

AFL FOOTBALL

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STARTING UP

Welcome to AFL Football! You now have a complete package with which you can play games for fun, or run leagues, or try to beat your own records; ADAM will keep track of all that for you.

Upon booting up Football, after the title screen has appeared, you will be given six options.

1. _____ To build your league, press 1, then the "Create league" option. You must first enter the number of teams that will play in your league. Maximum possible is 16 teams. You must then enter the team names. **BE SURE TO USE THE SAME FORM AS YOU DID IN YOUR TEAM FILE (SEE BELOW).** Otherwise, your league will not be updated properly by Football.

The recommended form is with a capitalized first letter, e.g. "Raiders". Continue entering names until the league is full. The new league, with a clean stats sheet, will be displayed before writing it to disk. If there is an error, use the editor, or recreate the league.

Editing_the_league. Once the editor is called up (Create/edit option, then Edit), the editor will load your league and display it. To change it, simply retype the involved team's line. For instance, "Seahawks 6 1 233 121 .714" could have an erroneous win deleted by typing "Seahawks,5,1,233,121,.667". Do not worry about the new place in the standings; after every league update following a league game, Football sorts the league. The Football sorter goes by winning percentage first, then if that is tied, by points for, then by points against. When you are done editing, type "x,0,0,0,0". You will then be offered the chance to save the new league.

2. _____ Create/edit_teams. Press 2, then "Create team". The first thing to enter is the team file name. THIS MUST BE TYPED ENTIRELY IN CAPITALS, e.g. "RAIDERS". This is necessary for the team's name to be displayed properly in its home field's end zones (see below). Then, you will be asked to enter it again. This version is to be typed with a capital first letter. e.g. "Raiders". This is used by Football to update the league (that is why the team's league entry must be the same as this file entry).

Following that, you will be asked to type in 1 Quarterback name, 2 Runningbacks (a halfback and a fullback), 3 Receivers (1 flanker, 1 split end, 1 tight end), 2 Return men (punt and kickoff returns). You can use the same man in more than one capacity; a star runningback can also be one of your receivers, and a WR can return punts & kickoffs. These names are used to identify the main participant in a play and to tell who is the subject of the event happening. They are also used to identify record holders.

After the names, you will be asked to give a number from 0-255 for "Team colors". This is the number which holds the foreground and background colors for the end zone. For instance, the Raiders have gray (silver) on black colors, so their team colors are 14 (gray)*16+1 (black -- do not use 0, which is transparent) =225. The color table works just like the one for the TEXT poke (17115).

Once you are done, you will see the team displayed before you are offered a chance to save it. IMPORTANT: You need at least two teams created BEFORE you can play Football! You do not need a league, however.

Editing. This time, you will be shown the directory so you can select the target team. After it is loaded, the entries are displayed along with an accompanying number. Type that number, then the new name or number for that entry. To exit and write the new team to d/dp, enter 0, then any string. _____. This initializes the records file with ridiculous figures (such as 0 for most yards passing) which will easily be surpassed by the next game.

4. _____ Play_football. After selecting option #4, Football will ask for the visiting & home teams. Type in the team's file name, i.e. IN CAPITALS. After doing this, the game module will be loaded and the first thing you will see will be the coin toss. Visiting team calls it (see below).

_____ and 6. _____. These will display their respective subject, each with an option to print out a hardcopy. Be sure to have paper in the printer before you press P. These will allow you to size up the records and the league before a game.

HIKE!

Overview. Once you have come into the game environment, nearly all operations are performed with the joystick, from play selection to calling Heads or Tails. Coin toss winner receives the ball first; loser receives ball at the beginning of the second half.

Game play occurs on the main play board. On the left side, the football field shows the position of the ball. The home team always defends the bottom end zone; the visitors, the top. First down is marked with a black arrow.

On the right side is the status display area. It tells the down, yards to go, the exact position of the ball, time, quarter and score to date. Underneath "POS." is an arrow pointing to the team presently on offense. Play results are displayed below the status screen.

Play proceeds with each player selecting and HOLDING DOWN the desired play until the result shows on screen. This allows you to change your mind before your opponent presses his selection. It is recommended that you conceal your play selection to maintain secrecy and keep the other team off balance.

Once the buttons are pressed, the result is quickly determined. The offensive play, the yardage (if any) and the involved player's name is displayed. If a kick play is used, or a turnover occurs, the play will be displayed as it happens. A beep signals the completion of the play. The status screen is then updated and then the next play is ready to be selected. If one or both teams delays their play selection, a rolling beep signals the approaching end of the play clock countdown. If no play is being pressed by either team by the end, nothing happens (this is so you can leave the game to go to the bathroom, for example). If only one team is pressing a play selection, the other team is penalized 5 yards for delay of game (see below, Penalties).

At halftime, at the end of regulation time, and after game end (these last two separate, if there is overtime), the team, and then individual player statistics compiled so far are displayed. Press ^P or PRINT to print them out.

THE PLAYS

Kickoff. This is done at the beginning of a half or after a scoring play. The selection is either the left or the right fire button. The left fire button yields a regular kickoff & return. The right button is for an onside kickoff. This allows the kicking team a chance at recovering the ball, and allows no returning. Use this to either recover the ball for that last-ditch touchdown, or to prevent your opponent from returning it for a touchdown. Its drawback is the good field position it gives your opponent.

On a regular kickoff, a ball kicked beyond the end zone results in a touchback and the ball being positioned at the 20 yard line. If a ball is caught in the end zone, you will have the brief option to run it out.

OFFENSE: The offensive plays and their actuating controls are as follows.

Rushing plays

- | | |
|----------------------|----------------------|
| 0. Quarterback sneak | 1. Lineback |
| 2. Off tackle | 3. End run |
| 4. Shotgun run | 5. Reversal |
| 6. Long pass | 7. Medium pass |
| 8. Short pass | 9. Screen pass |
| *. Sideline pass | #. Shotgun long pass |

Purple. Shotgun medium	Blue. Flea flicker
Left fire. Punt	Right fire. Field goal attempt
Joystick. Time out call	

(NOTE: Though Super Action Controllers are recommended to access Shotgun Medium and Flea flicker pass plays, it is possible to use regular controllers by pressing 3 & 9 together to access Shotgun medium, and 2 & 3 together to get Flea flicker. However, if your opponent is already pressing his selection, attempting this double press may get you a play from one of the buttons alone.)

QB sneak is a play you use when you need 1 or possibly 2 yards. The quarterback merely takes the ball and jumps forward. It has a better than a 50-50 chance of getting that yard, unless the opponent expected it and is blitzing, in which case it is about 50-50.

The linebuck play is a simple up-the-middle handoff play. It is the most consistent play, rarely resulting in big yards, but a good play to use when you need 2,3 or 4 yards. It is also the safest as regards fumbles.

The off-tackle is a handoff like the line buck, but the RB heads to one side of the line rather than the middle. It has better yardage potential than the linebuck, but is more prone to being stopped in the backfield, and fumbles. This is what you will see as you go from the linebuck to the reversal; the yardage potential gets bigger and bigger, but they are also riskier in terms of big losses or fumbles.

The end run is a handoff to an RB who skirts the line entirely, attempting to run around the defense via the sidelines.

The shotgun run is like an end run, but the quarterback starts from the shotgun. This gives the RB more time to outdistance the defense, but is risky for fumbles.

The reversal is the trick play where, after the quarterback hands off to an RB, that RB hands off or laterals to a second RB heading the other way. Big yardage is most likely here if the defense is fooled, but if the play takes too long, the linemen will get through and a big loss results. Fumble risks are high.

The long pass is a simple bomb to a receiver more than 30 yards past the line of scrimmage. It is not available when you are inside your opponents' 30 yard line.

The medium pass carries a higher completion rate and ranges between 10 and 30 yards. It will not work inside the opponents' 15 yard line.

The short pass has the highest completion rate and ranges from 5 to 15 yards.

The screen pass is a trick play where the offensive linemen on one side, instead of blocking the defenders, allow them through while they meet up with a receiver just beyond the line of scrimmage. Before the defense can react, the QB lobs the ball over the charging defensive backs and instantly the receiver has the ball and a number of blockers. As you can see, this play works best against the blitz, where few men guard the defensive backfield and most are charging the quarterback. This play's effectiveness goes down with progressively more men in the backfield.

The sideline pass works something like the screen pass, but is not quite as efficient as the screen pass against the blitz. It is used for quick yardage grabs while using up much less time than other plays because the receiver usually gets pushed out of bounds. Occasionally, however, this play can be completed to a receiver behind the line of scrimmage, who then gets belted for a loss.

The shotgun long and medium pass plays work like the long and medium passes, but have a higher completion rate and lowered sack risk. The price paid is the risk of a bad snap and a resulting fumble.

The flea flicker operates with the QB handing off to an RB as in a lineback, but he laterals back to the QB before being tackled. From there it is like a shotgun pass play, but has greater variety in yardage gain.

The punt and field goal attempt both work much as they do in real games. Both kicks can be blocked. When you are in the opponent's territory but outside of field goal range (inside the 45 to about the 30) punts can go out of bounds, leaving the opposing offense in tight field position.

Timeouts only operate for a brief period after the beep signals the end of a play. Calling timeout decreases the time elapsed by a play and leaves you more time. Use these near the end of the half or game. The number of timeouts remaining is displayed every time a timeout is called.

DEFENSE! The defensive plays run as follows:

- | | |
|----------------------|----------------------------|
| 0. Goal line defense | 1. Man to man pass defense |
| 2. Short prevention | 3. Long prevention |
| 4. BLITZ | |

The goal line defense is used only inside your own 10 yard line. It is like a blitz in that it clogs the line of scrimmage, but the linebackers and secondary do not charge the line, but just sit behind it, waiting for the play.

The man to man is a primarily pass defense that works against the medium and long pass plays. It involves considerable attention to each receiver, double-teaming the dangerous ones. It increases the chance of interception and decreases completions. It does not work so well against the short pass plays and is porous to the run play. This is a good defense to use on first and second down, and as a sort of long yardage prevention defense without the extreme short porosity of that defense.

