



## ►► Introduction

Fast Drive Football is a solitaire football simulation game designed to produce realistic drive-by-drive results and a final score in about 15 to 20 minutes. Teams are represented by qualities that drive the narrative of each possession.

## ►► Print & Play Components (Available from [www.fastdrivefootball.com](http://www.fastdrivefootball.com))

- Instructions
- Game Book
- Scoresheet

## ► Dice

You will need to supply three 6-sided dice of different colors. These rules will assume the dice are black, white, and red. Feel free to substitute your own dice of different colors. These instructions and the game book will refer to rolls of 1d6, 2d6 and 3d6. These refer to 1 die, 2 dice, and 3 dice respectively.

## ► Team Cards

Season sets with individual team cards are available separately. Each team card provides the Offense, Defense, and Special Teams qualities & ratings that drive the game engine. Team cards may contain special results for specific drive rolls. These results override the results found on the game charts.

## ►► Team Qualities

Following is a summary of the team qualities. A lack of a quality in a particular category means that the team's performance was not significantly impacted by that attribute that season.

**PROLIFIC/DULL (Offense) & STAUNCH/INEPT (Defense):** Average points scored (offense) or scored against (defense) per game.

**DYNAMIC/ERRATIC: (Offense) & STIFF/SOFT (Defense):** Season total yards gained (offense) or allowed (defense).

**SOLID/POROUS (Offense) & PUNISHING/MILD (Defense):** Season sacks allowed (offense) or made (defense).

**RELIABLE/SHAKY (Offense) & AGGRESSIVE/MEEK (Defense):** Season interceptions allowed (offense) or made (defense).

**SECURE/CLUMSY (Offense) & ACTIVE/PASSIVE (Defense):** Season fumbles lost (offense) or recovered (defense).

**DISCIPLINED/UNDISCIPLINED (Offense or Defense):** Season penalties accumulated by the team.

**EFFICIENT/INEFFICIENT (Offense only):** Teams that performed better or worse than their "Expected W/L" are given these qualities. They are activated in the last five minutes of each half, when there are 4 or fewer "ticks" remaining on the clock.

**ELECTRIC:** Special teams return units who are threats to score a TD whenever they touch the ball are given this quality.

## ► SEMI (•) Qualities

Qualities with a bullet (•) after them are referred to as SEMI-qualities and require a roll of an *additional* 1d6 to determine if they are activated. An odd die roll (1,3,5) activates the quality, an even die roll (2,4,6) does not. You may also use a "Decider Die" from your PLAAY.com collection if you have one.

*EXAMPLE: You are playing a game with 1981 Atlanta who are SEMI-PROLIFIC (written as PROLIFIC• on the team card). During gameplay, the game book asks if the team is PROLIFIC. You must roll a 1d6 to determine if Atlanta is PROLIFIC this drive or not. Note that no matter the result, this quality check is only valid for this single check. If the same question is asked later in the game, you must perform the check again.*

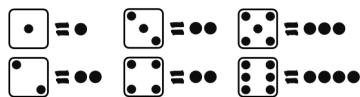
## ►► Keeping Score

The Fast Drive Football game materials include a custom scoresheet for you to track the game clock, quarter-by-quarter score, and the results of each drive - one row per drive. For each drive, the *Field Position* column should be used to note the starting field position of the offense following the kick-off, as this information may be needed during gameplay, and is also interesting to review after the game as an indication of which team won the field position battle.

Each drive begins with POOR, AVERAGE, or GREAT starting field position. Starting field position will impact the probability of a scoring drive. When a drive ends, it doesn't necessarily mean it ended in the same field position it started. For example, drives that begin in POOR field position may end with a Field Goal Attempt. And a drive that began in AVERAGE field position may end with the offense backed up for a punt inside their 20 yard line. The movement of the ball up and down the field is abstracted to arrive at a "fast" result.

