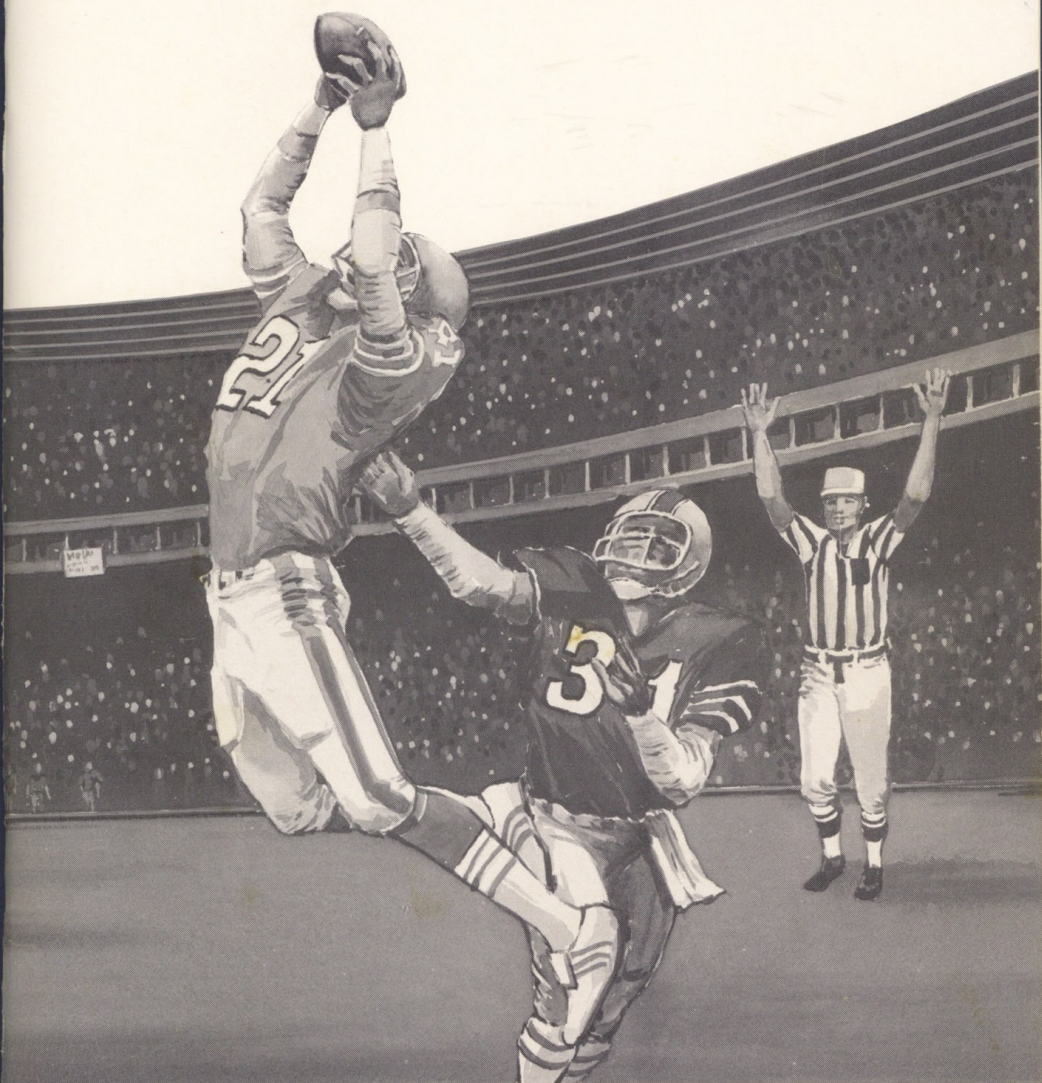


MSFL

Pro League Football



Owner's Manual



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Table of Contents **MSFL: Pro League Football 2.0**

1)	Getting Started	5
2)	Game Set up	6
	Game Time.....	6
	Game Length.....	6
	Play by play printout.....	7
	Modem play.....	7
	If tied after regulation.....	9
	Selecting teams.....	9
	Creating Game Plans.....	9
	Generic Game Plan.....	10
	Making Changes.....	11
	Selecting Quarterbacks.....	12
	Audible on for.....	12
	Weather Conditions.....	13
	Coin Toss.....	14
3)	Menu Selections	14
	Options.....	14
	Play Speed.....	15
	Official's Time Out.....	15
	Audible.....	15
4)	End of game selections	16
	Play Again.....	16
	Auto Update.....	16
	New Auto File.....	17
	Quit.....	17
5)	Stats Keeper 2.0	18
	Updating Mac Pro Football 2.0 games.....	19
	Updating One team only.....	19
	Option.....	20
	Game.....	20
	Records.....	21
	Season.....	22
	Standings.....	23
6)	MSFL Stats 2.0	24
7)	Game Plan 2.0	24
8)	Scouting Report 2.0	25

9)	Name Changer.....	25
10)	Setting Up a League.....	26
11)	League Registration.....	28
12)	National Tournament.....	28
13)	Running a League.....	29
14)	MSFL Strategy.....	30
15)	Game Plan: Defense.....	38
16)	Game Plan: Offense.....	39
17)	Halftime Adjustments.....	40
18)	Strategy: Strength and Weakness	41
19)	Offensive Play System.....	46
20)	Abbreviations.....	47
21)	Penalties.....	48
22)	MSFL Programs.....	48
23)	From the Author.....	48

MSFL: Pro League Football is dedicated to Jack Scholl, a friend.

Introduction

Pro Football is like no other sport in the world. The strategy, the strength, and the savvy it takes to play the game puts it in a class all by itself.

For the fans who enjoy Pro Football there's always that desire for more. The weekly contests are great but unlike the other sports (basketball, baseball etc.), football does not allow the fan to physically participate after a certain age. This is what pushes the fan toward simulation.

Micro Sports has worked for 5 years putting together a simulation that will quench that thirst and perhaps provide insight to pro football's great What if's...

The Micro Sports Football League goes way beyond scoring touchdowns and having fun. Through design it keeps the players of the NFL alive forever. Strategically it has no limit and in your lifetime you will never try every play combination that it has to offer. The statistical realism is unmatched and the journey to winning a league championship is as heart pounding as winning a million dollar lottery!

Micro Sports Football League

it's not a game...

it's a Mind Sport!

1: Getting Started

Before using MSFL: Pro League Football you should make a backup copy of Pro League Football and the Stats Keeper disk.

Installing on a Hard disk drive

If you are using a hard disk drive you can copy MSFL: Pro League Football to a folder on your hard disk **but the folder must be on the desk top**, not a folder inside of a folder.

Name the folder you are going to copy MSFL: Pro League Football to, **MSFL Files**. With your computer on, insert the Pro League Football disk and copy all the files except the, System , Finder, Imagewriter and Clipboard files, to the MSFL Files folder located on your hard disk. Next, eject the Pro League Football disk and insert the Stats Keeper disk. Copy all the Stats Keeper files except the System , Finder, Imagewriter and Clipboard files to the MSFL Files folder.

