3in1College & Pro COLLEGE NFL





3 in 1 Football is a two-player or player vs. computer game that allows you to coach your favorite current pro or college teams as well as many great teams of the past. The game is a realistic simulation of football that allows you to control strategy by your offensive and defensive play-calling combined with your knowledge of both football in general and the specific teams involved in the game. The outcome of each play is determined by the strengths and weaknesses of each team AND by your coaching decisions.

The game has been throughly researched and season play-tested and is THE most statistically accurate game on the market today. It also offers you the option of allowing the computer to coach BOTH teams as you watch a dream matchup being played right before your eyes!

LOADING THE GAME

APPLE:

1) Insert game disk.

2) Boot normally.

3) Be sure CAPS LOCK key is down.

COMMODORE:

1) Be certain that cartridge slot is empty.

2) Type LOAD"*",8

3) Type RUN

4) For C-128, be sure SHIFT LOCK key is down.

IBM:

1) Boot DOS

2) Type BASIC/S:610 (for PC & PCjr)

or BASIC/I/S:610 or GWBASIC/I/S:610

depending on your compatible and BASIC

language.

3) Insert game disk.

4) Type LOAD "program"

5) Type RUN

6) Be sure CAPS LOCK key is down.

AMIGA:

1) Insert kickstart disk and boot normally.

Insert game disk when Workbench is prompted.
 Select game disk icon, click left mouse button

twice.

4) Select "FOOT.BAS" icon and click left button

twice.

5) Be sure CAPS LOCK key is down.

ATARI 800/ 800XL/130XE: Insert game disk.
 Turn on computer.

3) Game will load automatically.

ATARI 520ST:

Insert game disk into drive A.

2) Select "FLOPPY DISK A" icon.

Select "BRUN. PRG" icon.
 Select "FOOT. RUN" icon.

Follow instructions on screen.

MACINTOSH:

1) Insert game disk into first drive.

2) Turn power ON.

3) Select "FOOTBALL" icon.

STARTING THE GAME

After loading, you will be asked to enter a number between 1 and 250. This is to insure randomness. You can play head to head or against the computer. You can play on either team's home field or at a neutral site. You will also be asked to enter the rules you wish to use; either NFL, USFL, or College.

ENTERING THE TEAMS

The computer will ask you to enter teams. Place side two of the game disk face up in the drive (unless you have another game disk) and then enter the numbers of the teams you wish to play. When playing the computer, the first team selected will be the one you control. NOTE: After selecting Team One, you may put a different team disk in the drive, thus playing teams of different disks against each other. Then enter the number of the second team.

PLAYING THE GAME

The defensive coach selects his defensive play based on down, situation, opponent, etc. The offensive player must look away from the keyboard while the defensive play is selected. Then, the offensive player inputs his offensive play. The result is then tabulated based on these two selections of the rating of the teams.

DEFENSIVE STRATEGY

There are six defenses to choose from. These defenses "influence" the offensive play. When your opponent gets inside your 10 yardline, you are encouraged to "guess" on defense. If you guess right, the offensive play will be affected negatively. A wrong guess, however, does not affect the play. The following is a brief description of each defense's strengths and weaknesses.

- 1—Honest: This defense doesn't influence any offensive play. This defense is good if you don't know what your opponent might call.
- 2—Inside Run: This defense is good against inside running plays and poor against wide runs.
- 3—Spread: This defense is good against wide runs, screen pass, rollout pass and sideline pass. It is poor against inside run, short, medium or long passes.
- 4—Blitz: This defense increases the chance of sacking the QB on passing plays, (best on long passes). If the pass is complete, the play will yield more yardage.
- 5—Short Pass: This defense is good against short and medium passes. It is poor against screen, rollout and long passes.
- 6—Long Pass: This defense is good against the long pass and poor against the short and sideline passes.

OFFENSIVE STRATEGY

You can plan your offensive strategy by selecting #15. This scouting report will give you an idea of your offensive strengths and weaknesses. The following is a brief description of each offensive play's strengths and weaknesses.

