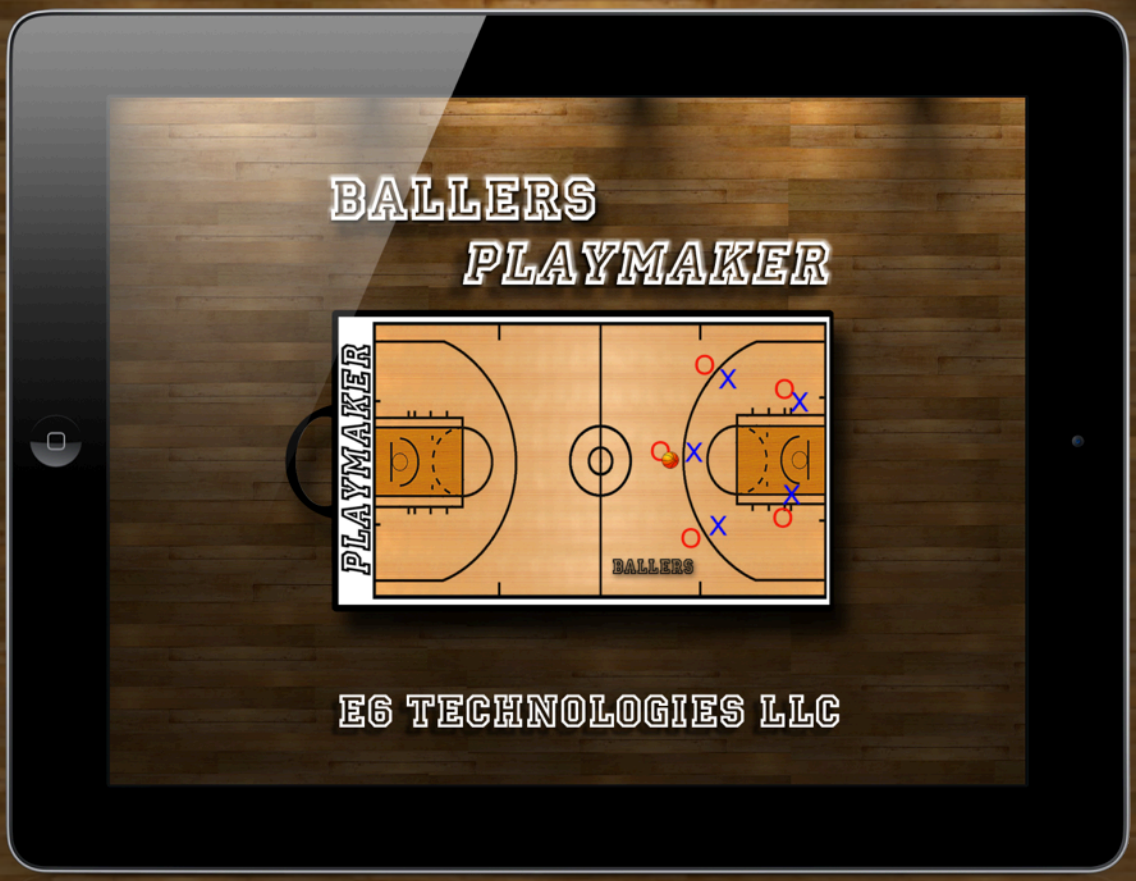
BALLERS PLAYMAKER

Instruction Manual



PlayMaker Manual

Current Score and Time for Active Game set by user

Tap this area for substitution control, animated plays, defensive and offensive formations

Touch and drag anywhere on the court to draw on the court

This displays current offensive and defensive formation, playbook, and play

Tap and drag players to move them around the court

Tap this record button to begin recording a play. For each step in the play you must tap the forward arrow (>>).
Once you are done recording a play, press the stop button. To save, press the record button again.

These options allow you to change the court, clear all drawings, and reset players.

Play Maker

Tap the cog wheel and the options to change the number of players and other various options will appear

To playback a previously saved play, touch the cog wheel and under the "Animation" tab will be a list of saved plays. Select one then tap the play button

When on "Drawing" this box displays the options for drawing lines on the court. Ex. Solid, Dotted, Blue, Yellow, etc.

This controls the offensive and defensive formations when on either the "Offense" or "Defense tab.

When saving plays this box on the "Animation" tab will show up with the option to name the play and playbook. After naming the play and/or playbook tap "Save"

Play Maker cont. and Reporting

Tap the player button to bring up the player line-up for those on the court. You can change their position by selecting below

Select the type of report that you want to email or view, then tap either “eMail” or “view”. This table also allows you to make in-app purchases under “View capabilities for purchase”.