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Bio poem worksheet

Below is a fragment of the Reese Version 3 defensive chart. Doug Reese is a veteran APBA football player who has unseeded this defensive game calling system among his many innovations in the APBA football community. As you can see from the graph, the defense is based on the bass, yards to go for a first down or touchdown, and the formation of the offense. The best part is that it only requires a single die shot to determine the defensive call (Standard, Nickle, Dime or Goal Line), alignment and whether the defense could potentially blitz. I usually roll three dice at once. A blue nut determines the defensive call, and the two APBA dice determine the fluctuating index finger for a particular game. Usually the defensive call is right on the money, especially if a down is an obvious step or an exhaustion. Every now and then, you can capture the nickel defense against your set of three DLs. You still drop one in the index, but you can move two more in the row change. However, if you called a running game with set 3 WR and the defense is nickel, while the attack index improves by one degree, you may need to release two lines from the result of running backs on its card. If the defense were in dime there would be no line change. The same can be said for other formations such as standard or two tight ends. I could try to get cute and call a means of transition from standard vocational training, but the defense ends in nickel. Now I have to drop a vote on the index. I can't say enough how this is a defensive opponent so worthy to fight in a solitary format. Thank you again Doug! Follow the Rules to make sure forums promote fun and productive conversations. We value the free flow of information. We cannot offer it in what we believe to be an unsafe or illegal environment. See the section Selling unlicensed products and/or services. Failure to comply with these rules may result in a ban on forums. This site has some of the brightest minds that have ever been collected as authors for everything associated with APBA Football, so, I was pleased when Greg asked me to address what he called the missing void on his site. There's ample guidance for preparing and conducting a full-season replay, and Greg Well's is doing a great job covering the finest aspect of the game face-to-face. Ray Dunlap is publishing his tournament, innovations and clarifying rules/scoring. Dave Urban provided historical information. Mark Zarb is skillfully replaying the 1978 NFL season and Greg is on his way to 1974. So, what's missing? What about the occasional player who loves to grab two teams and play a game without all the preparation that goes into a replay or tournament, but still caresses some added realism. The following excerpt is from my email correspondence with Greg. Doug, I really believe your offensive methodology and the Play Calling/Defensive system fits the casual player perfectly. Without a doubt, it is an update compared to the +8/-8 system to determine offensive indices and does not take as long as the offensive index finder system. Your play calling/defensive system was not created in a vacuum, but has been thoroughly tested and continuously improved. This article will address my alternative to determine each team's offensive index. First, offensive and defensive indices are calculated normally, and the differential for each team's passing and running offenses is compared to the opposition's defensive team totals. In my system, teams that have a differential of eight or more points above the opposing defense are always in index A. In contrast, teams that are eight or more points below the opposing defense are always in index C. It's pretty easy. All other teams are in a B-Offense category. So far, this looks just like the basic rules of the game. But, here's where it changes: We use some actual team ratings from the ongoing 2016 season as an illustration. Let's take a look at the first two teams on our sheet, Buffalo and Miami. (You just knew I was going to choose Miami, didn't you?) We're going to look at Buffalo's offense. Buffalo's passing offense is 35 years old and their impetuous offense is a 39. Miami's passing defense is 37, and their rushing defense is 35. So, Buffalo will be a Minus 2 in the offense pass, but a Plus 4 in rushing offense. I've divided the deferential totals into three levels. The first level is for teams that have a differential of 1 or 2 points; the second level is for teams in range 3, 4 and 5; while the third level is for teams that fall within the differential range of 6 and 7 points. What do these level ranges really mean? Well, the first level means the team will be a B-Offense for everyone but a quarter. For that fourth, it's going to change. If the team has a positive score, it will rise to an A-Offense for that quarter; if he has a negative score, then he will fall on a C-Offense for a quarter. Second-tier teams will do the same, but they will do the same for two quarters, while third-tier teams will go up or fall for three quarters. Before we get too confused, let's take a look at our example of Buffalo and Miami. Buffalo's pass was a Minus 2, so this is a first-tier change. So, Buffalo will be a three-quarter pass B offense, but they'll fall into a C-attack for a quarter in the game. Buffalo's impetuous offense, however, is good. They have a plus-4 differential, so they'll be a B-Rushing offense for two quarters, but they'll go up to an A-Rushing attack for the other two quarters. This is quite specific the team, and provides exactly what we were looking for. But when does that happen? Well, at the beginning of the game, for all offenses classified B, B, roll a daro for the evaluation of the passing team and a daro for the evaluation of the running team. If the dao was an odd number, the change occurs for that quarter. If not, they will be a B-Offense for that quarter and you'll have to wait until the next quarter to roll again. For example, let's say we rolled a 6 for the passing attack and a 1 for the momentum attack. The 6 is an even number, so there is no change this quarter for passing offense, as they will continue to be a B-Offense. But the 1 is an odd number, so there will be a change for the impetuous attack. Since Buffalo is a plus-rated offense, for this