

4th St. Sports Computer Football Manual

Updated July 4, 2002

Introduction

4th St. Sports Computer Football is based on the abilities of professional football players and the abilities of you, as coach and general manager, to make these players perform for your team. It has been designed to be a “turn-based” football, as opposed to a time-based simulation, meaning that rather than being rushed to make decisions, you are allowed to set the play you want, move the defensive players to adjust to the offense, and find the result of the play when you are ready.

Speaking of simulation, this game is designed to simulate football...not statistics. Although many ratings in the game are based upon statistics, the way in which you *coach* a team will largely determine that team’s won-loss record.

The layout of this manual follows this general outline:

- the ratings and how they enter in to the game
- the organizational and statistical aspects of the game
- the game itself

It is suggested that you look over the ratings section before you begin, so you know a little about how the game plays. After that, feel free to jump right in!

The Ratings

Each player in this game has been given a set of ratings (which can be displayed at nearly every phase of the program) which will decide whether or not he is a good player. All ratings are designed to fit the game as a professional player’s talents allow HIM to fit into a game. For example, some tight ends are incredible blockers, but may not be gifted receivers. These players will receive a blocking rating which will allow them to be a useful member of your team.

Each player has 6 general ratings, which differ somewhat from offense to defense and position to position. An outline of these ratings is listed in the table below.

	x	A	B	C	D	E
Offensive Line	supple-	power blocking	quick blocking	short pass blocking	medium pass blk	long pass blocking
Average Ratings	5	7	7	7	7	7
Quarterback	mental	Inside runs	outside runs	short passing	medium passing	long passing
Average Ratings	3	5	6	7	7	7
Running Back	blocking	inside running	quick running	short pass rec	short pass rec	long pass rec
Average Ratings	5	7	7	7	7	6
Wide Receiver	rating	inside running	outside running	short pass rec	short pass rec	long pass rec
Average Ratings	2	5	6	7	7	7
Tight End	“	inside running	outside running	short pass rec	short pass rec	long pass rec
Average Ratings	6	6	5	7	7	6
Kicker	“	FG<30 yd PAT	FG<40 yds	FG<50 yds	FG \geq 50 yds	Kickoffs
Average Ratings	2	NA	NA	NA	NA	NA
Punter	“	Own side of 50-rush	Own side of 50	Opp side of 50-rush	Opp side of 50-rush	Kickoffs
Average Ratings	2	NA	NA	NA	NA	NA
Defensive Line	“	run defense	pass rush	short pass defense	medium pass def	long pass defense
Average Ratings	3	3	3	1	0	0
Linebacker	“	run defense	blitz rush	short pass def	medium pass def	long pass def
Average Ratings	3	3	3	3	2	1
Defensive Back	“	run defense	blitz rush	short pass def	zone pass def	man pass def

Average Ratings	3	2	3	3	3	3
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At first glance at this table, you might believe that your defense would be best if you placed 11 defensive backs on the field at the same time because, except for their run defense, you would have better numbers on the field than with defensive linemen and/or linebackers. This is not true, because ALL players have sets of result codes in addition to their general ratings. Below are a few samples of these "rating zones" (here-after referred to as "RZ").

Joe Defensive Lineman						
DT	Min '96			i +0		
x	A	B	C	D	E	
3	3	3	1	0	0	
2	00	48	62	63	66	
3	02	30	05	46	46	
4	01	46	08	46	46	
5	01	46	03	11	21	
6	00	47	04	11	46	
7	83	45	05	11	46	
8	82	34	06	46	46	
9	00	46	02	46	46	
10	22	26	26	26	20	
11	39	39	20	20	89	
12	54	69	17	17	17	
KR- 7 N(21)			KC- 3 K			
PR- 7 R(11,20)			PC- 3 P			
Ret- S 11						

Bob Defensive Back						
CB	Oak '96			i -3		
x	A	B	C	D	E	
3	2	3	3	3	4	
2	04	47	55	55	17	
3	55	30	46	09	66	
4	83	48	03	65	26	
5	04	47	84	64	46	
6	03	47	63	46	66	
7	04	45	02	46	46	
8	03	46	00	46	67	
9	85	34	34	34	34	
10	24	26	22	26	20	
11	35	39	37	20	17	
12	88	88	20	17	88	
KR- 7 N(21)			KC- 3 K			
PR- 7 R(11,20)			PC- 3 P			
Ret- S 11						

Ray Quarterback						
QB	Pit '96			i +2		
x	A	B	C	D	E	
3	5	6	7	8	8	
2	03	11	21	41	41	
3	02	07	11	46	31	
4	02	54	46	31	31	
5	02	84	11	21	46	
6	01	00	09	11	46	
7	01	87	11	45	46	
8	01	04	08	11	45	
9	01	05	45	46	46	
10	01	10	45	45	21	
11	01	11	04	21	31	
12	01	11	18	18	18	
KR- 7 N(21)			KC- 3 K			
PR- 7 R(11,20)			PC- 3 P			
Ret- S 11			Aud- 6			

A listing of the code numbers in each column is given in the appendix. If you look through these numbers and run a statistical analysis corresponding to the dice rolls, you'll see that Joe Defensive Lineman has a run column (A) average of 0 yards per carry. Meanwhile a linebacker's average for column A is 1 yard per carry and defensive back's average is 2 yards per carry. Therefore, having eleven head-hunting defensive backs on the field will not result in an improvement for your team's rushing defense. In fact, even if their "A" rating is better than your defensive line's, they still may allow more yardage per carry.

You have probably noticed by now that the offensive player's ratings (Ray Quarterback) are higher than the defensive players. That's because the two are subtracted and compared to a 10-sided die on virtually every play. For example, if a defensive player's "A" rating were in question, and his grade for that rating was a 3, and an offensive player's "A" rating were in question, and his grade were a 7,

the computer will subtract 3 from 7 (giving 4) and compare it to a d10 roll. If the roll (from 0 to 9) is less than or equal to 4, the offensive player wins the matchup, and the play result will be read from his RZ. If not, the result will be read from the defensive player's RZ. The average offensive rating (for most positions) is a 7, and the average defensive rating (for most positions) is 3. When two "average" players match up, each has a 50% chance to win the matchup.

Any offensive player with a rating less than 7 is going to get beat on the majority of his matchups. Likewise, any defensive player with a rating less than 3 is going to get beat a lot.

As coach of your team, you'll want to take advantage of the matchups presented on the field and attack them as best you can. The more mismatches you can create for your team, the better chance you have at winning the game.

The computer selects one matchup on each play and focuses on it for a result. Therefore, running one play over and over again (say, an Off Tackle to the right side with the halfback carrying the ball) will not yield the same matchup (and therefore, the same result) on every try. But the strength of your team in that area (using the Off Tackle example, which would go to the right side, the blocking abilities of your right guard, right tackle, tight end, and running abilities of your halfback will account for over 80% of the chances) will ultimately determine how successful the play is for you. And don't forget, the defense has some say in the matter, too!

Installing the Game

Windows 95 or Higher

Insert disk #1 into your floppy drive (A: or B:) or your CD into the CD-ROM drive. (The CD may self-start after you close your drive door.) Click the Start button, and from the "Settings" option select "Control Panel". Double click on the "Add/Remove Software" icon. Follow the instructions. You may change the directory to which the files will be installed (the default directory is C:\4THSTFB). If you do change the directory, remember this when you install any extra player disks. Follow the on-screen instructions to finish the process.

If you have any extra player disks, you may now install them. Insert the player disk into your floppy drive and again go to the "Add/Remove Software" option in the control panel. Follow the on-screen instructions to finish the installation process. The default directory for

the players disk will be C:\4thStFB\XXXX (where XXXX stands for the year for the data disk. Example, for the 1995 season, the default directory would be C:\4thStFB\1995). If you decide to change this directory, the subdirectory MUST be 4 characters long in order for the game to work.

The setup program will create a new program group called “4th Street Software” and three new icons under it, “FOOTBALL”, “ORGANIZER”, and another for the main help file.

If the installer is not successful, a secondary setup program is also available on the CD in a folder labeled “Alternative Setup”. Use the file labeled SETUP.EXE inside this folder (this will install the game and organize programs ONLY). Read the README.TXT file on the CD for further instructions, including instructions on how to install player disks.

Manual Terminology and Keyboard Equivalences

From here on, the terms “click”, “double-click”, and “drag” will be used as key words for actions that anyone familiar with computers will know. Keyboard equivalents are the same as in any other program...you can press your Tab key to scroll through and highlight a particular item and press the Enter key in order to select it. There are several “hot keys”, too, which can be selected by first pressing “Alt” and then the letter, which is highlighted.

You can also use the keyboard to move players. Pressing the F12 key will place a selection square around a player. Pressing it again will scroll to another player. When a player is selected, he can be moved forward, backward or side-to-side using the arrow keys on your keyboard.

Offensively, you may select plays from the keyboard, too. After clicking on the Play button (or pressing Alt-P) to display the plays, use the up and down arrows to scroll through them. Pressing the Enter key will select the play currently highlighted, but NOT close the play list. You can scroll through the list further (and even select a different play by pressing Enter again) before closing the play list by either clicking on the OK button, or pressing Alt-O.

The Programs

The Windows program consists of two programs; FB32.EXE and ORG.EXE. FB32.EXE runs only the game. ORG.EXE runs all the

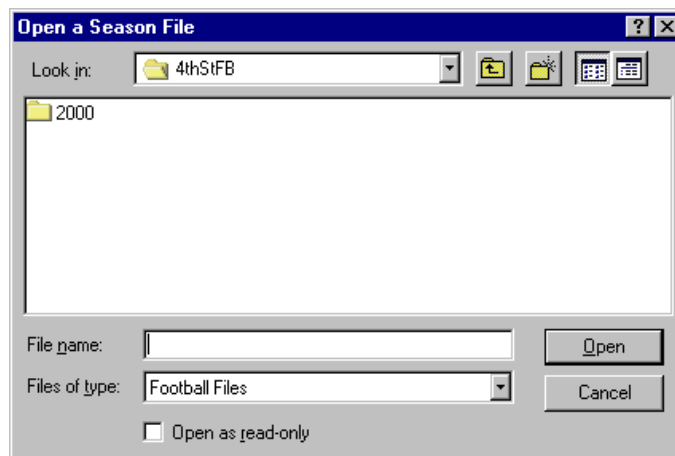
organizational and statistical aspects of the game. Both can be accessed by double-clicking on their icons in either the program group or from the Start menu.

