# FOOTBL

## Description

Football is probably the most popular simulated sports game.
Some people have elected to play computerized football in
preference to watching a bowl game on television.

The simulation uses standard professional football rules ex-
cept there are no penalties.  The computer takes the part of
your opposing team and also the referee.  Eight plays can be
run on offense and five on defense.  The program presents
necessary rules as you play.

## Source

Two versions of football are presented herein.  A third version
received from Paul Garmon of Wellesley Jr. High School is not
printed.

FOOTBL:                          FOTBAL:
   Digital Equipment Corp.          Raymond W. Miseyka
   Maynard, MA   01754              Butler Sr. High School
                                    Butler, PA   16001



"Look! Jim has the ball! See him run! Run, Jim, run!"

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10 PRINT "THIS IS A DEMONSTRATION OF PDP-11 BASIC"
20 PRINT "IF YOU NEED INSTRUCTIONS FOR PLAYING FOOTBALL, TYPE A 1";
30 INPUT I
40 IF I<>1 THEN 340
50 PRINT
60 PRINT
70 PRINT "WHEN IT ASKS YOU A QUESTION TO BE ANSWERED YES OR"
80 PRINT "NO, TYPE IN 0 FOR NO OR 1 FOR YES."
90 PRINT
100 PRINT "ON OFFENSE YOU HAVE THE FOLLOWING PERMITTED PLAYS:"
110 PRINT "PLAY","CODE"
120 PRINT "RUN","10"
130 PRINT "PASS","11"
140 PRINT "SWEEP","12"
150 PRINT "SCREEN PASS","13"
160 PRINT "LONG PASS","14"
170 PRINT "DRAW PLAY","15"
180 PRINT "PUNT","16"
190 PRINT "FIELDGOAL","17"
200 PRINT
210 PRINT "ON DEFENSE, YOU MAY TRY ONE OF THE FOLLOWING:"
220 PRINT "DEFENSE","CODE"
230 PRINT "NORMAL","4","GOOD AGAINST SWEEP AND SCREEN"
240 PRINT "HOLD","5","GOOD AGAINST RUN, PASS AND DRAW"
250 PRINT "BLITZ","6","GOOD AGAINST PASS OR LONG PASS"
260 PRINT "INTERCEPT","7","INCREASES THE ODDS FOR AN INTERCEPTION"
270 PRINT "BLOCK","8","GIVES YOU A CHANCE TO BLOCK A KICK,"
280 PRINT " "," ","BUT DECREASES THE DISTANCE RUNBACK."
290 PRINT
300 PRINT "TO CALL A PARTICULAR PLAY JUST TYPE ITS CODE NUMBER."
310 PRINT "ALSO, AT ANY TIME DURING PLAY YOU MAY CALL TIME OUT"
320 PRINT "BY TYPING A '2'.  HOWEVER YOU ARE PERMITTED ONLY THREE"
330 PRINT "TIMEOUTS PER HALF."
340 PRINT
350 PRINT
360 DEF FNT(X)=SIN(X)/COS(X)
370 DIM R(17)
380 FOR I=0 TO 17
390 READ R(I)
400 NEXT I
410 DATA 9,13,100,0,9,10,12,11,12,0,1,5,3,4,6,2,8,7
420 RANDOMIZE
430 LET F=0
440 LET Z3=0
450 LET O=0
460 LET L=0
470 DIM Z(5,3),P(2),D(2,5)
480 FOR A=0 TO 5
490 FOR B=0 TO 2
500 READ Z(A,B),D(B,A)
505 LET P(B)=0
510 NEXT B
520 READ Z(A,3)
530 NEXT A
540 PRINT "DO YOU WANT TO RECEIVE";
550 LET X=1
560 GOSUB 3610
570 LET S=2-SGN(13-Q)
580 LET K=S
590 LET T1=120
600 LET U2=3
610 LET U=3
620 LET C=900
630 GOSUB 2250
640 LET F1=50
650 LET B=INT(F1+O*20*RND(0)+(1-O)*29*(2-RND(0)^7-RND(0)^(3-Z2)))
660 LET O=0
670 LET Z9=8
680 GOSUB 1490
690 LET L=0
700 IF B<=99 THEN 2340
710 PRINT "A  TOUCHBACK"
720 LET B=20
730 LET L=0
740 IF S=2 THEN 770
750 PRINT "MY ";
760 GOTO 780
770 PRINT "YOUR ";
780 GOSUB 3290
790 GOSUB 2980
800 LET D=1
810 LET F2=.03
820 LET O=0
830 IF C<=0 THEN 2770
840 GOSUB 2530
850 LET Z2=1