When you are through copying the files, use the check list below to assure all proper files are in the MSFL Files folder:

- | | | |
|------------------|--------------------|-----------------------|
| • Pro League 2.0 | • Stats Keeper 2.0 | • MSFL Stats 2.0 |
| • HGP | • Game Plan 2.0 | • Scouting Report 2.0 |
| • VGP | • Stats File | • Logo2 |
| • bas.rl | • Auto League | • Logo |
| • Grapi | • Grapii | • Grapiii |
| • Helmets.v | • Helmets.h | • MSFL Records |
| • 52 Teams | • StartUpScreen | |

Loading Pro League 2.0

For a one disk drive system, insert Pro League Football and double click on the Pro League 2.0 icon.

If using a two disk drive system, insert Pro League Football into the internal drive and Stats Keeper into the external drive. Locate Pro League 2.0 and double click on it's icon.

If you are using a hard disk drive system, open up the MSFL Files folder and double click on the Pro League 2.0 icon.

If playing against the computer you may want to generate a Game Plan Sheet, to do so, load Game Plan 2.0 and make the desired Menu selection. For more details about Game Plan 2.0. see Chapter 6.

If you are planning to set up and have your own league, it is recommended that you become familiar with Pro League Football and all the programs associated with the MSFL. The better understanding you have of the MSFL the better you can convey it to others.

2: Game Set Up

Game Time...

- | | |
|----------------|--------------------------------|
| Fast- | No animation, text based only. |
| Medium- | Referee animated only. |
| Slow- | Total animated game. |

Game Length...

- | | |
|--------------------|---|
| 1 quarter- | A Saved Game file is created after 1 quarter of play. |
| 2 quarters- | A Saved Game file is created after 2 quarters of play. |
| 3 quarters- | A Saved Game file is created after 3 quarters of play. |
| Full game- | A Saved Game file will not be created and the entire game will be played out using Pro League Football. |

Selecting a game length other than "Full game", generates a Saved Game file and returns you to the FINDER when the game has reached the selected game length. The Saved Game file when copied to the Mac Pro Football 2.0 disk can be loaded using Mac Pro Football's Saved Game Option. Allowing for the remainder of the game to be played head to head.

Play by play printout?

Yes- Generates a play by play printout for ImageWriter owners. This feature does not support Laser printers.

No- Turns off the play by play print out feature.

If you are using Apple Talk be sure to set it to Inactive, before beginning play.

Modem play?

Yes- If you wish to use the Modem play feature.

No- Turns off the Modem play feature.

Modem play allows two persons, who each own Pro League Football to play one another via modem or through the mail.

To use this feature, the following must be performed:

- Both coaches pick a team and determine who will be the visitor.
- Next, each coach load's their version of Pro League Football 2.0 and creates a Game Plan for his particular team.
- After typing in their Game Plan strategies, each coach selects **QUIT** from the Options Menu.
- The visiting coach's game plan is in the file titled "VGP" and the home team coach's game plan is in the file "HGP".

- Each coach copies their respective Game Plan to their terminal program disk (MicroPhone, Red Ryder, Mac Terminal etc.,).
- Using the terminal program both coaches get on-line with one another and send their respective Game Plan files to each other. The files are ASCII and about 1k in size.
- After sending their Game Plan's to one another, the visiting coach must tell the home coach his choice for the coin toss.
- After disconnecting, each coach copies from their terminal disk to their MSFL: Pro League Football disk, their opponent's Game Plan file that they just received.
- When selecting the **Game Plan method to use...** be sure to select, *Existing*.

There are several requirements that must be met to assure both coaches see the same game play from their Macintosh.

- Before playing the game be sure that the date on your Control Panel Clock is the same as your opponent's.
- All Game set up parameters are set the same.
- The Audible feature must be turned off during the entire game.
- The coin toss is called the same at both terminals.
- The same method for generating weather conditions must be used by both coaches. If Setting the weather conditions yourself, the conditions must be set identical at both terminals.

If you wish to use the Modem play feature and you do not have a modem, you can mail your game plan in or call it in over the phone.

You must adhere to the preceding requirements no matter which method you choose.

If you use the Modem play feature without using a modem, instead of selecting Existing as the Game Plan Method to use... Select, Manual and type in the game plan data. See Method to use... for more details.

If tied after regulation...

Tie-

Have the game end in a tie.

Overtime-

Play one more quarter, the first team to score, wins. If no team scores, the game ends as a tie game.

**Sudden
Death-**

Keep playing until a team scores.

Selecting teams...

Make your selections by double-clicking on the teams you wish to coach or see play.

If you wish to coach a team from a supplement disk (500 Great Teams, 87' Season disk etc..) insert the disk and select the *drive* button to show the choice of teams available.

Creating Game Plans

Make Game Plan for...

Visitor-

Is always created first.

Home-

Is created after the visiting team's.

Method to use...

Manual-

For entering Game Plan percentages from the Keyboard. For league play this is the most common method used. If you want to play against the computer, it is recommended that you fill out a Game Plan sheet first and then type in the percentages from that Game Plan. When entering the Game Plan data, each entry must be followed by a <return>.

Note: If you make a mistake when entering data, continue typing in the percentages. You'll be allowed to make corrections after you have finished typing in all the percentages.

Computer Generated-

For generating a game plan based on how a team was coached in real life.

Existing-

Used for Modem play. If you are playing a friend and used a modem to send your Game Plan's to one another, the files "VGP" and "HGP" should be on the same disk or in the same folder as Pro League 2.0. If so, for the visiting team, select *Existing* to load the "VGP" file and for the home team select *Existing* to load the "HGP" file.

Generic-

This feature allows you to load a game plan that has been created earlier. This feature may also be used for modem play. Instead of sending the files VGP and HGP, each coach may upload and download generic game plans from a bulletin board and load them, using Generic when prompted for the Method to use.

A Generic Game Plan is created when answering "Yes" to the Save as Generic? prompt. The purpose behind this feature is to allow a commissioner of a league to save game plans for league coaches in case they cannot turn in a game plan for the upcoming game.

When starting a league, the first game plan you should ask for as commissioner, is a Generic Game Plan. When you receive these Generic game plans, type them in using the Manual method and select "Yes", when prompted to Save as Generic.

It is recommended that you immediately type in Generic Game Plans but an alternate way to avoid schedule delays is to store all generic Game Plan sheets in a safe place and Manually type them in when needed.

When a game plan is saved as a generic, the file name consists of: the name of the team, year and the suffix ".gpp". **Example:** Redskins.83.gpp

Quick- This method to use, requires a coach to fill in percentages for only 41 strategy questions. The percentages for the remaining questions are formulated by the computer.

Making Changes

Make Changes?

Yes- Allows you to make changes to a game plan.

No- Keeps the Game Plan as is.

After creating a game plan, you can view it to see if you need or want to make changes. To make a change, select the "yes" button. To approve the game plan and move on, select the "no" button.

Step 1: Change entry number?

If you selected the "yes" button to make changes, you will be prompted to type in the entry number that you wish to change. Simply type in the number and hit the <return> key. Example: To change question 21's percentage, type in the Number "21" and hit the "return" key.

Step 2: Change to what percent?

To change the current percentage, type in the new percentage followed by <return>. Continue making changes by repeating steps 1 and 2, until all changes are made. To exit the editor, enter "0" (Zero) for both questions, Change entry number? and Change to what percent?

Selecting Quarterbacks...

Starting QB- He is the quarterback who started most of the games during the regular season.

Back up QB- During the regular season this quarterback assumed the role as backup to the starting quarterback.

Audible on for...