Organize (ORG.EXE)

Setting up a League

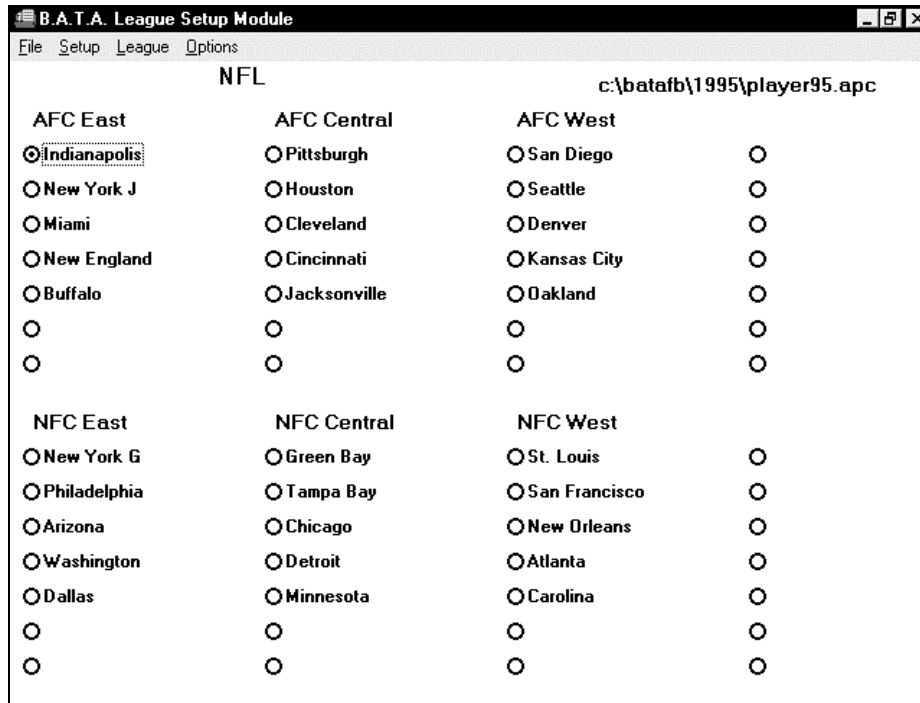
After the files have been installed on your computer, double-click on the “ORG” icon to start the organization program.

You must now select a player file to work with. This can be done by selecting “SELECT YEAR” from the FILE menu. A window will pop up with the subdirectories (where the season disks have been installed) visible. Select the one you want by double-clicking on it, and then select the player file (example, PLAR1995.apc) and press OK, or double-click on the player file.



The Select Year (Open a Season File) Screen

The program will automatically load the player file and display the League 1 teams on the screen, as pictured below.

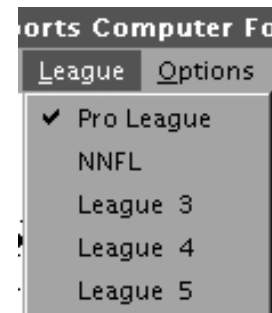


The "Select Team" Screen

At the top of the screen, you'll notice four menu items.



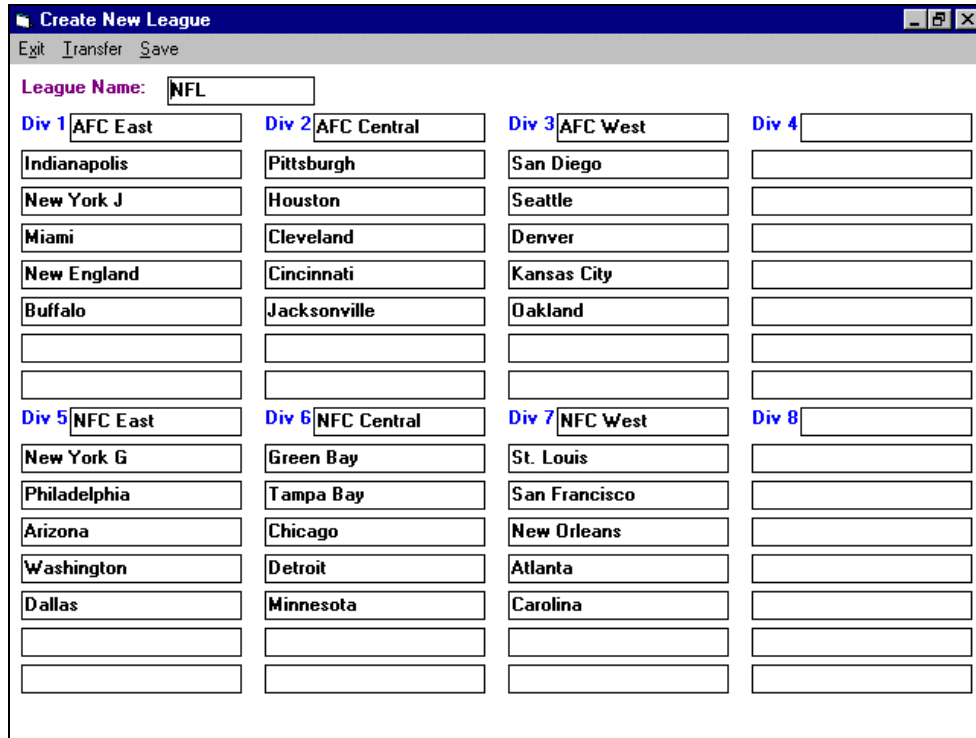
- The File menu allows you to select a player file OR exit the program.
- The Setup menu will allow you to make changes to a league, start a new league, transfer players in a league to the same league in a different season, and release all the players in a league.
- The League menu allows you to change leagues. You can set up five different leagues using the same player file in 4th St. Sports Pro Football.



- The Options menu contains several subprograms, which will be covered in subsequent sections.



If you want to alter the names of the teams in a league, or wish to set up your own league, click on the Setup menu after selecting the league you wish to work with. (Note: While it is not necessary to enter the full names of teams, it can be done for aesthetic purposes. The game program assumes you will do this, so some of the play-by-play grammar may seem strange if you don't). If making your own league, be sure to select one of the unused leagues under the League menu before clicking on the Setup menu.



You may change the names in the text fields to whatever you wish. By leaving a field blank, you inform the computer that no team will reside in that slot.

As most of the teams in "League 1" have city names and nicknames larger than the text "fields" shown above, you will notice the names beginning to scroll to the right, resulting in the apparent "disappearance" of part of the city name. Don't worry...as long as the full name of a team does not exceed 20 characters, all will be saved, and you'll see the entire name whenever you play a game.

After typing in new team names, press the "SAVE" button from the menu. If working with League 1, when prompted, select "NO" so that ONLY the team names are saved...otherwise, all the players on the League 1 teams will be dropped from their original rosters, making it necessary to either reinstall the files or redraft the teams in order to play with them.

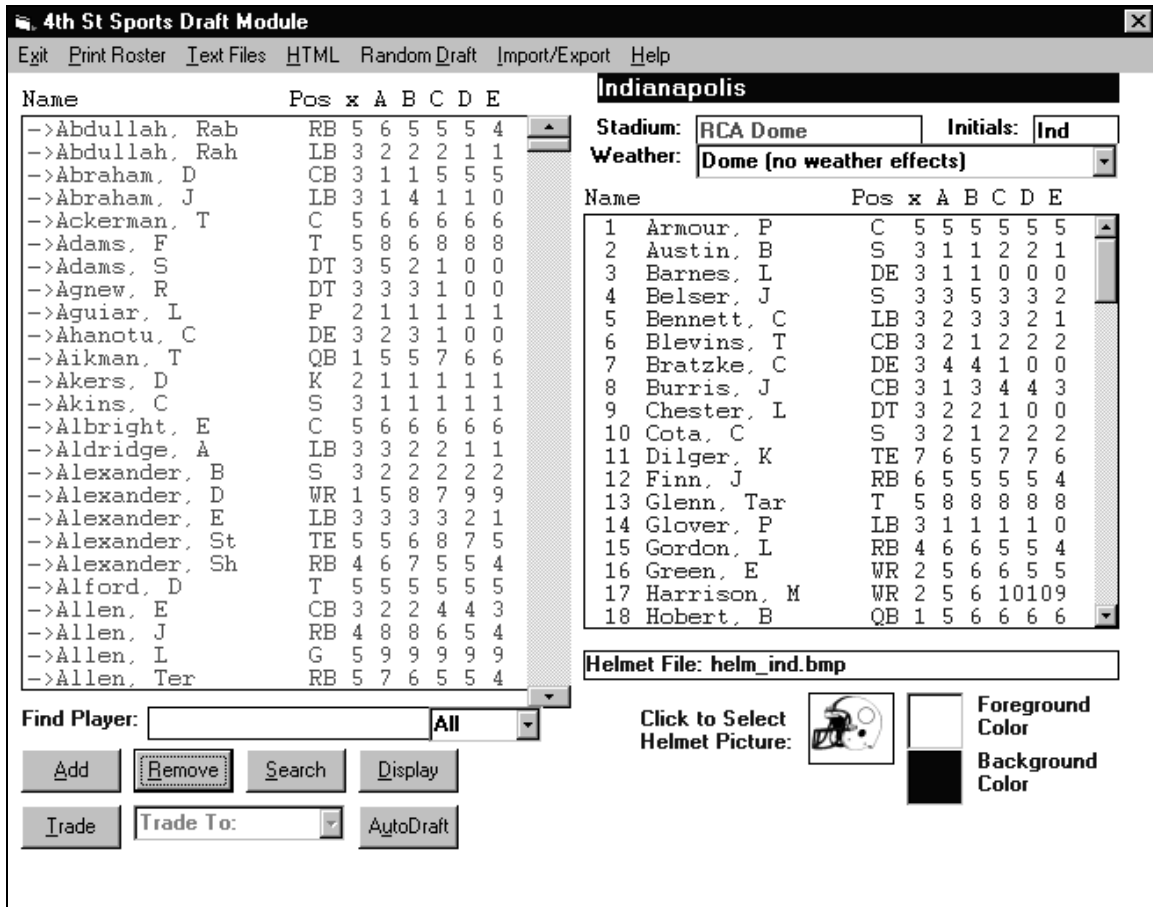
Notice that conferences are separated by the top and bottom halves of the screen.

To make your OWN league, go back to the original organization screen. You can then switch leagues from the "LEAGUE" menu. It is possible to have five different leagues (including League 1) using the same player file. Select one of the other four leagues (League 2, League 3, etc.) as your league, then press "SETUP" AGAIN. You will return to the league setup screen, at which time you can type in the name of your league, the name of the divisions, along with the team names. When finished, press the "SAVE" menu. When prompted, select "YES" in order to save the entire league and clear out any players, colors, etc. which may be present in the league file.

You now have the opportunity to draft players, select team colors, select a coach, and set up team platoons.

Drafting Players (from the Options menu)

Drafting a player is as easy as point and click. At the organization screen, select the team you would like to draft for (just click on it) select Draft from the Options menu.



The Draft Screen

At the top of the screen, the name of the team drafting is listed, and alongside it is a text box in which you may input a 3-character abbreviation for the team. (This option is NOT available in the league setup section because of a lack of screen space.) The abbreviations are used for a variety of things, including identifying the team players play for in statistical functions. It is highly recommended that you fill in each team's initials before beginning league play, and certainly before compiling a game's stats for the first time.

