

No-Dice Play Cards for Second Season Football

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Inside this packet you'll find:

- 144 two-sided color play cards
- 1 special situations card

This optional innovation is designed to replace Second Season Football's dice with a deck of Play Cards, as well as to provide an automated solo play calling option for the game.

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 **green/gray** dice side must stay on the **back**!) When you're done shuffling the deck, place it with the **black/white** dice side up.

We've included four cards with a **red octagon** in place of the green die on the flip side. Each of these cards has a label in the octagon corresponding to each quarter. When one of these cards is drawn, you'll reshuffle 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!)

Here are two sample Play Cards:

TO PLAY: To start the game, flip the top card over and lay it **green die side up** in front of the deck, as shown. The two black and white "dice" 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, but otherwise, play is the same. As an option, you can use the green die roll side instead of a twenty-sided die for choosing ball carriers in most recently published seasons. Or, if using the game's standard defensive play call charts, the **gray** die roll can be used for the defensive call on offensive scrimmage plays.

That's the basic mechanism of the Play Card deck in replacing dice, but the main purpose of this deck is also to simply and easily automate offensive and defensive scrimmage play calls 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 **black/white** dice "roll" to find the result in the SS Game Book, and also to determine the ball carrier/receiver with the **green** die "roll" if using that option. (On the play, any follow-up dice rolls involve flipping new cards as needed for each **black/white** dice "roll".)

Offensive play call side

The diagram shows an offensive play card with a black and white dice roll of 1-1 and a green d20 die roll of 15. The yardage chart is as follows:

down	10-19	20+	3 or 4					
yards to go	1-10	11+	1-3	4-6	7-9	10-14	15-19	20+
	IN	IN	IN	IN	IN	IN	IN	SCR
	-1234	-1234	-1234	-1234	-34			
	SHO	SHO	SCR	SHO	SHO			
	A	B	C	D				
	IN	IN	MED	IN				

Defensive play call side

The diagram shows a defensive play card with a green d20 die roll of 15 and a black and white dice roll of 2-1. The yardage chart is as follows:

down	10-19	20+	3 or 4					
yards to go	1-10	11+	1-3	4-6	7-9	10-14	15-19	20+
	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	PASS	PASS
	+1234	+1234	+234	-1234	-1234			
	RUN	RUN	RUN	PASS	PASS			
	A	B	C	D				
	SAFE	SAFE	PASS	SAFE				

Special Situations

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

NOTE: Inside opponents' 20 yard line, all long pass calls are medium passes. Inside the 10, all long or medium pass calls are short passes.

Instructions for Second Season Solo Play Calling Team Tendency Ratings

On the SS Football Play Cards, some offensive and defensive play calls list alternate calls below them, such as "-1234 SHO." This is an optional system which can reflect an offense's tendency to run more or less than average. *Ratings range from -4 to +4, with -4 being a team that runs least often under normal circumstances (as little as 35%), and +4 being a team that runs most often (65% or more); there are adjustments to each team's ratings based on offensive team strength and overall team record, which are reflected in each team's final rating.*

Each team in each SS Football Yearbook published most recently (since 2005) is rated for their run/pass tendencies. Let's check the 2005 Houston and Jacksonville team sheets for our example.

2005 HOUSTON			DEFENSE	
2 wins	14 losses	4th - AFC South	Pen B	
Points Allowed	431	+1	Y -1	Fum D

Houston's defense has a +1, meaning they'll be expected to be run on more than average.

Meanwhile, Jacksonville's offense is rated -2, so they'll usually pass more than average.

12 wins	4 losses	Pen C	
Points Scored	361	-2 IN	Fum B

2005 JACKSONVILLE OFFENSE

To use these ratings: before each game, **combine** each team's offense rating with the opposing defense rating. This will be the offense's rating for that game. In this case, Jacksonville's offense will have a -1 rating against Houston. When using the play calling option, any time a "-1" appears below an offensive play call, the call is changed to the call below.

Example: Let's assume Jacksonville has a first and 10. On our sample play cards on the front page, the offensive play call listed under first and 10 (the far left column) is **IN**, or an **inside run**. But since Jacksonville is rated -1 and "-1234 SHO" is listed below the original call, Jacksonville's call will instead be a **short pass**. Houston's defense will be playing **SAFE**, as per the defensive card in the sample pair of cards (the call would have changed to a **RUN** defense if Jacksonville's rating for this game was +1 or higher).

Inside vs. Outside runs— Note that Jacksonville's offensive rating also has "IN" listed. Teams that run inside or outside much more than average will have either IN or OU listed on their sheet. Jacksonville ran inside more than average in 2005. These ratings work like the offensive tendency ratings; anytime an IN or OU appears below the play call, teams with this designation will have the play call changed.

To sum up how to use the optional team tendency ratings:

Combine the two teams' offensive and defensive ratings **before each game** to determine each offense's rating for that game, and anytime you see that rating in the column below the play call on the offense or defense card, the play is changed to that call. It's that simple!

NOTE: Teams with **no rating** listed on their Offense or Defense chart are considered **neutral**. When comparing ratings before each game for these teams, use **0** for their rating.

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SPECIAL SITUATIONS					
Qtr	Score	Time Left			
		10-15	6-9	3-5	<3
2	any				OFFENSE Choice
3	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*
4	trail by 4-7				A*
	trail by 1-3				B*
	lead by 17+	D*	D	D	D
	lead by 8+			D*	D
	lead by <8				D*

*Use regular offense on 3rd down































