Visiting team- If you wish to have the Audible feature on for the visiting team, select it's dialog button.

Home team- To turn the Audible feature on for the home team, select it's dialog button.

Both teams- Selecting this dialog button, turns the Audible feature on for both the home and visiting teams.

Turn off- If you desire not to use the Audible feature make this button selection.

For more details on the Audible feature, see the Audible section, located in the Menu Selection Chapter.

Weather Conditions

Set Weather Conditions...

Set- Selecting this button allows weather conditions to play a factor in the game and also sets home field advantage if applicable.

Reverse set- Is a Mac Pro Football option. If selected for MSFL: Pro League Football and playing less than a full game, you can continue playing a game using Mac Pro Football's, play a "Saved game" option. Which allows you to be the home team and the computer the visitor.

Don't Set- If you choose not to use weather conditions, the game will be played in a neutral site. Taking away any home field advantage.

Set Conditions Yourself- You can manually set the weather conditions by making this selection.

Let the Computer - The computer will set the weather condition based on the geographical location and month of the game.

Month of the game- The month of the game determines the weather factor conditions for the selected time of year. If you choose to set the weather conditions yourself, you will be prompted to input the Temperature, Precipitation, Wind Speed and Degree of precipitation.

Each entry must be followed by a <return>.

Each team has a weather rating based on the average precipitation, wind and temperature that occurs around their home field. Any weather above or below the visiting teams weather range will affect them during the game.

In general, wind affects passing and kicking, precipitation affects running and passing, and temperature affects endurance.

The Coin Toss

Using the mouse, point to either heads or tails and press the mouse button. If the correct coin side was picked, the visiting team will receive the opening kickoff and kickoff to start the second half. If the coin side picked was incorrect, the home team will receive the kickoff and kickoff to start the second half.

The visiting team coach always call's the coin toss. If playing in a league, have the visiting team coaches write down on their game plan sheets, their choice of either heads or tails.

If the game goes into overtime the visiting team will call the coin toss again.

Chapter 3: Menu Selections

Options

- | | |
|------------------|---|
| Fast (1)- | To play the game at it's fast speed make this selection. |
| Fast (2)- | This speed adds to Fast Game (1) the play by play commentary. |
| Medium- | Medium speed when selected adds the animated referee. |
| Slow- | By making this speed selection, the game is totally animated. |
| Quit- | To exit Pro League Football 2.0. |

Play speed

Play speed is the speed of which the X's and O's animate. You have a choice of five play speeds. For the Mac Plus, the recommended speed is "One", the SE, "Two" and the Mac II, "Five". You may toggle the various play speeds as often as you wish.

Official's Time Out

If you wish to suspend the game, you can do so by selecting "Yes" under the Official's Time Out menu. To continue play, point and click in that last active window.

Audible

- Visiting team-* If you wish to have the Audible feature on for the visiting team, select this menu item.
- Home team-* To turn the Audible feature on for the home team, select this menu item.
- Both teams-* Selecting this menu item, turns the Audible feature on for both the home and visiting teams.
- Off-** If the Audible feature is on and you wish to turn it off, make this menu selection.

While a game is playing, you may call an audible at anytime. To call an audible, you must inform the computer that you wish to do so. This is done by making one of the above menu selections. You may also turn the audible feature on at the start of the game and keep it on for the entire game.

When an audible is called for, you will be prompted to type in a three digit series of numbers followed by a <return>. The three numbers that are entered designate the play that is to be used. Refer to the Audible card for the proper digit sequence for each play.

If you call for an audible and decide not to, without typing anything else, hit the <return> key. This will cancel the audible and execute the next play using the Game Plan percentages.

Adding a fourth digit (from 0 to 9), turns off the audible feature for the team entering the four digits.

The following are limitations when calling an audible:

- The "Nickel" defense may only be used on third or fourth down or during the fourth quarter.
- You may not key on a back or double team a receiver or use a zone defense when blitzing.
- You may only punt on fourth down.
- The "7-4" defense may only be used on third or fourth down, when less than 2 yards is needed for a first down and anytime an opponent is inside the defense's 6 yard line.

See your Audible Card for detailed play descriptions and proper play sequence.

4: End of Game Selections

Select one...

Play again- If you wish to play another game, you can do so by making this menu selection.

Auto League- By making this selection, you'll add to the Auto League file, stats of the game just played. After making this selection, you will be prompted to enter the coaches name's, who coached the teams that just played.

Note: The Auto League file can hold 16 games. If you exceed this amount you will be prompted and have to manually update the last game played. See the Mac Pro Football 2.0 update section for more details.

New Auto File- Selecting New Auto File, erases the old Auto League file and creates a New Auto League file containing the stats of the game that you just played.

Quit- If you are through playing, select quit to exit Pro League Football 2.0.

The purpose behind auto updating is to save time by allowing you to play an entire weeks schedule saving all the stats in one file. By not having this feature you would have to update the stats after every game, which would require many disk swaps.

Before setting up a league, you should become familiar with Pro League Football, Stats Keeper and the Auto League feature. You can do this by playing games and setting up practice leagues.

The following are quick and easy steps to the Auto League Procedure:

Step #1: After the first game of the week is played, select New Auto File.

Step #2: After each remaining game for the week, select Auto Update.

Step #3: When all games for the week have been played, copy from the Pro League Football disk to the Stats Keeper disk, the file named "Auto League".

Step #2- Load Stats Keeper and select either Auto League Update or Auto League Update no Printout from the Game Menu.

Step #3- When prompted to select **Update Season Stats for...**, click on the **One team only** button.

Step #4- Finally, type in the Name and year of the team that you wish to have updated followed by a <return>. Example: Raiders.76

Stats Keeper 2.0 Menu Selections

Option

Quit- If you wish to exit Stats Keeper 2.0.

Game

Print- Prints out the Post Game Stats of the game just played. This selection is usually used for Mac Pro Football 2.0 played games.

Offense- Displays the individual offensive statistics of the game just played.

Defense- Displays the individual defensive statistics of the game just played.

Misellaneuous- Displays the individual special team stats and team totals of the game just played.

Auto League Update- Selecting this menu item, allows you to Auto Update up to 16 games of stats. Auto League Update generates Post Game Stats printouts of each game contained in the Auto League File. It also checks each game played for broken MSFL records and Updates the Season Stats files of each team contained in the Auto League File.

Before setting up a real league, it is recommended that you set up and run a practice league. This will allow you to become familiar with Stats Keeper and how the statistics maintaining process works.

Stats Keeper is a very flexible program, allowing you to maintain stats using a variety of methods. The following explains a couple of those methods.

Updating Mac Pro Football 2.0 Stat Files

You can play a game using Mac Pro Football 2.0 and update the stats using Stats Keeper, by following the five steps:

- Step #1- Copy the "Stats File" from the Mac Pro Football Master disk to the Stats Keeper disk.
- Step #2- Load Stats Keeper and select **Offense** from the Game Menu.
- Step #3- Select **Print** from the Game Menu if you wish a print out of the game.
- Step #4- Select **Check Previous Game for Records** from the Records Menu.
- Step #5- Select **Update Season Stats File** from the Season Menu.

Auto Updating For One Team, Only

This feature is handy if you want to replay a season for a particular team and don't want to clutter your Stats Keeper disk with Season Stats files of the particular team's opponents. The following steps will allow you to update stats for one team only:

- Step #1- Copy the Auto League File from the Pro League Football disk to the Stats Keeper disk.

