

How 2 Play?

Transaction Cards are used instead of dice.

Each Transaction Card selected determines one reading only.

All of our games are solitaire play.

Football.

Our games have an automated play-calling system where the Transaction Cards along with the Team's Game Card determine the ball-carriers and the intended receivers (Not a play-calling system where you select the players to be the ball-carrier or the intended receiver).

The Left-Side number on the transaction card determines yardage only listed vertically on the Game Cards and the Right-Side numbers on the transaction card determines all other readings listed horizontally. .

To run a play from scrimmage.

The first transaction card selected will determine the ball-carrier or the intended receiver.

If the ball-carrier was selected, the second transaction card will determine the run play modifier (a blocker, defensive player, or no modification).

The third transaction card will determine the yardage gain by the ball-carrier listed on his team's Game Card. (To get total yards on this run play, just add the ball-carrier yardage to the modifier's yards)

If the intended receiver was selected, the second transaction card will determine if a "Pass Rush" is in effect (the "Pass Rush" caption will be listed on the transaction card). If no pass rush is in effect, the third transaction card will determine if the pass was completed, incomplete, or intercepted. If the pass was completed, the fourth transaction card will determine the receiver yardage listed on his team's Game Card. If the pass was intercepted, the fourth transaction card will determine how far downfield the interception was made using the intended receiver yardage listed on his team's Game Card. The fifth transaction card will determine which defensive player intercepted the pass along with his return yardage. If a "Pass Rush" caption was listed on the second transaction card after an intended receiver was selected, the third transaction will determine if a QB Sack was made. If a sack was made, the fourth transaction card will determine which defensive player making the sack. The fifth transaction card will determine how many yards was lost on the sack.

If you have any questions, please email me at hello@indexprofootball.com

How 2 Play?

Baseball

The first transaction card selected will determine if the batter gets a hit or not.

Note: To determine if a batter gets a hit, take the batters hitting value (i.e. 1-14) plus or minus the pitchers value (i.e. -2)

The batter gets a hit if the number on the transaction card selected is between 1 and 12.

If the batter gets a hit, the second transaction card selected will determine if the batter gets a single (1B), double (2B), triple (3B), or a home run (HR). If the batter does not get a hit, the second transaction selected will determine if the batter strikes out, walked, made an out, or gets on base due to an error.

If a batter reaches 1st base (i.e. single, walked, hit-by-pitch, or an error) with no base runner on 2nd base, the next transaction card selected will determine if the base runner steals 2nd base. If so, the next transaction card will determine if he steals 2nd base or get caught stealing 2nd base. Then go to the next batter.

Note: There's no stolen base calculation for base runners on 2nd or 3rd.

When a batter makes an out with a player on base with one or no outs in the inning, determine double-play first and then sacrifice if a double-play was not executed.

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How 2 Play?

Soccer

The Kick Determination Bar (KDB) is listed at the bottom on each team's Game Card.

Before plays begin, look at the Shots on Goal Per Team Table listed on Page 2a of the Rule Book to get the Timing (T) of play.

For Example: If the United States with 16-Shots on Goal per game vs Switzerland with 12-Shots on Goal per game, then we have 28-Shots on Goal for this game or 14-Shots on Goal per half.

Also determine which Team goes first in the 1st Half and the other team goes first in the second half.

The first transaction card selected will determine if the team with the ball will get a shot on goal, an offside penalty, a yellow card violation, a red card violation, or a no kick situation by looking at the Kick Determination Bar (KDB).

The second transaction card selected will determine which player gets the shot-on-goal. The third transaction card selected will determine if the player makes the goal. For a player to have a chance of making the goal, the player must have a rating in the Goals column of the Game Card. If a player does not have a rating in the Goals column, he missed the shot-on-goal and the third transaction card selected will determine if the goalie gets a save. If the player makes the goal, the third transaction card selected will determine which player gets the assist or if the goal was unassisted.

If a yellow card is in effect, the first yellow card has no effect so go to the other team. When two or more yellow card violations occur, the other team gets a free kick. A "**Free Kick**" is simply selecting a player using the transaction card without the use of the KDB.

If a red card is in effect, the other team gets a free kick and 3 shots on goal are added at the end of the half. When two or more red cards are issued during the half, no more than 3 shots on goal can be added at the end of a half.

Important: To see if a player makes a goal, that player must have a goal rating listed in the goal column. The player goal rating is added to the goalie's rating. Example: A player's goal rating is 1-10 and the Goalie has a rating of a -2. For the player to score a goal, the number on the transaction card must be between 1 and 8.

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