

Instructions for Football Picks

This program is a working demo version of the soon to be released Football Picks. This program keeps track of individual player bets on NFL Football, and allows you to "run the office pool."

This program allows the use of spreads in determining the winners. It is based on the player with the most number of correct picks (with the spread) out of all 14 games. The total amount of points scored on the monday night game is used as the tie breaker.

On to the menus:

The **File** menu is used to **quit**.

The **Player** menu allows you to **open** an existing player list, **close** an open list, or **create** a new player list.

The **Week** menu is used to select the week. Most of the menus are disabled until a week is selected.

The **Data** menu allows you to do three things:

The **Spreads** allows you to enter the spreads for the week. The spreads must be positive numbers and may contain half points (eg. 7.5). Select the team that will receive the points (the underdog).

The **Picks** allows you to enter the players picks. Select the players choices and their prediction for total monday night points. The arrows and < > keys can be used instead of the mouse. The **Next** button selects the next player if there is one. The **last** button selects the last player if there is one. Add Player adds a player to the list. **Delete** is not supported at this time. **Cancel** avoids any changes, done leaves The Picks. The number in the top left corner is the amount of free memory left. It goes down as you add players and goes up as the Mac increases the application heap. If you should press the limits of memory (unlikely) then you will be requested to quit before you crash.

The **Results** allows you to enter the final scores of the games. Enter only the scores, not the spreads.

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The **Print** menu allows you to **print pick sheets** for the week selected and **print result sheets** for the week selected. The result sheet includes final scores with winners (based on the spreads) and the player stats for the week. Both options work in draft mode but look better in "faster" mode.

Some final words-

This is a complexly simple program that has been fully (?) debugged. It has been written to run on minimal memory and should run on a 512E. It might work with the old (64K) ROMS. It has been tested and works with RAM disks and Switcher but use it with caution. If you find any bugs, have any questions, suggestions, or want info on the finished version just drop me a line.

HAVE FUN

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