FOOTBALL
For Windows 3.0
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Game Menu

The Game menu includes commands that enable you to start or end a game, save games, display current game statistics, and save, delete, and view match statistics.

For more information, select the Game menu command name.

New Starts new game.
Save Game Saves game to file.
Save Match Saves match to file.
Delete Match Deletes previously saved match.
Playing Field Displays playing field.
Game Statistics Displays game statistics.
Match Statistics Displays match statistics.
Exit Ends game.

Run Menu

The Run menu includes commands that enable you call 6 different running plays when you are on offense.

For more information, select the Run Menu command name.

Line Plunge   Calls Line Plunge play.
Off Tackle   Calls Off Tackle play.
End Run   Calls End Run play.
Trap   Calls Trap play.
Reverse   Calls Reverse play.
Draw   Calls Draw play.

Pass Menu

The Pass menu includes commands that enable you call 6 different passing plays when you are on offense.

For more information, select the Pass Menu command name.

Short   Calls Short Pass play.
MediumCalls Medium Pass play.
Long   Calls Long Pass play.
Screen Calls Screen Pass play.
SidelineCalls Sideline Pass play.
Halfback   Calls Halfback Pass play.

Kick Menu

The Kick menu includes commands that enable you to kickoff, onside kickoff, punt, and attempt a field goal.

For more information, select the Kick menu command name.

Kickoff   Calls Kickoff Play
Onside Kickoff   Calls Onside Kickoff Play
Punt   Calls Punt Play
Field Goal   Calls Field Goal Play

Timeout Menu

The Timeout menu includes commands that enable you to call timeouts, either offensive or defensive.

For more information, select the Timeout menu command name.

Offense   Calls offensive timeout.
Defense   Calls defensive timeout.

Help Menu

The Help menu includes commands that enable you to call the Windows 3.0 Help Engine and to display development information.

For more information, select the Help menu command name.

Help   Calls the Windows 3.0 Help Engine.
About   Displays About Football dialog box.

Context Sensitive Help Topics

The following topics are available for Context Sensitive Help

Game New   Starts new game.
Game Save Game   Saves game to file.
Game Save Match   Saves match to file.
Game Delete Match   Deletes previously saved match.
Game Playing Field   Displays playing field.
Game Game Statistics   Displays game statistics.
Game Match Statistics   Displays match statistics.
Game Exit   Ends game.
Run Line Plunge   Calls Line Plunge play.
Run Off Tackle   Calls Off Tackle play.
Run End Run   Calls End Run play.
Run Trap   Calls Trap play.
Run Reverse   Calls Reverse play.
Run Draw   Calls Draw play.
Pass Short   Calls Short Pass play.
Pass Medium   Calls Medium Pass play.
Pass Long   Calls Long Pass play.
Pass Screen   Calls Screen Pass play.
Pass Sideline   Calls Sideline Pass play.
Pass Halfback   Calls Halfback Pass play.
Kick Kickoff   Calls Kickoff Play
Kick Onside Kickoff   Calls Onside Kickoff Play
Kick Punt   Calls Punt Play
Kick Field Goal   Calls Field Goal Play
Timeout Offense   Calls offensive timeout.
Timeout Defense   Calls defensive timeout.
Help Help   Calls the Windows 3.0 Help Engine.
Help About   Displays About Football dialog box.

Game New Command

Selecting this item from the menu will invoke a dialog box asking if you are sure you want to start a new game. If you select Yes, a new game will begin. Selecting No will cancel the request.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on New.

Keyboard   -   Pressing Alt+G, then N.

Shortcut Key -   F10.

Game Save Game Command

Selecting this item from the menu will save the game currently in progress. It will prompt you to save the current game if there is a previously saved game. Saving the current game will overwrite the old saved game. The game will continue.

This command is only active during a game. A completed game cannot be saved.

The command is invoked by:

      Mouse   -   Clicking on Game, then clicking on Save Game.

      Keyboard   -   Pressing Alt+G, then G.

      Shortcut Key -   None.

