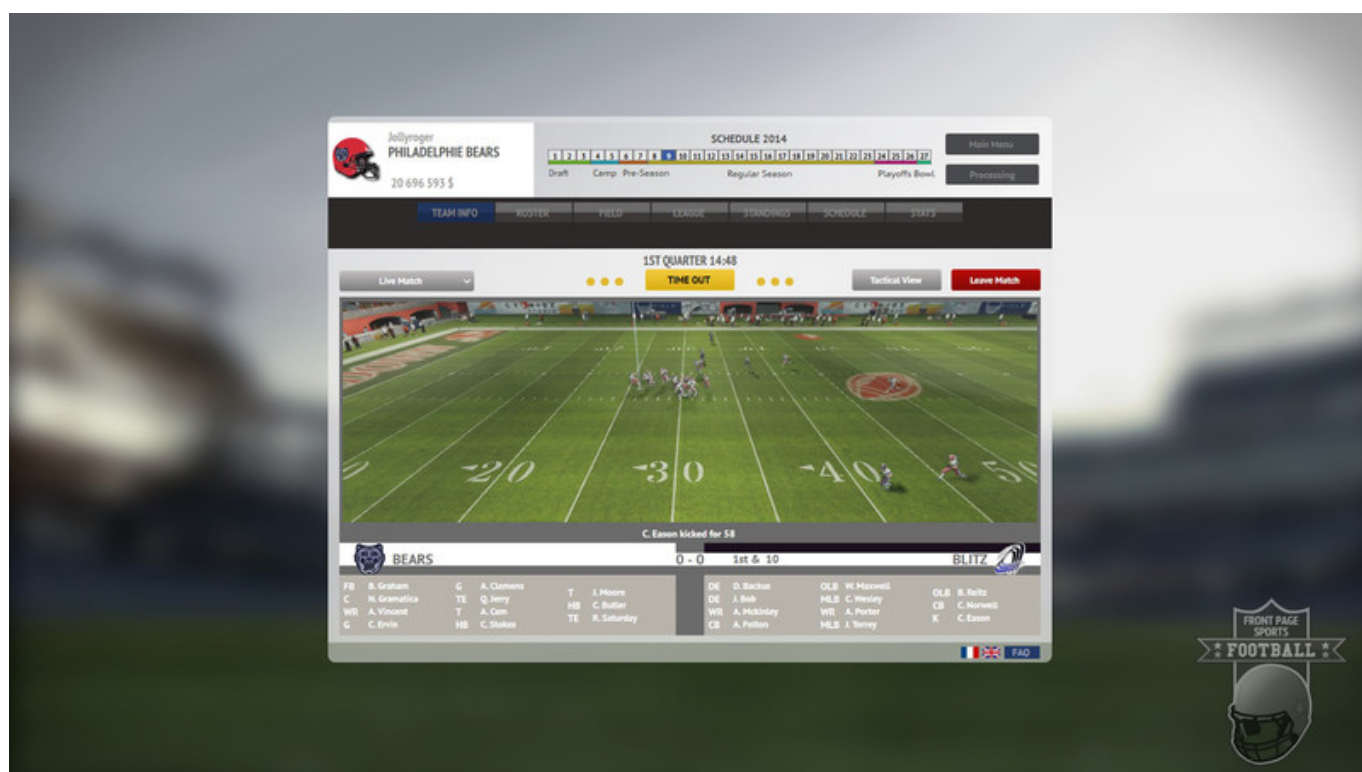

Front Page Sports Football Activation Code Free



Download ->>>>>> <http://bit.ly/2NJL1fQ>

About This Game

Recruit, train, and coach your players to compete against 32 other teams in Pro League on your way to the bowl. Being an effective coach is about developing the right skills for each player, strategizing for the games and seasons ahead, planning for the unexpected, and knowing when to push your players to the limit.

Front Page Sports Football is a strategic football sim featuring fully customizable Gameplans drawing from over 2,300 plays. As the manager and coach, it's up to you to scout and draft new talent, analyze your opponents' weaknesses, and develop your players' skillsets on the road to victory.

Key Features:

- Manage your team through multiple seasons.
- Customizable Gameplans with over 2,300 plays.
- Coach your team in real-time to adjust strategies.
- 20+ player statistics that influence performance.
- Scout and draft new players, or recruit from opposing teams.

-
- 2D and 3D game replays for analysis and preparation.
 - Set training regimens and manage injured players.

Title: Front Page Sports Football

Genre: Sports, Strategy

Developer:

Cyanide Studio

Publisher:

Cyanide Studio

Release Date: 2 Oct, 2014

b4d347fde0

English,French



Philadelphia BEARS
19 379 265 \$

SCHEDULE 2014

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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Draft Camp Pre-Season Regular Season Playoffs Bowl **NEXT WEEK**

Main Menu

TEAM INFO
ROSTER
FIELD
LEAGUE
STANDINGS
SCHEDULE
STATS

TRAINING
GAMEPLAN

The Spread is aimed at a passing game. The formations require 3, 4 or even 5 quality Wide Receivers.
 The Front 4 aims to dominate the offensive line. It requires Defensive Ends who are able to apply pressure in a passing game and a Defensive Tackle who is able to prevent a powerful running game.

Offensive Gameplan
Custom Playbook
Reset

- Power Football
- Pro Set
- Vertical Offense
- West Coast Offense

- **The Spread**
- One Back
- Shotgun
- I Form

Pass play	50	<input type="range" value="50"/>	50	Run play
Outside run	70	<input type="range" value="70"/>	30	Inside run
Run without feint	62	<input type="range" value="62"/>	38	Run with feint
HB run	91	<input type="range" value="91"/>	9	PB/TE/WR run
Short passing route	28	<input type="range" value="28"/>	72	Long passing route

Defensive Gameplan
Custom Playbook
Reset

- Universal
- Multiple D
- 4-3

- 3-4
- **Front 4**
- Front 3

Without blitz	40	<input type="range" value="40"/>	60	With blitz
Zone Cover	84	<input type="range" value="84"/>	16	Man Cover



PHILADELPHIE BEARS

VS



BURLINGTON ESKIMOS

2-3-0	
Offense	Pts 37 (28%)
Yds	325 (29%)
Pass yds	190 (25%)
Run yds	135 (27%)

2-3-0	
Offense	Pts 25 (18%)
Yds	399 (27%)
Pass yds	211 (17%)
Run yds	188 (27%)

2-3-0	
Offense	Pts 29 (18%)
Yds	345 (27%)
Pass yds	153 (12%)
Run yds	192 (56%)

2-3-0	
Defense	Pts 22 (15%)
Yds	398 (26%)
Pass yds	237 (28%)
Run yds	161 (16%)


FAO





CHOOSE YOUR TEAM

TEAM	CITY
Tigers	Chicohead
Wizards	Detroit
Wings	Atlanta

#	POSITION	NAME	HEIGHT	WEIGHT	ACC	AG	ARM	STR	SPD	STA	ARM	HAND	FOOT	KICK	ANNUAL SALARY
38	OLB	KAYLA C. Chama	6'2"	248	67	72	57	64	70	72	59	58	18	18	\$1,400,000
45	SS	MONIKA M. Morka	6'4"	218	67	75	81	74	66	51	49	60	18	18	7,500,000
43	HB	SEY. Cade	5'9"	228	82	69	73	55	80	64	54	65	42	29	5,544,139
14	WR	MICHAEL B. Burt	6'1"	149	82	77	68	47	82	62	39	67	65	24	3,706,180
81	WR	BOB. Mace	6'2"	149	78	64	75	57	80	58	55	70	68	28	3,579,448
12	WR	COLLING. Adam	6'3"	192	73	78	60	56	75	69	54	55	65	26	2,927,887

[FAQ](#)



I was super excited when i saw this coming was coming, now I wish I had wanted to read reviews.

- No explanation
- Poor user interface
- no sound? at least not for me.
- game stopped simulating for me afte a couple weeks.
- FAQs are in general not useful
- and the list goes on.

I really hope this gets more work, the original was so well done that this is just nothing be disappointing at this point.

I will change my review if the game is improved.. I still have the Front page football 98. One reason that I loved that game was that you can customize players and ratings and everything in between. Thats what this game needs, is the ability to customize your players. Whats the point of creating a custom league if you can't change the players names and ratings. I only played game for a few minutes because my pc kept freezing up. Game needs more updates. when I finally got to the game (match) that I was to play. it froze. I am one who would like you to stick to the old game with much improved graphics. If it aint broke. I will continue to try to play game because I am a fan but opening for some updates real soon. want to recommend game very badly, but I don't think that it would be fare with the way the game stands today. update it fast, please!!! PS Game not freezing because I have a old computer I actually have a very good computer should have any problems.. Has to be the worst Football game ever put out. They stole the name of a great game (FPS 1998) and give us a completely unplayable game. And to boot they do not reply to support tickets. I will boycott buying any games from Cyanide until they fix their games and make some sort of effort to fix the bad games they are putting out.. I'll update this as I go. At this point I am very glad that I not only got this on sale but paid for it with money from marketplace sales and not my own money.

The people responsible for making this game should change careers because they have no clue on not only making a football game but no clue on making a fun and usable game.

So far, I can't even stomach getting through the draft. It is like they sat down and took the time to figure out how to make it as unplayable as possible.

(Edit 2V7) - Let's say you want to start a game. You pick a team and the next thing you know you are at teh beginning of your first draft. How do they run th edraft? Like any other sports sim that steps through each pick and allows you to pick and select your player? Of course not! Instead you have to create a "Draft Pick List" and then hit the button to advance to the next week (I guess this 5 round draft takes 5 weeks). Then you get to see if you got a player that you wanted from your list.

Seriously, who sat in the design meeting for this game and thought this was a good idea? Please change careers, there is nothing worth salvaging with this line of thinking.

You see an exclamation point that says you have unused training sessions. Click on that and get to see the training options... Technical Training, Physical Training or None... That is the first set of options.

Select Technical, you get a subset of options. None, Team Play, Arm Technique, Hand Technique, Footwork Technique, Kicking Technique.... Sure, those options make plenty of sense for a football game's set of training options. Another part of the game that was made by someone who has no clue what football is. After that you get a subset of positions to train, I guess I can train my QB for arm technique? Maybe footwork? Who know what these actually represent...

Physical Training give a subest of Workout, Recovery or Stamina. Any of the options allows you to choose what position. I guess recovery isn;t for an injured player, but for all players in that injured player's position.

After getting through the draft I guess there were 7 rounds as I have 7 new players. The exclamation point told me that I had players that need contracts, it is the rookies.

Click on a player, no contract button but a contact player option. I guess we have to contact them to work on a contract. Contact

Player gives me the options to Cut, Transferable, new contract... If I had OCD the fact that the new contract options isn't New Contract (Capitalized like the other options)... Transferable? What kind of option is Transferable?

Clicking new contract brings up... one contract that you can click confirm for... hopefully this is just because the player is a rookie...

After signing the player I see that Transferable brings up something that looks more like what you would get is you were playing a soccer sim and wanted to Transfer List a player, the verbiage used is even the same. Again, someone with no experience with football.

I can't sign more than 2 players as it puts me over 53 players, so let's forget about the rookies for now. I click on one of my current players to see if I can renegotiate a contract. I get the same lower case new contract button and click on it... only contract terms listed with a button to accept the new contract but no option to actually negotiate the values or change them. Why even have these options?

I can't take much more. Maybe one of these days I will get to an actual game.. For all the money Steam brings in, can you please hire 1 person to test submitted games ?

This thing is utter PooDoo.. **Update - 10/10/14**

After starting a new league with the new patch and playing the 2 preseason games, I still feel that this game falls extremely short of the mark. Contrary to the patch notes, there is still no initial draft. Kick/punt return yardage is still incorrect. The game still doesn't feel like football, but more importantly, it's simply not fun. Getting through 2 preseason games felt like a chore (I might add that I've played through many, many seasons in FOF7 and PFS and loved every second of it).

On the plus side, the new 3D camera angles are nice, but not nearly enough to make this game playable. Overall, I didn't really see anything changed in the patch to keep me interested.

I really wanted to like this, but due to the fact that this game is still extremely tedious and non-immersive, my (non)recommendation has not changed.

Currently 1.5 / 10

I am a huge fan of both sport management games and football and there hasn't been a good football management/coaching game made in some time. Needless to say, I was very excited when I heard that this franchise was being revived... Unfortunately I have been very disappointed so far. So far I've only played 2 preseason games and these are a few of the issues I've found:

*No initial draft - You're given a team to start with and have no control over who's on it.

*No 4th down conversions as far as I can tell. There is a category for it in the game recap screen but every time I've had a 4th and short the AI decided to punt automatically.

*No 2 point conversions... Very frustrating.

*No onside kicks... Again, this is a necessity if you're trailing late in a game. None to be found here.

*Quarterbacks like to throw to receivers who are well covered even if another is wide open.

*On the flipside, defensive backs have a tendency to either stay a few yards away from the receiver they're supposed to cover or just not cover him at all. This is probably my biggest annoyance at the moment.

