

New in Version 8

Gameplay

- Added Wildcat and 3TE formations
- Added Quick Kick style punt
- Added option to Shadow QB
- Added Fumble Tracking
- Added 40+ run stat tracking
- Added optional additional impact for */** rated cornerbacks
- Added commentary to describe when blitz adjustment forces the hurry
- Improved statistical accuracy by making several changes to:
 - LG sections of run charts
 - Yardage charts for completed passes
- Reduced chance of a dn10 result on DR 8-20 depending on strength of offensive line
- Reduce chance of run defences affecting * results for high average RBs
- Made some changes to the defensive effects chart including increasing the effect of blitzes. Run defences can also now increase LGs as the safety vacates the area.

Ratings

- Allowed individual sack data to be entered for seasons where data is incomplete – Player entered will perform to his real sack level, even if other player data is incomplete
- Made minor changes to how the rating program assigns defensive points which mostly affect LB and DB.

League Tools

- E-mailed game files are now stored in the season \email directory.
- Added e-mail button to summary screen at end of game. The display is linked to there being an e-mail address entered for the season.
- Automatically access live internet update page from within the program
- Option to store and automatically access league web page

Computer AI

- AI will now punt on 3rd down when controlling early football teams in certain situations
- AI will now go for a 2 pt try in certain situations where the team has a very poor XP kicker

General

- Made minor change to drive chart display
- Added new team rating summary screen
- Changed format of Pro season selection screen
- Added click-through on play-by-play screen to display actual play if game review is stored
- Added ++ and – to team editing screen to allow team ratings to be adjusted by +/-10
- Added option to store half-time stats in HTML format
- Added routine to calculate attendance for games – The base % can be added to individual teams
- Added quick team selection for exhibition games – can select below average, average or above average
- Added quick team selection for single team replays – can select below average, average or above average
- Allowed tournament setup to read from text file
- Allowed player trading during draft