860 LET Z3=.3
870 IF C<=F*T1 THEN 2920
880 IF C<=0 THEN 2770
890 IF L=0 THEN 910
900 PRINT "TIME TO GO--";
910 PRINT INT(C/60)"MIN,"JC-60*INT(C/60)]"SEC.  ";
920 PRINT "YOUR PLAY";
930 GOSUB 3610
940 IF S=1 THEN 980
950 IF Q>8 THEN 920
960 LET M=Q
970 GOTO 1000
980 LET Y=Q-8
990 IF ABS(Q-10.5)^2>3 THEN 920
1000 LET C=INT(C-L*(5+23*RND(X)))
1010 LET L=1
1020 IF M=7 THEN 1760
1030 IF M=8 THEN 1920
1040 LET Y1=Y-1
1050 IF RND(X)>Z(M-1,Y1) THEN 1240
1060 LET A=2
1070 GOSUB 3020
1080 IF M<4 THEN 1110
1090 PRINT "PASS COMPLETE.."I
1100 LET L=SGN(INT(4*RND(0)))
1110 IF RND(X)<F2 THEN 2510
1120 IF G>0 THEN 1210
1130 IF G=0 THEN 1170
1140 IF G+B<1 THEN 2170
1150 PRINT "LOSS OF"J-G;
1160 GOTO 1610
1170 PRINT "NO GAIN"
1180 LET Z9=2
1190 GOSUB 1490
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1200 GOTO 1670
1210 IF B+G>99 THEN 1650
1220 PRINT "GAIN OF"JG;
1230 GOTO 1610
1240 IF M>3 THEN 1280
1250 LET A=1
1260 GOSUB 3020
1270 GOTO 1120
1280 IF RND(X)<.06*(2-SGN(Y-3)) THEN 1360
1290 IF RND(0)<.05+INT(Y/3.5)/5 THEN 1510
1300 LET Z9=6
1310 GOSUB 1490
1320 PRINT "PASS INCOMPLETE"
1330 LET L=0
1340 LET G=0
1350 GOTO 3120
1360 PRINT "PASS **INTERCEPTED**";
1370 LET A=1
1380 GOSUB 3020
1390 IF B<40 THEN 1410
1400 LET G=20*(1+SGN(G))
1410 LET B=100-B-G
1420 LET S=3-S
1430 LET Z9=9
1440 GOSUB 1490
1450 IF B<1 THEN 710
1460 IF B>99 THEN 1650
1470 PRINT "AT ";
1480 GOTO 2360
1490 LET C=C-INT(4+Z9/2*(1+RND(0)))
1500 RETURN
1510 LET G=-(5+INT(10*RND(X)))
1520 PRINT "THE QUARTERBACK ";
1530 IF RND(X)>.5 THEN 1560
1540 PRINT "IS THROWN FOR A ";
1550 GOTO 1110
1560 LET G=-(2*G+8)
1570 LET M=5
1580 LET A=1
1590 PRINT "SCRAMBLES FOR A ";
1600 GOTO 1110
1610 LET B=B+G
1620 PRINT "TO ";
1630 GOSUB 3300
1640 IF B<=99 THEN 1670
1650 GOSUB 1990
1660 GOTO 630
1670 IF B1>B THEN 3120
1680 IF B1<B THEN 1730
1690 IF RND(0)>.5 THEN 1730
1700 PRINT "**MEASUREMENT**"
1710 GOSUB 3520
1720 IF RND(X)<.5 THEN 3120
1730 GOSUB 2980
1740 LET D=0
1750 GOTO 3120
1760 IF RND(X)<.06 THEN 1890
1770 LET B=B+30+INT(15*(1-RND(X)^3))
1780 LET Z9=2
1790 GOSUB 1490
1800 IF B<=99 THEN 1850
1810 LET P1=3
1820 GOSUB 2030
1830 IF P1=0 THEN 710
1840 GOTO 630
1850 PRINT "THE KICK IS ";
1860 LET Z2=0
1870 LET S=3-S
1880 GOTO 2340
1890 PRINT "**BLOCKED** RECOVERED..";
1900 LET G=-INT(14*RND(X))
1910 GOTO 1410
1920 PRINT "THE PUNT IS ";
1930 IF RND(X)<.05 THEN 1890
1940 LET F1=B
1950 LET Z2=1
1960 LET S=3-S
1970 LET Z3=.65
1980 GOTO 650
1990 PRINT "** TOUCHDOWN**"
2000 LET P1=1
2010 LET P(S)=P(S)+6
2020 LET B=130
2030 PRINT "THE KICK IS ";
2040 IF RND(X)<(B/132)^4 THEN 2070
2050 LET P1=0
2060 PRINT "NO ";
2070 PRINT "GOOD"
2080 LET P(S)=P(S)+P1
2090 GOSUB 2120
2100 LET S=3-S
2110 RETURN
2120 PRINT "SCORE: ME"JP(1)J" YOU"JP(2)
2130 LET L=0
2140 IF X<5 THEN 2160
2150 IF P(1)<P(2) THEN 2770
2160 RETURN
2170 PRINT "**SAFETY**"
2180 LET P(3-S)=P(3-S)+2
2190 LET F1=30
2200 LET S=3-S
2210 GOSUB 2120
2220 GOSUB 3440
2230 PRINT "FROM THE 20"
2240 GOTO 650
2250 GOSUB 3440
2260 IF S=2 THEN 2330
2270 PRINT "ON-SIDE";
2280 GOSUB 3610
2290 IF Q<>13 THEN 2330
2300 LET F2=.15
2310 LET Z2=1
2320 LET O=1
2330 RETURN
