Fantasy Football for Windows

Version 1.0 Help Reference

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File Menu Commands

The File Menu Commands allow the user access to the file or preference related functionality.

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Find Menu Commands

The Find Menu Commands allow the user to find specific players by scanning specified player information for given keys.

Find
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Fantasy Teams Menu Commands

The Fantasy Teams Menu Commands allow the user access to Fantasy Team and Fantasy League functionality

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NFL Teams Menu Commands

The NFL Teams Menu Commands allow the user access to NFL Team functionality.

Add Player
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Schedule
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Team Roster
Team Points
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NFL News

Display Menu Commands

The Display Menu Commands allow the user access to functionality that alter the types of players displayed in the main window or the way the players are displayed.

Top Scorers
Available Players
Quarterbacks
Running Backs
Wide Receivers
Tight Ends
Kickers
Special Teams
Defenses
All
Change Font
Custom Setup

Help Menu Commands

This menu allows you to access the on-line help system for Fantasy Football for Windows. At any time while using this application, you can press the 'F1' key to access topical help. This can help assist you through the many complex dialog boxes throughout the program without having to manually browse the help file for necessary information.

The **About** command brings up an about screen crediting the application's authors, presenting detailed version information, and presenting ordering information, etc.

Creating a New Fantasy Football League

To initialize a new league, you must have one of the previous year's databases (for example, STAT1992.NFL, which is included on your distribution diskettes) or obtain the current year's statistical database from PAS Software. This database is used to generate player names, positions, and NFL teams for the new season's player database. Most importantly, this also duplicates the unique player ID number. Without these unique ID numbers, there is little guarantee that you fantasy league will be able to be viewed by other leagues who use another, and most probably different, player database.

You may choose not to use a previous years player database and manually enter in player names, NFL teams, positions, and player ID numbers. If you choose this alternative, it is recommended that you contact PAS Software for an official player ID list.

To create a new fantasy league, you are required to select **New** from the **File** menu. You are presented with a large number of options in the New League Dialog of which you must complete.

After completing this dialog, a new player database is generated. Before drafting these players, you should change the fantasy team names, owner names, addressing information, and team password from their defaults. This can be done by first choosing **Team Roster** from the **Fantasy Team** menu to access the Fantasy Team Summary Dialog. Clicking the **Owner Info** button for each appropriate team will display the Owner Info Dialog.

Once all team information is entered to your satisfaction, you can then conduct an automated draft. By choosing **Auto Draft** from the **Fantasy Team** menu, you are presented with the Auto Draft. If your league has special draft day needs, you can manually draft players by manually changing a player's fantasy team through the Player Summary Dialog.

After the draft is complete, your fantasy league is ready for use!

Updating Player Statistics

In most leagues, the detail, efficiency, and speed of which electronically transmitted statistics provide far outweigh the alternative of manually entering statistics. Manually entering statistics requires a dedicated individual to several hours of each week to peruse newspapers and boxscores and manually enter in error-prone statistics.

In Fantasy Football for Windows, we have streamlined the stat-integration process. Using Weekly Statistic Updates, highly-detailed and accurate NFL statistics can be integrated into your current player database in seconds. Of course, we recommend the use of PAS On-Line!, which provides statistical updates that are ensured to function correctly with Fantasy Football with Windows. *PAS On-Line!* statistics provide nearly all statistical categories, as well as NFL injury reports and general NFL information.

On-Line statistical services can be expensive or unavailable to some. Further, the use of these services require a modem. As a result, we have attempted to provide an easy-to-use interface for manually entering statistics through the Player Detail Dialog. But, by manually entering statistics, PAS Software does not guarantee that all program functionality performs correctly (some functionality requires the accurate entry of all statistical categories).

To automate this process, as a general rule, the following steps must be followed every Tuesday (after the previous night's Monday night game):

Start Fantasy Football for Windows.

Select **File, Goto, PAS On-Line! Access**. Connect to the on-line service and select the "download weekly statistical update" from the Fantasy Football for Windows section. A weekly statistical file will be downloaded to the directory from where Fantasy Football for Windows was started with the name WEEK##.SW, where the # will replaced with the appropriate week number. See Weekly Statistic Files.

Open a currently existing fantasy league.

Select **File, Open** from the menu and open the downloaded file.

Fantasy Football for Windows will take care of the rest by integrating the week's statistical results and updating weekly results, current standings, etc.

Total Yardage

The total yardage for a player includes the cumulative total of all major categories and is referred to as "power yards" within the application. Power Yards include the cumulative total of all rushing yards, receiving yards, passing yards, and kicking yards for the player. Further, this category can include yards for bye weeks if the "copy on bye weeks" rule has been enabled.

Using the Toolbar

The toolbar presents an easy, graphical method to access many of the menu functions within Fantasy Football for Windows. With mouse clicks, you can efficiently access some of the more commonly used functions. Positioned below the Toolbar is the Header Bar.

File Input Buttons

The open button presents the user with the common open file dialog. The user can then select the fantasy league file the user wishes to view.

The save button saves a currently open fantasy league file with the current filename. If the fantasy file does not currently have a name, Fantasy Football for Windows will prompt you for a path and filename.

Sorting and Display Buttons

The Sorting and Display buttons alter the way the players are sorted and appear on the screen. Each button on the toolbar can appear in three different ways: a grayed button, indicating the button and its functionality are not current available; a dark gray, indicating the button and its functionality are currently available; and a light gray, depressed state, indicating the button is currently depressed. A depressed button indicates that a player of the selected position or state is currently being displayed. An unpressed button indicates that a player of the selected position of status is not currently being displayed.

The 'QB' button indicates whether or not quarterbacks are currently being displayed. See Quarterback Position.

The 'RB' button indicates whether or not running backs are currently being displayed. See Running Back Position.

The 'WR' button indicates whether or not wide receivers are currently being displayed. See Wide Receiver Position.

The 'TE' button indicates whether or not tight ends are currently being displayed. See Tight End Position.

The 'K' button indicates whether or not kickers are currently being displayed.

The 'ST' button indicates whether or not special teams are currently being displayed.

The 'D' button indicates whether or not defensive teams are currently being displayed.

The top scorers button indicates whether or not the players are currently being displayed in a sorted order from the leading scorer to the last-place scorer.

The available players button indicates whether or not players that are not currently on a fantasy team are displayed. If this button is depressed, only those players who are not currently on a fantasy team are displayed.

The custom display button displays the players according to the parameters that you have set up in the Custom Setup dialog.

Extension Buttons

If you have installed any extensions that support the toolbar, the buttons will appear to the right of the display buttons. Refer to the extension's documentation for specific detail on its functionality.

Weekly Statistic Files

Weekly statistic files are available from <u>PAS On-Line!</u>. Weekly Statistic Files contain the latest NFL statistics for a given week. The file includes statistics, such as rushing and passing yards, rushing and passing attempts, and scoring (including yardage per scoring play), for each NFL player that participated during the past week. The Weekly Statistic File also contains injury reports and general NFL news.

A Weekly Statistic File can be identified by its SW extension. An example would be WEEK4.SW, a file containing NFL player statistics, injury report, and news from NFL Week 4.

<u>New</u>

The **New** menu command creates a new Fantasy Football League. If a Fantasy Football League file is currently open, the user is asked whether to save the file or not if data has changed, and the file is closed. The user is presented with the **New League Creation** dialog box. Upon completion of the fantasy league information, a new Fantasy Football League file is created, NFL league information and statistics are loaded, and the display is updated.

