

Just a quick note on the cards I have created, and optional rules I use. The cards were created by use of an Excel spreadsheet originally created by Dice Q (I believe) from a previous website that I unfortunately can't remember. I had previously listed Lee Harris, but I believe this to be incorrect. Sorry. I tweaked the spreadsheet to use the formula I used to do by hand. There are no (-5) tackle ratings, and no (+5) blocking ratings as I thought they were too much. There are limited (-4) tackle ratings, (+4) run block ratings and (-5) pass defense ratings as well. These are given to first team all pros. I plan on getting more seasons made, but it is still very time consuming. The amount of time I have is also limited, as we have a 1 year old, so it will take a while for me to get these out.

A couple of the optional rules I use are below.

**PENALTIES:** Instead of using the penalty area on the FAC's, this formula can be used instead. It is based off of the system used in Tabletop Football by the ABC game company.

To figure out penalties take the visiting team's Offensive Penalties, divide by their offensive penalties plus the home team's defensive penalties, then multiply by 48. Do the same for the home team's offensive penalties. Example: 82 Vikings @ 82 Steelers. Minnesota has 62 offensive penalties, and 48 defensive penalties. Pittsburgh has 59 offensive penalties, and 45 defensive penalties. These are found on the team information cards.

Step one:  $62/(62+45)=.579$

Step two:  $.579*48=27.792$

Minnesota's Offensive Penalty range is 1-28, and Pittsburgh's defensive penalty range is 29-48.

**Fumbles:** You will notice there is no Fumbles Lost Range, or Defense Adjustment. I stopped using that formula a while ago. This system was also used in Tabletop Football by the ABC game company.

To figure out the fumbles lost range take the visiting team's Offensive Fumbles Lost, and add it to the home team's Defensive Fumbles Recovered. Divide that number by the visiting team's Offensive Fumbles plus the Defense Fumbles. Finally multiply that number by 48. Again I'll use the 82 Vikings, and the 82 Steelers as an example. Minnesota's offense has 12 offensive fumbles, and 5 fumbles lost. Pittsburgh's defense has 17 fumbles, and 8 fumbles recovered.

Step one:  $(5+8)/(12+17)=.448$

Step two:  $.448*48=21.504$

Minnesota's offensive Fumbles lost is 1-22, and Pittsburgh's defensive fumbles recovered is 23-48.

For kickoffs, and punts I use the return team as offense, and the kicking team as defense. On field goals, I use the kicking team as offense.

**Z Cards:** When I play, I use up to 2 Z cards per play. I feel this is a little more realistic because (as an example) fumbles, and penalties can occur on the same play. A penalty, and an injury can occur on the same play as long as there is not a dead ball penalty (ie. movement penalties).

**Punting Cards:** You will notice some punting cards have a number in parentheses next to the number of yards. These numbers are used instead of the original number in some cases. If a punter has a number in parentheses on Run #1 that number is used if another Run number is flipped on the next FAC. Any other Run number results in the original number on the card. As for Run #11, the number in parentheses is used if the next Run number flipped is a Run number 12. Again, all other Run numbers result in the original number. I did this because I was getting tired of too many 18 yard punts.

**Interceptions:** You will notice some defensive players have “Cannot” for range. The old saying goes “That’s why they play defense”. This means he can’t intercept a pass directed at him. However, he still may be able to intercept if the pass number falls into the Quarterback’s interception range, and the chart calls up his box. If this happens treat this player as a 48?. Flip another FAC and use the Pass #. 1-24 he intercepts, 25-48 he does not. When I play, I use the generic interception return chart that I attached to the Kickoff chart. You may also use the chart that comes with the original game, or give him no return.

Another option when determining the distance of the pass may result in an incompleteness instead of an interception. If OB appears next to the Run # the pass is thrown away out of bounds. This may result in an intentional grounding penalty, if the Run # on the next FAC is a 1, or a 12. This would suggest the passer was not out of the pocket when he threw it away. No intentional grounding can happen on a pass rush, as it is assumed the quarterback was forced out of the pocket.

**Screen Passes:** I do screen passes a little differently than how the original game does. Instead of using the Screen results from the FAC I use the quarterback’s quick range plus 5. I then flip the FAC, and refer to the sweep result for whichever direction the pass is going (ie. sweep left is used for a screen pass to the left side). Still continue to use the run column to determine yardage.

**1982 NY Giants backup quarterback:** I could not find the backup quarterback who was on the roster for the 1982 NY Giants. Phil Simms was injured, and didn’t play that season. Therefore, I created a generic card to use, and left the name blank. If you know who it was you can write it in. It would also be appreciated if you could e-mail me the name of the backup that season.

**Defensive Backs, and Defensive Line:** I have also given Pass Defense Values to Defensive Linemen, and Tackle Values to Defensive Backs. Some may want to drop linemen back into coverage, and some may want to move a DB into the box to help against the run. Again, it is optional to use these values.

**Instant Replay:** Another option I use. Instant replay may be used on all fumbles, interceptions, plays that end on the goal line, plays that result in 0yds, plays that result in a first down on the first down line, touchdowns where the yardage result is  $\geq$  than 10 yards from the goal line (ie, 1<sup>st</sup> and goal with a short pass resulting in 15yds.), or passes that were directed OB. Simply flip the a FAC and refer to it's Pass #. The player can opt out of challenging the play, or challenge the play. Flip the next FAC if they decide to challenge the play. If that number is less than the previous FAC the play is overturned.

Thank you for checking this out, and I hope you enjoy playing.

If you have any comments, questions, or found any errors with the cards please contact me @ [bbech\\_23@hotmail.com](mailto:bbech_23@hotmail.com)