



# Highlight Maker Football

*Highlight Maker Football is a quick-play game which produces an action reel filled with an NFL contest's most critical plays and moments. In the **Spectator Game**, you can watch you favorite team play out its entire season, or see the entire league through a whole or partial season, or even just sit back and witness a single dramatic game unfold. In the **Gambler's Game**, you take an active part in the proceedings by measuring your skill at predicting the outcome of a specific slate of game, winning or losing by your own decisions.*

## The Spectator Game

1. Select two NFL teams to go head-to head. One will be the visiting team, the other will be the home team. In addition, one team may be **favored** over the other.

If one team won **2 to 4** more games than the other during the regular 16-game NFL season, they are considered the FAVORED team, while the other is the UNDERDOG. If one team won **5 games or more** than the other during the regular 16-game NFL season, they are considered the HEAVILY FAVORED team, while the other is the HEAVY UNDERDOG. Teams within one win of each other are said to be **evenly matched**.

A team which finished their season with a record of 8-8 or better receives a home field advantage of **one win** when factoring in who's the favorite. (*Example: The Rams won eight games during the regular season, but when they play at home, their home field advantage makes them a 9-win team.*)

Note that this ratings system is only a suggestion; you may calculate the teams' strengths using any criteria that works for you, including just going on gut instinct for simplicity's sake!

2. The game is played out through a series of highlights rather than alternating possessions. The order of the highlights is listed on the scoresheet, with the Favored team featured in the first one to lead off the game, after which it is the Underdog's turn, et cetera. During a team's highlight, they are assumed to be in

possession of the ball, and when the defense is mentioned, it is usually (but not in every case) their opponent's defense that is being referred to.

If the teams are evenly matched going into the game, make the home team Favored by default—but on the scoresheet, cross out the Favored team's two asterisked \*bonus\* highlights. These will not be used because the two teams are too close to give one a true advantage.

3. Each team's highlight is resolved by rolling the dice and consulting the appropriate Highlight table, 1-16. For example, looking at the scoresheet, the first half starts with the Favored team "featured" in the first highlight. A notation of, say, **FAVORED 3** means that they will use Highlight Table 3 to determine what happens on that first highlight.

Notice that each Standard Game scoresheet has room for four different games, but they show different Highlight tables used in a different order. This ensures that each game will be much different than the last.

4. A highlight is resolved by flipping to the proper Highlight table and rolling the dice.

- A result noted with a \* signifies that the team has scored.
- A result with a long dash (—) before it signifies that the team was not able to score and they gave the ball up. Many results preceded by a — don't specify what happened after the drive ended unsuccessfully; you can just assume that the ball was punted away. Of course, some — results tell you specifically of a turnover, failure on 4th down, or a punt that pins the opponent back.

In both these cases, the highlight is over; now, after updating the game score, move on to the opposing team's highlight, keeping track of their order as you go by crossing them out. If you are guided to consult the Rare Play table, do so and roll the dice again to get the **final** result of the play.

The rest of the results, usually the ones in the bottom rows of each Highlight Table, signify that the team being featured in the highlight has put the ball into scoring position in some way. (*Example: A long run by the running back gets the ball into the red zone! or A big holding call sustains the drive!*) Now roll the dice once again, this time consulting the Scoring table. This will tell you the **final** result of the highlight, which will end in either a score, turnover, or faulty drive.

5. A Highlight table will sometimes show a number in parentheses following a result, and either a **plus** or **minus** sign. When you see this, it is a cue to add or subtract that number to or from the subsequent dice roll on the Scoring table. (*Example: A Highlight table shows a result of A long pass puts the ball inside the 5! (-4)* When you roll the dice on the Scoring table to complete the highlight, subtract 4 dice numbers, turning a 52, say, into a 44, or a 12 into an 11.

6. Teams alternate highlights in this way, with the Favored team getting a **bonus** highlight in each half (marked with asterisks on the scoresheet). A team's highlight might result in something good or bad for either team. In general, the featured team will be on offense, but not always. To keep it simple, just remember that the featured team scores on a \* result, they're shut down by their opponents on a — result, and they set themselves up to score, or get set up by their opponents to score, on the results that feature neither a \* nor a —.

Sometimes a team will score during a highlight and the table will indicate that the other team has a chance to return the ensuing kickoff for a touchdown or long gain. If they manage to do this, it is an extra "invisible" highlight and is not noted on the scoresheet except for the score, if any. An "invisible" highlight can also sometimes be achieved when there's a surprise onside kick, or an interception or fumble return for a touchdown.

7. There's an extra highlight at the end of each half and overtime. Here, instead of consulting a regular Highlight table, you'll go to the Two Minutes Left tables to see if either team can manage to score and beat the clock. With under two minutes to go, it is possible that both teams could have a chance to score. The rules are explained in further detail within those tables.

8. Extra points are **always considered good** unless otherwise specified.

9. The only difference between being Favored in the game and *Heavily Favored*, or being the Underdog and the *Heavy Underdog*, comes into play on the Scoring table on asterisked results. The Heavily Favored rule is detailed there.

10. If a team is trailing in the second half, and their last highlight before the Two Minute phase produces a disappointing — result, they may want to try to sustain the drive by going for it on 4th down. If no specific turnover, punt, or failure on 4th down is mentioned in the highlight, you can consult the **Going For It On 4th Down** table to see if they make it. The highlight will usually not mention how far they have to go for a first, but sometimes it will tell you that 1 yard is needed, or even just inches. If the team makes it on 4th down, roll the dice again on the **same Highlight table** to re-start the drive—they get a second chance! The team may even get lucky and break a long gain which will take them right to the Scoring table.

(*Example:* The Browns are down by 10 during their last highlight of the second half before the Two Minute phase. The Highlight table gives them a result of —*Receivers drop too many passes!* It's assumed that the ball is then punted away, but this is crunch time and the Browns are desperate, so instead of punting they may go for it on 4th down. It doesn't say how far they need to go, so you'll use the "Yardage Needed Not Specified" column on the Going For It On 4th Down table to see if they make it. If they do, the highlight starts over from the beginning. If they fail, their highlight is over. Now, if the Highlight table had said —*Great goal line stand, team comes away with nothing!* or —*Ball fumbled at midfield* or —*Team pins the opponent back at the 1 with a great punt*, they can't go for it on 4th down, as it has already passed.)

Do not have a team go for it on 4th down unless it's during their **last highlight** before the Two Minute phase of the second half. The same goes for trying an onside kick. Of course, an onside kick may also be tried during the Two Minute phase of the second half.

11. Make sound judgements as to when a team would try for a two point conversion. As a rule, they should usually only try it in the second half, or in the first half if they're down by 8, 11, or 16 points.

All other game rules are explained on the game charts. Have fun!

## Sample Standard Game

Today the Eagles will battle the Falcons in the NFC Championship game!

The Eagles are at home. Comparing the teams' regular season records, we determine that the Eagles are the Favored team, as they had a 14 win season compared to Atlanta's 11—plus a one game bonus for the home field advantage, bringing their win total to 15.

The Eagles, as the Favored team, will be featured in the first highlight. The first highlight of the first half goes to them on Highlight table 3. The dice are rolled and a 21 comes up. They score on a chip shot field goal! We'll cross out that first highlight and move on to see if the Falcons answered. The next row down on the first half scoresheet reads UNDERDOG 4. We flip to Highlight table 4 and roll the dice. A 15 comes up. They score on a screen pass + a long run! They're up 7 to 3!

Now it's back to the Eagles, FAVORED 5. On Highlight table 5, a 56 is rolled. On a punt, the Eagles recover the Atlanta returner's fumble! This sets them up to score, as the result is neither noted with a \* or a —. We go to the Scoring table and roll a 25: Disastrous offensive mistakes take the ball out of the red zone and force a punt! The Eagles fail! (Note that if they were Heavily Favored, that 25 would have been switched to a 36, a medium pass for a touchdown!)

The Favored Eagles will be featured in the next highlight as well, FAVORED 6. We roll the dice and consult Highlight table 6. We get a 41. The defense stops the offense inches from a first on third down! Atlanta holds onto the lead! Timewise, it looks like we are now in the second quarter or thereabouts.

It's the Falcons' turn to be featured. UNDERDOG 7 points us to Highlight table 7. The dice show a 36: The offense is stopped on 4th down in the red zone! The Eagles make a great stand! But what happened after that?

We go to Highlight table 8. The dice are rolled. They show a 15. The Eagles score on a long pass + run! They go up 10-7...but did the Falcons break a big kickoff return after that, as described? The dice are rolled....they show a 10! The Falcons returned it deep into Philadelphia territory! We are told to go right to the Scoring table. There, with a roll of 56, we see that they scored on a medium pass, caught and run in for a touchdown! That big return paid off! It's 14-10. Now we resume play. It's come down to the end of the half and the Two Minute phase. We roll the dice on the Two Minutes Left table under the FIRST HALF column. The roll is a 9. The featured team, the Falcons, kick a field goal as time expires, and they go into the locker room up 17-10.

Let's recap the game. After the Eagles went up 3-0 on a short field goal, the Falcons struck back on a big play, a screen pass that turned into a long touchdown! After Philadelphia recovered a fumble on a punt return, they blew it with too many red zone mistakes. A little later, the Falcons held on a big third down play to maintain their 7-3 lead. The Eagles returned the favor by stopping the Falcons on a 4th down deep in Eagles territory. Then the Eagles threw long and scored! But the Falcons took the ensuing kickoff back long, setting up a medium pass caught and run in to put them up 14-10. They added a late field goal to go up by 7. Good first half!

