

Game Setup

Set up teams, starters, rules, make changes to rosters.



Game information

Input game day data, and finalize the boxscore with team records, attendance.

```

C:\Windows\System32\COMMAND.COM
C:\TASFB\GSU          Connected F8->
Down: 3   Qtr: 4
ToGo: 66  Drive: 2--1 Used 00:15
Ball: GSU15
ALBANY..  0 16  7  3 - 26
<^> GSU.... 3  9  7 10 - 29
Play Input

R - Rush      K - Kick      C - Comment
P - Pass      G - Game control ; - Clock
E - Penalty   D - Defense   M - Message
U - Punt      O - Other     A - PAT try

SPACE=Accept ESC=Exit F10=C1r '-'=C1rB1k
<-->=Edit  Alt+D=Del  Alt+R=Reports
[0]

```

	ALBANY	GSU
1st downs	18	18
Rushes-Yds	49-209	22-3
Pass Yds	110	259
Passing	29-14-1	43-30-1
Plays	78-319	65-262
Avg/play	4.1	4.0
Kick ret	6-140	6-80
Punt ret	1-3	1-2
Int ret	1-0	1-15
Fumb ret	0-0	0-0
Fumb-Lost	1-1	0-0
Penalties	9-69	5-42
Punts	4-41.8	5-47.2
Possession	33:54	26:06
3rd-Dn Eff	7/18	6/14
4th-Dn Eff	4/5	0/0
T/O left	2	3

Input plays

Input screen will display current drive information, linescore and team stats.

Input codes display on the screen as the game is scored.

```

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C:\TASFB\GSU          Connected F8->
Down: 3   Qtr: 4
ToGo: 66  Drive: 2--1 Used 00:15
Ball: GSU15
ALBANY..  0 16  7  3 - 26
<^> GSU.... 3  9  7 10 - 29
Play Input

Last 15 plays
4th H 2-9 V24 TOUT:V T:01:30
4th H 2-9 V24 PASS:14,C,6,V23,CR TACK:18
4th H 3-8 V23 PASS:14,C,6,V26,SW TACK:54
4th H 4-11 V26 FGA:45,44,G T:00:40
4th H 1-70 H30 KO:54,V14 RET:10,V27 TACK:41
4th V 1-10 V27 {DRIVE}:00:36
4th V 1-10 V27 PEN:V,DG,A,TM,V22,N
4th V 1-15 V22 PASS:7,I,8,*,MI
4th V 2-15 V22 PASS:7,C,17,V29,CR TACK:23
4th V 3-8 V29 PASS:7,I,17,*,CR BRUP:4
4th V 4-8 V29 PASS:7,I,87,*,SI
4th H 1-10 V29 {DRIVE}:00:15
4th H 1-10 V29 RUSH:TM,V30,
4th H 2-11 V30 HALF: T:00:00
> 4th H 2-11 V30 RUSH:55,H15, TACK:71
[0]
F1=Help Enter=Edit I)ns C)mnt R)ep D)e1 <Esc>=Exit

