

ADDITIONAL EXPLANATION: Certain teams throw more than 30 passes per game and these teams get a special ruling under Column C. Change either a 6, 8 or 9 to COL A instead of giving an actual yards gained on a complete pass. However, do not give a Column A if either 6, 8 or 9 is not (repeat NOT) a completed pass.

COLUMNS D and COLUMNS 3: These bring about a standard long passing statistic. To change, simply refer to Column C when figuring D and Column 2 when figuring 3. Drop all completed passes under 7 and 8 and change these to 7 is always INTERCEPTED 25 (x25) and 8 is always -10 (quarterback is sacked.)

Then simply take the rest of the completed passes in C and 2 and also mark them as being complete in Columns D and 3.

For yards gained on completed long passes, take the yards completed in the same dice number and double. Or an easier method, which we use, is to take the average yards per completed pass and double it for the long completion and then use that at the beginning point on Columns D and 3 and add FIVE YARDS to each completion needed to finish the card.

On Column D, dice number 2 is a standard TD for each and every team. These completes the charts needed to make up your own pro or college teams as a guideline here is how we figured Rutgers from the extra teams and you can follow to see how we did it.

D	A	B	C	D	D	1	0	2	0	3
2	TD	2	13	2	INC	2	7	2	INC	2
3	47	3	9	3	INC	3	5	3	*8	3
4	46	4	6F	4	INC	4	4F	4	-5	4
5	44	5	5	INC	5	2	5	1NC	5	1NC
6	25	6	4	6	+19	6	+36	6	0	6
7	23	7	3	7	+18	7	+25	7	0	7
8	24	8	2	8	+20	8	-10	8	1	8
9	44	9	3	9	INC	9	3	9	INC	9
10	45	10	5	10	+21	10	+41	10	4	10
11	48	11	11	11	+22	11	+46	11	4	11
12	TD	12	12	INC	12	12	12	12	1NC	12

Record was 11-0-0. Any guide will provide team record. If it cannot be found, use 7 wins for good team and 4 for average team and 2 for poor team. You need wins for Defensive Strategy Factors in Basic Game Play.

Column A: As we do not know points scored, we add total yards and get 343 per game and divide by 15 and get a point indicated total of 23. So, under Column A we use data contained under 23. **Column B:** Rutgers gained 3.8 yards per rush and we use data under this column. Rutgers had 3 fumbles per game so the f goes next to dice number 4 which reads 6f. **Column 1:** Rutgers gave up 2.1 yards per rush and also 3 fumbles to we use 2.1 and f also goes to dice number 4. **Column C:** Rutgers completed 50 per cent and completions go to dice numbers 6, 7, 8, 10 and 11. Rutgers completed 7 passes each game for 124 yards or an average gain of 18 yards. We use this next to Completed Passes. **Column 2:** The defense allowed 43 per cent completions for an average of 10 yards. We plot that data the same as in Column C. Rutgers intercepted 1 pass and under 43 per cent completed, the one interception goes to dice number 3 and it is now x8. Next, we add the STANDARD-5 for quarterback sacks and we use dice number 4. **Column D:** We change dice number 7 from Com 18 to the STANDARD -10. We leave dice numbers 6, 10 and 11 as completed passes. To get yards gained, we double 18 and get 36. We start with 36 and add 5 yards to each completion. We now add TD as a constant to dice number 2. **Column 3:** The same procedure as in Column D.

Try your own Rutgers card and see how it compares. Just follow our explanation and tables and you should have little trouble doing your own teams.

The STATIS-PRO COLLEGE FOOTBALL GAME has been devised with the solitaire player in mind and the game has been built not only for accuracy, but also for quick results. Once you have the basic game rules in your mind, a complete game will take around a half an hour to play.

Playing Instructions

KICKOFF: Throw the two dice, add them together, and refer to the result under the heading of KICKOFF. For the Kickoff Return, follow the same procedure except use Kickoff Return.

ONSIDE KICKOFF: The table tells which team recovers and where. If a penalty is called, a new kickoff must follow, but you can still call for an onside attempt. But SUBTRACT 5 yards from the table reading to account for the penalty.

RUNNING PLAYS: Choose one of the runs on the Master Play Board, throw the dice and read the result. You will often get results calling for Offense Column A or B when running or Offense Column A, C or D when passing. When this occurs, throw dice again and refer to the proper column for final result. You may also get a reference to Defense Column 1, 2 or 3, and you throw again except refer to TEAM ON DEFENSE. A, B, C and D are ALWAYS offense and 1, 2 or 3 are ALWAYS DEFENSE.

PASSING PLAYS: The same procedure as in running. X means an interception and INC is an incompletely pass. If a number preceded by a MINUS occurs, the quarterback was tackled for a loss while attempting to pass.

