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GRIDIRON GLORY

ENTERTAINMENT

Coach your favorite football team to victory
(ages 12 and up)

by Mike Drury and Bob Graves

Requires: ATARI BASIC Language Cartridge

One ATARI Joystick Controller

Diskette version (1):
(APX-20188)

ATARI 810 Disk Drive
32K RAM

Edition B

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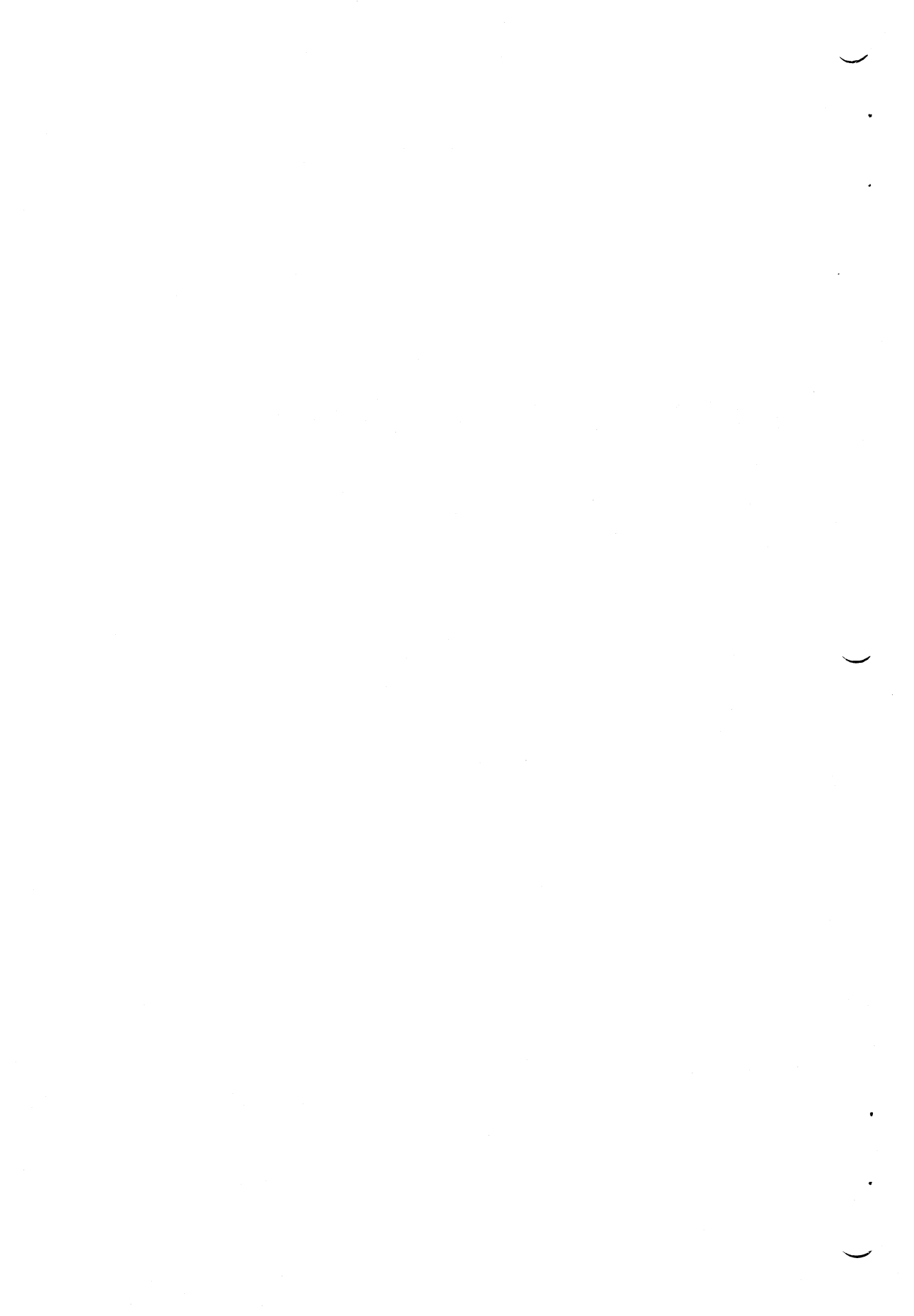
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TABLE OF CONTENTS

