

Run

Dice Score – ? yard

Subtract Defense value from dice score.

Doublet: 1-1, 2-2, 3-3, 4-4, 5-5, 6-6

- Ignore Run Defense
- Throw the dice once again

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Short Pass

Dice Score × 1

Defense Numbers, beyond end-line,
⇒ **pass incomplete**

Doublet: 1-1, 2-2, 3-3, 4-4, 5-5, 6-6

- Ignore Defense, beyond end-line
- Throw the dice once again

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Long Pass

Dice Score × 2

Defense Numbers, beyond end-line,
⇒ **pass incomplete**

Doublet: 1-1, 2-2, 3-3, 4-4, 5-5, 6-6

- Ignore Defense, beyond end-line
- Throw the dice once again

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Field Goal

within **40 yard** to the goal line.

- Less than **20 yard** : **1 2 3 4**
- Less than **25 yard** : **1 2 3**
- Less than **30 yard** : **1 2**
- Less than **35 yard** : **1**
- **Doublet**

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Punt

The defense chooses either following
at a spot of **50 yard** from the ball position.

- A)** As a touchback, first down at a 20 yard line.
- B)** Return and begin a first down.

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Defense 1

- **Run** - **0 yard**
- **Short Pass** - - - - -
- **Long Pass** **4 5 6**

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Defense 2

- **Run** - **1 yard**
- **Short Pass** **1 2 3**
- **Long Pass** **6**
✦ **Inside Red-Zone** **5 6**

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Defense 3

- **Run** - **2 yard**
- **Short Pass** **6**
- **Long Pass** **3 4**

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Defense 4

- **Run** - **4 yard**
- **Short Pass** - - - - -
- **Long Pass** **1 2 3**

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Defense 5

- **Run** - **6 yard**
- **Short Pass** **4 5**
- **Long Pass** **1**
✦ **Inside Red-Zone** **1 2**

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■01 Intercept

Only applies in the case of a **pass play**.

- Ignore the Defense numbers.
- Contains **1** or **6**, then **Intercept**.

The offense can make a **coach's challenge**.

- If challenge succeeds, pass incomplete.

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■03 Fumble

- Decide a gain according to rule.
- Contains **1** or **6**, then **turnover**.

The offense can make a **coach's challenge**.

- If challenge succeeds, it is not a turnover.

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■05 Challenge

In the case of a **complete pass**.

The **defense** can make a coach's challenge.

- If it **succeeds** then pass **incomplete**.



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■07 Delay of Game

When the score of the offense is higher than the defense.

Delay of game

- Contains **1** or **6**, it is a foul of the offense.

Penalized **5 yards**.



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■09 Holding

If the roll is following then holding.

- Contains **1**, it is a foul by the **offense**.
- Contains **6**, it is a foul by the **defense**.
- The roll is **1-6**, it is a usual play.

Penalized **10 yards**.



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■02 Intercept

Only applies in the case of a **pass play**.

- Ignore the Defense numbers.
- If getting **doublet**, then **intercept**.
The defense throws the dice and returns.
The score of the roll **× 2 yard**
Doublet: **× 4 yard**, throw the dice again.

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■04 Fumble

- Decide a gain according to rule.
- If getting **doublet**, then **turnover**.
The defense throws the dice and returns.
The score of the roll **× 2 yard**
Doublet: **× 4 yard**, throw the dice again.

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■06 Challenge

In the case of an **incomplete pass**.

The **offense** can make a coach's challenge.

- If it **succeeds** then pass **complete**.



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■08 False Start or Offside

If the roll is following then false start or offside.

- Contains **1**, it is a foul by the **offense**.
- Contains **6**, it is a foul by the **defense**.
- The roll is **1-6**, it is a usual play.

Penalized **5 yards**.



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■10 Face Mask

If the roll is following then Face Mask.

- Contains **1**, it is a foul by the **offense**.
- Contains **6**, it is a foul by the **defense**.
- The roll is **1-6**, it is a usual play.

Penalized **15 yards**.



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■11 Run-Play Bonus

Only applies in the case of a **run play**.

The gain is **double** of the usual gain.

- ✓ It doubles, even if the gain is a negative.
- ✓ If getting doublet, it doubles after the second.



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■13 Run-Play Bonus

Only applies in the case of a **run play**.

Ignore the value of run defense.



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■15 Run-Play Bonus

Only applies in the case of a **run play**.

If getting **doublet**,
the gain is a score of the roll **× 4 yards**.

- ✓ It is × 4 yards, after the second equally.



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■17 Defense Bonus

It loses **5 yards** from the usual gain.



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■19 QB-Sack

Only applies in the case of a **pass play**.

Contains **1** or **6**, it is **quarterback sack**.

- The offence losses **5 yards**.



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■12 Pass-Play Bonus

Only applies in the case of a **complete pass**.

The gain is **double** of the usual gain.

- ✓ If getting doublet, it doubles after the second.



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■14 Pass-Play Bonus

Only applies in the case of a **pass play**.

Ignore the defense numbers.



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■16 Pass-Play Bonus

Only applies in the case of a **complete pass**.

Add **20 yards** to the usual gain.

Gain = (Distance of the pass) + **20 yards**

- ✓ If doublet, add 20 yards after the second.



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■18 Defense Bonus

The gain is half (**1/2**) of the usual gain.

- ✓ The fraction cuts it off.
- ✓ It half, even if the gain is a negative.



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■20 QB-Sack

Only applies in the case of a **pass play**.

If getting **doublet**, it is **quarterback sack**.

- The offence losses **15 yards**.



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■21 Timeout

Before a play,
the **offense** can take the time-out.

- A usual gain is **doubled** when timeout is taken.



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■23 Timeout

Before a play,
the **offense** can take the timeout.

When timeout is taken,
the already taken-out card can be changed.



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TIMEOUT

Coach's Challenge :

The team which called a challenge throws dice.
If the roll is an **odd**, challenge is **success**.
If the challenge is failure, one timeout is lost.

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■22 Timeout

Before a play,
the **defense** can take the time-out.

- A usual gain is half ($\frac{1}{2}$) when timeout is taken.
- ✓ The fraction cuts it off.



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■24 Timeout

Before a play,
the **defense** can take the timeout.

When timeout is taken,
the already taken-out card can be changed.



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