

3-in-1 College and Pro

FOOTBALL

version 6.56



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

LANCE HAFFNER GAMES

3-in-1 College & Pro Football

We feel 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 continues to add features to make it more realistic..

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

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 Boxscore. You are first presented with a number of options for customizing game play. These are designated by both numbers 1 through 9 and the letter 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-1974, 1974-1977, 1978-1983, Post-1993
7. **College Rules:** If playing by college rules, you can cycle through the following eras: Pre-1968, 1968-1980, 1981-1983, 1984-1991, 1991 or Post-1991.
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, or sudden death to win. Optionally, you can choose to have no overtime.
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 sets for 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.

10-Minute Ticker

After starting the game, you are asked for a Start 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

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.) 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. Mobility ratings rank from 0 (low) to 9 (high). If you don't know, enter 5.

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:** 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 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

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

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 also 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 pro teams have also been rated against each other. We made no attempt to rate different leagues against each other (ie, college against NFL, 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 those from the wishbone-formation eras) were practically unbeatable as passing teams. The large averages outweighed the risk of the lower completion percentage. As a response, a "Wishbone Factor" was implemented. If you throw only occasionally with a team like this, a large pass play remains a threat. However, if you pass routinely, the passes become less effective. We also found the converse to be true with good passing teams with a rushing average higher than normal. Again, if you run the ball occasionally with such a team, it will perform true to life. If you call a running play every down, the run game becomes much less effective. An asterisk (*) appearing beside 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 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 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:** $\text{Def Rush Adj} = (\text{Def Rush Avg} - \text{Lge Rush Avg}) / 0.3$
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: 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: use no more than 30 characters

22. Average Attendance: this is the average number of people in 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 of players. 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, the 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). 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
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 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

Print Team Roster / Report

View Team Roster / Report

These options allow you to view / print a team's full roster and ratings.

Draft to New / Existing Team

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

This option allows you to trade players from team to team along with their compiled stats. You must trade players of the same position (running back for running back, etc.)

Replay Statistics and Reports

View/Print Compiled Statistics

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.

Encyclopedia/Team Replay Options:

This module includes the following career statistical functions:

- **Create and Merge Initial Stat 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.
- **Merge / Update Career Files** – this options lets you add a year's stats to an existing career record
- **View Career File** – this option lets you view the results for a team across the career file being tracked
- **Edit Career File** - this option lets you edit the results for a team across the career file being tracked
- **View/Print Career Records** – this options lets you view leaders and records for the target team during the period covered by the career. See who is setting franchise records!

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 early days of the game, stats were difficult to update for play-by-mail leagues in which disks couldn't be shared. This option made it possible to manually update those stats, as well as change any that might have been entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. Simply enter the path to your remote stats and the values are automatically combined for you - no muss, no fuss.

This feature was revived in this version 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

This module consists of 2 separate routines for joining stats stats compiled for different weeks from 2 different sources. This is useful when you split a schedule between individuals and need to combine those results for the season. The "Road" stats are the ones that need to be added / merged to your "local" stats.

This function will add stats together culmulatively, so if there is overlap in games that were played, you will have an excess of data for the season.

Leaders / Standings / 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. **Create – Edit League | Conference:** This is often the first option you will want to use. This permits you to create your own league or conference, and lets you edit these 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. **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 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 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 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. **View-Print 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 Stats:** This allows you to compare the stats of a given team to those of other teams in the league or conference.
6. **Record Books:** 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 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 autoplayed, 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 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 and reveals the options below.

1. **"Enter a New Schedule"** allows you to create your own schedule of games to play. You will be prompted to name your schedule.
2. **"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. **"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. “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. “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.
 - d. “A” (“Add A Game”) - allows you to add a game to your schedule.
 - e. “D” (“Delete A Game”) - allows you to delete a game from your schedule.
 - f. “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.
 - g. “P” (“Play Games”) - allows you to play any game(s) on your schedule.
 - h. “X” (“Save and Exit”) - exit your schedule and go back to the Auto Scheduler main menu.
 - i. “Q” (“Quit”) - exit your schedule without saving changes made to it.
 - j. “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.)*
3. **“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. **“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. **“Generate a standard conference schedule”** allows you to create a conference schedule for a conference consisting of anywhere from 6 to 16 teams.
 7. **“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

SUMMARY

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!

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.

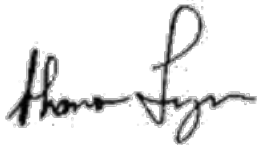
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not 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,

A handwritten signature in cursive script that reads "Lance Haffner". The ink is dark and the signature is fluid, with a long, sweeping underline that extends to the right.

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,

A handwritten signature in cursive script, appearing to read "Hanna Lynn".

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,

A handwritten signature in cursive script, appearing to read "Juan Leonard".

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