## ►► Timing the Game

When resolving the results of each drive, you will roll 3d6 (black, white & red). The duration of each drive is determined by the **red** die. This die is referred to as the "Timing Die". The scoresheet includes a reference diagram showing the amount of time expended depending on the value of the red die.



The Game Clock is comprised of 12 circles or "ticks" per quarter. Each tick represents 75 seconds (1m:15s) of game time. Drives of multiple ticks may carry over from the first quarter to the second, or the third quarter to the fourth. Ticks do not carry over from the first half to the second half. Use the *Drive Time* column to record the duration of each drive. Also note that there is no time expended for kickoffs or special teams plays.

**Timing Exception:** Some game book results include a red circle (●) after the result of the drive. In these cases, *ignore the Timing Die value*, and mark off only one tick on the game clock.

If there is not enough time remaining on the clock (fewer ticks available on the clock than used by the drive), then time ran out before the drive result occurred. Ignore the result and replace with "End of Half". Make sure to pay attention to any end of half timing adjustments for EFFICIENT or INEFFICIENT teams, as well as end-of-game **Special Situations** detailed later in these instructions.

Many times, a completed drive will use **exactly** the number of ticks remaining in the half. In these cases, complete the scoresheet as follows:

### First Half Ends On Last Tick of Clock

**Punt, Interception, or Fumble:** Complete the punt, interception, or fumble sequence. If there is no return for a score, then mark down the next drive for the other team, with the result "EOH" or "End of Half". If there is a return for a TD, the clock expired during the return.

**TD or FGA:** The score (or attempt) occurred as time expired in the half. Proceed with the extra point on TD results.

**Safety:** Proceed with the free kick, using the Punt-BU table on the Punts chart. Mark down the next drive for the receiving team, with the result "EOH" or "End of Half". In the event of a TD return on the free kick, time expired during the return.

### Second Half Ends On Last Tick of Clock

**Punt result for losing team:** In the scenario where a team losing by a touchdown or less rolls a Punt result they may immediately use the Desperation Play. There is no option for a FGA in this scenario, even if they are losing by 3 points or less.

**Punt, Interception, Fumble, or Missed Field Goal:** Complete the punt, interception, or fumble sequence. If the Punt, Interception, or Fumble resulted in a TD, skip to the "TD or FG" section below.

If the team with possession after the turnover is trailing by one score or less, they may immediately use the Desperation Play. Otherwise, the drive concludes with the clock running out. There is no option for a FGA in this scenario, even if they are losing by 3 points or less.

**TD or FG:** Proceed with the extra point on TD results. If the team that just scored is still losing by one score or less, then there is time for an on-side kick and if they recover the kick, a Desperation Play to end regulation.

If the team that just scored is winning by one score or less, they must kick the ball away, with the receiving team having an opportunity to use the Desperation Play to end regulation.

**EFFICIENT Exception:** If the team that just scored is winning by one score or less (or the game is tied), and they have the EFFICIENT quality, then the clock expired on their score and the half is over.

If the game is out of reach for either team, complete the kickoff sequence and then time expires. If there is a return for a TD, the clock expired on the return.

**Safety:** Proceed with the free kick, using the Punt-BU table on the Punts chart. If the team that just surrendered 2 points is still losing by one score or less, then they must execute the free kick and hope for a FUMBLE. If this happens, they may use the Desperation Play to end regulation.

If the team that just surrendered 2 points is winning by one score or less, they must kick the ball away, with the receiving team having an opportunity to use the Desperation Play to end regulation.

If the game is out of reach for either team, complete the free kick sequence and then time expires. If there is a return for a TD, the clock expired on the return.

## ► End of Half Timing Adjustments

There are special timing rules for the end of each half, to reflect the impact of EFFICIENT & INEFFICIENT teams.