quarter, the will rise to an A-rated rushing offense. Note that one of the two designated changes has occurred. As you progress through the second quarter, another shot is made. All odd numbers will trigger the change. So, if you rolled a 5 (Passing) and a 3 (rushing), both will change this period. The passing attack would have plummeted into a C-rated attack, but the momentum attack would again be an A-rated attack. Since this is the total number of changes required, Buffalo will not make any further changes to the game and will be a B-Offense for the rest of the game. If each subsequent period passes without making any changes, automatic changes will be forced to occur. Let's say, for example, that the first two shots for Buffalo's impetuous offense were even rolls to die for, so Buffalo would have been an A-rated rushing offense for the rest of the game because they would have to change twice, and there are only two quarters left to change. So the change is automatic. You need to monitor the possible changes and quarters left in the game to adapt to these changes. If the team has a zero differential, the team is a B-rated offense for the entire game without modification. That's all. It's simple, it accomplishes exactly what you want and it works. Cut between 120 and 130 additional dice shots if you use the offensive index finder system for each game and still emphasize the differential aspect of the game. I have tested it and I am extremely pleased with it, and I believe that it will be too. Try it, and let me know what you think. My next article will cover version III of my Play Calling/Defensive system. Overview When it comes to football simulations, the two names most people have heard of are Strat-o-matic and APBA. APBA has been producing football matches since the 1950s and is alive and well today. There is a huge following for both I played Strat-o-matic many years ago, but this is my first look at APBA. I will review the Master version of the 80s although I played through a set of cards from 1973 and looked through a more modern set. My first run The game featured a 1973 Rams vs. Components game Opening an earlier version of the 1982 Master version, it's impossible not to notice the charts. They're huge. (Note: APBA reformed charts in spiral book form only a few years ago, but the principle is the same) Each result comes from a particular chart, so you'll become quite familiar with them as you play. A set of cards for each NFL team is also included (the latest base version has only two teams). Players have three columns of numbers that are used to run, pass, and kick. The cards are printed on sturdy cards and are available in a team envelope. I was impressed that the cards from my 1973 set were in vain. Colored dice, a usable board, a kick and the first marker down are also included. The main version that was included in a dice cup. The older game is well done though not exactly eye-catching. The modern version seems to have added color to the charts at the expense of the quality that leads me to prefer older, if uglier, charts. Score: 7 charts? yes, we have some graphs. Players As mentioned, key players in a season get their cards. Cards host a seemingly endless range of numbers, but only one gives you a sense of a player's effectiveness. Next to the positions or positions of the player's there is an evaluation. The higher the rating, the better the player, the better the player in that position. Player rating can change if they can play multiple positions and defenders can have divisions depending on their strengths against running and passing. Looking at the cards, there is no denying that this is a sports simulation. Repeated play may shed light on players excelling due to numbers referring to good results in the leaderboards, but there will be a while before they look like anything other than numbers. Score: 8 Game The core of the game focuses on offensive and defensive platoons. After selecting your 11-man lineup, calculate the rating for each player in the position they're playing in. The difference between offensive and defensive ratings determines which part of a chart you look at to determine the results. In my first run, the Rams' offensive platoon equalled 42, as did the Cowboys' defensive platoon. This meant that I looked at column C. Defense can further influence the game by declaring a standard, a field down (pass) or a ground focus (run/screen). The dice are then rolled to determine a number on a player's card that is then used to refer to the actual result in the of the game. So, yes, you look for a number to refer to another chart to get another number. If it sounds boring, it is. The charts are cumbersome. Perhaps the modern spiral book simplifies some, but the two-step process to determine the results is not as fluid as other systems. Add rare, rare, fumbles, and penalties may involve three or four look-ups. Other games that use this system do of reducing the number of times you need to check charts or add narration to make the experience more enjoyable. The reality is, I can take care of the rankings. I like simulation games, so that's not what sent me back. The real complaint with the game is the lack of impact of non-skill players. A specialist defensive end of the bag or a closed corner, apart from the impact on the defensive platoon total, has no influence on the outcome of a game. Nobody. Football simulation is about exploiting weaknesses, whether it's running around the strong side of the line or choosing a weak angle. It can't happen in this game. In addition to the passer or runner, the only position that slightly affects the game is the receiver whose rating can change the total of the offensive platoon. When you pair this problem with the repetitiveness of the double-chart system, it really detracts from the game. Score: 5 stats The search put in this game is evident. There is a reason why this game has a strong following. The statistics seem to work quite well, and at least in my works I have not seen a high number of rare plays. As you would expect, strong teams will be able to move the ball effectively against bad teams, but upsets can occur. After all, it's a dice game! Score: 9 Solo game For a game with such a long and loyal following, it's interesting to note that there isn't really a good solitary system out there. The