Game Save Match Command

Selecting this item from the menu will save the results of the just finished game to a match file. It will invoke a dialog box asking you which match file to save the match to, and which coach to save to Team 1. The Save Match Command does not overwrite previously stored data. It sums the results of the just finished game and the match that you selected and stores them. You must input which coach to save to Team 1 because the matches are saved in a specific order. (If you were the Team 1 coach when the match was saved, and you are the Team 2 in the second game, and you used different initials, the computer would not know where to save your game.) Team 1 refers to the first listed team in the Match Selection portion of the dialog box.

This command is only active when a game is complete, and has not been saved to a match.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on Save Match.

Keyboard   -   Pressing Alt+G, then M.

Shortcut Key -   None.

Game Delete Match Command

Selecting this item from the menu will invoke a dialog box asking you which match to delete. If the cancel button is chosen, no match will be deleted.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on Delete Match.

Keyboard   -   Pressing Alt+G, then D.

Shortcut Key   -   None.

Game Playing Field Command

Selecting this item from the menu will display the playing field. It is used after viewing game or match statistics. The game clock will restart following this command, unless the game is complete.

The command is invoked by:

       Mouse   -   Clicking on Game, then clicking on Playing Field.

       Keyboard   -   Pressing Alt+G, then P.

       Shortcut Key -   None.

Game Game Statistics Command

Selecting this item from the menu will display the current game statistics. The game clock will stop when this is selected. To return to play, Select Game Playing Field.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on Game Statistics.

Keyboard   -   Pressing Alt+G, then S.

Shortcut Key -   None.

Game Match Statistics Command

Selecting this item from the menu will invoke a dialog box asking which match to display. The game clock will stop when this is selected. To return to play, Select Game Playing Field.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on Match Statistics.

Keyboard   -   Pressing Alt+G, then T.

Shortcut Key   -   None.

Game Exit Command

Selecting this item from the menu will invoke a dialog box asking if you are sure you want to quit the game. If you select Yes, WINTREK will terminate. Selecting No will cancel the request.

The command is invoked by:

Mouse   -   Clicking on Game, then clicking on Exit.

Keyboard   -   Pressing Alt+G, then X.

Shortcut Key -   Shift+F10.

Run Line Plunge Command

Selecting this item from the menu will call the Line Plunge play. It is designed for short yardage (1 to 2 yds).

The command is invoked by:

Mouse   -   Clicking on Run, then clicking on Line Plunge.

Keyboard   -   Pressing Alt+R, then L.

Shortcut Key -   None.

Run Off Tackle Command

Selecting this item from the menu will call the Off Tackle play. It is designed for short to medium   yardage (2 to 4 yds).

The command is invoked by:

       Mouse   -   Clicking on Run, then clicking on Off Tackle.

       Keyboard   -   Pressing Alt+R, then O.

       Shortcut Key   -   None.

Run End Run Command

Selecting this item from the menu will call the End Run play. It is designed for medium yardage (3 to 6 yds).

The command is invoked by:

Mouse   -   Clicking on Run, then clicking on End Run.

Keyboard   -   Pressing Alt+R, then E.

Shortcut Key   -   None.

Run Trap Command

Selecting this item from the menu will call the Trap play. It is designed for short yardage (2 to 4 yds).

The command is invoked by:

       Mouse   -   Clicking on Run, then clicking on Trap.

       Keyboard   -   Pressing Alt+R, then T.

       Shortcut Key   -   None.

Run Reverse Command

Selecting this item from the menu will call the Reverse play. It is designed for medium to long yardage (3 to 6 yds).

The command is invoked by:

Mouse - Clicking on Run, then clicking on Reverse.

Keyboard - Pressing Alt+R, then R.

Shortcut Key - None.

Run Draw Command

Selecting this item from the menu will call the Draw play. It is designed for medium yardage (2 to 5 yds).

The command is invoked by:

       Mouse   -   Clicking on Run, then clicking on Line Draw.

       Keyboard   -   Pressing Alt+R, then D.

       Shortcut Key   -   None.

Pass Short Command

Selecting this item from the menu will call the Short Pass play. It is designed for short yardage (5 - 8 yds).

