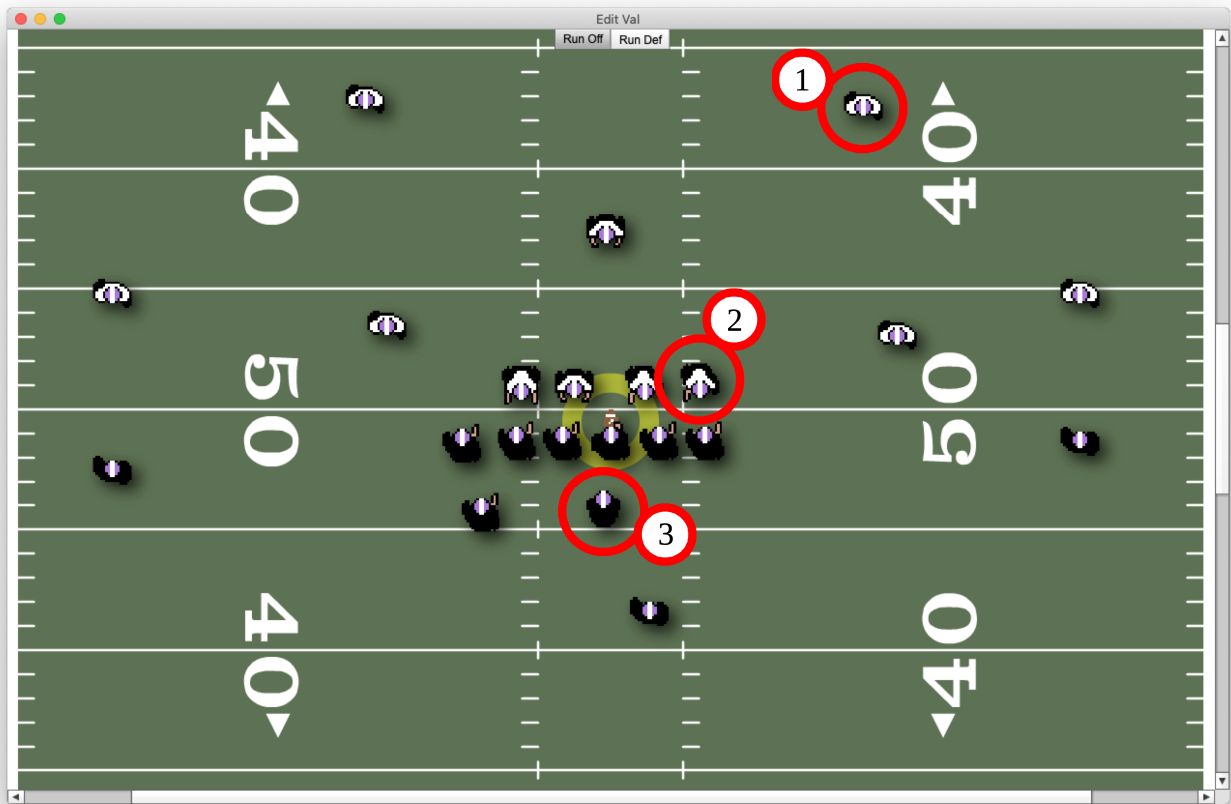
