FOOTBALL FOR WINDOWS
Version 4.00
Copyright (c) 1991-1994 by TSoft
Programmed and designed by Tommy Sager

HELP TOPICS BY CATEGORY

OVERVIEW OF THE GAME

Football for Windows is a real-time simulation of the game of football.   Previous versions of the game included only professional rules.   However, with Version 4.00, you can select professional or college rules.   In this game, you are the coach of the team of your choice, and your opponent is the coach of the opposing team. Football for Windows was designed to be played in one of three ways:

Player vs. Player - You and a friend play against each other.   You can even keep a running "head to head" record of the games you play with other human opponents.

Player vs. Computer - You play the computer, using one of two difficulty levels.   If you are a new player, we suggest you start out playing the computer in the INTERMEDIATE mode.   Later, once you are used to the plays and the overall gaming system, try to play the computer in the ADVANCED (Smart Coach) mode.   The Smart Coach mode allows the computer to learn more strategy from the human opponent, and allows the computer to view a "scouting report" of you before a game begins.   You'll find out more on this system a little further on.

Computer vs. Computer - Let the computer coach both teams.   If you would like to play a series of games, like all the upcoming weekend pro games, you can build a SCRIPT, which will tell the computer which teams should play each other, who the home team is, etc.   The computer will then play all the games in the script, and provide you with the information about each game played. (All 17 weeks of the 1994 season, as well as a script with ALL of the 1994 pro games have been built for you and included with the program!) This is an especially neat feature if you would like to view into a "crystal ball" to see likely outcomes of upcoming games that the pro's will soon be playing.   (The computer can play an entire game, complete with statistics and a play-by-play print-out in approximately 30 seconds on a 486-66 computer!).

Football for Windows takes into account all of the nuances of the real game of professional football. There are injuries, substitutions, home field advantages, referees, and a play clock to battle.   A new "enemy" for version 4.00 are the weather conditions.   You have an arsenal of formations and plays to chose from when on offense (42), and while on defense(13), there are various alignments you can utilize for any given situation. The program was designed and programmed by an ex-collegiate football player (a lowly noseguard!).   I hope that my knowledge of the game adds both challenge and realism to Football for Windows Version 4.00.

Football for Windows also includes all of the rule changes that will take affect in the 1994 pro season, including kicking off from the 30, a missed field goal attempt coming back to the point the ball was spotted, and the addition of the two point play.

As mentioned earlier, one of the unique features that sets Football for Windows apart from other computer football simulations is the "Smart Coach" function. By identifying yourself to the computer at the start of each game, the computer can reference your personal tendencies and favorite plays given your performance in past games. In essence, as you become a more skilled coach, so does the computer. It actually studies the human opponent, and gears it's game plan with you in mind. While other PC football simulations get easier to defeat as you become more accomplished, Football for Windows becomes a better opponent the more you play the game.

If you find the computer is too tough of an opponent, you might choose to play at the INTERMEDIATE level, which turns off the Smart Coach Function. The intermediate level is a fair adversary for the novice player, but will be less challenging for the experienced player. The major purpose of supplying an intermediate version is to allow you to experiment with different plays and strategy, which the computer will not "see".

OBJECT OF THE GAME

As in the real game of football, the objective is to outscore your opponent before the end of regulation play. There are several ways to score in Football for Windows, each correlating to the professional game:

Touchdown (6 Points) - Advance the ball, either while on offense or defense, into you   opponents end zone.

Field Goal (3 Points) - Kick the ball from the playing field though your opponents goal post, located at the backline of the end zone. Filed Goals may only be scored by   an offensive team.

Two Point Conversion (2 Points) - The offensive team may elect to "go for two" following a touchdown. The ball will be placed on the two yard line, and if the offensive team runs or passes the ball into the endzone, two points are scored. A kickoff will occur following the play, regardless of the outcome.

Extra Point (1 Point) - Similar to the field goal, but only allowed after a team has scored a touchdown. All Extra Point attempts are made from the 3 yard line. In Football for Windows, Extra Points are handled automatically by the computer,   based upon the statistical performance of your teams particular place kicker.

Safety (2 points) - Tackle a ball carrier from the other team inside of his own end zone. After a Safety has been scored, the team which the safety was scored against must then kick-off to the scoring team. The kick occurs from the 20 yardline, as opposed to the normal placement of kicks from the thirty-five yardline. A safety is the only situation where the team which was scored against kicks to the scoring team.

REGISTRATION

To register your copy of Football for Windows Version 4.00, print the file REGISTER.TXT included with this game.   Then complete the information and return the form along with your $25.00 payment to TSoft at the address listed below.   Within 3-4 weeks (probably within a week!), you will receive your Registration ID Number.   **MAKE SURE TO INCLUDE YOUR SERIAL NUMBER!!**   Without the Serial Number, I cannot send you a Registration ID Number which will allow you to access MANY features that are disabled.   This will also allow us to inform you about new TSoft products, as well as any other Football for Windows add-ins that are developed.   Currently, we have the following modules available:

    1. 1990 Team Data Disk - All the 1990 team and individual data.
    2. 1991 Team Data Disk - All the 1991 team and individual data.
    3. 1992 Team Data Disk - All the 1992 team and individual data.
    4. Greatest Teams of the Modern Era Data Disk - A collection of the 28 greatest teams of all time.

The new modules that are included with Football for Windows Version 4.00 are:

    1. 1993 Team Data Disk - All the 1993 team and individual data.
    2. Football for Windows Statistic Viewer - This is a module that allows you to view team and individual data and print the statistical leaders in many Team and Individual categories.

Other data diskettes will become available in the future. Register now so you can be informed of our new developments!   Current modules may be obtained for $10.00 each + $4.00 shipping and handling for each order.   For special discounts read the file ORDER.TXT included with this software.   To obtain extra modules, send a check or money order to:

TSoft
#9 Brittany Lane
Odessa, TX 79760

INSTALLATION OF FOOTBALL FOR WINDOWS

Football for Windows Version 4.00 should come to you in a "compressed" file named FOOTFW40.ZIP. To install this software, copy the file to your hard disk using the DOS copy command, or better yet, Windows File Manager.   Then, from a DOS prompt, type "PKUNZIP FOOTFW40.ZIP", and hit enter. The file will "expand" into several files, the files you will need to run Football for Windows.   The two files you will need to execute are FOOTBALL.EXE, the game itself, and HCSTAT.EXE, the statistic viewer. You can add these files to your Windows Program Manager by selecting File New from Program Manager and selecting Program.   You can also "drag" the two files from Windows File Manager to Windows Program Manager.   Refer to your Windows Documentation for more details.   When this is complete, you are ready to play your first game of Football for Windows!

