

HEAD COACH FOOTBALL

For Windows

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OVERVIEW OF THE GAME

Windows football is a real-time simulation of the game of professional football. In this game, you act as the Head Coach of the team of your choice, and your opponent is the head coach of the opposing team. Windows Football was designed to be played in one of three ways:

Player vs. Player - You and a friend play against each other. You can even keep a running "head to head" record of the games you play with other human opponents.

Player vs. Computer - You play the computer, using one of two difficulty levels. If you are a new player, we suggest you start out playing the computer in the INTERMEDIATE mode. Later, once you are used to the plays and the overall gaming system, try to play the computer in the ADVANCED (Smart Coach) mode. The Smart Coach mode allows the computer to learn more strategy from the human opponent, and allows the computer to view a "scouting report" of you before a game begins. You'll find out more on this system a little further on.

Computer vs. Computer - Let the computer coach both teams, perhaps even playing several games at once. If you would like to play a series of games, like all the weekends upcoming pro games, you can build up a SCRIPT, which will tell the computer which teams should play each other, who the home team is, etc. The computer will then play all the games in the script, and provide you with the information about each game played. (All 17 weeks of the 1992 season have been built for you and included with the program!) This is an especially neat feature if you would like to view into a "crystal ball" to see likely outcomes of upcoming games that the pro's will soon be playing. (The computer can play an entire game, complete with statistics and a play-by-play print-out in just over 2 minutes on a 286-12 computer!).

Windows Football takes into account all of the nuances of the real game of professional football. There are injuries, substitutions, home field advantages, referees, and play clock to contend with. You have an arsenal of formations and plays to choose from when on offense, and while on defense, there are various alignments you can utilize for any given situation. The program was designed and programmed by two ex-collegiate football players, one a quarterback and the other a stand-out defensive lineman. Both have lent their knowledge of their particular expertise to the game for added challenge and realism.

As mentioned earlier, one of the unique features that sets Head Coach Windows Football apart from other computer football simulations is the "Smart Coach" function. By identifying yourself to the computer at the start of each game, the computer can reference your personal tendencies and favorite plays given your performance in past games. In essence, as you become a more skilled coach, so does the computer. It actually studies the human opponent, and gears its gameplan with you in mind. While other PC football simulations get easier to defeat as you become more accomplished, Head Coach Windows Football becomes a better opponent the more you play the game.

If you find the computer is too tough of an opponent, you might choose to play at the INTERMEDIATE level, which turns off the Smart Coach Function. The intermediate level is a fair adversary for the novice player, but will be less challenging for the experienced player. The major purpose of supplying an intermediate version is to allow you to experiment with different plays and strategy, which the computer will not "see".

OBJECT OF THE GAME

As in the real game of football, the objective is to outscore your opponent before the end of regulation play. There are several ways to score in Windows Football, each correlating to the professional game:

Touchdown (6 Points)- advance the ball, either while on offense or defense, into your opponents endzone.

Field Goal (3 Points)- kick the ball from the playing field through your opponents goal post, located at the backline of the endzone. Field Goals may only be scored by an offensive team.

Extra Point (1 Point)- Similar to the field goal, but only allowed after a team has scored a touchdown. All Extra Point attempts are made from the 3 yard line. In Head Coach Windows Football, Extra Points are handled automatically by the computer, based upon the statistical performance of your teams particular place kicker.

NOTE: The two-point conversion is not allowed in professional football, and therefore is not allowed in Head Coach Windows Football.

SAFETY (2 points) - Tackle a ball carrier from the other team inside of his own endzone. After a Safety has been scored, the team which the safety was scored against must then kick-off to the scoring team. The kick occurs from the 20 yardline, as opposed to the normal placement of kicks from the thirty-five yardline. A safety is the only situation where the team which was scored against kicks to the scoring team.

REGISTRATION

To register your copy of Head Coach Windows Football, and to be added to our mailing list, be sure to fill out your owner's registration card now. Return the pre-addressed, postage paid card to us, and you will receive several benefits, including:

- Notices of new version releases, and special offers.
- A years subscription (six issues) to our newsletter, X's & O's; . Each issue is filled with Head Coach! information, plus winning strategies from other players like yourself. There's also information on new options and add-on items which will add to your enjoyment of Head Coach Windows Football. This offer is only available to registered owners.

Either of the following free products to enhance your enjoyment of Windows Football v2.0

- FREE Data Disk #2: GREATEST TEAMS OF THE MODERN ERA! This disk contains the individual player information from some of the greatest professional teams in football history. Settle the argument once and for all. . . who was better, the '79 Steelers, or the '73 Dolphins? The '84 Forty-Niners, or the '72 Cowboys? Play them against each other, and let us know!
- FREE trial-size sample of Windows Football Stat Sheets. Print out the results and statistics of your games for league record-keeping, or just for the heck of it. The T-Soft Stat Sheets are forms custom-designed to enhance the appearance and readability of your game print-outs. (available for HP or compatible LASER PRINTERS or DESKJET PRINTERS ONLY!).

MAKE A BACKUP OF YOUR PROGRAM DISKETTE

As a safety precaution, we recommend that you make a copy of your program disk for emergency use. The simple procedure outlined below takes only a few minutes to complete. We warrant the original diskette to be free from defects for 90 days. If your program disk becomes unusable before 90 days, simply return the original to us, with a photocopy of your invoice, and we will replace it free of charge. If you do not enclose a copy of your invoice, we cannot offer free replacement. If your disk becomes damaged after 90 days, send your original diskette and a copy of your invoice to us, plus \$10.00 to cover shipping and handling, and we will send you a replacement diskette.

