Draft Day Sports: Pro Football

User Guide

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DRAFT DAY SPORTS: PRO FOOTBALL

Draft Day Sports: Pro Football puts you on the sideline of your favorite team. You're in charge of setting the game plan, preparing your roster for success and of course drafting the next standout player. If you really want to roam the virtual sidelines you can even call your own plays and watch the games unfold in exciting 2D action! Chart your team on a course of success over a long career and go back in time through a massive historical almanac to relive your biggest successes.

System Requirements

Windows PC Only
1280 x 768 minimum display resolution required
128MB RAM minimum
250MB Hard Drive space minimum

WOLVERINESTUDIOS.COM

The company website, http://www.wolverinestudios.com, contains a wealth of information concerning DDSPF.

Features include:

- Games Section for the most current release of the game.
- Screenshots of the game
- Blogs for information on existing games and upcoming releases
- Webstore secure purchasing platform
- Support section for contacting Wolverine Studios' support staff

WOLVERINESTUDIOS.COM FORUM

This guide is just a quick reference for some of the screens in the game. Be sure to check out the Wolverine Studios Forum where you can find answers to your questions, find out about new releases and new features, and discover a world of modifications that can help you tailor your DDSPF experience.

http://www.wolverinestudios.com/board/

GETTING STARTED

DOWNLOADING AND INSTALLING

DDSPF can be downloaded from http://www.wolverinestudios.com. The game comes as an MSI file which is a standard Windows installer. Download the MSI and double click to install. The game installs into a directory of your choosing and stores all game files in your My Documents folder in a new Wolverine Studios/DDSPF directory.

STARTING THE GAME

FILE MENU

From Opening Screen your Choices:

> **Create New League:** Start, or create a new League
> **Load Saved League:** Open loads a previously saved League or Online League.

LOAD LEAGUE

Leagues that start with http:// are game files that are loaded from the internet. These are online leagues and the URL is provided by your commissioner.
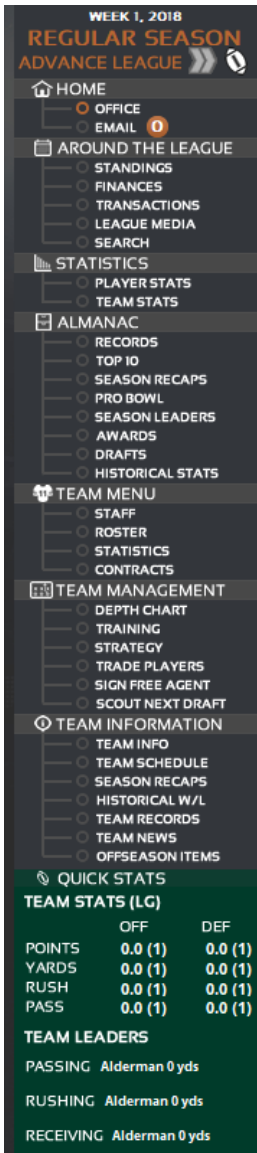
The other leagues are stored locally. Loading an online league using the http:// will replace your local copy of the game data file. Load the http:// version if you wish to get the most up to date file for your league.

CREATING NEW LEAGUE

- **Game Mode:** Career, Online, or Sandbox.
    - o **Career –** This mode is a single player mode where you compete as the coach of a team. You can perform recruiting, set training camps, and run day to day team operations. You can also set game plans and rosters for each game. However, career mode only allows you to control one team.
    - o **Sandbox –** This mode allows you to run every team in a league. This is best suited for setting up various scenarios or running multiple teams. There are no restrictions for any team, and multiple teams can be set to CPU or human owned. CPU teams will manage themselves.
    - o **Online –** This mode is set up to allow commissioners to control the league. They can manage ownership of teams, publish HTML, and import owner files. Owners can use team passwords to protect their settings and export their game plans and strategies to be imported by the commissioner.

- **League Name:** Name of your league.
- **Starting Year:** This is the year your league will start in.
- **Disable Injuries:** Turns off injuries but can be changed in options later.
- **Disable 2d Display:** This disables the 2d display viewer. Useful for long term sims to improve performance.
- **Roster Source – Default Rosters:** Imports a set of real players.
- **Roster Source – CPU Generated:** CPU generates realistic players for the league.
- **Roster Source – Custom Players**: Allows you to import your own players into the league.
- **Roster Source – Historical Players**: Allows you to import historical players from a mod on the WS forum.

