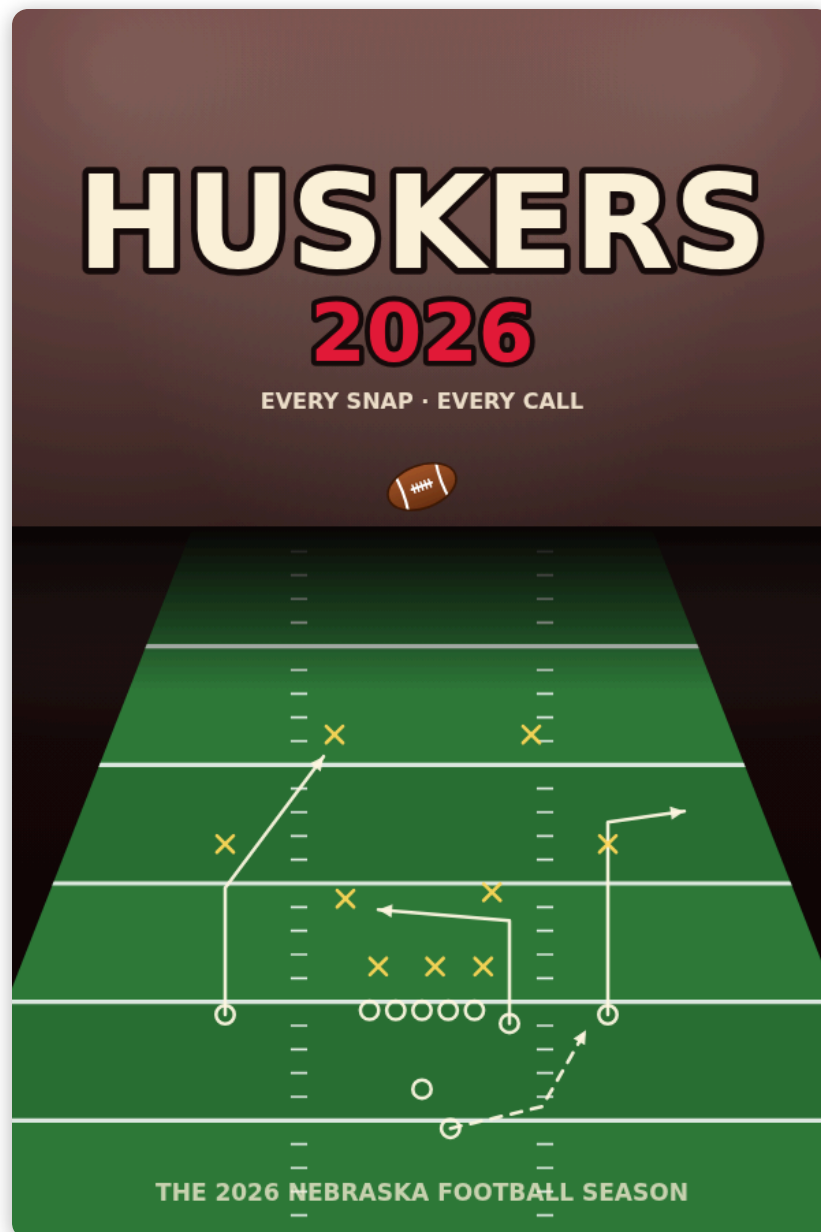




Huskers 2026

Player's Manual · Version 1.6.0

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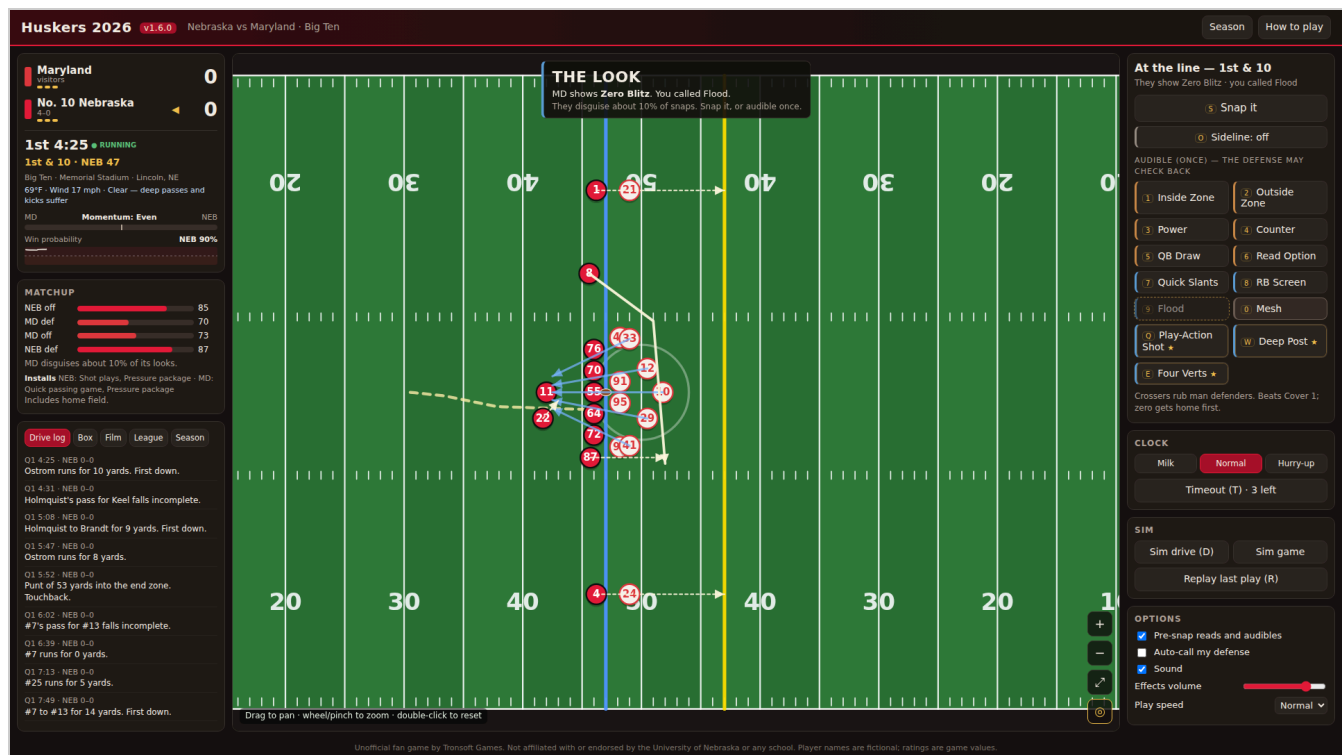
1. Getting started

Huskers 2026 puts you on the headset for Nebraska's 2026 season. Every snap is one decision: you call your side, the computer coordinator calls the other, and the play runs. Choose **Pick up today** to start 4-0 (Ohio 49-21, Bowling Green 56-7, North Dakota 34-7, at Michigan State 31-13) with Maryland next, or **Whole season** to start from the Ohio opener. Pick a difficulty and a quarter length (5, 8, 12 or 15 minutes), then **Kick off** — or **Sim this game** to let the staffs play it.

The 2026 schedule

Date	Opponent	Game	Result
Sat Sep 5	vs Ohio	Non-conference	W 49-21 (played)
Sat Sep 12	vs Bowling Green	Non-conference	W 56-7 (played)
Sat Sep 19	vs North Dakota	Non-conference	W 34-7 (played)
Sat Sep 26	at Michigan State	Big Ten	W 31-13 (played)
Sat Oct 3	vs Maryland	Big Ten	
Sat Oct 10	vs Indiana	Big Ten	
Sat Oct 17	at Oregon	Big Ten	
Sat Oct 24	<i>Bye week</i>		
Sat Oct 31	vs Washington	Big Ten	
Fri Nov 6	at Illinois	Big Ten	
Sat Nov 14	at Rutgers	Big Ten	
Sat Nov 21	vs Ohio State	Big Ten · Senior Day	
Fri Nov 27	at Iowa	Big Ten · Black Friday	

2. The screen



At the line. You called Flood; the defense shows its look (stamped at the top and drawn on the field). Snap it or audible once. Left: scoreboard with weather and momentum, matchup, tabs.

The **left column** holds the scoreboard (score and ranks, timeouts, possession arrow, quarter, clock with a RUNNING light, down and distance, venue, the weather and the momentum meter), the matchup ratings including home field and how often the opponent disguises, and five tabs: the drive log, the box score with its drive chart, the film room, the league and the season. The **field** pans and zooms: drag it, scroll or pinch, double-click to reset, and use Ⓒ to follow the ball. The **right column** holds the calls for the current situation, the clock panel, the sim buttons and options. On a phone the field comes first, then the calls, then the information.

3. Calling plays

On offense you choose from six runs and seven passes, plus punt and field goal on fourth down, kneel, and spike when the clock is running. On defense you choose one of seven fronts and coverages. Hover or focus a call to read its note.