The first highlight of the second half will be UNDERDOG 9. We flip to Highlight table 9 and see what the Falcons do. A roll of 45 tells us the Eagles misplayed a long pass play but recovered in the nick of time to break it up, ending an Atlanta drive! We go to Highlight table 10. The dice are rolled. It's a 31: Consult the RARE PLAY table! There, a 54 is rolled. A stupid roughing the passer penalty saves the Eagles from a failed 3rd and long play! We go to the Scoring table to see if they converted this golden opportunity. A roll of 64 tells us they booted a medium-range field goal to close the gap to 17-13.

On to UNDERDOG 11. On Highlight table 11, we roll a 42. The underdog Falcons take a sack that pushes them out of field goal range. On to FAVORED 12. A 41 is rolled. A relentless blitz keeps the Eagles quarterback under heavy pressure and they can't put anything on the scoreboard. On to FAVORED 13. A roll of 62 tells us that the Eagles faked a field goal and put the ball inside the Falcons 5 yard line! We're instructed to subtract 4 numbers from the dice roll on the Scoring table. It's a 46, turned into a 42. The offense can't get the ball in on 3rd down, it's 4th and goal from inside the 1! Philadelphia must either take a guaranteed field goal or consult the Going for It on 4th Down table. If they fail to score, the Falcons will be pinned back at their own 1, reflected by adding 4 dice numbers to their next roll on the Highlight table, with 62 being the highest possible result that can be used....the Eagles will go for it, they can smell the Super Bowl. The dice are rolled on the Going for It on 4th Down table....a 6 is rolled....an end run didn't make it! The Falcons take over! Despair in Philadelphia!

On to UNDERDOG 14. The dice roll is a 25, turned into a 33 by adding four numbers as instructed because the Falcons are pinned back. They throw an agonizing interception! Two minutes left and the Eagles have the ball, down by 4!

They roll the dice....it's a 10....they kick a field goal with some time remaining, closing the gap to just 1! Time for an onside kick....a 4 is rolled, and they recover it! Could a miracle be about to occur? They roll the dice one more time, going back to the Two Minutes Left table and consulting the TEAM DOWN BY 1-3 POINTS column. The dice are rolled....it's a 7! They kick a field goal to win it, 19-17, and move on to the Super Bowl!!

## The Gambler's Game

The goal of the Gambler's Game is to successfully predict the outcomes of a specific set of games given certain strategic limitations.

Set up two slates of exactly four games each. The eight contests should feature the following matchups:

- **one game** in which one team is Heavily Favored over the other
- **three games** in which one team is Favored over the other
- **four games** in which the teams are evenly matched (save for home field advantage)

You will play the first four games simultaneously, employing "whip-around coverage" by rotating between games from quarter to quarter. Thus, after playing out the first quarter of game one, play out the first quarter of game two, then game three, etc. until all four games have a single quarter fully played. Then repeat the process until the second set of four games has been played to completion. Since there are only halves shown on the scoresheet, not quarters, a "quarter" is defined here as a single column of highlights on the scoresheet (there are two columns used) in each half.

Whenever you roll **doubles** on **any** table, you have a decision to make before doing anything else. You must immediately assign a single **Victory Point** to **any one team** currently playing by noting the point beside their team name on the scoresheet. If you have rolled a 2 or a 12, you must assign **two** Victory Points to either team playing the game in which the **least** number of Victory Points has already been assigned.

If a game ends and the team that you have assigned **more** Victory Points to has won the game, you score **10 points**. If you are confident enough in your pick to "declare victory" after the 3<sup>rd</sup> quarter, you receive an extra **5 points** in the end if your chosen team wins—but after the 3<sup>rd</sup> quarter, you may not assign *any* more Victory Points to *either* team.

If a game ends and both teams have been assigned the **same number of Victory Points**, you score **4 points**.

If a game ends and you have not assigned **any Victory Points** to either team, you score **2 points**.

If a game ends and you have assigned **more Victory Points to the team which lost**, you **LOSE 5 points**.

You emerge from the Gambler's Game victorious if you end with a total score of 50 or more.

Because you have a direct influence over the outcomes of games when choosing whether a team goes for it on 4<sup>th</sup> down, tries an onside kick, or attempts a two-point conversion, these decisions should never be made automatically. Instead, calculate the odds of a team making a given decision and use the roll of a single die to determine their course of action.

**HIGHLIGHT MAKER FOOTBALL**  
Game design and contents copyright 2005, 2013 by Soren Narnia

teams	scoring	OT	F

1st half		2nd half		overtime
FAVORED 3	UNDERDOG 7	UNDERDOG 9	FAVORED 13	FAVORED 15
UNDERDOG 4	FAVORED 8	FAVORED 10	UNDERDOG 14	UNDERDOG 16
FAVORED 5	UNDERDOG (2 minutes left)	UNDERDOG 11	FAVORED (2 minutes left)	FAVORED (2 minutes left)
*FAVORED 6*		*FAVORED 12*		

teams	scoring	OT	F

1st half		2nd half		overtime
FAVORED 7	UNDERDOG 11	UNDERDOG 13	FAVORED 1	FAVORED 3
UNDERDOG 8	FAVORED 12	FAVORED 14	UNDERDOG 2	UNDERDOG 4
FAVORED 9	UNDERDOG (2 minutes left)	UNDERDOG 15	FAVORED (2 minutes left)	FAVORED (2 minutes left)
*FAVORED 10*		*FAVORED 16*		

teams	scoring	OT	F

1st half		2nd half		overtime
FAVORED 11	UNDERDOG 15	UNDERDOG 1	FAVORED 5	FAVORED 7
UNDERDOG 12	FAVORED 16	FAVORED 2	UNDERDOG 6	UNDERDOG 8
FAVORED 13	UNDERDOG (2 minutes left)	UNDERDOG 3	FAVORED (2 minutes left)	FAVORED (2 minutes left)
*FAVORED 14*		*FAVORED 4*		

teams	scoring	OT	F

1st half		2nd half		overtime
FAVORED 15	UNDERDOG 3	UNDERDOG 5	FAVORED 9	FAVORED 11
UNDERDOG 16	FAVORED 4	FAVORED 6	UNDERDOG 10	UNDERDOG 12
FAVORED 1	UNDERDOG (2 minutes left)	UNDERDOG 7	FAVORED (2 minutes left)	FAVORED (2 minutes left)
*FAVORED 2*		*FAVORED 8*		

In each half, start from the top of the left hand column, work downward, then move to the top of the right hand column and work downward again, going through the highlights one by one till you reach the end of the half. The order of the highlights mimics a game clock, with time progressing as you go through them.

A team goes for it on 4th down only on highlights featured in the **right-hand column** of the **2nd half**.

## HIGHLIGHT TABLE 1

11	<b>*Team scores on a 1-yard inside run!</b>
12	<b>*Team scores a touchdown on a very long end run!</b>
13	<b>*Team scores on a very short touchdown pass!</b>
14	<b>*From just inside the red zone, team scores on a screen pass + run for a touchdown!</b>
15	<b>*Team scores a touchdown on a long pass + short run!</b>
16	<b>*From deep inside their own territory, team scores on a long pass + long run!</b>
21	<b>*Team scores on a chip shot field goal.</b>
22	<b>*Team scores on a short field goal.</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
23	<b>*Team scores on a medium-range field goal.</b>
24	<b>*Team scores on a long field goal.</b>
25	<b>*Running back bowls over the defense on a very short touchdown run!</b>
26	Consult the RARE PLAY table!
31	<i>Roll again. If a touchdown results within this highlight, the extra point is missed! (If the team is down by 8, 11, or 16 points, they may go for a two point conversion instead.)</i>
32	—The defense comes up with a huge sack on third down to kill a drive!
33	—An interception ends a long drive!
34	—A nasty, jarring hit on the QB causes him to fumble the ball at midfield!
35	—A key dropped pass on third down ends a drive!
36	—The offense's rushing game is stifled!
41	—The quarterback is inconsistent! Too much finesse, not enough arm!
42	—A long field goal attempt is just inches short!
43	<b>*The defense makes a great goal line stand! <b>Offense settles for a field goal!</b></b>
44	—The ball is intercepted at midfield!
45	—The offense is stopped on 4th and short in the red zone! Runner smothered!
46	—The defense smothers the receivers and the passing game goes nowhere!
51	—The offense's star receiver is shut down!
52	—The offense misses a field goal.
53	—QB throws long on third down and it's picked off!
54	—A big sack on third down ends a drive!
55	—A botched hold on a field goal try ends a drive!
56	Long pass complete for a big gain! Perfect throw!
61	Team breaks a punt return for big yardage!
62	A referee's bad pass interference call gives the offense new life!
63	Team breaks a punt return for big yardage and only a diving tackle at the end of it saves a touchdown! (-4)
64	The offense makes a big 3rd down conversion with a perfect sideline pass and keeps their drive alive!
65	A huge personal foul on the defense keeps a drive alive!
66	A fumble by the offense is reversed by instant replay and they retain possession, then promptly break a long running gain to set up a score!

