

Gameplan

Basic Game



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1 INTRODUCTION

1.1 THE LEAGUE Each league is structured like the NFL, with two conferences of three divisions each. The number of teams in a league is not fixed. It will usually be either 30, with the teams distributed the same as in the NFL, or 24, with four teams in each division (this makes it quicker to fill new leagues starting up, and allows a balanced schedule to be produced more easily).

1.2 WARMUP GAMES With this rulebook you should find a blank turnsheet to use for your first warmup game. Warmup games allow you to become accustomed to the game system and enable you to work out a basic strategy before entering a league and playing competitive games against other players. You play against one of three "standard teams", either the Portland Bills (balanced offence, strong defence), the Weymouth Wildcats (passing offence, wobbly defence) or the Dorchester Romans (strong running team). If you don't say which team you want to play against you'll be matched against Portland. Warmup games are important because they don't involve team strengths. They use a "level" playing field for both teams.

1.3 JOINING A LEAGUE As soon as you're ready to enter a league and face real competition you should complete the league application form and send it in to your GM. If you take a team in a new league setting up you will be sent an "initial selection list" from which to select your initial roster, along with the relevant sections of the rules if you don't have them already (they're usually in a separate booklet because they're the same in all three versions of the game). You can still play warmup games, but as soon as you've made your roster selection you will find it more interesting to play pre-season games instead.

FIGURE 1: LEAGUE STRUCTURE

American Football Conference (AFC)

Eastern Division	Central Division	Western Division
Buffalo Bills	Baltimore Ravens	Denver Broncos
Indianapolis Colts	Cincinnati Bengals	Kansas City Chiefs
Miami Dolphins	Cleveland Browns	Oakland Raiders
New England Patriots	Jacksonville Jaguars	San Diego Chargers
New York Jets	Pittsburgh Steelers	Seattle Seahawks
	Tennessee Titans	

National Football Conference (NFC)

Eastern Division	Central Division	Western Division
Arizona Cardinals	Chicago Bears	Atlanta Falcons
Dallas Cowboys	Detroit Lions	Carolina Panthers
New York Giants	Green Bay Packers	New Orleans Saints
Philadelphia Eagles	Minnesota Vikings	San Francisco 49ers
Washington Redskins	Tampa Bay Buccaneers	St Louis Rams

Only NFL teams play in the league. When NFL teams move between cities the teams in Gameplan may also move at the start of the next season.

1.4 STANDBY POSITIONS At most times there are some teams available in leagues already running. The quickest way to get started is to join as a standby or replacement, taking over from a coach who has dropped out. In this case you will normally receive either a draft sheet or a listing of your roster and a copy of the league roundup, plus the game and league reports from the last turn played. This is also the most realistic way to start, and may be the only way of getting hold of a popular team. Don't forget that taking over a team with a poor record will usually be to your advantage. Teams in Gameplan usually lose games through either poor strategy or bad luck. A new coach often changes both luck and strategy, and usually has the advantage of early draft picks.

1.5 PRE-SEASON The pre-season begins when the first team joins the league. Initial pre-season games are not scheduled, but are played against whichever team is next to send instructions. They differ from warmup games in that team strengths count the same for pre-season games as for regular season games. When the league is full you will be told the "end of pre-season" deadline, which is the last date for the arrival of your initial roster selection and for pre-season games. Once this deadline is past the league roundup (listing the coaches and outline details of each roster) and schedule will be issued along with a roundup of pre-season results. There is also one round of scheduled pre-season games before the start of the regular season schedule.

1.6 REGULAR SEASON During the regular season each team plays each other team in its own division twice. In a 24 team league each team plays each of the remaining teams in the conference once, plus two teams from the other conference, making up a 16 week schedule. For the first season in a 24 team league there are no inter-conference games (the schedule is only 14 weeks so that teams with poor initial selections don't have to wait so long for the first draft).

1.7 PLAYOFF SCHEDULE In each conference the winners of each division go forward into the playoffs, and the two teams that didn't win their divisions but had the best records during the regular season play in the wild card game (first round of the playoffs). The winners of the wild card game then play the division winner with the best regular season record (unless the teams are from the same division, in which case they play the next best) while the other two division winners make up the second "divisional game" (second round of the playoffs). The winners go forward to the championship game (third round of the playoffs), and the two conference champions play in the Superbowl (final round of the playoffs). In Gameplan all standings are calculated on the basis of the won-lost record, with tied games counting as half a win. Ties in the standings are broken by net points (i.e. best points difference).

