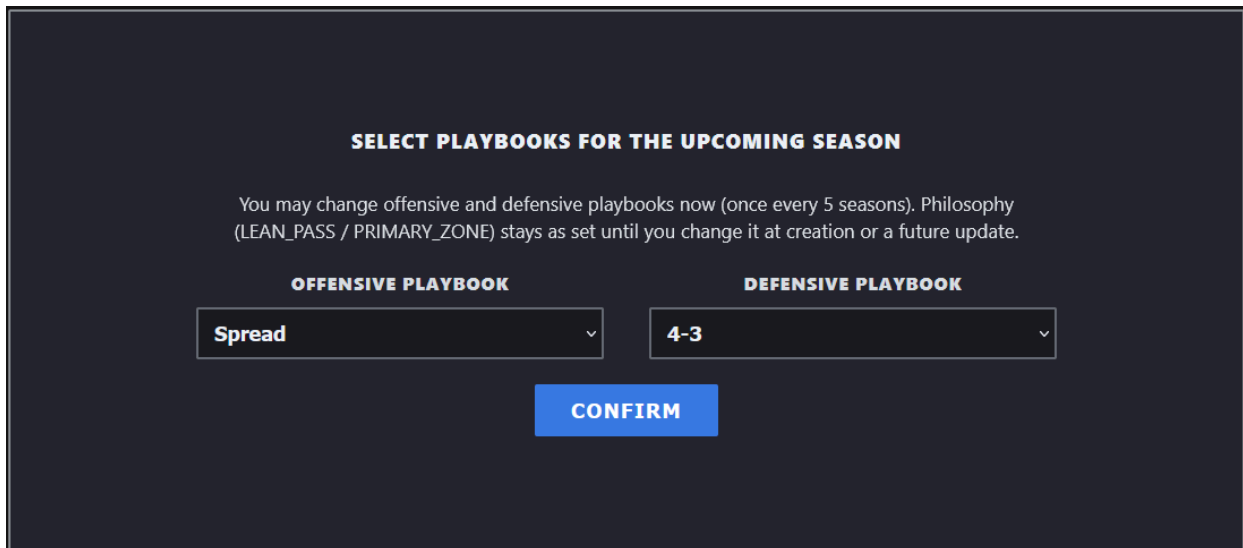


Hi all,

This is a new installment of the Development Blog. Today we are diving into the new game-planning features for the game. These were felt to be needed to give an authentic experience in developing game plans and being able to coach your team to victory. I am going to go from preseason installments to the actual implementation of a game plan.

Step 1: Selecting a Playbook

This is one of the first stages in the preseason; you will select the offensive and defensive playbook of your choosing. We are still growing the amount of plays and playbooks that you can choose from, but we feel that it's at a good spot right now for variation. You can switch your playbook once every five seasons. The reason is to give a chance for an identity to develop within the programs.



SELECT PLAYBOOKS FOR THE UPCOMING SEASON

You may change offensive and defensive playbooks now (once every 5 seasons). Philosophy (LEAN_PASS / PRIMARY_ZONE) stays as set until you change it at creation or a future update.

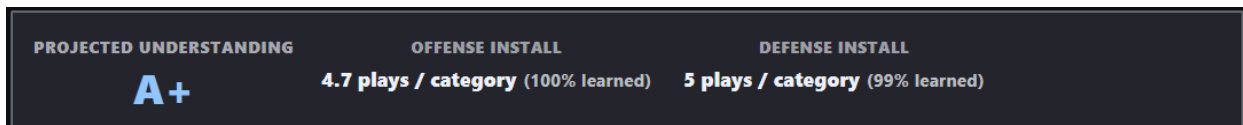
OFFENSIVE PLAYBOOK **DEFENSIVE PLAYBOOK**

Spread 4-3

CONFIRM

Step 2: The Install

The install is the next phase in the offseason; this is where you'll select the plays that you will be running this season. Once you select, you can't add or remove plays—it's what you've got. When you install, certain factors such as scheme teach, player football IQ, and others will give a grade on whether or not they understood the install. The higher the grade, the better the execution on Friday night; the lower the grade, the more busts and mistakes.



