

The Professional Football Chronicle Rulebook

CONTENTS

1. Game Components
2. Setup
3. Play
4. Other Info

1. GAME COMPONENTS

1. Charts depicting each pro team. Each team is rated using 4 numbers: O (Offense), D (Defense), X (General Execution, an overall performance rating), and P (Power). Teams are organized by decade, and within each decade, by year and division.
2. Set of 36 Drive Result Charts. Each chart has 100 possible drive outcomes, followed by 3 numbers. The 3 numbers represent: (1) The number of plays executed by the offense during the drive, (2) The number of yard gained (or lost) during the drive, and (3) The number of minutes of playing time the drive consumed. You may enter numbers 1 & 2 at the bottom of the score sheet at the end of each drive. Strike through the appropriate amount of numbers on the time track at the top of the score sheet.
3. Score Sheet: This sheet is divided into 3 basic sections: The time tracker, the line score, and the plays and yardage tracker. To time the game, simply strike off a number corresponding to the number of minutes indicated on the drive results chart. The line score section contains the competing team's respective strength (S) rating, followed by their X rating.
4. Action Deck (You may alternately use dice or printed sheets of random numbers from 1-100)
5. Extra Charts: This chart is explained in section 4, "Other Info".
6. This Rulebook

2. SETUP

Choose the 2 teams you would like to play. Enter the team names (visitor on top) on the score sheet (next to the S/X columns).

Add the visiting team's offensive (O) rating to the home team's defensive (D) rating. Divide the sum by 2 (ignore any remainder). Add to this total the visiting team's power (P) rating. Enter this number $(O+D/2) + P$ (the S rating) on the visiting team's S/X column, to the left of the forward slash. Enter the visiting team's X rating after the forward slash.

Repeat the above paragraph's instructions, this time using the home team.

Pull out the 2 drive result charts whose numbers correspond with those of the two team's S ratings. Note: If the 2 teams' total S ratings are equal, add 1 to the home team's rating. If using the action deck, shuffle it thoroughly. Place the extra charts nearby for reference.

3. PLAY

Decide which team is to receive the opening kickoff. Draw an action deck card and obtain a number. Cross-reference the number to the result on the team's drive result chart. Drive result charts may result in the following outcomes:

TD: The team scores a touchdown

FG: The team kicks a successful field goal

FGA: The team misses a field goal

INT: The team loses possession due to an interception

FUMB: The team loses possession due to a fumble

SAF: The team loses possession due to a safety (Give the opponent 2 points)

DOWNS: The team loses possession on loss of downs

PUNT: The team punts.

If you wish to keep track of plays and yardage, enter the results under the appropriate team's tally section, at the bottom of the score sheet. Cross out the number of minutes consumed by the drive on the score sheet.

5. OTHER INFO

Although the game engine is mostly self-driven, there are a few instances where your input is required. These situations involve the use of the Extra Charts. They are:

EXTRA POINT: Use this chart after a touchdown if you want to attempt a 1-point conversion. Draw a card and cross-reference the result with the team's X rating under the EXTRA POINT column. Read across to the result; if the action number is less than or equal to the GOOD RANGE, the extra point is successful.

2 POINT CONVERSION: Use the same procedure as in the 1 point conversion.

ONSIDE KICK: You may call for an onside kick late in the game when trailing. If the number is less than or equal to the RECOVERED WITH number, the kick is recovered. Proceed with a drive chart result.

RUN OUT THE CLOCK: You may choose this option with 0, 1 or 2 minutes remaining in a half. If the drawn number is less than or equal to the SUCCESS ON number, time in the half expires.

4TH DOWN CONVERSION: You may choose this option only if the drive chart result is DOWNS. If the drawn number is less than or equal to the GOOD number, a 4th down situation has been converted. The team gets another drive chart draw.

HURRY-UP OFFENSE: This option comes into play with 0, 1 or 2 minutes remaining in a half. If a drive chart result results in a TD or FG, but the time consumed by the drive is more than remains on the time track, draw an action card. If the drawn number is less than or equal to the SUCCESS ON number, the TD or FG is counted and the half ends. If the drawn number is not less than or equal to the SUCCESS ON number, the team does not score and the half ends.