To make your back-up diskette using only one floppy drive, follow these instructions:

After turning on your system, format a blank floppy disk, and then move to the DOS prompt on your hard drive (typically C:) Insert the Windows Football v2.0 game into your floppy drive and type (assuming only one floppy drive is present):

```
Diskcopy a:*. * a: [ then press return]
```

The indicator light on your floppy drive will light up, indicating that your PC is copying the contents of Head Coach Windows Football into memory. In a few moments, the screen will indicate that you should remove the original diskette which came with Head Coach Windows Football (SOURCE DISKETTE) from the floppy drive, and replace it with the new formatted diskette you created and labeled earlier (now referred to as the TARGET DISKETTE). You may be instructed by your PC to repeat this procedure several times. When your screen displays that the procedure is complete, you will have created an exact duplicate of the original Windows Football v2.0 diskette you purchased. Place the original (SOURCE) diskette back in its jacket cover, and put it back in the box. From now on, we will use the back-up (TARGET) disk you made to install the game to your hard drive. Should you ever need to make a new back-up, simply repeat this sections procedure.

If you have two floppy drives, insert the original program diskette in the A: drive, and the blank formatted disk into drive B: . Type the following command:

```
Copy a:*. * b: [ then press return]
```

In a few seconds, you will see the a: drive indicator light activate, then go off. The b: drive will then light up. This procedure will repeat automatically until the entire original program diskette in the A: drive has been duplicated on the B: drive diskette.

A COMMERCIAL!

Be aware that it is illegal to make copies of this program to give, loan, or sell to anyone else. This is a FEDERALLY prosecutable law, and TSoft Development will make every effort to prosecute violators of this law.

Making a copy may seem to be a simple thing to do (gee, we just showed you how!), and you may feel that since you purchased this program, it's yours to do with as you please. Well, that's not exactly so . . . you have purchased the right to use this program, not to remanufacture it! TSOFT still retains all rights to the contents and distribution of the program, and you do not have our permission to reproduce the program, except for the sole purpose of making a back-up copy for your own convenience, as outlined above.

You must understand that developing and selling software is what we do for a living. When you give away our software, it reduces the number of people who might have bought the program from us, thus reducing our income potential. If we can't make a living by writing and producing our software, eventually we will be forced move on to something else, or to

add expensive and cumbersome anti-copying protection schemes to our products. In short, if you enjoy our products, please recommend them to others, but don't GIVE them to others! OK - 'Nuff said.... On to the Game!

STARTING HEAD COACH FOOTBALL FOR WINDOWS

You should now be finished installing Head Coach onto your PC, and there should be an small football - shaped icon labeled HEAD COACH on your screen. Position your mouse cursor on the icon of the small football, and double-click the left mouse button. In just a few seconds, the title screen for the game should appear. Go get a soda, close the door, and get ready for some realistic football!

Some things you should know, or might want to know before you start are listed below:

[Data File Selection](#)

[Creating a Script](#)

[Playing a Script](#)

[Game Options](#)

DATA FILE SELECTION

Before Head Coach can begin play, it must know which season's team data you will be using. A set of the most recent year's data is included with the program (This set of data is called 91SEASON.FSB), but you may also have additional data disks to choose from, such as the Greatest Teams Disk, or the 1992, 1993, 1994, etc. data disks. (Each year, new data disks will be made available, exclusively through TSoft; be sure to register yourself so you can be notified by TSoft as to when new disks are released.

Once you have selected the season's data you will be using, click on the [OK] button. This will advance you to the next option screen.

CREATING A "SCRIPT"

If you choose to create a script, you are telling the computer that you wish it to play a series of predetermined games for you automatically. You will be prompted to tell the computer which teams will play, in which order, and how many times you wish the computer to play those two teams against each other. You may then tell the computer to INPUT ANOTHER GAME (add another game) to the script, or that you wish to END SCRIPTING. Be aware that you do not have to play scripted games immediately after creating the script, although you will be offered that option.

If you do play the scripted games immediately, you cannot play a game yourself until the script is either completed, or canceled. Canceling games played in progress is NOT recommended, because the game stats are saved following the completion of each game, and if the script file is resumed, ALL games will be played again. Most players will prefer to create a script for the purpose of playing later. The scripting feature is most useful to players who wish to run a computer-based football league, allowing several teams to be 'managed' by the computer, while humans manage their own favorite teams. An example of how such a league might be run is included at the end of the manual (SEE MISCELLANEOUS INFORMATION - FORMING YOUR OWN LEAGUE).

If you choose not to create a script when the dialog box appears but wish to play a game or two of your own, you may always create a script later.

PLAYING A SCRIPT FILE

Once you have created a script file, or elect to play on of the pre-built scripts, playing is simple. Just Select Play Script File from the Game Options dialog box. You will be asked if you want to keep a log file for the games. If you select YES, another dialog box will appear asking you to input a filename. Remember 8 characters, no extensions. A default filename, logfXXX will appear in the dialog box. If this acceptable, just click on OK and the games will begin. NOTE: ALL scripted games WILL be saved to the data files.