Offense	Type	Note
Inside Zone	run	Downhill between the tackles. Loves light boxes (nickel, dime, zero); dies against the bear front.
Outside Zone	run	Stretch to the edge. Good vs nickel and dime; edge pressure cuts it off.
Power	run	Pulling guard, gap scheme. Beats base and man; hates the run blitz.
Counter	run	Misdirection. Punishes over-pursuit from run blitz and zero.
QB Draw	run	Show pass, QB runs. Man coverage and blitzes vacate the middle.
Read Option	run	QB reads the end. Good vs base and man; zero blitz smothers the mesh.
Quick Slants	pass	Ball out fast. Beats blitzes; nickel and man sit on it.
RB Screen	pass	Let the rush in, dump it over. Blitz killer; the nickel's extra DB kills it.
Flood	pass	Three levels to one side. Shreds base Cover 3; man follows it.
Mesh	pass	Crossers rub man defenders. Beats Cover 1; zero gets home first.
Play-Action Shot	pass	Fake the run, throw deep. Best vs run blitz and base; zero and dime eat it.
Deep Post	pass	Splits the safeties. Beats nickel Cover 2; dime and man carry it.
Four Verts	pass	Stress every deep zone. Beats Cover 2; the blitz gets home first.

Defense	Note
4-3 Cover 3	Sound against everything; floods rip it.
Bear Run Blitz	Stuffs zone and power; play-action and screens burn it.
Nickel Cover 2	Takes away quick game and screens; soft vs runs and four verts.
Cover 1 Man	Tight on quick game and flood; crossers and QB draws hurt.
Zero Blitz	Sacks deep drops, kills outside runs; screens, slants and draws burn it.
Dime Prevent	Nothing deep; gives up runs underneath.
Goal Line	A wall against runs; play-action beats it.

Chalkboard preview: hover or focus any call to see it drawn on the field — routes (the main route solid, decoys dotted) and run lanes for plays; zones, man assignments and rush arrows for coverages. At the line, the defense's shown shell is drawn in blue.

Runs gain on average about four yards when the matchup is even, with occasional breakaways; passes trade completion rate for depth — screens and slants are safe and short, posts and verticals are long and risky. Sacks, scrambles, fumbles, interceptions and penalties can happen on any snap.

4. Game week: scouting, installs, the depth chart

Kick off on the season screen opens **Game week:** the scouting report on your opponent (record, ratings, how often they run, how often they disguise, and the two installs their staff has practised), the forecast, and your injury report. Choose exactly **two installs** and a

practice focus (section 5), then kick off. Installed plays and calls gain an edge of 0.35 on the matchup scale and carry a ★ on the call sheet; ball security and special teams help every snap. Every opponent installs two of its own to fit its style.

Install	Side	Effect
Downhill run game	Offense	Sharpens Inside Zone, Power and Counter.
Perimeter and option	Offense	Sharpens Outside Zone, Read Option, QB Draw and Flood.
Quick passing game	Offense	Sharpens Quick Slants, RB Screen and Mesh.
Shot plays	Offense	Sharpens Play-Action Shot, Deep Post and Four Verts.
Pressure package	Defense	Sharpens Bear Run Blitz, Zero Blitz and Goal Line.
Coverage and disguise	Defense	Sharpens the four coverages and disguises more.
Ball security	Every snap	Your fumbles fall by 40% and interceptions by 25%.
Special teams	Every snap	Field goals kick as if 3 yards closer; punts travel 3 yards farther.

Measured over 500 games: a caller who leans on Downhill run game and Pressure package half the time gains about four points of margin a game with the installs in force — worth choosing well, not a substitute for calling well.

The depth chart. Six starters carry the offense and six the defense; each has a named backup. A starter can be hurt on a carry, a catch, a sack or a tackle (about one injury every two or three games across both sides, most often the running back). He leaves for the rest of the game, sometimes for one to three more games, and the backup plays a little less well — a backup quarterback costs roughly two to four points a game. The depth chart on the season screen and the injury report in game week show who is out.

Position	Starter (rating)	Backup (rating)
Quarterback	#11 Cade Holmquist (84)	#14 Mason Quade (71)
Running back	#22 Jaylen Ostrom (82)	#28 Dontae Riggs (74)
Wide receiver (X)	#1 Tre Vandermeer (85)	#17 Kobe Lindqvist (72)
Wide receiver (Z)	#4 Marcus Keel (80)	#13 Jalen Huff (71)
Slot receiver	#8 Eli Brandt (79)	#18 Nate Ebeling (70)
Tight end	#87 Gunnar Sadler (78)	#84 Carter Wolfe (70)
Edge rusher	#91 Bryce Halvorsen (84)	#99 Anthony Brisco (72)
Defensive tackle	#95 Tavion Mercer (81)	#93 Sam Oyelaran (71)
Linebacker	#44 Colt Rasmussen (83)	#40 Wyatt Drummond (72)
Cornerback (boundary)	#2 Darnell Pryce (85)	#21 Jordan Castile (71)
Cornerback (field)	#6 Isaac Whitfield (80)	#24 Micah Flores (70)
Safety	#27 Reid Kowalski (82)	#31 Hayden Brooks (71)
Kicker	#38 Anders Voss	—
Punter	#47 Luke Pfeifer	—

