

PC

Bowlbound!

User's Guide

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Introduction:

PC Bowlbound! was originally written in Microsoft Java by Bart Beddall. Bart passed the original code on to me, for which I am grateful. Lynda Moody has taken the original code and run with it, creating the game you have before you today.

PC Bowlbound! uses the same dice probabilities and priority charts as the original board game, along with the original team charts. Charts by other designers are also supported. In short, PC Bowlbound! is meant to be identical to the original board game version.

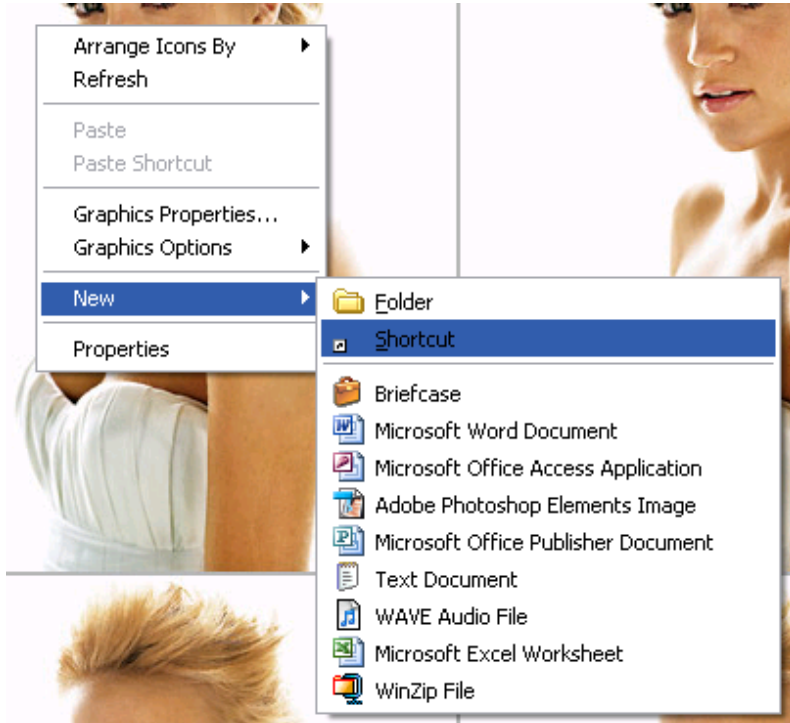
PC Bowlbound! is one of a series of PC versions of the original SI College and SI Pro football games, later renamed Bowlbound! and Paydirt!, respectively.

Versions currently available include Bowlbound!, Paydirt!, Titledown! (high school), WFL, USFL and XFL. A CFL version is in the works.

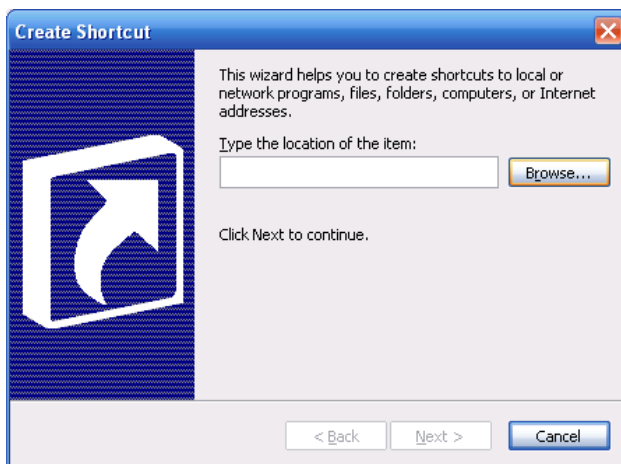
Installation:

Most likely, you received PC Bowlbound! via email or downloaded it as a .zip file. Simply unzip the files to whatever location you want, so long as you remember where you put it!

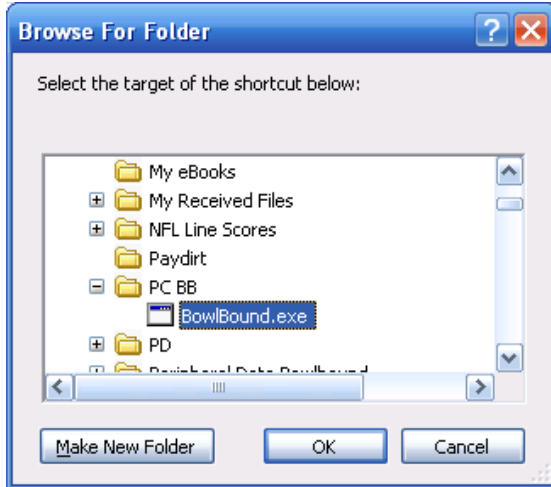
Next you need to create an Icon on your desktop to start the game. Right click on any open spot on your desktop. When the dialog box appears, move your mouse over the “new” choice. When the next dialog box appears, click on click on “Shortcut”.



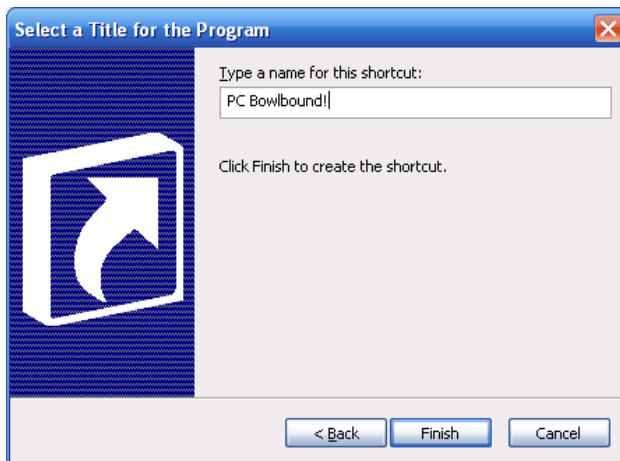
Now click browse and navigate to wherever you unzipped your game files.



Then choose Bowlbound.exe and click OK.



Click Next and enter the name of your game, for example, PC Bowlbound! then click Finish.



Your new icon will appear on your Desktop.