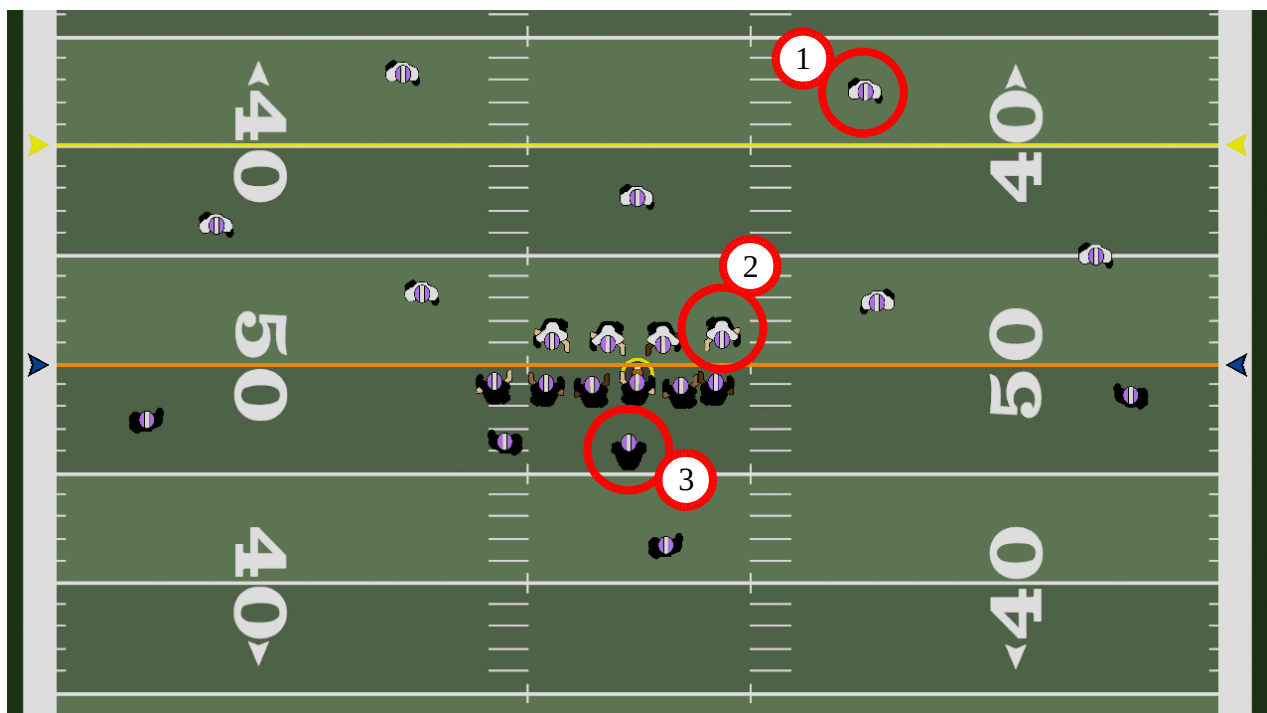


