

# Second Season

True-to-Life Pro Football Board Game

## “Fab Finish Football” Late-Game Scenario Generator

| dice roll | HOME score | margin        | team with ball | down   | yards to go | ball on    | timeouts remaining | dice roll |
|-----------|------------|---------------|----------------|--------|-------------|------------|--------------------|-----------|
| <b>11</b> | 3          | trailing by 6 | home           | first  | 1           | home 33    | H [3], V [3]       | <b>11</b> |
| <b>12</b> | 6          | trailing by 6 | home           | first  | 1           | home 34    | H [3], V [3]       | <b>12</b> |
| <b>13</b> | 7          | trailing by 5 | home           | first  | 2           | home 35    | H [3], V [3]       | <b>13</b> |
| <b>14</b> | 9          | trailing by 5 | home           | first  | 2           | home 36    | H [3], V [3]       | <b>14</b> |
| <b>15</b> | 10         | trailing by 4 | home           | first  | 3           | home 37    | H [3], V [3]       | <b>15</b> |
| <b>16</b> | 10         | trailing by 4 | home           | first  | 3           | home 38    | H [3], V [3]       | <b>16</b> |
| <b>21</b> | 13         | trailing by 4 | home           | first  | 4           | home 39    | H [3], V [3]       | <b>21</b> |
| <b>22</b> | 13         | trailing by 3 | home           | first  | 4           | home 40    | H [3], V [3]       | <b>22</b> |
| <b>23</b> | 14         | trailing by 3 | home           | first  | 5           | home 41    | H [3], V [3]       | <b>23</b> |
| <b>24</b> | 14         | trailing by 3 | home           | second | 5           | home 42    | H [3], V [3]       | <b>24</b> |
| <b>25</b> | 16         | trailing by 2 | home           | second | 6           | home 43    | H [3], V [3]       | <b>25</b> |
| <b>26</b> | 16         | trailing by 2 | home           | second | 6           | home 44    | H [3], V [3]       | <b>26</b> |
| <b>31</b> | 17         | trailing by 2 | home           | second | 7           | home 45    | H [3], V [3]       | <b>31</b> |
| <b>32</b> | 17         | trailing by 1 | home           | second | 7           | home 46    | H [3], V [3]       | <b>32</b> |
| <b>33</b> | 17         | trailing by 1 | home           | second | 8           | home 47    | H [3], V [2]       | <b>33</b> |
| <b>34</b> | 20         | trailing by 1 | home           | second | 8           | home 48    | H [3], V [2]       | <b>34</b> |
| <b>35</b> | 20         | tied          | home           | second | 9           | home 49    | H [3], V [2]       | <b>35</b> |
| <b>36</b> | 21         | tied          | home           | second | 9           | midfield   | H [3], V [2]       | <b>36</b> |
| <b>41</b> | 21         | tied          | visitor        | third  | 10          | visitor 49 | H [3], V [2]       | <b>41</b> |
| <b>42</b> | 21         | tied          | visitor        | third  | 10          | visitor 48 | H [3], V [2]       | <b>42</b> |
| <b>43</b> | 24         | winning by 1  | visitor        | third  | 10          | visitor 47 | H [2], V [3]       | <b>43</b> |
| <b>44</b> | 24         | winning by 1  | visitor        | third  | 10          | visitor 46 | H [2], V [3]       | <b>44</b> |
| <b>45</b> | 24         | winning by 1  | visitor        | third  | 10          | visitor 45 | H [2], V [3]       | <b>45</b> |
| <b>46</b> | 27         | winning by 2  | visitor        | third  | 11          | visitor 44 | H [2], V [3]       | <b>46</b> |
| <b>51</b> | 27         | winning by 2  | visitor        | third  | 11          | visitor 43 | H [2], V [3]       | <b>51</b> |
| <b>52</b> | 27         | winning by 2  | visitor        | third  | 11          | visitor 42 | H [2], V [3]       | <b>52</b> |
| <b>53</b> | 28         | winning by 3  | visitor        | third  | 12          | visitor 41 | H [2], V [2]       | <b>53</b> |
| <b>54</b> | 28         | winning by 3  | visitor        | fourth | 12          | visitor 40 | H [2], V [2]       | <b>54</b> |
| <b>55</b> | 30         | winning by 3  | visitor        | fourth | 13          | visitor 39 | H [2], V [2]       | <b>55</b> |
| <b>56</b> | 31         | winning by 4  | visitor        | fourth | 14          | visitor 38 | H [2], V [1]       | <b>56</b> |
| <b>61</b> | 33         | winning by 4  | visitor        | fourth | 15          | visitor 37 | H [2], V [1]       | <b>61</b> |
| <b>62</b> | 34         | winning by 4  | visitor        | fourth | 16          | visitor 36 | H [2], V [1]       | <b>62</b> |
| <b>63</b> | 35         | winning by 5  | visitor        | fourth | 17          | visitor 35 | H [1], V [2]       | <b>63</b> |
| <b>64</b> | 35         | winning by 5  | visitor        | fourth | 18          | visitor 34 | H [1], V [2]       | <b>64</b> |
| <b>65</b> | 37         | winning by 6  | visitor        | fourth | 19          | visitor 33 | H [1], V [2]       | <b>65</b> |
| <b>66</b> | 38         | winning by 6  | visitor        | fourth | 20          | visitor 32 | H [1], V [1]       | <b>66</b> |

The “Fab Finish Football” late-game scenario generator is designed to provide you with an exciting football experience that can be enjoyed in 30 minutes or less. With a series of dice rolls, you create a late-game scenario for any pairing of teams. You then pick up the game with five minutes remaining, and play the game to its conclusion using the full game materials.

EXAMPLE: You choose Green Bay as your home team, Minnesota as the visitor.

- FIRST dice roll: “53,” Green Bay has 28 points.

- SECOND dice roll: “26,” Green Bay is trailing by 2. Thus, the score with four minutes to play is Minnesota 30, Green Bay 28. (See NOTE below about SECOND dice roll.)

- THIRD dice roll: “45,” Visitor (Minnesota) has the ball.

- FOURTH dice roll: “31,” it’s second down... (see note below about FOURTH dice roll).

- FIFTH dice roll: “51,” 11 yards to go.

- SIXTH dice roll: “12,” ball on the home (Green Bay) 33 yard-line.

- SEVENTH dice roll: “61,” Home team (Green Bay) has 2 time-outs remaining, visitor (Minnesota) has 1.

Play now begins with four minutes remaining, Minnesota leading 30-28, facing second and eleven at the Green Bay 33 yard-line.

### NOTES

In a rare instance where the SECOND dice roll generates in an odd score for the visitor (like 5 or 11), you can round that score one point closer. EXAMPLE: FIRST dice roll is a “21,” home team has 13 points. SECOND dice roll is “51,” winning by 2 points. Since that would generate the unusual score of 13-11, you can round it up to 13-12 instead, if you prefer.

If the FOURTH dice roll generates a first down scenario (11-23), then use THIS distribution for the FIFTH dice roll: 11-54, ten yards to go; 55-61, fifteen yards to go; 62-66, 20 yards to go (25 yards to go if using teams from before 1975).



Sports Simulation Board Games

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