

SIMPLE SEASONS

S O C C E R

Simple Seasons Soccer

A print-and-(quick-)play soccer simulation game

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Overview

Simple Seasons Soccer is a quick-play soccer game that generates realistic scores. It can be played on its own to relive the thrill of a full season, playoffs, or series, or it can be used in conjunction with a longer-playing game in order to generate standings without having to play full games.

To play, you'll need one or more season bundles, each of which contains:

- A season of Simple Seasons Soccer team cards
- The season's league cup playoff bracket
- A blank playoff bracket for that season
- The season's as-played schedule

Materials

This core bundle contains:

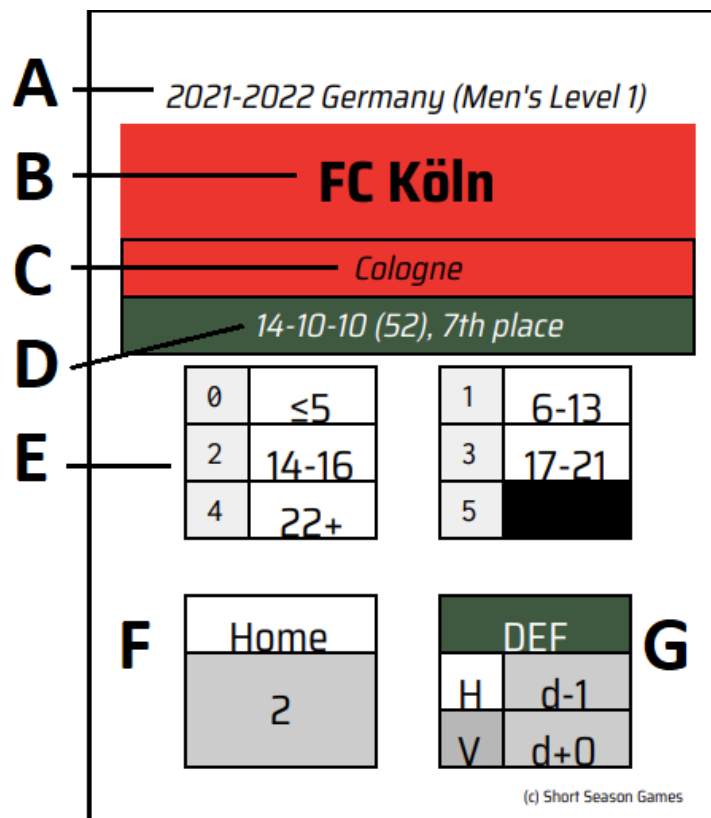
- These directions
- Regular scoresheet
- OT/50 scoresheet
- Optional card back design

What you'll need to provide on your own:

- 1d20 (or a favorite dice-rolling app)
- Paper/a printer to print out the season bundle materials
- Pen/pencil

Also available from the shop:

- Historical modifier chart (free)
- Event deck (core bundle expansion)



How to read a card

A: Year/Level - in order: the season (year/s), home nation, gender, and level on the nation's soccer pyramid

B: Team - the name, city, or region of the team that this card represents

C: Location - where this team primarily plays its home matches. If American or Canadian, this will show a city and state. If another country, this will show just a city, unless the team is based in a country different from what's listed in (A). (For example, this will happen for a Welsh team in the English Premier League.)

D: Record - how the team finished in reality. In order: wins-draws-losses (points), overall finish either in the league or division, if that league has divisions. If a star symbol (★) is shown, this means the team

won its league championship, either by finishing in first place or by winning a postseason league cup playoff tournament.

E: Scoring key - the chart from which a team's base score is determined

F: Home rating - the team's Home Pitch range

G: Defense chart - depending on whether this team is home or visitor, the appropriate modifier will be added to the opposing team's dice roll. (The "d" stands for "dice.")

The Simple Seasons Soccer cards are similar to, but very different from, the cards in other Simple Season sports games!

How to play (quickstart)

1. Choose two teams.
2. Roll d20 for visiting team. Apply opponent DEF rating to d20 result.
3. Check visiting team card for base score and mark it down.
4. Repeat step 2 for home team.
5. Repeat step 3 for home team.
6. Roll d20 once more for Home Pitch advantage.

