



## Game Instructions

Last Updated - January, 2022

### ►► Introduction

Fast Drive Football - College (FDFC) is a solitaire college 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

- Instructions
- Era-specific scoresheets
- 3 double-sided game charts

### ► 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, or you can create your own season sets with the guidelines included in these instructions. Each team card provides the Offense, Defense, and Special Teams qualities & ratings that drive the game engine.

### ►► 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. *Note that the EFFICIENT and INEFFICIENT qualities from the Pro version of the game do not appear in the College version.*

**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.

**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 2019 Texas A&M 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 Texas A&M 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.*

### ► STAR Quality

Unique to the College version of FDF is the STAR quality, given to the favored team based on strength of schedule and average point differential. An even contest will have no Star quality factoring into the outcome. To calculate a possible Star quality for one of the teams, subtract the lower SRS rating (printed on the team cards) from the higher. If the difference is 3 or more, then assign the Star value to the team with the higher SRS value as follows, and record on the scoresheet. The STAR quality can come into play on both offense and defense.

SRS Difference	STARs
0 to 2	□
3 to 9	★
10 to 16	★★
17 to 23	★★★
24 to 30	★★★★
31+	★★★★★

When the game book asks for the presence of a STAR quality for the offense or defense, a team passes the quality check if its STAR quality is greater than or equal to the STAR quality check in the game book.

*EXAMPLE: You are playing a game with 2019 LSU (SRS 26) vs. 2019 Auburn (SRS 16). LSU has a STAR quality of "2" for this game. LSU is on offense and rolls the 2-3-3 result: **2-3-3 SOLID or offense?** Pocket holds, pass complete, improving field position. **FGA***

*LSU does not have the SOLID quality, but they pass the 1-STAR quality check, as their STAR quality of "2" allows them to pass all 1-STAR and 2-STAR quality checks. Thus, they earn a Field Goal Attempt.*

*To take this example further, a team with a STAR quality of "5" would pass all 1, 2, 3, 4, and 5 STAR quality checks in the game book.*

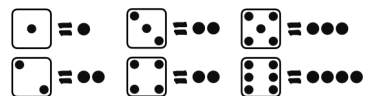
## ►► Keeping Score

The FDFC game materials include custom scoresheets for you to track the game clock, quarter-by-quarter score, and the results of each drive - one row per drive. Note that there is a scoresheet for modern-era play, one for 1968 to 1995, and a third for pre-1968 seasons. The difference between the scoresheets is the number of "ticks" on the game clock. The modern game clock has more "ticks", representing the increased number of drives in the modern college game, as well as the increased scoring averages.

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.



For seasons from 1996 to present day, the Game Clock is comprised of 15 circles or "ticks" per quarter. Each tick represents 60 seconds of game time. As mentioned in the previous section, there are alternate scoresheets for earlier eras.

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".

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, then they have an opportunity to 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.

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 may attempt an on-side free kick using the Onside Kick chart. If successful, 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.

## ►► Playing the Game

### ► The Kickoff

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 kickoffs 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. When an unusual result indicates a “touchback”, team takes over with Average field position.

**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.

## ►► Special Situations

### ► Overtime

Starting with 1996, the NCAA introduced regular season overtime rules. Specific rules for overtime (when teams have to attempt a 2-pt conversion, etc.) have changed over the years, so consult sources on-line for the appropriate rules for your season. To complete each overtime possession, use the Overtime Chart on page 6 of the game book.

### ► Neutral Site Games

For these instances, choose one of the following options.

1. Ignore any HOME quality checks.
2. For any HOME quality check, roll a decider die to see if the team will receive the HOME advantage or not.
3. Designate one team as the home team for the first half, and the other for the second half.

### ► 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 8:00 or less to go in the game, 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.

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. 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 one tick to go in the game, the team with the lead will kneel down and run out the clock.

## ►► Optional Rules

### ► Extra Long 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 an extra 2 "ticks" of game time. We recommend only using this optional rule for scoring drives that began in POOR or AVERAGE field position.

### ► 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 roll a decider die. If the result of the decider die is a bullet (●) 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.

**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.

## ►► 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.

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.

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.

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.