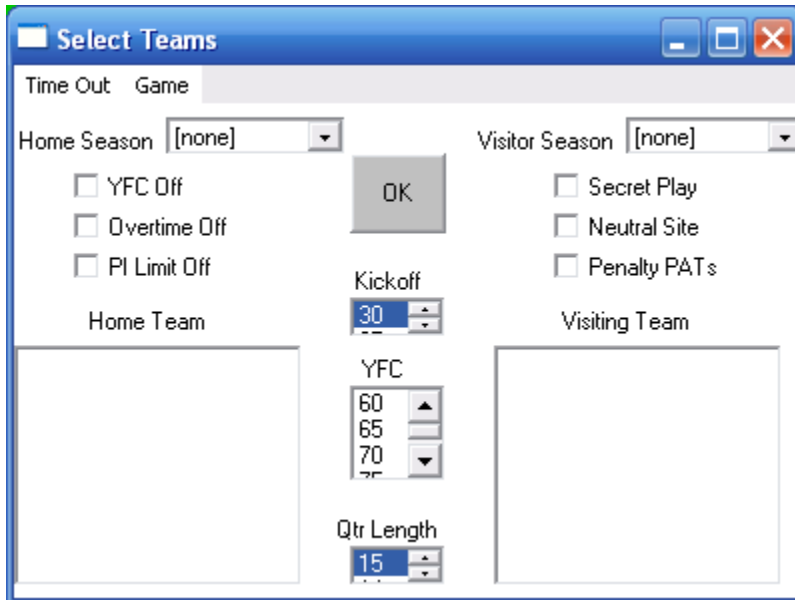


Your computer will need to have Microsoft Java installed to run PC Bowlbound! Many computers will already have Microsoft Java installed and running. However, if your computer doesn't, do not despair! Install the included file "msjavx86.exe". The file is by Microsoft and works with both Windows XP and Windows Vista.

Playing the Game

Double click your new icon and the game will appear.

The Select Teams Window:



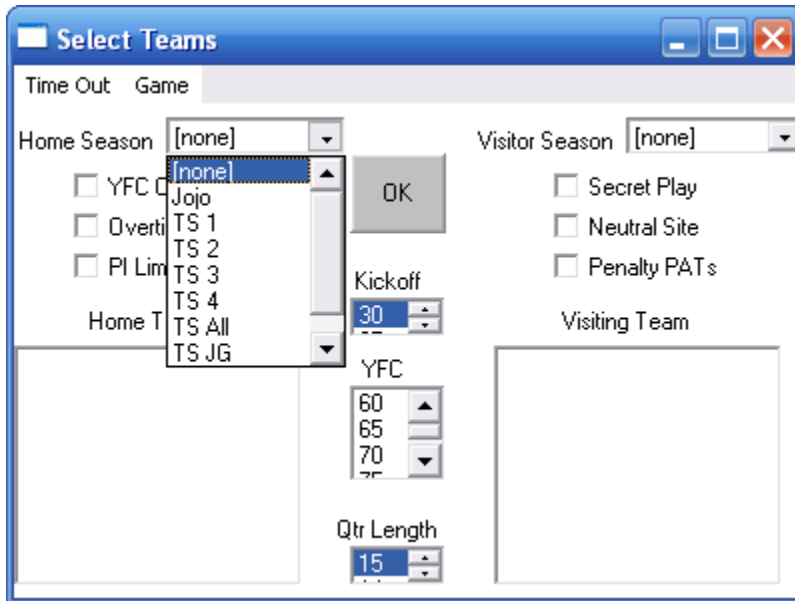
This is where you set your game options to suit your desires. I will explain each.

The **Home Team** window in the lower left shows all the teams available in the root directory of your game. In this case, no teams are listed. You can pick any team listed in the Home Team window by clicking on it. The **Visiting Team** window works the same way. You can, if you wish, play the same team against itself.

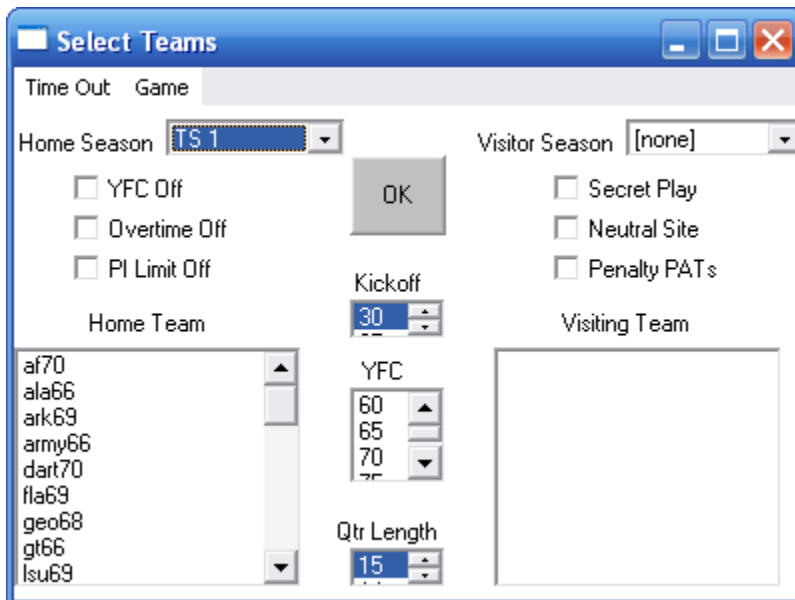
When you start accumulating more teams, you will find it unwise to place them all in the root directory of your game. It makes the list too long and cumbersome to scroll through.

To solve this issue, teams can be stored in subdirectories. The subdirectory must be placed within the root directory of your game. So, if you saved your game at C:\PCBB, then your subdirectory would be C:\PCBB\subdirectoryname.season. The subdirectory can have any name you desire, but it must end with .season for the game to recognize it.

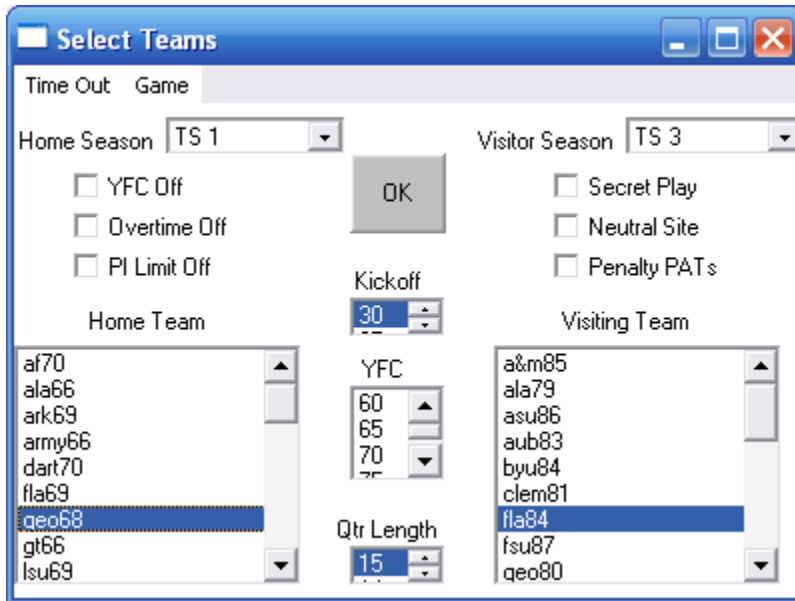
To choose a Home Team from a subdirectory, click on the **Home Season drop-down box** in the upper left corner of the Select Teams window.



