GridZone FAQ
Updated: October 20th

How are the play-call tables determined?
It's merely a judgement call. Generally, you try to play to the strengths of the team without going overboard. More than two X slots on any one line may cause too many players can get stunned. When you have a pass happy team, it is possible to not have a R slot though, because there still is some rushing action in the X charts.

Where's Appendix II?
In the first print run, there was a reference to Appendix II in a text box on the last page (removed in Printing 1.1). There just wasn't enough time and space to fit it into the core product. Late in the process, I decided that a full-blown translations guide and a lot more testing needs to be done.

Shouldn't every stop be a third down play?
When you roll a result, you are actually getting the outcome of a series of plays, i.e the play that mattered most. I was simply trying to account for the fact that a big play can occur on any down. So this is part of the abstraction in a highlight-oriented game, but ultimately, it does not matter. Many GridZone players visualize each roll of the dice as a single snap. That works just the same as far as the game is concerned.

Where is the ball spotted in the 0-zone to start a drive?
If gridball were a real thing, I imagine the 3-yard line would be a typical starting point. There could also be some sort of rules for varying where you start within the 0-zone, but for game purposes, it doesn't matter.

Have you considered Red Zone rules?
I have two perspectives on this:

- In 7-on-7, the effect of field compression would be a lot less. So then you can only speculate as to how much of an effect there should be. Although defenders have less ground to cover, they may also be more winded at that point of the drive. How much is the perceived defensive advantage counter-balanced by offensive creativity or increased determination on their part? Certainly some teams will be statistically better in the red zone (offense or defense) than others too. How much should that be taken into account and how to apply it?

- From a game design angle, I wanted to keep the game streamlined. There is always room to make a game more complex in the pursuit of "realism", but for me, that is not in the spirit of GridZone. However, house-ruling IS (in the spirit). One way to implement a red zone rule is to give every defense a +1 PF boost in the red zone, whether that starts in zone 8 or zone 9 is up to you.

Why the 5-point Touchdown bonus?

1. I feel it gives the proper amount of weight to a completed drive. If gridball were a real sport, I'm convinced that 5-points wouldn't be enough. Real coaches err to the side of caution. Therefore, it is reasonable to assume that real coaches would tend to get

cautious with the ball around the 7th or 8th grid. At that point, they have as many points to lose via a turnover as they have to gain via a touchdown.
2. I also like 14 points for a completed drive, because it helps build final scores that feel like football.
3. Football "symmetry": Since a gridball game is roughly the equivalent of half of a football game, 14 points is also roughly double the real football maximum for a touchdown drive. I like the reflection effect there.

Why do Stars get the ball so much?
Brien Martin expressed it best, when he said (paraphrasing) he saw it as an expression of 7-on-7 football, allowing the Star players more space to maneuver and more opportunities to dominate.

In terms of game's design, Gridzone (and GridBall before it) has always heavily featured the Star players. But now there are two Stars per unit, not including the QB. Those two stars are favored on the Pass and Run charts respectively, while the Diamond and Spot players get more attention on the X charts. The Bracket references were only added because many players felt that ball distribution was either too random or too vague in the early versions of the game. In its earliest form, ball distribution was totally up to the player. I got lots of complaints about that. That's when the ball distribution tables were added to the team sheets, but a some folks didn't like that approach because it was too arbitrary or disconnected from the result. Then came the Bracket references... and like many aspects of GridZone, they are optional too. For the record, I actually prefer the least popular method of deciding ball distribution for myself, but I understand why that cannot be the official approach in a commercial product.

How are player rankings assigned?
There are no official guidelines on player rankings, because it all has to do with how you conceptualize a particular team. In other words, what do you think the team or unit (offense/defense) should emphasize? If you want to go for big plays, then a Skill Level of 3 is desirable in the Star position, but this may leave you more vulnerable in other ways. If you want steady performance, it is best avoid Skill levels of 0 in the Star position. There is really no wrong way to do it. The game only rewards the most obvious optimizations.