INTRODUCTION -- 1

- Overview -- 1
- Required accessories -- 1
- Contacting the authors -- 1

GETTING STARTED -- 2

- Loading GRIDIRON GLORY into computer memory -- 2
- Entering team names -- 2

PLAYING GRIDIRON GLORY -- 4

- Timing and calling plays -- 4
- Entering commands and plays -- 4
 - Keyboard commands -- 4
 - Joystick plays -- 6
- Game situations -- 7
 - Extra points -- 7
 - First downs -- 7
 - First down, inside 12 -- 7
 - Fumbles -- 7
 - Passes -- 7
 - Penalties -- 7
 - Referee -- 8
 - Returns -- 8
 - Rushes -- 8
 - Safety -- 8
 - Touchdowns -- 9
- Strategy -- 9

APPENDIX A The Game Screen -- 10

APPENDIX B Statistics Chart and Power Ratings -- 11

APPENDIX C Play Calling Chart -- 13

APPENDIX D 1982 Team Standings -- 16

Introduction

OVERVIEW

GRIDIRON GLORY is a professional football simulation played from a coach's perspective. Using a combination of keyboard and Joystick Controller commands, you and your opponent coach any of the 28 professional football teams. Each team is programmed with a different profile, based on more than thirty statistics, such as punting and field goal accuracy. The 25-second clock ensures a fast-paced, exciting, and sometimes nerve-wracking game by forcing each coach to make his play selection within a limited amount of time. You have eight-minute quarters to outcoach and outscore your opponent.

The scoreboard keeps track of yards gained, yards to go, time remaining, and time-outs left. The playing field displays your position on the field and movement of the ball after your plays have been called. By careful play selection on defense and offense, you can experience the feeling of GRIDIRON GLORY!

REQUIRED ACCESSORIES

32K RAM
ATARI 85 or ATARI 550 Disk Drive
ATARI BASIC Language Cartridge
Two ATARI Joystick Controllers

CONTACTING THE AUTHORS

Users wishing to contact the authors about GRIDIRON GLORY may call or write to them at:

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Tallahassee, FL 32303

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Getting started

LOADING GRIDIRON GLORY INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. Plug your Joystick Controllers into the first and second controller jacks of your computer console. The joystick plugged into jack 1 controls the team displayed on the left-hand side of the screen, and the joystick plugged into jack 2 controls the team displayed on the right. Hold the joystick with the red button at your upper left, toward the TV screen.
3. Have your computer turned OFF.
4. Turn on your disk drive.
5. When the BUSY light goes out, open the disk drive door and insert the GRIDIRON GLORY diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
6. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

ENTERING TEAM NAMES

After the program has loaded, a message asks you to enter the name of the team to receive the ball (this team name displays on the left of the scoreboard, and at the start of the second half this team kicks off). You can select from any of the 28 professional football teams and enter that team's city name. Some of the cities are abbreviated. Refer to Appendix D for a complete listing of abbreviations.

After you type the name and press the RETURN key, the program asks you to enter the name of the team to kick off. Referring again to the list in Appendix D, type a name and press the RETURN key. If you mistyped either of the team names' first four characters, the program displays the message: A TEAM IS SPELLED WRONG, PLEASE TRY AGAIN. The program then redisplayes the prompts for the receiving and kicking team names.

After the program accepts the team names, it displays the

program title, GRIDIRON GLORY, at the bottom of the screen for about a minute before displaying the scoreboard and field. Once the question "KICKOFF?" appears above the playfield, the game begins!

Playing GRIDIRON GLORY

TIMING AND CALLING PLAYS

The offensive coach has 25 game seconds to call a play. The defensive coach has at least 5 game seconds to call his play, that is, until the 25-second clock is down to 15 game seconds. After the 5-second period has elapsed, the defense may still call a play if the offense hasn't called its play. If the defense fails to call a play before game play commences, its defensive formation defaults to the Standard defense (defensive play 1, shown in Appendix C). No play begins until at least 5 seconds have elapsed from the 25-second clock. Refer to Appendix C for different offensive and defensive plays, how to call each one, and how they affect one another.