2340 LET B=100-B
2350 PRINT "RECEIVED AT ";
2360 GOSUB 3300
2370 IF Z2*RND(X)>Z3 THEN 2490
2380 IF RND(X)<F2 THEN 2500
2390 LET G=5+INT(100*RND(0))
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2400 IF RND(0)<.15 THEN 2430
2410 LET G=INT(24*(1-RND(X)^2))
2420 IF G=0 THEN 2490
2430 LET B=B+G
2440 PRINT " AND RUN BACK...";
2450 LET L=1
2460 IF B>99 THEN 1650
2470 PRINT " TO ";
2480 GOSUB 3300
2490 IF RND(0)>F2 THEN 3260
2500 LET G=0
2510 PRINT "**FUMBLE**";
2520 GOTO 1410
2530 IF S=1 THEN 2560
2540 LET Y=INT(1+3.5*RND(0))
2550 RETURN
2560 LET M=INT(55*RND(0)/10.5)+1
2570 IF (B1-B)/(5-D)<3 THEN 2590
2580 LET M=INT(6-4*RND(0)^2)
2590 IF L+F*60>=C THEN 2670
2600 IF D<4 THEN 2550
2610 PRINT "I'LL ";
2620 IF B<55 THEN 2720
2630 IF 0<4*RND(0)=B1-B THEN 2750
2640 PRINT "TRY FOR A FIELD GOAL"
2650 LET M=7
2660 RETURN
2670 IF P(2)*U2<=P(1)*U2 THEN 2600
2680 PRINT "TIME OUT"
2690 LET U2=U2-1
2700 GOSUB 3520
2710 GOTO 2600
2720 PRINT "PUNT"
2730 LET M=8
2740 RETURN
2750 PRINT "GO FOR IT"
2760 RETURN
2770 IF X<4 THEN 2830
2780 IF P(1)=P(2) THEN 2830
2790 PRINT "THE GAME IS OVER"
2800 PRINT "FINAL ";
2810 GOSUB 2120
2820 STOP
2830 PRINT "END OF PERIOD";X
2840 GOSUB 2120
2850 LET F=1-F
2860 GOSUB 3520
2870 LET C=900
2880 LET X=X+1
2890 IF F<>0 THEN 810
2900 LET S=3-K
2910 GOTO 580
2920 IF T1=0 THEN 2770
2930 PRINT "2 MINUTE WARNING"
2940 GOSUB 3520
2950 LET T1=0
2960 LET C=120
2970 GOTO 880
2980 LET B1=B+10
2990 IF B1<=100 THEN 3010
3000 LET B1=100
3010 RETURN
3020 LET Q=1.3*(A*RND(0)-1)-.06
3030 LET A=1
3040 IF Q>=0 THEN 3070
3050 LET A=0
3060 LET Q=-Q
3070 LET M1=M-1
3080 LET G=D(A,M1)+FNT(G)*(D(2,M1)=D(A,M1))/3.5
3090 LET G=G+INT(RND(0)+.02)*A*100*RND(0)
3100 LET G=INT(G)
3110 RETURN
3120 LET D=D+1
3130 IF D=5 THEN 3240
3140 IF D<>  1 THEN 3160
3150 PRINT "1ST";
3160 IF D<>2 THEN 3180
3170 PRINT "2ND";
3180 IF D<>3 THEN 3200
3190 PRINT "3RD";
3200 IF D<4 THEN 3220
3210 PRINT "4TH";
3220 PRINT " AND";B1-B;"    ";
3230 GOTO 810
3240 LET S=3-S
3250 LET B=100-B
3260 IF S=2 THEN 770
3270 PRINT "MY ";
3280 GOTO 780
3290 PRINT "BALL ON ";
3300 IF B=50 THEN 3400
3310 LET V=50-ABS(B-50)
3320 LET C=C-INT(7+3*RND(0))
3330 IF S=1 THEN 3420
3340 IF B<50 THEN 3370
3350 PRINT "MY ";
3360 GOTO 3380
3370 PRINT "YOUR ";
3380 PRINT V
3390 RETURN
3400 PRINT "THE 50"
3410 RETURN
3420 IF B<50 THEN 3350
3430 GOTO 3370
3440 IF S=2 THEN 3470
3450 PRINT "YOU";
3460 GOTO 3480
3470 PRINT "I";
3480 PRINT " KICK OFF."
3490 LET F2=.06
3500 LET Z2=0
3510 RETURN
3520 LET L=0
3530 PRINT "TIMEOUT CALLED..."
3540 PRINT
3550 RETURN
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3560 IF U=0 THEN 3600
3570 LET U=U-1
3580 GOSUB 3520
3590 GOTO 3610
3600 PRINT "..WRONG, TRY AGAIN"
3610 INPUT A
3620 IF ABS(INT(A))>17 THEN 3600
3630 LET Q=R(INT(ABS(A)))
3640 IF Q=0 THEN 3600
3650 IF Q=100 THEN 3560
3660 RETURN
3670 DATA .5,-2,.25,4,.5,13,.55
3680 DATA .4,-2,.3,7,.65,15,.75
3690 DATA .4,-2,.3,6,.6,15,.35
3700 DATA .65,-2,.65,6,.6,17,.9
3710 DATA .4,2,.7,10,.4,27,.2
3720 DATA .1,19,.4,35,.2,100,.1
3730 END
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FOOTBL   SAMPLE RUN

