3-in-1 College and Pro

FOOTBALL

Version 7.1

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

LHGAMES.NET

GENERAL SETUP

There is no install process for the game because it can run completely by itself from anywhere on your computer. In this section I'll just briefly describe how the game files work together so you can check that you have things setup right.

The game uses four main classification of support files – Leaders, Stats, Schedules and Teams. Out-of-the-box, the game will simply expect all of these files to be in the same folder as Hello.exe. This is because we assume most people aren't concerned with organizing things.

However, the game does have limits as to how many files it can manage in 1 folder. If you intend to manage large collections and gather more file types – stats, leaders, etc. – this can make things difficult.

To deal with this, each "type" of file can be managed from other folders anywhere on your hard drive that suits you. If you extracted the zip files provided with the game, you are likely already doing this.

To have the game able to read files stored in different folders, simply do the following:

1. Create folders on your computer for each type of file: Leaders, Stats, Schedules, Teams
2. From the menu, use the "Configure Game Folders" option.
3. For each type of file, click the "folder" icon on the right.
4. Use the file menus to browse to the folder you created for that type of file and click OK.

Now, whenever the game looks for files of that type, it will look for them to be in that folder, rather than the game folder.

TROUBLESHOOTING

Issues Opening on Windows

When you try to open the game, either Windows itself or your antivirus program may warn you that the program could be dangerous. Windows will display a warning like the following:
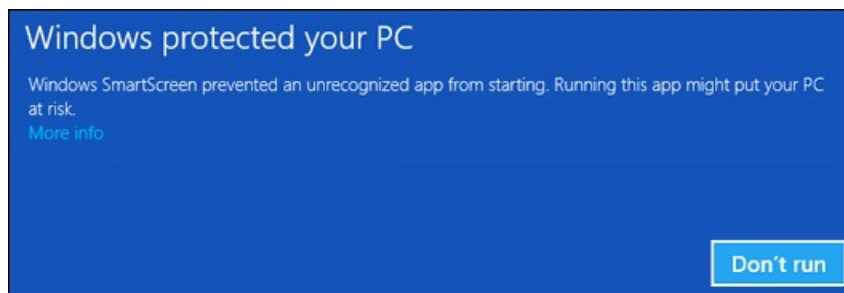
This happens because Microsoft and other vendors have no way to prove the files are from me. Which, more importantly, means they have no way to prove it's not malicious.

The more the game files are downloaded from the internet, the better reputation it develops with Microsoft. Eventually this could help remove the warning. The alternative is for me to digitally sign the game files, which I currently cannot afford. Rest assured however that the files are safe and will not harm your computer.

To run the game, simply click the small "More Info" link and you'll see a 2nd button option - **Run anyway**. Click that and you'll be fine.

DO NOT disable this feature of Windows (SmartScreen) altogether as it is there for your safety!

Issues Opening on MacOS

You may receive a message like the one below:
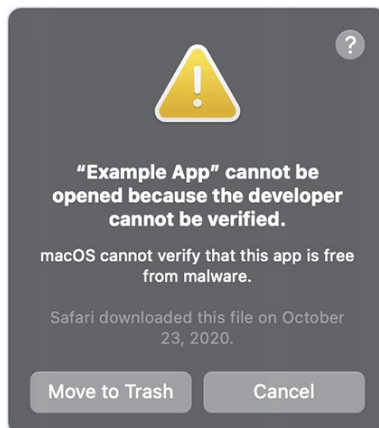
Apple's explanation is much clearer on why this happens. You can learn more about it from the Apple support article: https://support.apple.com/en-us/102445

Apple also makes it very easy to still run the program. Simply open *System Settings* and navigate to *Privacy & Security*. On the right-hand side is a brief card explaining why the app was blocked. Click the small **Open Anyway** button.
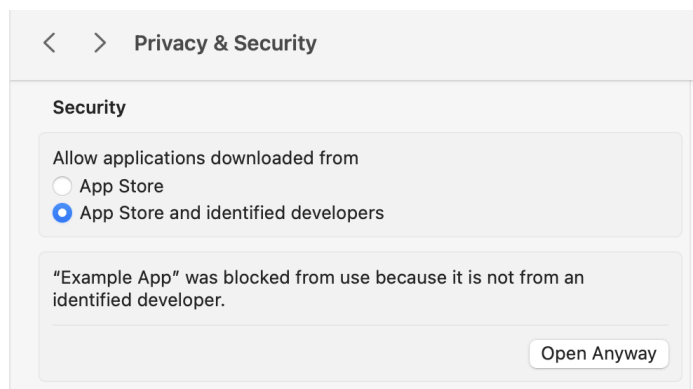
Any Other Issues?

