

Gameplan

Advanced Game



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Version 2.15

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1 INTRODUCTION

1.1 THIS SECTION This section extends the rules of the basic game to form the advanced game. All rules of the basic game apply except that in the advanced game you are provided with the opportunity to write a more complex gameplan for yourself. In the basic game you are given a set of situations and you decide which plays to call in which situation. In the advanced game you also decide what the situations are to be.

1.2 WHICH FORM? There are three different turnsheets for the advanced game. The "initial gameplan" is intended only to get you started with your first gameplan and is similar to the form used in an older version of the basic game. The "initial gameplan" form is usually only issued when a new league starts play. The initial form is not normally replaced when you use it.

The "alterations" form is the one you will use most of the time to modify and extend your existing gameplan, and is the form you will be sent with each turn. The third form is the "extended alterations", which you'll use only if you're determined on a rewrite of your whole gameplan. If you send in this form (or anything else other than one of the other two forms) then you will be charged for an extra turn.

1.3 GETTING STARTED The simplest way to start is to fill in the "initial instructions" form and send it in for your first game just as if it were a basic game. Once you've got an example game to look at then the advanced rules should be easier to understand. The "initial instructions" form is very similar to the form used in the basic game, and sets up a gameplan that works almost exactly the same.

1.4 INITIAL GAMEPLAN Just as with the older version of the basic game there are nine situations for which you call formations and plays, and game parameters which determine when each of the situations applies. You cannot use this form to make alterations to your play calls (as in the basic game) because when an initial gameplan is fed into the computer it wipes out that team's old gameplan. When you use one of these forms it will not be replaced. In the final part of this section is an example of the gameplan created by using an initial instructions form.

1.5 WHAT NEXT? Once you've played your first game you can work through the play by play report looking at which situation applied on which play (in warmup games your situation numbers are indicated at the end of each line reporting the play result). For your next game you should be able to use the "alterations" form to add new situations to your gameplan and modify old ones. Most players starting up in the advanced game play a number of warmup games while developing their gameplans before going on to face real opposition.

1.6 GAMEPLAN ALTERATIONS This form has the usual spaces for game parameters, training and so forth, as well as spaces for changes to up to eight situations. These situations are laid out in the format of the advanced game, which is explained in more detail in the next section. You can use these spaces to make changes to situations already in your gameplan, or to add new ones. To create a new situation you simply give it a legal situation number that isn't already being used.

1.7 EXTENDED INSTRUCTIONS This form is like the alterations form except that instead of having space for changes to eight situations it has space for changes to all thirty-two possible situations. Using this form costs an extra turn credit (they take forever to type in). You will not want to use this form often, if at all, and you may have to ask in order to get hold of one in the first place. There is no advantage to a team in making a lot of changes to its gameplan so spending extra on extended instructions will not help a team to win (successful teams tend to be those who don't need to change their gameplans very much from week to week). To order an extended alterations form use the special action "LX" to order one, and the computer will automatically send a copy to you.

2 SITUATIONS

2.1 HEADER SECTION In an advanced gameplan a situation is divided into two parts. The header part consists of seven columns. The first two are the situation number and name. The number is used to identify the situation and the name is used to help you keep track of which situation is which when you change the situation numbers (see "sorting", in section three). The next column identifies the downs for which that situation applies, and the remaining four columns give ranges for the difference in the score, the yards needed for the first down, the yards to go to score and the time gone in the game for which that situation applies. To play the advanced game you need to understand how the header section of each situation decides when that situation applies during the game.

2.2 PLAY SECTION The second part of a situation in the advanced game is the play section, which is much the same as in the basic game (the difference is the formation column on defence, and the reactions column). In this part you give play calls and formations that you want to call in that situation during the game.

2.3 REACTIONS In the advanced version of Gameplan you can set a separate reaction for each situation. These reactions work exactly the same way as detailed in the basic guide, but for each situation independently.