1.8 PLAYOFF VENUES For all playoff games the team with the best regular season record always has homefield advantage, except that a wild-card team always plays on the road against a team which won its division, even if their record was superior.

1.9 CONSOLATION BOWL There is a second set of post season games, as the teams that didn't make it to the playoffs go into a playoff style competition of their own. This is the Consolation Bowl, and it exists so that everyone always has something to play for at the end of the season. It's your chance to show how you would have won the Superbowl if only you'd got your act together sooner. Games are scheduled so that the teams with the best records face the toughest schedule, and those with the worst records the easiest.

1.10 THE DRAFT At the end of each season you have the option of signing up again for the following season and participating in the college draft. This is carried out during the playoffs (to save time). The teams with the worst regular season records draft first and can obtain the strongest players. The rules for the draft are in a separate guide.

2 WRITING ORDERS

2.1 THE TURNSHEET For each game you play you should send in a turnsheet with your instructions for that game. For your first game you will need to fill in all the relevant sections of the turnsheet. The section concerning team training does not apply for warmup games, and the section concerning special actions applies only for regular season and scheduled pre-season games. Warmup and pre-season games will often be played immediately, but for regular and post season games your instructions will simply be put on file until the deadline.

2.2 DEADLINES A deadline is set for each week of the regular season and post season. Your instructions must arrive BEFORE the deadline date. If your orders fail to arrive in time then your previous set will be used instead. You will still have to pay for the game as usual. If you haven't received your report within a week of the deadline then you should phone to find out what's wrong. Deadlines are normally two weeks apart and each league will normally be run on the same day of the week each time.

2.3 YOUR GAMEPLAN All your instructions are saved on disk, inside the computer. Each turn you need only to send in those instructions that you want to change from your last game. This saves a lot of time in processing turns and makes a big difference in keeping costs down (if everyone filled in the whole sheet every time then the game would cost about half as much again). If there are no new instructions that arrive in time for the deadline then your previous instructions are used. Each gameplan is stored according to the league name and team name, so that if you play in more than one league then your instructions for each league will be kept entirely separate.

2.4 TEAM STRENGTHS Team strengths are divided into three types. Squad strengths are normally fixed for the whole season and are the sum of the playing strengths of all the players on your roster. Form strengths are gained during the season and count only during that season. You gain extra form points every time you win (or lose only narrowly) and by extra coaching (see rosters guide, paragraph 2.8) Some players on your roster (veterans subject to injuries, and all rookies) are counted as form instead of squad strengths. Training strengths are acquired as a result of your training instructions. There is a small bonus on special teams for home advantage.

2.5 STRENGTH CATEGORIES Squad and form strengths are divided into fourteen categories. There are five offence categories (run inside, run outside, pass short, pass long and quarterback protection) and five defence categories (the same first four plus pass rush) along with four special teams categories (punting, kicking, returning punts and returning kickoffs). Training strengths are divided up play by play.

2.6 KICKOFFS There are three types of kickoff. If it is after the two minute warning and you're losing then you will call an onside kick. This gives the kicking side a chance of recovering the ball but gives away good field position if it fails. Play restarts after a safety with a free kick from the 20 and otherwise with a normal kickoff from the 30.

2.7 FORMATIONS For each offence situation you call one formation which is used for all plays in that situation. Formations are identified by single letter codes, and the descriptions of the formations available are set out in the playbook (see separate guide). These formations have different effects depending on the play call. The two formations you used most often in each game is listed in the league report along with the game statistics. The defence takes no account of formations in the basic game, but future opponents may be able to work out your playing style from the formations you use.

2.8 SPECIAL TEAMS The program will call formations P and F for you on punt and field goal attempts respectively, but will not allow you to use these formations in other situations. There is no way in the basic game to call fake punts or field goal attempts.