MAIN MENU

WEEK 1, 2018
REGULAR SEASON
ADVANCE LEAGUE »» 🏈

🏠 **HOME**
— ○ OFFICE
— ○ EMAIL **O**
🗓 **AROUND THE LEAGUE**
— ○ STANDINGS
— ○ FINANCES
— ○ TRANSACTIONS
— ○ LEAGUE MEDIA
— ○ SEARCH
📊 **STATISTICS**
— ○ PLAYER STATS
— ○ TEAM STATS
⊟ **ALMANAC**
— ○ RECORDS
— ○ TOP 10
— ○ SEASON RECAPS
— ○ PRO BOWL
— ○ SEASON LEADERS
— ○ AWARDS
— ○ DRAFTS
— ○ HISTORICAL STATS
👕 **TEAM MENU**
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— ○ SCOUT NEXT DRAFT
ⓘ **TEAM INFORMATION**
— ○ TEAM INFO
— ○ TEAM SCHEDULE
— ○ SEASON RECAPS
— ○ HISTORICAL W/L
— ○ TEAM RECORDS
— ○ TEAM NEWS
— ○ OFFSEASON ITEMS
🔖 **QUICK STATS**
TEAM STATS (LG)

	OFF	DEF
POINTS	0.0 (1)	0.0 (1)
YARDS	0.0 (1)	0.0 (1)
RUSH	0.0 (1)	0.0 (1)
PASS	0.0 (1)	0.0 (1)

TEAM LEADERS

PASSING Alderman 0 yds

RUSHING Alderman 0 yds

RECEIVING Alderman 0 yds

Most options are now available from a left-hand menu. Team related items will show the currently logged in team, or the currently selected team. League menu options will show league-wide information. The top of the menu bar will have advancing and league actions using the arrows or the football. The bottom of the menu shows team stats and leaders for the selected team.

OPTIONS – LEAGUE SETTINGS

Most of the league options are self-explanatory and affect difficulty, realism, or custom options that online leagues may use. Settings do not need to be adjusted in general as the defaults are recommended. But for advanced users that like to tinker, enjoy! More information on mods, advanced settings, etc. can be discussed on the Wolverine Studios forum.

OPTIONS – ADVANCED SETTINGS

- **Play Calling Settings:** You can use this modifier to either change the overall play calling blend of the league or open it up to more extreme values. Increasing the base increases the pass ratio. Increasing the modifier gives more weight to the play calling screen. The 1/100 play calling basically turns all control over to the play calling screen and basically remove the limits for how far you can go. At 10/58 you get a realistic balance for many teams... and extreme teams get to 70/30 splits. If you change the modifier in options to 1/100 then you can get even more extreme splits, like 90/10 or 95/5.

  If you were to experiment with other combinations you could turn the league into old time football where the pass is almost never used, or create pass-only leagues that never run.

OPTIONS – FTP SERVER INFORMATION

- **Server:** FTP Server
- **Remote Directory:** Folder on the server to store the html files (example, /wwwroot/myleague/)
- **Web Root:** Base URL for site, including remote directory if necessary
- **FTP User/Password:** FTP User and Password
- **Passive Mode:** Passive mode for FTP uploads

PLAYER INFORMATION

PLAYER FORM

- **Player Bio:** Shows the bio of the player.
- **Ratings:** Shows the ratings of the player.
- **Player Stats:** Shows season and career stats.
- **Contract:** Shows the contract status of the player.
- **Game Logs:** Displays a log of games for the current season.
- **Analysis:** Shows an analysis of the player's game play.
- **History:** Transactions and News regarding the player throughout their career.
- **Records:** Shows records held by the player.
- **Ratings Progress:** Shows the history of player development in a chart.

PLAYER RATINGS

- **Strength** - Key attribute for making tackles, breaking tackles, holding blocks and breaking through blocks
- **Agility** - Key attribute for avoiding other players whether you're chasing them or running from them
- **Arm** - QB key Attribute for getting a ball to a receiver. Higher Arm means more completions.
- **Intelligence** - Key attribute for ball awareness. QB's need high INT to avoid interceptions. DB's need high INT to make interceptions.
- **Accuracy** - QB accuracy with his throws. Increases completion % and lowers interception rate.
- **Tackling** - Defensive attribute for bringing down a ball carrier.
- **Speed** - Key attribute for ALL players. Most important attribute for gaining yards and for chasing down ball carriers.
- **Hands** - Key attribute for making catches, making blocks, and making interceptions.
- **Pass Blocking** - Attribute to make successful pass blocks.
- **Run Blocking** - Attribute to make successful run blocks.
- **Endurance** - Key attribute for all players. Higher endurance players can stay on the field longer.
- **Kick Distance** - For kickers this affects FG % at longer distances. For Punters this affects punt distance.
- **Kick Accuracy** - For kickers this affects FG %. For Punters this affects killing the ball inside the 20.
- **Overall** – Overall rating

General Notes: Speed always wins. This is the most important attribute since if you can't get a hold of someone it doesn't matter what your other attributes are.