The command is invoked by:

Mouse   -   Clicking on Pass, then clicking on Short.

Keyboard   -   Pressing Alt+P, then S.

Shortcut Key   -   None.

Pass Medium Command

Selecting this item from the menu will call the Medium Pass play. It is designed for medium yardage (8 - 15 yds).

The command is invoked by:

Mouse	-	Clicking on Pass, then clicking on Medium.
Keyboard	-	Pressing Alt+P, then M.
Shortcut Key	-	None.

Pass Long Command

Selecting this item from the menu will call the Long Pass play. It is designed for long yardage (15 - 25 yds).

The command is invoked by:

       Mouse   -   Clicking on Pass, then clicking on Long.

       Keyboard   -   Pressing Alt+P, then L.

       Shortcut Key -   None.

Pass Screen Command

Selecting this item from the menu will call the Screen Pass play. It is designed for short yardage (5 - 8 yds).

The command is invoked by:

       Mouse   -   Clicking on Pass, then clicking on Screen.

       Keyboard   -   Pressing Alt+P, then C.

       Shortcut Key -   None.

Pass Sideline Command

Selecting this item from the menu will call the Sideline Pass play. It is designed for medium yardage (8 - 15 yds). It is a good play to stop the clock.

The command is invoked by:

       Mouse   -   Clicking on Pass, then clicking on Sideline.

       Keyboard   -   Pressing Alt+P, then D.

       Shortcut Key   -   None.

Pass Halfback Command

Selecting this item from the menu will call the Halfback Pass play. It is designed for long yardage (15 - 25 yds).

The command is invoked by:

> Mouse   -   Clicking on Pass, then clicking on Halfback.
>
> Keyboard   -   Pressing Alt+P, then H.
>
> Shortcut Key   -   None.

Kick Kickoff Command

Selecting this item from the menu will call the Kickoff play. This command is only active when it is a valid play.

The command is invoked by:

       Mouse   -   Clicking on Kick, then clicking on Kickoff.

       Keyboard   -   Pressing Alt+K, then K.

       Shortcut Key -   None.

Kick Onside Kickoff Command

Selecting this item from the menu will call the Onside Kickoff play. This command is only active when it is a valid play.

The command is invoked by:

Mouse   -   Clicking on Kick, then clicking on Onside Kickoff.

Keyboard   -   Pressing Alt+K, then O.

Shortcut Key   -   None.

Kick Punt Command

Selecting this item from the menu will call the Punt play. This command is only active when it is a valid play.

The command is invoked by:

Mouse   -   Clicking on Kick, then clicking on Punt.

Keyboard   -   Pressing Alt+K, then P.

Shortcut Key   -   None.

Kick Field Goal Command

Selecting this item from the menu will call the Field Goal play. This command is only active when it is a valid play. The longest field goal that can be made is 63 yds.

The command is invoked by:

Mouse   -   Clicking on Kick, then clicking on Field Goal.

Keyboard   -   Pressing Alt+K, then F.

Shortcut Key   -   None.

Timeout Offense Command

Selecting this item from the menu will call a timeout for the Offense. This command is only active when it is a valid selection.

The command is invoked by:

       Mouse   -   Clicking on Timeout, then clicking on Offense.

       Keyboard   -   Pressing Alt+T, then O.

       Shortcut Key -   None.

Timeout Defense Command

Selecting this item from the menu will call a timeout for the Defense. This command is only active when it is a valid selection.

The command is invoked by:

      Mouse   -   Clicking on Timeout, then clicking on Defense.

      Keyboard   -   Pressing Alt+T, then D.

      Shortcut Key -   None.

Help Help Command

Selecting this item from the menu will start up the Windows 3.0 Help Engine to display game procedures and information.

The command is invoked by:

       Mouse   -   Clicking on Help, then clicking on Help.

       Keyboard   -   Pressing Alt+H, then H.

       Shortcut Key   -   F1.

Help About Command

Selecting this item from the menu will call a dialog box to display program development information.