Scoring Methods

Fantasy Football for Windows supports three scoring methods. Each method varies in the degree of complexity and support that it requires. An unlimited number of scoring methods can be implemented by using extensions (contact **PAS Software** for additional details).

The first, and easiest method, is the **Basic Method**. The Basic Method scores points for each player in direct correlation with the number of points the player actually scored during a given game (i.e. - a player who rushes for a 17-yard touchdown scores six points, the point value given by the NFL for a touchdown). While easy to track yourself while watching, this method can be frustrating. There are a large number of prolific players that do well week-to-week that are not utilized in go-ahead situations (i.e. - a player who rushes for 117 yards through a game scores no touchdowns while, on the same team, a go-ahead running back scores two touchdowns while rushing for a total of five yards). In some circles, this is considered part of the challenge.

The second method is the **Performance Method**. The Performance Method not only rewards points to a player who is involved on scoring plays, as in the Basic Method, but also rewards a player for yards achieved through-out the game. The number of additional points rewarded, and the yardage required for these points, can be configured by clicking on the **Scoring Options** button.

The third method is the **Advanced Method**, created expressly for the fanatic. A scoring method can be completely customized by initializing up to 100 different scoring parameters. Unfortunately, because many statistical services do not provide statistics with such detail, many of the statistical, and play type statistics, are up to each individual league to retrieve and enter.

Scoring Options

The Scoring Options button, when clicked upon, will bring up one of two dialogs. Initially, this button will remain grayed until all league information has been created and the league has been saved to a file. Once the file has been saved, this button will not be grayed if either the performance or advanced scoring method is currently selected. If the performance method is currently selected, the <u>Performance Scoring</u> dialog is opened. If the advanced method id currently selected, the <u>Advanced Scoring</u> dialog is opened. It's through either of these dialogs that the league scoring options are further customized.

Use Quarterbacks

If the Use Quarterbacks checkbox is checked, a team is allowed to place up to one quarterback in their starting roster. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the <u>Fantasy Roster</u> dialog to check for its validity.

Use Running Backs

If the Use Running Backs checkbox is checked, a team is allowed to place running backs on their starting roster. The maximum number of starting running backs a team may start is entered into the edit box located to the right of this checkbox. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the <u>Fantasy Roster</u> dialog to check for its validity.

Use Wide Receivers

If the Use Wide Receivers checkbox is checked, a team is allowed to place wide receivers on their

starting roster. The maximum number of starting wide receivers a team may start is entered into the edit box located to the right of this checkbox. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the Fantasy Roster dialog to check for its validity.

Use Tight Ends

If the Use Tight Ends checkbox is checked, a team is allowed to place up to one tight end in their starting roster. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the Fantasy Roster dialog to check for its validity.

Use Interchangeably

If the Use Interchangeably checkbox is checked, Fantasy Football for Windows makes no distinction between Tight Ends and Wide Receivers. If checked, a team owner may freely substitute tight ends and wide receivers without concern for roster limitations.

Use Kickers

If the Use Kickers checkbox is checked, a team is allowed to place up to one kicker in their starting roster. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the Fantasy Roster dialog to check for its validity.

Use Special Teams

If the Use Special Teams checkbox is checked, a team is allowed to place up to one special team in their starting roster. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the Fantasy Roster dialog to check for its validity.

Use Defenses

If the Use Defenses checkbox is checked, a team is allowed to place up to one defense in their starting roster. Fantasy Football for Windows uses this specification when a team owner is dragging players between the starting and inactive rosters in the Fantasy Roster dialog to check for its validity.

Maximum Roster

This number indicates to Fantasy Football for Windows the total number of players allowed for each team. This number includes starters and reserve players.

Number of Teams

This number indicates the total number of teams that is tracked by Fantasy Football for Windows.

Regular Season Games

This number indicates the total number of regular season games the fantasy league is scheduled to play. Fantasy team statistics are generated up to, but not including, playoff games.

Playoff Games

This number indicates the total number of playoff games the fantasy league is scheduled to play.

League Password

The text entered into the accompanying edit box is used as the commissioner's password. This is the password that is required when Set Privileges is selected from the **File** menu to establish that the current user is the commissioner and should have access to league-management related functionality.

Commissioner Email Name

This should be the commissioner's mail address that is used by the MAPI-compatible mail package. This address is used to send trade confirmation mail and add/drop request mail.

Set Rules

This button opens the Set Rules dialog.

See Creating a New Fantasy Football League.

Open

The **Open** menu command is used to open a currently existing fantasy league file. A fantasy league file can be identified by its **.FFW** extension. If a fantasy league file was open, and changes were made, you will be prompted whether or not you would like to save your changes. The fantasy league file will be opened, loaded, and the needed calculations will be made to reflect the contents of the opened fantasy league file.

The **Open** dialog is also used to integrate Weekly Updates, which can be identified by its .SW extension. After specifying the appropriate file and clicking the **OK** button, the statistical integration process will begin. After a few moments, the specified weekly statistics will be integrated into the player statistic file.

Edit

This dialog allows you to modify the current settings for a previously created league. The interface and options are exactly identical to that used when selecting the New command.

Close

The **Close** menu command closes a currently open fantasy football league file.

If any changes have been made to the file, you will be prompted whether or not to save the changes.

Save

The **Save** menu command saves a currently open fantasy football league file to its default filename.

If the file has not been previously saved (therefore, does not have a default filename), the you will be prompted for a directory and filename using the **Save As** common dialog box. If the player database file had not been previously saved, you will be prompted by another **Save As** common dialog box for saving information.

Save As

The **Save As** menu command prompts you with a **Save As** common dialog box allowing you to specify a new location and/or filename to save the currently open fantasy league file and player statistical file.

If you select the **OK** button in the **Save As** common dialog box, the file will be saved to the specified directory and filename. If the user selects the **Cancel** button, the specified directory and filename are ignore and the file is not saved. Additionally, you will be prompted for a location to save the player database file.

Preferences

The **Preferences** dialog box contains variables that are used throughout Fantasy Football for Windows. By modifying these settings, the you may alter how the program behaves.

User Name

The user name specifies the name of the user who is utilizing the Fantasy Football for Windows program. The program uses this name to match the current user to a particular Fantasy Team and grants the user access to their fantasy team's roster. When you press the **OK** button, the program attempts to make a match to a Fantasy Team. If the user name setting does not exactly match an owner name, as specified in the Team Owner Info dialog box, the you will be informed that a match was not found and you will not be allowed to modify any team rosters, team owner information, or access restricted functionality.

Use colors to distinguish fantasy teams

You may specify whether the display is to use colors to distinguish players that are on different Fantasy Teams. If this option is checked, each Fantasy Team is assigned a random color. When displayed, an NFL player that is currently on the a Fantasy Team's roster is displayed in that Fantasy Team's specified color.   The colors used to distinguish each fantasy team may be customized by pressing the **Colors** button.   The **Colors** button presents you with a color common dialog box (Please refer to the Microsoft Windows User Guide) for directions on using this dialog.

Automatically load fantasy data

If this option is checked, the specified fantasy file (as specified in the Fantasy Data edit box), and all needed support files, are automatically loaded and displayed when Fantasy Football for Windows is run.

Fantasy Data

The Fantasy Data edit box specifies the location and filename of the Fantasy Team file. This is useful for networks, in which a Fantasy File is centrally located and shared amongst a multi-user environment, or when the Fantasy File is not located on the user's system's path or Fantasy Football for Window directory. The **Browse** button next to the edit box may be used to present a browse common dialog box which may be used to automatically set the edit box to the selected file.