You may also select a football helmet to represent each team. These files are stored (and MUST be stored) in the season directory (e.g. \4thStFB\1997) as a bitmap (.bmp) file. A helmet template (helm_tmp.bmp) is included with the game, which can be altered and saved under a different name. You will need to resize your new helmet picture to .14 inches wide by .11 inches high before saving it (at 300 pixels per inch resolution). This can be done in virtually any

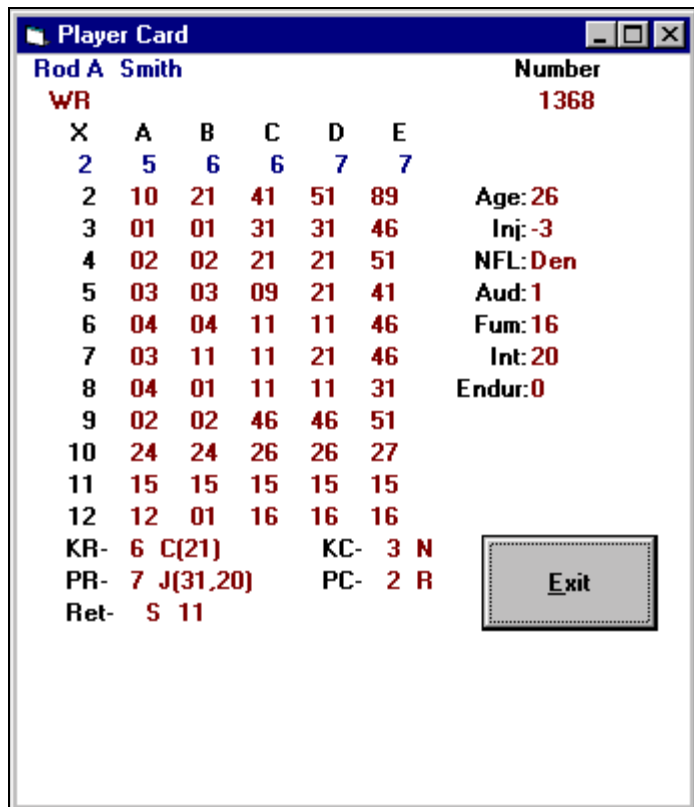
paint program. Remember to save the picture under a different name so you don't destroy the original template!

After the draft module is loaded, you will see two lists. The list on the left side (player list) is the pool of players from the season you are working with. The list on the right (team list) will contain the players (up to 100) you draft for the team.

The players on the player list are all in alphabetical order. There will be well over a thousand of them, depending upon the season you are working with. (Typically, there are 55 players per pro team...1650 players per 30 teams).

You can find any player on the list in a number of ways. First, you can scroll down by pressing on the arrows at the top or bottom of the list. To jump up or down a screen, click on the scroll bar either over or underneath the scroll marker.

You may also run a name search for any player you'd like. Click on the far left of the text field (which is located underneath the player list) and type in the last name of the player you are searching for. When the name has been entered, press "ENTER" or click on the "SEARCH" button (you can also press "Tab" to get to the "SEARCH" button, then press "Enter"). The computer will locate and highlight the player whose name you typed in. If you don't know the exact spelling, the search will attempt to make a match so long as you input at least 2 letters.



To add a player to the team list, highlight the player and then press the "ADD" button (or double click on the player). His name will be added to the team list, and an arrow will be placed in front of his name on the player list, indicating that he is no longer available to be drafted in

THIS league. (He MAY be drafted by teams in other leagues, however.) From here on, this arrow will be referred to as an “unavailable arrow”.

You can add up to 100 players on each team. Each time an addition is made, the team list is reorganized so that it is alphabetical, making the platoon setup easier to complete.

A player can be removed from a team by highlighting his name in the team list and pressing the “REMOVE” button (or double clicking on his name on the team list). The unavailable arrow in front of his name will also disappear in the player list.

To get a good view of a player’s talents, highlight his name and press the “DISPLAY” key. His ratings, similar to those shown previously and to that above, will appear on the screen.

If players remain available, you may use the "Autodraft" button to select one. The computer will research your roster and select the best player (in its opinion!) for your team.

While in the draft module, select a pair of team colors. The foreground and background colors can be selected by clicking on the appropriate buttons near the bottom of the screen. These colors are used throughout the program, especially in the game module, which makes the game more enjoyable to play and teams easier to identify.

Again, you will also want to type in a set of team initials, which are used in the statistics files. The initials can be no longer than 3 characters.

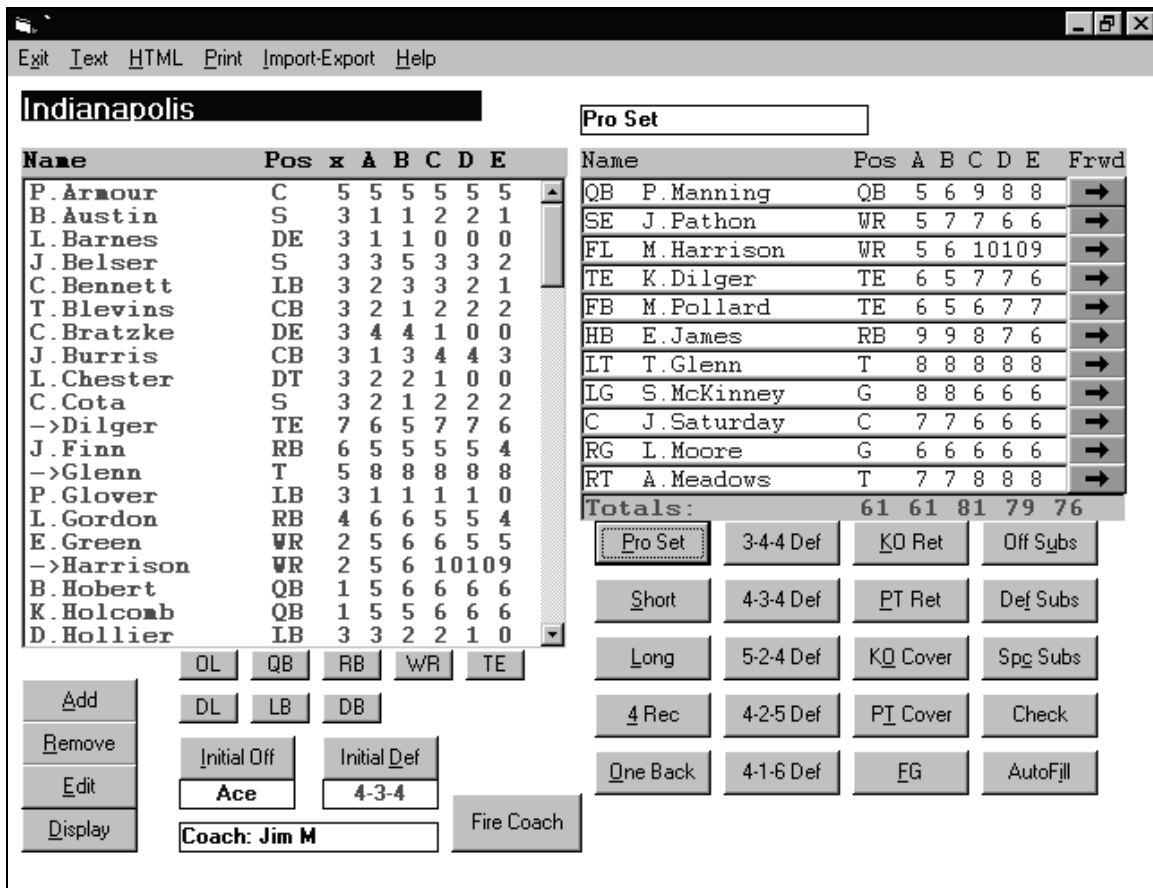
Setting Up Platoons (from the Options menu)

In order to play the game, you should complete each of the 15 platoons. There are also 3 substitution groupings, which will allow the computer to do a better job of substituting in the event of an injury.

From the Options menu in the organization module, click on the Platoons item after drafting your team. The screen will include a list of the players on your team (team list), a window for the platoon positions, several platoon buttons (5 offense, 5 defense, 5 special team and 3 substitution), a “Check” button (to see if the vital platoons are filled in properly) and default offense and defense buttons.

There is also an “AutoFill” button, which will automatically fill the 15 platoons with the best available players on the current roster. Using this button will automatically overwrite any platoons already present. The substitution groups are not filled in.

Although the AutoFill function will save a lot of time, the computer occasionally runs into difficulties selecting players due to the complexity of the operation. Therefore, you should ALWAYS check over your platoons (use the “Check” button) after using the AutoFill function. If you do leave a platoon slot open, the game program will detect this and close down when you attempt to play a game.



The Platoons Screen

For example, click on the “PRO SET” button. The computer will change the position listings on the upper right of the screen, and if any players have been selected for the pro set package, their names will appear and unavailable arrows will appear next to their names in the team list.

To place a player on a platoon, highlight his name and click on “ADD” (or double click on his name), or click and drag him to his position on the platoon. If the player is eligible to play the position, his name will appear there and an unavailable arrow will appear next to his name in the team list.

To remove a player, highlight his name in the upper right of the screen and press "REMOVE" (or double click on his name). The space on the platoon list will be vacated and the player's unavailable arrow will be deleted.

Be sure to fill out the platoons as best as you can. This will allow you and the computer to be more flexible, speed up the game, and prevent crashes. To make things easier, you may want to use the "Forward" buttons. These automatically insert the player whose name appears on one platoon into the same position on all platoons of the same type (offense, defense, special team).

The substitution platoons are important, as they tell the computer which players you prefer to have in the game if an injury, ejection, or rest period occurs for a starter. For example, by listing an offensive lineman as "OL1" in the offensive substitution platoon, you are telling the machine that he is your top substitute for offensive line injuries.

You will also want to set your default offensive and defensive packages at this time. The defaults are "PRO SET" and "3-4-4". If you don't like these, click on the platoon button you prefer, then click on the correct default button (offense or defense) to select it as your new default.

The offensive platoons in this game are actually "packages" of players. In fact, ANY package you put on the field can line up in ANY of the 6 formations in the game. But keep in mind; you probably don't want four wide receivers on the field when running from the two tight end formation! Formations can be changed during the game, and will use whatever players you have on the field.

The special teams platoons MUST be filled by appropriate players. Only kickers may kick field goals, and only punters may punt. Both kickers and punters may kick off, although a punter who did not regularly kick off in actual play will not perform very well in this task.

Returners can be any player who is either a running back, defensive back, linebacker, or wide receiver. Players who actually returned kicks though, will perform better. When selecting a returner, check out their return letters. As is the case with all returns, a return letter of "A" is superior, while "S" is as bad as it gets. See the appendix for the average return yardage for each return letter.

