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First, print four copies of pages 1 through 4 of the FAC deck document. Then, print pages 5 through 20 as follows...

page 1 b/w page 5
page 1 b/w page 6
page 1 b/w page 7
page 1 b/w page 8

page 2 b/w page 9
page 2 b/w page 10
page 2 b/w page 11
page 2 b/w page 12

page 3 b/w page 13
page 3 b/w page 14
page 3 b/w page 15
page 3 b/w page 16

page 4 b/w page 17
page 4 b/w page 18
page 4 b/w page 19
page 4 b/w page 20

Once the deck is printed on both sides, trim the cards along the "cut lines."

HOW TO USE COLD SNAP FAC DECK

This FAC deck was created by Giorgio Salvadego, for use with COLD SNAP Canadian Pro Football Game, based on the "No-Dice Play Cards for SECOND SEASON Football" created by Replay Games in 2008. If you already know how to use the SECOND SEASON cards, there's no need to read the rest of these instructions.

Before starting each game, shuffle the cards thoroughly (but don't flip them front to back--the black/white dice side must always be on the front, and the green/yellow dice side on the back!) When you're done shuffling the deck, place it with the black/white dice side up.

There are four cards with a red square in place of the blue square on the flip side. Each of these cards has a label in the square, corresponding to each quarter of the game. When one of these cards is drawn, you'll re-shuffle the deck before drawing the next card, if the game is in the quarter named by the card. If not, simply flip to the next card to continue play. Shuffle once per period, even if drawing another shuffle card. (You may also choose to shuffle at some specified point in each period to increase randomness--but this is up to you!)

To start the game, flip the top card over and lay it BLUE die side up next to the deck. The black-and-white die shown on each freshly-exposed top card are used for any dice rolls needed during play. In this way, every dice roll in SS Football now involves flipping cards instead of rolling dice. Otherwise, play is the same. [Incidentally, the BLUE square on the defence side is a hold-over from the SS deck, and represents a 20 sided dice roll used for ball-carrier and pass receiver finder columns. COLD SNAP uses an 11-66 dice roll finder system, hence the green and yellow dice on the defence side.] You can use the printed green or yellow die results with the game's standard defence play-calling system against offensive scrimmage plays.

Replacing dice rolling with FAC-flipping is only one function of the FAC deck. Additionally, the FAC deck serves to simply and easily automate BOTH the offensive and defensive play-calling when playing the game solitaire.

To play this way, each offensive scrimmage play involves a TWO FLIP procedure. The FIRST flip of the cards determines both the offensive and defensive play calls for the play, using the respective sides of a fresh pair of cards. The SECOND card flip is used to resolve the play, using the printed black/white dice roll to find the result in the SS game book, and also to determine the ball carrier/receiver with the green/yellow printed dice roll, if using that option. (On the play, any follow-up dice rolls involve flipping new cards as needed for each black/white dice result.

NOTE that inside the 20 yard-line, all long pass calls are medium passes. Inside the 5 yard-line, all pass calls are short passes.

SPECIAL SITUATIONS

In real football, sometimes game situations dictate offensive and defensive play calling more than team tendencies. To recreate this, the special situations results at the bottom of each card can sometimes come into play depending on game score and time remaining. Simply use the appropriate letter chart for each special game situation, determined by the SPECIAL SITUATIONS TABLE, below. The Special Situations results are meant as suggested calls only, and the offence may choose to use the regular play calls at any time, or may choose to name another letter. If the offence chooses a letter, the defence always refers to the same letter on its card for the call.

TIME REMAINING				
SCORE	10-15	6-9	3-5	<3
ANY	--	--	★	★
Trail by 20+	A	A	A	A
Trail by 20+	B	[C]	[C]	[C]
Trail by 15-19	B	[C]	[C]	[C]
Trail by 11-14	A	B	[C]	[C]
Trail by 8-10	--	A	B	[C]
Trail by 4-7	--	--	A	[C]
Trail by 1-3	--	--	--	B
lead by <8	--	--	D	D
lead by 8-16	--	D	[D]	D
lead by +16	D	[D]	[D]	D

★ Offense may choose any setting.

NOTE: Offense should use normal setting on third down conversions, unless setting is in [brackets], in which case use that setting on ALL downs.

TEAM TENDENCIES

On the FACs, some offensive and defensive play calls list alternate calls below them, such as "-1234 SHO." This is an optional system from the SECOND SEASON FAC deck which can reflect an NFL offense's tendency to run or pass more or less than average. None of the currently-available COLD SNAP CFL team cards are calculated for the "team tendency" option. However, you can estimate team tendencies, with +4 being a team that runs or is run against MOST often, and -4 being a team that runs or is run against LEAST often. A team tendency of "0" reflects a team that is balanced offensively or defensively--which is not to say that they pass and run (or are passed and run against) with equal frequency, only that the ratio of passes and runs is at or near the league average for that season.

To use these ratings, before each game, combine each team's offence rating with the opposing defence rating. This will be the offence's rating for that game. For example, if Team A has an offence rating of -2 and Team B has a defence rating of +1, then Team A's offence rating for that game will be -1. When using the play calling option, any time a -1 appears below an offensive play call, the call is changed to the call listed below.

EXAMPLE: Let's assume Team A has a first and 10. A FAC is drawn that calls for an INSIDE RUN, but there's a notation that reads "-1234 SHO." Since Team A is rated -1 on offence, the INSIDE RUN call is changed to a SHORT PASS call.

NOTE that the FAC deck can be used WITHOUT using the team tendency option. In this case, simply consider all teams to be "neutral," or +0. Simply read results straight from the deck and ignore all tendency alterations.