MAKE A BACKUP OF YOUR PROGRAM DISKETTE

As a safety precaution, we recommend that you make a copy of your program disk for emergency use. The simple procedure outlined below takes only a few minutes to complete.   If your disk becomes damaged after you have registered the game, we will send you a replacement diskette.   Please include $10.00 for shipping and handling.

To make your back-up diskette using only one floppy drive, follow these instructions:

After turning on your system, format a blank floppy disk, and then move to the DOS prompt on your hard drive (typically C:) Insert the Football for Windows v4.00 game into your floppy drive and type (assuming only one floppy drive is present):

Diskcopy a:*.* a: [then press return]

The indicator light on your floppy drive will light up, indicating that your PC is copying the contents of Football for Windows into memory.   In a few moments, the screen will indicate that you should remove the original diskette which came with Football for Windows (SOURCE DISKETTE) from the floppy drive, and replace it with the new formatted diskette you created and labeled earlier (now referred to as the TARGET DISKETTE).   You may be instructed by your PC to repeat this procedure several times.   When your screen displays that the procedure is complete, you will have created an exact duplicate of the original Football for Windows v4.00 diskette.   Place the original (SOURCE) diskette back in it's jacket cover, and put it back in the box. From now on, we will use the back-up (TARGET) disk you made to install the game to your hard drive. Should you ever need to make a new back-up, simply repeat this sections procedure.

If you have two floppy drives, insert the original program diskette in the A: drive, and the blank formatted disk into drive B: . Type the following command:

Copy a:*.* b: [then press return]

In a few seconds, you will see the a: drive indicator light activate, then go off. The b: drive will then light up. This procedure will repeat automatically until the entire original program diskette in the A: drive has been duplicated on the B: drive diskette.

STARTING FOOTBALL FOR WINDOWS

You should now be finished installing Football for Windows onto your PC, and there should be an small football - shaped icon on your screen. Position your mouse cursor on the icon of the small football, and double-click the left mouse button. In just a few seconds, the title screen for the game should appear. Go get a soda, close the door, and get ready for some realistic football!

Some things you should know, or might want to know before you start are listed below:

Data File Selection
Creating a Script
Playing a Script
Game Options

DATA FILE SELECTION

Before Football for Windows can begin play, it must know which season's team data you will be using. A set of the most recent year's data is included with the program (This set of data is called 93SEASON.FSB), but you may also have additional data disks to choose from, such as the Greatest Teams Disk, or the 1990, 1991, etc. data disks. (Each year, new data disks will be made available, exclusively through TSoft; be sure to register yourself so you can be notified by TSoft as to when new disks are released.)

Once you have selected the season's data you will be using, click on the [OK] button. This will advance you to the next option screen.

CREATING A "SCRIPT"

If you choose to create a script, you are telling the computer that you wish it to play a series of predetermined games for you automatically. You will be prompted to tell the computer which teams will play, in which order, professional or college game, and how many times you wish the computer to play those two teams against each other. You may then tell the computer to INPUT ANOTHER GAME (add another game) to the script, or that you wish to END SCRIPTING. Be aware that you do not have to play scripted games immediately after creating the script, although you will be offered that option.

NOTE: Pressing the End Scripting button will save the information on the screen to the script file, but will not allow you to add another game.   Make sure that when you have entered your LAST game, hit the End Scripting button.

If you do play the scripted games immediately, you cannot play a game yourself until the script is either completed, or canceled.   Canceling games played in progress is NOT recommended, because the game statistics are saved following the completion of each game, and if the script file is resumed, ALL games will be played again.   Most players will prefer to create a script for the purpose of playing later. The scripting feature is most useful to players who wish to run a computer-based football league, allowing several teams to be 'managed' by the computer, while humans manage their own favorite teams.   An example of how such a league might be run is included at the end of the manual (see Starting Your own League).

If you choose not to create a script when the dialog box appears but wish to play a game or two of your own, you may always create a script later.

PLAYING A SCRIPT FILE

Once you have created a script file, or elect to play one of the pre-built scripts, playing is simple.   Just Select Play Script File from the Game Options dialog box.   You will be asked if you want to keep a log file for the games.   If you select YES, another dialog box will appear asking you to input a filename, as well as several output options that will be discussed later.   Remember 8 characters, no extensions (The extension TXT will be appended). A default filename, logfXXX will appear in the dialog box. If this acceptable, just click on OK and the games will begin.

NOTE: ALL scripted games WILL be saved to the data files.

THE GAME OPTIONS SCREEN

This final prompt screen allows the player to choose the various options which can be chosen for a game about to be played. Each section of prompts offers a default setting, or a list of possible options which may be chosen instead. Each of the options below comes with a "factory set" default. However, these defaults may be user defined (see the topic Menu Options for more details). For more information on these options, click the desired topic below:

Choosing an opponent
Difficulty level
Home Team Advantage
Choosing Team 1
Choosing Team 2
Play Log
Team 1 and Team 2 Coaches
Game Type
Weather

CHOOSING AN OPPONENT:

The first thing you must do is decide on which type of opponent you will play.   One of the nice features about Football for Windows is that you can play against a friend, by yourself, or have the computer play for you. Let's see how an opponent is chosen.

Inside of the first menu box in the upper left corner of the screen are three choice for GAME OPTIONS. Beside each option is a small round button, one of which is already red (Player vs. Computer). If you wish to choose a different play mode, simply move the mouse pointer to any other round button and click the left mouse button once.   When that button has turned red, you have chosen that mode as your opponent type.

DIFFICULTY LEVEL:

This option is only available in the Player vs. Computer mode.   If you wish, activate the Smart Coach function by selecting advanced mode. This allows the computer's "coach" to learn from you, thereby becoming a better opponent the more you play.

If this is your first time to play Football for Windows, or if you are unfamiliar with the plays, we suggest that you choose the INTERMEDIATE mode.   In the intermediate mode, the computer uses a simple set of football logic to determine the play or alignment it should call, primarily based on down and distance. It does not learn from you, nor does it consider all factors in the game in choosing what it will do next. The intermediate mode will be a fair adversary for newer players, but an experienced player will seldom lose to the intermediate mode.

