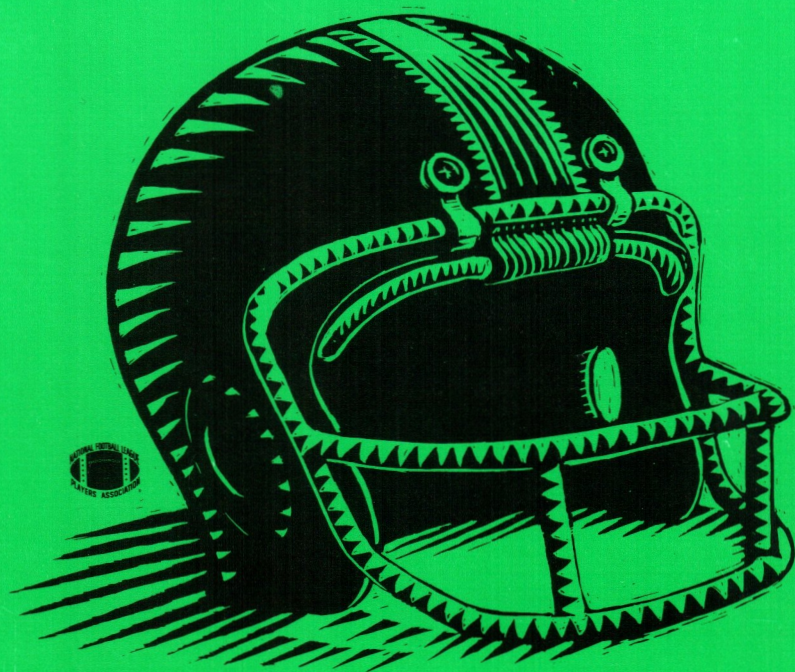


MICRO LEAGUE FOOTBALL

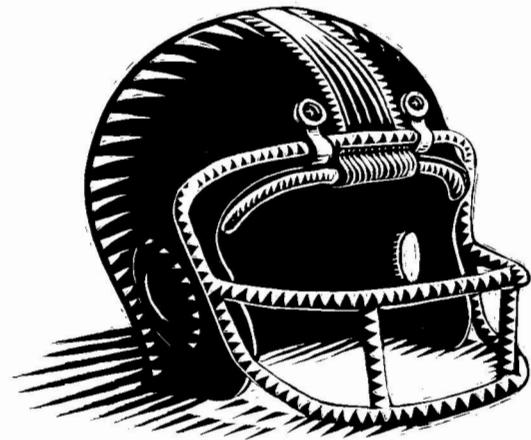
THE COACH'S CHALLENGE

M A N U A L





A Football Strategy Simulation



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COACH'S NOTES

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Welcome... to MicroLeague Football!!

Welcome to MicroLeague Sports Football - the sports strategy simulation that makes you the Head Coach! As with the award-winning MicroLeague Baseball, you use the actual statistics from the real players and whether you win or lose depends only on how well you, the Coach, call your plays and counter your opponent's strategies.

Before the game, you select the home and visiting teams, make roster changes, and choose your starters. During the game, you call the plays and pick the pass patterns. You choose the defense and make substitutions for injuries or bad play. You make the moves that make or break the game.

After the game, you can print out a complete box score. The stat compiler lets you accumulate stats for your team. You can even form your own teams for league play.

You don't have to be a football fanatic or computer genius to play MicroLeague Football. The pop-up screens and built-in playbook make it easy to play and fun for everyone. And, there are enough extra features, such as Quick-Play and Expert Mode, so that even the most avid Football fan will be satisfied.

Let's Play A Game...

The first thing that you have to do to play the game is to load the program into the computer. Loading instructions for your computer are printed on the Quick Reference Card enclosed with this game.

After you have loaded the game disk, you are ready to play a Normal Game. When you have played a few games and have become familiar with the screens and some of the options, you may want to try using some of the added features of MicroLeague Football. This manual includes sections on football strategies, formations, and definitions to help you on your way.

If the game was loaded successfully, the following screen will appear:

MICRO LEAGUE FOOTBALL	
NO TEAM AT NO TEAM	15 MINUTE QTR PERFECT WEATHER
<hr/> Select Option	
Play Normal Game Play Quick Game Set Time Per Quarter Print Team Rosters Set Weather Conditions League Utilities eXit Football	
<hr/> COPYRIGHT 1990 MICRO LEAGUE SPORTS ASSOCIATION	

Figure 1 - Main Menu Screen

The cursor will be highlighting the "Play Normal Game" option. The up and down arrow keys can be used to move the cursor through the options. For now, let's leave the cursor on "Play Normal Game" and press [return].