game recommends playing both teams to the best of their ability. There are some complex systems out there made by those dedicated to the game, but it's nothing you can just take and connect to move forward. Score: 4 Head to Head: The game may have been designed for head-to-head play, but it doesn't show up that way. With an emphasis on platoon, there are no formations to raise. You just have to have your 11-man team in front of you. Since there is no coaching strategy, your game calls would end up being based on down and distance and playing the percentages. There's nothing wrong with that, but it's limiting the game system designed for head-to-head play. Score: 7 Replay Capabilities: With a strong emphasis on statistics, APBA lends itself well to a replay system. But the game is not a fast game, making a long-term replay a deep commitment. However, with the plethora of seasons available, there's no scenario from the nfl's last 60 years that you couldn't recreate. Score: 8 Availability: The game is still and the last few years can be ordered. APBA also has retro seasons available that have reprinted, and eBay is never without seasons spent on sale. The problem is that the game is not cheap. Getting current seasons can also be quite expensive, and old seasons often exceed \$100. It's one of those rare rare where the game is out there, but it's a strong commitment to a game that might or may not interest you. 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Each player's Player card has ratings on it (up to 99) in various areas. Offensive Lineman is rated for blocking passes and runs. Quarterbacks are ranked by rushing, goal line (rushing), passing, and red zone (pass). WRs and RB have more since they can block, receive, or execute. Defenders are all ranked in four areas: running defense, pass rush, fight, and coverage. It's definitely more abstract than a simulation football game. 2013 stats are included and are a nice bonus. Nothing on earth shattering here, but doing what he wants to do. Score: 7 Game Each team starts with a hand of 10 cards, 4 playbooks, 3 offensive players and 3 defensive players. The attacking team selects a playbook and an offensive player that matches the playbook (if a playbook is a pass, for example, it might call you to play anyone who has received or passed ratings). Some playbooks allow you to add bonuses to player-specific ratings. Once a total score is determined, the defensive player chooses one of his 3 players to try to stop the game. Optional acoustic cards that could be designed to add significant bonuses to offensive or defensive ratings are included. It's a pretty simple system, but it requires a bit of thought. I played several games with my son and drew a precious +12 receiving an audible card. Instead of saving him, I played it on one of my weakest DR's in an attempt to tie the game. My son had a strong defensive team and stopped the game. In the next draw, I got my best wr and no longer had the audible card that would make it almost unstoppable. I ended up losing that game for two. There are some solid decisions that need to be made throughout the game in terms of hand management. Did you let that field goal score so you could save your killer DE to stop a potential touchdown? are also options for punts (discard). Overall, just a lot of clean features in a simple game. I also want to emphasize how balanced the game is if you handle your hand correctly. Sure, we did our best to pick comparable teams, but the scores were 14-20 (OT), 27-21, 20-14(OT); and 19-21. All games games until the final draw of the card, and there was real tension that you had saved the correct cards (or hoping that your last card was the one you need!) Score: 9 stats In addition to the final score, there are no statistics. Score: 1 Solo Game I'm sure if I took the time, I could find a decent solitaire system for this game. But why would I? This game is designed to play with someone. Score: 0 Head to head: As I said above, every game I've played so far has been up to the wire. There's a lot to think about in terms of which cards to use and which defensive player should defend on the game. Matches can be played in 15-20 minutes, so it's a great head-to-head filler or you can get several rounds. Score: 10 Replay Skills: This rating is usually reserved for replays of the season and for this reason I will give it a solid 6 since you could play an entire season in the fraction of the time of any other sim. However, I will say that the replay ability in terms of this aging game is higher, especially with the announcement that Mogul plays to release historical teams. This is good news since there are only a finite number of replays that you could only do with the 2013 season, although you can build your own custom teams (players have prices on them so you can build teams using a salary cap) that adds a lot of replay to the game. Could Manning and Megatron score on J.J. Watt and Richard Sherman? You can find out. Score: 6 on a sim replay; 8 on playback for fun Availability: I supported the game through kickstarter and got the full 2013 season. It's really prohibitive to do that now. Decks cost about \$10 per piece, so realistically you'll end up buying only a few teams you want (Get Seattle and Denver to try the game!). With only 2013 teams available, there aren't many options yet, but this game was made for what-if match-ups. Once some historical teams are available, this game would be a lot of fun to play. Score: 7 Final score (not an average): 8 This game will never replace my hardcore sim. This game won't let you know if Barry Sanders was better than Jim Brown, nor will it really be an accurate way to play a season. But the game is a lot of helluva a lot of fun. It has a casual charm for players, but enough depth to please a football player. It's worth a try if you're looking for a lighter and more fun soccer game, but it's a pass if you're a statistics junkie who gets annoyed by Paydirt's anonymity. Panoramic Second Season Football is a game by PLAAV Games. Play offers a wide range of sports simulations that from your typical fair (football, baseball, hockey) to your most unique games (pro wrestling and roller derby). Components When you open a second season football box you can immediately say that this is not your typical football game. Included