

Introduction

™Quick Play Pro Basketball is a fast replay game using real N.B.A. teams. Teams will perform realistically and the results of quick playing season replays will be very accurate. Teams are rated on offence, defense (home and away), and CGF (Close Game Factors). When these factors are combined with their opponent, a probable result will be calculated. Using two standard dice to activate play, the game is played quickly to determine the outcome. Of course, upsets will occur as frequently as in real life. One game takes approximately 1 minute to play which allows for a quick season or playoff replay. No individual statistics are used, only team ratings. All NBA teams from 1957 to 2019 have been rated. To recreate the excitement of basketball, close games will use the last minute rule, which replicates the drama of closely contested games.

Equipment Needed

One pair of standard dice (not supplied)
Blank paper (not supplied)
Regulation Scoring distribution sheets (6 pages)
Overtime Scoring distribution sheets (6 pages)
Close Game Factor Table (1 page)
Last Minute charts (5 pages)
Last Minute Clock (requires tokens or pawns-not supplied) (1 page)
Team rating sheets 1957 to the present (each season represented by 1 to 2 pages)

Mode of Play

Each team has been rated for offence and defence (home and away), and CGF (Close Game Factor), which will be explained later. The offensive and defensive ratings are the only things of concern right now. The higher the offensive rating, the better the team's offense will be, while the greater the negative number, the better the defense will be. A team with a positive defense will increase their opponents offense. As an example, a team with an offense of 98 and a defence of -7 is better overall than a team with an offence of 100 and a defence of 4.

To start a game, pick the two teams and determine which team is visiting and which team is at home. Simply combine the offence of the visiting team with the defence of the home team (using the OFF A column and the home team's DEF H). If the defence is a minus sign, reduce the opponent's offence; if not, increase the opponent's offence. A zero rated defence has no effect on the offence. This is the **base point** number for the visiting team. Record this number beside the visiting team on a piece of paper. Then repeat the process for the home team (using the OFF H) and the visiting team's (DEF A). Record this number beside the home team.

Then, take the difference between the CGF (Close Game Factor) of the two teams and record this difference as a positive to higher rated team, and as a negative to the lower rated team. For example, if the difference was 6 record a +6 beside the higher rated team

and a -6 below the lower rated team. If the difference is zero, then record a zero as the CGF beside both teams. Here are some of the teams from the 97-98 season as examples.

The bold 97-98 indicates the season, under the team column are the specific teams, W=wins, L=losses, Off H=average points scored at home, Def H= defensive adjustment to opponents Away Offence, Off A=Average points scored on the road, Def A= defensive adjustment to opponent's home points, and CGF=Close game factors.

Toronto visits Milwaukee **Toronto = 95** (i.e. 95 +0) **Milwaukee = 104** (i.e. 95+9)
Atlanta visits Charlotte **Atlanta = 94** (i.e. 96-2) **Charlotte = 96** (i.e. 98-2)

CGF differences **Toronto = -2** **Milwaukee = +2**
CGF differences **Atlanta = -5** **Charlotte = +5**

97-98

Team	W	L	OFF H	DEF H	OFF A	DEF A	CGF
Chicago	62	20	98	-7	96	-5	3
Indiana	58	24	96	-7	96	-5	2
Charlotte	51	31	98	-2	96	0	5
Atlanta	50	32	96	-4	96	-2	0
Cleveland	47	35	93	-7	93	-5	-1
Detroit	37	45	95	-4	93	-2	-8
Milwaukee	36	46	95	0	95	2	0
Toronto	16	66	95	9	95	9	-2
Team	W	L	OFF H	DEF H	OFF A	DEF A	CGF
Utah	62	20	102	-2	100	0	4
San Antonio	56	26	93	-8	93	-6	5
Minnesota	45	37	101	4	101	6	2
Houston	41	41	99	3	99	5	2
Dallas	20	62	91	1	91	3	-6
Vancouver	19	63	97	7	97	9	-4
Denver	11	71	89	4	89	6	-1
Team	W	L	OFF H	DEF H	OFF A	DEF A	CGF
Seattle	61	21	101	-3	101	-1	2
LA Lakers	61	21	106	1	106	3	1
Phoenix	56	26	100	-1	100	-1	2
Portland	46	36	94	-4	94	-2	1
Sacramento	27	55	94	1	92	5	0
Golden State	19	63	88	1	88	3	1
LA Clippers	17	65	96	7	96	9	-6