Set Privileges

The **Set Privileges** dialog box is used to obtain <u>Commissioner Privileges</u>.   If you correctly enter the commissioner password, as entered in the <u>New</u> dialog box, a message box will tell you that the password entered was correct. The previously grayed functionality (including menus and buttons) will know be restored to full functionality. If an incorrect password is entered, a message box will tell you that the password is invalid. Functionality will remain identical to the functionality available for those who are team owners.

Get Users

The **Get Users** dialog is useful only on networks. It provides assistance by allowing the commissioner to view the number and names of team owners that are currently viewing the fantasy league file and can make modifications to it. By viewing this list, the commissioner can make an informed decision as when to lock the team rosters or make modifications to player statistics.

Every five seconds, the list is updated and will reflect any changes.

Deny All

By clicking this button, the commissioner denies team owners any access to the data. Any changes a team owner may have made to their roster will be lost.

Lock Rosters

This command allows you, if you have <u>commissioner privileges</u>, to lock a fantasy league file that is located on a network. By locking the fantasy league file, all team owners will be allowed to view player statistics and their team rosters, but they will be unable to conduct or save any roster changes.

This functionality is useful between the roster modification deadline and the next statistical update.

Print Setup

This dialog allows you to specify a default printer used for printing by Fantasy Football for Windows. This dialog can also be used to modify a printer's current printing characteristics. These settings are saved and retained between multiple sessions.

For operation details, please refer to the *Microsoft Windows User Reference*.

Print

The **Print** dialog box allows a user to print various tables and statistical compilations to a selected printer, as selected using the Printer Setup dialog.

Output Type

This listbox is used to select the type of printer output you desire. The list of available print-outs dynamically changes to accommodate several factors. Some of these factors includes the type of player selected, what type of statistics your league tracks, the type of scoring system your league uses, and what point in the season you currently are.

Possibilities of available print-outs include:

As Displayed	Prints the NFL players according to the same criteria currently used to display the players in the main window.
Current Standings	Prints the current standings. If the **Fantasy Teams** button is selected, the current standings for your fantasy league are printed. If the **NFL Teams** button is selected, the current standings for the NFL are printed.
Currently Selected Player	Prints the currently selected player. This print-out includes a week-by-week statistical breakdown for the player.
Roster	Prints a fantasy team's or NFL team's team roster, sorted by position. It also prints a statistical summary of each player and their availability status.
Head to Head Worksheet	Prints a grid with the selected team's starting players and the selected team's starting players for the upcoming week. The worksheet displays the players, their NFL team, their NFL weekly opponent, statistical summaries, and provides a grid for totalling their results while watching the weekend's games.
Print Weekly Results	Prints the selected team's previous week's results by listing players by generic statistical categories and performance.

Team Type

Clicking either the **Fantasy Teams** radio button or the **NFL Teams** radio button specifies which type of team you would like to view current printing options for. When this selection is changed, the available **Output Types** is dynamically updated to display possible options.

Team Selection

For certain printing options, this combo box specifies the desired team to be used for the print-out data. By selecting **All** within the combo box, the specified **Output Type** is printed for all the NFL or fantasy teams, as specified by the **Team Type** radio buttons. When this selection is changed, the available **Output Types** is dynamically updated to display possible options for the currently selected team.

Print To Text File

If this button is checked, the output type is sent to a text file. A common save dialog box will prompt you for the filename to output the text to. This option has been included to work around several bugs in the Generic Text / TTY printer driver included with Windows.

Print

Clicking this button prints the currently selected document type, as selected in the **Output Type** listbox.

<u>Exit</u>

This **Exit** menu command ends the Fantasy Football for Windows program.

If data has been modified, and has not been saved, you are asked if you wish to save the data. Depending on your response, the fantasy league file and player database file are either saved or discarded.

Find

The **Find** menu command allows you to search the currently displayed player's names for a specific string. This string can be a player's last name, first name, or a portion of either. Fantasy Football for Windows will search downward in the list from the current selection.

If a match is found, the highlight bar is placed on the matching player. If a match is not found before the program reaches the bottom of the currently displayed list, you are asked if the program should begin from the beginning of the list and to start searching again.

Repeat Find

This **Repeat Find** menu command repeats the last search. This command can be used to quickly find the next player name that is matched by Fantasy Football for Windows in the program.

Weekly Scores

The **Weekly Scores** menu command displays the **Weekly Scores** dialog box.

The **Weekly Scores** dialog box displays the current fantasy team matches and their results. Each match is displayed as two fantasy teams contained in adjacent lines. Each team's score for the match is listed in the column to the right. Results for calculating standings are determined by these matches and their resulting scores.

Each fantasy team name can be double-clicked to open the Team Boxscores dialog, which displays a summary of the team's statistical performance, as well as the team's opponent, in a box-score type format.

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This button displays the weekly scores of the previous week.

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This button displays the weekly scores of the next week.

Extensions can modify the functionality of this dialog.

Current Standings

The **Current Standings** dialog box displays the current standings throughout the fantasy league.

Each listbox separates the fantasy teams amongst their appropriate divisions. Within each listbox, the fantasy teams are sorted from the team with the most wins to the team with the least wins. These standings can be used to determine playoffs, award prizes, etc.

Each entry contains multiple columns. The first column lists the team's name. The second column indicates the number of wins a team has. The third column indicates the number of losses a team has suffered. The third column indicates the number of ties a team has experienced. The fourth column indicates the team's overall place within the entire fantasy league.

The team's overall place within the league is used as a factor in solving conflicting add/drop requests and performing other miscellaneous, automated, league-management functionality.

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This button displays the league standings as they appeared the previous week.

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This button displays the league standings as they appeared the next week.

Extensions can modify the functionality of this dialog.

Fantasy Team Edit Schedule

The **Fantasy Team Edit** dialog box allows you, if you have commissioner privileges, to alter the scheduled fantasy team matches.

NOTE: If using the Auto-Schedule feature, scheduling is automatically handled by the application.

To view a different team's schedule than what is currently displayed, simply click on the team selection combo box and select a new team.

To change a scheduled game, select the appropriate week in the **Weekly Opponent** listbox. Select the appropriate opponent from the fantasy team's listbox. The **Change** button will now become non-grayed. Click on the **Change** button to complete the modification.

Change

Clicking the change button changes the currently selected team's weekly opponent to the opponent that is currently selected in the fantasy team's listbox. The **Weekly Opponent** listbox will immediately be updated to reflect the new selection.

NOTE: The change is not immediately effective throughout Fantasy Football for Windows. Clicking on the **Cancel** button or changing the currently selected fantasy team ignores any modifications you may have made. By clicking on the **OK** button, all modifications are checked for scheduling conflicts. If a scheduling conflict is found, you will be presented with appropriate alternatives.

Fantasy Team Schedule

The **Fantasy Team Schedule** dialog box allows a user to view a fantasy team's schedule for the entirety of the season and also view the eventual outcome of each game. The fantasy team's cumulative record is also displayed at the bottom of the dialog box.

You may view different fantasy team schedules by clicking on the down-arrow next to the fantasy team combo box and making a new selection.

Double-clicking on an entry in the schedule listbox presents you with the Team Boxscores dialog for further detail of the game's results.

Fantasy Team Roster

The **Fantasy Team Roster** dialog box allows the user to view a specific fantasy team's roster.

Team Name

This combo box contains the name of the currently displayed team. To change the currently displayed team, click on the down arrow to the right of the combo box and select the team to be viewed.

Team Owner

This field displays the team owner's name.

