47	51	65	69
72	285	47	51	65	69
99	250	53	61	67	65
83	260	42	43	44	52
92	265	42	43	44	52
89	290	38	41	44	53
94	285	38	41	39	53

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
41	63	68	69	53	76
44	62	68	98	54	91
47	63	68	69	53	76
51	49	52	49	38	59
45	49	52	39	38	59
43	48	51	49	39	68

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
4	79	79	69	64	74
13	79	81	84	67	82
6	69	67	44	51	45
28	73	73	54	55	39
5	71	69	62	51	61
10	68	68	58	53	53

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
---	-------	---------	-----------	---------------	--------

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=====
| 3 | 83      84      89      69      58 |
-----
| 19 | 81      83      79      68      55 |
-----
| 6 | 69      67      44      51      45 |
-----
| 28 | 73      73      54      55      39 |
-----
| 5 | 71      69      62      51      61 |
-----
| 10 | 68      68      58      53      53 |
=====

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=====
| Kickers |
-----
| # | KICK POWER      KICK ACCURACY |
-----
| 27 | 84      79 |
-----
| 38 | 79      74 |
=====

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=====
| Punters |
-----
| # | KICK POWER      KICK ACCURACY |
-----
| 38 | 79      74 |
-----
| 27 | 84      79 |
=====

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-+-+-+
(*****) BUFFALO (*****)
Nickname: Bulls
Conference: MAC (East)
Enrollment: 23,000
Last Season's Record: 4-7
Last Conference Title: None
-+-+-+
OFFENSIVE RATINGS: Passing: D+, Rushing D-
DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-
-+-+-+

```

You know, I was just having a discussion with my friend the other day about this team. They play in a decent area, with no schools around them really to compete with. They're pretty much the only division 1A school in the entire area of New England (well, now University of Connecticut makes 2, but my point stands.), but they still suck anyways. I don't get it. Yeah, this team freaking bites. They have no offense, and the defense is beyond saving. Just ignore them and move onto.. ooooh, Cal, Central Florida, anything.

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| PLAYER RATINGS |
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| Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	56	54	62	62	61
13	52	51	56	59	57

| Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
44	62	62	43	67	49
27	59	58	31	50	47

| Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
34	69	70	59	45	59
31	68	73	64	52	73
46	67	67	41	46	56
26	64	63	39	44	49

| Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
16	80	79	81	85	84
4	75	79	74	72	76
9	72	70	77	73	73
80	63	68	68	59	59
19	60	68	67	54	53
28	42	36	57	46	43

| Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
88	53	49	61	43	240
86	62	53	69	55	258

Offensive Line						
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
72	304	59	57	41	67	
74	288	49	51	25	68	
70	286	57	56	37	62	
79	285	60	52	28	55	
65	282	60	60	31	52	
57	273	42	44	49	57	
62	283	40	39	36	43	
68	258	40	48	42	41	
66	312	49	49	44	39	
56	257	47	51	36	41	

Defensive Line						
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
55	223	48	52	67	64	
73	288	48	53	67	54	
96	278	31	36	67	61	
93	244	49	43	67	53	
37	218	50	39	64	49	
95	250	34	39	39	52	
69	300	34	34	51	44	
91	263	46	47	42	39	

Linebackers						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
38	37	43	74	35	59	
39	46	56	59	41	77	
35	31	32	68	19	55	

45	34	34	39	24	39	
54	72	77	50	24	41	
42	38	37	58	20	34	
48	54	42	52	50	37	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
21	68	67	65	36	35	
23	69	64	63	27	44	
22	45	49	39	29	19	
6	65	68	53	34	24	
1	64	65	56	19	34	
2	67	54	44	19	31	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
20	69	36	54	43	28	
47	69	68	59	50	29	
22	45	49	39	29	19	
6	65	68	53	34	24	
1	64	65	56	19	34	
2	67	54	44	19	31	

| Kickers |

#	KICK POWER	KICK ACCURACY	
7	54	52	
85	57	56	

| Punters |

#	KICK POWER	KICK ACCURACY	
---	------------	---------------	--

| 85 | 57 | 56 |

| 7 | 54 | 52 |

(*****) CALIFORNIA (*****)

Nickname: Golden Bears

Conference: Pac 10

Enrollment: 31,600

Last Season's Record: 5-6

Last Conference Title: 1975

OFFENSIVE RATINGS: Passing: B+, Rushing B-

DEFENSIVE RATINGS: Pass Rush B-, Pass Defense A-, Run Defense B

Well, they're certainly better than Buffalo! ;) California is definitely a decent team, and they come from a good conference. They are not the best choice in the world to use, but hey, if you're a fan, you could do worse. Their quarterback has some speed, and is elusively quick, so take advantage of that by running the option a lot. The receivers are also surprisingly solid, so don't be afraid to go long, especially when the defense least expects it. The defense will be good enough to win you a ball game.

| PLAYER RATINGS |

| Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
5	60	65	77	78	71
16	54	57	74	64	40
18	52	59	75	79	71

| Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
38	67	69	59	58	64
41	59	64	49	26	47

| Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
4	83	84	75	69	85
35	79	79	63	67	72

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
7	82	84	83	84	57
3	82	86	83	84	59
6	80	81	81	77	47
88	76	80	76	69	32

Tight Ends					
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
87	53	68	40	50	220
32	52	64	43	46	250

Offensive Line					
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
66	310	76	77	48	71
71	280	67	67	46	60
73	315	74	74	54	78
65	275	65	67	45	71
60	280	75	71	52	73
70	295	55	56	39	43
62	270	52	53	38	31
79	315	51	51	34	36
68	275	53	59	38	43

Defensive Line					
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
97	245	64	76	62	70
98	305	58	55	72	70
94	250	52	58	59	67

58 235	60	71	55	68
30 230	61	72	57	71
95 300	54	56	39	41
99 245	45	48	36	34
55 280	49	46	28	38

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
53	64	69	79	49	75
59	63	67	75	48	73
13	67	72	80	51	67
49	54	59	40	41	42
21	50	56	50	39	51
17	52	57	49	37	50

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
20	77	81	75	70	59
2	81	81	71	70	56
11	77	75	45	60	32
43	74	74	47	56	32
36	68	68	44	52	36
34	67	72	43	51	40

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
8	88	91	63	74	42
25	83	87	65	68	39
11	77	75	45	60	32
43	74	74	47	56	32

=====
| Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
35	67	56	52	44	39
31	64	56	40	40	32

=====
| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
23	77	62	56	57	58
22	74	71	60	59	62
21	78	75	60	58	67

=====
| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
88	79	69	74	64	74
19	73	69	71	74	79
84	75	71	79	75	76
13	81	68	76	64	76
25	72	73	71	78	79

=====
| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
86	39	71	80	69	250
82	47	64	39	62	250
89	42	44	79	81	240

=====
| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
62	295	69	69	43	59
69	285	59	59	37	46

76 300	52	51	50	57	
78 260	67	67	35	70	
79 310	68	68	49	65	
68 300	65	64	48	62	
66 320	64	63	39	68	
51 280	48	54	50	59	
63 290	67	67	39	47	
75 300	52	50	40	52	

=====
| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
80	245	64	69	70	73	
91	265	39	46	54	49	
85	255	54	49	67	67	
87	245	57	49	81	61	
99	235	60	38	41	50	
98	250	60	70	69	61	
95	255	65	42	47	47	
93	265	29	41	49	46	

=====
| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
15	31	38	30	31	37	
6	37	40	38	47	44	
44	32	37	29	39	31	
58	60	40	43	10	49	
46	30	42	44	38	35	
41	34	38	38	49	40	
9	34	40	39	48	44	
42	47	47	37	40	37	

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=====
| Safeties |
=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 10 | 61 | 72 | 57 | 50 | 43 |
=====
| 17 | 70 | 69 | 67 | 43 | 74 |
=====
| 3 | 75 | 71 | 71 | 67 | 58 |
=====
| 32 | 93 | 70 | 59 | 57 | 50 |
=====
| 27 | 59 | 67 | 50 | 42 | 39 |
=====
| 18 | 58 | 64 | 50 | 41 | 43 |
=====

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=====
| Cornerbacks |
=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 11 | 74 | 71 | 67 | 65 | 60 |
=====
| 4 | 61 | 69 | 60 | 57 | 42 |
=====
| 3 | 75 | 71 | 71 | 67 | 58 |
=====
| 32 | 93 | 70 | 59 | 57 | 50 |
=====
| 27 | 59 | 67 | 50 | 42 | 39 |
=====
| 18 | 58 | 64 | 50 | 41 | 43 |
=====

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=====
| Kickers |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 29 | 80 | 74 |
=====
| 39 | 67 | 67 |
=====

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=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 39 | 67 | 67 |
=====
| 29 | 80 | 74 |
=====

```

Nickname: Chippewas
 Conference: MAC (West)
 Enrollment: 25,590
 Last Season's Record: 6-5
 Last Conference Title: 1995

 OFFENSIVE RATINGS: Passing: C, Rushing C-
 DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C, Run Defense C-

The Chippewas are a decent, but not fantastic, team. They have good team speed, so running the option is a good choice if you plan to use them. Defensively, call a lot of Zone Blitzes, because the secondary is a little weak, and the rushing defense could definitely use some work. The quarterback is a little inaccurate at times, so make sure you get the receivers in the right place before you throw the football. Timing your routes is crucial with Central Michigan as your team.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	40	55	77	78	76
10	40	40	75	76	52

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
27	67	77	63	67	70
39	48	59	43	42	38

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
30	78	78	62	68	73
20	73	73	59	62	67
2	78	86	55	79	67

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
5	73	72	77	62	47

83 78	88	89	81	79	
82 78	86	87	79	77	
7 73	73	78	71	54	
11 69	70	72	59	55	
80 44	48	44	49	54	

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
88	48	59	47	48	220	
35	34	34	27	38	240	

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
71	300	69	70	37	61	
57	290	64	58	42	64	
59	280	69	69	47	70	
68	285	59	61	34	42	
79	295	64	63	23	53	
51	285	49	48	36	47	
63	290	70	69	53	77	
61	290	61	59	34	38	
64	275	62	61	23	36	

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
56	245	34	45	49	47	
70	270	44	59	75	77	
69	260	23	44	50	49	
49	230	34	58	47	49	
91	235	34	46	45	47	

55	225	34	60	54	47	
72	260	23	34	32	47	
98	235	44	60	76	77	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
9	40	43	45	38	57	
31	69	73	76	64	82	
26	40	44	42	42	63	
38	34	48	49	36	63	
58	48	63	67	48	76	
47	54	37	51	46	45	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
29	78	83	83	68	77	
34	73	75	69	58	76	
3	73	73	54	27	27	
4	73	73	59	59	27	
33	70	71	56	52	57	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
1	73	73	59	58	27	
23	73	72	42	53	23	
3	73	73	54	27	27	
4	73	73	59	59	27	
33	70	71	56	52	57	

| Kickers |

```

=====
| # | KICK POWER          KICK ACCURACY          |
=====
| 19 | 69                  69                  |
=====
| 17 | 69                  69                  |
=====

```

```

=====
| Punters
=====
| # | KICK POWER          KICK ACCURACY          |
=====
| 17 | 69                  69                  |
=====
| 19 | 69                  69                  |
=====

```

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-+-+-+-----
(*****) CINCINATTI (*****)
Nickname: Bearcats
Conference: Conference USA
Enrollment: 36,000
Last Season's Record: 2-9
Last Conference Title: None
-+-+-+-----
OFFENSIVE RATINGS: Passing: C+, Rushing C+
DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C, Run Defense C-
-+-+-+-----

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The Bearcats are solid in every area, but nothing really sticks out about them. EA gave them all C's in the ratings department, and I tend to agree with that. The quarterback is pretty solid, though, but his lack of speed will definitely hurt at times. Make sure to not call too many option plays, this will balance out the weakness a little. Runs with the halfback and short, controlled passes work best with the Bearcats, because it keeps the defense off the field. The defense is a little shaky, but is overall not that bad.

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| PLAYER RATINGS |
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=====
| Quarterbacks
=====
| # | SPEED    AGILITY    THROW POWER    THROW ACCURACY    AWARENESS    |
=====
| 7  | 61      56      80      85      72      |
=====
| 12 | 56      64      60      67      59      |
=====
| 17 | 70      73      53      58      53      |
=====

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=====
| Fullbacks
=====
| # | SPEED    BREAK TACKLE    CATCH ABILITY    AWARENESS    RUN BLOCK    |
=====

```


37	56	67	61	65	70
----	----	----	----	----	----

49	68	77	68	68	67
----	----	----	----	----	----

| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
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33	80	78	65	65	70
----	----	----	----	----	----

32	64	73	55	54	63
----	----	----	----	----	----

20	59	80	50	42	71
----	----	----	----	----	----

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
---	-------	---------	--------------	---------------	-----------

2	80	82	87	72	68
---	----	----	----	----	----

80	76	71	77	70	53
----	----	----	----	----	----

5	59	56	57	60	56
---	----	----	----	----	----

18	74	73	77	63	34
----	----	----	----	----	----

84	64	64	62	57	42
----	----	----	----	----	----

89	35	56	56	53	44
----	----	----	----	----	----

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
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87	47	48	49	67	241
----	----	----	----	----	-----

47	57	43	31	56	240
----	----	----	----	----	-----

86	74	54	44	26	230
----	----	----	----	----	-----

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
---	--------	-----------	------------	---------	-----------

71	275	62	61	34	38
----	-----	----	----	----	----

73	305	73	70	44	60
----	-----	----	----	----	----

50	272	58	53	34	64
----	-----	----	----	----	----

68	341	62	61	34	38
----	-----	----	----	----	----

72 290	77	70	37	67	
70 275	62	61	34	38	
66 305	72	70	44	73	
61 250	47	49	39	50	
60 265	59	62	31	47	
79 305	55	52	43	53	

=====
| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
91	230	46	35	37	57	
98	370	41	48	61	60	
85	225	48	44	55	75	
58	215	44	52	51	67	
90	240	50	50	47	52	
99	240	44	22	22	42	
97	245	46	48	22	53	
96	270	37	40	26	42	

=====
| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
22	71	75	70	70	83	
52	42	44	62	34	67	
44	56	62	68	51	77	
51	48	53	44	44	58	
55	51	50	44	36	52	
59	42	44	36	34	57	
50	50	43	41	36	49	

=====
| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
---	-------	---------	-----------	---------------	--------	--

36 76	59	67	67	45	
6 76	77	87	61	80	
29 67	63	55	63	34	
27 63	58	45	55	25	
39 57	52	47	51	35	
9 80	81	60	79	74	

=====
| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
24	81	75	74	68	44	
34	74	73	64	64	45	
29	67	63	55	63	34	
27	63	58	45	55	25	
39	57	52	47	51	35	
9	80	81	60	79	74	

=====
| Kickers

#	KICK POWER	KICK ACCURACY	
1	71	77	
14	81	70	

=====
| Punters

#	KICK POWER	KICK ACCURACY	
14	81	70	
1	71	77	

(*****) CLEMSON (*****)
Nickname: Tigers
Conference: ACC
Enrollment: 16,300
Last Season's Record: 3-8
Last Conference Title: 1991

OFFENSIVE RATINGS: Passing: B, Rushing B-

DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B+, Run Defense B

Playing in the tough ACC means Clemson has a lousier record than their team actually is. They are actually quite a competent team, with a solid running game and passing game. The quarterback is quick and accurate, plus he doesn't make too much mistakes, which always helps. The defense is solid, especially since you'll always be able to get a great pass rush off, and the secondary usually doesn't need extra help. They are good in man-to-man situations, so try that a lot, with a corner blitz added in.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	54	68	78	74	62
11	67	63	70	61	61
18	52	54	60	51	47

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
26	67	67	60	76	65
36	55	57	51	44	49

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
8	83	86	70	65	84
5	81	82	61	67	75
22	70	72	56	55	64

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
25	88	83	87	85	79
84	87	87	82	82	84
80	82	82	81	78	60

95	265	44	46	48	55	
----	-----	----	----	----	----	--

 | Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
42	61	68	91	47	86	
43	60	67	88	50	89	
45	64	68	83	50	80	
48	51	56	55	40	60	
46	56	57	69	36	69	
32	53	61	52	38	58	

 | Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
9	76	78	88	67	83	
12	83	81	80	69	81	
30	73	77	57	59	45	
33	73	74	54	58	46	
31	67	70	60	52	53	
40	71	67	55	52	55	

 | Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
28	81	85	85	68	57	
34	80	85	78	70	62	
30	73	77	57	59	45	
33	73	74	54	58	46	
31	67	70	60	52	53	
40	71	67	55	52	55	

 | Kickers |

```

=====
| # | KICK POWER | KICK ACCURACY |
=====
| 39 | 64 | 63 |
=====
| 38 | 63 | 65 |
=====

```

```

=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 38 | 63 | 65 |
=====
| 39 | 64 | 63 |
=====

```

```

-+-+-+
(*****) COLORADO (*****)
Nickname: Buffaloes
Conference: Big 12 (North)
Enrollment: 25,010
Last Season's Record: 8-4
Last Conference Title: 1991
-+-+-+
OFFENSIVE RATINGS: Passing: B+, Rushing B
DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B+, Run Defense A-
-+-+-+

```

Colorado has always been somewhat of a football powerhouse, as they won a few national titles, and have always put together a solid squad. This team is no different, as they really have no weaknesses. The only thing I could maybe point out is their running game acts up at certain times, but otherwise, this is a pretty good team. Option plays don't work too well, so try more of a conservative, NFL-style offense. Colorado has never been known for their speed, anyways.

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| PLAYER RATINGS |
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=====
| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 4 | 61 | 63 | 82 | 81 | 84 |
=====
| 12 | 56 | 59 | 79 | 68 | 59 |
=====
| 18 | 51 | 51 | 59 | 49 | 49 |
=====