THE GAME OPTION SCREEN

This final prompt screen allows the player to choose the various options which can be chosen for a game about to be played. Each section of prompts offers a default setting, or a list of possible options which may be chosen instead. For more information on these options, click the desired topic below:

[Choosing an opponent](#)

[Difficulty level](#)

[Home Team Advantage](#)

[Choosing Team 1](#)

[Choosing Team 2](#)

[Play Log](#)

[Team 1 and Team 2 Coaches](#)

CHOOSING AN OPPONENT: (default- PLAYER vs. COMPUTER)

The first thing you must do is decide on which type of opponent you will play. One of the nice features about Head Coach Windows Football is that you can play against a friend, by yourself, or have the computer play for you. Let's see how an opponent is chosen.

Inside of the first menu box in the upper left corner of the screen are three choice for GAME OPTIONS. Beside each option is a small round button, one of which is already darkened (Player vs. Computer). If you wish to choose a different play mode, simply move the mouse pointer to any other round button and click the left mouse button once. When that button has turned black, you have chosen that mode as your opponent type.

DIFFICULTY LEVEL: (Default- ADVANCED)

This option is only available in the Player vs. Computer mode. If you wish, activate the Smart Coach function. This allows the computer's "coach" to learn from you, thereby becoming a better opponent the more you play. Activate this function by choosing the ADVANCED mode.

If this is your first time to play Windows Football, or if you are unfamiliar with the plays, we suggest that you choose the INTERMEDIATE mode. In the intermediate mode, the computer uses a simple set of football logic to determine the play or alignment it should call. It does not learn from you, nor does it consider all factors in the game in choosing what it will do next. The intermediate mode will be a fair adversary for newer players, but an experienced player will seldom lose to the intermediate mode.

HOME TEAM ADVANTAGE: (Default - RANDOM)

If you wish to specify who the home team will be, you may do so in this box, by clicking on your choice with the mouse. If you prefer to allow the computer to randomly "flip a coin" to chose the home field team, simply leave skip this option. The home team has a very slight advantage in some "borderline case" instances, but rarely enough of an advantage to sway the outcome of a game.

Choosing TEAM ONE : (Default - COWBOYS)

If you have a favorite team you wish to coach, turn on the button indicating your choice by moving the mouse pointer to the name of that preferred team, otherwise the default of COWBOYS will be assigned to player one. If you wish to simply play with any team the computer might assign you, toggle the RANDOM button.

NOTE: When playing the computer, the human opponent is ALWAYS Team One.

Choosing TEAM TWO: (Default - RANDOM)

Use the same instructions for choosing a team as specified in section 3.4. The second player will not be allowed to select the team chosen by player one, and will not be offered a choice of teams to choose from until the entire OPTION screen is completed. If you are playing the computer, you may chose a team for the computer, or it will randomly select an opponent.

PLAY LOG: (Default - NO)

If you wish to have the computer compile a play-by-play account of the game, toggle the YES button with your mouse pointer. When the Play Log function is turned on, the computer will record each and every play which happens in the course of the game, and save it to a file on your hard drive. (You will see your hard drive activity light go on between each play while the program writes the previous play results to the file). By choosing this option, you may later use a word processor or a spreadsheet to make a print-out of the game at the conclusion of the contest. Once you have made a print-out of the game, you may wish to purge the file from your drive. These log files typically take up little space on your drive.

NOTE: If you chose to enable the play log, the computer will automatically fill in the space for LOGFILE NAME. It uses a system of incremental numbers, so if your last logged game was called LOG001, then the next game will be named LOG002. If you prefer, you may override the assigned file name as you see fit. If you do this, the filename you chose must adhere to strict DOS file name limitations, and must be no longer than 8 characters in length! Examples might be GAME1 or TS-vs-KM, or perhaps the date of the game such as 09-15-92. When you are ready to make your print-out, open any word processor or spreadsheet which will read a .TXT file, and load the file by the name you assigned to it.. You may choose to add tab spaces between the dialog, to enhance the readability of the print-out, or if you are using a spreadsheet which supports PARSING, you may parse on the tabs in a sample line of text. The tabs will then be set for you automatically!

TEAM 1 & TEAM 2 COACHES

If two people are playing each other, or if a player is competing against the computer in the advanced Smart Coach mode, provide your name(s) here. Otherwise you may skip this information. There is a limit of 8 characters (including spaces) that are reserved for the coaches names.

NOTE: If you are playing the computer in the advanced Smart Coach mode, you MUST provide your name here, otherwise the computer will not know which "scouting report" to use. We recommend that you always use your three initials (TWS), or perhaps your first name, followed by your last initial. (TOMMY S.) . We further suggest you always use UPPER case letters, to avoid confusion between "Tommy S." and "TOMMY S.", which the computer would see as two distinct and separate coaches.

THE COIN FLIP

Once all options for the game have been made, the computer will "flip a coin" to decide which team will receive the opening kickoff. The result will be displayed in a dialog box in the middle of the screen. Once the message has been read, use the mouse pointer to click the {OK} button. The playing field will now open, with the team names chosen earlier appearing on the scoreboard. The quarter should read "1", down and distance should be set to First and Ten, both team scores should be set to ZERO, and 15:00 minutes should appear on the quarter clock. On the scoreboard, a small black football will appear next to the name of the team who will be kicking off to start the game.

THE MENU BAR

Now the game is ready to begin. Across the top of the playing screen, you will see the menu bar, with the various functions available to the player(s) throughout the game. For details on the menu bar selections, please select the desired topic below:

[Game Menu Options](#)

[Offense and Defense Options](#)

[Kicking](#)

[Timeout](#)

[Pause Game](#)

[Playbook](#)

[Help/About](#)

GAME MENU OPTIONS

There are several important features and file handling routines to be found in this drop down menu box:

NEW GAME (F10) - abandon the current game and start a new game.