- 1—Inside Run: This play yields less yeardage, but less chance of fumbling. It is good against the spread and poor against inside run defense.
- 2—Off Tackle: This play is good against spread defense and poor against the inside run.
- 3—End Run: This play is good against inside run defense and poor against spread.
- 4—Option Run: This play is harder to stop, but it is risky play and more fumbles are likely to occur. It is good against inside run and poor against spread.
- 5—Draw Play: This play is a good running play in passing situations. It is not effective against honest or in running situations. Also, it is excellent against blitz.
- 6—Short Pass: This play is a short yardage, high percentage pass and yields an average of 5 to 10 yards when completed. It is good against spread and long pass defense, and poor against short pass.
- 7—Medium Pass: This play yields an average of 10 to 20 yards per completion. It is good against spread defense and poor against short and long pass defense.
- 8—Long Pass: This play has a greater interception percentage, more sacks, but averages 15 or more yards per completion. It is good against spread and short pass defense and poor against long pass.
- 9—Short Screen: This play is a low risk, high completion % pass. Good against the blitz. It is terrible against the spread.
- 10—Playaction Pass: This play is a good medium pass in running situations. But very poor in passing situations.

- 11—Sideline Pass: This play can only be used in the last 2 minutes of the half to get out of bounds to stop the clock. It is not good against the spread, but good against long pass defense.
- 12—Rollout Pass: The play is a medium pass good against the spread.
- 13—Punt: This play is actually a defensive weapon. When you are closer to your opponents goal than your punters average, the punt is automatically a coffin corner attempt. Normally, there are no blocked punts. To put a rush on the kicker, use blitz defense. This will allow for an occasional blocked punt, but will also result in an occasional roughing the kicker penalty and an automatic first down. Any punt not on 4th down is assumed to be a quick kick and travels farther and is not returned, but has a higher risk of being blocked.
- 14—Field Goal: You may attempt a field goal anytime you are inside the opponents 48 yard line. The closer you are, the better the chance of making the field goal. The farther away, the more likely it is to be blocked.
- 15—Scouting Report: You can select this anytime before an offensive play. The defensive player may also request a look at it. This shows how your teams stack up against each other. You can plan your offensive and defensive strategy from looking at this report.

RATING THE TEAMS

Each teams rushers, passers, receivers, kick returners and kickers have been individually rated to contribute as they actually performed in real life. They should respond statistically as they actually did. Your field goal kickers results may vary according to how you use them. If you try a lot of long field goals, they are not going to 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 the past NFL are also rated. However, we made no attempt to rate college against NFL or USFL vs. NFL, etc.

TWO MINUTE OFFENSE

In the pro versions you have a 2 minute warning. In either game, inside 2 minutes, you can choose to huddle, take time out, or hurry up the offense. The maximum times for various types of plays are listed below:

Run or Pass Reception Inbounds	37 SEC (Coll) 40 (Pro)
Play Good For 1st Down (Coll, USFL)	27 SEC
Play Involving Penalty Accepted	18 SEC
Play Involving Penalty Declined	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 1st Down (Coll)	17 SEC
Time Out (Last 2 Min.)	10 SEC
Pass Comp. Out of Bounds	8 SEC
Field Goal Att.	6 SEC
Onside Kick	6 SEC
Fumble (Offense recovers)	27 SEC
Incomplete Pass	6 SEC

THE WISHBONE FACTOR

During playtesting, we found that teams who threw the ball very seldom and always very long (Primarily wishbone teams) were practically unbeatable as passing teams. So we installed the "Wishbone Factor". If you only throw very occasionally with these teams, the big pass play is still a threat. However, if you pass routinely with these teams, they become a less than average passing team. We also found the converse to be true with good passing teams who only ran the ball occasionally and usually draw plays against pass prevent defenses making their rushing average higher than normal. Here again, if you run the ball occasionally with these teams, they will perform true to life. However, if you start grinding out running plays on every down, they revert to a less than average running team. A "* appearing beside the completion average in the scouting report indicates a team's passing will be curtailed if overused. Likewise, a "* appearing beside the run average on the scouting report indicates a team running game will be curtailed of overused.

END OF GAME STATISTICS

At the end of the game, a complete statistical breakdown will be displayed on the screen showing a scoring summary, team and individual statistics. This may also be saved to a printer.

This feature allows you to compile the schedule, team, and individual statistics after each game. After the stats are displayed at the conclusion of a game, the computer will ask "Save Stats (Y/N)". If you wish to save the stats, type Y.

In a few seconds, you will be prompted to insert your formatted statistics disk. Then hit RETURN twice. NOTE: Be sure to have a formatted disk ready PRIOR TO playing a game. To format a disk, follow the instructions given in your computer manual.

When saving stats, the computer will display the name of the team that the stats are being saved under. This will differ slightly from the name on the original team disk. Be sure to make a note of this name—you will need it to view the stats later through the LOOKIE Program.

THE LOOKIE PROGRAM

When the computer asks you if you wish to look at previously compiled stats and you answer yes by typing Y, the computer will load the LOOKIE Program. Here, by simply typing in the name of any team that the stats were saved under (see above), you can view their past schedule and both team and individual statistics on the screen or print them to a printer.

SUMMARY

We sincerely hope that 3 in 1 Football brings you and your friends many hours of enjoyment. We have made every effort to take the game as realistic and exciting as we can. We even play it ourselves!

A PERSONAL WORD FROM THE DESIGNER

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 over four years of development and play-testing, I believe that you are playing the most realistic computer sports simulation on the market today.

However, over the years, I have come to realize that there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to almightly 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. Lance Haffner

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FULL COUNT BASEBALL

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3in1 College & Pro 3in1 College & Pro COLLEGE NEL



"-AMERICANES

COMMODORE • APPLE ATARI 800/800XL/130XE

1986 COLLEGE TEAMS

	epoin		
1 - Air Force	60 -	Kansas	119 - Rice
2 - Akron	61 -	Kansas State	120 - Richmond
3 - Alabama	62 -	Kent State	121 - Rutgers
4 - Appalachian State	63 -	Kentucky	122 - San Diego State
5 - Arizona	64 -	Lafayette	123 - San Jose State
6 - Arizona State	65 -	Lamar	124 - South Carolina
7 - Arkansas	66 -	Lehigh	125 - Southeast Louisiana
8 - Arkansas State	67 -	Long Beach State	126 - U.S.C.
9 - Army	68 -	L.S.U.	127 - Southern Illinois
10 - Auburn	69 -	Louisiana Tech	128 - S.M.U.
11 - Austin Peay	70 -	Louisville	129 - Southern Mississippi
12 - Ball State	71 -	Maine	130 - Southwest Louisiana
13 - Baylor	72 -	Marshall	131 - Stanford
14 - Boise State			132 - Syracuse
15 - Boston College			133 - Temple
16 - Boston University			134 - Tennessee
17 - Bowling Green		Memphis State	135 - U.T. Chattanooga
18 - B.Y.U.		Miami (Fla)	136 - Tennessee Tech
19 - Brown		Miami (Ohio)	137 - Texas
			138 - Texas (Arlington)
21 - California			
22 - Central Michigan			
23 - Cincinnati			
24 - Citadel			
		Mississippi State	
		Miss. Valley State	
27 - Colorado	86 -	Missouri	145 - Tulsa
28 - Colorado State			
29 - Columbia			
30 - Connecticut	89 -	Morehead State	148 - Utan State
31 - Cornell 32 - Dartmouth	90 -	Murray State	149 - Vanderbilt
32 - Dartmouth	91 -	Navy	150 - Virginia
		Nebraska	
34 - Delaware			
35 - Drake	37 -	Nevada (keno)	153 - wake rulest
36 - Duke 37 - East Carolina	35 -	New Hampshire	155 - Washington State
38 - E. Tennessee State	07 -	New Mexico State	156 - Washington State
39 - Eastern Kentucky			158 - West Virginia
40 - Eastern Michigan			159 - Western Carolina
41 - Florida State			160 - Western Kentucky
42 - Florida 43 - Fresno State		Northern Arizona	161 - Western Michigan
44 - Fullerton State		Northern Illinois	162 - Wichita State
45 - Furman		Northwestern	163 - William & Mary
46 - Georgia		Notre Dame	
47 - Georgia Tech		Ohio University	165 - Wyoming
48 - Harvard		Ohio State	166 - Yale
49 - Hawaii		Oklahoma	167 - Youngstown State
50 - Holy Cross		Oklahoma State	
51 - Houston		Oregon	208 - James Madison
52 - Idaho		Oregon State	209 - Western Illinois
53 - Idaho State		Pacific	210 - Georgia Southern
54 - Illinois		Penn	211 - Eastern Washington
55 - Illinois State		Penn State	212 - Northern Iowa
56 - Indiana		Pittsburgh	213 - North Dakota State
57 - Indiana State		Princeton	214 - Tennesse State
58 - Iowa		Purdue	215 - South Dakota State
59 - Iowa State			