*No forward progress - If the ball carrier picks up yardage and then gets pushed back, the ball is spotted where the play ended.

*Incorrect yardage for kick/punt returns - On several occasions I've seen a kick returner tackled before he gets to the 20 yet is still awarded a return of ~35 yards.

*Blitzing doesn't seem to be effective in the slightest. I'll have to do some more experimentation on that, though.

*You are limited to 16 plays from your playbook on each play meaning that sometimes the play that you really want to call may not be available.

*There are all sorts of grammatical errors and typos.

*The only penalties I've encountered thus far are offensive offside and illegal contact.

*No play clock.

*No audibles.

*3D view is simply useless. The 2D overhead is much better for diagnosing what's going on on the field.

*There appears to be no multiplayer whatsoever, not even local.

These are just the issues I've noticed right off the bat. I haven't even really messed with the managerial side of things yet. As it stands, this game feels like a very early alpha and in its current state I couldn't recommend it to anybody. Hopefully it will improve with time, but for now I'd advise you to stay away.

As an avid Football Manager player and unlike other reviews, I find the game quite good for what it costs and the fact that there's no US Football game around.

Sure, it needs some more polishment, some bug fixes, etc. But I find it really enjoyable for those tiny 15\u20ac.

The game engine is decent (doesn't seem worse than Football Manager for example), the UI isn't that bad honestly.

There's only 3 big problems that annoy me for the moment :

- No way to speed up a match
- Poor filter options when you're looking for new players
- The window size... Kinda silly for a fullscreen mode. Even worst when you want to watch a game in 3D (I don't)

I just hope that Cyanide plans on patching the annoying bugs somehow (some UI elements are poorly presented, I can't see the game in 3D because it's freezing like crazy, etc) and improve some little things that doesn't have to wait for a new iteration of the game (no way to control the 4th down.. Poor kick-off options, some American Football rules are just wrong).

PS : Sorry, my english sucks.. This thing is terrible. There's a lot of potential for a solid front office football manager game... but this is not it. unless this steaming pile gets a MAJOR overhaul I highly recommend you do not purchase this game. 90% of the game UI.. and the UX is terrible, laggy, unresponsive, broken and just not even placeholder alpha quality, in many places. The other 10% (if that) is in the 3d gameplay view... TERRIBLE. Why bother trying to do this if you can't even sort of accomplish it. I MUCH prefer just watching the top down circles than the sorry excuse for a 3d backend. Again, FAILED HARD.. This thing's so bad that I really don't know where to start. Forget the glaring technical problems (fixed size UI in 2014... are you serious?), the football side of it is just plain bizarre.

Go for it on fourth down? Nope. Have zone coverage schemes where the dbacks and linebackers actually attempt to cover receivers? Nope. Kicking options besides belting it straight down the middle? Nope. Have access to your whole playbook? Nope. Okay, so the latter has an element of realism to it, but not when you're facing third and long and most of the plays offered are runs. Take starters out the game once the result looks nailed on? Nope. Audibles? Not unless you count the player swearing at the game. Visible play clock whilst calling plays? Nah... that'd be far to sensible. Have play action plays somehow described as such? Nope. Okay, again, that might be somehow realistic, but draws are denoted as such, so why not the opposite? Forward progress? Nope. Challenge flags? Nope. Fumbles? Well, there's a stat for them, but clearly the players all have outstanding ball protection skills because I'm yet to see one in 4-5 matches.

Just don't buy this. Please, don't. I'd love a decent NFL head coach + OVD co-ordinator + the interesting bits of GM sim, but this really isn't it. Even slightly. At all.. Not as good as FPS 98 at all.

Needs

Abilities to build uniforms the way you want to, color wheel, fonts, stripes, helmets, facemasks, socks.

Abilities to build your own roster or modify a current roster

Abilities to modify all the teams in league (Logo, Fields, Uniforms, Coaches ect)

Abilities to set league size and league rules

Abilities to select pre set league rules/sizes (ie CFL, AFL, NFL, NCAA, Highschool)

These were the quickest things I was extremely disappointed with.

Oh, also the first and foremost thing the game needs to not lock up and crash every time you try to advance a week.

Another review talks about all the missing rules and other things that are messed up. I can even get to that poin in the game. Read the other reviews as well!