SAVE GAME - save the game in progress, to be completed later.

SAVE TEAM STATISTICS - update "series" statistics between two teams. Scripted games are automatically saved.

DELETE TEAM STATISTICS - ALL team statistics for the selected year will be cleared

SAVE COACH STATISTICS - update "series" statistics between two players (coaches).

DELETE COACH STATISTICS - purge a specific set of series statistics.

RETURN TO PLAYING FIELD - leave the GAME STATISTICS screen, returning to play field.

GAME STATISTICS - view current game or individual player statistics.

- a) Game Summary - shows team stats for current game.
 - b) Player Summary - shows offensive player's individual statistics for the game.
 - c) Def/Spec. Teams - shows defensive player and special teams stats for the game.
- (NOTE: this may be done as often as desired, at any time during or after the game).

TEAM STATISTICS - view the series statistics between two teams.

- a) Game Summary - view seasonal team stats for particular team.
 - b) Player Summary - view offensive player's seasonal statistics for a certain team.
 - c) Def/Spec. Teams - view defensive & special team player seasonal stats.
- (NOTE: this may be done as often as desired, at any time during or after the game).

COACH STATISTICS - view the series statistics between two players(coaches).

- a) Game Summary - view seasonal team stats for particular team.
- (NOTE: this may be done as often as desired, at any time during or after the game. Player summaries and Def/Spec. Teams statistics are NOT stored since different teams can be saved to the same "Coach").

PRINT - print copy(s) of game, team, or coach statistics.

- a) Game Summary - print team stats for current game.
 - b) Player Summary - print offensive player's individual statistics for the game.
 - c) Def/Spec. Teams - print defensive player and special teams stats for the game.
- (NOTE: this may be done as often as desired, at any time during or after the game).

EXIT - leave the program, return to Windows Program Manager.

OFFENSE AND DEFENSE OPTIONS

In the one player game, when you have possession of the ball, the menu bar will display the word OFFENSE as the second menu bar option. When your opponent has the ball, the option will read DEFENSE.

The two player (Player vs. Player) version of the game does not use this portion of the menu bar for play calling, but instead provides a special play menu selection screen in the middle of the football field.

THE ONE PLAYER OFFENSE:

The offense is provided with 4 basic football formations, detailed and diagramed in the accompanying Play Book. (The plays can also be viewed from the Playbook on the menu bar.) These four formations (Pro Spread, I Slot, Strong Right, and Shotgun) appear when you click your mouse on the OFFENSE portion of the menu bar. A window drops down, revealing these formations with a small arrow pointing towards the right. If you click your mouse on any one of these formations, a second "side window" to the right appears, showing two sections. The section on the left side of this second window lists the available running plays from this particular formation, and the section on the right lists the various passing plays. Clicking on any play in either section of the second window instructs your quarterback to call that as the next offensive play.

Should you not see a play that you would like to call, simply move the mouse pointer back into the FORMATION window, and highlight a new offensive formation, or move to one of the other options located on the menu bar.

THE ONE PLAYER DEFENSE:

There are three basic "alignments" for the defensive coach to choose from: the traditional 4-3, the 3-4, or the SITUATION set. Again, like the offensive play calling system, arrows to the right of the formation indicate a second "side window" will appear when chosen, showing several tactics which may be executed from each alignment.

Of particular notice is the SITUATION option. Clicking on SITUATION will reveal three more very specific alignments, which offer no additional options. This is because these particular alignments have each been designed for one specific task. The 4-2 Nickel, the 4-1 Prevent, and the 6-3 Goalline formations may be used at any given time during the game, but if they are used unwisely, watch out!

For instance, the 6-3 Goalline is great at shutting down the run, and defending against very short pass; it is normally called when the defender feels sure the offense will most certainly try a power run up the middle of the line. Call this defense any other time, and a smart quarterback will rip it to shreds with deep passing routes, or play action passes over the middle. When this happens, large chunks of yardage tend to disappear! The majority of your defenses are to be found in the 4-3 and 3-4 formations which allow you to tailor your defense, without exposing yourself to high risks of a big play by the offense.

THE TWO PLAYER OFFENSIVE AND DEFENSIVE PLAY CALLING SYSTEM:

Because the Windows interface doesn't support two "mice" (mouses?), Windows Football takes a more traditional approach to play calling for offense and defense. . . the keyboard!

When the PLAYER vs. PLAYER mode is enabled in the STARTUP OPTIONS screen, the game provides players with a permanent window in the central portion of the screen. Each offensive formation or defensive alignment is displayed across the top of this menu area, with a "keystroke identifier" beside the formation or alignment. Pressing the corresponding key

(For example the Q, W, E or R for the left player when on offense), will cause the available plays from that formation to appear in the bottom section of the menu area. Each of these plays also has an identifier key.

Both the offense and defensive coaches call plays simultaneously. Don't worry - you will find it very hard for an opponent to see which play you have called, because it happens so fast.

The possibility of cheating is highly unlikely. And, just as in the real game of football, the offensive quarterback and the defensive middle linebacker can usually see the formation of the opponent before the play occurs, and they still don't know what to expect.

