

CHALK TALK

CALL THE PLAY. BEAT THE FILM.

A strategy-first football game for one coach

1	8	7
COACH	LEAGUE CLUBS	SEASON WEEKS

VERSION 1.1.0 MANUAL

*Exhibition games, season play, situational coaching and animated chalkboard football.
Fully self-contained; no network required.*

1. Take the headset

Chalk Talk turns each snap into one coaching decision. On offense, choose a formation and a play. On defense, choose a front and a call. Team ratings, weather, game situation and the tactical matchup shape the outcome; the animated chalkboard then shows how it happened.

There is no reflex test. The challenge is to call the answer, protect your tendencies and understand what the opponent believes about you.

Choose a mode

- **Single game:** Set both clubs, choose the sideline you coach and play an exhibition with no league consequences.
- **Seven-week season:** Pick one franchise. Every club plays every other club once; the other three games each week are simulated after your final.
- Quarter lengths are 5, 8, 12 or 15 minutes. Coordinator difficulty changes how faithfully the opponent trusts its read. Weather may be fixed or decided at kickoff.

Starting and continuing

The title screen offers separate buttons for a saved game and a saved season. A season can also retain an in-progress weekly game. Exhibition and league progress do not have to impersonate the same save file.

2. Read the game screen

Scoreboard

Scores, possession, timeouts, quarter, clock, down, distance, field position and weather sit across the top. A mode chip identifies an exhibition or the current league week. Hurry-up, timeout and menu controls remain available beside it.

Chalkboard

The field strip marks the line of scrimmage in blue and the first-down line in yellow. Routes, blocks, all 22 players and the football animate through the called play. Sacks, incompletions, interceptions, returns and fumbles end at distinct positions before the board settles into the final diagram.

Coach's read

The gold coaching card interprets down, distance, field position, score, clock, weather and usable film. Its three recommendations are complete calls: selecting one sets the formation or defensive front and runs the play immediately.

Manual call sheet

Formation or front tabs let you build the call yourself. Every play or defensive call shows a visible 1-9 key. The drive log records each result, while the film tables reveal stable situation tendencies after enough evidence exists.

3. Controls and tempo

Control	Action
Click or tap a recommendation	Run its full formation/front and play/call in one step
Click or tap a tab, then card	Build and execute a manual call
1-9	Execute the matching numbered card
R	Repeat your last offensive or defensive call
H	Toggle hurry-up while your offense has the ball
T	Use a timeout
Quit to menu	Discard an exhibition save, or return to season headquarters with the week saved

Faster calling is useful, but speed is not immunity from consequences. Repeating a call also repeats the evidence you are giving the opposing coordinator.

Clock management

- Runs and in-bounds completions allow huddle time to run. Incompletions, out-of-bounds plays, scores and kicks stop the clock.
- Hurry-up shortens the huddle. A timeout stops the clock and each side has three per half.
- Kneel when protecting a late lead. Spike to stop a running clock at the cost of a down.

4. Build the offensive call

Formation	Run	Pass	Identity
I-Form	+6	-2	Lead blocking and power
Pro Set	+2	+2	Balanced, hides intent
Singleback	0	+4	Three receivers and one back
Shotgun	-6	+7	Quick reads and draw threat
Trips	-4	+6	Overloads man coverage
Goal Line	+11	-9	Compressed, physical football

Play families

- **Inside runs:** Dive, Power O, Draw and QB Sneak. Draw is a direct answer to pass blitz.
- **Outside runs:** Sweep and Counter. Counter punishes a defense flowing too hard to the first step.
- **Short passes:** Quick Slant, Curl / Flat and Screen. Screens punish pressure; curls find space under zone.
- **Intermediate and deep:** Crossers, Flood, Post / Corner, Streak and Play Action Deep. Crossers challenge man; Flood challenges zone; play action attacks a defense committed to the run.
- **Special teams:** Punt, Field Goal, Kneel and Spike become situational tools rather than decorative menu furniture.

5. Build the defensive call

Front	Run	Pass	Purpose
4-3 Base	0	0	Sound versus everything
3-4	+2	+1	Flexible pressure looks
Nickel	-4	+4	Fifth defensive back
Dime	-10	+8	Six backs; dares the run
46 Bear	+8	-4	Crowded box and run pressure
Goal Line	+11	-10	Maximum interior density

Calls and their answers

Defensive call	Strength	Risk
Run Blitz	Inside runs	Counter and play action
Pass Blitz	Pressure and short timing	Draw, screen and explosive plays
Man Cover	Quick routes and tight windows	Crossers and Trips spacing
Zone Cover	Deep routes and middle windows	Flood, curls and underneath throws
Prevent	Nothing deep	Runs, screens and short completions
Contain	Outside runs and screens	Soft interior
Base	No glaring weakness	No specialized advantage

6. Win the information game

Film is recorded by situation: down, short/middle/long distance, and the red zone. Once a situation has at least three snaps, the computer coordinator begins to use the run-pass split. Stronger difficulty levels trust this evidence more and guess randomly less.

Balance is one answer. Deliberate deception is the other. Show a tendency until the defense leans on it, then call the designed counter. Of course, this advice is also how coordinators get themselves fired after a draw on third-and-forever. Context remains employed.

How to use recommendations

- Treat the three calls as a compact game plan, not mandatory orders. Each includes the reason it fits the situation.
- On offense, the read prioritizes clock, field position, distance, weather and fourth-down choices.
- On defense, it blends opponent identity with situation film, then varies fronts so a useful prediction does not become an obvious call.
- Repeat-call is fastest, but every repetition changes the opponent film.

7. Season headquarters

The league uses all eight fictional clubs in a seven-week single round robin: four fixtures per week and 28 unique pairings overall. Your headquarters keeps the complete schedule visible from day one.

Weekly flow

- Select **Play this week** to start the scheduled home or away matchup. The game uses your saved season settings.
- You may return to headquarters during the game and resume the week later.
- After the final, choose **Record result and return to league**. The other three fixtures are simulated, standings update, and the next week opens.
- After Week 7, the top club is named champion.

Standings

The table tracks wins, losses, ties, points for, points against, point differential and the last three results. Clubs rank by win percentage, then point differential, then points scored.

Season saves

Season state uses `tronsoft_chalk_talk_season`. The current weekly game continues to autosave under `tronsoft_chalk_talk_save`. Starting another season replaces the prior league campaign and any unfinished weekly game.

8. Scoring, weather and endings

Event	Points / result
Touchdown	6, followed by kick or two-point choice
Extra point	1
Two-point try	2
Field goal	3; distance is spot plus 17 yards
Safety	2 and possession change
Overtime	One period; first score wins

Weather

- **Clear:** Baseline conditions.
- **Gusty wind:** Reduces deep-pass and kick reliability.
- **Rain:** Reduces passing and kicking, and increases fumbles.
- **Snow:** Hurts the passing game most and also reduces rushing and kicking efficiency.

Saving, accessibility and privacy

- Autosaves occur locally after each snap. No network, account, camera, microphone or location access is used.
- The interface responds to keyboard, mouse and touch, scales to narrow displays, exposes accessible labels and honors reduced-motion preferences.
- All teams, cities, players and league competition are fictional.

Call the play. Beat the film. Then check the standings.