You will see all of your subdirectories listed there. For this example, I will choose TS 1. The Home Team window has changed from nothing to a list of teams. In this case Team Set I, the original 32 teams. The Visiting Team window has not changed.

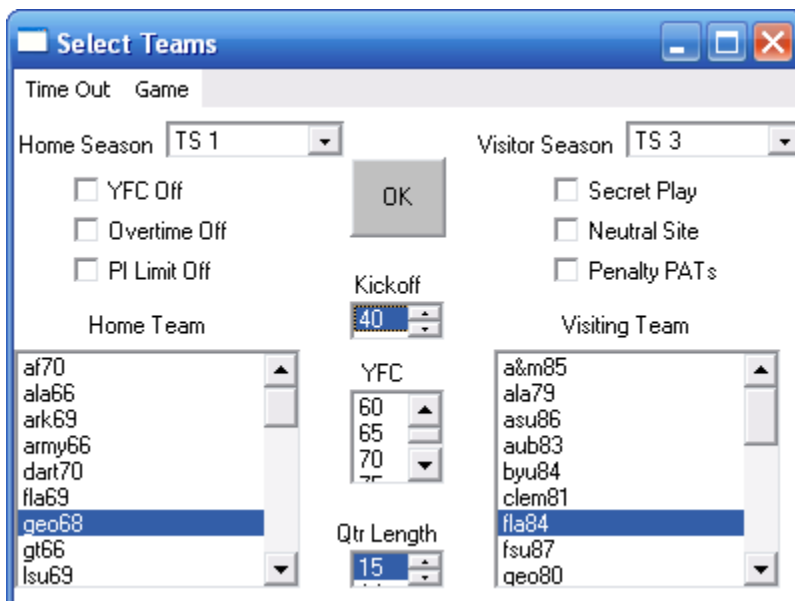


The same can be done for the Visitor, using the **Visitor Season drop-down box**. Here, I will choose the TS 3 subdirectory, giving us all the teams from Team Set III.

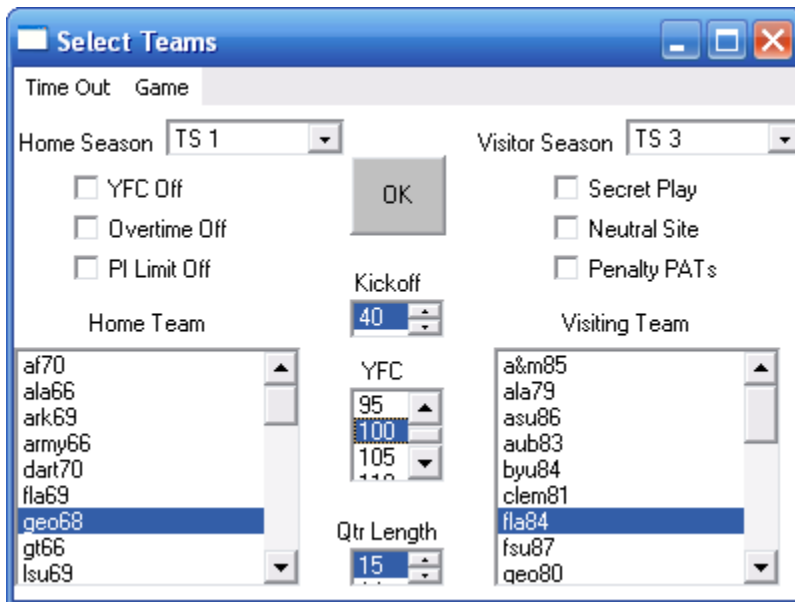


As you can see, I have chosen '84 Florida at '68 Georgia.

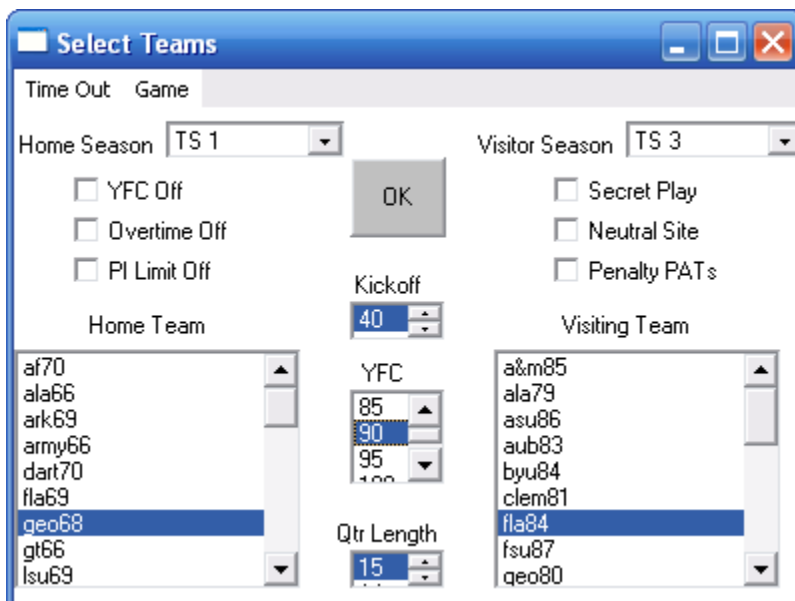
Moving to the middle of the window, just below the OK button, we have the **Kickoff box**. The default value is the current NCAA rule of kicking off from the 30 yard line. However, in the past the kickoff was from the 35 or 40, depending on the year. Using this choice-box, you can decide where the kickoffs during the game should take place. For this game, I will choose the 40 yard line.



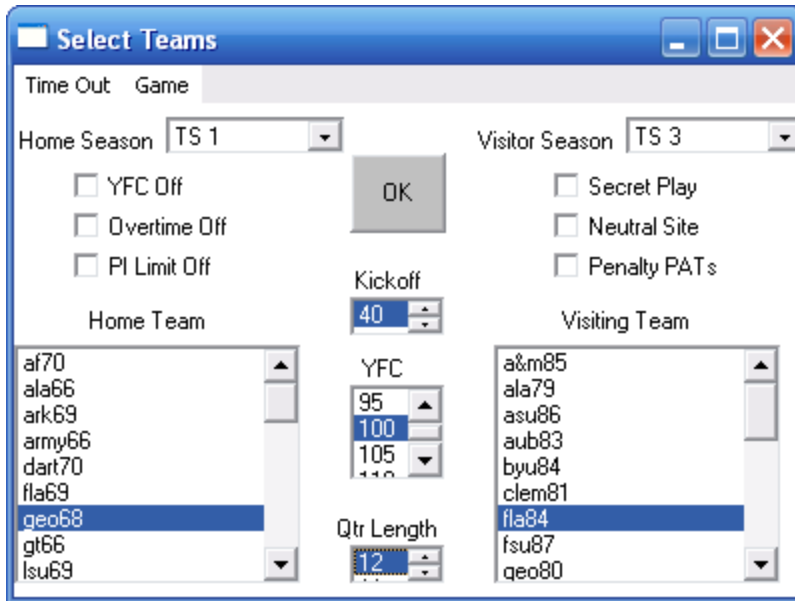
Moving down from the Kickoff box, we see the **YFC** base level selector. This sets the base level for Yardage Factors. This box only works if you have Yardage Factors enabled. Otherwise, it has no effect on the game. The default is 100%.