If you run into any other problems you think should be covered here, that were not intuitive for you to execute the game, please contact us at support@lhgames.net It may take a few days to respond but I do read and reply to all messages and will do my best to understand your problem and assist you.

GETTING STARTED

You have just downloaded one the most flexible and fun computer football simulation games available. It was created with great attention to detail and consideration for football fans. The game has undergone several stages of growth and provides many features to make it feel realistic without being overwhelming to manage.

Over the next several pages, you'll learn how to play the game and use all the features and options available. The first option for the game is the most fun – playing the game. But in addition to that is the ability to input your own teams or edit the existing ones. This means the game will never grow old and you'll never have to spend another dime on teams. A third option is to draft a team from the existing rosters. This is popular for league play. The fourth option allows you to look at compiled statistics from past games.

Other options let you trade players, manage leagues and even edit the box scores. Any good game might offer these options. However, most will overwhelm you and can be intimidating to start. 3-in-1 Football can be started easily. In fact, you could probably (depending on your computer gaming experience) just start playing right now without reading further and figure everything out. But, if you want more information, read on for a detailed scouting report.

PLAY SINGLE GAME

Game Options

The first option from the welcome screen is to Play a game. Since that's where you'll spend most of your time, let's take you through the process - from Setup to Box Score.

You are first presented with a number of options for customizing game play. These are designated by both numbers 1 through 9 and letters A. To change any option, simply press the key corresponding to the number/letter.

1. **Mode of Play:** Choose between Computer vs. Computer (a full computer simulation), Human vs. Computer or Human Opponent (play against your friend)

2. **Visiting Team**

3. **Home Team**

   Both of these must be set before you can start a game. First, you will input a season identifier for the teams file. This should match the extension of the file you want to use. (often equal to the team year; see TEAM MANAGEMENT, ORGANIZATION for more on this). If requiring the last season disk you used, just hit ENTER. Use arrow keys to navigate through the lists, then select the team and press ENTER. The team name should appear and you are asked to confirm the team.

4. **Game Location:** Choose Home Field or Neutral Site. Home-field advantage will impact the home team's performance. To simulate a championship game held in a neutral location, choose Neutral.

5. **Type of Game:** Choose the rules under which the game will be played. Some of the differences are detailed at the bottom of the screen.

6. **Pro Rules:** Here you can cycle through the following eras: Pre-1962, 1962-1973, 1974-1977, 1978-1993, 1994-2007, 2008-2010, 2011-2015, 2016-2017, 2018-2022, 2023-Present

7. **College Rules:** If playing by college rules, you can cycle through the following eras: Pre-1968, 1968-1980, 1981-1983, 1984, 1985, 1986-1990, 1991, 1992-2006, 2007, 2008-2011, 2012-2017, 2018-Present.

   The impact of these different eras will affect accuracy of things like penalty calls, kickoff yard line, fair catch options and kick return frequencies.

8. **Overtime:** Select one of several different methods for resolving a tie at the end of regulation: NCAA Division I-AA, One 15-minute Quarter, Sudden Death or Modified Sudden Death. Optionally, you can choose to have no overtime. College overtime is alternating possessions from the opponent's 25. By 2019, 2-point conversions are forced after a few possessions before teams eventually alternate 2-point conversions until there is a winner. Modified Sudden Death is the NFL's current overtime rules. Any team scoring a FG still allows the other team possession. The team with the first TD wins, or a FG scored by the 2nd team (if the first team didn't score).

9. **Start Game:** Does what it says.

0. **Save Settings:** Saves all of the settings on the Select Options screen, for your next game.

A. **Play-by-Play Delay:** Set this speed for how fast you can read (or how much you want to!). This determines how many seconds commentary stays on the screen. We recommend a value of 1.2. If you just want the results of a game, use a value of 0.

Starting the Game

10-Minute Ticker

When starting, you are asked for the starting time of your game. This is only used for the 10-minute ticker and is OPTIONAL.

Some notes on the 10-Minute Ticker:

(1) Scores are shown for up to 32 games. Be sure each game has a starting time in the schedule, and is set for Computer vs. Computer simulation.

(2) When prompted, put in the starting time of the game that you will play. (At least 1 team must be coached by a human).

(3) Press "T" at any time during play to see games in progress. Scores are updated every 4 minutes of playing time. At the end of your game, they will also be displayed as finals.

Select Quarterback

The next few screens let you select the team quarterbacks. If not using auto-select, you can also input their mobility (a representation of their ability to scramble.) The game will recommend a value for the most accurate replay, but any value you choose will be honored. Higher values are for quarterbacks who are more likely to scramble (and typically gain more yards).