Step #2- Load Stats Keeper and select either Auto League Update or Auto League Update no Print-out from the Game Menu.

Step #3- When prompted to select **Update Season Stats for...**, click on the **One team only** button.

Step #4- Finally, type in the Name and year of the team that you wish to have updated followed by a <return>. Example: Raiders.76

Stats Keeper 2.0 Menu Selections

Option

Quit- If you wish to exit Stats Keeper 2.0.

Game

Print- Prints out the Post Game Stats of the game just played. This selection is usually used for Mac Pro Football 2.0 played games.

Offense- Displays the individual offensive statistics of the game just played.

Defense- Displays the individual defensive statistics of the game just played.

Misellaneuous- Displays the individual special team stats and team totals of the game just played.

Auto League Update- Selecting this menu item, allows you to Auto Update up to 16 games of stats. Auto League Update generates Post Game Stats printouts of each game contained in the Auto League File. It also checks each game played for broken MSFL records and Updates the Season Stats files of each team contained in the Auto League File.

Game Stats Print out Only- If you would like another print out of the Post Game Stats contained in the Auto League file, you can by selecting this Menu item. The Record Book will not be updated nor will the Season Stats files of the teams contained in the Auto League File.

Auto League Update No Print out- This menu selection is the same as Auto League Update except Post Game Stats print outs are not generated.

Records

To activate the Record Menu you must make a menu selection from the Game Menu first.

Print- To generate a four page Record Book print out, select this menu item. The Print menu item becomes active when you view the current records and select the **quit** button located in the lower right hand side of the screen.

View Current Records- If you wish to view the current MSFL Records, you can do so by making this menu item selection. To flip through the Record book pages, make the desired button selection, located on the lower right hand side of the screen.

Check Previous Game For Records- Is used for Mac Pro Football 2.0. When selected, the "Stats File" generated by Mac Pro Football will be checked against the current existing records file for broken records. See Page 19 for more details on Updating Mac Pro Football 2.0 generated stats.

**Clear
MSFL
Records
File-**

If you wish to clear the MFSL Records File make this menu item selection. The Record Book file will be set to all zeros allowing you to set records all over again.

Season

Print-

If you would like a printout of a teams season stats file make this menu item selection. However, you must select a team to view before printing out the teams season stats.

**Update
Season
Stats file-**

This menu item is used for Updating Season Stats files of the two teams, whose stats are contained in the "Stats File" generated by Mac Pro Football 2.0.

**Create
New Season
Stats File
For...-**

If you wish to create a Season Stats file for a particular team, make this menu item selection. When selected, a file box will appear, select the team you wish to create a Season Stats file for. If a Season Stats file already exists, you may erase it, by selecting "Yes" when prompted. Selecting "No" allows you to make another menu selection.

**Select
Team to
View...-**

When selected, you will be prompted to point and click on the desired team to view. Use the scroll bar to locate the particular team. If a Season Stats file doesn't exist for the selected team, you will be prompted.

Once a team is loaded in memory you may view the following statistical categories by making the desired menu item selection from the Season Menu:

**Offense, Special Teams, Miscellaneous, Defense,
and Standings.**

Standings

- Print-** Only after you have selected Sort Standings, View Standings, Weekly Results and Commissioners Note's, from the Standings Menu, can you print out your league standings.
- Set League Format-** Selecting this menu item allows you to structure your league, defining the conferences, divisions and teams that will make up your league. There are however some limitations. You may have up to 2 conferences, no more than 3 divisions in each conference and a maximum of 5 teams per division. It is recommended that you write your league structure on a piece of paper before you type in the data.

Special Note:

Care should be taken when entering team names, the correct way to do so is as follows:

Redskins.83

Don't forget the "period".

- Sort Standings-** After Auto League Updating or Manual Updating, you will want to see your leagues current standings. To do so, you must first select this menu item.
- View Standings-** After sorting the standings you may view them by making this menu item selection.
- Weekly Results-** If you wish to see your league's last weeks results, you can do so by making this menu item selection. You may also type in your league's next weeks schedule.

To type in the next weeks schedule. Point and click in the desired edit field where you wish to start typing. Each edit field can hold up to 30 characters.

The following is an example of what you might enter as far as a schedule is concerned:

Packers at Cowboys (-6)

For novelty purposes a point spread on an MSFL game will generate a lot of fun and heckling. Maybe your league has a Jimmy "the Greek" that would like to set the point spread each week. It will be fun to see how accurate he is.

Commissioner's Notes-	By making this menu item selection you can in form you league coaches of weekly MVP's, Coach of the week honors or any other information that you deem necessary.
----------------------------------	---

You can provide up to 14 lines of information. To activate an edit field, point and click in the desired edit field. Each edit field holds up to 68 characters.

6: MSFL Stats 2.0

MSFL Stats 2.0 allows you to quickly review and print out post game stats, without having to load Stats Keeper. MSFL Stats 2.0 will only shows stats of the most recently played game.

MSFL Stats 2.0 is located on the Pro League Football disk. To load MSFL Stats 2.0 double click on it's icon.

7: Game Plan 2.0

Game Plan 2.0 allows you to print out game plan sheets. You may have to adjust your printer to allow for the Game Plan Sheet to be printed squarely on the paper. Do not select Tall adjusted. **If LaserWriting a game plan sheet be sure to reduce it to 96% or less.**

Game Plan 2.0 is located on the Stats Keeper disk. To load Game Plan 2.0 double click on it's icon.

8: Scouting Report 2.0

Scouting Report 2.0 allows you generate scouting reports showing strengths and weaknesses for all the teams that make up the MSFL.

Scouting Report 2.0 is located on the Stats Keeper disk. To load Scouting Report 2.0 double click on it's icon.

Options

Select team-

To select a team to scout make this menu item selection. Once a team is selected it's name will appear as a Menu.

View Ratings & Roster-

After selecting a team to scout, these two menu items can be found under the team's Menu. Select View Ratings if you wish to see the individual and team ratings of the selected team. Selecting View Roster, will give you a player by position breakdown of the selected team.

Before you can get a Scouting Report printout, you must first select two teams. Once the second team is selected, a third menu will appear. The menu has two menu items, "ImageWriter" and "LaserWriter". Choosing the proper printer type, will generate a Scouting Report print out of the two selected teams.

9: Name Changer

If you wish to change a name of a team that already exists, you can do so by locating Name Changer on the Stats Keeper disk and double clicking on it's icon.

Once Name Changer is loaded, a file box will appear. Select the team that you wish to change.

After selecting a team, you will be prompted to enter the "New Team Name ?" followed by a <return>.

Example:

New Team Name ? Niners

Do not create teams that have numbers in their name, such as: "49ers"

It's recommend that if you have any "49er" teams that you change them to "Niners".

No team name may exceed 12 characters.

10: Setting Up A League

Answering the following questions will help you to set up and run your own league.

How many teams do I want in my league?

A Micro Sports Football League can have up to 28 teams. The league however, must have an even number of teams.

Each team can have from 1 to 8 coaches. Most leagues have one coach per team but it is very possible to have up to 8 coaches, assigning each one a particular portion of the game plan sheet to fill out. It's almost like have a coaching staff for each team.

What teams will I use ?

You can draft players to create your own teams using Pro Draft or select from a list of over 600 pre- created teams , ranging from 1962 to the present.