The screen in figure 2 will now appear. This lists all of the available teams to choose from. You must choose two teams from the twenty team NFL sampler that comes with the game. You do this by moving the cursor with the four arrow keys to highlight the team that you want. Then press [return]. For this example, let's select the 1985 Chicago Bears from the AFC.

NFL GREATS	
NATIONAL	AMERICAN
58 Baltimore	63 San Diego
60 Philadelphia	64 Buffalo
64 Cleveland	69 New York AFC
66 Green Bay	69 Kansas City
71 Dallas	72 Miami
77 Dallas	75 Pittsburgh
83 Washington	76 Oakland
84 San Francisco	83 Miami
85 Chicago	86 Cleveland
86 New York NFC	86 Denver
Use Arrow Keys to Move Cursor Press ENTER to Select Team Press C to Select a Compiled File Press S to Select a Season File	

Figure 2 - The list of available teams.

You will then be prompted to select a coach for the '85 Chicago Bears. Let's choose "Human" by pressing [H]. This means that you will be coaching this team.

Now, you have to select the opponents. Choose a second team in the same manner as before, but this time press [C] when you are asked for a coach. For this example, let's choose the 1972 Miami Dolphins as our computer coached opponents.

The next prompt asks if you would like to play your game in Normal Mode or Expert Mode. Let's choose Normal Mode for our example by pressing the [N] key. Expert Mode is described in the advanced features section of this manual.

Next, you will review the rosters for both teams that will be playing. You can press [Esc] if you like the current lineups and you will move on to the next screen. If you would like to change any players, you can use the F1 through F4 keys (or the left and right arrow keys) to highlight the box with the player that you would like to change. You can then use the up and down arrow keys to highlight the name of the player that you would like to change. If you then press [return], a list of the available replacement players comes up in a new box. You can again use the up and down arrows to highlight the replacement player, then press [return] to make the substitution. You can use the [O] and [D] keys to switch between the offensive and defensive lineups. Press [Esc] to move on to the next team's lineups, then again to get into the game.

After you have reviewed the lineups, you watch the coin toss. The coin toss is random and gives the winner the option of either kicking off or receiving the ball. If you win the toss and elect to kickoff, you will see three boxes with kickoffs to choose from. For explanations of the different types of kickoffs, please refer to the Football Plays and Terminology section of this manual. For now, let's press [1] and do a Normal Kickoff.

Now, you're in the ball game. You are coaching 1985 Chicago against computer coached 1972 Miami. Since you chose Chicago first, they are the visiting team and have their options on the left-hand side of the screen. If you had chosen to have a human coach for Miami instead of the computer coach, there would be another set of options on the right-hand side for the home team.

You may have noticed the player in the white uniform on the kickoff. This player represents the ball carrier and will help you to follow the ball during each play. If you have a color monitor, you will also see colored markers on the play selection screens which represent the key players for each formation.

Keys:

The four boxes on the visitors (left) side of the screen are numbered 1 to 4, with 1 being on the top and 4 on the bottom. Each of the boxes contains a graphic description of what that choice represents. For a more in depth explanation of the choices, again, please refer to the **Football Plays and Terminology** section of this manual. To enter a choice, press its number (1, 2, 3, or 4) and then the [space bar]. This enters your choice and moves on to the next screen. If you were coaching the home team and were playing on the right-hand side, you would use the 1,2,3, and 4 keys on the number pad to make our choices and the [+] key to enter the choice and go on to the next screen.

These are not the only options available. The visiting team (left side) can press the [tab] key on any input screen to be given more choices. Keep pressing the [tab] key to see all the choices and eventually you will return to your initial set of choices. The home team (right side) equivalent to the [tab] key is the [delete] key.

And if you can't decide what play to choose, you can let the computer coach choose it for you. The [5] key lets the coach pick any play. The [6] key tells the coach to pick any running play and the [7] key tells the coach to pick any passing play. This will not unfairly affect the game if you're playing against the computer!

The boxes in the center of the screen show the ratings of the players in each formation for both the offense and the defense. You can use the [-] key on either the visitor's side (keyboard) or the home side (number pad) to switch through the formations and ratings. The higher the rating, the better. For more detailed information on ratings, please refer to the **How It Works** section of this manual.