When playing head-to-head, you can change your QB at any time during the game. Computer-controlled teams can only select QB's at the start of the game and at halftime.

Climate Conditions

Now you will 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 (< 15 MPH):** Affects kicks, field goal attempts and long passes.
- **Strong and Gusty (15+ MPH):** Affects kicks, punts, and field goal attempts dramatically; also affects medium and long passes considerably.

During the game, wind and weather conditions are displayed just above the field. The wind direction is indicated by one of the following:
- + if you are playing with wind
- - if you are going against the wind
- X if you are facing a crosswind

Game Play

During a game, the menu choices include plays, formations and special instructions. After 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 along the field. Penalty descriptions also appear in the commentary box. If the infraction is called against the opposing team, you can choose to accept or decline the penalty.

OPTIONS

Pressing "O" at any time during game play lets you quickly make changes to the Play Mode and Play-by-Play Delay.

Standard Play Selection

<u>**Offense**</u>

Runs	*Passes*
Blast	3-Step Drop
Dive	Short
Off-Tackle	Medium
Toss Sweep	Long
Option Run	Short Screen
Draw	Medium Play-Action
Trap / Misdirection	Long Play-Action
QB Sneak	Sideline
Power Sweep	Rollout
Quick Pitch	Bootleg
Quick Trap	Cross
Isolation	Curl
Sprint Draw	Deep Post
Over the Top	Deep Corner
Counter	

<u>**Defense**</u>

Line Play	*Pass Coverages*
4-3 Read	Standard Zone
5-2 Read	Man to Man
4-3 Pinch	Short Zone
5-2 Pinch	Man Under
4-3 Pass Rush	Nickel
5-2 Pass Rush	Prevent
4-3 Inside Stunt	Blitz 1 Inside Linebacker
5-2 Inside Stunt	Blitz 1 Outside Linebacker
4-3 Outside Stunt	Blitz 2 Inside Linebackers
5-2 Outside Stunt	Blitz 2 Outside Linebackers
Goal Line	Blitz Engage

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, the 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 and his average. If he has a high average (i.e., 12 or more), you may wish to kick away from him so a return is less likely. This type of punt will be shorter and could 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 also fake a FG anytime. However, if your opponent lines up in FG – safe, a fake has very little chance of success.

Defense

Kickoff

The commentary box at the bottom of the screen displays kick returners and their averages. The kicking team can then select regular, squib, or onside kickoff. The squib can keep a dangerous runner from breaking a long return, although it usually results in 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 Game Play 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 Information

Team Ratings

Each team's rushers, passers, receivers, kick returners, defensive players, and kickers have been 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, your averages will be higher. All teams within the same league have been rated to play against each other. This includes both past and present team. No attempt was made to rate different leagues against each other (ie, College against NFL, USFL vs. NFL, etc.)

Defensive Strategy

In modern football, standard line formations use 7 linemen / linebackers, leaving 4 players (cornerbacks / safeties) for pass coverage.

Line Formations

- **4-3:** A fairly average defense all around and one of the most popular in more recent decades. This is stronger against the rush than a 3-4, but can still handle a passing game.
- **5-2 (3-4):** This is the most common defense in all of football. It is not as aggressive against the rush, but allows lots of flexibility against a passing game.
- **5-3**: As passing became more of a threat in earlier decades of football, teams realized the need for more backs in coverage. This would be a very balanced defense to play at that time.
- **7-2 / 6-2**: From the early decades of football when passing was less common. As you can expect, very strong against the run. Most teams ran a 7-2 but shifted to the 6-2 as passing started to develop some. The extra lineman was shifted to a back to assist, but the emphasis was still on stopping the run for most plays.

Line Strategies

- **Read**: Players react to the play as it unfolds. Good for plays to the outside.

- **Pinch**: Linemen try to "pinch" gaps in the offense to make a play. Use against inside rushes.

- **Pass Rush**: Put extra pressure on the quarterback to force a throw or improve chance for a sack.

- **Stunts:** Players try to confuse the offense by switching assignments. Outside stunts try to confuse players on the outside, helping stop run plays out wide. Inside stunts focus more on impact to runs through the line.

Pass Coverage

- **Standard Zone:** Assigns pass defenders to zones of the field. Intended to make it harder for a receiver to get open. Average coverage.

- **Standard Man-to-Man**: Each pass defender follows a specific receiver throughout their route. Good against shorter routes and passes but can hold up against longer throws with good backs.

- **Short Zone**: A zone defense more focused close to scrimmage. Good against short throws but vulnerable to longer passes.