THIS IS A DEMONSTRATION OF PDP-11 BASIC
IF YOU NEED INSTRUCTIONS FOR PLAYING FOOTBALL, TYPE A 1? 1

WHEN IT ASKS YOU A QUESTION TO BE ANSWERED YES OR
NO, TYPE IN 0 FOR NO OR 1 FOR YES.

ON OFFENSE YOU HAVE THE FOLLOWING PERMITTED PLAYS:

| PLAY | CODE |
|---|---|
| RUN | 10 |
| PASS | 11 |
| SWEEP | 12 |
| SCREEN PASS | 13 |
| LONG PASS | 14 |
| DRAW PLAY | 15 |
| PUNT | 16 |
| FIELDGOAL | 17 |

ON DEFENSE, YOU MAY TRY ONE OF THE FOLLOWING:

| DEFENSE | CODE | |
|---|---|---|
| NORMAL | 4 | GOOD AGAINST SWEEP AND SCREEN |
| HOLD | 5 | GOOD AGAINST RUN, PASS AND DRAW |
| BLITZ | 6 | GOOD AGAINST PASS OR LONG PASS |
| INTERCEPT | 7 | INCREASES THE ODDS FOR AN INTERCEPTION |
| BLOCK | 8 | GIVES YOU A CHANCE TO BLOCK A KICK, BUT DECREASES THE DISTANCE RUNBACK. |

TO CALL A PARTICULAR PLAY JUST TYPE ITS CODE NUMBER.
ALSO, AT ANY TIME DURING PLAY YOU MAY CALL TIME OUT
BY TYPING A '2'. HOWEVER YOU ARE PERMITTED ONLY THREE
TIMEOUTS PER HALF.

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DO YOU WANT TO RECEIVE? 1
I KICK OFF.
A  TOUCHBACK
YOUR BALL ON YOUR  20
 14 MIN, 42 SEC.   YOUR PLAY? 10
LOSS OF 1 TO YOUR  19
2ND AND 11    TIME TO GO-- 14 MIN, 34 SEC.   YOUR PLAY? 12
LOSS OF 2 TO YOUR  17
3RD AND 13    TIME TO GO-- 14 MIN, 13 SEC.   YOUR PLAY? 11
PASS COMPLETE..GAIN OF 12 TO YOUR  29
4TH AND 1    TIME TO GO-- 13 MIN, 43 SEC.   YOUR PLAY? 10
GAIN OF 10 TO YOUR  39
1ST AND 10    TIME TO GO-- 13 MIN, 24 SEC.   YOUR PLAY? 13
PASS COMPLETE..GAIN OF 7 TO YOUR  46
2ND AND 3    TIME TO GO-- 13 MIN, 8 SEC.   YOUR PLAY? 14
PASS INCOMPLETE
3RD AND 3    12 MIN, 32 SEC.   YOUR PLAY? 15
GAIN OF 2 TO YOUR  48
4TH AND 1    TIME TO GO-- 12 MIN, 24 SEC.   YOUR PLAY? 10
GAIN OF 5 TO MY  47
1ST AND 10    TIME TO GO-- 12 MIN, 4 SEC.   YOUR PLAY? 14
PASS INCOMPLETE
2ND AND 10    11 MIN, 46 SEC.   YOUR PLAY? 14
PASS INCOMPLETE
3RD AND 10    11 MIN, 38 SEC.   YOUR PLAY? 11
PASS COMPLETE..GAIN OF 13 TO MY  34
1ST AND 10    11 MIN, 31 SEC.   YOUR PLAY? 10
GAIN OF 1 TO MY  33
2ND AND 9    TIME TO GO-- 11 MIN, 22 SEC.   YOUR PLAY? 12
NO GAIN
3RD AND 9    TIME TO GO-- 10 MIN, 51 SEC.   YOUR PLAY? 13
PASS COMPLETE..LOSS OF 1 TO MY  34
4TH AND 10    TIME TO GO-- 10 MIN, 36 SEC.   YOUR PLAY? 17
THE KICK IS NO GOOD.
SCORE: ME 0  YOU 0
A  TOUCHBACK
MY BALL ON MY  20
 10 MIN, 10 SEC.   YOUR PLAY? 4
GAIN OF 2 TO MY  22
2ND AND 8    TIME TO GO-- 10 MIN, 3 SEC.   YOUR PLAY? 5
PASS COMPLETE..GAIN OF 6 TO MY  28
3RD AND 2    TIME TO GO-- 9 MIN, 37 SEC.   YOUR PLAY? 4
GAIN OF 6 TO MY  34
1ST AND 10    TIME TO GO-- 9 MIN, 8 SEC.   YOUR PLAY? 5
LOSS OF 1 TO MY  33
2ND AND 11    TIME TO GO-- 8 MIN, 41 SEC.   YOUR PLAY? 5
PASS COMPLETE..GAIN OF 16 TO MY  49
1ST AND 10    8 MIN, 11 SEC.   YOUR PLAY? 4
PASS INCOMPLETE
2ND AND 10    8 MIN, 2 SEC.   YOUR PLAY? 5
GAIN OF 12 TO YOUR  39
1ST AND 10    TIME TO GO-- 7 MIN, 53 SEC.   YOUR PLAY? 4
GAIN OF 1 TO YOUR  38
2ND AND 9    TIME TO GO-- 7 MIN, 22 SEC.   YOUR PLAY? 4
GAIN OF 1 TO YOUR  37
3RD AND 8    TIME TO GO-- 7 MIN, 0 SEC.   YOUR PLAY? 4
PASS COMPLETE..GAIN OF 15 TO YOUR  22
1ST AND 10    TIME TO GO-- 6 MIN, 23 SEC.   YOUR PLAY? 4
GAIN OF 7 TO YOUR  15
2ND AND 3    TIME TO GO-- 5 MIN, 53 SEC.   YOUR PLAY? 5
PASS INCOMPLETE
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103