2.9 SPECIAL SITUATIONS There are several situations in the game where the play is called without reference to your gameplan. In game winning situations you will down the ball to run out the clock. If you're winning you will down the ball rather than punt on the last play of the game because of the risk of a long return. In last ditch situations you will normally chuck long passes (DL) into the endzone, but nearer to the endzone a higher percentage play (DI) will be called, and if you're very close the call will be whichever short pass worked best for you in the rest of the game. Whenever the offence is called this way, then the defence is called as wide coverage (WC).

Note: It is normally only possible to down the ball and run out the clock by agreement with the opposition, and if you're very close to your own endzone then the defence will be trying to force you over the goal line for a safety and get the ball back. In these circumstances you can't down the ball and the play is called normally.

2.10 GAME PARAMETERS There are seven "game parameters" that form part of your gameplan. These are values that decide when in the game and in what game situations your different strategies are used. Some you will want to change often according to each opponent faced and others you will probably change only rarely, if at all.

NFG: NORMAL FIELD GOAL RANGE This is the maximum distance to the goal line for which in normal situations the computer selects a field goal attempt on fourth down. Remember the posts are ten yards behind the goal line and the kick is actually placed around seven yards being the line of scrimmage, so the actual field goal range will be around 17 yards longer than the distance to the goal line. Typical value would be around 25 to 30 yards.

LFG: LONG FIELD GOAL RANGE This is the maximum distance to the goal line for which the computer will select a field goal attempt in special situations. The special situations are fourth downs after hurry up time when you're losing, the last play of the first half, and the last play of the game (if the field goal will tie or win the game). Typical value would be around 25 to 40 yards.

SYO: SHORT YARDAGE OFFENCE This is the maximum distance to go to the first down for which the computer will select specialist short yardage plays. Maximum value is 5 yards. Typical value would be one to three yards.

LYO: LONG YARDAGE OFFENCE This is the minimum distance from the first down for which the computer will select specialist long yardage plays on offence. Minimum value is 6 yards. The computer never selects long yardage plays on first down with ten or less yards to go even if your long yardage value is less than ten. Typical values are 7 to 15 yards.

SYD: SHORT YARDAGE DEFENCE This works the same as the value for short yardage offence, but decides when to call specialist short yardage defences. Maximum value is 5 yards. Calling a short yardage defence is a lot more risky than calling a short yardage play on offence, so typical values tend to be slightly lower.

LYD: LONG YARDAGE DEFENCE This works the same as the value for long yardage offence, but decides when to call specialist long yardage defences. Minimum value is 6 yards. Typical values are slightly lower than for offence, for obvious reasons.

HUT: HURRY UP TIME This is the earliest time gone in the game when the computer takes emergency action if you're losing. After hurry up time your long field goal range is used to decide field goal attempts, and the computer may elect to go for it on fourth down instead of kicking. If you are losing by more than one touchdown (including the point after) then your hurry up time will be extended (double if you need two scores, treble if you need three, and so on). If you choose a value less than ten then the computer will assume you mean "time remaining" rather than "time gone".

2.11 SITUATIONS Your gameplan in the basic game consists of eleven situations on each of offence and defence. For each offence situation there is a corresponding one on defence. On each play during the game the computer searches through the list of situations from top to bottom and decides which fits the current situation according to the down, score, time gone in the game, distance to go for the first down and field position.

1: GOAL LINE This situation applies on any down when the number of yards needed for a touchdown is within the value you gave for your short yardage parameter (SYO on offence, SYD on defence). If you are near the goal line then the computer will reckon both how many downs you have available (three on first down, two on second and one on third) and call goal line plays if gaining this value each time would get you into the endzone.

eg: with a short yardage value of 3, 1st down on the nine yard line, 2nd down on the six yard line, and 3rd or 4th down on the three yard line, are all goal line situations.

2: SHORT YARDAGE This situation applies on any down, unless covered by Goal Line if the number of yards needed for the first down is within the value you gave for your short yardage parameter (SYO on offence, SYD on defence).

Note: Goal Line and Short Yardage are similar situations. Goal Line only applies near the goal line. Short Yardage applies everywhere else on the field. Goal Line has priority over Short Yardage.

3: LONG YARDAGE This situation applies on second to fourth downs if the number of yards needed for the first down or score is at least the value you gave for your long yardage parameter (LYO on offence, LYD on defence) unless “Long & Lost Yardage” (see below) takes priority.

