NFL Challenge - v2.01

User's Guide Addendum

Welcome NFL Challenge user! The release of version 2.01 of NFL Challenge
represents XOR Corporation's commitment to provide and maintain top
quality products. We welcome your written suggestions, and will
periodically
release updates to the most realistic football simulation on the market.

Where possible, this addendum will follow the order of the original
NFL Challenge User's Guide. Enhancements that do not fit neatly into a
section will be found in a Miscellaneous section at the end of the
addendum.

XOR provides a growing number of NFL Challenge follow-on accessories.
Please
contact XOR at 612/831-0444 for information on these accessories, and
other
products.

We hope you enjoy the enhancements we have made to NFL Challenge, and
again,
Thank You for buying XOR products!

Part II - Step-Through Installation and Tutorial

Step 3: Configuration

With the increase in RAM disks, multiple hard disks, and networked
systems,
it is much more common to have drives available "above" drive C:.
NFL Challenge now allows drives A-E to be selected during configuration.

If you are loading NFL Challenge to a drive "above" drive E:, please
contact XOR for the changes you must make to the config.nfl file.

BEGINNING A GAME

When starting NFL Challenge, there are a number of command line arguments
that set play characteristics without having to execute the command once
play has begun. Multiple arguments may be specified on the same line,
with
arguments being processed from left to right.

Arguments:

    /i

NFL Challenge now starts with instant replay set to OFF. If graphics
are available on your system, specifying /i on the command line
turns instant replay ON.

NOTE: When instant replay is OFF, and graphics are ON, an instant
replay will "automatically" be shown under the following
conditions:

- Passing plays gaining 20 or more yards
- Running plays gaining 12 or more yards
- Touchdown plays
- Turnover plays
- Sack plays

/s
This "season" option allows you to simulate multiple games,
typically
the fourteen games in an NFL week. Individual game matchups will
be
read from the file: season.nfl on your team disk.

We have included a utility program: season.com which will lead you
through the creation of the season.nfl file. This file will be
created on your NFL Challenge team disk, and will be "over-written"
each time you run the season.com utility program.

A second utility program: dream.com duplicates the functionality of
the season.com program, but is intended for use only with the
NFL Challenge Dream Teams disk.

To create and use a season file:

- at the DOS prompt, run the season.com (or dream.com) program
to
create the desired season.nfl file.

- at the DOS prompt, run NFL Challenge with the /s argument

A>nfl /s

When NFL Challenge begins to play "season" games, the computer will
automatically coach each team. To speed up game play, press either
[E] for extra-fast mode or [alt][E] for extra-extra-fast mode.

At the completion of each game, full game statistics will be
written
to the file: stats.log located on your team disk. At the
completion
of all games in the season.nfl file, NFL Challenge will exit to the
DOS prompt.

You can view the output file (stats.log) by either:

A.   typing the file:

        A>type [team drive letter:]stats.log

B.   printing the file (if you have a printer):

        A>copy [team drive letter:]stats.log prn

   NOTE: Game statistics are added to the "end" of the stats.log
file.
            You should periodically delete the file from your team disk
to
            avoid using all of the remaining disk space.

   /r
       This option allows you to restore an existing "saved game" without
       having to start a "dummy" game first. If saved games exist on your
       team disk, you will automatically be given the "restore game"
window.
       If no saved games exist, game startup will proceed as usual.

   /l (small L)
       This option initiates the "log game" mode of NFL Challenge. At the
       conclusion of each game, full game stats will be written to the
file:
       stats.log on your team disk (the same file written to in "season"
play.)

       When you exit NFL Challenge (or after two or more games have been
       completed), a second file: avgstats.log will be created on your
team
       disk. This file will indicate the minimum, maximum and average
game
       results from all games played.

       This feature is used to play two teams against each other multiple
       times in order to get beyond the "on any given Sunday" type of game
       results.