Player Editor (from the Options menu)

4th St. Sports includes a player editor, which you can use not only to change player ratings and results columns, but also to import players from previous seasons into one file, make new files, and make new players.

File Print

First Name: **Rod** Last Name: **Jones** c:\apcdos\1996\player96.apc
None Selected

Pos 1: **CB** Pos 2: Pos 3: Age: **32** Injury: **5**

x: 3	A: 1	B: 1	C: 2	D: 2	E: 2	Fatigue: 0
2	03	30	63	56	17	KC Rating: 2
3	55	48	55	65	66	KC Letter: N
4	83	47	46	10	66	PC Rating: 2
5	04	47	84	46	46	PC Letter: N
6	00	47	03	64	46	Fair Catch: 20
7	04	45	02	46	67	Ret Letter: Q
8	03	46	00	46	67	Ret Long: 21
9	85	34	63	34	34	Interception: 20
10	24	26	22	26	20	Audible: 1
11	35	39	37	20	17	Fumble: 20
12	88	88	20	17	88	Long Freq: 2

KR Rating: **6** KR Letter: **K** KR Long: **21**
PR Rating: **6** PR Letter: **P** PR Long: **11**

Linked?: **N** Lg 1 Status: **N** Draft: **0**

Buttons: NFL, QB, RB, WR, TE, OL, DL, LB, DB, P, K, Next, Prev, First, Last, New, Delete, Look, Import, Calc A, Calc B, Calc C, Calc D, Calc E, Int, Fum, Sak, Run, Avg, Pct

Record 828/1650

After selecting a player file in the Organize program, select “Player Editor” under the Options menu. A new screen will appear, complete with the display of the first player in the file. You may use the “Next”, “Previous”, “Search” and the scroll bar at the top of the screen to view and/or edit any player in the file.

To import players from other files into the current file, click on the “Select Import File” option from the “File” menu. You can make a “New” player, type in his name, then select the player from the drop down “import” box. If the player exists, the rest of the player’s card will be filled in automatically.

You may also make a New Player File from the File menu, and then fill it in with whatever players you’d like. Follow the on-screen directions to name a new sub-directory (you will have to input a 4-character name, such as “1952”) and the player file. When finished, you will have the opportunity to fill in the player card for player #1 in your newly created file.

Buttons at the right will automatically fill in average ratings for any of the positions listed. The “Calc A”, etc. buttons will automatically calculate the average gain and average percent (for passes and field goals) of any column you select. Use the average ratings as a baseline to determine how a player who is above (or below) average

should look like. For example, after making a new player (say, a running back) and then filling in his card with average ratings by clicking on the "RB" button, change some of the ratings to improve or downgrade a player. Use the ratings and yardage information on page 1 to assist you, and the result codes in the appendix to select proper codes.

Players may also be imported from a *comma-delimited* file, also known as a "CSV" file, which is a text version of a spreadsheet file. To perform this procedure, you must first create a spreadsheet with four columns: Last Name, First Name, Position, and Team initials.

(PLACE SS EXAMPLE HERE)

Once you are ready to save the file, use the "Save As" option of your spreadsheet program to select "comma-delimited file".

Now start the organization program, load the file you want to import the players into, then go to the player editor. From the menu in the player editor module menu, select "Name Importer".

(NAME IMPORTER SCREEN)

Open each of the CSV files you wish to import into the player database. If successful, the names, positions, and team initials of the players saved in the spreadsheet program will be displayed in the player list. You then may select some or all of the players from the list and then Import them into the database by clicking the "Transfer" button.

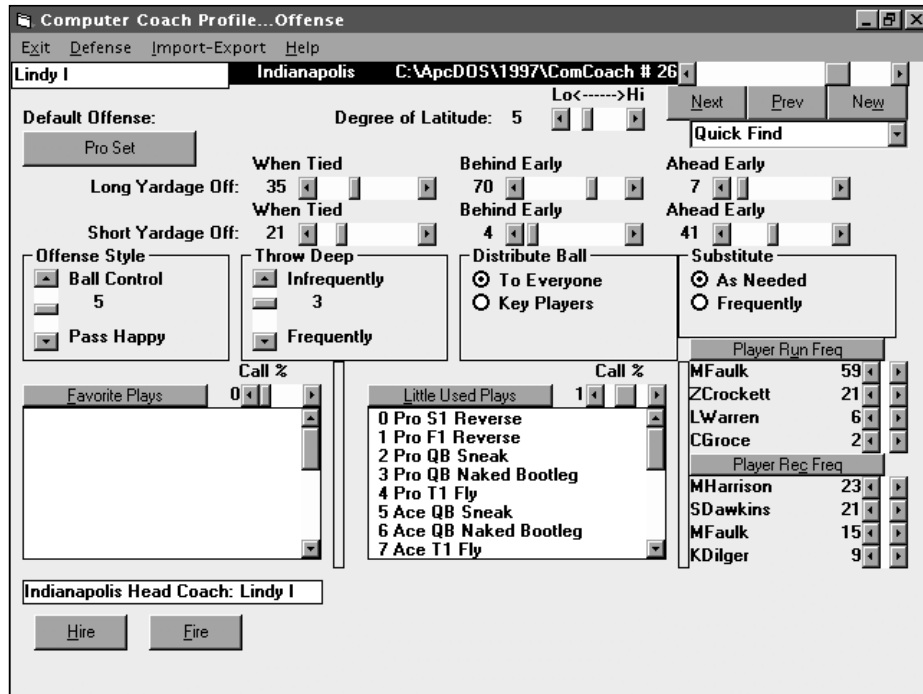
Selecting a Coach (from the Options menu)

One of the most important parts of 4th St. Sports Computer Football is YOU, the coach! While it is more fun (for most people) to call the shots as they occur during a game, you may choose to make a computer coach for your team, or assign one of the computer coaches already included. If you are playing in a mail league, you can send another coach your coaching file on disk, thus eliminating some of the problems encountered whenever another human plays games with YOUR team. The file you send includes a password which you make

up, preventing the other coach from reading through your file, and intercepting your game plan.

From the Organization screen, click on Coach under the Options menu. After loading, you'll be at a new screen. This is the offensive coaching profile of one of the coaches already made by 4th St. Software. You can scroll through these coaches if you like, by pressing the "NEXT" or "PREV" buttons near the top of the screen.

Or, you can make your own coach by pressing the "NEW" button. The new coach will be added to the end of the list, and can be used on YOUR computer only.



The Offensive Coach Profile Screen

You may sort through the coaches installed with the game by using the scroll bar near the top of the page, or go straight to a coach's record by using the "Quick Find" drop-down box.

To produce a coaching file, make a new record by pressing on the "New" button. Go ahead and fill in the coaching profile you desire, then select "Export" from the "Import-Export" menu. You will be prompted to enter a password and to set the location of your file, which will then be saved.

To select a coach for your team from those included on the hard drive, find a suitable coach and then just click on the "Hire" button near the bottom of the screen. If using this option, it would be a good idea to remove the names of any skilled players from the run and pass

frequency areas (found in the lower right-hand corner of the screen) who are not actually on your team's roster.

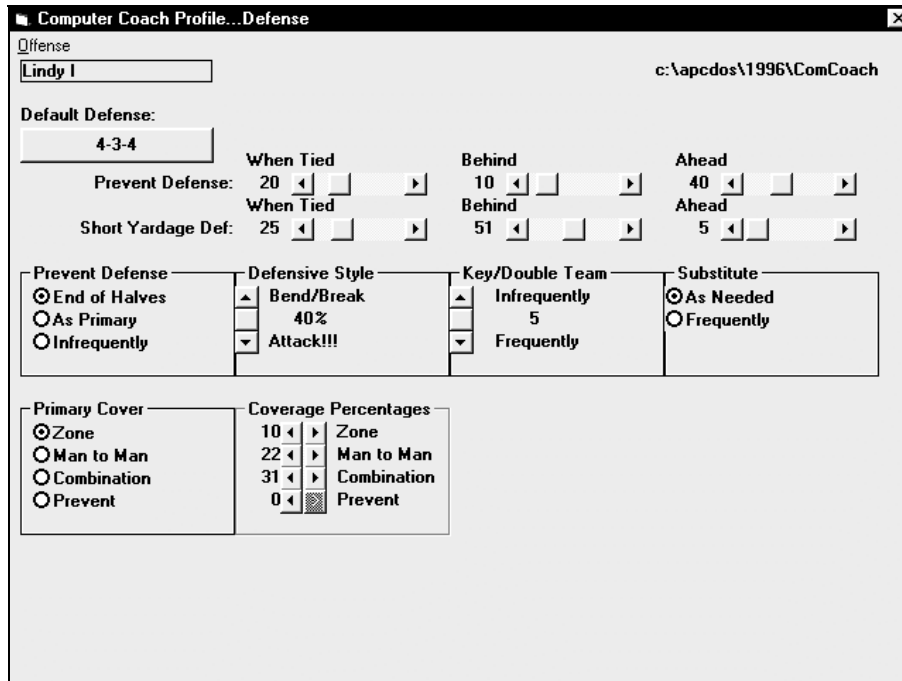
You can also import a file from another source (such as a floppy disk) if you know the password associated with the file. This will allow you to integrate a separate file into the file installed onto your hard drive. This function is useful for full-season replays.

In the lower right hand corner of the screen, there are two portions labeled "Player Run Freq" and "Player Rec Freq". When you click on either of these buttons, a list of the players pops up from which you may select players for which you want to set running and receiving frequencies. The maximum allowable frequency is 99. Although the frequencies may be viewed as percentages, in actuality they are not. Setting one player's run frequency to twice that of any other, for example, will not necessarily yield twice as many carries for that player. There are many other factors which will influence the run and receiving totals of a player. But setting one higher than another *will* result in a player being a ball carrier/receiver more frequently, provided he is a starting player.

You may also select frequently used plays and seldom-used plays. The "Little Used" play set is very important, unless you want your quarterback to run with the ball several times a game, or want wide receiver reverses called frequently. Putting plays on the Little Used list will cut these calls to a minimum. On the other hand, putting plays on the Favorite play list will greatly increase a play being called during a game.

After making your lists, click on the Call% scroll bars to tell the computer coach how frequently you want these plays called. Setting the Favorite play list to 50% means that roughly 50% of your calls during a game will come from this list. Of course, the game situations will also play a part in your play calls.

To adjust the defensive profile of your coach, click on Defense from the menu.



The Defensive Coach Profile Screen

On the defensive screen, make sure to set the Defensive Style and the Double Team/Key frequency.

Although both these screens allow you to set your default offense and defense, they are secondary to those selected in the Platoon module.

Clicking on “OFFENSE” switches you back to the offensive screen again.

When you press “EXIT” from the offensive profile menu, all files will be saved and you will be returned to the draft program.