PLAYER PERSONALITIES

- **Leadership** – Allows player to improve the team's morale. Motivates players to play better.
- **Work Ethic** – How hard the player works in the offseason to improve.
- **Competitiveness** – How hard the player plays during the game. Affects morale when winning or losing.
- **Team Player** – Plays to win and less for accolades.
- **Sportsmanship** – Players attitude towards the other team. Affects penalties.
- **Disposition** – Temperament of the player, good locker room influencer, also affects penalties.
- **Values Market Size** – How much the player values larger market sizes.
- **Values Security** – How much the player values security of the program.
- **Values Loyalty** – How much the player values their current team.
- **Values Winning** – How much the player values a winning atmosphere.
- **Values Playing Time** – How much the player values more playing time.
- **Values Close to Home** – How much the player values being close to their home town.
- **Values Money** – How much the player values money.
- **Morale** – Affects player temperament and performance. Winning games, winning awards all improve morale. Losing or getting injured can detract from morale. If morale gets low enough the player is more likely to affect the locker room negatively.

TEAM INFORMATION

TEAM ROSTER

#	Name	Hgt	Wgt	Ovr	Pos	Age	Exp	Str	Agi	Arm	Spe	Hnd	Int	Acc	RBl	PBl	Tck	End	KPw	KAc	Yrs	Sal
5	Cabrera, William	6' 6"	248	76	QB	25	4	56	74	74	42	5	92	59	1	1	35	80	5	1	0	$360,000
3	Greer, Casey	6' 4"	249	73	QB	28	6	39	50	84	80	17	70	57	3	1	29	86	1	1	0	$460,000
19	Lewandowski, Je...	6' 1"	201	80	QB	28	5	50	46	78	58	1	73	83	1	1	1	77	1	1	0	$336,000
4	Priest, Glen	6' 5"	240	90	QB	27	5	34	72	70	76	11	89	93	5	5	22	75	4	4	0	$5,830,000
34	Alderman, Paul	5' 11"	192	82	RB	27	5	46	92	35	80	47	50	18	46	17	16	73	1	1	0	$360,000
33	Barber, David	5' 10"	191	77	RB	29	7	63	71	12	75	54	52	35	10	43	12	59	1	1	0	$470,000
38	Boisvert, Michael	5' 11"	211	88	RB	21	0	47	76	1	92	69	58	30	26	9	41	69	1	1	0	$3,425,500
36	Legg, Gilbert	5' 10"	215	84	RB	28	4	66	79	28	80	53	58	5	29	40	15	74	1	1	0	$330,000
24	Hackney, Davis	5' 11"	203	77	FB	28	7	82	66	1	76	49	56	1	39	42	32	75	1	1	0	$320,000
28	Roby, Erick	5' 10"	217	74	FB	24	3	63	62	5	77	56	55	1	45	39	19	59	1	1	0	$300,000
71	Bratton, Eric	6' 2"	285	76	G	23	0	75	49	1	53	5	65	1	61	81	46	51	3	1	0	$1,691,500
74	Click, Bertram	6' 3"	286	73	G	24	2	62	31	5	43	26	72	5	77	60	37	68	1	1	0	$340,000
66	Lockett, Irvin	6' 7"	348	85	G	22	0	83	62	1	57	10	43	1	87	74	15	52	1	1	0	$4,060,000
62	Shepherd, James	6' 7"	345	73	G	25	4	77	56	1	50	1	54	1	62	71	52	76	1	1	0	$289,000
69	Wade, Harold	6' 2"	326	90	G	24	0	78	30	1	46	5	80	1	85	87	23	70	1	4	0	$4,270,000
66	Araujo, Larry	6' 3"	290	85	T	25	4	91	33	1	64	4	45	1	90	71	55	71	1	1	0	$3,820,000
75	Bunnell, Brian	6' 3"	303	65	T	24	2	71	38	1	63	29	49	1	57	61	57	51	1	1	0	$420,000

TRAINING

Training Camp

Spring camp is the place where your players can prepare for the season. The training camp thus has its own sim/stage at the beginning of the season, after signing day. Improvement wise, training camp is the sim, where your players have the best opportunity to improve.

Regular Season Training

During the regular season your players will train weekly, but due to the amount of other stuff occupying people's minds during a year, gains will be lower here.

