

Program Description I

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Program Description, Equations, Variables

THIS GAME GIVES YOU MOST OF THE OPTIONS INVOLVING PLAYS AND STRATEGY. YOU ARE ALLOWED 3 PLAYS. RUN WHICH 93% OF THE TIME WILL GAIN BETWEEN 0 AND 5 YARDS 5% OF THE TIME 0 TO 50 YARDS 2% OF THE TIME A FUMBLE WILL RESULT WHICH GIVES THE OPPONENT THE BALL AT THE LINE OF SCRIMMAGE. SHORT PASS WHICH 46% OF THE TIME WILL BE INCOMPLETE 50% OF THE TIME IT WILL BE COMPLETE FOR BETWEEN 1 AND 20 YARDS. 4% OF THE TIME IT WILL BE INTERCEPTED AND THE OPPONENT WILL TAKE OVER AT A RANDOM SPOT ON THE FIELD. LONG PASS WHICH 70% OF THE TIME WILL BE INCOMPLETE 20% OF THE TIME COMPLETE FOR BETWEEN 1 AND 100 YARDS. 10% OF THE TIME IT WILL BE INTERCEPTED AND THE OPPONENT WILL TAKE OVER AT A RANDOM SPOT ON THE FIELD.

Operating Limits and Warnings

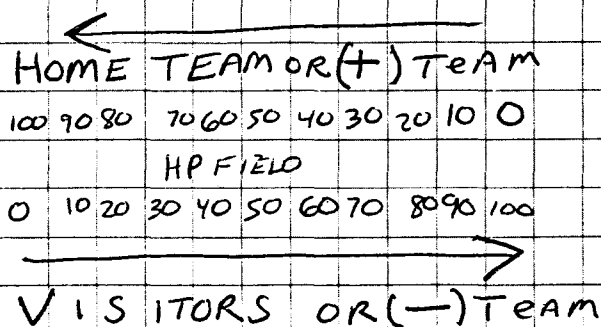
AFTER A MISSED POINT-AFTER TOUCHDOWN IT DISPLAYS 1ST DOWN AT THE OPPONENT'S 20. JUST IGNORE IT AND KICK OFF AFTER YOUR ^{POINT AFTER} TOUCHDOWN, JUST AS YOU KICK OFF AFTER A FIELD GOAL OR AT THE END OF THE HALF OR START OF THE GAME! ALSO BOTH TEAMS MOVE FROM 0 TO 100.

This program has been verified only with respect to the numerical example given in *Program Description II*. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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Program Description II

Sketch(es)



Sample Problem(s) STORE CONSTANTS AND SEED .111222333
 STOA. See USER INSTRUCTIONS FOR EXPLANATIONS IN
 DETAIL. KICKOFF TO HOME TEAM [Fa] 1.44
 (DOWN.YARDLINE) RUN [B] 2.46 GAIN OF 2 SHORT PASS
 [C] 3.50 GAIN OF 4 [RCL 8] 4 YDS NEEDED FOR A
 FIRST DOWN [Fd] 3.50 Fd RESTORES (DOWN.YARDLINE
 DISPLAY) SHORT PASS [C] 4.50 INCOMPLETE. PUNT [fb]
 -1.43 ROTTEN PUNT! ONLY 7 YRDS TOTAL. [RCLO] 5.00,
 4 PLAYS USED UP. 30 PER QUARTER. LONG PASS [D] 0.06*
 TOUCHDOWN Bomb 1 [E] P.A.T IS GOOD 0.07*
 KICKOFF TO HOME TEAM [Fa] 1.16 LONG PASS [D]
 2.16 INCOMPLETE. LONG PASS [D] 3.16 SHORT PASS [C]
 1.33 1ST DOWN GAIN OF 17 LONG PASS [D] 6.07*
 TOUCHDOWN 1 [E] 7.07* TIE GAME. KICKOFF TO

Solution(s) VISITORS [A] -1.44 RUN [B] -2.45 [RCL 8]
 9 YARDS FOR A FIRST DOWN RUN [B] -3.47 GAIN OF 2
 [RCLO] 1 PLAYS USED UP. [Fd] -3.47 RUN [B] -4.47
 NO GAIN. PUNT [fb] 1.15 RUN [B] 2.15 NO GAIN
 RUN [B] 1.27 GAIN OF 12 SHORT PASS [C] 2.27
 RUN [B] 3.28 SHORT PASS [C] 1.44 SHORT PASS [C]
 1.54 RUN [B] 2.56 RUN [B] 3.58 [RCL 8] 6 YDS
 FOR A FIRST DOWN. RUN [B] 4.60. FIELD GOAL 3 [E]
 -1.* NO GOOD -1.20 VISITORS TAKEOVER AT THE 20

