

## **ATTENTION PERFORMA OWNERS**

The Launcher which came with your Performa operating system (Version 7.0.1P or 7.1P) provides a simplified method of accessing files you use frequently. The Launcher window appears each time you start up your computer. To open any item placed in the Launcher, you only need to click on the appropriate icon.

If the Launcher is present when you try to use the software you just purchased from Brøderbund, it may cause performance and sound problems. If this occurs, we recommend that you turn the Launcher off (by clicking the small box in the upper left-hand corner of the Launcher window) before starting the program.

It is possible to stop the Launcher from displaying each time you start your computer by removing it from the StartUp Items folder. Please see your Performa manual for details.

# PlayMaker FOOTBALL™

Macintosh

Quick  
Reference Guide





## **PLAYMAKER FOOTBALL™ QUICK REFERENCE**

### **HARDWARE REQUIREMENTS**

To run PlayMaker Football you will need an Apple Macintosh™ Plus, SE, Classic, SE/30, LC or any II series Mac with at least 1MB of memory, running System 6.0.2 or higher. 4MB are required for System 7.0.

A hard disk is required. You will need approximately 5MB free on your hard drive to install the game. Once the install procedure is complete, PlayMaker Football will occupy about 3MB of space.

If you want to print game transcripts, team rosters or playbooks, you will also need to have a printer attached to your Macintosh.

### **HARD DISK INSTALLATION**

PlayMaker Football occupies two floppy disks in compressed form. During the installation process the files will become decompressed. To install PlayMaker Football follow these instructions:

1. Insert each of the PlayMaker Football floppy disks into your computer and drag the contents of the disks onto your hard disk. There will be two files and one application:

PMFB.dd.1  
PMFB.dd.2  
DDMiniExpand™

PlayMaker Football was compressed using Disk Doubler™, a file compression program licensed from Salient Software.

2. To decompress the game, double-click on either PMFB file. It will take about 15 minutes to decompress the entire game. On slower systems it may take longer.



3. When the decompression is finished, there will be a folder on your hard disk called PlayMaker Football. The folder contains all of the necessary files to play the game.

## **STARTING PLAYMAKER FOOTBALL**

If you are playing on a color system, you should set your color depth to 256 colors. Do this by selecting "Monitors" in the Control Panel desk accessory and selecting both "256" and Colors. PlayMaker Football will also run with color depth set to 16 colors, but certain screens will look better in the 256 color mode.

To start the game, simply double-click on the Football icon.

## **GAME SPEED**

PlayMaker Football tries to adjust its execution speed to compensate for the different processors in various Macintosh models. If the game runs too fast on your machine you can make coarse adjustments to game speed by pressing the { or } keys, or fine adjustments by pressing the [ or ] keys, to slow down or speed up, respectively. This can be done anytime a play is run during a Game or on the Practice Field.

## **USING THE PROGRAM**

The following terms are used in this quick reference card and 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.

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## STARTING A GAME

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

At the title screen, select **Game** from the **File** menu.

Before proceeding to the game, you will need to enter a password, which can be found in the PlayMaker Football manual.

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 player click over the words "**Computer Coach**" underneath one of the team names.



Click the **Okay** button to start the game.

For more details about the various game options, please refer to the manual.

## **PLAYING A GAME**

**CALLING PLAYS:** Select the desired play from the play calling window, and click the **Call** button. If no plays appear make sure at least one of the play categories, **Run**, **Pass** or **Other**, are checked. In addition to clicking on them, you can select the play categories from the keyboard by pressing **⌘R**, **⌘P** or **⌘O**.

**TIME OUTS:** To call a time out, click on the **Time Out** button in the play-calling window, or press **⌘T** at the line of scrimmage.

**FAIR CATCH:** To call a fair catch on a kick, press the **Space** bar before the ball is caught.

**LET IT BOUNCE:** To let a kick hit the ground, press the **Delete** key before the ball can be caught.

**AUDIBLES:** On offense press the **1**, **2** or **3** keys to change the play at the line of scrimmage (only available if two human coaches are playing).

**MANUAL SCROLLING:** The football field automatically scrolls to follow the progress of the ball. You can manually scroll the field by moving the mouse to the top or bottom of the screen. Be sure to reposition the mouse near the center of the screen so automatic scrolling can resume on the next play.

**GAME SPEED:** While a play is running, you can make coarse adjustments to the game speed by pressing the **{** or **}** keys, or fine adjustments by pressing the **[** or **]** keys.



## MANUAL PLAYER CONTROL

If you wish, you can directly influence the actions of the players during a game. If you are playing against another human coach, you should both agree in advance to whether or not you want to use this feature. Keep in mind, that to really put your coaching abilities to the test, you should let the players carry out your instructions as you diagrammed them in the Chalkboard Editor.



