

◆ Rapid Roll Football ◆

You will need two dice of different colors or sizes. Choose two teams to go head to head, with the home team kicking off to open the first half.

You'll add the two dice to get your results on the play charts. After every play, including extra points and two point conversions, write down the exact digits of the dice roll you just completed on the game clock. (Example: a dice roll of 3+4 is read on the charts as a 7 but written down as 34 on your scoresheet, with the larger or darker die read first.) When you have written down 40 total dice numbers, the quarter ends. By writing down your dice numbers in a linear sequence, you will both keep track of how much time is left in the quarter and maintain a record which is the key to a speedy game.

No matter what happens on any given play, you will only roll the dice just once. To get a second, third, or even fourth dice result on a play without re-rolling, consult the line of dice numbers you've been writing down to represent the game clock. To get your second dice result for the current play (i.e. a punt return after a punt, a penalty after a pass, or the roll which would determine a fumble recovery), simply "rewind" a set number of transcribed dice numbers on the game clock and use the previously attained dice number you come to. How many dice numbers you "rewind" is determined by the numerical difference between the digits showing on the dice you just rolled. So, for example, if you roll a 4+1, your dice roll is a 5, transcribed as a 41 on the scoresheet. Let's say this dice roll resulted in an interception. To determine the length of the return, "rewind" three dice numbers on the game clock (the difference between 4 and 1 is 3) and use that dice result. If you happen to roll doubles, which results in no numerical difference between the dice, rewind 6 dice numbers, not zero dice numbers. So you will always rewind 1, 2, 3, 4, 5, or 6 numbers.

Example: Let's say the first quarter's line of previously recorded dice rolls looks like this so far: 13 41 55 62 31 15. The dice are rolled and a pass is intercepted on a roll of 4+6. To determine the length of the interception, you'll need to get a new dice number, so rewind two dice numbers on the game clock. (You're rewinding two because that's the numerical difference between the 4 and the 6 you just rolled.) This takes you back to the #31, which will be read as a 4. The Interception Return chart tells you that the defense returns the pick 10 yards. After the play is fully resolved, write down a 46 on the game clock and proceed.

Need a third dice result on the same play? Using the case above, you would just rewind two more dice #s, taking you to #55. Rewind as far as you must to resolve the play, then "fast forward" to the most recent dice number to resume play. **Only the first few plays of the game may require you to roll the dice more than once, because you won't yet have established enough dice numbers on the game clock line to refer to for clock rewinds. If you need to rewind back into the dice numbers recorded on the previous quarter's game clock line to resolve a play, do so.**

A team's strength over another is determined by how many more regular season victories they had. Award the team with the better record two "magic" yards for every victory they had more than their opponent. (Example: a 10-6 team receives 6 "magic" yards for use during the game when playing a 7-9 team.) Give the home team credit for an extra victory if they were a .500 team or better during the regular season. "Magic" yards may be added by the favored team, in any denomination or increment, after any run or completed pass play from scrimmage that they call, enhancing their gain. But when their "magic" yard total is finally used up, their advantage is gone.

In addition to the plays provided, here are some more options for the offense:

Try a SCREEN PASS: Use the Short Pass column and subtract 2 yards from gains on complete passes, but all interceptions are instead dropped by the defense.

Try a SIDELINE PASS: Take the ball out of bounds after any complete pass by subtracting 3 yards from the gain.

Try a QUARTERBACK SNEAK: Roll the dice, on a 2-8 a single yard is gained, on a 9-12 there's no gain.

Try a REVERSE: Use the End Run column. Double all gains, but multiply all losses by 3.

Try a TRICK PASS: Use the Long Pass column. Add 20 yards to all long gains, but sacks become results of INT 28.

Try a FAKE PUNT or FAKE FIELD GOAL: Use the Short Pass or End Run table. A team may try a fake only once per game, but when they do, they are given one "Magic" yard to use later.

To discourage you from becoming too predictable with your offense, use this rule: If you ever call the same type of play twice in a row during the same possession, all long gain results are ignored on the repeated play; instead, the quarterback fumbles the ball on the snap! Only long passes are exempted from this rule.

* Interceptions beyond the end zone are intercepted 9 yards deep, while completed passes beyond the end zone are still touchdowns. A team does not have to bring any type of return out of the end zone.

* A blocked punt or kick is considered a fumble.

* SHORT PUNTS are those from the defense's 45 yard line or closer.

FIELD GOALS: Add 17 yards to the line of scrimmage. If the number shown on the chart is equal to or more than the length of the try, the kick is good. Missed field goals are spotted 7 yards behind the line of scrimmage.

GAMBLING: Any interception thrown on 3rd or 4th down and 1 or 2 to go instead goes for a 15 yard gain!

And a Long Pass on first down cannot be intercepted; instead it's merely knocked away incomplete.

HURRY-UP OFFENSE: If you call a time out after a play in bounds, or spike the ball for an incomplete pass after a play in bounds, do not write down that play's dice number; it takes up no time on the game clock. Also, with three plays left to go in the half or overtime, any play that goes out of bounds does not take up any time on the clock.

A half cannot end on an extra point try or two-point conversion try.