217 - South Dakota	218 - Jackson State 220 - Augustana (Ill)	219 - Nicholls State
	1986 NFL TEAMS	
168 - Bears	178 - Cowboys	187 - Packers
169 - Bengals	179 - Dolphins	188 - Patriots
170 - Bills	180 - Eagles	189 - Raiders
171 - Broncos	181 - Falcons	190 - Rams
172 - Browns	182 - 49ers	191 - Redskins
173 - Buccaneers	183 - Giants	192 - Saints
174 - Cardinals	184 - Jets	193 - Seahawks
175 - Chargers	185 - Lions	194 - Steelers
176 - Chiefs	186 - Dilers	195 - Vikings

1974 WFL TEAMS

177 - Colts

196 - Birmingham American	202 - Memphis Southmen
197 - Philadelphia Bell	203 - NY Stars/Charlotte Hornets
198 - Florida Blazers	204 - Portland Storm
199 - Chicago Fire	205 - Southern Califonia Sun
200 - Hawaii Hawaiians	206 - Houston Texans/Shreveport Steamer
201 - Jacksonville Sharks	207 - Detroit Wheels

*PLEASE NOTE - Since the USFL did not play in 1986, we have included the 12 teams from the 1974 World Football League in their place. Also, since the WFL did not kick extra points, each kicker has been assigned a 93% accuracy rating on PATs, the NFL average for 1974.

ALSO AVAILABLE

1985 Teams Disk (College, NFL, & USFL)
1984 Teams Disk (College, NFL, & USFL)
1983 Teams Disk (College, NFL, USFL, & 48 More Great NFL Past
Teams)
NFL Past Seasons Teams Disk (171 Teams)

GREAT COLLEGE TEAMS OF THE PAST

1	-	59	Syracuse	59	-	69	U.S.C.				Alabama
5	-	60	Minnesota				Air Force				Arkansas
3	-	60	Mississippi	. 61	-	70	Arizona State	119	-	79	Auburn
4	-	61	L.S.U.	62	-	70	L.S.U.				B.Y.U.
5	-	61	Mississippi	63	-	70	Nebraska	121	-	79	Florida State
6	-	61	Ohio State	64	-	70	Notre Dame	122	-	79	Houston
7	-	61	Texas	65	-	70	Ohio State	123	-	79	Ohio State
8	_	53	Alabama	66	-	70	Stanford	124	-	79	Oklahoma
9	_	62	Mississippi	67		70	Tennessee	125	-	79	U.S.C.
							Texas				Alabama
11	_	62	Wisconsin	69	_	71	Alabama	127	-	80	Baylor
157 / 17			Alabama	70	_	71	Arizona State	128	-	80	B.Y.U.
A STATE OF			Auburn	71	_	71	Auburn	129	_	80	Florida State
			Navy	72	_	71	Colorado	130	-	80	Georgia
			Nebraska	73	_	71	Nebraska	131	_	80	Michigan
			Taxas				Oklahoma				North Carolina
							Penn State				Ohio State
			Arkansas								Oklahoma
			Nebraska				Nebraska				Pittsburgh
			Notre Dame				Oklahoma				Purdue
			Texas	1 - 1 - 1 - 1			Tennessee				South Carolina
			U.S.C.				Texas				Stanford
						1177	U.C.L.A.			370-32	U.S.C.
							U.S.C.				
							Washington				Arizona State
			Michigan State Nebraska				Alabama				
							Notre Dame				Clemson
											Georgia
							Oklahoma				
							Texas Tech				Iowa
							Penn State				Miami
							California				Michigan
							Michigan				Nebraska
			Michigan State				Oklahoma				North Carolina
			Notre Dame								Penn State
			Purdue				Alabama				
			Syracuse				Arizona State				
			U.C.L.A.				California				
			Alabama				Ohio State				U.S.C.
			Indiana				Oklahoma				Washington
			Notre Dame				Texas A & M				Arizona State
			Oklahoma				U.C.L.A.				Arkansas
			Purdue				Georgia				Auburn
			Tennessee				Maryland				Clemson
			U.S.C.				Michigan				Florida
			Wyoming				Pittsburgh				? Georgia
			Arkansas				U.S.C.				L.S.U.
			Kansas	105	-	77	' Alabama				2 Michigan
			Ohio State				Arkansas				2 Nebraska
49	-	68	Penn State	107	-	77	Kentucky	165	; -	- 88	Ohio State
			S.M.U.	108	-	- 77	Notre Dame	166	5 -	- 88	Oklahoma
			Texas				Texas		+		Penn State
52	-	69	Arkansas	110		- 78	3 Alabama	168	} -	- 88	2 Pittsburgh
53	-	69	Florida	111	-	- 78	Clemson	169	-	- 88	S.M.U.
54	-	69	Mississippi				3 Michigan	170) -	- 8	2 Stanford
55	-	69	Missouri	113	-	- 7E	Oklahoma	171		- 88	2 Texas
56	; -	69	Ohio State	114	-	- 78	3 Penn State	172	2 -	- 8	2 U.C.L.A.
57	, –	69	Penn State	115	-	- 78	3 Purdue				2 Vanderbilt
58	3 -	69	Texas	116	-	- 78	B U.S.C.	175	ł -	- 8	2 Washington