```

Edit Plays

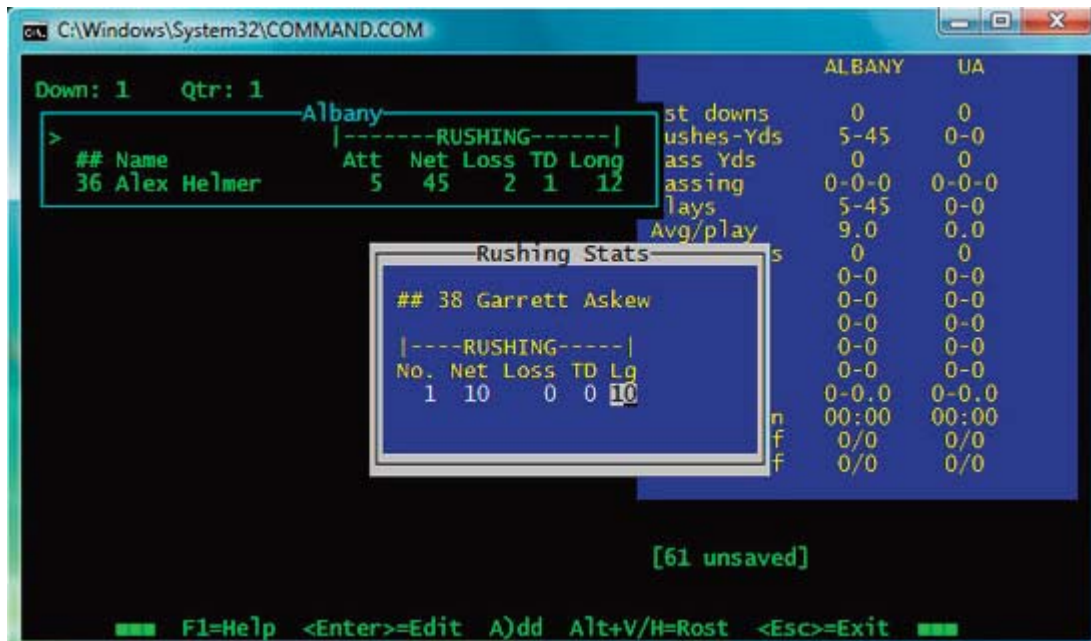
Select the drive, or select the last 15 plays, or select quarter to edit, insert, replace or delete plays.



Manual Entry-Team

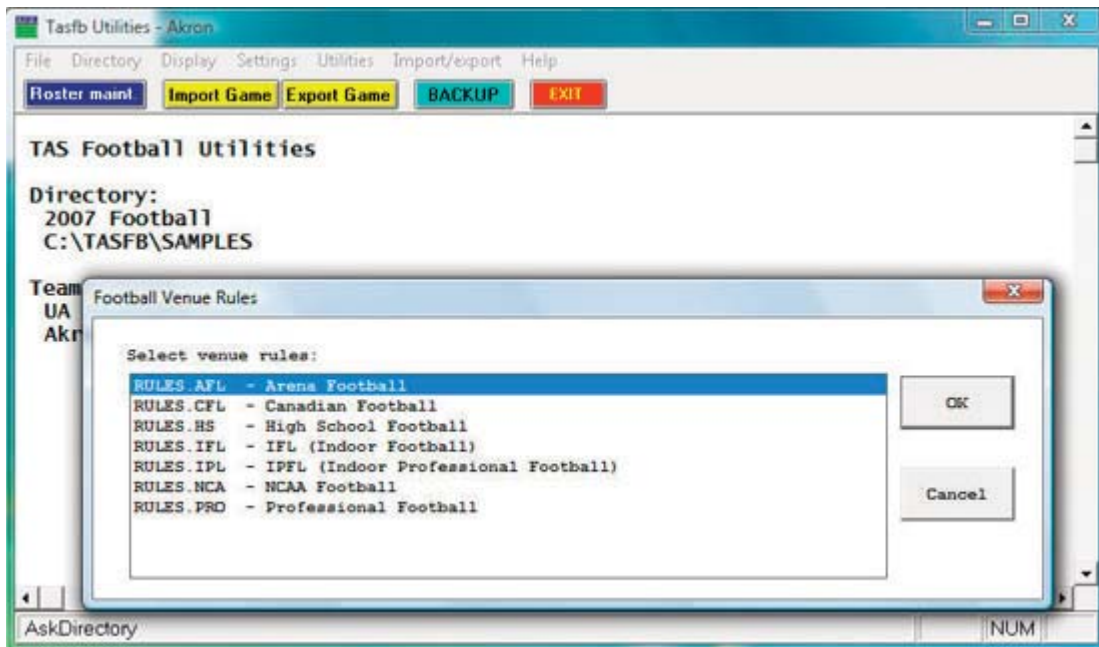
Enter stats after the game to create boxscore.

Key in team stats, 3rd and 4th down conversions, time of possessions, penalties, red zone stats.