HOME TEAM ADVANTAGE:

If you wish to specify who the home team will be, you may do so in this box, by clicking on your choice with the mouse.   If you prefer to allow the computer to randomly "flip a coin" to chose the home field team, simply leave skip this option.   The home team has a slight advantage, just as in real life.   Ever wonder why real teams want the home field advantage?

Choosing TEAM ONE:

If you have a favorite team you wish to coach, turn on the button indicating your choice by moving the mouse pointer to the name of that preferred team, otherwise the default of COWBOYS will be assigned to player one.   If you wish to simply play with any team the computer might assign you, toggle the RANDOM button.

NOTE: When playing the computer, the human opponent is ALWAYS Team One.

Choosing TEAM TWO:

Use the same instructions for choosing a team as specified in section 3.4. The second player will not be allowed to select the team chosen by player one, and will not be offered a choice of teams to choose from until the entire OPTION screen is completed. If you are playing the computer, you may chose a team for the computer, or it will randomly select an opponent.

PLAY LOG:

If you wish to have the computer compile a play-by-play account of the game, toggle the YES button with your mouse pointer. Another dialog box will appear which will allow you to select the output options that you desire. The computer will save the selected data to a file on your hard drive. By choosing this option, you may later use a word processor or a spreadsheet to make a print-out of the game at the conclusion of the contest. Once you have made a print-out of the game, you may wish to purge the file from your drive.

Selection of this option will have the computer keep a text file record of the information that you want to see AFTER the game is completed. There are 3 different output options that can be specified. They are:

1. Scores - Selection of this option will cause the time and date, the teams that are playing, and the final score of the game to be output to the log file. A full season of data (224 games) will require about 42K of hard disk space, or about 200 bytes per game.

2. Game Statistics - Selection of this option will cause only the team and individual statistics of the game to be output to the log file. A full season of data (224 games) will require about 905K of hard disk space, or about 4K per game. All individual statistics that are tracked in Football for Windows will be output, as well as most team statistics.

NOTE: This output is arranged by columns, so if you want to print out the data, make sure to use a FIXED PITCH font, like Courier or Courier New. This will make the output much easier to read. Windows NOTEPAD uses a fixed pitch font.

3. Play by Play Summary - Selection of this option will cause a play by play summary of the game to be output to the log file. A full season of data (224 games) will require about 5.1 Megs of hard disk space, or about 22.7K per game. This option will output the down and distance, the offensive play called, the defensive play called, and a short description of the outcome of the play.

If all options are selected, you can expect each game to require about 27K of hard disk space.

NOTE: If you chose to enable the play log, the computer will automatically fill in the space for LOGFILE NAME. It uses a system of incremental numbers, so if your last logged game was called LOG001, then the next game will be named LOG002. If you prefer, you may override the assigned file name as you see fit. If you do this, the filename you chose must adhere to strict DOS file name limitations, and must be no longer than 8 characters in length! Examples might be GAME1 or TS-vs-JC, or perhaps the date of the game such as 09-15-92. When you are ready to make your print-out, open any word processor or spreadsheet which will read a .TXT file, and load the file by the name you assigned to it.. You may choose to add tab spaces between the dialog, to enhance the readability of the print-out, or if you are using a spreadsheet which supports PARSING, you may parse on the   tabs in a sample line of text. The tabs will then be set for you automatically!

TEAM 1 & TEAM 2 COACHES

If two people are playing each other, or if a player is competing against the computer in the advanced Smart Coach mode, provide your name(s) here. Otherwise you may skip this information. There is a limit of 10 characters (including spaces) that are reserved for the coaches names.

GAME TYPE

This is where you select Professional or College rules.   Some of the more obvious differences are listed below.

Clock: Pro stops in certain situations for Out of Bounds, college always stops on Out of Bounds
2 Point Conversion: Pros try from the 2, college from the 3
Kickoff: Pros kick from the 30, college kicks from the 35
Missed FG: Pros return the ball to the point of the spot (new this year), college returns to the Line of Scrimmage

WEATHER

A new feature to Football for Windows is the ability to select weather conditions.   You can select the temperature range, wind speed, cloudiness, and precipitation.   Just as these factors have an effect on a real game, they do in Football for Windows.   Rain will hurt your passing efficiency and increase fumbles, snow will hurt your outside running game, etc.   If you elect not to set these options, the computer "defaults" to a temperature of 60-80 degrees, a wind speed of 3-8 MPH, clear or partly cloudy skies, and no precipitation.   These factors also change during the game, so check the weather conditions (Options Menu, Current Weather) before trying that 60 yard field goal!

NOTE: Scripted games always will play under the default conditions.   If you want to play a computer vs. computer game under adverse conditions, you must play it manually, and save the results manually if desired.

NOTE: North is to the left and East is to the top of the screen.   See the Current Weather dialog box for more details.

THE COIN FLIP

Once all options for the game have been set, the computer will "flip a coin" to decide which team will receive the opening kickoff. The result will be displayed in a dialog box in the middle of the screen. Once the message has been read, use the mouse pointer to click the {OK} button. The playing field will now open, with the team names chosen earlier appearing on the scoreboard. The quarter should read "1", down and distance should be set to First and Ten, both team scores should be set to ZERO, and 15:00 minutes should appear on the quarter clock. On the scoreboard, a small dot will appear next to the name of the team who will be kicking off to start the game.

THE MENU BAR

Now the game is ready to begin. Across the top of the playing screen, you will see the menu bar, with the various functions available to the player(s) throughout the game. For details on the menu bar selections, please select the desired topic below:

Game Menu Options
Offense and Defense Options
Kicking
Timeout
Options
Players
Help

GAME MENU OPTIONS

There are several important features and file handling routines to be found in this drop down menu box:

NEW GAME (F10) - Abandon the current game and start a new game.   This function can also be accessed from the Tool Bar

SAVE GAME - Save the game in progress, to be completed later.

SAVE TEAM STATISTICS - Update "series" statistics between two teams.   Remember, scripted games are automatically saved.

DELETE TEAM STATISTICS - ALL team statistics for the selected year will be cleared.   You will be prompted for confirmation after selecting this option.