ENTERING COMMANDS AND PLAYS

Appendix C summarizes all keyboard commands and joystick plays.

Keyboard commands

You enter kicking and time commands from the keyboard:

Key Pressed	Result
F	FIELD GOAL (The ball must go between the end lines of the end zone to be good. A kicker's average is a function of his distance and accuracy.)
P	PUNT (The punt is automatically returned. You can punt on any down.)
C	COFFIN CORNER PUNT (This punt travels two-thirds as far as a regular punt and there's no return).
SPACE BAR	OFFICIAL TIME-OUT (Used to pause the game. Press the SPACE BAR again to continue.

- T TIME-OUT (Each team has
3 time-outs
per half and an
additional 3 in the event
of sudden death.
If one of the teams called
a time-out, then that team must
press the trigger button to
continue the game and that team's
time-outs left decreases
by one. If a team calls a
time-out with no time-outs
left, the clock doesn't stop when
play continues.)
- Q QUARTERBACK FLOP (This is used
by the offensive team to use up
the clock. The offense loses two
yards whenever it uses this play.)
- START Press START to continue the game
at the two-minute warning
and at the end of each quarter.
- SELECT Press SELECT to start a new game;
it works only at halftime
and the end of the game.
- OPTION Press OPTION to add two seconds to
the clock at the end of the game.
You can use this to allow one
more play if the half or game
ends on a penalty or just in
case you wanted to see what might
have appened if you had called
another play.

Joystick plays

You choose offensive and defensive plays by pushing the joystick in a particular direction and pressing or not pressing the red button. The question mark disappears from your side of the field when you enter your play.

Offense. The offense can call one of eight plays using the Joystick Controller. Appendix C illustrates the joystick position for each offensive play.

Defense. The defense can call one of six plays using the Joystick Controller. Appendix C summarizes the choices. If the defense calls a play with joystick position numbers 7 or 8 (which are meaningless on offense), the question mark remains on the screen until you call a valid play.

Blocking punts. You can call a Blitz defense (defensive play 6) to attempt to block a punt, but you increase the risk of being called for roughing or running into the kicker, which carries a 15- or 5-yard penalty and an automatic First Down.

Kickoff. The kicking team selects the type of kick to use (see Appendix C for the position of the joystick for the choices). The three types of kicks available for a kickoff are as follows:

REGULAR --> This is a straight kickoff, with a regular return.

SQUIB --> The ball travels two-thirds the distance of a regular kickoff and the return is halved.

ON-SIDE --> The ball travels at least ten yards and both teams attempt to recover with the receiving team heavily favored; no

return is attempted.

GAME SITUATIONS

EXTRA POINTS

An extra point is automatically attempted from the two-yard line. One point is awarded if the attempt is successful. The nose of the ball must pass the end line of the end zone.

FIRST DOWNS

A first down occurs when the nose of the football crosses the down marker. Down markers are ten yards apart.

FIRST DOWN, INSIDE 12

On a first down inside the twelve-yard line, yardage is harder to pick up and passes are more difficult to complete.

FUMBLES

A fumble can occur in any situation. The ball changes shape to indicate it was fumbled and the referee points in the direction the recovering team is going.

PASSES

On all passes, the ball moves the length of the pass. If the pass is complete, the statistics are updated. If the pass is incomplete, the referee signals incomplete and the ball is moved back to the line of scrimmage. If the pass is intercepted, the ball flashes different colors and the return of the interception is automatic. On any pass, the quarterback can be sacked, which results in a loss of yards. The longer the attempted pass, the greater the loss of yards on a quarterback sack.

PENALTIES

On a penalty, a yellow flag drops above the

field, in the center of the screen. When the play is over, the referee points at the team committing the infraction. The opposing team then chooses whether to take the penalty (and replay the down, unless doing so results in a first down) or to accept the play. (Caution, On a penalty on an interception, the ball changes possession if the penalty isn't taken). You choose by pushing your joystick in the direction the arrow indicates. All penalties are marked off from the line of scrimmage. Offsetting penalties are denoted by the dropping of two flags and the referee pointing in one direction and then the other.