2.4 CALLING A PLAY On each normal play during the game (i.e. not kickoffs, punts or field goal attempts) the computer searches your gameplan for a formation and play call. It does this by starting on the first numbered situation in the appropriate section (situation number 1 on offence, 17 on defence) and checking to see if the down, the difference in the score, the yards to go for the down, the yards to go to the line and the time gone in the game are in the range you indicated for that situation. If they are, then it takes the formation and one of play calls from the list given in that situation. If any of them are out of range then it moves on to the next situation. Note that once a valid situation is found, then the search stops (so it always takes the first valid situation found).

2.5 ERRORS If the computer searches through your gameplan and runs out of situations without finding one that fits the current game situation then it calls a sweep (SW) from the pro set (A) if on offence and a mixed defence (MD) if on defence.

2.6 USING GAME PARAMETERS In the yards to down and yards to line columns you will normally give values of a number of yards, and in the time gone column you will normally give values of a number of minutes. Instead of actual values you may insert codes in these sections to indicate that the current value of one of the game parameters be substituted instead. This adds extra flexibility so that you can change all the situations that refer to short yardage simply by modifying the value of the short yardage parameter. It also allows you to take advantage of the way some of the game parameters are modified according to the state of the game (short yardage extends close to the goal line, hurry up time extends when you're losing by more than one score, and so on). Your gameplan is stored on disk with the game parameters still in it, and will also be listed in this format. The substitution of the real value is only made during actual play.

2.7 GAME PARAMETER CODES The codes allowed are "HT" for hurry up time, "SY" for short yardage, "LY" for long yardage, and "FG" for field goal range. The computer will automatically select the correct parameter (SYO or SYD, LYO or LYD) to substitute for SY or LY according to whether you're on offence or defence, and the correct value of field goal range (NFG or LFG) for FG according to the state of the game.

2.8 AUTOMATIC ADJUSTMENTS The program adjusts the values of each parameter by one depending on whether it's used in a "from" or "to" column. Short yardage (SY) normally belongs in the "to" column, so if it appears in the "from" column it's assumed that you mean to exclude short yardage situations and one is added to the value. Field goal range (FG) is also adjusted in the "from" column in the same way. Long yardage (LY) and hurry up time (HT) normally belong in the "from" column and one is subtracted from these values if they are placed in the "to" column.

2.9 SITUATION NUMBERS Each offence situation has a unique number between 1 and 16. Each defence situation has a unique number between 17 and 32. It is by these that each situation in the advanced game is identified. In warmup games the situation numbers for your team will be listed on each play.

2.10 SITUATION NAMES You can give each situation a short name of up to eight characters including blanks. The name has no other significance for the game other than helping you remember which situation is which and what you created it for.

2.11 LEAVING BLANKS Whenever you're filling in changes to your gameplan on the alterations form you should leave blank any box for which you want the value to remain the same as it was before the change. You don't need to fill a the whole line because one box has changed. This saves time for the GM, who has to type in all the changes you order whether or not they're necessary, and reduces the risk of errors. It's very difficult to spot a typing error in a mass of numbers and codes, but a lot easier to check a smaller number of entries.

2.12 DOWNS Lists the downs on which the situation may be used. Don't forget to call plays for all the fourth downs selected by your fourth down options, and to have your defence call fourth downs as well. On fourth down the computer still searches the defence gameplan for a defence call, even if the offence is punting or attempting a field goal. If you make no legal call then a standard call is made for you: punt return (PR) against punt formation and field goal block (FB) against field goal formation. You cannot include these special teams calls in your gameplan.

2.13 SCORE Shows the minimum and maximum value for the difference in the scores, from -20 (losing) to 20 (winning). Actual differences greater than 20 are treated as if they are 20. Be careful to get this the right way around - it's always plus if you're winning and minus if you're losing, irrespective of whether you're on offence or defence.

2.14 YARDS TO DOWN Shows the minimum and maximum values for the distance to go for the down, in the range 1 to 99. You can use the codes SY, LY and FG in these columns, but the FG code is not likely to be useful. Note if the game situation is "goal to go" the yards to down is taken to be the same as the yards to the line (so the actual value of yards to line will be checked against the yards to down column in your gameplan).