## HIGHLIGHT TABLE 2

11	*Team scores a touchdown on a 1-yard end run!
12	*Team scores a touchdown on a very short timing pattern!
13	*Team scores a touchdown on an end run from just inside the red zone!
14	*Team scores a touchdown on a long end run!
15	*Team scores a touchdown on a medium pass + run!
16	*Team scores on a reverse from deep inside their own territory!
21	*Team scores on a chip shot field goal.
22	*Team scores on a short field goal.
23	*Team scores on a medium-range field goal.
24	*Team scores on a long field goal.
25	Consult the RARE PLAY table!
26	—The offense fumbles near the goal line, the defense falls on it in the end zone, first and ten at the 20 going the other way!
31	—The offense fumbles the ball in the red zone!
32	—The offense is stopped on 4th and short at midfield!
33	—A debatable video replay review gives the defense an interception!
34	—The offense self-destructs with penalties in the red zone!
35	—With the quarterback under constant pressure, the offense goes nowhere!
36	—The offense's star running back is shut down!
41	—The kicker misses badly on a short field goal!
42	—A field goal try is blocked!
43	—The offense fumbles at the opponent's goal line, the defense takes over!
44	—A video replay reversal changes a referee's spot and instead of a 1st down it's 4th and 1!
45	—A strong showing on defense, three and out!
46	—A field goal try hits the upright, no good!
51	—A medium pass is intercepted in the end zone!
52	—A terrible pass by the quarterback results in an interception!
53	A referee's overzealous roughing the passer call keeps the offense's drive alive!
54	Long pass for a big gain, a touchdown is saved with a shoestring tackle near the goal line! (-6)
55	The offense mounts a long drive from their own 1 yard line!
56	A roughing the passer call keeps the drive alive!
61	A pass interference call puts the ball on the defense's 1 yard line! (-6)
62	A desperation scramble by the quarterback goes for big yardage!
63	The offense's running game punishes the defense!
64	An awful punt gives the team great field position!
65	A running into the kicker penalty on a punt sustains the offense's drive!
66	A blocked field goal is returned for long yardage!

## HIGHLIGHT TABLE 3

11	<b>*Team scores a touchdown on a very short timing pattern!</b>
12	<b>*Team scores a touchdown on a short end run!</b>
13	<b>*From just inside the red zone, team scores on a pass to a spot near the goal line + short run for a touchdown!</b>
14	<b>*First highlight of the half: Team returns the opening kickoff for a touchdown! Otherwise: Quarterback finds a man wide open in the end zone for a short touchdown pass!</b>
15	<b>*From deep inside their own territory, team scores a touchdown on a screen pass + long run!</b>
16	<b>*Team intercepts a pass and returns it for a long touchdown!</b>
21	<b>*Team scores on a chip shot field goal.</b>
22	<b>*Team scores on a short field goal.</b>
23	<b>*Team scores on a medium-range field goal.</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
24	<b>*Team scores on a long field goal.</b>
25	<b>*Running back bowls over the defense on a very short touchdown run!</b>
26	Consult the RARE PLAY table!
31	—A big sack on 3rd down ends a drive!
32	—Quarterback throws an interception in the end zone!
33	—A fumble kills a long drive!
34	—Offense can't get anything going with the passing game.
35	—Receivers drop too many passes!
36	—Team misses a field goal.
41	—Miscommunication on a handoff, the offense fumbles at midfield!
42	<b>*Great goal line stand by the defense! <b>Offense must settle for a field goal!</b></b>
43	—Quarterback is constantly pressured, can't get anything going.
44	—A field goal try is blocked!
45	—Offense can't make it in on 4th and goal at the 2! Their opponent takes over! <i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the offense that failed on 4th and they are featured in the next highlight as well; just play on normally.)</i>
46	—A huge defensive play on 3rd down stops a drive, receiver in open field is caught from behind!
51	—A pass is intercepted at midfield!
52	—The offense fumbles in the red zone without the defense even touching the back!
53	—The offense punts the ball to the defense's 1 foot line! <i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the offense that punted and they are featured in the next highlight as well; just play on normally.)</i>
54	—A long pass gain is reversed upon video replay review!
55	The quarterback gets the defense to jump offsides on 4th down, it keeps the drive alive!
56	The offense breaks a long run, only a last-second tackle saves a touchdown!
61	Team blocks a punt and is set up with great field position!
62	A big pass interference call gives the offense a boost!
63	Quarterback throws an interception, but it's reversed on instant replay review!
64	A pass interference call puts the ball into the red zone!
65	Great running boosts the offense!
66	Great passing boosts the offense!

## HIGHLIGHT TABLE 4

11	<b>*Team scores on a very short touchdown pass!</b>
12	<b>*Team scores a touchdown on a very short end run!</b> <i>If this touchdown + extra point ties the game, the scoring team then surprises the defense by trying an onside kick! If it's successful, they get an extra, "invisible" highlight right now which does not count on the scoresheet. Use this same Highlight table. If the defense recovers the kick, play on normally.</i>
13	<b>*Team scores on a short touchdown pass!</b>
14	<b>*From just inside the red zone, team scores a touchdown on a short pass + run!</b>
15	<b>*Team scores on a screen pass + long run!</b>
16	<b>*From deep inside their own territory, team scores on a long line run!</b>
21	<b>*Team scores on a chip shot field goal.</b>
22	<b>*Team scores on a short field goal.</b>
23	<b>*Team scores on a medium-range field goal.</b>
24	<b>*Team scores on a long field goal.</b>
25	Consult the RARE PLAY table!
26	—Defense is constantly in the quarterback's face and he can't make any plays!
31	—A big punt return goes for naught as the offense stalls!
32	—A pass is intercepted in the end zone! Bad decision by the quarterback!
33	—The offense is stopped on 4th down at midfield!
34	—The offense is stopped on 4th down in the red zone!
35	—A video replay review gives the defense a fumble!
36	—The offense can't get the passing game going, the secondary is all over it.
41	—The offense's rushing game is shut down.
42	—Quarterback throws too short on 3rd down.
43	—A field goal try hits the upright, no good!
44	—Impressive, speedy defense holds the offense to a three and out.
45	—A bad pass by the quarterback is intercepted!
46	—The quarterback is harassed constantly, sacked three times!
51	—The offense misses a field goal.
52	—The offense fumbles at the goal line!
53	—A phenomenal play by defensive back breaks up a sure touchdown pass!
54	—A receiver can't get an obvious pass interference call on third down!
55	—A long run is reversed on a video replay review!
56	The offense gets a big gain on a trick play!
61	A receiver makes a miracle catch on a long pass!
62	A running into the kicker penalty on a field goal try sustains the drive!
63	Team intercepts a pass, laterals on the return for a big extra gain!
64	A short pass is broken for a long gain!
65	Defense blocks a punt and sets itself up with terrific field position!
66	A touchdown pass is reversed on a video replay review! Offense will try again!

## HIGHLIGHT TABLE 5

<b>11</b>	<b>*Team's running back barely gets into the end zone on 1 yard inside run, touchdown!</b>
<b>12</b>	<b>*Team scores on a touchdown pass from just inside the red zone!</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
<b>13</b>	<b>*Team scores a touchdown on a long inside run!</b>
<b>14</b>	<b>*Team scores a touchdown on a short pass + long run!</b>
<b>15</b>	<b>*Team scores a touchdown on a very long trick play + run!</b>
<b>16</b>	<b>*Team scores a touchdown on a short pass + very long run!</b>
<b>21</b>	<b>*Team scores on a short field goal.</b>
<b>22</b>	<b>*Team scores on a medium-range field goal.</b>
<b>23</b>	<b>*Team scores on a long field goal.</b>
<b>24</b>	<b>*Team scores on a very long field goal!</b>
<b>25</b>	<b>*Team scores on a safety, quarterback is sacked in the end zone!</b>
<b>26</b>	Consult the RARE PLAY table!
<b>31</b>	<i>Roll again. If a touchdown results within this highlight, the extra point is missed! (If the team is down by 8, 11, or 16 points, they may go for a two point conversion instead.)</i>
<b>32</b>	—An interception kills a long drive!
<b>33</b>	—A fumble kills a long drive! Running back wasn't protecting the football!
<b>34</b>	—Team punts the ball to the 1 yard line! <i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the offense that punted and they are featured in the next highlight as well; just play on normally.)</i>
<b>35</b>	—The offense implodes with penalties!
<b>36</b>	—Receiver bobbles and can't quite come up with a miracle long catch on a big 3rd down.
<b>41</b>	—Receivers drop key passes!
<b>42</b>	—A long field goal try is inches short!
<b>43</b>	—The offense misses a field goal.
<b>44</b>	—A big third down blitz produces a swarming sack to end a drive!
<b>45</b>	—The defense holds for an impressive three and out.
<b>46</b>	—The offense is completely out of sync, three and out.
<b>51</b>	—The offense fumbles in the opponent's territory! Back tried too hard for extra yards!
<b>52</b>	—A video review turns a big offensive gain into an incomplete pass, killing the drive!
<b>53</b>	—A huge offensive holding call ends a drive!
<b>54</b>	A pass interference call puts the ball on the 1 yard line! (-6)
<b>55</b>	The team intercepts a pass deep inside the offense's half of the field!
<b>56</b>	On a punt, the team recovers the returner's fumble!
<b>61</b>	An amazing run sets the offense up with great field position!
<b>62</b>	The defense is simply unable to cover the offense's receivers!
<b>63</b>	A screen pass turns into a long gain!
<b>64</b>	The offense mounts a long drive from deep inside its own territory!
<b>65</b>	The defense forgets how to tackle!
<b>66</b>	A big personal foul call on the defense keeps the drive alive!