is a sampling of two teams, a game book, dice, and some boards and used for the book and the game. The game book is the center of attention here. It includes instructions and a plethora of charts to see how various offensive calls go against various defenses. The book is more robust than it looks, and tabs are included to help you quickly find reference books for your most frequent players. The new versions are available with teams printed on a solid stock of cards, although pdf formats are available. Older team sizes were printed in paper (at least the ones I have). It's not exactly the most beautiful game in the world, but it's functional. Score: 8 Individual players are evaluated and then placed in the team rankings. There's an offensive and defensive chart. Players are rated for their ability to perform offensively and defensively in the running and passing game. Player ratings are pretty simplistic with 0s, 1s and 2s data (2 is great, 0 is sub-par). It sounds too simple, but when used with the book it works pretty well. Each player on a team is rated and marginal players are also rated on a separate display. It's a great way to be able to look beyond a team and immediately see where their strengths and weaknesses lie. Personally, I prefer individual players' cards and you can always create your own if you wish. My laziness exceeds my desire, so I stick to the team rankings. Score: 9 Game I said the game book is the focal point. Everything I'm going to do in this game comes from the game book. It's called a game, roll a little die, and then look for the results in the book. Easy? It is. Boring? No, because that's where the book shines. Normally when I play as Stats Pro or any football match that allows me to move players to a training chart you visualize the game based on how the formations look in front of me. Here, the book gives you a narrative of what's happening in the field. Circus catch, receiver twists free for 20 yards or slips by tacklers for 7 yards are some of the results you'll find in the book. In my game review, I played the 1950 championship between the Rams and Browns and the narrative gave me a great feeling of how Marion Motley was rolling on ram defenders or how Bob Waterfield was hitting Crazy Legs Hirsch for long gains. Of course with a book there are some boring moments, especially if your game result requires you to take another dice roll and search for the page. It's not a puzzle at all, but it means you'll know that book better than anything you've ever read in high school or college. In addition, the narrative would have a personal preference to it. There's something to say to moving players in a lineup to pick up a than the fact that a book paints the image for you. Score: 9 Stats My biggest concern was how the stats would come out if players were only ranked for 0s, 1s and 2s. Don't worry here. Books basically ask you if they are rated a 0 or 2 in various situations and gives you the results based on the answer to that question. So there are times when a player 1 will do well (when the book asks if the player is a 0), and there will be times when the ranked player 1 is not doing well (when the books ask if the player is a 2). It's well balanced, although I still think there's a difference between about 2 players (and about 0). In my simulation game, Cleveland's star attack was grinding yards just to see the Rams grab big chunks through their top pass offense. I noticed that the results are similar in other games I've played. Having played a bit with the Colts in 2009, I noticed that they have no problem throwing the ball, but they can struggle if they need to rely on the rushing offense to grind yardage. The statistics are well done. Score: 9 Solo Game The game has an extremely simplistic defensive game call included, but Playay's website has some fan-made giveaways that include a great solo call chart to use for both offenses and defenses. This game was made for the solo game. Score: 10 Head-to-head: This game can work in head-to-head situations, but that's not why it was really built. You can't stack the line relative to execution, overload a zone with receivers, or run a read option. It's called a run, pass, or screen, and the defense calls safely, executed, passed, or blitz defense. The game relies on its simplicity and insanely detailed book to win you over. Depth is not here for a prolonged head-to-head experience. Score: 6 Replay Skills: Despite the initial belief that the book would slow things down, the book actually keeps the pace moving briskly. If you are doing a replay, you will know quite well the book that will speed up playback even more. I could finish a second-season game at half the time it takes me to make a Stats Pro game, and I feel stats pro gets pretty aerodynamic after a few plays. There is great replay potential there for someone who wants to do a quick replay and keep accurate stats. Score: 10 Availability: Play is an active company and there are currently 16 seasons available on their website. This amazing fan site will add another 8 seasons. With a bit of work and research, Playay also gives you a template to build your own teams. New seasons appear regularly. Score: 9 Final score (not an average): 9 I can quibble a bit here. I generally prefer the set up of games like 4th Street, Statis Pro, etc. However, I can fully admit that this is a great solo that lends itself so well to playing sim. It may not be what I would choose over and over again, but if I want to go through some thing-if and know that I'm getting a good system... that's the game. NOTE: Playay recently announced that an updated version of season two is scheduled for early 2015. This review may change depending on how streamlining the game system turns out. Thanks to a great reader, I ended up getting a copy of the second version of Pro Football Fantasm with the 1990 season cards. If the original version of the game was deep, this game may have fallen into an abyss. Players were ranked in 14 different categories in 1989. In 1990, they are estimated at 20. For example, quarterbacks are now ranked for timing, touch, and the ability to read defenses. The depth probably makes a replay unverifiable for everyone except the most hardcore of players. With so many skills to look beyond, it would be interesting to create custom game books that