Football for Windows is stored in a self extracting archive named WINFBALL.EXE. To install the program, copy WINFBALL.EXE to a directory on your hard disk. Then from a DOS prompt type WINFBALL, and hit RETURN, or just double-click on WINFBALL.EXE from within Windows' File Manager.

Seven additional files should be created in the directory with WINFBALL.EXE. They are:

FOOTBALL.EXE     the windows executable file
BALLHELP.HLP     the windows help file
FOOTBALL.INI     the initialization file
LOGTILE2.BMP     a bitmap that can be tiled as a background
TSOFLOG2.BMP     a bitmap that can be tiled as a background
REGISTER.TXT     An ASCII text registration form
CHNGADDR.TXT     An ASCII text change of address form

WINFBALL.EXE can now be deleted from your hard disk. Remember to keep a copy of WINFBALL.EXE and this text file for backup purposes.

The easiest way to put FOOTBALL.EXE in to your Program Manager is by opening Windows' File Manager and Program Manager at the same time, with one on one side of the screen and one on the other. Then highlight FOOTBALL.EXE by pressing the left mouse button. While still holding the left mouse button down, "drag" FOOTBALL.EXE onto the spot in Program Manager where you want it stored. Then release the left mouse button and the icon for Football for Windows will be displayed. The game can now be played by double-clicking on the new icon.

The two files LOGTILE2.BMP and TSOFLOG2.BMP are bitmaps that can be tiled as Windows backgrounds. They should be stored in the same directory as your other background bitmaps. However, they are not required for playing the game, so they may be deleted.

The file REGISTER.TXT is an ASCII text file that can be printed and completed to register this copy of Football for Windows. The file can be printed using your favorite word processor or by typing TYPE REGISTER.TXT > PRN and hitting RETURN from a DOS prompt if you have a dot matrix printer. If you register this version of Football for Windows, you will receive a copy of the latest version of the game (with several dialog boxes removed) and your name will be entered into our database so you can be notified when new versions are released. Another text file, CHNGADDR.TXT can be used to notify us if you move. The two above mentioned TXT files files are not essential to the play of the game so they can be deleted when you are finished with them.

FOOTBALL should be stored in its own subdirectory. However, it can be stored anywhere. It does not have to be stored in you path. The initialization file MUST be stored in the Football for Windows startup directory or in your path. The program should work without the initialization file, but games and matches cannot be stored or retrieved.

If you have any questions or comments about Football for Windows,

write to:

       TSOFT
     #9 Brittany Ln.
    Odessa, Texas 79761

Please see the Shareware section of the Windows Help file for additional information.