## HIGHLIGHT TABLE 6

11	<b>*Team scores a touchdown on a quarterback sneak from the 1!</b>
12	<b>*Team scores a touchdown on a short inside run!</b>
13	<b>*Team scores a touchdown on a long pass into the end zone!</b>
14	<b>*Team scores on a touchdown on a very long reverse!</b>
15	<b>*From deep inside their own territory, team scores a touchdown on a long inside run!</b>
16	<b>*From deep inside their own territory, team scores a touchdown on a medium pass + long run!</b>
21	<b>*Quarterback throws a short bullet into the end zone, into heavy traffic, it's caught for a touchdown!</b>
22	<b>*Team scores on a short field goal.</b>
23	<b>*Team scores on a medium-range field goal.</b>
24	<b>*Team scores on a long field goal.</b>
25	<b>*Team scores on a very long field goal!</b>
26	<b>*A field goal try hits the goalpost and goes in!</b>
31	Consult the RARE PLAY table!
32	<i>Roll again. If a touchdown results during this highlight, the extra point is blocked! (If the team is down by 8, 11, or 16 points, they may go for a two point conversion instead.)</i>
33	—A huge offensive personal foul call ends a drive!
34	—An attempted reverse on 3rd and long goes nowhere!
35	—The ball is intercepted in the red zone! Receiver never saw it coming!
36	—A great goal line stand by the defense! The offense comes away with nothing!
41	—The defense stops the offense inches from a first on third down!
42	—The quarterback is constantly under pressure, offense can't move the ball.
43	—The defense simply crushes the offense, three and out.
44	—A short field goal try is missed!
45	—A terrific play by a defensive back on third down ends a drive!
46	—The offense hurts itself with penalties.
51	—The ball is intercepted in the opponent's territory!
52	—A jump ball on a long pass to the end zone is barely broken up, the drive ends!
53	—A big sack on third down ends a drive, quarterback tripped up at the last second!
54	—The running game goes nowhere!
55	—The passing game goes nowhere!
56	Defensive penalties keep the offense moving downfield!
61	A fumble return for a touchdown is reversed on instant replay review, and the offense takes advantage!
62	Running back breaks one for a long gain!
63	Team picks up a fumble, laterals the ball to turn the return into a long one!
64	On a pass play, the receiver alertly laterals the ball to turn the gain into a huge one!
65	A trick play goes for a long gain!
66	A pass is dropped in the end zone! But the offense will get another chance....

## HIGHLIGHT TABLE 7

11	<b>*Team scores a touchdown when the quarterback takes the snap inside the 10, scrambles, buys time, breaks a tackle, fires, and finds his man in the end zone!</b>
12	<b>*Team scores a touchdown on an inside run from just inside the red zone!</b>
13	<b>*Team scores a touchdown on a very long pass + short run!</b>
14	<b>*Team scores a touchdown on a medium pass + very long run!</b>
15	<b>*From deep inside their own territory, team scores on a short pass + long run!</b>
16	<b>*Team blocks a punt and takes it back for a touchdown!</b>
21	<b>*Team scores on a short field goal.</b>
22	<b>*Team scores on a medium-range field goal.</b>
23	<b>*Team scores on a long field goal.</b>
24	<b>*Team scores on a very long field goal!</b>
25	<b>*A field goal try hits the crossbar and goes in!</b>
26	Consult the RARE PLAY table!
31	<i>Roll again. If a touchdown results within this highlight, the extra point is missed! (If the team is down by 8, 11, or 16 points, they may go for a two point conversion instead.)</i>
32	<b>*Team scores on a safety, the quarterback is sacked in the end zone!</b>
33	—A booming punt pins the offense way back and they can't recover.
34	—The defense swarms the offense for a big three and out.
35	—The offense can't get a pass interference flag on a long pass, drive over!
36	—The offense is stopped on 4th down in the red zone!
41	—The passing game falters with a drop, a sack, and a weak incomplection.
42	—The rushing game falters, three straight losses.
43	—Quarterback is hounded by star defensive player, offense stalls!
44	—Offense's star running back is shut down.
45	—Offense's star receiver is shut down.
46	—The offense misses a field goal, just inches wide!
51	—A nasty hit jars the ball loose in the red zone, defense recovers!
52	—An interception on an overly bold first down throw kills the drive!
53	—A fumble kills the drive, a beautiful play to strip the ball away!
54	—The drive starts off great, suddenly stalls.
55	—Penalties kill the offense!
56	Team returns a fumble all the way to the red zone!
61	Quarterback throws deep, the receiver makes a great bobbling catch!
62	Team returns an interception all the way to the red zone!
63	A reserve running back breaks a carry for a huge gain!
64	The offense converts a huge 4th down in the red zone!
65	A big punt return sets the team up with terrific field position!
66	The defense recovers a fumble deep in offensive territory!

## HIGHLIGHT TABLE 8

11	<b>*Team scores a touchdown on a 1 yard dive play!</b>
12	<b>*Team scores a touchdown on a very short quarterback bootleg!</b>
13	<b>*Team scores a touchdown on a very long inside run!</b>
14	<b>*Team scores a touchdown on a screen pass + very long run!</b>
15	<b>*Team scores a touchdown on a long pass + run!</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
16	<b>*Team returns a punt for a touchdown!</b>
21	<b>*Team sacks the quarterback, fumble recovered in end zone for a touchdown!</b>
22	<b>*Team scores on a chip shot field goal.</b>
23	<b>*Team scores on a short field goal.</b> <i>If this field goal ties the game, the scoring team then surprises the defense by trying an onside kick! If it's successful, they get an extra, "invisible" highlight right now which does not count on the scoresheet. If the defense recovers the kick, play on normally.</i>
24	<b>*Team scores on a medium-range field goal.</b>
25	<b>*Team scores on a medium-range field goal.</b>
26	<b>*Team scores on a long field goal.</b>
31	Consult the RARE PLAY table!
32	<b>*Second half: Team scores on a safety, a punt is blocked through the end zone!</b> <b>Otherwise:</b> —Fearing a hit, receiver steps out of bounds short of a first down on 3rd and long!
33	—A huge personal foul call kills the drive!
34	—A freak tip results in an interception!
35	—A big third down pass is dropped!
36	—A long pass is dropped in the end zone, killing the drive!
41	—The passing game falters, a breakdown of protection.
42	—The running game is smothered, overly conservative play calling ends the drive.
43	—The quarterback is blitzed relentlessly!
44	—A field goal try hits the upright and is no good!
45	—The quarterback throws a pass into traffic, it's intercepted!
46	—A questionable spot on a third down ends the drive!
51	—The drive starts out well, then falters.
52	—A long running play by offense goes to waste as the drive falters!
53	—A long passing play by offense goes to waste as the drive falters!
54	—A great goal line stand by the defense, the offense comes away with nothing!
55	A terrific pass into traffic on 3rd and long keeps the drive alive!
56	Team sets itself up with great field position after a long fumble return!
61	A big punt return from inside the 5 sets the offense up in the red zone!
62	Quarterback gets a huge gain on a desperation scramble!
63	Team picks off a pass and returns it all the way to the red zone!
64	Quarterback makes an amazing third down throw to pick up a key first!
65	Team takes advantage of a big punt return to get close to the goal line! (-4)
66	A long run rescues a faltering drive!

## HIGHLIGHT TABLE 9

11	<b>*Team scores when they sack the opponent's quarterback, scoop up the fumble, and run it in for a touchdown!</b>
12	<b>*Team scores a touchdown on a very short inside run!</b>
13	<b>*Team scores a touchdown on a very short pass!</b>
14	<b>*Team scores a touchdown on a very short inside run!</b>
15	<b>*Team scores a touchdown on a short interception return!</b>
16	<b>*Team scores a touchdown on a short dive play, running back just barely gets in!</b>
21	<b>*Team scores a touchdown on a short quarterback draw!</b>
22	<b>*Team scores on a short field goal.</b>
23	<b>*Team scores on a medium-range field goal.</b>
24	<b>*Team scores on a long field goal.</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
25	<b>*Team scores on a very long field goal!</b>
26	Consult the RARE PLAY table!
31	<i>Roll again. If a touchdown results during this highlight, the extra point is blocked! (If the team is down by 8, 11, or 16 points, they may go for a two point conversion instead.)</i>
32	—Offense can't convert on a fourth down in defense's territory!
33	—A big sack ends the drive, the quarterback holds the ball too long!
34	—The ball is intercepted in the end zone! The receiver went one way and the quarterback threw another, one of them was crossed up, and they exchange a few terse words!
35	—The ball is fumbled deep in the red zone!
36	—The quarterback makes a bad throw at a key moment and the drive ends!
41	—A field goal try is blocked!
42	—A big penalty on third down kills the drive!
43	—A huge dropped pass kills the drive!
44	—An amazing play by a defensive back on third down breaks up a big gain!
45	—Defense misplays a long pass play but recovers in the nick of time to break it up!
46	—Defense smothers the running game.
51	—An amazing tackle on 3rd down stops a runner one yard short!
52	—A video replay review takes a touchdown pass away from the offense!
53	—The defense just barely holds on a 3rd and long!
54	—A freak tipped pass results in an interception!
55	An unlikely receiver makes a great long grab to set the offense up to score!
56	An amazing medium pass by the quarterback on 3rd down keeps the drive alive!
61	A pass interference call sets the ball up on the 1 yard line! (-6)
62	Receiver catches a short pass on 3rd down, fights and claws his way to the first down marker to keep the drive alive!
63	Quarterback has to scramble on a big third down, he dives to the first down marker and just barely makes it!
64	A medium pass turns into a long gain when the defender slips!
65	Receiver makes an amazing catch on a long pass!
66	The opponent fumbles deep in their own end!