5. Player development and the Heisman

Growth. Nebraska's players earn experience from game reps — about 0.05 a throw, 0.08 a carry and 0.25 a catch, 0.3 a touchdown and 0.5 for playing, all scaled to a 60-minute game so the quarter length does not matter — and from the week's **practice focus**, chosen in Game week. Every 10 experience is one rating point, up to +6 in a season. The depth chart shows each player's current rating, his growth in green and a bar toward the next point; the season screen reports who improved after each game.

Practice focus	Who gains	Effect
Passing camp	QB, WR1, WR2, SLOT	Quarterback and wideouts get extra reps: +1.5 experience each.
Ground and pound	RB, TE, QB	Running back, tight end and quarterback run fits: +1.5 experience each.
Defensive fundamentals	DE, DT, LB, CB1, CB2, S	Tackling, leverage and coverage drills: +1.5 experience for all six defensive starters.
Second-team reps	QB backup, RB backup, WR1 backup, WR2 backup, SLOT backup, TE backup, DE backup, DT backup, LB backup, CB1 backup, CB2 backup, S backup	The backups get the week: +2.5 experience for all twelve, so the drop-off shrinks if a starter goes down.
Recovery week	—	No pads: injury risk in this game falls by 40%, and anyone listed out two or more games heals a week sooner.

Ratings move the matchup for whoever is on the field, measured from the preseason starter: each point of quarterback rating is worth 0.045 on the matchup scale on passes and quarterback runs, each point of running back rating the same on his carries and screens, and each point of the targeted receiver's rating 0.04 on the throw. A hurt starter's backup plays at his own rating, so **Second-team reps** shrink the drop-off.

Measured: with every offensive starter four points better, Nebraska's average margin improves by about one and a half to two and a half points a game. Picking up today with Passing camp every week, the quarterback grows about four points by the end of the season; Ground and pound grows the back about four and the tight end about two; Second-team reps grow every backup about two. A recovery week cut injuries, offense and defense together, from 0.40 to 0.25 a game.

The Heisman watch. Your quarterback, running back and top receiver chase the Heisman Trophy against ten fictional national candidates. Their stat lines follow their teams' simulated scores (discounted against lesser non-conference opponents, when starters sit early); Nebraska's lines are the four real games' lines, generated the same way from the real scores, plus every game played here at a 60-minute pace:

Quarter length	5 min: ×2.3	8 min: ×1.65	12 min: ×1.2	15 min: ×1
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Voters score production — for a quarterback passing yards, touchdowns, interceptions and rushing; for a back rushing yards, touchdowns and receiving yards; for a receiver yards and touchdowns — and add five points a win and take off seven a loss. The vote is taken after the conference title games, before the Playoff; the winner and the four finalists appear on the season screen and in the Season tab.

Candidate	Team	Position
Brody Castellano	Ohio State	QB
Kai Velasquez	Oregon	QB
Rhett Calloway	Texas	QB
Tanner Wisniewski	Indiana	QB
Dominic Ferrante	Miami	QB
Deion Marchbanks	Georgia	RB
Isaiah Pembroke	Penn State	RB
Colby Renner	Notre Dame	RB
Jaquez Ellery	Alabama	WR
Malik Ashworth	USC	WR
Cade Holmquist	Nebraska	QB
Jaylen Ostrom	Nebraska	RB
Tre Vandermeer	Nebraska	WR

All candidate names are fictional. Measured over 80 simulated seasons with the computer calling Nebraska's plays, the Nebraska quarterback won about four times in ten and was a finalist about eight in ten; quarterbacks win most often.

6. The defense, win probability and the fourth-down card

The defense. Six defensive starters and their backups (section 4) make the plays against the opponent's offense. Each sack is credited to the edge rusher, tackle or linebacker; each interception to the defender covering the target (receivers on the boundary corner, the field corner, the safety over the slot, the linebacker on tight ends and backs) or the safety; each tackle to whoever made it, with tackles for loss on runs stopped behind the line. Ratings move the matchups, measured from the preseason starter: the tackle and linebacker together on runs, the two corners and the safety together on passes (0.045 on the matchup scale a point), and the edge rusher adds or takes away sacks. Defenders earn experience for tackles, tackles for loss, sacks and interceptions and can be hurt on a tackle; **Defensive fundamentals** grows the six starters.

