

3-IN-1 COLLEGE AND PRO

FOOTBALL

version 6.39



Now all the realism and excitement
of college and Pro football
in a computer game!

LANCE HAFFNER GAMES

3 in 1 Football

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STARTING THE GAME

When you want to enter 3 in 1 FOOTBALL once you have installed it, simply:

1. If you have a “Windows” operating system, go to “Programs” and then select “MS-DOS Prompt”. This should bring you to C:\WINDOWS>
2. Type in “cd...”
3. Now you should see – “[C:\](#)>”
4. Type “cd<sub-directory name you chose when installing>”. Ex. “cd lhball”.
5. Type “hello”, which should bring up the 3 in 1 FOOTBALL main menu.
6. If you do not have Windows 95 (or a more recent version) – Go directly to the C drive (DOS) and then follow steps 4 and 5 above.

The opening menu contains the following items. Use the arrow keys to move up or down, then hit ENTER. To use the arrow keys on your number pad, you must have NUM LOCK off.

PLAY SINGLE GAME

TEAM MANAGEMENT/ORGANIZATION

REPLAY STATISTICS/REPORTS

LEADERS/STANDINGS/RECORDS

SCHEDULER/AUTOPLAY/BOX SCORES

HARD DRIVE INSTALLATION

CONFIGURE DRIVES FOR TEAMS, STATS

EXIT TO DOS

Play Single Game

Configure your Opening Options by pressing the number key corresponding to your selection. Continue pressing the number key to change your selection.

1. **Mode of Play:** Choose to play head to head against a human opponent, or against the computer as home or visitor.
2. **Visiting Team:** You are asked to input a two-digit season identifier (Example: Type "98" for the 1998 season). How many choices you have depends on how many seasons are installed on your hard drive. (See TEAM MANAGEMENT, ORGANIZATION). Using arrow keys to navigate through the lists, select the team and press ENTER.
3. **Home Team:** Note that you need not enter a season ID if it is the same as the previous choice – just hit ENTER.
4. **Type of Game:** Choose the rules under which the game will be played. Some of the differences are detailed under Notes, at the bottom of the screen.
5. **Location:** Choose Home Field or Neutral Site. (The game includes a home-field advantage. To simulate a championship game held in a neutral location, choose Neutral site)
6. **Display Pause in Seconds:** Choose how long the text remains on the screen. Default is 1 second; fast readers may reduce the time and speed up the game. Type in a number (use a whole number, or decimals), then hit ENTER. If you want the computer to play a game as fast as possible, or if you are playing head to head and want only the result of the play, type 0 for super fast mode.
7. **Start Game:** After adjusting all the options, press #7 to start the game.
8. **College Rules:** If you select college rules, press #8 repeatedly to cycle through the following eras: Pre-1968, 1968-1980, 1981-1983, 1984-1991, 1991 or Post-1991, for your game, choose which set to use.
9. **Pro Rules:** If you select pro-rules, press #9 repeatedly to cycle through the following eras: Pre-1974, 1974-1977, 1978-1983, Post-1993
- A. **Sudden Death:** Select one of the following methods for resolving a tie at the end of regulation: NCAA Division I-AA, no overtime, one 15-minute quarter, or sudden death to win.
0. **Save Settings:** Saves all of the settings on the Select Options screen, for your next game.

10-Minute Ticker

After pressing #7 (Start Game) you are asked for a game starting time. This is necessary only if you want to use the Ten-Minute Ticker option (See TEN MINUTE TICKER). If not, press ENTER.

Select Quarterback

Subsequent screens let you select the team quarterbacks and their abilities to scramble. If playing head-to-head, you can change your QB at any time during the game. For computer-controlled teams, QB's can be selected only at the start of the game and at halftime. Their mobility ranks from 0 (low) to 9 (high). If you don't know, enter 5. Then choose (or let the computer select) weather and wind conditions.