## ►► College Season & Team Creation Guide

The FDFC game engine relies on college football statistics that are readily available for modern NCAA Division I FBS teams (2000 to today). Unfortunately, these statistics can be more difficult to find for older seasons, or lower divisions. The most convenient sources for modern FBS teams are:

- <http://www.cfbstats.com/> (for FBS team sack data)
- <https://www.sports-reference.com/cfb> (for all other FBS data)

FDFC requires the following **minimum** set of statistics to create a team:

- Average Points Scored (Offense) & Allowed (Defense) per game
- Season FG% and XP%

If you want to take full advantage of all the narrative and depth that FDFC has to offer, then you will also need to gather the following:

- SRS Rating
- Average Yards Gained (Offense) & Allowed (Defense) per game
- Average Sacks Allowed (Offense) & Made (Defense) per game
- Average Fumbles Lost (Offense) & Fumble Recoveries (Defense) per game
- Average Interceptions Thrown (Offense) & Interceptions Made (Defense) per game
- Average number of Penalties on both Offense and Defense per game
- Average number of Kickoff & Punt Returns for TD per game

For older seasons (or lower divisions) if you are unable to find the required data from another source, you can use your own judgement or skip the quality assignment altogether. As long as you have the minimum set of scoring qualities and kicking ranges, you can field a team in FDFC.

## ► Creating Teams with a Division View

Most team qualities are assigned in relation to how the team performed in relation to the other teams in their Division that season. Division here refers to Div-I FBS, Div-I FCS, Div-II, and Div-III. You need the necessary data from all teams in a Division's season in order to assign the non-scoring qualities to each individual team.

## ► SRS Rating

The SRS rating made popular by sports-reference.com provides the mechanism in FDFC to represent the team-strength advantage that one team may have over another. Since there is no public source for lower division SRS ratings, you can download an Excel Workbook from the Fast Drive Football website to calculate SRS ratings for lower division teams.



## ► Generic Cards for FCS Teams

It is not expected that gamers will want to create the entire Div-I FCS season set of teams just to accommodate an FBS team than has an FCS team on their schedule. In these cases, using the table below, you can use the regular season wins posted by the FCS team to generate a generic card. Note that special teams return qualities are blank and not shown. In cases where the season was shortened, prorate the wins as appropriate.

FCS Team Season Wins	SRS Rating	Offense Qualities	Defense Qualities	FG Range	XP Range
0-1	-38	DULL	INEPT	11-45	11-57
2-3	-31	DULL•		11-48	11-59
4-7	-17			11-51	11-61
8-9	-3	PROLIFIC•		11-53	11-63
10+	3	PROLIFIC•	STAUNCH•	11-55	11-65

## ► Assigning Team Qualities

### Offense Scoring Qualities

The season you are creating will dictate which row you use for this quality. Round actual PPG averages to the nearest whole number.

Offense Scoring Qualities (based on average Points Per Game)					
Season	DULL	DULL•	No Quality	PROLIFIC•	PROLIFIC
1996 or later	20 or less	21 to 23	24 to 32	33 to 35	36 or more
1968 - 1995	14 or less	15 to 17	18 to 26	27 to 29	30 or more
Pre-1968	8 or less	9 to 11	12 to 20	21 to 23	24 or more

### Other Offensive Qualities

For all other qualities, you will identify the top and bottom 16% of teams in each statistical category for the season. The very top or very bottom teams will get the full quality, and the next 8% will get the SEMI quality. If ties for a category would bring quality assignment over 16% of the teams, then scale back to the next value and create a 50/50 split of the full and semi qualities with the new range.

Other Offense Qualities (based on "average per game" statistical ranking in each category)					
Category	Top 8%	Top 9%-16%	Middle 68%	Bottom 9%-16%	Bottom 8%
Yards Gained	DYNAMIC	DYNAMIC•	No Quality	ERRATIC•	ERRATIC
Sacks Allowed	SOLID	SOLID•	No Quality	POROUS•	POROUS
INT's Thrown	RELIABLE	RELIABLE•	No Quality	SHAKY•	SHAKY
FUM's Lost	SECURE	SECURE•	No Quality	CLUMSY•	CLUMSY
Penalties	DISCIPLINED	DISCIPLINED•	No Quality	UNDISCIPLINED•	UNDISCIPLINED

### Defense Scoring Allowed Qualities

The season you are creating will dictate which row you use for this quality. Round actual PAPG averages to the nearest whole number.

Defense Scoring Qualities (based on average Points Allowed Per Game)					
Season	STAUNCH	STAUNCH•	No Quality	INEPT•	INEPT
1996 or later	20 or less	21 to 23	24 to 32	33 to 35	36 or more
1968 - 1995	14 or less	15 to 17	18 to 26	27 to 29	30 or more
Pre-1968	8 or less	9 to 11	12 to 20	21 to 23	24 or more

### Other Defensive Qualities

Follow the same guidance from the offense qualities.

Other Defense Qualities (based on "average per game" statistical ranking in each category)					
Category	Top 8%	Top 9%-16%	Middle 68%	Bottom 9%-16%	Bottom 8%
Yards Allowed	STIFF	STIFF•	No Quality	SOFT•	SOFT
Sacks	PUNISHING	PUNISHING•	No Quality	MILD•	MILD
INT's	AGGRESSIVE	AGGRESSIVE•	No Quality	MEEK•	MEEK
FUM's Recovered	ACTIVE	ACTIVE•	No Quality	PASSIVE•	PASSIVE
Penalties	DISCIPLINED	DISCIPLINED•	No Quality	UNDISCIPLINED•	UNDISCIPLINED

### Return Unit Qualities

If a KR or PR unit had 2 or more returns for a TD in the season, they are given the ELECTRIC quality. If they had 1 return for a TD, then they are given the ELECTRIC• quality.