**EFFICIENT Teams:** With 5:00 or less to go in the half, drive times **may be REDUCED or INCREASED** by one tick (gamer's decision) to reflect the team's strategic use of the clock and time outs. A drive of zero ticks is possible as a Timing Die result of '1' can be treated as no ticks taken off the game clock. The EFFICIENT quality may not be invoked if the result of the drive is a fumble, interception, or safety. Note that if the team is only SEMI-EFFICIENT (EFFICIENT●), you must first roll a 1d6 and get an odd result in order to activate this quality. This quality only applies when the team is on offense.

**INEFFICIENT Teams:** With 5:00 or less to go in the half, drive times for a **losing** INEFFICIENT team are **INCREASED** by one tick to reflect team's inefficient use of the clock and timeouts. If the INEFFICIENT team is winning or the game is tied then there is no effect. Note that if the team is only SEMI-INEFFICIENT (INEFFICIENT●), you must first roll a 1d6 and get an odd result in order to activate this quality. This quality only applies when the team is on offense.

## ►► Playing the Game

### ► The Kick Off

Roll 2d6 using the black and white dice on the Kickoff chart, reading the black die as the "tens" die and the white as the "ones" die. For example, a black die '6' and white die '3' would be read as '63'. If there is a *Fumble* or *In The Open* result, re-roll as indicated. Write the starting field position on the score sheet (POOR, AVERAGE, or GREAT). **Reminder: there is no time expended for kick-offs or any special teams plays.**

### ► Resolving a Drive

Roll 3d6 on the Drive Results chart, reading the dice in **ascending order**. (E.g. a 3d6 roll of 3-1-6, would be read as "1-3-6"). Find the row with the matching sequence and read across from left to right. There are three columns of results. You may be given an immediate result or you may be asked a question about a team's qualities, or the starting field position of the drive. If a quality check is required, refer to the team card to see if the team has that quality.

If the answer to a question in a column is "yes", then use the result in that column to complete the drive. If the answer to a question is "no", then move to the next column and follow the same procedure. If you reach the third and final column, use that result to complete the drive.

Log the result on the scoresheet, refer to the Timing Die to determine the duration of the drive, update the game clock, and proceed with the next drive.

## ► Drive Results

**FUMBLE:** Roll 1d6 on the Fumble table on the Drive Results chart to determine the final outcome.

**INTERCEPTION:** Roll 1d6 on the Interception table on the Drive Results chart to determine the final outcome.

**Punt-BU:** The offense is "backed up" deep in their own end of the field. Roll on the Punt-BU table on the Punts chart, reading the black die as the "tens" value and the white die as the "ones" value.

**Punt:** Normal punt situation. Roll on the Punt table on the Punts chart, reading the black die as the "tens" value and the white die as the "ones" value.

**Punt-CO:** "Coffin Corner" punt opportunity. Roll on the Punt-CO table on the Punts chart, reading the black die as the "tens" value and the white die as the "ones" value.

**Safety:** Defense is awarded 2 points. Offense must perform a free kick from their 20 yard line. Use the Punt-BU table on the Punts chart for the free kick.

**FGA:** Offense has a Field Goal Attempt for 3 points. Roll on the FG success range printed on the team card for the attempt, reading the black die as the "tens" value and the white die as the "ones" value. If the die roll is outside of the teams success range printed on their card, then the field goal is missed - otherwise the attempt is good. **On a missed field goal, the opponent takes over with AVERAGE field position.**

**TD (Run or Pass):** The offense has scored a touchdown for 6 points. For the extra point, either roll against the XP success range printed on the team card or use the 2-Point Conversion table. *Note that "Run" and "Pass" TD results in the game book are included solely for narrative purposes.*

**Unusual Result:** Whenever 2-2-2, 3-3-3, 4-4-4, or 5-5-5 is the result of a drive result roll, you will be directed to one of the two unusual results tables on the Unusual Results chart. Keep the original timing die result, and re-roll 2d6 on the appropriate table to resolve, reading the dice in ascending order.