Reference(s) RUN [B] -2.23 SHORT PASS [C] -1.40 RUN [B]
 -2.43 RUN [B] -3.43 LONG PASS [D] -1.* INTERCEPTION
 1.93 HOME TEAM TAKES OVER 7 YARDS FROM A TOUCHDOWN
 [B] RUN 13.07 SCORE! 1 [E] 14.07 KICKOFF TO
 VISITORS [A] -1.29 RUN [B] -1.41 RUN [B] -1.79 RUN [B]
 -1.91. RUN [B] 1.0000000 * -2.96 END OF QUARTER 1
 * = 5 SECOND PAUSE

1	KOTO H PUNT	REVIEW
2	KOTO V RUN	SHORT PASS LONG PASS 1= PAT PASS PASS 3= F.G.

STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1.	LOAD SIDE 1 AND 2		<input type="checkbox"/> <input type="checkbox"/>	
2.	STORE CONSTANTS	100	STO 3	
		10	STO C	
		50	h STI	
		80	STO E	
3	STORE RANDOM Seed X	0LX<1	STO A	
4	KICKOFF FROM 35' TO VISITORS		A	
	15 TO 50 YRD NET. TO HOME TEAM		f a	
	NOTE A NEGATIVE SIGN BEFORE		<input type="checkbox"/> <input type="checkbox"/>	
	(DOWN. YARDLINE) MEANS VISITORS		<input type="checkbox"/> <input type="checkbox"/>	
	HAVE POSSESSION. EX -2.30		<input type="checkbox"/> <input type="checkbox"/>	
	VISITORS BALL SECOND DOWN AT		<input type="checkbox"/> <input type="checkbox"/>	
	THE 30 YARD LINE		<input type="checkbox"/> <input type="checkbox"/>	
5	TO RUN. A-1* MEANS FUMBLE. OTHER TEAM TAKES OVER AT LINE OF SCRIMMAGE.		B	
6	SHORT PASS A-1* MEANS INTER-		C	
7	LONG PASS CEPTION. OTHER TEAM TAKES OVER AT RANDOM SPOT.		D	
8	TO PUNT		f b	
	NOTE PUNT WILL GO FROM		<input type="checkbox"/> <input type="checkbox"/>	
	30 TO 65 YARDS AND BE		<input type="checkbox"/> <input type="checkbox"/>	
	RETURNED 0 TO 30 YARDS,		<input type="checkbox"/> <input type="checkbox"/>	
	ONLY NET RESULT IS SHOWN		<input type="checkbox"/> <input type="checkbox"/>	
9	FOR A FIELD GOAL PRESS	3	E	
	A-1* MEANS NO GOOD OTHER		<input type="checkbox"/> <input type="checkbox"/>	
	TEAM TAKES OVER ON 20		<input type="checkbox"/> <input type="checkbox"/>	
	IF THE SCORE IS DISPLAYED		<input type="checkbox"/> <input type="checkbox"/>	
	THE KICK IS GOOD, KICKOFF		<input type="checkbox"/> <input type="checkbox"/>	
10	TO POINT AFTER TOUCHDOWN	1	E	
	A-1* MEANS NO GOOD. IGNORE		<input type="checkbox"/> <input type="checkbox"/>	
	1.20 OR -1.20 AND KICKOFF		<input type="checkbox"/> <input type="checkbox"/>	
	IF THE SCORE IS DISPLAYED		<input type="checkbox"/> <input type="checkbox"/>	
	THE KICK IS GOOD, KICKOFF		<input type="checkbox"/> <input type="checkbox"/>	
11	TO REVIEW DOWN AND		<input type="checkbox"/> <input type="checkbox"/>	
	YARDLINE PRESS.	1	f d	DOWN.YD
12	TIMING SECTION		<input type="checkbox"/> <input type="checkbox"/>	
	A PLAY (TIME WISE)		<input type="checkbox"/> <input type="checkbox"/>	
	IS USED UP ON A KICKOFF		<input type="checkbox"/> <input type="checkbox"/>	
	AND ON A RUNNING PLAY OR		<input type="checkbox"/> <input type="checkbox"/>	
	PASS NOT TURNED OVER. (FUMBLES		<input type="checkbox"/> <input type="checkbox"/>	
	AND INTERCEPTIONS DON'T COUNT)		<input type="checkbox"/> <input type="checkbox"/>	