4: LONG & LOST YARDAGE This situation applies on any long yardage situation (including first down) with more than ten yards to go, and takes priority over “Long Yardage”. Be warned that if you set your long yardage parameter above ten they you’ll never use the “Long Yardage” situation, as “Long & Lost Yardage” will always take priority.

Note: If you set your long yardage parameter below ten, then the standard “Long Yardage” situation is part of your regular routine, and it’ll trip in on lots of 2nd and 3rd downs. You stay in a 2nd and 3rd down situation ONLY when your first down got you closer to the down marker than your “long yardage” value. You should take “long yardage” to be your USUAL second down situation.

5: 1ST & 2ND DOWN, NEAR (in field goal range) Any first or second down when the offence is within field goal range and it isn’t a short yardage, long yardage, long or lost yardage, change up, change down or hurry up situation.

6: 1ST & 2ND DOWN, MIDFIELD (outside field goal range, up to own 40 yard line) Any first or second down when the offence is outside field goal range, up to its own 40 yard line and it isn’t a short yardage, long yardage, long or lost yardage, change up, change down or hurry up situation.

7: 1ST & 2ND DOWN, DEEP (inside own 40 yard line) Any first or second down when the offence is inside its own 40 yard line and it isn’t a short yardage, long yardage, long or lost yardage, change up, change down or hurry up situation.

8: 1ST & 2ND DOWN, CHANGE UP (second half, losing by more than eight points) Any first or second down in the second half when the team on offence is losing by more than eight points and it isn’t a short yardage, long yardage, long or lost yardage or hurry up situation. The Change Up defence is the defence against your opponent’s Change Up offence.

9: 1ST & 2ND DOWN, CHANGE DOWN (second half, winning by more than eight points) Any first or second down in the second half when the team on offence is winning by more than eight points and it isn’t a short yardage, long yardage, long or lost yardage or hurry up situation. The Change Down defence is the defence against your opponent’s Change Down offence.

10: 3RD & 4TH DOWN This is the situation on third or fourth down when it isn't a short yardage, long yardage or hurry up situation.

11: HURRY UP SITUATION It is a hurry up situation on any down if the time gone in the game is greater than the value you gave for hurry up time, it's not a short or long yardage situation, you're losing and you're either outside field goal range or a field goal won't be enough to at least tie the scores.

If you're losing by more than seven points then your effective hurry up time is extended by a multiple of the number of touchdowns (including conversions) needed to catch up. Remember that on defence the "hurry up" situation is when your opponent has to hurry up. If your hurry up offence you're losing, in your hurry up defence you're winning.

2.12 PLAY CALLS In each situation you must give at least one play call and may give as many as four. Play calls are identified by two letter codes, and the descriptions of the play calls available are set out in the playbook (see separate guide). Once the situation has been decided the computer will select a play from among those you call for that situation. The normal procedure is that a play is selected at random, but you may alter the procedure with your reaction values. At the start of the game the first play call (choice A) in the list is the most likely to be chosen, with each choice being about half as likely to be chosen as the choice before it, but the relative chance for each call will change during the games (see paragraphs 3.1 and 3.2 for more details of reactions).

2.13 BLANKS AND CLEARS You do not have to use all four play calls in each situation, but if you call only one play it must be choice A, if you call two they must be A and B, and if you call three they must be A, B and C. A choice for which you make no play call is referred to as being "clear". This is distinct from leaving a box on your turnsheet "blank". You may leave any box blank on your turnsheet provided there is already something in your gameplan for that choice (or the choices following it are also clear).

2.14 LEAVING BLANKS Please leave boxes blank on your turnsheet except when you want to change them. If you want the same thing in a box as for your previous game then leave it blank. All sections of your instructions are saved on disk all the time, so filling in the same thing each turn wastes time and money as well as increasing the risk of typing errors (everything on your turnsheet gets typed in again by the GM).

Please help to keep costs down for everyone by leaving blanks whenever appropriate so that the GM isn't doing unnecessary extra work.

2.15 TEAM TRAINING This section should be ignored for warmup games, but is used for all other types of game. Training is used to strengthen your team on particular play calls. Your training choices may be any play call (offence, defence or special teams). Two training points are added at the start of the game for each offence training choice, and one for each defence choice, except that if you use an offensive training choice on a defensive play call you only gain one point of training (so you are effectively wasting one point of training). You may train on the same play more than once in one particular turn.