AVERAGE POINTS SCORED PER TEAM PER GAME

96

ANOTHER EXAMPLE (WITH SOME GAME PLAY)

As an example, if the 1997-98 Utah Jazz **visited** the 1997-98 Chicago Bull, here is the information from the team ratings that would be used.

	OFF H	DEF H	OFF A	Def A	CGF
98 Utah Jazz	102	-2	100	0	+4
98 Chicago Bulls	98	-7	96	-5	+3

98 Utah calculation 100 -7=**93** CGF = +1

98 Chicago calculation 98-0=**98** CGF = -1

Now you are ready to begin play.

Game Play

In the above example ('98 Utah visiting '98 Chicago), Utah would use the 93 column (regulation) on the scoring distribution sheets and Chicago would use column 98 (regulation). Visiting teams always go first. Roll the two dice and total. Refer to appropriate column (in this case 93) and cross index. Assuming a dice roll of 7, Utah would score 23 points in the first quarter. Assuming a dice roll total of 5 for Chicago (which uses the 98 column), they would score 21 first quarter points. Continue this procedure for two more quarters. The result at the end of the third quarter is critical. If the difference in points between the two teams is equal to or less than FIVE points, then the higher rated CGF team gets bonus points in the fourth quarter, and the lower rated CGF team gets points deducted in the fourth quarter. This will be explained later in the CGF (Close Game Factor) Section. In any case, assume a roll of 9 in the second quarter for Utah, and a roll of 8 for Chicago, the score at half-time would be 49-46 for Utah.

You will note that there are special readings for dice rolls of 2,4,10 and 12. See Special rules for those readings.

93	Dice	98
24 -***	2	24 -***
17	3	18
23 -**	4	25 - **
19	5	21
22	6	23
23	7	24
24	8	25
26	9	28
24 + **	10	25 +**
26	11	27
24 + ***	12	24 + ***

SPECIAL RULES

ASTERISK READINGS

On dice rolls of 2,4,10 and 12 there are asterisks beside the results. They are read as:

Dice Roll of 2 = Result indicated MINUS the sum of an additional roll of THREE dice
Roll two dice(indicated by the ***) subtract from the total of the original result. For example, if a two was rolled on column 93, it would be a result of 24 less the result of a roll of three dice using their sum. Minimum points in a quarter would be 2

Dice Roll of 4 = Result indicated minus a sum of the total of two dice
(indicated by the **) and subtract the result from the original result. For example, if a four was rolled on column 93, it would be a result of 23 less the sum of a two dice roll. NOTE: if dice total is FOUR, with both die being 2, count the four and roll again. Minimum points, 4 points.

Dice Roll of 10 = Result indicated PLUS sum of an additional roll of two dice
roll one die (indicated by the **) and add the result from the original result. For example, if a ten was rolled on column 93, it would be a result of 24 plus the result of a sum of a two dice roll. NOTE: if dice total is FOUR, with both die being 2, count the four and roll again. Maximum points 50

Dice Roll of 12 = Result indicated PLUS the sum of an additional roll of three dice
roll three dice (indicated by the ***) and add to the total from the original result. For example, if a two was rolled on column 93, it would be a result of 24 plus the result of a roll of three dice using their sum. Maximum points 58

Please note the following special rule. On the original dice rolls of two or twelve, if the second dice roll that is added or subtracted is equal to 6, with all 3 die being a TWO, then another roll of THREE dice is added as well, repeat if it happens again.

As an example, assume a dice roll of twelve occurs using column 93. Assuming the next roll is equal to 9, with all three die being 3, then the point total thus far would be 24 + 9. Now roll two dice again and add to 33. This allows for larger or lower one quarter scores. If another roll was 6, with both die being 3, repeat the process. This special rule is only used in regulation time (not overtime). Please note that the minimum points scored in a regulation quarter is 4. If the total is below that, use 4. Also, please note that the maximum points scored in a regulation is 60. Anything above that is reduced to 60.