Alternate keys:

If you do not have a number pad, you can use the alternate keys. The [K] key switches back and forth from the number pad to the alternate key selections. In the alternate keys, the F1 through F9 keys replace the 1 through 9 keys on the number pad. The [enter] key is used to enter your selections. The [/] key replaces the [-] key and the [backspace] key replaces the [delete] key.

Offensive Play Selection:

The offensive play selection usually consists of three sets of options. The first set of options chooses between specialty plays and normal ball movement. Most often you will choose number one - Move the Ball. If you choose something other than Move the Ball, there will be no further selections.

- 1- **Move the Ball:** This includes both passing and rushing plays.
- 2- **Field Goal:** This will make the offensive team attempt a field goal. Whether the field goal is good or not depends upon the field position percentages for 1-19, 20-29, 30-39, 40-49, or 50+ yards. For the actual FG yardage, you must add 17 yards to the line of scrimmage; 7 yards for the setup and 10 yards for the end zone. For example, if you are on the 20 yard line, you would be attempting a 37 yard Field Goal and should be considering the percentage from 30-39 yards.
- 3- **Punt:** This kicks a normal punt to the opposing team. You can use the [tab] or [delete] keys to choose to punt inside the 20.
- 4- **Kill the Clock:** This selection makes the quarterback fall on the ball to use up time. He falls on the ball so that there will be no chance of a fumble.

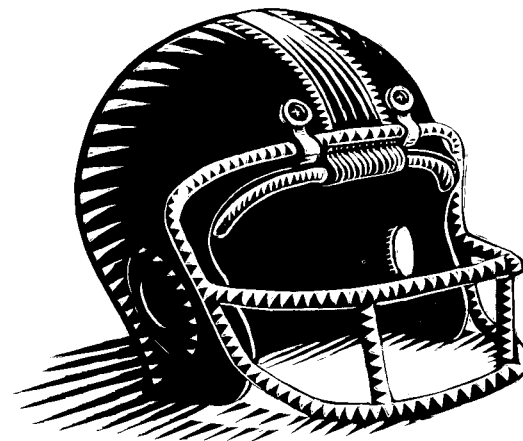
The second set of options asks you to choose the play formation and the length of your pass, if you choose to pass. This is done with a single input. There are four formations (Split Backs, Short Yardage, Two Tight Ends, & Four Receivers) and four lengths of passes (Flare, Short, Screen, Long) to choose from. These formations and lengths are separated by a slash (/). This makes 16

combinations that can be accessed with the [tab] and [delete] keys. If you are planning a running play, the length of pass is irrelevant.

The third set of options is to choose your actual play. There are 16 plays to choose from - two running and two passing on each screen. The pass plays each have two options separated by a slash (/). If you choose flare or short for pass length, you will use the pattern to the left of the slash. If you choose screen or long, you will use the second pattern.

Defensive Play Selection:

The defensive play selection consists of four sets of options. The first set of options has eight basic defensive strategies. The second set has four choices for blitz patterns. On any defensive input, you may enter more than one choice. For example, if you want to blitz the ORLB and the OLLB you can press [1], the [4], then [spacebar] or [+] to enter the selection. The third selection has four choices for double teaming the offense. The final selection has three choices for keying on the HB, FB, or punter.



Menu Features

Quick-Play:

When you select this option from the main menu, an entire game will be played in under a minute. There will be no graphics of the play action, but after the game you will be able to print a complete box score and see the results. You select the home and visiting teams and the computer will coach them both. You can also enter quick play mode from a normal game by pressing [Q] during the game. If you are just interested in the stats of the games, this option is for you.

Time per Quarter:

The default amount of time for each quarter of play is 15 minutes, as it is in the NFL. The time per quarter can be changed by pressing [T] on the opening screen. The time in the upper right-hand box will change between 5, 10, 15, and 20 minutes on each keypress. But remember, the stats for games played with quarter lengths other than 15 minutes will not be comparable to stats from standard 15 minute quarter games.

Print Team Rosters:

This selection allows you to print the actual statistics of the teams. You will be asked if you want to print the stats or just view them on the screen. You will then be shown the current teams. To choose one of these teams, use the arrow keys to highlight your selection and then press [return]. You can also press [S] to choose a different season file.

Weather Conditions:

MicroLeague Football offers three weather conditions to choose from. Perfect Football Weather does not alter the game play. Rainy Weather will affect both the passing and the outside running. Cold, Windy, and Rainy weather will affect the passing, running, and kicking during the game. The conditions can be changed by pressing [W] at the Main Menu.