Weather Options

- **Good:** Weather is a clear day and 72 degrees.
- **Bad:** Weather is rain or light snow. You will be affected somewhat on runs and passes due to slippery conditions. Fumbles will also increase slightly.
- **Terrible:** Weather is a downpour or blizzard. Gains and completions are affected.
- **Computer Select:** The computer randomly selects the weather conditions.

Wind

- **None:** No wind at all.
- **Light to Moderate:** Affects kicks, field goal attempts and long passes.
- **Strong and Gusty:** Affects kicks, punts, and field goal attempts dramatically; also affects medium and long passes considerably.

NOTE: When the game begins, the wind and weather conditions are displayed just above the field. If you are playing with wind, a '+' is displayed. If you are going into the wind, a '-' is displayed.

Game Play

During a game the menu choices include plays, formations and special instructions. After the offensive and defensive plays are selected, the results appear in the blue commentary box at the bottom of the screen. As the action unfolds, the ball marker moves up or down the field. Depending on the situation, penalty descriptions also appear in the commentary box after the play. If the infraction is called against the opposing team, you are prompted to accept or decline the penalty.

Standard Play Selection

Offense

Runs

Blast
Dive
Off-Tackle
Toss Sweep
Option Run
Draw
Trap / Misdirection
QB Sneak
Power Sweep
Quick Pitch
Quick Trap
Isolation
Sprint Draw
Over the Top
Counter

Passes

3-Step Drop
Short
Medium
Long
Short Screen
Medium Play-Action
Long Play-Action
Sideline
Rollout
Bootleg
Cross
Curl
Deep Post
Deep Corner

Defense

Line Play

4-3 Read
5-2 Read
4-3 Pinch
5-2 Pinch
4-3 Pass Rush
5-2 Pass Rush
4-3 Inside Stunt
5-2 Inside Stunt
4-3 Outside Stunt
5-2 Outside Stunt
Goal Line

Pass Coverages

Standard Zone
Man to Man
Short Zone
Man Under
Nickel
Prevent
Blitz 1 Inside Linebacker
Blitz 1 Outside Linebacker
Blitz 2 Inside Linebackers
Blitz 2 Outside Linebackers
Blitz Engage

See the **PLAYBOOK** for clipboard drawings of the plays and formations.

Other Plays

Offense

Gadget Play: You can call one of these plays anytime. Once you use one of them, however, the defense is already alerted to it. So subsequent tries are less likely to succeed.

QB Kneel Down: Use this option whenever you want to kill the clock. However, there is a slight chance of a mishandled snap.

Punt

Punt Normal: Regular punt, the punter will automatically try a coffin corner punt if within range

Punt Away from Return Man: The commentary box displays the return man with his average in parentheses. If he has a high average (i.e., 12 or more), you may wish to kick away from him so that a return from him is less likely. This type of punt will be shorter and may even be shanked, resulting in an extremely poor kick. If you're punting into the wind, this is not a good choice.

Fake Punt (RUN): You can fake one any time you choose. It works best if the defense has a return setup. However if the computer tells you that your opponent is in *Punt Safe* formation, it means that he doesn't think that you are going to punt. Better call off the fake.

Fake Punt (PASS): The chance of an interception is increased. However, if your opponent is going for the block, this could be a TD pass. If he is in *Punt Safe* formation, it is not a good idea.

Take Intentional Safety: You must be inside your own 20-yard line to do this. This is normally done very late in the game, by a team ahead by at least 5 points and less than 7, to avoid a blocked punt resulting in a TD.

Quick Kick (1st - 3rd Down): If you select Punt and it is not 4th down, you must do this.

NOTE: If you select punt on any down other than 4th, you can only Quick Kick.

Field Goal: You may attempt a field goal at any time within your opponent's 48-yard line. Probability of success drops significantly on kicks outside your opponent's 35-yard line. As with the punt, you can fake a FG anytime you want. However, if your opponent lines up in FG – safe, a fake has very little chance of success.

Defense

Kickoff: The blue commentary box at the bottom of the screen displays the kick returners and their averages. The kicking team can then select regular, squib, or onside kickoff. The squib can be used to keep a dangerous runner from breaking a long return, although such a kick usually results in much better starting field position for the receiving team.