Active

This checkbox is checked if any roster modifications have been made within the last week. This can be helpful in determining whether a team owner is an active participant in the league.

Players

This field displays the total number of players, including both starters and reserves, that are on the displayed team's roster.

Week

This field displays the current week number. The team's roster, and each player's starting status, is displayed according to the current week.

Player Info

This group of fields contain a statistical summary of the player currently selected within the active or inactive listbox. These fields change as different players are selected.

Each statistical field contains statistical summaries of the previous week or season. The **Total Points** field contains the number of power points this player has scored throughout the entire season. The **Points Per Game** field contains that average number of power points a player scores per game. The **Total Yards** field contains the number of power yards a player has achieved throughout the entire season. The **Yards Per Game** field contains the number of power yards, on average, that a player achieves each game. The **Points Last Game** field displays the number of power points the player scored during the previous week.

Starters

This field displays the number of players that appear in the **Active** listbox and are considered starting for the current week.

Active

The **Active** listbox displays the players who are starting for the current week. Each entry contains the player's name and the player's position.

To change a player's starting status, you should ensure that the **OK** button is not grayed out. If the **OK** button is grayed, you could be viewing a team that you are not the owner of, are viewing a week other than the upcoming week, you have failed to correctly enter your name in the Preferences dialog box, or you have failed to set your Commissioner Privileges.

By clicking and dragging a player's name from the **Active** listbox to the **Inactive** listbox, you can put a player on the bench.

Inactive

The **Inactive** listbox displays those players who are currently not starting. Each entry contains the

player's name and the player's position.

To change a player's starting status, you should ensure that the **OK** button is not grayed out. If the **OK** button is grayed, you could be viewing a team that you are not the owner of, are viewing a week other than the upcoming week, you have failed to correctly enter your name in the <u>Preferences</u> dialog box, or you have failed to set your <u>Commissioner Privileges</u>.

By clicking and dragging a player's name from the **Inactive** listbox to the **Active** listbox, you can change a player to a starter. Before a player is added to a team's starting roster, a complicated process is executed by Fantasy Football for Windows to ensure that the addition of the player does not violate roster limitations or league rules, as set in the <u>Set Rules</u> dialog. If the transaction passes this test, the player is added to the team's starting roster.

Owner Info

Clicking this button presents the <u>Owner Info</u> dialog.

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This button displays the team's roster as it appeared the previous week.

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This button displays the team's roster as it appeared the next week.

Fantasy Team Points

The **Fantasy Team Points** dialog box allows the user to view a ranked comparison of various point categories amongst the league's fantasy teams.

Statistical Category

To select a different statistical category to rank the teams by, click on the down arrow to the right and select the desired category from the list.

Extensions can modify the functionality of this dialog.

Send Trade

The **Send Trade** dialog box allows the user to automate trade-oriented transactions between Fantasy Teams. *Note:* This function is available only to those systems equipped with a MAPI-compatible mail package.

Proposing a Trade

To propose a trade to a fantasy team opponent, you must select an opponent's team from the destination combo box. In each listbox, you can select highlight players from each team. To select multiple players from each team, hold the **CTRL** key while clicking on additional players. Enter in comments along with the trade and click the **Offer** button. Fantasy Football for Windows will automatically present this dialog to you with the opponent team's response.

Accepting a Trade

If your team has been offered a trade, Fantasy Football for Windows will automatically present you with this dialog. You have three options: you can click the **Accept** button to accept the trade; click the **Decline** button to decline the trade; or click the **Cancel** button to delay the decision (you will be prompted with this dialog each time you start Fantasy Football for Windows or read trades). If you accept a trade, a copy of this information will be sent to the league commissioner, as specified in the league setup through the New dialog. The league commissioner will approve or deny the transaction. If approved, both team's rosters will automatically be modified to reflect the transaction.

Date

The date field displayed the date the transaction was offered, accepted, or declined.

Status Frame

Not only does the status frame enclose the transaction area, but informs you of the status of the trade. This text will display "Originating Trade" if you are constructing a trade, "Trade Accepted" if the opposing team and commissioner approved of the trade, or "Trade Declined" if the opposing team or commissioner declined the trade.

Comment

The comment field allows each participant to enter a comment when constructing and accepting or denying a trade.

Accept

This button is available when you are viewing a proposed trade and wish to accept the trade. A copy of the information is sent to the league commissioner for approval.

Decline

Clicking this button declines the trade. A decline response is sent to the offering team.

Offer

This button is available when you are composing a trade. When clicked, this information is sent to the destination team.

Read Trades

The **Read Trades** dialog box allows a user to check for the existence of, and reply, to any outstanding trade-oriented transactions as offered by other Fantasy Team owners. ***Note:*** This function is available only to those systems equipped with a MAPI-compatible mail package.

If an offer is found, you will be presented with the Send Trade dialog.

Send Message

The **Send Message** dialog box allows the user to send private or public messages to other Fantasy Team owners. *Note:* This function is available only to those systems equipped with a MAPI-compatible mail package.

To send a message, select the appropriate team from the **Destination Team** combo box, enter the message in the **Message** edit control, and then click the **OK** button.

Destination Team

If you are sending a message, this combo box allows you to specify the team, or teams, that are to receive the message. If you are reading a message, this combo box specifies the team that sent the message.

Subject

This field allows you to enter a general subject for the message.

Date

During message composition, this field is blank. When reading a trade, this field displays the date that the message was sent.

Message

This edit control is where you can type the text for an original message or the text for a reply.

Reply

This button is available when reading a message. By clicking this button, you are allowed to compose a response. The other fields are updated accordingly.

OK

When composing a message, this button sends the message to the specified team(s). When reading this message, this button deletes the message from the message que.

Cancel

This button dismisses the dialog without removing the message from the message que.

Read Messages

The **Read Messages** dialog box allows a user to check for the existence of, and reply, to any outstanding private or public messages sent by other fantasy team owners. ***Note:*** This function is available only to those systems equipped with a MAPI-compatible mail package.

If a message if found, you will be presented with the Send Message dialog.

Add Player

The **Add Player** dialog box allows a user with commissioner privileges to add additional NFL players to the current database of NFL players. The player is created with default settings which may be changed through the Player Summary dialog box.

NOTE: Adding a player manually will make the player statistic file incompatible with other leagues. If using Weekly Updates, new players will automatically be added to the player statistic file while retaining cross-league compatibility.

Drop Free Agents

This command deletes all players in the players statistical file that are currently free agents, have not scored any power points throughout the season, haven't accrued any power yards, and is not currently on a fantasy team's roster. Defensive and special teams may not be deleted from the statistical database.

By deleting free agents, you can improve performance and reduce necessary storage requirements.

NFL Teams Schedule

The **NFL Teams Schedule** dialog box allows a user to view the NFL game schedule for a selected NFL Team. The NFL Team's cumulative win-loss record is displayed at the bottom of the dialog box.

You may view different NFL Team schedules by clicking on the down-arrow next to the NFL Team combo box and making a new selection.

Double-clicking on an entry in the schedule listbox presents you with the Team Boxscores dialog for further detail of the game's results.

NFL Teams Edit Schedule

The **NFL Teams Edit Schedule** dialog box allows a user with commissioner privileges to view and edit a NFL Team's game schedule.

To view a different team's schedule than what is currently displayed, simply click on the team selection combo box and select a new team.

To change a scheduled game, select the appropriate week in the **Weekly Opponent** listbox. Select the appropriate opponent from the NFL Team's listbox. The **Change** button will now become non-grayed. Click on the **Change** button to complete the modification.

