XEG College Basketball (2025 update)

This game is designed to replicate college basketball in approximately 20 throws of 3 dice (1 red 1 black 1 blue) with the occasional decider die to solve 50/50 situations. Similar to History Maker Baseball and Fast Drive Football, we use team stats to create team qualities, which then come into play during the games.

GAMEPLAY

Each gameplay roll takes up 2:00 of clock time, until we get into the final 2:00 of the game.

Roll the 3 colored dice, with the smallest numbers always being read first. A 5-3-2 roll gets read as 2-3-5. Once you have that number, reference the far left column on the main chart. If the criteria are met, use the score generated by that criteria, with the number on the left always being the visitor score, and the right being the home score. A "2-5" result means that during that 2:00 period, the home team outscored the visiting team 5-2.

If the criteria on the left column are not met, move to the middle column, and if the middle criteria are still not met, move to the far right column.

In addition to the score, there are more things that can happen on a result:

- A team can get HOT, which is a team attribute that comes and goes during the game. Once a team gets HOT, they only lose this quality if 1) The half ends, 2) They get 0 points in a 2:00 chunk of clock time, or 3) The result explicitly says that a team "loses HOT".
- The result may also call for free throws with an (X). For each free throw called for, roll 2 dice, reading the red dice before the black dice, comparing that to the team's FT range. If it's within the range, the team adds 1 point for each successful FT to their total for that time block.
 - An (X) is assigned against the fouling team. These are "accumulating fouls." Once a team gets 2 (X)s in a half, they are in "FOUL TROUBLE" and their opponent receives +2 points to their point total every other time block (:16, :12, :08, :04). The fouling team also receives the "FOUL TROUBLE" quality. The +2 does not take effect in the same time block in which a team enters "FOUL TROUBLE."
- There are several instances that call for a roll on the UNUSUAL CHART. To roll against the chart, roll 2 dice in the same way you roll for a free throw. In addition to modifying the score, the UNUSUAL CHART has the ability to change team qualities, add or subtract foul (X) and HOT qualities.

When checking team qualities, there are some instances where the quality will have a • after the quality, this means they have a "semi" quality, and you have to roll a decider dice in that instance to determine if they have that quality in that instance. Because this comes up on an instance-by-instance basis, a team with "SHARP•" could be SHARP at one point in the game and not SHARP later on.

TIMING

Again, every roll against the MAIN chart takes 2:00, but when you get to the final 2:00 of the game (not half), you must check the score to determine what to do next. Again **this is not the 2:00 block**, but the block that is labelled 0:00 in the second half.

If the difference between the teams is 11+ points, your next roll will be on the normal chart. The game is basically over, we're just winding it down.

If the difference between the teams is 4-10 points, your next roll will be on the FINAL 2:00 CHART using the same 2 dice method we use for Free throws and the UNUSUAL CHART. Each roll takes :30, so there will be up to 3 of them before we get to the final shot.

- If at any point while rolling on the FINAL 2:00 CHART, the point difference between teams decreases to 0-3, stop rolling on this chart and switch to the FINAL SHOT chart (still using the same 2-dice method. This will be the final roll of the game (if the game isn't tied after the roll.)
 - If the point differential does not decrease into that 0-3 level, keep rolling on the FINAL 2:00 CHART until we get to the final :30.
- If a team leads by 4+ in the final :30 of the game, the losing team misses a three and the winning team simply dribbles out the clock. No rolls are needed. If the difference between the teams is 0-3, roll on the FINAL SHOT CHART for what may be the last shot of the game.

If the difference between the teams is 0-3 points at 2:00 and you have not rolled on the FINAL 2:00 CHART, Roll 1d6 to determine initial scoring in the 2:00 leading up to the final shot. (1 = 1-1, 2 = 2-2, 3 = 3-3, 4 = 4-4, 5 = 5-5, and 6 = 6-6.) Then roll 2 dice using the same method used for Free throws and the UNUSUAL CHART. Any points awarded in the final roll will be added to the initial scoring.

To be clear, if you transition from the FINAL 2:00 CHART to the FINAL SHOT chart, you **do not** roll the 1d6 for initial scoring, as the FINAL 2:00 chart provided that initial scoring in the time from 2:00 to the final shot.

If a game goes to overtime, OT consists of **two** 2:00 segments on the normal 3-dice table, followed by a score check to determine the final minute, which will be treated just as you would the final 2:00 of regulation, rolling on the FINAL 2:00 CHART (for one roll before moving to the FINAL SHOT CHART) on a 4-10 point differential, rolling directly on the FINAL SHOT CHART on a 0-3 point differential, or simply dribbling out the clock on an 11+ point differential.

NEUTRAL SITE

To play a neutral site game, the team with the lower SRS is the home team for the first half, while the team with the higher SRS is the home team for the second half and for overtime. If both team have the same SRS, roll the decider die, assigning one team to each result. Whichever team is rolled will be the designated home team for the second half/OT, while the other team gets home status for half one.

TEAM QUALITIES

Teams are assigned qualities based on their total stats and where they rank relative to everyone else. Star ratings change on a game-by-game basis based on a team's SRS rating, which can be found at https://www.sports-reference.com/cbb/.

To calculate star ratings before a game, compare each team's SRS. The team with the lower SRS will not receive a star rating, while the higher SRS team will receiver a start rating according to the following chart:

Difference in SRS	★ rating for the higher team
0-2	0★
3-9	1★
10-16	2★
17-23	3★
24-30	4★
31+	5★

Team qualities are assigned by looking at a team's stats ranked against the other 364 Division 1 College teams, with teams getting the following ratings based on the following rankings:

	TOP 8%	TOP 9-16%	MIDDLE 68%	BOTTOM 9-16%	BOTTOM 8%
Points Per Game	TEMPO	TEMPO•	(No Quality)	SLOW•	SLOW
Total Shooting %	SHARP	SHARP•	(No Quality)	DULL•	DULL
Three Point %	RANGED	RANGED•	(No Quality)	BRICK•	BRICK
Turnovers Committed	SLOPPY	SLOPPY•	(No Quality)	CRISP•	CRISP
Offensive Rebounds	O-BIG	O-BIG•	(No Quality)	O-SMALL•	O-SMALL
Assists	SPREAD	SPREAD.	(No Quality)	SELFISH•	SELFISH
Opponent Shot %	OPEN	OPEN•	(No Quality)	LOCK•	LOCK
Opponent Three Point %	SPACED	SPACED.	(No Quality)	CONTESTED.	CONTESTED
Steals	HANDSY	HANDSY•	(No Quality)	SEDATE•	SEDATE
Blocks	BLOCK	BLOCK•	(No Quality)	ZONE•	ZONE
Fouls Committed	UNRULY	UNRULY•	(No Quality)	TRAINED.	TRAINED
Defensive Rebounds	D-BIG	D-BIG•	(No Quality)	D-SMALL•	D-SMALL

Be mindful when checking these ratings that sometimes having the HIGHEST of a quality is a bad thing, as indicated by the color difference. We've changed from team rankings in numbers to percentages to allow the ratings to work across seasons. Top 8% in 2025 is 29 schools out of 364, while the top 8% in 1998 is 24 schools out of 308.

Teams from a lower division automatically have the qualities of "SLOW. DULL. FT:11-41" with an SRS of -20.

Team Free Throw %	Rating
< 54.6	FT:11-41
54.6-57.0	FT:11-42
57.1-59.5	FT:11-43
59.6-62.5	FT:11-44
62.6-65.5	FT:11-45
65.6-68	FT:11-46
68.1-70.5	FT:11-51
70.6-73.5	FT:11-52
73.6-76.5	FT:11-53
76.6-79.5	FT:11-54
79.6-82.0	FT:11-55
82.1-84.5	FT:11-56
84.6-87.5	FT:11-61
87.6-90.5	FT:11-62
90.6-93.0	FT:11-63
93.1-95.5	FT:11-64
95.6-98.5	FT:11-65
98.6+	FT:11-66

Use the chart to the left to determine a team's Free throw rating, and add that to the end of all of their qualities.