You also gain one point of training for each of the six plays (two runs, two passes and two defences) highlighted in the league report after each regular season game. Unlike in previous versions of the game, training is not lost on plays which you don't call during games. In this version training may only be lost between seasons.

2.16 KEY PLAYS These are two of your opponent's play calls your team will attempt to neutralise. Your opponent will be less effective on the play calls you have selected as keys. You can key on any play call whether offence, defence or special teams, but the effect on a defence or special teams call is less than the effect on an offence call (there are fewer defence and special teams calls, so each is used more often). It is generally considered better to restrict your keys to offensive plays. When you key on

offence plays there is some "spill over" effect onto other similar play calls (so keying on SI will also have an effect on SO and LI, for example). This effect of keys does not accumulate and applies only for the current game (but see next paragraph). Using keys has no effect on your own team strengths. Keys are not used for warmup games. You may key on the same play twice in one game.

2.17 ACCUMULATED KEYS Defensive keys (i.e. against the offensive plays of your opponents) accumulate in the same way as your training, so teams will tend to get better at defending against plays they defend against often. You also gain a point of accumulated keys for each of the two runs and passes highlighted in the league report for your opponent after each regular season game. Keys against defence and special teams plays do not accumulate. Accumulated keys work simply by discounting the accumulated training of the opposing team.

2.18 BONUSES Bonuses are similar to training except they have no cumulative effect. The bonus plays are two play calls on which your team will be stronger that game, and may be any play call (offence, defence, or special teams). The bonus categories increase your team strengths in those categories for that game and may be any category (offence, defence or special teams). Bonuses are not used in warmup games. You may bonus the same play or same categories twice in one game.

2.19 CONVERSIONS In Gameplan you have no choice over whether you kick and extra point or attempt a two point conversion. You attempt a conversion if you lead by 1 point, or trail by 2, 5, 10, 12, 13 or 18. Otherwise you attempt an extra point. Conversions are not called from within your gameplan, you either make them successfully or you fail.

3 OPTIONAL RULES

The rules given in this section are strictly optional. You do not need to use or understand either reactions or fourth down options. If you are in doubt, or if a previous coach has set different values, then reset your reaction values to 2 (both offence and defence) and your fourth down options to Late=S, Midfield=L, Near=N, Short=N, TwoMin=A.

3.1 REACTIONS TO PLAYS After each play the computer tries to determine whether your play call was a good one or not. A play is considered "good" if it gets a first down, a score, or at least four yards without turning the ball over or setting up a fourth down situation (it's considered "bad" otherwise). If it was good then it increases the chance of that play being the one chosen next time you're in the same situation (see paragraph 2.12). If it was bad then the chance is reduced.

3.2 REACTION VALUES The strength of reaction is determined by the choice you give for reactions in your game instructions (there is one value for the offence and another for the defence). Normal "value" reactions (value from 0 to 4) simply alter the relative chance of the different plays being called within each situation.

0 - NO REACTION The relative chance of selecting each play from within each situations remains fixed (as in paragraph 2.12) for the whole game.

1 or 2 - LOW VALUE REACTIONS Low value reactions ensure that your initial choices are only modified slowly, regardless of their success or failure. If your initial choices were poor then your team may suffer before the balance is changed.

3 or 4 - HIGH VALUE REACTIONS High reaction values modify the play balance quickly, so your initial choices are modified very quickly and are therefore much more vulnerable to extreme results. High values reactions will sometimes be exploited by clever opponents.

There are five other choices of reactions available, and these introduce different methods of selecting the play call (replacing the procedure given in section 2.12) as well as a different system of reactions.

E - EVEN Reaction value is two, but instead of starting with the different choices of play having different chances of being called (see 2.12) all the choices start even.

H - HIGHEST Reaction value is three, but instead of calling at random from the list in that situation the computer always calls the play with the highest current weight (trying to call the "best" play so far rather than mixing it up).

S - SEQUENCE Each play in the list is called in sequence (A then B then C then D and back to A). There is no reaction to the result of the play, and no reactions will be listed in your gameplan.

R - ROTATE As sequence, but the computer continues to call the same play until it fails, then it rotates to the next in the list. No reactions are listed in your gameplan.