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
001	FLBLA	312511			1	01	
	HSFO	355100			STO+2	336102	
	FLBLO	312500			STO+0	336100	
	RCL3	3403		060	GGSBfe	322215	
	FGSBI	312201			RCL2	3402	
	3	03			5	05	
	5	05			G X > Y	3281	
	X	71			GTO fd	223114	
	H RCI	3534			FLBL5	312505	
010	+	61			RCL1	3401	
	-	51			RCL3	3403	
	FINT	3183			-	51	
	STOI	3301			HABS	3564	
	1	01		070	STOI	3301	
	STO+0	336100			HF?0	357100	
	STO2	3302			GTO8	2208	
	GGSBfe	322215			HSFO	355100	
	RCLC	3413			GTO9	2209	
	STO8	3308			FLBL8	312508	
020	GTO fd	223114			HCFO	356100	
	FLBL1	312501			FLBL9	312509	
	H T	3573			1	01	
	RCLA	3411			STO2	3302	
	+	61		080	RCLC	3413	
	5	05			STO8	3308	
	h y x	3563			GLBLfd	322514	
	GFRAC	3283			RCL1	3401	
	STOA	3311			RCL3	3403	
	HRTN	3522			=	81	
030	FLBLB	312512			RCL2	3402	
	°	83			+	61	
	9	09			HF?0	357100	
	5	05			chs	42	
	FGSBI	312201		090	HRTN	3522	
	G X < Y	3271			FLBL2	312502	
	HSF2	355102			RCLB	3412	
	H RCI	3534			HF?0	357100	
	H 1/x	3562			FGSB8	312208	
	G X > Y	3281			STO+4	336104	
040	GTO7	2207			RCL4	3404	
	H RCI	3534			F max	3184	
	FGSBI	312201			HRTN	3522	
	HF?02	357102			FLBL8	312508	
	6	06		100	RCL3	3403	
	X	71			=	81	
	FLBL6	312506			HRTN	3522	
	FINT	3183			GLBLFe	322515	
	STO+1	336101			RCL0	3400	
	STO-8	335108			3	03	
050	6	06			0	00	
	STOB	3312			G X ≠ Y	3261	
	RCL1	3401			HRTN	3522	
	RCL3	3403			1	01	
	G X < Y	3271		110	STO+7	336107	
GTO	G	2202			RCL7	3407	
	FGSB4	312204			G X = Y	3251	

REGISTERS

0 TIME	1 YARDline	2 DOWN	3 100	4 SCORE	5	6	7 QUARTER	8 YROS TO GO	9 USED
S0	S1	S2	S3	S4	S5	S6	S7	S8	S9
A Seed	B SCORE IF PLAY TD.	C 10	D	E 80	F	G	H 50	I	J

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
	GTO 8	2208			GX7Y	3281	
	3	03		170	GTO 3	2203	
	GX=Y	3251			FGSB1	312201	
	GTO 8	2208			RCL 3	3403	
	0	0			X	71	
	STO 2	3302			GTO 6	2206	
	FLBL 8	312508			FLBLE	312515	
120	RCL 7	3407			STOB	3312	
	DSP 9	2309			1	01	
	F-X-	3184			GX=Y	3251	
	DSP 2	2302		180	FGSB 8	312208	
	0	00			RCL 3	3403	
	STO 0	3300			FGSB1	312201	
	HRTN	3522			HRCI	3534	
	FLBL C	312513			X	71	
	FGSB1	312201			-	51	
	STO 9	3309			RCL 1	3401	
130	.	83			GX7Y	3281	
	4	04			GTO 2	2202	
	6	06			1	01	
	GX7Y	3281		190	CHS	42	
	GTO 6	2206			F-X-	3184	
	RCL 9	3409			RCL E	3415	
	.	83			STO 1	3301	
	5	05			GTO 5	2205	
	GX7Y	3281			FLBL 8	312508	
	GTO 3	2203			9	09	
140	FGSB1	312201			6	06	
	2	02			STO 1	3301	
	0	00			HRTN	3522	
	X	71			GLBLFB	322512	
	GTO 6	2206		200	FGSB1	312201	
	FLBL 3	312503			6	06	
	FGSB1	312201			5	05	
	9	09			X	71	
	9	09			FINT	3183	
	X	71			STO+1	336101	
150	FINT	3183			RCL 1	3401	
	1	01			RCL 3	3403	
	+	61			GX7Y	3281	
	STO 1	3301			GTO 5	2205	
	FLBL 7	312507		210	RCL E	3415	
	1	01			STO 1	3301	
	CHS	42			GTO 5	2205	
	F-X-	3184			FLBL 4	312504	
	GTO 5	2205			RCL 8	3408	
	FLBL D	312514			FX70	3181	
160	FGSB1	312201			HRTN	3522	
	STO 9	3309			RCL C	3413	
	.	83			STO 8	3308	
	7	07			0	00	
	GX7Y	3281		220	STO 2	3302	
	GTO 6	2206			HRTN	3522	
	RCL 9	3409			GLBLFa	322511	
	.	83			HCF0	356100	
	8	08			GTO 0	2200	

LABELS

FLAGS

SET STATUS

A	B	C	D	E	F	ON	OFF	TRIG	DISP
KO TO V	RUN	S.PASS	L.PASS	FG PAT = 3	HOME OR V	0	<input checked="" type="checkbox"/>	DEG <input checked="" type="checkbox"/>	FIX <input checked="" type="checkbox"/>
KO TO H	PUNT		Review	Time?	1	1	<input checked="" type="checkbox"/>	GRAD <input type="checkbox"/>	SCI <input type="checkbox"/>
Home?	RANDOM	2 SCORE	INTERCEPTION	4 FIRST DOWN	2	2	<input checked="" type="checkbox"/>	RAD <input type="checkbox"/>	ENG <input type="checkbox"/>
5 TURNOVER	6 PLAY RESULT	7 FUMBLE	8 USED	9 FLG CHNG	3	3	<input checked="" type="checkbox"/>		n 2