





# SOCCER BLAST Pro Soccer Game • Universal Instant Results Table (v3.0)

This table is designed to quickly simulate soccer games, with one dice roll determining the winner of each contest. This is useful, for instance, when playing a single-team replay, to keep season-in-progress standings for the entire league. Or, you can use it in a tournament context to quickly decide the preliminary rounds and determine the finalists.

To use the chart, first note the “Quick-Play Team Grade” for each team. Next, determine which team has the HOME team advantage. In games played on neutral sites (such as tournament or exhibition play), you can roll a die to assign the advantage. Cross-reference the letter grade of the HOME/ADVANTAGE team with that of its opponent. The number indicated represents the home/advantage team’s “win range” for that game. Roll two dice, one colored and one white, reading the colored die first; if the dice roll is within the “win range,” the home/advantage team wins the game. A roll higher than the “win range” means the opponent has won. A roll below the home/advantage team’s “win range” results in a draw. “X” results, roll three dice, read lowest-to-highest: 1-1-1 or 1-1-2, the lower-ranked team earns a draw; 1-1-3, the lower-ranked team wins. (Re-roll two dice for score).

EXAMPLE (League Play): Everton (A) hosts Watford (C+), with a “win range” of 23-63. A dice roll within that range gives Everton a home win. A roll higher than 63 (that is, “64,” “65” or “66”) gives Watford an upset road win. A dice roll LOWER than 23 (that is, “11,” “12,” etc.) results in a draw. NOTE that if Watford were the host team, we would use a “win range” (for Watford) of 25-35.

EXAMPLE (Tournament Play, 2016 World Football Association): USA (C) plays Brazil (A-), and we determine that USA has the “advantage” for this game, with a “win range” of 24-32. A dice roll within that range (that is, “24,” “25,” “26,” “31” or “32”) gives the USA an upset win. A roll higher than 32 gives Brazil the victory. A dice roll LOWER than 24 results in a draw. NOTE that if Brazil had earned the “advantage” this game, we would use a “win range” (for Brazil) of 23-63. Use the dice roll (added) to generate a score. In our first example, let’s say we rolled a “25.” Since this would be an upset win, we’d check “7” in the “upset” column, which calls for a 2-0 USA win. In our second example, a “25” would result in a “routine” 2-1 win for Brazil.

	vs. A+	vs. A	vs. A-	vs. B+	vs. B	vs. B-	vs. C+	vs. C	vs. C-	vs. D+	vs. D	vs. D-	vs. F
<b>A+</b>	31-53	31-55	26-56	25-61	24-62	23-63	22-64	21-65	15-65	13-65	X	X	X
<b>A</b>	31-51	31-53	31-55	26-56	25-61	24-62	23-63	22-64	21-65	15-65	13-65	X	X
<b>A-</b>	31-45	31-51	31-53	31-55	26-56	25-61	24-62	23-63	22-64	21-65	15-65	13-65	X
<b>B+</b>	26-42	31-45	31-51	31-53	31-55	26-56	25-61	24-62	23-63	22-64	21-65	15-65	X
<b>B</b>	25-35	26-42	31-45	31-51	31-53	31-55	26-56	25-61	24-62	23-63	22-64	21-65	13-65
<b>B-</b>	24-32	25-35	26-42	31-45	31-51	31-53	31-55	26-56	25-61	24-62	23-63	22-64	15-65
<b>C+</b>	23-25	24-32	25-35	26-42	31-45	31-51	31-53	31-55	26-56	25-61	24-62	23-63	21-65
<b>C</b>	16-21	23-25	24-32	25-35	26-42	31-45	31-51	31-53	31-55	26-56	25-61	24-62	22-64
<b>C-</b>	14-15	16-21	23-25	24-32	25-35	26-42	31-45	31-51	31-53	31-55	26-56	25-61	23-63
<b>D+</b>	14	14-15	16-21	23-25	24-32	25-35	26-42	31-45	31-51	31-53	31-55	26-56	24-62
<b>D</b>	X	14	14-15	16-21	23-25	24-32	25-35	26-42	31-45	31-51	31-53	31-55	25-61
<b>D-</b>	X	X	14	14-15	16-21	23-25	24-32	25-35	26-42	31-45	31-51	31-53	26-56
<b>F</b>	X	X	X	X	14	14-15	16-21	23-25	24-32	25-35	26-42	31-45	31-53

SCORE GENERATOR: Dice roll from table determines winner AND score, use combined total of dice, ROUTINE column if favored team wins, UPSET column if underdog team wins.

