

## INTRODUCTION

PlayMaker Football™ is one of the finest computer football simulations available. Not only does it realistically recreate the actions of an entire 11-man football squad with detailed animated graphics, but also allows the user to assume the role of head coach and design custom plays and strategies for his team. Many hours were spent working with professional football coaches and reviewing professional game films to ensure that PlayMaker Football™ would deliver the most authentic football experience to a computer user. Many additional hours have been spent integrating user input to make this football simulation responsive to the users' needs.

It is with great pride that PlayMaker, Inc. presents PlayMaker Football™. We wish you many hours of enjoyable football.

## OVERVIEW

PlayMaker Football™ is made up of three primary modules:

### THE GAME

The true test of a football coach's guidance and leadership skills occurs during the game. Executing your detailed plays and game plan against an equally aggressive adversary can be a thrilling, nail-biting and sometimes frustrating experience. This is your opportunity to play a full game of football against another human or against the computer itself.

### TEAM DRAFT

This is where you create new teams, or modify existing teams. You are able to adjust the individual characteristics of every member of your squad, so you can create a team that matches your coaching style and philosophy of football.

## HALKBOARD EDITOR

Like professional football coaches, you'll be able to design and modify plays on a "chalkboard." For all plays that you design you will be able to give detailed instructions to every player, from the simplest pass route to the most detailed blocking scheme. A practice field is also available to help you hone your plays to absolute perfection.



- Football statistics are compiled by the computer during a game, and are available to the coach to view or print.
- During a game, the computer can compile a transcript of the game that you can print out and study to assist in future games and the continuing development and refinement of your teams and playbooks.
- When playing a game, you can view an instant replay of any play just after it is run.
- During a game, the computer can record all of the action in the game, including plays you call or moves you make if you're in manual control. The records, or game films, can be played back later by anyone with the right version of [PlayMaker Football™](#), even a demo version.