



***FOOTBALL  
FAST PLAY GAME***

***Sampler***



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Thank you for playing **Fastscore Football!** In 2004, I set out to design a quick play game that would generate the score of a football game with a few rolls of the dice. The task was clear; I wanted to design a game that incorporated ease of play, a simple ratings system and simple charts. I realize that we all play these games to relax, so I wanted to avoid any system that required complicated mental gymnastics.

I feel the current version of Fastscore Football meets and exceeds these goals. While the basic ratings system was developed in 2004, over the past few years I've been working on perfecting the ratings methodology, and I gradually developed a series of spreadsheets that fine-tune the accuracy of the ratings. This programming allows hundreds of simulated seasons to be run, ensuring the accuracy of each Fastscore season while factoring in each team's strength of schedule.

Although the ratings seem simple, there is a great deal of background information packed into each rating. This game uniquely takes into account the offensive and defensive styles of each team by separating scoring frequency and scoring ability. For example, some teams may score frequently, but fail to execute in the red zone- thus adding points to the board with field goals more frequently than touchdowns. Others may rarely score but efficiently march into the endzone- thus scoring more touchdowns than field goals. Additionally, offensive and defensive strengths in the running and passing game are reflected in the ratings and will influence the score of the game. For example, teams with strong defenses against the run will more effectively shut down teams that rely on the running game. And in close games, give your team a fighting chance by going for a 2-pt conversion!

With Fastscore football, teams will perform similarly to their real-life stats in points for and against, touchdowns for and against, field goals for and against, and most importantly, their win-loss record. These stats are fine-tuned to a 250-season average typically within 10 points of actual, and within 2 TDs and FGs of actual. Strength of schedule is factored into the ratings to ensure the utmost in accuracy.

And the best part: we've included the as-played schedule for each season! And we didn't stop there- we know that your time is valuable, so we've calculated the final team ratings for each game on the schedule- taking into account home field advantage and the run/pass ratings- so you don't have to do the calculations yourself. Just sit back, roll the dice and mark down the score of the game.

Fastscore Football is played using two differently colored 6-sided dice. Each team has seven ratings representing offensive and defensive abilities and a clutch rating. Better ratings are color coded in green while worse ratings are color coded in red. Higher offense ratings represent teams with punishing offenses. Lower defense ratings represent teams that effectively shut down their opponents.

If you play Fastscore as a stand-alone game, you can finish a season replay in a few hours! You can also use Fastscore Football as a complement to detailed, play by play games like Second Season Football. If you are enjoying a single team replay, play your favorite team's games with your favorite football game while playing out the other games on the schedule with Fastscore, and see how your team is doing in the standings! A week's worth of games can be completed in less than 15 minutes! Remember, we've done all the legwork by performing all of the calculations for you!

Fastscore offers great value for the gamer. Each Fastscore set includes multiple seasons for one low price! We intend to rate every season from current day to the seasons of yesteryear.

Each season includes:

- Rules of the game
- Scoring Charts
- Team Ratings Chart
- As-Played Schedule with pre-calculated game ratings for each team

So, grab your favorite beverage, take out Fastscore Football and play out a season replay of your favorite season. You'll see Fastscore Football teams perform similar to their real-life counterparts. And you'll finish so quickly, you might decide to replay the season again and again!

—*Brian Davis*

# ***FASTSCORE FOOTBALL***



**Fastscore Football** is a quick play game designed to generate the score of a football game with a few rolls of the dice. This can be used as a supplement to other football games, allowing you to quickly play other games in a replay scenario, or could be used as a standalone game. If you don't have enough time to play a full game, you could use Fastscore Football to generate the score at the end of 3 quarters and play the last quarter using your favorite game.

Fastscore Football is played using two pages of charts and two differently colored 6-sided dice. Each team has four ratings- the offensive and defensive scoring ratings (OFF and DEF) determine the number of times the team scores per quarter; the higher the OFF rating, the more potent the offense. Likewise, lower the DEF ratings represent better defenses. The Red Zone ratings determine the type of score, whether touchdown, field goal or safety; higher ratings result in touchdowns more frequently than field goals, lower ratings will yield field goals more frequently than touchdowns.