2.15 YARDS TO LINE Shows the minimum and maximum values for the distance to go for a touchdown, in the range 1 to 99. Field position is always given in terms of the distance to go for the touchdown, because this is easier to understand than the usual yards to the nearest goal line. You can use the codes SY, LY and FG in these columns.

2.16 TIME GONE Shows the minimum and maximum values for the time gone in the game, in the range 0 to 75 minutes. You can use the code HT (for hurry up time) in these columns. Note that the value of hurry up time varies according to the difference in the scores, and also that the first minute is number 0 (no minutes gone), the last minute of regular time is number 59 and minute number 60 is the first minute of overtime. Minute number 75 never actually happens.

2.17 OFFENCE FORMATION On offence situations you list one formation, the same as in the basic game. If you don't call a formation the computer will assume the formation is to be "A" (pro set). You cannot call formations P or F except on fourth downs.

2.18 DEFENCE FORMATION On defence you list all the offence formations against which that situation may be used. The code "X" is used to indicate that the rest of the list is exclusive rather than inclusive (so instead of listing the formations the situation may be used against, you list the formations against which it is not to be used). To ignore the offence formation on defence use the code "X" on it's own (this means "exclude none", so the situation is used against any formations). Only four characters may be specified per situation, so for example CDLS would mean versus C,D,L or S, and XGJU would mean versus all formations EXCEPT G,J and U.

2.19 PLAY CALLS As soon as the computer finds a situation that fits the current state of the game it stops searching, sets the offence into the formation chosen and picks one of the four play calls (the same way as in the basic game). The defence is called the same way as the offence, except that the offence formation is included in choosing the defence situation.

2.20 FIELD GOALS & PUNTS Field goal ranges and the fourth down options determine whether or not you punt, attempt a field goal or call a play, just the same as in the basic game. Your gameplan is only searched for a play call after it has already been decided that a normal play will be called. Fakes are called simply by choosing punt or field goal formation on a down where you've already elected not to take the kick. Situations in your offence gameplan that specify P or F formation are considered ineligible to be used except on fourth down, and even then are used only if required by your fourth down options.

3 SORTING

3.1 SORTING The program searches the situations in your gameplan in strict order (from the lowest number to the highest) and stops as soon as it finds a situation that fits the current game situation. This means that the order of the situations is important, so there is a section on the instructions form to allow you to sort your gameplan into the order you want. Your gameplan is listed in the same order as it will be searched, and when you order a sort the actual situation numbers will be changed (so you don't need to keep repeating the order - you only use the sort section of the form when you want to change to a different sequence). Your offence and defence can be sorted separately.

3.2 AVOIDING ERRORS Errors in sorting instructions can have serious effects. If you give instructions to sort your gameplan then any situations you don't include in the list will be tacked on the end in the same order they were in before. If you order a long sort with only a couple of changes, then it is a good idea to highlight the parts of the order that are different. This will help avoid errors.

3.3 CLEVER SORTS One tactic you may employ with the sort instruction is to have two or more situations with the same header sections but with different play calls. For each game the computer will only ever see the first such duplicate situation (the one with the lower situation number). By using the sort instruction you can change which situations the computer encounters first each game - and so change which set of plays are called in that game situation without using any of the eight alterations on the turnsheet (so you could change it back again another time without making any further changes).

Example (Offence)

no	name	dn	score	yards to down	yards to line	time gone	fm	plays	Rn
4	1ST PASS	1	-20 to 20	SY to LY	21 to 99	0 to 75	A	DO LI RT E	E
5	1ST RUSH	1	-20 to 20	SY to LY	1 to 99	0 to 75	A	SW RT SI R	R
6	1ST TRAP	1	-20 to 20	SY to LY	21 to 80	0 to 75	A	DR OP TR	4

