

# Crouch, Touch, Engage Rugby

## Introduction

*Touch, Crouch, Engage Rugby* is an easy to learn replay game on rugby, featuring complete statistical data for all the Five Nations and Six Nations tournaments from 1980 till 2010.

Each match is resolved with a few dice rolls and you may be able to replay an entire tournament in fifteen minutes!!

It uses a derivation of the system premiered in *Dream to end all dreams: World Cup Soccer*, more developed to take in account the peculiar key aspects of rugby.

## Dice needed

This game used 2 10-sided dice of different colours and 2 6-sided die.

## How to play

Resolving a match of *Touch, Crouch, Engage rugby* requires the following procedure:

First step is to compare the Attack class of the first team against the Defense class of the opponent (both indicated by a letter on the data sheet for the tournament chosen). Calculate the difference between the higher class and the inferior, divide by two the result (rounding up toward the inferior value) and take this number as a column shift from the higher value toward the inferior value (see the example below, for a clearer explanation). Now, roll 2 6-sided die on the "Tries Table" to see how many tries that team has scored in the match. Then, check the "conversion percentage" of that team and roll a percentage dice (ie. two 10-sided dice, reading one of them as "tens") for each try scored: if the roll is inside the percentage value, the try is successfully converted (add two points to team's score); otherwise, conversion kick is failed. Then, check the "Three points" value of the team to see how many penalty kicks/drops have been scored during the match. Roll 1 10-sided die on the correct column of the "3-points Table", multiply by 3 the number obtained and add that result to the points scored by that team to reach its total for the match. Repeat this procedure for the opposing team and you will get the final result of the match.

*Note:* Remember that up to 1991, each try was worth 4 points (conversion 2 points, penalty and drop 3 points); from 1992 onward, each try is worth 5 points (other scores are unchanged).

## Example of Play

Let's replay the 2002 Six Nations match between England and France. England will check how many tries she scores on column "L" (England attack class of "R" against France defence class of "F", 12 columns difference – count the column of the inferior class in the calculation – divided by 2, so a six columns shift from R toward F means a roll on the "L" column), while France will use "G" (an attack class of "L" against a defence "C", 9 columns difference, divided by 2, and rounded up). England rolls a "9", so she scores 3 tries, while France rolls a 3 so she scores "0" tries. Now England has to check for conversion and rolls 3 times a percentage die with a 91 percentage of success. She rolls 35, 20 and 78. So she adds 3 made conversion to the total points (21 points total), against France with "0" points. It is the time to check for "3 points" made. England rolls 1 10-sided die on column "G" and obtains a "3", so she scores only 1 three points, ending the game with 24 points. France, on the other hand, rolls on column "Q", obtains an 8, for 5 three points made, ending the game with 15 points. England beats France 24-15.

Third Die rule and tables omitted from demo

**Tries Table**

Dice	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	BB	CC
20	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
30	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6
40	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6
50	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6
60	0	0	0	1	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7
70	0	0	1	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7
80	0	1	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	7
90	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	7	7
101	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	7	7	7	7	8
111	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	7	7	7	7	8	8
121	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8	8	8

**3 Points Table**

Dice	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA	BB	CC
00	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6
10	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6
20	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6
30	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6
40	0	0	0	1	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7
50	0	0	1	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7
60	0	1	1	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	7
70	1	1	1	1	2	2	2	3	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	7	7
81	1	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	7	7	7	7	8
91	1	1	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	7	7	7	7	8	8

Five nations 1980	Third Attack Defense Conversion			
	Die	Value	Value	Percentage 3 Points
England	4	J	F	50 J
Ireland	2	F	H	83 L
France	1	G	J	54 G
Scotland	1	H	L	88 E
Wales	2	J	E	20 B

**Credits**

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