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1. Thank God *football* players aren't on strike. Not being a baseball fan, I'm unaffected by the current players' strike in that sport. Football, however, is one of several obsessions for me, and going one Sunday without it would bring drastic results. During football season, I generally spend my weeknights playing football on my computer as well. **{FLIP}**Microprose's Coaches Club Football has been my simulation of choice, and its new incarnation, Ultimate NFL Coaches Club Football, may take its place.
2. Ultimate Football, as it will most likely be called by most people, basically enhances all of the features of the old game. New graphics and animations are the most visible changes, but on the management side, several new league features are added. Trading and free agency options are included to more realistically simulate the off-the-field aspects of the NFL.
3. On the field, gameplay is identical to the original Coaches Club. Well, I probably shouldn't say *gameplay*, because player control is not what this game is about. Ultimate Football is by no means an arcade game . . . if you want one of those, go get a SNES or Genesis, or at the very least, Accolade's Unnecessary Roughness for the PC. No, the title says *Coaches Club*, and a typical game mainly consists of offensive and defensive play-calling. **{FLIP}**The computer will actually carry out the plays, and does so quite realistically.
4. Realism is important in sports games, and Ultimate Football scores high because it includes the 1994 rosters of all 28 NFL teams, as well as each team's authentic base playbook. Even team coaches are ranked in several categories, providing a level of artificial intelligence unmatched elsewhere. All stats, rosters, and leagues can be edited, so creating your own fantasy league is easy.
5. Finally, what may be Ultimate Football's biggest selling point is its inclusion of Franchise Football League fantasy league software. Modem owners can call a number to download real NFL stats weekly during the season. Organize a pool at your office and send your fantasy teams against each other! Between this and Doom, office work may grind to a complete halt. We wouldn't want that to happen, now would we?

## Summary

Ultimate NFL Coaches Club Football is a very solid football simulation from Microprose. It's not for arcade gamers, though. The game suits itself more to armchair quarterbacks who're sure they could coach their favorite team better than the guy who gets paid to do it. Graphics and sounds are improved from the previous version of the game, and everything needed to form a computer-based fantasy league is included.

## Pros

This game is the perfect match for the diehard football fan. League options, real teams, real stadiums, and even realistic coaches are here in Ultimate Football and make the game a well-rounded simulation. Every conceivable thing is customizable, so there's nothing to stop you from giving your favorite team that pass-rusher that they've always needed . . .

## Cons

Microprose made a mistake by not giving Ultimate Football a good arcade/action element. It's a CD game, so they definitely could've FIT one. As it stands now, games like Accolade's Unnecessary

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Roughness are far more appealing to the armchair quarterbacks than this one. Also, the mouse control and sound effects would occasionally die in the middle of a game for some reason.

### Rating

6

### Also Try

Front Page Sports: Football PRO, Unnecessary Roughness

### Game Specs

<i>OS</i>	DOS v5.0+
<i>Required</i>	386, 4RAM, CD-ROM, MSCDEX v2.1+, VGA, 3MB HD space, Mouse OR Joystick
<i>Graphics</i>	VGA
<i>Music</i>	SB/SBPro, PAS, AdLib, Roland cards, MIDI, Covox, SoundMaster 2
<i>Digitized speech</i>	" "
<i>Recommended</i>	8RAM, 486+