In this case the player has three alternatives for a first down offence, although in fact they're not quite all the same. Whatever order the situations are in the "1ST RUSH" is used inside the 20. With the order as it stands, the team will throw passes from the "1ST PASS" situation outside the 20, presumably expecting the defence to be looking for the run. Another game the coach might want to run the ball more on first downs, and submits a sort instruction of 1 2 3 5 (situations you don't list are added on the end of the list in the same order they were in before). This section of the gameplan now looks like this:

4	1ST RUSH	1	-20 to 20	SY to LY	1 to 99	0 to 75	A	SW RT SI R	R
5	1ST PASS	1	-20 to 20	SY to LY	21 to 99	0 to 75	A	DO LI RT E	E
6	1ST TRAP	1	-20 to 20	SY to LY	21 to 80	0 to 75	A	DR OP TR	4

Now the "1ST RUSH" offence is used on all normal yardage first downs. The next game the coach reckons the opposition will be coming on a blitz on first down, so the sorting instruction is 1 2 3 6 5, and the gameplan looks like this:

4	1ST TRAP	1	-20 to 20	SY to LY	21 to 80	0 to 75	A	DR OP TR	4
5	1ST PASS	1	-20 to 20	SY to LY	21 to 99	0 to 75	A	DO LI RT E	E
6	1ST RUSH	1	-20 to 20	SY to LY	1 to 99	0 to 75	A	SW RT SI R	R

This is a much more complicated version, as the coach is trying to exploit the blitz by running draw plays and option passes from the "1ST TRAP" situation. Once the team is inside the twenty it's back to the ball control offence of "1ST RUSH". Inside their own twenty, however, this coach is playing a dangerous game as the "1ST PASS" offence is risking the pass rush and going downfield. It might get a lot of yardage if it works, but it could be very dangerous close to the goal line if it doesn't.

4 EXAMPLE GAMEPLAN

4.1 INITIAL GAMEPLAN The example below is what your initial gameplan would look like given game parameters of NFG=35, SYO=3, LYO=12, SYD=2, LYD=8, HUT=55. For sake of example only two play calls are given on each offence, and mixed defence is called all the time on defence. A more complex set of play calls is generally recommended!

OFFENCE

no	name	dn	score	yards	yards	time	fm	plays	Rn
				to down	to line	gone			
1	SHORT	1234	-20 to 20	1 to SY	1 to 99	0 to 75	A	RC QR	2
2	HURRY UP	123	-20 to -4	SY to LY	1 to 99	HT to 59	A	DO SO	2
3	LONG	1234	-20 to 20	LY to 99	1 to 99	0 to 75	A	DL DI	2
4	1ST FG	1	-20 to 20	SY to LY	1 to FG	0 to 75	A	RT SI	2
5	1ST PN	1	-20 to 20	SY to LY	FG to 99	0 to 75	A	SW SC	2
6	2ND FG	2	-20 to 20	SY to LY	1 to FG	0 to 75	A	LI OP	2
7	2ND PN	2	-20 to 20	SY to LY	FG to 99	0 to 75	A	SW SC	2
8	THIRD	3	-20 to 20	SY to LY	1 to 99	0 to 75	A	FO DR	2
9	FOURTH	4	-20 to 20	SY to LY	1 to 99	0 to 75	A	RV OR	2

DEFENCE

no	name	dn	score	yards	yards	time	fm	plays	Rn
				to down	to line	gone			
17	SHORT	1234	-20 to 20	1 to SY	1 to 99	0 to 75	X	MD	2
18	SAFE	123	4 to 20	SY to LY	1 to 99	HT to 59	X	MD	2
19	1ST FG	1	-20 to 20	SY to 10	1 to FG	0 to 75	X	MD	2
20	1ST PN	1	-20 to 20	SY to 10	FG to 99	0 to 75	X	MD	2
21	LONG	1234	-20 to 20	LY to 99	1 to 99	0 to 75	X	MD	2
22	2ND FG	2	-20 to 20	SY to LY	1 to FG	0 to 75	X	MD	2
23	2ND PN	2	-20 to 20	SY to LY	FG to 99	0 to 75	X	MD	2
24	THIRD	3	-20 to 20	SY to LY	1 to 99	0 to 75	X	MD	2
25	FOURTH	4	-20 to 20	SY to LY	1 to 99	0 to 75	X	MD	2

You will notice that the ordering of the situations is different between the offence and the defence. This happens in this case because of the values given for long yardage - if it's ten or less then the long yardage situation is inserted in your gameplan after the first down situations. This is because you'd otherwise end up playing normal first and ten downs from the long yardage situation. The "to" value on yards to down is also treated differently on yards to down depending on the value of long yardage. In this case the offence long yardage is greater than ten, and on defence it is less than ten.