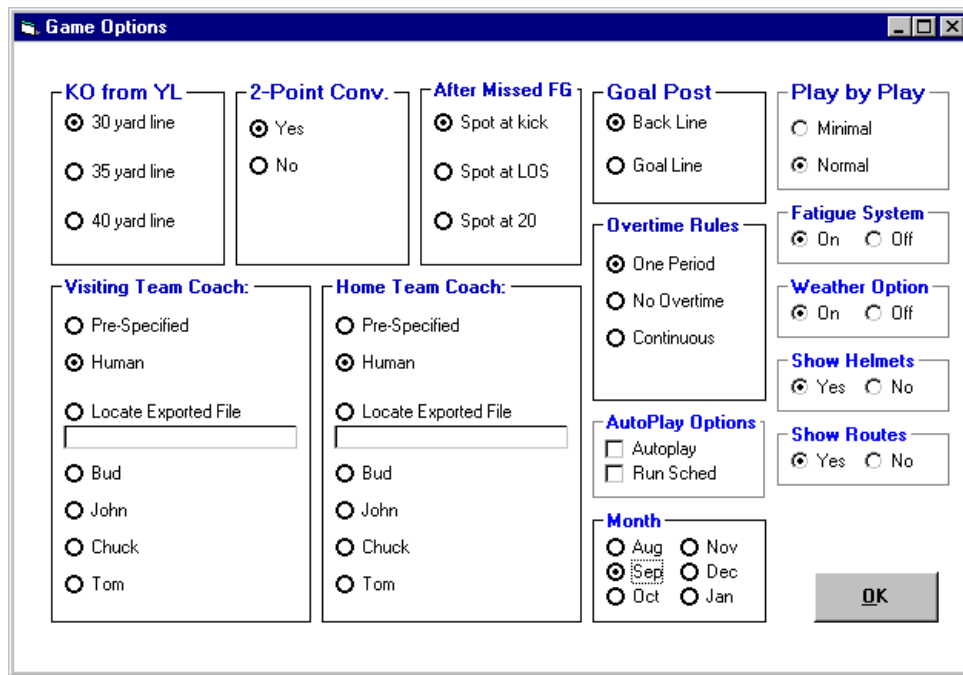
Resting Players (from the Options menu)

The final utility under the Options menu allows you to rest players for a length of time you specify. You may rest players on one team or on all the teams in the league simultaneously. This option comes in handy when you want to simulate a “bye” week, or a week off during playoffs.

Football (FB32.EXE) Playing the Game

To play 4th St. Sports Computer Football, double-click on the FB32 icon. After clicking the “FILE” menu and then choosing “SELECT YEAR”, you will be able to select a player file. See the Select Year Screen shown in the Organization section of this manual.

After selecting a player file, the computer will show the Game Options screen so that you can decide what rules you want to play by.



The Game Options Window

There are several different options you can select from, including the yardline where the kickoff takes place, the spot at which the goal post is, missed field goal rules, etc. You can also decide upon the identity of each coach.

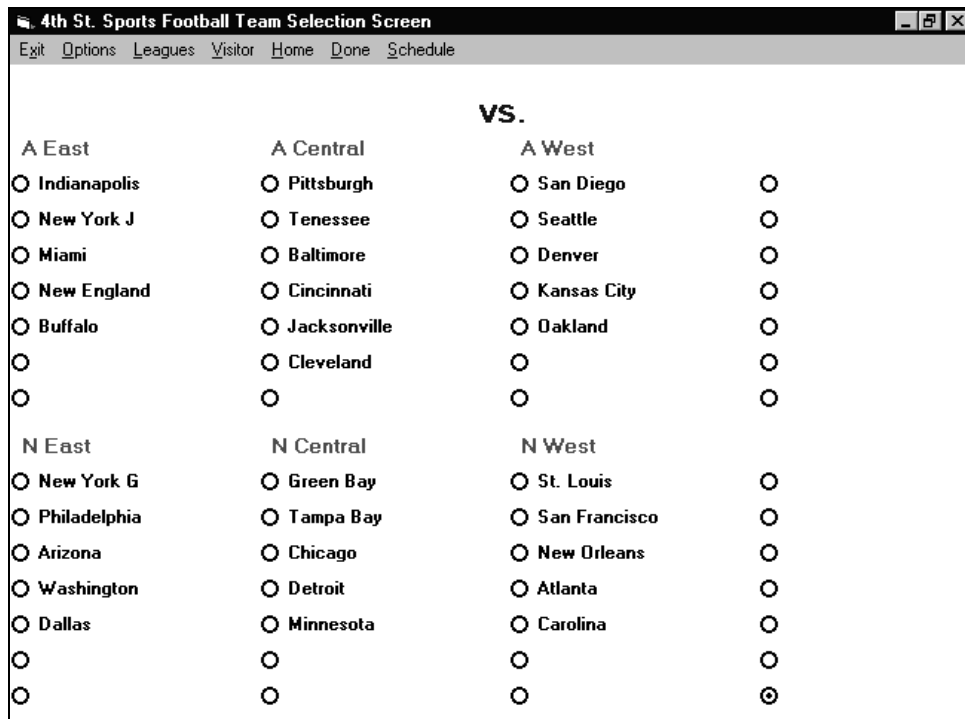
There are AutoPlay Options, too. Selecting Autoplay will run the game in fast mode. (Be sure to set both coaches to a computer identity when using this option.) Selecting Run Sched will allow several games (even a season’s worth) to be run (via autoplay) at one time. Again, make sure you set the identity of each coach to a computer.

The “PRE-SPECIFIED” options can only be used if a coach has been pre-selected for the team in question. This is done in the Organization program from the coach menu, as explained earlier. Selecting “BUD”, “JOHN”, “TOM”, or “CHUCK” will give control of your

team to one of the four Hall of Fame coaches. Select "PATH" if you have received a coaching file from your opponent.

When you are satisfied with your selections, press the "OK" button. You can access the Game Options window again at the team selection screen if you change your mind about anything.

After setting the game options, the computer will load the "League1" teams. If you want a different league, select one from under the "LEAGUE" menu.



Team Selection Screen

Select the visiting team by clicking on it and clicking the Visitor menu. Do the same to select the home team, except click on the Home menu.

After setting the game options, press "DONE" to begin play.

Autoplay and Run Schedule

After selecting the two teams which are about to play, you may click on the "Autoplay" checkbox in the game options window. In order to use this option, both teams must be under computer coach control.

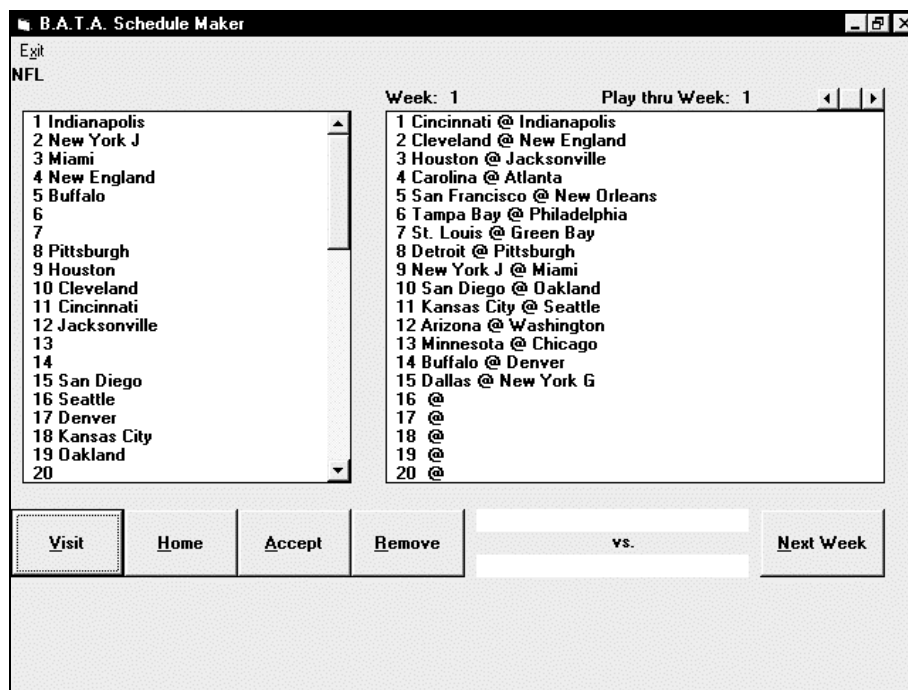
Selecting "SCHEDULE" from the Football menu will allow you to set up and play a schedule of up to 20 weeks. A file named "SCHEDULE"

is in the player file directory, and includes the week-by-week professional football schedule for the season selected.

You may change leagues from the “LEAGUE” menu, as always.

To add a game to the schedule, scroll through the teams until you find one you want, then click on the appropriate button (“HOME” or “VISITOR”). Do the same for the other team, then press the “ACCEPT” button. The game will be added to the schedule on the right. A game may be removed from the schedule by selecting it and clicking the “REMOVE” button. Clicking on the “Next Week” button will switch to the next week on the schedule.

If you plan on playing through a certain week on the schedule, change the “Play Through” scroll bar to the appropriate week. Setting the “Play Through” to 20 (or the maximum number of weeks) will play the entire schedule. On a 166 MHz machine, it typically takes about 30 minutes to play an entire schedule. On a 1.3 GHz machine it typically takes 5-10 minutes.



The Schedule Maker Screen

To run a schedule, the “Run Schedule” checkbox must be checked in the Game Options window. Pressing the "Done" menu item will begin scheduled play.

As each game is played, games are deleted from the schedule. Therefore, it is wise to back up the schedule before beginning play. A file named "SCHEDULE.BAK" is present in your player file directory, which is a backup to the SCHEDULE file. The SCHEDULE file contains the schedules for ALL 5 LEAGUES.

As with Autoplay, it is necessary to select computer coaches for both home and visiting teams before running a schedule. You'll usually want to use the pre-specified option.

The schedule maker can also be accessed under the Options menu in the Organization program.

Beginning the Game

The game will begin with a coin flip. If you win, you will have the option of kicking off or receiving the kick. If you elect to kick, you will have the opportunity to select from a normal (deep) kickoff, a squib kick, or an onside kick. A deep kick will most probably be returned by the other team's primary kick returner (usually, their best returner). A squib kick will probably NOT be returned by the primary return man, but the opposing team is almost guaranteed good field position, unless the man returning the kick is totally inept. Onside kicks, if not recovered by the kicking team, give the receiving team excellent field position.