REFEREE

The referee is always on the side of the field of the team in possession of the ball and he faces the direction the ball will be traveling. The one exception is on kickoffs, in which case the referee is on the side of the receiving team.

RETURNS

All kickoff and punt returns are automatic, unless the kick travels into the end zone. If this occurs, the receiving team must quickly decide whether or not to return the ball. To return the ball, push the trigger button on your joystick. If you don't push the button, the play is a touchback and the ball will be placed on the 10-yard line.

RUSHES

The ball moves the distance of the play. It is possible to lose or get no yardage on a rushing play.

SAFETY

A safety occurs when the back of the football crosses the offensive team's own goal line. The opposing team gains two points. The team causing the safety must elect to punt or kickoff from its twenty-yard line. The program prompts you to choose.

TOUCHDOWNS

A touchdown occurs when the nose of the football crosses the goal line of the opposing team. The offensive team gains six points.

STRATEGY

The coach should look at his team's offensive and defensive weaknesses and strengths as well as those of his opponent. Appendix B contains games statistics for each team. For example, the higher your pass completion percentage is on offense, the better off you are, whereas on defense you would prefer as low a percentage as possible. It's important to remember in planning your strategy that the defense and offense always interact.

Example. An offense with a 60 percent completion rate is playing against a defense that allows only 50 percent of the passes thrown against them to be completed. This combination would imply that the offense should complete roughly 55 percent of its passes. Other factors to consider are what defense a team is in and the length of the pass. Generally, the longer the pass, the lower the completion rate. This type of interaction takes place on every play, whether rushing or passing.

Power ratings indicate the relative strength of a team's offense and defense. There is a ranking for rushing and passing, yielding four power-ranking figures for each team (see Appendix B). The lower an offensive power ranking, the better. Conversely, a higher defensive power ranking is preferred.

Example. Team A has low offensive rush ranking and a low offensive pass ranking. Team B has a high defensive rush ranking but a low defensive pass ranking. Team A should expect to pass more in this case, since that would give them an edge, all other factors being equal.

Appendix A - The Playing Field

SAN FRAN DALLAS
7 SCORE 7
00:00

RUSH	52		RUSH	16
PASS	25		PASS	62
TOT	77	[25]	TOT	78
DOWN	3		DOWN	2

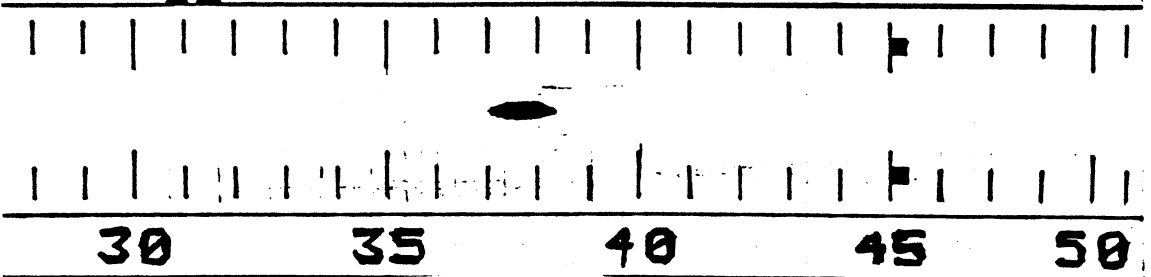
1 DOWN 15 TO GO

OFFICIAL
TIME OUT

[3]



[3]



Appendix B - Statistics chart and power ratings

More than thirty different statistics for each team are used to ensure realistic play (for example, punting averages and field goal accuracy). Some of the key statistics that may help you select the team you wish to coach are listed below. Pay particular attention to the POWER RATINGS when selecting.