Training Schedules

Training schedules are where you can create different training regimens, customized to positions or players. You can create as many training schedules as you want, allowing for a great deal of micromanaging if you so please.

When you take over a new team, all your players will be assigned to a default schedule. If you cannot be bothered to micromanage training, you can either change the settings on the default schedule and leave the players there, or just ignore it, and the players will use it as is. The default schedule (starting from patch 2) will be an all-round schedule, that makes sure players get a decent amount of training across the board, and prevents the most prevalent negative side effects, such as regress and fatigue/whine.

After you have created a schedule, and set its settings (remember to click 'save') you can assign as many players as you want to it.

Observe that a player cannot *not* be on a schedule, so if you delete a schedule that still has players assigned, those players will be moved to a default schedule.

If a player is injured he won't train - you don't need to take him of a schedule or create a lighter schedule - the game will just let him sit out that particular training session.

Schedule Settings
A training schedule has four settings you can set.

Position Drills
This aspect focuses on the skills necessary for the players position. So even while QBs and LBs do not have use for the same skills, you can put them on the same schedule, and the game will make sure they train the relevant skills for their position.

Athletic Training
This aspect focuses on developing the athleticism of players, mainly the speed and agility ratings.

Physical Training
This aspect focuses on developing the physical shape of the players, mainly the Strength and Stamina ratings.

Game Tape
Having players watch game tape and do mental reps on plays helps them prepare for upcoming games and develop their intelligence.

How many points should I assign?
The combined total of the 4 aspects you can assign to a schedule is 25 points. However, if you assign too little to a given aspect, your players may regress. If you get close to 25 in total, you run the risk of injuries, and depending on their personality players may start to complain and lose morale (the effects of which may propagate and yield further negative effects). As you will see on the default schedule, the AI is running with a total of 22 points, which will largely avoid negative effects.

Training Emails
After training camp, and each week during the regular season, your coaches will get back to you (in your email) with a summary of the most notable player performances in training organized by training aspect. At the top of the email you may occasionally see a few players highlighted that have either boomed or busted recently.

What determines if a player progresses
Obviously, the training schedule matters. In addition to this, there are a lot of factors, but two things are worth highlighting. The first is that personality matters a lot, and certain of the off-field player traits (listed under 'special' on the player card) can have a big impact. The second is that the player's current ability in each rating impacts how easy it is to progress. If the player is at a level where simply teaching him the basics will yield a big improvement in his performance (i.e. a newbie LB learning to tackle properly will be able to progress from 50 to 55 in tackling with relative ease). Conversely players who are already close to perfecting a given aspect of their game will have a difficult time improving more. This is especially true for the more bodily ratings (i.e. an Olympic sprinter might need to train for months to shave just a couple of hundred MS of his 40time, similarly getting a WR to increase from 96 to 97 in speed is super difficult).
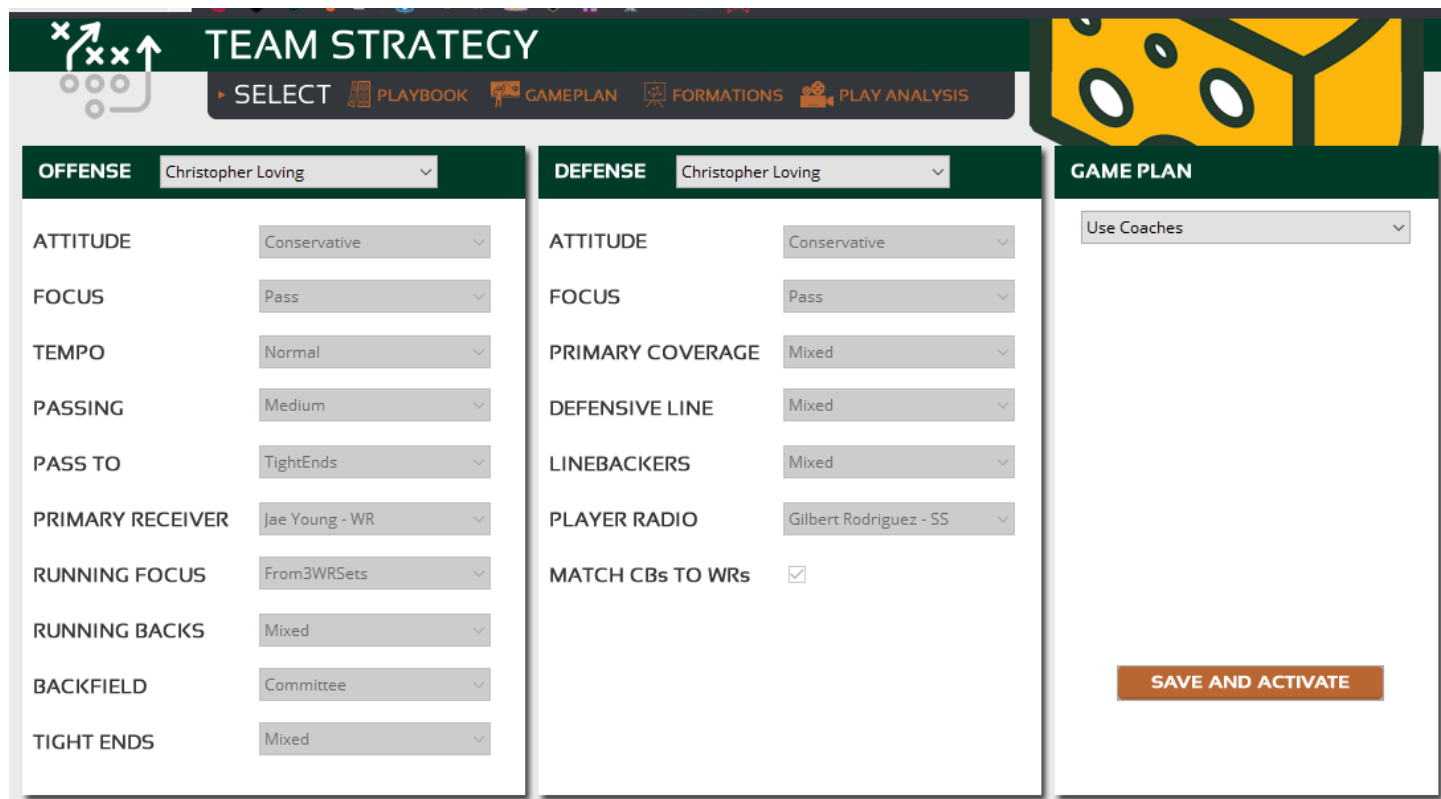
DEPTH CHART