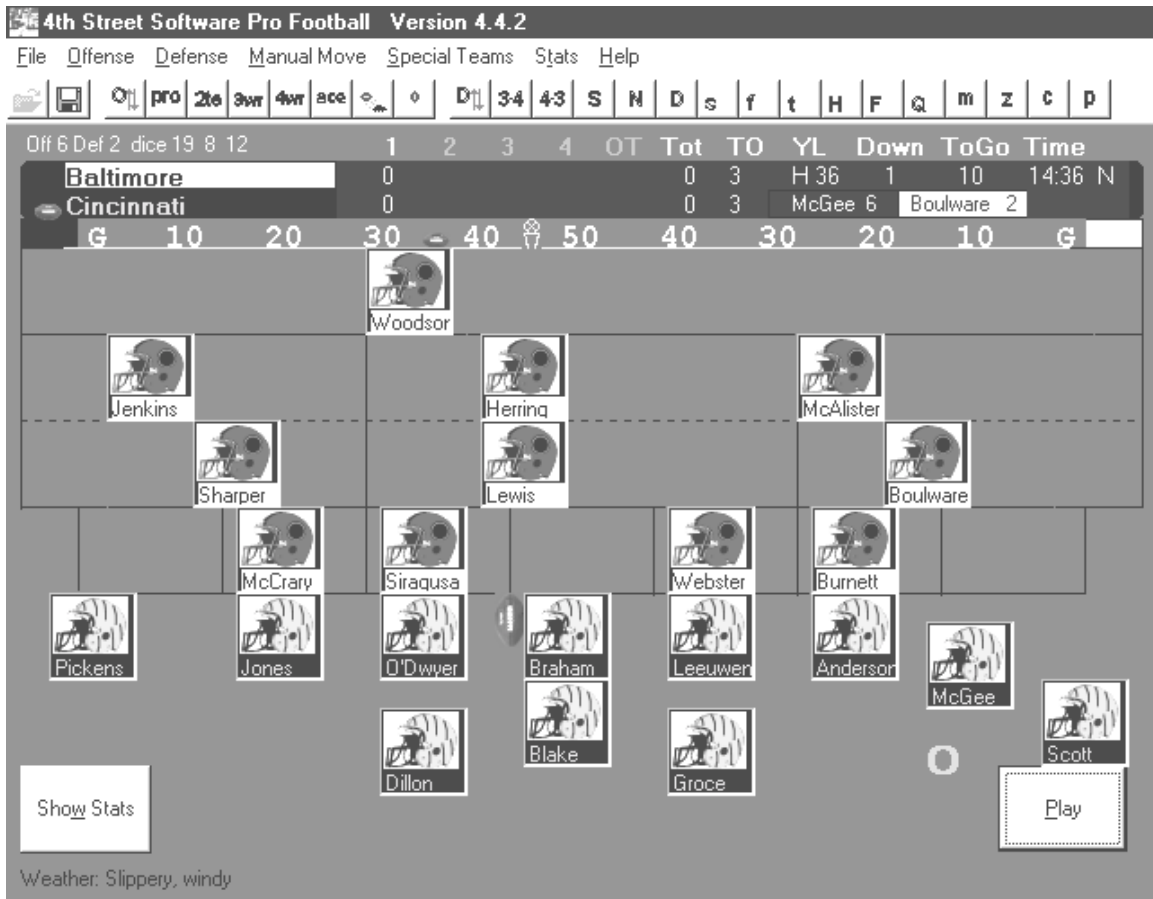
All game functions are run from the bottom and top of the screen. Buttons will appear at the bottom, allowing you to initiate an action. They may be selected either with the mouse or with the Enter key.

The menu contains many options that you will want to become familiar with.

Playing Defense

Defensive play calling is probably the most important part of 4th St. Sports Computer Football. If you can contain the opposing team, you will allow your offense to have better field position, thereby increasing the odds of you pulling out a win.

Your defense is made of up eleven labels, which are named after your defensive players. To change the players on the field, either change the defensive package or go to the substitution module (both options are under the "DEFENSE" menu).



The Game Screen

You will also have to decide if you want to run a high-risk or low-risk type of defense. You can run blitzes, key and double team ball carriers and receivers, and call for zone or man defenses. All of these options (except blitz) are under the “DEFENSE” menu.

Below is a brief description of some of the aspects of defense in 4th St. Sports Computer Football:

Coverage

- Zone---Zone coverage allows you to move all defensive backs and linebackers to any positions on the field you would like. Without your moving them, the players will remain where they are, covering their respective zones. This is your typical “bend but don’t break” defense. Zone coverages uses player’s zone coverage rating (D), except on passes in the flats.
- Man---Calling a man coverage assigns each of your defenders (LB’s and DB’s) to an offensive player. Your

defenders will follow the offensive players wherever they go on the field. Unfortunately, if a run is called, this means that they will sometimes be out of position covering a deep pass, leaving a zone vacated. Man coverage uses the player's man coverage rating (E), unless the pass is in the flats.

- **Combination---**Combination coverage assigns man coverage to your cornerbacks and puts all the other players in zone. This eliminates some of the worry of a wideout going deep with only a free safety covering him. But it does allow gaps in your defense, which you will need to cover with your linebackers and safeties. The cornerbacks in this coverage will have their man (E) coverage ratings used. Other defenders will use their zone (D) coverage ratings.
- **Prevent---**This is the same as zone defense, except that the safeties drop into the deep zones and the linebackers drop from the short pass zones into the medium pass zones. It would be unwise to be in anything but a nickel or dime package in this scheme, unless you have outstanding coverage linebackers. This defense is particularly prone to short passes, draws, and runs.

Keying and Double-Teaming

- **Keying---**To key on a running back, select that option from the "DEFENSE" menu, and select the back you want to key on. The fullback will always be the back on the strong side of the formation (the right side) or the up back. The halfback is always the back on the weak side of the formation (the left side) or the deep back. Keying on a runner makes player number 5 (the middle linebacker or the right inside linebacker) follow that player around the field. It does NOT necessarily mean that the runner keyed on is going to get pummeled at the line of scrimmage. It does increase the likelihood, however, that the defense will create a "stack" of two players in a zone, effectively limiting the running back to little or no yardage. On the other hand, an incorrect key will open holes in your defense for the other running back.
- **Double-Teaming---**Any of the five receivers on the field may be double-teamed. When doing so, the free safety (player number 10) will follow that player around the field, even if another defender is already in the same zone. Again, this

does not mean that the player cannot catch the ball, but it will insure that the player is covered.

Other Defensive Strategies

These strategies are not among those listed under the “DEFENSE” menu. Instead, it is necessary to physically move players around the field by dragging and dropping them into the new zones you’d like.

- **Stacking**---Linebackers and defensive backs may be “stacked” behind defensive linemen. This will increase the likelihood that two defenders will close in on the ball carrier and “stuff” him. However, it also increases the likelihood that, if the carrier breaks through the first line of defense, he will make a big play.
- **Blitzing**---Only players positioned in the front half of the front defensive zones are rushing the passer. To have a linebacker or defensive back blitz, he must be moved into the front half of a zone before the completion of the play. The more players you blitz, the higher the likelihood of disrupting the offense’s play.

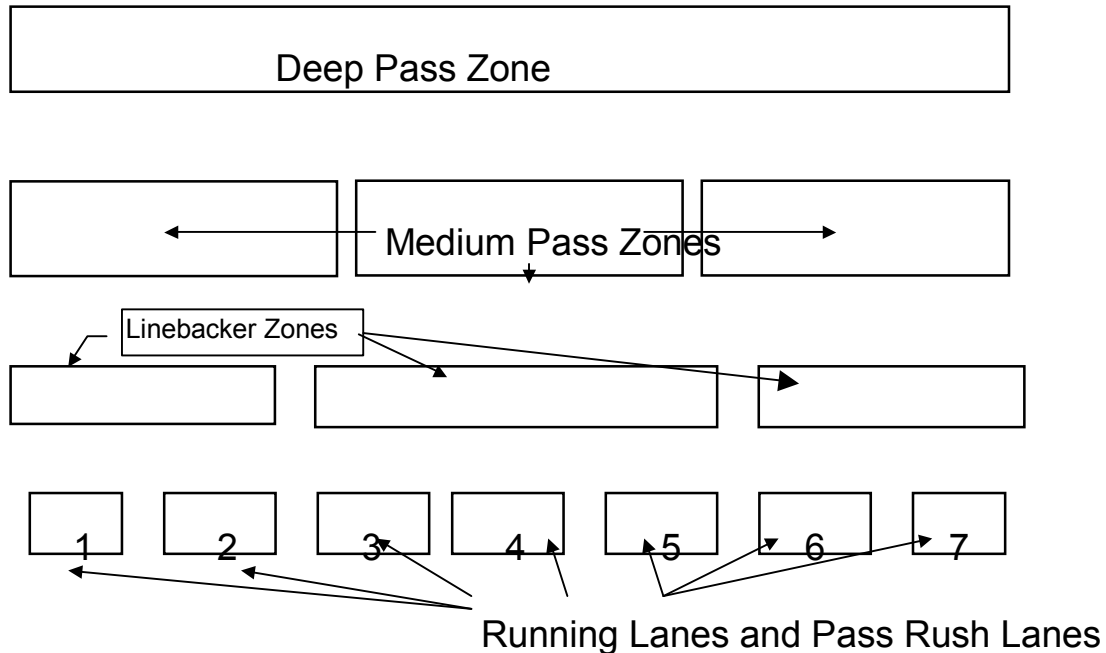
Defensive Player Movement

Defensive players may be moved to ANY defensive zone before the offense snaps the ball. After the snap of the ball, defensive players may only move laterally, forward, or backward one zone. You may attempt any movement, but the computer will disallow those of more than one zone. When a player is under the computer’s control (in the case of a linebacker keying, a safety double-teaming, or in the case of a defender in man coverage) the players may sometimes move more than one zone in order to “keep up” with the offensive player.

In addition to the drag and dropping of players into new zones, one can also display a player’s card. In order to do this, double-click on the player with the RIGHT MOUSE BUTTON. By double-clicking on a player, his “card” will appear on the screen. You may also view a player’s “A B C D E” ratings (“x A B C D E” for offense) simply by placing the mouse over the player you want to look at. The “Tool Tip Text” will then be activated to show you the player’s basic ratings.

To stop a running play, a defensive coach should try to “stack” players in an area he believes is being attacked. You may do this in a

number of ways, but the two most common are to move up a safety or slide over a linebacker. Keep in mind that if the running back makes it through your first line of defense, he's likely to break away for a long gainer. If keying on a running back, one of your linebackers will slide over and will usually "stack" behind a defensive lineman. The more defensive players in an area being attacked, the better chance the defense has of stopping the run.



To stop passes, you can either elect to disrupt the quarterback by putting on a strong rush, or cover the receivers in the best manner possible.

Players in the front zones (the rushing zones) will rush the quarterback (AND stop the run), while players in the back halves will guard against running plays and draw plays and will be allowed to drop back into coverage or blitz. On short pass plays, ONLY the middle 5 rushing zones (labeled 2 through 6) will rush the QB. On medium pass plays, the two outside rush zones (labeled 1 and 7) have the same likelihood as being called as do lanes 2 through 6, and on long passes, the outside rush zones (1 and 7) will be called twice as often as any of lanes 2 through 6.