Home Game

By checking on this checkbox, the selected weekly game is specified to be a home game.

Monday Night Game

By checking on this checkbox, the selected weekly game is specified to be a Monday night game.

Change

Clicking the change button changes the currently selected team's weekly opponent to the opponent that is currently selected in the fantasy teams listbox. The **Weekly Opponent** listbox will immediately be updated to reflect the new selection.

NOTE: The change is not immediately effective throughout Fantasy Football for Windows. Clicking on the **Cancel** button or changing the currently selected fantasy team ignores any modifications you may have made. By clicking on the **OK** button, all modifications are checked for scheduling conflicts. If a scheduling conflict is found, you will be presented with appropriate alternatives.

NFL Team Roster

The **NFL Team Roster** dialog box allows a user to view an NFL Team's current NFL Player roster.

NFL Team Selection

To select a new team to view, click the down-arrow to the right of the combo box and select the desired team from the list.

Roster

The roster listbox contains a list of the players that are currently on the displayed NFL team's roster for the current week. The list contains five columns. The first column displays the player's name. The second column displays the player's position. The third column indicates whether the player is currently on a fantasy team's roster (a 'Y' indicates the player is available. An 'N' indicates the player is not available and is on a fantasy team's roster). The fourth column indicates the number of power points the player has accumulated throughout the current year. The fifth column indicates the number of yards the player has accumulated throughout the current year.

NFL Weekly Scores

The **Weekly Scores** menu command displays the **Weekly Scores** dialog box.

The **Weekly Scores** dialog box displays the current NFL Team matches and their results. Each match is displayed as two NFL teams contained in adjacent lines. Each team's score for the match is listed in the column to the right. Results for calculating standings are determined by these matches and their resulting scores.

Each NFL Team name can be double-clicked to open the Team Boxscores dialog, which displays a summary of the team's statistical performance, as well as the team's opponent, in a box-score type format.

<

This button displays the weekly scores of the previous week.

>

This button displays the weekly scores of the next week.

NFL Current Standings

The **Current Standings** dialog box displays the current standings throughout the NFL.

Each listbox separates the NFL Teams amongst their appropriate divisions. Within each listbox, the NFL Teams are sorted from the team with the most wins to the team with the least wins.

Each entry contains multiple columns. The first column lists the team's name. The second column indicates the number of wins a team has. The third column indicates the number of losses a team has suffered.

<

This button displays the NFL standings as they appeared the previous week.

>

This button displays the NFL standings as they appeared the next week.

NFL Team Points

The **NFL Team Points** dialog box allows a user to view a comparison of various point categories amongst the NFL Teams.

Statistical Category

To select a different statistical category to rank the teams by, click on the down arrow to the right and select the desired category from the list.

Options - For

Clicking on this radio button displays the specified statistical category accumulated for each team.

Options - Against

Clicking on this radio button displays the specified statistical category accumulated against each team.

Injury Reports

The **Injury Reports** dialog box allows a user to view any of the current week's injured reserve reports and updates as reported by a national news agency.

Fantasy Football for Windows scans the directory in which the opened fantasy league file resides and attempts find a <u>Weekly Update</u> file for the previous week that contains NFL injury reports.

Search String

You can enter a string into this edit control to search the text for any references to the term. When this dialog is first displayed, this string is initialized with last name of the currently selected player in the main display.

Find

Clicking this button finds the first instance of the string (as specified in the **Search String** control) within the injury reports text.

Repeat

Clicking this button finds the next instance of the string (as specified in the **Search String** control) within the injury reports text.

NFL News

The **NFL News** dialog box allows a user to view any of the current week's NFL related news and interest stories as reported by a national news agency.

Fantasy Football for Windows scans the directory in which the opened fantasy league file resides and attempts find a <u>Weekly Update</u> file for the previous week that contains NFL News.

Search String

You can enter a string into this edit control to search the text for any references to the term. When this dialog is first displayed, this string is initialized with last name of the currently selected player in the main display.

Find

Clicking this button finds the first instance of the string (as specified in the **Search String** control) within the NFL news text.

Repeat

Clicking this button finds the next instance of the string (as specified in the **Search String** control) within the NFL news text.

Top Scorers

The **Top Scorers** command sorts the NFL Players in the main display as ranked by their cumulative point performance. The NFL Players are sorted from the highest year-to-date scorer to the lowest year-to-date scorer.

Available Players

The **Available Players** command updates the main display to display only those NFL Players that are not yet drafted by a Fantasy Team.

This command is convenient when attempting locate available players to pick-up through-out the season to replace injured players or those players who are not performing.

Quarterbacks

The **Quarterbacks** menu command specifies whether players who play the Quarterback position are displayed in the main window. A check mark by the menu command indicates that Quarterbacks are currently being displayed. If the menu command is not checked, Quarterbacks are not currently being displayed. See Quarterback Position.

Running Backs

The **Running Backs** menu command specifies whether players who play the Running Back position are displayed in the main window. A check mark by the menu command indicates that Running Backs are currently being displayed. If the menu command is not checked, Running Backs are not currently being displayed. See Running Back Position.

Wide Receivers

The **Wide Receivers** menu command specifies whether players who play the Wide Receiver position are displayed in the main window. A check mark by the menu command indicates that Wide Receivers are currently being displayed. If the menu command is not checked, Wide Receivers are not currently being displayed. See Wide Receiver Position.

Tight Ends

The **Tight Ends** menu command specifies whether players who play the Tight End position are displayed in the main window. A check mark by the menu command indicates that Tight Ends are currently being displayed. If the menu command is not checked, Tight Ends are not currently being displayed. See Tight End Position.

Kickers

The **Kickers** menu command specifies whether players who play the Kicker position are displayed in the main window. A check mark by the menu command indicates that Kickers are currently being displayed. If the menu command is not checked, Kickers are not currently being displayed.

Special Teams

The **Special Teams** menu command specifies whether Special Teams are displayed in the main window. A check mark by the menu command indicates that Special Teams are currently being displayed. If the menu command is not checked, Special Teams are not currently being displayed.

Defenses

The **Defenses** menu command specifies whether Defensive Teams are displayed in the main window. A check mark by the menu command indicates that Defenses are currently being displayed. If the menu command is not checked, Defenses are not currently being displayed.

All

The **All** menu command specifies whether all players and teams are displayed in the main window. A check mark by the menu command indicates that all players and teams are currently being displayed. This can be used to quickly negate other display options and display all players.

Change Font

The Change Font dialog presents the user with the font picker common dialog box (please refer to the *Microsoft Windows User Guide* for directions in using the dialog box). If the user picks a font, the main window's display is updated using the newly selected font.

The user's font selection is saved and used whenever Fantasy Football for Windows is run.

Quarterback Position

The quarterback refers to the player playing in, as a general rule, position 1.

Running Back Position

The running back refers to the player playing in, as a general rule, position 2.

Wide Receiver Position

The wide receiver refers to the player playing in, as a general rule, position 3.

Tight End Position

The tight end refers to the player playing in, as a general rule, position 4.

Custom Setup

This dialog allows you to specify the types and duration of statistics displayed when you view the custom display. Through the custom setup and display, you can perform trend analysis and player comparisons.

Statistical Category

Using this listbox, you select the appropriate statistical category that you would like ranked and displayed when you view the custom display.

Average

Checking this checkbox, you will see the specified statistic as an average of only those games the player actively participated in. If not checked, the specified statistic is accumulated for the entire year.