Depth Charts can be set and saved as packages that can be then assigned to formations shown above.

*You must hit save after modifying each package.

GAME PLANNING

On the strategy screen you can set playbooks, game plan, formations, and view play analysis.

Setting your run/pass ratio to 100 doesn't guarantee you will throw 100% of the time. It just means max Pass which is normally around a 70/30 split. And getting to a max depends on how the games flows... if you're winning by a lot even with pass on 100 the game still runs the ball more. If you're backed up on the 1-yard line the game runs more. If you're on the 1-yard line the game runs more. If you're behind, in a 2-minute drill, or at an unfavorable down and distance, the game passes more.

Regardless of the pass/run ratio, the game will follow whichever playbook (stock or custom) you have assigned to that scenario. The game uses the pass/run ratio to determine the type of play first. After it knows whether it's a run or a pass it will use your playbook and select a matching play. The weight determines how much that individual play will be called. If you have Slam Left set as 100 weight, but Slam Right as set to 1 weight, then Slam Left will be called 100 times more often.

*Weight does NOT affect run/pass decisions. The run/pass decision is made before the actual play is called.

FORMATIONS

The formations screen allows you to set weights of different personnel packages in different formations. Use this to do things like setting your 2nd string RB to a WR slot only in 4-WR Spread formations.

PLAYBOOK

The playbook screen sets up specific playbooks for use in specific scenarios. Set to custom or use your coach's calls.

This screen is also where you get to the Custom Playbooks and Custom Plays.

CUSTOMIZE PLAYBOOK

The custom playbook screen allows you to create new playbooks and add plays to them. These playbooks can then be used above in your Game Planning scenarios. You can also import and export playbooks for use in other leagues.

CUSTOM PLAYS

The play creator allows you to create custom plays for use in your playbooks. For offense set target % to target a ball carrier. The actions are either routes, blocking schemes or defensive actions. Action #1 is required for all players, but action 2 and 3 are optional.

DefScheme + CoverPref + SchemeFocus + LBRole are just classifications used for coach playbook generation (and helpful info for players when creating custom plays).

Baseform is important and indicates whether you have only two (true) or more (false) CBs and is used in the matchCBtWR setting

Same goes for baseform on offense (except it counts WRs and not CBs)

OffScheme + PassPref + PassTargetPref + RBRole + TERole are also just classification for coach playbooks.

These options are extremely new, and the latest info and discussion will most likely be on the Wolverine Studios forum as we get community feedback on this feature.

TEAM CONFIGURATION

NOTE CPU Controlled: **Allows you to take ownership of a given team.**