**RUNNING:** While the play is executing, position the cleats anywhere on the field and click the mouse button. The ball carrier will instantly run towards the cursor location.



**PASSING:** While the play is executing, hold down the **Option** key, position the cursor on the field and click the mouse button to throw the ball.



**LINEBACKER:** (Only when playing against the computer.) Just before the snap your middle linebacker will flash. After the snap you can control him in the same way as controlling a ball carrier (see Running, above).

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## CHALKBOARD EDITOR

PlayMaker Football's Chalkboard Editor is a sophisticated play creation environment that puts the power of football play design at your fingertips, allowing you to diagram plays just like the pros. This booklet will get you started in the Chalkboard Editor, but to make full use of its powerful football "tools" you'll need to refer to the manual.

To design plays in the Chalkboard Editor, you should first create your own team in the Team Draft (see Team Draft in the manual). Once you've created a team, you can design custom plays for it in the Chalkboard Editor.

After creating your team, go to the Chalkboard Editor and



select **New Playbook** from the File menu. At the dialog box enter the name of your team followed by a space and the word "Plays", then click on the **New** button.


Now that your playbook is ready, you must bring your team into the Chalkboard Editor by selecting **Open Team** from the **File** menu and double-clicking on your team's playbook.

Having created a team and playbook, the next time you use the Chalkboard Editor, you can simply select **Open Playbook** from the **File** menu, and the program will automatically load both the playbook and team with the same name.

## ■ CHALKBOARD BASICS

**SELECTING A PLAYER:** To select a player, point to that player's symbol and click the button once.

**ASSIGNING INSTRUCTIONS:** To assign instructions to a player, select him and click on the desired instruction icon.

**MOVING A PLAYER:** To move a player, point to him and drag him to a new position. (Note: to move the center, hold down the  key while dragging him.)

**PLAYER INFORMATION:** To view a player's name, position and attributes, double-click on his symbol.



**PATTERNS:** To assign a running pattern to any player, select the player and hold down the **Option** key. With the **Option** key held down place the cursor at the player's first intended destination point, then hold down the mouse button. A line will appear indicating the path the player will take. When you let go of the button the line will be assigned. To continue his path, repeat this procedure for the next segment.



**SCROLLING:** You can scroll the screen up or down by clicking on the arrow buttons of the scrolling icon at



the lower right of the screen. Clicking on the middle button restores the line of scrimmage to the center of the screen.



## ■ PLAYER INSTRUCTIONS

When designing plays, make sure you read the Offensive Player Instructions and Defensive Player Instructions sections in the manual for detailed descriptions of each instruction icon. The manual contains useful information and tips for using each instruction to its maximum advantage.

## ■ PRACTICE FIELD

To try your plays on the Practice Field, select **Practice Field** from the **File** menu.

**SNAPPING THE BALL:** To snap the ball on the Practice Field, click the mouse button or press the **Enter** key.

**STOPPING A PLAY:** To terminate a play before the ball carrier is tackled, press the **Esc** or **Clear** key.

**VIEWING A PLAYER:** If you need to look at a player's position and abilities while on the Practice Field, hold down the **Option** key and double-click the desired player. (Note: certain play instructions will cause defensive players to readjust their positions. If you try to view one of these players while he is in an adjusted position he will "jump" back to his diagrammed position. To view him, keep holding down the **Option** key and simply double-click on him again.)

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## WHAT'S NEW ABOUT THIS VERSION

### ■ GENERAL CHANGES

**COLOR:** PlayMaker Football now provides full color support. In addition to color graphics on the football field, you can now select your team's jersey color in the Team Draft section.



**UPDATING TEAMS AND PLAYBOOKS:** The first time you use a team or playbook that was created with an earlier version of PlayMaker Football, you will be asked if you want it updated to the 2.0 format. Once updated, that file will no longer be compatible with earlier versions of PlayMaker Football. If you still plan to use your teams and playbooks with older versions of PlayMaker, be sure to make copies of them before using them with version 2.0.

## ■ GAME MODE CHANGES

**INSTANT REPLAY:** When playing a game, you can view an instant replay of any play just after it is run. The Commentary window that appears after each play contains two buttons that let you see the replay. If you click the **Replay** button, the previous play will be run at normal speed. If you click the **Step** button, you can single step through the play one "frame" at a time by pressing the mouse button.

If the Commentary option is turned off, you can still invoke an instant replay from the keyboard by pressing the **R** key or the **S** key just as a play ends.