```

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=====
| Fullbacks |
=====
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
=====

```

| 33 | 69 | 67 | 58 | 73 | 62 |

| 44 | 64 | 63 | 51 | 45 | 51 |

=====
| Halfbacks |

=====
| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

=====
| 27 | 86 | 85 | 74 | 69 | 83 |

=====
| 10 | 80 | 79 | 64 | 67 | 73 |

=====
| 22 | 72 | 75 | 57 | 59 | 67 |

=====
| Wide Receivers |

=====
| # | SPEED | AGILITY | ACCELERATION | CATCH ABILITY | AWARENESS |

=====
| 8 | 87 | 87 | 89 | 89 | 91 |

=====
| 19 | 86 | 89 | 89 | 86 | 79 |

=====
| 14 | 81 | 80 | 79 | 77 | 64 |

=====
| 83 | 75 | 81 | 78 | 68 | 49 |

=====
| 17 | 68 | 68 | 85 | 54 | 37 |

=====
| Tight Ends |

=====
| # | SPEED | CATCH ABILITY | AWARENESS | RUN BLOCK | WEIGHT |

=====
| 87 | 60 | 74 | 79 | 68 | 265 |

=====
| 89 | 49 | 62 | 54 | 59 | 235 |

=====
| 88 | 49 | 52 | 49 | 54 | 255 |

=====
| Offensive Line |

=====
| # | WEIGHT | RUN BLOCK | PASS BLOCK | AGILITY | AWARENESS |

=====
| 71 | 325 | 86 | 85 | 50 | 84 |

=====
| 58 | 285 | 87 | 84 | 52 | 86 |

=====
| 65 | 300 | 82 | 82 | 53 | 81 |

=====
| 76 | 295 | 87 | 83 | 51 | 84 |

=====
| 72 | 300 | 87 | 86 | 48 | 85 |

77 290	65	63	38	48	
60 270	65	62	46	51	
62 300	65	63	39	48	
73 305	68	68	38	54	

=====
| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
82	265	58	69	75	87	
97	290	50	53	68	80	
94	290	52	54	68	80	
13	250	61	74	79	89	
80	240	52	57	50	57	
99	290	50	54	50	57	
98	265	46	51	48	56	
95	240	49	45	48	56	

=====
| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
5	65	67	90	49	89	
35	65	68	92	49	89	
30	67	71	80	53	84	
16	54	55	54	42	60	
6	54	54	67	39	69	
46	51	58	67	39	69	

=====
| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
3	78	85	84	68	79	
21	70	68	57	53	57	
7	77	79	58	58	46	

25 78	76	58	58	50	
---------	----	----	----	----	--

15 80	79	82	68	77	
---------	----	----	----	----	--

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
---	-------	---------	-----------	---------------	--------	--

2	81	87	81	68	55	
---	----	----	----	----	----	--

1	86	87	87	74	58	
---	----	----	----	----	----	--

7	77	79	58	58	46	
---	----	----	----	----	----	--

25	78	76	58	58	50	
----	----	----	----	----	----	--

15	80	79	82	68	77	
----	----	----	----	----	----	--

| Kickers |

#	KICK POWER	KICK ACCURACY	
---	------------	---------------	--

9	84	79	
---	----	----	--

47	82	78	
----	----	----	--

| Punters |

#	KICK POWER	KICK ACCURACY	
---	------------	---------------	--

47	82	78	
----	----	----	--

9	84	79	
---	----	----	--

(*****) COLORADO STATE (*****)

Nickname: Rams

Conference: Mountain West

Enrollment: 22,600

Last Season's Record: 8-4

Last Conference Title: 1997

OFFENSIVE RATINGS: Passing: B, Rushing B

DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B+, Run Defense B

The Rams of Colorado State are a pretty good team considering the conference they come from. They can definitely hang with the big boys, provided you play a smart game. West coast offense is not really the best thing to use, nor option plays. Instead, run a lot of draws and isos, tosses, etc. to try to keep the defense honest, then extend the field by using the QB's great throw power and accuracy to complete long passes. The defense is solid as well,

especially in the secondary.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
15	64	70	82	82	82
7	52	57	72	72	57

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
5	72	58	58	57	35

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
36	85	85	77	74	79
39	81	81	65	67	72

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
27	85	87	86	82	80
25	87	88	87	85	85
4	81	82	82	76	72
89	76	76	77	68	51
24	69	71	70	62	42

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
88	69	78	72	68	230
17	52	65	57	57	265
80	48	52	47	47	255

=====

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
68	285	79	84	48	77
60	300	75	81	50	77
61	303	73	77	50	75
73	270	75	81	50	77
63	320	79	84	48	77
62	275	67	72	39	57
79	282	64	69	37	47
77	265	64	65	38	52
69	275	64	69	37	47
64	275	67	72	39	57

=====

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
96	235	58	61	55	57
76	272	47	54	59	64
52	260	50	54	68	72
90	265	56	64	70	68
75	225	45	46	50	55
58	235	56	49	44	49
95	290	36	44	47	56
54	285	37	39	37	46

=====

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
8	67	71	72	56	79
42	64	69	79	57	85
6	62	69	64	56	69

37	52	55	52	41	62	
56	50	49	49	44	56	
41	51	54	57	42	71	

=====
 | Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
38	82	82	81	70	81	
28	75	77	79	70	80	
20	76	76	57	58	42	
31	76	76	57	58	42	
29	71	71	61	57	55	
13	67	67	57	57	49	

=====
 | Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
40	84	84	77	71	55	
9	81	79	77	71	49	
20	76	76	57	58	42	
31	76	76	57	58	42	
29	71	71	61	57	55	
13	67	67	57	57	49	

=====
 | Kickers

#	KICK POWER	KICK ACCURACY	
19	80	80	
10	81	77	

=====
 | Punters

#	KICK POWER	KICK ACCURACY	
10	81	77	

| 19 | 80 | 80 |

+++++
(*****) DUKE (*****)

Nickname: Blue Devils

Conference: ACC

Enrollment: 6,600

Last Season's Record: 4-7

Last Conference Title: 1989

OFFENSIVE RATINGS: Passing: C+, Rushing C

DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C+, Run Defense C-

The problem with the Blue Devils usually is not that they're a bad team (they're mediocre at best, but I wouldn't call them a really terrible team), it's just that they get stuck playing all these opponents they can't hope to beat. Playing in the tough ACC will do that to you, and it's just like another Vanderbilt situation. So, if you use them, make sure to pick a team in their ratings area to get a chance to win, because they are honestly not THAT bad, just not that good either. Defense is a little sloppy, but consistent, and the offense is a little quick and can make plays when needed.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	67	62	82	85	80
15	53	60	71	60	65

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
30	70	70	57	73	59
36	57	62	51	45	49

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
21	81	84	65	72	86
5	83	82	72	64	69
33	75	70	54	58	65

Wide Receivers						
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
2	98	88	93	86	88	
22	88	93	84	92	85	
85	82	83	77	78	65	
19	78	80	79	67	53	
18	68	70	67	53	39	
88	49	53	39	45	43	

Tight Ends					
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
89	59	65	81	71	240
81	49	53	48	51	230

Offensive Line						
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
56	255	83	89	50	87	
79	260	77	78	43	84	
71	260	84	81	55	77	
63	260	82	83	41	80	
76	275	88	87	53	84	
56	275	87	78	47	86	
74	280	63	37	39	50	
78	250	67	59	44	50	
77	310	86	81	43	82	
75	275	71	67	36	56	

Defensive Line						
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	

93 240	69	77	90	93	
92 255	46	52	46	54	
94 250	54	58	72	80	
98 260	57	71	74	86	
52 225	48	54	54	56	
55 300	52	61	47	55	

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
83 64	72	78	53	89	
45 61	71	91	45	92	
27 67	69	82	52	85	
58 50	57	50	38	57	
99 48	59	50	44	56	
51 52	60	65	38	67	
44 64	70	89	46	89	
10 55	55	70	41	72	
50 37	42	47	46	48	

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
23 79	79	81	67	75	
13 76	81	85	64	76	
26 79	80	61	60	51	
31 74	75	62	54	50	
39 70	67	58	54	54	
3 67	74	61	56	55	

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
---	-------	---------	-----------	---------------	--------

37 82	86	78	71	58	
11 88	83	82	69	51	
26 79	80	61	60	51	
31 74	75	62	54	50	
39 70	67	58	54	54	
3 67	74	61	56	55	

Kickers					
#	KICK POWER	KICK ACCURACY			
12	85	87			
17	69	74			

Punters					
#	KICK POWER	KICK ACCURACY			
17	69	74			
12	85	87			

-+-+-+

 (*****) EAST CAROLINA (*****)

 Nickname: Pirates

 Conference: Conference USA

 Enrollment: 18,000

 Last Season's Record: 6-5

 Last Conference Title: None

 -+-+-+

 OFFENSIVE RATINGS: Passing: B, Rushing B-

 DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B-, Run Defense B-

 -+-+-+

The Pirates are a decent, but not spectacular team. Their quarterback is fast and agile, so take advantage of that by running a lot of option plays. The receivers are good on slant and post patterns, and don't be afraid to throw the deep ball when needed. This is definitely a good team, and the defense is explosive as well. You're always able to get a good pass rush, and the defensive secondary and linebackers can definitely hold their own. You could do worse than East Carolina in this game.

 | PLAYER RATINGS |

| Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
9	61	64	80	86	86
7	65	73	68	69	51
15	68	76	52	64	67

| Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
23	79	67	75	77	30
22	75	62	62	87	26
32	67	58	55	56	35

| Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
4	82	83	86	75	69
28	74	73	38	63	60
19	71	71	60	60	64

| Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
5	74	73	77	63	34
87	90	92	87	72	86
80	67	58	60	56	42
82	64	55	58	50	38
83	58	60	63	71	44
88	50	50	54	51	40

| Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
81	61	62	46	73	245

| 85 | 67 77 70 60 245 |

| 89 | 71 55 22 46 237 |

=====
| Offensive Line |

=====
| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

=====
| 59 | 280 62 65 32 34 |

=====
| 76 | 330 73 77 45 71 |

=====
| 74 | 290 69 73 44 68 |

=====
| 77 | 280 62 68 34 56 |

=====
| 75 | 285 62 67 32 64 |

=====
| 73 | 295 50 53 29 34 |

=====
| 68 | 270 57 46 34 38 |

=====
| 60 | 265 59 60 39 42 |

=====
| 64 | 290 58 57 34 49 |

=====
| 62 | 280 61 63 34 38 |

=====
| Defensive Line |

=====
| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |

=====
| 99 | 260 61 56 46 55 |

=====
| 52 | 265 53 50 49 55 |

=====
| 90 | 275 57 50 65 67 |

=====
| 34 | 230 46 40 37 47 |

=====
| 91 | 256 48 35 57 67 |

=====
| 48 | 250 59 61 71 73 |

=====
| 93 | 275 48 46 47 58 |

=====
| 92 | 270 46 50 46 52 |

=====
| Linebackers |

=====
| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

=====
| 84 | 74 70 87 61 88 |

47 68	69	88	68	91	
96 61	69	60	51	80	
33 55	46	48	55	62	
50 43	48	54	34	64	
55 43	48	52	34	64	
51 37	35	51	48	42	

=====
| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
13	73	69	67	73	61	
2	74	73	44	54	75	
31	74	80	70	67	58	
30	67	64	67	56	34	
49	63	64	55	61	42	
45	61	56	55	49	44	

=====
| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
37	79	80	63	68	48	
21	78	79	82	74	45	
31	74	80	70	67	58	
30	67	64	67	56	34	
49	63	64	55	61	42	
45	61	56	55	49	44	

=====
| Kickers

#	KICK POWER	KICK ACCURACY	
25	72	70	
17	88	87	

=====

Punters		
#	KICK POWER	KICK ACCURACY
17	88	87
25	72	70

(*****) EASTERN MICHIGAN (*****)

Nickname: Eagles

Conference: MAC (West)

Enrollment: 24,000

Last Season's Record: 3-8

Last Conference Title: 1987

OFFENSIVE RATINGS: Passing: C+, Rushing C

DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C+, Run Defense C-

The Eagles are a somewhat competitive team, but they are not that good. I like running the west coast offense with this team, as their quarterback is suited for it. Play action passes to the tight end, and screen passes, work especially well. Make sure to include a few option and draw plays. Not like it will be easy, though, considering that Eastern Michigan is not a very talented team. The defense could use some work, so make sure to play extra tight and try to keep everything in front of you to avoid the big play.

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
19	39	52	77	77	74
14	39	39	72	69	51

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
31	72	59	70	54	26

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
40	77	75	61	65	69
4	72	73	59	70	72

 | 21 | 72 73 59 70 72 |

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
89	54	39	56	48	44
84	77	80	84	71	68
25	69	73	75	63	35
27	67	78	79	69	67
83	64	71	75	55	29
2	59	69	69	49	27
7	52	67	73	47	25

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
89	47	72	63	63	240
30	39	47	37	37	226

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
77	306	70	69	45	74
68	292	63	57	22	31
74	285	70	61	46	67
64	255	48	46	32	46
62	265	63	62	37	58
70	280	63	57	22	31
66	304	59	58	34	41
36	267	63	63	32	34

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
---	--------	-------	---------	-----------	--------

52 240	34	57	46	48	
93 242	22	36	36	46	
95 270	34	46	53	56	
99 260	22	34	31	46	
92 246	22	37	37	46	

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
8	47	57	51	44	64
35	47	57	60	41	62
54	62	69	68	56	76
28	72	77	71	62	76
22	32	42	35	38	56
39	58	65	78	55	81
50	47	57	67	39	62

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
51	77	80	83	67	76
41	72	73	46	56	26
46	72	73	46	56	26
6	72	77	71	62	76
37	72	76	67	62	38

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
43	77	79	71	67	46
26	72	73	46	55	26
46	72	73	46	56	26
6	72	77	71	62	76

| Fullbacks |

| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |

| 40 | 75 | 70 | 62 | 83 | 67 |

| 46 | 60 | 63 | 51 | 44 | 51 |

| Halfbacks |

| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

| 5 | 84 | 85 | 79 | 69 | 81 |

| 20 | 82 | 82 | 64 | 67 | 72 |

| 2 | 85 | 78 | 57 | 59 | 62 |

| Wide Receivers |

| # | SPEED | AGILITY | ACCELERATION | CATCH ABILITY | AWARENESS |

| 9 | 89 | 85 | 90 | 86 | 87 |

| 10 | 98 | 75 | 97 | 69 | 67 |

| 19 | 93 | 97 | 92 | 91 | 89 |

| 17 | 85 | 85 | 82 | 77 | 67 |

| 80 | 80 | 81 | 79 | 77 | 67 |

| 15 | 80 | 81 | 82 | 77 | 67 |

| Tight Ends |

| # | SPEED | CATCH ABILITY | AWARENESS | RUN BLOCK | WEIGHT |

| 88 | 59 | 74 | 85 | 68 | 267 |

| 83 | 50 | 63 | 60 | 59 | 212 |

| Offensive Line |

| # | WEIGHT | RUN BLOCK | PASS BLOCK | AGILITY | AWARENESS |

| 78 | 285 | 95 | 91 | 53 | 88 |

| 77 | 266 | 88 | 84 | 49 | 85 |

| 74 | 296 | 84 | 86 | 51 | 85 |

51 287	89	89	53	95	
70 287	88	89	49	92	
71 320	68	68	40	56	
79 286	65	63	36	50	
62 299	65	62	41	48	
75 275	63	63	32	44	
57 260	68	68	36	52	

=====
| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
91	269	62	74	78	87	
52	291	52	54	67	80	
61	273	54	61	73	82	
13	230	64	77	79	89	
98	244	52	61	47	57	
99	265	53	60	54	57	
11	255	48	58	49	57	
97	261	45	50	45	56	
93	262	44	48	47	56	

=====
| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
41	72	72	82	53	85	
45	71	71	91	49	87	
32	70	72	78	53	84	
56	61	62	53	42	60	
39	59	59	62	39	69	

=====
| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
---	-------	---------	-----------	---------------	--------	--

21 86	80	85	68	77	
47 84	86	83	68	77	
29 79	75	62	58	49	
28 79	73	59	58	49	
37 68	72	61	53	57	
4 73	74	60	53	57	

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
30	84	83	82	68	56	
25	85	84	76	68	56	
29	79	75	62	58	49	
28	79	73	59	58	49	
37	68	72	61	53	57	
4	73	74	60	53	57	

| Kickers

#	KICK POWER	KICK ACCURACY	
49	84	79	
44	82	78	

| Punters

#	KICK POWER	KICK ACCURACY	
44	82	78	
49	84	79	

(*****) FLORIDA STATE (*****)
Nickname: Seminoles
Conference: ACC
Enrollment: 29,000
Last Season's Record: 11-2
Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: A, Rushing A+

DEFENSIVE RATINGS: Pass Rush A+, Pass Defense A+, Run Defense A+

I really hate the Seminoles, but even I have to admit that they were an absolute powerhouse at the time this game was released. They finished as runner ups in 1998 (this is where the game picks up on, so the team in this game ended up as national champs in 1999.), and only got better from there. They went to the national title game for 3 years in a row, so of course the team rocks in this game. They have no real weaknesses, and good luck if you are an unlucky opponent of theirs.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
16	68	77	88	80	89
14	53	56	82	70	67

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
36	72	71	63	74	71
10	70	67	50	71	55

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
23	94	93	89	69	80
24	79	82	60	62	76
32	77	71	57	63	64
20	82	79	72	55	59

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
9	97	98	97	97	98
80	85	87	89	82	79

13 84	80	82	75	81	
7 92	83	98	51	69	
86 79	74	73	55	39	
87 79	68	61	46	24	

=====
| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
81	59	77	80	64	265	
82	54	65	58	63	260	

=====
| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
76	300	90	95	49	92	
68	300	91	87	46	85	
57	278	86	84	59	93	
78	305	83	85	52	92	
60	310	88	92	54	88	
75	310	68	71	35	55	
71	310	79	74	54	79	
54	291	67	67	48	54	
64	295	72	71	52	74	
74	285	69	71	44	72	

=====
| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
58	240	72	81	89	95	
53	275	67	62	84	88	
92	280	64	57	86	89	
56	264	68	78	85	92	
93	268	53	57	50	58	

99	240	67	70	74	79	
91	305	53	51	48	55	
98	245	55	44	52	55	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
29	72	73	81	53	88	
44	68	64	90	52	87	
55	70	69	78	50	86	
46	59	56	54	40	64	
5	65	59	53	39	56	
42	64	54	69	43	70	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
18	82	78	81	64	82	
6	79	86	84	72	77	
1	88	85	77	69	51	
27	75	74	60	60	45	
28	71	73	61	55	61	
12	74	68	56	51	61	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
15	84	82	83	79	52	
8	80	82	81	71	55	
1	88	85	77	69	51	
27	75	74	60	60	45	
28	71	73	61	55	61	
12	74	68	56	51	61	

```

=====
| Kickers |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 38 | 98 | 98 |
=====
| 47 | 78 | 82 |
=====

```

```

-----
| Punters |
-----
| # | KICK POWER | KICK ACCURACY |
-----
| 47 | 78 | 82 |
-----
| 38 | 98 | 98 |
-----

```

```

-+-+-----+
(*****) FRESNO STATE (*****)
Nickname: Bulldogs
Conference: WAC
Enrollment: 20,000
Last Season's Record: 5-6
Last Conference Title: 1993
-+-+-----+
OFFENSIVE RATINGS: Passing: B-, Rushing C+
DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B, Run Defense B-
-+-+-----+

```

The best part about using Fresno State is that you can use David Carr (who is the backup, so make sure to do a substitution). David ended up being a #1 draft pick a few years later, and he is pretty good in this game. Unfortunately, the team around him is not that good. The rushing attack is mediocre at best, as most of the running backs are slow and weak. The defense will keep you in ball games, though, as it's a solid and hard hitting group.

```

-----
| PLAYER RATINGS |
-----

```

```

=====
| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 7 | 61 | 67 | 79 | 79 | 79 |
=====
| 11 | 49 | 54 | 69 | 69 | 54 |
=====

```