If you like more scoring you can increase the base up to a maximum of 125%. If you prefer defense, you can lower the base to a minimum of 60%. Play with it and see how you like the different settings! Remember, the PC does the math for you, so it won't slow the game down. For this game, I will choose 90%.



Moving down from the YFC box, we see the **Qtr Length box**. This does just as you would think. It sets the time for each quarter. The default is 15 minutes, but you can set it as low as one minute per quarter! The default, 15 minutes, is the maximum. For this game, we will use high school rules and change the time to 12 minutes per quarter.



Below the Home Season drop down box, we see three check boxes. Here is what each one does.

YFC Off: Turns off the Yardage Factors, which are on by default when you start the game.

Overtime Off: Turns off overtime. This will allow games to end in a tie.

PI Limit Off: NCAA rules limit pass interference penalties to a maximum of 15 yards. However, some charts have longer PI penalties on them. By default, the game limits the PI penalties to 15 yards. Checking this box will remove that limit.

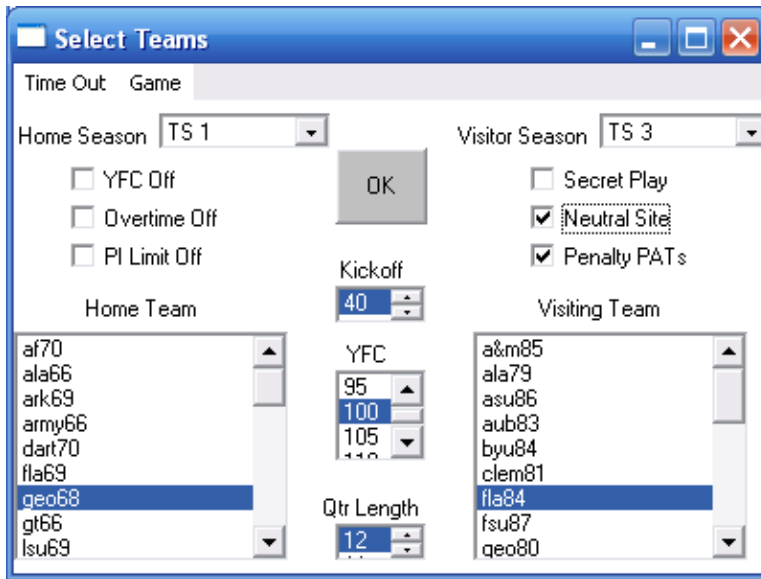
Moving to the right side, below the Visitor Season drop down box, we see three additional check boxes. Here is what each one does.

Secret Play: This option must be selected when playing someone via the internet. This hides the offensive play from prying eyes.

Penalty PAT's: This option, when checked, will restore the penalties on a point after attempt for the original 32 teams in Set I. It has no effect on any team other than the original 32 teams in Set I!

Neutral Site: This option will select a neutral site. This is important when using Yardage Factors, which use Home Field Advantage. If the Yardage Factors are turned off, it has no effect on the game.

For the purposes of this example, we will leave the Yardage Factors on, we will not use Secret Play, we will use Penalty PAT's, which will only affect '68 Georgia, and we will choose a neutral site. We will leave the overtime and PI limits on.



That's it for our game settings. As you can see, you have several choices to make and the game can be customized to your desires.

Click the OK button to get the game started. We now have three windows.



The **Game Statistics window** is self explanatory. This keeps track of vital game stats while the game is being played. It updates after each play.

The **Bowlbound! 2008 window** contains your playing field and key information for the game. Up across the top you will see the version number. In this case it is v.2.0.6.1, which means something to me, but will be useless to you unless you discover a bug. If you do find a bug, or “randomly occurring feature”, as I like to say, please see the “reporting bugs” section of this document.

Below that, you will see four menu options. These options don’t do anything, excepting the Display option. That one is important.



Now, the first thing you will notice about the Bowlbound! 2008 window, is that the Select Teams window is always in front of it. The only way to get to the options on the Bowlbound! 2008 window is to minimize the Select Teams window. Once you have done that, click on Display on the Bowlbound! 2008 menu.



This will allow you to display the Visiting or Home team, or both, at any point during the game, as many times as you like. Or you can keep the chart(s) open to view all during the game. It is up to you. I will display the Home Team here.

Georgia Bulldogs 1968 Team Chart												
Display	1	2	3	4	5	6	7	8	9	B	QR	QT
10	DEF 15	B	DEF 15	OFF 15	OFF 15	DEF 15	OFF 15	DEF 15	F+9	46	26	-6
11	3	-1	B		OFF 5	OFF 15	OFF 5	OFF 5	DEF 15	47	3	F
12	16	DEF 5	OFF 15	DEF 5	-4	10	5	10	QT	32	4	F-2
13	2	F	DEF 5	-2	11	3	QR	INT 6	OFF 15	51	27	-2
14	-3	3	F-3	2	1	OFF 5	10	9	TD	45	9	-4
15	11*		8*	2	5	QT	7	QR	7	TD	5	1
16	7	8	B		-3	6	9	QR	9*	49	3	-8
17	3	16*	-4	9	DEF 5	DEF 5	6	OFF 15	PI 18	47	-4	15
18	OFF 15	OFF 15	2	DEF 15	DEF 15	F+3	DEF 15	DEF 5	27*	38	6	16
19	B	8	F		11	6	4*	QR	43	50	6	19
20	3	10	17			9*	3	6	DEF 5	40	5	-8
21	5		4*	9	12	-8	20	9	QT	20	4	2
22	9	6	1	1	-4	INT-1	-1	QR	18	36	10	
23	-1	2		1	-1	4	QR	13	23	43	F	-5
24	F	1	OFF 5	1	BLP				OFF 5	35	-7	-3
25	4	2	6	2	BLP				13	52	-2	-8
26	6	11*	5	12	-3*		23	9		46	3	-1
27	3		10	9*	5	-8	6	QR	15*	42	2	4
28	14*	3	-7		13	3	4	12	8*	37	9	-7
29	DEF 5	DEF 15	-1	F	F	4	DEF 5	F+4	51	31	3	-7
30	3	5	9*	2	1	QT	6*	QR	36	24	2	-13
31	OFF 5	OFF 5	13*	11	9	-4	7	8	INT 19	45	-1	-9
32	5	2	2	-4	BLP	-5	5		11	21	-3	-1
33	2	3	3	4		1	F	7	QT	44		-2
34		4	-5*	-3	SOP					22		-10
35	1	1	3	3	SOP					34	1	-14
36	2	5	7	-1	BLP	8*	9			23	-5	-9
37	4	3	5	OFF 5	14	10	4		QT	33	-4	-13
38	3	7	11		BLP	7			QT	35	-1	-7
39	3	13	-1*			-4*	6*	QR		54	28	17