League Utilities:

These utilities allow you to create your own leagues and compile statistics to those leagues. YOU MUST INITIALIZE A LEAGUE FILE BEFORE YOU CAN COMPILE STATS.

Initialize League: This is the first step toward creating a league and compiling stats. Choose this option from the league utilities menu and you will be prompted to enter the name of your new league. Enter the name of your league (up to 15 characters) and press [return]. You will then be asked for the number of conferences in your new league. You may choose from 1, 2, or 6 conferences. You may also enter names for these conferences. Finally, you will be asked for a filename for your league. This filename does not have to be the same as your league name. Your filename can have only eight characters and will automatically be given the extension ".LEA".

Add Team to a League: Upon choosing this option, a list box will appear asking you to select the season file that contains the team you wish to copy. A list box is divided into two sections. The upper section contains the files that you may choose from. In this case, it shows all the available season files. You can use the arrow keys to move down to the lower section. This allows you to change data drives and directories by highlighting your selection and pressing [return]. The ".." selection means to go back to the parent directory. When you change drives or directories, the new available teams will appear at the top of the box.

After you select a season file, you will be asked to select a league file. Select the league file in the same manner as above. Now, the teams contained in the season file will appear on the screen. You will be prompted to select a team to copy. Choose a team and then you will see the slots for the league file. Highlight the slot that you wish to copy the team to and press [return]. The team will be copied from the season file to the league file and you will be able to compile stats for that team.

You may repeat this process to copy as many teams to your league file as you would like. You can press [S] at the season file screen to copy teams from a different season file. Press [Esc] to exit.

Delete Team From League: This option allows you to either delete a compiled team or zero out its statistics. You will be prompted to select a league file. After choosing the league file that contains the team(s) that you wish to zero out or delete, you will be asked to select the specific team. Use the arrow keys to highlight your selection and press [return]. You will be asked if you would like to Remove the team, Zero the stats, or Cancel this option. You can press [C] while you are selecting a team to choose a different league file. The [Esc] key exits from this option.

League Reports: There are two league reports available: League Standings, and Team Stats. You will first be asked to select a league file. Select the file in the same manner described above. You will then be asked if you want a League Standings Report or a Team Stats Report. Choose the type that you want by highlighting the choice and pressing [return].

If you choose the League Standing Report, you will be asked if you want the report printed or displayed on the screen. Make your selection by pressing [P]rinter or [S]creen.

If you choose the Team Stats Report, you will be asked if you want the report printed or displayed on the screen. Make your selection by pressing [P]rinter or [S]creen. You will then be asked to choose a team to display. Use the arrow keys to highlight your choice and press [return].

Game Features

Injuries:

Injuries randomly occur in MicroLeague Football. The computer will decide who is injured and replace that player with the appropriate reserve. If a key player is injured, such as a receiver, back, or quarterback, a "*" will appear next to his name in the selection process and you will not be allowed to select that player. The selection process is the same as the process for substituting a player during the game.

Penalties:

Penalties are determined by the percentage of penalties each individual team had during the year. These penalties can range from 5 to 15 yards.

Substitutions:

After you have played the game a few times and feel comfortable with the keys, you may want to substitute players or change formations. You may substitute a player at any point in the game by pressing the [H] key for the home team or the [V] key for the visitors. This will bring up the team's roster. Use the left and right arrow keys or the F1 through F4 keys to highlight the formation box that you wish to change. Now, use the up and down arrow keys to highlight the player that you wish to change. Press [return] and a list of available replacements will appear. Select your replacement and press return to make the substitution.

View Player Stats:

To view player stats while playing the game, press the [A] key for the visiting team or the [L] key for the home team. Three screens of the actual statistics for that team will be shown. You can press any key to move on to the next screen while you are in this option.

Time-Outs:

Each team is allowed 3 Time-Outs per half. The "hash-marks" on the scoreboard represent the number of time-outs remaining for each team. When a time-out is called, half the time of the next play is taken off the clock. Note that if the play is an incomplete pass or an out of bounds play, the time is not taken because the clock is already stopped.

Press [T] to call a time-out. A menu will appear asking which team called the time-out.

Box Score:

MicroLeague Football provides a continuous box-score of the game in progress. The box score can be reviewed at any time by pressing the [B] key. You will see the prompt:

Would you like to
[P]rint Boxscore
[V]iew Boxscore?

If you press [P], the stats for both teams as well as the current score will be printed. Be sure to have your printer connected and powered on if you choose this. If you press [V], the visiting team player's stats will appear. Press any key to get to the home team stats, then press any key to get back to the game.