```

-----
| Fullbacks |
-----
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
-----

```

| 3 | 65 68 59 68 59 |

| 31 | 58 58 49 50 45 |

=====
| Halfbacks |

=====
| # | SPEED AGILITY BREAK TACKLE CATCH ABILITY CARRY ABILITY |

=====
| 1 | 82 82 74 71 76 |

=====
| 21 | 78 78 62 64 69 |

=====
| 12 | 69 69 55 55 62 |

=====
| Wide Receivers |

=====
| # | SPEED AGILITY ACCELERATION CATCH ABILITY AWARENESS |

=====
| 17 | 84 85 84 82 82 |

=====
| 18 | 82 84 83 79 77 |

=====
| 2 | 78 79 79 73 69 |

=====
| 84 | 73 73 74 65 48 |

=====
| Tight Ends |

=====
| # | SPEED CATCH ABILITY AWARENESS RUN BLOCK WEIGHT |

=====
| 86 | 56 75 69 65 255 |

=====
| 46 | 49 62 54 54 230 |

=====
| Offensive Line |

=====
| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

=====
| 75 | 305 76 81 45 74 |

=====
| 61 | 308 72 78 47 74 |

=====
| 72 | 290 70 74 47 72 |

=====
| 55 | 285 72 78 47 74 |

=====
| 68 | 300 76 81 45 74 |

=====
| 53 | 295 63 69 36 54 |

=====
| 66 | 295 61 67 34 44 |

74	265	61	62	35	49	
63	305	61	67	34	44	
64	285	63	69	36	54	

 | Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
96	270	55	57	57	55	
99	280	55	52	45	77	
98	275	47	51	65	69	
48	235	53	61	67	65	
90	240	48	47	51	57	
59	240	42	43	47	52	
93	265	39	44	44	53	
58	270	38	41	34	43	

 | Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
95	63	68	69	53	76	
51	61	67	76	54	82	
9	63	68	69	53	76	
44	55	58	44	35	57	
45	48	51	54	39	68	
32	49	52	49	38	59	
16	46	42	52	44	39	

 | Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
25	79	79	78	67	78	
33	71	69	58	57	58	
20	64	69	49	45	41	

42	73	73	54	55	39	
13	68	68	58	54	52	
28	61	61	58	34	42	

 | Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
24	81	81	74	68	52	
27	75	77	69	47	35	
20	64	69	49	45	41	
42	73	73	54	55	39	
13	68	68	58	54	52	
28	61	61	58	34	42	

 | Kickers

#	KICK POWER	KICK ACCURACY	
39	77	77	
26	78	74	

 | Punters

#	KICK POWER	KICK ACCURACY	
26	78	74	
39	77	77	

 (*****) GEORGIA (*****)
 Nickname: Bulldogs
 Conference: SEC (East)
 Enrollment: 30,000
 Last Season's Record: 9-3
 Last Conference Title: 1982

 OFFENSIVE RATINGS: Passing: B+, Rushing B+
 DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B+, Run Defense A-

Another outstanding team.. we are really on a roll here now. The Bulldogs are rated 16th best in this game, but they may even be better than that. They have

one of the most explosive wide receivers in the game, and the quarterback is good enough to get him the ball. The running game is excellent, and there is no weakness on the defensive side of the ball at all. The only downside to this team is the lack of depth in some positions, but otherwise, this is a terrific team. Make sure to vary the plays a lot to give the opposing defensive coordinator nightmares, because it's very hard to stop Georgia when they get rolling.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
17	75	77	87	87	82
8	50	58	63	64	49

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
20	67	67	58	74	68

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
28	79	79	74	69	78
30	75	75	64	67	69
6	74	72	57	59	61

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
10	87	82	83	69	71
36	88	84	85	84	79
3	72	82	75	68	53
80	69	71	71	54	39
12	59	61	61	48	20
19	65	62	65	48	26

=====
| Tight Ends |

=====
| # | SPEED CATCH ABILITY AWARENESS RUN BLOCK WEIGHT |
=====
| 48 | 54 74 76 68 252 |
=====
| 86 | 48 62 50 59 267 |
=====

=====
| Offensive Line |

=====
| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |
=====
| 61 | 263 74 85 49 84 |
=====
| 63 | 285 73 84 49 80 |
=====
| 59 | 273 70 82 57 87 |
=====
| 73 | 287 70 83 47 84 |
=====
| 75 | 308 75 87 46 92 |
=====
| 71 | 280 56 68 42 54 |
=====
| 66 | 262 51 63 34 52 |
=====
| 55 | 261 49 62 43 54 |
=====
| 52 | 292 50 63 35 51 |
=====
| 78 | 317 53 68 37 58 |
=====

=====
| Defensive Line |

=====
| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |
=====
| 44 | 215 68 75 76 87 |
=====
| 93 | 290 62 55 71 83 |
=====
| 97 | 298 54 61 67 84 |
=====
| 50 | 223 67 67 75 87 |
=====
| 85 | 275 51 60 53 57 |
=====
| 99 | 254 52 61 54 57 |
=====
| 51 | 295 48 44 44 56 |
=====
| 90 | 272 47 50 50 56 |
=====

=====
| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
58	72	67	84	53	81
46	64	67	89	49	89
45	70	77	73	53	77
5	55	59	55	42	60
43	55	61	57	42	60
53	50	60	67	39	69
54	46	50	47	34	54

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
23	80	79	82	68	77
29	81	85	83	68	77
31	79	73	55	58	49
26	78	76	59	58	49
1	71	68	61	53	57
15	72	71	59	53	57

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
2	83	87	80	73	57
13	81	86	84	68	55
31	79	73	55	58	49
26	78	76	59	58	49
1	71	68	61	53	57
15	72	71	59	53	57

| Kickers |

#	KICK POWER	KICK ACCURACY
41	69	71

24	72	78	
----	----	----	--

 | Punters |

 | # | KICK POWER | KICK ACCURACY |

24	72	78	
----	----	----	--

41	69	71	
----	----	----	--

 (*****) GEORGIA TECH (*****)

Nickname: Yellow Jackets

Conference: ACC

Enrollment: 13,600

Last Season's Record: 10-2

Last Conference Title: 1990

 OFFENSIVE RATINGS: Passing: B, Rushing B+

DEFENSIVE RATINGS: Pass Rush N+, Pass Defense N+, Run Defense B+

 Georgia Tech is actually a surprisingly decent team, it's just that they play in a pretty tough conference that they have trouble winning sometimes. They are a solid team though, especially on the defensive side of the ball. They're an aggressive defense, so make sure to take advantage of this important strength by blitzing a lot. Offensively, the quarterback is pretty ordinary in all statistics, but option plays seem to work pretty well. The receiving core can make plays for you when needed. They are the 8th rated team in the game, which goes to show you how good they are.

 | PLAYER RATINGS |

 | Quarterbacks |

 | # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |

14	76	67	85	91	91	
----	----	----	----	----	----	--

11	58	61	71	65	58	
----	----	----	----	----	----	--

 | Fullbacks |

 | # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |

47	68	68	60	77	64	
----	----	----	----	----	----	--

42	61	59	55	43	55	
----	----	----	----	----	----	--

=====
| Halfbacks |

=====
| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |
=====
| 35 | 85 | 81 | 73 | 69 | 83 |
=====
| 37 | 75 | 82 | 60 | 67 | 76 |
=====

=====
| Wide Receivers |

=====
| # | SPEED | AGILITY | ACCELERATION | CATCH ABILITY | AWARENESS |
=====
| 22 | 90 | 94 | 89 | 95 | 94 |
=====
| 7 | 80 | 85 | 85 | 85 | 77 |
=====
| 9 | 84 | 82 | 77 | 69 | 69 |
=====
| 6 | 80 | 82 | 82 | 74 | 67 |
=====
| 8 | 79 | 81 | 75 | 69 | 46 |
=====

=====
| Tight Ends |

=====
| # | SPEED | CATCH ABILITY | AWARENESS | RUN BLOCK | WEIGHT |
=====
| 89 | 53 | 68 | 79 | 68 | 253 |
=====
| 80 | 61 | 68 | 81 | 63 | 240 |
=====
| 88 | 64 | 64 | 50 | 51 | 249 |
=====

=====
| Offensive Line |

=====
| # | WEIGHT | RUN BLOCK | PASS BLOCK | AGILITY | AWARENESS |
=====
| 65 | 315 | 86 | 88 | 47 | 84 |
=====
| 75 | 280 | 90 | 82 | 48 | 87 |
=====
| 71 | 272 | 88 | 83 | 57 | 78 |
=====
| 70 | 271 | 79 | 78 | 46 | 81 |
=====
| 74 | 335 | 87 | 89 | 48 | 80 |
=====
| 66 | 287 | 71 | 72 | 38 | 54 |
=====
| 60 | 304 | 65 | 60 | 39 | 44 |
=====
| 61 | 288 | 62 | 64 | 42 | 47 |
=====
| 63 | 298 | 61 | 67 | 34 | 47 |
=====

76	300	69	67	35	53	
----	-----	----	----	----	----	--

 | Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
97	260	60	73	77	84	
96	271	53	53	65	76	
98	290	56	59	70	78	
95	250	55	71	76	76	
99	240	54	56	46	57	
38	237	48	56	60	55	
93	300	45	45	44	54	
90	302	50	52	47	59	

 | Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
51	65	68	80	53	81	
48	67	69	85	47	84	
5	64	73	87	51	79	
46	52	62	55	41	64	
44	59	63	67	24	59	
45	51	60	65	43	67	

 | Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
26	83	84	86	69	77	
33	83	83	81	68	74	
24	73	72	60	54	45	
29	73	76	58	59	53	
31	71	67	57	54	58	
30	74	72	61	54	55	


```

=====
-----
| Cornerbacks                                     |
-----
| # | SPEED      AGILITY      AWARENESS      CATCH ABILITY      TACKLE      |
-----
| 25 | 82         82         81         67         56         |
-----
| 1  | 88         86         77         71         56         |
-----
| 24 | 73         72         60         54         45         |
-----
| 29 | 73         76         58         59         53         |
-----
| 31 | 71         67         57         54         58         |
-----
| 30 | 74         72         61         54         55         |
=====

```

```

-----
| Kickers                                         |
-----
| # | KICK POWER      KICK ACCURACY      |
-----
| 40 | 61              67              |
-----
| 2  | 59              63              |
=====

```

```

-----
| Punters                                         |
-----
| # | KICK POWER      KICK ACCURACY      |
-----
| 2  | 59              63              |
-----
| 40 | 61              57              |
=====

```

```

-+-+-+-----
(*****) HAWAII (*****)
Nickname: Rainbow Warriors
Conference: WAC
Enrollment: 18,230
Last Season's Record: 0-12
Last Conference Title: 1992
-+-+-+-----
OFFENSIVE RATINGS: Passing: B-, Rushing C-
DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-
-+-+-+-----

```

Eh, the Rainbow Warriors are a pretty decent team now (thanks to June Jones coming in to save the day), but in this game, they are not that good. The best thing about them is their backup quarterback happens to be Timmy Chang, who is setting all sorts of records in NCAA now for the last few seasons. That's really the only reason to use this team, because the defense and rushing attack could definitely stand for some improvements. The passing game is awesome, though, and Hawaii is definitely a high lying team. Too bad they need

better logos (in this game anyways, they got cool logos now)

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
9	55	61	73	73	73
10	43	48	63	63	48

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
5	72	56	58	56	29

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
20	76	76	68	65	70

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
28	78	79	78	76	76
3	76	78	77	73	71
13	72	73	73	67	63
88	67	67	68	59	42
86	60	62	61	53	34
82	60	62	61	53	34
34	48	45	49	46	43

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
8	60	53	34	28	170

Offensive Line						
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
71	317	70	75	39	68	
76	301	67	72	41	68	
58	290	64	68	41	67	
68	320	67	72	41	68	
67	322	70	75	39	68	
53	280	57	63	30	48	
55	318	55	56	29	43	
74	307	55	60	28	38	
66	282	55	60	28	38	
69	300	57	63	30	48	

Defensive Line					
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
48	260	48	49	59	64
95	300	39	49	64	64
56	270	41	45	59	63
58	255	47	55	61	59
96	276	39	39	43	49
73	242	36	37	41	46
70	279	32	35	38	47
92	287	29	39	39	49

Linebackers					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
11	57	62	63	47	70
47	55	60	70	48	76
26	59	64	65	49	67
49	43	46	43	32	53

22	39	47	41	39	49	
----	----	----	----	----	----	--

44	42	45	48	34	62	
----	----	----	----	----	----	--

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
---	-------	---------	-----------	---------------	--------	--

39	73	73	72	61	72	
----	----	----	----	----	----	--

7	69	67	70	51	55	
---	----	----	----	----	----	--

38	67	67	48	49	34	
----	----	----	----	----	----	--

2	63	59	65	51	35	
---	----	----	----	----	----	--

6	62	62	52	48	46	
---	----	----	----	----	----	--

36	56	59	51	46	47	
----	----	----	----	----	----	--

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
---	-------	---------	-----------	---------------	--------	--

27	75	75	68	62	46	
----	----	----	----	----	----	--

3	71	69	64	52	39	
---	----	----	----	----	----	--

38	67	67	48	49	34	
----	----	----	----	----	----	--

2	63	59	65	51	35	
---	----	----	----	----	----	--

6	62	62	52	48	46	
---	----	----	----	----	----	--

36	56	59	51	46	47	
----	----	----	----	----	----	--

| Kickers |

#	KICK POWER	KICK ACCURACY	
---	------------	---------------	--

15	71	71	
----	----	----	--

16	72	68	
----	----	----	--

| Punters |

#	KICK POWER	KICK ACCURACY	
---	------------	---------------	--

16	72	68	
----	----	----	--

15	71	71	
----	----	----	--

-+-+-+-----
(*****) HOUSTON (*****)

Nickname: Cougars

Conference: Conference USA

Enrollment: 31,000

Last Season's Record: 3-8

Last Conference Title: 1996

-+-+-+-----
OFFENSIVE RATINGS: Passing: B, Rushing B

DEFENSIVE RATINGS: Pass Rush B, Pass Defense C-, Run Defense B-

-+-+-+-----
The Cougars are a fine football team, with lots of talent on the offensive side of the ball. Option plays don't work too well with this team, so if you like to run the option like I do, find someone else. Halfback runs and medium ranged passes, with the occasional long bomb, works best with Houston. Their quarterback has a great throwing arm and decent accuracy, and the receivers are going to be able to make plays for you. The pass defense is the only main weakness to an otherwise solid team.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
16	45	54	72	71	65
15	40	51	62	57	48
8	55	50	59	65	34

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
29	69	44	45	27	26
40	60	44	44	44	31

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
7	89	86	83	74	73
2	74	75	67	41	64
27	69	76	53	39	64

=====

| Wide Receivers |

=====

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
18	82	83	84	67	69
12	88	79	80	88	78
14	83	77	85	67	68
3	75	71	74	63	45
83	83	80	79	65	55
82	69	67	67	65	34

=====

=====

| Tight Ends |

=====

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
81	55	39	49	40	215
21	53	69	64	67	246
88	41	42	26	42	244

=====

=====

| Offensive Line |

=====

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
79	300	64	63	34	31
78	304	80	81	49	76
64	290	71	69	47	69
68	305	70	72	43	67
71	320	76	76	44	69
70	273	48	49	30	55
77	297	50	39	34	55
65	278	59	60	34	28
66	303	36	39	35	65
62	315	57	57	32	31

=====

=====

| Defensive Line |

=====

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
50	240	59	67	65	80
90	278	44	59	58	60
94	295	53	51	47	48
95	288	48	54	47	45
42	268	56	50	53	46
80	298	44	47	56	59
92	283	31	35	24	48
87	332	55	55	34	47

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
25	64	62	79	41	88
45	55	49	75	34	38
10	55	63	76	51	63
34	54	53	56	49	62
41	44	39	34	34	26
17	58	55	47	32	48

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
4	55	55	56	44	26
19	63	71	67	53	82
37	67	65	44	43	45
49	63	59	35	53	32
46	69	68	44	48	52
38	63	62	74	43	42

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
---	-------	---------	-----------	---------------	--------

35 77	78	71	67	47	

22 78	78	69	64	75	

37 67	65	44	43	45	

49 63	59	35	53	32	

46 69	68	44	48	52	

38 63	62	74	43	42	

| Kickers

# KICK POWER	KICK ACCURACY	
1 67	67	
26 75	70	

| Punters

# KICK POWER	KICK ACCURACY	
6 75	70	
1 67	67	

(*****) IDAHO (*****)

Nickname: Vandals
Conference: Big West
Enrollment: 13,040
Last Season's Record: 9-3
Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: B-, Rushing C+
DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C+, Run Defense C

The Vandals are actually a somewhat decent team in this game. They are not great, but they are average in every area. Their quarterback is above average, as he is accurate and has some speed. Passing more than rushing is the recommended offensive philosophy if you choose to use Idaho. The defense could use some work, but it is hard working, physical, and has some speed, especially in the secondary. The rushing defense is solid overall, and running down the middle will be hard to do.

| PLAYER RATINGS |

| Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
1	54	61	78	78	80
13	48	50	71	71	59

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
16	67	56	56	55	31

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
20	78	79	71	70	73
2	71	71	60	61	65

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
15	79	79	79	76	79
21	81	81	83	78	80
80	71	72	72	71	59
8	67	67	68	67	48
36	62	64	64	56	34
7	55	46	51	36	49

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
86	46	53	51	51	260
85	54	67	69	63	235

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
69	300	72	72	42	72

61 271	69	69	41	71	
52 274	67	67	46	75	
62 260	69	69	41	71	
60 306	72	72	42	72	
66 305	60	60	31	41	
72 286	56	56	32	46	
63 272	55	55	32	51	
68 299	56	56	32	46	
75 280	60	60	31	41	

=====
| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
96	230	51	59	69	62	
98	275	45	48	67	63	
91	300	44	44	65	59	
50	247	63	61	67	59	
55	235	45	39	39	57	
97	241	41	41	46	49	
6	215	40	39	44	54	
54	250	35	36	46	49	

=====
| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
38	59	64	69	49	69	
35	58	63	71	51	74	
40	58	67	67	51	73	
51	49	49	44	39	59	
32	48	50	46	41	58	
23	49	47	55	39	59	
45	40	48	36	40	48	

Safeties					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
18	79	79	79	69	69
10	74	76	80	67	72
5	67	59	49	49	29
24	68	68	51	52	31
43	69	64	54	49	54
46	64	67	53	51	49

Cornerbacks					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
30	75	69	69	59	49
22	76	77	76	67	51
5	67	59	49	49	29
24	68	68	51	52	31
43	69	64	54	49	54
46	64	67	53	51	49

Kickers		
#	KICK POWER	KICK ACCURACY
33	71	71
25	78	76

Punters		
#	KICK POWER	KICK ACCURACY
25	78	76
33	71	71

(*****) ILLIONIS (*****)

Nickname: Fighting Illini

Conference: Big 10

Enrollment: 36,000

Last Season's Record: 3-8

Last Conference Title: 1990

OFFENSIVE RATINGS: Passing: C-, Rushing C+

DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B-, Run Defense C

The Illini ended up winning a Big 10 title and going to a BCS bowl game with virtually the same team fielded in this game, so this team is not that bad. However, they need some work. The quarterback is a little inconsistent, but overall not too bad. Throwing accuracy is the main concern with him. The rushing game is a problem, however, as the running backs are slow and tend to fumble more than you would like. It will definitely take some work to make this team a contender.

PLAYER RATINGS

Quarterbacks						
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
9	60	62	81	77	74	
15	59	61	81	77	74	

Fullbacks						
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK	
32	67	67	58	73	62	
49	59	63	51	45	49	

Halfbacks						
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
38	83	85	74	69	83	
23	79	79	64	67	73	
34	72	74	57	59	67	

Wide Receivers						
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	

21 82	84	83	84	74	
84 79	79	81	84	59	
86 79	79	81	84	59	
19 64	65	63	68	49	

=====
| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
87	52	62	54	45	250	
80	52	62	54	50	255	

=====
| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
75	295	75	76	50	84	
69	295	67	64	46	70	
71	280	72	71	54	81	
78	305	67	71	45	78	
59	330	74	72	50	86	
72	320	59	56	38	54	
68	255	56	55	36	48	
76	275	52	53	44	51	
64	295	53	53	36	48	
79	310	56	55	38	54	

=====
| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
99	262	57	75	70	67	
85	270	56	61	64	59	
96	280	53	61	64	62	
95	280	58	68	74	80	
97	280	58	68	74	80	

46	280	58	68	74	80	
70	330	51	51	47	43	
91	269	42	49	49	48	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
52	60	72	78	49	70	
41	67	64	92	47	78	
48	63	73	86	52	80	
47	50	59	53	44	44	
20	49	54	49	38	52	
30	52	56	68	36	55	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
42	75	77	78	73	62	
24	80	81	85	72	61	
43	71	72	60	60	36	
26	75	80	55	59	39	
22	72	71	62	54	41	
37	70	70	54	51	45	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
33	83	84	77	71	39	
29	81	85	82	69	42	
43	71	72	60	60	36	
26	75	80	55	59	39	
22	72	71	62	54	41	
37	70	70	54	51	45	

```

=====
| Kickers |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 98 | 84 | 79 |
=====
| 10 | 82 | 78 |
=====

```

```

=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 10 | 82 | 78 |
=====
| 98 | 84 | 79 |
=====

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-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
(*****) INDIANA (*****)
Nickname: Hoosiers
Conference: Big 10
Enrollment: 36,000
Last Season's Record: 4-7
Last Conference Title: 1967
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
OFFENSIVE RATINGS: Passing: B, Rushing B-
DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B, Run Defense B+
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+

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Maybe I am in some sort of bizarro world or something, because Indiana has all these good ratings, and Iowa sucks. It's weird. I know Indiana's quarterback, Antwan Randle-El, is one of the finest quarterbacks in the entire country. He's a big time play maker, with a lot of speed and athletic ability. He also has a cannon for an arm and makes good decisions. I advise using the option play a lot, that's the way to use Randle-El most efficiently. Indiana is a solid team.

