

***DICE* Football**

1st Edition Rules (Copyright 2010)

1.

Introduction

DICE Football uses 4 10-sided dice and can be played with 1 or 2 players. Each player chooses a team and the two players decide who will be the home team and who will be the away team. *DICE* Football combines team match ups and individual match ups to give you the authentic feel of real football. In *DICE* Football you will get to choose how much control over play calling you want or how little. *DICE* Football offers three unique different gaming experiences. You can jump right in with the basic version of the game, you can use all of the additional advance rules, or you can pick and choose which optional rules you would like to use.

2.

Game Equipment

In your copy of *DICE* Football you should have the following items.

- Rules
- All of the NFL teams from current season
- Team Reference Cards (1 per team)
- Score sheets
- Stat tracking sheets
- Game Charts
- Timing Charts
- Career Charts
- 4 10-sided dice (printed version only)
- 1 Blue Pawn (printed verison only)

3.

Game Setup

Setting up a game of *DICE* Football is quick and easy. First determine which team will be the home team and which team will be the away team. Grab your team's reference card and a score sheet. Fill out the info you need and you are ready to go. If you are playing two players you will also need the deck of formation cards and play cards. For the one player game you will need the solitaire charts. You should have all of the player cards handy as well. *DICE* Football combines the team reference cards with the players cards to give you an accurate football simulation.

4.

Game Reset

There is a lot to know about *DICE* Football. The easiest way to learn is to take a step by step approach of how a game of football unfolds. This will let you see the action develop in the order it would in a real football game. To determine the coin toss just roll one 10-sided die. An even result indicates that the home team has won the toss and an odd result indicates that the visiting team has won the toss. Unless you are playing two players, always give the ball to the the team that won the toss.

5.

Kicking Off

When you kick the ball off you have five different kicking options to choose from: Regular kickoff (default), Angled kickoff, Squib kick, Onsides kick, or kicking the ball out of bounds intentionally. Each type of kickoff has its advantages and disadvantages.

A **Regular Kickoff** is good for trying to pin the opponent deep but will also allow the return team to set up a return. This could be a dangerous option if you are facing a team with a great kick returner.

Angled Kickoff: You are trying to angle your kickoff towards the sidelines to either limit the amount of open field a dangerous return man has to work with or if you are trying to keep the ball away from the return man altogether. The downside is that your kickoff probably won't go as deep and you have an increased chance of kicking the ball out of bounds giving your opponent good field position.

Squib Kickoff: Use this kickoff type if you are trying to keep the ball out of the returners' hands entirely. This kickoff will be short but very hard to return. You will give up good field position but greatly decrease your chance of giving up a long return.

Onsides Kickoff: If you are down and need the ball back you want to onsides kick. Roll the dice. 00-24 the kicking team recovers the kick. 25-99 the returning team recovers the kick. Whoever recovers the onsides kick will start with the ball on the 45 yard line of the kicking team.

Kicking Off Out Of Bounds: This guarantees you no return. The returning team will start with the ball on their own 40 yard line. This is a penalty.

-Choose a kickoff type, then refer to the proper chart and roll two dice-

6.

Kick Returns

Each team has a returners card. This card contains both the kick returners info and the punt returners info. Each team could have up to 5 kick returners and 4 punt returners. Players are listed on the card in order of how often they returned the kick/punt. After checking the kickoff chart, in most cases it will give you a specific yard line where the kick was received. To return the kickoff just roll the red and white dice and read as red the tens digit and the white die is the ones digit. A roll of red 1 and white 4 would be 14. The red die indicates a special action possibility like a fumble, injury, long run, or penalty and the white die indicates the yardage returned. If the white die result on the returners card says TD, that means the returner has the possibility of returning the kick for a TD. Roll two dice and if the result is 00-29 then the returner has returned the kick for a TD. If you roll a 30-99 the returner has returned the ball for 50 yards. A special note...Ignore any fumbles if your returner gets the TD result, even if the return does not go for a TD. If you are playing solitaire always use the top listed returner unless there is an injury. If you are playing with someone else, the returner must be announced before the kickoff type. If the kickoff chart gives you a different returner, this is the player that will be returning the kick.

EXAMPLE: For all examples we will be using the 1975 card set and we will be using the Houston Oilers and Pittsburgh Steelers. The Steelers are kicking off and have decided on a regular kickoff. We roll the dice and get a 56. Looking at the regular kickoff chart it says "To the 12 yard line". This means the returner has caught the ball at the 12 yard line and can now return the kick. On the Houston Oilers Returners card we see that Billy Johnson is the Oilers top returner. Johnson is a very dangerous return man. We roll the dice for the return and we roll a 37. We would take the red 3 and check the Play Result Chart. That says 3 equals normal action so we ignore it. We take the white 7 and check Billy Johnsons result and it says 26. Billy Johnson received the ball at the 12 yard line and returned it for 26 yards to the Houston 38 yard line, where they will have a first and 10.

7.

Play Result Chart

One of the keys to *DICE* Football is the Play Result Chart. The Play Result Chart determines what, if anything, happens on every single play. The Play Result Chart is broken down into the following possibilities; penalties, long runs, injuries, and fumbles. Most of the time (70%) normal action will occur and you will simply ignore this chart. The red die is always the die that needs to be checked and you always check the red die during the play result phase. If the red die is a 0, then you will have either an injury or a long run by a runner or receiver.

Refer to the Long Run/Injury chart and roll again. Rolls of 00-29 will result into a long run or reception and rolls of 30-99 will result into an injury. Check the injury charts and follow the instructions. If the red die is a 1 then a penalty has occurred. Find the appropriate penalty chart and roll the dice. Resolve the penalty after the play has happened. On rolls of 9 there is a possibility of a fumble. On every normal play other than a QB run, if the red die result is a 9, you check the white die result and the players fumble range on his card. If the white die result is within the players fumble range, the player has fumbled. On all red die rolls of 2-8, normal action occurs and you should ignore this chart. This may seem confusing at first, but after a few plays this will be easy. The one exception to this is for Qbs. Whenever a Qb has to scramble or gets sacked, simply ignore any 9s rolled on the red dice. Roll two dice and check that number with the Qbs fumble range. If the number rolled is within that range, then the Qb has fumbled the ball.

8.

The Running Game

Now that we have some of the basics down, lets call our first play of the game. Remember that Billy Johnson returned the ball to the 38 yard line where Houston has a first and ten. Each play in *DICE* Football is broken down into steps which we will go over one by one.

Step One: Formation/Personnel Group

On each teams play calling card, there are 10 different situations broken down by letters and numbers. 1A, 3D, 4B for example. The number always represents the down. 1 is first down, 2 is second down, 3 is third down, and 4 is fourth down. Each number will be followed by a letter A, B, C, or D. Each letter represents different yardages to go. First and 10 for example is coded as 1A. Check the Game charts and you will see the codes. You can also check the Quick Reference Chart for this info. If we are look at the top of the Houston Oilers TRC we will see 1A is on the far left of the card. That indicates the personnel grouping that is on the field for these situations. The defense ALWAYS lines up exactly the same column. If the offense uses column 1 then so does the defense. Now that we know Houston will be calling a play from their 1A play calling chart, we can now move onto step 2.

Step Two: Play Call

In step two, the play calling phase, we will call both the offensive and defensive plays together. Roll all four dice. The red and white dice are for the offense and the black and blue dice are for the defense. Read the black and blue just as you would the red and white.

Step Three: Battle For the Line of Scrimmage/Individual Matchups

In step three we must determine who wins the battle of the Line of Scrimmage (LOS), either the Offensive line or the defensive line. An advantage will go to the team that wins this battle. Always assume that 00-49 the offense wins the battle and 50-99 the defense wins the battle. Here is where our RBC (Run Block Control) ratings and our RDC (Run Defense Control) ratings come into play. Whether a team plays a 3-4 defense or a 4-3 defense doesn't matter. Always consider that your RDC is made up of the entire front seven. We consider the front seven to be "in the box". The RDC adds up all of the ratings of the players deemed to be "In the box". If a team has a RBC of 80 and the opponent has a RDC of 70, we take our RBC – RDC. If this number is a positive number, we then add it to the 00-49 numbers that the offense needs to win the battle of the LOS. If this number is negative, we subtract it from the 50-99 numbers that the defense needs to win the battle of the LOS. In this case $80 - 70 = 10$. So add +10 to the 00-49 offense range and we get 00-59. The second part of this step is the individual matchups. In the passing game individual matchups are already pre-determined but not in the running game. You would check the Running Matchup Chart. Make sure you are using the correct run location column, then using the dice rolled, you will get an offensive player vs a defensive player. You take the RB (run blocking) value of the offensive player and subtract that from the RD (run defense) value of the defensive player. If this number is positive it is the amount of yards that you will add to the end result of the running play, if this number is negative it is the amount of yards you will subtract from the result of the running play.

Step Four: Play Result/Tackle

Step four is the play result/tackle step. In this step you will determine how many yards the runner rushed for, whether or not anything special happened, like a fumble or penalty, etc, and you will determine who made the tackle.

EXAMPLE: Using all four steps we will go over an entire running play. Houston has the ball 1st and 10 at their own 38 yard line.

Step One: Formation/Personnel Group:

We check the down and distance chart and see that 1st and 6-10 yards to go is 1A. We check the Houston TRC and see that the first column of players is 1A. That means our base 4-3-4 defense will be on the field for the Steelers.

Step Two: Play Call

We roll all four dice. We get a red 1, white 4, black 5, blue 6. Red and White (offense) is 14 and Black and Blue (defense) 56. Under the play calling chart on the TRC we see that 1A for a result of 14 is a Run Behind LG and for the defense under 1A a 56 is a

man defense.

Step Three: Battle For the Line of Scrimmage/Individual Matchups

If we look at the TRC at the bottom of each personnel grouping at the top of the cards you will see that the Houston Oilers have a RBC of 76 and a PBC of 79. Since this is a running play we are using that 76. The Steelers on defense have a RDC of 81 and a PRC of 80 (ignore the other numbers for running plays). Take the Houston 76 – the Pittsburgh 81 and you get -5. That means we take our 50-99 defensive numbers and subtract them by 5, making them now 45-99. So the offense will win the battle of the LOS on rolls of 00-44 and the defense wins on rolls of 45-99. Now roll all four dice. We get a red 3, white 9, black 6, blue 7. The red and white roll of 39 means that the Houston Oilers offensive line has won the battle of the LOS. 39 is between the numbers of 00-44. Since Houston wins the battle of the LOS they will get to add a +2 to their run blockers RB rating during their individual matchup phase. ***No run blocking rating can ever be modified greater than a +6.*** Now we take our 67 and check the Running Matchup Chart for Behind LG. It says OC vs RILB/MLB. This means the offensive player selected is the OC and the defensive player selected is the RILB for a 3-4 defense or a MLB for a 4-3 defense. The Houston OC is Carl Mauck and his run block rating is a +3. Don't forget to add that +2 to his run block rating because his team won the LOS battle. That means he is now a +5 for this play. The MLB for the Steelers is Jack Lambert and his run defense rating is a -4. Take +5 -4 and you get a +1. This +1 is how many yards will be added to end of the players run.

Before we move on to the play result/tackle step, we must determine who is carrying the ball for the Oilers. Directly underneath the Oilers team helmet is their Running Back carries. The only players listed are the teams two starters. In this case you see R. Coleman 1-6 and D. Hardeman 7-9, 0. When you roll the red and white dice to get the play call, the white result also determines who carries the ball. If you remember back on step two the dice roll was a 14. The white 4 indicates that R. Coleman is running the football on this play.

Step Four: Play Result/Tackle:

Roll all four dice. We get a red 7, white 3, black 3, blue 0.

This breaks down very easily. The red 7 indicates the Play Result Chart. Under a 7 it says no action. So ignore the red die. The white 3 determines the yardage gained.

Check your Ronnie Coleman card. Always use Rushing Column I. Under the 3 result it says '3'. That is the yardage total. Ronnie Coleman has run for 3 yards. Don't forget to add our +1 to that and Coleman has gained 4 yards rushing on this play. Now take the black and blue dice. The roll is 30. Under the Tackle Chart it says, The #2 rated tackler on the field. In this case if you look at the Steelers TRC under 1A, Jack Ham is the #2

rated tackler on the field. So give Ronnie Coleman a run of 4 yards and Jack Ham a tackle. Now we have a 2nd down and 6 from the Houston 42 yard line.