Using the Display option in the upper left corner, you can switch between Offense, Defense and Special Teams.

Georgia Bulldogs 1968 Team Chart												
Display	1	2	3	4	5	6	7	8	9			
1		-2	-1	-2				-4	-3	1	A	
2	-1	-1	-2	-1			-2			2		
3	(-1)					-2				3		
4		(-1)	(-2)	(-2)	1		(2)		QT	4		
5	-1	-3		-2		QT	INT 7		INT 20	5		
1	(-1)	(-1)			1				-1	1	B	
2	-1		-2	-2	1					2		
3	-2	-3	-2	(-1)	1	2		(2)	QT	3		
4	(-1)	(-1)	-2	-2			(2)		(15)	4		
5	-1		-1	-1	2	INT 2	(3)	INT 8	(13)	5		
1	-1	-2	-1	-1	-1	-3	-3		-4	1	C	
2		-1	(-2)	-2					-4	2		
3	-2	-1	-2	-1			-1			3		
4	(-1)	-1	-1	-1			QT		QT	4		
5	-3		-1		-2		(2)		(17)	5		
1	-2	-1	-2	-1		-4	-4			1	D	
2		-1	-2	-1	1			-3	-3	2		
3	-2	-1		-1			-4	-5		3		
4	(-1)	-2			1	INT-2	INT 8			4		
5		-2	-1					INT 10	INT 15	5		
1	-1		-1		2	4		-4		1	E	
2	-2	-2	-1	1	2		-4			2		
3			-1							3		
4	(-1)	-2			1				QT	4		
5		-1			1	INT 3	(2)		INT 18	5		
1	(-2)					15			QT	1	F	
2					3		(10)	3		2		
3	1	(-2)	(-3)	-6	-6					3		
4	2		2	(17)	4	QT			(32)	4		
5	1	4	3		(28)	INT-5	QR	QR	QT	5		

Display	KU	KR	P	PR	INT	FG	YFC	Range
10	55	12	50	30	45	OFF 5	124.0	8.0
11	64	DEF 15	OFF 15	25	DEF 15	OFF 15	Power Rating	HFA
12	56	10	33	55	OFF 15	22	193.0	2.0
13	33	19	49*	F	35	25	Fumble Lost	Missed PAT
14	40	OFF 15	41*	5	TD	NG	25-39	10,11,12,13,14
15	72	26	44*	11	4	6		Penalty PAT
16	56	23	18*	12	F	19		Y
17	68	F	OFF 5	TD	45	DEF 5		
18	57	21	DEF 5	40	55	DEF 15		
19	56	19	BK-12	50	50	21		
20	59	19	44*		4	16		
21	58	16	49	8	20	7		
22	60	15	41	OFF 5	18	10		
23	57	10	44	DEF 15		10		
24	62	20	DEF 15	3	13	13		
25	OFF 5	37	39		17	11		
26	OFF 5	17	42*	6	7	14		
27	58	22	55	-1	60	18		
28	59	19	58*	60	18	20		
29	67	24	36	8	40	BK-8		
30	49	15	46*	6	25	5		
31	45	16	51	17	14	NG		
32	68	18	45*	10	1	14		
33	66	3	24*	OFF 15	7	23		
34	53	35	33*	2		17		
35	54	18	39*	4		18		
36	52	12	37	3	6	24		
37	51	28	46	1	30	15		
38	44	17	62	-2	25	9		
39	59	20	27*	35	35	10		

Dark Color 255,0,0 

Light Color 0,0,0 

Chart Designer:
David S. Neft

Note that the Special Teams display shows extra information, such as your teams Yardage Factor to start the game, the missed PAT numbers, the Fumble Lost numbers and the Chart Designer.

And now, we are ready to rumble! As we can see from the Coin Flip box, '84 Florida gets to call it. They will call heads and click OK.

Coin Flip

Time Out Game

FLA '84 Selects Heads or Tails

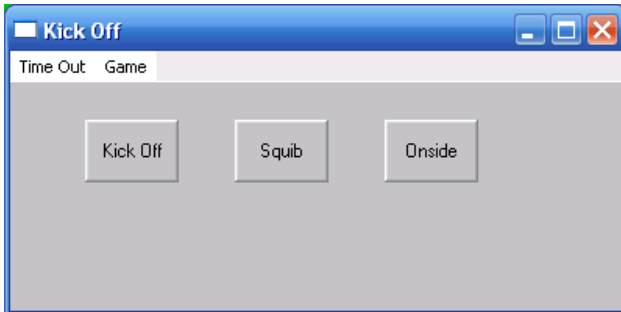
Heads Tails

OK

We see here that the Gators won the toss and can elect to kick or receive. They will receive.



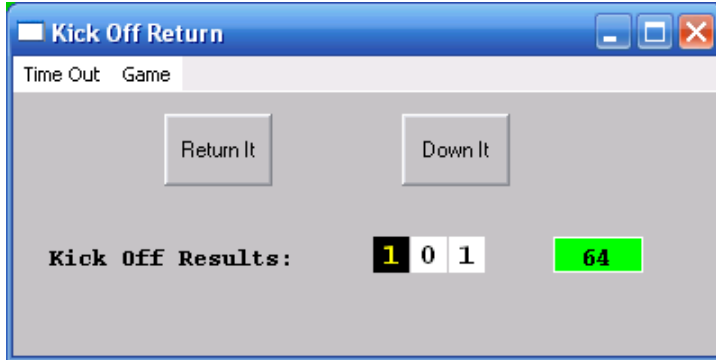
Georgia now has the option to kickoff, squib or onside kick. They will kickoff.