       You can view the output files (stats.log and avgstats.log) by
either:

       A.   typing the file(s):

            A>type [team drive letter:]stats.log
            A>type [team drive letter:]avgstats.log

       B.   printing the file(s) (if you have a printer):

            A>copy [team drive letter:]stats.log prn
            A>copy [team drive letter:]avgstats.log prn

NOTE: You should periodically delete these files from your team
                disk to avoid using all of the remaining disk space.

        EXAMPLES:

        nfl /i   <-- turns instant replay ON
        nfl /r   <-- attempts a restore
        nfl /s   <-- checks for the season.nfl file
        nfl /r /i   <-- attempts a restore and turns instant replay
ON

Step 4: Choosing teams

There are two changes to the team selection menu:

    1. To allow two coaches to better gauge their coaching skills,
        NFL Challenge now allows you to play a team against itself. After
        choosing the HOME team, the HOME team's name will remain on the
        screen allowing you to choose it as the VISITING team.

    2. The team names that appear in the "team selection" menu are no
        longer "hard coded" into the display files. Team names are read
        from the file: league.nfl located on the program disk.

        If you wish to change one or more of the team names, you must:

        A. Follow the format of the existing league.nfl file, and replace
            one or more of the team names.

            Line 1 specifies the total number of teams in the file
            Line 2 is the "long" team name (used on team selection window)
            Line 3 is the "short" team name (used on scoreboard and files)

            Lines 2 and 3 are repeated for the number of teams specified on
            line 1.

            The last line determines the number of teams in each division.

        B. If you change a "short" team name in the file, the
corresponding
            "team name".nfl file on your team disk must use the same
            "short" team name.

Step 10: Play Selection

When the offensive coach chooses its play, the defensive coach will have
only 10 seconds to select a defensive alignment, otherwise, the previous
defensive play will be used again. The "10 second rule" has no effect if

the game is in Learn Mode.

A new "play" has been added to the Special Play (Green) group. The offense
may now choose to take an "Elective Safety" from any position on the
field.

Step 12: Fourth-Down and Special Group plays

To avoid "clock milking" by the offensive coach, the defensive coach now
has
access to his "coaching window", allowing him to call a time out.

The offensive coach will now be returned to the "4th down go for it"
window
in the event of a penalty, etc.

Step 14: Coaching options

Each coach now has the ability to call a time out without having to
invoke
his coach's window first. The "hot" keys: [shift][\] and [shift][/] call
a time out if one is available, and THEN takes the coach to his coach's
window.

Step 15: Rosters

When players are injured, they appear as white (color screen), or
highlighted
(monochrome screen) within the roster windows. To assist you in keeping
track of your injured players, a label indicating injury severity will be
displayed in the Strt and ST colums of the window. These labels are:

                Shaken   - out 1 - 5 minutes
                Minor   - out 6 - 10 minutes
                Half   - out for the rest of the the half
                Game   - out for the rest of the game

With the addition of player names to NFL Challenge, you can view player
names by pressing the LEFT arrow key from the "skill numbers" window.
Pressing the RIGHT arrow key from the "player names" window will return
you
to the "skill numbers" window.

Part III - Special Features and Options

2. Changing coaches and personas

You now have the option of playing against two levels of computer coaching
expertise: Normal and Advanced. The "Normal" level selects offensive and defensive plays based on the offensive and defensive personas (Conservative,
Balanced and Aggressive), and the game time, quarter, score, time outs remaining, line of scrimmage, down and yards to go. The "Advanced" level,
in addition to the above, takes into account each starter's skill ratings and the offensive and defensive play calling trends of the opposing coach.

To change the level of computer coach, press [C] Change coaches. If the computer is coaching the team you wish to change, press [F4] or [4] to toggle the persona level between "Normal" and "Advanced".

4. Graphics and Instant replay

On machines with graphic capabilities, NFL Challenge now begins with Graphics ON, and Instant Replay OFF. See Part II - BEGINNING A GAME (above)
for command line arguments that modify this behavior.