Anchor Start

By checking this checkbox, you are anchoring the starting week setting. By anchoring the specified starting week, this value will not increment by one week when a new weekly statistical update is integrated. By leaving this unchecked, you are creating a "sliding" start that increments each week as weekly statistical updates are integrated.

Anchor End

By checking this checkbox, you are anchoring the ending week setting. By anchoring the specified ending week, this value will not increment by one week when a new weekly statistical update is integrated. By leaving this unchecked, you are creating a "sliding" start that increments each week as weekly statistical updates are integrated.

Start Week

By dragging the thumb on the scroll bar, you can specify the starting week that statistics will be accumulated for. To accumulate statistics for the entire season, ensure the value of this is 1.

End Week

By dragging the thumb on the scroll bar, you can specify the ending week that statistics will be accumulated for. To accumulate statistics for the entire season, ensure the value is set at the maximum number of regular season or playoff games.

Team Owner Information

The **Team Owner** dialog box is used to store or edit a Fantasy Team owner's personal information. The **OK** button saves any changes made to owner information. This button may be grayed if you are currently viewing a team that is not yours, you have not set your commissioner privileges, or that the fantasy file is currently being modified by the league commissioner (if used on a network).

Team Name

The team name is used to display weekly scores, standings, and player/team associations in the main window.

Team Owner

The team owner name is not only used for addressing functionality, but it is for two other very important functions. First, the name is used as the primary key for associating a team with a particular user's system. Fantasy Football for Windows uses the owner's name, as entered in the Preferences dialog, to search the owner information in an attempt to find a match. If no match is found, you will be informed of such and will not be allowed to modify team settings, rosters, etc. Secondly, the owner name is the address used for sending mail to other teams and the league commissioner.

Street

Used to enter the owner's address information. Used for addressing functionality.

City

Used to enter the owner's city. Used for addressing functionality.

State

Used to enter the owner's state. Used for addressing functionality.

Zip

Used to enter the owner's zip code. Used for addressing functionality.

Phone

Used to enter the owner's phone.

Password

The password may be left blank. If text is entered, when Fantasy Football for Windows, the user will be asked for the team's password. If the user incorrectly enters the password, the user will be unable to make any modifications to any teams.

Player Summary

The **Player Summary** dialog box is used to display and modify summary information about a specific NFL Player. Additionally, it provides a method to modify a players NFL or fantasy team.

Player Name

Specifies the currently selected NFL player's name, which will be displayed on the main screen, in results, and many other areas of functionality within the program. It is best to leave the player's name untouched, as the weekly statistical updates will maintain this information.

For defensive and special team's, this may not be modified.

NFL Team

This combo box is used to display and modify the player's current NFL team. The displayed NFL team will change to the appropriate team as you click a different week in the weekly summary listbox. If you have commissioner privileges, the down arrow to the right will not be grayed. By clicking on the down arrow, you are presented with a list of NFL teams (including the free agent category). You can select a new NFL team to assign the player to for the currently selected week, determined by the current selection in the weekly summary listbox. If the currently selected week is the upcoming week, the new NFL team selection will be assigned to the player for the remainder of the season. If the currently selected week is a prior week to the upcoming week, only the player's NFL team for the selected week will be modified.

For defensive and special team's, this may not be modified.

Position

This combo box is used to display and modify the player's position. If you have commissioner privileges, the down arrow to the right will not be grayed. By clicking on the down arrow, you may assign a new position to the currently selected player.

For defensive and special team's, this may not be modified.

NFL

If checked, this specifies that the player was active for the week selected in the weekly summary listbox.

FFW

If checked, this specifies that the player was starting for his fantasy team for the week selected in the weekly summary listbox. If not checked, the player was inactive for his fantasy team.

Fantasy Team

This combo box is used to display and modify the player's current fantasy team. The displayed fantasy team will change to the appropriate team as you click a different week in the weekly summary listbox. If you have commissioner privileges, the down arrow to the right will not be grayed. By clicking on the down arrow, you are presented with a list of fantasy teams (including the no team category). You can select a new fantasy team to assign the player to for the currently selected week, determined by the current selection in the weekly summary listbox. If the currently selected week is the upcoming week, the new fantasy team selection will be assigned to the player for the remainder of the season. If the currently selected week is a prior week to the upcoming week, only the player's fantasy team for the selected week will be modified.

Using this combo box, a league commissioner can bypass some of Fantasy Football for Windows automated functionality (and assumptions). The league commissioner can manually conduct a draft, process inter-team trades, and perform adds and drops according to their own criteria. Additionally, the league commissioner can correct any errors.

If the player's fantasy team is modified, Fantasy Football for Windows checks to ensure that adding the

player to the specified fantasy team does not put the team in violation of the current roster restrictions. If it does, you are warned with a dialog. If you select **OK**, the player is added to the fantasy team (as inactive by default). If you select **Cancel**, the player is not added to the specified fantasy team and this combo box's settings is returned to its previous setting.

Tot. Pts. (Total Points)

This number indicates the number of power points the player has scored through-out the entire season.

Tot. Yds. (Total Yards)

This number indicates the number of power yards the player has achieved through-out the entire season. The total yards includes yards achieved through all statistical categories including rushing, receiving, passing, and kicking.

Pts. Per Gm (Points Per Game)

This number indicates the number of power points, on average for the current season, that the player scores during a game.

Yds. Per Gm (Yards Per Game)

This number indicates the number of power yards, on average for the current season, that the player achieves during a game.

Weekly Summary Listbox

This listbox presents an abstract of the player's performance through-out the current season. The list includes four columns: the NFL week number, the number of power points scored by the players, number of power yards achieved by the player, and the player's NFL opponent for the appropriate week (an opponent appearing in all capital letter indicates that the game was or will be played at the player's NFL team's home field. If the opponent has an asterisk next to it, the game was or will be played on a Monday night).

If a desired week is not a bye week (the word BYE is not displayed as the week's NFL opponent) you may double-click on the appropriate line to bring up the Player Detail Dialog, which contains specific statistical detail for that week's game.

Additional Notes:

If the *PAS Software NFL Player Picture Database* has been purchased, the dialog will expand to include the player's color picture as well as a **Player History...** button. Clicking on the **Player History...** button will bring up the player's previous NFL statistical history for further analysis.

Player Detail

The **Player Detail** dialog box is used to display and edit specific game statistics and scoring information for a specified game for the currently selected player. Fantasy Football for Windows utilizes these statistics to summarize a player's performance, calculate fantasy league statistics and standings, and calculate NFL team statistics.

To edit these statistics, you must have Commissioner Privileges or else the **OK** button will be grayed. These statistics can be automatically updated and maintained by using the automated Weekly Updates.

Statistical Categories

Rushing Attempts	Represents the number of times a player receives a hand-off or receives a backwards-pass (or lateral).
Rushing Yards	Represents the total yards a player gained (or loses) during rushing attempts.
Receptions	Represents the number of times a player receives a forward pass.
Receiving Yards	Represents the total yards a player gained (or loses) during receiving attempts.
Passing Completions	Represents the number of times a player successfully completes a forward pass to an offensive player.
Passing Attempts	Represents the number of times a player attempts a forward pass.
Passing Yards	Represents the total yards a player gained (or loses) by forward passes.
Interceptions	Represents the number of interceptions a player has thrown.

