

“Match Day” Story Generator for SOCCER BLAST Pro Soccer Game

Ever since SOCCER BLAST was introduced a few years ago, a number of folks have suggested that perhaps there'd be a way to come up with a “day of the event” story generator feature similar to what's used in HISTORY MAKER BASEBALL and RED WHITE & BLUE RACIN'. We've always liked the idea, but figured that it might be best left to someone with a more in-depth knowledge of the intricacies and vagaries of real-life pro soccer/football. With his extensive knowledge of and interest in EPL football, Neil Maitland, Aberdeenshire, Scotland, is just the person to pull this off, and thankfully for the community, he's come up with a first-draft of the idea.

In its current form, Neil's SOCCER BLAST Match Day chart is really more of a concept than a full-fledged game feature, but it's certainly worth sharing with other football fans and getting some feedback and input. We're suggesting that you roll a decider die before the match to see if the chart will be used. If so, roll the decider die again to decide which team will be affected. NOTE that in a few cases, the impacted team is already indicated by the text (i.e., “underdog team,” “team deemed susceptible to heat,” etc.) In those cases, ignore the decider die roll and apply the effect to the team for which it makes sense.

If the decider die says “yes, add story,” then roll two six-sided dice, and combination of colors. The first colored die corresponds to story heading (Environment, Intangibles, etc.); the second die corresponds to the specific storyline and effects to be applied.

We hope you'll try it out and let us know what you think! E-mail us your thoughts, at info@plaay.com.

1 Environment

- [1] TRAVEL NIGHTMARE: Noise at hotel, etc.; random starting outfield player loses a random attribute.
- [2] SICK TO THE STOMACH: Food poisoning, reduce team BUILD UP, STRONG totals by two.
- [3] LOVE ME DO: Visit from Sig O's, two random starting outfield players automatically win any OFFENSIVE TAKE ON.
- [4] LATE ARRIVALS: Curfew broken, three random starting players lose a SHOT or ASSIST star (or gain a Scissors symbol)(includes goalkeeper).
- [5] GROUP HUG: Team bonding, add two to any BUILD UP TACTICS plays for this team.
- [6] FLAGS AND SELFIES: Happy crowd; add one triangle to HOME FIELD ADVANTAGE team total (or use decider die if no HFA in effect).

2 Team Coaching

- [1] STEP UP LADS: Offside plus, subtract one to an OPPONENT REFEREE DECISION OFFSIDE roll (once per half) before the roll is made.
- [2] SLOW ON THE UPTAKE: Offside Minus, opponent adds one to their REFEREE DECISION OFFSIDE roll (once per half) before the roll is made.
- [3] PRACTICE MAKES PERFECT: Corner plus, reduce a CORNER dice roll by one (a “2” is still a “2”). Choose before the roll.
- [4] YOU'RE NOT THE BOSS OF ME: Cliques vs. Coach, 50% chance that a team loses any BUILD UP TACTICS play automatically (decider die).
- [5] HE'S NOT MY MAN: New scheme, corners; any OPPONENT HEADER chance from a CORNER, increase HEADER skill level by one.
- [6] NICELY COVERED: Defensive Boost, add one SQUARE when defending an opponent's ATTACK once per half. Choose before the roll.

3 Intangibles

- [1] RISING TO THE OCCASION: Underdog GK inspired by family illness/birth, etc.; underdog team GK increases SPEC SAVE by one star.
- [2] BLISTERING PERFORMANCE: Boots lost/stolen, random starting outfield player loses two attributes.
- [3] FINANCIAL GOALS: VIP offers reward in changing room; team Adds two to choice MIDFIELD BATTLE once per half. Choose before the roll.
- [4] GOOD VIBRATIONS: Positive fan encounter, random starting outfield player adds STAR quality (or if already present, underlined STAR quality).
- [5] BAD WARM UP: Weather, heat; any team deemed susceptible to heat loses two PACE on MIDFIELD BATTLE and Build Up checks, second half.
- [6] A WINTERY TUESDAY IN STOKE: Cold, rain; any team deemed susceptible to cold loses one STRONG on MIDFIELD BATTLE, Build Up checks.

4 Psychology

- [1] VISUALISE THE TARGET: Improved finishing; random starting striker or midfielder has one added to SHOT stars (to a maximum of 5).
- [2] VAN VOSSEN MARK II: Attacker anxiety; random starting striker loses two SHOT stars on any successful ATTACK with decider die “blank.”
- [3] ROCKY LIVES: Underdog team gains one triangle on any MIDFIELD BATTLE generated attack with decider die “bullet.”
- [4] BUT IT'S REAL MADRID: Frozen in front of goal; first ON-TARGET attack by underdog team, shooter loses two SHOT stars.
- [5] ROY KEANE IS ALIVE AND WELL: Too fired-up; Two random starting midfielders (one from EACH TEAM) have CARD rating increased one level.
- [6] SQUEEZE THE SPACE: Two random starting defenders increase SHOT and ASSIST by one star (or improve scissors to a blank, etc.).

5 Fitness, Preparation

- [1] CARB LOADING: Improved stamina from diet; in last 30 minutes, add one to all STRONG and PACE checks.
- [2] JACK WILSHIRE IS ALIVE AND WELL?: Random starting outfield player has START reduced one level, minimum one game absence if injured.
- [3] MBAPPE'S GOT NOTHING ON ME: New sprint training pays off, starting outfield players add PACE quality (or if already present, underlined).
- [4] OVER THE HILL (AGAIN?): Overtraining, two random starting players lose STRONG and PACE for last 30 minutes of the game.
- [5] LAP IT UP: Poor hydration, team automatically loses BUILD UP PACE and STRONG checks in second half.
- [6] HIT 'EM ON THE BREAK: Counter-attack practice, Underdog team adds one triangle to all COUNTER ATTACKS.

6 Individual Coaching

- [1] BEND IT LIKE BECKHAM: Best-rated KICK starting outfield player can reduce a DFK die roll by one. Choose before the roll.
- [2] SORRY, SAY IT AGAIN COACH?: Complex Instructions; on first die roll of “6,” team automatically loses a BUILD UP.
- [3] LEAP LIKE A SALMON: Two starting outfield players have their HEAD ratings increased by one level.
- [4] DE BRUYNE, HE'S OK I GUESS: On one successful MIDFIELD BATTLE, add two ASSIST stars. Choose before the ATTACK roll.
- [5] WHAT AM I DOING HERE?: “Fish out of Water” syndrome, random starting player will lose all TAKE ONs during this game.
- [6] BECKENBAUER--MAYBE?: If a MIDFIELD BATTLE follows a DEFENSIVE CLEARANCE (failed attack, defender circle, etc.), winning side adds two SHOT stars.