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1 REM     PROGRAM WRITTEN BY RAYMOND W. MISEYKA
2 REM     SENIOR AT    BUTLER SENIOR HIGH SCHOOL
3 REM          BUTLER, PENNSYLVANIA 16001
4 REM     DATE: 1/30/73
5 REM     COMPUTER SUPERVISION- MR. WILLIAM ELLIS
6 REM     COMPUTER TOPICS INSTRUCTION- MR. ALBERT STEWERT
7 REM          I WROTE THIS PROGRAM BECAUSE OF THE CHALLENGE
8 REM     INVOLVED IN OVERCOMING THE COMPLEXITIES OF SUCH A GAME
9 REM
10 REM
100 RANDOMIZE
120 DIM A(20),B(20),C(40),H(2),T(2),W(2),X(2),Y(2),Z(2)
130 DIM M$(2),D(2)
140 PRINT "RAMIS ENTERPRISES PRESENTS N.F.U. FOOTBALL(NO FORTRAN USED)"
145 PRINT\PRINT
150 PRINT "DO YOU WISH INSTRUCTIONS?";\INPUT A$
160 IF A$="NO" THEN 290\IF A$<>"YES" THEN 150
170 PRINT "THIS IS A GAME FOR 2 TEAMS IN WHICH EACH PLAYER MUST"
180 PRINT "PREPARE A TAPE WITH A DATA STATEMENT(1770 FOR TEAM 1"
190 PRINT "1780 FOR TEAM 2)IN WHICH EACH TEAM SCRAMBLES NOS. 1-20"
195 PRINT "THESE NUMBERS ARE THEN ASSIGNED TO 20 GIVEN PLAYS. "
200 PRINT "A LIST OF NOS. AND THEIR PLAYS ARE PROVIDED WITH"
210 PRINT "BOTH TEAMS HAVING THE SAME PLAYS. THE MORE SIMILAR THE"
220 PRINT "PLAYS THE LESS YARDAGE GAINED. SCORES ARE GIVEN"
223 PRINT "WHENEVER SCORES ARE MADE. SCORES MAY ALSO BE OBTAINED"
225 PRINT "BY INPUTING 99,99 FOR PLAY NOS.. TO PUNT OR ATTEMPT A"
227 PRINT "FIELDGOAL, INPUT 77,77 FOR PLAY NOS.. QUESTIONS WILL BE"
230 PRINT "ASKED THEN. ON 4TH DOWN YOU WILL ALSO BE ASKED WHETHER"
240 PRINT "YOU WANT TO PUNT OR ATTEMPT A FIELD GOAL. IF THE ANSWER"
250 PRINT "TO BOTH QUESTIONS IS NO, IT WILL BE ASSUMED YOU WANT TO"
260 PRINT "TRY AND GAIN YARDAGE. ANSWER ALL QUESTIONS YES OR NO. "
270 PRINT "GAME IS PLAYED UNTIL PLAYERS TERMINATE (CONTROL-C). "
280 PRINT "PLEASE PREPARE A TAPE AND RUN."\STOP
290 PRINT\PRINT "INPUT SCORE LIMIT ON GAME";\INPUT E
300 FOR I=1 TO 40\READ N\IF I>20 THEN 350
330 A(N)=I\GOTO 360
350 B(N)=I-20
360 C(I)=N\NEXT I
380 L=0\T=1
410 PRINT "TEAM"T"PLAY CHART"
420 PRINT "NO.    PLAY"\PRINT
430 PRINT C(1+L);TAB(6);"PITCHOUT"
440 PRINT C(2+L);TAB(6);"TRIPLE REVERSE"
450 PRINT C(3+L);TAB(6);"DRAW"
460 PRINT C(4+L);TAB(6);"QB SNEAK"
470 PRINT C(5+L);TAB(6);"END AROUND"
480 PRINT C(6+L);TAB(6);"DOUBLE REVERSE"
490 PRINT C(7+L);TAB(6);"LEFT SWEEP"
500 PRINT C(8+L);TAB(6);"RIGHT SWEEP"
510 PRINT C(9+L);TAB(6);"OFF TACKLE"
520 PRINT C(10+L);TAB(6);"WISHBONE OPTION"
530 PRINT C(11+L);TAB(6);"FLARE PASS"
540 PRINT C(12+L);TAB(6);"SCREEN PASS"
550 PRINT C(13+L);TAB(6);"ROLL OUT OPTION"
560 PRINT C(14+L);TAB(6);"RIGHT CURL"
570 PRINT C(15+L);TAB(6);"LEFT CURL"
580 PRINT C(16+L);TAB(6);"WISHBONE OPTION"
590 PRINT C(17+L);TAB(6);"SIDELINE PASS"
600 PRINT C(18+L);TAB(6);"HALF-BACK OPTION"
610 PRINT C(19+L);TAB(6);"RAZZLE DAZZLE"
620 PRINT C(20+L);TAB(6);"BOMB!!!!!!!!!"
630 L=L+20\T=2
640 PRINT\PRINT "TEAR OFF HERE --------------------------------------
-------"
660 FOR X=1 TO 11\PRINT\NEXT X
670 FOR Z=1 TO 3000\NEXT Z
680 IF L=20 THEN 410
690 D(1)=0\D(2)=3\M$(1)="--->"\M$(2)="<---"
700 H(1)=0\H(2)=0\T(1)=2\T(2)=1
710 W(1)=-1\W(2)=1\X(1)=100\X(2)=0
720 Y(1)=1\Y(2)=-1\Z(1)=0\Z(2)=100
725 GOSUB 1910
730 PRINT "TEAM 1 DEFENDS 0 YD. GOAL--TEAM 2 DEFENDS 100 YD. GOAL"