Feedback is always welcome at MTingle@gmail.com

Find more free games and seasons at: https://www.xegstudios.com

XEG College Basketball

*	SRS	NAME	QUALITIES	1H FOULS	2H FOULS	1H	2H	ОТ	тот
				(X) (X)	(X) (X)				
				(X) (X)	(X) (X)				

1ST HALF	ROLL	VISITOR	номе	NOTE
18:00				
16:00				
14:00				
12:00				
10:00				
8:00				
6:00				
4:00				
2:00				
0:00				

SRS Difference	High Team receives
0-2	0★
3-9	1★
10-16	2★
17-23	3★
24-30	4★
31+	5★

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VISITOR	НОМЕ

2ND HALF	ROLL	VISITOR	номе	NOTE
18:00				
16:00				
14:00				
12:00				
10:00				
8:00				
6:00				
4:00				
2:00				

Use if either team is leading by 11+ after 2:00

	ROLL	VISITOR	номе	NOTE
0:00				

OR

HALFTIME

Use if either team is leading by 4-10 after 2:00

	ROLL	VISITOR	HOME	NOTE
1:30				
1:00				
0:30				
0:00				

In OT, first 2 rolls are normal chart, 0:30 and 0:00 rolls should be determined using Final 2:00 / Final Shot logic

от	ROLL	VISITOR	HOME	NOTE
3:00				
1:00				
0:30				
0:00				

All rolls are 3d6 read from low to high. Example: 6-4-3 is 3-4-6 etc.

Exceptions are Free Throw Rolls, Unusual Chart, Final 2:00 chart, and Final Shot Chart, which are 2d6, read with red die first. Example: 51 is 51.

Any quality with a • after is is a "semi" quality, and must be accompanied by a • roll of the decider dice to take effect. "semi" qualities are rerolled on an instance-by-instance basis in-game.

If a team is in "FOUL TROUBLE" through 2 (X)s in a half or other means, the other team gets +2 points to their total in the following time blocks: 16:00, 12:00, 8:00, 4:00 (FOUL TROUBLE resets at half, end regulation

Neutral site games roll a decider die in each block to determine "Home" team. • indicates "same as scoreboard", o flips (home is now visitor)

After the 2:00 result in the second half, proceed as follows:

Team winning by 11+: One final roll on normal chart

Team winning by 0-3: Roll a d6 to determine initial scoring

(1 = 1-1, 2 = 2-2, 3 = 3-3, 4 = 4=4, 5 = 5-5, 6 = 6-6) Then proceed to FINAL SHOT chart for 0:00

Team winning by 4-10: Proceed to final 2:00 chart and use 1:30, 1:00, 0:30 time blocks.

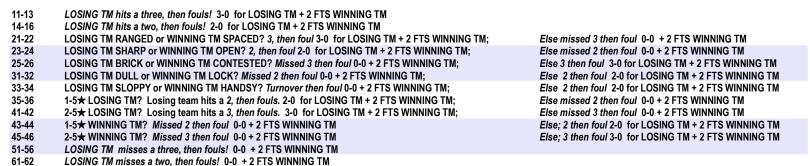
If at any point, the point difference decreases to 0-3, stop rolling on this chart and switch to the FINAL SHOT chart. If the difference exceeds 10 points, keep rolling on this chart until we get to the final 0:00 block.

If a team is winning by 4+ entering the final 0:00 roll: Losing team misses a 3, winning team dribbles out clock