Greats of the Gridiron (GotG) copies the PlayMaker Football (PMFB) player Images^{1,2,3} used to portray football players on the field. The PMFB images derive their unique look and proportions based on design decisions constrained by the original version that debuted on the Mac in 1989. GotG simply traces the PMFB bitmaps while keeping the exact same look and proportions.

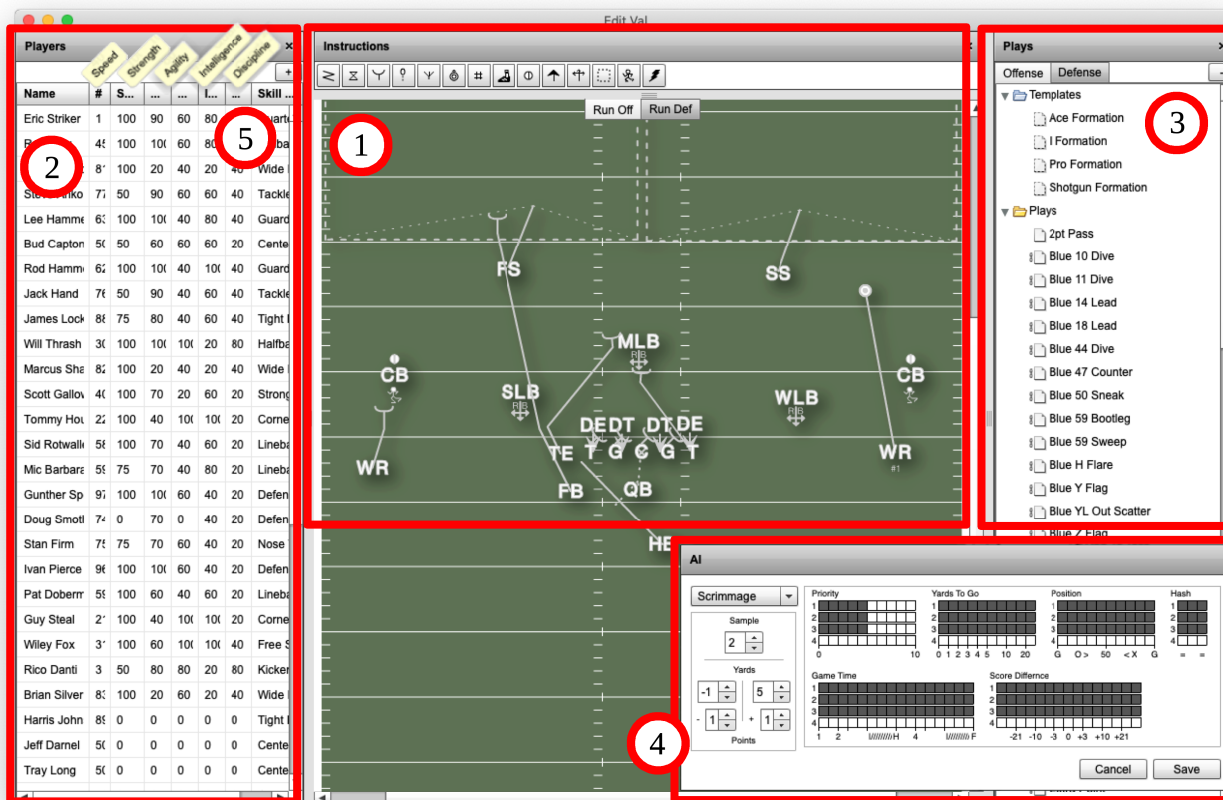


PMFB

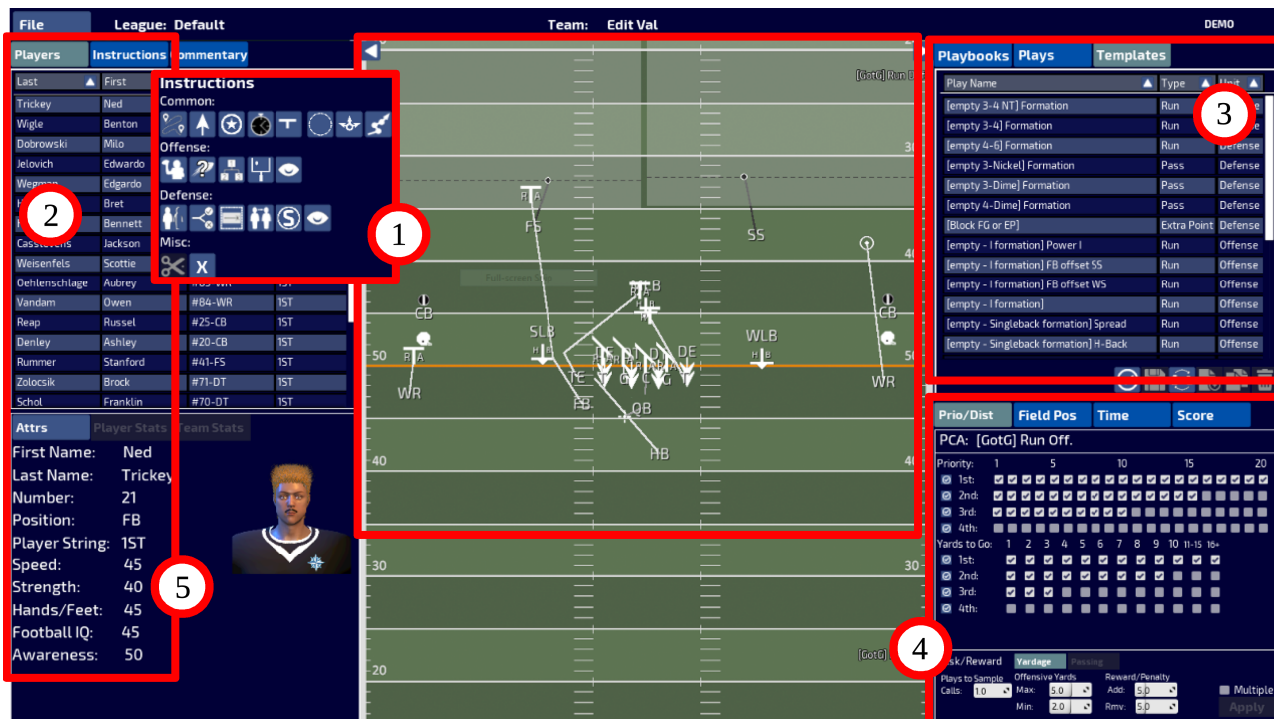


GotG

GotG copies the PMFB Play Editor and Instructions¹, player's Attributes and Editor², Playbook³ and AI⁴ Editor. GotG copies the same five Attributes⁵ used to describe a