740 T=INT(2*RND(0)+1)
760 PRINT\PRINT "THE COIN IS FLIPPED"
765 P=X(T)-Y(T)*40
770 GOSUB 1860\PRINT\PRINT "TEAM"T"RECEIVES KICK-OFF".
780 K=INT(26*RND(0)+40)
790 P=P-Y(T)*K
794 IF W(T)*P*Z(T)+10 THEN 810\PRINT\PRINT "BALL WENT OUT OF ENDZONE";
795 PRINT "--AUTOMATIC TOUCHBACK--"\GOTO 870
810 PRINT "BALL WENT"K"YARDS, NOW ON "P\GOSUB 1900
830 PRINT "TEAM"T"DO YOU WANT TO RUNBACK";\INPUT A$
840 IF A$="YES" THEN 1430\IF A$<>"NO" THEN 830
850 IF W(T)*P*Z(T) THEN 880
870 P=Z(T)-W(T)*20.
880 D=1\S=P
885 PRINT "=================================================
========="
890 PRINT\PRINT "TEAM"T"DOWN"D"ON "P;
893 IF D<>1 THEN 900
895 IF Y(T)*(P+Y(T)*10))>=X(T) THEN 898
897 C=4\GOTO 900
898 C=8
900 IF C=8 THEN 904
901 PRINT TAB(27);10-(Y(T)*P-Y(T)*S);"YARDS TO 1ST DOWN"
902 GOTO 910
904 PRINT TAB(27);X(T)-Y(T)*P;"YARDS TO GO"
910 GOSUB 1900\IF D=4 THEN 1180
920 RANDOMIZE
930 U=INT(3*RND(0)-1)\GOTO 940
936 PRINT "ILLEGAL PLAY NUMBER, CHECK AND"
940 PRINT "INPUT OFFENSIVE PLAY, DEFENSIVE PLAY";
950 IF T=2 THEN 970
960 INPUT P1,P2\GOTO 975
970 INPUT P2,P1
975 IF P1=77 THEN 1180
980 IF P1>20 THEN 1800\IF P1<1 THEN 1800
990 IF P2>20 THEN 1800\IF P2<1 THEN 1800
995 P1=INT(P1)\P2=INT(P2)
1000 Y=INT(ABS(A(P1)-B(P2))/19*((X(T)-Y(T)*P+25)*RND(0)-15))
1005 PRINT\IF T=2 THEN 1015
1010 IF A(P1)<11 THEN 1048\GOTO 1020
1015 IF B(P2)<11 THEN 1048
1020 IF U<>0 THEN 1035\PRINT "PASS INCOMPLETE TEAM"T
1030 Y=0\GOTO 1050
1035 G=RND(0)\IF G<.025 THEN 1040\IF Y>2 THEN 1045
1040 PRINT "QUARTERBACK SCRAMBLED"\GOTO 1050
1045 PRINT "PASS COMPLETED"\GOTO 1050
1048 PRINT "THE BALL WAS RUN"
1050 P=P-W(T)*Y
1060 PRINT\PRINT "NET YARDS GAINED ON DOWN"D"ARE "Y
1070 G=RND(0)\IF G>.025 THEN 1110
1080 PRINT\PRINT "** LOSS OF POSSESSION FROM TEAM"T"TO TEAM"T(T)
1100 GOSUB 1850\PRINT\T=T(T)\GOTO 830
1110 IF Y(T)*P=X(T) THEN 1320
1120 IF W(T)*P=Z(T) THEN 1230
1130 IF Y(T)*P-Y(T)*S>=10 THEN 880
1140 D=D+1\IF D<>5 THEN 885
1160 PRINT\PRINT "CONVERSION UNSUCCESSFUL TEAM"T\T=T(T)
1170 GOSUB 1850\GOTO 880
1180 PRINT "DOES TEAM"T"WANT TO PUNT";\INPUT A$
1185 IF A$="NO" THEN 1200\IF A$<>"YES" THEN 1180
1190 PRINT\PRINT "TEAM"T"WILL PUNT"\G=RND(0)\IF G<.025 THEN 1080
1195 GOSUB 1850\K=INT(25*RND(0)+35)\T=T(T)\GOTO 790
1200 PRINT "DOES TEAM"T"WANT TO ATTEMPT A FIELD-GOAL";\INPUT A$
1210 IF A$="YES" THEN 1640\IF A$<>"NO" THEN 1200\GOTO 920
1230 PRINT\PRINT "SAFETY AGAINST TEAM"T"-------------------OH-OH"
1240 H(T(T))=H(T(T))+2\GOSUB 1810
1280 PRINT "TEAM"T"DO YOU WANT TO PUNT INSTEAD OF A KICKOFF";\INPUT A$
1290 P=Z(T)-W(T)*20\IF A$="YES" THEN 1190
1320 PRINT\PRINT "TOUCHDOWN BY TEAM"T"***********************YEA TEAM"
1340 Q=7\G=RND(0)\IF G>.1 THEN 1380
1360 Q=6\PRINT "EXTRA POINT NO GOOD"\GOTO 1390
1380 PRINT "EXTRA POINT GOOD"
1390 H(T)=H(T)+Q\GOSUB 1810
1420 T=T(T)\GOTO 765
1430 K=INT(9*RND(0)+1)
1440 R=INT(((X(T)-Y(T)*P+25)*RND(0)-15)/K)
1460 P=P-W(T)*R
1480 PRINT\PRINT "RUNBACK TEAM"T;R"YARDS"
1485 RANDOMIZE\G=RND(0)\IF G<.025 THEN 1080
1490 IF Y(T)*P=X(T) THEN 1320
1500 IF W(T)*P=Z(T) THEN 1230\GOTO 880
1640 PRINT\PRINT "TEAM"T"WILL ATTEMPT A FIELDGOAL"
1645 RANDOMIZE\G=RND(0)\IF G<.025 THEN 1080
1650 F=INT(35*RND(0)+20)
1660 PRINT\PRINT "KICK IS"F"YARDS LONG"