5+ HOME? 0-9 + HÖME HOTT 1-12 44 5-4 WISTOR? 8-9 + WISTOR? 8-9 WISTOR? HOTT 1-13 45+ HOME? 0-8 + HOME HOTT 1-14 3-3 4-15 1-12 44 1-13 4-3 WISTOR? 8-9 + WISTOR? 1-14 3-3 3-14 HOME? 0-8 + HOME HOTT 1-14 3-3 3-9 HOME? 0-9 + HOME HOTT 1-14 3-9 WISTOR? 6-9 - WISTOR? 6-9 WISTOR?						
1-2 5+ HOME? 0-9 + HOME HOTI 1-1-2 5+ WISTORR HOTI 1-1-2 4-4 1-2 TEACH TEAM (X) 1-3 4-5+ WISTORR 3-9 + WISTORR HOTI 1-1-3 4-5+ HOME? 0-8 + HOME HOTI 1-1-3 4-5+ WISTORR 3-9 + WISTORR 1-1-3 4-3 3-3 3-3 + HOME? 0-8 + HOME HOTI 1-1-4 3-3 3-3 + HOME? 0-8 + HOME HOTI 1-1-4 3-3 3-3 + HOME? 0-8 + HOME HOTI 1-1-5 3-3 3-3 + HOME? 0-8 + HOME HOTI 1-1-5 3-3 3-4 HOME? 0-8 + HOME? 0-8 + HOME of SLOW WISTOR? 1-1-5 3-3 3-3 + HOME of SLOW WISTORR 1-1-5 3-3 3-3 + HOME of SLOW WISTORR 1-1-5 4-4 3-3 3-3 + HOME of SLOW WISTORR 1-1-5 4-4 3-3 3-3 + HOME of SLOW WISTORR 1-1-5 4-4 3-3 3-3 + HOME of SLOW WISTORR 1-1-5 4-4 3-3 3-3 + HOME of SLOW WISTORR 1-1-5 4-4 3-3 3-4 + HOME? 0-1-5 4-4 3-4 3-4 + HOME? 0-1-5 4-4 3-4 3-4 4 + HOME? 0-1-5 4-4 3-4 3-4 3-4 3-4 3-4 3-4 3-4 3-4 3-4	1-1-1	Both teams are raining threes! 9-9 + BOTH HOT!	1-1-1		1-1-1	
1-4 3-5	1-1-2			5★ VISITOR? 9-0 + VISITOR HOT!		4-4
1-4 3-5	1-1-3					
1-5	1-1-4					• • • • • • • • • • • • • • • • • • • •
1-5+ HOME or SLOW VISITOR? 2-5 1-4-6 1-5+ VISITOR or SLOW HOME? 5-2 1-4-6 1-5+ VISITOR or SLOW HOME? 5-2 1-4-6 1-2-2 5-4 VISITOR or SLOW HOME? 5-2 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-3 1-4-6 1-2-5 1-3-6 1	1-1-5					
22 5						
4-5+ VISITOR or LOCK VISITOR? 4-0 4-5+ VISITOR or JOACH MOME? 04 3-5+ VISITOR or SHARP VISITOR? 4-0 1-24 3-5+ VISITOR or SHARP VISITOR? 4-0 1-25 2-5+ VISITOR or SHARP VISITOR? 4-0 1-25 1-25+ VISITOR or SHARP VISITOR? 3-0 1-26 1-35+ VISITOR or SHARP VISITOR? 3-0 1-26 3-3 3-3 3-5+ VISITOR or SHARP VISITOR? 5-2 1-3-3 3-3 1-5+ VISITOR or SHREAD VISITOR? 5-2 1-3-3 3-3 1-5+ VISITOR or SHREAD VISITOR? 5-2 1-3-3 3-3 1-5+ VISITOR or SHREAD VISITOR? 5-2 1-3-4 1-5+ VISITOR or SHREAD VISITOR? 5-2 1-3-5 2-5+ VISITOR or SHREAD VISITOR? 2-2 1-3-5 1-						
3-5¢ HOME or SHARP HOME? 0-4 2-5 2-5¢ VISITOR or SHARP HOME? 0-4 2-6 1-5¢ HOME or SHARP HOME? 0-3 2-5¢ VISITOR or SHARP HOME? 0-3 2-5¢ VISITOR or SHARP HOME? 0-5 3-2-5¢ VISITOR or SHARP HOME? 0-5 3-2-5¢ VISITOR or SHARP HOME? 0-5 3-2-5¢ VISITOR or SHARP HOME? 0-5 3-3-3 3-2-5¢ VISITOR or SHARP HOME? 0-5 3-3-3-3 3-3-3 3-3-3 3-3-3-3 3-3-3-3 3-3-3-3 3-3-3-3 3-3-3-3 3-3-3-3-3 3-3-3-3-3 3-3-3-3-3 3-3-3-3-3-3 3-3-3-3-3-3-3 3-3-3-3-3-3-3 3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3-3-3-3 3-3-3-3-3-3-3-3-3-3-3-3-3-3-3 3-						
2-54 VISITOR ON SHARP VISITOR? 4-0 1-2-56 1-54- VISITOR ON SHARP VISITOR? 3-0 1-2-6 1-54- VISITOR ON SPREAD VISITOR? 5-2 1-3-3 3-3 3-3-2-54 VISITOR ON SPREAD VISITOR? 5-2 1-3-3 3-3 3-3-1-54- VISITOR ON SPREAD VISITOR? 5-2 1-3-3 3-3 3-3 3-3-1-54- VISITOR ON SPREAD VISITOR? 5-2 1-3-4 1-54- VISITOR ON UNRULY HOME? 2-2+ 1FT VISITOR (X) 1-3-5 1-54- VISITOR ON UNRULY HOME? 2-2+ 1FT VISITOR (X) 1-3-5 1-54- VISITOR ON FOUL FROME OF 5-2 1-3-6 1-54- VISITOR ON FOUL FROME OF 5-2 1-3-6 1-54- VISITOR ON FOUL TROUBLE LIVISTOR? 2-6 1-3-6 1-3-54- VISITOR ON FOUL TROUBLE LIVISTOR? 2-6 1-3-55- VISITOR ON FOUL TROUBLE LIVISTOR? 2-6 1-3-56 1-3-56- BRICK VISITOR ON CONTESTED HOME? 0-3 1-4-6 1-4-55 1-5-55- RANGED HOME ON SPACED VISITOR? 2-6 1-5-56 1-5-56- CRISP HOME? 2-5+ 1FT HOME (X) 1-6-6						
1-5+ HOME or SHARP HOME? 0-3 1-5+ SHOME or SHARP HOME? 0-3 3-2-5+ WISTIOR or SPREAD HOME? 5-2 3-3-3 3-2-5+ WISTIOR or SPREAD HOME? 2-5 3-3-3 3-2-5+ WISTIOR or SELFISH WISTIOR? 2-5 1-5-4 3-3-2-5+ HOME or SELFISH HOME? 5-2 1-3-4 1-5-5+ WISTIOR or JUNEUL HOME? 2-2 1-5-5 1-5-5+ WISTIOR or JUNEUL HOME? 0-2 1-6-6 1-5						
3-34 - 2-5+ WISITOR or SPERGA USITIOR? 25 - 1-33 3-3 1-5+ WISITOR or SELESH WISITOR? 25 1-34 1-34 1-35+ WISITOR or SELESH HOME? 52 1-34 2-2 3-5						
1-5# HOME or SELPISH VISITOR? 2-5						
3-5 1-5* WISTOR OF UNRULY HOME? 22+1FT VISIK) 13-5 2-5* VISITOR OF HOUR TOURIDLE WISTOR? 2-6 13-6 4-2 4-44 SLOW VISITOR OF HOT HOME? 0-2 14-4 SLOW WISTOR OF HOUR TOURIDE? 6-2 14-5 5-5 5-5 LANGE OF HOUR OF WISTOR? 2-6 14-5 5-5 5-5 LANGE OF WISTOR OF HOME? 0-2 14-4 SLOW HOME OF HOT VISITOR? 2-9 14-5 5-5 5-6 DULL WISTOR OF LOCK HOME? 0-3 14-6 DULL HOME OF LOCK VISITOR? 3-0 14-6 2-2 5-6 RANGED WISTOR OF LOCK HOME? 0-2 15-6 BRICK VISITOR OF LOCK HOME? 0-2 15-5 5-3 5-7 RANGED WISTOR OF LOCK HOME? 0-2 15-6 BRICK VISITOR OF CONTESTED WISTOR? 2-0 15-5 3-3 5-6 BRICK VISITOR OF CONTESTED HOME? 0-2 15-6 BRICK VISITOR OF CONTESTED WISTOR? 2-0 15-6 3-5 5-6 CRISP HOME? 25+1FT HOME (X) 15-6 CRISP HOME? 2-5+1FT HOME (X) 15-6 WISTOR OF SANGED WISTOR? 3-0 WISTOR OF SANGED WISTOR WISTOR OF SANGED WISTOR OF SANGED WISTOR OF SANGED WISTOR OF SANGED WISTOR WISTOR WISTOR WISTOR OF SANGED WISTOR						
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SLOW VISITIOR or DOEN NISTIOR? 2-0 EN NISTIOR? 2-6 1-4-4 SLOW HOME or DEEN NISTIOR? 2-6 1-4-5 SLOPPY POWER or DEEN NISTIOR or DEEN NISTIOR? 2-6 1-4-5 SLOPPY HOWE or DEEN HOME? 6-2 1-5-5 S-3	1-3-5					
SLOPPY VISITOR or OPEN VISITOR? 2-6 14-5 SLOPPY HOME or OPEN HOME? 6-2 14-5 5-5	1-3-6					
DULL VISITOR or LOCK HOME? 0-3 5 RANGED HOME or SPACED VISITOR? 2-6 5 RANGED HOME or SPACED VISITOR? 2-6 5 RRICK VISITOR or CONTESTED HOME? 0-2 5 BRICK HOME or CONTESTED VISITOR? 2-0 5 BRICK HOME or CONTESTED VISITOR? 2-0 5 CRISP PHOME? 0-2 5 SLOPPY VISITOR (N) 1-6-6 6 CRISP PHOME or HOT VISITOR? 2-2 5 SLOPPY VISITOR OR HOME 0-10 5 SLOPPY VISITOR OR HOME 0-10 5 SLOPPY VISITOR OR HOME 0-10 5 SLOPPY VISITOR OR 1-2 5 UNRULLY VISITOR? 2-2 5 UNRULLY VISITOR? 2-2 6 HANDS Y HOME or SLOPPY VISITOR (N) 6 HANDS Y HOME or SLOPPY VISITOR (N) 7 SPECAL HOME 0-10 8 BLOCK HOME or 0-SMALL HOME? 6-2 8 SPEAD HOME or SEDATE VISITOR (N) 8 SPEAD HOME or SEDATE VISITOR (N) 9 SPEAD HOME or SEDATE VISITOR (N) 9 SPEAD HOME or SEDATE VISITOR (N) 10 SECONDARY SEDATE VISITOR (N) 10 SECONDAR	1-4-4			SLOW HOME or HOT VISITOR? 2-0		