Punt Returns

Set Up A Return: This gives your return man a wall so that he can possibly return the punt.

Go For Block: Try to block the kick. This will eliminate any chance of a good return. Also, the risk of roughing the punter is greatly increased.

Punt Safe: Choose this if you don't think that your opponent is really going to kick the ball.

Other Gameplay Choices

Change/Select QB: You can change your QB at any time.

Show Game Stats: This allows you to view team and individual game stats any time during the game.

Change/Select Kicker: Select your kicker for points-after and field goals. If you don't select one, the game defaults to the first one listed.

Ten-Minute Ticker: This allows you to monitor the progress of up to 32 other games that you have previously set up to be played, using the auto-play function. For more information see **Scheduler/Autoplay/Box Scores**

Other Gameplay Information

Rating the Teams: Each team's rushers, passers, receivers, kick returners, defensive players, and kickers have been individually rated to perform, and respond, statistically as they actually did in real life. Your field goal kicker's results will vary according to how you use them. If you try a lot of long field goals, they will not do as well. However, if you are inclined to punt for the coffin corner and try shorter field goals, their averages will be higher. The current and past college teams have been rated to play against each other. The NFL teams and past NFL/AF teams have also been rated against each other. We made not attempt to rate college against NFL or USFL vs. NFL, etc.

Defensive Strategy: See **Playbook**

Offensive Strategy: See **Playbook**

Overusing Running Backs: On any running play, you can select your ball carrier or let the computer select one for you based on the percentage of times that he actually carried the ball. If you overuse a runner, a ### will appear next to his name and his effectiveness will be curtailed dramatically.

Scouting Report: Either player can access the Scouting Report, which provides a profile of each team's offensive and defensive capabilities.

Two-Minute Defense: In the pro version, you have a two-minute warning. Inside two minutes, you can choose to huddle, take a time out, hurry up the offense, or have the QB spike the ball. The maximum time for the various types of plays are:

QB Spikes Ball	15 SEC
Run or Pass Reception In-bounds	37 SEC (COLL) 40 (PRO)
Play Good For 1 st Down (Coll, USFL)	27 SEC
Play Involving Penalty Accepted	18 SEC
Play Involving Penalty Declines	27 SEC
Punt Returned	12 SEC
Punt Not Returned	5 SEC
Change of Possession	8 SEC
Hurry Up (Last 2 Min.)	22 SEC
Hurry Up After 1 st Down (Coll)	17 SEC
Time Out (Last 2 Min.)	10 SEC
Pass Complete, Out of Bounds	8 SEC
Field Goal Attempt	8 SEC
Onside Kick	6 SEC
Fumble (Offensive Recovers)	27 SEC
Incomplete Pass	8 SEC

The Wishbone Factor: Play testing showed us that teams who threw the ball seldom, but very long (primarily wishbone-formation teams) were practically uneatable as passing teams. Consequently, we installed the “Wishbone Factor”. If you throw only occasionally with such a team, the big pass play remains a threat. However, if you pass routinely with such a team, it becomes a below-average passing team. We also found the converse to be true with good passing teams who their rushing average higher than normal). Here again, if you run the ball occasionally with such a team, it will perform true to life. If you call a running play on every down, it changes to below-average running team. An asterisk (*) appearing beside the completion average in the scouting report indicates that a team’s passing will be curtailed if overused. Likewise, an asterisk appearing beside the rushing average on the scouting report indicates that a team’s running game will be curtailed if overused.

End of Game Statistics At the end of the game, a completed statistical report is displayed on the screen. This can be printed out.

Stats Compiler: This allows you to compile the schedule, team and individual statistics after each game. After the game’s final stats are displayed, you are prompted to “Save Stats (YN)”. To save the stats, it tells you the name of the file that contains the saved figures. Note the name, because you’ll need it to retrieve your saved stats. The file name is the school or city name, followed by a period, followed by the 2-digit year. For teams with a period or space in their name, such characters are replaced by an underline (_).