Quitting the Game:

You may quit the game by pressing [Alt-X] (hold down the [Alt] key and press [X]) at any point during a game. You will be prompted for confirmation before the game is terminated.

Expert Mode:

This feature is designed for those who are familiar with the game and no longer need the help screens showing what each play means. If you choose to play in expert mode, you will be prompted for inputs, but you will not see those inputs on the screen. You will only see a "*" to show that the computer accepted whatever you chose.

The offensive options consist of four sets of options:

<u>First</u>	<u>Second</u>	<u>Third</u>	<u>Fourth</u>
0 - Run Play	0 - QB Fall on Ball 1 - Sweep Strong 2 - Trap Strong 3 - Dive Strong 4 - Draw Play 5 - Sweep Weak 6 - Trap Weak 7 - Dive Weak 8 - Flank Reverse	1 - Split Backs 2 - Short Yds 3 - Two TE 4 - Four Rec	1 - HB 2 - FB
1 - Flare Pass	0 - Screen Pass 1 - Square Out 2 - Square In 3 - Hook 4 - Slant 5 - 2-Minute Drill	1 - Split Backs 2 - Short Yds 3 - Two TE 4 - Four Rec	1 - SE 2 - FL 3 - TE 4 - HB 5 - FB
2 - Short Pass	1 - Square Out 2 - Square In 3 - Hook 4 - Post 5 - 2-Minute Drill	1 - Split Backs 2 - Short Yds 3 - Two TE 4 - Four Rec	1 - SE 2 - FL 3 - TE 4 - HB 5 - FB
3 - Long Pass	1 - Flag 2 - Post 3 - Hook & Go 4 - Fly 5 - 2-Minute Drill	1 - Split Backs 2 - Short Yds 3 - Two TE 4 - Four Rec	1 - SE 2 - FL 3 - TE 4 - HB 5 - FB
4 - Kick	1 - Punt 2 - Punt Inside 20 3 - Field Goal	(Input Ends) (Input Ends) (Input Ends)	
5 - Coach (Any)	(Input Ends)		
6 - Coach (Run)	(Input Ends)		
7 - Coach (Pass)	(Input Ends)		

The defensive selection consists of three inputs:

<u>First</u>	<u>Second</u>	<u>Third</u>
1 - Goal Line Defense	1 - Blitz ORLB	1 - Key on HB
2 - Rush Aggressively	2 - Blitz IRLB	2 - Key on FB
3 - Guard Inside Run	3 - Blitz ILLB	3 - Rush Punter
4 - Guard Outside Run	4 - Blitz OLLB	
5 - Short Zone	5 - Double Team SE	
6 - Deep Zone	6 - Double Team TE	
7 - 5 Defensive Backs	7 - Double Team FL	
8 - Guard Out Pass	8 - Double Team FL2	
91 - Coach (Defense)		
92 - Coach (Run Defense)		
93 - Coach (Pass Defense)		

These choices are shown on the two Expert Mode player cards enclosed with this game. Remember that on defense you will need to press [spacebar] or [+] to enter your selections because more than one choice is allowed per selection. The "2-Minute Drill" selection will make the receiver run out of bounds after he catches the ball. Also, the selections marked "Coach" allow the computer coach to choose a play for you. The first computer coach choice will allow the coach to pick from any play. The second choice chooses only those plays that deal with running and the third choice will only select those plays that deal with the pass. Again, this will not unfairly affect the game if you are playing against the computer!

Season & Franchise History Disks:

These are supplemental disks which contain the team statistics of previous seasons. The season disks contain all the statistics of each team for a particular year, while the franchise history disks contain the statistics for a particular franchise for selected years. The data on these disks can be accessed by pressing [S] when you are selecting a team. A list box will appear and you will be asked to select a team.

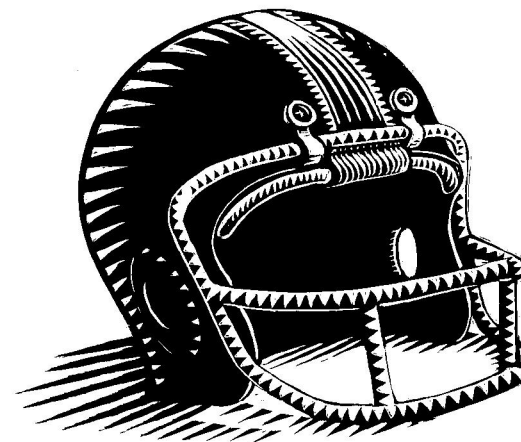
How It Works

Each player in MicroLeague Football is given an individual rating as to how well he blocks or plays defense for a run, or how well he catches or plays defense against the pass. These ratings are called run ratings and pass ratings, and are used in the game to either add or subtract from the team's offensive outcome.