5.5 RANGED HOME or SPACED VISITOR? 2-6 6 BRICK WISITOR or CONTESTED HOME? 0-2 5 BRICK WISITOR or CONTESTED HOME (X) 5 BRICK WISITOR or CONTESTED HOME (X) 5 BRICK HOME or D. SMALL WISITOR? 2-4 6 BRICK HOME or D. SMALL WISITOR? 2-4 7 DEGIG HOME or D. SMALL WISITOR? 2-4 7 DEGIG HOME or D. SMALL HOME? 4-2 7 DEGIG HOME or D. SMALL HOME? 4-3 7 DEGIG	1-4-5			SLOPPY HOME or OPEN HOME? 6-2		
86 6 CRISP HOME? 2-5 + 1FT HOME (N) 1-66 CRISP VISITOR? 5-9 + 1FT VISITOR (N) 1-66 CRISP VISITOR 7-9 + 1FT VISITOR (N) 1-66 CRISP VISITOR (N) 1-66 CRISP VISITOR 1-66 CR	1-4-6	DULL VISITOR or LOCK HOME? 0-3		DULL HOME or LOCK VISITOR? 3-0		
6.6 CRISP HOME? 2-5 + 1FT HOME (X) 2-2 SLOPPY VISITOR OF HOTH HOME? 2-6 + HOME HOT! 2-2 SLOPPY VISITOR OF HOTH HOME? 2-6 + HOME HOT! 2-2-3 C-BIG HOME or D-SMALL VISITOR? 2-4 2-3 C-BIG VISITOR or D-SMALL VISITOR? 2-4 2-4 C-BIG VISITOR OR D-SMALL VISITOR? 2-4 2-5 UNRULY VISITOR? 2-2 + 2FT HOME (X) 2-5 UNRULY VISITOR? 2-2 + 2FT HOME (X) 2-6 HANDSY HOME or SLOPPY VISITOR? 2-4 2-7 UNRULY VISITOR? 2-2 + 2FT HOME (X) 2-7 UNRULY HOME? 2-2 + 2FT HOME (X) 2-8 UNRULY HOME? 2-2 + 2FT HOME (X) 2-8 UNRULY HOME? 2-2 + 2FT HOME? 4-2 2-9 UNRULY HOME? 2-2 + 2FT NOME? 4-2 2-1 UNRULY HOME? 2-2 + 2FT VISITOR (X) 2-5 UNRULY HOME? 2-2 + 2FT VISITOR (X) 2-6 HANDSY HOME or SLOPPY VISITOR? 2-4 2-6 HANDSY HOME or SLOPPY VISITOR? 2-4 2-7 UNRULY HOME? 2-2 + 2FT VISITOR (X) 2-7	1-5-5	RANGED HOME or SPACED VISITOR? 2-6		RANGED VISITOR or SPACED HOME? 6-2		
2.23 O-BIG HOME or D-SMALL HOME? 2.6 + HOME HOT! 2.2-2 SLOPPY HOME or HOT VISITOR? 6.2 + VISITOR HOT! 2.2-2 3.4-4 2.3 O-BIG HOME or D-SMALL HOME? 2.2 2.2-3 V-BIG VISITOR or D-SMALL HOME? 2.2-4 3.3 2.5 UNRULY VISITOR? 2.2 + 2FT HOME (X) 2.2-5 UNRULY HOME? 0.5 LOPPY HOME or D-SMALL HOME? 2.2 2.2-5 UNRULY VISITOR? 2.4 2.2-6 HANDSY HOME or D-SMALL VISITOR? 2.4 2.2-6 5.5 3.3 BLOCK HOME or O-SMALL VISITOR? 2.4 2.3-3 5.3 3.4 ZONE VISITOR or D-BIG HOME? 2.4 2.3-4 ZONE HANDSY VISITOR or O-SMALL HOME? 6.2 2.3-3 5.3 3.5 SPREAD HOME or SEDATE VISITOR? 2.4 2.3-5 SPREAD VISITOR OR D-BIG HOME? 2.4 2.3-5 SPREAD WISITOR OR D-BIG HOME? 2.4 2.3-5 SPREAD WISITOR OR D-BIG HOME? 2.4 2.3-5 SPREAD HOME or SEDATE VISITOR (X) 2.3-6 8:00 OR LESS LETT IN GAME? 2.4 2.7-5 SPREAD WISITOR OR D-BIG HOME? 2.2 2.7-5 Z-4 3.3-3 3.4 €400 OR LESS LETT IN GAME? 2.4 2.7-5 VISITOR (X) 2.3-6 8:00 OR LESS LETT IN GAME? 2.4 2.7-5 VISITOR (X) 2.3-6 8:00 OR LESS LETT IN GAME? 2.4 2.7-5 VISITOR (X) 2.3-6 8:00 OR LESS LETT IN GAME? 2.4 2.7-5 VISITOR (X) 2.3-6 BECIDER DICE - 2.2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 2.2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 2.2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 2.2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 2.2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-2 2.7-2 7-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-2 3.3-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-2 3.3-1 VISITOR (X) 2.3-6 BECIDER DICE - 3.2-2 YIS HOME (X) 3.3-5 FOUL TROUBLE VISITOR 7.2-6 BECIDER DICE - 3.2-2 YIS	1-5-6	BRICK VISITOR or CONTESTED HOME? 0-2	1-5-6	BRICK HOME or CONTESTED VISITOR? 2-0	1-5-6	3-5
2-3 O-BIG HOME or D-SMALL VISITOR? 2-4 - 0-BIG VISITOR or D-SMALL HOME? 4-2 - 2-4 O-BIG VISITOR or D-SMALL HOME? 4-2 - 2-24 O-BIG VISITOR or D-SMALL HOME? 4-2 - 2-24 O-BIG VISITOR OR D-SMALL HOME? 4-2 - 2-24 O-BIG VISITOR OR D-SMALL HOME? 4-2 - 2-25 UNRULY VISITOR? 2-2 + 2FT HOME (X) - 2-26 HANDSY HOME or SLOPPY VISITOR? 2-4 - 2-33 BLOCK HOME or O-SMALL VISITOR? 2-6 - 3-3 BLOCK HOME or D-SMALL VISITOR? 2-6 - 3-3 BLOCK HOME or D-SMALL HOME? 6-2 - 2-3-3 - 3-4 ZONE VISITOR or D-BIG HOME? 2-4 - 2-3-4 ZONE VISITOR OR D-BIG HOME? 2-2 - 2-3-5 SPREAD HOME or SEDATE VISITOR? 2-4 - 3-5 SPREAD HOME or SEDATE VISITOR? 2-4 - 3-6 #4.00 OR LESS LEFT IN GAME? 2-4 + 2FTS VISITOR (X) - 2-3-6 B.00 OR LESS LEFT IN GAME? 2-4 + 2FTS HOME (X) - 2-3-6 B.00 OR LESS LEFT IN GAME? 2-4 + 2FTS HOME (X) - 2-4-6 DECIDER DICE -? 2-2 + 2FTS VISITOR (X) - 2-4-6 DECIDER DICE -? 2-2 + 2FTS VISITOR (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS VISITOR (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -? 2-2 + 2FTS HOME (X) - 2-4-7 DECIDER DICE -	1-6-6	CRISP HOME? 2-5 + 1FT HOME (X)	1-6-6	CRISP VISITOR? 5-2 + 1FT VISITOR (X)	1-6-6	4-3
2-4 O-BIG VISITOR or D-SMALL HOME? 4-2 2-2-4 UNRULY VISITOR? 2-2 + 2FT HOME (X) 2-2-5 4-4 4-4 4-4-4 4-4-4 4-4-4 4-4-4 4-4-4 4-	2-2-2	SLOPPY VISITOR or HOT HOME? 2-6 + HOME HOT!	2-2-2	SLOPPY HOME or HOT VISITOR? 6-2 + VISITOR HOT!	2-2-2	3-4
2-2-5 UNRULY VISITOR? 2-2 - 2 ET HOME (X) 2-2-5 UNRULY HOME? 2-2 + 2 FT VISITOR (X) 2-2-5 5-5 3-3 8LOCK HOME or SLOPPY VISITOR? 2-4 2-2-6 5-5 3-3 8LOCK HOME or O-SMALL HOME? 7-2 6-2-3-3 5-3 3-3 4 20NE VISITOR or D-BIG HOME? 2-4 2-3-4 20NE HOME or D-BIG VISITOR? 7-2 2-3-4 3-5 3-5 3-5 3-5 3-5 3-5 3-5 3-5 3-5 3-5	2-2-3	O-BIG HOME or D-SMALL VISITOR? 2-4	2-2-3	O-BIG VISITOR or D-SMALL HOME? 4-2	2-2-3	4-4