Measured: with every defensive starter four points better, Nebraska allows about one point a game fewer. Over the rest of the season, Defensive fundamentals every week grows the defense about two and a half points a player, against about one with Passing camp. Defenders are hurt about once every nine games.

Win probability. Nebraska's chance to win is estimated after every snap as $\Phi(m \div (\sigma \times \sqrt{(t \times L)}))$, where m is the lead plus the value of the ball $(-0.704 + 0.0536 \text{ points a yard of field position, for whoever has it})$ plus two rating terms — $0.7295 \times \text{edge} \times t \times L$ and $0.4958 \times \text{edge} \times \sqrt{(t \times L)}$, where the edge is half the difference of the two teams' offense-plus-defense ratings — and a small early-game term $(-1.018 \times \sqrt{(t \times L)})$; t is the share of regulation left, L the quarter length over eight minutes, and $\sigma = 13.78$ points. During a try the scoring side is credited about one point and the other side the kickoff. The model was fitted to about 135,000 snaps of simulated games of this version at every length and difficulty; on 1,200 games it was not fitted to, every tenth of the scale came within six points of the actual win rate. The line runs under the scoreboard, in the Box tab and on the final screen, where the **play of the game** is the snap that moved it most.

The fourth-down card. On Nebraska's fourth downs the card above the calls shows the win probability after each choice, assuming about thirty seconds of clock: *go for it* — the measured chance to convert times the chance with a fresh set of downs about 8 yards past the line to gain, plus the chance after turning it over on downs; *field goal* — the make rate times the chance up three after a kickoff, plus the chance after a miss; *punt* — the chance with the opponent about forty yards farther back. The best choice is outlined.

Yards to go	1	2	3	4	5	6	7	8	9	10	12	15+
Converted	76%	68%	67%	61%	53%	47%	43%	41%	35%	32%	26%	17%

Measured over 2,000 games each: with Nebraska's staff following the card on every fourth down, Nebraska won about 55.8% against 50.6% on the coordinator's own rules, going for it on about half of its fourth downs.

7. Trick plays, halftime and the trophy case

Fakes. On fourth down Nebraska can **fake the punt** (Y; not inside the opponent's 30 — the up-back takes the direct snap and runs) or **fake the field goal** (U; in field-goal range — the holder throws to the tight end). First the defense either sniffs the fake out or is fooled; then the play converts about 92% of the time when they were fooled and about 20% when they were not (at fourth and one; each extra yard to go takes off about 3½ points). The chance they sniff it rises with the front they called, with a sharper staff, with every fake they have already seen this game, and with the fakes Nebraska ran in earlier games this season (on their film, up to three):

Their call	4-3 Cover 3	Bear Run Blitz	Nickel Cover 2	Cover 1 Man	Zero Blitz	Dime Prevent	Goal Line
Sniff adjustment	+10%	+20%	0%	+5%	+15%	-10%	+30%

Measured over 3,000 fakes each at fourth and two, Starter difficulty: the first fake of a game against Nickel converted about 72%, a second one in the same game about 47%, against Goal Line about 51%, against Dime about 79%, and with three earlier fakes on their film about 46%. The computer staffs fake about once every twenty games, never twice in one.

Halftime. At the half, Nebraska picks one adjustment for the second half and overtime, and so does the other staff (from the same first-half rules your staff uses to suggest one):

Adjustment	Effect
Protect the quarterback	Keep a back and the tight end in to block: your sacks fall by a third, your long gains a little.
Load the box	An extra defender near the line: their runs lose about a third of a matchup point; their passes gain a little.
Take the top off	Push the ball downfield: passes of 12+ yards gain about a third of a matchup point, interceptions rise by a quarter.
Ball control	Shorten the game: runs gain a fifth of a matchup point, fumbles and interceptions fall, passes lose a little.
Bring pressure	Send more rushers: their sack rate rises by 40%, and so do their long gains when the pressure misses.
Stay the course	No change. Trust the first-half plan.

Measured over 1,500 second halves each, the opponent standing pat: Protect the quarterback cut Nebraska's sack rate from 4.7% to 3.2% of dropbacks; Load the box cut their yards a carry from 5.1 to 4.8; Take the top off raised yards an attempt from 8.6 to 8.9; Ball control cut turnovers from 0.39 to 0.32 a half and raised yards a carry from 5.4 to 5.6; Bring pressure raised their sack rate from 4.8% to 6.9% and their yards an attempt from 8.7 to 8.9. None moved the second-half margin by more than about a point.