Ratings:

Players are rated in the following categories:

QB	-Scrambling
TE,FB, HB	-Catching, Blocking
Wide Receiver	-Catching
Offensive Linemen	-Blocking
Defensive Linemen	-Run Defense, Pass-Rush Defense Rating
Defensive Linebackers	-Run, Pass, Pass Rush Defensive Ratings
Defensive Backs	-Run Defense Rating, Pass Defense Rating



The rating system works as follows. All the defensive ratings are added together, then subtracted from all the offensive ratings. If the result is zero, no addition or subtraction takes place. If the result is positive, the chances for gaining more yards is increased depending upon how positive the offensive rating is. If the result is negative, the chances for gaining less yards is increased depending upon how negative the resulting rating is.

For instance, if the resulting rating is +1, only a minimal increase will be added to the chance for gaining more yards. If the result is +5, there is a greater chance that a gain will be made on this play. The opposite holds true for negative results.

NOTE: One way to increase the rating in a particular area is by blitzing a linebacker. This increases his running rating by +2. However, this strategy can backfire if the offense chooses to throw passes to the linebacker's vacated area.

Pass Ratings:

On a pass play, the player ratings affect the outcome of the pass as to whether it is complete or incomplete. This is done by matching the defensive back's pass rating with the receiver's catching rating. Once again, if the receiver's rating is higher, the chance for a completion goes up. The reverse is true when the defensive back's rating is higher.

Pass Coverage Responsibilities:

RCB	Covers	SE
LCB	Covers	FL
TS	Covers	TE
FS	Covers	4th Rec or Is Free
OLLB	Covers	FB
ORLB	Covers	HB

Football Plays and Terminology

The Kickoff ...

Normal Kickoff: The ball will be kicked long. A normal return will follow this kickoff.

Onside Kickoff: The ball must travel at least ten yards and will give either the kicking or receiving team the ball on the fifty yard line. This kickoff is used late in the game after a score when you wish to gain quick repossession of the ball.

Squib Kickoff: The ball will be kicked short. This kickoff will be used when you are trying to prevent the receiving team from returning the ball for a long gain or a touchdown. The drawback to this kick is that the receiving team will be given the ball in good field position.

Defense...

Goal Line: This short yardage defense involves a six man line, which may include one of two linebackers. In a goal line situation, the defense has to play the run first or the offense can make a yard or two every time, which may result in a touchdown.

Rush Aggressively: This is used for both pass and run defenses. On a run, all the linemen and linebackers pursue the play aggressively. This will lead to a higher probability of a yardage loss by the offense on any outside run. However, it leaves the defense vulnerable to the Flank Reverse, Draw Play, Screen Pass, or flare pass to backs which can create large gains for the offense.

Guard Inside Run: This defense has the linemen and linebackers looking for a Dive Play. If a Dive Run is selected by the offense, the chances for a gain are decreased. If an outside run is selected by the offense, the chances for a gain are increased.

Guard Outside Run: This defense has the defensive ends and linebackers looking for a sweep. If a sweep is selected by the offense, the chances for a loss are increased.

Five Defensive Backs: The "Nickel Defense" uses five defensive backs to guard against the addition of a fourth receiver by the offense. If the offense runs the ball and does not use the additional receiver the chances for a long gain are increased.

Guard Out Pass: This is used to guard against the Square Out Pass and Flag Pass patterns. It also prevents the receiver from getting out of bounds to stop the clock if a completion is made. However, this defense opens up the middle to any inside pass. This defense has no effect on Hook or Fly patterns.

Blitz Patterns..

A blitz involves having a linebacker charge across the line in an attempt to get to the passer. The blitz will also be effective against a run if the ball carrier is in the same area.

Blitz ORLB: This defense will blitz the outside right linebacker. The advantage would be an increased chance for a sack if a pass is called, and an increased chance for a loss in a sweep to the defensive right side. The disadvantage would be an increased chance for a long gain if a short pass or flat pass square out is thrown to the back on the defensive right side, or if a draw play or screen pass is called. Also, it increases the chance for a completion if a short pass or flat pass square out is called to the SE.