How will I Structure my league?

Your league should be structured based on the number of teams in your league. The Set League Format has some limitations, so be sure to read that chapter.

How will I Structure my playoffs?

The number of teams in your league should dictate how many teams make the playoffs. If too many teams make the playoffs the regular season will have little impact. What ever you decide on, make it challenging.

What hand outs will I give each coach?

Scouting Reports of each league team, Game Plan Sheets, a Schedule, and league rules, are the most important hand outs to think about. You may decide to pass out additional hand outs if need be.

What should I do if a coach fails to turn in a game plan?

The most important rule in the MSFL, is that each coach ***must*** turn in a generic game plan before the season begins. A generic game plan is a game plan that is created by a coach to play against any team in the league. If for some reason a coach cannot turn in a game plan for a particular week, you may use the coach's generic game plan for that week's game. This prevents schedule delays and forces each coach to come to you with a new game plan each week. ***Having each coach turn in a Generic Game Plan is a must, if you wish to have a successful league.***

What days will I play the games?

Before the season begins you should sit down with your league coaches and decide the best day to play your games.

What printouts will I give to each coach?

You can, as a minimum, give each coach a play by play printout, a Post Game Stats printout, a League Leaders Print out (Pro Draft) and a Standings printout. The best thing to do is sit down with your league coaches and decide what print outs are best for your league.

How should I maintain league conduct?

Everyone likes to win, coaches have to. A coach will blame everything but himself for losing and be the first to pat himself on

the back when he wins. You're the commissioner stay neutral and feel for both the winner and the loser, but don't be afraid to force resignations if they get out of hand.

Should I charge a league fee?

In past leagues, I have charged from \$5 to \$25 per coach to cover expenses, (paper, printer ribbons, etc.,) Before starting a league, figure out what your expenses will be and see if you should charge a fee. Charging a fee of \$25 is not much, considering that you are supplying 20 weeks of entertainment. Left over league fee money could be put in a pot, provide a trophy for your league champion and help cover the cost of purchasing the needed software.

11: League Registration

To become a registered league you must be 18 years or older and have a least 6 coaches in your league. If you meet these requirements, check the "Yes" block for question number four on your registration card. Mail your registration card to Micro Sports as soon as possible. By having your registration card, we'll be able to inform you of new products, new updates and other information that may be important to you and your league.

12: National Tournament

Each year Micro Sports has a national tournament during Super Bowl week. This tournament is dedicated to the Armchair Quarterbacks of America.

Your league champion may qualify for this national tournament. To find out, mail your league champion's Season Stats print out, your league's final standings print out and your MSFL Record Book print out to Micro Sports. On the Season Stats sheet be sure to write the name, age, address and telephone number of your league champion.

13: Running a league...

- Step #1:** Get coaches for your league
- Step #2:** Select teams using Pro Draft, 500 Great or Super Teams.
- Step #3:** Using Stats Keeper 2.0 set your league's format.
- Step #4:** Make up a schedule.
- Step #5:** Using Scouting Report 2.0 Generate Scouting Reports for each team in your league, make copies and pass them out to all league coaches.
- Step #6:** Using Game Plan 2.0, generate a Game Plan sheet and make copies for all league coaches.
- Step #7:** Have all coaches turn in a Generic Game Plan and their first week's Game Plan.
- Step #8:** Make backups of your Pro League Football and Stats Keeper disks.
- Step #9:** Load Pro League Football and enter the game plan data, of the two opposing coaches for the first game of the week.
- Step #10:** Once the first game of the week is over, select New Auto File, then select Play Again.
- Step #11:** For the remaining games left to play, for the particular week, select Auto Update, upon the end of each game.
- Step #12:** After the last game of the week has been played and Auto Update selected, select Quit.

- Step #13:** Transfer the Auto League file located on the Pro League Football 2.0 disk to the Stats Keeper disk.
- Step #14:** Load Stats Keeper and select Auto League Update.
- Step #15** When the Updating is over select Sort League Standings.
- Step #16** Before beginning your league's next scheduled week, YOU MUST... Make a Backup of the Stats Keeper disk. Failure to do so, may cause many problems within your league. Take a few minutes and make a backup, you'll be glad you did.

Repeat steps 9 through 16 for all 16 weeks of your league or however many weeks make up your league.

14: MSFL Strategy

It is assumed that you have a general knowledge of Pro Football. Using that knowledge you should be able fill out a game plan sheet with little or no help.

The Game Plan Sheet in general is asking you to write down, the percentage of the time that you want to use a particular strategy.

There are several limitations that you should be aware of. These limitations can be found on the right hand side of the Game Plan Sheet.

- 1-10:** See a Game Plan Sheet for limitations.
- Category:** What % do you want to play your opponent to run the ball on...
- Definition:** Down and distance situation reflecting the percentage of the time that you want to play your opponent to run the ball on the particular down

situation. Whatever percentage you decide to play your opponent to run the ball, the remaining percent of the time you'll be playing him to pass. Example: Question #2 1st down and 10, you write down 65 %. This means 65 percent of the time, you will be defending against the run on first down and ten. The remaining 35 percent of the time, you will be playing your opponent to pass the ball.

**Offensive
Counter
Strategy:**

Down and distance situations.
Questions 42-51.

11,12:

Must equal 100% when totalled.

Category:

Run defense %

Definition:

When playing your opponent to run the ball on a particular down situation, you'll either be in an 11. 4-3-4 (Run) or 12. 4-3-4 (Neutral) defense. You designate the defense to use by the percentage you put next to each strategy.

Example: If playing your opponent to run the ball and you wish to be in a 4-3-4 (Run) defense 100 percent of the time, for question 11 write down 100, and for question 12, write down 0.

**Offensive
Counter
Strategy:**

Pass the ball. Questions 42-51.

13-16:

Must equal 100 percent when totalled

Category:

Pass defense %

Definition:

When playing your opponent to pass the ball on a particular down situation, you'll either be in a 13. 4-3-4 (Neutral), 14. 4-3-4 (Pass) or 15. Blitz defense. You designate the defense to use by the percentage you put next to each strategy.

Example: If playing your opponent to pass the ball and you wish to be in a 4-3-4 (Pass) defense

75 percent of the time 4-3-4 (Neutral) 8 percent and Blitz 17 percent , for question 13 write down 8, question 14 write down 75 and for question 15, write down 17.

Run the ball. Questions 42-51.

**Offensive
Counter
Strategy:**

Note: Question 16 intentionally left blank.

17-19: Must equal 100% when totalled.

Category: Key on %

Definition: Anticipating who will be the ball carrier. You designate who you want to key on by the percentage you put next to each position.

Example: Looking at the scouting report of your opponent you see that Eric Dickerson is the Half-back. Anticipating that he'll carry the ball the majority of the time you decide to key on him 65% of the time and the rest of the time you decide not to key. To use this Key on strategy write down 65 for question 17, 0 for question 18 and 35 for question 19.

**Offensive
Counter
Strategy:** Ball carrier %, Questions 52-54.

20-22: Must equal 100 percent when totalled.

Category: Alignment %

Definition: The positioning of the defensive lineman in relation to the offensive lineman. **Tight** = inside shoulder, **Spread** = outside shoulder and **Head up** = directly across.

See strategy chart for strengths and weaknesses.