	OFFENSE				DEFENSE			
	Avg YDS RUSH	PASS COMP %	RUSH POWER RATING	PASS POWER RATING	Avg YDS RUSH	PASS COMP %	RUSH POWER RATING	PASS POWER RATING
CHICAGO	3.6	45.4	1.50	2.80	4.1	44.4	1.40	2.20
CINCINNATI	4.0	60.4	1.90	1.60	4.0	65.0	2.20	1.80
BUFFALO	4.1	50.3	1.60	1.90	4.0	56.3	1.55	2.65
DENVER	3.7	59.6	2.30	1.85	4.3	53.7	1.80	2.70
CLEVELAND	4.1	55.8	2.20	1.65	4.0	58.6	1.50	2.15
TAMPA BAY	3.8	50.5	2.60	2.00	3.9	58.6	1.30	2.30
ST. LOUIS	4.3	53.0	1.40	2.55	4.8	56.9	1.15	2.10
SAN DIEGO	4.2	58.5	1.80	1.50	3.7	54.8	2.60	1.50
KANSAS CITY	4.3	54.6	1.10	2.70	3.5	51.3	2.80	1.75
BALTIMORE	4.2	55.3	2.40	2.35	4.4	61.3	1.10	1.55
DALLAS	4.3	54.9	1.05	2.20	4.4	46.2	1.60	1.85
MIAMI	4.1	54.4	1.45	2.25	4.1	58.3	1.70	1.95
PHILADELPHIA	4.5	54.2	1.15	2.45	3.7	48.9	2.70	2.85
ATLANTA	4.0	55.2	2.00	1.70	3.6	56.5	2.90	1.65
SAN FRANCISCO	3.5	63.4	2.10	1.80	4.1	53.1	1.90	2.75
NEW YORK (NFC)	3.5	49.6	2.70	2.65	3.4	54.0	2.10	2.55
NEW YORK (AFC)	4.1	55.8	1.25	2.40	4.0	54.5	2.40	2.50
DETROIT	4.7	52.3	1.00	2.30	3.5	55.0	3.00	2.25
HOUSTON	3.7	58.5	2.50	2.60	4.4	58.8	1.20	2.05
GREEN BAY	3.5	55.6	2.80	2.15	3.8	56.2	1.45	2.40
NEW ENGLAND	4.1	52.7	1.70	1.75	4.6	55.3	1.00	2.60
OAKLAND	4.2	49.0	1.65	2.50	3.5	53.8	2.50	1.70
LOS ANGELES	4.0	49.3	1.35	2.75	4.1	46.6	1.25	2.80
WASHINGTON	4.1	58.5	1.55	1.95	4.1	47.3	1.35	2.45
NEW ORLEANS	4.2	54.0	1.30	2.85	3.8	60.9	2.00	1.90
SEATTLE	3.6	58.6	2.90	2.05	4.8	58.6	1.05	2.35
PITTSBURGH	4.3	53.6	1.20	2.10	3.7	55.5	2.30	1.60
MINNESOTA	3.9	53.9	3.00	1.55	3.8	55.0	1.65	2.00

POWER RATINGS

OFFENSE, RUSH

Worst 3.00
Average 1.84
Best 1.00

DEFENSE, RUSH

Worst 1.00
Average 1.84
Best 3.00

OFFENSE, PASS

Worst 2.85
Average 2.18
Best 1.50

DEFENSE, PASS

Worst 1.50
Average 2.18
Best 2.85

Appendix C - Play calling chart

Table 1 shows the relationship between defensive and offensive plays. A cross-indexing of the defensive and offensive plays called results in a blank, a plus or minus or a circled plus or minus. In general, if a team is defending the run and the offense calls a pass, the completion percentage and the yardage are increased. Conversely, if the defense is playing the pass, the percentage and yardage should be decreased.

The table provides specific relationships between each play. The relationships mean as follows:

FAVORS NEITHER - The defensive play has no effect on the outcome.

FAVORS OFFENSE - The defensive play alters the outcome of the play in favor of the offense.

HIGHLY FAVORS OFFENSE - Same as FAVORS OFFENSE, but the impact is greater.

FAVORS DEFENSE - The defensive play alters the outcome of the play against the offense.

HIGHLY FAVORS DEFENSE - Same as FAVORS DEFENSE, but the impact is greater.

Note. Remember that on a pass, if a defensive team calls a play that highly favors the defense, the pass can still be completed, probably at reduced yardage. It should be noted that the pass would have been completed against any other defensive call.