Those are the basics of the running game. Short and simple. There are a couple of things to remember that I will go over more in detail later in the rules. Under the running back carries section this is only for the two starting runners. If one of the runners is replaced just substitute the names accordingly. The player who had the most carries should always get the top range of numbers. If Coleman comes out for Fred Willis, check their 1975 stats. Hardeman had 166 carries to Willis 118. So we would give Hardeman Coleman's range and give Willis Hardeman's range. Sounds confusing? It isn't. You will easily pick it up. It also important to watch your player's staming rating. Using stamina is an optional rule. If you do use keep your eye on it. The stamina rating determines how many times in one game a player can touch the ball. Coleman has a 14 stamina rating. We will get into stamina rules later on.

9.

The Passing Game

Now that we can run the ball, lets go over the Passing Game step by step. It really isn't much different.

Step One: Formation/Personnel Group

This is identical to the running game. You need to check the down and distance chart to see which personnel grouping is on the field for both teams.

Step Two: Play Call

There is also no change to the play calling step for both teams. Roll the dice and just follow the play instructions.

Step Three: Battle For the Line of Scrimmage/QB Pass Attempt Result

This step is a lot different than the running game. In this step the offense will list their PBC. The defense will list their PRC but it will also be followed by a grouping of letters and numbers. These are the PRC numbers for the various type blitzes. If no blitz is called, ignore these and just use the main PRC. When you resolve the battle for the LOS do it the same way you would for a running play. When the offense wins the battle add +2 to the Qb completion range. When the defense wins the LOS battle then subtract -2 from the completion range. After you get your modified completion range, the black and blue dice will tell you if the pass has been completed or not. In this instance the blue die actually acts like the red die when it comes to the Play Result Chart.

***If the pass thrown is incomplete STOP. The play is over.

Step Four: Play Result/Tackle

This is identical to the run result except if the pass is complete use the receiver and the proper pass type chart to get the result of the play. The black and blue dice determine the tackler.

EXAMPLE: Using all four steps we will go over an entire passing play. Houston has the ball 2nd and 6 at their own 42 yard line.

Step One: Formation/Personnel Group:

We check the down and distance chart and see that 2nd and 6-10 yards to go is 2A. We check the Houston TRC and see that the first column of players is 2A. That means our base 4-3-4 defense will be on the field for the Steelers. Note that the Houston personnel didn't change from first to second down.

Step Two: Play Call

Roll all four dice. Red 6, white 8, black 7, blue 5. Red and white 68, black and blue 75. Under the play calling chart on the TRC look for 2A. You see that a 68 says that Houston has called a Short Pass #2 and the Steelers under 2A and 75 have called a Zone defense. If you look at Houston TRC under the 2A personnel group you see that Billy Johnson is the #2 receiver and has a receiver rating of +4. For the Steelers under their 2A personnel you see Z (-8U)(-7O). That means the Steelers pass defense value for underneath coverage is a -8 and -7 for over the top. Underneath zones are good against Short and Quick Passes. Over the Top is good for Medium and Long Passes. In this case, the pass called was a Short Pass so we use the teams underneath rating of -8. So far we know that the receiver has a +4 rating and the defense has a -8 rating. Combined we get -4. So far we will be subtracting -4 from the QB completion range.

Step Three: Battle For the Line of Scrimmage/QB Pass Attempt Result

Looking at the TRC for both teams we see that the Oilers have a PBC number of 79 and the Steelers have a PRC of 80. Since the Steelers aren't blitzing we can ignore the other numbers. The winner of the LOS battle will be adding +/-2 to the completion range. Remember how we do the LOS battle. $79-80 = -1$. 00-48 Houston wins, 49-99 Pittsburgh wins. Roll all four dice. Red 8, white 9, black 4, blue 7. The red and white dice of 89 means that the defense has won the battle of the LOS. That means take -2 + -4 and we get -6. That is what we subtract from Pastorini's short passing completion range. Pastorini has a complete range of 09-56 for short passing. But after our -6, that range is now 09-50. The Black and Blue dice represent two different things. The first thing is whether or not the pass was complete (47 black and blue dice result). Since the result was a 47, that means the pass was completed. The blue 7 is what we check with the play result chart. 7 is no action so we continue.

We know that the short pass to Billy Johnson was completed.

Step Four: Play Result/Tackle:

The big difference between the pass and run here is that we don't need to roll the red die and check the Play Result Chart, we already did that. I would suggest you roll the red die anyway. It doesn't mean anything but it helps to keep up a regular schedule of rolling 4 dice. Red 1, white 5, black 6, blue 9. Red and white 15, Black and blue 69. We ignore the red die of 1. Take the white 5 and look at Billy Johnsons receiving column under S for short passes. The result is '11'. That means Billy Johnson caught a short pass from Dan Pastorini for 11 yards. Take the 69 and check the tackle chart. It says #6 rated tackler on the field. Joe Greene is the Steelers #6 rated tackler, but there is a special note. It says...If the play was a short, medium, or long pass and your tackler results in a defensive lineman. Ignore that and give the tackle to the DB in coverage if you were playing man to man defense. If you were playing zone defense, then give the tackle to the highest rated tackle rating DB player that was playing zone during the play. Using this, the highest rated DB on the play is SS Mike Wagner. So the final result would read like this; Billy Johnson caught an 11 yard pass from Dan Pastorini for a first down to the Steelers 47 yard line. The tackle was made by Mike Wagner.

That is it. It is that simple to run plays in *DICE* Football. We have just successfully completed a running play and a passing play in *DICE* Football.

There are a few things you need to remember in the *DICE* Football passing game, that we will go over in more detail later in the rules. When the defense wins the battle of the LOS on passing plays, they also get an added bonus of their pass rushers being allowed to use their sack ranges. A simple example of this is Steelers sack artist L.C. Greenwood. Greenwood has a sack range of 83-89. Normally an 83-89 on a pass attempt would be an incomplete pass, but if Pastorini had rolled an 84, L.C. Greenwood would have sacked him instead. Each QB also has a sack range on his card. Pastorini has a sack range of 06-08. These numbers are always used on passing plays. The other thing on passing plays that you must remember is that if die result numbers overlap, the actual result always goes from worst to best. As an example, Mel Blount has an INT range of 89-99 and Greenwood has a sack range of 83-89. If the Steelers win the battle of the LOS and the pass is being directed at Mel Blount in man coverage, a roll of 89 would yield both a sack and an INT. We know that it is impossible to have both. In this case, the worst of the two actually happens. That would be a Mel Blount INT. Interceptions ALWAYS take precedence over sacks. Sacks ALWAYS take precedence over completions. It is very possible that sometimes you might roll an 81 that could result in a completion and a sack. In this case, it is ALWAYS a sack.