SAVE COACH STATISTICS - Update "series" statistics between two players (coaches).

DELETE COACH STATISTICS - Purge a specific set of series statistics between two coaches.

RESUME PLAY (Right Mousebutton) - Leave any GAME STATISTICS screen, returning to play field.

GAME STATISTICS - View current game or individual player statistics. These can also be accessed from the Tool Bar   This may be done as often as desired, at any time during or after the game.
      a) Game Summary - Shows team statistics for current game.
      b) Offensive Statistics - Shows offensive player's individual statistics for the game.
      c) Defensive Statistics - Shows defensive player and special teams statistics for the game.

TEAM STATISTICS - View any teams statistics for a series or season.   This may be done as often as desired, at any time during or after the game.
      a) Game Summary - View seasonal team statistics for particular team.
      b) Offensive Statistics - View offensive players' seasonal statistics for a certain team.
      c) Defensive Statistics - View defensive and special team player seasonal statistics.

COACH STATISTICS - view the series statistics between two players(coaches).   This may be done as often as desired, at any time during or after the game.   Individual statistics are NOT stored since different teams can be saved to the same "Coach".

PRINT - Print copy(s) of game, team, or coach statistics.   This may be done as often as desired, at any time during or after the game.
      a) Game Statistics - Print team, offensive, and defensive statistics for current game.
      b) Team Statistics - Print a team's summary, offensive and defensive statistics.
      c) Coach Statistics - Print a team summary for a specified coach.

EXIT - Leave the program, return to Windows Program Manager.   This can also be accessed from the Tool Bar

OFFENSE AND DEFENSE OPTIONS

In the one player game, when you have possession of the ball, the menu bar will display the word OFFENSE as the second menu bar option. When your opponent has the ball, the option will read DEFENSE.   The two player (Player vs. Player) version of the game does not use this portion of the menu bar for play calling, but instead provides a special play menu selection screen in the middle of the football field.

THE ONE PLAYER OFFENSE:
The offense is provided with 4 basic football formations, Pro Spread, I Slot, Strong Right, and Shotgun. These will appear when you click your mouse on the OFFENSE portion of the menu bar. A window drops down, revealing these formations with a small arrow pointing towards the right. If you click your mouse on any one of these formations, a second "side window" to the right appears, showing two sections. The section on the left side of this second window lists the available running plays from this particular formation, and the section on the right lists the various passing plays. Clicking on any play in either section of the second window instructs your quarterback to call that as the next offensive play.   Should you not see a play that you would like to call, simply move the mouse pointer back into the FORMATION window, and highlight a new offensive formation, or move to one of the other options located on the menu bar.

THE ONE PLAYER DEFENSE:
There are two basic "alignments" for the defensive coach to choose from: the traditional 4-3, and the 3-4. The coach also has the option of selecting special SITUATION defenses.   Again, like the offensive play calling system, arrows to the right of the formation indicate a second "side window" will appear when chosen, showing several tactics which may be executed from each alignment.

Of particular notice is the SITUATION option. Clicking on SITUATION will reveal three more very specific alignments, which offer no additional options. This is because these particular alignments have each been designed for one specific task.   The 4-2 Nickel, the 4-1 Prevent, and the 6-3 Goalline formations may be used at any given time during the game, but if they are used unwisely, watch out!

For instance, the 6-3 Goalline is great at shutting down the run, and defending against very short passes, however it is normally called when the defender feels sure the offense will most certainly try a power run up the middle of the line.   Call this defense any other time, and a smart quarterback will rip it to shreds with deep passing routes, or play action passes over the middle.   When this happens, large chunks of yardage tend to disappear!

The majority of your defenses are to be found in the 4-3 and 3-4 formations which allow you to tailor your defense, without exposing yourself to high risks of a big play by the offense.

THE TWO PLAYER OFFENSIVE AND DEFENSIVE PLAY CALLING SYSTEM:
Because the Windows interface doesn't support two "mice" (mouses?), Football for Windows takes a more traditional approach to play calling for offense and defense. . . the keyboard!

When the PLAYER vs. PLAYER mode is enabled in the STARTUP OPTIONS screen, the game provides players with a permanent window in the central portion of the screen. Each offensive formation or defensive alignment is displayed across the top of this menu area, with a "keystroke identifier" beside the formation or alignment. Pressing the corresponding key

For example, the Q, W, E, or R for the left player when on offense, will cause the available plays from that formation to appear in the bottom section of the menu area. Each of these plays also has an identifier key. Both the offense and defensive coaches call plays simultaneously. Don't worry, you will find it very hard for an opponent to see which play you have called, because it happens so fast. The possibility of cheating is highly unlikely. And, just as in the real game of football, the offensive quarterback and the defensive middle linebacker can usually see the formation of the opponent before the play occurs, and they still don't know what to expect.

KICKING

All types of kicking is controlled from this drop down menu. The menu box itself is divided into three sections KICKOFFS, PUNTS, and FIELD GOALS. Select the desired option below for more details:

Kickoffs
Punts
Field Goals

NOTE: When playing against another "human" opponent, ALL kicking selections are made with a mouse from the Menu Bar.

KICKOFFS

When the KICKOFF option is chosen, a side menu dialog box appears, offering the three types of kickoffs possible:

NORMAL - Your kicker will attempt to place the ball as deeply as possible into your opponents end of the field. Unless the kick goes deep into the endzone, the returning team is highly likely to try to return it.   If the kick does go into the endzone, the returning player has the option of "downing the ball, and then taking possession at his own 20 yard line, or he may choose to test his luck by   running the ball out. Kickoffs can be returned well over 100 yards for touchdowns, but not very often!

SQUIB - Your kicker will attempt to kick a "knuckleball" into the blocking wedge of the return team. While the chances of recovering this type of kick are slim, rarely does the return team advance the ball very far, as it is being handled by slow, less agile players who are much more used to blocking rather than carrying the ball.

ONSIDE KICK - Your kicker will attempt to kick a short, bouncing kick into the front line of the return team. The objective of such a maneuver is to allow your team players a chance to recover the ball.   The technique is very important late in the game when your team is behind, and in need of a quick score to get back into the game. Should your team not recover the kick, the returning team will have little chance of a runback (they're quite content just to get on top of the ball!), but they will   probably have excellent field position.