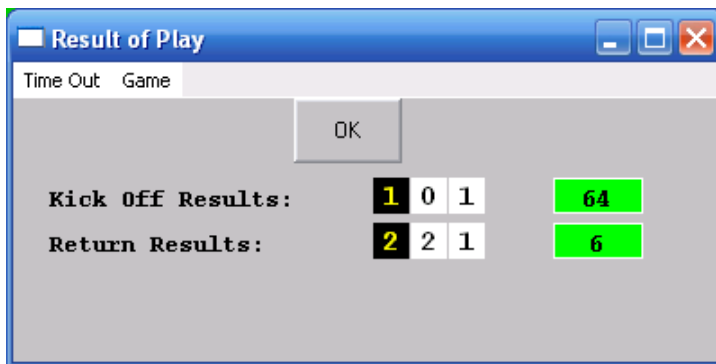
Note on the field that Georgia is kicking off from the 40, which is an option we chose to start the game. This will be the case for all kickoffs for the entire game. The team colors will appear for each team in their end zone. Also note the 12 minutes on the game clock and the words "Neutral Site" on the field. These are the options we selected earlier.



Florida can decide to return the kick or down it.



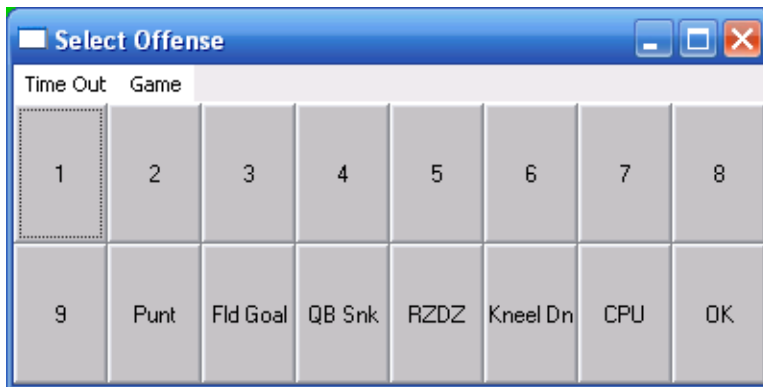
This kick is taken four yards deep in the end zone, but they will return it. The Gators make a poor choice as they only get 6 yards and they start at their own two.



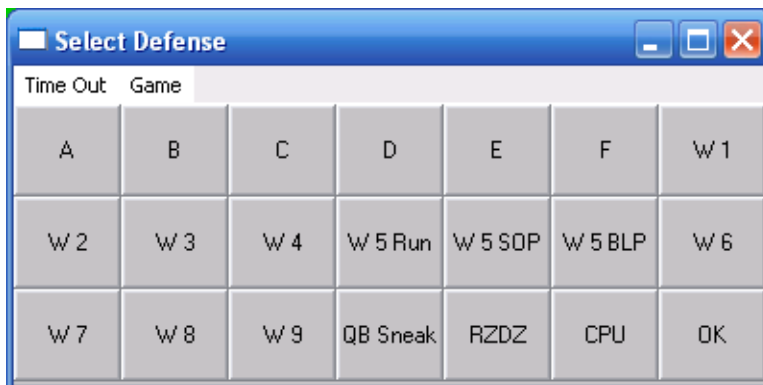
Not great field position for the Gators.



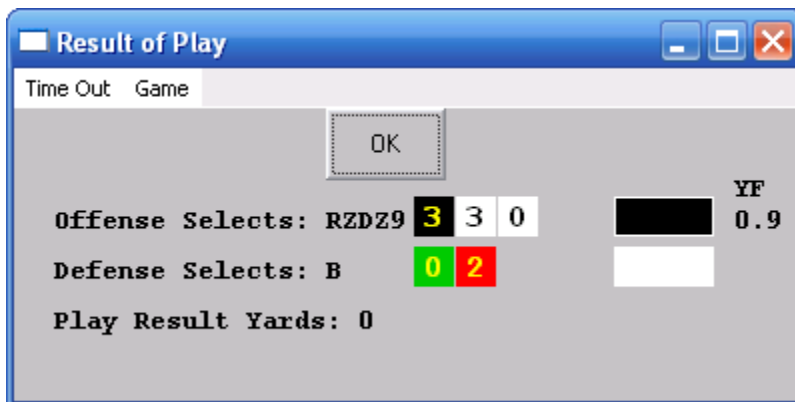
The game continues in normal Bowlbound! fashion. The offense calls a play and then the defense. For this example, I will play against the CPU. I will take Florida. Since I have the ball, I will call the play first. The **Select Offense box** appears.



The buttons here are pretty self-explanatory. I will run a Razzle-Dazzle, which is foolish from my own 2, but I'm just demonstrating. So I click RZDZ and then OK. Now the **Select Defense box** appears.



Again, the buttons are pretty self-explanatory. The buttons with the W, such as W1, are to run a Wild-Card defense against a specific play. Since the CPU is playing Georgia, all I have to do is hit CPU and the play result will spit out.



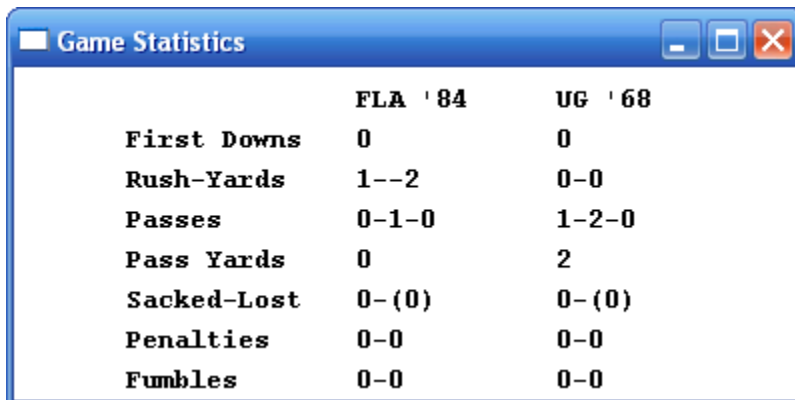
The Result of Play window shows us the details of the play. I ran the Razzle-Dazzle and rolled a 33, while the CPU ran defense B and rolled a 2. The result on my chart was INC and his chart was a blank. The result of the play was 0 yards. You can also see that I have a current yardage factor of .9 or 90%. Thus, if I were to get a 10 yard gain, I would only get 9 yards. Again, this is an option we selected at the beginning of the game.

On the second play, I was thrown for a 4 yard loss and Georgia scored the safety. I kicked off from the 20 and Georgia took over on Offense. On first down, they ran play 7 for a gain of 2 yards.



As you can see, Georgia's yardage factor is 124%. It didn't help them on this play, but it would if they had a longer gain. For instance, if they had a 10 yard gain, they would get 12 yards instead. Again, the computer does all the work for you.