Now that we know the basics of *DICE* Football plays we can get into more detail about the other facets of the game.

10.

The Player Cards

DICE Football uses a combination of player cards and Team Reference Charts (TRC) to give you an accurate football simulation. A lot of very valuable and useful information is displayed on the player cards. Keep your 1975 Houston Oilers team out for reference. At the very top left of the player cards will be the year-team-conference/league. 1975-Houston-AFC. To the right of that is the position the player played followed by the number of games he appeared followed by starts. Dan Pastorini says QB-14/14. Pastorini appeared in all 14 games and he started in all 14 of those games he appeared in. In the advanced version of the game, no player can start a game unless he is forced to by injury or unless he has started at least one game during the season. In the basic game, you can start anyone you want whenever you want to. After the players name the entire middle section of the card is filled with data and ratings needed to play *DICE* Football and the bottom of the cards are for the players actual season stats. We will take a closer look at each of the card types:

QB: The QB cards contain all of the vital passing and running info. The passing grid is broken down into Scrambles, Sacked, Complete, Incomplete, and Intercepted. Any one of these things can happen on any passing play. The passing grid is also broken down into what type of pass is thrown; Q (quick) S (short) M (medium) L (long). After the passing grid is the QB rushing grid. The rushing grid is broken down into column I and column II. Always use column I. Column II is only used for long gains. As a special rule on Qbs, you can NEVER call a running play with your QB. You can call a QB sneak which we will go over later, but you can never direct a running play using your QB as a ball carrier. This is done with the scrambles range. In some season sets some Qbs may have special rules where they can run the ball. None of the Qbs in the 1975 season set have these special rules. After the rushing columns are the Qbs ratings area. This is for fumbles and injuries. Remember that after every QB scramble or sack you roll two dice and check for a fumble.

RB/WR/TE: These cards are all identical. They are broken down into one large rushing and receiving grid. The rushing columns are I and II and the receiving columns are broken down into pass type Q, S, M, and L. Under the grid are the ratings. There are some very important things about these ratings to remember. RBC and PBC are the big two. Every single runner and wide receiver in the game are given a RBC and a PBC of 2. This means if any of these players lines up as a TE they contribute a total of 2 to the running game. If the player is actually directed to stay in to block, ignore the 2 and

give them a 5. As a quick example. Houston has a PBC of 79. If they want to keep Ronnie Coleman in the backfield as an extra pass blocker, ignore his PBC of 2 and give him a 5. This would give Houston a new PBC rating of 84. Any additional players kept in the backfield to block are also given 5 PBC rating. The offense is allowed to keep two players in to block without penalty to the receivers. If a third player is kept in to block, you must double the value of the defense zone rating and if a fourth player is kept in to block you then triple the value of the defense zone rating. Looking back on our passing play, the Steelers zone defense rating was a -8. If one or two players are kept in to block, that won't change. If the third one is kept in that -8 goes to a -16 and a fourth would make that -8 a -24. Anytime a pass is directed to a player kept in to block, the pass is automatically incomplete.

OL: The OL cards are pretty easy to understand. A teams RBC rating is the total sum of all 5 of the OL and up to 3 TEs on the field. Each player is given a RBC and a PBC total. This is their contribution to the entire team total. If one of these players are replaced, don't forget to adjust the new total. We already know that in Houston's base offense we have a 76 RBC and a 79 PBC. OC Carl Mauck contributes 16 to the RBC rating and 14 to the PBC rating. If Carl Mauck gets injured and is replaced by Fred Hoaglin we have to account for the differences. Hoaglin has a RBC of 5 and a PBC of 6. That is a difference in RBC of 11 making the new team total a 68 and the PBC of 6 is a difference of 8 making the new PBC team rating a 71. Then is the Run Block rating for each player followed by his injury rating. Some OL players are position designated. Instead of OL-14/14 you might see OC-14/14 or OG-14/14. This is just a helpful guide for you. This tells you where they spent most of their time, but in DICE Football the OL players can play anywhere on the line without penalty. If you would like to give penalties to OL playing out of position I would just take -1 off of their Run Block rating.

DL/LB: These types of cards are also identical. Just like OL, the DL has RDC and PRC control ratings that contribute to the teams total. On the TRC just like RBC and PBC are the RDC and PRC for all of the teams. This is to help you and you won't have to continue to add ratings all game long. But, as a special rule of thumb you should know this; Against running plays all front seven defensive players (DL + LB) contribute to the teams RDC and only the DL contribute to the teams PRC. The next group of ratings start with the tackle rating. Every defensive player on the roster is given a tackle rating of 1- through however many defensive players come with the team. If 22 players are on your defensive team you will get 1-22. The lower the rating the more tackles the player will make. The tackle chart determines who makes the tackle. The next rating is pass defense. All DL are given a +0 rating. No DL can ever be instructed to cover a player in man to man coverage. If you would like to take advantage of DICE Football's ability to create your own formations and plays and you want to create some zone blitzes

where DL drop back into underneath zones, just give every DL a -1 pass defense rating. Then we have the sack range. Every defensive player gets a sack range and they are based on the amount of sacks the players had during the season. If a player did not have a sack he still gets a number of 89. Most of the time players will have sack ranges in the 80s. But in some sets, like the 1984 season where Mark Gastineau set the single season sack record, his range would actually start in the 70s. The forced fumble rating is for modern day sets where forced fumble stats were or are being kept. In the older season sets the players have no ratings. Interception M/Z is for Man defense or Zone defense. Use the man range if the pass directed to the receiver is covered man to man and use the zone range if the coverage is a zone.

DB: The first and probably most important rating is the pass defense rating. This is the number that the player contributes to the teams zone defense rating or his number in man to man coverage. Just like each receiver has a + receiver rating, each defender has a – pass defense rating. Dbs also have ratings for PRC and RDC and just like offensive skill players, these are always 2 and 2. If you decide to move a DB in the box to help stop the run ignore the 2 and make it a 5. Same goes for pass rushing Dbs. Change the 2 to a 5.