Blitz IRLB: This defense will blitz the inside right linebacker. The advantage would be an increased chance for a sack if a pass is called, and an increased chance for a loss if an Off Guard Run is called to the defensive right side. The disadvantage would be an increased chance for a completion if a short pass or flat pass square in is called for the split end or fourth receiver. It also increases the chance for a longer gain on a draw play or a screen pass.

Blitz ILLB: This defense will blitz the inside left linebacker. The advantage would be an increased chance for a sack if a pass is called, and an increased chance for a loss if an Off Guard Run is called to the defensive left side. The disadvantage would be an increased chance for a completion if a short pass or flat pass square in or slant pattern is called to the tight end or flanker. It also increases the chance for a longer gain on a draw play or screen pass.

Blitz OLLB: This defense will blitz the outside left linebacker. The advantage would be an increased chance for a sack if a pass is called, and an increased chance for a loss if a sweep is called to the defensive left side. The disadvantage would be an increased chance for a completion if a short pass or flat pass square out or slant pattern is called to the tight end or flanker. It also increases the chance for a longer gain on a draw play or screen pass.

**Franchise History disks
are available, too!!**

Double Teaming...

Double teaming a receiver will decrease the chance for a completion to the receiver who is double teamed, while the chance for an interception is increased. However, if a receiver who is not double teamed is thrown to, the chance for a completion is increased because a player must be pulled from his usual position, which leaves a receiver open.

If only one receiver is double teamed and the offense does not have a 4 receiver selection, the free safety will cover the double team.

If the OLLB or ORLB is used in a double team, the chance for a completion and a longer gain is increased if a pass is thrown to a back on the defensive left side, or right side respectively. It also increases the chance of a longer gain if a screen, draw, or sweep is run to the defensive left side or right side respectively.

Special Defenses...

Rush Key HB: This causes the defense to key on the halfback. If a run play is called, it severely decreases the chance for a gain if the halfback runs the ball. However, if the fullback runs the ball, the chances for a gain are increased.

Rush Key FB: This causes the defense to key on the Fullback. If a run play is called, it severely decreases the chance for a gain if the fullback runs the ball. However, if the halfback runs the ball the chance for a gain is increased.

Rush Punter: This is used to try to block the punt. It increases the chance of a blocked punt, but the punt return will always be a fair catch.

Offensive Formations...

Split Backs: This is a standard pro-set formation with both backs lined up behind the guards.

Short Yardage: This formation has the flanker replaced with a blocking back who lines up either to the right or the left of the QB, depending upon which way the play is run. The back running the ball lines up directly behind the QB.

Two Tight Ends: The split end is replaced with a second tight end, who is moved to line up near the left tackle. This formation is good for all running plays since you are inserting TE2 as an extra blocker.

Four Receivers: This formation is used on passing downs. It negates the added defensive pass protection effect of the fifth defensive back. If there is no fifth defensive back, the offense increases the chances for a completion.

Offensive Plays ...

HB Sweep Weak: The halfback will run to the outside on the side opposite the TE. The quarterback makes the handoff as deep in the backfield as possible so the rusher can see which route his blockers open up. Since the quarterback waits a split second longer to handoff to the halfback, the possibility of loss is greater.

FB Trap Weak: This pass play involves a standard pro-set formation with the tight end on the opposite side. The trap involves "trapping" a defensive lineman, usually an aggressive rusher, by letting him come across the line. At the same time, another offensive lineman pulls from the other side and blocks him at an angle. The center picks up the slack for the pulling offensive lineman which will leave the fullback a hole to run through. The disadvantage is that if the defense blitzes the offensive area that is handling the trap, there is a good chance of a loss.

Square Out/Flag to SE: This pass play pattern has the split end cutting to the outside at a 90 degree angle. The end will run a flag (deep route) downfield and break toward the outside.

Square In/Post to TE: This is a pass play pattern which has the tight end cut toward the middle. He will run a post pattern downfield and break toward the inside.

HB Dive Weak: This is a running play for the halfback to the side of the field opposite the tight end. The quarterback will go to the backfield and handoff to the halfback who will run straight up the middle for a short gain. The short gain is offset by the low probability for a loss. This play is primarily used on third down with less than 2 yards to go for a first down.

Flank Reverse: This play is used as a misdirection play to prevent the defensive line and linebackers from pursuing the ball. The play develops as though it is a sweep, but the flanker comes around to take a handoff and runs around the opposite side.

Hook/Fly to FL: This play has the flanker driving 12-15 yards downfield, then curling in a step or two before catching the pass. He then just has to outrun the defender.