**Offensive
Counter
Strategy:** Run play type %, Questions 58-62.

- 23-25:** Must equal 100 percent when totalled.
- Category:** Pursuit %
- Definition:** The speed at which the defense reacts to the direction of the play. See strategy chart for strengths and weaknesses.
- Offensive Counter Strategy:** Misdirection %, Questions 56-57.
- 26-29:** Must equal 100 percent when totalled.
- Category:** Defensive strength %
- Definition:** The mental anticipation of the offensive point of attack. See strategy chart for strengths and weaknesses.
- Offensive Counter Strategy:** Run direction %, Questions 65,66 and Pass direction %, Questions 82-84
- 30,31:** Must equal 100 percent when totalled.
- Category:** Pass coverage %
- Definition:** The designated strategy of the defense in anticipation of the type of pass to be thrown.
- Offensive Counter Strategy:** Pass play type %, Questions 79-81.
- 32-34:** Must equal 100 percent when totalled.
- Category:** Zone coverage type %
- Definition:** The depth of coverage by the defense, when employing a Zone pass coverage.
- Offensive Counter Strategy:** Pass play type %, Questions 72-74.
- 35-37:** Must equal 100 percent when totalled.
- Category:** Receiver coverage technique %
- Definition:** The distance between the defensive coverage

man and the intended receiver, in anticipation of the receiver's pass pattern type.

Offensive Counter Strategy: Pass pattern type %, Questions 79-81.

38-41: Must equal 100 percent when totalled.

Category: Double team %

Definition: Using two defensive pass coverage players to cover one receiver.

Offensive Counter Strategy: Intended receiver %, Questions 67-71.

42-51: See Game Plan Sheet for limitations.

Category: What % do you want to run the ball on...

Definition: Down and distance situation reflecting the percentage of the time that you want to run the ball on the particular down situation. Whatever percentage you decide to run the ball, the remaining percent of the time you will pass the ball.

Example: Question #47 2nd down and < 7, you write down 57 %. This means 57 percent of the time, you will run the ball on second down and less than 7. The remaining 43 percent of the time, you will pass the ball on that down situation.

Defensive Counter Strategy: Down and distance situations.

Questions 1-10.

52-55: Must equal 100 percent when totalled. Limitations: No one back may carry the ball more than 80% of the time.

Category: Ball carrier %

Definition: A back attempting to advance the ball using a particular run play type.

Defensive Counter Strategy: Key on %, Questions 17-19.

56-57: Must equal 100 percent when totalled.

Category: Misdirection %

Definition: Faking the direction of a run play, by adding a false step in the opposite direction of the designated hole.

Defensive Counter Strategy: Pursuit %, Questions 23-25.

52-55: Must equal 100 percent when totalled.

Category: Run play type %

Definition: A predetermined play, which by name, informs the offensive unit to the point of attack, blocking responsibilities and handoff type, to be used. Draw, Dive and Trap are inside running plays. Slant and Sweep are outside running plays.

Defensive Counter Strategy: Alignment %, Questions 20-22.

63,64: Must equal 100 percent when totalled.

Category: Quarterback run play type %

Definition: Predefined plays for the quarterback to use, to advance the ball on the ground. Draw is an inside running play, while Bootleg is an outside running play.

Defensive Counter Strategy: Alignment %, Questions 20-22.

65,66: Must equal 100 percent when totalled.

Category: Run direction %

Definition: The point of attack, of a particular run play type, depending on the location of the football, in relation to the hashmarks at the start of the play.

Defensive Counter Strategy: Defensive strength %, Questions 26-29.

67-71: Must equal 100 percent when totalled. Limitations: No one receiver may be the intended receiver over 35% of the time.

Category: Intended receiver %

Definition: The receiver designated to catch the football.

Defensive Counter Strategy: Double team %, Questions 38-41.

Special Notes: The Specialtyback is a back that comes in for the Fullback when the offense intends to pass the ball. Long passes are primarily aimed at the Split end, Flanker and Specialtyback.

72-74: Must equal 100 percent when totalled. Limitations: Short pass % may not be less than 30%. And Long Passes may not exceed 30%.

Category: Pass play type %

Definition: The length of a pass, determined by the number of forward yards in the pass pattern. Short pass is (4 to 9 yards), Medium is (10 to 23 yards) and Long (24 to 45 yards). The faster the speed of a receiver (determined by yards per catch), the more yards the pass pattern covers.

Defensive Counter Strategy: Pass coverage %, Questions 30-31.

Zone Coverage type%, 32-34.

75-77: Must equal 100 percent when totalled.

Category: Q.B. dropback type %

Definition: The set up technique, used by the quarterback, when attempting to throw the football. In anticipation of the type of strategy used by the defense, using the proper dropback type gives the quarterback more time to throw the ball.

Defensive Counter Strategy: Run defense %, Questions 38-41.
Pass defense %, Questions 13-15.

Note: Question 78, intentionally left blank.

79-81: Must equal 100 percent when totalled.
Category: Pass pattern type %
Definition: Number of moves in a pass route in anticipation of the coverage technique designated by the defense.

Defensive Counter Strategy: Receiver coverage technique, Questions 35-37.

81-84: Must equal 100 percent when totalled.
Category: Pass direction %
Definition: The point of attack, of a particular pass play type, depending on the location of the football, in relation to the hashmarks at the start of the play.

Defensive Counter Strategy: Defensive strength %, Questions 26-29.

85-94: See the respective question number that you wish to make adjustments to, for limitations that may apply.

Category: Halftime adjustments if winning by _____
Definition: The changing of a game plan if winning by (Coach designated) points, to offset the opponents anticipated counter strategy.

Defensive Counter Strategy: Halftime adjustments, Questions 96-104.

95-104: See the respective question number that you wish to make adjustments to, for limitations that may apply.

Category: Halftime adjustments if losing by _____

Definition: The changing of a game plan if losing by (Coach designated) points, to offset the opponents anticipated counter strategy.

Defensive Counter Strategy: Halftime adjustments, Questions 85-94.

Strategy:

15: Game Plan: Defense

Game Plan strategy questions 1 through 41, reflect the percentage of the time you want to employ certain defensive strategies. The most important part of your defensive strategy, is the down and distance situations, questions 1-10. The closer you come to matching up against your opponent's offensive down and distance situation percentages, the greater the chance off a successful defensive game plan.

The down and distance situations (Questions 1-10) are designed to inform the computer as to the percentage of the time you want to play your opponent to either run or pass the football.

While the game is underway, the computer keeps track of every time you face a certain down and distance situation. Based on your designated percentage determines the strategy that you'll use for each particular down situation.

For example: If your game plan reflected to play you opponent to run the ball 78% of the time on first down and ten. Every time you faced a first down and ten situation, the computer would check the percentage that you have played your opponent to run the ball thus far. If that percentage is less than what you have designated on your game plan, then you will play your opponent to run the ball, if not then you will play your opponent to pass the ball instead.

If the computer has determined that for a particular down situation you will play you opponent to run the ball, it will check your percentages for questions 11,12 to see what type of run defense to use, (4-3-4 (Run) or 4-3-4 (Neutral)). If it had determined that you will play you opponent to pass the ball, then it would have checked your percentages for questions 13-15 and determined the pass defense to use.

Note: The computer uses the "7-4" and "Nickel" defenses as Automatic calls. Such as third down and less than 3 yards is an automatic call for the "7-4" and third down and greater than nine yards is an automatic call for the "Nickel" defense.