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| PLAYER RATINGS |
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=====
| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 11 | 75 | 67 | 88 | 84 | 84 |
=====
| 14 | 54 | 59 | 73 | 74 | 59 |
=====

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=====
| Fullbacks |
=====
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |

```

28	68	69	61	73	65	
26	61	63	51	45	51	

Halfbacks						
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
31	78	72	64	69	83	
5	74	69	54	67	73	
24	63	64	49	59	67	
33	59	68	55	57	59	

Wide Receivers						
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
2	82	84	83	84	74	
4	81	82	81	77	64	
16	75	78	75	68	49	
19	67	68	67	54	37	

Tight Ends						
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
89	52	62	54	51	264	
81	52	62	54	51	267	

Offensive Line						
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
78	316	74	75	50	84	
66	311	71	68	46	80	
77	274	65	69	54	81	
65	287	68	70	45	79	
74	295	69	74	50	85	
79	298	55	61	38	54	

70 294	51	55	36	48	
59 288	53	50	44	51	
76 291	52	53	36	48	
64 266	60	61	38	54	

 | Defensive Line

# WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
92 256	57	68	74	68	
73 284	48	55	65	63	
75 303	55	51	79	68	
93 260	75	77	89	91	
95 255	53	60	55	43	
72 250	57	58	46	39	
68 256	45	47	51	47	
97 257	47	47	51	44	
62 334	42	43	43	46	

 | Linebackers

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
27 69	65	84	55	72	
8 62	72	88	46	82	
94 64	74	83	53	70	
51 49	55	53	40	50	
58 54	57	55	40	45	
47 51	61	64	35	60	

 | Safeties

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
38 82	83	87	64	70	
20 75	83	84	76	67	

22 75	76	61	62	34	
10 77	77	63	60	34	
34 69	75	55	52	40	

=====
| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
21	81	87	81	67	40	
9	87	82	85	67	43	
22	75	76	61	62	34	
10	77	77	63	60	34	
34	69	75	55	52	40	

=====
| Kickers

#	KICK POWER	KICK ACCURACY	
30	84	79	
48	82	78	

=====
| Punters

#	KICK POWER	KICK ACCURACY	
48	82	78	
30	84	79	

(*****) IOWA (*****)

Nickname: Hawkeyes
Conference: Big 10
Enrollment: 27,050
Last Season's Record: 3-8
Last Conference Title: 1990

OFFENSIVE RATINGS: Passing: D+, Rushing D+
DEFENSIVE RATINGS: Pass Rush D+, Pass Defense D+, Run Defense C-

The Hawkeyes are not that good of a football team, for some weird reason. However, if you bring in their backup quarterback, Brad Banks, expect to make some plays. I use him whenever I use Iowa, as he is one of the best

quarterbacks in the game. He's explosive, and has a lot of range and accuracy. Too bad the team around him is not that good. The defense is problematic, with no secondary, and very little pass rush. This will be a good team to start a new dynasty with.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
4	62	67	71	75	69
13	54	59	74	69	59
18	49	54	59	49	49

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
31	64	69	61	76	68
47	59	63	51	45	49

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
46	82	79	74	69	83
15	69	69	64	67	73

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
3	86	84	87	90	83
5	82	84	83	84	74
87	71	72	71	77	54
88	72	68	65	68	49
6	67	68	67	54	37

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
80	52	62	54	39	240
86	52	62	54	44	250
82	49	52	49	39	245

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
73	290	59	54	50	64
72	250	42	47	46	60
67	285	56	55	55	55
63	285	51	57	45	68
74	275	58	55	50	64
71	280	41	42	38	54
76	295	44	39	36	48
52	275	44	41	44	51
78	265	40	40	36	48
70	275	41	40	38	54

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
98	265	63	70	75	50
96	270	53	56	68	52
91	290	53	56	68	44
99	265	59	70	65	56
36	255	52	57	50	42
50	260	61	64	65	52
66	295	47	48	48	43

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
---	-------	---------	-----------	---------------	--------

37 62	68	60	39	57	
55 62	68	70	39	62	
97 64	70	70	34	57	
48 52	58	54	32	47	
42 49	53	52	52	53	
30 52	56	67	29	56	
51 52	56	67	29	51	

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
20	72	67	57	53	49	
9	78	71	61	52	43	
19	67	67	58	37	34	
8	72	67	58	36	34	
10	70	70	60	38	35	
25	65	67	58	46	44	

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
11	75	75	61	48	42	
2	83	86	63	58	48	
19	67	67	58	37	34	
8	72	67	58	36	34	
10	70	70	60	38	35	
25	65	67	58	46	44	

| Kickers

#	KICK POWER	KICK ACCURACY	
17	71	67	
7	68	72	

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=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 7 | 68 | 72 |
=====
| 17 | 71 | 67 |
=====

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-+-+-+-----
(*****) IOWA STATE (*****)
Nickname: Cyclones
Conference: Big 12 (North)
Enrollment: 25,380
Last Season's Record: 3-8
Last Conference Title: 1912
-+-+-+-----
OFFENSIVE RATINGS: Passing: C+, Rushing B
DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C+, Run Defense C-
-+-+-+-----

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Iowa State is a pretty crappy team, but they do have one thing going for them. Seneca Wallace. He is their starting quarterback in this game (#16), and boy is he good. He's got speed, accuracy, and quite an arm. He is one of the top 10 quarterbacks in the game, in my opinion, and why he remained a backup so long remains a mystery to me (In the following year, he set the college football world on fire, nearly winning the Heisman in the process.) The rest of the team is not that good, but hey, you gotta take what you can get sometimes.

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| PLAYER RATINGS |
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=====
| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 16 | 60 | 63 | 69 | 69 | 84 |
=====
| 18 | 57 | 60 | 73 | 64 | 59 |
=====

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=====
| Fullbacks |
=====
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
=====
| 43 | 64 | 67 | 58 | 73 | 67 |
=====
| 33 | 62 | 63 | 51 | 45 | 51 |
=====

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=====
| Halfbacks |
=====

```

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
28	90	92	89	69	83
2	82	81	64	67	73

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
86	89	92	86	89	78
1	80	85	80	84	74
87	83	84	82	77	64
3	78	78	73	68	49
85	65	71	67	54	37

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
80	59	74	79	71	283
89	49	62	54	59	262

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
75	324	86	85	52	84
76	276	78	78	47	80
70	306	81	77	47	81
63	293	87	82	50	80
72	296	86	85	53	84
61	272	68	68	37	54
56	300	65	63	35	48
57	276	65	62	41	51
77	277	65	63	37	48
67	300	68	68	40	54

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
15	240	67	76	75	88
52	265	53	57	68	80
98	275	53	56	68	80
99	240	58	73	75	87
91	247	49	58	50	57
36	243	50	59	50	57
44	255	46	51	48	56
88	266	50	49	48	56

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
38	64	72	80	53	84
48	64	69	92	49	90
41	62	72	80	53	84
34	54	60	54	42	60
5	51	60	54	42	60
4	51	57	67	39	69

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
7	81	80	82	68	77
17	76	85	82	68	77
12	73	75	58	58	48
22	78	76	58	58	49
24	69	72	57	53	57
9	71	70	57	53	57

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
8	86	84	81	68	55
20	84	87	81	68	55
12	73	75	58	58	48
22	78	76	58	58	49
24	69	72	57	53	57
9	71	70	57	53	57

| Kickers |

#	KICK POWER	KICK ACCURACY
45	84	79
6	82	78

| Punters |

#	KICK POWER	KICK ACCURACY
6	82	78
45	84	79

(*****) KANSAS (*****)

Nickname: Jayhawks
 Conference: Big 12 (North)
 Enrollment: 27,340
 Last Season's Record: 4-7
 Last Conference Title: 1968

OFFENSIVE RATINGS: Passing: B, Rushing C+
 DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B+, Run Defense C+

Wow, I was quite surprised to see the high ratings that EA decided to give Kansas. They are not that good of a football team, but I guess I have seen worse. Their biggest problem is that they play in such a tough conference, I'm sure if they played teams in other conferences they would normally fare better. The quarterback is the main star of the team, as he is strong and very accurate. He's not very mobile though, so don't try any option plays unless you are feeling risky.

| PLAYER RATINGS |

| Quarterbacks |

| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |

| 14 | 65 | 67 | 78 | 78 | 84 |

| 6 | 51 | 59 | 73 | 64 | 59 |

| Fullbacks |

| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |

| 33 | 70 | 67 | 58 | 73 | 62 |

| 36 | 61 | 63 | 51 | 45 | 51 |

| Halfbacks |

| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

| 22 | 86 | 87 | 74 | 69 | 83 |

| 20 | 77 | 82 | 64 | 67 | 73 |

| Wide Receivers |

| # | SPEED | AGILITY | ACCELERATION | CATCH ABILITY | AWARENESS |

| 1 | 83 | 84 | 81 | 84 | 74 |

| 8 | 85 | 84 | 80 | 84 | 74 |

| 82 | 79 | 79 | 84 | 77 | 64 |

| 86 | 72 | 79 | 74 | 68 | 49 |

| 2 | 72 | 75 | 74 | 68 | 49 |

| Tight Ends |

| # | SPEED | CATCH ABILITY | AWARENESS | RUN BLOCK | WEIGHT |

| 88 | 49 | 62 | 54 | 59 | 235 |

| 80 | 52 | 62 | 54 | 59 | 240 |

| Offensive Line |

| # | WEIGHT | RUN BLOCK | PASS BLOCK | AGILITY | AWARENESS |

75 300	86	85	53	84
71 320	77	77	47	80
68 280	78	78	48	81
73 305	76	76	42	78
53 285	86	85	51	84
70 270	68	68	36	54
66 280	65	63	35	48
56 280	65	62	41	51
57 305	65	63	38	48
78 270	68	68	38	54

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
41 290	57	73	76	87	
59 300	45	49	48	56	
92 305	55	54	68	80	
63 290	62	71	78	87	
93 300	50	56	50	57	
61 235	49	57	50	57	

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
97 64	67	80	53	84	
55 63	71	90	49	89	
98 65	72	80	53	84	
16 51	59	54	42	60	
45 51	57	54	42	60	
31 54	54	67	39	69	
51 59	61	77	49	79	

Safeties					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
6	82	80	82	68	77
27	77	84	82	68	77
7	73	79	58	58	49
3	78	75	58	58	49
38	70	70	57	53	57
18	72	70	57	53	57

Cornerbacks					
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
24	87	84	81	68	55
23	81	82	81	68	55
7	73	79	58	58	49
3	78	75	58	58	49
38	70	70	57	53	57
18	72	70	57	53	57

Kickers		
#	KICK POWER	KICK ACCURACY
30	84	79
29	82	78

Punters		
#	KICK POWER	KICK ACCURACY
29	82	78
30	84	79

(*****) KANSAS STATE (*****)
 Nickname: Wildcats
 Conference: Big 12 (North)

Enrollment: 23,000

Last Season's Record: 11-2

Last Conference Title: None

OFFENSIVE RATINGS: Passing: B, Rushing B+

DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B+, Run Defense B

The Wildcats are a very good team, thanks in large part to their explosive quarterback, Michael Bishop. He is really the key to the team, so make sure to utilize his run abilities effectively. Running the option and scrambling with the quarterback are the two best ways to play offense while using Kansas State. The halfback is also pretty good and has a lot of big play ability. The defense is solid, especially in the secondary. Hard hitting, and the safeties are fast. This is a great football team.

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
18	61	68	78	69	78
19	52	62	73	64	59

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
37	65	67	58	73	62
31	61	63	51	45	51

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
3	85	82	59	61	79
32	91	90	77	64	69

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
22	89	92	90	86	79
45	81	87	85	84	74
89	82	82	84	77	64

12	65	65	67	54	37	
----	----	----	----	----	----	--

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
85	52	62	54	59	245	
81	55	74	79	68	250	

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
77	290	89	85	53	85	
64	305	79	79	44	80	
58	260	82	82	56	81	
66	325	81	81	44	79	
65	290	86	85	48	84	
74	260	68	68	37	54	
63	275	65	63	38	48	
78	275	65	62	44	51	
61	305	65	63	36	48	
70	275	68	68	37	54	

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
49	240	63	73	83	88	
96	275	54	55	68	80	
55	270	50	54	68	80	
44	235	61	67	75	87	
36	240	53	55	50	57	
95	245	54	54	50	57	
76	330	49	51	48	56	

=====
| Linebackers |

=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 42 | 62 | 70 | 93 | 49 | 92 |

| 52 | 60 | 67 | 90 | 49 | 89 |

| 43 | 63 | 67 | 80 | 53 | 84 |

| 50 | 52 | 55 | 54 | 42 | 60 |

| 41 | 53 | 54 | 67 | 39 | 69 |

| 54 | 54 | 56 | 67 | 39 | 69 |
=====

=====
| Safeties |

=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 1 | 78 | 83 | 87 | 68 | 82 |

| 40 | 85 | 86 | 89 | 68 | 84 |

| 4 | 78 | 74 | 58 | 58 | 49 |

| 6 | 77 | 79 | 58 | 58 | 46 |

| 38 | 67 | 71 | 57 | 53 | 57 |

| 14 | 69 | 72 | 57 | 53 | 57 |
=====

=====
| Cornerbacks |

=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 23 | 86 | 86 | 81 | 68 | 55 |

| 35 | 82 | 85 | 81 | 68 | 55 |

| 4 | 78 | 74 | 58 | 58 | 49 |

| 6 | 77 | 79 | 58 | 58 | 46 |

| 38 | 67 | 71 | 57 | 53 | 57 |

| 14 | 69 | 72 | 57 | 53 | 57 |
=====

=====
| Kickers |

=====
| # | KICK POWER | KICK ACCURACY |
=====
| 15 | 84 | 79 |
=====

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| 10 | 82 | 78 |
-----

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-----
| Punters |
-----

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```

| # | KICK POWER | KICK ACCURACY |
-----

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```

| 10 | 82 | 78 |
-----

```

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| 15 | 84 | 79 |
-----

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+-----+
(*****) KENT (*****)

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Nickname: Golden Flashes

Conference: MAC (East)

Enrollment: 20,970

Last Season's Record: 0-11

Last Conference Title: 1972

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OFFENSIVE RATINGS: Passing: C+, Rushing D-

DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-

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Poor Kent has to follow Kansas State in the game, so they look even worse than they already do. The ratings EA gave this team are abysmal, and for good reason. Kent is not a very good football team, at all. They have no defense whatsoever, and you will be used to giving up lots of big plays through no fault of your own. That is because the secondary has the ability of blind monkeys with their legs tied together. The offense isn't much better, although the quarterback has a little bit of speed. Just avoid using this team.

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| PLAYER RATINGS |
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| Quarterbacks |
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| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
-----

```

```

| 6 | 67 | 69 | 88 | 89 | 88 |
-----

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```

| 19 | 41 | 43 | 74 | 71 | 56 |
-----

```

```

-----
| Fullbacks |
-----

```

```

| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
-----

```

```

| 10 | 67 | 63 | 71 | 72 | 49 |
-----

```

```

-----
| Halfbacks |
-----

```

```

| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

```


8	74	79	63	69	73	
43	74	76	63	69	71	

 | Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
5	74	77	77	71	67	
3	74	74	77	76	34	
18	74	73	77	62	34	
80	67	68	67	71	72	
83	39	51	55	56	52	

 | Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
46	49	74	65	68	245	
82	41	54	40	49	254	

 | Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
69	331	69	68	39	67	
71	302	69	68	43	48	
62	270	67	67	40	53	
75	298	65	64	32	34	
72	257	69	68	44	67	
78	295	69	54	34	38	
73	272	71	70	52	75	
64	290	55	54	35	39	

 | Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
55	213	19	39	30	50	

92 244	29	40	48	52	
65 274	29	48	45	45	
90 270	52	54	67	86	
63 250	45	55	44	56	
91 242	46	50	54	69	
66 304	20	47	47	55	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
56	61	70	55	52	90	
22	49	61	61	47	67	
4	34	46	36	36	58	
51	49	69	53	45	67	
58	34	45	36	39	50	
57	41	59	56	47	67	
44	48	49	39	39	42	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
35	74	79	68	61	67	
9	69	72	68	56	58	
31	74	75	45	57	28	
42	73	74	48	59	58	
12	59	62	49	54	39	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
21	74	74	48	56	28	
11	84	88	76	76	57	
31	74	75	45	57	28	

| Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
42	67	69	68	80	64
4	60	63	51	46	51

| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
32	81	84	83	64	74
23	78	79	64	67	73

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
9	79	84	79	85	73
82	77	83	77	77	60
25	84	82	84	84	77
88	67	80	77	68	51

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
89	59	67	64	68	238
85	50	68	70	59	231

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
78	288	56	55	40	51
71	273	73	72	52	64
57	300	70	71	58	67
69	305	69	68	42	59
74	273	74	74	53	70

58	265	70	74	53	62	
79	315	50	49	40	44	
72	305	73	71	46	71	

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
56	229	64	73	79	81	
90	273	43	52	50	45	
95	291	51	56	71	71	
41	234	59	67	73	75	
73	227	52	56	46	49	
52	223	52	55	51	46	
94	277	46	46	52	50	
97	277	57	56	82	75	

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
8	62	57	51	42	54	
93	60	70	76	49	82	
44	50	60	51	42	53	
51	54	53	67	39	59	
30	63	67	82	53	76	
17	65	73	77	53	79	

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
27	82	74	85	68	67	
6	76	73	76	68	71	
5	76	73	76	68	71	
38	76	73	76	78	71	

1	69	73	58	53	47	
24	72	70	61	53	52	

Cornerbacks						

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	

20	83	73	67	68	44	
36	80	72	71	68	44	
5	76	73	76	68	71	
38	76	73	76	78	71	
1	69	73	58	53	47	
24	72	70	61	53	52	

Kickers						

#	KICK POWER	KICK ACCURACY				

10	71	70				
14	82	72				

Punters						

#	KICK POWER	KICK ACCURACY				

14	82	72				
10	71	70				

```

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(*****) LOUISIANA TECH (*****)
Nickname: Bulldogs
Conference: Independents
Enrollment: 10,050
Last Season's Record: 6-6
Last Conference Title: N/A
-+-+-+-----
OFFENSIVE RATINGS: Passing: B+, Rushing B-
DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C+, Run Defense C+
-+-+-+-----

```

Louisiana Tech is a decent football team on the offensive side of the ball, with good running backs and a quarterback who knows how to make plays. Defensively, however, is when the problems start. It's hard to get a consistent pass rush, the secondary is a little undersized, and the defensive

line gets beat up over the course of the game. However, the offense, led by a great quarterback with a powerful arm, will be enough to keep you in ball games. Louisiana Tech is a pass-first offense, with a pass-heavy mindset. Make sure to remember that if you use them.

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
13	69	59	91	95	93
10	61	54	71	71	67

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
48	56	56	46	46	47
34	47	52	46	49	51

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
22	81	82	88	68	84
8	74	79	73	71	71

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
46	76	73	76	80	78
81	85	86	81	79	86
83	88	86	87	86	84
18	83	90	84	75	84

Tight Ends					
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
80	78	74	82	69	255

| 87 | 78 71 78 70 230 |

| Offensive Line |

| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

| 77 | 301 83 78 75 81 |

| 65 | 280 78 78 46 49 |

| 61 | 295 65 65 44 64 |

| 79 | 300 56 56 31 42 |

| 66 | 310 85 84 48 85 |

| 73 | 285 73 81 31 32 |

| 62 | 280 61 61 31 36 |

| 78 | 285 57 57 31 36 |

| 76 | 300 80 78 44 50 |

| 52 | 285 76 76 73 73 |

| Defensive Line |

| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |

| 93 | 275 61 71 94 94 |

| 67 | 210 40 41 32 53 |

| 99 | 270 61 64 91 95 |

| 63 | 225 63 72 98 98 |

| 44 | 235 23 23 39 36 |

| 96 | 265 21 26 36 36 |

| 98 | 240 46 34 34 51 |

| 54 | 260 35 32 32 46 |

| Linebackers |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 49 | 41 45 45 63 61 |

| 97 | 61 62 73 46 73 |

53 59	67	61	61	62	
45 60	68	61	64	58	
59 49	58	62	14	58	
41 40	44	45	65	65	

=====
| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
35	83	82	84	68	77	
43	69	71	73	67	68	
38	73	73	68	69	55	
39	81	85	74	74	63	
29	67	71	47	41	51	
23	72	71	73	68	67	

=====
| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
27	86	86	86	86	82	
30	84	84	75	74	64	
38	73	73	68	69	55	
39	81	85	74	74	63	
29	67	71	47	41	51	
23	72	71	73	68	67	

=====
| Kickers |

#	KICK POWER	KICK ACCURACY	
11	81	83	
12	86	74	

=====
| Punters |

#	KICK POWER	KICK ACCURACY	
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| 12 | 86 74 |

| 11 | 81 83 |

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(*****) LOUISVILLE (*****)

Nickname: Cardinals

Conference: Conference USA

Enrollment: 23,610

Last Season's Record: 7-4

Last Conference Title: N/A

-+-+-+-----

OFFENSIVE RATINGS: Passing: A-, Rushing B-

DEFENSIVE RATINGS: Pass Rush B-, Pass Defense B-, Run Defense C+

-+-+-+-----

Louisville is much better offensively than they are defensively. They have explosive receivers who know how to catch the ball, and one of the better quarterbacks in the game. I also like their running game a fair bit, although running the option is not, dare I say, an option in this game. Haw haw, I'm so witty. The best part about their offense is the big play capabilities. Almost every play has a chance to go for six. You can't say that about a lot of offenses. The defense is adequate but unspectacular. Make sure to blitz a lot, as the defensive line sucks at run defense and is only mildly decent at pass rushing.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
7	64	65	96	96	95
11	44	41	74	72	54
13	56	52	69	51	41

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
42	82	55	44	56	23

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
32	69	77	86	70	72
44	72	67	49	55	41

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
8	76	81	75	69	64
10	91	89	90	89	89
12	80	78	80	68	61
9	76	63	72	64	49
80	75	72	73	71	47
86	77	75	77	76	51
84	73	76	79	75	64
85	71	80	68	73	47

Tight Ends					
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
6	75	93	89	74	225
81	55	64	41	50	250

Offensive Line					
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
71	335	75	77	45	70
77	285	67	68	41	65
54	295	69	71	40	77
61	260	56	53	34	49
65	290	76	80	48	75
76	290	62	64	32	34
62	285	62	64	32	34
64	270	60	62	40	58
72	320	43	45	39	49
75	305	64	67	37	44

=====
| Defensive Line |

=====
| # | WEIGHT | SPEED | AGILITY | AWARENESS | TACKLE |
=====
| 17 | 220 | 60 | 67 | 67 | 76 |

| 74 | 285 | 58 | 51 | 90 | 84 |

| 96 | 270 | 51 | 63 | 73 | 67 |

| 59 | 250 | 46 | 35 | 47 | 47 |

| 92 | 240 | 55 | 49 | 41 | 41 |

| 95 | 230 | 50 | 49 | 36 | 67 |

| 97 | 265 | 59 | 52 | 54 | 61 |

| 99 | 320 | 31 | 34 | 34 | 47 |
=====

=====
| Linebackers |

=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 41 | 78 | 80 | 71 | 65 | 73 |

| 20 | 67 | 59 | 75 | 51 | 88 |

| 52 | 62 | 71 | 47 | 51 | 72 |

| 57 | 55 | 49 | 39 | 44 | 62 |

| 56 | 53 | 56 | 49 | 37 | 58 |

| 53 | 58 | 60 | 49 | 45 | 51 |
=====

=====
| Safeties |

=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 19 | 76 | 78 | 75 | 63 | 77 |

| 4 | 67 | 67 | 50 | 48 | 46 |

| 21 | 75 | 75 | 39 | 44 | 38 |

| 46 | 72 | 70 | 64 | 58 | 44 |

| 26 | 69 | 65 | 55 | 46 | 65 |

| 25 | 86 | 81 | 77 | 52 | 71 |
=====

=====
| Cornerbacks |

```

=====
| # | SPEED      AGILITY      AWARENESS      CATCH ABILITY      TACKLE      |
=====
| 3 | 84          83              74              62              45          |
=====
| 2 | 74          73              44              52              45          |
=====
| 21 | 75          75              39              44              38          |
=====
| 46 | 72          70              64              58              44          |
=====
| 26 | 69          65              55              46              65          |
=====
| 25 | 86          81              77              52              71          |
=====

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=====
| Kickers
=====