GREAT PRO TEAMS OF THE PAST

Y	ear & Team	Disk ID #	Year & Team	Disk ID #
41	B Bills (AAFC)	19	65 Chargers (AFL)	126
41	8 Browns (AAFC)	18	65 Jets (AFL)	127
41	8 49ers (AAFC)	20	66 Bills (AFL)	11
5	0 Browns	142	66 Chiefs (AFL)	157
50	0 Rams	143	66 Cowboys	158
5	1 Browns	35	66 Packers	159
5	1 Rams	46	67 Browns	39
	1 Giants	87	67 Colts	13
	3 49ers	85	67 Rams	12
	3 Browns	144	67 Dilers (AFL)	123
	3 Lions	145	67 Chiefs (AFL)	124
	4 Browns	37	67 Jets (AFL)	125
	4 Lions	84	67 Cowboys	160
	5 Rams	45	67 Packers	161
	5 Browns	38	67 Raiders (AFL)	162
	8 Colts	146	68 Colts	163
100	8 Giants	147	68 Jets (AFL)	164
	8 Browns	81	68 Cardinals	47
	0 Eagles	148	68 Vikings	40
	0 Cowboys	88	68 Raiders (AFL)	14
43.00	0 Packers	36	68 Chiefs (AFL)	15
	0 Dilers (AFL)	33	68 Cowboys	54
	0 Chargers (AFL)	48	68 Browns	55
	1 Dilers (AFL)	149	68 Rams	56
	1 Eagles	5	68 Bills (AFL)	122
	1 Packers	41	69 Redskins	1
	1 Giants	49	69 Lions	53
	1 Chargers (AFL)	50	69 Raiders (AFL)	16
	2 Giants	150	69 Jets (AFL)	17
	2 Packers	151	69 Cowboys	57
	2 Bears	86	69 Browns	58
	2 Texans (AFL)	44	69 Rams	59
	2 Lipns	51	69 Oilers (AFL)	121
	2 Dilers (AFL)	52	69 Chiefs (AFL)	165
	3 Bears	152	69 Vikings	166
	3 Browns	153	70 Colts	167
	3 Chargers (AFL)	154	70 Cowboys	60
	4 Bills (AFL)	155	70 Lions	61
	4 Colts	156	70 Vikings	62
	4 Cardinals	4	70 49ers	63
	H Chargers (AFL)	6	70 Dolphins	64
	4 Patriots (AFL)		70 Raiders	29
	4 Browns	42	70 Chiefs	28
	5 Bears	83	70 Rams	27
	5 Bills (AFL)	34	70 Giants	89
	5 Browns	8	70 Bengals	120
	5 Colts	9	71 Chiefs	3
6	5 Packers	10	71 Dolphins	2

7171717222222233333333344444444	Browns Bills 49ers Redskins Cowboys Dolphins Redskins Cowboys Packers Browns Steelers Raiders 49ers Raiders Dolphins Redskins Cowboys Rams Bengals Steelers Bills Vikings Raiders Dolphins Steelers Raiders Uikings Raiders Cowboys Rams Cowboy	65 66 111 112 113 114 168 169 170 67 68 69 70 71 119 22 21 72 73 74 75 76 171 172 173 23 43 77 78 79 80 80 80 80 80 80 80 80 80 80	76 76 77 77 77 77 77 77 77 77 77 77 77 7	engals colts ears teelers ikings colphins ams aiders comboys comboys teelers ams ucs aints agles ears ilers comboys teelers comboys teelers comboys agles comboys agles comboys agles colphins chargers agles	99 100 100 100 100 100 100 100 100 100 1
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	Vikings	25		alcons	141
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	Colts	106		agles	135
	Bengals	107		ets	136
	Oilers Raiders	108		ills	137
	Rams	109		iants	128
	Cardinals	174		olphins	32
	Cowboys	175		owboys engals	91
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	Raiders	177		Sers	187
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	Colts	97		edskins	189
76	Patriots	98			