After selecting either a run or pass defense, the computer will then check the remaining categories (Key on%, Alignment %, Pursuit%, Defensive strength%, Pass coverage %, Zone coverage % if applicable, Receiver coverage technique% and Double team%) to determine the rest of your defensive strategy based on each questions percentage.

16: Game Plan: Offense

Game Plan strategy questions 42 through 84, reflect the percentage of the time you want to employ certain offensive strategies. The most important part of your offensive strategy, are the down and distance situations, questions 42-51. Of course the obvious strategy to use is to have you opponent play run and then pass the ball and vice-versa, but in some situations such as third and > 9 you must pass the ball even though you know your opponent is looking for a pass in this situation. Questions 43 and 47 are the down situations that you can fool your opponent, but remember if you have a good passing game throw the ball, a good running game run the ball. Going completely opposite of your strength may result in an unsuccessful game plan.

The down and distance situations (Questions 42-51) are designed to inform the computer as to the percentage of the time you want to run and pass the football.

While the game is underway, the computer keeps track of every time you face each down and distance situation. And through your designated percentage, the computer will determine your strategy for the particular down situation.

For example: If your game plan reflected to run the ball 42% of the time on second down and less than seven. Every time you faced a first second down and less than seven situation, the computer would check what percent you have run the ball thus far. If that percentage is less than what you have designated on your game plan, then you will run the ball, if higher then you will pass the ball instead.

If the computer determined for a particular down situation that you will run the football, it will check the following categories (Ball carrier %, Misdirections %, Run play type %, Q.B. run play type % if applicable and Run direction %) to determine the details of the play based on the percentage you designate for each strategy.

If the computer determined for a particular down situation that you will pass the football, it will check the following categories (Intended receiver %, Pass play type%, Quarterback dropback type%, Pass pattern type% and Pass direction%) to determine the details of the play based on the percentage you designate for each strategy.

17: Making Halftime adjustments

Halftime adjustments are made if either questions 85 or 95 are true.

Example: If your game plan read, If winning by 6 points and in fact you were winning by 6 or more points, questions (2, 6, 30, 31, 43, 47, 72, 73 and 74) would be changed to the new percentages that you designated, when answering questions (86, 87, 88, 89, 90, 91, 92, 93 and 94) respectively.

18: Strategy: Strengths and Weaknesses

Run Defense...

Strategy: #11 **4-3-4 (Run)**

Strength: vs run.

Weakness: vs pass.

Neutral: Not applicable.

Strategy: #12 **4-3-4 (Neutral)**

Strength: Not applicable.

Weakness: Not applicable.

Neutral: vs run and pass.

Pass Defense...

Strategy: #13 **4-3-4 (Neutral)**

Strength: Not applicable.

Weakness: Not applicable.

Neutral: vs run and pass.

Strategy: #14 **4-3-4 (Pass)**

Strength: vs pass.

Weakness: vs run

Neutral: Not applicable.

Strategy: #15 **Blitz**

Strength: vs pass.

Weakness: vs run

Neutral: Not applicable.

Key on...

Strategy: #17 **Halfback**

Strength: If the ball carrier is the Halfback.

Weakness: If the Fullback or Reserveback carries the ball.

Neutral: If the Quarterback carries the ball.

Strategy: #18 **Fullback/Reserveback**

Strength: If the Fullback or Reserveback carries the ball.

Weakness: If the ball carrier is the Halfback.

Neutral: If the Quarterback carries the ball.

Strategy: #19 **No Key/Quarterback**
 Strength: If the Quarterback carries the ball.
 Weakness: None
 Neutral: Against all ball carries, accept the fullback.

Alignment...

Strategy: #20 **Tight**
 Strength: Inside run plays: draw, dives and traps.
 Weakness: Outside run plays: slants, sweeps and bootlegs.
 Poor pass rush.
 Neutral: Not applicable.

Strategy: #21 **Spread**
 Strength: Outside run plays: slants, sweeps and bootlegs.
 Good pass rush.
 Weakness: Inside run plays: draw, dives and traps.
 Neutral: Not applicable.

Strategy: #22 **Head up**
 Strength: Not applicable.
 Weakness: Not applicable.
 Neutral: Against all run plays. Average pass rush.

Pursuit...

Strategy: #23 **Quick**
 Strength: Non-counter move plays.
 Weakness: Counter move plays.
 Neutral: Not applicable.

Strategy: #24 **Slow**
 Strength: Counter move plays.
 Weakness: Non-counter plays.
 Neutral: Not applicable.

Strategy: #25 **Medium**
 Strength: Not applicable.
 Weakness: Not applicable
 Neutral: Against counter and non-counter moves.

Defensive strength...

- Strategy: #26 **Wide side of the field**
Strength: Plays directed to the wide side of the field.
Weakness: Plays directed to the short side and middle of the field.
Neutral: Not applicable.
- Strategy: #27 **Middle of the field**
Strength: Plays directed to the middle of the field.
Weakness: Short and wide side plays.
Neutral: Not applicable.
- Strategy: #28 **Short side of the field**
Strength: Plays directed to the short side of the field.
Weakness: Plays directed to the wide side and middle of the field.
Neutral: Not applicable.
- Strategy: #29 **Neutral**
Strength: Not applicable.
Weakness: Not applicable.
Neutral: Against all plays directed to a specific point on the field.

Pass coverage...

- Strategy: #30 **Zone**
Strength: Long and medium range passes.
Weakness: Short passes.
Neutral: Not applicable.
- Strategy: #31 **Man to man**
Strength: Short passes.
Weakness: Long and medium range passes.
Neutral: Not applicable.

Zone coverage type...

Strategy: #32 Short

Strength: Short range passes.

Weakness: Long range passes.

Neutral: Medium range passes.

Strategy: #33 Medium

Strength: Medium range passes.

Weakness: Short range passes.

Neutral: Long range passes.

Strategy: #34 Deep

Strength: Long range passes.

Weakness: Short range passes.

Neutral: Medium range passes.

Receiver coverage technique...

Strategy: #35 Tight

Strength: One move pass pattern.

Weakness: Three move pass pattern.

Neutral: Two move pass pattern.

Strategy: #36 Medium

Strength: Two move pass pattern.

Weakness: One move pass pattern.

Neutral: Three move pass pattern.

Strategy: #37 Loose

Strength: Three move pass pattern.

Weakness: One move pass pattern.

Neutral: Two move pass pattern.

Double team...

Strategy: #38 Split end

Strength: Split end intended receiver.

Weakness: Tight end or Flanker intended receiver.

Neutral: Pass intended for one of the backs.

Strategy: #39 **Tight end**
Strength: Tight end intended receiver.
Weakness: Split end or Flanker intended receiver.
Neutral: Pass intended for one of the backs.

Strategy: #40 **Flanker**
Strength: Flanker intended receiver.
Weakness: Split end or Tight end intended receiver.
Neutral: Pass intended for one of the backs.

Strategy: #41 **No double team**
Strength: Pass intended for one of the backs.
Weakness: Not applicable.
Neutral: Pass intended for either the Split end, Tight end or Flanker.

Ball carrier...

See strategy questions 17-19.

Misdirection...

See strategy questions 23-25.

Run play type...

See strategy questions 20-22.

Q.B. run play type...

See strategy questions 20-22.