**End of Half:** If the timing die indicates the drive used more than the time remaining in the half, then the result of the drive is automatically "EOH" or end of half. Make sure to pay attention to any end of half timing adjustments for EFFICIENT or INEFFICIENT teams.

## ►► Special Situations

### ► Squib and Onside Kicks

Squib kicks and Onside kicks are available to use, but only in the final 5 minutes of the game. Rules for these options are printed on the Kickoff Chart.

### ► 4<sup>th</sup> Down - Go For It!

With 7:30 or less to go in the game (6 ticks), this special option may be used. If the result of a drive is any "PUNT" or "FGA", and the situation requires going for it on fourth down, roll on this table. If successful, the offense will get another roll on the Drive Results chart - but this time the result is final, and the "second" Drive Results roll is one "tick" in length, no matter the value of the red die. On this second roll, treat any "PUNT" as a turnover-on-downs, with the opponent taking possession in AVERAGE field position. If the result of the second roll is "FGA", and the offense would not have settled for a FGA due to the score and time left in the game, then treat "FGA" as a turnover-on-downs, with the opponent taking possession in AVERAGE field position.

### ► Last Play Desperation

If a fourth quarter drive uses **exactly** the number of ticks remaining in the game, and it is tied or a one-score game, there is time for late game drama!

If the drive that used exactly the number of ticks on the clock was a score, then proceed with the kickoff and then the Desperation Play! In a tied game, the receiving team may also choose to kneel down to run out the clock.

**Exception:** If the scoring team is EFFICIENT, then they ran out the clock on their scoring drive, the second half is over.

If the drive that used exactly the number of ticks on the clock was a punt, fumble or interception, then proceed with the Desperation Play!

### ► Convert TD Result to a FGA as Time Expires in the Game

This is a very specific rule to allow for the occasional last-second FGA to win or tie a game as time expires. If the result of the last drive of the game is a TD, but the drive uses exactly one more tick on the clock than is left in the game, a losing or tied team will convert that TD result into a FGA as time expires. Make sure to apply any EFFICIENT or INEFFICIENT effects prior to using this rule. Note that if the result of the last drive is a FGA, then the team did NOT make it into field goal range, and the game is over - this rule can only be used with a TD result.

### ► End of Game Score for Winning Team

If a team is already ahead by 2 or more scores, and scores with the last possession of the game (exactly runs out the clock), change the result to "End of Game", as in this situation the winning team can be expected to run out the clock for the win.

## ► Kneel Down to End Game

With only 1:15 (one tick) to go in the game, the team with the lead will kneel down and run out the clock. Ignore any EFFICIENT or INEFFICIENT qualities.

## ►► Optional Rules

### ► 7+ Minute Drive

After rolling a '6' on the Timing Die, and after resolving the drive, roll the Timing Die a second time. If the second roll is also a '6', then the Drive consumes ●●●●● or 7:30 of game time.

### ► Possibility of Blocked FG or XP with 11-66 Kicking Teams

Instead of awarding the score automatically, roll 2d6. If the result of the die roll is "11", then the FG or XP is blocked.

### ► Scoring Detail

Some touchdown results have an "[R]", "[R+]", "[P]" or "[P+]" next to the result. If the team scoring the touchdown has the matching designator on their team card (printed next to the word OFFENSE), then the result is flipped from TD Run to TD Pass [P], or from TD Pass to TD Run [R]. Note that a team with the "[+]" designator flips their results for **both** the regular P/R and P+/R+ results.

## ►► Cross Era Play

When playing teams from different years, decades, or eras, we recommend the following:

**Step 1 - Normalize Turnovers.** Use the year of the most recent team for purposes of turnover results or symbols for BOTH teams. This includes ignoring special results for turnovers that are found on NFL teams from 1950-1962, and all AFL teams - if the more recent team is from a later season.

