

# 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 1.4.0 MANUAL**

Exhibition games, season play, situational coaching and animated football field.

*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 field 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. The field and sidebars

### Left: game information

Your team, possession, weather, down, distance and live statistics sit in the left sidebar. The drive log and scouting tables are below them. The panel scrolls independently on desktop.

### Center: football field

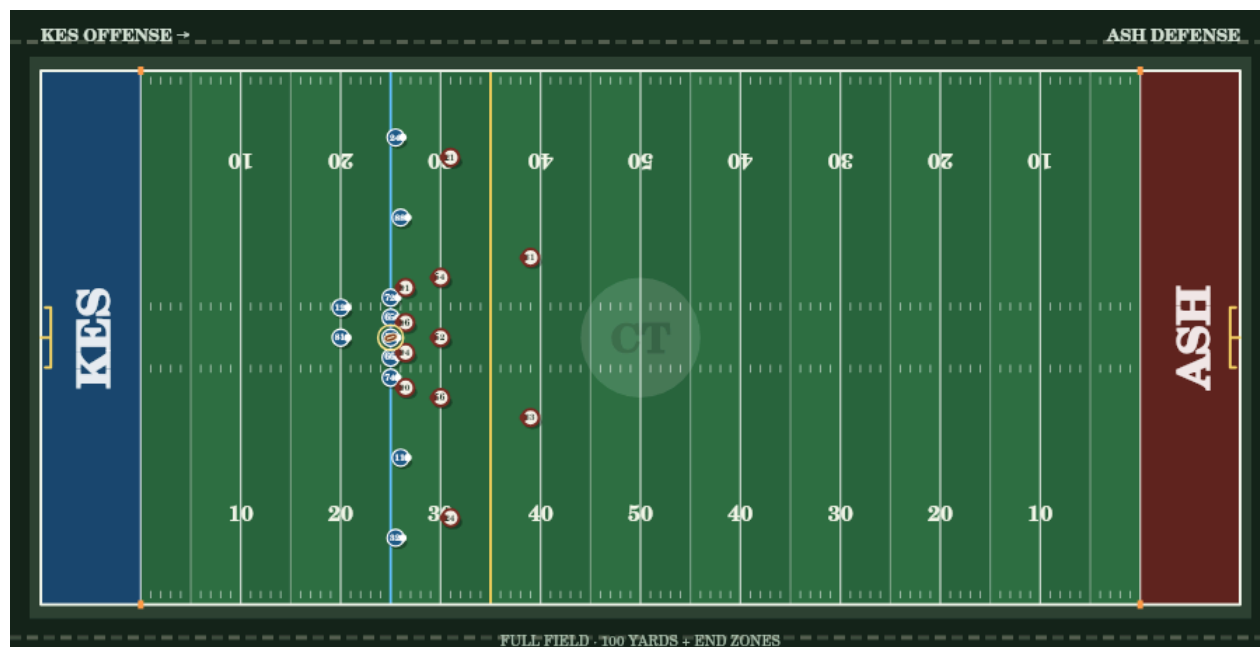
Both teams and the football appear on a green field with yard lines, hash marks, goal posts and colored end zones. Blue marks the line of scrimmage; gold marks the first-down target. The offense drives right, and the view reorients after possession changes. Animated gains and losses use actual yards.

### Right: coaching controls

Choose a formation and play, or a front and call. Recommendations run in one click when Preview is off. Timeouts, hurry-up and Save & menu are above the call sheet. The right sidebar scrolls separately.

### Camera and smaller screens

Full field shows both end zones. Follow play zooms around the football. Routes shows or hides route overlays during the snap. On tablets the field sits above the panels; on phones, controls and information stack below it.



Full-field view rendered from the game. Use Follow play for a closer look.

### 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 call when it is available in the current situation |
| H                             | Toggle hurry-up while your offense has the ball                     |
| T                             | Use a timeout                                                       |
| Quit to menu                  | Keep progress and return to the menu or season headquarters         |

*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.
- The normal huddle uses 38 seconds; hurry-up uses 14. If time expires during the huddle, the period ends without a snap. Use a timeout to stop the runoff. A play snapped with time remaining can finish after the clock reaches zero.

#### FIELD CAMERA

Full field: show both end zones. Follow play: zoom around the football. Routes: toggle the route overlay during the snap. These controls change the view without changing the game state.

## 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 recommended calls as a compact game plan. Each explains why 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

Exhibition games and weekly season games autosave separately. Quit to menu keeps progress in either mode. League standings use `tronsoft_chalk_talk_season`; the weekly game uses `tronsoft_chalk_talk_season_game`. Older weekly saves migrate automatically in the same browser. Starting another season asks before replacing the campaign and keeps your exhibition save.

## 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.*

## 9. Preview, replay and manage the clock

### Preview before snap

Enable the optional Preview before snap button in the right sidebar. Select a call to see cyan routes or defensive assignments against a generic alignment. No time passes and no result is rolled. Press Snap ball to commit, or Cancel / Esc to clear the plan. Special plays show a summary instead of routes. Preview starts off, preserving one-click calls.