KICKING

All types of kicking is controlled from this drop down menu. The menu box itself is divided into three sections KICKOFFS, PUNTS, and FIELD GOALS. Select the desired option below for more details:

[Kickoffs](#)

[Punts](#)

[Field Goals](#)

KICKOFFS

When the KICKOFF option is chosen, a side menu dialog box appears, offering the three types of kickoffs possible:

NORMAL- your kicker will attempt to place the ball as deeply as possible into your opponents end of the field. Unless the kick goes deeply into the endzone, the returning team is highly likely to try to return it. If the kick does go into the endzone, the returning player has the option of "downing the ball, and then taking possession at his own 20 yard line, or he may choose to test his luck by running the ball out (We have seen kickoffs returned well over 100 yards for touchdowns- it just doesn't happen very often!).

SQUIB- your kicker will attempt to kick a "knuckleball" into the blocking wedge of the return team. While the chances of recovering this type of kick are slim, rarely does the return team advance the ball very far, as it is being handled by slow, less agile players who are much more used to blocking rather than carrying the ball.

ON-SIDE KICK- Your kicker will attempt to kick a short, bouncing kick into the front line of the return team. The objective of such a maneuver is to allow your team players a chance to recover the ball. There is approximately a 9% chance that you will do just that. The technique is very important late in the game when your team is behind, and in need of a quick score to get back into the game. Should your team not recover the kick, the returning team will have little chance of a runback (they're quite content just to get on top of the ball!), but they will probably have excellent field position.

PUNTS

The second group of kick types is a PUNT. A punt is a tactical way of giving the ball to the opposition, without giving up optimum field position. Almost always called on fourth down, the PUNT can be called on any down during the game. There are two types of punts:

NORMAL PUNT- your punter will attempt to kick the ball as long and as high as he is capable, in hopes of driving the opponent as far back as possible. The longer the kick remains in the air (called "hang Time"), the more time your team's players will have to get downfield to cover the return.

COFFIN CORNER - a tactical punt; your team is too far out to attempt a field goal, but too close in to attempt a normal punt, for fear that the ball will enter the endzone, causing an automatic touchback. Instead, your punter will angle the kick for the 5 to 10 yardline, and kick the ball as high as possible. The desired objective is that the ball will either go out of bounds near or inside of the 10 yardline, or that the kicking team will have such good coverage as to stop the return team from running the ball back to better field position.

Be aware of two special considerations concerning the punting aspect of the game:

1) When the computer finds itself in a 4th down situation, and not in need of a desperation score to get back into the game, it will always announce its intention to punt by the time the 30-second play clock reaches the 23 second mark. If the play clock has already reached the 23 second mark, and has not announced that it is punting, you must assume that the computer has chosen not to punt, but instead will try to advance the ball for either a first down or touchdown. In such a case, you should immediately choose a defense which you think best fits the situation. If you do not choose a defense by the time the play clock reaches 16 seconds, the computer will automatically call a suitable defense for you, using the same logic it would use if it were on defense. Overall, the computer is a very conservative coach on fourth down. Only when the computer is far behind, or trails in the waning minutes of the game will it forego the punt in favor of a first down or score.

2) Anytime either team elects to punt the ball, the other team will see a dialog box which asks the receiving team if it prefers to attempt a RETURN of the punt, or if the receiving team would prefer to attempt to BLOCK the kick.

Should the receiving team elect to return, then blockers will assist the returner, usually allowing for a better return. Should you elect to block the kick, the receiving team will increase its chances of actually blocking the kick, but the return will be poor.

FIELD GOALS

When this option is selected, the offensive team will attempt a field goal. Keep in mind the distance of the kick, and don't expect your kicker to have a better leg than he has. VERY few 70 yard field goals will be made, especially if your kicker has a weak leg.

TIME OUT

Each team is allotted three time-outs per half. To use a time-out simply move the mouse pointer to the TIMEOUT menu, and click on OFFENSE if you control the ball, or DEFENSE if your opponent has the ball. This will cause the game clock to cease running until another play has been executed. Be aware that a time-out does not affect the thirty second play clock.

PAUSE GAME

If you find a need to pause the game for an extended period of time (answer the phone, or perhaps fix a sandwich), you may choose to save the game and exit Windows Football, or you may prefer to simply click on the PAUSE option in the menu bar. The game will freeze all phases until you release the PAUSE mode by clicking on the {OK} button on the dialog box which will appear in the middle of the screen.

PLAYBOOK

This is used to view the offensive and defensive play diagrams (pass routes, blocking schemes, etc.). The plays are grouped by formation and by type of play (run or pass). Defensive schemes are grouped by initial alignment. The diagrams are included in a help file, and can be viewed just as any other Windows help file is viewed.

HELP/ABOUT

If at any time you need help on a certain subject relating to the game, simply press the F1 function key, or click your mouse pointer on the HELP item, found at the far right of the menu bar.

Pressing the SHIFT key and the F1 function key will bring up CONTEXT-SENSITIVE HELP. Context sensitive help means the computer will look at what function you select next, and jumps automatically to information on that subject. Not all situations are covered by this type of help, so you may prefer to use the HELP INDEX to find related information. To return to the game, CLOSE the help menu dialog box, and you will be returned to the point at which you were at last.

The ABOUT box simply displays the authors' title credits to Head Coach Football, provides a release date and version number of the game, and lists information which will help you contact our company should you wish to order add-on materials which might add to your enjoyment of the game.

INJURIES AND SUBSTITUTIONS

Injuries are a part of football, and therefore, are a part of playing Head Coach Football. The game has several factors which determine how often injuries occur, who gets injured, and how long the player will be out with an injury.