- **Man Under**: Man-to-man coverage is played on shorter routes but Safeties stay in zone coverage further out. Great against longer passes.

- **Nickel**: Changes from 4 to 5 pass defenders by moving a linebacker. Great against most passing scenarios but can be weaker against the run.

- **Prevent**: More recently known as Dime coverage. Used to help stop big plays and prevent scores by putting most attention and coverage to deeper areas of the field.

Blitzes

- **1 ILB (Inside Linebacker)**: Exploit gaps in protection to disrupt runs or quick plays.

- **1 OLB (Outside Linebacker)**: Adds pressure to the edge but maintains good coverage in the middle. Effective against deep passes.

- **2 ILB (Inside Linebacker)**: Heavy pressure on the line. Shuts down inside runs but leaves some passing zones open.

- **2 OLB (Outside Linebacker)**: Heavy pressure on both edges. Puts the QB deeper in the pocket, forcing them to make quicker decisions. Can leave middle of field exposed.

- **Engage**: All linebackers are involved in the blitz on this play. Best chance of succeeding in pressure regardless of play, but most vulnerable to big plays.

Offensive Strategy:

For 3-in-1 Football, generic offensive play choices are offered to make the game easier to play for the less strategy obsessed person. No formations are currently taken into account, and most of the play names used are those that would be recognizable to the average person.

Run Plays

- **Blast**: power run aimed at the gap between the guard and the tackle.
- **Dive**: a quick run straight up middle for short, consistent yardage.
- **Off-Tackle**: a run outside the tackle intended to exploit the edge
- **Sweep**: a wide run toward the sideline that challenges the outside
- **Option**: designed to give the quarterback a choice of a handoff, a sneak or a pitch to another runner. An adaptable run play based on the defense's reaction.
- **Draw**: the team fakes a pass before the handoff, trying to deceive teams focused on the quarterback
- **Trap**: an offensive linemen will move to an unguarded defender to catch him off guard in attempt to open up a lane.

Pass Plays

- **3-Step Drop**: Quick, timing based routes for shorter passes.
- **Short Pass:** Quick throw for 5-10 yards from scrimmage.
- **Medium Pass**: Targets are 10-20 yards from scrimmage.
- **Long Pass**: Deep throw at receivers over 20 yards from scrimmage.
- **Screen Pass**: Shorter passes, often to the outside, meant for easy completions to a good runner.
- **Play Action Pass**: uses a fake handoff to draw defenders in and open up coverage.
- **Rollout Pass**: the quarterback rolls outside of the pocket to avoid pressure. Can provide some good passing angles for deeper throws.
- **Bootleg Pass**: involves a fake handoff and then a rollout to the opposite side of the runner. The deception can give the quarterback some good throws.

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 Warning

If playing with Pro rules, the game will give you 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 sec (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

Teams who throw the ball seldom, but very long (primarily from the wishbone era) would be unbeatable as passing teams if averages were the only factor to play outcomes. The reward of a large gain outweighs the risk of lower completion percentage. To address this, the game implements a "Wishbone Factor". If you throw only occasionally with a team like this, a large pass play remains a threat. However, if you pass routinely, those passes become less effective. The same goes for teams heavy on passing but with a high rushing average for the few runs taken. Making adjustments to the effectiveness of these plays makes for more accurate game outcomes. An asterisk (*) appearing beside Average Pass Yds or Average Rush Yds in a scouting report indicates a team's efforts will be subject to this adjustment 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 them.

Team Management

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.

INPUT A NEW TEAM

EDIT AN EXISTING TEAM

Before inputting or editing, you must do some calculations, and the formulas below will help. The best way to do the calculations is using a spreadsheet, which makes for much easier work and less chance of error. Also, it is best to calculate ratings for all teams before entering any single team. 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. **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.
2. **Disk ID:** Input a year identifier to associate this team with other teams from the same year.
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:** Def Rush Adj = (Def Rush Avg – Lge Rush Avg) / 0.3
   Example: Auburn Def Rush Avg = 4.1; Lge Rush Avg = 3.7
   (4.1-3.7)/0.3 = 1.33 = 1 (Always round to the nearest whole #)
6. **Defensive Completion % Adjustment:** Def Comp Adj% - (Def Comp % - Lge Comp %)
   Example: Iowa Def Comp % = 61.8; Lge Comp % = 54.2
   (61.8 – 54.2) = 7.6 = 8 (Always round to the nearest whole #)
7. **Defensive Interception % Adjustment:** Def Int Adj% = (Lge Int % - Def Int %)
   where Def Int % = ((Def Int / Def Pass Att) * 100)
   Example: Lge Int % = 5.2; Texas Def Int % = 8.9
   (5.2 – 8.9) = -3.7 = -4
8. **Fumble %:** Fum % = ((Fum Lost * 2) / (Rush Att + Pass Rec + Punt Ret + KO Ret + Times Sacked + Punts)) * 100)
   (Note: average value should be ~4. Lower numbers mean less fumbles lost to the defense)
9. **Defensive Fumble %:** Def Fum % = (((Def Fum Lost * 2) / (Def Rush Att + Def Pass Rec + Def Punt Ret + Def KO Ret + Team Sacks + Def Punts)) * 100) - 4
   (Note: an average value is 0. Lower numbers mean less fumbles lost to the offense)
10. **Offensive Sacked %:** Sack % = Sacks / (Sacks + Pass Att)) * 100
    How often the offense is sacked compared to average.