	Line Run	End Run	Short Pass	Medium Pass	Deep Pass	Long Pass	punt return	fumble return	intercept return
2	0-FUMBLE	0-FUMBLE	long gain	long gain	22	touchdown!	0-FUMBLE	defense 8	30
3	FLAG	FLAG	scramble	scramble	long gain	inc	long gain	defense 15	20
4	(2)	(x2)	inc	(x2) ob	scramble	scramble	ball ob	offense 0	10 TM
5	5	8 ob	inc	inc	inc	inc	(x2)	def - long!	3
6	2	(1) ob	(2)	inc	inc	inc	rd	defense 0	0
7	loss	loss	(1)	(x2)	inc	long gain	fair catch	defense 0	long gain
8	1	-5	(x2)	inc	25 ob	inc	(2)	defense 0	0
9	(1)	6	(2) ob	13	inc	inc	(1)	offense 0	7
10	6	3	inc	17	29	inc	loss TM	defense 5	15
11	(x2)	(2) ob	FLAG	FLAG	INT 20	INT 30	(2)	defense 10	25
12	long gain	long gain	INT 8	INT 12	FLAG	FLAG	FLAG	defense 20	0-FUMBLE
	field goal	punt	short punt	kickoff	onsides kick	FLAG on kickoff	FLAG on run play	FLAG on pass play	FLAG on punt/FGA
2	blocked -8	blocked -12	FUM -15	fum at 10 yl	+20 to RT	KT 5+	off 10	off 15	off 15
3	61	64	35, rd	long gain	+16 to RT	RT 15	def 15+	def 15+	def 5
4	55	58	ob at 5 yl	from 2 yl	+9 to KT	KT 5	off 15	def 5+	def 15+
5	52	50	29, rd	ret to 18 yl	+14 to RT	RT 5	def 5	Off 5 TM	off 10
6	48	45	rd from 12	ret to 25 yl	+11 to RT	RT 10	off 5	off 10	off 5
7	45	42	yard line	ret to 20 yl	+12 to KT	RT 10	off 10 TM	DPI	off 5
8	42	38	30	ret to 15 yl	+10 to RT	RT 10	off 10	off 10	def 5
9	38	32	touchback	ret to 30 yl	+8 to RT	KT 5+	off 5	def 5	off 10
10	34	27	40	ret to 40 yl	+6 to RT	KT 10	def 5+	def 10	def 5+
11	missed!	21	35	touchback	+13 to RT	KT 15+	def 5+	off 5	off 15
12	FLAG	FLAG	FLAG	FLAG	+18 to RT	RT 5	def 10	off 15	off 10

(1) Get a new dice number (from the game clock line), the number's first digit equals the length of the gain.

(2) Get a new dice number, the sum of its two digits equals the length of the gain. If a 66 comes up, the ball is then fumbled!

(x2) Get a new dice number, add its two digits, multiply the result by 2 to determine the length of the gain.

long Get a new dice number, add its two digits, multiply by 6 to determine the length of the gain. If doubles are rolled, it's a touchdown! If the ball carrier is tackled on the defense's 20 yard line or 10 yard line, however, he fumbles the ball there!

loss Get a new dice number, the number's first digit equals the length of the loss.

scramble Get a new dice number, add its two digits. If the result is an even number, the QB is sacked and loses that number of yards---and if he's dropped on a yard line ending in 0, the ball is then fumbled! If the result is an odd number, the QB runs forward that number of yards---and if he is tackled on a yard line ending in 0, double the gain and the QB goes out of bounds.

ob the play goes out of bounds **fum** fumbled **ret** returned **yl** yard line

rd The ball rolls dead. Get a new dice number, the sum of its two digits equals the length of the forward roll---but if doubles come up, the ball rolls backwards that number of yards. Any punt may be allowed to roll instead of trying a return.

FLAG Penalty on the play. Get a new dice number to resolve the play, and then another to resolve the flag.

DPI Pass interference on the defense. Get a new dice number, take the number as shown (ex: a 63 is a 63, not a 9), this is the number of yards downfield the offense takes over with a first down (if the pass was complete or never actually thrown, the penalty is instead a def 5+). The longest pass interference penalty possible is 50 yards.

def 5+, def 15+ automatic first down, add the yardage of the penalty to the end of the gain

KT kicking team **RT** return team (penalties against the return team are marked from the beginning of the return or roll on punts; on kickoffs, spot the ball at the return team's 10 yard line)

TM The team with the ball takes a time out after this play.

The Fumble column tells you who recovered the fumble and how long they returned it.

SHADED RESULTS on RUNNING PLAYS

On 3rd or 4th down and 1 or 2 to go OR if the ball is at or inside the defense's 5 yard line, the play is stopped for no gain!

On 3rd or 4th down and 7 or more to go, the run goes for a gain of 9.

SHADED RESULTS on PASSING PLAYS

If the ball is at or inside the defense's 10 yard line, the pass is incomplete.

REPLACING A QB: You can do this to start either the 3rd or 4th quarters. The new QB's first 3 completions go for twice the normal yardage, but after that, all **scramble** results become sacks for -12 yards, and all **FLAG** results become INT 10.

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	1	2	3	4	overtime	FINAL

time outs left	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0
	1st half	3	2	1	0	2nd half	3	2	1	0	overtime	2	1	0

GAME CLOCK - 1st quarter														
GAME CLOCK - 2nd quarter														
GAME CLOCK - 3rd quarter														
GAME CLOCK - 4th quarter														
overtime														

DOWN AND FIELD POSITION

PASSING	PASSING
RUSHING	RUSHING
turnovers	turnovers
punt returns	punt returns
kick returns	kick returns
field goals	field goals