Averages

Yards Per Carry	Represents the number of yards a player achieved during each rushing attempt for the game. In parenthesis is the player's year-to-date total.
Yards Per Receptions	Represents the number of yards a player achieved during each reception for a game. In parenthesis is the player's year-to-date total.
Yards Per Pass	Represents the number of yards a player has thrown a forward pass for during each passing completion for the game. In parenthesis is the player's year-to-date total.
TDs Per Carry	The number of touchdowns a player scores during each rushing attempt during the game. In parenthesis is the player's year-to-date total.
TDs Per Reception	The number of touchdowns a player scores during each reception during the game. In parenthesis is the player's year-to-date total.
TDs Per Pass	The number of touchdowns a player scores during each pass during the game. In parenthesis is the player's year-to-date total.

Scoring

Rushing TDs	The number of touchdowns scored by rushing during the game.
Receiving TDs	The number of touchdowns scored by receiving passes during a game.
Passing TDs	The number of touchdowns scored by passing during a game.
Other TDs	The number of touchdowns scored by other methods.
Field Goals	The number of field goals kicked during a game.
Extra Points	The number of extra points (or point-after-touchdown) kicked during a game. If the currently displayed player is actually a defensive team, this category is changed to display Safeties. The number entered or displayed refers to the number of safeties scored during the game (not it's actual point total).

Point Preferences

The **Point Preferences** dialog box is used to display the current options used for calculating a NFL Player's fantasy points.

The performance method of scoring presents the following dialog box:

Not only does a player receive the basic points for each scoring play, but they are rewarded bonus points according to their overall performance throughout the game.

PAS On-Line!

PAS On-Line! provides the most detailed statistical information for use with Fantasy Football for Windows, program updates to Fantasy Football for Windows, a message base for exchanging information with other team owners and leagues, file access to exchange rosters and results with other team owners, access to key PAS Software staff and technical support, as well as information on new PAS Software products.

To access ***PAS On-Line!*** call **(206) 788-7568.**

Look for ***PAS On-Line! Access***, our new windows-hosted communications program. It provides an easy to use windows interface to download weekly statistics, NFL news and injury reports, and more. Free to our registered users.

Using the Header Bar

The header bar can be used to adjust the column widths of the displayed statistics or to simply use as a reference.

Above each column, contained in the Header Bar, is contained description text. This briefly describes the statistics or information contained in the column below. The description text changes when the custom display option is selected to reflect the custom display you have specified in the Custom Setup dialog.

To adjust a column for a category, use the mouse to click and drag the vertical black line to the left of the description text of the appropriate column. You can drag the bar to the left or right to the desired width. Once you end the click and drag process, the display is updated to reflect your changes.

<u>Setting Rules</u>

This dialog allows you, while you have <u>Commissioner Privileges</u>, to modify the rules that govern operation of your fantasy league.

To enable a rule, select the rule from the **Rules** listbox and ensure that the **Enable Rule** checkbox is checked (clicking on it if necessary).

Rules

The rules listbox contains the rules available for operation. <u>Extensions</u> can add additional rules that can be enabled during operation.

Enable Rule

This checkbox appears checked if the currently selected rule is enabled and vice-versa. Additionally, clicking on this checkbox enables or disables this rule.

Performance Scoring

This dialog allows you to modify the point preferences used to calculate power points using the Performance Scoring Method.

Points per rushing touchdown

Allows you to specify the number of points a player receives when scoring a touchdown when rushing.

Points per receiving touchdown

Allows you to specify the number of points a player receives when scoring a touchdown when or after catching a pass.

Points per passing touchdown

Allows you to specify the number of points a player receives when they pass for a touchdown.

Points per other touchdown

Allows you to specify the number of points a player receives for miscellaneous touchdowns. These would include touchdowns scored when returning a punt or kick return for a touchdown, a defensive touchdown, etc.

Points per field goal

Allows you to specify the number of points a player receives for kicking a field goal.

Points per extra point

Allows you to specify the number of points a player receives for kicking an extra point.

Points per interception

Allows you to specify the number of points a player receives for throwing an interception.

points per # yards categories

The remaining four categories allow you to specify the number of points given to a player for their overall performance throughout the game. The yardage used to determine the overall performance bonus includes all yards, not just yards achieved in scoring efforts. For each category, the formula used to determine the performance bonus is:

Advanced Scoring

This dialog allows you to modify the point preferences used to calculate power points using the Advanced Scoring Method. Each league can use up to 100 different scoring possibilities to allow a large degree of flexibility. If your league needs some other scoring capabilities, you can create a custom Extension.

To create a scoring parameter, you must first click the **Add** button to create a new parameter for editing. Then, you must select the position that the scoring parameter applies to in the **Position** listbox. Then, you must select the type of scoring play you with the scoring parameter to be applied to. Then, you must enter the minimum and maximum number of yards this play rewards points for. Lastly, enter the number of points a player is given if a given game result or statistic matches this parameter.

Scoring Parameter

This field displays the number of the current scoring parameter you are currently viewing.

Total Scoring Parameters

This field displays the total number of scoring parameter you currently have initialized for use with your league.

Position

This listbox allows you to specify the exact position for which this scoring parameter applies.

Play Type

This listbox allows you to specify the type of play for which this scoring parameter applies.

Min. Yards

This edit control allows you to enter or view the minimum yardage range for which this scoring parameter applies. This value must be less than or equal to the yardage given for the particular play.

Max. Yards

This edit control allows you to enter or view the maximum yardage range for which this scoring parameter applies. This value must be greater than or equal to the yardage given for the particular play.

<

This button displays the previous scoring parameter.

>

This button displays the next scoring parameter.

Add

This button adds a new scoring parameter to be modified.

Delete

This button deletes the currently viewed scoring parameter.

Fantasy Basketball for Windows

Fantasy Basketball for Windows, by PAS Software, supports the same interface as Fantasy Football for Windows. Many of the dialogs, statistics, and calculations have been tuned for use with the NBA.

Fantasy Basketball for Windows has been through its first highly-successful test season. It is currently available for beta testing and extension development and will be distributed via CompuServe before the start of next year's NBA season.

Contact PAS Software for an evaluation copy.

Fantasy Baseball for Windows

Fantasy Baseball for Windows, by PAS Software, supports the same interface as Fantasy Football for Windows. Many of the dialogs, statistics, and calculations have been tuned for use with the MLBA. Additionally, the standings implementations have been changed to be consistent with traditional implementations.

Fantasy Baseball for Windows has entered its first test season. We will be releasing this product for evaluation purposes at the end of the 1993 year and releasing it for use before the start of the 1994-95 season.

Contact PAS Software for an evaluation copy.

Fantasy Extensions

All PAS Software products implement an "open-architecture" design. A major goal during our software design was to ensure that our software would never limit a league's implementation, scoring and analysis needs, etc.

As a result, we have developed "extensions". Installation is done by simply dragging and dropping the extension into the directory where the application resides. The applications will automatically detect the presence of the extensions and will expand the its menus, add toolbar buttons, and modify its own internal functionality. As a result, the functionality and implementation of the program is limitless.

Extensions currently under development by 3rd parties include:

An extension that exports weekly player statistics and various analysis tables to tab-delimited text or specific spreadsheet formats. Additionally, it exports these tables to metafiles for inclusion into publications.

An extension that provides financial management by allowing charges to be attributed with transactions and provides label printing, etc.

An extension that provides professional handicapping functionality. Ever wanted to see how certain professional teams do on grass? Want to see how NFC teams are doing against AFC teams? How does Pittsburgh do on Monday Nights? This is the extension for you.

We are always encouraging people to develop their own innovative extensions. For a nominal fee, we will send you a **Fantasy Extension Software Development Kit** that includes the necessary libraries, headers, and examples to immediately begin developing your own extension.