    The average % of pass plays for a team resulting in sacks is 7-8% of plays. Use a value of 8 if you don't have one.

Sacks were not tracked as a unique statistic prior to 1982. For these years, you can use the following calculations, which are consistent to data that has been tracked since:

- ○ *NCAA:* Tackles for loss * 0.25 (25% of tackles for loss)
- ○ *NFL/Pro:* Tackles for loss * 0.33 (33% of tackles for loss)

11. **Defensive Sack Adjustment %:** Def Sack Adj = (Def Sacks / (Def Sacks + Def Pass Att) * 100) – 8

    How often the defense obtains a sack compared to average.

    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:** Def Yds/Comp - Lge Yds/Comp

    The yards given up per completion by the defense. Use 1 decimal place for this calculation.

    Example: Philadelphia gave up 13.2 Yds/Comp.; Lge Yds/Comp = 12.6 (13.2 - 12.6) = 0.6

13. **Team Penalty Adjustment:** ((Team Penalties / Games Played) – 6) / 0.2

    How often the team is penalized compared to average

    The average penalties / team / game is 6.

14. **Offensive Run/Pass %:** Rush Att / (Rush Att + Pass Att) * 100

    How often the team calls rushing plays. This is used by computer controlled teams to determine how often to distribute run / pass calls.

15. **Stadium:** 0 = Outdoor, 1 = Dome

16. **Power Index:** *this is currently not used, nor are standards documented*

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.

    Power Adjustment Reference

    This list below is a benchmark from 1984. A higher adjustment number means the conference is overall weaker than average.

Conference	OFF	DEF
SEC	0	0
Big 10	0	0
Pac 10	0	0

Conference	OFF	DEF
ACC	0	0
IW	6	6
Big Sky	3	4
Yankee	5	5
Mount. Valley	4	4
Mid America	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.) should be rated 0 and 0. Align other schools (Rich, W&M, Rutgers, etc.) with the conference they played the most games against.

21. **Stadium Name**: use no more than 30 characters

22. **Average Attendance:** this is the average attendance across all home games for the team

To Change (0 to Continue): Press the number corresponding to which item you need to adjust.

Individual Ratings:

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 a stat sheet with the exception of the place kicker (you may need to calculate FG% or EP%) If you have less than the maximum number of players for a position (you usually will), type "END" for the player name to move to the next category. You may want to type in the names and stats of just the most frequent ball handlers and total up remaining stats as "OTHERS". If you do this, season replays will come out more accurate as all plays have been accounted for. Without this, players will have a little higher yardage and attempts than 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).

   For quarterbacks, use the following formula to adjust the yardage:

   QB Rushing Avg = (Yds Gained + (4 * 0.14 * Rushing Att)) / (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 with fewer than 10 attempts. If they are included as a potential passer, the computer will NOT allow him to carry the ball until he is an active quarterback in the game. Thus, sum the stats of all such "non-quarterbacks" and enter them with a player name of "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: (QB Yds/Comp – Team Yds/Comp) / 0.3 Example: Passer 1 – Yds/Comp = 12.6; Team Yds/Comp = 13.2 (12.6-13.1) / 0.3 = -2.3 = -2.3 = -2 (always round to whole #)

Kickoff Returners:

These are players who returned kickoffs; use the top three returners on the team.

1. **Name**
2. **Kickoffs Returned**
3. **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 #.

Place 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

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

PRINT TEAM ROSTER / REPORT

VIEW TEAM ROSTER / REPORT

These are self-explanatory. You will first have to select a Disk ID, before then choosing the team you want to review.

You'll be able to see all team ratings, along with player averages and contributions.