Also, please note that a dice roll of 7 is in italics and bold. In the **fourth quarter only** reduce this result by two points. For example, if Utah had a dice roll of seven in the fourth quarter, using column 93, they would only score 21 points, not 23. This adjustment is only for the fourth quarter.

CLOSE GAME FACTORS (CGF)

CGF (Close Game Factor) ratings were designed to reward teams that "find a way to win" and penalize teams that "find a way to lose" when involved in close games. The CGF rating is not necessarily indicative of a team's strength; a powerful team may have a low CGF, while a weak team may have a high CGF. The rating is actually determined by point difference compared to winning percentage. The CGF is easy to use. Simply determine the difference in CGF between the teams before the game starts. Record the difference as a + (positive) to the higher rated CGF team, and a - (negative) to the lower rated CGF team. If the CGF is equal between the teams record a 0 for both teams. As an example, if '98 Utah (CGF rating of +4) were playing '98 Chicago (CGF rating of +3) the difference of +1 would be recorded for Utah and a -1 would be recorded for Chicago. These factors come into play in close games. A close game is deemed to be any game that is within three points or tied after the third quarter. Also, if a game goes into any overtime period (i.e. tied after regulation, or overtime period) the adjustments are automatically in effect. First, after the third quarter of a game, determine the point difference. If the difference (either way) is equal to or less than three points, refer to the regulation chart (below) and adjust the fourth quarter points accordingly. For instance, if two teams were playing that had a -6, +6 CGF difference, and after the third quarter the score was within 5 points either way, the higher rated team (HT) would score an additional 1 point and the lower rated team (LT) would score 1 less point than indicated in their fourth quarter results. In overtime, they would score 0 additional points and the lower rated CGF team would score 1 less point. In the case of 98 Utah versus 98 Chicago, if the game is within five points entering the fourth quarter, there would be no changes in the fourth quarter from the original result. If a game goes into overtime, then the CGF is automatically in effect, as the game is tied. Please note that in overtime, the adjustments are different from regulation time.

REGULATION

CGF DIFF	HT	LT
0	0	0
1	0	0
2	0	-1
3	0	-1
4	+1	-1
5	+1	-1
6	+1	-1
7	+1	-2
8	+1	-2
9	+1	-2
10	+2	-2
11	+2	-2
12	+2	-2
13	+2	-2
14	+2	-3
15	+2	-3
16 or >	+3	-3

OVERTIME

CGF DIFF	HT	LT
0	0	0
1	0	0
2	0	0
3	0	0
4	0	-1
5	0	-1
6	0	-1
7	0	-1
8	+1	-1
9	+1	-1
10	+1	-1
11	+1	-1
12	+1	-1
13	+1	-1
14	+1	-2
15	+1	-2
16 or >	+2	-2

Last Minute Rules

As mentioned above, the CGF tables are used whenever the score at the end of the third quarter is within FIVE points, or when a game goes into an overtime period. The other time that the CGF used is of equal significance. If a score at the end of the fourth quarter, or at the end of any overtime period is within **FIVE** points, or tied, then the Last Minute rules come into effect as follows:

Last Minute Rules - (Steps)