2-2-5 UNRULY HOME? 2-2+ 2FT VISITOR (X) 2-2-5 44 2-6 HANDSY HOME or SLOPPY VISITOR? 2-4 2-2-6 5-5 3-3 BLOCK HOME or O-SMALL VISITOR? 2-6 2-3-3 5-3 3-3-4 ZONE VISITOR or D-BIG HOME? 2-4 2-3-4 ZONE HOME or D-BIG VISITOR? 4-2 2-3-4 3-5 3-5 SPREAD HOME or SEDATE VISITOR? 2-4 2-3-5 SPREAD VISITOR OR SEDATE HOME? 2-2 2-3-4 3-5 3-6 4:00 OR LESS LEFT IN GAME? 2-4+2FTS VISITOR (X) 2-3-6 8:00 OR LESS LEFT IN GAME? 4-2+2FTS HOME (X) 2-3-6 8:00 OR LESS LEFT IN GAME? 4-2+2FTS HOME (X) 2-3-6 8:00 OR LESS LEFT IN GAME? 4-2+2FTS HOME (X) 2-4-5 DECIDER DICE -? 2-2+2FTS HOME (X) 2-4-5 DECIDER DICE -? 2-2+2FTS HOME (X) 2-4-6 DECIDER DICE -? 2-2+2FTS HOME (X) 2-4-4 DICHONAL 2PTS FOR ANY TEAM WITH TEMPO 3-5-6 S-6 S-6 S-6 HOME TOWN TOWN TEAM WITH TEMPO 3-5-6 S-6 S-6 S-6 S-6 S-6 S-6 S-6 S-6 S-6 S	2-2-4	O-BIG VISITOR or D-SMALL HOME? 4-2	2-2-4	O-BIG HOME or D-SMALL VISITOR? 2-4	2-2-4	3-3
2-2-6 HANDSY HOME or SLOPPY VISITOR? 2-4 2-2-6 BLOCK HOME or O-SMALL VISITOR? 2-6 2-3-3 BLOCK HOME or O-SMALL VISITOR? 2-6 2-3-4 ZONE VISITOR or D-BIG HOME? 2-4 2-3-5 SPREAD HOME or SEDATE VISITOR? 2-2 3-3-5 SPREAD HOME or SEDATE VISITOR? 2-4 2-3-5 SPREAD HOME or SEDATE VISITOR? 4-2 2-3-6 4-70 OR LESS LEFT IN GAME? 2-4 + 2FTS VISITOR (X) 2-3-6 8-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 8-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 8-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 B-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 B-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 B-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 B-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 B-70 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X) 2-3-6 DECIDER DICE - 2-2 + 2FTS HOME (X) 2-3-6 DECIDER DICE - 2-2 + 2FTS HOME (X) 2-4-6 DECI	2-2-5		2-2-5	UNRULY HOME? 2-2 + 2FT VISITOR (X)	2-2-5	4-4
BLOCK HOME or O-SMALL VISITOR? 2-6 ZONE VISITOR or D-BIG HOME? 2-4 ZONE HOME or SEDATE VISITOR? 2-4 3-5 SPREAD HOME or SEDATE VISITOR? 2-4 3-6 4-90 OR LESS LEFT IN GAME? 2-4+ 2FTS VISITOR (X) 2-3-6 3-3 BLOCK VISITOR or D-BIG VISITOR? 4-2 2-3-5 SPREAD HOME or SEDATE HOME? 4-2 2-3-6 SPREAD HOME or SEDATE HOME? 4-2 2-4-6 DECIDER DICE - ? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE - ? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE - ? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE - ? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE - ? 2-2 + 2FTS VISITOR (X) 2-4-6 DECIDER DICE - ? 2-2 + 2FTS VISITOR (X) 2-4-6 DECIDER DICE - ? 2-2 + 2FTS VISITOR (X) 2-4-6 UNUSUAL CHART 2-6-6 UNUSUAL CHART 3-3-3 DECIDER DICE - AND HOT VISITOR? 6-2 2-5-6 UNUSUAL CHART 3-3-3 DECIDER DICE - AND HOUT VISITOR? 6-2 2-5-6 DECIDER DICE - AND HOUT VISITOR? 6-2 2-5-6 3-3-3 UNUSUAL CHART 3-4-4 4-4 4-4 4-4 4-4 4-4 4-4	2-2-6	• • •	2-2-6	• • • • • • • • • • • • • • • • • • • •	2-2-6	5-5
3.4 ZONE VISITOR or D-BIG HOME? 2-4 2-3-5 SPREAD HOME or D-BIG VISITOR? 2-2 2-3-5 SPREAD HOME or SEDATE VISITOR? 2-4 2-3-5 SPREAD HOME or SEDATE HOME? 2-4 2-7-5 SPREAD HOME or SEDATE HOME? 2-4 2-7-5 SPREAD HOME (X) 2-3-6 8:00 OR LESS LEFT IN GAME? 2-4 2-7-5 VISITOR LOSES HOT 2-4-4 DECIDER DICE -? 2-2 + 2FTS HOME (X) 2-3-5 DECIDER DICE -? 2-2 + 2FTS HOME (X) 2-4-5 DECIDER DICE -? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE -? 2-3 + 2 + 2 + 2 + 2 + 2 + 2 + 2 + 2 + 2 +	2-3-3		2-3-3		2-3-3	5-3
3-5 SPREAD HOME or SEDATE VISITOR? 2-4 4:00 OR LESS LEFT IN GAME? 2-4 + 2FTS VISITOR (X) 4:00 OR LESS LEFT IN GAME? 2-4 + 2FTS VISITOR (X) 4:00 OR LESS LEFT IN GAME? 2-4 + 2FTS VISITOR (X) 4:00 DECIDER DICE · ? 2-2 + VISITOR LOSES HOT 4:00 DECIDER DICE · ? 2-2 + VISITOR LOSES HOT 4:00 DECIDER DICE · ? 2-2 + VISITOR (X) 4:00 DECIDER DICE · ? 2-2 + VISITOR (X) 4:00 DECIDER DICE · ? 2-2 + VISITOR (X) 4:00 DECIDER DICE · ? 2-2 + VISITOR (X) 4:00 DECIDER DICE · ? 2-2 + VISITOR (X) 4:00 DECIDER DICE · AND HOT VISITOR? 8-4 4:00 DECIDER DICE · AND HOT VISITOR? 8-4 5:00 DECIDER DICE · AND HOT HOME? 4-8 4:00 DECIDER DICE · AND HOT VISITOR? 8-4 5:00 DECIDER DICE · AND HOT VISITOR? 8-4 4:00 DECIDER DICE · AND HOT VISITOR? 8-4 4:00 DECIDER DICE · AND HOT VISITOR? 8-2 4:00 DECIDER DICE · AND HOT VISITOR (X) 4:00 DECIDER DICE · AND HOT VISITOR? 8-2 4:00 DECIDER DICE ·	2-3-4					
3-6 4:00 OR LESS LEFT IN GAME? 2-4 2FTS VISITOR (X) 2-3-6 8:00 OR LESS LEFT IN GAME? 4-2 2FTS HOME (X) 2-3-6 3-3 4-44 DECIDER DICE -? 2-5 VISITOR (S) 2-4-5 DECIDER DICE ∘? 6-2 + HOME LOSES HOT 2-4-4 4-5 DECIDER DICE -? 2-2 + 2FTS VISITOR (X) 2-4-5 DECIDER DICE ∘? 2-2 + 2FTS VISITOR (X) 2-4-5 4-6 DECIDER DICE -? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE ∘? 2-2 + 2FTS VISITOR (X) 2-4-6 5-5 DECIDER DICE - AND HOT VISITOR? 8-4 2-5-5 DECIDER DICE ∘ AND HOT HOME? 4-8 2-5-5 6-6 5-6 DECIDER DICE - AND HOT HOME? 2-6 2-5-6 DECIDER DICE ∘ AND HOT VISITOR? 6-2 2-5-6 4-4 UNUSUAL CHART 2-6-6 3-3 DECIDER DICE - AND FOUL TROUBLE VISITOR? 2-6 3-3-3 DECIDER DICE ∘ AND HOT VISITOR? 2-0 3-3-4 FOUL TROUBLE VISITOR OF TRAINED HOME? 0-2 3-3-4 FOUL TROUBLE VISITOR OF TRAINED HOME? 0-2 3-3-4 FOUL TROUBLE VISITOR OF TRAINED HOME? 0-2 3-3-4 FOUL TROUBLE POSITOR? 2-0 3-3-6	2-3-5					
4.4 DECIDER DICE -? 2.6 + VISITOR LOSES HOT 2.4-4 DECIDER DICE ∘? 6.2 + HOME LOSES HOT 2.4-4 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-5 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS HOME (X) 2.4-6 DECIDER DICE ∘? 2.2 + 2FTS VISITOR (X) 2.4-6 DECIDER DICE ∘? AND HOT HOME? 4-8 2.5-5 6-6 4-4 DECIDER DICE ∘? AND HOT HOME? 2.6 DECIDER DICE ∘? AND HOT VISITOR? 6-2 2.5-6 4-4 DECIDER DICE ∘? AND HOT VISITOR? 6-2 2.5-6 4-4 DECIDER DICE ∘? AND FOUL TROUBLE VISITOR? 2-0 3.3-3 UNUSUAL CHART 3-4 FOUL TROUBLE VISITOR or TRAINED HOME? 0-2 3.3-4 FOUL TROUBLE HOME or TRAINED VISITOR? 2-0 3.3-4 4-4 3-3 FOUL TROUBLE V? 2.6 + 2 + 2 + 2 + 2 + 2 + 2 + 2 + 2 + 2 +	2-3-6				2-3-6	