Examples:

98 ALABAMA becomes ALABAMA.98

98 ST.LOUIS becomes ST_LOUIS.98

View/Print Compiled Stats: This option allows you to view stats saved from previous games. Just enter the name of the stat file as described in **Stats Compiler**. You can view the results on screen or print them.

Team Management / Organization

This is the section where you create and edit teams, leagues, and reports. You can input pro, college, or high school teams, or add yourself or your friends to the rosters. You can also freely edit players after they are created, or trade and draft to existing teams to improve your favorite team’s chances of winning the championship.

Before inputting or editing, you must do some calculations, and the formulas below will help. The best way to do the calculations is to set up these formulas on a spreadsheet, which makes for much easier work and less chance of error. Also, it is best to calculate all ratings for all teams before entering any of them.

For any league season averages not readily available, just take the average from your population of teams.

Here’s your guide for calculating / entering information:

1. **Disk ID:** Input a two-digit year identifier.
2. **Team #:** This is a unique number for your team. Make sure that you do not duplicate an existing team number. Press the ENTER key to have the program automatically assign the number.
3. **Team Name:** The team format is a two-digit year, followed by a space, followed by the team name. Example: 84 ARKANSAS, 75 ST.LOUIS.
4. **Team Nickname:** Input your choice of nicknames.
5. **Defensive Rushing Adjustment:** $\text{Def Rush Adj} = (\text{Def Rush Avg} - \text{Lge Rush Avg}) / 0.3$
Example: Lge Rush Avg 3.7, Auburn Def Rush Avg = 4.1
 $(4.1 - 3.7) / 0.3 = 1.33 = 1$ (Always round to the nearest whole #)
6. **Defensive Completion % Adjustment:** $\text{Def Comp Adj\%} = (\text{Def Comp \%} - \text{Lge Comp \%})$
Example: Lge Comp % - 54.2. Iowa Def Comp % = 61.8
 $(61.8 - 54.2) = 7.6 = 8$ (Always round to the nearest whole #)
7. **Defensive Interception % Adjustment:** $\text{Def Int Adj\%} = (\text{Lge Int \%} - \text{Def Int \%})$. $\text{Def Int \%} = ((\text{Def Int} / \text{Def Pass Att}) * 100)$
Example: Lge int % = 5.2. Texas Def Int % = 8.9
 $(5.2 - 8.9) = -3.7 = -4$
8. **Fumble %:** $\text{Fum \%} = ((\text{Fum Lost} * 2) / (\text{Russ Att} + \text{Pass Rec} + \text{Punt Ret} + \text{KO Ret} + \text{Times Sacked} + \text{Punts})) * 100$
(Note: if you don’t have this information, an average value is 4)
9. **Defensive Fumble %:** $\text{Def Fum \%} = (((\text{Def Fum Lost} * 2) / (\text{Def Rush Att} + \text{Def Pass Rec} + \text{Def Punt Ret} + \text{Def KO Ret} + \text{Team Sacks} + \text{Def Punts})) * 100) - 4$
(Note: if you don’t have this information, an average value is 0)