This game uniquely takes into account the offensive and defensive styles of each team by separating scoring frequency and scoring ability.

For example, some teams may score frequently, but fail to execute in the red zone- thus adding points to the board with field goals more frequently than touchdowns. Others may rarely score but efficiently march into the endzone- thus scoring more touchdowns than field goals. With Fastscore football, teams will perform more similarly to their real stats than can be achieved with any other quick play game system.

## **Rules for play:**

- 1) Determine each team's scoring rating and Red Zone rating.**
  - a) To calculate the scoring rating take the team's OFF rating and add it to their opponent's DEF rating.
  - b) To calculate the team's Red Zone rating take their off RZ rating and add it to their opponent's def RZ rating.
- 2) Determine how many times during the quarter each team scores.**
  - a) The visiting team rolls first- roll both dice and read them sequentially- for example, if using a red and white die, and the roll is "3" on the red and "5" on the white die, read the result as "35"
  - b) Refer to the team's scoring rating on the Scoring Chart.
  - c) Look up the dice roll in the row corresponding to the team's scoring rating (found in the left most column). The number at the top of the column is the number of times the team scores in the quarter.
- 3) Determine whether the scores were TDs, FGs or other. If no scores were made during the quarter continue onto step 4.**
  - a) Roll both dice and read them sequentially.
  - b) Refer to the Result of Drive portion of the Scoring Chart.
  - c) Look up the dice roll in the column corresponding to the team's Red Zone rating. The result of the drive is found in the left-most column of that row.
  - d) If the score type is a rare play refer to the Rare Play Portion of the Scoring Chart and roll one die. Look up the type of score in the row corresponding to the die roll.
  - e) Repeat from step "a)" to determine the result of each scoring drive.

### **Rules for play (cont'd)**

4) Repeat steps 2 and 3 for the home team.

5) Repeat from step 2 for the 2nd, 3rd, and 4th quarters.

6) Overtime: If the score is tied after the 4th quarter:

a) Roll two dice for the team with the higher team rating (if the two teams have the same rating, roll for the home team first) and read them sequentially. Compare the dice roll to the Scoring chart. If the result is at least one score- the team wins! Determine the type of score by subtracting 3 from the team's Red Zone rating and referring to the Result of Drive table.

b) If the result is not a score, roll for the team with the lower team rating following the rules written above.

c) If neither team scores, repeat the process one more time. If neither team scores after the second series of rolls, the result is a tie game. If a playoff game, repeat the procedure until one team scores to determine the victor.

### **OPTIONAL RULES:**

1) **HOME FIELD ADVANTAGE:** To simulate home field advantage, add one point to the home team's rating and subtract one point from the visiting team's rating. Do not adjust the Red Zone rating.

2) **CLUTCH RATINGS:** Certain teams have a (+) or (-) next to their team name. These are teams that have win-loss records better or worse than expected from their stats alone.

In the 4th quarter, if a (+) rated team is losing by 8 or less points,

or a (-) rated team is winning by 8 or less points, roll twice for these teams to determine the number of times the team scores in the quarter. For a (+) rated team, use the roll that results in the highest number of scores from the two rolls. For a (-) rated team, use the roll that results in the lowest number of scores. Roll as normal to determine the result of the drives.

3) **GOING FOR A 2 PT CONVERSION:** After any TD in the 4th quarter, you can decide to try for a 2 pt conversion. Roll one die- if the result is 4, 5 or 6- you score! Give the team 8 pts. If the result is 1, 2 or 3- you fail to convert; give the team 6 pts.

4) **RUN/PASS RATINGS:** If the offense is rated run or pass, this was a relative strength in their game. If the defense is rated run or pass, they were superior in stopping the offense on those types of plays.

If the offense and defense are both rated run or pass, subtract 3 from the offense's rating

If the offense and defense are rated oppositely (for example, off is rated run and defense is rated pass, then add 3 to the offense's rating. In all other situations, do not adjust the rating.

5) **Roll of 66:** When determining how many times a team scores in a quarter, on a roll of 66, reroll one die. If it is a 1, refer to the column directly to the left, for one less score than the original roll provided. If it is a 6, refer to column directly to the right (limited to a maximum of 4 scores in a quarter).