4-5 DECIDER DICE •? 2-2+2FTS VISITOR (X) 2-4-5 DECIDER DICE ∘? 2-2+2FTS HOME (X) 2-4-6 DECIDER DICE •? 2-2+2FTS HOME (X) 2-4-6 DECIDER DICE •? 2-2+2FTS VISITOR (X) 2-4-6 DECIDER DICE • AND HOT VISITOR? 8-4 2-5-5 DECIDER DICE • AND HOT VISITOR? 8-4 2-5-5 DECIDER DICE • AND HOT HOME? 2-6 DECIDER DICE • AND HOT VISITOR? 6-2 2-5-6 4-4 UNUSUAL CHART 2-6-6 UNUSUAL CHART 2-6-6 DECIDER DICE • AND HOT VISITOR 0-2 2-5-6 4-4 DECIDER DICE • AND HOT VISITOR 0-2 2-5-6 4-4 DECIDER DICE • AND HOT VISITOR 0-2 2-5-6 4-4 DECIDER DICE • AND FOUL TROUBLE VISITOR 0-2 3-3-3 UNUSUAL CHART 3-3-5 FOUL TROUBLE VISITOR 0-1 TRAINED HOME? 0-2 3-3-4 FOUL TROUBLE HOME 0-2 3-3-4 FOUL TROUBLE HOME 0-2 3-3-5 FOUL TROUBLE HOME 0-2 2-2 FTS V(X) + VISITOR HOT! 3-3-6 FOUL TROUBLE HOME 0-1 3-3-6 FOUL TROUBLE VISITOR 7-8-4 3-4-6 HOT VISITOR? 8-4 3-4-6 HOT VISITOR? 8-4 3-4-6 HOT HOME 0-1 3-3-6 5-5 5-5 5-6 4 ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-5-6 4-4 DDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-6-6 4-5 ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-6-6 4-5 ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-6-6 4-4 ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-6-6 4-4 COUNT 4-4-6 5-5 5-5 5-5 5-5 5-5 5-5 5-5 5-5 5-5 5	2-4-4			· · · · · · · · · · · · · · · · · · ·		
4-6 DECIDER DICE • ? 2-2 + 2FTS HOME (X) 2-4-6 DECIDER DICE • ? 2-2 + 2FTS VISITOŘ (X) 2-4-6 DECIDER DICE • AND HOT VISITOR? 8-4 2-5-5 DECIDER DICE • AND HOT HOME ? 4-8 2-5-5 6-6 4-4 DECIDER DICE • AND HOT HOME? 2-6 2-5-6 DECIDER DICE • AND HOT VISITOR? 6-2 2-5-6 4-4 DECIDER DICE • AND HOT VISITOR? 6-2 2-5-6 4-4 DECIDER DICE • AND HOT VISITOR? 6-2 2-5-6 4-4 DECIDER DICE • AND FOUL TROUBLE HOME? 0-2 3-3-3 DECIDER DICE • AND FOUL TROUBLE HOME? 0-2 3-3-3 UNUSUAL CHART 3-3-5 FOUL TROUBLE VISITOR or TRAINED HOME? 0-2 3-3-4 FOUL TROUBLE HOME or TRAINED VISITOR? 2-0 3-3-4 FOUL TROUBLE H? 6-2 + 2FTS H(X) + HOME HOT! 3-3-5 FOUL TROUBLE H? 6-2 + 2FTS V(X) + VISITOR HOT! 3-3-6 FOUL TROUBLE H? 6-2 + 2FTS V(X) + VISITOR HOT! 3-4-4 4-4-5 2-2 + 2FT EACH TEAM (X) 3-4-5 4-4 DIDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-6-6 4-5 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO 3-6-6 4-5 + ★ COUNT 4-4-6 4-4-2 5-8 + ★ COUNT 4-4-6 4-4-2 5-8 + ★ COUNT 4-4-6 4-4-2 5-8 + ★ COUNT 4-4-6 5-8 + ★ COUNT 4-4-6 6-6 and one for the home team! 0-2 + 1 FT VISITOR (X) 4-5-6 and one for the home team! 0-2 + 1 FT VISITOR (X) 5-5-6 DECIDER DICE • ? 3-3 + 2 FTS HOME (X) 5-5-6 5-6-6 5-5 + ★ COUNT 5-6-6 DECIDER DICE • ? 3-3 + 2 FTS HOME (X) 5-5-6 5-6-6 5-5 + ★ COUNT 5-6-6 DECIDER DICE • ? 3-3 + 2 FTS HOME (X) 5-5-6 5-6-6 5-5-6 5-5-6 5-6-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6 5-5-6-6 5-5-6-6 5-5-6 5-5-6 5-6-6 5-5-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6 5-6-6 5-5-6-6 5-5-6 5-6-6 5-6-6 5-6-6 5-5-6 5-6-6	2-4-5				2-4-5	
5-5 DECIDER DICE • AND HOT VISITOR? 6-4 5-6 DECIDER DICE • AND HOT HOME? 2-6 6-6 UNUSUAL CHART 2-6-6 3-3 DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6 3-3 DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6 3-3 DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6 3-3-3 DECIDER DICE • AND FOUL TROUBLE HOME? 0-2 3-4 FOUL TROUBLE VISITOR or TRAINED HOME? 0-2 3-5 FOUL TROUBLE VISITOR or TRAINED HOME? 0-2 3-5 FOUL TROUBLE PI? 6-2 + 2 FTS V(X) + VISITOR HOT! 3-6 FOUL TROUBLE PI? 6-2 + 2 FTS V(X) + VISITOR HOT! 3-7 FOUL TROUBLE PI? 6-2 + 2 FTS V(X) + VISITOR HOT! 3-8 FOUL TROUBLE PI? 6-2 + 2 FTS V(X) + VISITOR HOT! 3-4 C	2-4-6	• •		` ,		
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0.66 UNUSUAL CHART 0.73 DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6 0.73 DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6 0.73 DECIDER DICE • AND FOUL TROUBLE HOME? 6-2 0.74 FOUL TROUBLE VISITOR or TRAINED HOME? 0-2 0.75 FOUL TROUBLE VISITOR? 2-0 0.75 FOUL TROUBLE PIS FOULT SUBJECT VIX + HOME HOT! 0.75 FOUL TROUBLE PIS FOULT SUBJECT VIX + VISITOR HOT! 0.75 FOUL TROUBLE PIS FOULT SUBJECT VIX + VISITOR HOT! 0.75 FOULT SUBJECT VIX + VISITOR HOT! 0.75 FOULT SUBJECT VIX + HOME HOT! 0.75 FOULT SUBJECT VIX + HOME HOT! 0.75 FOULT SUBJECT VIX + VISITOR HOT! 0.75 FOULT SUBJECT VIX + HOME HOT! 0.75 FOULT SUBJECT VIX + VISITOR HOT! 0.75 FOULT SUBJECT VIX +	2-5-6					
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5-5 4-4 + 2FT EACH TEAM (X) 4-5-5 5-6 and one for the visitors! 2-0 + 1 FT VISITOR (X) 4-5-6 6-6 and one for the home team! 0-2 + 1 FT HOME (X) 4-6-6 5-5 UNUSUAL CHART 5-5-5 5-6 DECIDER DICE • ? 3-3 + 2 FTS VISITOR (X) 5-5-6 6-6 5-5 + ★ COUNT 5-6-6 5-6 4-5-5 5-5 4-5-5 5-6 DECIDER DICE ∘ ? 3-3 + 2 FTS HOME (X) 5-6-6 5-6-6 5-6-6						
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6-6 and one for the home team! 0-2 + 1 FT HOMÈ (X) 4-6-6 5-5 UNUSUAL CHART 5-5-5 5-5-5 5-6 DECIDER DICE • ? 3-3 + 2 FTS VISITOR (X) 5-5-6 DECIDER DICE ○ ? 3-3 + 2 FTS HOME (X) 5-5-6 6-6 5-5 + ★ COUNT 5-6-6 5-6-6						
5-5-5 UNUSUAL CHART 5-5-5 5-5-5 5-6 DECIDER DICE • ? 3-3 + 2 FTS VISITOR (X) 5-5-6 DECIDER DICE ∘ ? 3-3 + 2 FTS HOME (X) 5-5-6 6-6 5-5 + ★ COUNT 5-6-6 5-6-6						
.5-6 DECIDER DICE • ? 3-3 + 2 FTS VISITOR (X) 5-5-6 DECIDER DICE ○ ? 3-3 + 2 FTS HOME (X) 5-5-6 6-6 5-5 + ★ COUNT 5-6-6 5-6-6		•				
6-6 5-5 + ★ COUNT 5-6-6 5-6-6	5-5-5			DECIDED DICE • 2 2 2 12 FTC HOME (V)		
	5-5-6			DECIDER DICE 0 ? 3-3 + 2 F 1 5 HUME (X)		
o-o both teams have gone ice-cold: U-U 0-o-o 0-o-o	5-6-6					
	0-0-0	both teams have gone ice-cold! U-U	0-0-0		0-0-0	