Slant In/Hook & Go to HB: After a few steps, the halfback cuts toward the middle on an angle. The quarterback throws when the receiver becomes open. The halfback will stop after he catches the ball and then turn and run. The disadvantage is that when the halfback stops and turns, he may not have anywhere to go. This could increase the chance for a loss unless it is a strong halfback who might be able to break through.

HB Sweep Strong: This halfback sweep is an outside run to the same side as the TE. The probability for a loss is reduced because of the protection from the TE.

FB Trap Strong: The same as a FB Trap Weak except the formation is a strong side pro-set.

Square Out/Flag to FB: This pass pattern for the back will emphasize the short pass and the runner's ability to move after he catches the ball. The receiver is a fullback and the play calls for a relatively deep route.

Square In/Post to SE: This pass pattern will have the split end cut inside toward the middle. The disadvantage with the square in play is that moving your receiver toward the inside makes him more likely to get injured while trying to catch the ball.

HB Dive Strong: The same situation as the HB Dive Weak except the ball is given to the halfback on the strong side which may lessen the chance for a loss.

FB Draw: This play is designed to draw the defense in toward the quarterback. The offensive line blocks toward the outside and the fullback runs through the opening in the center.

Hook/Fly to TE: This is the same as a Hook/Fly to FL except the receiver is the TE.

Slant In/Hook & Go to FL: After a few steps, the receiver cuts toward the middle on an angle and looks for a quick pass from the quarterback. The disadvantage is having the receiver inside where he is more likely to be hit harder. The possibility of a loss is increased if the receiver is rated lower for defense.

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Brief Definitions ...

Square Out: At 12-15 yards from the line of scrimmage, the receiver cuts outside at a 90 degree angle.

Square In: At 12-15 yards from the line of scrimmage, the receiver cuts inside at a 90 degree angle.

Flag: A deep route where the receiver runs downfield and breaks toward the corner of the field.

Post: A deep route where the receiver runs downfield and breaks toward the goal post.

Hook: The receiver drives 12-15 yards downfield, then curls in a step or two.

Fly: The receiver heads straight downfield and attempts to outrun the defender.

Slant In: After a few steps, the receiver cuts toward the middle on an angle. The quarterback will release the ball when the receiver is open.

Hook & Go: After 3-4 steps, the receiver stops and turns back toward the quarterback for a quick pass, then turns to run.

Flare: A pass thrown 1 - 8 yards past the line of scrimmage.

Short: A pass thrown 9 - 12 yards past the line of scrimmage.

Screen: A pass thrown to a back behind the line of scrimmage.

Long: A pass thrown for over 12 yards.

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Abbreviations

Defensive Position Abbreviations:

RE - Right End
NT - Nose Tackle
LE - Left End
ORLB - Outside Right Linebacker
IRLB - Inside Right Linebacker
ILLB - Inside Left Linebacker
OLLB - Outside Left Linebackers
RC - Right Cornerback
TS - Tight Safety
5B - 5th Defensive Back
FS - Free Safety
LC - Left Cornerback

Offensive Position Abbreviations:

TE - Tight End
RT - Right Tackle
RG - Right Guard
C - Center
LG - Left Guard
LT - Left Tackle
HB - Halfback
QB - Quarterback
FB - Fullback
SE - Split End
FL - Flanker

Punter Abbreviations:

- ATT - Attempted punts.
YARD - The total number of yards punted.
AVG - The average yards per punt.
BK % - The percentage of blocked punts.
IN20 - A number from 1-5, with 5 being the best, that shows how good the punter is at punting inside the 20 yard line of the opponent.

Statistical Abbreviations:

- POS - Position
YRD - Total number of yards Rushed, Passed, or Caught.
TD - Total number of touchdowns Rushed or Passed.
ATT - Total number of attempted Passes or Runs.
AVG - Average yards per caught Pass or Run.
LG - Longest Run or Pass caught.
CMP - Total number of Passes completed.
% - Percentage of completed Passes, INTerceptions, Fumbles, or Extra Points.
U## - The percentage of Field Goals made from under that distance.
INT - Total number of passes intercepted.
REC - Total number of Passing receptions.
FGA - Field Goals attempted.
FGM - Field Goals made.
EPA - Extra points attempted.
EPM - Extra points made.
FC - Number of fair catches.
DEF INT - Number of Defensive Interceptions.
SA - Sacks.
CA - Catching Ability rating.
BA - Blocking Ability rating.
SAC - Ability to rush the passer.
RDA - Rushing Defense Ability rating.
PDA - Passing Defense Ability rating.

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