How to play (detailed)

These steps are very detailed, but as you see above in the quickstart section, it's really quite simple! Once you have this down, each matchup will take about 30-45 seconds to complete.

(These directions assume you'll be using the accompanying scoresheet, but play however works best for you.)

Step 1. Select your teams

Select any two teams from any of the available seasons. Determine which team will be the home (H) team and which will be the visitor (V), and write the teams on the appropriate lines in the first column of the scoresheet. (Note that traditionally in soccer, the home team goes on top, which is the opposite of many sports in the US.)

For this example, I'll use two teams from the German top level: 2021-2022 VfL Bochum and 2021-2022 1899 Hoffenheim, with Bochum as the home team. I write Hoffenheim next to V: and Bochum next to H:.

Step 2a. Roll your d20 and begin to fill in the scoresheet

On the scoresheet, move from left to right. Roll your d20 for each team, and write the result in the second column (Roll, under Roll & mods). In the third column, write the opponent's Defense Rating. So in the visitor's row, I would write the home team's Defense Rating, and in the home team's row, I would write the visitor's Defense Rating. Next, in the fourth column, write the team's Historical Modifier (if you're using teams from different seasons). Add those three columns for each team and write the totals in the Roll Total column. Use the Roll Total to consult the team's Scoring Key, and write that number in the Base Score column.

I roll first for Bochum and get a 10. I record this in their Roll column. Then I roll for Hoffenheim and get a 7, which I record under their Roll column. Next, I enter Bochum's home Defense Rating (-2) in the Opp Def column in Hoffenheim's row, and I do the same thing for Hoffenheim's visiting Defense Rating (+2) in Bochum's row. Because these teams are from the same season, I don't put anything in the Hist Mod column. Now, I find the teams' Roll Totals; Bochum's is $10 + (2) = 12$, and Hoffenheim's is $7 + (-2) = 5$.

Now I go to the team cards. On Bochum's card, 12 falls in their 1-goal range. On Hoffenheim's card, 5 lands in their 0-goal range. I'll write 1 for Bochum and 0 for Hoffenheim under the Base Score column.

Step 2b. Roll for Home Pitch results

Next, check the home team's card for the Home Pitch (Home) range. In Simple Seasons Soccer, the home team has an extra shot at scoring a goal once the base scores have been decided; this is their Home Pitch advantage.

To successfully add a goal to their total, the home team must roll a d20 result less than or equal to their

Home Pitch rating. For example, if the Home rating is shown as 7, they'll receive a goal if the d20 result is from 1-7. Note that the visiting defense DOES NOT factor into this (or any other) Home Pitch dice roll, and so it is not added in.

Now I look for my home team's Home Ice rating: Bochum has a 6. Then, I roll my d20: the result is a 17...no luck!

Step 3. Determine the winner

Finally, record the visiting team's Base Score under Final Score (if using the regular scoresheet) or Reg Score (if using the OT/SO scoresheet), then add up the home team's Base Score and Home result (the Home result will be either 0 or 1), and record this under the home team's column as well. This will give you a final score!

Bochum's total is 1 goal (from its Base Score and Home columns), while Hoffenheim's total is 0 goals (from its Base Score column). Bochum wins!

Step 4. Depending on the rules you're playing by, you may move on to overtime or a shootout.

Depending on the season's rules that you're basing your matchup on, if the Final or Reg Score is tied, go into overtime. Both overtimes and shootouts are simple to decide.

For overtimes, you'll roll against each team's normal Scoring Key, factoring in opponent defense once again. The difference is that a team only scores in overtime if they get a result in their 3-goal range or higher. For teams without a 3-goal range shown, they'll need a 20 from their d20 roll, plus a second roll in a range that would get them to what would have been 3 regulation time goals.

Going back to our previous example, let's say regulation ended in a 0-0 deadlock, and we go to overtime. Hoffenheim's 3-goal range is 19+, so they need a 19 or higher to score in OT.