Head Coach Football is based on the performance of over 1,600 professional players. We have taken into account for players and certain positions which have a tendency for injury. The game also looks at how much a certain player is being "dogged" or overused compared to his actual real-life performances. If a player in real-life typically carries the ball only 15 times a game, but in Head Coach is asked to carry the ball 35 times in a game, then you are looking for trouble! As a player becomes more exhausted, the chance of injury increases. Injuries also happen randomly. You may find that on a sweep to the right side of the field that your cornerback from the other side of the field was injured. These things happen!

When a player is injured, the computer (acting as your assistant coach) looks down the roster of players for your team, and automatically selects the correct "second-stringer" to replace the injured starter. It will do this as often as required during the game, even switching a player to a new position if no reserves are available. For example, if your team carries only two QB's, and they both get hurt in one game, then the computer will move a wide receiver or perhaps a running back into the open quarterback slot. This is a very rare situation, but if it ever happens . . . well, just try to run a lot of quarterback sneaks and avoid the trick plays!

INSIGHT TO GAME STRATEGY

Having programmed the game, there are many things we could share with you, some of which would might remove some of the challenge of learning and playing the game. Rather than provide specifics therefore, we will offer sound generalities. What follows are several rules of thumbs concerning Head Coach Football that apply to either the one or two player game. None in particular is more important information than others, but all are well worth taking to heart.

1. Offense

Establish a Ground Game

Play Smart, Not Flashy!

Beating the Zone Defense

Beating the Blitz Packages

Whipping the Bump-n-Run Man Coverages

Learn the Plays, and Develop a Strong Hurry Up Offense

Controlling the Game Clock

2. Defense

When and How to Use Zone Coverage

The "Offensive" Defense - Blitzes, Storms, and Bears

"Outnumber" the Offense With Man-to-Man

ESTABLISH A GROUND GAME!

Sure the long passes move the ball up and down the field a lot faster, and may be more exciting, but the turnovers (interceptions!) are much higher too!

Don't be discouraged if your opponent is occasionally popping 10 and 20 yard passes, while you are only gaining 3 to 5 yards on the ground! "Solid but steady" is usually a better game plan than "flashy and risky" (just look what the methodical Giants and overpowering Redskins did to the explosive Bills in the last two championship games!).

If you don't get a good ground game going early, the defense can adjust to a more aggressive stance, making it harder and harder to succeed later in the game. If your ground game can average at least 3.4 yard through the first half, you've got a great chance of winning the game in the second half. If you don't have a great rushing average, then mix in a few long and medium range passes to loosen up the defense.

Finally, with a good ground game, it will be much easier to control the clock towards the end of a close game (See CONTROLLING THE CLOCK). This can be very important, especially against the computer!

PLAY SMART, NOT FLASHY!

When I played quarterback in college, our philosophy was to be a little more conservative on our own side of the field, and then open things up a little more once we crossed midfield. It must have been a sound philosophy, as we had a better record over a six year period than most other Division IA colleges in the country.

Using this system reduces the chance of a turnover deep inside your own territory and therefore giving your opponent a "short field" to score on. This doesn't mean you can't throw a long pass on second and two from your own 10 yard line. . . it simply means stick mainly with the tried and true plays that have worked for you, and try to get some breathing room before you "go vertical" (looking for big play after big play).

BEATING THE ZONE DEFENSE.

If your opponent is fond of playing zones to eliminate your deep pass routes, look for success with the intermediate and short passes.

Your fastest players are usually your wide receivers, and they can rip most linebackers dropping into coverage. By working deeper than the linebackers, but under the defensive backs ("in the seams"), you greatly increase your chances of moving the ball on a zone-oriented coach.

Also note that most zone coverages commit to stronger coverage to either the left (X) or right (Y & Z) sides of the field. Screens passes and draws are not too strong against a zone defense, as they rely more on catching the defense out of position . . . exactly what the zone defense guards against. Stick to traps, the slide, and power plays for your ground attack.

BEATING THE BLITZ PACKAGES (including the 46 Bear and 27 Storm).

The key to the success of an aggressive defense is timing. If the offense can move the ball quickly, or keep a hole open a little longer by using an extra blocker, then the defense will expose itself and be vulnerable to strategic attacks.

When outside linebackers come charging in on the quarterback, the short flanks are wide open. . . there's simply no longer anyone there! The linebackers who usually cover the area are breathing all over the quarterback (trust me on this one, I know from experience!), and the defensive backs are forced into man coverage on the wide receivers. Send them deep, and dump off the quick pass to the Y (tight end), or a back swinging out of the backfield.

Likewise, the Safety Blitz usually leaves the tight end in a one-on-one situation, with the entire middle of the field to work with. He normally has an extreme physical advantage over the smaller, shorter safety defending him.

Also, if your team is blessed with an exceptional X (left split end), then you have the chance to hit a short quick pass before the "heat" arrives. If he breaks the CB's tackle, you have a long play on your hands.

Delay runs, such as the draw, and quick hitting runs like the 20 power can also pop a running back through the onrushing linebackers, and the next thing you know, there's only a few smaller defensive backs between him and the goal line.

WHIPPING THE "BUMP-n-RUN" MAN COVERAGES

A piece of cake, if you can spot it coming. Simply put your best receiver one-on-one against his cornerback. The receiver and the quarterback KNOW where the play is going, and when it will happen . . . the cornerback must rely on pure raw talent to read the receiver and keep himself in place for a long time to make the play.