UNUSUAL CHART (roll 2d6 and read them red dice first, black dice second)

•	11	Shot clock malfunction slows down the game. 4-4 + BOTH TEAMS LOSE HOT!	41	Unexpected players score! Roll and add 2D6 for each TM score
•	12	Long review slows down the game. 3-3 + BOTH TEAMS LOSE HOT!	42	Student section disturbance causes delay 4-4 + BOTH LOSE HOT!
•	13	Funny bounces make a difference. Roll and add 1D6 for each TM score	43	HOME gets an unexpected big man three! 3-6
•	14	VISITOR Big man hurt! 4-4 + Lose V O-BIG + D-BIG, add D-SMALL + O-SMALL for game	44	VISITOR gets an unexpected big man three! 6-3
•	15	HOME Big man hurt! 4-4 + Lose H O-BIG + D-BIG, add D-SMALL + O-SMALL for game	45	VISITOR jumpers are heating up! 8-2 + VISITOR HOT!
•	16	VISITOR Top G hurt! 4-4 + Lose V SPREAD + RANGED, add BRICK + SELFISH for game	46	HOME jumpers are heating up! 2-8 + HOME HOT!
2	21	HOME Top G hurt! 4-4 + Lose H SPREAD + RANGED, add BRICK + SELFISH for game	51	VISITOR coach is T'ed up after a HOME run! 0-6 + 1FT HOME (X)
2	22	The refs are letting them play! 8-8 + Remove one (X) from each team	52	HOME coach is T'ed up after a VISITOR run! 6-0 + 1FT VISITOR (X)
2	23	1-5★ VISITOR + TRUE ROAD GAME? Home crowd rallies the underdogs! 0-8 + HOME HOT!; Else 0-0	53	VISITOR is fouled shooting 3! 0-0 3FTS VISITOR (X)
2	24	VISITOR foul is under review. DECIDER DICE • ? 4-4 No foul. Else 4-4 + 2FT HOME (X)	54	HOME is fouled shooting 3! 0-0 3FTS HOME (X)
2	25	HOME foul is under review. DECIDER DICE • ? 4-4 No foul. Else 4-4 + 2FT VISITOR (X)	55	Teams are heating up! 8-8 + BOTH TEAMS HOT!
2	26	TIED? 5-5; Else LOSING TEAM fouled shooting 3! 2-2 + 3FTS LOSING TEAM (X)	56	1-5★ EITHER TEAM? Adapting defense! 6-6 + LOSE 1★; Else 6-6
3	31	It's the ref show out there! 0-0 + 4FT EACH TM, BOTH GET FOUL TROUBLE	61	Aggressive ref! 2-2 + 2FT EACH TM, BOTH GET FOUL TROUBLE
3	32	VISITOR with a chance for a 4-point play! 6-2 + 1FT VISITOR (X)	62	TEAM WITH 10+ PT LEAD? 9-0 for LOSING TEAM; Else 7-7
3	33	Coach EJECTED! DECIDER DICE •? 4-4 HOME Loses ALL positive team qualities; Else Same but to VISITOR	63	HOME with a chance for a 4-point play! 2-6 + 1FT HOME (X)
3	34	TIED? 6-6; Else TEAM LOSING BY 5+? 6-0 for LOSING TEAM; Else 5-4 for LOSING TEAM	64	TIED? 5-5; Else 5-2 for LOSING TEAM
3	35	Wild sequence of events opens the game up! 10-10 + BOTH TEAMS Lose SLOW, add TEMPO	65	VISITOR three under review vs shot clock. DECIDER DICE •? 5-2; Else 2-2
3	36	Things get chippy after a whistle! 6-6 + BOTH TMS lose TRAINED, add UNRULY	66	HOME three under review vs shot clock. DECIDER DICE •? 2-5; Else 2-2