On second down, Georgia threw an incomplete pass. The Game Statistics window will update after each play. Thus far, this game is a display of awesome offensive fire-power! Georgia's 2 yards look good next to Florida's -2 yards.



The game continues to the end.

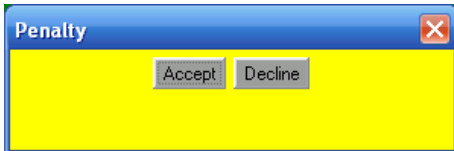
Additional Game Information:

Variables: Variables are just that, variable. The PC version uses the full featured method for DS, X, T1, etc. Therefore, when a variable is involved, a reroll will be performed and displayed in the Result of Play window.



On this play, the offense rolled an 11 and the result was -DS. The defensive result, -1, did not overrule the offensive result. Therefore, the dice were rerolled. The result was a roll of 21, with means the -DS becomes -3. The -3 is combined with the -1, for a play result of -4.

Penalties: When there is a penalty, a yellow pop-up box will appear asking if you want to accept or decline. If there are multiple penalties, like a defensive penalty on a punt and an offensive penalty on the punt return, you will be asked if you want to Accept before the Return, After the Return or Decline.



Variable Penalties: are handled like any other variable, with the dice being rerolled for the result of the penalty. Multiple penalties will show multiple rerolls.

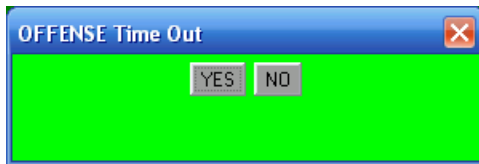


Multiple penalties: on the same team, accepting will give the offended team the best of the penalties. For example, OFF 5, followed by OFF 15, then accepted by the defense, would give them the OFF 15, not the OFF 5.

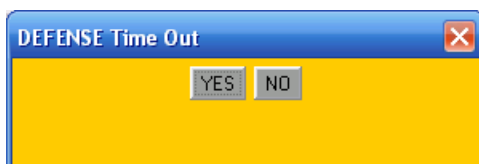
Offsetting penalties: one or more penalties against each team will require the play to be replayed.

Pass interference penalties: PI penalties are limited to spot of foul or 15 yards, whichever is closer to the previous line of scrimmage. This is in accordance with current NCAA rules. You need to remember this when playing with teams that have PI penalties longer than 15 yards. For example, if you get a PI 25 and a completion of 19 yards, you are better off declining the PI and taking the yardage. That will give you 19 yards, whereas the penalty is limited to 15 yards. However, the PI penalty carries an automatic first down which, in some cases, might be more important than a few extra yards. Remember that this limit can be turned off in the initial Select Teams window.

Time Outs: When the clock runs down to 1:30 to play or less in either half, a green pop-up window will appear after any play that takes more than 10 seconds. That pop-up will ask the offensive team if they wish to call a time-out. If they choose to call a time-out, the play will be timed at 10 seconds and play will continue.



If the offense declines to call a time-out, an orange pop-up box will appear asking the defense if they would like a time-out. It works the same way as the offensive pop-up box.

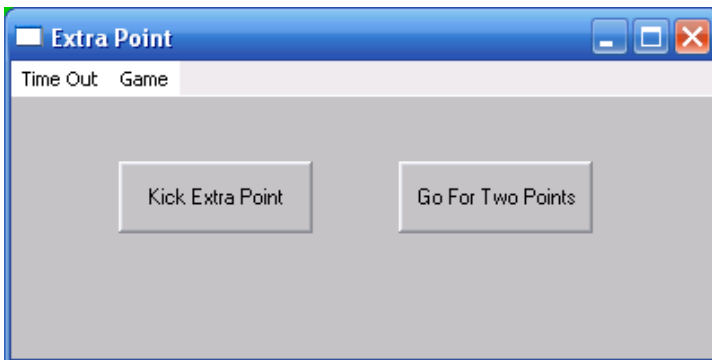


If a team is out of time-outs, their pop-up box will not appear.

Punt Returns: have three options, Return it, Fair Catch or Let it Roll.



Point after try: have two options, Kick Extra Point or Go for Two Points.



Interception returns: have two options, Return it or Down it.



Fumble or Blocked Kick Recovery: on certain dice rolls, the recovering team is allowed a Fumble Return. A red pop-up box will appear asking if you wish to Return It or Down It.



Yardage Factor Fractions:

Fractions are disregarded. Thus, if your YF is .9, or 90%, and you get 1 yard, it rounds down to 0. Keep that in mind when running the QB Sneak with less than a 100% YF!!!!

Overtime:

Overtime is played just like the NCAA rules. Each team gets a shot from the 25 yard line. Starting with the third overtime, you must go for two points after a TD.

End of Game:

At the end of the game, you will be shown the final score. When you hit OK, you will be taken back to the initial Select Teams screen. To close the game, minimize the Select Teams window and click the X in the upper right hand corner of the Bowlbound! 2008 window (the window with the football field in it). The game will then close down.

Three files are created at the end of the game, hometeamStats.dat, visitingteamStats.dat and hometeamvisitingteam.dat. The files are text files and can be opened using Wordpad. The hometeamStats.dat and visitingteamStats.dat are the stats for the respective teams. Those files are comma delimited. That means they can be opened in Excel or any other spreadsheet and saved in spreadsheet format. The hometeamvisitingteam.dat file is the game play-by-play and is best viewed in Wordpad.

Using the example of '84 Florida v '68 Georgia, the .dat files would be called UG'68Stats.dat, FLA'84Stats.dat and UG'68FLA'84.dat.

The important thing to remember here is that the files can and will be overwritten. The next time you use '68 Georgia, your stat file for this game will be overwritten. Therefore, it is important that you move or copy the file to another location. Or, alternatively, open the file in a spreadsheet program and save it as a spreadsheet in a known location. Ditto with all your game files, if you wish to keep them.

Additional Charts and Supported Formats:

The game includes a few team charts to get you started. For additional charts, you need to be the owner of the charts. Then, to get them into the PC game, contact August Helmbright at august_helmbright@yahoo.com August will ask you prove that you are the rightful owner of whatever charts you request from him. From there, he will email them to you.