DRAFT PLAYERS

You can draft a completely new team from existing teams or draft players to an existing team. Drafting players 'copies' their ratings to this new team and does not remove them from the original team. A blank team roster will be full of players named 'XXX' because the game knows to ignore this name. Follow the on-screen instructions to add players to your team.

Refer to the Input a Team section for the required info regarding team ratings.

TRADE PLAYERS

Select this option for trading players between teams. If you have saved stats for either team, you will be asked about trading players' compiled stats go with them to their new team.

After selecting the Disk ID and team for each side of the trade, you will then be able to select players. Finally, you can review selections before completing the trade.

You must trade players of the same position (running back for running back, etc.)

REPLAY ASSESSMENT

VIEW / PRINT COMPILED STATS

Selecting this option allows you to view stats from games that you have played. You will need to select the team and disk ID you want to review. You may view the results on screen or print them, in either College or Pro format.

TEAM CAREER OPTIONS

This module includes the following career statistical functions:

- **Create Initial Career Stats File** – this option lets you create a file that can be used to track team stats over the course of a career (several years). You will need a completed season's stats for the team.
- **Add Career Year to Stats** – this options lets you add a year's stats to an existing career record
- **Remove Players From Career Stats** - this option lets you edit the results for a team across the career file being tracked
- **View/Print Career Stats** – this option lets you view/print the results for a team across the career file being tracked
- **View/Print Career Records** – this options lets you view franchise records for the target team during the period covered by the career. Records are only posted if you choose to do so when creating adding years to a Career Stats file.
- **Update/View Team Career Leaders** – these options let you view franchise leaders for the target team during the period covered by the career.

COMPARE REPLAY STATS TO ACTUAL

This option lets you see how a team's replay stacks up to the actual stats recorded for that year. This is a good gauge of how accurate your replay was.

MODIFY REPLAY STATS

In the 80's and 90's, stats were difficult to update for play-by-mail leagues as disks couldn't be shared. This feature made it possible to update those stats and change any that were entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. This feature was revived for both historical and testing purposes. Replay stats have no bearing on the game play or accuracy, and modifications are not verified for impact in related stats / categories.

MERGE SEPARATE STATISTICAL FILES

These are 2 separate routines for joining stats compiled for different weeks from different sources. This is useful if you split a schedule between individuals and need to combine the results for the season. "Road" stats are ones that need to be merged to your "local" stats. Stats are added cumulatively, so if there is overlap in games played, you will have an excess of data for the season.

LEADERS AND RECORDS

These functions contain a variety of features which allow you to create a league and to maintain records and statistics for games played in that league.

When you enter this utility you will be presented with three similar menus – one for working with LEAGUES, one for working with CONFERENCES, one for working with NATIONAL ORGANIZATIONS. The particulars of each are discussed blow.

1. **Manage Leagues | Conferences**: This is often the first option you will want to use. Use this to create your own league or conference and make edits after they have been created. When you create a league or conference, you are prompted to give it a name. Then you are prompted to name any divisions within the conference or league. Finally, you will designate which teams you want as members in the league or conference.

2. **Manage Organizations**: 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 like option 1. When you decide to create a national organization you will be asked to name it. 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 *Leagues / Conferences*:

3. **Update Stats/Standings:** Even though you may save stats at the end of a game, these are NOT accumulated into the conference records until you use this option. When you select this option, the computer will compile all stats for the games teams have completed. This is of course necessary so that you can see who your 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. **Access League | Conference Reports:** This utility lets you view stats for your league or conference. Remember you must update stats (option 3) before you can use this option.

5. **Head to Head Results:** This allows you to compare the stats of a given team to those of other teams in the league or conference.

6. **League | Conference Records:** Use this selection to see who holds league or 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.

8. **Delete League | Conference Stats:** Use this option to restart your league or 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 Poll / 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. **Access Nat' 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. **National Records:** This option lets you view the all time records for your organization across many statistical categories.

12. **Delete National 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.

SCHEDULES AND BOXSCORES

ENTER A NEW SCHEDULE

Here you can create a schedule for any number of games to be played. Use the interface to add games, inputting all of the information required for each game. Settings used from the last game entered will be saved to help speed things up for the next entry.

PLAY / EDIT AN EXISTING SCHEDULE

Use this to open schedule files you have saved. Once opened, you can make edits or play games. If the computer is set to play games, it compiles stats and creates the 10 minute ticker files automatically. If you play games on your own, and have entered all start times properly, the 10 minute ticker files will still be available. Ticker files will update at 4 minute intervals each period so you can keep tabs on other games of interest at the same time.

If, for any reason, your game is interrupted while running, all is not lost. When you return to the game, choose the "Play Game" option again. Auto-play should resume and you will only have lost the most recent game in progress. Delete the file GAME82 in your game directory to stop auto-play.