Trophy case. The title and season screens open the trophy case: 21 achievements and a record book of every finished season. It is kept with the save and survives **New season**. Nebraska's real results do not earn achievements.

Achievement	How
First win	Win a game you coach here.
Blackshirts	Hold an opponent scoreless.
Half a hundred	Score 50 points in a game.
Buckeye buster	Beat Ohio State.
Heroes Trophy	Beat Iowa in the Heroes Game.
Quiet in Eugene	Beat Oregon at Autzen Stadium.
Never in doubt	Win after trailing by 14 or more.
Against the odds	Win after your win probability fell below 15%.
Extra time	Win in overtime.
Riverboat	Convert three fourth downs in one game.
Special delivery	Convert a fake punt or a fake field goal.
Takeaway day	Force three turnovers in one game.
Sack party	Sack the quarterback five times in one game.
All-American effort	Win a game on All-American difficulty.
Perfect regular season	Finish the regular season unbeaten.
Indianapolis	Reach the Big Ten Championship game.
Big Ten champions	Win the Big Ten Championship.
Playoff bound	Earn a College Football Playoff seed.
Bowl winners	Win a bowl game.
National champions	Win the national championship.
Heisman	A Husker wins the Heisman Trophy.

8. The read: looks, audibles, disguises

On offense you call the play in the huddle and walk to the line. There you see the defense's **look** — drawn on the field and named in the stamp. Most looks are honest; a **disguise** shows one coverage and plays another, and it is bait: it usually shows the coverage whose best answer loses to the real one. **Snap it** (**S** or **Space**) to trust your call, or **audible** once to any play. An audible costs about three seconds, sometimes draws a false start, and about three times in ten the defense hears it and **checks back** to the answer for your new play. Better defenses disguise more:

Opponent	Looks that are disguises
Ohio	10%
Bowling Green	10%
North Dakota	10%
Michigan State	11%
Maryland	10%
Indiana	31%
Oregon	32%
Washington	20%
Illinois	15%
Rutgers	10%
Ohio State	38%
Iowa	31%

On defense you see the offense line up before you call. The formation narrows what they can run:

Formation	Plays from it	Runs
Heavy — two tight ends	Inside Zone, Power, Counter, Play-Action Shot	3 of 4
Shotgun — three wide	Outside Zone, Read Option, RB Screen, Flood	2 of 4
Spread — four wide	QB Draw, Quick Slants, Mesh, Deep Post, Four Verts	1 of 5

You can **disguise** your own coverage (**G**): their quarterback reads a different look and may audible into your real call — but your players start a step out of position, which gives the offense a little. The computer coordinators play by the same rules: their defense may check to the answer for your formation, and their offense audibles off your look.

Measured over 400 games a side: reading the look and audibling only when it beats your call is worth about a point a game; audibling blindly to whatever answers every look is worth barely more, because disguises and check-backs punish it.

9. The matchup chart

Each pairing of calls has a value from -2 to $+2$ for the offense. A plus moves run yards, completion rate and big-play chance toward the offense; a minus moves them toward the defense and raises sack and interception risk. The stamp after each play names the verdict: *Great call* ($+2$), *Good call* ($+1$), *Even call* (0), *They had it* (-1), *They read it* (-2).

Offense \ Defense	4-3 Cover 3	Bear Run Blitz	Nickel Cover 2	Cover 1 Man	Zero Blitz	Dime Prevent	Goal Line
Inside Zone	0	-2	+1	0	+1	+2	-2
Outside Zone	0	-1	+1	0	-1	+2	-1
Power	+1	-2	0	+1	-1	+2	-1
Counter	0	+1	0	0	+1	+1	-1
QB Draw	0	-1	+1	+2	+2	+1	-2
Read Option	+1	-1	0	+1	-2	+1	-1
Quick Slants	0	+1	-1	-1	+2	0	+1
RB Screen	0	+2	-1	0	+2	-1	+1
Flood	+2	0	0	-1	-1	-1	+1
Mesh	0	0	0	+2	-1	0	+1
Play-Action Shot	+1	+2	-1	0	-2	-2	+2
Deep Post	0	+1	+1	-1	-1	-2	+1
Four Verts	-1	0	+2	0	-2	-2	+1

Read across for your offense, down for your defense. No call is safe against everything, and no call is beaten by everything.

