

# LET'S PLAY A FEW MINUTES OF CRASH AND SCRAMBLE!...

CRASH AND SCRAMBLE Pro Indoor Lacrosse Game is easy to play! Let's go through a sample sequence to get you acquainted with how the game works! For our example, we'll use two of the teams from the fictional World Indoor Lacrosse League, Washington and Baltimore. Each player is given his own card, representing his unique skills and abilities (see illustration). We choose our line-ups, including second and third lines for both attackers(offense) and defenders and arrange the cards on the game board. The game board has numbered position boxes for each player on the floor, for easy game reference from the fast-action deck. We shuffle the fast-action deck, and that's it!--we're ready to play!

In lacrosse, the game begins with a face-off. Each team has one or more face-off specialists, so you choose one for each team. (There's a simple stamina rating which will help you use your face-off men realistically.) This time, we're using Paul Cantrell for Washington and Jim Maas for Baltimore. We flip the first fast-action card (FAC) and check the FACE OFF reading, which reads "High(-5)." Since Cantrell has the high FO rating, we subtract five from his FO rating of 58, and see that the result (53) is still higher than Maas' FO rating of 42. Thus, Cantrell wins the face-off and Washington goes on the attack.

We flip the next FAC and check the ACTION reading. It reads, "o2 misses shot, d4 gets loose ball." This means that Washington has just had an uneventful first possession, with their player in box 2--in this case, Del Holloway missing a shot and Baltimore's defender in box 4--Maas--scooping up the loose ball. (CRASH AND SCRAMBLE occasionally uses "non-results" like these to keep the action moving and make the game time faster!) Baltimore now goes on the attack, and the action moves to their "attack zone" against the Washington defenders.

The next FAC reads "power at d5 causes loose ball; otherwise o2 shoots." We check the Washington defender in box 5, Joey Gallatin and see that he DOES have the word POWER printed on his card. That means Gallatin has used his power to break up the play, and the ball is now rolling loose on the floor, a "loose ball." Who's going to get possession of the loose ball!? We find THAT out by flipping the next FAC and checking the "LOOSE BALL" reading. It reads, "high at o3/d3." We check the players in box 3 for both teams and see who has the higher loose ball (LB) rating. Washington's Cantrell has a LB rating of "10" while Baltimore's Jamie Grimes has a "3." Thus, Cantrell easily gets the ball and Washington goes back on the attack.

We flip another FAC and again check the ACTION reading, which says "SPEED at o1 shoots, otherwise loose ball." We check the player in box 1 for Washington and see that Paul Gray does have SPEED, so he's going to take a shot! Shots are resolved by using the players' SHOT ratings, compared with the goalies' SHOT SAVE ratings. Two dice are rolled simultaneously, black die for the shooter, white die for the goalie. Gray has a SHOT rating of four stars, which means a die roll of "4" or less will be "on target." The Baltimore goalie Ron Blasingame has a SHOT SAVE rating of three stars, which means on a die roll of "3" or less, the shot will be saved. We roll the dice--a "2" on the black die, "3" on the white die. Gray's shot is on target, but Blasingame is right there for the save! The shot is stopped! We flip the next FAC to determine who gets the resulting loose ball; it reads "high on defense." Since Blasingame has the highest LB rating of the four players on defense (d3-d4-d5-d6), he is credited with the loose ball. Baltimore now goes back on the attack.

The next FAC is a "CRASH" card--a card which represents the teeth-rattling hits that so often occur in pro lacrosse! "CRASHES" are resolved using the LB ratings, just like "loose ball" results. The exception is that the team which wins the "CRASH" gets a short-term scoring advantage, an extra "star" on the next ACTION result. In this case, the CRASH is between Baltimore's o1(Dan Treat) and Washington's d5(Joey Gallatin). Gallatin has a higher LB rating (7) than Treat(5), so he grabs the ball in his stick, and Washington goes back on the attack with an extra "rush!"

The next ACTION reading reads, "PLAY o3-o2." This means that a PLAY has occurred on the floor involving the players in boxes 1 and 2 for Washington. PLAY results bring play-making abilities into the game, using players' ASSIST ratings, which are also expressed as stars. On PLAYS, the last player listed in the reading takes a shot using his SHOT rating, but gets the added benefit of the preceding players' ASSIST ratings added in. In this case, we add the ASSIST rating of Washington's o3(Paul Cantrell) to the SHOT rating of Washington's o2 (Del Holloway). Cantrell has an ASSIST rating of three stars, and Holloway has a SHOT rating of 2 stars, for a total of 5 stars. PLUS Washington gets an extra "bonus" star for the momentum from the previous "CRASH!" That's six stars--no die roll necessary--a point-blank, dead-on shot that the Baltimore goalie is going to have to stop if he can, using his PLAY SAVE rating! We check Blasingame's card and see that he has a PLAY SAVE rating of two stars, and we roll...it's a... "3!" Not enough to stop the shot, Washington gets a GOAL!

After the goal, teams will send in fresh players using a simple substitution procedure outlined in the rules, and a face-off will be conducted to start play again. We'll leave our demonstration game at this point, but there's even more action and fun contained in this

exciting re-creation of pro lacrosse! The game also brings into account penalties, injuries, play-clock expirations, rare plays and more! Everything's explained fully in the CRASH AND SCRAMBLE rules!

*The CRASH AND SCRAMBLE fast-action deck brings true-to-life lacrosse action to your living room or game room table-top! Here are two sample cards from the 60-card fast-action deck. Each card has four readings, two on each side. Shuffle the deck and get virtually endless play possibilities!*

SHOT(0)	ASSIST	★
<b>Ron Blasingame</b>		
G • 2004 Baltimore		
SHOT SAVE	★★★	
PLAY SAVE	★★	
SPEC SAVE	★★★★	
©2003 PLAAAY.com		
LB	SPEC	INJ PEN
9	N	P 0

Goalies are given cards like this, with ratings for various types of saves.

ACTION ▼	PLAY o2-o1
LOOSE BALL	STAR in o2/d4
FACE OFF	high
#185	
	#309
FACE OFF	high (-15)
LOOSE BALL	high on defense
ACTION ▲	PLAY [o3]-[o2]-[o1]

ACTION	o2 shoots, GOALIE must make SPECTACULAR SAVE
LOOSE BALL	high on offense, o1 shoots, GOALIE must make SPECTACULAR SAVE
FACE OFF	HIGH, loose ball to o1, breakaway shot, GOALIE must make SPECTACULAR SAVE
#S-7	
	3P • 30
	<b>CRASH</b>

★★★	★
SHOT(2)	ASSIST
<b>Jim Maas</b>	
D • 2004 Baltimore	
COVER	
POWER	SKILL
	STAR
FO	42*
LB	SPEC INJ PEN
8	Z P 2

★	★★★
SHOT(6)	ASSIST
<b>Paul Cantrell</b>	
F • 2004 Washington	
SCORER	
	SKILL ▼
SPEED	STAR
FO	58*
LB	SPEC INJ PEN
10	A G 2

*Every "runner" is given an individual card like the ones shown, with complete ratings to re-create his unique set of lacrosse skills!*