If you suspect that your opponent will call a screen or flat pass, you should not send a blitz through lanes 1 and 7. Instead, concentrate on

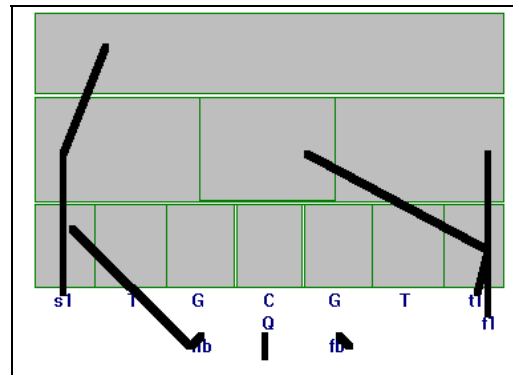
lanes 2 through 6 and cover receivers in the linebacker zones (the flats).

If you suspect your opponent will attempt a long pass, you might then want to either slide your defensive ends out (into lanes 1 and 7) or send a linebacker or d-back on a blitz in these lanes.

Blitzing adds bonus points to your player's defensive rush rating (column "B"). The more players who rush the passer, the more bonus points your defense receives. Blitzing a safety or cornerback from their natural position adds even more points. Of course, blitzing usually results in leaving a vacated area. A "wise" quarterback can pick up a blitz more easily than an untested rookie. Look at a quarterback's "Audible" rating to see how well he handles pressure. As the middle rushing zones (lanes 2-6) already receive attention from pass rushers on all passes, a blitz bonus is not added for linebackers rushing from the linebacker zone directly behind lanes 3-5.

Playing Offense

As offensive coach, you will select from a group of plays for the formation you are running. Formations may be changed from the Offense menu. You may also bring in new "packages" (groups) of players from the Package option in the Offense menu. Note that bringing in a new package does NOT change the formation.



Players are identified by the abbreviations "HB", "FB", "F1", "S1", "T1", etc. Check Appendix 3 for the player positions for each formation.

Making sure that you have the correct personnel in the game for a particular play is necessary for its success. If you don't like your personnel, you need to change the players before the defense indicates it is ready.

You may get a better idea of how a play will unfold by clicking on the display button after checking a play in the play list.

Calling Audibles

At times, you may see something in the defense which makes you wish you could change plays. This can be done by clicking on the “AUDIBLE” button. The computer may disallow the move by automatically snapping the ball. (This tendency is a function of the player’s ability to recognize audible situations, whether the QB is playing for the home team or visiting team, and the score.) If the audible is allowed, a list of new plays pops up, from which you will select a play as you did previously.

Offensive players may not be moved using the drag-drop method explained earlier for defensive players. You may view the player’s “card” and his game statistics by double-clicking on him. There is no option for turning on or off this view option.

The Snap of the Ball

Once the defense indicates they are ready, the ball is snapped to the quarterback. Each of the “skilled” position players advances, giving some indication of what is going on in the play. Watch out...it might be a trap!

At this time, the defense may move its players around the field to adjust to the offensive team’s movement. As explained earlier, each player may only be moved one zone in this sequence, unless some special circumstances (a key, double-team, etc.) prevail.

When ready, the defense clicks on the button “DEFENSE READY” and the play concludes. The “ball” will travel to the location next to the player the play was intended, and a text box will appear giving a brief account of what happened on the play.

Fatigue

Offensive skill players have been given a Fatigue rating from 0 (normal) to 5 (superior). Every time a player is the intended receiver on a pass, or the ball carrier on a running play, he accrues target points...2 for a pass attempt, 1 for a rush attempt. When a player hits his target limit (see table below), his team is penalized each time he is used, unless he is given a rest.

Fatigue Rating	Target Points
0	10
1	15
2	20
3	25
4	30
5	35

Resting a player will “refresh” him, subtracting 5 target points from his total. The rest period is 10 plays in duration.

In order to rest a player, use the Offense menu, or double click on the player and use the “Rest Player” button.

Players also gain back target points when their defense is on the field.

Players lose some of their effectiveness when they are fatigued. The more they surpass their target point total, the less effective they become. Eventually, they will become a hindrance to your offense.

Players receive their endurance ratings due to real-life usage. The fatigue system may be turned on or off at the game options screen.

The screenshot shows a 'Player Card' window for Byron Morris (Number 1049, RB). It displays a grid of statistics for 12 plays, with columns X, A, B, C, D, E. Below the grid are various stats: Age: 23, Inj: +0, NFL: Pit, Aud: 1, Fum: 14, Int: 20, Stam: 1, Target Points: 2/15. There is a 'Substitute' dropdown menu, a 'Rest this Player' button, and an 'Exit' button. At the bottom, it says 'Player Card in Game Module'.

X	A	B	C	D	E
3	8	6	7	6	5
2	31	41	21	21	31
3	11	21	11	11	21
4	10	11	10	11	46
5	10	11	11	11	21
6	04	08	11	10	46
7	10	11	10	46	46
8	04	11	10	46	46
9	11	05	46	46	46
10	11	11	21	46	46
11	21	21	21	11	46
12	18	18	16	16	16

KR- 7 K(21) KC- 4 K
 PR- 7 P(11,20) PC- 3 P
 Ret- S 11

Runs Yds Lng TDs
 2 11 8 0
 Rec Yds Lng TDs
 0 0 0 0

Target Points: 2/15
 Rest this Player
 Exit

Player Card in Game Module

Defensive players also have a fatigue rating (again from 0 to 5) and begin tiring for two reasons; (1) the cumulative number of plays they have been on the field during the course of the entire game and (2) the number of successive plays they have been on the field. Bringing a player out to catch his wind will break up some of the effects of number 2 above. Field conditions, such as heat, will also effect a player's fatigue level.

Time Management

There are 15 minutes (900 seconds) per quarter. In order to conserve time, you may choose HurryUp from the Speed Setting portion of the Offense menu. Likewise, you can select SlowDown or Normal. Timeouts may also be called by either offense or defense from their respective menus.

At the end of the half, human coaches will be warned if they have an opportunity to stop the clock before the half expires. If the preceding play occurred with less than 15 seconds remaining on the clock, no such opportunity is presented, and the clock will usually expire automatically.

Viewing Statistics

At nearly any time during the course of a game, you may view statistics. Press Stats from the menu, and a new window will appear. You may select breakdowns of rushing, receiving, passing, punting, kicking, returning, and defense by selecting them from the Breakdowns menu.

In addition, you may view a stats Log of the game by pressing this menu. It will give you a play-by-play account of what has transpired during the contest. More information about the log is included in the appendix.

A stats "window" is also at the bottom of the game screen, making visible some of the game statistics for the current skilled position players.

Saving and Loading a Game

To save a game already in progress, select Save Game under the File menu. The game will automatically be saved in the directory where the player file is stored.

To load a saved game, you must load the appropriate player file and select Load Game from the File menu of the football program. The game conditions will automatically be loaded and the game will take off from the point where it was saved.

Post Game Options

At game's end, you will have the option of viewing and/or printing the game statistics. You may also save them for later compilation.

The Save menu has two options...saving a Box Score or Stats for Compiler. Both will give the file a default name, such as "Den1SD.GST", which means Denver (Den) in a league 1 (1) game at San Diego (SD). The ".GST" extension stands for "game stat" file. In the case of a box score, the name will be identical except for the extension, which will be ".TXT" (text file).

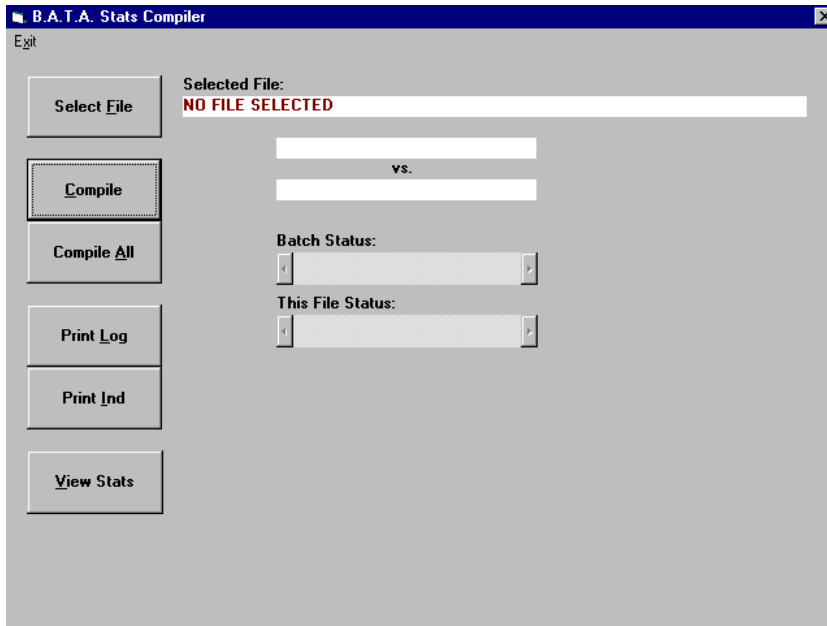
After saving the Stats for Compiler, the program will end. If you forgot to make a box score, you can always do it later from the organization program.

Stats (from ORG.EXE)

The Stats module of 4th St. Sports Computer Football can be accessed through the Options menu of the Organize program. Running the Stats module will allow you to view previously compiled statistics, print individual game logs and compile stats files.

After loading the appropriate player file, you may change leagues by selecting the one you want from the League menu. You may then select a team and select Stats from the Options menu. You can then view any of the stats already compiled by the selected team. You can also run a leaders board, print league standings, print league rankings, and print a team stats report.

To compile a stats file, select Compiler from the menu. The main screen of this program looks like this:



The Stats Compiler Screen

Pressing the “SELECT FILE” button will allow you to select a file to compile. All game stat (extension .GST) files will appear in the file list window after you

select the appropriate path.

The “COMPILE ALL” button is used when compiling stats from an autoplay replay session. These files use a different naming convention than games played normally...they are given a name and number such as “REPLA021.GST”.

You may select files from other drives and directories, if you wish. Upon compiling them, all stats will be entered into the team file directory.

After selecting a file, the teams involved in the game will appear in the label boxes shown above.

The first time you select a file for a league, the computer will write a player stat file and a team stat file. This will take some time, as a record must be made for each of the players and teams in the league.

Pushing on the “COMPILE” button will compile individual and team statistics. When finished, it will change the selected file’s name to “BACKSTAT.XXX”, if you choose that option when prompted. You can back up to 999 files in a single directory.

The “COMPILE ALL” button does the same thing that the COMPILE button does, except it compiles all the GAMESTAT files in the current directory. Each stat file will be backed up as a “BACKSTAT.XXX” file after being compiled if you choose that option.