really play to a team's strengths. One thing I have a mixed reaction to is the bigger playing cards. The numbers are significantly easier to read, but gone is the outline of the game to give you a mind about how the game actually unfolds. Everything else seems to remain the same, including the book of unpredictable rules. It's still a fantastic game and keeps the 9 rating I gave him. The 1990 edition is not necessary if you want to own a copy just to try the system since the 1989 edition appears more often, but it would be a welcome addition if you like the system and want to collect as many years as you can. 4th Street Football Review Overview 4th Street Software is another small sports gaming company from Minnesota. They play both PC and board games for football, baseball and hockey. I will review the board game using the 1969 NFL/AFL season. Components You have several options when ordering 4th Street Football. I opted for perforated cards because I'm lazy and because I already have a backlog of print and game components to crop. 4th Street Football is available in a nice folding box that is chock-full of components. You get 4 sets of offensive game cards (similar to what are the game cards for pro football fantasm), a set of defensive cards for 4-3, 3-4, long and short yardage formations, offensive and defensive display in color, a nice selection of dice, some leaderboards, a regulation and a full set of NFL cards. It's a lot and the box is heavy. The components are printed on a solid stock of cards, and although the displays are not thick, they are robust to be foldable. Player cards are easy to read in black and white format. You can order extra offensive cards, but there's enough in the box for many variants. Score: 10 Players as Statis Pro, you get a set of individual player cards. There's no skimp here. 4th Street offers virtually every player a significant time for each time. For example Charlie Leigh, an RB for the Browns in '69, caught 2 passes and never ran the ball. He has a ticket Visit. At first, the cards seem to be hard to read. The numbers listed on the card do not directly refer to their rushed/passing results as they would on a Statis Pro card. Instead, refer to a chart you're looking for. Each card has several columns, and the top of the column gives you the relative player rating in that area. One example is for internal execution, 8 is for the outside running on a running back. Quarterbacks' C, D, and E ratings give you their ratings for quick, medium, and long passes, respectively. It's the same style of evaluation for defensive players. Once you have a ratings freeze, you'll be able to quickly see which players excel at what types of plays. It's not a very complicated system but it gives you a real feeling of a team's strengths and weaknesses. Score: 9 gamers are placed on the boards in their respective offensive and defensive formations (tics are provided if you prefer to use them, but I like to have real players on the boards). Offensive and defensive coaches then call the plays. The offense selects a playing card. The defense can try to guess if there is a run or a pass or stay in a standard training to read and react. 5 dai are rolled up to determine the game results. A d20 determines which offensive and defensive matchup is used in a particular game. This is shown on individual offensive cards. The difference between offensive and defensive assessments is compared to the d10. If the attack wins the game (this happens when the d10 is less than or equal to the difference), all you do is add the two d6s and look under the correct offensive player column. If the defense won, do the same under their correct defensive column. Under both columns is a number. This number refers to a graph to determine the results of a play. There's only one graph for all offensive plays. At first I was worried that a chart wouldn't produce enough variety in the results, but that's not the case. Much can happen on a small chart thanks to the addition of d10 or d20 rolls per yardage. Only football returns use a different graph. There is a lot to do during a game, but steam lines very well. There are no 3-hour matches like Pro Football Fantasm and a greater sense of reality than Statis Pro. In my second game, I was flying even though I played them pretty quickly. This should continue to accelerate as I come to the special rules of football. Score: 10 stats I ran several half-games between different teams to get an idea of what the statistics would look like. My first game against the Cowboys and Redskins made me worry because the Cowboys couldn't hold back the football. But in my second game against the Giants and Browns there were no fumbles. In the end, the statistics are wonderful. The shuffling of frustrated the Browns and you could almost see Fran running for his life and eventually in daylight. In our half of the game, he had 4 scrambles for 35 yards and a touchdown. On the other side of the field, the Browns had a high-power offense led by 47 yards and a touchdown by Leroy Kelly Kelly. 150 yards from Bill Nelson to a set of quality receivers. It was a blast. Other match-ups have also produced great stats. Abstract ratings work very well and you soon learn to run behind that guard 9 and avoid that defensive end 5 at all costs. Score: 9 Solo Game The game comes with a simple system to call defenses while playing in attack for both teams. It's not the most in-depth system, but it works and gives you a good idea of how the game is played. Offensive game call sheets can be downloaded from the site. We'll have to work on it, but there should be a way to create charts that can call offensive plays for you so you can play an entire team compared to a number. Pro Football Fantasm had those great sheets of play for every team. 4th Street has some downloadable on their website, but those should be converted somehow for the solitary game so you don't end up with a quarterback hidden on the third and 8. Score: 8 Head-to-head: This game makes me wish my son was a football junkie and not a basketball junkie. You can move players. You can stack until you stop the run. You can relax to protect yourself from the pass. You have hundreds (read that right) of plays that you can use to create an extremely personalized playbook. This game would be great head-to-head. Score: 10 Replay Skills: This game seems to fall into the happy middle. It's not as fast and dirty as season two, but it's tremendously more polished than the fantasy of professional football or maybe even Statis Pro. The single chart definitely speeds things up, but the plethora of players ensures you depth in your replay. I may have found the perfect replay system. Score: 10 Availability: 4th Street provides every NFL season from 1969 to 1975, but then there is a gap until the 1994 season. From there, it goes on to this day. We hope that this gap will eventually be bridged because I still have to find a system that has a long, continuous, set of seasons. (I know APBA and Strat-o-matic do but try to find older seasons at a reasonable price.) The gap is annoying, but I could fill the void for most seasons with Statis Pro Score: 8 Final score (not an average): 10 How good is this game? Good enough to beat Pro Football Fantasm from 10 ratings. 