This provides an extra hazard if you want to change a long yardage parameter to the other side of 10 from it's previous value. To get the results you probably want you will need to modify the yards to down "to" values on the first down situations and sort your gameplan into the appropriate order.

Note that in the advanced game the computer labels the hurry up offence and safe defence correctly, and that the order of the hurry up and long yardage situations is different from the basic game.

4.2 GAMEPLAN ALTERATIONS The example below is a first set of changes to the gameplan set up on the previous page. The "--" symbol is used here to indicate a box left blank. Also shown are the sort instructions needed to put the new situations in the correct order. Notice the new situations are created simply by using situation numbers that were not previously part of the gameplan, but are immediately renumbered by the sort instruction.

Example (Alterations)

no	name	dn	score	yards		time		fm	plays	Rn
				to down	to line	gone				
19	--	--	-- to --	-- to LY	-- to --	-- to --	--	--	--	--
20	--	--	-- to --	-- to LY	-- to --	-- to --	--	--	--	--
10	GOAL	1234	-20 to 20	1 to SY	1 to SY	0 to 75	G	RC OR	--	--
11	ONE YD 3	3	-20 to 20	1 to 1	1 to 99	0 to 75	A	RC QS	--	--
12	SHORT 3	3	-20 to 20	1 to 5	1 to 99	0 to 75	C	LI DR	--	--
26	SHOTGUN	23	-20 to 20	7 to 99	SY to 99	0 to 75	B	PD MD	--	--

Sort Offence: 10 2 11 12

Sort Defence: 17 18 26 21

There are four separate sets of changes here. Firstly, the coach has decided to change defence long yardage up to 12, and has to make changes to the "yards to down" on the first down situations (19 and 20) to compensate. Otherwise there would be no situation that applied on first and eleven (it doesn't happen often, but it's still possible!). The defence then has to be sorted to put it into the correct order.

Next is the addition of a goal line offence. This situation has to be given a number lower than the short yardage situation, because all goal line downs covered by this situation will also be short yardage situations. In the sorting instruction situation number 10 is inserted at front.

Note that the value substituted for the short yardage parameter is modified near the goal line, so this situation applies up to the nine yard line on first down, six yard line on second down and the three yard line on third and fourth down (if you look at the initial gameplan you will see SYO is currently set at 3, hence the extension to the nine or six yard line).

The third set of changes is to the third down offence. The coach doesn't have much faith in his running backs on third down, but is still prepared to try to smash or sneak the ball up the middle if there's only one yard to go. If there's no more than five yards to go the formation is changed by bringing in an extra receiver or tight end (formation C) for one of the rushers, and the call will be a pass or draw. Beyond that it's back to the long yardage or normal third down situations.

Note that the hurry up offence is moved in front of the two new situations and the short yardage situation. It doesn't matter that it's in front of the short yardage situation (they don't overlap) but it does mean that hurry up still takes precedence over the third down, as you'd expect. Notice that the short yardage situation will no longer apply on third downs. On any third down with short yardage to go the computer will find either the "ONE YD 3" or "SHORT 3" situation.

The fourth change is on defence, to try to stop opponents taking any advantage from passing out of the shotgun. This situation only applies if the opponent employs the shotgun formation. You will notice that it's carefully restricted to situations where the shotgun formation is a sensible call. Otherwise a clever opponent might kid the defence into pass coverage in a short yardage situation when an option, keeper or draw might still get the yardage needed.