### FG & XP Ranges

Use the following chart to assign FG and XP success ranges based on team success percentages.

Success %	Success Range	Success %	Success Range	Success %	Success Range
100	11-66	67-68	11-46	33-35	11-26
97-99	11-65	64-66	11-45	31-32	11-25
94-96	11-64	61-63	11-44	28-30	11-24
92-93	11-63	58-60	11-43	25-27	11-23
89-91	11-62	56-57	11-42	22-24	11-22
86-88	11-61	53-55	11-41	19-21	11-21
83-85	11-56	50-52	11-36	17-18	11-16
81-82	11-55	47-49	11-35	14-16	11-15
78-80	11-54	44-46	11-34	11-13	11-14
75-77	11-53	42-43	11-33	8-10	11-13
72-74	11-52	39-41	11-32	6-7	11-12
69-71	11-51	36-38	11-31	3-5	11-11

## Pass vs. Run Scoring Tendency

FDFC is designed to produce a 50/50 ratio in Pass TD's vs. Run TD's. For greater statistical accuracy you can include this tendency rating in your team creation.

**P+:** 75/25 and higher pass/run ratio

**P:** Between a 56/44 and 74/26 pass/run ratio

**R:** Between a 26/74 and 44/56 pass/run ratio

**R+:** 25/75 and lower pass/run ratio

## Designer Notes About Team Creation

The best way to create teams for FDFC is to create a spreadsheet populated with data from the relevant websites. The only caveat is to make sure that when you are combining multiple tables into one sheet in your spreadsheet, make sure the data is lined up correctly. For example, sports-reference.com will refer to UNLV as UNLV on some tables, but Nevada-Las Vegas on others. If you aren't paying attention, your data can become misaligned.

For the "16%" qualities, some judgement will be required from time to time when trying to determine where to draw the line for the beginning or end of a quality range. For example, you may working on assigning the AGGRESSIVE and AGGRESSIVE• qualities, and there may be many teams tied with the same interceptions per game percentage that takes you well beyond 16%. In this case, back off to the previous value and make that the new cutoff. Then, split this new range in half to assign the full and semi quality. If an even split isn't possible, use your best judgement. I tend to favor fewer "full" qualities and more "semi" qualities in these cases. Keeping the cut line between the semi qualities and no qualities is most important with the turnover qualities, and less so with the others.

You'll find that it is difficult to find fumble and penalty data for seasons prior to 2000. It is for this reason that I completely ignore fumble and penalty qualities for these seasons. Sack data begins to be available in 2009, but since sack yardage is included in QB rushing totals, it is possible to extrapolate SOLID/POROUS offense qualities from this data. For any given season, view the QB rushing totals and assign the highest 8% the SOLID quality, and the next 8% the SOLID• quality. Reverse the sort for POROUS and POROUS•. It's obviously not perfect, but it's a logical system for bringing more qualities into the mix. Unfortunately, there is no way to assign PUNISHING and MILD using this system and so I ignore these qualities until 2009.

FG an XP success percentages are not readily available until 1976, so I have not tried to create any teams for FDFC prior to this year.

This guide can be used to create teams from Div-I FCS down to Div-III. It could be used for High School football as well. The trick is knowing the average points per game for that pool of teams, and selecting the correct row on the Offense & Defense Scoring Qualities table. Use the "No Quality" column to find the average points per game value, and that is the row you should use. When playing

the games, make sure to use the scoresheet that matches that "season" row so that the clock is correct.

As mentioned earlier, if you only have average points scored/allowed per game, and a general idea of FG% and XP%, you have enough information to field a team. The game will still work with the other qualities being neutral, and you can also experiment with assigning qualities based on anecdotal information following the Top/Bottom 16% process outlined in the tables.

There are no "boutique" or "automatic" results in FDFC like the pro version of game. This is due to the STAR quality producing the necessary boost to teams that lit up the scoreboard or led the nation in defense.

## ►► CharityWare

This game and its available 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 Harvey Couch, Cooper Gilbert, and James Cast for their help in play-testing FDFC.

Special thanks to Harvey Couch for his help and collaboration in bringing a college football *feel* to the game.

Special thanks to William Smith for his SRS Ratings Workbook.

Thanks to the Fast Drive Football Facebook Community for your enthusiasm and encouragement. If you haven't already done so, please consider donating to a charity of your choosing, thank you!

For more information about the game, 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)

Al Wilson / January 2022

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