NOTE: It is generally recommended that you not simulate more than 500 games at-a-time, despite the game not restricting you.

Options for working with schedules are as follows:

- "**G**" ("Go To Game") - 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**" ("Box Score Options"- allows you to view the score of a specific game from your schedule. 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.

- "**A**" ("Add A Game") - allows you to add a game to your schedule.

- "**D**" ("Delete A Game") - allows you to delete a game from your schedule.

- "**E**" ("Edit A Game") - 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.

- "**P**" ("Play Games") - allows you to play any game(s) on your schedule.

- "**X**" ("Save and Exit") - exit your schedule and go back to the Auto Scheduler main menu.

- "**Q**" ("Quit") - exit your schedule without saving changes made to it.

- "**R**" ("Reset") - 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. 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.)*

EXTRACT TEAM SCHEDULE

This option lets you choose a team that you are interested in playing from an existing schedule. After being asked for a file name, you will choose the target team and schedule file. Any matching games for that team in the schedule file are saved to your new schedule.

CHANGE TEAM CONTROL FOR A SCHEDULE

When working with schedules, you may want to have the computer simulate games that were set for human play. Or perhaps you have teams you want to play from a schedule that is fully controlled by the computer. Use this feature to update the play mode for such teams in any of your schedule files.

MAKE GLOBAL CHANGES TO A SCHEDULE

Use this to make changes to one or more schedule options apply to all games in a schedule. Use this to either correct mistakes you've made entering a schedule, or to quickly set ABA games to a 24-second shot clock, for example, when experimenting.

BOXSCORE MAINTENANCE / PARAMETERS

These options let you clean up your collection of box scores, as well as set the parameters for when special boxscores will automatically be saved. Special boxscores are generated when certain threshold are hit, and indicate a noteworthy performance by a team or player.

CONFIGURE GAME PATHS

(You only need to do this if you have files in custom folders.)

If you want to change the drives and folders the game uses to find data, use this option to specify to look for the teams, stat and leader files.

For each entry, type in the full path of the hard disk where the files reside on. If your folder on the hard drive is CollegeBB, and it is inside a larger folder for Haffner games, you might use the following:

> Leaders - C:\Haffner\Football\Leaders
> Teams - C:\Haffner\Football\Teams
> Stats – C:\Haffner\Football\Stats

PUTTING IT ALL TOGETHER

Now that you know what the game can do, if you are looking to do more than just play, it may be a bit overwhelming to consider where to start. In this section, we'll go over how to manage a single season from start to finish. Afterwards, we'll go over concepts for managing multiple seasons as a "career".

WHAT YOU NEED

For the season you are looking to play, you need to be sure you have each of the files:

- A teams file (FOOT.yyyy) with the players
- League files (.TMI, .TMS) for tracking divisions
- A schedule file (.SCD) with games.

If you want to recreate an existing Pro season, files have been provided for you with the game. Of course, you can also create your own files.

- A teams file = from the *Team Management* menu, use the INPUT A NEW TEAM option
- League files = from the *Leaders And Records* menu, use the MANAGE LEAGUES option
- A schedule file = From the Schedules and *Boxscores* menu, use the ENTER A NEW SCHEDULE option

PLAYING A SCHEDULE

Once you have these files, your first order of business is to simply play the schedule games! Use the PLAY AN EXISTING SCHEDULE option to select the schedule file. Once it is open, review it to get familiar with the items associated with each game. When ready, press "P" to play games. Enter a start game and end game and wait for the results. (f*or purposes of computer memory, it is NOT recommended to play all games at once)*

REVIEWING THE RESULTS

Whether you play the full season, or just a few weeks, you probably are going to want to look at stats at some point. There are a few ways to do this. From the *Replay Assessment*, you can use the VIEW / PRINT COMPILED STATS option to see stats for your favorite team. You can also use the COMPARE

REPLAY STATS TO ACTUAL option if you want to check how accurate the replay is. Of course, if you didn't play the full season, this might not be very useful.

If you're more interested in seeing how everyone in the league is doing, you'll want to compile leaders. From the *Leaders And Records* menu, choose the option to UPDATE STATS / STANDINGS. After selecting a league file you can also choose to update the record books. This makes the most sense if you have finished your season. Either way, when done, you can now use the ACCESS LEAGUE REPORTS option to look at the results.

The concept of Expanded Leaders works similarly. After using the UPDATE option to compile the numbers, you can view them. Consider them more detailed reports and queries. For example, want to know who has the highest batting average in your league? Or which pitchers have strikeouts? This is where you do it.