A - ALTERNATE Same as rotate and sequence, but alternates between them. The first reaction is to rotate but after repeating a play the reaction always then skips to the next play (so it'll only ever call a play twice before rotating). The next play call is then sequenced and the next one after that rotated.

There is no optimum choice of reactions. Different reactions work differently according to the style of gameplan you write, and may work well or badly according to the system used by your opponent.

Note: After each play call in the listing of your gameplan the computer will show the "reaction" value accumulated against that play during the game (unless the reaction system used is Rotate, Sequence or Alternate, which don't work this way). A +ve value indicates that the computer increased the chance of that call being made again, and a -ve value indicates it decreased the chance of calling that play.

3.3 FOURTH DOWNS On all fourth downs the computer starts by checking your fourth down options to see whether or not you want to call a play for that down. If you have elected to play a particular fourth down then the computer will select a play call from your gameplan as normal. You only need **one** of the fourth down options to be valid for you to go for it on fourth down. Otherwise it selects either a punt or field goal attempt according to the values given for your field goal ranges.

The system for calling fourth down plays is fairly complicated, with a lot of extra rules and restrictions. These have been added to the game over the many years that it has been in play, because experience has shown that a game can easily be ruined by excessive use of fourth down plays (if they fail).

3.4 FOURTH DOWN OPTIONS There are three options which allow you to specify the circumstances in which you want to call plays on fourth downs. For each option you give one code. There are a number of situations where your fourth down options are ignored (see next paragraph). If a down is covered by more than one option (e.g. short yardage in midfield) then you go for it if any of the relevant options call for a play. You are unlikely to ever want to set TwoMin to anything other than A (All). If you need a field goal and are in field goal range the computer will automatically kick the field goal, otherwise you want to go for it rather than punt the ball away.

Late	Decides what to do for all fourth downs in hurry up situations.
Midfield	Decides what to do for all fourth downs outside field goal range but inside the half.
Near	Decides what to do in field goal range.
Short	Decides what to do on fourth downs with no more than short yardage to go.
TwoMin	Decides what to do after the two minute warning when you're losing.

3.5 FOURTH DOWN OPTIONS If you're within field goal range and a field goal will tie the scores or change the lead then you will always attempt the field goal. If you've already failed twice on fourth down attempts, then no further fourth downs will be attempted until after the two minute warning. After the two minute warning, whatever fourth down options are set, if you're losing by three points or less and are in field goal range then you will always attempt a field goal. Otherwise you play ALL fourth downs after the two minute warning if you're losing, and NONE if you're winning or tied.

3.6 FOURTH DOWN CODES The codes available are set out below. Instead of these codes you may enter any number from 1 to 9, in which case the downs covered by that option will be played if the number of yards to go down is less than or equal to that number.

A All	Play all the fourth downs covered by this option
N None	Play none of these downs
M Midfield	Play these downs if inside the half but outside field goal range
L Late	Play all these downs when losing and after hurry up time
T Two Minutes	Play when losing and after the two minute warning in the second half
S Short	Play these downs if short yardage or less to go
G Goal	Play if short yardage and goal to go

4 GAME REPORTS

4.1 TEAM REPORT This section of the game report contains a listing of your instructions as they were for the game. Once you're in a league this section will also list your up to date team strengths as well as indicating your "form" strength categories for that game and any actual form gains made. This section is individual to your game report. Your current training totals, totals of accumulated keys and reports on any special actions and free agent bids ordered that turn are also reported. No other player gets to see your exact team strengths and instructions.

Your team report also gives a listing of your current roster, as well as showing the "Runners and Receivers", which indicates how the playcalls are connected to the individual player stats. You cannot change the "Runners and Receivers" and they are only used for window dressing at the moment.

4.2 PLAY BY PLAY REPORT The play by play listing game summary shows what happened on each play during the game. Each quarter begins on a separate page. For each play the report shows:-

Time: the time gone in the game at the start of the play
Side: which team is on offence (listed only when possession changes)
Fld: field position, given as yards to go to the defending team's goal line
Down/yards: the down and yards to go for the first down
Off: the offence formation and play call
Def: the defence play call
Result: what happened on the play
Score: this is shown only when a score is made

At the end of each quarter the stats for the quarter are shown, along with a mini-breakdown of the passing and rushing stats.