PROJECTED UNDERSTANDING **OFFENSE INSTALL** **DEFENSE INSTALL**

A+ **4.7 plays / category (100% learned)** **5 plays / category (99% learned)**

Offense is built in the categories of Inside Run, Outside Run, Short Pass, Medium pass, Long pass, and Play Action. Defense is made up of Zone, Man, Man Pressure, Zone Pressure. Spread out the percentages throughout each category and develop the identity that you want to


play in that season. Install too much, your team will suffer. Install too little, teams will gameplan you into defeat.

OFFENSIVE PLAYBOOK		DEFENSIVE PLAYBOOK	
Inside Run ▾ TOTAL: 100%		Zone Coverage ▾ TOTAL: 100%	
Installing 5 / 5 recommended · Focused		Installing 5 / 5 recommended · Focused	
PLAY NAME	%	PLAY NAME	%
Dual — Inside Zone	20 ▾	4-3 — Cover 3	0 ▾
Dual — Read Option	20 ▾	4-3 — Cover 4	0 ▾
Dual — Trap	20 ▾	4-3 — Cover 2	20 ▾
Dual — Q Counter	20 ▾	Nickel — Cover 4	20 ▾
Dual — RB Counter	20 ▾	Nickel — Cover 3	0 ▾
Trio — Inside Zone	0 ▾	Nickel — Cover 2	20 ▾
Trio — Read Option	0 ▾	Dime — Cover 2	20 ▾
Trio — Trap	0 ▾	Dime — Cover 3	0 ▾
Trio — RB Dart	0 ▾	Dime — Cover 4	0 ▾

Step #3: Developing a Defensive Game Plan


Now we get to have some fun. Let's develop our first game plan of the season. We are playing as Clintwood, and we open up with Elkhorn City. As you can see on the dashboard, we have some options: Offensive Gameplan, Defensive Gameplan, and Scouting Report.

THIS FRIDAY - 7:00 PM ★ Region Game PREVIEW



CLINTWOOD
0-0
#7 STATE

VS
FRI 7:00
HOME



ELKHORN CITY
0-0
#10 STATE

⚡ CANCER AWARENESS NIGHT
CRANESNEST VALLEY STADIUM

GAME WEEK

▶ PLAY GAME

▶ SIM GAME


📄 OFF GAMEPLAN

🛡️ DEF GAMEPLAN

🔍 SCOUTING REPORT

We are going to go to the Scouting Report first. We are going to select our opponent and take a look at their offense first.

SCOUTING DEPARTMENT



Game plan brief — Elkhorn City

Rural program · 1A · Confidence: **early** (0 games sampled) · Staff sharpness: **62%**

SCOUT TEAM

Elkhorn City ▼

Offense

Defense

Early season — tendencies are noisy; treat as directional only.

TEAM IDENTITY

PLAYBOOK Flexbone	PHILOSOPHY LEAN_RUN	SPRING EMPHASIS run_blocking
-----------------------------	-------------------------------	--

RUN / PASS TILT

50% run-weighted · 50% pass-weighted

Limited sample — leaning on coach philosophy until yardage separates.

PACE

Slow

~0 plays / game (offense sample)

What we can see here is that Elkhorn City is running the flexbone and leans toward the run. It is early in the season, so there's not a lot of confidence from the staff right now. However, as the

season progresses, there's more data and the staff will be able to give more details on the opponent.

GAME PLAN RECOMMENDATIONS

- Do not count on freebies — tackle leverage and hidden-yardage wins matter more this week.
- In red zone, sit route windows and make throws finish on the boundary.
- Rotate coverage pictures after the snap so their first read does not stay clean.
- Make them string together 10+ play drives; avoid giving up cheap explosives.

