

GETTING STARTED

HARDWARE REQUIREMENTS

To run **PlayMaker Football™** you will need an Apple Macintosh™ Plus, SE, SE/30, Classic, LC, II, Quadra, Centris, Performa or PowerMac with at least 1 MB of memory, running System v.6.0.7 or higher. 4 MB of memory are required for System v.7.0 or above.

You will need approximately 8 MB free on your hard drive to install **PlayMaker Football™**. Once the install procedure is complete, **PlayMaker Football™** will occupy about 6.8 MB of space.

If you want to print game statistics you will also need to have a printer attached to your Macintosh.

INSTALLING PLAYMAKER FOOTBALL™

IMPORTANT - WRITE DOWN YOUR NAME ALONG WITH YOUR AUTHORIZATION CODE EXACTLY AS THEY APPEAR, YOU WILL NEED BOTH OF THESE ITEMS ALONG WITH THE PMFB INSTALLER TO RE-INSTALL PLAYMAKER FOOTBALL™. DO NOT THROW YOUR INSTALLER AWAY! YOU WILL NEED IT TO RE-INSTALL PLAYMAKER FOOTBALL™!

When you are ready to install **PlayMaker Football™** double-click on the PMFB Installer inside the **PlayMaker Football™** folder. The following dialog will appear:

ou will need to type in a User Name. This User Name is the name that the Installer will stamp onto your copy of **PlayMaker Football™**. After you type in your name, the Installer will produce a Personal ID. Your User Name and Personal ID will be needed by PlayMaker, Inc. to properly register your copy of **PlayMaker Football™**. For details on contacting PlayMaker, Inc., please see the last chapter, About PlayMaker, Inc.

nce you have typed in your Authorization Code click OK and the Installer will place the PMFB application in the **PlayMaker Football™** folder, and you will be ready to play!

STARTING PLAYMAKER FOOTBALL™

If you are playing on a color system, you should set your color depth to 256 colors. Do this by selecting the "Monitors" control panel in the Control Panel folder and selecting "256" and "Colors." **PlayMaker Football™** will also run with the color depth set to 16 colors, but certain screens will look better in the 256 color mode. Of course, **PlayMaker Football™** will also run in Black & White, or 2 color, mode.

To jump right into **PlayMaker Football™** and start playing perform the following steps:

Double-click on the PMFB icon. At the title screen, select Game from the File menu.

Select New Game from the File menu.

Click on the helmets to select two teams from the Teams & Playbooks folder.

If you want to play against another human click over the words "Computer Coach" underneath one of the team names.

Click the OK button to start the game.

For more details about the various game options, please refer to the appropriate sections in this manual.

USING THE PROGRAM

The following terms are used in the manual:

POINTER: The small arrow on the screen is used to "point" at things on the screen. The pointer is positioned by moving the mouse.

CLICKING: Clicking refers to the action of moving the pointer over a portion of the screen and pressing and releasing the mouse button.

BUTTONS OR ICONS: These are circles or rounded rectangles with labels. You "click" on a button when you want to perform the action described by the label. Most windows have a default button which can be activated from the keyboard by pressing the Return or Enter key. Default buttons are indicated by the heavy border around the button.

SELECT: You select a menu item or icon by pointing at it and clicking.

MENU BAR: This is the white strip across the top of the screen. Open a menu by pointing at a title and clicking. While holding down the mouse button, move the pointer down to the specific menu item you want to select. When the choice you want is highlighted, release the mouse button.

WINDOWS AND DIALOG BOXES: Often when you make a choice from a menu, a dialog box or window will appear on the screen. Some dialog boxes allow you to click on various buttons to change things. When you are done with a dialog box, click OK to continue. Some dialog boxes allow you to click Cancel to resume what you were just doing.