## HIGHLIGHT TABLE 10

11	<b>*Team scores a touchdown on a very short inside run!</b>
12	<b>*Team scores a touchdown on a very short end run!</b>
13	<b>*Team scores a touchdown on a very short pass!</b>
14	<b>*Team scores a touchdown on a short pass!</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
15	<b>*Team scores a touchdown on a medium pass!</b>
16	<b>*Team scores a touchdown on a pass from just inside the red zone!</b>
21	<b>*After first and goal from inside the 5, team can only manage a field goal!</b>
22	<b>*Team scores on a short field goal.</b>
23	<b>*Team scores on a medium-range field goal.</b>
24	<b>*Team scores on a long field goal.</b>
25	<b>*A very long field goal try is just barely good!</b>
26	<b>*Team scores a touchdown on a short pass + short run!</b>
31	Consult the RARE PLAY table!
32	—Defense just barely holds on a 3rd and long!
33	—Offense can't move the ball whatsoever.
34	—A great play by a defensive back results in a pick!
35	—Too much pressure from the pass rush!
36	—Ball tipped at the line and picked off!
41	—Ball is fumbled at midfield!
42	—Star running back is shut down entirely.
43	—Star receiver is shut down entirely.
44	—Star linebacker harasses the offense.
45	—Offense sputters after getting a few first downs.
46	—Offense misses a field goal try.
51	—Offense sputters just outside field goal range.
52	—A big sack takes the offense out of field goal range!
53	—Offense shoots itself in the foot with penalties.
54	—The drive stopped by a freak interception!
55	The quarterback has a fantastic passing drive and takes the offense right down the field.
56	A long punt return gives the offense the ball just outside the red zone.
61	A reserve running back breaks one for a very long gain!
62	A long pass puts the ball inside the 10! (-2)
63	A long run puts the ball inside the 10! (-2)
64	A long pass puts the ball inside the 5! (-4)
65	An amazing run from midfield puts the ball inside the 10! (-2)
66	A defensive breakdown leads to a huge long pass play!

## HIGHLIGHT TABLE 11

11	<b>*Offense scores a touchdown on a short pass and terrific leaping catch!</b>
12	<b>*Running back fights and scratches his way into the end zone from the 1, touchdown!</b>
13	<b>*Referee misses an obvious penalty which allows the offense to score a touchdown on a short running play!</b>
14	<b>*An amazing second effort on a short inside run gets the offense a touchdown!</b> <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i>
15	<b>*Quarterback throws up a prayer from just outside the red zone, it's caught for a touchdown!</b>
16	<b>*First highlight of the half: The opening kickoff is returned for a touchdown! Otherwise: Quarterback lofts an easy short touchdown pass!</b>
21	<b>*Receiver leaps over a defender to catch a short timing pattern, touchdown!</b>
22	<b>*Short pass is tipped, caught in the end zone, touchdown!</b>
23	<b>*Team scores on a short field goal that just barely squeaks through!</b>
24	<b>*Team scores on a medium-range field goal that just barely squeaks through!</b>
25	<b>*Team scores on a long field goal.</b>
26	Consult the RARE PLAY table!
31	—Team pins their opponent deep in their own end by catching a punt returner in a bad move which loses big yardage back inside the 5! <i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the offense that punted and they are featured in the next highlight as well; just play on normally.)</i>
32	—A long passing gain goes to waste as the drive stalls!
33	—A long running gain goes to waste as the drive stalls!
34	—A punt return for a touchdown is called back on a penalty!
35	—A bad snap on a key play kills the drive!
36	—Team fumbles the ball on a bad snap!
41	—A penalty takes the offense out of field goal range!
42	—A big sack takes the offense out of field goal range!
43	—On third down, a pass completion leaves the offense just inches shy of a first!
44	—A tough spot leaves the offense inches shy of a first down, the drive ends!
45	—Quarterback throws up a total prayer as he's hit, it's intercepted!
46	—Receiver makes a big catch on third down but is hit just shy of a first!
51	—An intentional grounding penalty kills the drive's momentum!
52	—A successful fake punt is called back because of a penalty! Big opportunity lost!
53	—Dropped passes hurt the offense!
54	—Offense jumps offside on 4th and short, leaving no choice but to punt!
55	A great juggling catch turns into a long gain!
56	A third down penalty in the end zone gives the offense one more shot to score! (-4)
61	A quarterback draw turns into a long gain!
62	A surprise draw play on 3rd and long turns into a big gain!
63	An incredible second and third effort by the running back takes the ball to the red zone!
64	An amazing running play has the back completely reverse his field and go for a long gain!
65	Receiver breaks a couple of tackles and turns a short pass into a long gain!
66	Running back takes the ball inside his own 5 yard line and streaks forward all the way down inside the defense's 10! (-4)

## HIGHLIGHT TABLE 12

<b>11</b>	<p><b>*Receiver catches a short pass and tiptoes into the end zone for a touchdown!</b>  <i>After this score, roll the dice. On a roll of 5, the other team takes the ensuing kickoff and goes all the way for a touchdown! On a roll of 10, they take the ball all the way back deep inside the opponent's territory, and their next highlight begins on the Scoring Table! This is an extra, "invisible" highlight and does not count on the scoresheet. Resume play normally after it. On dice rolls other than 5 or 10, play on normally as well.</i></p>
<b>12</b>	<b>*A punt return is broken for a touchdown!</b>
<b>13</b>	<b>*Receiver takes a long pass out of the defensive back's hands for a touchdown!</b>
<b>14</b>	<b>*A backpedaling quarterback throws a beautiful short pass into the back of the end zone for a touchdown!</b>
<b>15</b>	<b>*Quarterback throws short inside the 10, the ball is caught and the receiver fights for his life to get into the end zone, touchdown!</b>
<b>16</b>	<b>*Short end run ends with the running back diving for the goal marker, touchdown!</b>
<b>21</b>	<b>*Quarterback fires a short bullet to the back of the end zone, into traffic, touchdown!</b>
<b>22</b>	<b>*Team blocks a field goal and returns it for a touchdown!</b>
<b>23</b>	<b>*Team scores on a chip shot field goal after missing several touchdown opportunities.</b>
<b>24</b>	<b>*Team scores on a short field goal after missing several touchdown opportunities.</b>
<b>25</b>	<b>*Team scores on a medium-range field goal.</b>
<b>26</b>	<b>*Team scores on a long field goal.</b>
<b>31</b>	<b>*Team scores on a field goal after a penalty erases the first missed try.</b>
<b>32</b>	Consult the RARE PLAY table!
<b>33</b>	—Defense just barely holds on 3rd down!
<b>34</b>	—Defense swarms a receiver on 3rd down and keeps him from getting to the first down marker!
<b>35</b>	—Team loses a fumble on a bad snap in the red zone!
<b>36</b>	<p>—Team pins their opponent at their own 1 yard line when a punt returner loses the ball, then recovers his own fumble for a big loss!</p> <p><i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the offense that failed and they are featured in the next highlight as well; just play on normally.)</i></p>
<b>41</b>	—A relentless blitz keeps the quarterback under heavy pressure.
<b>42</b>	—The offensive line can't open any holes for the running game.
<b>43</b>	—Defense drops a sure interception for a touchdown and the offense breathes a sigh of relief, but must give up the ball.
<b>44</b>	—The offense does a great job of fighting its way out of terrible field position but the drive stalls.
<b>45</b>	—The offense mounts a nice drive which eventually sputters.
<b>46</b>	—Dumb penalties cost the offense big.
<b>51</b>	—Receiver drops an easy pass with the entire field open ahead of him, ending the drive!
<b>52</b>	—Quarterback is hammered, out for a few plays.
<b>53</b>	—Broken play on third down results in a huge sack!
<b>54</b>	—Quarterback suffers from miscommunication with his receivers.
<b>55</b>	Defense is completely fooled by a trick play!
<b>56</b>	A fake punt results in a big first down inside the 10! (-2)
<b>61</b>	The offense slowly bulls its way downfield with short runs.
<b>62</b>	The offense slowly picks its way downfield with short passes.
<b>63</b>	A one-step drop and a quick pass to the receiver on the sideline is broken for a huge gain!
<b>64</b>	Quarterback finds a man wide open downfield for a long pass completion!
<b>65</b>	Receiver totally beats his man and goes deep for a long pass completion!
<b>66</b>	Back-to-back long running gains set up the offense in the red zone!

