

# COLD SNAP

## Canadian Pro Football Board Game

### “Fab Finish Football” Late-Game Scenario Generator

| dice roll | HOME score | margin        | team with ball | down   | yards to go | ball on    | timeouts remaining | dice roll |
|-----------|------------|---------------|----------------|--------|-------------|------------|--------------------|-----------|
| <b>11</b> | 3          | trailing by 6 | home           | first  | 1           | home 38    | H [1], V [1]       | <b>11</b> |
| <b>12</b> | 6          | trailing by 6 | home           | first  | 1           | home 39    | H [1], V [1]       | <b>12</b> |
| <b>13</b> | 7          | trailing by 5 | home           | first  | 2           | home 40    | H [1], V [1]       | <b>13</b> |
| <b>14</b> | 9          | trailing by 5 | home           | first  | 2           | home 41    | H [1], V [1]       | <b>14</b> |
| <b>15</b> | 10         | trailing by 4 | home           | first  | 3           | home 42    | H [1], V [1]       | <b>15</b> |
| <b>16</b> | 10         | trailing by 4 | home           | first  | 3           | home 43    | H [1], V [1]       | <b>16</b> |
| <b>21</b> | 13         | trailing by 4 | home           | first  | 4           | home 44    | H [1], V [1]       | <b>21</b> |
| <b>22</b> | 13         | trailing by 3 | home           | first  | 4           | home 45    | H [1], V [1]       | <b>22</b> |
| <b>23</b> | 14         | trailing by 3 | home           | first  | 5           | home 46    | H [1], V [1]       | <b>23</b> |
| <b>24</b> | 14         | trailing by 3 | home           | first  | 5           | home 47    | H [1], V [1]       | <b>24</b> |
| <b>25</b> | 16         | trailing by 2 | home           | first  | 6           | home 48    | H [1], V [1]       | <b>25</b> |
| <b>26</b> | 16         | trailing by 2 | home           | first  | 6           | home 49    | H [1], V [1]       | <b>26</b> |
| <b>31</b> | 17         | trailing by 2 | home           | second | 7           | home 50    | H [1], V [1]       | <b>31</b> |
| <b>32</b> | 17         | trailing by 1 | home           | second | 7           | home 51    | H [1], V [1]       | <b>32</b> |
| <b>33</b> | 17         | trailing by 1 | home           | second | 8           | home 52    | H [1], V [1]       | <b>33</b> |
| <b>34</b> | 20         | trailing by 1 | home           | second | 8           | home 53    | H [1], V [1]       | <b>34</b> |
| <b>35</b> | 20         | tied          | home           | second | 9           | home 54    | H [1], V [1]       | <b>35</b> |
| <b>36</b> | 21         | tied          | home           | second | 9           | midfield   | H [1], V [1]       | <b>36</b> |
| <b>41</b> | 21         | tied          | visitor        | second | 10          | visitor 54 | H [1], V [0]       | <b>41</b> |
| <b>42</b> | 21         | tied          | visitor        | second | 10          | visitor 53 | H [1], V [0]       | <b>42</b> |
| <b>43</b> | 24         | winning by 1  | visitor        | second | 10          | visitor 52 | H [1], V [0]       | <b>43</b> |
| <b>44</b> | 24         | winning by 1  | visitor        | second | 10          | visitor 51 | H [1], V [0]       | <b>44</b> |
| <b>45</b> | 24         | winning by 1  | visitor        | second | 10          | visitor 50 | H [1], V [0]       | <b>45</b> |
| <b>46</b> | 27         | winning by 2  | visitor        | second | 10          | visitor 49 | H [1], V [0]       | <b>46</b> |
| <b>51</b> | 27         | winning by 2  | visitor        | third  | 10          | visitor 48 | H [0], V [1]       | <b>51</b> |
| <b>52</b> | 27         | winning by 2  | visitor        | third  | 10          | visitor 47 | H [0], V [1]       | <b>52</b> |
| <b>53</b> | 28         | winning by 3  | visitor        | third  | 11          | visitor 46 | H [0], V [1]       | <b>53</b> |
| <b>54</b> | 28         | winning by 3  | visitor        | third  | 12          | visitor 45 | H [0], V [1]       | <b>54</b> |
| <b>55</b> | 30         | winning by 3  | visitor        | third  | 13          | visitor 44 | H [0], V [1]       | <b>55</b> |
| <b>56</b> | 31         | winning by 4  | visitor        | third  | 14          | visitor 43 | H [0], V [1]       | <b>56</b> |
| <b>61</b> | 33         | winning by 4  | visitor        | third  | 15          | visitor 42 | H [1], V [0]       | <b>61</b> |
| <b>62</b> | 34         | winning by 4  | visitor        | third  | 16          | visitor 41 | H [0], V [1]       | <b>62</b> |
| <b>63</b> | 35         | winning by 5  | visitor        | third  | 17          | visitor 40 | H [1], V [0]       | <b>63</b> |
| <b>64</b> | 35         | winning by 5  | visitor        | third  | 18          | visitor 39 | H [0], V [1]       | <b>64</b> |
| <b>65</b> | 37         | winning by 6  | visitor        | third  | 19          | visitor 38 | H [0], V [0]       | <b>65</b> |
| <b>66</b> | 38         | winning by 6  | visitor        | third  | 20          | visitor 37 | H [0], V [0]       | <b>66</b> |

The “Fab Finish Football” late-game scenario generator is designed to provide you with an exciting football experience that can be enjoyed in 30 minutes or less. With a series of dice rolls, you create a late-game scenario for any pairing of teams. You then pick up the game with five minutes remaining, and play the game to its conclusion using the full game materials.

EXAMPLE: You choose Edmonton as your home team, Saskatchewan as the visitor.

- FIRST dice roll: “53,” Edmonton has 28 points.

- SECOND dice roll: “26,” Edmonton is trailing by 2. Thus, the score with four minutes to play is Saskatchewan 30, Edmonton 28.

- THIRD dice roll: “45,” Visitor (Saskatchewan) has the ball.

- FOURTH dice roll: “31,” it’s second down... (see note below about FOURTH dice roll).

- FIFTH dice roll: “51,” 10 yards to go.

- SIXTH dice roll: “12,” ball on the home (Edmonton) 39 yard-line.

- SEVENTH dice roll: “61,” Home team (Edmonton) has its time-out remaining, visitor (Saskatchewan) does not.

Play now begins with four minutes left to play in the game, Saskatchewan leading 30-28, facing second and ten at the Edmonton 39 yard-line.

#### NOTES

If the FOURTH dice roll generates a first down scenario (11-26), then use THIS distribution for the FIFTH dice roll: 11-54, ten yards to go; 55-61, fifteen yards to go; 62-66, 20 yards to go (25 yards to go if using teams from before 1975).

If you’d like a longer game, you can simply add more time remaining to play; six, ten minutes, or even start at the beginning of the fourth quarter.



Sports Simulation Board Games

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