1. Refer to the Clock Situation Chart and roll two dice using either the trailing(if either team is behind) or the tied column in the event of a tie to determine how much time is remaining in either the fourth quarter or the overtime period. Place pawn or token (not provided) on the appropriate amount of time remaining on the last minute clock and another pawn or token on the possession box for either the home or away team.
2. Decide which strategy will be used as this is important for time consumption. Sometimes the amount of time remaining will dictate your decision, other times the score. Then roll two dice to see how much time has elapsed (and if a shot is attempted, or the ball is stolen, etc.). Mark the time off of the clock, and if a shot is attempted decide if a forced three or a two point shot is attempted. Please note that in certain instances the team will still hit a three pointer even when using the 2 point attempt chart. This means that the three point shot was available. If a shot attempt is missed (i.e. blank result) there is a rebound. Roll two dice. On a two point attempt, the offence regains possession on dice rolls of 7 ,8 ,or 12 and the defence grabs possession of dice rolls on the remainder. On a three point attempt, the offence regains possession on dice rolls of 7 or 12 while the defence gets possession on the remainder. On missed free throws the defence always gets the rebound. Move the clock one second on all rebounds. Please see rebound chart in the strategy section. If offence regains possession they have two choices; and immediate shot attempt using that chart (no possibility of a three point shot unless shot good plus foul) which is the same for all teams, or start with the strategy selections once again.
3. Use appropriate column (based on CGF) For example, Utah would use the +4 column and Chicago would use the +3 column. Exception: Immediate rebound shots use generic chart. PLEASE NOTE MAXIMUM ARE +5 AND -5 use those charts if the numbers are lower or higher than what is available.
4. If free throw attempts are awarded, roll two dice to determine free throw success range using free throw attempt chart.
5. Play out remainder of game until time has expired.
6. Steal/intentional foul can only be used by the trailing team if their opponent has ball possession.

7. Steal/Press can only be used after successful field goal if team is trailing.
8. If only one second remains, team must get time elapsed 1 second for shot attempt, or shot attempt is not made. The clock must go past .00 for the quarter or overtime period to be over. For example with .02 left, a shot attempt is made if the elapsed time is 1 or 2 seconds, anything beyond that means the shot was not attempted. Remember to always move 1 second for each rebound and if offence regains possession they must start over using the strategy chart.

Legend of results - 2 or forced 3 point attempt

X (3) = three point attempt successful (please note that prior to 79-80 there was no three point play, in this case change to X (i.e. a 2 point field goal).

X(2) = two point attempt successful

F (2) = fouled in the shot attempt Refer to Free throw Chart

X + F (1) = basket good for two plus 1 free throw attempt Refer to Free throw Chart

X (3) with range i.e. 2-4 = Roll two dice; if dice rolls falls into range shot good, otherwise missed

X(2) with range (i.e. 2-4) = Roll two dice; if dice rolls falls into range shot good, otherwise missed

F (3) Three free throw attempts

X (3)+F(1) = three point attempt good + free throw attempt (four point play)

Blank = missed shot - shot attempt unsuccessful

STRATEGIES (DESCRIPTION)

Hold for Last Shot

Can only be used when there is between 7 and 23 seconds remaining in the quarter or overtime period. Keep in mind that when this strategy is used, the team will generally not get another chance to score.

Stall

Generally only used by a team that is leading, or if a game is tied. If the reading 24 seconds elapsed -no shot occurs, team loses ball.

Normal

Usually uses up about half the twenty four second clock.

Quick

Generally used by the trailing team when they need a quick score. More chance of turnovers. Please note that on several results there are three possible amounts of time elapsed. Roll 1 die. A roll of 1 or 2 uses the lowest time, 3 or 4 uses the next highest time elapsed and a 5 or 6 uses the highest amount of time elapsed.

Attempted Steal/Intentional foul

Can only be used by team that is behind in a desperate attempt to get the ball back. Overrides all other strategies by opponent. Please note that if the reading No foul-5 seconds elapse, this means that opponent still has ball, and there must be another dice roll (assuming there is still time left).

Attempted Steal/Press

Can only be used by team that is behind in a desperate attempt to steal the ball. Overrides all other strategies by opponent. Can only be used immediately after a field is scored and only by a team that is behind. Can only be used on the first dice roll.

Immediate Shot Attempt-Offensive Rebound

Can only be used by a team that grabs an offensive rebound and want to shoot immediately.

Here is an example of the Last Minute Rule.