player's abilities: Speed, Strength, Agility, Intelligence and Discipline (though the last three use slightly different terms).

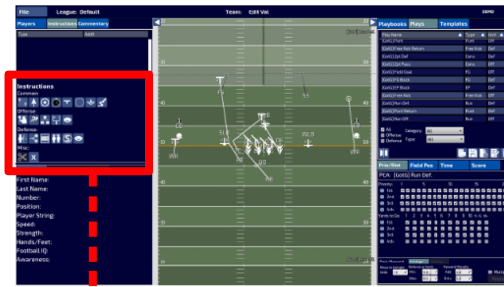
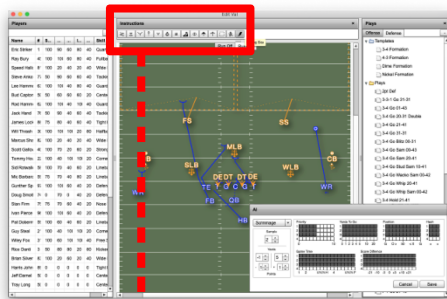


PMFB

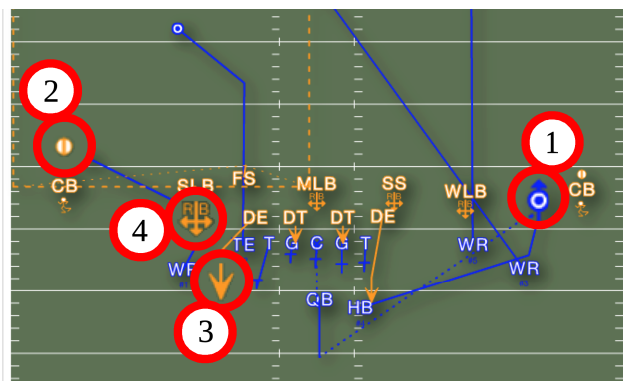


GotG

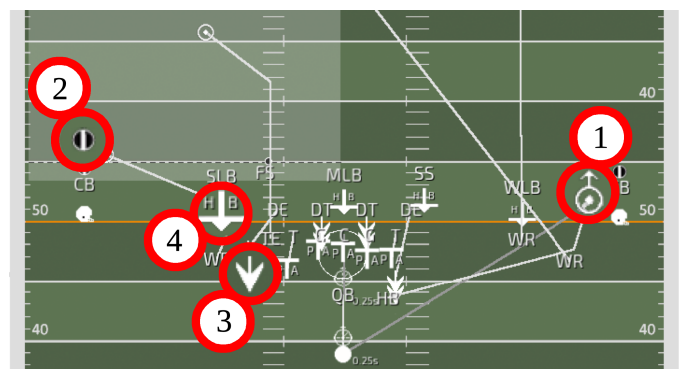
GotG copies each of PMFB's football player Instructions that users use to create the individual plays that make up their playbook. It also copies the unique Symbols^{1,2,3,4} that are used to represent those Instructions when displayed in the Play Editor. These specific tools are at the heart of PMFB's unique play design capabilities.