## HIGHLIGHT TABLE 13

11	<b>*Team scores a touchdown on a long fumble return!</b>
12	<b>*Quarterback rolls out and fires a short touchdown pass!</b>
13	<b>*Quarterback rolls out and fires a medium touchdown pass!</b>
14	First highlight of the half: <b>*The opening kickoff is returned for a touchdown!</b> Otherwise: Receiver's beautiful cut baffles his defender, catch and run into the red zone!
15	<b>*From inside the 5, running back is completely stuffed, but keeps fighting and somehow falls into the end zone, touchdown!</b>
16	<b>*Receiver catches a short pass, dives for the goal line marker, he's in, touchdown!</b>
21	<b>*Defense lets a receiver get wide open in the end zone, touchdown on a short pass!</b>
22	<b>*Offense scores on a short field goal.</b>
23	<b>*Offense scores on a medium-range field goal.</b>
24	<b>*Offense scores on a medium-range field goal.</b>
25	Consult the RARE PLAY table!
26	—Third down pass broken up with a great effort, the drive ends!
31	—The offense goes backwards almost twenty yards!
32	—Offense must punt, a bad touchback call puts the ball at the 20 instead of the 1!
33	—Relentlessly aggressive play calling can't sustain the drive.
34	—Offense goes deep with the ball but each time comes up empty.
35	—Pass is tipped and intercepted!
36	—Pass is severely underthrown and intercepted!
41	—Pass is batted up in the air at the line of scrimmage and intercepted!
42	—The drive starts out terrifically, then self-destructs and goes backwards!
43	—A big sack takes the offense out of field goal range!
44	—A huge running loss takes the offense out of field goal range!
45	—A botched trick play ends the drive.
46	—Quarterback has all kinds of time, but the secondary's coverage is superb.
51	—Defensive back jars the ball loose from the receiver, big 3rd down throw is incomplete!
52	The quarterback beats the defense with his feet on two plays, they can't sack him and he scrambles forward for a couple of nice gains!
53	Running back turns a big loss into a huge gain with an amazing run!
54	A great fake lateral on a punt return results in big yardage!
55	A big late hit penalty gives the offense a boost.
56	A big facemask penalty gives the offense a boost.
61	Quarterback scrambles all over the field and finally finds a receiver for a long gain!
62	A fake field goal puts the ball inside the 5 yard line! (-4)
63	Receiver just barely holds on to a long pass after a brutal hit and it's a huge gain!
64	Ball is intercepted, but the returner coughs it up and it winds up being a great gain for the offense!
65	Ball is fumbled, but the returner loses it and it winds up saving the offense's drive!
66	The offense picks up its own fumble and turns it into a big gain!

## HIGHLIGHT TABLE 14

11	<b>*Quarterback drops back from inside the 10, with defenders in his face he has to side-arm a pass into the end zone, it's caught, touchdown!!</b>
12	<b>*The quarterback throws a beautiful long bomb for a touchdown!</b>
13	<b>*From deep inside their own territory, an inside run turns into a very long touchdown!</b>
14	<b>*Team scores a touchdown on a short fumble return!</b>
15	<b>*Running back scores a touchdown on an inside run using sheer determination!</b>
16	<b>*Running back waltzes into the end zone from short yardage.</b>
21	<b>*Diving catch in the end zone off a medium pass results in a touchdown!</b>
22	<b>*The opponent must punt from their own end zone, it's returned for a touchdown!</b>
23	<b>*Interception is returned for a touchdown!</b>
24	<b>*Team scores on a chip shot field goal.</b>
25	<b>*Team scores on a short field goal.</b>
26	<b>*Team scores on a medium-range field goal.</b>
31	Consult the RARE PLAY table!
32	—A broken play kills the drive.
33	—Quarterback throws an agonizing interception, he knew it as soon as he threw it!
34	—Quarterback throws a terrible interception, just an awful decision!
35	—Trick play backfires, an interception is thrown by the running back.
36	—The offense's nice drive is thwarted by a fumble.
41	—Quarterback unwisely tries to scramble on third down and winds up suffering a huge sack, the drive ends.
42	—On 3rd and very short, the offense goes for the deep ball, but it fails, drive over.
43	—Three straight running plays are stuffed, three and out.
44	—The offense goes nowhere. They look confused and hesitant.
45	—A long bomb for a touchdown is overturned by instant replay review!
46	—Quarterback severely underthrows his receivers.
51	—Quarterback severely overthrows his receivers.
52	—Lucky quarterback throws a couple of balls that should have been intercepted.
53	—The defense comes up with a turnover on a long pass but must start at its own 1. <i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the defense that picked off the pass and they are featured in the next highlight as well; just play on normally.)</i>
54	—The offense wants a late hit penalty called to give them a first down but the referee missed it!
55	—Receiver slips on a 3rd down play and the pass is picked off!
56	—On third and short, the running back is absolutely stuffed, fourth down and 1!
61	Long punt return takes the ball all the way inside the opponent's 10! (-2)
62	A beautifully executed reverse goes for big yards!
63	A stupid penalty gives the offense another chance from inside the 5! (-4)
64	Defense jumps offsides on a huge 3rd and short, keeping the drive alive!
65	A roughing the kicker penalty on a punt gives the offense new life!
66	Bad snap on a punt sets the offense up in the red zone!

## HIGHLIGHT TABLE 15

11	<b>*It takes three tries, but the offense finally bulls in from the 1 for a touchdown!</b>
12	<b>*Quarterback bootleg completely fools the defense, a short run for a touchdown!</b>
13	<b>*Quarterback throws to an offensive lineman for a very short touchdown pass!</b>
14	<b>*Running back bowls over the defense on a very short touchdown run!</b>
15	<b>*Quarterback has nowhere to throw inside the 5, he takes off and is nailed at the goal line but gets in for the touchdown!</b>
16	<b>*On a short run, the running back loses the ball at the goal line, but it's ruled a touchdown!</b>
21	<b>*Team scores on a medium-range field goal.</b>
22	<b>*Team scores on a long field goal.</b>
23	<b>*Team scores on a very long field goal.</b>
24	<b>*The opponent punts from their own end zone, a bad snap forces the punter to just kick it out of the end zone, it's a safety!</b>
25	Consult the RARE PLAY table!
26	—The defense gives up a couple of big gains, then rises up and holds.
31	—Quarterback throws up a prayer on 3rd down, it's fought for in the air, no one comes down with it.
32	—Quarterback goes deep to an open man on 3rd down but misses him!
33	—Quarterback fails on a sneak on 3rd and inches!
34	—Drive stalls, but a beautiful punt pins the opponent back. <i>For that team's highlight, add 4 numbers to the dice roll. The absolute highest number they can use on the Highlight table is 62. (Ignore this if the Favored team is the offense that punted and they are featured in the next highlight as well; just play on normally.)</i>
35	—Miscommunication on a big 3rd down pass ends the drive.
36	—Second half: Terrible referee's call can't be challenged because the offense is out of time outs, drive over! —Otherwise: Coach fails to throw a challenge flag on an obviously bad call, the drive ends!
41	—Running back recovers his own fumble on one play, loses one on the next!
42	—A beautiful long pass play goes for naught as the drive stalls.
43	—Offense can't take advantage of a fumble.
44	—Offense can't take advantage of an interception.
45	—Offense goes backwards after a good start to the drive.
46	—Quarterback is absolutely nailed on a sack and has to leave the game! <i>From this point forward, any passing touchdowns scored by this team on the very first dice roll on the Highlight table are ignored. Instead, the passing game is shut down and the ball is given to the defense!</i>
51	—Star running back is hurt on a play and has to leave the game! <i>From this point forward, any rushing touchdowns scored by this team on the very first dice roll on the Highlight table are ignored. Instead, the running game is shut down and the ball is given to the defense!</i>
52	—Star receiver is hurt on a play and has to leave the game! <i>From this point forward, any passing touchdowns scored by this team on the very first dice roll on the Highlight table are ignored. Instead, the passing game is shut down and the ball is given to the defense!</i>
53	—Quarterback has all day to throw on a big third down, no one can get open, drive over!
54	—On a big 3rd down, receiver can't quite keep his feet in bounds, drive over!
55	—Receiver runs too short a route on 3rd down, big mistake, drive over!
56	Incredible effort by a receiver gets the offense a key first down!
61	A fantastic catch by a receiver gets the offense a huge first down!
62	Quarterback throws a long ball up for grabs, and his receiver comes down with it!
63	Great determination by the quarterback gets a first down on a scramble!
64	A truly terrible punt gives the offense great field position!
65	Defense stuffs a runner on 3rd and short, but he pops out of the pile and gets it on a second effort, keeping the drive going!
66	Team recovers a terrible snap in shotgun formation, it puts the ball in the red zone!