4th Street essentially takes pro football fantasm, cleans it, simplifies the rules and features a glossy product. Yet it provides a sense of depth that was my only complaint about Statis Pro. It's a fantastic game and the best game I've reviewed so far. Paydirt Review Overview Paydirt was a statistics-based football game that had two lives. first was with Sports Illustrated and contained the 1969-1972 seasons. He returned with the 1978 season under the flag of Avalon Hill with the last charts designed by the 1993 season. The game continues through Data-Driven Football and RedZone Football. Both offer recreated paydirt recreated for modern seasons. Components Regardless of which edition you're using, one thing stays constant: team charts. However, the quality of the rankings has varied a bit over the years. Sports Illustrated's early rankings were not color-coded, but their later years were. Avalon Hill has maintained the color-coded system that makes the charts crisp. However, as with other Avalon Hill titles, the quality of paper material decreased with their later editions. They are still good, but rolling in recent years could help them last longer. I did not purchase the charts for any of the modern editions, but they are available in paper and pdf formats. Outside the charts, the editions provided some different components. The best of these was available in later editions of the Sports Illustrated series. Included was a fantastic and surprisingly robust board. This could be used to track scoring, downs, timeouts, and even time. This makes it obsolete to keep the score pad available in the Avalon Hill version. It's a really good piece. The Avalon Hill football field is exactly like the Statis Pro works very well. Both versions contained a number of special dice unique to this game. They are of solid quality in all editions. Score: 9 Players As mentioned above, Paydirt comes with team leaderboards. There are no cards, charts or individual player ratings. All are boiled over in team statistics and these are used to create nine distinct offensive ratings (four runs/five passes) and six defensive evaluations. Special offensive assessments for runaway runs and quarterback traps (scrambles) were also included, as well as special team ratings. This game is not designed to maintain individual stats (although it could be done with some charts, but it would over complicate and cheer up game time). I personally prefer individual evaluations, but this system works very well. If you have color-coded charts, you can quickly see a team's strengths or weaknesses. Score: 8 Game game is quite simple. The offensive team picks one of its nine games. The defense picks one of its six. The attack pulls its three dice to find its result under its selected game. The defense throws two dice and checks a result based on their call and offensive call. These two results are then compared. A separate chart shows the playback call priority. For example, the offense might get a positive result, but the defense to a QT (quarterback scramble) result. The qt wins the offensive gain. Basic positive and negative results are easily weasted while Trump sanctions all over. It's a fast system, but it's not flaw-free. A team with a weakness in defense can be easily exploited. The 1991 Patriots have only a 2-of-30 chance of getting negative results on an average pass through all their defenses. There is no possible adjustment could do to improve on that. It's static. Other games can help you move defenders, stack a certain area, etc. and could help you change the result each time. There's simply nothing you can do in this game to change the results. This means that the game boils down to a guessing game and you feel you have a little control over your team other than playing calling. Score: 7 Statistics Paydirt does a pretty solid job of generating realistic team statistics. It's nothing spectacular, and you lose some of the narrative of what's going on in a football game, but you retain a sense of why Team A beat team B. Score: 7 Solo Game Although this is listed as a two-player game, I think this is actually a better solo game. Avalon Hill included solo defensive leaderboards for the game. Different leaderboards of solo gaming calls are available online for both attack and defense. It would be useful to make changes when playing teams from the early years, as some would be very heavy. This is probably one of the fastest lone football matches that is based on real statistics. Score 8 Head to Head Paydirt is played at the WBC, so there is obviously a significant group that appreciates the head-to-head skill of this game. I just don't entirely agree with them. The game wouldn't hurt to play against someone. In fact, it would be a nice game to play with someone as an introduction to the football game. It's easy to learn and play. But if you want more, you might be frustrated by the lack of control you have over your team. It's not a chess game as much as it's a gamble. Score 7 Availability The original versions of the game are readily available on eBay, although prices can vary greatly. Copies of most originals can also be found on BGG or purchased from Data-Driven. Seasons of the last 10 years can also be found on data-drive or redzone websites. Fan charts can also be found with a bit of digging. Score 8 Replay Capabilities This rating really boils down to what you