Special Teams: In addition to the individual player cards, each team has a number of special teams cards. Each team has at least 1 Punter card and 1 Place Kicker card and 1 Kick/Punt returner card. With place kickers reading this card is pretty simple. If you attempt a FG just add 17 yards to where the spot of the ball is. If the ball is at the 3 yard line, this is a 20 yard FG attempt. Roll the dice and if the FG range is good, give the team 3 points. If the FG range is missed, then it is a missed FG and if you get a 99? it could be blocked. Roll the dice. 00-49 the kick is not blocked but is missed. A roll of 50-99 means the kick was blocked and you need to refer to the Punt/Kick Block Chart. Punter cards are also easy to understand. Roll the dice and that is the amount of the yards the punt traveled. After the punt roll and check to see if the punt was fair caught or returned.

Each team also gets a team cover card, an offensive lineup card, and a defensive lineup card.

11.

Team Reference Cards (TRC)

Each team gets their own Team Reference Card (TRC). These cards contain a wealth of valuable information. They are all double sided, with each teams offense on one side and defense on the other side.

Each team is broken down into their four main personnel groups. The first column is usually the teams main or base offense. Typically this will be 1-TE, 2-WR, 2-RB. This is the offense your team will always be in on first downs. The second column is typically for passing situations. The third column is for heavy passing situations and the fourth column is for short yardage and goalline situations. Above each personnel group are our codes to tell us what players are on the field based on the down and distance. We already know that 1A is 1st and 6-10 yards to go. We see under Houston that 1A is their base or main offensive personnel group. These groups contain some very useful data. After the Rbs, Wrs, and Tes you will see a (#number/+number). The # sign indicates which number receiver this player is. If a player is #3 that means he is the #3 rated receiver. This is what you use for play calling. If the play is directed as a Quick Pass #3 that means this player. The +number is the players receiving rating. This number indicates how many he will be adding to the Qbs completion range if the pass is directed at him. This is how we tell the better receivers apart. A +15 receiver is a Qbs best friend while a +1 receiver won't see the ball as often. After one of the receivers (usually the #5 rated one but not always) you will see [5]. This is an optional rule if you truly want a solitaire experience. What this means is that every time you roll and get a passing play that ends with a '5', this player will stay in to block and you get to add +5 to the teams PBC rating. If you are looking at the Houston TRC , that means that for 1A rolls of 55, 65, 75, 85, and 95 are all passing plays where the extra player is staying in to block. I have also created the optional rule below that you can use if your QB is taking a pounding.

If QB has been sacked:

0-1 times; use normal [5] rules

2-3 times; odd dice rolls the [5] stays in to block, odd and roll ending in 5 the #4 receiver also stays in to block giving you PBC a boost of +10.

4 times; all odd rolls both the #4 and #5 receivers stay in to block.

5+ times; all odd rolls both the #4 and #5 receivers stay in to block, if roll ends in 5 also keep #3 receiver in to block for a PBC boost of +15.

At the bottom of each personnel group is the teams RBC (Run Block Control) rating and the PBC (Pass Block Control) rating. The RBC is made up of all 5 OL plus any Tes on the field. The PBC is only made up of the 5 OL. All the way to the top right of the TRC is the team helmet. This is the team helmet that the specific team wore in the year of the set created. Under the team helmet is the running back carries section which determine which running back gets the carry on each running plays. If you look at Houston, R. Coleman has a range of 1-6 and D.Hardeman has a range of 7-9, 0. When you roll the dice for the play call, if it is a running play, the white die or ones digit determines the runner. So if the Oilers roll a 54 for 1A that would be a run Behind LT and the 4 would indicate that Coleman will be carrying the ball.

The middle of the TRC for offense lists all or most of the players on the offensive roster. This is a quick reference guide. Injury ratings and Run Blocking ratings are just a couple of the things you will find here. The entire bottom portion of the TRC is the play calling section. Completely ignore this section if you are calling plays. This section is only used when you want the games solitaire engine to call the plays for you. Always make sure you have the right situation of down and distance so you are using the correct play calling column.

Now flip the Houston TRC over and we will go over the defense. At the top of the TRC are the teams main 4 formations/personnel groupings. For the Oilers that is their normal or base 3-4-4, their nickel 4-2-5, dime 4-1-6, and goaline 4-4-3. These formations by default ALWAYS match up with the offense. If the offense is using their first column, so does the defense. When the offense uses their goaline so does the defense. If you are not playing solitaire you can match up however you want, but in the solitaire game the defense will ALWAYS match the offenses personnel groupings.

Each formation on the defense really gives you some useful information. DL and LB are the same. After their names they are followed by a (#/-/range). The # sign indicates what their tackle rating is. This is listed 1-11 because it is only based on this formation. 1 is the most frequent tackler, while 11 is the least frequent tackler. After the tackle rating is the players run defense rating. This number is always a negative. After the run defense rating is the players sack range. An 85-89 indicates he sacks the QB on rolls of 85-89. Dbs are a little different. They have a tackle rating listed first followed by a pass defense rating. (#4/-6) means that the DB is the #4 rated tackler on this formation and has a pass defense rating of -6. Just like the offense, you will see some players with a [5] or a [O] notation. This simply means any play call ending in a 5, then this [5] player will be moved into the box to help stop the run. If you roll an odd number and you have one of these [O] players, that means he will be moved into the box. If you roll a 5 and you have both of these [5] [O] listed, then both are moved into the box.

Just like on the offense, the defense has a RDC (Run Defense Control) rating and a PRC (Pass Rush Control) rating. The RDC is based on the teams DL + Lbs on the field. You can add up to 1 or 2 safeties to the RDC by moving these players "in the box" to defend the run. For each safety you put in the box add +5 to your teams RDC rating. After the RDC number you will see N (-U)(-O) Z (-U)(-O). This is the defense type. The N stands for Normal defense and the Z is zone defense. A normal defense is a combination of man to man defense and zone defense. The U is underneath coverage and the O is over the top coverage. I will get into coverages a little later. For now, just know that the values before the letters are the teams rating for that type of defense. For example, if the Oilers are in a Normal defense, their pass defense rating is -3 for underneath coverage

and -3 for over the top coverage.