PUNTS

The second group of kick types is a PUNT. A punt is a tactical way of giving the ball to the opposition, without giving up optimum field position. Almost always called on fourth down, the PUNT can be called on any down during the game. There are two types of punts:

NORMAL PUNT- Your punter will attempt to kick the ball as long and as high as he is capable, in hopes of driving the opponent as far back as possible. The longer the kick remains in the air (called "Hang Time"), the more time your team's players will have to get downfield to cover the return.

COFFIN CORNER - This is a tactical punt.   Your team is too far out to attempt a field goal, but too close in to attempt a normal punt, for fear that the ball will enter the endzone, causing an automatic touchback. Instead, your punter will angle the kick for the 5 to 10 yardline, and kick the ball as high as possible. The desired objective is that the ball will either go out of bounds near or inside of the 10 yardline, or that the kicking team will have such good coverage as to stop the return team from   running the ball back to better field position.

Be aware of two special consideration concerning the punting aspect of the game:

1) When the computer finds itself in a 4th down situation, and not in need of a desperation score to get back into the game, it will always announce it's intention to punt by the time the 30-second play clock reaches the 23 second mark. If the play clock has already reached the 23 second mark, and has not announced that it is punting, you must assume that the computer has chosen not to punt, but instead will try to advance the ball for either a first down or touchdown. In such a case, you should immediately chose a defense which you think best fits the situation. If you do not chose a defense by the time the play clock reaches 16 seconds, the computer will automatically call a suitable defense for you, using the same logic it would use if it were on defense. Overall, the computer is a very conservative coach on fourth down. Only when the computer is far behind, or trails in the waning minutes of the game will it forego the punt in favor of a first down or score.

2) Anytime either team elects to punt the ball, the other team will see a dialog box which asks the receiving team it if prefers to attempt a RETURN of the punt, or if the receiving team would prefer to attempt to BLOCK the kick.   Should the receiving team elect to return, then blockers will assist the returner, usually allowing for a better return. Should you elect to block the kick, the receiving team will increase it's chances of actually blocking the kick, but the return will be poor.

FIELD GOALS

When this option is selected, the offensive team will attempt a field goal. Keep in mind the distance of the kick, and don't expect your kicker to have a better leg than he has. VERY few 70 yard field goals will be made, especially if your kicker has a weak leg.   Also, remember the wind direction and speed.   Longer kicks can be made with the wind, and conversely, long kicks "get longer" into the wind.

TIME OUT

Each team is allotted three time-outs per half. To use a time-out simply move the mouse pointer to the TIMEOUT menu, and click on OFFENSE if you control the ball, or DEFENSE if your opponent has the ball. This will cause the game clock to cease running until another play has been executed. Be aware that a time-out does not affect the thirty second play clock.

OPTIONS

Several game options are accessed from this menu. A description of their action is detailed below.

Sound On - This menu item is a toggle for the sound capability. If you have a sound card, or a speaker driver, that is capable of playing .WAV files, you can hear the calls, the play whistles, announcement of the down, etc. However, if you cannot play .WAV files, you will still hear a speaker generated "whistle" at the completion of each play. Selecting Sound On when there is a check mark to the left will turn sounds OFF.   Selecting Sound On when there is no check mark will turn sound on.

Set Defaults - This option will cause the Game Options dialog box to appear. Whatever options you select here will be saved to the INI file, and will be loaded the next time you start a new game. It will not in ANY way affect the game that you are currently playing. NOTE: You cannot set a default for Team 2, but you can set the TEAM 2 Selection to be User Select, which will cause the Team 2 dialog box to appear every time you play.

Set Timer Time - This option will open a dialog box where you can set how fast you want the Computer vs. Computer games to be played. The range is from 20 times actual speed to 1/2 times actual speed. If you just want to generate the statistics, we recommend that you set it to 20 times normal (slide the scrollbar all the way to the left). If you like to "watch" the computer play, select whatever speed you desire. After changing the speed, you will be prompted asking if you want the changes to take effect now or in the next game. This will only affect the speed that a Computer vs. Computer game is played.

Show Plays - This option is also a toggle, and only applies to Player vs. Player games. If the option is checked, the play diagrams will be displayed in a dialog box after both players have selected their plays. If it is not checked, the diagrams will not be shown. This option has no effect on a Computer vs. Computer or a Player vs. Computer game, and will not be shown when playing in this mode.

Give Hint - This option will invoke the "assistant coach" function, who will make a play recommendation for you.   A dialog box will be displayed with the "assistant coach's" play call recommendation.   If you choose to accept the recommendation, push Accept this play.   If you want to call another, select Call your own.   This option will not work with Player vs. Player or Computer vs. Computer modes.   This option can also be accessed from the Tool Bar

Pause Game - If you find a need to pause the game for an extended period of time (answer the phone, or perhaps fix a sandwich), you may choose to save the game and exit Football for Windows, or you may prefer to simply click on the PAUSE option in the menu bar. The game will freeze all phases until you release the PAUSE mode by clicking on the {OK} button on the dialog box which will appear in the middle of the screen.   This can also be accessed from the Tool Bar

NOTE: Some screen savers will cause Football for Windows to "activate" when you hit a key or move your mouse, even with the PAUSED dialog box showing.   Simply click the OK button on the dialog box, and start playing, OR click the OK button on the dialog box hit the pause button again.

Current Weather - Selecting this menu option will cause a dialog box to appear showing the current weather conditions.   You should check this before attempting any long field goals, or attempting a coffin corner punt.

PLAYERS

These menu options allow you to change or view certain characteristics about the players in the database. Details on each option are shown below.

Lineup - Selecting this option will display the players that are currently in the game. In other words, the offensive starters for the team on offense and the defensive starters for the team on defense.

Roster - Selecting this will popup another menu to select Offense or Defense. Depending on the selection, the entire team, including substitutes, will be displayed by position.

Substitute - Selecting this option will popup another menu for the position that you want to substitute. You can only substitute offensive players. (Defensive players cannot be substituted because the computer makes automatic substitutions depending on the defense called). Since the Quarterback and the Tight End have only one substitute, when you decide to substitute for them, a message box displays text like "Substitute QB-7 for QB-12?". You then have the option to select yes, or cancel the substitution. When you substitute for a Wide Receiver, Running Back, or Lineman, a dialog box pops up that allows you to put your players in the positions that you want. You can even move your fullback to halfback, or your X receiver to the Z receiver. When you substitute for a lineman, the substitute will play the position of the player that you take out.