```

```

=====
| # | KICK POWER      KICK ACCURACY      |
=====
| 23 | 68              88              |
=====
| 18 | 67              64              |
=====

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=====
| Punters
=====

```

```

=====
| # | KICK POWER      KICK ACCURACY      |
=====
| 18 | 67              64              |
=====
| 23 | 68              88              |
=====

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-+-+-+-----
(*****) LSU (*****)

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Nickname: Tigers

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Conference: SEC West

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Enrollment: 28,080

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Last Season's Record: 4-7

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Last Conference Title: 1988

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OFFENSIVE RATINGS: Passing: B+, Rushing B

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DEFENSIVE RATINGS: Pass Rush A-, Pass Defense B, Run Defense B+

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-+-+-+-----
Ah, good old LSU, a team that went on to surprise the world by claiming a
split national title a few years later. LSU is a decent team in this game,
although not remarkable in any area. Offensively, they are a very balanced
team. The quarterback is accurate and has quite an arm. A pair of talented
running backs and a bruising fullback make the run game stand out, as well. I
run the ball a lot when I use LSU, and I recommend you do too. Defensively,
the defensive line is solid, so spend a lot of time in zone defenses to make
the quarterback beat you.

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| PLAYER RATINGS |

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Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	65	67	85	81	75
6	70	63	67	85	75
16	57	62	64	50	68

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
43	67	69	60	81	67
44	60	63	51	44	51

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
7	89	88	87	59	67
25	82	81	64	67	67
10	73	76	57	59	60

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
22	88	93	84	87	85
88	92	89	93	89	82
89	85	81	82	77	64
47	74	79	72	68	52
11	70	72	65	54	35

Tight Ends					
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
85	52	62	55	59	259
81	49	52	51	49	263

Offensive Line						
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
70	292	75	85	52	85	
71	307	73	82	49	82	
64	280	77	79	54	78	
75	305	86	84	51	83	
68	294	86	85	46	87	
61	293	59	68	38	52	
76	282	54	63	37	45	
66	290	52	62	45	54	
74	282	61	63	35	48	
79	308	61	68	37	50	

Defensive Line						
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
95	293	63	74	78	68	
91	270	47	51	49	49	
97	271	57	59	68	67	
59	252	61	77	71	84	
55	250	54	61	50	50	
54	290	51	60	47	44	

Linebackers						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
93	67	67	86	53	69	
35	62	68	74	49	71	
29	62	68	79	53	78	
56	49	58	58	42	44	
45	54	60	52	42	45	

17 53	59	63	39	63	
52 64	70	73	49	73	
46 54	55	64	39	63	

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
18	84	81	86	68	73	
5	80	83	86	68	67	
1	74	73	54	59	46	
9	73	73	59	58	34	
13	69	71	55	53	53	
31	65	72	59	53	38	

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
27	81	84	77	68	41	
8	89	85	86	74	54	
1	74	73	54	59	46	
9	73	73	59	58	34	
13	69	71	55	53	53	
31	65	72	59	53	38	

| Kickers

#	KICK POWER	KICK ACCURACY	
83	84	79	
26	82	78	

| Punters

#	KICK POWER	KICK ACCURACY	
26	82	78	

+++++
(*****) MARSHALL (*****)

Nickname: Thundering Herd

Conference: MAC (East)

Enrollment: 16,000

Last Season's Record: 12-1

Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: B+, Rushing C+

DEFENSIVE RATINGS: Pass Rush C-, Pass Defense B+, Run Defense B-

Marshall is not a bad team, as they were starting to come into their own here. I mean, look, they have Chad Pennington and Randy Moss, two of the top stars in the NFL today. Their defense is also solid, with nice linebackers and a solid defensive line that is mediocre at pass rushing but a little better at run defense. The secondary is solid, but the running game is unremarkable, with a penchant for short gains. Only use them to keep the defense honest, because Pennington to Moss = money.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
10	69	74	93	94	93
16	41	41	70	68	53

Fullbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
45	59	47	37	37	28

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
22	81	85	73	72	77
32	74	76	62	67	69
39	60	54	47	41	47

| Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
3	84	87	85	86	84
9	74	75	77	71	69
83	87	80	87	44	68
80	74	73	77	63	38
82	84	89	85	82	80

| Tight Ends

#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT
38	61	80	77		72	230
89	41	51	40		39	220

| Offensive Line

#	WEIGHT	AGILITY	RUN	BLOCK	PASS	BLOCK	AWARENESS
75	280	72	71		49		75
72	302	69	68		43		64
62	261	67	65		43		48
79	354	68	68		43		65
63	296	69	68		41		63
70	281	67	67		34		38
69	328	55	54		35		37
67	275	55	49		34		50
76	280	55	54		39		42
77	280	55	54		34		34

| Defensive Line

#	WEIGHT	AGILITY	SPEED	TACKLE	AWARENESS
85	244	67	59	79	82
99	268	45	43	53	50

93 263	55	60	87	85	
98 229	41	62	64	58	
50 265	45	39	42	50	
60 246	45	35	36	50	
96 276	44	36	36	50	
94 213	49	59	79	83	

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| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
7	41	59	55	41	67	
5	49	62	51	41	58	
36	49	67	53	46	58	
96	34	48	41	34	50	
49	49	64	52	43	58	
52	36	37	44	51	54	

=====
| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
9	74	69	77	67	90	
16	64	65	76	70	83	
15	64	64	53	39	54	
3	71	72	53	54	50	
20	69	71	53	54	58	

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| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
34	68	59	75	74	50	
30	67	67	74	71	50	
15	64	64	53	39	54	
3	71	72	53	54	50	

| Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
45	67	63	62	73	62
33	60	62	53	46	52

| Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
15	91	90	92	67	86
8	79	75	67	73	63
34	73	70	61	57	71

| Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
85	83	82	79	78	81
86	84	79	83	78	67
89	79	85	81	69	63
3	71	74	71	61	51
17	67	65	69	56	37

| Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
46	52	65	56	60	262
92	56	60	55	63	231
80	51	53	49	50	242

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
77	299	67	69	54	80
56	317	57	64	49	79

67 285	61	64	57	79	
79 300	67	60	45	79	
75 287	68	69	46	85	
74 312	46	52	41	53	
64 287	49	50	35	45	
81 242	49	49	47	51	
51 300	44	41	36	50	
78 320	50	45	34	52	

=====
| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
91	255	55	64	83	50	
98	254	47	49	46	42	
57	268	56	57	69	49	
47	243	59	69	76	54	
97	220	59	69	72	53	

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| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
48	53	56	50	42	60	
35	58	67	86	49	67	
41	62	67	80	34	64	
40	63	67	82	49	68	
58	55	57	67	37	47	
42	55	59	69	40	71	
53	56	55	62	39	47	

=====
| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
13	78	84	80	64	65	

36 76	82	80	71	67	
26 69	79	54	56	22	
20 72	72	55	54	45	
27 69	72	61	55	61	
29 69	72	61	55	61	

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
37	80	85	83	65	35	
11	78	85	78	70	47	
26	69	79	54	56	22	
20	72	72	55	54	45	
27	69	72	61	55	61	
29	69	72	61	55	61	

| Kickers

#	KICK POWER	KICK ACCURACY	
7	63	64	
10	62	78	

| Punters

#	KICK POWER	KICK ACCURACY	
10	62	64	
7	63	64	

(*****) MEMPHIS (*****)

Nickname: Tigers

Conference: Conference USA

Enrollment: 20,000

Last Season's Record: 2-9

Last Conference Title: None

OFFENSIVE RATINGS: Passing: C+, Rushing C+

DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C+, Run Defense C

Memphis is a fairly bad team in this game. The offense is virtually non-existent, as the offensive line sucks and will fail to open up holes for you. This wouldn't even be good on a team that had a good quarterback and running back, so with Memphis, you're in for a world of trouble. Running the west coast offense is probably a must, as the short controlled passes will open up the running game a little. If the defense goes in zone, you can pick up yards on the ground. Now as for defense.. meh. The defensive line is merely okay, and the secondary isn't much better, so you know the deal, be aggressive but not overly so.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	62	57	67	74	64
15	55	58	64	67	54
19	57	52	59	57	42

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
34	57	59	43	44	38
46	68	70	67	70	57

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
31	85	83	85	68	72
35	75	75	63	64	67
30	74	74	61	63	67

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
25	73	81	79	67	73
13	71	70	69	65	54
9	85	87	88	87	84

68	255	52	57	52	37
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58	258	46	57	55	40
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| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
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7	61	69	70	51	80
---	----	----	----	----	----

48	68	73	88	68	93
----	----	----	----	----	----

45	43	48	47	34	64
----	----	----	----	----	----

52	60	68	55	51	75
----	----	----	----	----	----

53	53	58	35	37	26
----	----	----	----	----	----

12	42	44	36	34	57
----	----	----	----	----	----

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
---	-------	---------	-----------	---------------	--------

23	74	73	44	54	25
----	----	----	----	----	----

28	64	60	69	43	42
----	----	----	----	----	----

38	82	60	69	43	27
----	----	----	----	----	----

42	63	62	54	42	43
----	----	----	----	----	----

47	63	61	34	44	34
----	----	----	----	----	----

18	68	68	53	49	53
----	----	----	----	----	----

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
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41	74	73	44	54	25
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44	72	69	70	53	35
----	----	----	----	----	----

38	82	60	69	43	27
----	----	----	----	----	----

42	63	62	54	42	43
----	----	----	----	----	----

47	63	61	34	44	34
----	----	----	----	----	----

18	68	68	53	49	53
----	----	----	----	----	----

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| Kickers |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 82 | 88 | 96 |
=====
| 89 | 67 | 68 |
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=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 89 | 67 | 68 |
=====
| 82 | 88 | 96 |
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-+-+-----+
(*****) MIAMI (*****)
Nickname: Hurricanes
Conference: Big East
Enrollment: 13,840
Last Season's Record: 9-3
Last Conference Title: 1996
-+-+-----+
OFFENSIVE RATINGS: Passing: B+, Rushing B+
DEFENSIVE RATINGS: Pass Rush B+, Pass Defense A, Run Defense A-
-+-+-----+

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This was in the "Miami is a solid team but nothing spectacular" phase of the odd decade of Miami Hurricane football. The offense is actually pretty good, with solid running backs and a nice QB who can get the ball downfield in a hurry. Ken Dorsey is in this game so you can use him. The best kind of offense to run is a power running game with a sprinkle of outside runs. Passing wise, the receivers can create separation so don't worry too much. Teams like to play overly aggressive against Miami so watch out for that. Defensively, 4-3 Cover Zones work pretty well, as Miami's defensive line is solid and you won't need to blitz much to be effective.

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| PLAYER RATINGS |
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| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 15 | 71 | 64 | 84 | 79 | 86 |
=====
| 12 | 54 | 63 | 72 | 67 | 69 |
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| Fullbacks |
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#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
18	68	73	63	75	67
35	58	63	48	43	45

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
21	89	85	72	69	85
4	83	77	84	69	69
32	70	75	59	59	70

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
87	89	93	88	94	81
6	93	91	88	84	84
1	87	79	83	71	63
84	79	79	78	72	52
2	72	65	63	53	40

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
88	61	72	87	73	245
82	50	63	51	63	215

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
73	286	88	85	53	84
65	286	81	80	44	83
64	280	83	80	53	88
62	290	86	85	52	88
77	290	84	85	54	88

74 310	69	71	34	56	
79 280	68	62	34	44	
63 255	61	67	44	47	
56 286	64	59	37	50	
72 284	65	71	37	53	

 | Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
93	255	61	70	74	69	
92	280	67	69	87	87	
98	270	55	58	68	73	
90	255	59	69	77	69	
50	237	55	59	53	55	
95	275	52	56	53	58	
94	290	51	46	47	59	
96	315	44	51	44	54	

 | Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
44	71	73	90	51	96	
52	72	74	88	51	95	
59	69	71	86	54	77	
48	60	57	52	38	58	
51	65	62	57	44	61	
41	62	59	69	38	65	

 | Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
7	83	87	81	67	87	
20	80	79	83	67	79	

8	80	75	58	59	45	
24	79	75	58	59	50	
23	65	74	57	54	53	
33	74	67	69	49	60	

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| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
27	81	84	77	69	59	
22	85	86	88	65	61	
8	80	75	58	59	45	
24	79	75	58	59	50	
23	65	74	57	54	53	
33	74	67	69	49	60	

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| Kickers |

#	KICK POWER	KICK ACCURACY	
17	84	75	
13	84	77	

=====
| Punters |

#	KICK POWER	KICK ACCURACY	
13	84	77	
17	84	75	

(*****) MIAMI (*****)

Nickname: Redhawks
Conference: MAC (East)
Enrollment: 16,320
Last Season's Record: 10-1
Last Conference Title: 1996

OFFENSIVE RATINGS: Passing: C+, Rushing B+
DEFENSIVE RATINGS: Pass Rush B-, Pass Defense B, Run Defense B-

Miami (OH) was starting to come into its prime here, as the team has been good for several years now. Their passing is an amazingly low rating of C+, I guess Big Ben wasn't a star then. :) The running game is great, though, so make sure to run the ball a lot. Time control is crucial due to the weak passing game, you don't want to fall behind too much or it could spell disaster. Defensively, Miami (OH) is adequate, but you know the deal, if you play tougher teams, you have to be aggressive and force them to run the ball on a pretty solid run defense.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
8	34	43	75	74	56
15	41	53	76	76	67

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
37	67	60	63	55	28

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
41	90	94	78	75	80
25	73	75	62	65	68

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
9	71	78	77	73	55
5	75	76	77	73	53
3	70	73	73	62	34
14	69	76	77	64	48

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
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| 86 | 41 67 48 49 247 |

| 84 | 34 37 34 28 249 |

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| Offensive Line |

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| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

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| 78 | 314 55 54 37 42 |

=====
| 66 | 289 69 68 41 63 |

=====
| 53 | 287 69 68 47 71 |

=====
| 54 | 268 72 71 49 73 |

=====
| 75 | 288 55 54 32 34 |

=====
| 76 | 319 69 68 40 48 |

=====
| 63 | 291 55 54 34 35 |

=====
| 62 | 256 55 48 34 48 |

=====
| 77 | 266 67 68 39 48 |

=====
| 73 | 312 55 54 30 28 |

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| Defensive Line |

=====
| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |

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| 89 | 253 24 42 46 50 |

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| 99 | 270 24 49 48 58 |

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| 98 | 263 24 46 48 58 |

=====
| 92 | 230 41 60 56 50 |

=====
| 32 | 217 41 59 55 50 |

=====
| 94 | 307 32 34 34 43 |

=====
| 68 | 254 24 40 37 50 |

=====
| Linebackers |

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| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

=====
| 47 | 34 44 35 35 58 |

=====
| 36 | 41 47 50 41 67 |

46 69	73	76	63	83	
45 61	70	85	61	83	
33 74	79	88	70	97	
50 34	48	46	35	64	

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| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
22	69	70	48	48	67	
7	74	81	79	69	83	
2	74	86	74	73	50	
11	68	70	53	54	58	

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| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
1	73	74	43	55	28	
6	74	75	55	61	43	
2	74	86	74	73	50	
11	68	70	53	54	58	

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| Kickers |

#	KICK POWER	KICK ACCURACY	
81	88	88	
10	74	74	

=====
| Punters |

#	KICK POWER	KICK ACCURACY	
10	74	74	
81	88	88	

Nickname: Wolverines

Conference: Big 10

Enrollment: 36,450

Last Season's Record: 10-3

Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: B+, Rushing B+

DEFENSIVE RATINGS: Pass Rush B+, Pass Defense A+, Run Defense B+

Michigan was only a few years removed from the national title game here, so of course they are a good team. Offensively, they are explosive, with awesome receivers and running backs who are a threat to go for six every time they touch the ball. Tom Brady is not in this game, but other people you may have heard of are. Defensively, the secondary is absolutely AMAZING. It's very hard to throw anything against this defense. Therefore, focus more on stopping the run, which won't even be that hard.

| PLAYER RATINGS |

| Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
10	62	67	85	81	84
7	54	59	81	78	59

| Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
36	68	76	74	84	74
39	61	63	51	45	51
27	58	59	49	44	51

| Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
32	87	89	89	69	83
8	79	79	64	56	73

| Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
9	82	81	82	68	69

85 87	85	85	86	79
1 81	86	85	69	69
4 80	81	87	70	64
22 67	68	67	54	37

| Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
84 57	69	59	68	245	
81 52	62	54	59	248	

| Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
52 283	89	85	50	69	
54 281	85	82	46	80	
67 290	85	79	54	81	
76 292	91	88	51	94	
79 285	91	89	50	92	
71 294	68	68	38	54	
57 288	65	63	36	48	
75 280	65	62	44	51	
64 288	65	63	36	48	
72 284	68	68	38	54	

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
94 279	57	78	74	80	
68 242	50	53	51	58	
58 286	57	53	65	71	
91 271	60	74	79	81	
44 260	56	56	49	59	


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| Kickers |
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| # | KICK POWER | KICK ACCURACY |
-----
| 25 | 84 | 79 |
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| 24 | 80 | 77 |
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| Punters |
-----
| # | KICK POWER | KICK ACCURACY |
-----
| 24 | 80 | 77 |
-----
| 25 | 84 | 79 |
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(*****) MICHIGAN STATE (*****)
Nickname: Spartans
Conference: Big 10
Enrollment: 43,910
Last Season's Record: 6-6
Last Conference Title: 1999
-+-+-+-----
OFFENSIVE RATINGS: Passing: B+, Rushing B
DEFENSIVE RATINGS: Pass Rush B+, Pass Defense B, Run Defense B+
-+-+-+-----

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Michigan State is a good choice to go through a dynasty with, as they are a decent team who happen to play in a really tough conference. Their passing game and running game are both pretty solid, and you will find it easy to make big plays. This is a run-based offense with some spread looks, so use the outside edges to your advantages. Defensively, play a lot of zone and blitz the corners once in a while. The pass defense is the biggest weakness, so stay in coverage a lot for maximum results.

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| PLAYER RATINGS |
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| Quarterbacks |
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| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
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| 16 | 62 | 67 | 85 | 80 | 84 |
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| 13 | 54 | 59 | 78 | 69 | 59 |
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| Fullbacks |
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#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
34	68	69	60	73	68

49	61	63	51	45	51
----	----	----	----	----	----

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
36	85	85	74	69	83

22	79	79	64	67	73
----	----	----	----	----	----

23	69	62	60	43	68
----	----	----	----	----	----

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
86	87	92	93	88	89

4	88	90	90	85	84
---	----	----	----	----	----

7	81	82	81	77	64
---	----	----	----	----	----

2	75	78	75	68	49
---	----	----	----	----	----

87	67	68	67	54	37
----	----	----	----	----	----

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
83	57	74	79	68	259

85	52	62	54	59	223
----	----	----	----	----	-----

84	49	52	49	49	235
----	----	----	----	----	-----

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
76	328	56	50	50	84

71	285	57	49	46	80
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64	289	74	71	54	81
----	-----	----	----	----	----

57	289	36	36	45	79
----	-----	----	----	----	----

70 286	55	55	50	84
74 286	50	46	50	84
58 296	79	74	36	48
77 257	77	67	44	51
63 295	74	65	36	48
72 272	69	71	38	54

=====

| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
91	264	47	56	47	62
80	270	52	51	64	62
58	286	57	53	73	61
75	265	55	69	72	63
89	264	47	56	47	62
95	261	45	49	45	58
99	300	42	44	31	54

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| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
50	64	67	79	53	65
35	58	67	89	45	52
98	67	73	80	58	61
25	50	63	59	42	62
31	55	58	50	47	57
55	70	67	67	39	62
40	49	60	62	37	50

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| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
32	77	83	85	67	60

9	91	83	90	69	90	
3	90	75	77	59	49	
39	77	75	59	63	45	
5	69	71	56	49	56	
26	67	70	62	56	57	

 | Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
37	89	88	79	64	58	
15	81	89	85	68	55	
3	90	75	77	59	49	
39	77	75	59	63	45	
5	69	71	56	49	56	
26	67	70	62	56	57	

 | Kickers

#	KICK POWER	KICK ACCURACY	
1	84	79	
12	82	78	

 | Punters

#	KICK POWER	KICK ACCURACY	
12	82	78	
1	84	79	

 (*****) MIDDLE TENNESSEE STATE (*****)

Nickname: Blue Raiders

Conference: Independent

Enrollment: 17,920

Last Season's Record: 5-6

Last Conference Title: None

 OFFENSIVE RATINGS: Passing: C+, Rushing D

DEFENSIVE RATINGS: Pass Rush D+, Pass Defense C-, Run Defense D+

The Blue Raiders are going to give you fits if you tragically decide to use them. The defense is absolutely bloody awful, with some of the worst defensive linemen I have ever seen in my life. They're so bad, the Bucs are trying to recruit them as wide receivers as we speak. Passing game is remarkably subpar, and surprisingly the best part of this crap ass team. You may even complete passes once in a while, what a concept!

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
17	41	57	81	80	76
15	67	67	61	56	60
13	74	75	54	45	60

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
48	49	58	43	43	28
47	61	63	54	67	49

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
2	74	79	63	74	78
20	74	74	60	63	67
34	70	78	58	59	65

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
84	74	74	77	73	42
83	74	76	77	67	43
9	74	79	73	58	44
26	74	73	75	58	34

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
42	61	70	50	47	90
30	41	47	48	43	67
25	49	61	53	45	73
38	34	43	34	34	50
3	61	69	50	48	73
6	68	72	88	65	69

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
28	73	73	48	53	50
27	74	80	77	64	90
36	74	75	46	57	28
33	64	64	39	52	26
29	61	67	46	47	48
5	67	68	48	47	50

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
37	74	75	57	59	37
35	74	82	73	71	50
36	74	75	46	57	28
33	64	64	39	52	26
29	61	67	46	47	48
5	67	68	48	47	50

| Kickers

#	KICK POWER	KICK ACCURACY
49	75	75

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
12	79	80	74	69	83
36	75	79	64	67	73
34	79	75	79	54	64

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
89	73	73	74	84	74
7	81	81	81	91	78
23	69	70	73	77	64
83	67	69	67	59	54
15	65	63	67	43	50
1	67	63	63	51	39

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
84	52	69	56	51	267
81	52	62	44	46	269

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
94	281	78	76	50	69
66	304	67	68	46	67
55	275	75	76	55	71
77	292	71	71	47	67
74	284	75	71	50	72
70	286	54	60	38	50
68	303	51	50	36	48
51	290	56	51	44	51
60	296	57	55	36	43