10. **Offensive Sacked %:** $\text{Sack \%} = \text{Sacks} / (\text{Sacks} + \text{Pass Att}) * 100$
(Note: if you don't have this information, an average value is 8)
11. **Defensive Sack Adjustment %:** $\text{Def Sack Adj} = (\text{Def Sacks} / (\text{Def Sacks} + \text{Def Pass Att}) * 100) - 8$
Example: UCLA sacked their opponents 30 times and their opponents attempted 270 passes. $(30 / (30 + 270) * 100) - 8 = 2$
(Always round to whole #)
12. **Defensive Yards/Completion Adjustment:** $\text{Def Yds Comp} / \text{Lge Yds/Comp}$
The yards given up per completion by the defense are taken into account here. Use 1 decimal place for this calculation.
Example: $\text{Lge Yds/Comp} = 12.6$, Philadelphia gave up 13.2 Yds/Comp. $(13.2 - 12.6) = 0.6$
13. **Team Penalty Adjustment:** $((\text{Team Games Played}) - 6) / 0.2$
14. **Offensive Run/Pass %:** $\text{Rush Att} / (\text{Rush Att} + \text{Pass Att}) * 100$
This rating is used by computer controlled teams.
15. **Stadium:** 0 = Outdoor, 1 = Dome
16. **Power Rating**
17. **Background Color:** 0 – Black, 1 – Blue, 2 – Green, 3 – Cyan, 4 – Red, 5 – Purple, 6 – Brown/Orange, 7 – Gray/White
18. **Text Color:** The first seven colors are the same as the background colors above. 8 – Gray, 9 – Brt Blue, 10 – Brt Green, 11 – Brt Cyan, 12 – Brt Red, 13 – Brt Purple, 14 – Yellow, 15 – Brt White
19. **Offensive Power Adjustment**
20. **Defensive Power Adjustment:** These ratings adjust the team's offensive and defensive power ratings. Conferences like MVC, OVC, PCM, and the Big Sky were adjusted down. Use the following chart to adjust offensive and defensive power ratings.
Offensive and Defense Power Adjustments
This is done by conference. The higher the adjustment, the weaker the conference. This list from 1984 should provide a benchmark.

CONF.	OFF	DEF
SEC	0	0
BIG 10	0	0
PAC 10	0	0
ACC	0	0
IW	6	6
BIG SKY	3	4
YANKEE	5	5
MOVALL	4	4
MIDAM	3	4
OVC	5	5
PCM	2	2
SOUTHLAND	3	3
SOUTHERN	4	4
SWAC	5	5
WAC	1	1
KID CONT	4	4

Independent majors (PSU, ND, MIA, etc.) are 0 and 0. Align other schools (Rich, W&M, Rutgers, etc.) with the conference they played the most games against.

21. **Stadium Name:** text
 22. **Average Attendance:** text
- # To Change (0 to Continue): Press the number

Individual Ratings: You may have

- 10 Rushers/Receivers
- 6 Receivers
- 4 Quarterbacks
- 3 Kickoff Returners
- 3 Punt Returners
- 1 Punter
- 2 Place-Kickers
- 10 Players with Interceptions
- 15 Players with Sacks

Enter the player's data straight from the team stat sheet with the exception of the place kicker (you may need to calculate a FG% or EP%) If you have less than the maximum number of players for any position (you usually will). Type "End" for the player name and move on to the next category of ball handlers. You may want to type in the names and stats of just the most frequent ball handlers and total up the remaining stats to be entered as "OTHERS". If you do this, the season replays will come out more accurate since all plays have been accounted for. If not, players will have a little higher yardage and attempts than they did in real life.

Rusher Ratings: These are your running backs and any other position players who carried the ball on running plays. If you have more than 6 receivers and fewer than 10 rushers, you can put some of the receivers in the rusher's slots after you finish inputting the rushers. In this case, enter a 0 for rushing attempts and average.

1. **Name**
2. **# of Rushes:** If inputting college teams, reduce the quarterbacks number of rushing attempts by 14%, because sacks and scrambles are included in his rushing statistics.
3. **Rushing Average:** Average yards per carry – use 1 decimal place (Example: 4.3). To find quarterbacks' rushing average, use the following formula:

$$\text{QB Rushing Avg} = (\text{Yds Gained} + (4 * 0.14 * \text{Rushing Att})) / (\text{Rushing Att} * 0.86)$$
4. **# of Receptions:** Number of passes caught.
5. **Receiving Average:** Yards per catch - round to nearest whole # (Example: 12.7 = 13)

Wide Receivers / Tight Ends: This section is for players who only caught passes

1. **Name**
2. **# of Receptions:** Number of passes caught.
3. **Receiving Average:** Yards per catch - round to nearest whole #

Quarterbacks: These are players who threw passes. Do not input running backs who had fewer than 10 attempts. If a running back is included a potential passer, the computer will not allow him to carry the ball unless he is an active quarterback in the game. Thus, group the stats of these non-quarterbacks and enter them as "OTHERS". If you input a halfback who threw enough passes to be listed, he may throw a pass to himself during a game.

