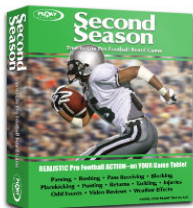
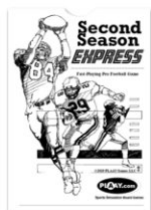


Component Games



Second Season (full version)

Developed by **Keith Avallone**
Available from Plaay games:
<https://www.plaayclassic.com/>



Second Season Express (SSX)

Developed by **Keith Avallone**
Available from Plaay games:
<https://www.plaayclassic.com/>



Fast Drive Football (FDF)

Developed by **AI Wilson**
Available at:
<https://www.fastdrivefootball.com/>

Contents

Next Page: Four panels with simple instructions to transition from one component game to another.

There are no panels for transitioning from Second Season full play. Instead, the SSX board image shows the yard lines that correspond to the threshold yardlines between SSX zones. The lower right panel lists the yardages that correspond to the field position designations in FDF.

Last Page: This includes a “field” panel that can be used to track position in SSX and FDF. It can be used by itself, or cut out and inserted into the lower tray of AI Wilson’s 3D Printed Scoreboard.

Also included is a “clock” grid that can be used to keep time across all component games. The grid is divided into large squares (ideal for SSX) and subdivided into :15 second grids (for Second Season full play).

Moving the token along the grid in FDF is simple too: each unit of time is 1:15 (move one big block plus one small block per unit).

What you will need:

At least 2 of the 3 component games

Dice:

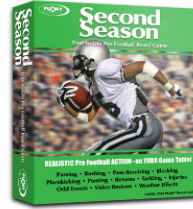
Three 6-sided dice

One 20-sided die

One 10-sided die (Two will be more convenient)

AI Wilson’s 3D Printed Football Scoreboard

AI Wilson makes a great tool for Second Season Football that includes a 100-yard field, a scoreboard, and a clock for tracking game time. Its perfect for playing all three games! **You can contact AI at alwilsond6@gmail.com to order his Scoreboard.**



1. Based upon “starting field position” in FDF, use the dice rolls as described to establish a specific yard line.

2. Yardage “counts” start from a specified yard line, then count up toward midfield.

3. Start next possession in Second Season from 1st down.

GREAT

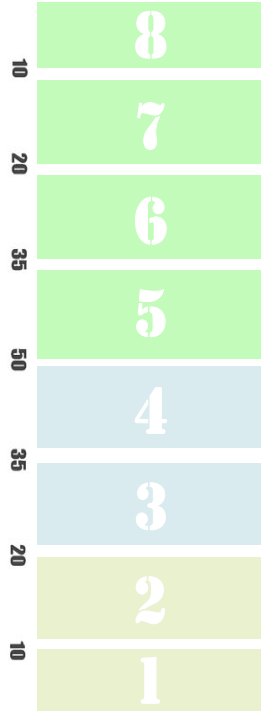
1. Roll two d10 (percentile, 1-100)
1-50: Place ball at the yard mark, starting from defender’s goal line
51-80: Subtract 30, then place on yard marker in defender’s territory
81-100: Add the second d10 to the offensive team’s 40 yard line

AVERAGE

1. Roll d20 & d10
2. Add the sum to the 20 yard line
 (If the sum is greater than 20, consider result a touchback)

POOR

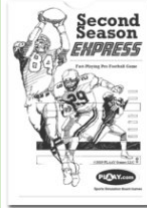
1. Roll d20 & d10
2. Use the sum to determine starting yard line
3. If the sum is 20 or greater, use only the result of the 10-sided die as the starting yard line..



GREAT

AVERAGE

POOR



Optional rule for ZONE 4:
 Roll d6:
 1-2: Average
 3-6: Great

1. Use the current zone in which the offense possesses the ball in SSX (note: Zones 1-4 are offensive territory, zones 5-8 is defensive territory).
2. Use the corresponding “field position” zone to the right for FDF.
3. It is strongly recommended that you only transition from SSX to FDF on “1st and 10th” situations, and ideally on the first 1st down after change of possession.

100
90
80
70
60
50
40
30
20
10

8
7
6
5
4
3
2
1

Roll d10 and count from goal line toward midfield

Roll d10 and count from 10 yard line toward midfield

Roll 3d6 and add to the 20 yard line toward midfield

Roll 3d6 and add to the 35 yard line toward midfield

Roll 3d6 and add to the 35 yard line toward midfield

Roll 3d6 and add to the 20 yard line toward midfield

Roll d10 and count from 10 yard line toward midfield

Roll d10 and count from goal line toward midfield

In zones 3-6: if the sum of the three 6-sided dice is greater than 15, use only the sum of the two highest dice

1. Use the SSX zone in which the offense possessed the ball. Find the corresponding direction to the right, rolling dice and counting from the reference yard line in the direction that arrow indicates.

1. Based on starting field position, use one six-sided die and the decider die to determine which zone in which the offense start in SSX.

2. The offense begins at “1st down”.

GREAT
 (40 yard line to midfield & all of defender’s territory)

AVERAGE
 (20 to 40 yard line)

POOR
 (Goal line to 20)

1. Roll d6 :

1-4: Zone 4 + initial die roll
 5-6: Zone 4

Roll d6:

1-5: Zone 3
 6: Zone 4

Roll decider die:

● (odd) Zone 1
 □ (even) Zone 2

15:00	:45	:30	:45	:30	:45	:30	:45	:30	:45	:30	:45	:30	:45	:30	
	14	13	12	11	10	9	8								
	:15	:00	:15	:00	:15	:00	:15	:00	:15	:00	:15	:00	:15	:00	
:45	:30	:45	:30	:45	:30	:45	:30	:45	:30	:45	:30	:45	:30	:45	:30
7	6	5	4	3	2	1	0								
:15	:00	:15	:00	:15	:00	:15	:00	:15	:00	:15	:00	:15	:00	:15	:00

Time segments:		
Second Season:	:15 or :30	Standard plays are :30; clock-stop plays are :15
Second Season Express:	1:00	1-minute segments (last minutes of each half is divided into :30 segments)
Fast Drive Football:	1:15	Each quarter is divided into twelve segments of one minute and fifteen seconds

Fast Drive Football Timing (Red) die Reminder:

