



Quick-Reference Card

Notes for MLF Game for IBM/compatibles

Loading:

1. Requires DOS 2.1 or higher, plus 512K of available RAM.
2. If one's floppy is other than A or B, first try "B" pointer in DOS since your equipment may accept a non-B drive as if it were a B drive. If that doesn't work, direct your pointer to your floppy, insert the game disk, and type "MLFSETUP". Then press the "Return" key. (More on MLFSETUP later.)
3. Be sure that there is at least 360K available on your formatted disk.
4. Refer to your DOS manual for instructions on how to format a disk.

MLFSETUP for IBM/compatibles:

The MLF game disk needs to be installed on one's hard drive or floppy. Place the disk in drive A or B and type "MLFSETUP". Press the "Return" key. If you have installed it on the hard drive, change your current directory to "MLF", type "MLCF", and press "Return". If you have installed it on a floppy in your A or B drive, then change to that drive. Type "MLCF" and press "Return" to begin.

Hard Drive and Copy Protection:

The game file MLCF.EXE and MLFSETUP.COM can be loaded to and accessed from one's hard drive.

Compiling Stats:

Before choosing teams, Press "C" to select compiled file. Choose your league containing the desired teams. NOTE: The teams must be from a league file! Now choose the teams you wish to play. After playing the game, press "S" to save compiled stats to your league file.

Graphics:

MLF on the IBM/compatibles has EGA-tailored graphics, supported also by VGA cards. Separate graphics/sprite sets are automatically accessed if the computer has a CGA card or RGB-type monitor. Tandy owners will get EGA graphics if they have installed a full-fledged EGA card with affiliated monitor.

Turning Off Graphics:

You can press "G" to turn the graphics off. You will then get a line-by-line outcome of each play. You can press "CTRL-X" to stop the graphics for the current play only.

Additional Keys (Not Referenced in Manual):

1. Defensive Line - In order to select the 4-3 defense, you will need to be playing defense (normal play only). Then, by pressing the "/" key, you will be switching between the 3-4 defense and the 4-3 defense. That type of defense line will be active for the rest of the game.

2. Two Minute Drill - By pressing the "8" key on the keyboard or keypad, you will enable the two minute drill option for the current play. If you select and complete a square-out pass, the receiver will run out of bounds, thus stopping the clock.

3. Turning Off the Sound - Pressing the "S" key when selecting your options will disable the sounds.

Pass Patterns:

1. Halfbacks and fullbacks do not run patterns. If you select a four receiver formation, your fourth receiver will be the fullback.

2. If you choose a flare or short pass, you will use the pattern to the left of the slash. If long is selected, the second pattern will be run. If screen pass is selected, the route does not matter.

Computer Coach:

On normal play, you can press "5" for the computer coach to choose any play, "6" to choose any running play, or "7" to choose any passing play.

1986-1989 Season Disks, in MLF framework of FR's are available from MicroLeague. Depending on the number of fans who contact us, other prior season disks in MLF framework may be created.