If you have any more games to play, repeat the above steps as needed to complete the season.

CAREER OPTIONS

At this point, you should have a good overview of how to run your favorite season and see how things went down. However, if you want to go deeper and follow your favorite team over several years, you'll need to use some extra features. These will all be under the *Team Career Options* menu.

First, as the option hints at, you'll need to use the CREATE AND MERGE INITIAL STAT FILE option. This gives you a chance to associate one team's single season stats with a file that can track stats over the course of several seasons (the "career"). Unless you're doing this in pieces, you'll need to be sure to specify you're doing a final update.

As you simulate new seasons for your team, you'll use the MERGE / UPDATE CAREER STATS option. The process is very similar to creating the initial file. As with every other game feature, UPDATING files is necessary before you can view reports.

To view stats / reports for your team, you'll need to start with the VIEW CAREER FILES option. When you're ready to check on franchise players, you'll want to prepare career records. Use the UPDATE CAREER LEADERS option first. This will give you a chance to review Career Records.

SUMMARY

I hope I've covered everything you need to know. The game isn't pretty in terms of graphics or fluff, but it's speed, accuracy and low cost make it a solid competitor in the sports sim market. It is the product of countless hours of research and testing, but has been a labor of love for everyone who contributed. Every effort has been made to make Full Count as fun, simple and realistic as possible to play.

While no game can be perfect, I hope 3-in-1 Football can be what you need it to be. I also sincerely hope it brings you, your friends and family hours of enjoyment. At the end of the day, if it is something you're able to use for your projects, then it is exactly what it was set out to be.

A PERSONAL WORD FROM THE DESIGNERS

At the age of thirteen I began creating and playing every type of sports game imaginable. I was looking for games that were fun, fast, and accurate but without the hassle of dice rolls and pouring over mounds of charts. Then, after becoming a computer programmer, I drew on more than 20 years of sports gaming experience and began to create these games originally, at least for my own enjoyment because I wanted to write sports games that I wanted to play.

As other people began to play them, I realized that they had universal appeal among both sports fans and gamers. So, after an initial four years of development and playtesting and an additional 10 years of being on the market, receiving feedback, and adding many new features, I believe that you are playing the most realistic and enjoyable computer sports simulation on the market today.
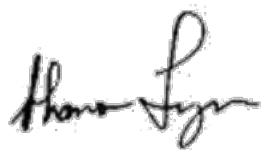
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not willing for any to perish, but wants everyone to have eternal life through faith in Christ. He gave me the talent to create these computer sports games and I hope they bring you many hours of joy and happiness.

Sincerely,

I have known Lance since 1987 while completing my chemical engineering degree at the University of Arkansas. I became a part of the Lance Haffner team with the introduction of my Standings and League Leaders disks, followed by the Draft/Trade/Change Ratings disks. Things have sure come a long way since those days. I also share Lance's religious beliefs and hope that his message is taken to heart. Since being with Lance, I have worked on all of the games. I have enjoyed talking to the many customers who have called with suggestions, complaints or simply just to talk. We here at Lance Haffner games are making a new commitment to high standards in quality and excellence for our products and customer support. Please feel free to write us or call us. It is easy to find things that are wrong, but never let anyone know. Feedback is the only way that we will ever know how we perform in the eyes of the users. Lance and I have spent many hours and plane trips to see each other while developing this version of the game and we sincerely hope that you enjoy it. In closing, I would like to offer a special thanks to my wife, Leanne, who was pregnant through this whole period and patiently tolerated both Lance and myself as we worked out the details and who gave birth to our first, Hanna Deanne Lynn on Valentine's Day, 1992.

Sincerely,

I do not know Lance Haffner closely, but have been close to his work for decades. I first played 3-in-1 Football as a preteen and enjoyed the opportunity it gave me to live out my childhood sports fantasies. For years in the internet era, I tried to discover what happened to Lance Haffner Games only to learn the sad truth of it's demise. When finally discovering the games decades later, I was ecstatic, but could only think about how much potential the games still had.

When Lance was first approached about the opportunity for this work, I was not only stunned that the code was available, but even more so that Lance was so kind as to let the Facebook community have access. Having spent an amount of my tech career programming solutions equal to that of actually solving them, the dream of seeing the games reach their potential was now able to be a reality.

Like Lance and Shannon, I have also been close to the works of God for decades. While producing games is exciting, the joys of life are temporary without the motivation that comes from knowing and serving Jesus. Because of His death, I can live free from the bonds of sin that ruin man's own efforts for lasting peace and joy. God has given me many talents, but no gift is greater than that of his lasting salvation.

Sincerely,