	Route – path to move		Add Route – click to add a point ...
	Pause – delay before moving		Pause – pauses the player ...
	Block – run, pass and angle block		Pass or Run Block
	Pass – pass, handoff or hike		Pass, handoff or hike
	Fake – fake pass or handoff		Pass/Handoff Fake
1	Catch – hook or get open		Catch – wait or try to get open
	Receiver Order – set priority		Assign Next Receiver
	Kick – kick off, field goal, EP, punt		Tee kick, place kick, punt
2	Shade – offset relative to assignment		Shading – Outer, Center, Inner
3	Pursue – rush the runner or passer		Run or Pass Rush – Single arrow ...
4	Read – key to defend run or pass		Linebacker Instructions – Running ...
	Zone – area to defend pass catchers		Zone Coverage – First set the ...
	Man – defend specific pass catcher		Man to Man Coverage
	Strong Side – designate strong side		Check Strong Side Designation ...

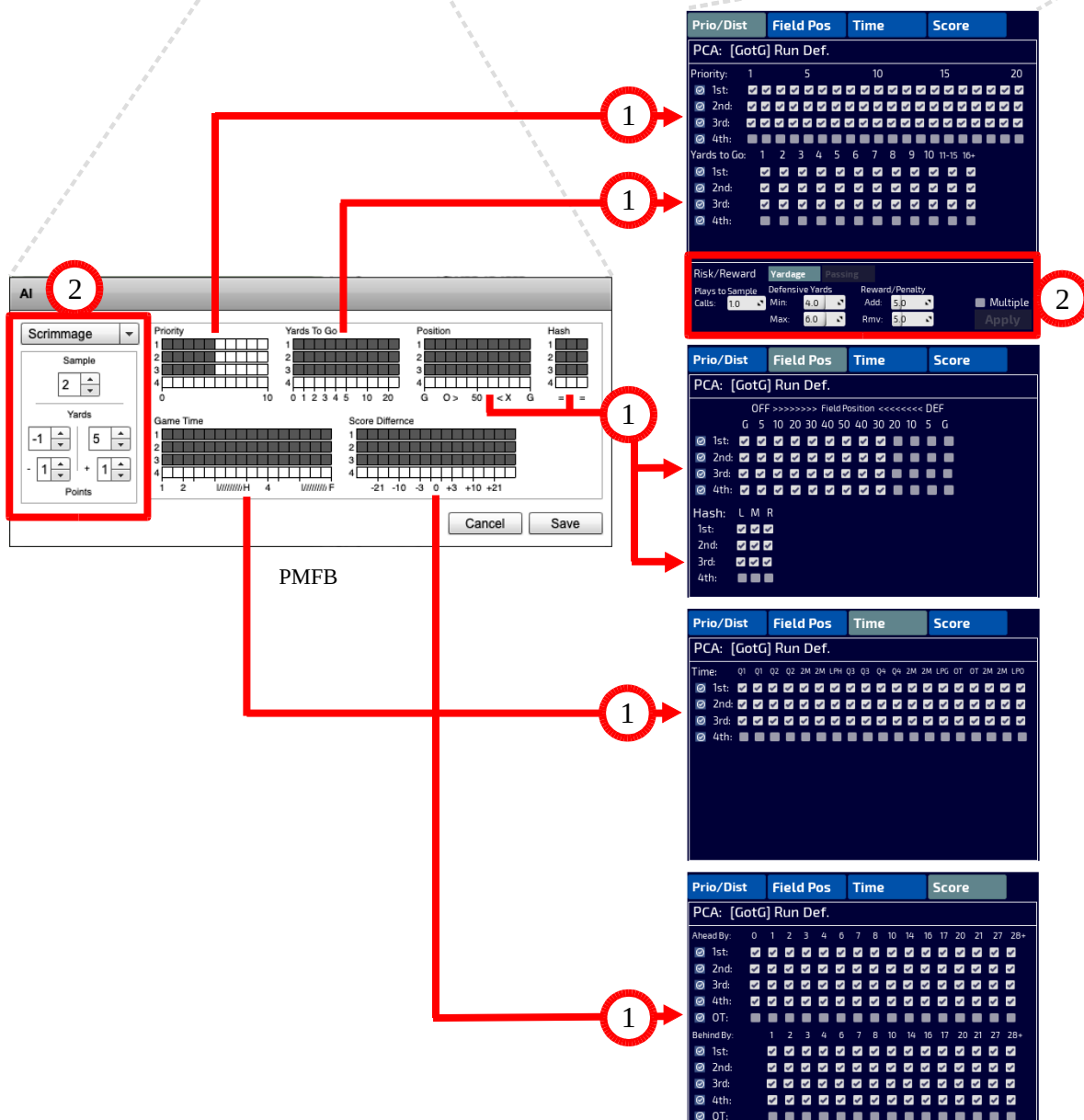
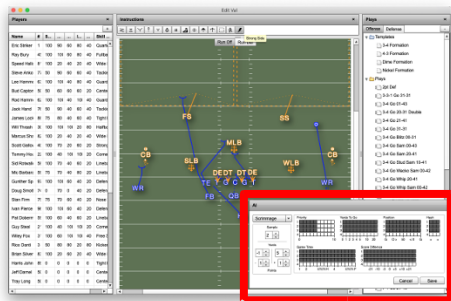