## HIGHLIGHT TABLE 16

11	<b>*Quarterback throws a fantastic short touchdown pass as he's being sacked!</b>
12	<b>*From just inside the red zone, an end run fools the defense and the running back goes in untouched for a touchdown!</b>
13	<b>*A punt is fielded at midfield and returned for a touchdown!</b>
14	<b>*Team intercepts a tipped pass and returns it for a short touchdown!</b>
15	<b>*Defensive back times a short out pattern beautifully, steps in front of it, and returns the interception down the sideline untouched for a touchdown!</b>
16	<b>*Receiver catches a short pass, fumbles it, it's returned for a touchdown!</b>
21	<b>*Team scores on a short field goal.</b>
22	<b>*Team scores on a medium-range field goal.</b>
23	<b>*After botching a first and goal, team is lucky to score on a short field goal.</b>
24	<b>*Second half: Quarterback has to fall on an awful snap out of the shotgun formation, that's a safety!</b> <b>Otherwise: Reverse totally fools the defense, it's a long run for a touchdown!</b>
25	Consult the RARE PLAY table!
26	—A receiver being tackled makes an unwise lateral, the ball is loose, recovered by the defense!
31	—Defensive player makes a sack from the ground to save a first down!
32	—Defensive player dashes in untouched on a blitz and wipes the quarterback out on 3rd down!
33	—Offense runs very well but suddenly decides to start throwing, it doesn't work.
34	—Offense seems confused, burns two time outs during a weak drive.
35	—Offense can't get a single yard after the catch on any play, the drive stalls.
36	—Fake field goal doesn't work!
41	—The offense passes well but the short yardage running game is poor.
42	—Big 3rd down stop by the defense! A sneaky play doesn't fool them!
43	—A faulty intentional grounding call kills the drive!
44	—The offense begs for a pass interference call on a long pass to the end zone but amazingly doesn't get it!
45	—Offense can't hold onto the ball, recovers two of its own fumbles.
46	—Defensive secondary is all over the field, making play after play.
51	—Intense blitzing crushes the drive!
52	—Swarming run defense kills the drive!
53	—Quarterback throws up a prayer, it's intercepted deep.
54	—The offensive line can't protect the quarterback!
55	—On a big 3rd down, the quarterback's scramble comes up inches short!
56	—On a big 3rd down, a short pass is caught but comes up inches short!
61	Pass interference called in the end zone, the ball is placed on the 1. (-6)
62	A flagrant roughing the passer call keeps the drive going!
63	Offense uses nothing but running plays to march right down the field!
64	A long pass play is saved from being a touchdown only by the quarterback's severe underthrow, but the ball is still in the red zone!
65	Back-to-back long passes put the ball inside the 5! (-4)
66	Back-to-back long runs put the ball inside the 5! (-4)

# Rare Plays

11	<b>*Receiver makes a miracle catch for a short touchdown pass!</b>
12	<b>*A fake punt goes for a touchdown!</b>
13	<b>*Defensive lineman intercepts a short pass and rumbles back for a touchdown!</b>
14	<b>*Quarterback shovels the ball to a running back as he is sacked, it goes in for a short touchdown!</b>
15	<b>*From just outside the red zone, the wide receiver catches a pass behind the line of scrimmage, hurls it downfield for a touchdown!</b>
16	<b>*Completely botched coverage allows a long bomb for an easy touchdown!</b>
21	game tied: <b>*Team scores on a 99-yard touchdown run!</b> Otherwise: <b>*Running back coughs up the ball at the ten, it bounces forward, both teams scramble for it, knocking it into the end zone, it's recovered by the offense for a touchdown!</b>
22	game tied: <b>*Team scores on a 99-yard touchdown pass!</b> Otherwise: <b>*Quarterback leaps over a defender at the goal line on a long scramble, touchdown!</b>
23	<b>*Defender slips and the quarterback throws long for a touchdown!</b>
24	<b>*Defender slips on a short pass and the receiver breaks it long for a touchdown!</b>
25	<b>*A fake field goal goes for a touchdown!</b>
26	<b>*Receiver makes a miracle diving catch in the end zone for a long touchdown pass!</b>
31	First half, game tied: <b>*Team returns a missed field goal all the way for a touchdown!</b> Otherwise: <b>—Wide receiver coughs up the ball inside the five, it bounces forward, both teams scramble for it, the defense falls on it, touchback!</b>
32	<b>*Receiver leaps in the back of the end zone on a medium pass for a miracle touchdown catch!</b>
33	<b>*A short touchdown pass is thrown into heavy traffic, the defenders and the receiver fight for it, and the receiver comes away with it!</b>
34	<b>—The running back fumbles the ball through the end zone, it's a touchback!</b>
35	<b>—Receiver on his way to the end zone has the ball booted out from behind, it goes through the end zone for a touchback!</b>
36	<b>—Punt returner takes the ball almost all the way but loses a fumble inside the 20!</b>
41	<b>—From deep inside his own territory, running back breaks a huge gain but fumbles it away at the end!</b>
42	<b>From deep inside their own territory, the offense turns a short pass into a long gain, the receiver is finally dragged down at the 1 yard line! (-6)</b>
43	<b>—A risky, failed fake punt gives the ball to the defense!</b>
44	<b>*In the red zone, a pass is thrown right to a defensive player, but it goes right through his hands and into the end zone, where it's caught for a touchdown!</b>
45	<b>*From just outside the red zone, the quarterback fires a pass toward the back of the end zone, it splits two defenders and the receiver catches it as he falls out of the end zone, touchdown!</b>
46	<b>*Receiver, all alone in the end zone, drops an easy short pass! Offense kicks a short field goal.</b>
51	<b>*Receiver makes a diving catch of a long pass in the end zone for a touchdown!</b>
52	<b>A punt returner backing away from the football makes accidental contact with it and the offense recovers the fumble!</b>
53	<b>A brutal late hit penalty gets a player ejected from the game and rescues the offense on a failed 4th down play!</b>
54	<b>A roughing the passer penalty saves the offense from a failed 3rd down and long play!</b>
55	<b>—On 3rd and goal from inside the 5, the quarterback stumbles after the snap and goes down for a long loss! The kicker then misses a field goal try!</b>
56	<b>—The kicker slips and falls on a field goal try!</b>
61	<b>—The kicker completely shanks a field goal try!</b>
62	<b>—The quarterback completely doesn't see a defender and he throws it right to him in the end zone, interception!</b>
63	<b>—Quarterback scrambles from just outside the red zone, he gets all the way inside the 5 and is then hammered, forcing him to cough up the ball, that's a turnover!</b>
64	<b>—In the red zone, a pass goes right through a receiver's hands for an interception!</b>
65	<b>—Quarterback is sacked, fumbles it, it's returned for a touchdown, but it's ruled on video replay review that his arm was in motion! The drive ends---luckily!</b>
66	<b>—Pass is tipped, tipped again, tipped a third time, and finally intercepted!</b>

# Scoring Table

11	<b>*Dive play from the 1, touchdown!</b>
12	<b>*Team scores on an inside run from the 1, touchdown!</b> <i>If this ties the game, the opponent then fumbles away the kickoff return and the team gets an extra, "invisible" highlight not marked off on the scoresheet! This highlight takes place directly from the Scoring table! Then play on normally.</i>
13	<b>*Very short run for a touchdown!</b>
14	<b>*Short run for a touchdown!</b>
15	<b>*Very short pass for a touchdown!</b>
16	<b>*Short pass to a running back for a touchdown!</b>
21	***24*** <b>*Short pass to a wide receiver for a touchdown!</b>
22	***24*** <b>*Short pass to a tight end for a touchdown!</b>
23	<b>*A great defensive stand, offense scores on a chip shot field goal.</b>
24	***22*** —An amazing goal line stand, offense comes away with nothing!
25	***36*** —Disastrous offensive mistakes take the ball out of the red zone and force a punt!
26	<b>*Short quarterback scramble for a touchdown!</b>
31	***24*** <b>*Short draw play for a touchdown!</b>
32	<b>*Short shovel pass for a touchdown!</b>
33	Second half: <b>*Short trick pass for a touchdown!</b> All other times: <b>*Short timing pattern throw for a touchdown!</b>
34	<b>*Short pass for a touchdown!</b>
35	<b>*Timing pattern thrown for a touchdown from just inside the red zone!</b>
36	***25*** <b>*Medium pass for a touchdown!</b>
41	<b>*Medium pass for a touchdown, a great catch!</b>
42	Offense can't get the ball in on 3rd down, it's 4th and goal from inside the 1! Team must either take a <u>guaranteed</u> field goal or consult the Going for It on 4th Down table! If they fail to score, add 4 dice numbers to the opponent's next roll on the Highlight table, with 62 being the highest possible result that can be used. (If the Favored team is the offense that fails on 4th down and they are featured in the next highlight as well, just play on normally.)
43	***55*** <b>*Short pass + short run for a touchdown!</b>
44	<b>*Touchdown is called back on a penalty, offense has to kick a field goal, it's good.</b>
45	<b>*Medium run for a touchdown!</b>
46	<b>*A great defensive stand, offense scores on a chip shot field goal.</b>
51	<b>*Offense scores on a short field goal.</b>
52	<b>*Offense scores on a short field goal.</b>
53	—Ball intercepted in the end zone! <i>Roll the dice again. On a roll of 5, the ball is returned from the end zone for a touchdown!! This is an extra, "invisible" highlight and does not count on the scoresheet. On any other dice roll, the intercepting team has a normal highlight.</i>
54	—Ball fumbled in the red zone! <i>Roll the dice again. On a roll of 2, the ball is returned from the end zone for a touchdown!! This is an extra, "invisible" highlight and does not count on the scoresheet. On any other dice roll, the recovering team has a normal highlight.</i>
55	***43*** —Ball picked off in the red zone!
56	<b>*Medium pass + short run for a touchdown!</b>
61	<b>*Twenty yard touchdown run!</b>
62	<b>*Twenty yard touchdown pass!</b>
63	<b>*Thirty yard touchdown run!</b>
64	<b>*Offense scores on a medium-range field goal.</b>
65	<b>*Offense scores on a medium-range field goal.</b>
66	<b>*Offense scores on a long field goal.</b>

Numbers marked by \*\*\* come into play when one team is Heavily Favored or the Heavy Underdog. When one of these results appears, switch the dice roll the number enclosed by \*\*\* marks if this would benefit the Heavily Favored team or be detrimental to the Heavy Underdog. Otherwise, leave the dice roll alone. (Example: The Patriots are Heavily Favored over the Browns. The dice are rolled and a 55 turns up. According to the Scoring table, this could also be a 43. If the result (Ball picked off in the red zone) helps the Patriots, leave the dice as a 55. But if the Patriots would be the team to lose the ball, switch the dice roll to a 43, in which case they score on a short pass.)