FINAL SHOT CHART (If difference between the two teams is 0-3 points. If not using Final 2:00 chart to get here, roll 1d6 for initial scoring. 1= 1-1, 2=2-2, etc)

LOSING TM HITS a two, then gets a STEAL and they get fouled! 2-0 for LOSING TM + 2 FTS LOSING TM

LOSING TM HITS a two, then gets a STEAL and hits ANOTHER TWO! 4-0 for LOSING TM

LOSING TM HITS a three, then gets a STEAL and hits ANOTHER TWO! 5-0 for LOSING TM

63-64 65

66

	·			• ,
11 12 13 14 15	TIED: Home 3 misses. Overtime! TIED: Visitor 3 misses. Overtime! TIED: 1-5★ VISITOR hits 2! Ballgame! Else miss + OT! TIED: 2-5★ VISITOR hits 3! Ballgame! Else miss + OT! TIED: 3-5★ VISITOR hits 2! Ballgame! Else miss + OT! TIED: 4-5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? DOWN 3? DOWN 3? DOWN 3?	Losing team hits 3! Overtime! Losing team misses 3. Game over Losing team misses 3. Game over Losing team can't get the ball! Game over. Losing team makes 3 after :00! No good! 4-5★ LOSING TM hits 3 at :00! Else miss	Else Losing team hits 3! Game over! Else Losing team hits 2 at the buzzer! Else Losing team misses 2. Game over. Else Losing team misses 3. Game over. Else Losing team can't get the ball! Game over. Else Losing team makes 2, but after :00! Game over.
21 22 23 24 25 26	TIED: 5★ VISITOR hits 3! Ballgame! Else miss + OT! TIED: 1-5★ HOME hits 2! Ballgame! Else miss + OT! TIED: 2-5★ HOME hits 3! Ballgame! Else miss + OT! TIED: 3-5★ HOME hits 2! Ballgame! Else miss + OT! TIED: 4-5★ HOME hits 3! Ballgame! Else miss + OT! TIED: 5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? DOWN 3? DOWN 3? DOWN 3?	2-5★ LOSING TM hits 3 at :00! Else miss RANGED LOSING TM hits 3! Else miss LOSING TM = HOME? 3! OT! Else miss Losing team hits 3! Overtime! Losing team misses 3. Game over 3-5★ LOSING TM hits 3 at :00! Else miss	Else 1-5★ LOSING TM hits 2! Else miss. Game over Else 2-5★ LOSING TM hits 2! Else miss. Game over Else 3-5★ LOSING TM hits 3!!! Else miss. Game over Else 4-5★ LOSING TM hits 3!!! Else miss. Game over Else 5★ LOSING TM hits 3!!! Else miss. Game over Else SHARP LOSING TM hits 2! Else miss. Game.
31 32 33 34 35 36	TIED: Home 2 misses. Overtime! TIED: Visitor 2 misses. Overtime! TIED: UNRULY V? 2FTS H at :00! Else, miss + OT! TIED: UNRULY H? 2FTS V at :00! Else, miss + OT! TIED: Visitor 2 at the buzzer hits! Ballgame! TIED: Home 2 at the buzzer hits! Ballgame!	DOWN 3? DOWN 3? DOWN 3? DOWN 3?	Losing team hits 3! Overtime! 1-5★ WINNING TM? Underdog 3 for OT! Losing team misses 3. Game over Losing team misses 3. Game over Losing team misses 3. Game over Losing team can't get the ball! Game over.	Else RANGED LOSING TM hits 3!!! Else miss. Game. Else Losing team HITS AND 1 AT :00! 1FT! Else Losing team hits 3! Game over! Else Losing team hits 2 at the buzzer! Else Losing team misses 2. Game over. Else Losing team misses 3. Game over.
41 42 43 44 45 46 51	TIED: Visitor 3 at the buzzer hits! Ballgame! TIED: Home 3 at the buzzer hits! Ballgame! TIED: Home fouls at the buzzer! 2FTS V at :00! TIED: Visitor fouls at the buzzer! 2FTS V at :00! TIED: SHARP VISITOR hits 2! Game! Else miss + OT! TIED: DECIDER DICE •? Home 2 wins it! Else Visitor 2 wins it! TIED: SHARP HOME hits 2! Game! Else miss + OT!	DOWN 3? DOWN 3? DOWN 3? DOWN 3?	Losing team hits 3! Overtime! Losing team misses 3. Game over 5★ LOSING TM hits 3 at : 00! Else miss LOSING TM = VISITOR? Miss! Else 3! Foot on the line! Losing team hits 2, loses DECIDER DICE •? Losing TM ties it! Else miss RANGED LOSING TM hits 3! Else miss	Else Losing team can't get the ball! Game over. Else SHARP LOSING TM hits 2! Else miss. Game. Else RANGED LOSING TM hits 3!!! Else miss. Game. Else Losing team airballs it at the buzzer. Game. Else Losing team fouled on 3 at :00! 3FTS! Else DECIDER DICE •? Losing TM hits 2! Else Losing TM hits 3! Else Losing team fouled on shot at :00! 2FTS!
52 53 54 55 56 61	TIED: EITHER TEAM 1-5 *? Underdog hits 2! Else miss+OT TIED: Home 3 misses. Overtime! TIED: Visitor 3 misses. Overtime! TIED: Visitor 2 at the buzzer hits! Ballgame! TIED: Home 2 at the buzzer hits! Ballgame! TIED: Visitor 3 at the buzzer hits! Ballgame!	DOWN 3? DOWN 3? DOWN 3? DOWN 3? DOWN 3?	1-5★ WINNING TM? Underdog 3 for OT! Else miss Losing team 3 GOOD AND 1 at :00! 1FT! 1-5★ LOSING TM hits 3 at :00! Else miss Losing team hits 3! Overtime! Losing team misses 3. Game over Losing team misses 3. Game over	Else 1-5★ WINNING TM? Underdog hits 2! Else miss. Game. Else RANGED LOSING TM hits 3!!! Else miss. Game. Else SHARP LOSING TM hits 2! Else miss. Game. Else Losing team hits 3! Game over! Else Losing team hits 2 at the buzzer! Else Losing team misses 3. Game over.
62 63 64 65 66	TIED: Home 3 at the buzzer hits! Ballgame! TIED: Home 3 misses. Overtime! TIED: Visitor 3 misses. Overtime! TIED: Home 2 misses. Overtime! TIED: Visitor 2 misses. Overtime!	DOWN 3? DOWN 3? DOWN 3?	Losing team fouled on 3 at :00! 3FTS! Losing team makes 3 after :00! No good! Losing team can't get the ball! Game over. Losing team misses 3. Game over Losing team misses 3. Game over	Else Losing team misses 3. Game over. Else Losing team can't get the ball! Game over. Else Losing team makes 3, but after :00! Game over. Else Losing team misses 2. Game over. Else Losing team misses 3. Game over.

ADVANCED OPTION

There is a way to add individual scoring to the game with a few additional dice rolls, though it currently isn't supported on any of the seasons that have been created. To set up individual scoring, you only need three things:

• Team rosters, Player positions, Player points scored

Once you have this information, order the players by points scored, and denote any player that is a guard or forward/guard with a G. This is so we can use them exlusively on plays that explicitly call for 3 point shots and re-roll if anyone else comes up.

Next, add up all the points and find the points percentage scored by each individual player. If a team scored 2400 points over a season and one player scored 500 of those points, his points percentage is 20.8%.

Next we want to translate those points percentages to the 11-66 that we get from 2d6 rolled together. There are 36 total outcomes there, meaning that each die result is worth 2.77%. First, we save 66 for anyone with a point percentage of 2.77% or less, writing it as "x66". Now we allocate the rest of the dice rolls in ranges based on their point percentage. That guy who has a points percentage of 20.8% would get 7.5 dice, which we round to 8. So he receives a range of 11-22 (11, 12, 13, 14, 15, 16, 21, 22). The next player will start on dice roll 23.

Things WILL start to get a little muddy at the end, so use judgement and be flexible. This is not an exact science.

Finally, apply a secondday D6 value to all of the players in the x66 category based on their points percentage. So for a player to be selected here, The 2D6 must be 66, followed by a secondary D6 of their dice roll. X66 players are only used in very particular game conditions: The game must be in the second half with a 10+ point differential. If these game conditions are not met, you re-roll the player.

Here are two teams created using this format:

So now let's saw we're in a game and Michigan State is the visiting team. We roll a 1-2-5.

"2-5★ VISITOR or SHARP VISITOR? 4-0" Let's say that Michigan State meets that criteria and gets 4 points. Now we roll an additional 2D6 to get the scorer: 25. Looking at the range chart, Malik Hall gets credit for all 4 of those points, and we move on to the next time block.

Michigan State	POS	PTS	PTS %	Range		Mississippi State	POS	PTS	PTS %	Range	
Tyson Walker	G	582	24.1%	11-23		Josh Hubbard	G	583	22.9%	11-22	H
Malik Hall		416	17.2%	24-33		Tolu Smith		335	13.2%	23-31	
A.J. Hoggard	G	363	15.0%	34-42		Cameron Matthews		322	12.7%	32-36	
Jaden Akins	G	337	14.0%	43-51		Shakeel Moore	G	256	10.1%	41-44	
Tre Holloman	G	193	8.0%	52-54		Dashawn Davis	G	228	9.0%	45-51	
Carson Cooper		118	4.9%	55-56		D.J. Jeffries		206	8.1%	52-54	
Coen Carr		109	4.5%	61-62		Jimmy Bell		173	6.8%	55-61	
Mady Sissoko		109	4.5%	63-64		Shawn Jones	G	157	6.2%	62	
Xavier Booker		90	3.7%	65		Trey Fort	G	99	3.9%	63	
Jeremy Fears Jr.	G	42	1.7%	x66	1-2	KeShawn Murphy		99	3.9%	64	
Jaxon Kohler		38	1.6%	x66	3	Gai Chol		34	1.3%	65	
Davis Smith	G	10	0.4%	x66	4	Andrew Taylor	G	27	1.1%	x66	1-4
Steven Izzo	G	3	0.1%	x66	5	Jaquan Scott	G	13	0.5%	x66	5
Nick Sanders	G	3	0.1%	x66	6	Adrian Myers	G	10	0.4%	x66	6

A simple, but effective to get individual scoring if that's what you desire. I'll work on creating some advanced teams in the future. Playing out a full game like this, Michigan State overcame 31 points from Josh Hubbard to sneak out a 75-72 win. Jaden Akins had a big second half, scoring 15 of his 21 in the second frame.

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Michigan State	POS	PTS	PTS %	Range	Mississippi State	POS	PTS	PTS %	Range
Tyson Walker	G	17			Josh Hubbard	G	31		
Malik Hall		17			Tolu Smith		8		
A.J. Hoggard	G	7			Cameron Matthews		4		
Jaden Akins	G	21			Shakeel Moore	G	4		
Tre Holloman	G	4			Dashawn Davis	G	6		
Carson Cooper					D.J. Jeffries		5		
Coen Carr		4			Jimmy Bell		5		
Mady Sissoko		2			Shawn Jones	G	4		
Xavier Booker		3			Trey Fort	G			
Jeremy Fears Jr.	G				KeShawn Murphy				
Jaxon Kohler					Gai Chol		5		
Davis Smith	G				Andrew Taylor	G			
Steven Izzo	G				Jaquan Scott	G			
Nick Sanders	G				Adrian Myers	G			