1. **Name**
2. **Passes Attempted:** Number of passes thrown.
3. **Completion %:** Use whole number (Example: For 57%, use 57)
4. **Interception %:** Use whole number (Example: For 4.8%, use 5)
5. **Yards/Completion Adjustment (Arm Rating):** A measurement of the quarterback's arm in relation to other quarterbacks on the team. Use the following formula: $(\text{QB Yds/Comp} - \text{Team Yds/Comp}) / 0.3$ Example: Passer 1 – Yds/Comp = 12.6; Team Yds/Comp = 13.2 $(12.6 - 13.2) / 0.3 = -2.3 = -2$ (always round to whole #)
6. **Kickoff Returners:** These are players who returned kickoffs; use the top three returners on the team.
7. **Name**
8. **Kickoffs Returned**
9. **Return Average:** Average yards per return; always round to whole #.

Punt Returners: These are players who returned punts; use the top three returners on the team.

1. **Name**
2. **Kickoffs Returned**
3. **Return Average:** Average yards per return; always round to whole #.

Punter

1. **Name**
2. **Punt Average:** Average yards per punt; always round to whole #.

Field Goal Kickers:

1. **Name**
2. **FGA:** Number of field goal attempts
3. **FG %:** The percentage of field goal attempts converted. If the kicker doesn't have a representative number of attempts beyond 50 yards (say he only attempted 1 or 2 out of 25), then reduce his FG% by 5 before entering it. If he didn't attempt a representative number of attempts outside 40 yards, reduce his FG% by 10% before entering.
4. **PAT Attempted:** Number of extra points
5. **PAT %:** Percentage of extra points made. Be careful here – some colleges do not credit blocked extra points to the kicker. They appear as team extra points missed.

Players with Interceptions: Enter the # of interceptions for the players, or enter the percentage that he had of the team total. However, you must be consistent with either value.

1. **Name**
2. **# of Interceptions:** Actual number of interceptions, or percentage of team total

Players with Sacks: Enter the # of sacks for the player, or enter the percentage that he had of the team total. Whichever method you choose, be consistent for all players. You might find the percentage easier for teams prior to 1982, when sack data was not kept. If you use the percentage method, make sure that the team total is 100.

1. **Name**
2. **# of Sacks:** Actual number of sacks, or percentage of team total

College Quarterback Sacks: Enter

1. **Name**
2. **# of Sacks:** Actual number of sacks, or percentage of team total

of Rushes = # of rushes – (0.14 * Pass Att)

For each rush subtracted, add 4 yards to his net yards and then divide by the amount of rushes as calculated above to get a new rushing average.

We usually don't include, as a rusher, any QB listed at the bottom of the rusher list with minus net yards.

To determine quarterback sack % for a team where no sacks are given, use this table:

QB Rushing Average	Team Sacked %
1.6	5
0.9	6
0	7
-0.7	8
-1.5	9
-2.3	10
-3	11
-3.8	12
-4.6	13
-5.4	14

Replay Statistics and Reports

View/Print Compiled Statistics: Here you can view or print statistics in College or Pro format.

Encyclopedia/Team Replay Options: This module includes the following career statistical functions:

Create and Merge Initial Stat File

Merge / Update Career Files

View Career File

Edit Career File

View/Print Career Records

Leaders/Standings/Records: These functions allow you to keep track of the standings and statistical leaders in your pro or college leagues. The National section tracks multiple college conferences. Navigate with the arrow keys, then follow the instructions on screen

This utility contains a variety of features which will allow you to create a conference, or a league and to maintain records and statistics for games played in that league.

When you enter this utility you will be presented with two similar menus one for working with CONFERENCES and one for working with NATIONAL ORGANIZATIONS. The particulars of each are discussed below.