If Graphics are ON, there are several "big play" play results that will show
an instant replay regardless of the Instant Replay setting. These are:

    - Rushing plays gaining 12 or more yards
    - Passing plays gaining 20 or more yards
    - Touchdown plays
    - Turnover plays
    - Sack plays

5. Saving and Restoring games

You may now save a game during halftime. Press [alt][S] as
your exit "key" from the halftime statistics window to save the game.

See Part II - BEGINNING A GAME (above) for a faster way to restore a game using a command line argument.

7. Results (statistics)

NFL Challenge now allows you to view individual stats whenever team stats are viewed. When you press [R] for results, or at the end of the half or game, you will be presented with the standard team stats window. By following the prompt at the bottom of the screen, you may press [PgUp] or [PgDn] to view the following individual stat screens:

- Rushing
- Passing
- Receiving
- Interceptions
- Sacks
- Punt and Kickoff returns
- Kicking

9. Windows, Verbose messages and Play names

The left and right play windows may now be individually suppressed. At the
beginning of the game, both windows are ON. To turn a play window on or
off, press [W]. This will display the line:

        Show play windows (L, R): LEFT xxx RIGHT xxx

Pressing the [L] or [R] key will toggle the LEFT and RIGHT windows setting
from ON to OFF and back. Pressing any other key causes the game to
continue.

MISCELLANEOUS ENHANCEMENTS

Player Names

With the release of NFL Challenge version 2.01, XOR has been licensed by
the NFL Players Association to use player names in the NFL Challenge
simulation. Player names will appear in the roster window, the play-by-play
window at the bottom of the screen, and the individual stats portion of the
stats.log file.

Should you have "older" NFL Challenge team disks that do not have player
names in the *.nfl team files, contact XOR Corporation regarding our trade-in
policy.

NFL Challenge will correctly handle team disks that do NOT have player
names.

XOR's Roster Editor utility disk has been modified to allow the addition or
modification of player names in the various Team Disks. If you have an
older Roster Editor, contact XOR Corporation regarding our trade-in
policy.

When a player is injured, NFL Challenge will "beep" as it makes a
substitution (in case your nose is in the playbook and you didn't see
it.)

Extra-Extra fast mode

Pressing [alt][E] toggles the game into extra-extra fast mode. This mode
causes NFL Challenge to perform as in extra-fast mode, but even faster.
To
exit this mode, press the [E] key.

Extra-Extra fast mode is normally used when running 50 game simulations
of
the same game (see [alt][L] key below), or when running games from the
season.nfl file (see Part II BEGINNING A GAME above for command line
argument descriptions).

Log Final Game Statistics

The [Alt][L] key combination toggles "Log Final Game Statistics" mode on
and off. In this mode, several things happen:

    - A log file called stats.log will be created on the team disk. This
      file contains full game statistics for each complete game played.

    - NFL Challenge will attempt to play 50 full games between the
current
      two teams. At the completion of the 50 games, NFL Challenge will
      exit to the DOS prompt.

    - If 2 or more games are played, a second file: avgstats.log will be
      created on the team disk at game exit. This file contains the
average,
      minimum and maximum final game stats from the total number of games
      played while in "log game" mode.

    - If either of the files (stats.log or avgstats.log) already exist on
      your team disk, the "new" game information will be appended to the
      end of the file. Ultimately, you will be limited only by the size
      of your disk.

    - If you would like to "speed up" the game while in this mode, press
      [Alt][E] just before (or after) pressing [Alt][L]. When you return
to
      your computer, you can type the file output at the DOS prompt by
      either:

      A. typing the file:

          A>type [team drive letter:]stats.log
          A>type [team drive letter:]avgstats.log

B. print the file (if you have a printer):

        A>copy [team drive letter:]stats.log prn
        A>copy [team drive letter:]avgstats.log prn

Display Real-time clock

To display a "time of day" clock at the bottom of the screen, press
[alt][T]

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