```

=====
| Cornerbacks |
=====
| # | SPEED | AGILITY | AWARENESS | CATCH ABILITY | TACKLE |
=====
| 13 | 85 | 80 | 86 | 67 | 45 |
-----
| 42 | 84 | 90 | 77 | 73 | 47 |
-----
| 39 | 77 | 75 | 54 | 62 | 34 |
-----
| 26 | 71 | 74 | 60 | 56 | 36 |
-----
| 2 | 70 | 65 | 52 | 48 | 51 |
-----
| 28 | 65 | 65 | 61 | 53 | 46 |
=====

```

```

=====
| Kickers |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 14 | 54 | 59 |
-----
| 35 | 59 | 60 |
=====

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=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 35 | 59 | 60 |
-----
| 14 | 54 | 59 |
=====

```

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-+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
(*****) MISSISSIPPI VALLEY STATE (*****)
Nickname: Delta Devils
Conference: SWAC East
Enrollment: 2,300
Last Season's Record: 1-10
Last Conference Title: None
-+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
OFFENSIVE RATINGS: Passing: D-, Rushing D-
DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-
-+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

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The only good thing about this sorry team is that you won't need to lose a ton of Division 1A games by 70 points. You will lose DIAA games by 20, though. Jerry Rice is this school's most well known and successful football player.. too bad he left 20 years ago or so. That shows how much this program is respected. Offensively, option plays work pretty well, just run the ball a lot so you can keep the defense off the field, because it's hard to stop people with this defense.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
17	41	57	81	80	76
15	67	67	61	56	60
13	74	75	54	45	60

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
48	49	58	43	43	28
47	61	63	54	67	49

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
2	74	79	63	74	78
20	74	74	60	63	67
34	70	78	58	59	65

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
84	74	74	77	73	42
83	74	76	77	67	43
9	74	79	73	58	44
26	74	73	75	58	34
32	73	72	73	57	32

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
82	61	77	68	69	225

=====

| Offensive Line |

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
67	280	72	71	47	76
76	290	68	70	48	71
72	275	65	54	42	64
73	290	69	78	44	67
62	260	69	68	38	53
85	242	55	54	32	34
77	280	55	54	34	37
71	270	58	48	34	48
75	281	65	54	37	41
70	300	55	54	32	34

=====

| Defensive Line |

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
89	262	49	64	69	67
93	251	49	56	68	73
94	280	49	58	70	90
64	295	41	59	60	50
52	242	24	39	47	50
86	220	24	35	35	43
95	270	24	44	46	57
98	235	32	34	34	43

=====

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
42	61	70	50	47	90
30	41	47	48	43	67
25	49	61	53	45	73

38	34	43	34	34	50	
3	61	69	50	48	73	
6	68	72	88	65	69	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
28	73	73	48	53	50	
27	74	80	77	64	90	
36	74	75	46	57	28	
33	64	64	39	52	26	
29	61	67	46	47	48	
5	67	68	48	47	50	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
37	74	75	57	59	37	
35	74	82	73	71	50	
36	74	75	46	57	28	
33	64	64	39	52	26	
29	61	67	46	47	48	
5	67	68	48	47	50	

| Kickers |

#	KICK POWER	KICK ACCURACY	
49	75	75	
46	85	83	

| Punters |

#	KICK POWER	KICK ACCURACY	
46	85	83	

| 49 | 75 | 75 |

| 4.2 | DIVISION 1AA |

+-----+
(*****) ALABAMA A & M (*****)

Nickname: Bulldogs

Conference: SWAC (East)

Enrollment: 5,000

Last Season's Record: 7-5

Last Conference Title: None

+-----+
OFFENSIVE RATINGS: Passing: D-, Rushing D-

DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-

+-----+
LOL, every ranking in this game gets a good D- for old Alabama A+M. They are not a very good team. Their offensive line is horrible and will give you virtually no time to throw the ball. When you actually get to throw the ball, the QB's low accuracy and zero speed will hurt as well. There's no running game to speak of, and the defense has more holes than a freshly opened pack of swiss cheese. Unless you are an absolute die hard fan, don't use this team.

PLAYER RATINGS

+-----+
| Quarterbacks |

+-----+
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |

+-----+
| 4 | 67 | 63 | 71 | 74 | 79 |

+-----+
| 7 | 61 | 53 | 48 | 41 | 43 |

+-----+
| Fullbacks |

+-----+
| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

+-----+
| 30 | 56 | 46 | 39 | 54 | 57 |

+-----+
| 26 | 55 | 34 | 29 | 45 | 42 |

+-----+
| Halfbacks |

+-----+
| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

+-----+
| 28 | 68 | 63 | 72 | 50 | 53 |

| 32 | 63 59 42 44 46 |

| Wide Receivers |

| # | SPEED AGILITY ACCELERATION CATCH ABILITY AWARENESS |

| 1 | 71 67 69 56 57 |

| 88 | 77 72 81 86 81 |

| 3 | 63 59 61 46 46 |

| 85 | 60 55 56 41 41 |

| 89 | 53 47 40 35 39 |

| 87 | 37 54 42 57 51 |

| Tight Ends |

| # | SPEED AWARENESS RUN BLOCK CATCH ABILITY WEIGHT |

| 80 | 60 54 53 50 210 |

| 86 | 49 42 44 39 227 |

| Offensive Line |

| # | WEIGHT AGILITY RUN BLOCK PASS BLOCK AWARENESS |

| 65 | 289 44 75 74 81 |

| 56 | 270 38 51 49 49 |

| 77 | 350 43 46 53 52 |

| 71 | 320 50 67 63 59 |

| 78 | 329 40 51 49 49 |

| 99 | 333 39 37 39 40 |

| 64 | 260 32 34 32 39 |

| 67 | 260 35 36 40 39 |

| Defensive Line |

| # | WEIGHT AGILITY SPEED TACKLE AWARENESS |

| 94 | 240 55 52 63 57 |

70 290	39	37	47	44	
99 260	43	43	51	50	
95 255	52	45	55	59	
57 230	45	43	41	59	
72 230	52	50	39	34	
96 260	39	46	46	40	
92 265	37	38	40	39	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
54	62	58	58	45	59	
48	59	53	77	43	79	
37	59	54	61	44	64	
59	52	51	39	38	49	
40	55	49	37	36	39	
45	54	52	32	34	39	
50	40	53	43	52	36	
51	42	52	51	45	45	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
17	65	60	69	62	46	
36	65	61	62	40	61	
35	67	61	46	39	42	
16	64	61	40	40	42	
12	62	59	39	38	39	
23	63	58	47	37	55	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
---	-------	---------	-----------	---------------	--------	--

2 75	72	73	67	54	
25 69	63	54	43	59	
35 67	61	46	39	42	
16 64	61	40	40	42	
12 62	59	39	38	39	
23 63	58	47	37	55	

=====
| Kickers |

# KICK POWER	KICK ACCURACY	
18 29	29	
6 49	43	

=====
| Punters |

# KICK POWER	KICK ACCURACY	
6 49	43	
18 29	29	

(*****) ALABAMA STATE (*****)

Nickname: Hornets
Conference: SWAC (East)
Enrollment: 5,600
Last Season's Record: 5-6
Last Conference Title: None

OFFENSIVE RATINGS: Passing: D, Rushing D-
DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-

Well, they are a little better than Alabama A & M. I say this strictly because A+M is that damn terrible, and that they beat A+M 20-17 on a sim game. Their passing offense is not great, but you do get a little bit of time to throw the football at least. That's really the only positive to this otherwise dreadful team. The defense is awful, teams will routinely run for 5 yards every play, and the special teams and offense are nothing to write home about.

| PLAYER RATINGS |

=====
| Quarterbacks |

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
4	67	64	59	54	59
11	55	49	49	44	39

Fullbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
25	62	52	39	54	57
12	62	28	32	29	39
42	51	34	29	44	41

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
34	70	64	59	49	64
10	67	63	53	45	59
26	49	49	39	19	44

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
2	67	63	65	63	64
80	67	64	65	52	49
81	61	57	59	49	39
84	58	54	57	39	34
83	74	64	63	41	79
89	37	54	42	57	51

Tight Ends

#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT
14	51	44	54		43	180

Offensive Line

#	WEIGHT	AGILITY	RUN BLOCK	PASS BLOCK	AWARENESS
78	280	34	59	56	54
73	320	32	61	55	53
63	255	40	69	67	62
79	330	38	59	62	54
69	265	37	65	59	49
67	300	32	44	49	39
55	295	31	36	39	39
66	300	32	37	41	39
64	399	32	47	44	29
71	275	29	34	29	24

Defensive Line

#	WEIGHT	AGILITY	SPEED	TACKLE	AWARENESS
90	245	48	52	49	49
60	260	50	53	64	56
94	240	52	55	51	64
96	260	57	59	65	59
82	230	50	51	29	39
43	215	44	47	29	39
95	245	44	48	34	29
56	260	57	59	65	59

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
51	48	45	52	37	46
48	52	49	49	39	52
42	64	59	59	46	59
49	55	52	44	29	45
62	47	45	29	34	40

| 24 | 46 44 38 28 48 |

| 50 | 42 52 51 45 45 |

| Safeties |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 21 | 59 67 60 48 68 |

| 18 | 53 60 41 37 44 |

| 7 | 65 62 44 49 46 |

| 8 | 67 63 45 44 39 |

| 47 | 49 59 49 29 39 |

| Cornerbacks |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 22 | 67 72 67 57 59 |

| 7 | 65 62 44 49 46 |

| 8 | 67 63 45 44 39 |

| 47 | 49 59 49 29 39 |

| 23 | 74 67 64 60 55 |

| Kickers |

| # | KICK POWER KICK ACCURACY |

| 19 | 55 49 |

| 20 | 49 47 |

| Punters |

| # | KICK POWER KICK ACCURACY |

| 20 | 49 47 |

| 19 | 55 49 |

Nickname:

Conference: SWAC (East)

Enrollment: 3,100

Last Season's Record: 5-6

Last Conference Title: None

OFFENSIVE RATINGS: Passing: C-, Rushing D

DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D+, Run Defense D-

Alcorn State may best be remembered for being the alma mater of one of the finest quarterbacks in the NFL today (Steve McNair), but they are just not that good in this game. Their new quarterback is a decent scrambler and passer, but he doesn't have much of a running game or offensive line to back him up. Also, the defense is pretty dreadful. Expect to get fed up with their slow defense who refuse to make simple plays quickly if you choose to use this team (for whatever reason.)

| PLAYER RATINGS |

| Quarterbacks |

| # | SPEED AGILITY THROW POWER THROW ACCURACY AWARENESS |

| 14 | 49 55 69 64 69 |

| 7 | 63 59 51 47 51 |

| Fullbacks |

| # | SPEED AGILITY BREAK TACKLE CATCH ABILITY CARRY ABILITY |

| 39 | 58 39 35 32 28 |

| 40 | 57 46 47 42 55 |

| Halfbacks |

| # | SPEED AGILITY BREAK TACKLE CATCH ABILITY CARRY ABILITY |

| 20 | 72 69 69 56 60 |

| 21 | 65 59 49 45 56 |

| 22 | 55 57 37 34 43 |

| Wide Receivers |

| # | SPEED AGILITY ACCELERATION CATCH ABILITY AWARENESS |

| 82 | 63 59 58 54 48 |

88 64	62	59	59	58
80 62	57	60	43	45
81 58	55	56	30	39
83 54	53	49	24	29
89 52	44	42	54	40

| Tight Ends |

#	SPEED	AWARENESS	RUN	BLOCK	CATCH ABILITY	WEIGHT
84	57	59	56	46	270	
85	47	53	42	40	202	

| Offensive Line |

#	WEIGHT	AGILITY	RUN	BLOCK	PASS	BLOCK	AWARENESS
79	305	42	71	67	69		
73	348	47	51	39	46		
53	261	45	51	55	51		
74	280	43	49	57	53		
60	339	47	67	63	65		
69	287	37	40	44	41		
75	250	37	36	39	43		
71	275	38	35	40	31		
72	286	34	40	39	37		
76	278	40	45	42	38		

| Defensive Line |

#	WEIGHT	AGILITY	SPEED	TACKLE	AWARENESS
56	252	53	57	36	52
92	232	56	41	49	53
93	280	49	49	69	68
51	260	54	59	40	50

48	232	51	56	31	42	
90	240	46	54	29	48	
97	270	41	42	43	52	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
38	63	57	56	41	55	
58	58	52	50	39	47	
47	62	56	53	36	40	
87	58	52	41	29	38	
57	53	50	45	32	30	
59	57	51	47	38	41	
50	37	44	38	40	41	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
25	67	62	62	63	61	
42	65	59	56	55	53	
29	65	59	45	37	28	
43	62	56	39	35	39	
37	57	58	61	42	45	
44	63	57	47	43	42	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
28	67	60	58	46	38	
27	64	58	73	43	40	
29	65	59	45	37	28	
43	62	56	39	35	39	
37	57	58	61	42	45	

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-----
| 44 | 63          57          47          43          42          |
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-----
| Kickers                                     |
-----

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-----
| # | KICK POWER          KICK ACCURACY          |
-----
| 13 | 53                  49                  |
-----
| 11 | 59                  60                  |
-----

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-----
| Punters                                     |
-----

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```

-----
| # | KICK POWER          KICK ACCURACY          |
-----
| 11 | 59                  60                  |
-----
| 13 | 53                  49                  |
-----

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+-----+
(*****) ARKANSAS PINE BLUFF (*****)

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Nickname: Golden Lions
Conference: SWAC (West)
Enrollment: 2,800
Last Season's Record: 8-3
Last Conference Title: None

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OFFENSIVE RATINGS: Passing: D, Rushing D
DEFENSIVE RATINGS: Pass Rush D, Pass Defense D, Run Defense D-
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```

Meh, another bad Division 1AA team. I don't know why I keep writing about these teams. Well.. I do like the nickname "Golden Lions". I think that is pretty damned cool. Otherwise, this team is really not that good. There's no offense to speak of, and the defense is mediocre at best. Hell, the game gave them D ratings all around! I don't expect anyone to ever use them, but if you do.. uh.. play a west coast offense, and hope for the best.

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| PLAYER RATINGS |
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-----
| Quarterbacks                               |
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-----
| # | SPEED    AGILITY    THROW POWER    THROW ACCURACY    AWARENESS    |
-----
| 13 | 53      60          75          63          70          |
-----
| 12 | 49      56          65          49          59          |
-----

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| Fullbacks                                   |
-----

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#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
47	63	44	39	49	34
20	58	64	54	44	39

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
27	71	70	65	60	72
29	57	61	58	55	64
36	71	67	67	54	64

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
85	62	59	61	49	43
8	64	61	63	61	49
83	60	57	58	44	34
88	60	56	58	39	36
80	58	53	55	39	34
87	35	47	49	42	51

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
89	52	45	67	55	226
84	49	39	36	49	267

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
61	326	52	49	34	49
75	291	57	74	44	52
76	310	61	59	39	57
62	304	52	50	32	51

79 282	56	52	31	49
73 320	39	42	30	34
64 280	36	35	31	29
52 270	39	44	32	29
68 290	41	38	30	27
70 318	39	37	29	29

| Defensive Line

# WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
92 231	58	54	78	51
63 281	52	49	54	56
55 261	51	48	54	50
57 236	58	61	69	69
91 285	49	43	37	38
77 267	49	45	39	39
95 276	48	45	36	39

| Linebackers

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
37 55	52	57	39	58
74 59	53	61	45	74
59 58	54	56	44	48
41 52	51	38	36	39
45 53	51	36	36	44
46 52	49	36	29	45
50 39	49	44	44	38

| Safeties

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
6 67	67	59	53	56

18 68	65	64	54	67	
3 69	69	39	49	38	
28 62	58	40	44	42	
22 59	55	36	41	39	
33 59	54	44	39	47	

=====
| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
19	67	62	56	62	51	
14	69	65	56	57	50	
3	69	69	39	49	38	
28	62	58	40	44	42	
22	59	55	36	41	39	
33	59	54	44	39	47	

=====
| Kickers

#	KICK POWER	KICK ACCURACY	
15	75	76	
7	72	65	

=====
| Punters

#	KICK POWER	KICK ACCURACY	
7	72	65	
15	75	76	

(*****) ARKANSAS STATE (*****)

Nickname: Indians

Conference: Big West

Enrollment: 9,800

Last Season's Record: 4-8

Last Conference Title: None

OFFENSIVE RATINGS: Passing: B-, Rushing C-

DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C, Run Defense D+

The Indians are not a very bad team, at least compared to some of the other lower rung schools you will find in the game. Their passing attack is actually quite decent, as they have a pair of solid quarterbacks. If you are going to use them, I recommend throwing more than passing. Defensively, they are pretty average, but have some problems stopping the run. You may want to put 7 or 8 guys in the box at all times in order to prevent a big run, because the tackling on this team is poor.

PLAYER RATINGS

Quarterbacks						
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
12	64	62	77	77	78	
11	49	54	63	59	41	

Fullbacks						
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK	
39	67	38	39	35	20	
44	50	52	36	40	31	

Halfbacks						
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY	
32	79	75	71	70	70	
20	65	67	40	39	51	

Wide Receivers						
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS	
2	82	85	83	80	83	
22	81	84	86	73	79	
41	70	68	71	57	54	
24	70	67	71	54	46	
3	71	70	70	49	34	

| Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
36	63	62	75	42	79
47	57	60	70	47	75
46	64	67	68	56	76
48	39	41	34	29	51
34	38	38	30	29	52
57	41	43	45	32	58
40	48	53	61	41	71
42	42	44	43	31	60
45	39	48	48	53	37

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
7	76	72	70	60	71
8	69	64	62	53	67
4	64	70	28	45	21
9	70	67	40	50	22
30	64	67	44	38	46
6	63	67	44	42	47

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
1	78	79	69	70	49
21	81	81	70	73	52
4	64	70	28	45	21
9	70	67	40	50	22
30	64	67	44	38	46
6	63	67	44	42	47

Kickers		
#	KICK POWER	KICK ACCURACY
16	71	76
17	74	70

Punters		
#	KICK POWER	KICK ACCURACY
17	74	70
16	71	76

(*****) BETHUNE COOKMAN (*****)
 Nickname: Wildcats
 Conference: MEAC
 Enrollment: 2,200
 Last Season's Record: 8-2
 Last Conference Title: 1988
 OFFENSIVE RATINGS: Passing: D-, Rushing C
 DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D+, Run Defense D+

Oh, wow, a college team named the Wildcats.. there's something you don't see every day! *rolls eyes* Even though they are not that good, they're not really as bad as the game makes them out to be. Provided you are playing teams in the MEAC or other Division 1AA conferences, of course. Bethune Cookman has no chance against a team from Division 1A, so don't even bother. Of course, this is all common sense, but I'm just clarifying it for the slow people out there.

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
9	65	62	70	75	77
15	59	59	54	53	63

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
3	67	65	30	54	68

| 20 | 59 57 51 65 54 |

| Halfbacks |

| # | SPEED AGILITY BREAK TACKLE CATCH ABILITY CARRY ABILITY |

| 25 | 67 67 64 67 72 |

| 14 | 61 50 57 63 67 |

| Wide Receivers |

| # | SPEED AGILITY ACCELERATION CATCH ABILITY AWARENESS |

| 21 | 74 73 77 65 61 |

| 89 | 61 60 60 67 75 |

| 6 | 58 59 63 46 56 |

| 87 | 70 57 57 37 45 |

| 86 | 38 51 55 52 35 |

| Tight Ends |

| # | SPEED CATCH ABILITY AWARENESS RUN BLOCK WEIGHT |

| 82 | 50 49 54 61 200 |

| 84 | 53 39 52 59 240 |

| 88 | 56 62 55 58 235 |

| Offensive Line |

| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

| 69 | 260 70 68 32 68 |

| 79 | 290 61 50 27 56 |

| 73 | 288 65 53 38 70 |

| 63 | 292 69 69 54 50 |

| 62 | 285 57 56 30 57 |

| 67 | 270 65 56 35 48 |

| 76 | 310 61 49 28 54 |

10	67	73	76	61	67	
23	67	67	62	57	58	
13	67	67	68	59	58	

| Kickers |

#	KICK POWER	KICK ACCURACY		
12	44	42		
46	57	54		

| Punters |

#	KICK POWER	KICK ACCURACY		
46	57	54		
12	44	42		

(*****) BROWN (*****)

Nickname: Bears
Conference: Ivy League
Enrollment: 5,800
Last Season's Record: 7-3
Last Conference Title: 1976

OFFENSIVE RATINGS: Passing: C, Rushing D-
DEFENSIVE RATINGS: Pass Rush C-, Pass Defense C-, Run Defense D

You know what the deal here is. Brown is a mediocre team in a mediocre league. I don't see why you would ever choose to use them, but if you do, their running game is awful. Passing is decent, though, so you might want to pass a lot more than you throw. Not like the passing game is terrific, but it's better than the crap you get running the ball. If you do want to run, uh, use the option. Yeah. Defensively, the pass defense is okay, but the run defense could use some major work.

| PLAYER RATINGS |

| Quarterbacks |

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS	
9	59	60	74	74	72	
19	53	51	51	48	46	

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
25	54	39	34	42	44
80	47	39	39	34	39

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
28	71	64	67	49	63
31	63	61	52	53	57
40	59	57	47	39	50

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
14	74	77	75	80	56
5	65	64	65	47	49
1	64	59	62	44	39
81	62	60	62	39	39
89	57	40	42	36	39

Tight Ends					
#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
82	52	46	54	56	240
85	48	43	39	49	250

Offensive Line					
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
75	275	57	55	34	49
55	265	64	67	37	53
71	285	57	52	36	53

72 265	57	57	39	52	
64 245	46	39	42	55	
57 260	39	42	34	39	
73 275	35	29	39	35	
70 280	32	37	34	29	
78 275	37	34	31	39	
67 245	42	39	35	29	

=====
| Defensive Line |

# WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
93 250	53	49	54	51	
94 225	44	38	32	54	
76 240	52	47	57	59	
66 225	48	45	53	49	
91 255	44	43	37	32	
98 230	47	43	39	41	
97 230	38	40	48	43	
95 280	30	34	35	43	

=====
| Linebackers |

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
6 60	55	70	50	50	
42 60	56	60	46	51	
2 62	56	62	56	69	
31 50	40	35	46	53	
35 49	51	35	46	55	
50 38	47	46	44	50	

=====
| Safeties |

# SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
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37 61	77	67	67	47
45 71	70	50	63	38
22 70	70	50	60	43
16 69	69	50	60	34

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
29	64	67	62	67	42
34	67	78	58	67	42
22	70	70	50	60	43
16	69	69	50	60	34

| Kickers

#	KICK POWER	KICK ACCURACY
20	67	57
21	61	51

| Punters

#	KICK POWER	KICK ACCURACY
21	61	51
20	67	57

(*****) COLUMBIA (*****)

Nickname: Lions
Conference: Ivy League
Enrollment: 6,000
Last Season's Record: 4-6
Last Conference Title: None

OFFENSIVE RATINGS: Passing: D, Rushing D-
DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C-, Run Defense C-

Ah, the world famous Columbia Lions. You know, I went to school for a class one summer a few years back at Columbia University. Such a great university, and the academic standards are really high. I could never hope to get in, so

just getting a chance to take a writing class there was amazingly wonderful. Anyways, they aren't a very good football team, as you may expect. They get low ratings across the board, but they're smart. ;)

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
14	47	59	69	76	70
16	49	56	65	65	60

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
32	69	71	64	39	53
4	49	29	43	37	38

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
35	71	72	68	65	79
20	65	60	55	53	69
2	55	58	70	54	53

Wide Receivers					
#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
84	62	76	34	58	50
3	62	79	82	76	60
21	62	60	58	70	40
82	70	59	46	59	52
85	64	58	65	39	39
89	49	53	43	49	57

Tight Ends					
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#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
42	61	79	76	74	215
83	55	68	69	54	220

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
60	290	42	58	34	37
63	275	59	58	26	28
64	265	44	49	31	37
59	295	46	46	28	28
72	285	42	49	37	40
61	265	76	73	45	64
79	265	50	61	38	43
67	260	65	65	47	54
70	285	78	77	34	61
53	260	63	65	29	49

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
91	220	40	39	34	44
97	275	40	41	43	44
92	265	29	39	44	45
81	245	29	22	29	14
94	220	34	44	34	50
38	240	37	34	39	46
75	300	30	35	39	41
68	235	21	32	26	40

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
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58 58	67	69	53	65	
5 52	61	74	50	54	
55 57	54	60	69	42	
30 34	40	41	46	44	
49 36	39	44	50	56	
37 52	39	69	58	49	
50 53	43	50	36	42	

| Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
17	68	60	64	74	81	
27	56	55	59	69	73	
15	67	69	57	59	50	
29	49	59	69	64	44	
43	64	59	49	62	60	
48	52	56	34	67	63	

| Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
23	62	64	60	61	34	
26	59	65	68	69	64	
15	67	69	57	59	50	
29	49	59	69	64	44	
43	64	59	49	62	60	
48	52	56	34	67	63	

| Kickers

#	KICK POWER	KICK ACCURACY	
12	54	59	
13	65	59	

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| Punters |
-----
| # | KICK POWER | KICK ACCURACY |
-----
| 13 | 65 | 59 |
-----
| 12 | 54 | 59 |
-----

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+++++
(*****) CORNELL (*****)
Nickname: Big Eed
Conference: Ivy League
Enrollment: 18,500
Last Season's Record: 4-6
Last Conference Title: None
-+-+
OFFENSIVE RATINGS: Passing: D+, Rushing D-
DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C, Run Defense D-
-+-+