1. **Create – Edit Conference:** This is often the first option you will want to use. This utility permits you to create your own conference and it also lets you edit these conferences after they have been created. When you create a conference you will be asked to give that conference a name. Then, you will designate how many teams are in the conference and finally you will be prompted to refer to a season disk (or disks – if you are creating a conference composed of teams from different years) to pick the teams you want to be in the conference. When you are doing this you will also be asked to decide if you want your conference to have divisions (North-South etc.). After you have created the conference you can go into it at any time and edit the membership by selecting the same option.
2. **Create - Edit National Organization:** You use this option when you want to create a national organization in which a number of conferences will be members.
IMPORTANT: *You must create conferences BEFORE you set up a national organization since the organization will require you to enter conferences into it!* This option functions very much like option 1. When you decide to create a national organization you will be asked to name it. You will then be asked how many conferences it will have. Once this is determined you will select conferences (from those you have already created via option 1) to comprise your national organization.

Options Used When Working with Conferences:

3. **Update Stats/Standings:** Even though you may save stats at the end of a game, these stats are NOT accumulated into the conference records until you utilize this option. When you select this option for a conference the computer will compile all stats for the games conference teams have completed. This function is of course necessary so that you can see who your league conference leaders are in various statistical categories. *In effect you MUST update your stats after games are played before any of the following will be useful to you.* The first time you use the option all your teams should have played at least one game. Thereafter you may use this option as often as you want.
4. **View-Print Reports:** This utility lets you view league stats for your conference. Remember you must update stats (option 3) before you can use this option.
5. **Head to Head Stats:** This allows you to compare the stats of a given team to those of other conference teams.
6. **Record Books:** Use this selection to see who holds conference records in a number of categories.
7. **Expanded Leaders:** This option lets you view a more comprehensive list of players for a variety of statistical categories. **IMPORTANT:** Often you will be asked:
 - a) Do you want players listed from High or Low in a given category?
 - b) Do you want these listings to be Printer or Viewed?When making either of these choices you MUST have the shift key held down as you hit the letter of your choice (H or L V or P)
8. **Delete Conference Stats:** Use this option to restart your conference statistics. This might be useful if you have played a conference season and now want to replay it.

Options Used When Working with National Organizations:

9. **Update Polls/Stats:** this option functions much like option 3. *This means you MUST use this option to gather the stats from all organizational games played before other options (such as viewing or printing out league leaders for your organization) will be useful to you.* The first time you use this optional all your teams should have played at least one game. Therefore you may use this option as often as you want.
10. **View – Print Reports:** This utility lets you view league stats for your organization. Remember you must update stats (option 9) before you can use this option.
11. **Record Books:** This option lets you view the all time records for your organization across many statistical categories.
12. **Delete Organizational Stats:** Use this option to restart your organization's statistics. This might be useful if you have played a season and now want to replay it.

Scheduler/Autoplay/Boxscores

These functions handle the scheduling and record keeping for your leagues. You have to create a league before they can be used. You can program in such factors as home field advantage, starting time, box score options and mode of play. This is where you setup games to be autplayed, then reported in the Ten-Minute Ticker.

You can schedule up to 32 games for the computer to play by itself. Input the required information, and the computer will play the games, compile the stats, and automatically create the Ten-Minute Ticker files. To save this created file for future use, answer "Y" and save the schedule information you just entered. This allows you to replay the same set of games later without having to re-enter this information. Give it a file name, like BUFFALO.SAV or ALABAMA.SCH (Maximum of 8 characters with an extension of 3 characters).

After the auto-scheduler plays it games and compiles the stats, you can play a game and access the Ten-Minute Ticker at any time. If you entered the start times properly, the scores will update at about five-minute intervals during each quarter. This allows you to keep tabs on other games of interest as you complete your game.

Scheduler

The AUTO SCHEDULER is a utility which permits you to set up and play schedules for a single team for an entire league. Its options are detailed below. Select **"Scheduler/Autoplay/Boxscores"** from the main menu. This selection gets you into the auto scheduler utility and reveals the options below.