The PRINT IND, PRINT LOG and VIEW STATS buttons will do the same things as the menus in the stats display screen in the game program.

Pressing Exit will bring you back to the original Stats display screen.

There may be times when you want to “restart” a league, zeroing all the statistics and canceling all injuries. To do so, just push the Restart menu in the Stats module. To rest players ONLY, use the Rest Players option in the Organize module (Options menu).

When the “LOG” menu is selected, a stats log of the game will be shown on screen. Selecting this menu again will toggle through the next 20 plays (or bring up the very first 20 plays).

The heading of the logs screen contains the following:

Num Q Dn TG CLK YL PS P# BC Pa Yds To RT RY Pn FG FD Of Df Wn

The following are the definitions for these codes:

Num	actual play number of the game
Q	quarter
Dn	down
TG	yards to go for first down
CLK	time at the beginning of this play
YL	starting yard line of this play (100 is visitor’s goal line, 0 is home team’s goal line)
PS	team with possession
P#	play call number
BC	ball carrier
Pa	passer
Yds	yards made on this play
To	turnover result (“I” for interception, “F” for fumble lost, “f” for fumble recovered)
RT	returner (only on kicks, punts, turnovers)
RY	return yards
Pn	penalty yards (negative yards indicates penalty was on offense, positive on defense)
FG	field goal result (“FG” is good, “FN” is no good, “XG” is kicked extra point good, “XN” is extra point no good)
FD	first down (“FD”) or touchdown (“TD”)
Of	offensive player in matchup
Df	defensive player in matchup
Wn	winner of matchup

Appendix 2

Result Codes Table

00	No gain
01	1 yard gain
02	2 yard gain
03	3 yard gain
04	4 yard gain
05	5 yard gain
06	6 yard gain
07	7 yard gain
08	8 yard gain
09	9 yard gain
10	first down (or, 1 yard from first down...50% chance. Maximum of 10 yard gain)
11	10 yards + d10 roll (10-19 yards)
12	10 yards + d10 roll (10-19 yards) + clipping penalty (illegal block in the back)
13	10-19 yard punt which flies out of bounds
14	
15	illegal motion
16	pass interference, offense
17	pass interference, defense
18	delay of game, offense (may be negated by calling QB calling timeout)
19	holding, offense
20	holding, defense
21	20 yards + d10 roll (20-29 yards)
22	no gain. Player injured (player LOSING matchup is injured)
23	20-29 yard punt which flies out of bounds
24	0-9 yard gain. Player injured (player LOSING matchup is injured)
25	10-19 yard gain. Player injured (player LOSING matchup is injured)
26	incomplete pass. Player injured (player LOSING matchup is injured)
27	20-29 yard gain. Player injured (player LOSING matchup is injured)
28	0-9 yards. Personal foul
29	10-19 yards. Personal foul
30	incomplete pass. Personal foul
31	30 yards + d10 roll (30-39 yards)
32	30-39 yard punt which is very high and may be fair caught
33	30-39 yard punt which flies out of bounds
34	blocked pass
35	0-9 yards. Grasping face mask penalty
36	10-19 yards. Grasping face mask penalty
37	0-9 yards. Twisting face mask penalty
38	10-19 yards. Twisting face mask penalty
39	encroachment penalty
40	field goal (or extra point) hits crossbar. 50% chance of being good
41	40 yards + d10 roll (40-49 yards)
42	40-49 yard punt which is very high and may be fair caught
43	40-49 yard punt which flies out of bounds
44	blocked kick
45	quarterback is forced to run on a passing play
46	incomplete pass
47	quarterback sack
48	quarterback sack and fumble
49	quarterback sack and injury to player losing matchup
50	field goal (or extra point) is good
51	50 yards + d10 roll (50-59 yards)
52	50-59 yard punt which is very high and may be fair caught
53	50-59 yard punt which flies out of bounds

54	0 yard gain. Fumble
55	0-9 yard gain. Fumble
56	10-19 yard gain. Fumble
57	20-29 yard gain. Fumble
58	30-39 yard gain. Fumble
59	40-49 yard gain. Fumble
60	field goal (or extra point) is no good
61	60 yards + d10 roll (60-69 yards)
62	interception 0-9 yards behind the line of scrimmage
63	interception 0-9 yards downfield
64	interception 10-19 yards downfield
65	interception 20-29 yards downfield
66	interception 30-39 yards downfield
67	interception 40-49 yards downfield
68	
69	incomplete pass. Grasping face mask penalty
70	kickoff out of bounds penalty
71	70 yards + d10 roll (70-79 yards)
72	touchback
73	
74	
75	
76	
77	
78	
79	
80	
81	80 yards + d10 roll (80-89 yards)
82	0-9 yard loss
83	1 yard loss
84	2 yard loss
85	3 yard loss
86	4 yard loss
87	5 yard loss
88	weird play
89	automatic touchdown
90	0-9 yard gain
91	90 yards + d10 roll (90-99 yards)

Appendix 3

Offensive Formation Identification Table

Pro Set

	S1	T	G	C QB	G	T	T1		F1
			HB		FB				

Two Tight End

	T2	T	G	C QB	G	T	T1		F1
			HB		FB				

"I"

	T2	T	G	C QB FB HB	G	T	T1		F1
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Shotgun

	S1	T	G	C	G	T	T1		F1
F2				QB	HB				

Ace

	S1	T	G	C QB	G	T	T1		F1
F2				HB					

Run and Shoot

	S1	T	G	C QB	G	T	S2		F1
F2				HB					

S1 = Split End #1
 S2 = Split End #2
 F1 = Flanker #1
 F2 = Flanker #2
 HB = Halfback
 FB = Fullback
 QB = Quarterback

C = Center
 G = Guard
 T = Tackle
 T1 = Tight End #1
 T2 = Tight End #2

Appendix 4

Ratings Identification Key

	Off Linemen	QB's	RB's	WR's	TE's
A	powr run blk	inside run	inside run	inside run	inside run
B	quick run blk	scramble	speed run	outside run	outside run
C	short pass blk	short pass	short pass rec	short pass rec	short pass
rec					
D	med pass blk	medium pass	med pass rec	med pass rec	med pass
rec					
E	long pass blk	long pass	long pass rec	long pass rec	long pass
rec					
x	-----supplemental blocking rating-----				
->					
	Def Linemen	LB's	DB's		
A	run defense	run defense	run defense		
B	pass rush	pass rush	pass rush		
C	short pass cov	short pass cov	short pass cov		
D	med pass cov	med pass cov	zone pass cov		
E	long pass cov	long pass cov	man pass cov		
x	-----supplemental blocking rating----->				

Average Ratings By Position

	OL	QB	RB	WR	TE	DL	LB	DB
A	7	5	7	5	6	3	3	2
B	7	6	7	6	5	3	3	2
C	7	7	7	7	7	1	3	3
D	7	7	6	7	7	0	2	3
E	7	7	5	7	5	0	1	3
x	5	1	5	3	6	3	3	3

Average Yardage on Rushing Plays By Position

	OL	QB	RB	WR	TE	DL	LB	DB
	6.0	--	10.0	3.0	5.0	0.0	1.0	2.0

Average Yardage on Passing Plays By Position

	OL	QB	RB	WR	TE	DL	LB	DB
short	8.0	11.0	15.0	15.0	15.0	5.0	1.0	1.0
med	12.0	20.0	15.0	20.0	20.0	15.0	8.0	8.0
long	25.0	30.0	25.0	40.0	25.0	40.0	25.0	25.0

Average Completion Percentage on Passing Plays By Position

	OL	QB	RB	WR	TE	DL	LB	DB
short	100%	90%	90%	80%	90%	90%	85%	75%
med	90%	75%	50%	80%	60%	45%	20%	10%
long	45%	40%	20%	60%	30%	20%	10%	0%

Average Sack Percentage on Passing Plays By Position

	OL	QB	RB	WR	TE	DL	LB	DB
all	0%	0%	0%	0%	0%	40%	40%	40%

Average Interception Percentage on Passing Plays By Position

	OL	QB	RB	WR	TE	DL	LB	DB
short	0%	0%	0%	0%	0%	2.8%	8.3%	8.3%
med	0%	0%	0%	0%	0%	2.8%	11.1%	13.9%
long	0%	0%	0%	0%	0%	2.8%	13.9%	27.8%

Appendix 5

Returns Table

	A	B	C	D	E	F	G	H	I	J
2	Long	Long	Long	Long	Long	Long	Long	Long	Long	Long
3	64.5	54.5	54.5	44.5	44.5	44.5	34.5	34.5	34.5	34.5
4	54.5	54.5	44.5	44.5	44.5	34.5	34.5	34.5	34.5	24.5
5	44.5	44.5	34.5	34.5	34.5	34.5	34.5	24.5	24.5	24.5
6	34.5	24.5	24.5	24.5	24.5	24.5	24.5	24.5	24.5	24.5
7	24.5	24.5	24.5	24.5	24.5	24.5	14.5	14.5	14.5	14.5
8	24.5	24.5	24.5	24.5	24.5	14.5	24.5	24.5	14.5	14.5
9	34.5	34.5	34.5	24.5	14.5	24.5	24.5	14.5	24.5	4.5
10	34.5	34.5	34.5	34.5	34.5	24.5	14.5	24.5	4.5	24.5
11	44.5	44.5	44.5	44.5	34.5	34.5	34.5	24.5	24.5	14.5
12	54.5	54.5	54.5	44.5	34.5	34.5	24.5	24.5	24.5	24.5
Avg	37.1	35.1	33.1	31.1	29.1	27.1	25.1	23.1	21.1	19.1

	K	L	M	N	O	P	Q	R	S
2	Long	Long	Long	Long	Long	Long	Long	Long	Lon
3	24.5	24.5	24.5	24.5	24.5	24.5	24.5	14.5	4.5
4	24.5	24.5	24.5	24.5	24.5	24.5	4.5	14.5	4.5
5	24.5	24.5	24.5	14.5	14.5	14.5	4.5	4.5	4.5
6	24.5	14.5	14.5	14.5	14.5	4.5	14.5	4.5	0
7	14.5	4.5	4.5	4.5	4.5	4.5	4.5	0	-4.5
8	4.5	14.5	4.5	4.5	4.5	4.5	0	-4.5	4.5
9	14.5	14.5	14.5	14.5	4.5	0	-4.5	4.5	0
10	14.5	14.5	14.5	4.5	0	-4.5	4.5	0	0
11	14.5	14.5	4.5	0	-4.5	4.5	0	0	0
12	14.5	4.5	0	-4.5	4.5	0	0	0	-4.5
Avg	17.1	15.1	12.9	10.6	9.0	7.1	5.0	3.1	0.9

Note: The “Long” run may be moved to the player’s “LongFreq” location (example, a “LongFreq” rating of “7” puts the “Long” return at a dice roll of 7, rather than 2).

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