While the man coverages give the defense "an extra free defender" for use in double coverage or blitzes, they also provide the opportunity for a mis-direction offense to catch or pull several defenders out of place.

The crossback, reverse, and quick-pitch plays all work fairly well against man to man. In the passing department, seam passes to the faster halfbacks (covered by slower linebackers who have no support) creates an instant mismatch. For deeper routes, the crossing patterns, sideline routes, and the flag or post also put lots of pressure on a lone defensive back who must commit to follow the receiver for several seconds without losing a step.

LEARN THE PLAYS, AND DEVELOP A STRONG HURRY-UP OFFENSE

This really requires two separate knowledge bases: A good coach (and quarterback) will have a thorough grasp of all the strengths and weakness of any given offensive play. When crunch time rolls around late in a game and your down by five points, this knowledge will pay off.

The defense knows when you are desperate for points, and has several plays to stop you from getting quick points (even though they may give up substantial yardage!) As long as time is more important than field position, they don't care about lousing up the game stats.

By having a broad understanding of your offensive options, you stand a better chance of finding the one or two plays that will work best against a loose, deep, defense. You can't count on the same play over and over, because the defense will get wise to you, and react to your predictability (spell that T U R N O V E R!). Remember. . . you can't score if you don't have the football!

Once you know the plays and the formations by heart, you can quickly call them, saving precious seconds on the clock. Saving two extra seconds every play on a ten play drive gives you an extra 20 seconds to work with, which could equate to time enough for an eleventh, twelfth, and thirteenth play!

CONTROLLING THE GAME CLOCK

Each game is divided into four quarters of 15 minutes each. In the case that the score is tied at the conclusion of the fourth quarter, a "Sudden Death Overtime" fifth quarter is allowed. During the overtime quarter, the first team to score by any means is automatically the winner of the game. If neither team score during the fifth quarter, then the game ends in a tie.

There are several ways that a player can manage the time remaining on the clock, depending on the situation.

An obvious first choice to stop the clock would be to use a TIMEOUT, should your team have any remaining. Timeouts may be called by either team, at any time during the game. Each team is allocated three timeouts per half of the game, and two more, should an overtime period be necessary.

The game clock also stops on all incomplete passes. You will probably notice this several times during the course of the game. Use this to your advantage. . .

When on offense, late in the game with time running out, and you have no timeouts left, you can intentionally incomplete a pass to stop the clock, by choosing "STOP CLOCK PASS" as a play selection choice.

Finally, the clock will stop when a ball carrier goes out of bounds, in certain situations. Plays which are designed to be "wide" plays, or passes where the receiver runs and "outside" pattern have a much higher incidence of going out of bounds at the end of the play. If this is the case, the phrase "OUT OF BOUNDS" will appear along the bottom of the computer screen. Be aware that because of new professional rules enacted during the 1991 season, an "out of bounds" play only stops the clock during the final two minutes of the second quarter, and during the last five minutes of the fourth quarter. You must also realize that just because a particular play often goes out of bounds, doesn't mean it will always go out of bounds.

WHEN AND HOW TO USE ZONE COVERAGE

Zone coverage assigns players with small, overlapping areas of responsibility. By reducing responsibility, and by providing for a "safety net", long plays are usually neutralized. The problem of zone coverage is that a defensive coach is normally going to have to either cover the "Strong (right) side, or the "Weak" (left) side. Guess wrong, and you have major problems caused by too few players covering too large of an area. The defense gets stretched out, and recovery time is slowed as players are moving to their assigned areas before they realize they are needed elsewhere.

Zones also remove most "trickery" from an offensive arsenal. You no longer care where the flow of a play is headed initially, you just want to make sure nothing happens in your area. Once your area is secure, you can pursue the ball. "Target" or "stationary" routes like the curl or hook, and deep passes (especially the Flea Flicker and Halfback Option Pass), are "dead meat" to the zone defense, as are slow developing plays like the sweeps and draws. Every now and then an offense will get lucky with one of these plays, but the law of averages is heavily against them. A quarterback or coach who loves the long vertical game will have a long, dismal day against a well coached zone.

THE "OFFENSIVE" DEFENSE: BLITZES, STORMS, AND BEARS.

It's risky, but nothing turns on the crowd or intimidates an offense like a defense moving at ninety miles per hour! Put several full-speed players where the offense only has a few, and an offense can start moving backwards faster than the chain gang crew can run!

An aggressive defense best shines in a game where the defensive players are overwhelmingly more talented and physical than the offense. Lopsided games are most often found when a commanding defense storms the walls of a mediocre offense which lacks the manpower to handle the majority of one-on-one battles in the trenches at the line of scrimmage.

Beware of offenses that are used to big plays, or have a "magician" at wide receiver. You can shut him down 90% of the time, but if a methodical quarterback goes to "Houdini" often enough, one or two breaks in concentration can be enough to let them back into a game, or to clinch a tight one. Another old expression goes "He who lives by the sword usually dies by the sword!". The moral . . . kick 'em hard when they're down, but be sure you don't let 'em back up!

"OUTNUMBER" THE OFFENSE WITH MAN-TO-MAN

Assuming each defender can handle one offensive player the majority of the time means you have one player more than the offense has. How can this be when both sides have eleven players? Because the offense can only have 10 "helpers". . . the eleventh player is the ball carrier is usually too busy trying to avoid all of the defenders!