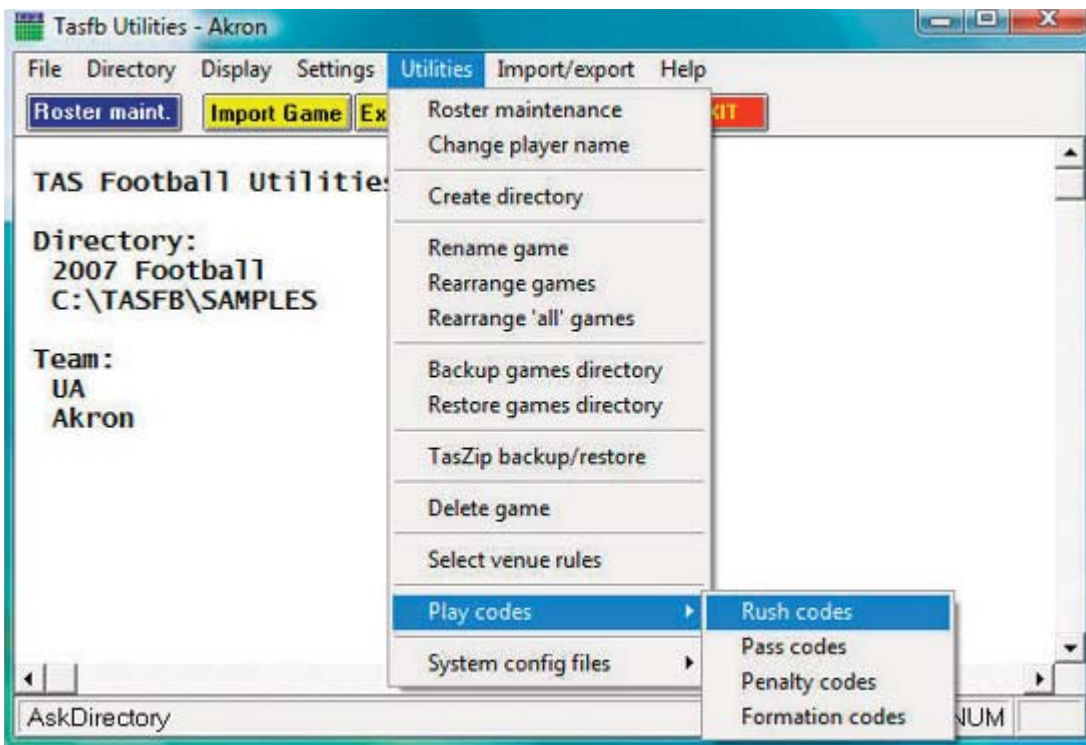
Manual Entry-Player

Key in player stats for both teams in rushing, passing, receiving, fumbles, returns, kicking, extra points, defense.