4.3 LEAGUE REPORT For each week of the season this contains the results and stats of all the games in the league, along with the league standings, free agent list, reports of special actions, and the next week's schedule. The league report also shows for each team which two running and two passing plays gained the most yards on offence, the two most used offensive formations, and which two defences were called most often. When a team replaces its starting quarterback during a game then the code "QB" will appear next to the team name in the league report. "UP" in the same location indicates the team played up. "S" indicates a safety conceded.

4.4 LEAGUE STATS Every four weeks during each season there is also an extended stats report, showing the cumulative stats of all the teams in the league. The main stats are shown as game averages (e.g. average yards rushing per game) or averages per attempts. Don't waste time trying to get the various totals to add up together, because they won't.

4.5 LEAGUE ROUNDUP The league roundup is issued at the start of the season (the same turn as mini camp is processed) and shows the position, age, shirt number, name, nominal value and nominal category for every player playing for every team in your league.

4.6 LEAGUE SCHEDULE The league schedule is issued at the start of the season (the same turn as training camp is processed) and shows the full schedule for the regular season.

4.7 SCOUTING REPORT The scouting report shows your next opponents along with a drive by drive summary of their latest game, season stats and up to date roster (in roundup format). If you are playing a team in the second round of the playoffs who had a first round bye then you won't receive a scouting report (because they didn't play, so there's nothing to scout).

4.8 GAME STATS The last page of the game report shows the detailed game stats for both teams. It is assumed that you will be able to work out what most of these stats mean, but there are some that are peculiar to Gameplan and which you will not have seen in real life football reports. These are explained below.

DOWNS The number of first downs gained (rather than played) includes touchdowns. In addition to the number of third and fourth down attempts and conversions the number of short yardage and long yardage attempts and conversions are also listed.

PASSING The passing attempts and yards do not include sacks (the quarter by quarter stats do include these). There are two averages listed. AvgA is the average number of yards gained per attempt. AvgC is the average number of yards gained per completion. "Hurries" are when the QB was successful in avoiding a sack only by dumping off a pass or scrambling. This does not include options or plays where the pass was completed to a secondary receiver without the QB being put under pressure. "Pops" are when a catch is made, but the receiver is immediately decked by the defence.

RUSHING Fumbles are listed in the game stats along with the rushing stats, even though some fumbles actually occur on passing plays and on special teams. Scrambles are rushes by the QB, whether by design or under pressure. "Stuffs" are the rushing equivalent of sacks.

SPECIAL TEAMS FG and FGA are field goal attempts made and attempted. EP and EPA are extra points made and attempted. CP and CPA are conversions made and attempted. Two punt averages are given. AvgG is the gross average of the actual punt distances. AvgN is the average net of touchbacks and returns. The remaining codes are for punts blocked, fair catches, punts out of bounds, touched back, downed, fumbled, returned, and punts landed inside the twenty. KR, PR, Fm and In are kick, punt, fumble and interception returns.

PLAY-BY-PLAY STATS The play-by-play sections of the stats report are the rushing, receiving and defence play calling stats, which show the plays used during the game. With the code for each play is the number of times the play was called, the number of times it was completed, and the yardage. Sometimes the play that is completed is different to the one that was called, when a pass is dumped off to an outlet receiver, when the QB scrambles to avoid a sack, or when an option play is used. When this happens the attempt can be credited to one play and any yardage and completion to another.

INDIVIDUAL PLAYER STATS The final sections of the stats report are the individual rushing, received and passing stats for your team. These are allocated according to the "runners and receivers" section of your game report, for simplicity with all the stats from one play being allocated to one particular player.

It is important to note that you cannot change the "runners and receivers" allocation, and that the allocation of these stats is intended to produce a realistic spread of player statistics, within the boundaries of the roster system (namely that Gameplan doesn't include all of a real team's backups, who will occasionally be in on plays when giving the star players a brief rest).

Nor should you confuse the "runners and receivers" section with the allocation of individual bonus strengths on play-calls. The computer will always add all team-strengths and the appropriate individual bonuses on a play-call, even if the "runners and receivers" section apparently indicates that the "wrong" player is being used for the play.