PMFB



GotG

GotG copies PMFB's exact method and form¹ for specifying the conditions under which a play should be used in a game and how the play's priority should be adjusted² throughout the game. These features provide a means for a user to create a play calling strategy that allows his team to play a complete game against another without user interaction.



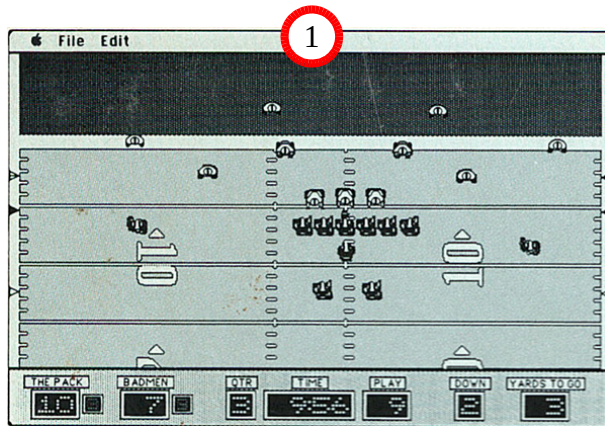
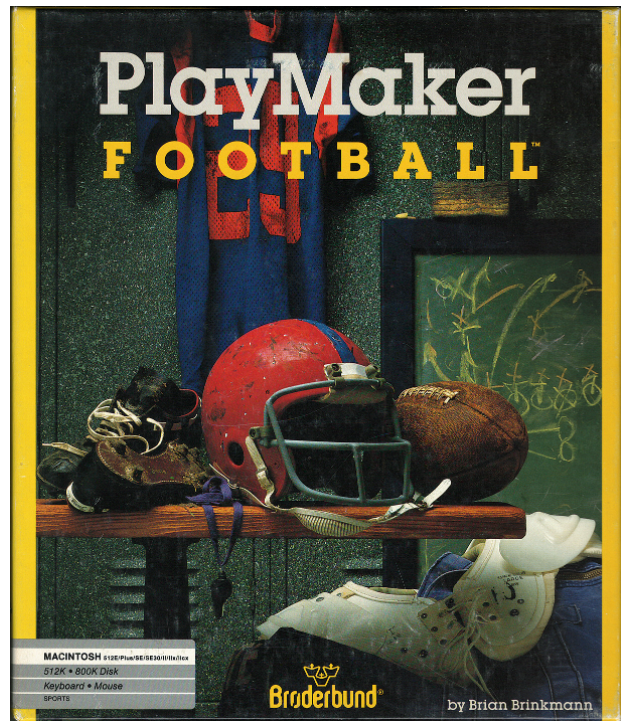
Prio/Dist	Field Pos	Time	Score
PCA: [GotG] Run Def.			
Priority:	1	5	10
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Yards to Go:	1	2	3
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Prio/Dist	Field Pos	Time	Score
PCA: [GotG] Run Def.			
OFF >>>>>>> Field Position <<<<<<< DEF			
G	5	10	20
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Hash:	L	M	R
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