1680 P=P-W(T)*F\RANDOMIZE\G=RND(0)
1690 IF G<.35 THEN 1735
1700 IF Y(T)*P<X(T) THEN 1740
1710 PRINT "FIELDGOAL GOOD FOR TEAM"T"***************YEA"
1720 Q=3\GOTO 1390
1735 PRINT"BALL WENT WIDE"
1740 PRINT "FIELDGOAL UNSUCCESSFUL TEAM"T"-----------------TOO BAD"
1742 GOSUB 1850\IF Y(T)*P<X(T)+10 THEN 1745\T=T(T)\GOTO 794
1745 PRINT\PRINT "BALL NOW ON "P
1750 T=T(T)\GOSUB 1900\GOTO 830
1770 DATA 17,8,4,14,19,3,10,1,7,11,15,9,5,20,13,18,16,2,12,6
1780 DATA 20,2,17,5,8,18,12,11,1,4,19,14,10,7,9,15,6,13,16,3
1800 IF P1<>99 THEN 936
1810 PRINT\PRINT "TEAM 1 SCORE IS"H(1)
1820 PRINT "TEAM 2 SCORE IS"H(2)\PRINT
1825 IF H(T)>E THEN 1830\PRINT "TEAM"T"WINS **************"\GOTO 2000
1830 IF P1=99 THEN 940\RETURN
1850 PRINT
1860 PRINT "+++++++++++++++++++++++++++++++++++++++++++++++++++++
+++++"
1870 RETURN
1900 PRINT TAB(D(T)+5+P/2);M$(T)
1910 PRINT "TEAM 1 [0   10   20   30   40   50   60   70   80   90   100
] TEAM 2"
1920 PRINT
1930 RETURN
2000 END
```

## SAMPLE RUN

RAMIS ENTERPRISES PRESENTS N.F.U. FOOTBALL(NO FORTRAN USED)


DO YOU WISH INSTRUCTIONS?? YES
THIS IS A GAME FOR 2 TEAMS IN WHICH EACH PLAYER MUST
PREPARE A TAPE WITH A DATA STATEMENT(1770 FOR TEAM 1
1780 FOR TEAM 2)IN WHICH EACH TEAM SCRAMBLES NOS. 1-20
THESE NUMBERS ARE THEN ASSIGNED TO 20 GIVEN PLAYS.
A LIST OF NOS. AND THEIR PLAYS ARE PROVIDED WITH
BOTH TEAMS HAVING THE SAME PLAYS. THE MORE SIMILAR THE
PLAYS THE LESS YARDAGE GAINED. SCORES ARE GIVEN
WHENEVER SCORES ARE MADE. SCORES MAY ALSO BE OBTAINED
BY INPUTING 99,99 FOR PLAY NOS.. TO PUNT OR ATTEMPT A
FIELDGOAL, INPUT 77,77 FOR PLAY NOS.. QUESTIONS WILL BE
ASKED THEN. ON 4TH DOWN YOU WILL ALSO BE ASKED WHETHER
YOU WANT TO PUNT OR ATTEMPT A FIELD GOAL. IF THE ANSWER
TO BOTH QUESTIONS IS NO, IT WILL BE ASSUMED YOU WANT TO
TRY AND GAIN YARDAGE. ANSWER ALL QUESTIONS YES OR NO.
GAME IS PLAYED UNTIL PLAYERS TERMINATE (CONTROL-C).
PLEASE PREPARE A TAPE AND RUN.
STOP AT LINE 280


READY


RUNNH
RAMIS ENTERPRISES PRESENTS N.F.U. FOOTBALL(NO FORTRAN USED)


DO YOU WISH INSTRUCTIONS?? NO

INPUT SCORE LIMIT ON GAME? 28
TEAM 1 PLAY CHART
NO.    PLAY

   17    PITCHOUT
   8     TRIPLE REVERSE
   4     DRAW
   14    QB SNEAK
   19    END AROUND
   3     DOUBLE REVERSE
   10    LEFT SWEEP
   1     RIGHT SWEEP
   7     OFF TACKLE
   11    WISHBONE OPTION
   15    FLARE PASS
   9     SCREEN PASS
   5     ROLL OUT OPTION
   20    RIGHT CURL
   13    LEFT CURL
   18    WISHBONE OPTION
   16    SIDELINE PASS
   2     HALF-BACK OPTION
   12    RAZZLE DAZZLE
   6     BOMB!!!!!!!!

TEAR OFF HERE ------------------------------------------------


TEAM 2 PLAY CHART
NO.    PLAY

   20    PITCHOUT
   2     TRIPLE REVERSE
   17    DRAW
   5     QB SNEAK
   8     END AROUND
   18    DOUBLE REVERSE
   12    LEFT SWEEP
   11    RIGHT SWEEP
   1     OFF TACKLE
   4     WISHBONE OPTION
   19    FLARE PASS
   14    SCREEN PASS
   10    ROLL OUT OPTION
   7     RIGHT CURL
   9     LEFT CURL
   15    WISHBONE OPTION
   6     SIDELINE PASS
   13    HALF-BACK OPTION
   16    RAZZLE DAZZLE
   3     BOMB!!!!!!!!

TEAR OFF HERE ------------------------------------------------


TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