want from a replay. If you just want to compare teams, play a season and you're not worried about individual stats, this would be a good system to choose from because of its speed. But if you want to tell the story of a season through players, you will need another game. Therefore, two rankings, the first for non-statisticians, the other for those who love statistics. Score 9/6 Final grade (not an average) 8 It's a simple and fun football match. You can play quickly on your own or enjoy a light game with a friend, even repeat past championships or even seasons more easily. But in the end, the game seems to fall in the middle. It might seem too statistic-based for the casual player, but it lacks the depth a hardcore player might want. Inside Blitz Review Overview Inside Blitz is a game by Inside Sports Games, a small online company that offers PC and board games in different sports. For football, there's a PC version, a college football version, and the version I'm reviewing here. Components I try to examine the difference in component quality between a larger and a small company like Inside Sports Games, but there's no need here. Inside Blitz it has some very nice components. Get a sturdy box full of charts. The Quick Action card deck is laminated and looks like real playing cards. The chart for solo play, penalties and the like is also laminated as well as the score/time table. This is a small deal, but much appreciated. Team charts are not laminated, probably to allow your notes. My only complaints are the lack of a couple of components. There is no football field, just a series of numbers from 1-50-1 representing the placement of the ball. I passed this frankensteining my games and using the Statis Pro field. There are also no diagrams to set formations. Dice are included. Score: 9 Player teams have two leaderboards. A leaderboard has special teams on one side and rushers and quarterbacks on the other. The other chart has passing receivers and defensive players. Each player is evaluated individually. Players stay in their team sheets. Rushers are evaluated for their indoor and outdoor running skills. Passers-by have four different passing categories (quick, short, medium, long) with receivers sharing all but long gains (which is on a separate chart). Defenders are ranked in many categories such as running defense and defense of the four passing depths. They also have interceptions and pass rush ratings. Offensive linemen get the easiest treatment as they only have run and pass block values. Defenders are easy to measure. They can be rated from 0 (bad) to 6 (superstar) in all categories. It's a little harder to take a look at a single player to see how strong they are. Runners have two different values on each roll result. The best result is on the left. With a bit of digging you can see that Jim Taylor of the Packers has a great outside run (those Packer sweeps!) with several escape chances. Receivers and quarterbacks also have their strengths once you learn the meaning of all the numbers. In the end, there's a lot of individuality here, even if it's heavy. Score: 9 Game game is driven by Faction Action cards. Quick Action cards contain the types of offensive plays and then the key players that are used to determine the result of the game. The key player is usually a defender. If the offense calls a running game, the defenders' rating is used to determine the a higher or lower value is used. For example, Jim Taylor is running a scan on the right. Three nuts are rolled. Two determine which row and column we look at on Taylor's card. The result is a 4/4, so Taylor will have an escape or gain 2 yards. The third die is the player In this case, it's a 3. The Fast Action Card tells us to use the LCB execution defense assessment. The player rating is a 2, which is not equal to or greater than 3. The defender loses the match-up and the result of the game is a Taylor escape. The step is resolved in a similar matter. The defensive game call can also add or subtract from the key player rating. It's heavy for charts, but the system works. Again, it would have been nice to have individual cards so you don't always flip team sheets, but the game focuses on the need to have good players and forces you to look for defense weaknesses. Score: 8 Stats In my trial game, I had a lot of trouble establishing the running game with the Packers (I played 1965 Packers vs. Browns). Cleveland was a great team, but it wasn't even the 85 Bears. I think there are good stats in there, but there might be a bit of getting used to the game call system to figure out how to make the most of your team. The 65 Packers, while a power team, averaged just 3.4pc. I was just over 2 years old in my game. I would need to play many more times to see how the statistics balance, but the system looks solid. Score: 8 Solo Game There is a solo game table included. It's simple, but effective because it allows you to customize calls based on team trends. The 65 Packers, for example, have a ~4 rating, which means you subtract 4 from the playback call index to determine which chart you use to call the offensive game. The defense then rolls on the same graph. In fact you could play alone and never call a game for either team. A bit silly, but it means you can solo one team against another instead of playing in attack for both sides. Again, the only thing missing is the ability to customize the formations. Defense has standard lineups to choose from. Once the flow of the game has been mastered, the games can be easily completed in less than 2 hours. Mark 9 Head-to-Head I feel like this is a game designed for solo play. For this, it is very successful. But I'm not sure how much mileage I'd go head-to-head. You lose the chess game of player movement and it ends up being a game of guessing if you're going to run or pass. If you have a good defense, it's better to choose no strategy as their player ratings will most often win match-ups. Minor defenses will have to be more risks. Score 7 Availability Many seasons are available. Every season from 2005 to the present there is as well as (as for the 11 different seasons from 1958 to 1991. I assume others keep coming. The game is between \$40-50 depending on whether you want black and white team charts or color. PDF versions of the game can be for less than \$20. Score 9 