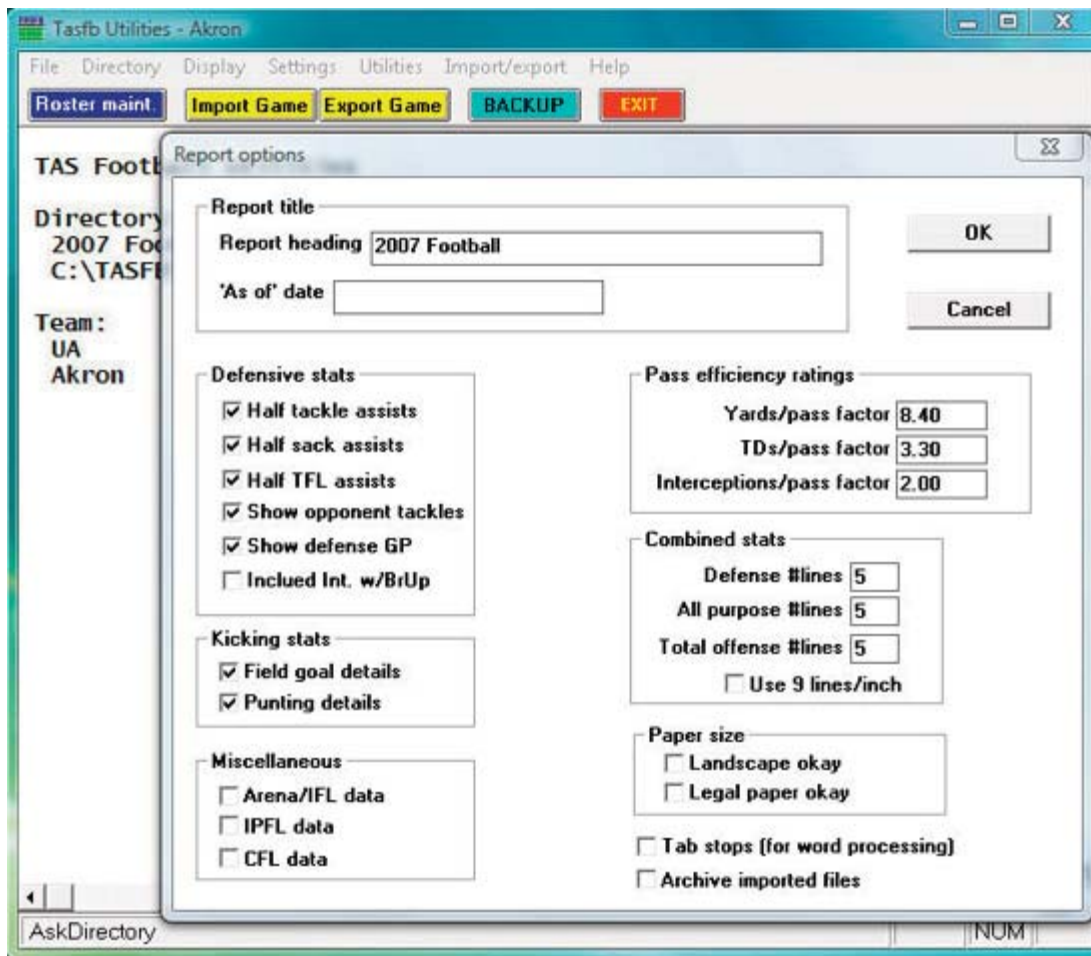
Utilities

Select venue rules for various leagues. Include field length, clock information, enforcing ball spots, scoring rules, various rules for fumbles and defensive stats.