Run direction...

See strategy questions 26-29.

Intended receiver...

See strategy questions 38-41.

Pass play type...

See strategy questions 30,31.

Q.B. dropback type...

See strategy questions 11-15.

Pass pattern type...

See strategy questions 35-37.

Pass direction...

See strategy questions 82-84.

19: Offensive Play System

Formation: Pro Right Split Back field.

Strong Side = Tight end side

Weak Side = Split end side

Hole numbering system:

1 hole = Between center and strong side guard. **Draw**

3 hole = Between strong side guard and tackle. **Dive**

5 hole = Between strong side tackle and tight end. **Trap**

7 hole = Between tight end and flanker. **Slant**

9 hole = Between flanker and sideline. * **Sweep**

0 hole = Directly over the center. Passes only.

2 hole = Between center and weak side guard. **Dive**

4 hole = Between weak side guard and tackle. **Trap**

6 hole = Between weak side tackle and split end. **Slant**

8 hole = Between split end and sideline. * **Sweep**

* Bootleg if the quarterback is the ball carrier.

Ball carrier number: 1 = Quarterback, 2 = Halfback and
3 = Fullback or Reserveback.

Pass receiver number: 4 = Halfback, 5 = Specialtyback or
Fullback, 8 = Split end, 7 = Tight end and 9 = Flanker.

Drop back type:

Straight = Typical seven yard dropback.

Play action = Fake handoff, showing run first.

Roll out = Sprint right with a rolling pocket protection.

Shotgun = Preset quarterback at 6 yard depth prior to snap.

Run play example: 38 Sweep = 3(Fullback) 8(hole)

Pass Play example: 82 Play action pass = 8(Split end) 2(point of completion) Play action (Quarterback Shows run first).

20: Abbreviations

Play by play

1) **INPO** = In possession 2) **OFF/PLAY** = Offensive play 3) **DEF/PLAY** = Defensive play 4) **PLAYER** = Who has the ball or intended to have the ball 5) **YD** = Yards gained or lost 6) **MISCELLANEOUS** = Information that further clarifies the play 7) **VS** = Visiting teams score 8) **HS** = Home teams score 9) **Q** = Quarter 10) **D** = Down at the start of the play 11) **TG** = Yards needed for a first down at the start of the play with exception to the Kickoff which reflects a first down following the kickoff 12) **BALL** = Ball location prior to the start of the play with exception to the Kickoff which reflects the ball location after the Kickoff. VT = visiting teams and HT = Home teams. Example HT32 = Home teams 32 yard line. 13) **TIME** = Time remaining prior to the start of a play including Kickoffs 14) **TACKLED BY** = Name of the player who made tackle or sack, N/A stands for Not Applicable 15) **CO** = Type of Pass Coverage the defense is in (**ZN** = Zone, **MN** = Man to Man) 16) **CT** = Type Coverage Technique the pass defenders are using (**TI** = Tight, **ME** = Medium, **LS** = Loose) 17) **KO** = Who the defense is Keying on (**HB** = Half-back, **FB** = Fullback or Reserveback, **NK** = No key and Keying on the Quarterback) 18) **DT** = Receiver being Double Teamed (**SE** = Split end, **TE** = Tight end, **FL** = Flanker, **ND** = No Double Team) 19) **AL** = Alignment of the defensive lineman (**TI** = Tight, **HU** = Head up, **SP** = Spread)

Team Totals

1) **1D** = First downs made 2) **PL** = Total offensive plays (Passing & Rushing) 3) **YDS** = Total yards gained (Rushing & Passing) 4) **RPL** = Rushing plays 5) **RYDS** = Rushing yards 6) **PPL** = Passing plays 7) **RYDS** = Passing yards gained minus yards lost attempting to pass) 8) **COM** = Completions 9) **ATT** = Passes Attempted 10) **INT** = Interceptions Thrown 11) **3DA** = Third Downs Attempted 12) **3DM** = Third Downs Made 13) **PEN** = Penalties 14) **PEYDS** = Penalty yards 14) **FL** = Fumbles lost

21: Penalties

When a penalty is called, it represents that an unseen play was executed and the result of the play is such, that the team deciding to take the penalty yards, does so because it is in the obvious thing to do.

When a penalty occurs during a punt return or kick return, the yardage will be marched off at the spot of the foul following the conclusion of the play.

If a penalty occurs and the penalty yardage is greater than the ball location divided by two, the penalty yardage will be half the distance to the goal. The only exception is a pass interference penalty which is taken to the spot of the foul.

22: MSFL Programs

Pro League 2.0- A simulation of Pro Football.

MSFL Stats 2.0 - For quick game stat viewing and print out.

Game Plan 2.0- Generates Game Plan sheets.

Scouting Report 2.0- Generates Scouting Reports.

Stats Keeper 2.0- The Official Statistician of the MSFL.

Name Changer- For changing names of existing teams.

23: From the Author...

Thank you very much for buying MSFL: Pro League Football. I hope that it's everything you hoped it would be and brings you many years of enjoyment.

Thanks to Spiros Segalas, Jeff Holt and Wayne Giza for their hard work in making this product possible. And a very special thanks to my wife, Frankie Jo for all her help and understanding.

Sincerely,

David Holt

Micro Sports, Inc.

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MSFL Micro Sports Football League

Audible Card

OFFENSE

First digit = Strategy: 1 = Run, 2 = Pass, 3 = Punt, 4 = Field Goal

Running the ball...

If the First digit = 1
the Second digit =

Ball Carrier:

- 1 = Halfback
- 2 = Fullback
- 3 = Reserveback
- 4 = Quarterback

If the First digit = 1
the Third digit =

Run Type:

- 1 = Draw
- 2 = Dive Left, 3 = Right
- 4 = Trap Left, 5 = Right
- 6 = Slant Left, 7 = Right
- 8 = Sweep Left, 9 = Right

If the Quarterback
is the ball carrier

Run Type:

- 1 = Draw
- 2 through 7 = Scramble
- 8,9 = Bootleg

Passing the ball...

If the First digit = 2
the Second digit =

Receiver:

- 1 = Halfback
- 2 = Fullback/Specialty Back
- 3 = Split end
- 4 = Tight end
- 5 = Flanker

If the First digit = 2
the Third digit =

Pass Type:

- 1 = Short (4-9 Yards)
- 2 = Medium (10-23 Yards)
- 3 = Long (24 - 45 Yards)

DEFENSE

The First digit =
Strategy:

- 1 = 4-3-4 (Pass)
- 2 = 4-3-4 (Neutral)
- 3 = 4-3-4 (Run)
- 4 = 7-4
- 5 = Blitz
- 6 = Nickel

The Second digit =
Keying On and Alignment:

- 1 = Halfback and Tight
- 2 = Halfback and Spread
- 3 = Halfback and Head up
- 4 = *Fullback and Tight
- 5 = *Fullback and Spread
- 6 = *Fullback and Head up
- 7 = No Key and Tight
- 8 = No Key and Spread
- 9 = No Key and Head up

The Third digit =
Coverage and Double team

- 1 = Zone and Split end
- 2 = Zone and Tight end
- 3 = Zone and Flanker
- 4 = Zone and No Double
- 5 = Man and Split end
- 6 = Man and Tight end
- 7 = Man and Flanker
- 8 = Man and No Double

* If keying on the Fullback you are also keying on the Reserve back.