Auto Substitute - This is a toggle that enables the automatic rotation of the skill positions, except quarterback. If the menu item is checked, your running backs and receivers will be rotated randomly, just like in a real game. When playing a Computer vs. Computer game, the computer always auto substitutes, even if the flag is not checked.

Change Names - This selection will allow you to changes the names of the players used in Football for Windows. When this is selected, you will be prompted for what team you want to change. After selecting a team, a dialog box will be displayed with the name that was supplied with the game above the name that is currently being used. This will allow you to change it to whatever you want it to be, and change it back later to what it used to be. The name is limited to 10 characters, including spaces.

HELP

If at any time you need help on a certain subject relating to the game, simply press the F1 function key, or click your mouse pointer on the HELP item, found at the far right of the menu bar.

Pressing the SHIFT key and the F1 function key will bring up CONTEXT-SENSITIVE HELP. Context sensitive help means the computer will look at what function you select next, and jumps automatically to information on that subject. Not all situations are covered by this type of help, so you may prefer to use the HELP INDEX to find related information. To return to the game, CLOSE the help menu dialog box, and you will be returned to the point at which you were at last.

There are 3 menu selections under the Help Menu. They are listed below.

Help - This will display the Football for Windows Help File (this file).

Run Statistic Viewer - This will load and run the Football for Windows Statistic Viewer. Don't worry about running this while you are playing a game. Football for Windows will know that you have opened the Statistic Viewer, and all clocks will stop, waiting for you to exit the Statistic Viewer to start up again.

NOTE: Sometimes, the game will appear to "freeze" or "lock-up" after you have opened the Statistic Viewer.   If this occurs, just click the View Offensive Statistics button, or select View Game Statistics, Offense from the menu, and return to the playing field.   The clocks should begin running normally.

About - The ABOUT box displays the title credits for Football for Windows, provides a version number of the game, shows your serial number, and gives copyright information.

INJURIES AND SUBSTITUTIONS

Injuries are a part of football, and therefore, are a part of playing Football for Windows The game has several factors which determine how often injuries occur, who gets injured, and how long the player will be out with an injury.

Football for Windows is based on the performance of over 1,000 professional players (1,036 in 1993 to be exact).   The game looks at how much a certain player is being "dogged" or overused compared to his actual real-life performances.   If a player in real-life typically carries the ball only 15 times a game, but in Football for Windows is asked to carry the ball 35 times in a game, then you are looking for trouble!   As a player becomes more exhausted, the chance of injury increases.   Injuries also happen randomly. You may find that on a sweep to the right side of the field that your cornerback from the other side of the field was injured.   These things happen!

When a player is injured, the computer (acting as your assistant coach) looks down the roster of players for your team, and automatically selects the correct "second-stringer" to replace the injured starter.   It will do this as often as required during the game, even switching a player to a new position if no reserves are available.   For example, if your team carries only two QB's, and they both get hurt in one game, then the computer will move a wide receiver or perhaps a running back into the open quarterback slot.   This is a very rare situation, but if it ever happens . . . well, just try to run a lot of quarterback sneaks and avoid the trick plays!

INSIGHT TO GAME STRATEGY

Having programmed the game, there are many things we could share with you, some of which would might remove some of the challenge of learning and playing the game. Rather than provide specifics therefore, we will offer sound generalities. What follows are several rules of thumbs concerning Football for Windows that apply to either the one or two player game. None in particular is more important information than others, but all are well worth taking to heart.

1. Offense
> Establish a Ground Game
> Play Smart, Not Flashy!
> Beating the Zone Defense
> Beating the Blitz Packages
> Whipping the Bump-n-Run Man Coverages
> Learn the Plays, and Develop a Strong Hurry Up Offense
> Controlling the Game Clock

2. Defense
> When and How to Use Zone Coverage
> The "Offensive" Defense - Blitzes, Storms, and Bears
> "Outnumber" the Offense With Man-to-Man

ESTABLISH A GROUND GAME!

Sure the long passes move the ball up and down the field a lot faster, and may be more exciting, but the turnovers (interceptions!) are much higher too!

Don't be discouraged if your opponent is occasionally popping 10 and 20 yard passes, while you are only gaining 3 to 5 yards on the ground! "Solid but steady" is usually a better game plan than "flashy and risky" (Just look what the methodical Giants did in 1993!).

If you don't get a good ground game going early, the defense can adjust to a more aggressive stance, making it harder and harder to succeed later in the game.   If your ground game can average at least 3.4 yard through the first half, you've got a great chance of winning the game in the second half.   If you don't have a great rushing average, then mix in a few long and medium range passes to loosen up the defense.

Finally, with a good ground game, it will be much easier to control the clock towards the end of a close game (See CONTROLLING THE CLOCK). This can be very important, especially against the computer!

PLAY SMART, NOT FLASHY!

A basic philosophy is to be a little more conservative on your own side of the field, and open things up a little more once you cross midfield.   Using this system reduces the chance of a turnover deep inside your own territory and therefore giving your opponent a "short field" to score on. This doesn't mean you can't throw a long pass on second and two from your own 10 yard line. . . it simply means stick mainly with the tried and true plays that have worked for you, and try to get some breathing room before you "go vertical" (looking for big play after big play).

BEATING THE ZONE DEFENSE.

If your opponent is fond of playing zones to eliminate your deep pass routes, look for success with the intermediate and short passes.

Your fastest players are usually your wide receivers, and they can rip most linebackers dropping into coverage. By working deeper than the linebackers, but under the defensive backs ("in the seams"), you greatly increase your chances of moving the ball on a zone-oriented coach.

Also note that most zone coverages commit to stronger coverage to either the left (X) or right (Y & Z) sides of the field.   Screens passes and draws are not too strong against a zone defense, as they rely more on catching the defense out of position . . . exactly what the zone defense guards against. Stick to traps, the slide, and power plays for your ground attack.

BEATING THE BLITZ PACKAGES (including the 46 Bear and 27 Storm).

The key to the success of an aggressive defense is timing. If the offense can move the ball quickly, or keep a hole open a little longer by using an extra blocker, then the defense will expose itself and be vulnerable to strategic attacks.