INTERCEPTION RETURN: The symbol 'X' refers to an INTERCEPTION. The number tells how far the pass was thrown before being intercepted. Throw the dice for the runback and use the INTERCEPTION RETURN table.

PENALTIES: These are mandatory and no options made. Use either pass or run depending on play called and mark off yards at once.

FUMBLES: The small 'F' on the individual team charts means the play gained the number of yards listed, but a FUMBLE took place. Again, throw the dice and see the Fumble Recovery table.

FIELD GOALS: Call for the field goal and see the table. The NUMBERS on the table refer to the range from which a kick is good. As an example, if the table shows number 40 this means any kick from the 1 to 40 yard line is good. To determine exact distance of kick: Add 17 yards to present line of scrimmage and use this figure against the table. If the ball is on the 18 and you try a field goal, the attempt is from the 35 and the table is consulted. Any reading over 35 would be successful.

POINT AFTER TOUCHDOWN: You can either try a kick and refer to the proper table or place the ball on the 3 yard line and call any run or pass in an try for 2 points.

TIMING OF GAME: Each play is THIRTY SECONDS except incompletely passes, field goals, touchdowns or ANY play which results in a first down; these are 15 second plays. A fair catch or a penalty is also a 15 second play and each team may call THREE time outs per half and such a call moves the clock 15 seconds.

PUNTS: The procedure is the same as in kickoffs, except use PUNT column. If the punt is not blocked or does not go into the end zone for a touchback, throw the dice and refer to Punt Return for the runback. If the punt is blocked with a -15, the ball is recovered by the Defensive team, 15 yards BEHIND the line of scrimmage. On a punt return that calls for a FUMBLE, throw dice and consult Fumble Recovery. The specialty chart has provisions for either an attempted punt out of bounds or quick kick. The QUICK KICK may not be called on fourth down.

IN GAME VARIATIONS - Parlaying Weather and Defense Strategy Factors

While cold statistics often reveal a good deal about a team, they are not the whole story. Emotion and pride is qualitative and not subject to analysis other than to say it does exist. Therefore, we have introduced the DEFENSIVE STRATEGY FACTOR to bring about some degree of measurement of these two variables. The usefulness of them will be evident. Each team, and in some cases only one, will get DEFENSIVE STRATEGY FACTORS which are used after the result of a running or passing play is known. (1) To obtain the number of defensive strategy factors for a team you find the difference between wins of each team. For each win over the number of wins of the other team you get one factor. As an example, if Michigan has ten wins and Ohio State eight, then Michigan gets two STRATEGY FACTORS in their game. (2) The team at home gets a MANDATORY TWO FACTORS. If the game is at Michigan, then they get FOUR factors for the game. If at Ohio State, each team has two. (3) To use the factors, run the play and the team on defense can use a factor to try and change the result of the play. Simply, say, "Factor called." Throw the dice and refer to the proper factor table and see if the play is changed. Once factors are used up, team cannot go to the table any more.

Weather is another important factor. Use weather as an option. (1) Determine weather zone of home team and (2) refer to WEATHER TABLE and throw dice and look under proper month. If BLANK, weather is good. If word CONDITION appears, to to CONDITION CHART. (3) Throw dice again and if still blank, weather remains good. But is a weather condition is listed, use the ADVERSE WEATHER TABLE for that game. This will bring about unusual weather which often occurs in football.

Below is a listing of the teams and their proper weather zones.

Air Force -5	Kansas State - 4	North Carolina State - 2	Southern Methodist - 2	VMI - 3
Alabama -2	Kentucky - 3	Notre Dame - 5	Southern Mississippi - 2	Virginia Tech - 3
Arizona -1	Louisiana State - 2	Stanford - 1	Wake Forest - 2	Washington - 3
Arkansas State - 1	Dartmouth - 3	Ohio State - 4	Temple - 3	Washington State - 3
Army - 3	Duke - 2	Oklahoma - 3	Tennessee - 3	West Virginia - 3
Auburn - 2	East Carolina - 2	Memphis State - 3	Texas - 2	Wichita State - 3
Baylor - 2	Florida - 1	Miami, Fla - 1	Oregon - 3	William and Mary - 2
Boston College - 3	Florida State - 1	Michigan - 6	Penn - 5	Wisconsin - 6
Brigham Young - 5	Georgia - 2	Michigan State - 6	Penn State - 5	Wyoming - 6
Brown - 3	Georgia Tech - 2	Minnesota - 6	Pittsburgh - 5	Yale - 3
California - 1	Holy Cross - 3	Mississippi State - 2	Princeton - 3	
Cincinnati - 3	Houston - 2	Missouri - 4	Tulane - 2	
Citadel - 2	Illinois - 5	Navy - 3	Purdue - 5	
Clemson - 2	Indiana - 5	Nebraska - 5	Rice - 2	UCLA - 1
Colgate - 3	Iowa - 5	New Mexico - 3	Richmond - 2	Utah - 5
Colorado - 5	Iowa State - 5	New Mexico State - 3	San Jose State - 1	Utah State - 5
Colorado State - 5	Kansas - 4	North Carolina - 2	South Carolina - 2	Vanderbilt - 3
				Villanova - 3
				Virginia - 3