**OVERTIME:** In the Options window you can choose to have no overtime, a 15 minute overtime, or an unlimited overtime. When a game goes into overtime, the team to score first wins. Teams coached by the computer will use the playbook's 4th quarter AI play-calling parameters during overtime.

**IMPROVED SCAN PASSING:** When using the Scan Pass instruction, the quarterback's ability to lead his receivers has been improved. Quarterbacks are now able to better anticipate the receiver's route.

If you have upgraded to version 2.0 from a previous version of PlayMaker Football, this change might create some timing problems for certain pass plays. You should go through any pass plays you have created to check them for proper execution. If a timing problem exists, it can usually be rectified by adjusting how long a quarterback waits before he starts "scanning."



**INELIGIBLE RECEIVERS:** According to NFL rules, only the outermost two players lined up "on the line" are considered eligible receivers. Previous versions of PlayMaker Football allowed interior receivers on the line to be eligible, which was not correct. Also, the outermost two players must either be wide receivers, tight ends or running backs. PlayMaker Football does not support "tackle eligible" plays.

If you have upgraded to version 2.0 from a previous version of PlayMaker Football, you should go through any playbooks you previously created to make sure all your pass plays are legal.

**PICK PLAYS:** Previous versions of PlayMaker Football allowed receivers to block in the defensive backfield during pass plays before the ball was caught. This is what's known as a "pick play" and constitutes offensive pass interference in the NFL. If your pass plays are generating offensive pass interference penalties, make sure your receivers aren't blocking in the defensive backfield. The easiest way to fix this is to simply snip off their blocking instruction. After the ball is caught all offensive players automatically block for the ball carrier.

**SCORE BY QUARTER:** The game statistics feature a score-by-quarter summary, which is available on the second page of the statistics window. To flip pages, click on the folded corner at the top right of the statistics window.

**HOME AND VISITORS:** The team with the dark jersey designation (on the right side of the scoreboard) is considered the home team, and the team with the light jersey (on the left side of the scoreboard) is considered the visiting team for purposes of crowd reaction.

## CHALKBOARD EDITOR CHANGES

**EXPANDED SHADING INSTRUCTION:** The defensive Shading instruction can now be assigned to players with the Key Back and Key Lineman instructions. Under these conditions, a



player who is also instructed to Shade will always line up opposite his appropriate offensive counterpart, and shade accordingly, no matter where the offensive player sets up. If no shading instruction is given, the player will stay in the general area of his diagrammed position.

This new shading ability is intended to allow linebackers to adjust more intelligently to unorthodox offensive formations.

**HASH MARKS IN PRACTICE:** The Practice Field lets you try out your plays from the center of the field, or either hash mark. To move the ball location simply hold down the **⌘** key and click at the desired portion of the field. The ball will continue to be snapped from the new location until another one is selected or you leave the Practice Field/Chalkboard Editor.

## ARTIFICIAL INTELLIGENCE (AI) CHANGES



**HASH MARK AI DESIGNATION:** The Artificial Intelligence window lets you designate valid ball placement positions for a particular play to be run.

For each down, you can specify the left hash mark, center of the field and/or the right hash mark to indicate where on the field you want your play run. At least one of the hash mark boxes needs to be checked on each down the computer is to consider calling the play.

Example: If you check the left hash mark and center boxes for first down, the computer coach will only consider calling the play if the ball is placed on either the left hash mark or center of the field on first downs.

**READJUSTED TIME INCREMENTS:** The boxes indicating game time in the AI window have been recalibrated to allow finer ball control during the last two minutes of each half.



Game Time												
1												
2												
3												
4												
	1	2	H				3	4				

The new time increments are as follows:

**1st and 3rd quarters:**

The first box represents the first 10 minutes of the quarter.  
The second box represents the last 5 minutes of the quarter.

**2nd and 4th quarters:**

The first two boxes represent 5 minutes each.  
The third box represents 3 minutes.  
The next two boxes represent 1 minute each.  
The last box represents the last play.

Please note that only two boxes are dedicated to the first and third quarters, while the 2nd and 4th quarters contain six boxes each.

The "last play" box is used to designate the last play to be called before time runs out. If your team is ahead, this should probably be a conservative running play. If you're behind, it's time to unleash the long bomb or kick that last second field goal.

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**MORE TEAMS AND OPPONENTS:** If you have a modem, and are interested in additional PlayMaker Football teams and new opponents to play against, you might try signing up on CompuServe, America On-Line or other on-line services. As of this writing, CompuServe and America On-Line offer additional teams for downloading and feature PlayMaker Football leagues. Please see your computer or software dealer for information regarding subscriptions to these and other on-line services.



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