1. **Selecting "Enter a New Schedule"** allows you to create your own schedule of games to play. You will be prompted to name your schedule.
2. **Selecting "Retrieve/Edit/Play An Existing Schedule"** allows you to play a schedule you have created or one of the default schedules that are provided.
 - a. Pressing "G" will activate "Go To Game", which allows you to find the page where a specific game is located on your schedule. This option is needed only if your schedule is long enough that it spans more than one page.
 - b. Pressing "B" will activate "Box Score Options", which allows you to view the box score of a specific game from your schedule that has been played. You can also use this option to save the box score or to print it out.
 - c. Save and Continue – If you make changes (edit) to any game you can save these changes to your schedule and then continue to play games – edit other games etc. Press "C" to use this feature.
 - d. Pressing "A" will activate "Add A Game", which allows you to add a game to your schedule.
 - e. Pressing "D" will activate "Delete A Game", which allows you to delete a game from your schedule.
 - f. Pressing "E" will activate "Edit A Game", which allows you to edit the options of any game on your schedule. For example you could switch from having the computer play the game to having the game played by a human player.
 - g. Pressing "P" will activate "Play Games", which allows you to play an game(s) on your schedule. (Note: After playing games, you will be sent back to MS-DOS. Simply type in "hello" to re-enter the **3 in 1 FOOTBALL** program)
 - h. Pressing "X" will activate "Save and Exit", which will exit your schedule and exit back to the Auto Scheduler main menu.
 - i. Pressing "Q" will activate "Quit", which will exit your schedule without saving changes made to it.
 - j. Pressing "R" will activate "Reset", which will reset the scores of the games you have already played on your schedule.

(Note: there are four other options you may configure, which are located on the top right of the screen.)

HC = Home Field Advantage

None of these options may be changed directly from this screen. However, by selecting "Edit a Game", you can manipulate these options for a specific game.

3. **Selecting "Extract one team's schedule from league schedule"** allows you to extract the schedule of one particular team from a league schedule. This is useful if you want to replay the season of your favorite team.
4. **Selecting "Change the mode of play for a team in a schedule"** allows you to change a team from human to computer control or vice versa for a schedule of games
5. **Selecting "Make global changes to a schedule"** allows you to alter the parameters of all games for all teams in a given schedule. For example you might choose to change the clock from 45 seconds to 35 seconds for all teams.
6. **Selecting "Generate a standard conference schedule"** allows you to create a conference schedule for a conference consisting of anywhere from 6 to 16 teams.

7. **Selecting “Box scores maintenance / Save box score parameters”:** text

NOTE: If for any reason your computer is turned off or reset while an auto-schedule is running, all is not lost. Boot up the game by typing ‘HELLO’ and select option ‘P’ for play a game. If everything is fine, the auto-play should resume and play to its completion. However, if play does not continue, you will have to delete the file GAME82 in your football directory in order to play more games.

Configure Drives for Teams, Stats: This allows you to designate the path, including drives and directories (or folders), which the game will use to store team and statistical information. The game sets up default locations in the directory LHFB.

Exit to DOS: Quits the game

Closing Remarks: We sincerely hope that 3 in 1 FOOTBALL brings you and your friends many hours of enjoyment because we have sure enjoyed putting it together. We have made every effort to take the game of football and re-create it to be as realistic and exciting as possible. We like the game so much we even play it when we’re not working to improve it!

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3 in 1 FOOTBALL TEAMS

1998 College and Pro Teams (267 teams) (Disk ID = 97)

Great College Past Teams (1924-1991, 240 Teams) (Disk ID = GRC)

Great Pro Teams of the Past (1950-1991, 205 Teams) (Disk ID = GRP)

WFL, USFL, WLAF Teams (1974-1991, 86 Teams) (Disk ID = GRX)

The actual Pro & College schedules are included. They can be accessed and played via the auto-scheduler program. Using the auto-scheduler require that the game be installed to a hard disk. We also have the 2 Pro conferences as well as all of the College conferences already set up on disk.