When outside linebackers come charging in on the quarterback, the short flanks are wide open. . . there's simply no longer anyone there!   The linebackers who usually cover the area are breathing all over the quarterback (trust me on this one!), and the defensive backs are forced into man coverage on the wide receivers.   Send them deep, and dump off the quick pass to the Y (tight end), or a back swinging out of the backfield.

Likewise, the Safety Blitz usually leaves the tight end in a one-on-one situation, with the entire middle of the field to work with.   He normally has an extreme physical advantage over the smaller, shorter safety defending him.

Also, if your team is blessed with an exceptional X (left split end), then you have the chance to hit a short quick pass before the "heat" arrives.   If he breaks the CB's tackle, you have a long play on your hands.

Delay runs, such as the draw, and quick hitting runs like the 20 power can also pop a running back through the onrushing linebackers, and the next thing you know, there's only a few smaller defensive backs between him and the goal line.

WHIPPING THE "BUMP-n-RUN" MAN COVERAGES

A piece of cake, if you can spot it coming.   Simply put your best receiver one-on-one against his cornerback. The receiver and the quarterback KNOW where the play is going, and when it will happen . . . the cornerback must rely on pure raw talent to read the receiver and keep himself in place for a long time to make the play.

While the man coverages give the defense "an extra free defender" for use in double coverage or blitzes, they also provide the opportunity for a misdirection offense to catch or pull several defenders out of place.

The crossbuck, reverse, and quick-pitch plays all work fairly well against man to man.   In the passing department, seam passes to the faster halfbacks (covered by slower linebackers who have no support) creates an instant mismatch.   For deeper routes, the crossing patterns, sideline routes, and the flag or post also put lots of pressure on a lone defensive back who must commit to follow the receiver for several seconds without losing a step.

LEARN THE PLAYS, AND DEVELOP A STRONG HURRY-UP OFFENSE

This really requires two separate knowledge bases: A good coach (and quarterback) will have a thorough grasp of all the strengths and weakness of any given offensive play.   When crunch time rolls around late in a game and your down by five points, this knowledge will pay off.

The defense knows when you are desperate for points, and has several plays to stop you from getting quick points (even though they may give up substantial yardage!).   As long as time is more important than field position, they don't care about lousing up the game statistics.

By having a broad understanding of your offensive options, you stand a better chance of finding the one or two plays that will work best against a loose, deep, defense.   You can't count on the same play over and over, because the defense will get wise, and react to your predictability (spell that T U R N O V E R!). Remember. . . you can't score if you don't have the football!

Once you know the plays and the formations by heart, you can quickly call them, saving precious seconds on the clock.   Saving two extra seconds every play on a ten play drive gives you an extra 20 seconds to work with, which could equate to time enough for an eleventh, twelfth, and thirteenth play!

CONTROLLING THE GAME CLOCK

Each game is divided into four quarters of 15 minutes each. In the case that the score is tied at the conclusion of the fourth quarter, a "Sudden Death Overtime" fifth quarter is allowed (Only in a pro game). During the overtime quarter, the first team to score by any means is automatically the winner of the game. If neither team score during the fifth quarter, then the game ends in a tie.

There are several ways that a player can manage the time remaining on the clock, depending on the situation.

An obvious first choice to stop the clock would be to use a TIMEOUT, should your team have any remaining. Timeouts may be called by either team, at any time during the game.   Each team is allocated three timeouts per half of the game, and two more, should an overtime period be necessary.

The game clock also stops on all incomplete passes. You will probably notice this several times during the course of the game. Use this to your advantage. . .

When on offense, late in the game with time running out, and you have no timeouts left, you can intentionally incomplete a pass to stop the clock, by choosing "STOP CLOCK PASS" as a play selection choice.

Finally, the clock will stop when a ball carrier goes out of bounds, in certain situations. Plays which are designed to be "wide" plays, or passes where the receiver runs and "outside" pattern have a much higher incidence of going out of bounds at the end of the play. If this is the case, the phrase "OUT OF BOUNDS' will appear on the side of the computer screen.   Be aware that because of new professional rules enacted during the 1991 season, an "out of bounds" play only stops the clock during the final two minutes of the second quarter, and during the last five minutes of the fourth quarter. You must also realize that just because a particular play often goes out of bounds, doesn't mean it will always go out of bounds.

WHEN AND HOW TO USE ZONE COVERAGE

Zone coverage assigns players with small, overlapping areas of responsibility.   By reducing responsibility, and by providing for a "safety net", long plays are usually neutralized.   The problem of zone coverage is that a defensive coach is normally going to have to either cover the "Strong (right) side, or the "Weak" (left) side.   Guess wrong, and you have major problems caused by too few players covering too large of an area.   The defense gets stretched out, and recovery time is slowed as players are moving to their assigned areas before they realize they are needed elsewhere.

Zones also remove most "trickery" from an offensive arsenal.   You no longer care where the flow of a play is headed initially, you just want to make sure nothing happens in your area.   Once your area is secure, you can pursue the ball. "Target" or "stationary" routes like the curl or hook, and deep passes (especially the Flea Flicker and Halfback Option Pass), are "dead meat" to the zone defense, as are slow developing plays like the sweeps and draws.   Every now and then an offense will get lucky with one of these plays, but the law of averages is heavily against them.   A quarterback or coach who loves the long vertical game will have a long, dismal day against a well coached zone.

THE "OFFENSIVE" DEFENSE: BLITZES, STORMS, AND BEARS.

It's risky, but nothing turns on the crowd or intimidates an offense like a defense moving at ninety miles per hour! Put several full-speed players where the offense only has a few, and an offense can start moving backwards faster than the chain gang crew can run!

An aggressive defense best shines in a game where the defensive players are overwhelmingly more talented and physical than the offense.   Lopsided games are most often found when a commanding defense storms the walls of a mediocre offense which lacks the manpower to handle the majority of one-on-one battles in the trenches at the line of scrimmage.

Beware of offenses that are used to big plays, or have a "magician" at wide receiver.   You can shut him down 90% of the time, but if a methodical quarterback goes to "Houdini" often enough, one or two breaks in concentration can be enough to let them back into a game, or to clinch a tight one.   Another old expression goes "He who lives by the sword usually dies by the sword!".   The moral . . . kick 'em hard when they're down, but be sure you don't let 'em back up!

