

## INTRODUCTION

**PlayMaker Football™** is one of the finest microcomputer 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.

## OME HIGHLIGHTS AND FEATURES OF PLAYMAKER FOOTBALL™

- Fully animated graphics, a top-down view of the football field and complete sound

effects let you see and hear all the action on every play. PlayMaker provides support for color.

- Plays are designed on a "chalkboard" using over 25 different player instructions that represent actual instructions given to professional football players. The diversity of strategies you can design is limited only by your imagination and creativity.
- Each team contains a full squad of 11 offensive and 11 defensive players, as well as 8 alternate players for special teams and situations.
- Teams and playbooks can be password protected so other people can't learn your team's strengths, weaknesses and strategies (except by playing against you, of course).
- Your own personalized game plan can be created so when the computer assumes the role of coach, it will employ your strategies and guidelines. Based on the design of the game plan, the computer coach will learn the opponent's weaknesses and strengths and automatically adjust its play calling accordingly. You can program the Artificial Intelligence for each and every offensive and defensive play.

- In addition to regular play calling, audibles can be selected in real-time at the line of scrimmage.

- 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.