```

Cornell is another school in the game that puts academics over football. There is, of course, nothing wrong with this at all, it just means that Cornell is not terribly good in this game. The quarterback is slow and prone to bad throws. Accuracy and power are definitely a problem, and throwing on the run.. forget about it. If you choose to use them, run the ball a lot and hope for the best. Ball control will probably be best, because Cornell's defense is pretty mediocre overall.

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| PLAYER RATINGS |
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| Quarterbacks |
-----
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
-----
| 7 | 56 | 52 | 53 | 57 | 59 |
-----
| 4 | 53 | 48 | 45 | 49 | 38 |
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| Fullbacks |
-----
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
-----
| 47 | 58 | 38 | 36 | 49 | 49 |
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| 25 | 54 | 35 | 48 | 42 | 32 |
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| Halfbacks |
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#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
9	72	77	73	59	76
28	67	64	41	35	45
24	60	56	35	23	39
47	58	38	36	59	76

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
3	74	68	60	65	62
86	73	76	74	72	72
22	65	57	61	57	46
80	59	53	45	48	44
89	45	56	53	38	35

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
88	55	59	61	64	245
82	49	44	49	49	230

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
71	255	60	55	39	59
55	246	57	53	39	51
73	285	61	59	43	54
60	265	67	62	49	60
78	289	56	52	42	48
68	230	51	48	35	42
72	240	37	42	34	37
53	270	26	31	34	34
61	243	27	30	41	29

74	250	41	39	39	37	
=====						

Defensive Line						

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	

79	248	48	44	52	29	

96	303	57	53	60	67	

91	270	52	49	56	55	

97	210	55	49	58	56	

46	242	50	46	42	34	

94	230	45	42	39	36	

69	276	49	46	32	28	

67	295	47	44	36	34	

=====						
Linebackers						

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	

42	62	57	55	42	56	

36	61	58	57	51	39	

54	60	54	64	42	49	

45	53	47	45	34	38	

52	56	48	42	39	47	

99	53	52	36	31	41	

50	49	47	36	44	47	

=====						
Safeties						

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	

18	64	59	53	54	44	

13	62	58	59	58	54	

8	67	63	47	52	42	

20	62	62	39	47	48	

38	59	53	36	39	26	

26	58	54	40	47	46	
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 | Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
16	75	69	59	54	51	
1	65	73	69	59	62	
8	67	63	47	52	42	
20	62	62	39	47	48	
38	59	53	36	39	26	
26	58	54	40	47	46	

 | Kickers |

#	KICK POWER	KICK ACCURACY	
10	53	49	
12	55	47	

 | Punters |

#	KICK POWER	KICK ACCURACY	
12	55	47	
10	53	49	

 (*****) DARTMOUTH (*****)

Nickname: The Big Green
 Conference: Ivy League
 Enrollment: 4,000
 Last Season's Record: 4-6
 Last Conference Title: None

 OFFENSIVE RATINGS: Passing: D+, Rushing D-
 DEFENSIVE RATINGS: Pass Rush C+, Pass Defense C-, Run Defense D-

Wow, the last team I covered was The Big Red, and now we have The Big Green. What original team names. Hey, remember the movie The Big Green? That movie was freaking awesome. It's a lot better than this team is. As every other freaking Ivy League school, they put academics over football, so yeah, the team sucks. I hope you are getting the point by now. While some Ivy League schools are decent (Harvard, Yale, Princeton), Dartmouth is not that good at

all. Their pass defense is decent, though.

PLAYER RATINGS

Quarterbacks
#

| 11 | 62 | 64 | 63 | 56 | 63 |

| 18 | 46 | 56 | 50 | 39 | 38 |

Fullbacks
#

| 32 | 54 | 64 | 56 | 39 | 54 |

| 33 | 48 | 28 | 30 | 35 | 41 |

Halfbacks
#

| 22 | 63 | 67 | 60 | 46 | 58 |

| 30 | 64 | 61 | 45 | 40 | 50 |

| 31 | 50 | 55 | 47 | 32 | 46 |

Wide Receivers
#

| 13 | 68 | 68 | 67 | 78 | 64 |

| 85 | 64 | 67 | 67 | 74 | 54 |

| 86 | 64 | 64 | 67 | 74 | 34 |

| 82 | 61 | 54 | 64 | 59 | 34 |

| 89 | 55 | 37 | 50 | 37 | 41 |

Tight Ends
#

| 80 | 49 | 77 | 59 | 69 | 235 |

8 64	59	64	58	65	
26 54	44	39	48	56	
47 52	42	49	43	48	
96 54	44	39	48	36	
50 46	52	43	37	38	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
40	67	76	76	74	44	
36	63	59	74	74	54	
23	59	69	54	68	44	
37	59	67	44	65	44	
35	64	71	52	68	59	
24	59	64	54	64	63	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
28	68	64	69	49	34	
27	63	64	64	64	54	
23	59	69	54	68	44	
37	59	67	44	65	44	
35	64	71	52	68	59	
24	59	64	54	64	63	

| Kickers |

#	KICK POWER	KICK ACCURACY	
4	44	44	
17	65	62	

| Punters |

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=====
| # | KICK POWER | KICK ACCURACY |
=====
| 17 | 65 | 62 |
=====
| 4 | 44 | 44 |
=====

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+++++ DELAWARE STATE (+++++)

Nickname: Hornets

Conference: MEAC

Enrollment: 2,600

Last Season's Record: 0-11

Last Conference Title: None

OFFENSIVE RATINGS: Passing: C-, Rushing D-

DEFENSIVE RATINGS: Pass Rush D+, Pass Defense D-, Run Defense D-

Delaware State is one of the worse teams in the game. They play in a pretty mediocre conference, and they lose consistently, so that tells you a little something about them. Maybe they could use some real Hornets to come out on the field and sting all the opposing team's players before kickoff. That would be pretty much the only way you would ever win with these bunch of idiots. No defense whatsoever, and the rushing offense is nonexistent as well. Just move onto the next team.. oh, wait, skip Duke too. Keep going!

PLAYER RATINGS

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=====
| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 17 | 57 | 55 | 58 | 56 | 59 |
=====
| 14 | 61 | 49 | 49 | 44 | 54 |
=====

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=====
| Fullbacks |
=====
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
=====
| 25 | 51 | 53 | 54 | 45 | 48 |
=====

```

```

=====
| Halfbacks |
=====
| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |
=====
| 22 | 62 | 63 | 62 | 57 | 57 |
=====
| 35 | 59 | 55 | 47 | 48 | 52 |
=====

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| 27 | 48 46 61 50 46 |

| Wide Receivers |

| # | SPEED AGILITY ACCELERATION CATCH ABILITY AWARENESS |

| 10 | 52 50 51 64 52 |

| 9 | 64 57 55 44 34 |

| 87 | 50 49 47 51 44 |

| 1 | 47 47 44 45 34 |

| 8 | 53 50 51 39 34 |

| 89 | 41 37 44 46 36 |

| Tight Ends |

| # | SPEED CATCH ABILITY AWARENESS RUN BLOCK WEIGHT |

| 81 | 44 49 39 52 230 |

| Offensive Line |

| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

| 75 | 280 44 47 26 29 |

| 77 | 290 50 52 27 40 |

| 61 | 245 46 49 27 37 |

| 73 | 295 55 56 30 44 |

| 71 | 296 61 63 31 46 |

| 79 | 295 48 51 30 34 |

| 40 | 250 47 48 29 39 |

| 57 | 280 47 48 29 39 |

| 59 | 300 49 50 25 34 |

| Defensive Line |

| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |

| 98 | 275 40 39 32 49 |

94	325	32	34	42	54	
90	255	30	32	39	40	
66	315	40	45	72	7	
93	265	34	34	29	41	

| Linebackers |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
43	31	35	34	36	45	
52	46	48	60	24	65	
56	37	36	36	24	49	
50	49	59	44	22	58	
55	46	45	35	30	48	
39	74	76	85	34	54	
51	40	44	41	45	42	

| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
16	64	68	67	42	64	
5	46	46	58	34	54	
21	69	74	60	39	63	
23	60	67	74	42	49	
3	45	45	47	36	53	
37	54	44	39	29	39	

| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
20	53	44	27	35	58	
18	47	44	25	36	61	
21	69	74	60	39	63	
23	60	67	74	42	49	

| 3 | 45 45 47 36 53 |

| 37 | 54 44 39 29 39 |

| Kickers |

| # | KICK POWER KICK ACCURACY |

| 11 | 47 50 |

| 12 | 46 47 |

| Punters |

| # | KICK POWER KICK ACCURACY |

| 12 | 46 47 |

| 11 | 47 50 |

(*****) FLORIDA A+M (*****)

Nickname: Rattlers

Conference: MEAC

Enrollment: 11,000

Last Season's Record: 11-2

Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: C+, Rushing D-

DEFENSIVE RATINGS: Pass Rush D+, Pass Defense D, Run Defense D+

Despite the fact they are the #1 ranked Division 1AA team in this game, I didn't find this team to be that good. They are decent, but they have very little rushing game, and the passing attack is mediocre at best. Florida A+M's quarterback is not very fast, and he doesn't have very good accuracy. Therefore, don't use this team. The defense is awful and will have you begging for some pass coverage or something. Just move onto the next team, since they were national runner ups in 1998 and 2000, and national champions in 1999...

| PLAYER RATINGS |

| Quarterbacks |

| # | SPEED AGILITY THROW POWER THROW ACCURACY AWARENESS |

| 5 | 51 59 62 67 56 |

| 16 | 49 54 51 34 53 |

| Fullbacks |

| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |

| 33 | 61 | 61 | 25 | 64 | 40 |

| Halfbacks |

| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |

| 1 | 72 | 76 | 56 | 50 | 53 |

| 24 | 59 | 52 | 37 | 27 | 46 |

| Wide Receivers |

| # | SPEED | AGILITY | ACCELERATION | CATCH ABILITY | AWARENESS |

| 4 | 71 | 74 | 62 | 64 | 56 |

| 85 | 75 | 69 | 64 | 72 | 77 |

| 8 | 63 | 55 | 59 | 56 | 37 |

| 86 | 60 | 51 | 56 | 29 | 28 |

| 23 | 65 | 68 | 67 | 49 | 59 |

| 89 | 53 | 56 | 48 | 54 | 36 |

| Tight Ends |

| # | SPEED | CATCH ABILITY | AWARENESS | RUN BLOCK | WEIGHT |

| 82 | 62 | 62 | 62 | 59 | 232 |

| Offensive Line |

| # | WEIGHT | RUN BLOCK | PASS BLOCK | AGILITY | AWARENESS |

| 60 | 285 | 46 | 54 | 60 | 47 |

| 51 | 308 | 53 | 60 | 73 | 53 |

| 71 | 275 | 49 | 57 | 67 | 57 |

| 62 | 365 | 56 | 54 | 68 | 58 |

| 73 | 340 | 62 | 58 | 70 | 57 |

| 69 | 300 | 43 | 51 | 62 | 49 |

77 340	34	43	60	38	
68 330	36	45	59	24	
76 300	38	43	62	23	
61 305	31	35	52	22	

 | Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
96	240	46	41	42	56	
99	250	54	64	69	67	
56	290	50	50	63	77	
97	240	57	48	46	47	
93	250	36	42	38	42	
95	230	34	41	32	49	
48	323	41	39	36	52	

 | Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
72	65	64	73	39	46	
53	61	67	68	44	70	
43	61	60	68	46	67	
47	62	58	37	34	59	
44	58	52	39	29	48	
54	48	56	48	42	50	
50	50	45	36	42	52	

 | Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
2	67	68	62	48	56	
11	71	74	74	49	72	
3	67	63	67	46	47	

```
-----
| 25 | 68           70           59           39           53           |
-----
```

```
-----
| Cornerbacks                                     |
-----
```

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
31	72	70	72	50	58
35	73	68	60	40	67
3	67	63	67	46	47
25	68	70	59	39	53

```
-----
| Kickers                                         |
-----
```

#	KICK POWER	KICK ACCURACY
12	64	59
10	73	70

```
-----
| Punters                                         |
-----
```

#	KICK POWER	KICK ACCURACY
10	73	70
12	64	59

```
-----
(*****) GRAMBLING STATE (*****)
-----
```

```
Nickname: Tigers
Conference: SWAC (West)
Enrollment: 8,500
Last Season's Record: 5-6
Last Conference Title: None
-----
```

```
OFFENSIVE RATINGS: Passing: D+, Rushing D-
DEFENSIVE RATINGS: Pass Rush D+, Pass Defense D, Run Defense D-
-----
```

The Tigers are a decent team nowadays, but in this game, they are simply not up to par with the majority of the other teams. The offense is weak, with a somewhat mobile quarterback who has no accuracy whatsoever. The running game could also use some work. Option plays usually work best, but don't try long passes or passed on the run, because your quarterback just doesn't have the power or accuracy to do this. Defense will be a tough task as well, due to the slow nature of many of your players.

```
-----
```

| PLAYER RATINGS |

 | Quarterbacks |

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
19	54	54	67	44	49
18	55	41	57	52	57

 | Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
31	52	39	37	44	50
49	52	29	19	29	41

 | Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
26	67	64	56	46	63
23	61	56	40	36	49
2	58	54	49	51	46

 | Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
80	67	61	61	47	57
86	67	71	67	67	68
32	67	60	62	57	54
44	67	63	65	55	54
84	67	60	63	49	39
88	37	53	48	55	47

 | Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
82	47	39	39	47	240

89	54	49	49	54	250	
=====						

Offensive Line						
=====						
#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	

71	320	42	39	29	29	

79	320	46	42	31	40	

68	315	61	57	39	57	

66	280	51	55	34	50	

62	285	55	53	38	53	

67	280	38	34	29	31	

60	280	47	45	34	39	
=====						

Defensive Line						
=====						
#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	

91	280	47	46	39	34	

90	290	48	46	39	29	

95	275	47	44	54	62	

96	330	49	46	42	40	

41	232	54	50	53	49	

48	247	51	49	53	54	

99	290	46	44	37	39	

61	308	59	54	54	53	
=====						

Linebackers						
=====						
#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	

56	54	59	59	39	62	

58	53	50	44	30	44	

59	55	52	45	37	52	

27	59	56	62	37	67	

35	54	51	49	34	49	
=====						

| 47 | 53 50 42 36 38 |

| 50 | 50 54 52 53 37 |

| Safeties |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 28 | 64 67 74 54 68 |

| 37 | 64 51 47 47 44 |

| 22 | 65 60 38 38 44 |

| 7 | 51 57 39 39 55 |

| 34 | 65 67 55 50 58 |

| Cornerbacks |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 20 | 72 68 61 45 52 |

| 25 | 72 67 57 40 50 |

| 22 | 65 60 38 38 44 |

| 7 | 51 57 39 39 55 |

| 34 | 65 67 55 50 58 |

| Kickers |

| # | KICK POWER KICK ACCURACY |

| 14 | 49 44 |

| 13 | 64 68 |

| Punters |

| # | KICK POWER KICK ACCURACY |

| 13 | 64 68 |

| 14 | 49 44 |

Nickname: Pirates
 Conference: MEAC
 Enrollment: 5,700
 Last Season's Record: 9-3
 Last Conference Title: 1998

OFFENSIVE RATINGS: Passing: C-, Rushing D+
 DEFENSIVE RATINGS: Pass Rush C, Pass Defense D-, Run Defense C-

Hailing from the state of Virginia, Hampton (and their somewhat cool Pirate logo), is one of the better teams in the MEAC, but still not able to compete with the big boys. The passing attack is definitely better than the crappy running game. I would definitely put the ball in the air a lot more than I run if I were to use this team. Just run to keep the defense honest. Defensively, getting a pass rush will be somewhat tough, but stopping the pass will be even tougher. Make sure to focus on the secondary, or you will get burned a lot. Surprisingly, Hampton is the #2 rated Division 1-AA school in this game.