The short yardage prevention defense is used against the run and short pass plays. It is a sort of stonewalling defense, something like the goal line defense but not as line-crowding. It keeps running gains to a minimum and prevents much yardage beyond the reception on pass plays. It devotes fewer coverage men to the long receivers, and is thus more susceptible to long and medium pass big gains. This is good to use for third and fourth downs, when the opponent is in need of short yardage (up to 10 yards) for a first down or TD.

The long yardage prevention defense yields short gains to the opposing offense, but stifles anything bigger than 30 yards. This is used to prevent last-minute touchdowns near the end of the half or game, when the opponent has considerable ground to cover and is attempting bombs.

The blitz is the all-around best defense, when it is used sparingly. Nearly everybody charges the line, attempting to sack the quarterback, or stop RB's cold in the backfield. Because of the pressure, most pass plays are rushed throws, and incomplete passes are frequent. However, the blitz is wide open to the screen and sideline passes. Because of the method of execution of the screen pass, the quickness of the sideline pass and the lack of downfield coverage, big gainers frequently result when the defense blitzes excessively. The blitz is also more prone to encroachment penalties. As many coaches say, "Live by the blitz, die by the blitz". This defense is good for occasional, surprise use, when a run play is almost certain or if you smell a QB sneak. NOTE: When the opponent is punting, you can blitz to increase your chance of blocking the kick. This decreases the size of your return, however, and increases the incidence of fair catches. You can also attempt to block field goal attempts.

PENALTIES

These are called before the play occurs, and all cost the penalized team 5 yards. Two penalties can be called on the offense: false start, and illegal motion. The defense can be pinched for encroachment or offside. Both teams can be called for delay of game.

STATISTICS

At halftime, after regulation time and then overtime (if necessary), the statistics compiled so far are displayed. Here are sample screens:

FINAL STATISTICS

Cardinals Dolphins

Passing	362	314
Rushing	115	232
Total	477	546
1st downs	16	25
Turnovers	9	8

FINAL SCORE:

Cardinals 27 Dolphins 35

17 turnovers?!? Don't worry, the game has been improved since then. This was a wild game, anyway. At halftime, the word "HALFTIME" will replace "FINAL". Once you have finished examining these, you press a key for the individuals.

FINAL INDIVIDUALS:

	Cp/A	Yds	TD	Int
Lomax	11/27	362	3	8
Marino	18/29	333	3	4

	Yds	C/R	AV	TD
Anderson	44	6	7	0
Mitchell	63	9	7	1
Tilley	282	7	40	3
Green	26	2	13	0
Marsh	54	2	27	0

Davenport	69	17	4	1
Nathan	147	21	7	1
Duper	34	3	11	0
Clayton	162	8	20	2
Nathan	137	7	20	1

At any time, you can press PRINT to dump these screens to the printer.

In this game, the Cardinals were the visiting team, and are thus displayed first, or above. The top two are the quarterbacks; the stats are completions/attempts, yards (passing), touchdowns (passing) and interceptions.

The players are arranged with the two runningbacks first, then the receivers. (Note that Nathan serves in two slots for the Dolphins.) The stats are: yards (rushing or pass reception), carries (rushing) or receptions (receivers), average (truncated, not rounded) and touchdowns scored.

If you notice discrepancies, such as the individual rushing yardages totaling up to something other than the total displayed in the team screen, that is due to other individual stuff which is not displayed. In the example, the total team rushing takes into account quarterback scrambles, which is not tallied separately. Touchdowns scored on a turnover or a kick return are not credited to any individual.

WHEN IT'S OVER

After the last statistic is done, you will be prompted to choose whether you wish to update your league. If, for whatever reason, you do not want the game to count, you can skip this prompt. If you choose to update, the league is first loaded off the d/dp and is shown before the update. Upon another keypress, the league statistics are redisplayed, with the game's result incorporated. You are given a chance to abort if something is wrong. Otherwise, a keypress will write the new game into the league.

After that, you are then given a chance to check to see whether you or your opponent broke any records. If you choose to do so, the records are first loaded. Then, the comparisons are done. For every record that is broken, the computer will print out the category; if, for example, you beat the record for most points, one team, that heading will be displayed during the check. If no record headings display, no record was broken. Ties do not break records.

After the new records are written back to d/dp, you are given a chance to play again with the same two teams (to avoid the long loading time). If you decline this option, the program will exit into the BASIC 2 interpreter, and you are done.

THINGS TO COME

Football is by far the biggest program I have ever written. It is for that reason that I wrote it under BASIC 2; I needed every free byte I could dredge up. After loading the main game program, there are about 5600 bytes left for variables out of the original 26401.

Since BASIC 2 can use the memory expander, I plan to release a second version of Football for use with the memory expander. It will include features that had to be deleted for memory economy, such as after-play penalties (pass interference, roughing the passer, etc.), more animated graphics & sound, more play options, hurry-up offense, time of possession statistics, individual statistics update file and any other goodies I can think of.

If the BASIC 2 EXTMEM bugs do not prove too unruly, Football II will be in the next M.W. Ruth catalog.

Now load 'er up and start chewing up that field.

Jim May