ROUTINE	UPSET
[ 2 ] 6-1	[ 2 ] ----
[ 3 ] 5-1	[ 3 ] 2-1
[ 4 ] 4-1	[ 4 ] 2-1
[ 5 ] 3-2	[ 5 ] 3-1
[ 6 ] 2-0	[ 6 ] 1-0
[ 7 ] 2-1	[ 7 ] 2-0
[ 8 ] 1-0	[ 8 ] 1-0
[ 9 ] 3-1	[ 9 ] 1-0
[ 10 ] 3-0	[ 10 ] 1-0
[ 11 ] 4-0	[ 11 ] 2-1
[ 12 ] 5-0	[ 12 ] 1-0

DRAW
[ 2 ] 0-0
[ 3 ] 0-0
[ 4 ] 1-1
[ 5 ] 1-1
[ 6 ] 2-2
[ 7 ] 3-3
[ 8 ] 2-2

Use this column if game ends in a draw. Combined total of dice indicates score.

# World Cup Quick-PLAAY

## Group A

Qatar vs. Ecuador  
Ecuador vs. Senegal  
Senegal vs. Netherlands  
Netherlands vs. Qatar  
Ecuador vs. Netherlands  
Qatar vs. Senegal

## Group B

England vs. Iran  
Iran vs. USA  
USA vs. Wales  
Wales vs. England  
England vs. USA  
Wales vs. Iran

## Group C

Argentina vs. Saudi Arabia  
Saudi Arabia vs. Mexico  
Mexico vs. Poland  
Poland vs. Argentina  
Argentina vs. Mexico  
Saudi Arabia vs. Poland

## Group D

France vs. Australia  
Australia vs. Denmark  
Denmark vs. Tunisia  
Tunisia vs. France  
France vs. Denmark  
Australia vs. Tunisia

## Group E

Spain vs. Costa Rica  
Costa Rica vs. Germany  
Germany vs. Japan  
Japan vs. Spain  
Spain vs. Germany  
Costa Rica vs. Japan

## Group F

Belgium vs. Canada  
Canada vs. Morocco  
Morocco vs. Croatia  
Croatia vs. Belgium  
Belgium vs. Morocco  
Canada vs. Croatia

## Group G

Brazil vs. Serbia  
Serbia vs. Switzerland  
Switzerland vs. Cameroon  
Cameroon vs. Brazil  
Brazil vs. Switzerland  
Serbia vs. Cameroon

## Group H

Portugal vs. Ghana  
Ghana vs. Uruguay  
Uruguay vs. South Korea  
South Korea vs. Portugal  
Portugal vs. Uruguay  
Ghana vs. South Korea

## Game J

Winners Group A vs \_\_\_\_\_  
Runners-up Group B \_\_\_\_\_

## Game K

Winners Group C vs \_\_\_\_\_  
Runners-up Group D \_\_\_\_\_

## Game L

Winners Group D vs \_\_\_\_\_  
Runners-up Group C \_\_\_\_\_

## Game M

Winners Group B vs \_\_\_\_\_  
Runners-up Group A \_\_\_\_\_

## Game N

Winners Group E vs \_\_\_\_\_  
Runners-up Group F \_\_\_\_\_

## Game O

Winners Group G vs \_\_\_\_\_  
Runners-up Group H \_\_\_\_\_

## Game P

Winners Group F vs \_\_\_\_\_  
Runners-up Group E \_\_\_\_\_

## Game Q

Winners Group H vs \_\_\_\_\_  
Runners-up Group G \_\_\_\_\_

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## Quarter Final (Game R)

Winners Game J vs \_\_\_\_\_  
Winners Game K \_\_\_\_\_

## Quarter Final (Game S)

Winners Game L vs \_\_\_\_\_  
Winners Game M \_\_\_\_\_

## Quarter Final (Game T)

Winners Game N vs \_\_\_\_\_  
Winners Game O \_\_\_\_\_

## Quarter Final (Game U)

Winners Group P vs \_\_\_\_\_  
Runners-up Group Q \_\_\_\_\_

## Semi Final (Game V)

Winners Game R vs \_\_\_\_\_  
Winners Game S \_\_\_\_\_

## Semi Final (Game W)

Winners Game T vs \_\_\_\_\_  
Winners Game U \_\_\_\_\_

## Championship Game