Example

Team A CGF -4 visiting Team B CGF +4

Preliminary final score Team A 90 Team B 88

Last minute rule in effect

Roll 2 dice looking at Trailing ? column in clock situation - a dice roll of 4 occurs -40 seconds remaining less 1 die roll - die roll =5 (35 seconds remaining)

Team B has ball (trailing team always has possession). Decides on "quick" strategy. Dice roll of 8 occurs. They will get a shot off using 6 seconds. Reduce clock to .29 seconds remaining. Attempt shot-2 pointer (using +4 column). Dice roll of 6 occurs. X(2) is result-shot good for two points. Game tied at 90-90. Team A has ball with 29 seconds left. Decides on normal strategy and dice roll is 6. Shot attempt with 12 seconds elapsed using column -4. Clock now at 17 seconds remaining. Dice roll is 4. Shot good. Team A leads 92-90. Team B has possession with 19 seconds left. Uses hold for last shot strategy. Roll of 7 occurs. Shot attempt at the buzzer. This means that they got the shot off just at the buzzer. Dice roll of 8 occurs. Fouled. Two free throw attempts. Roll two dice to determine free throw odds. A roll of 11 occurs. 2-6 and 12 good, 7-11 no good. First roll 5-good. Second roll 7 no good. Team B loses 92-91. Please note that because Team B held for last shot and time elapsed the game is over.

Please note that a turnover or steal causes the team on offence to lose possession of the ball.

OTHER RULES

Overtime

In the overtime periods, use the Overtime scoring distribution as opposed to the regulation charts. Remember to use the CGF adjustments as well in overtime. At the end of each overtime period, determine if score is within 5 points. If so, remember to check for last minute rules. Please note in O/T 2 and 12 add sum of two dice roll, 4 and 10, use 1 die roll.

Normalization (Optional) - Natural Progression of Athletics

To account for the natural progress of athletics in sports where it is measurable, and quality of play, normalization is an optional rule that allows teams from different eras to account for quality of play differences when they play each other. This rule is only used when teams of different seasons play each other. Determine the differences between years. For example a team from 99 versus a team from 60 = 39.

Difference of 15 = no adjustment

16-20 Add +1 to the more current year, and subtract 1 from the earlier year

21-25 Add +2 to the more current year, and subtract 2 from the earlier year

26-30 Add +3 to the more current year, and subtract 3 from the earlier year

31-or > Add +4 to the more current year, and subtract 4 from the earlier year

****IMPORTANT****(Year by Year Scoring Averages)

Also, of much more significant importance is the actual scoring averages from each year. As the defensive ratings are based on the league average for a particular season, when playing teams of different years, this averaging must be accounted for. The average scoring for each year is listed on the team rating season charts. Simply take the season average and adjust upwards or downwards to the number 108 when playing different eras. The 108 number is the average for the history of the NBA from 1957 to 2000. If two teams from the same decade (but different years) play, do not use the 108. Instead, use the number indicated on page 10 for the particular decade that is being played.

As an example, consider the following: '89 Detroit visits '65 Boston

Detroit	63	19	108	-9	106	-7	8
Team	W	L	OFF H	DEF H	OFF A	DEF A	CGF
Boston	62	18	113	-7	113	-5	1

AVERAGE POINTS SCORED PER TEAM PER GAME 111

AVERAGE POINTS SCORED PER TEAM PER GAME 109

88-89 scoring average = 109 - decrease Detroit by 1 (i.e. 109-108)

64-65 scoring average = 111 - decrease Boston by 3 (i.e. 111-108)

Calculation Detroit at Boston (including both normalizations)

Detroit = 106 (-7 Boston's def adj) + -1(scoring average) = 95 (add 2 for years difference) = **97**

Boston = 113 (-7 Detroit's def adj) + -3(scoring average) = 103 (subtract 2 for years diff) = **101**

If two teams from the same decade (but different seasons) are playing against each other normalize the two years to the following as opposed to 108:

90's decade	101
80's decade	109
70's decade	109
50s'-60's decade	113

For example, if the '96 Bulls were playing the '92 Celtics, they would both be adjusted to 101; you would add 1 to the base point score of the Bulls and subtract 4 from the 92 Celtics.

As mentioned on the previous page, the scoring averages are important. They are listed on the team rating sheets for each year, and also below for quick reference.