✓ STRENGTHS

- Protects the football
- Balanced call sheet — harder to predict
- Trusts the QB in tight red-zone windows

✗ WEAKNESSES

- Pass protection is a concern
- Run blocking lacks push
- Inconsistent finishing / low point totals
- Limited run crease
- Check-down heavy — lacks vertical stress
- Rare explosives — grind-heavy

WHO TO ATTACK

- **OL · Dean Doyle**
Lowest pass-pro anchor (30 PBK) — isolate speed rush.
- **WR · Javier Edwards**
Route detail lags the top of the room — bracket help possible.

WHO TO STOP

- **WR · Julian Drake**
Top vertical/catch threat — respect double clouds.
- **OL · Dean Doyle**
Anchor side in the run game — spill to weaker tackle first.

As we dive deeper into the scouting report, we can see the strengths and weaknesses of Elkhorn City. Also, the staff will give you some recommendations, which will be useful in the call sheet.

SITUATIONAL TENDENCIES

3RD & LONG

Pass-heavy tendency (~68% pass looks)

3RD & MEDIUM

Balanced but leans pass (~49% pass looks)

3RD & SHORT

Short-yardage — ~61% run / 39% quick game

RED ZONE

Tight windows — ~38% run-weighted / 62% pass-weighted plan

1ST DOWN

Establishment downs — ~50% run-weighted calls

INSIDE RUN VS OUTSIDE

Gap scheme tilt ~45% inside / 55% perimeter

PASS DEPTH

Short 60% · intermediate 38% · vertical 8%

The situational tendencies are very useful. They will give you down and distance and situational tendencies, and you will be able to develop calls for those areas. As the season goes on, those tendencies become easier to predict.

ASSISTANT COACH SUMMARY

They call to protect confidence: if the first two series are clean, aggression spikes. Elkhorn City profiles as Balanced / Run philosophy on the marquee with slow pace (~0 plays). Top stress traits: Protects the football; Balanced call sheet — harder to predict. Attack points: Pass protection is a concern; Run blocking lacks push.

Lastly, a summary from the coaching staff on the game.

Defensive Game Plan

Let's get into the actual game plan now.

GRID (%)
Situational percentage matrix

CALL SHEET
Install calls into situational buckets — sim only

SAVED GAME PLANS
Pick a plan to load into this week's editor, then Confirm. Library is grid-only — percentages only.

BUILT-IN PRESETS

Balanced
Even split across coverages and pressures with light situational shifts.

Apply

Zone Heavy
Bend don't-break — sit in zones, keep the ball in front, fewer blitz gambles.

Apply

Bring Pressure
Aggressive blitz looks — zone and man pressure to disrupt the quarterback.

Apply

Man Coverage
Lock in man coverage and match up on receivers across the field.

Apply

Man Pressure Heavy
Send heat — heavy man pressure with tight man coverage behind it.

Apply

MY SAVED PLANS

GAMEPLAN
USAGE
PRACTICE
HALFTIME
TEAM SCRIPT

SITUATION (SCORE MARGIN) FIELD AREA

Tied Middle of Field (-21 to 21)

Import
Duplicate to all situations
Duplicate to all field areas
Export JSON
Export CSV

D&D	ZONES	MAN	ZONE PRESSURE	MAN PRESSURE	TOTAL
1&10	25	25	25	25	100
2&10+	25	25	25	25	100
2&7-10	25	25	25	25	100
2&3-6	25	25	25	25	100
2&1-3	25	25	25	25	100
3&10+	25	25	25	25	100
3&7-9	25	25	25	25	100
3&3-6	25	25	25	25	100
3&1-2	25	25	25	25	100
4th	25	25	25	25	100

Rows highlighted in red do not total 100% and will block Confirm and Save week to week.

Here is the first page you will see. You can select either the Grid or the Call Sheet. The Grid will call plays from the install based on percentages. You can change the situations, and field positions to build your gameplan. There are also prebuilt gameplans that you can select week to week without building your own. You can select to save these week to week, to save you time and effort.

Installed calls only. Empty slots run "— Auto —" from your install. All buckets rotate through filled slots — defense has no opening script.

PRESSURE TENDENCY

Conservative
More coverage

Balanced

Aggressive
More pressure

BASE D&D 8 slots

— Auto —

— Auto —

— Auto —

— Auto —

— Auto —

— Auto —

3RD & LONG (7+) 3 slots

— Auto —

— Auto —

— Auto —

3RD & MEDIUM 3 slots

— Auto —

— Auto —

— Auto —

3RD & SHORT 3 slots

— Auto —

— Auto —

— Auto —

4TH & LONG 2 slots

— Auto —

— Auto —

Or you can select the Call Sheet. You build your call sheet from the installed calls that you have chosen. You can select the calls for each situation, and when the game simulates, those calls are made for those situations.

Installed calls only. Empty slots run "— Auto —" from your install. All buckets rotate through filled slots — defense has no opening script.

PRESSURE TENDENCY

Conservative

More coverage

Balanced

Aggressive

More pressure

BASE D&D 8 slots

43 Cover 2 (9×) ▼

Nickel Cover 4 (9×) ▼

Nickel Cover 2 (7×) ▼

43 1 Strong (1×) ▼

43 1 Weak (1×) ▼

Nickel 2 Man (1×) ▼

43 Saw Cover 3 (2×) ▼

Nickel Favre (2×) ▼

3RD & LONG (7+) 3 slots

43 Cover 2 (9×) ▼

Nickel Cover 4 (9×) ▼

Nickel Cover 2 (7×) ▼

3RD & MEDIUM 3 slots

43 Cover 2 (9×) ▼

Nickel Cover 4 (9×) ▼

Nickel Cover 2 (7×) ▼

3RD & SHORT 3 slots

43 Cover 2 (9×) ▼

Nickel Cover 4 (9×) ▼

Nickel Cover 2 (7×) ▼

4TH & LONG 2 slots

43 Saw Cover 3 (2×) ▼

Nickel Favre (2×) ▼

That's not all; you need to prepare your team each week. That comes from practice. You get four practices, and each practice gets 50 "points" that you can use. A great practice week will have the team prepared and executing well on Friday night; not practicing a situation enough may cause you to not execute as well and cause you to lose. Schedule your practices and prepare to win.

PRACTICE

Max 50 points per day across all pillars. Monday through Thursday.

PILLAR	MON	TUE	WED	THU
Pass Defense	0	0	0	0
Run Defense	0	0	0	0
Third Down	0	0	0	0
Red Zone	0	0	0	0
Goal Line	0	0	0	0
Opponent Prep	0	0	0	0
Conditioning	0	0	0	0
Rest	0	0	0	0
Daily total	0 / 50 used · 50 available	0 / 50 used · 50 available	0 / 50 used · 50 available	0 / 50 used · 50 available

People always talk about halftime adjustments; what can you do when things are going bad or you need to change? In the game, you can choose up to three for offense and three for defense for each game. When it gets triggered, the play calls will adjust accordingly to the reaction. Here are three that I chose for our game against Elkhorn City.

GAMEPLAN USAGE PRACTICE **HALFTIME** TEAM SCRIPT

HALFTIME ADJUSTMENTS

If a trigger fires at halftime, the matching response is applied. Leave blank to stick to plan. Sim games only.





Their run game is gashing us			Stick to plan
A Heavier packages	B Blitz more	C Play more zone	
They're hitting explosives			Stick to plan
A Deep safety help	B Press man	C Simulated pressure	
Red zone defense struggling			Stick to plan
A Goal-line heavies	B Man match RZ	C Blitz RZ	

Lastly for the defensive gameplan are usage rates. These help lean calls in a specific direction, whether that is more pressure or putting more people in the box against the run.