DEFENSE ADVANTAGE FACTOR		WEATHER		RESULTS	
Dice	Against Runs	Dice	Against Passes	Heavy Snow	Very Cold
2	No gain, fumble to defense	2	QB dumped, minus 10, fumble to defense	Minus 3 yards on all runs	Minus 2 yards on all runs
3	No change	3	QB dumped for 5 yard loss	Minus 2 yards on all Completed passes	Numbers 4,5,6 on Column C are now INCOMPLETE
4	2 yard gain	4	Pass incomplete	Minus 5 yards on all Column A runs	Bomb can be used only ONCE per half
5	2 yard gain	5	Pass incomplete	Numbers 4 and 5 on Column C are now INCOMPLETE	
6	No change	6	No change		
7	No change	7	No change		
8	1 yard gain	8	No change		
9	2 yard gain	9	Pass incomplete		
10	3 yard gain	10	Pass incomplete		
11	No gain, fumble to defense	11	QB dumped, minus 10, Ball is fumble at line of scrimmage to defensive team		
12		12			

WEATHER TABLE		WEATHER CONDITION CHART		PUNT OUT OF BOUNDS	
Dice	September Condition	October Condition	November Condition	Dice	Punt result, adjust with
2	Condition	Condition	December Condition	2	Bad snap, minus 15, to defense
3	Condition	Condition	Condition	3	Add 20 yards
4	Condition	Condition	Condition	4	Add 15 yards
5	Condition	Condition	Condition	5	Add 10 yards
6	Condition	Condition	Condition	6	Add 5 yards
7	Condition	Condition	Condition	7	No change
8	Condition	Condition	Condition	8	Add 5 yards
9	Condition	Condition	Zone 3	9	Add 10 yards
10	Condition	Condition	Zone 4	10	Add 15 yards
11	Condition	Condition	Zone 5	11	Add 20 yards
12	Condition	Condition	Zone 6	12	Add 35 yards

TIME REMAINING		15:00	14:45	14:30	14:15
14:00	13:45	13:30	13:15	13:00	
12:00	11:45	11:30	11:15	11:00	10:45
10:00	9:45	9:30	9:15	9:00	8:45
8:00	7:45	7:30	7:15	7:00	6:45
6:00	5:45	5:30	5:15	5:00	4:45
4:00	3:45	3:30	3:15	3:00	2:45
2:00	1:45	1:30	1:15	1:00	0:45
					0:15

Using any type of cardboard, make the below markers to keep on the scoreboard.
The marker with the arrow shows which way the ball is moving. Put the FD
marker (First Down) ten yards away which shows where the team must go for a
first down.



CURRENT LOCATION OF FOOTBALL		1	2	3	4	Quarter	1	2	3	4	Down	1	2	3	4
Goal	1	2	3	4	5	6	7	8	9	10					
11	12	13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28	29	30						
31	32	33	34	35	36	37	38	39	40						
41	42	43	44	45	46	47	48	49	50						
49	48	47	46	45	44	43	42	41	40						
39	38	37	36	35	34	33	32	31	30						
29	28	27	26	25	24	23	22	21	20						
19	18	17	16	15	14	13	12	11	10						
9	8	7	6	5	4	3	2	1	Goal						

Statis-Pro Publications	Blank Football Card

Team Analysis					
Team	Record	Coach	Conference	Year	SCHEDULE
C01	C01	C01	C01	C01	C01
A	B	C	D	1	C01
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12

Team Analysis					
Team	Record	Coach	Conference	Year	SCHEDULE
C01	C01	C01	C01	C01	C01
A	B	C	D	1	C01
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12

Team Analysis					
Team	Record	Coach	Conference	Year	SCHEDULE
C01	C01	C01	C01	C01	C01
A	B	C	D	1	C01
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12

Cut with scissors around the outside lines of team cards. We have made the cards large enough to either type in data or use ink. For great color, use red and blue felt tip pens. Red for defense and blue for offense. You do not have to use these blank cards, but can make your own. If you would like to order more blank cards:

20 Sheets of this cardboard page (60 Teams)
Handling and Postage **TOTAL**
\$2.50 **.50**
 3.00