Use this "extra defender" to neutralize the previously mentioned "magician". Put two players on their best player. No matter how good that player is, it's now twice as hard to have an average output game. This might mean using DOUBLE COVERAGE on a wide receiver, or putting an extra linebacker into the game to stuff a great running attack. As long as the defensive players match up well talent-wise with the offense, a man-to-man defense gives a decided edge to the defender who knows where to use the additional strength.

MISCELLANEOUS INFORMATION

Here are some other topics that needed to be covered, but really didn't fit anywhere else.

[Making Printouts of Play Logs and Statistical Summaries](#)

[Printer Tips](#)

[Starting Your own League](#)

MAKING PRINT-OUTS OF PLAY LOGS AND STATISTIC SUMMARIES

You can use any software program which will read, display and print an ASCII TEXT (.TXT) file. If you have nothing else, you might try the Microsoft Windows Write word processor which comes with Windows. Use Write to open, enhance, and print the files. Regardless of which program you use to print your play-by-play logs, we suggest the following (remember, the logfiles will be found in your TSOFT (or other) subdirectory, and will typically have names like LOG003.TXT, or LOG017.TXT, unless you have chosen to use more specific filenames):

- 1) Use the Tab Key, Bold and Underline functions to layout the text. Place the down and distance in one area, the plays called in another column, and the result in a third column.
- 2) Print in the LANDSCAPE ("sideways") mode, to make the text format on a single line as often as possible.
- 3) If you find that text wraps around to a second line frequently, then select the entire document, and choose a smaller font, such as 8pt ARIEL.

Because all playlog files are saved in TAB DELIMITED format regardless of what they are named), you may find that a spreadsheet such as Microsoft Excel will read and display the information quickly and very suitably. When using EXCEL, select FILE\OPEN, and you will be given a dialog box which prompts you for the filename and asks if the file is saved in TAB or COMMA delimited format. If you toggle the TAB DELIMITED format, your file will come in automatically layed out in columns. Adjust the column widths and font size to make the print-out more readable. Before printing, you may elect to PREVIEW the print format, to ascertain that everything fits neatly on the page.

PRINTER TIPS

For best results in printing play-by-play files, we suggest using a laser or inkjet printer, in the LANDSCAPE MODE for all printouts. If you are using a dot-matrix printer to create your print-outs, then be sure to configure your printer set-up to use the highest Dot-Per-Inch (DPI) setting possible. If you notice that dot matrix printouts come out misaligned or poorly spaced, then use the Windows Control Panel - PRINTERS module to increase your dpi print resolution. The higher resolution you can print at, the better and cleaner your print-outs will look. Most Dot Matrix printers will offer 75 to 240 DPI, so be sure to check your current settings.

STARTING YOUR OWN LEAGUE

Because of the design and speed of execution of Head Coach Windows Football, starting your own neighborhood or office league should be simple. With a little planning and coordination, Head Coach will be a hit among league players! What follows is an example of how an office league might be run:

A notice is placed in the break room, and posted on the company E-MAIL system if allowed, inviting players to join your computerized football league. The league commissioner collects a minimum of \$9.95 from each player, to cover the cost of individual instruction manuals and additional copies of the playbook, which are ordered through TSOFT. Teams are then chosen by participants on a "First Come, First Served" basis. Any team which is not claimed by a human player by the beginning of the season is assumed to be 'owned by the computer'.

A list of the upcoming professional league schedule is posted in common areas (break room, water cooler, etc). Whenever a scheduled game is to be played by teams owned by two human players, then a time is set and the two players play each other in the PLAYER-VS.-PLAYER mode. When the schedule indicates a game is to be played by only one player-owned team, then that player will play the computer in the COMPUTER VS. PLAYER mode. All scheduled games which do not involve a human owner are placed in a SCRIPT by the league commissioner, and played at his/her leisure by Friday afternoon. Print-outs of all games are made at the completion of each game, along with statistics from all completed games. The league commissioner then updates team records each week, based on the completed games, and posts standings, game stats, and results in the common areas around the office.

Suggestions and Other Points to Keep in Mind!

Allow 45 minutes for a two player game. This should be just enough time for a quick bite and then a game during lunch! A one player game should not take more than 30 minutes, so two games could be played during one lunch break. As mentioned earlier, computer vs. computer games typically take less just over 2 minutes to complete.

If a two-player game is scheduled, but one player is a "no-show" then the league commissioner may choose to either allow the player who attends to play, with the computer assuming the role of the player who failed to appear, or the commissioner may choose to reschedule the game for a later time that same week. If a player fails to show a second time, then the commissioner should allow the computer to assume the role of the non-showing coach.

When the actual professional season is complete and the play-offs begin, then a separate computerized play-off system should commence, as it is unlikely that all teams making the professional playoffs will be owned by players. The best teams, whether computer owned or player owned should advance in your computer league playoffs. Depending on the number of participants in your league, you may choose to have a full tournament with single-eliminations, like the pros, or you might choose some other playoff system. It is recommended that the best 4 human-owned teams and the best four computer-owned teams participate in the playoffs.

As an award to any team owner who makes the "wins the big one" in your league, the league might allow for some form of prize, such as a trophy or win some other sort of prize.

When the next season rolls around, players who enjoyed the league, can contribute towards purchasing an updated team data disk for continuation of the league with up-to-date stats.

If you have any questions, comments, or suggestions about running a league, we would appreciate your thoughts. Please address all correspondence to:

TSoft Development
X's& O's Newsletter
14400 Montfort #903
Dallas, TX 75240

We would love to hear about your league, and would be happy to place information about your league in our publication if possible.