Under the RDC ratings are the PRC ratings.

The PRC rating is strictly made up of the DL players. You can add to this number by blitzing. Each team is given 10 different blitzes. These blitzes are indicated with letters A thru J. Under the PRC rating you will see one or a group of these letters followed by a value. This value is what the teams PRC rating is if they called that particular blitz. For Houston their 3-4-4 defense PRC rating is a 64, but if they call blitz A that rating goes to a 81.

At the bottom of the defense section is the play calling area. This is slightly different than the offenses 10 different situations. The defense is broken down into only 4, one for each letter. All A situations use the first column, all B situations use the second column, and so on. Next to the play calling section is the defensive key. This explains what the Normal/Zone/Man defense does. Normal defense for example tells you that all of the Lbs are in underneath zones, the two starting Cbs are in man to man defense and the safeties are in over the top zones. If you get a Normal defense and you are in your nickel or dime defense, only have the two starting Cbs playing man to man and all other Dbs are playing over the top zones.

At the bottom is the defense blitz play calling key. This key tells you what each type of blitz is, who is blitzing, and what defense the rest of the team is playing. After that info you have (positions) listed. These go in order of what player will blitz if the actual blitz play called doesn't have a player on the field at that position. For example, let's say the Oilers are in their Dime defense and a blitz A is called, asking for two players to blitz, the ROLB and the LOLB. Neither of these positions are on the field in the dime defense. So we have to select in order of the listed players, 2 players that are on the field. We see this grouping (RLB/LLB/MLB/S#3). First we check the RLB. No player is at that position. Then the LLB and the same, no player at that position. Then check MLB. We see that Gregg Bingham is at the MLB position so he is our first blitzer. Now we check S#3 and see that Mark Cotney is S#3 and he will be our second blitzer.

12.

Coverages/Defense Play Calling

In *DICE* Football there are four different types of plays you can run, Normal Defense, Man to Man Defense, Zone Defense, or you can Blitz. For a short description of what each defense does, check the defensive side of the TRC. When it comes to run defense, the play call doesn't matter. This might sound strange, but run defense is determined by

formations and personnel groups and not play calling. Unless you move players into the box to help stop the run.

Normal Defense: A Normal defense is a combination of zones and man coverage. In a Normal defense the two starting Cbs, and only the starting Cbs play man to man defense. Typically these two Cbs will man to man cover the two offenses Wrs. However, in *DICE* Football's solitaire mode, if you don't pre-determine your coverages before the game starts, then you have the option of either having your two Cbs cover the other teams two Wrs or your two Cbs covering the other teams #1 and #2 receivers. Typically a teams top 1 or 2 receivers will be wide receivers, but sometimes that could be a RB or TE. For arguments sake we are going to line our Cbs up against the opposing teams top 2 rated receivers regardless of what positions they are playing. The Lbs are in underneath zones. Underneath zones only work against quick and short passing plays. The safeties and rest of the Dbs on the field, if any, are playing over the top zones. Over the top zones only work against medium and long passing plays. If I am playing the Houston offense against the Houston defense and I call a short passing play to the #1 receiver against my Normal defense, you would figure it like this: Short pass is for underneath zones. We are in the normal 3-4-4 defense. We see an underneath zone rating of -3 for the Oilers under Normal defense. Since we know the pass is going to receiver #1, and we know that our CB#1 is covering the receiver #1, we get to add his pass defense rating. Our CB#1 is Zeke Moore and he has a pass defense rating of -8. $-8 + -3 = -11$. Now we need to calculate the receivers rating. The Oilers #1 receiver is WR Ken Burrough and he has a receiver rating of +7. $+7 - -11 = -4$. So we take -4 off the completion range from QB Dan Pastorini.

Man Defense: A Man defense is where every player other than the DL or blitzers are playing man to man. The default coverage if you don't set anything up is this. Lbs vs Tes and Rbs, Cbs vs Wrs, and S double coveraging top Wrs. If we look at the Oilers and their 3-4 defense. They have 4 Lbs to cover 2 Rbs and 1 TE. TE Mike Alston is rated as the #3 receiver and the best of the Tes and Rbs. So he is covered by the #1 LB. Since all 4 Lbs are all -2 in coverage just pick one, again, you should determine this before the start of the game so it causes you less confusion later one. The two Rbs are covered by two Lbs. This leaves one LB without someone to cover. He will automatically double cover the top one, which is TE Mike Alston. The two Cbs are covering the two Wrs, and since there are only two Wrs in this play, the two safeties are double covering them. Lets run the same play. A short pass to receiver #1. Zeke Moore is a -8 and the top covering Safety is Bob Atkins -5. $-8 + -5 = -13$. We also know that receiver #1 Ken Burrough has a rating of +7. $+7 - -13 = -6$. So we would take -6 off the completion range from QB Pastorini.

Zone Defense: Zone defense is the easiest and quickest defense to grasp. Everyone plays zone except the DL. If you look at the TRC you see that all of the Lbs are in underneath zones. The #1 CB is also in an underneath zone and the rest are in over the

top zones. Since these values are on the TRC and nobody is playing man, we don't need to calculate a man defense. Calling the same play as before, a short pass to receiver #1. The Oilers Zone defense rating is -6 and Burrough has a receiver rating of +7. $+7 - -6 = +1$. We would add the +1 to Pastorinis completion range.

There are some very important things to remember using defenses. No DL or LB can ever be assigned an over the top zone. They can only play underneath zones. Any safety moved into the box cannot drop back into an over the top zone. This is the risk you take by moving safeties in the box to stop the run, you are weaker against medium and short passes. Safeties that are moved into the box, can however play man to man defense or drop into underneath zones. If you have one or two safeties moved into the box and the defense call, is for the to play over the top zones, ignore it and consider them playing in underneath zones.

13.

Special Teams

We have already been over kickoffs. There is just one thing to remember for kickoffs. The #1 listed returner should be the main returner. The #2 listed returner is only allowed 2 kick returns per game and only 1 in each half. Any and all other kick returners can only be allowed to return a kick 1 time per game. The exceptions are injuries or if one of the kickoff charts tag a specific returner. Punt returners work in the same fashion. The #1 listed can return as many as you want, the #2 only 2 per game and only 1 per half and the rest just 1 per game.