### Replay and playback speed

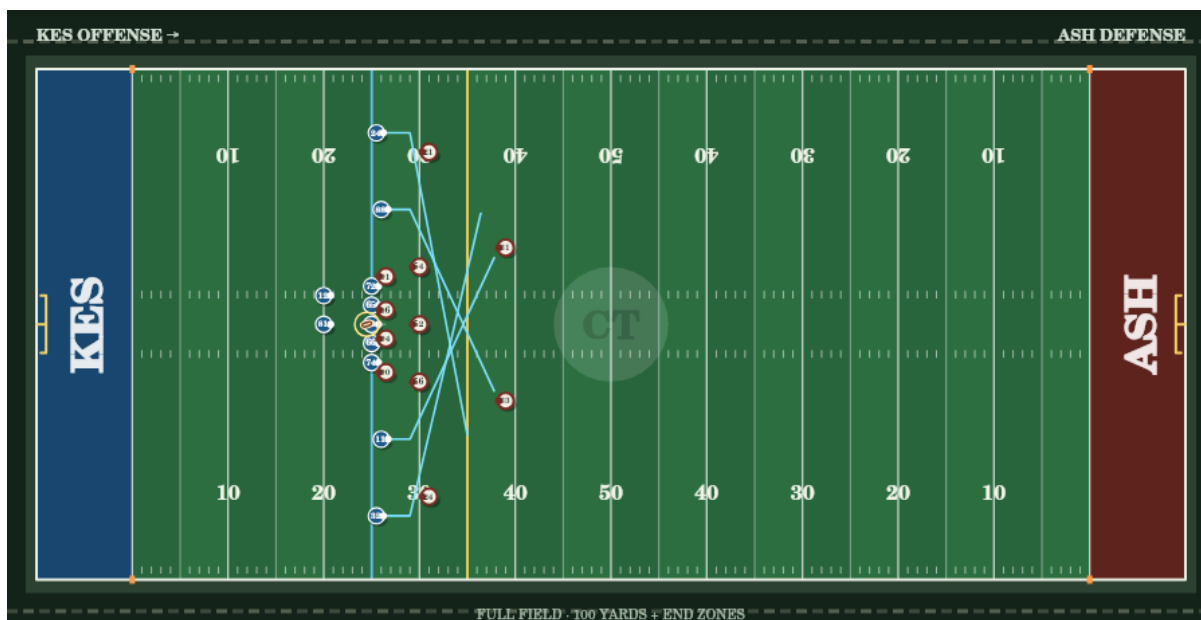
Replay last snap shows the previous run or pass without changing the score, clock, random sequence, statistics or saves. Return to live / Esc exits the held replay. Choose 0.5x, 1x or 2x for the next animation or replay. Reduced-motion settings display a still frame. Penalties and special plays are not replayed.

### Follow the drive

The left sidebar shows current-drive progress and completed drives, newest first. Entries include start position, plays, net yards, result and end time. Net yards include penalties and stop at the goal lines; interception air yards and return yards are excluded. Older saves may omit the end clock.

### Make the clock decision first

The right sidebar warns when the 38-second normal or 14-second hurry-up huddle would end the period. A timeout can preserve the snap. Recommendations account for late kicks, must-score fourth downs and safe kneeling. Displayed kick percentages come from this game's model. The computer also manages its own tempo and timeouts.



Cyan routes show the plan before the snap. The opponent's call remains hidden.

## 10. Put your coaching staff to work

Delegate a decision or watch the staff run their assigned phases. You remain the head coach.

| COACH                                         | DUTY                                           | PHILOSOPHY                               |
|-----------------------------------------------|------------------------------------------------|------------------------------------------|
| <b>Mara Ellis</b><br>Offensive coordinator    | Formations and offensive plays                 | Balanced / Ground game / Spread passing  |
| <b>Grant Mercer</b><br>Defensive coordinator  | Fronts, pressure and coverage                  | Read & react / Pressure / Coverage first |
| <b>June Park</b><br>Special teams coordinator | Fourth downs, late kicks and point-after tries | Pragmatic / Aggressive                   |
| <b>Eli Brooks</b><br>Clock manager            | Timeouts and hurry-up on staff actions         | Game control / Up-tempo                  |

### One decision or a delegated game

All four roles start assigned to Staff, with automatic coaching OFF. Staff: next decision commits one action. Run assigned phases continues with a short pause between snaps. Staff calls commit directly, even when manual Preview before snap is on. The clock manager acts only on staff-controlled actions.

### Keep the decisions you want

Open Staff assignments & philosophy and set any role to You. Automatic coaching stops when that role is needed. Special teams owns fourth-down go/punt/kick choices and your point-after tries. Delegate all restores every role; Take full control assigns all four to you. Philosophies change choices, not team ratings.

### Pause and override

Pause staff or Esc stops the automatic loop; a resolved snap finishes its animation. Manual calls, formations, fronts, clock controls, assignment changes, replay, menu exit and hiding the browser tab also pause it. Returning to the tab or resuming a save never restarts automatic coaching.

### Review and carry it forward

The left sidebar keeps the last 20 staff decisions and their reasons. Assignments and philosophies save with the game and carry into later weeks of the same franchise. Staff stop at the final whistle; you still record a season result yourself. The coaches use the visible situation and film, not the opponent's hidden call.