Year	Avg. Pts	Year	Avg. Pts	Year	Avg. Pts	Year	Avg. Pts
56-57	100	75-76	104	94-95	101		
57-58	107	76-77	107	95-96	100		
58-59	108	77-78	109	96-97	97		
59-60	115	78-79	110	97-98	96		
60-61	118	79-80	109	98-99	92		
61-62	119	80-81	108	99-00	97		
62-63	115	81-82	109				
63-64	111	82-83	109				
64-65	111	83-84	110				
65-66	116	84-85	111				
66-67	117	85-86	110				
67-68	117	86-87	110				
68-69	112	87-88	108				
69-70	117	88-89	109				
70-71	112	89-90	107				
71-72	110	90-91	106				
72-73	108	91-92	105				
73-74	106	92-93	105				
74-75	103	93-94	102				

To summarize, the adjustments for progress of athletics are optional, but when playing teams of different years, you **must** adjust upwards and downwards based on the averaging scoring of the year.

For example, if you played two teams of distinctly different era's ;the high scoring 61-62 season and the low scoring 98-99 season, the team from 61-62 would have a distinct advantage without the adjustment. With the adjustment, the team from 61-62 would have their base score reduced by 11 points, and the team from 98-99 would have their base score increased by 16 points, thus creating a more level playing field. Thus if '99 San Antonio visited Boston of '62 the base score would be 104-101 in Boston's favor. Using the other normalization (paragraph 1) Boston's 104 would be reduced by a further 4 points (reducing it to 100) and San Antonio's base points would be increased by 4 to 105. Without any adjustments, the base score would be 115-85 in Boston's favour. Keep in mind that all of these adjustments will become quick after a few games. I would recommend that if you are playing a great teams of the past replay, that you use the base score of 108 at all times and adjust each team accordingly.

Another example of normalization

Utah '92 visits Philadelphia '67

Team	W	L	OFF H	DEF H	OFF A	DEF A	CGF
Philadelphia	68	13	125	-3	125	-1	4
Utah	55	27	109	-5	107	-1	-2

Normal base score calculations

Utah = $107 - 3 = 104$

Phil = $125 - 1 = 124$

Adjustments for year to year scoring:

66-67 season $108 - 117 = -9$

91-92 season $108 - 105 = +3$

Other normalization

Year 92-Year 67=25 Add +2 for Utah and subtract 2 for Philadelphia

Final Base Scores

Utah = $104 + 3 + 2 = 109$

Phil = $124 - 9 - 2 = 113$

It is also recommended when playing different era teams to use the 3 point rule if either team had the rule in effect. If both teams were prior to 79-80, don't use the rule. This of course is entirely up to the game player, and if you are playing a super-league, it might be better to use the three point rule in all games.

When playing teams of different eras the CGF ratings remain the same.

Sample Games

The best way to play TMQuick Play Pro Basketball is by replaying an entire actual season or the playoffs from a particular year.

Sample Game 1 - Utah '98 at Chicago '98

'98 Utah (column 93)

'98 Chicago (column 98)

CGF Difference = -1 for Chicago and +1 for Utah

First Quarter Utah dice roll 6 = 22 points

First Quarter Chicago dice roll 9 = 28 points

Second Quarter Utah dice roll 6 = 22 points

Second Quarter Chicago dice roll 5 = 21 points

Third Quarter Utah dice roll 6 = 22 points

Third Quarter Chicago dice roll 9 = 28 points

Note: Since the third quarter score is not tied or within 3 points, CGF adjustments are not in effect

Fourth Quarter Utah dice roll 7 = 21 points (fourth quarter rule-roll of 7 is reduction of 2 from original result)

Fourth Quarter Chicago dice roll 8 = 25 points

Preliminary Final Score: Chicago 102 Utah 87 *

* Since the preliminary final score is not within five points, this is the final score.