## Two Minutes Left

<b>FIRST HALF or OVERTIME</b>		Use the left-hand column unless specified.	
2	Roll again, use column 2	2, 6	Offense throws an interception and it's returned for a touchdown!
3	Touchdown pass! (XP)		
4	no score — some time remaining	3, 5	Offense turns the ball over, some time remaining!
5	poor clock management, no score		
6	no score, half over	4, 10	A Hail Mary pass is caught for a touchdown as time expires!
7	no score, half over (HF)		
8	no score, field goal missed, half over	8, 12	Offense scores a very, very long field goal as time expires!
9	Field goal as time expires!		
10	Field goal — some time remaining	9, 11	Quarterback is sacked, fumbles, it's returned for a touchdown!
11	Field goal as time expires!		
12	Consult Scoring table for a possible score to end the half.	7	Offense must punt, it's returned for a touchdown!

<b>SECOND HALF: GAME TIED</b>		Use the left-hand column unless specified.	
2	Roll again, use column 2	2, 6	A very long field goal as time expires wins the game!
3	Field goal as time expires wins the game!		
4	no score, field goal missed, some time remaining	3, 5	QB throws an interception and it's returned for a touchdown, winning the game!
5	no score, field goal missed as time expires!		
6	no score, half over (HF)	4, 10	Offense must punt, it's returned for a touchdown!
7	no score, some time remaining		
8	Field goal as time expires wins the game!	8, 12	Touchdown pass on the last play of the game!
9	no score, some time remaining		
10	Field goal, some time remaining!	9, 11	A field goal try is blocked and returned for a touchdown, winning the game!
11	Touchdown pass! - some time remaining!		
12	Consult Scoring table for a possible score to end the game!	7	Offense runs out of time in the red zone, half over!

<b>SECOND HALF: TEAM DOWN BY 1-3 POINTS</b>		Use the left-hand column unless specified.	
2	Roll again, use column 2	2, 6	Very long field goal as time expires!
3	Field goal as time expires!		
4	no score, field goal misses as time expires!	3, 5	QB throws an interception in the end zone, game over!
5	no score, team falls just shy of field goal range, game over!		
6	no score, game over! (HF)(F)	4, 10	QB throws a Hail Mary touchdown pass on the last play to win the game!
7	Field goal as time expires!		
8	Field goal missed as time expires!	8, 12	Field goal hits the upright and is no good as time expires!
9	no score, game over!		
10	Field goal - some time remaining!	9, 11	A chip shot field goal is missed as time expires!
11	Touchdown pass - some time remaining! (XP)		
12	Consult Scoring table for a possible score to end the game!	7	Field goal try is botched, game over!

(XP) - There's a chance of a missed extra point. Roll the dice. On a roll of 4, the kick is missed! If the team needs to try a two point conversion instead, consult the appropriate table. On touchdowns where no (XP) is noted, the extra point is always good, but consult the Two Point Conversion table if the team needs to try one.

TIME REMAINING/TIME LEFT - Only on this result is the half not over. The ball goes to the other team—but if the featured team just scored (in the second half only), they may try an onsidess kick. If it's successful, they get the ball and may try to score again, rolling the dice and consulting the correct Two Minute table. If the other team gets the ball with or without recovering an onsidess kick, they may try to score as well. Whatever happens on the second dice roll for either team, there will be no more time left after it. Disregard a second "time remaining" notation.

(HF) / (F) – The Favored, or Heavily Favored team, throws for a short touchdown pass! There is some time remaining.

# Two Minutes Left

<b>SECOND HALF: TEAM DOWN BY 4-8 POINTS</b> Use the left-hand column unless specified.			
2	Roll again, use column 2	2, 6	Touchdown pass as time expires!
3	Touchdown pass - time remaining!		
4	Field goal - time remaining! (F)	3, 5	Quarterback throws a Hail Mary touchdown pass as time expires!
5	no score, drive fails in the red zone, game over!		
6	no score, game over (HF)	4, 10	Incomplete short pass into the end zone as time expires!!
7	no score, drive comes up just short, game over!		
8	no score, drive fails inside the defense's 10 yard line, game over!	8, 12	Short touchdown run as time expires!
9	no score, game over		
10	no score, big interception, game over	9, 11	Running back is stuffed at the goal line on the last play of the game, game over!!
11	Touchdown pass! (XP)		
12	Consult Scoring table for a possible score to end the game! (If the team kicks a field goal, there is time remaining.)	7	Offense scores on a touchdown pass - they tie the game if down by 7 or 8 - but then the opposing team scores on a kickoff return full of laterals and fakes as time expires!!

<b>SECOND HALF: TEAM DOWN BY MORE THAN 8 POINTS</b> Use the left-hand column unless specified.			
2	Field goal – some time remaining	2, 6	QB throws an interception and it's returned for a touchdown!
3	no score, game over		
4	no score, game over	3, 5	Long touchdown run, some time remaining!
5	Touchdown pass - some time remaining		
6	no score, game over	4, 10	Quarterback is sacked, fumbles, it's returned for a touchdown!
7	no score, game over (HF)		
8	no score, game over	8, 12	Touchdown pass on the last play of the game!
9	no score, game over		
10	no score, game over	9, 11	Short touchdown run of the last play of the game!
11	Touchdown pass!		
12	Touchdown run!	7	Offense comes up inches short of a TD.

<b>SECOND HALF: TEAM IS AHEAD</b> Use the left-hand column unless specified.			
2	touchdown run, time remaining	2, 6	QB throws an interception and it's returned for a touchdown!
3	team kicks a field goal, time remaining		
4	team fumbles the ball, time remaining!	3, 5	Long touchdown run, some time remaining!
5	team kills the clock, game over		
6	team kills the clock, game over	4, 10	Quarterback is sacked, fumbles, it's returned for a touchdown!
7	team kills the clock, game over		
8	team must punt, time remaining	8, 12	Punt is blocked, returned long, team scores on a touchdown pass, game over
9	team must punt, time remaining		
10	team must punt, time remaining	9, 11	Team must punt from its own end zone, time remaining
11	team must punt, time remaining		
12	Roll again, use column 2	7	Touchdown pass, game over.

(HF) / (F) – The Favored, or Heavily Favored team, throws for a short touchdown pass! There is some time remaining.

## Going For It On 4th Down

*A team may only go for it on 4th down in the second half during its last highlight before the Two Minute phase. If they make it, they roll again on the same Highlight table they began on unless otherwise noted.*

1 YARD (OR LESS) TO GO		YARDAGE NEEDED NOT SPECIFIED	
2	Long running gain! Go to the Scoring table!	2	Long running gain! Go to the Scoring table!
3	Pass is incomplete!	3	Pass is complete, first down!
4	Run is stuffed!	4	Pass is intercepted!
5	Dive play gets it!	5	Pass is incomplete!
6	End run comes up short! (F)(HF)	6	Running back makes it!
7	Running back makes it!	7	Pass is complete, first down!
8	QB sneak gets it!	8	QB is sacked!
9	Running back makes it!	9	Pass is broken up! (F)(HF)
10	Inside run goes for a big gain!	10	Pass is broken up!
11	QB sneak fails!	11	Running back doesn't make it!
12	It's broken for a long gain! Go to the Scoring table!	12	Team goes deep, it's complete! Go to the Scoring table!

(F) / (HF) The Favored / Heavily Favored team achieves the first down.

## Two Point Conversion Attempts

2	Pass is dropped!	8	End run comes up short!
3	Running back is stuffed!	9	Pass is incomplete!
4	Pass is broken up!	10	<b>Receiver catches it, dives forward, it's good!</b>
5	<b>Running back makes it in!</b>		
6	Pass is incomplete, receiver got his hands on it but it was too tough! (HF: He makes the catch!)	11	<b>QB runs wide, and he makes it!</b>
7	<b>Short pass, complete, it's good!</b>	12	An amazing play to break up the pass!

## Onsides Kicks

*If the offense recovers an onsides kick before the Two Minute phase, they get an extra, "invisible" highlight which is not reflected on the scoresheet. Use the current Highlight table. A kick recovered by the defense during the Two Minute phase ends the game.*

2	The offense recovers it and advances it! Go directly to the Scoring table! (In the Two Minute phase, this will be the last play of the half.)
3	The offense recovers it but they're called for an offsides penalty! Roll again!
4	The offense recovers it! (During the Two Minute phase, roll again on the appropriate Two Minutes Left table for their final scoring chance!)
5	Just barely recovered by the defense!
6	The offense recovers it! (During the Two Minute phase, roll again on the appropriate Two Minutes Left table for their final scoring chance!)
7	The offense recovers it! (During the Two Minute phase, roll again on the appropriate Two Minutes Left table for their final scoring chance!)
8	Recovered by the defense after a huge pileup!
9	Recovered by the defense.
10	The offense gets their hands on it, but it's recovered by the defense!
11	Recovered by the defense.
12	Recovered by the defense, roll again. On a 7, it's returned all the way for a touchdown!