10. Clock, tempo and timeouts

When the clock is running, the huddle time comes off as the next snap begins. Tempo sets that time: **Milk** about 39 seconds, **Normal** about 29, **Hurry-up** about 14. Incompletions, scores, changes of possession and penalties stop the clock; in the last two minutes of each half so does a ball carrier going out of bounds, and a first down stops it only until the ball is spotted — about eight seconds off the next huddle. A **timeout** (three per half) stops a running clock. A **spike** stops it at the cost of a down; a **kneel** runs about forty seconds. If the clock reaches zero before the snap, the quarter ends.

Sideline (0, on offense and at the line): your ball carriers head for the boundary. About three in four touches end out of bounds (versus about one in seven normally), at the cost of a quarter of the yards after the catch, fewer long gains and about half a yard a carry. It stays on until the drive ends. The computer offenses use it in the two-minute drill.

Measured over 4,000 drives, down four with a minute left from your own 30 and no timeouts: heading for the sideline scored a touchdown about 12% of the time against about 8% going upfield. Used all game, it costs

about two points.

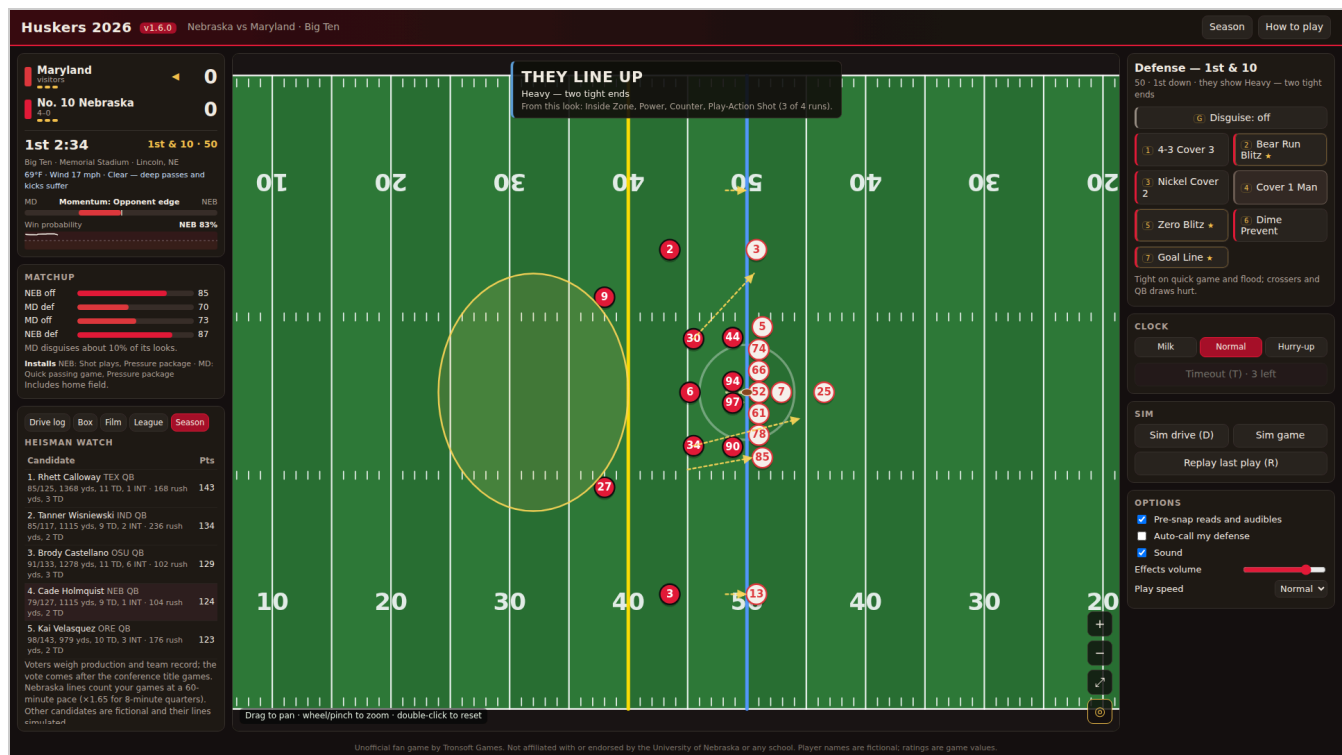
11. Kicking, tries and overtime

Kickoffs come from the 35; a touchback puts the ball at the 25. When you trail late in the fourth quarter you choose between a deep kick and an onside kick (roughly one in five recovered). Punts travel about 43 yards. Field goals are measured from the spot of the hold, seventeen yards behind the line; Nebraska's kicker converts at about:

Distance	20	30	40	45	50	55
Make rate	99%+	98%	88%	74%	52%	30%

After a touchdown choose the extra point (about 97%) or a two-point try: one snap from the 3, which you call. Overtime follows college rules: each side gets the ball at the 25; from the second overtime a touchdown must be followed by a two-point try; from the third, each side runs a single two-point play until one scores and the other does not.