Sample Game 2 - - Utah '98 at Chicago '98

'98 Utah (column 93)

'98 Chicago (column 98)

CGF Difference = -1 for Chicago and +1 for Utah

First Quarter Utah dice roll 8 = 24 points

First Quarter Chi dice roll 9 = 28 points

Second Quarter Utah dice roll 12 = 24 + **** second dice roll =7 total = 31 points

Second Quarter Chi dice roll 4 = 25-**- two dice roll - dice roll = 3 total = 22 points

Third Quarter Utah dice roll 6 = 22 points

Third Quarter Chi dice roll 5 = 21 points

Utah leads by 6 after three quarter - CGF not in effect

Fourth Quarter Utah dice roll 5 = 19 points

Fourth Quarter Chi dice roll 8 = 25 points

Preliminary Score: Chicago 96 Utah 96

Use last minute rule - using tied column, dice roll = 7 (Home team possession -5 seconds remaining plus 1 die roll =2 - seven seconds remaining). Chicago uses hold for last shot. Dice roll is 7-they held until time expired before shooting.

Using column -1 of 2 point attempt chart, roll two dice. Dice roll = 7 blank equal missed shot. No offensive rebound attempt as time has expired.

Heading for overtime. Remember to adjust Chicago 1 point down from their score because of the CGF difference of 1.

Overtime period Utah dice roll 5 = 5 points

Overtime period Chi dice roll 10 = 10 + 1 die roll (die roll=2)=12

Chicago wins 108-101 in overtime. Since the difference is greater than 5 this is the final score.

Sample Game 3 - - Atlanta '98 at Cleveland '98

Calculation - Atlanta $(96-7)=89$ Cleveland $(93-2)=91$

CGF = Atlanta +1, Cleveland -1

Atlanta uses column 89 and Cleveland uses column 91

First Quarter Atlanta dice roll 7 = 22 points

First Quarter Cleveland dice roll 6 = 22 points

Second Quarter Atlanta dice roll 7 = 22 points

Second Quarter Cleveland dice roll 5 = 19 points

Third Quarter Atlanta dice roll 6 = 21 points

Third Quarter Cleveland dice roll 6 = 22 points

Atlanta leads by two points 65-63 CGF in effect, but on table CGF difference of 1 has no effect

Fourth Quarter Atlanta dice roll 5 = 18 points

Fourth Quarter Cleveland dice roll 6 = 22 points

Preliminary Score: Cleveland 85 Atlanta 83

Use last minute rule - using trailing column, dice roll = 5 (30 seconds less 1 die roll - die roll = 2 - 28 seconds remaining). Place token or pawn on game clock at 28 seconds. Remember first possession is always given to the trailing team-in this case Atlanta. Atlanta uses the normal strategy, which should use up about half the twenty four second clock and has less chance of a turnover. Roll two dice and look at the normal chart to see how much time has elapsed. Dice roll =3; Result is Turnover! 14 seconds elapsed. Move clock to 14 seconds remaining with Cleveland now in possession. Atlanta has no choice but to use the Attempted Steal/Intentional foul chart. A dice roll of 8. Result is 5 seconds elapsed-no foul. Move clock to 9 seconds remaining. They will try again. Dice roll of 4; Result is Foul F(2) 2 seconds elapsed. Move clock to 7 seconds remaining with Cleveland getting two free throws. Roll dice on Free throw Chart to see odds. Dice roll is 10. Odds of successful free throws are 2-7 good, 8-12 no good. Roll two dice for first free throw. Dice roll is 7- attempt good. Score is now 86-83. Clock does not move. Second dice roll is 8. Attempt no good. Clock still remains at seven seconds with Atlanta now in possession of the ball. Atlanta has two choices; hold for last shot or take a quick shot. They opt for the quick shot; dice roll is 7 which is shot 3,4,5 -seconds elapsed. (Roll 1 die) The die roll is a 2. 3 seconds have elapsed. Move clock to 4 seconds remaining. Roll two dice looking at the forced 3 point attempt in the +1 column. Dice roll result is 7. Three point shot good! Tie game at 86. Cleveland has ball with 4 seconds left. Attempts a quick shot (only choice) and dice roll is 8. 6,7,8 seconds elapsed. Regulation time is over regardless of the die roll. Game has gone into overtime tied at 86-86. Using Overtime charts Atlanta rolls a dice roll of 3, 5 points scored while Cleveland rolls a 9 for 12 points. As the difference is greater than 5, this is the final score which is 98-91 for Cleveland.