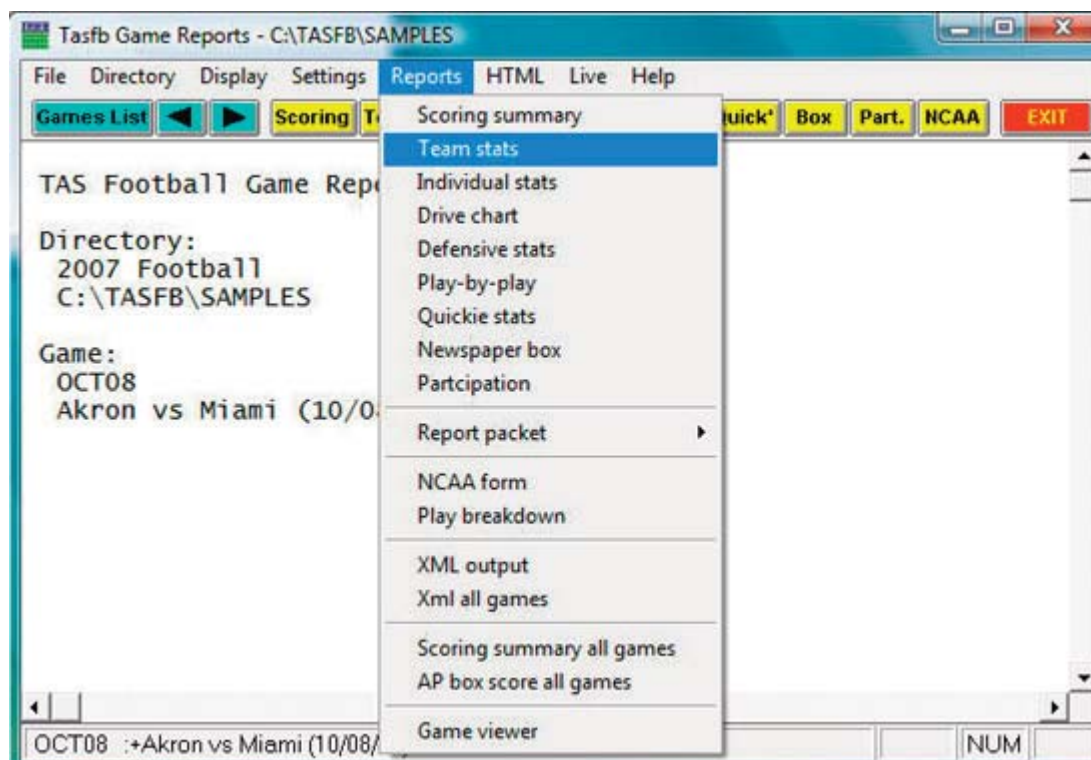
Utilities

Set up directories for each season.
 Import/export games and rosters.
 Make changes to rosters.
 Edit play codes.



Utilities

Set up report options, including how defensive stats will display in reports, options to display details on some categories, paper size, tab stops option.



Game Reports

Auto-display and print report set for quick distribution during the game.

Print cumulative thru a quarter, or only for selected quarter.

Print report packet, scoring summaries, and AP box scores.

Generate XML output for one or all games.

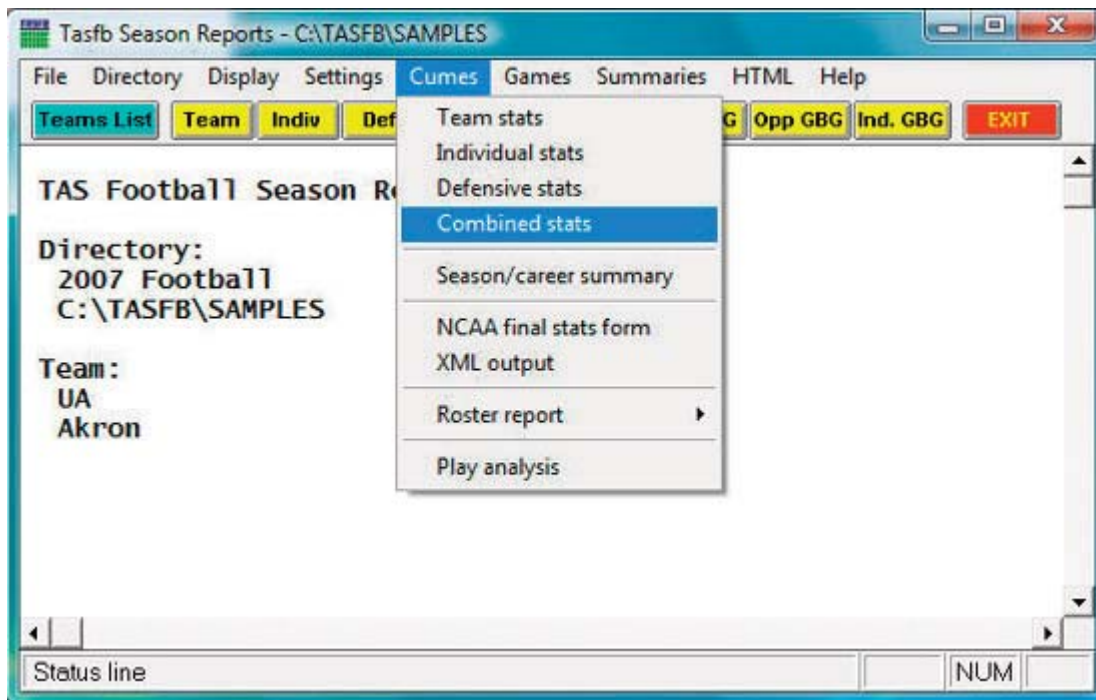
Generate HTML boxscores.

Season Reports

Game-by-game breakdowns, summary reports, superlatives, red-zone stats and by quarter stats.

XML for NCAA reporting.

Generate HTML files for season stats.



Career Reports

Manually enter previous season totals and records, or "capture" from past season files.

Capture overall, conference-only, and vs. specific opponent.

Generate HTML files for career stats.

View and print all-time results and all-time records versus opponents.