Auto-Draft

This dialog assists you in conducting your own automated draft on your first day by automatically randomizing the draft order, providing an easy interface to assign players to fantasy teams, and tracking the current round and draft team.

The dialog will automatically initialize itself to contain a randomly generated list of the fantasy teams contained within the league. To draft a player to the currently selected team, simply click on a player in the main window and then click on the **Draft Selected Player** button in the **Auto-Draft** dialog. The next team will automatically be highlighted and ready for player assignment.

Team Selection List

This listbox simply displays the draft order. The team that currently has the draft pick is highlighted. The order of the draft follows the order from top to bottom the first time through, and then follows the order from the bottom to the top the second time through. The list is randomly regenerated every other round.

Round

This field displays the current round and the total number of rounds in the draft. The total number of rounds in the draft is the same number of players allowed for each fantasy team.

Current Team

This field displays the team name that is highlighted in the **Team Selection** List for further clarity.

Draft Selected Player

Clicking this button assigns the currently selected player in the main window to the team highlighted in the **Team Selection** list and displayed in the **Current Team** field. After clicking this button and assigning a player to the current draft team, the next team in the draft order is selected and the appropriate fields are updated.

Box Scores

The **Box Scores** dialog attempts to recreate, as best as possible, game breakdowns of fantasy games and NFL games as they would appear in a newspaper. These dialogs contain a list of players, sorted by position and performance, for the previously selected team and their weekly opponent.

Send Add/Drop

The **Send Add/Drop** dialog box allows the user to send add/drop requests to the league commissioner. Fantasy Football for Windows, when under the control of the league commissioner, will automatically grant adds and drops. Players dropped from a team are automatic. Players requested to be added from the free agent list often come from several teams. Fantasy Football for Windows automatically handles conflicts according to the rules outlined below. *Note:* This function is available only to those systems equipped with a MAPI-compatible mail package.

When a free agent player is requested by several teams, Fantasy Football for Windows uses the following rules to solve these conflicts. Fantasy Football for Windows determines the current standings of each team through-out the entire league. Beginning from the team with the lowest record, it walks the standings and grants each team's additions. If a team's free agent player that was requested and added to a team with a worse record, then that team's request is denied.

Drop Players

This list box contains the names of the players you wish to have dropped from your team. The list describes the preference in which each player will be dropped, from top to bottom. For each player successfully added to from the free agency list, the next player in the list who has yet to be dropped will be dropped. Players may be added to this que from your own team's roster using the list controls described below.

Current Roster

This combo box contains a list of players currently on your roster. You can select one of the players from this list and then select one of the list controls, as described below.

Add (left)

This button adds the player currently selected in the **Current Roster** combo box to the **Drop Players** list box. The player will be added to the end of the list.

Delete (left)

This button deletes the player who is currently selected in the **Drop Players** list box from the drop que. The player will be added back to the **Current Roster** combo box.

Move Up (left)

This button moves the player who is currently selected in the **Drop Players** list box up one spot in the list. This affects the players placement in the drop que and affects the order in which players will be dropped (see rules above).

Move Down (left)

This button moves the player who is currently selected in the **Drop Players** list box down one spot in the list. This affects the players placement in the drop que and affects the order in which players will be dropped (see rules above).

Add Players

This list box contains the names of the players you wish to have added to your team. The list describes the preference in which each player will be added, from top to bottom. Players may be added to this que from your own team's roster using the list controls described below.

Free Agents

This combo box contains a list of players who are currently on the free agency list. You can select one of the players from this list and then select one of the list controls, as described below.

Add (right)

This button adds the player currently selected in the **Free Agents** combo box to the **Add Players** list box. The player will be added to the end of the list.

Delete (right)

This button deletes the player who is currently selected in the **Add Players** list box from the drop que. The player will be added back to the **Free Agents** combo box.

Move Up (right)

This button moves the player who is currently selected in the **Add Players** list box up one spot in the list. This affects the players placement in the add que and affects the order in which players will be added (see rules above).

Move Down (right)

This button moves the player who is currently selected in the **Add Players** list box down one spot in the list. This affects the players placement in the add que and affects the order in which players will be added (see rules above).

OK

Clicking this button sends the add/drop request to the league commissioner, as specified in the Preferences dialog box.

Cancel

Clicking this button cancels the add/drop request.

Process Adds/Drops

This command automatically processes add/drop requests according to the rules described in the help for the Send Add/Drop command. This command is available only to league commissioners. ***Note:*** This function is available only to those systems equipped with a MAPI-compatible mail package.

Edit Divisions

The **Edit Division** dialog allows the league commissioner to modify the division each fantasy team currently resides in. There are four divisions into which any number of fantasy teams may be added.

To mofify a team's current division assignment, select the fantasy team in the left listbox. The radio buttons labeled Division 1 through 4 will update themselves to reflect the fantasy team's current division assignment. Clicking any of these division buttons will reassign the fantasy team to the new selection.

NOTE: If using the Auto-Schedule feature, division assignment is automatically handled by the application.

Auto-Schedule

The **Auto-Schedule** command automatically assigns teams to an appropriate number of divisions and schedules fantasy teams according to the rules outlined below. In future releases, Fantasy Football for Windows will schedule the teams according to these rules in a random fashion.

NOTE: Any previous scheduling information and division assignments will be destroyed by using this feature.

4, 6, and 8 Teams

All teams are assigned to one division and play each team within the division as many times as possible within the number of regular season games as specified in the New League dialog.

10 Teams

Teams are assigned to two divisions. Each team plays each of the other four teams within their division twice. Remaining games are played against teams in the opposite division.

12 Teams

Teams are assigned to three divisions. Each team plays each of the other three teams within their division twice. Remaining games are played against teams in the remaining divisions.

14 Teams

Teams are assigned to two divisions. Each team plays each of the other six teams within their division twice. Remaining games are played against teams in the opposite division.

16 Teams

Teams are assigned to four divisions. Each team plays each of the other three teams within their division twice. Each team also plays two teams from each of the other three divisions once.

Defensive Scoring

When using the Performance Scoring method, you may also use different parameters for generating results for defensive teams. Not only can you account for defensive scoring, but you can account for overall defensive performances by having Fantasy Football for Windows calculate yards allowed and score them according to your preferences.

Three parameters are provided for calculating additional scoring (other than for safeties and touchdowns scored). The defensive team can score points for intercepting a pass, rushing yards yielded, and passing yards yielded.

Points per defensive interception

A team is awarded the specified points for each interception they get against a team. The number of interceptions is automatically calculated by Fantasy Football for Windows.

Points per # rushing yards above or below

The first entry specifies the number of points a defensive team will receive for every increment of rushing yards, as specified by the second parameter, above or below a cutoff yardage amount you specify in the third parameter. For every increment of rushing yards less than the specified cutoff, the defensive team's score will have the indicated points added to their weekly score. For every increment of rushing yards more than the specified cutoff, the defensive team's score will have the indicated points subtracted from their weekly score.

An example of how this works follows. Assume you specify 1 **Points per** 25 **rushing yards above or below** 100. If Cleveland's defense allows Houston to rush for 133 yards, they would have 1 point subtracted from their weekly score ((133 - 100) / 25 * 1). If Cleveland's defense allows Houston to rush for 156 yards, they would have 2 points subtracted from their weekly score. If Cleveland's defense holds Houston to 65 yards rushing, they would have 1 point added to their weekly score.

Points per # passing yards above or below

This set of parameters works exactly as the rushing parameters do, yet use yielded passing yards.

NOTE: When using defensive team scoring, the performance of calculating weekly scores, current standings, etc., can be greatly reduced.