. This was a scam. Steam should make them take this down and refund the money that was stole from us.. This game is pure garbage. It is completely misrepresented in the store by the developer/publisher. Makes me want to take Cyanide after trying to play it. Pun intended.

The game looks and feels like it was put together quickly trying to meet a deadline without any care to make the game even close to what a football game should be.

Stay away. Not even if it's on sale for \$.01. I really want to like this game and I hope it gets fixed but as it stands now it is unplayable. My teams games aren't actually played or simulated. It just says 'Planned' and is never played. The pre-season and first week every game played, the second week my game was the only one this way. The second week about 6 other games had the same problem and week three 4 other games were not played. So some teams have now played 4 games and I've only played one.

Inability to play aside, this game needs work. It seems like a soccer fans version of a football sim. The free agent market has enough high quality rookies to build a team around (as best I can tell) including available red circle players who are supposed to be the best players in the game. Quality rookies are almost never available as free agents in the NFL, as they would all be drafted. There might be a few that slip through the draft, but it usually isn't easy to see who they might be until a clever team takes a flyer on them. There are certainly no NFL starter caliber QBs as rookie free agents. There were three very good to star type rookies just waiting to be signed in this game. And in general an available rookie star or more at each position in the free agent market. It's much more like the soccer transfer market.

The 3D view looks nice but isn't very useful, you are stuck at about a first row of the stands view with no ability to adjust the view. Since it is 3D why can't you change the view? Isn't the the point of 3D? Anyway it is almost impossible to tell what linemen or anyone on the other side of the field is doing in this view.

Playcalling is just a big list, it should be broken down by formation and play type.

The whole thing feels unwieldy with a lot of information overload and no real way to feel like you know what is going on.. I will come back and edit this review if the game improves, since I'm writing this on the first day of release. First of all, kudos to any developer and publisher who attempts to create an American football manager game - We are starving for such a game!!!!!!!!!!!!!! Sadly, the first impression of Front Page Sports Football is not good. Keep mind I'm writing this after only 10 minutes of gameplay. It's a "first impression" review.

It's definitely an "Early Access" version with lots of work to be done. It needs about 6 months of work in my opinion before it's a 4 out of 5 star game. Currently, I give it 1 out of 5 stars. My first impression is that there's no obvious way to edit player names or team names other than your own team name. Many of the player names are odd and unusual names. I'm not hearing any sound. The simulated game is displayed in a tiny small window and has no camera angles to choose, it quickly goes to the next play without giving the ability to rewind or re-watch the play, nor any control of the camera for that matter. It definitely needs the ability to replay the play, the flow is too fast. You can pause the play, however, but you can't go to previous play or skip to the next play. With no sound and no camera controls it doesn't give a good first impression. It's zoomed so far out that I can't really see anything, are my linemen doing any good? My receivers on the far side of the field, can barely see them at all. My cornerback is setup backwards pointing his butt towards the receiver before the snap. I do like the training schedule to improve your team players. I don't like that it starts me out on Day #4 after the draft. I would prefer to begin on Day #1 starting with the draft. There seems to be a lot of players suspended for illegal drugs. I will lose interest in this very quickly in its current state.. Worth every penny. 3D Works. I updated my Windows drivers and I recently randomly gave the 3D mode a shot and it worked! Update your Windows Drivers and then give the 3D a shot. My rig is a Windows 10 Surface outputted to a 60 inch TV display. I took offscreen screen shots with my Iphone and uploaded the shots to my Artwork section if you want to see them! The 3D looks very good actually! I noticed some after effects and HDR that I did not know this game even had. Just update your Windows drivers for your video card and take another look. As far as the rest of the game goes - I figured out what worked and what didnt work. I was able to build a winning team built on the Run Game and Defense. I figured out that you can actually sign Free Agents after the first week of Pre Season games. I was able to replenish my roster every season to more then 53 players. I didnt have to sign my draft picks. I just abused the FA after that first pre-season game and then built my roster that way. My winning strategy was Pro Set balanced attack offense with Weekly Meetings held with my best HB every week - that gave him bonuses going into the games. My HB would have 275 yard rushing games. My defense was a Multiple Formation Set and built on balance and held 3 Scrimmages every week on all defensive formations. I beat the number one offensive team in the Championship game. The old adage - Defense wins championships holds true again! Fun game. Its not stupid Madden. I would highly recommend this game for those of you looking to GM and Strategize your way to building a winner! Check my Public Artwork in My Profile to see my Screenshots proving that I did in fact play this game and did this.

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