Replay Capabilities May not have the reach of some other games, but its simplicity allows you to play a Fast. This means that a replay is very feasible with this system, but it is a real replay. Team rankings make a fantasy draft impassable. Score 8 Final rating (not an average) 8 This is a pretty solid game. There are a few small deductions that prevented it from being a great game, but there's a lot of fun here for the solo player. Games can be completed quickly and the depth is there to build a good narrative of a game. Head-to-head players may want to watch other titles. Pro Football Fantasm Review Overview Pro Football Fantasm was a short-lived football simulation game published by Fantasm Sports from 1989 to 1991. I had some very ambitious game elements, but unfortunately it emerged at a time when football board games were in decline and the NFL was cracking down on licenses. Components Each NFL team is included and each team consists of about 30 cards of individual players. Also included were a soccer field, offensive and defensive training rankings, offensive cards, three dice, and rules. The base game is incomplete though. There are enough players to play a one-t game - there aren't enough included to compensate for injuries in any type of replay. Extra cards may be ordered to fill out teams. The cards and all the charts are quite fragile and the charts are not much better. There were also other extras you could order, the best of which are the team game call charts that allow you to play against an opposing coach (I uploaded all the team leaderboards to boardgamegeek). It's a shame the original game didn't include all the extras to begin with. Score: 6 Player players are rated in a myriad of skills. For example, receivers are classified for route travel, breaking speed, hands, and many other categories. The lineman also has multiple ratings. I ended up having a real sense of a player's strengths and weaknesses. Some running backs may be able to break long gains, but they have difficulty fighting for difficult yards. Others are bruises that can make you three meters and a cloud of dust. Under-used players who have exaggerated stats, a danger in Statis Pro, are balanced because of this system. Instead, real stars have cards that show off their talents. Dan Marino is impossible to fire on quick passes thanks to his quick release. Montana is able to overcome its progressions very well. Barry Sanders is excellent at finding holes and making cuts. It's really remarkable. Score: 10 Game The offensive team can choose one from 36 different game calls. Every game call has its own card and hence the is solved. Players are laid out in their respective training rankings. An offensive player chooses a game and the defensive player makes his call from 9 options. Each defensive option also includes a running and passing coverage style. The offensive player then throws 3 dice. A blue d20 determines whether a possible or fumble happened on the game. The white d20 determines which row of the playback graph will be referenced. This can be altered by the defensive call. Then, the row determines the individual pairings. These match ups are added (for offensive evaluations) and subtracted (for defensive evaluations) to a red d10. Players refer to the column corresponding to the adjusted d10. This gives you the result on the game. There is a lot to do and it takes some time to get a flow for the game. But once you do, you're bound to appreciate the off-the-ced game by calling between attack and defense as well as individual battles happening on a soccer field. There are charts for wild plays and even time that really add to the game. Score: 10 Stats Although I don't have as much experience with this game as the others, what I've seen so far has proven pretty solid. A recent game against the Bills and Dolphins showed the depth of the game. Thurman Thomas was just as deadly in the running and passing game. Marino could move the ball in the air, but the Dolphins struggled to develop any kind of running game. The final statistics were quite realistic. As with any game, sticking to the rules of resistance is a must. Score: 9 Solo Game If you find the base game, there is a generic game call chart that works pretty well. But if you use individual game call charts, the game shines in the solo game. The rankings allow running teams, such as the Bears or Colts, to focus on grinding yards, while the Dolphins will blow the ball up more times than not. Even defensively, individual leaderboards allow blitz teams to take more risks while other teams play more conservatively. Score 10 Head-to-Head I haven't had a chance to play against anyone yet, but I can imagine that would be a great experience. There's so much to think about, which almost resembles a heavy war game. What game would I call? In which direction will this game go? What training would I use? What defensive calls can be made? What is their training? Are you blitzing? Play safe? There's a lot to do. The only downside is that this would be one of the longest games to play. This game could easily take until a real football match, perhaps longer if both players are not familiar with the system. Score 9 Availability I only own the 1989 season. I saw pictures of the 1990 and 1991 seasons (the 1991 seasons do not contain player names, only numbers), but I have never seen them for sale. Even when the game opens, it won't be cheap. Unless you're lucky, to play at least \$40-50 for a copy. It will be even harder to find the extra materials. Score 5 Replay Skills If you are a fan of the 1989, 1990 or 1991 seasons, then of course, there is a chance of replay there. I'd like to run all season 1989 with these cards. But after that, there's not much you can do. Do. no system to create your cards and with the wealth of card information it would be prohibitive time even to consider creating one. Score 6 Final grade (not an average) 9. It's an imperfect masterpiece. I think this is the deepest football game I've ever played. There are simpler systems that offer a similar atmosphere (see 4th Street Football), but I really believe everyone needs to experience this game at least once. It's a brilliant concept though the execution is a bit long and the presentation less than stellar. Stellar.

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