Table 2 summarizes the plays that can be called using the joystick and the keyboard. All plays numbered 5 and above are called by pressing the red trigger button (indicated by a darkened circle on the figure) and pushing the joystick in the desired direction.

Appendix C (Table 1)

O F F E N S I V E P L A Y S

		1	2	3	4	5	6	7	8
D E F E N S I V E P L A Y S	1			⊕	-				
	2	⊖	⊖		⊖	+	⊕	⊕	⊕
	3		⊕	⊖		⊖		+	⊕
	4		+	+	+		⊖	-	
	5		+	+	⊕	+		⊖	⊖
	6						⊕	⊕	-

 FAVORS
NEITHER

 FAVORS
OFFENSE

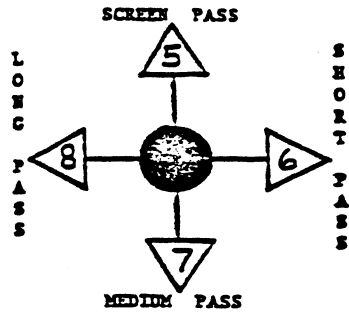
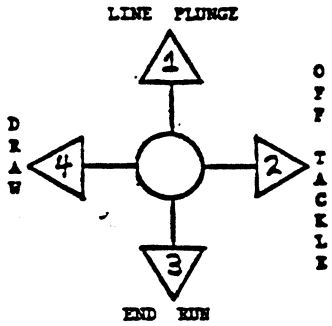
 HIGHLY
FAVORS
OFFENSE

 FAVORS
DEFENSE

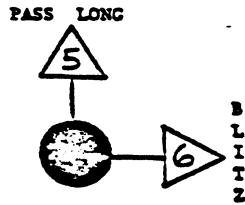
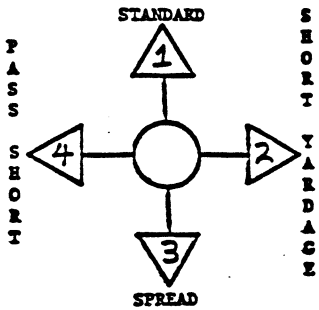
 HIGHLY
FAVORS
DEFENSE

Appendix C (Table 2)

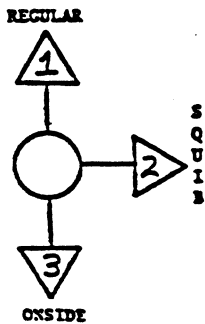
OFFENSE



DEFENSE



KICKOFF



KEYBOARD

- Q - QUARTERBACK FLOP
- T - TIME-OUT
- F - FIELD GOAL
- P - PUNT
- C - COFFIN CORNER PUNT

Appendix D - 1982 Team standings

AFC				NFC			
Eastern Division							

	W	L	T		W	L	T
MIAMI	11	4	1	DALLAS	12	4	0
N.Y.	10	5	1	PHILA	5	6	0
BUFFALO	10	6	0	NEW YORK	9	7	0
BALTIMORE	2	14	0	WASHINGTON	8	8	0
N.ENGLAND	2	14	0	ST.LOUIS	7	9	0
Central Division							

	W	L	T		W	L	T
CINCY	12	4	0	TAMPA BAY	9	7	0
PITT	8	8	0	DETROIT	8	8	0
HOUSTON	7	9	0	GREEN BAY	8	8	0
CLEVELAND	5	11	0	MINNESOTA	7	9	0
				CHICAGO	6	10	0
Western Division							

	W	L	T		W	L	T
SAN DIEGO	10	6	0	FRISCO	13	3	0
DENVER	10	6	0	ATLANTA	7	9	0
K.C.	9	7	0	L.A.	6	10	0
OAKLAND	7	9	0	N.ORLEANS	4	12	0
SEATTLE	6	10	0				

Note. Type in the city name exactly as it is shown above when entering the teams that are going to play. The program verifies the teams by checking the first three characters in the name, making it imperative that all spaces and periods in the first three characters are typed exactly as shown above.





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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please use page numbers).

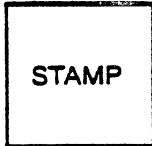
8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From



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[seal here]