Punting and Punt Returns: Each team has at least 1 punter card. Punting is rather simple. Roll the dice and find the yardage total. After you determine where the punt was fielded, roll two dice and check the punters card to see if the punt is going to be returned or if the punt is going to be fair caught. If the punt is returned roll two dice and check the proper returner. Remember that the red die needs to be checked with the Play Result Chart. Any regular punt that lands inside the 5 yard line is determined to have rolled into the endzone and the other team will take over at the 20.

Coffin Corner Punts: Trying to put the ball inside the 5 or 10 yard line is a good strategy. If you are trying to pin the opposing team deep you can announce that you are going to call a coffin corner punt. Roll one die and add 10 to that roll. That gives you the amount of yards you must subtract from the actual punt distance. For example,

you roll a 5. Add +10 and you are taking off 15 yards. Treat a roll of 0 as 0. $10 + 0$ would be 10. This gives you a range of 10-19 yards. Once you have determined how many yards you will subtract from the punt, then roll two dice and check the punter card to see how many yards the punt traveled. If this roll is odd or if the modified yardage would put the punt inside the 5 yard line, consider the punt to be downed or out of bounds and the offense would take over from there. If the roll is even or outside the 5 then the returner has a chance to return the punt. Roll and check the punter card for a return of fair catch. If you are on the 36 yard line and would like to coffin corner punt, you roll one die. We get a 3. $3 + 10 = 13$. We will be taking off 13 yards from the total yardage of the punt. We then roll a 55 and the punt travels 46 yards. Take $46 - 13$ and we get 33 yards. Since that puts us at the 3 yard line, we consider that the punt has either gone out of bounds at the 3 or has been downed at the 3 and the offense takes over from there.

14. **Timing**

In your *DICE* Football game you have a timing chart. This timing chart has 30 spaces on it for plays and the last 5 plays are all cut in half. We never count special teams plays as plays; kickoffs, punts, field goal attempts, and extra point attempts. We also don't count accepted penalties as plays. We do count declined penalties as plays. The timing chart is simple. After every play move your pawn to the next play box. After you get to the end, the quarter is over. The last 5 boxes are only to be used in the second and fourth quarter. This indicates the 2 minute warning. During these five plays, only completed passes and running plays count as full plays unless a timeout is taken. If a timeout or an incomplete pass happens, just count as half a play. If the offense announces that they are in the 2-minute offense, then every single pass completion that ends in an even number means the receiver has gotten out of bounds and only half a play will expire. On odd rolls the receiver was tackled in bounds and full play will expire unless a timeout is taken. At any time a team is on their 40 yard line or closer they can announce they are attempt a "Hail Mary". Ignore everything else and just roll two dice. A roll of 00 is a completed Hail Mary for a TD, a roll of 01-79 is an incomplete pass and a roll of 80-99 is an interception. Each team if they choose to, can use one timeout and not move the timing pawn at all as long as we are still outside of the two-minute warning. Once the two-minute warning hits, teams no longer have this option. This is a good move when you are on the last play before the two-minute warning. You can call a timeout and not move the pawn. This would indicate a team calling a timeout right before the two-minute warning to get a play off before the two-minute warning.

15. Game Charts

DICE Football comes with various charts that you will need either every once in a while or frequently. Here is the list of Game Charts included in your *DICE* Football game and a brief description about each one.

Running Matchup Chart: You will use this chart every time you call a running play. Find the correct location, roll the dice and you will get the matchup. Pretty simple.

Pass Receiver Chart: This chart determines if the receiver you are calling the play for, does in fact remain the intended receiver. This chart is only used for the 2-player game and should be ignored if you are playing by yourself.

Play Result Chart: This chart is used on every play. On running plays the red die indicates the result and on passing attempts the blue die indicates results. 0 is either a long run or an injury. 1 is always a penalty and 9 is a possible fumble. Results 2-8 just ignore this chart and resume normal play.

Long Run/Injury Chart: When you get this chart you will either have a long run or an injury. Roll the dice check the chart and resume normal.

Penalty Charts: These charts are broken down into runs, passes, kickoffs, onsides kickoffs, punts, and field goals. Just find the correct chart and resolve the penalty.

Kickoff Charts: Broken down into Regular, Squib, and Angled. Choose your kick type and find the proper chart.

Injury Charts: Broken down into three separate charts. Follow the instructions and this will tell you the player and length of injury.

Tackle Chart: This will tell you who made the tackle.

Sack Chart: Use this chart when more than one player could get the sack or if the sack comes from the QB card.

Fumble Recovery Chart: Use this chart every time a fumble is recovered by the defense. This will tell you on defense who recovered the fumble.

Fumble Return/Interception Return Chart: This chart will tell you how far the player has returned the fumble or interception.

Interception Charts A/B: A is used when the INT comes from the QB card and no defender or multiple defenders have this INT range on their cards. This chart will determine who makes the interception. Chart B will show you where the interception took place.

Punt/Kick Blocked Chart: This chart will tell you where the kick/punt was blocked, and where the ball will be.

16.

Stamina

All Rbs, Wrs, and Tes have a stamina rating. This number determines how many times they can touch the ball in one game without losing effectiveness. As soon as a player reaches his stamina limit he can still play but his ratings will be hampered. For Rbs change their receiver ratings to +0 and when they run the ball, you no longer roll for the LOS battle. Just add -2 to the run defense rating of the defensive player chosen in the individual matchup phase. For Wrs reduce their receiver rating to +0. For Tes reduce their receiver rating to +0 and their Run block rating to +1. There is one way around this. If every other player at a position has used up all of their stamina then every player at that position can now touch the ball as many times as they want for the rest of the game without penalties. For example, Ronnie Coleman of Houston has a stamina rating of 14. Since he is a running back, he would need Hardeman to use all of his 14 stamina, Willis 11, Holmes 2, and Rodgers 2 before he could touch the ball more without losing effectiveness. A touch is considered a pass reception or a rushing attempt. Kick and Punt returns are not considered touches.

17.