"OUTNUMBER" THE OFFENSE WITH MAN-TO-MAN

Assuming each defender can handle one offensive player the majority of the time means you have one player more than the offense has. How can this be when both sides have eleven players? Because the offense can only have 10 "helpers". . . the eleventh player is the ball carrier is usually too busy trying to avoid all of the defenders!

Use this "extra defender" to neutralize the previously mentioned "magician". Put two players on their best player. No matter how good that player is, it's now twice as hard to have an average output game. This might mean using DOUBLE COVERAGE on a wide receiver, or putting an extra linebacker into the game to stuff a great running attack. As long as the defensive players match up well talent-wise with the offense, a man-to-man defense gives a decided edge to the defender who knows where to use the additional strength.

MISCELLANEOUS INFORMATION

Here are some other topics that needed to be covered, but really didn't fit anywhere else.

Making Printouts of Play Logs and Statistical Summaries
Printer Tips
Starting Your own League

MAKING PRINT-OUTS OF PLAY LOGS AND STATISTIC SUMMARIES

You can use any software program which will read, display and print an ASCII TEXT (.TXT) file.   If you have nothing else, you might try the Microsoft Windows Write word processor which comes with Windows.   Use Write to open, enhance, and print the files.   Regardless of which program you use to print your play-by-play logs, we suggest the following (remember, the logfiles will be found in your TSOFT (or other) subdirectory, and will typically have names like LOG003.TXT, or LOG017.TXT, unless you have chosen to use more specific filenames):

1) Use the Tab Key, Bold and Underline functions to layout the text.   Place the down and distance in one area, the plays called in another column, and the result in a third column.

2) Print in the LANDSCAPE ("sideways") mode, to make the text format on a single line as often as possible.

3) If you find that text wraps around to a second line frequently, then select the entire document, and choose a smaller font, such as 8pt ARIAL.

Because all playlog files are saved in TAB DELIMITED format regardless of what they are named), you may find that a spreadsheet such as Microsoft Excel will read and display the information quickly and very suitably.   When using EXCEL, select FILE\OPEN, and you will be given a dialog box which prompts you for the filename and asks if the file is saved in TAB or COMMA delimited format.   If you toggle the TAB DELIMITED format, your file will come in automatically layed out in columns.   Adjust the column widths and font size to make the print-out more readable.   Before printing, you may elect to PREVIEW the print format, to ascertain that everything fits neatly on the page.

PRINTER TIPS

For best results in printing play-by-play files, we suggest using a laser or inkjet printer, in the LANDSCAPE MODE for all printouts. If you are using a dot-matrix printer to create your print-outs, then be sure to configure your printer set-up to use the highest Dot-Per-Inch (DPI) setting possible.   If you notice that dot matrix printouts come out misaligned or poorly spaced, then use the Windows Control Panel - PRINTERS module to increase your dpi print resolution.   The higher resolution you can print at, the better and cleaner your print-outs will look. Most Dot Matrix printers will offer 75 to 240 DPI, so be sure to check your current settings.

STARTING YOUR OWN LEAGUE

Because of the design and speed of execution of Football for Windows, starting your own neighborhood or office league should be simple.   With a little planning and coordination, Football for Windows will be a hit among league players!   What follows is an example of how an office league might be run:

A notice is placed in the break room, and posted on the company E-MAIL system if allowed, inviting players to join your computerized football league.   The league commissioner collects an entry fee from each player.   Teams are then chosen by participants on a "First Come, First Served" basis.   Any team which is not claimed by a human player by the beginning of the season is assumed to be 'owned by the computer'.   Another option is to get the participants to "bid" on each team in an auction type arrangement.

A list of the upcoming professional league schedule is posted in common areas (break room, water cooler, etc). Whenever a scheduled game is to be played by teams owned by two human players, then a time is set and the two players play each other in the PLAYER-VS.-PLAYER mode.   When the schedule indicates a game is to be played by only one player-owned team, then that player will play the computer in the COMPUTER VS. PLAYER mode. All scheduled games which do not involve a human owner are placed in a SCRIPT by the league commissioner, and played at his/her leisure by Friday afternoon. Print-outs of all games are made at the completion of each game, along with statistics from all completed games. The league commissioner then updates team records each week, based on the completed games, and posts standings, game statistics, and results in the common areas around the office.

Suggestions and Other Points to Keep in Mind!

Allow 45 minutes for a two player game. This should be just enough time for a quick bite and then a game during lunch!   A one player game should not take more than 30 minutes, so two games could be played during one lunch break.   As mentioned earlier, computer vs. computer games typically take less than a minute to complete.

If a two-player game is scheduled, but one player is a "no-show" then the league commissioner may choose to either allow the player who attends to play, with the computer assuming the role of the player who failed to appear, or the commissioner may chose to reschedule the game for a later time that same week.   If a player fails to show a second time, then the commissioner should allow the computer to assume the role of the non-showing coach.

When the actual professional season is complete and the play-offs begin, then a separate computerized play-off system should commence, as it is unlikely that all teams making the professional playoffs will be owned by players.   The best teams, whether computer owned or player owned should advance in your computer league playoffs.   Depending on the number of participants in your league, you may choose to have a full tournament with single-eliminations, like the pros, or you might choose some other playoff system.   It is recommended that the best 4 human-owned teams and the best four computer-owned teams participate in the playoffs.

As an award to any team owner who "wins the big one" in your league, the league might allow for some form of prize.   Or better yet, return ALL entry fees to the top 4(???) coaches in a 50%, 25%, 15%, and 10% arrangement.   Anything goes, after all, it's YOUR league!

When the next season rolls around, players who enjoyed the league, can contribute towards purchasing an updated team data disk for continuation of the league with up-to-date statistics.

If you have any questions, comments, or suggestions about running a league, we would appreciate your thoughts. Please address all correspondence to:

TSoft
#9 Brittany Lane
Odessa, TX 79760

THE TOOL BAR

The tool bar is a quick way for you to access commonly used options in Football for Windows. A list of the 9 tool bar functions is shown below, along with a brief description.

Save - Saves the current game for later play.

New - Ends the current game, and begins a new game.

Exit - Exits the game

G Stat - Displays the current game team statistics.

I Stat - Displays the current game individual offensive statistics.

D Stat - Displays the current game individual defensive and special statistics.

Hint - Pops up a dialog box that shows the computer's recommended play selection

Pause - Stops the game and play clocks

Help - Opens the Football for Windows help file