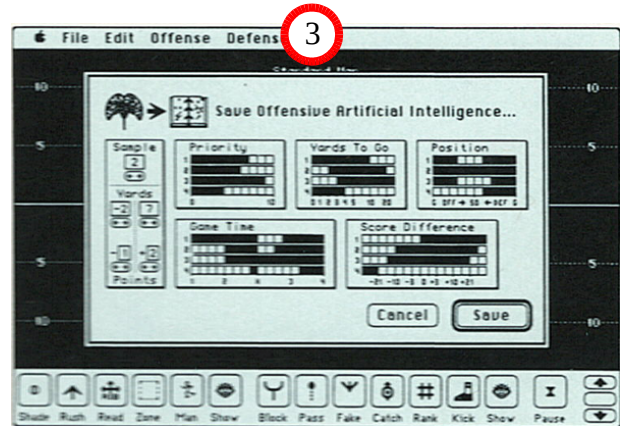
Prio/Dist	Field Pos	Time	Score
PCA: [GotG] Run Def.			
Time:	Q1	Q2	Q3
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Prio/Dist	Field Pos	Time	Score
PCA: [GotG] Run Def.			
Ahead By:	0	1	2
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
OT:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Behind By:	1	2	3
1st:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2nd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3rd:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4th:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
OT:	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

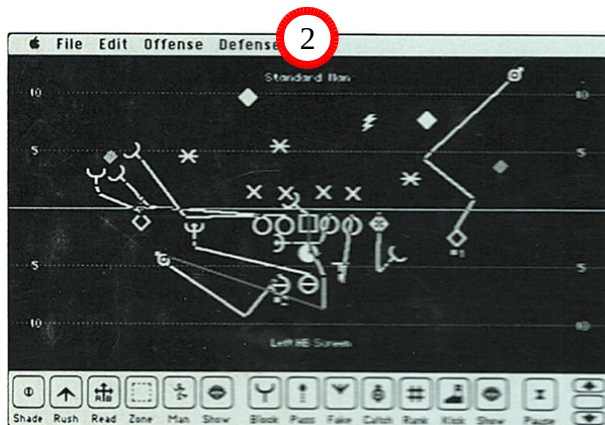
The player Images¹, Play Editor and Instructions², play calling AI³, and player's Attributes and Editor⁴, have been a part of PlayMaker Football since the very first version, published by Broderbund in 1989.



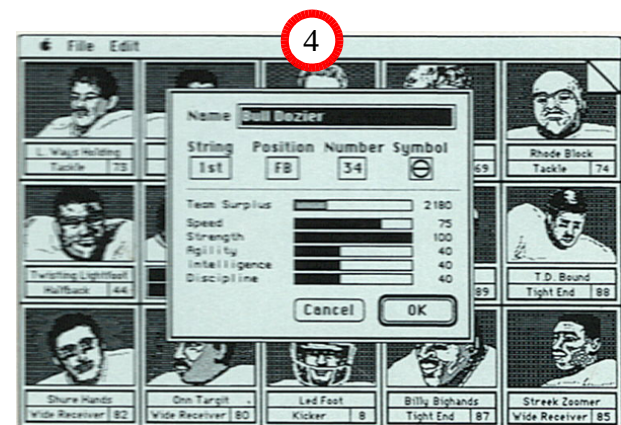
Player Images



Play AI



Play Editor and Instructions



Players Editor