Solitaire

DICE Football was designed and intended for solitaire use and play. It doesn't mean you can't play head to head, you certainly can. Just that all or most of the rules were written based on the solo play. One of the greatest features of *DICE* Football is that you can call or control as much of the game as you want or as little of the game as you want. Each team has been specifically rated and designed to mirror their real life statistics and personality. In *DICE* Football you have the option of calling both plays for the offenses. You could call both plays for the defenses. You could call all of the plays for just one team, or you could call none of the plays for both teams. The solitaire system was designed to allow you the freedom to control as much of the game or as little of the game that you want to. The only one real difference is in the passing game. If you call the offense for any team, you **MUST** use the intended receivers chart to make sure that the intended receiver remains the intended receiver. Each team comes with their own play calling charts that you can find on their TRCs. These are team specific.

If a team runs the ball 55% of the time, they will run the ball 55% of the time in *DICE* Football as well.

Special Play Calling Charts: In addition to getting a specific play calling chart for each team you will also get the generic “Special Play Calling Chart”. In most cases you probably won't use this too much as your specific team accomplishes most of this, BUT, it is there if you need it. The Special Play Calling Chart is broken down into 4 different offense types; No Runs, Few Runs, No Passes, Few Passes. The defense is broken down into 2 different types. No/Few Runs, No/Few Passes. Certain in game situations dictate your play calling. With a 14 point lead and a minute left you don't want to risk a pass, so here is where you would use the No Passes chart and so on.

18.

QB Sneak

Can only be called on 3rd and 1 or 4th and 1. Just roll two dice. 00-59 QB gains 1 yard for a first down. Roll of 60-99, the QB is stuffed for no gain.

19.

Safeties

Anytime you have a play that results in a loss and the player was tackled in the end zone or an offensive holding call happens when the offense starts the play at the 2 yard line or inside, it results in a safety. Award the opposing team 2 points and then you must decide on whether or not you want to punt the ball from the 20 or kickoff. If you punt the ball, get your punter card and roll the dice. Free kicks are always returned so DO NOT check for a fair catch. If you roll and the punt result says “blocked” consider this punting the free kick out of bounds and give the ball to the opposing team at the 50 yard line. If you choose to punt the ball, the receiving team must choose a punt returner and follow the normal procedures. If you choose to kickoff from the 20, use the kickoff chart except add 10 yards to where the kick returner will start. So if the kick would have landed on the 18 yard line, change that to the 28 yard line. This will also allow the receiving team to use a kick returner instead of a punt returner. In the NFL the majority of teams decide to take the free kick as a punt and not a kickoff. To limit the return.

20.

Home Field Advantage

If you would like to add a home field advantage rule to your game, then on every single fumble the home team makes roll the dice. 00-79 the home team keeps possession of the ball and 80-99 the home team loses the fumble.

21.

Career

DICE Football offers a full career mode where you get to select a team to play for and what position you would like to play. You start out with a very basic and weak playing card and as you accomplish certain things in a game, you can earn more points to upgrade your player card. Can you go from a special teams/backup player to a Hall of Famer? Just refer to the Career chart and get your football career going today.

If you need more score sheets, stat tracking sheets, or more blank player cards, visit my website at www.gen1400.com or you can email me at george@gen1400.com

22.

The Basic Game vs The Advanced Game

DICE Football seems pretty complicated at first, but once you start getting into the flow of the game you will see that most charts and play calls are very simple in nature. If you want to start slowly, you should just start with some basic rules and then add advanced rules as you feel more comfortable. If you want to play with the very basic game you should do the following:

-Ignore the LOS battle. Instead of taking the difference between the offensive and defensive lines, skip this step and start with the individual matchups phase for runs and the pass attempt for passes.

-Ignore all stamina values and use players as often as you would like to.

-Ignore the sack ranges of the defensive players. Only count a sack if the QB sacked range comes up.

-Ignore all injuries.

-Do not roll to see who made the tackle.

23.

More Optional Rules

1-Creating your own formations and plays

In *DICE* Football you have the ability to create all of your own formations, plays, and play calling. Just grab a blank TRC and fill out the info however you would like to. If you need help just take a TRC already filled out and you will get an idea of how it works.

2-Substitutions

It can be a pain to re-calculate ratings every time you bring in replacements to the defense. Whenever you change a player that is supposed to be in the game just use the following rules. Each sub is worth a +1 to the teams Under and Over zone ratings. For example, if your starting LLB is injured and you replace him your U and O ratings would increase by 1. If your U rating is a -7U, add +1 and you would now have a -6U. Each player you sub adds another +1 with two definite exceptions. 1-Never add more than +6 no matter how many starters you have replaced. If you replace all 11 starters, don't add a +11 just add a +6. The second exception is that no rating can ever be a positive number, including 0. So if you start with a -2U and you have replaced three starters, your new underneath rating would be a -1 NOT a +1.

3-QB Pressure

This rule should only be used if you are either playing head to head with someone or you are calling the offensive plays. You should also only use this rule if your offense LOSES the battle of the LOS. If you are calling the offense plays and you lose the battle of the LOS, any completion number you roll of 10-19 should be changed to one less pass completion level. Here is a few examples. You call a long pass, but the defense wins the battle of the LOS. You roll for the completion and roll a 15, which results in a completed pass. Since the completed number is between a 10-19, you would change the pass one level lower. Change from a long pass completion to a medium pass completion. If the pass called was a medium pass, then change to a short pass, and change a short pass to a quick pass. This represents a QB under pressure and he must dump the ball off before the receivers finish running their routes.

4-Hot Players

In any game a player could get really hot and have a great game. Only starters can be effected by this. For Rbs. Anytime a starting running has used at least 50% of his stamina and you are still in the first quarter, he has a chance to be considered 'hot'. Roll two dice. A number of 00-39 means the player is indeed 'hot' and you get to double his stamina rating. If you roll a 40-99, the player is not 'hot' and no changes are made. If the player is a runner or receiver, any time they catch three passes in the first quarter you would make the same roll. Only one player per team can be 'hot'. As an example. If your RB has a stamina of 20, he must touch the ball at least 10 times in the first quarter in order to have a chance of being 'hot'. As soon as he makes his tenth touch, then roll the dice. If you roll a 00-39, he is hot and you double his stamina to a 40. Once he is hot, you can no longer roll for another player for the rest of the game. Qbs can also get hot. In order for a QB to be 'hot' he must either have a 100% completion percentage with a minimum of 6 attempts after the first quarter ends, or he must have thrown for 150 yards by the end of the first quarter.