## 2009 Season

Number of times team scores in quarter

Rating	0	1	2	3	4
0 or less	11 - 54	55 - 66	-	-	-
1	11 - 51	52 - 66	-	-	-
2	11 - 45	46 - 65	66	-	-
3	11 - 43	44 - 65	66	-	-
4	11 - 41	42 - 64	65 - 66	-	-
5	11 - 34	35 - 64	65 - 66	-	-
6	11 - 33	34 - 63	64 - 66	-	-
7	11 - 31	32 - 62	63 - 66	-	-
8	11 - 25	26 - 61	62 - 66	-	-
9	11 - 24	25 - 56	61 - 66	-	-
10	11 - 23	24 - 55	56 - 65	66	-
11	11 - 22	23 - 54	55 - 65	66	-
12	11 - 21	22 - 52	53 - 65	66	-
13					
14					
15					
16					
17					
18					
19					
20 plus					

Result of drive

event	0	1	2	3	4	5	6	7	8	9	event
Rare*			11	11	11	11	11				Rare*
FG			12 - 41	12 - 35	12 - 33	12 - 31	12 - 25				FG
TD			42 - 66	36 - 66	34 - 66	32 - 66	26 - 66				TD

* Rare (roll 1 die)	1	2	3	4	5	6	
	TD6	safety	safety	TD	TD	TD	



## 2009 SEASON

		OFFENSE	RED ZONE OFFENSE	DEFENSE	RED ZONE DEFENSE	OFF	DEF
Arizona		4	4	5	3	pass	-
Atlanta		6	4	4	3	-	-
Baltimore	(-)	6	4	2	1	-	-
Buffalo		3	0	3	2	-	pass
Carolina		4	2	2	3	run	-
Chicago		4	2	6	2	-	-
Cincinnati	(+)	3	2	3	2	run	-
Cleveland		2	0	7	2	run	-
Dallas		5	3	1	2	-	-
Denver		5	1	5	1	-	pass
Detroit		2	1	11	3	-	run
Green Bay		8	3	4	3	-	-
Houston							
Indianapolis							
Jacksonville							
Kansas City							
Miami							
Minnesota							
New England							
New Orleans							
New York (N)							
New York (A)							
Oakland							
Philadelphia							
Pittsburgh							
San Diego							
San Francisco							
Seattle							
St. Louis							
Tampa Bay							
Tennessee							
Washington							

Q1      Q2      Q3      Q4      F

week 1	Thu	Sep 10	Tennessee	at	Pittsburgh	9 / 5 at 13 / 5					
week 1	Sun	Sep 13	Miami	at	Atlanta	10 / 5 at 14 / 5					
week 1	Sun	Sep 13	St. Louis	at	Seattle	5 / 2 at 12 / 5					
week 1	Sun	Sep 13	Washington	at	New York (N)	7 / 6 at 15 / 2					
week 1	Sun	Sep 13	Kansas City	at	Baltimore	5 / 2 at 15 / 7					
week 1	Sun	Sep 13	New York (A)	at	Houston	10 / 4 at 5 / 5					
week 1	Sun	Sep 13	Detroit	at	New Orleans	7 / 3 at 20 / 7					
week 1	Sun	Sep 13	Dallas	at	Tampa Bay	10 / 5 at 4 / 4					
week 1	Sun	Sep 13	San Francisco	at	Arizona	7 / 5 at 9 / 4					
week 1	Sun	Sep 13	Philadelphia	at	Carolina	10 / 5 at 10 / 5					
week 1	Sun	Sep 13	Chicago	at	Green Bay	7 / 5 at 15 / 5					
week 1	Sun	Sep 13	Denver	at	Cincinnati	7 / 3 at 12 / 3					
week 1	Sun	Sep 13	Minnesota	at	Cleveland	15 / 5 at 8 / 2					
week 1	Sun	Sep 13	Jacksonville	at	Indianapolis	7 / 3 at 14 / 8					
week 1	Mon	Sep 14	San Diego	at	Oakland	12 / 4 at 7 / 0					
week 1	Mon	Sep 14	Buffalo	at	New England	4 / 4 at 13 / 6					