GAMEPLAN USAGE PRACTICE HALFTIME **TEAM SCRIPT**

TEAM GAME SCRIPT

Defensive game-week tendencies — pressure, run fits, coverage, and third-down heat. Sim only.

Pressure (script)		50
More coverage shells		More pressure/blitz
Run fits		50
Light box — make them throw		Heavy run fits — stack the box
Pass coverage		50
Keep plays in front — deep safeties		Press and contest — hunt takeaways
Third-down heat		50
Structured shells on 3rd down		Bring heat — blitz and stunt on 3rd

All these can be saved, downloaded, and used in any game you play. These will be great options in the future multiplayer leagues to give you an advantage over your opponent.

Step #4: Offensive Game Plan

We're going to head back to the Scouting Report to take a peek at what Elkhorn City is doing and if we can take advantage of it.

DEFENSIVE IDENTITY		
PLAYBOOK 5-2	PHILOSOPHY PRIMARY_ZONE	SPRING EMPHASIS block_defeat
BLITZ FREQUENCY MEDIUM Derived from coordinator philosophy + style tags		COVERAGE TILT Zone-heavy — eyes on the QB, rally to the flat.
GAME PLAN RECOMMENDATIONS <ul style="list-style-type: none"> • Target linebackers in space with backs and TEs on option/wheel concepts. • Accept methodical gains and avoid low-probability hero balls early in drives. • Use motions and shifts to force declarations before the snap. • Stay balanced until they prove they can consistently win one call family. 		✓ STRENGTHS <ul style="list-style-type: none"> Edge numbers — offenses are often funneled inside Built to win gaps vs heavy personnel and double-tights Stingy points allowed Yardage suppression

We know they'll be in a 5-2 or 3-4. They're going to play zone, but there's not a lot of data at the moment due to it being early in the season.

GAMEPLAN MODE

Choose how this week's offense is built. Grid drives percentages by situation; Call sheet installs specific plays for sim games.

GRID (%)

Situational percentage matrix

CALL SHEET

Install plays into situational buckets — sim only

SITUATION (SCORE MARGIN)

Tied

FIELD AREA

Middle of Field (-21 to 21)

Import

Duplicate to all situations

Duplicate to all field areas

Export JSON

Export CSV

D&D	INSIDE RUN	OUTSIDE RUN	QUICK	MEDIUM	LONG	PLAY ACTION	TOTAL
1&10	17	17	17	17	16	16	100
2&10+	17	17	17	17	16	16	100
2&7-10	17	17	17	17	16	16	100
2&3-6	17	17	17	17	16	16	100
2&1-3	17	17	17	17	16	16	100
3&10+	17	17	17	17	16	16	100
3&7-9	17	17	17	17	16	16	100
3&3-6	17	17	17	17	16	16	100
3&1-2	17	17	17	17	16	16	100
4th	17	17	17	17	16	16	100

Rows highlighted in red do not total 100% and will block Confirm and Save week to week.

As you can see, it's similar to defense. You can build the grid up however you choose to do so. We're going to select the call sheet this week.

VERTICAL SHOTS

Conservative

Fewer deep shots

Balanced

Aggressive

More vertical shots

OPENING SCRIPT

10 slots

1

Dual Inside Zone (8×)



2

Dual Read Option (7×)



3

Dual Trap (6×)



4

Dual Oz (3×)



5

Dual Speed Option (3×)



6

Dual Q Sweep (3×)



7

Dual Slants (6×)



8

Dual Hitches (6×)



9

Dual Bubbles (4×)



10

Dual Inside Zone (8×)



BASE O&D

15 slots

Dual Inside Zone (8×)



Dual Read Option (7×)



Dual Trap (6×)



Dual Oz (3×)



Dual Speed Option (3×)



Dual Q Sweep (3×)



Dual Slants (6×)



Dual Hitches (6×)



Dual Bubbles (4×)



Dual Smash (4×)



Dual Levels (3×)