12. The film room



On defense: they line up and the stamp lists what can come from their formation. The Season tab is open on the left, with the Heisman watch.

Both staffs keep film by situation: 1st down, 2nd and short or long, 3rd/4th and short or long, red zone, two-minute and two-point tries. After three snaps in a situation the computer coordinator starts to trust its read and will call the answer to your favourite play. The film tab shows you the same thing about them. Break your tendencies; punish theirs.

13. Weather, momentum and crowds

Weather follows the calendar and the stadium: warm Septembers, windy Octobers, cold Novembers with a chance of snow (more in Iowa City), rain more often in Eugene, and the indoor stadium in Indianapolis. Wind over about 10 mph costs deep passes accuracy and adds effective distance to field goals and shortens punts; rain and snow make the ball slick (fewer completions, more fumbles); snow slows the running game. The conditions are on the scoreboard and falling on the field.

Momentum swings with touchdowns, turnovers, fourth-down stops, sacks, big plays and field goals, fades a little every snap, and nudges every matchup toward the side that has it. The meter under the scoreboard shows who has it.

Crowds: on third and fourth down in front of a home crowd, the visiting offense draws extra false starts and completes a little less. At Memorial Stadium that works for you; at Autzen and Kinnick it works against you.

14. The league, the Big Ten title and the Playoff

Every week the rest of college football plays too: all eighteen Big Ten teams and a national pool from the SEC, ACC, Big 12, the independents and a Group of Five champion. The **League** tab shows the week's scores around college football, the Big Ten standings and a Top 25; ranks appear beside team names. Only Nebraska's completed 2026 results are real — every other result is simulated from the game's ratings.

After the regular season the **top two in the Big Ten standings** (conference record, then head-to-head, then overall record, then ranking) meet in Indianapolis. The **12-team College Football Playoff** takes the five highest-ranked conference champions and the next seven teams in the ranking, seeded by ranking: seeds 1-4 get byes, seeds 5-8 host first-round games against 12-9. Quarterfinals and semifinals are at neutral sites and the championship is in Miami Gardens. Out of the field with six or more wins, you play a bowl against a team ranked near you. A postseason loss ends the season. Once the field is set the League tab draws the bracket, and the Playoff is played out to a champion even after Nebraska is done. The ranking weighs wins and losses, strength of schedule, margin and conference titles.

15. Difficulty and ratings

Difficulty	Nebraska rating adjustment	How often a coordinator trusts its read
Walk-On	+6	12%
Starter (default)	+2	30%
All-American	-2	50%

Ratings are invented game values. Home teams add two points on both sides of the ball. The run share is how often a team runs when the situation does not decide for it.

Team	Offense	Defense	Pass share
Nebraska	81	83	48%
Ohio	66	64	48%
Bowling Green	60	61	48%
North Dakota	59	60	44%
Michigan State	72	73	48%
Maryland	73	70	54%
Indiana	89	87	50%
Oregon	90	88	52%
Washington	80	79	53%
Illinois	80	76	56%
Rutgers	72	71	48%
Ohio State	92	92	54%
Iowa	70	87	38%

The Nebraska roster, offense and defense with backups, is in section 4. All names are fictional.

16. Keys, saving and options

Key	Action
1-9, 0, Q W E	Call plays in the order shown (defense uses 1-7; tries and kickoffs use 1-2)
S or Space	Snap it at the line (the play keys audible)
G	Disguise your coverage on defense
O	Sideline: get out of bounds (offense)
Y / U	Fake punt / fake field goal (fourth down)
R	Replay the last play
P F K X	Punt, field goal, kneel, spike
T / D	Timeout / sim the current drive
+ -, arrows, C	Zoom, pan, follow the ball
Enter / Esc	Confirm / stop a sim or close a window

The season **saves automatically** in your browser after every play, under one key (tronsoft_huskers_2026_save); **Continue saved season** on the title screen resumes it, mid-game included. **New season** on the season screen starts over (press it twice to confirm). Seasons saved by versions 1.0 through 1.5 are carried forward when loaded (save format 1.6); the trophy case survives a new season. Options: pre-snap reads and audibles (turn off to snap straight away), auto-call your defense, sound on or off, effects volume, and play speed (normal, fast or instant). Motion respects your system's reduced-motion setting.

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