TEAM 1 DEFENDS 0 YD. GOAL--TEAM 2 DEFENDS 100 YD. GOAL

THE COIN IS FLIPPED
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

TEAM 2 RECEIVES KICK-OFF

BALL WENT 53 YARDS, NOW ON  93
                                                        <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

TEAM 2 DO YOU WANT TO RUNBACK? YES

RUNBACK TEAM 2  10 YARDS
============================================================================

TEAM 2 DOWN 1 ON  83          10 YARDS TO 1ST DOWN
                                                    <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 19,11

PASS COMPLETED

NET YARDS GAINED ON DOWN 1 ARE   4
============================================================================

TEAM 2 DOWN 2 ON  79          6 YARDS TO 1ST DOWN
                                                  <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 3,8

PASS INCOMPLETE TEAM 2

NET YARDS GAINED ON DOWN 2 ARE   0
============================================================================

TEAM 2 DOWN 3 ON  79          6 YARDS TO 1ST DOWN
                                                  <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 8,10

THE BALL WAS RUN

NET YARDS GAINED ON DOWN 3 ARE   8
============================================================================

TEAM 2 DOWN 1 ON  71          10 YARDS TO 1ST DOWN
                                                <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 10,5

QUARTERBACK SCRAMBLED

NET YARDS GAINED ON DOWN 1 ARE   0
============================================================================

TEAM 2 DOWN 2 ON  71          10 YARDS TO 1ST DOWN
                                                <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 18,10

THE BALL WAS RUN

NET YARDS GAINED ON DOWN 2 ARE   4
============================================================================

TEAM 2 DOWN 3 ON  67          6 YARDS TO 1ST DOWN
                                                <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 7,17

PASS COMPLETED

NET YARDS GAINED ON DOWN 3 ARE   18
============================================================================

TEAM 2 DOWN 1 ON  49          10 YARDS TO 1ST DOWN
                                              <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 3,9

PASS INCOMPLETE TEAM 2

NET YARDS GAINED ON DOWN 1 ARE   0
============================================================================

TEAM 2 DOWN 2 ON  49          10 YARDS TO 1ST DOWN
                                              <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 3,10

PASS INCOMPLETE TEAM 2

NET YARDS GAINED ON DOWN 2 ARE   0
============================================================================

TEAM 2 DOWN 3 ON  49          10 YARDS TO 1ST DOWN
                                              <---
TEAM 1 [0    10    20    30    40    50    60    70    80    90    100] TEAM 2

INPUT OFFENSIVE PLAY, DEFENSIVE PLAY? 3,11

PASS INCOMPLETE TEAM 2

NET YARDS GAINED ON DOWN 3 ARE   0
============================================================================