PLAYER RATINGS

Quarterbacks

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
12	64	64	71	74	79
1	41	41	49	49	54

Fullbacks

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
36	49	63	49	48	30

Halfbacks

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
33	74	76	62	65	59
31	69	74	61	64	68
34	64	70	78	71	84

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
8	77	65	63	59	59

18 69	72	67	72	71	
16 64	63	67	65	43	
81 59	59	65	49	39	
89 35	36	55	38	54	

=====
| Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT	
88	65	75	68	64	245	
80	49	44	39	34	180	

=====
| Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS	
70	305	71	70	45	71	
65	285	65	59	43	65	
76	300	64	59	44	67	
61	280	67	64	39	63	
75	305	71	70	46	71	
69	315	60	59	34	34	
68	300	63	61	35	40	
54	300	50	48	24	48	
64	300	63	61	34	47	
72	308	71	70	44	68	

=====
| Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
91	310	45	64	73	67	
90	285	37	35	24	46	
96	270	37	64	24	42	
51	265	35	62	63	58	
98	300	24	36	37	48	


```

=====
| Punters |
=====
| # | KICK POWER | KICK ACCURACY |
=====
| 13 | 49 | 54 |
=====
| 3 | 74 | 74 |
=====

```

```

-+-+-+
(*****) HARVARD (*****)
Nickname: Crimson
Conference: Ivy League
Enrollment: 6,600
Last Season's Record: 4-6
Last Conference Title: 1997
-+-+-+
OFFENSIVE RATINGS: Passing: D-, Rushing D
DEFENSIVE RATINGS: Pass Rush C, Pass Defense C, Run Defense D
-+-+-+

```

Woo hoo, yet another Ivy League team. And look, they're named after a color too. Maybe it is some sort of tradition or something. Anyways, Harvard is not a very good football team. Even if you compare them to the other teams in the League of Ivy, they are just not that talented, especially offensively. Their defense plays hard, but they're undersized and not strong enough to compete with most offensive lines. Secondary strength is a plus though, as you will really just have to worry about run defense.

```

-----
| PLAYER RATINGS |
-----

```

```

=====
| Quarterbacks |
=====
| # | SPEED | AGILITY | THROW POWER | THROW ACCURACY | AWARENESS |
=====
| 18 | 46 | 51 | 50 | 54 | 55 |
=====
| 9 | 42 | 39 | 42 | 50 | 58 |
=====

```

```

=====
| Fullbacks |
=====
| # | SPEED | BREAK TACKLE | CATCH ABILITY | AWARENESS | RUN BLOCK |
=====
| 31 | 57 | 67 | 41 | 43 | 36 |
=====

```

```

=====
| Halfbacks |
=====
| # | SPEED | AGILITY | BREAK TACKLE | CATCH ABILITY | CARRY ABILITY |
=====
| 39 | 71 | 72 | 61 | 65 | 69 |
=====

```

| 5 | 67 | 70 | 61 | 69 | 67 |

| 44 | 57 | 60 | 67 | 43 | 67 |

Wide Receivers

| # | SPEED | AGILITY | ACCELERATION | CATCH ABILITY | AWARENESS |

| 16 | 60 | 61 | 65 | 71 | 70 |

| 3 | 65 | 71 | 67 | 82 | 81 |

| 27 | 62 | 53 | 65 | 64 | 36 |

| 23 | 61 | 53 | 64 | 64 | 36 |

| 15 | 53 | 53 | 56 | 63 | 35 |

| 89 | 55 | 38 | 55 | 50 | 42 |

Tight Ends

| # | SPEED | CATCH ABILITY | AWARENESS | RUN BLOCK | WEIGHT |

| 45 | 54 | 73 | 65 | 65 | 235 |

| 88 | 48 | 48 | 41 | 46 | 250 |

Offensive Line

| # | WEIGHT | RUN BLOCK | PASS BLOCK | AGILITY | AWARENESS |

| 73 | 290 | 73 | 73 | 40 | 67 |

| 78 | 270 | 68 | 69 | 37 | 63 |

| 62 | 260 | 70 | 69 | 44 | 67 |

| 67 | 285 | 68 | 69 | 38 | 63 |

| 77 | 275 | 74 | 74 | 41 | 68 |

| 76 | 270 | 63 | 63 | 28 | 31 |

| 70 | 275 | 61 | 60 | 31 | 35 |

| 65 | 255 | 58 | 52 | 30 | 45 |

| 60 | 265 | 61 | 60 | 32 | 36 |

| 64 | 260 | 63 | 63 | 30 | 32 |

=====

| Defensive Line |

=====

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE	
92	220	50	60	68	70	
54	230	29	31	36	50	
58	260	50	46	60	65	
93	235	55	62	72	72	
83	255	53	57	35	51	
99	225	49	55	34	51	
82	245	30	34	46	50	
90	260	31	35	47	52	

=====

=====

| Linebackers |

=====

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
94	57	57	61	45	50	
49	62	63	75	43	72	
40	55	59	60	52	40	
33	44	45	43	35	65	
53	42	44	36	58	51	
56	46	50	30	38	49	
50	44	42	52	38	46	

=====

=====

| Safeties |

=====

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
29	65	67	51	69	41	
48	61	57	58	67	39	
24	60	62	50	59	42	
46	57	60	43	50	45	
19	49	52	46	55	48	
30	56	50	31	47	39	

=====

```

=====
| Cornerbacks                                     |
=====
| # | SPEED      AGILITY      AWARENESS      CATCH ABILITY      TACKLE      |
=====
| 47 | 62          61          75          68          62          |
-----
| 25 | 62          59          71          62          45          |
-----
| 24 | 60          62          50          59          42          |
-----
| 46 | 57          60          43          50          45          |
-----
| 19 | 49          52          46          55          48          |
-----
| 30 | 56          50          31          47          39          |
=====

```

```

=====
| Kickers                                         |
=====
| # | KICK POWER      KICK ACCURACY      |
=====
| 21 | 44              49              |
-----
| 10 | 52              53              |
=====

```

```

=====
| Punters                                         |
=====
| # | KICK POWER      KICK ACCURACY      |
=====
| 10 | 52              53              |
-----
| 21 | 44              49              |
=====

```

```

-+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
(*****) HOWARD (*****)
Nickname: Bison
Conference: MEAC
Enrollment: 12,000
Last Season's Record: 7-4
Last Conference Title: None
-+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
OFFENSIVE RATINGS: Passing: C-, Rushing D-
DEFENSIVE RATINGS: Pass Rush D, Pass Defense D-, Run Defense D-
-+-+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```

I really like the logo of the Bison, as it is a mean looking bison who appears to be wearing sunglasses, with two swords going through his head diagonally, and a red bow underneath. It doesn't look all that bad, and it sort of compares to the cool alternate logo the Buffalo Sabres unveiled a few months back. I am stalling to talk about this team, because they suck. The only thing they have going for it is a decent quarterback, otherwise the defense and offense both stink like dog crap.

```
-----
```

| PLAYER RATINGS |

 | Quarterbacks |

#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
6	49	53	57	61	59
10	46	55	39	50	39

 | Fullbacks |

#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
39	62	52	58	72	64
42	53	55	39	40	39

 | Halfbacks |

#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
20	67	73	67	74	71
22	60	59	45	49	63
19	65	61	47	39	56

 | Wide Receivers |

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
81	74	75	79	57	46
84	72	76	78	77	56
9	73	76	79	50	26
30	73	76	79	49	26
88	51	50	37	38	35

 | Tight Ends |

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
86	43	44	39	42	220
82	43	46	40	52	220

| 89 | 41 48 41 44 225 |

| Offensive Line |

| # | WEIGHT RUN BLOCK PASS BLOCK AGILITY AWARENESS |

| 75 | 310 73 72 39 65 |

| 65 | 275 67 67 38 61 |

| 73 | 280 67 64 42 61 |

| 72 | 300 73 71 37 84 |

| 66 | 310 71 70 39 56 |

| 68 | 300 61 59 36 46 |

| 79 | 280 58 57 29 34 |

| 71 | 290 52 49 29 40 |

| 60 | 280 58 57 29 34 |

| 76 | 300 60 60 29 30 |

| Defensive Line |

| # | WEIGHT SPEED AGILITY AWARENESS TACKLE |

| 74 | 260 46 57 56 56 |

| 96 | 275 43 45 78 61 |

| 94 | 265 44 46 58 57 |

| 91 | 275 51 62 46 55 |

| 95 | 235 32 30 53 46 |

| 92 | 210 34 31 34 46 |

| 99 | 255 47 49 30 42 |

| 93 | 250 27 29 30 46 |

| Linebackers |

| # | SPEED AGILITY AWARENESS CATCH ABILITY TACKLE |

| 51 | 67 69 67 64 59 |

| 58 | 56 62 51 47 68 |

59	55	61	54	47	62	
53	42	42	42	30	57	
52	43	43	32	30	57	
48	39	43	44	30	57	

=====
| Safeties |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
40	67	73	74	63	71	
29	68	64	42	73	46	
34	70	68	40	50	21	
5	68	65	74	63	45	
28	67	67	82	68	78	
24	64	68	53	40	68	
25	39	39	39	4	42	

=====
| Cornerbacks |

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE	
3	70	78	74	72	48	
23	69	64	65	64	44	
34	70	68	40	50	21	
5	68	65	74	63	45	
28	67	67	82	68	78	
24	64	68	53	40	68	
25	39	39	39	4	42	

=====
| Kickers |

#	KICK POWER	KICK ACCURACY	
17	75	75	
18	68	63	

Punters		
#	KICK POWER	KICK ACCURACY
18	68	63
17	75	75

(*****) MISSISSIPPI VALLEY STATE (*****)

Nickname: Delta Devils

Conference: SWAC East

Enrollment: 2,300

Last Season's Record: 1-10

Last Conference Title: None

OFFENSIVE RATINGS: Passing: D-, Rushing D-

DEFENSIVE RATINGS: Pass Rush D-, Pass Defense D-, Run Defense D-

The only good thing about this sorry team is that you won't need to lose a ton of Division 1A games by 70 points. You will lose DIAA games by 20, though. Jerry Rice is this school's most well known and successful football player.. too bad he left 20 years ago or so. That shows how much this program is respected. Offensively, option plays work pretty well, just run the ball a lot so you can keep the defense off the field, because it's hard to stop people with this defense.

PLAYER RATINGS

Quarterbacks					
#	SPEED	AGILITY	THROW POWER	THROW ACCURACY	AWARENESS
9	59	59	64	67	65
5	54	51	49	41	44

Fullbacks					
#	SPEED	BREAK TACKLE	CATCH ABILITY	AWARENESS	RUN BLOCK
35	61	49	44	63	53
23	56	43	37	42	49

Halfbacks					
#	SPEED	AGILITY	BREAK TACKLE	CATCH ABILITY	CARRY ABILITY
23	67	65	63	56	65

37	64	59	46	34	44	
----	----	----	----	----	----	--

Wide Receivers

#	SPEED	AGILITY	ACCELERATION	CATCH ABILITY	AWARENESS
8	74	69	71	62	64
83	70	67	69	55	54
6	65	56	61	49	39
87	61	54	57	43	35
88	53	45	41	47	39

Tight Ends

#	SPEED	CATCH ABILITY	AWARENESS	RUN BLOCK	WEIGHT
86	54	54	56	56	210
89	47	47	39	51	250

Offensive Line

#	WEIGHT	RUN BLOCK	PASS BLOCK	AGILITY	AWARENESS
76	293	55	60	40	49
60	303	68	74	42	59
66	287	54	58	38	52
69	284	56	52	41	52
63	286	62	56	42	41
62	316	40	43	37	34
74	263	41	39	31	39
68	252	32	37	34	29
61	288	35	39	34	29
73	280	29	34	32	35

Defensive Line

#	WEIGHT	SPEED	AGILITY	AWARENESS	TACKLE
---	--------	-------	---------	-----------	--------

97 265	52	49	54	53
90 230	54	49	54	53
91 300	52	47	49	47
78 285	57	55	59	60
64 280	58	54	42	36
95 285	51	46	34	31
77 280	54	49	44	38

Linebackers

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
43 50	49	39	24	34	
57 54	49	52	30	37	
51 62	56	59	49	60	
53 55	53	57	39	42	
50 52	49	34	24	29	
38 54	51	52	30	43	
52 51	38	51	40	51	

Safeties

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
31 64	59	59	53	48	
33 65	63	57	47	49	
4 67	62	46	44	43	
27 64	58	29	37	29	
39 60	54	34	44	59	
24 62	55	56	44	46	

Cornerbacks

#	SPEED	AGILITY	AWARENESS	CATCH ABILITY	TACKLE
1 78	73	69	65	63	

25 71	67	62	58	56	
4 67	62	46	44	43	
27 64	58	29	37	29	
39 60	54	34	44	59	
24 62	55	56	44	46	

Kickers						
#	KICK POWER	KICK ACCURACY				
17	50	51				
18	29	34				

Punters						
#	KICK POWER	KICK ACCURACY				
18	29	34				
17	50	51				

=====

| 5.0 | FREQUENTLY ASKED Q'S |

=====

Here is just a listing of some questions I think might be asked by new players to the game (and to the sport of football in general), and my answers to them. Note this is all personal opinion for the most part. If you want to add a question, email me and I'll add you in.

1. Who are the best and worst teams in this game?

A: Best teams would be Florida State and Tennessee.. worst teams are teams like Buffalo and Indiana, in terms of Division 1A. Bethune Cookman is a bad Division 1AA school.

2. How do I call audibles?

A: At the line of scrimmage, push square, and then the button that the audible you want to call is set to. To change the audibles, go to the menu.

3. Season or dynasty? What's the difference?

A: Well, you get to play 15 seasons in dynasty, including recruiting, and you get 1 season in season mode. That's about it.

4. Is this the best NCAA Football game on PSX?

A: Nah. It's kind of slow and the graphics suck. 2001 has more options as well. I even liked 99 better than this..

5. If you liked 99 better, why write for 2000?

A: It's all I had for PSX at the time ;)

6. How does EA determine all the player ratings?

A: The schools provide all that information to EA, who then port it into the game. You're right if you think EA is too busy to care about Alcorn State's 2nd string CB, so they get the schools and scouts to get the ratings for them.

7. Why are some higher rated players backups?

A: They're usually freshmen or coming off an injury year. Use them!

8. I use FIU or FAU in my NCAA 2005 dynasty. Where are they in this game?

A: Believe it or not, they didn't even have programs in 2000! They just started a few years ago and are already in 1A and doing way better than established programs like Temple!

=====
| 6.0 | OTHER INFORMATION |
=====

The end is heerreeeee....

| 6.1 | CREDITS |

- My lovely girlfriend, Becky Skinner (aka Karpah, the amazing FAQ writer/reviewer on GameFAQs) for being my sole supporter and the love of my life. Plus, she is the sole inspiration for me doing a sports guide at last. I love her so much, and thank you baby. =D

- My GameFAQs buddies, mainly Dan, Nick, and Rich, for giving me motivation and support to continue to write guides.

- EA Sports for making this game, which eventually led to even better NCAA football games. EA ROX!

| 6.2 | AUTHOR INFO |

You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy NCAA Football 2004 guide soon. I can't wait to finish that thing. I am most proud of this guide and Legend of Legaia, but I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

In addition on my quest to write for all the Final Fantasy games, I will try to finish my Aria of Sorrow and NCAA 2004 guides, as well as some random NES games (Predator, NOES, Jeopardy Jr., and Puss and Boots, anyone?) and guides for the other 2 Castlevania games that employ the new style. Oh, and I might do a Wild Arms 3 guide. And I still have to finish my FF8 guide with my beautiful girlfriend..

And there's always Final Fantasy X-2 to look forward to...

I appreciate any information you can contribute, especially to game basics, and team ratings. Also, feel free to email any questions that would be good

for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3

MSN: mcfa4834@bellsouth.net

YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at mcfaddenvg@yahoo.com

One last note: Only email me about the game at mcfaddenvg@yahoo.com, all emails about NCAA Football 2000 sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Also, I have AIM and Yahoo. My AIM name is JuanDixonFor3, but PLEASE do not harass me with annoying questions or I'll block you. I only wish to chat with people.

| 6.3 | REVISION |

v0.19 - December 2, 2005 (1,037.8K) - Reformatting done, should have the game by Monday or Tuesday.

v0.18 - November 29, 2005 -(950.5K) - Major reformatting update until I get the game back off eBay for 99 cents, lol.

v0.17 - October 8, 2004 (806.8K) - Since the fine people at GameFAQs suddenly decided not to accept the guide in 3 parts, I gotta put it back in one. Thanks, jackasses.

v0.16 - October 7, 2004 (37.8K) - Separated guide into three sections because it was getting too big. This is strategy, and I have Roster Guides on the way.

v0.15 - October 5, 2004 (774.0K) - Two updates in a row =O A bunch of lovely teams, and Michigan, added.

v0.14 - October 4, 2004 (687.0K) - Heh, what a late update, eh? Added in some more FAQs and Lousiville/LSU to the teams list. All I need to do is finish the teams off really, not bad..

v0.13 - February 27, 2004 (664.2K) - Shit, I forgot all about this guide. Oh well, it's updated now. Teams list updated through Louisiana Tech.

v0.12 - January 25, 2004 (600.3K) - It's my sister's birthday today! Yay Megan! I only added in 6 teams.. but oh well. Guide is 600K, so that's amazing.

v0.11 - January 24, 2004 (534.8K) - After I took a day off, I decided to go ahead and give this another update, so I added in 4 Division 1-AA teams. I plan to add about 8-10 tomorrow, so watch out for a huge update tomorrow. Until then.

v0.10 - January 22, 2004 (491.1K) - I decided to go ahead and submit this today. Got all the sections added in and added 1 team (Georgia Tech). Organized team list.

TO DO LIST: Finish teams list, go more in-depth in offense and defense, add more FAQs, go more in-depth in other game modes.

v0.09 - January 21, 2004 (455.5K) - I told my girlfriend I would submit on Friday, so hopefully it will be 500K and be all done except the teams list. I added in 5 teams. Tomorrow I plan to finish the rest of the guide, and reorganize the teams list. Friday will be final preparations day. Hopefully CJC accepts it..

v0.08 - January 20, 2004 (400.7K) - Added four more teams, and this guide is now amazingly over 400K. Jesus.

v0.07 - January 19, 2004 (357.2K) - Whoo, lots of work was done today. I have now added over 250K in 5 days, I am quite happy with that progress. Added in 6 teams, the introduction, and more tips on playing offense. Whoo.

v0.06 - January 18, 2004 (286.7K) - Added in 4 mo teams. Still got like.. 30,000 left to do. Whoo.

v0.05 - January 17, 2004 (248.7K) - Added in 4 teams. The letter B has been completed now, whoo!

v0.04 - January 16, 2004 (200.1K) - Added in 8 teams, all the way up to Boston College. It's amazing how big this guide is becoming.

v0.03 - January 15, 2004 (113.8K) - Added in 7 teams, plus started section 2.1: Playing Offense. Goddamn this guide is going to be huge...

v0.02 - January 14, 2004 (28.7K) - Added in Akron and Alabama.

v0.01 - January 12, 2004 (10.1K) - Started guide and added Air Force.

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| 7.0 | CONCLUSION |
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Hey, it's all finished. This will be the first of (hopefully) several NCAA

Football guides from me, so stay tuned. I love NCAA Football more than any other sport, and I am always down to talk about a good football game. I am almost always online on NCAA 2004 (JuanDixonFan be my screen name there), and I am always lurking on the NCAA 2004 social and general boards to discuss football. God bless EA for all these great sports games, and I plan to write for a lot of them! Stay tuned, and thanks for reading!

- Psycho Penguin

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