

Masters of the Gridiron: Strategy Guide

Winning at *Masters of the Gridiron* (MotG) is about playing the percentages. If you can increase your chance to score by 6% on every play, you increase your final score by about 2.75 points. Gain the same advantage on defense, and you build a 5-and-a-half point advantage. Over the course a of 16-game season, this equals 88 points, the difference between the 2013 New England Patriots and the 2013 Detroit Lions.

Contents

Deck Building	2
Team Building	2
Playbook Design	2
Stack the Deck	2
Match Playbooks to Personnel	2

Deck Building

The process of “building a deck” in *MotG* is actually the process of building three decks: offense, defense and playbook.

Because your offense and defense deck both draw from the same resource pool (the \$120M salary cap), we will deal with both of these decks together, under the heading of “Team Building”.

Team Building

Building the best team within the \$120M salary cap is an incredibly complex problem to solve. Even among our play testers, there is a great deal of disagreement about the best strategy.

Playbook Design

Some ideas on building the best playbook:

Stack the Deck

Decide if you are a running team or a passing team and stack the deck to match.

The deck-building rules specify that the number of cards of any one play type cannot exceed twice the number of any other play type. For example, if you have four “Inside Run” plays, you can have no more than 8 plays of any other type. Within these limits, you can maximize running plays if you are a running team, and vice versa.

Just as importantly, choose your *Touchdowns* from the play type that matches your personnel. For example, a playbook that was maximized for passing plays would look like this:

Play Type	Field Goals	Touchdowns	Total
Inside Run	4	0	4 (14%)
Outside Run	4	0	4 (14%)
Short Pass	3	5	8 (28%)
Long Pass	3	5	8 (28%)
(Audible)			4 (14%)
	14 (50%)	10 (36%)	

Match Playbooks to Personnel

Choose offensive plays that provide bonuses that match your players. As we learned in the article about Game Play strategy, player ratings around 70 are the ones most in need of a boost. Ratings of 80 or higher will probably succeed without a rating bonus. And ratings below 60 have a low chance of success, even with a rating bonus.