The command is invoked by:

       Mouse   -   Clicking on Help, then clicking on About.

       Keyboard   -   Pressing Alt+H, then A.

       Shortcut Key -   None.

Statistics

Every effort has been made to make FOOTBALL as realistic as possible. The results of 2300 games that were played by the computer are shown below.

	Team 1	Team 2	Totals	Average
Score	23.67	23.66	47.33	23.67
Plays Run	67.68	67.35	135.03	67.52
Total Offense	380.63	379.31	759.94	379.97
First Downs	19.14	19.04	38.19	19.09
Rushing Attempts	28.44	28.33	56.77	28.39
Rushing Yds	123.76	123.49	247.24	123.62
Yds per Carry	4.35	4.36	NA	4.36
Pass Attempts	37.29	37.09	74.38	37.19
Pass Completions	20.04	19.92	39.96	19.98
Pass Yds	269.96	269.06	539.02	269.51
Completion Pct	53.75	53.70	NA	53.73
Gain per Completion	13.47	13.51	NA	13.49
Gain per Attempt	7.24	7.25	NA	7.25
Interceptions	1.32	1.34	2.66	1.33
QB Sacked	1.94	1.94	3.88	1.94
Sacked Yds	13.09	13.24	26.33	13.16
FG Attempts	1.79	1.74	3.53	1.76
FG Made	1.31	1.27	2.58	1.29
FG Pct	72.98	73.25	NA	73.11
Fumbles	1.31	1.28	2.58	1.29
Fumbles Lost	0.52	0.51	1.03	0.52
Penalties	3.00	2.92	5.92	2.96
Penalty Yds	18.12	17.87	35.99	18.00
Punts	4.44	4.44	8.88	4.44
Punt Yds	186.13	185.98	372.11	186.06
Punt Average	41.96	41.85	NA	41.91
Kickoff Returns	4.89	4.90	9.78	4.89
Return Yds	96.82	98.97	195.80	97.90
Return Average	19.81	20.22	NA	20.02
Punt Returns	3.01	3.04	6.05	3.03
Return Yds	18.60	18.29	36.89	18.45
Return Average	6.17	6.01	NA	6.09
Play Selection				
Plunge Play	3.64	3.71	7.35	3.68
Off Tackle	5.81	5.73	11.54	5.77
End Run	6.16	6.09	12.25	6.12
Trap	3.29	3.28	6.57	3.29
Reverse	4.90	4.81	9.71	4.85
Draw	3.89	3.95	7.84	3.92
Short Pass	6.68	6.77	13.45	6.72
Medium Pass	7.03	6.93	13.96	6.98
Long Pass	9.27	9.29	18.56	9.28
Screen Pass	7.02	6.86	13.88	6.94
Sideline Pass	8.23	8.19	16.42	8.21
Halfback Pass	1.75	1.75	3.50	1.75

Team 2 won the series 1156 - 1144 - 0.

Shareware Information

This software has been developed as a shareware product. Please distribute the software <u>(Without Modification)</u> to others who may be interested. If you enjoy the product and feel that it is worthy of purchase, please send your name, address, and payment of $25.00 to:

TSoft
#9 Brittany Ln.
Odessa, Texas 79761

Be sure and specify 5 1/4" or 3 1/2" diskettes.

Upon recieving payment for FOOTBALL, TSOFT will mail you a "clean" version of FOOTBALL. The "clean" version will be exactly like the distributed version, with the following exceptions.
1. Unnecessary dialog boxes will be removed to speed up play.
2. A game can be completed.

Purchase of this shareware product will encourage the development of other software products. If you have any comments you would like to make about FOOTBALL, or if you have found any serious bugs, please send them to the above address. Be as specific as possible about the circumstances that led to the failure of the program.

Future Development Plans

Some of the future development plans for later versions of FOOTBALL are listed below:

1. Storage of records (i.e. Longest run from scrimmage, etc.).
2. Improved Graphics.
3. Incorporation of 1991 real life team statistics into the source code.
4. Selection of defenses.

If you have any other ideas for enhancements to FOOTBALL, please send them to:

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