Dual Shallow (2×)



Dual Inside Zone (8×)



Dual Read Option (7×)



Dual Trap (6×)



3RD & LONG (7+)	3 slots		
Dual Smash (4×) ▼	Dual Levels (3×) ▼	Dual Shallow (2×) ▼	
3RD & MEDIUM	3 slots		
Dual Slants (6×) ▼	Dual Hitches (6×) ▼	Dual Bubbles (4×) ▼	
3RD & SHORT	3 slots		
Dual Inside Zone (8×) ▼	Dual Read Option (7×) ▼	Dual Trap (6×) ▼	
4TH & LONG	2 slots		
Dual Smash (4×) ▼	Dual Levels (3×) ▼		
4TH & MEDIUM	2 slots		
Dual Slants (6×) ▼	Dual Hitches (6×) ▼		
4TH & SHORT	2 slots		
Dual Inside Zone (8×) ▼	Dual Read Option (7×) ▼		
RED ZONE	5 slots		
Dual Inside Zone (8×) ▼	Dual Read Option (7×) ▼	Dual Trap (6×) ▼	Dual Slants (6×) ▼
Dual Hitches (6×) ▼			
BACKED UP	3 slots		
Dual Oz (3×) ▼	Dual Speed Option (3×) ▼	Dual Q Sweep (3×) ▼	

Here is our call sheet going into the game. Each slot can be selected from the install, up to your choosing.

- Opening Script: The Opening 10 Plays in Base D&D situations
- Base D&D: These are the 15 plays that will be called throughout the rest of the game in base D&D situations after the opening script.
- After that you have all your situations. When it gets to that situation, the plays will be called in order.

USAGE

How touches and targets are distributed across your depth chart.

RB CARRY SPLIT

Even (50/50) v

QB DESIGNED RUNS

50

Fewer QB runs
More designed QB runs

PASS TARGET PRIORITY

Order used at kickoff from depth chart. Not saved to exported templates.

#1 — Unset — v

#2 — Unset — v

#3 — Unset — v

#4 — Unset — v

#5 — Unset — v

Usage: This is where you can select to split carries at RB, QB run percentage, and who you would like to target in the pass game.

PRACTICE

Max 50 points per day across all pillars. Monday through Thursday.

PILLAR	MON	TUE	WED	THU
Pass Game	0 v	0 v	0 v	0 v
Run Game	0 v	0 v	0 v	0 v
Third Down	0 v	0 v	0 v	0 v
Red Zone	0 v	0 v	0 v	0 v
Goal Line	0 v	0 v	0 v	0 v
Opponent Prep	0 v	0 v	0 v	0 v
Conditioning	0 v	0 v	0 v	0 v
Rest	0 v	0 v	0 v	0 v
Daily total	0 / 50 used · 50 available	0 / 50 used · 50 available	0 / 50 used · 50 available	0 / 50 used · 50 available

Same deal as defense, you setup your weekly practice schedule.

HALFTIME ADJUSTMENTS

If a trigger fires at halftime, the matching response is applied. Leave blank to stick to plan. Sim games only.

Our run game is getting stuffed

Stick to plan

A

Attack perimeter

B

Pound inside

C

Play-action

Need chunk plays

Stick to plan

A

Vertical shots

B

Play-action deep

C

Perimeter smoke

Their blitz is beating us

Stick to plan

A

Hot quick

B

Screens

C

Slide and run

Our halftime adjustments for our game against Elkhorn City. These get triggered at the half if the criteria is met.



Here are the Game Scripts for offense. Different sliders adjust how you want your team to play, from pace of play to going for 2 or going for it on 4th down. You have options to customize the gameplan.

That brings us to the end of this Dev Blog. We hope these additions of gameplanning give you an authentic feel for coaching on Friday Nights. With these options, it gives variation and detail if you choose to do so or simplicity if you do not want to spend as much time.

Multiplayer leagues are coming...soon!

Enjoy!