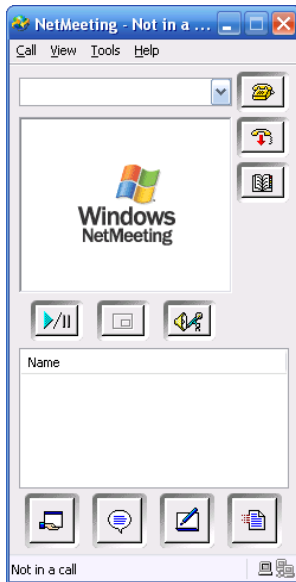
Supported formats include college charts from David S. Neft (Set I), Thomas R. Nicely (Sets II & III), Matthew P. Floray or any other creator that uses the original chart format. It will also support pro teams from David S. Neft (1969-1972), Thomas R. Nicely (1973-1983 & 1988-1993), James Barnes (1958, 1967 & 1984-1987), Matthew P. Floray or any other creator that uses the original chart format.

Online Play:

PC Bowlbound! can be played online. No longer do you have to be face to face with your opponent! Now you can be across town, across the state or around the globe. Windows XP and earlier, include a program called Netmeeting. If you do not find Netmeeting installed on your machine, click Start and Run. Then type in “conf” and click OK. Netmeeting will then be installed.

Windows Vista dropped Netmeeting and replaced it with a program called Windows Meeting Space. Two players can connect and play using Windows Vista & Windows Meeting Space, in the same manner described below for XP users with Netmeeting. However, due to the incompatibility of Netmeeting and Meeting Space, a Vista user cannot connect to an XP user without some type of third party software that works on both operating systems.

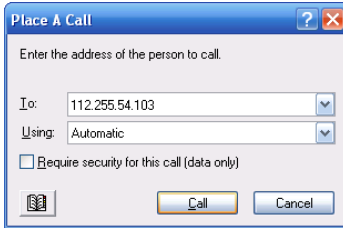
Open Netmeeting.



One player will have to be the host. The host will need to determine their IP Address. To find your IP Address, click on Start, All Programs, Accessories and Command Prompt. In the Command Prompt box type “ipconfig” and press Enter. Your IP Address will be displayed. It will appear something like this: 112.255.54.103. There will be four segments, with 1 to 3 digits in each segment.

Now get that IP Address to the other player via email, instant messenger, phone or other means.

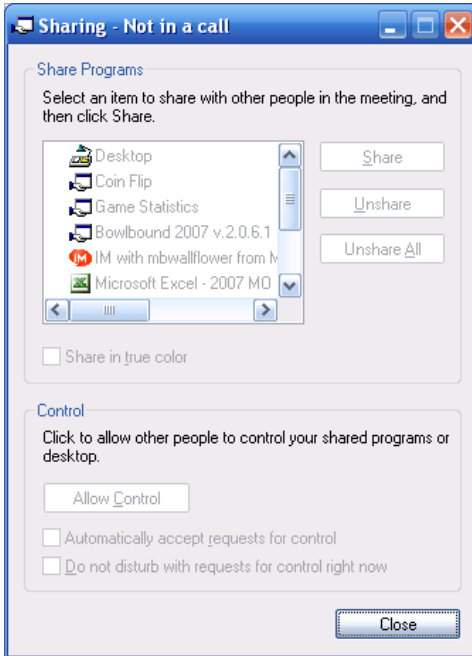
The opponent will connect to the host by dialing the hosts IP Address in NetMeeting.



The host will accept the incoming call and the two will be connected. The host will then click on “Share A Program”



When the Sharing Window appears, click on Bowlbound! 2008 and then Share. Then click on Allow Control and click the check box next to Automatically accept requests for control.



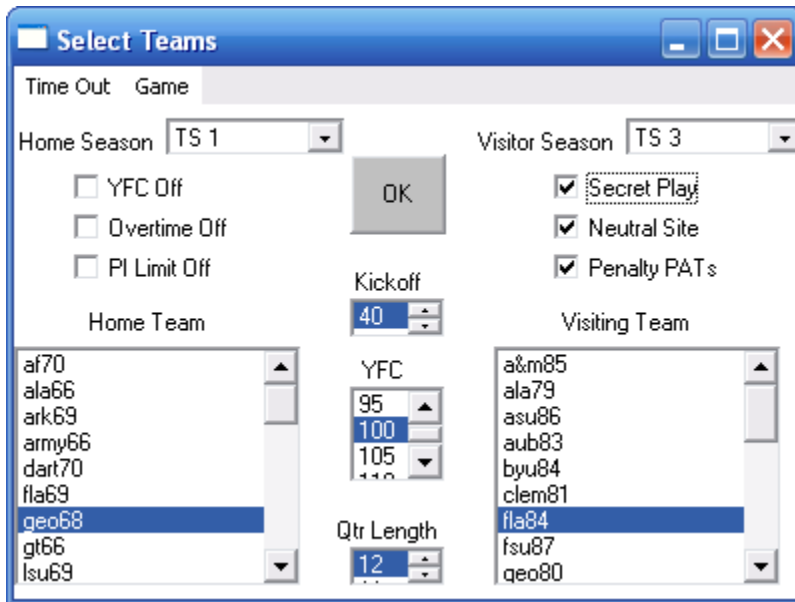
The game will appear on your opponents screen. Your opponent can gain control of your mouse by double clicking their own mouse anywhere over the game windows. You can regain control by double clicking your mouse.

You and your opponent can communicate through Netmeeting during the game by clicking on the Chat button.

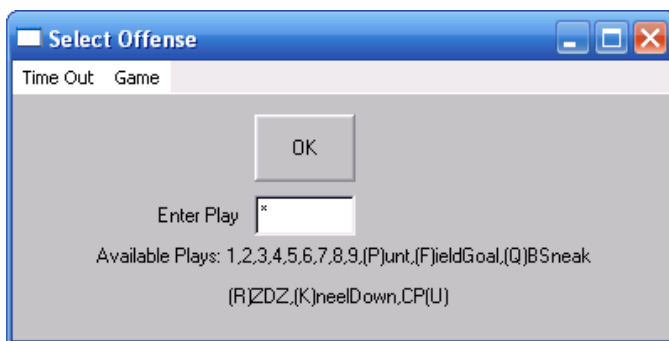


Now that both players can see the game, control their team and communicate with each other, you are ready to play.

An important thing to remember is that the offense must select their play first. If your opponent could see your play call, they could stop you cold on every play and you could do the same to them. Thus, when playing against another human opponent online, or in person, you need to select the “Secret Play” option when starting the game.



Now, when the game starts, the offensive play selection will be hidden from view.



Your opponent will not know what play you have selected.

When the game ends, simply close the game and close Netmeeting.

Reporting Bugs:

If you come across any bugs, or “random features”, please email me the details, including the version number of the PC game you are running, to info@oddmangames.com

A Final Word:

I played out the game that I used for the examples in this document. If you recall, I was '84 Florida and the CPU was '68 Georgia. I won a close one, 20-17. Yardage factors make all Sets compatible, and the CPU generally plays a good game. Give both a try. Good luck and enjoy your games!