**Step 2 - Normalize Field Goals and Extra Point Kicks for teams separated by more than 10 years.** Determine adjustment difference by subtracting the Adjustment Number of the decade of the more recent team from the Adjustment Number of the decade of the older team.

Field Goal and Extra Point Kick Adjustment Numbers by Decade:

2020 - 2029: 0  
2010 - 2019: 0  
2000 - 2009: 1  
1990 - 1999: 2  
1980 - 1989: 5  
1970 - 1979: 8  
1960 - 1969: 11  
1950 - 1959: 13

Add the difference to the FG and XP ranges of the older decade team, making sure to use base-6 numbering. For example, when adding 2 to a range of 11-55, the result is 11-61. Note that ranges cannot be higher than 66.

**Step 3 - Special Consideration for Extra Point Kicks for modern teams.** If one team is from 2015 or later, and the other team is from a year prior to 2015, add 2 to the XP range of the team from 2015 or later. If both teams are from 2015 or later, no special adjustment is needed.

### ►► Clarifications

SEMI qualities (those with a • after them) are always in flux. Just because you determined a POROUS• team was not POROUS during a drive, doesn't mean they can't be POROUS later in the game. You must check each time the quality is questioned.

When playing at a neutral site, we recommend designating one team as the home team for the first half, and the other for the second half.

AFL Season Cards, as well as the NFL Season Cards from 1950 - 1962 include special results for additional turnover opportunities. These opportunities are *in addition* to the results already possible through the game book.

End of half timing adjustments & rules are applicable as soon as the clock moves *into* the stated range. The drive does not have to start inside of the stated range.

On the 2-4-5 result, the offense may get to re-roll on the Drive Results chart if the offense is DYNAMIC or if the defense is SOFT. In these cases, *ignore the Timing Die value*, and mark off one tick on the game clock before re-rolling on the main Drive Results chart. EFFICIENT and INEFFICIENT rules still apply, and the subsequent roll follows normal timing rules.

If a team is successful using the 4<sup>th</sup> Down - Go For It! option, the second roll on the Drive Results chart will take a single tick off of the clock. EFFICIENT and INEFFICIENT rules still apply.

In the scenario where a team losing by a touchdown rolls a Punt or FGA result and uses exactly the remaining time left on the clock in the 4<sup>th</sup> quarter, they may use the Desperation Play.

If an unusual result directs you to re-roll on the main chart, this includes a new value for the timing die - ignore the timing die from the original roll.

It is "gamers decision" if end of half timing adjustments should apply to the last five minutes of a game that is in overtime (OT). It will depend on the OT rules being used and the urgency teams have to score before the end of the period.

### ►► CharityWare

This game and its season sets are free, and are being shared as "Charity Ware." If you enjoy the game, please consider making a donation to a non-profit organization of your choosing.

### ►► Final Thoughts

Thanks to the "Saturday Morning Zoom Crew" (Cooper Gilbert, Bob Hansen, Travis Jansen, and Paul Salzgeber) who helped play-test and shared ideas as I was getting this game off the ground.

Thanks to Michael Owens for his play-testing and suggestions as I put the finishing touches on the game.

Thanks to Josh Nelson who was extremely helpful during V1.1 play-testing.

Thanks to the Fast Drive Football Facebook Community for their enthusiasm and encouragement.

For more information about the game, including a living FAQ and a video play-through, please visit <https://www.fastdrivefootball.com>.

If you are looking for a deeper, more immersive tabletop football gaming experience, then I recommend both Second Season Football and Second Season Express from PLAAY Games. You can order the games at [www.plaayclassic.com](http://www.plaayclassic.com).

Core game mechanics (qualities and the 3-column progression system) are used with the permission of PLAAY Games LLC. Very special thanks to my gaming mentor and best friend, Keith Avallone.

If you have any questions, I can be reached via e-mail at [alwilsond6@gmail.com](mailto:alwilsond6@gmail.com)

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