Bochum has a bit of a tougher road ahead because they don't have a simple 3-goal range on their card because their 2-goal range is shown as 15+. To score, Bochum would need to roll a 20 (giving them an extra roll), then they would need to roll a 9 or higher, as their 1-goal range is 9-14. Basically, if the roll would have given them 3 goals or more in regulation, it's equal to one goal in overtime.

To continue the example, Bochum rolls a 12, too low. Hoffenheim rolls a 5, which is also too low. Now we move to a shootout.

The shootout proceeds similarly to overtime, except for two differences: we aim for the teams' 1-goal ranges or higher, and opponent defense doesn't factor in.

Now that Bochum and Hoffenheim are in a scoreless tie, we go to a five-round shootout. Choose who goes first; in this example, we'll choose Hoffenheim.

Hoffenheim's 1-goal range is 6-10, so rolling a 6 or higher is a good goal. First, I roll a 5; too low, so that's a miss.

Bochum goes next. Their 1-goal range is 9-14. My roll is a 19. That's good! They lead 1-0.

Hoffenheim now gets a 9. That's good, so it's 1-1.

Bochum rolls a 6, no good. It's still tied 1-1.

The shootout proceeds until one team has more goals than the other over five rounds. Add more rounds if still tied.

(For the record, the result of this shootout was 3-2 Hoffenheim.)

Important rules

Be aware of these special rules as you play Simple Seasons Soccer:

Nat 1/Nat 20

If you're familiar with RPGs, you're familiar with nat 1s and nat 20s. If you've never played D&D, nat (or "natural") 1s and 20s are when you roll a 1 or 20, respectively, on a d20. They represent the worst or best case outcome in a given situation. And that concept also applies to this game.

Sometimes a team has a really great night. If you roll a nat 20, mark down the Base Score as you normally would, but then roll your d20 again. You'll write this under the Big Game bonus column to be added up at the end of the match.

I'm rolling for 2022 Toronto (against a d+0 defense), and my d20 gives me a nat 20. The 20 is in their 3-goal range, so I roll my d20 again and get a 12; this is in their 2-goal range. So I add together both results (3 + 2), and Toronto has scored 2 goals in this game.

Similarly, sometimes a team has a really terrible night. If you roll a nat 1, the results are different depending on whether you're home or visiting. If a visiting team rolls a nat 1, the home team gets an extra roll against their Home Pitch rating. If the home team rolls a nat 1, then they lose their Home Pitch advantage, and instead the *visiting* team gets to roll against it.

Example 1 (visiting team): Rolling for the visiting team 2022 Toronto, I get a nat 1. Playing at 2022 Vancouver, the Roll Total is -1, which is in Toronto's 0-goal range. During its turn, Ottawa gets to roll twice against its Home rating: once as normal, then again because of Toronto's nat 1.

Example 2 (home team): 2022 Toronto is hosting 2022 Montreal. The visitors Montreal roll a 12,

resulting in a Roll Total of 13, which gives them 2 goals. Toronto then rolls a 1, resulting in a Roll Total for them of 2. This total is in their 0-goal range, but now Montreal gets to roll against Toronto's Home Pitch rating. Toronto's rating is 10, and Montreal rolls a 3 (that's a good attempt), so the game ends in a 3-0 win for Montreal.

The most important rule

If you discover a rule that works better than what I've outlined here, go for it! Use your imagination and have fun.

Other Ways to Play

While the game is intended to act as a realistic score generator, that's not the only way you can use the cards. Here are a few ideas:

War-style (2 player)

Shuffle all cards in the season(s) you'd like to use face-down into a deck. Then deal each player a number of cards; I recommend dealing 3 each if you have less than 20 cards in the deck, dealing 4 each if you have less than 30 in the deck, or 5 each if you have more than 30 cards in the deck. At the start of every turn, each player selects one team from their hand and places it face-down in front of them. Then, players turn over their cards together.

Play a game (or series of games) between these two teams. The winner of the match gets to keep the losing card and places it in their hand. Players then draw a new card from the deck to their hands, and play continues from there, with each player selecting one team from their hand and pitting them against each other, until one player has the whole deck.

Full Tournament

Include all your teams in a March Madness-style tournament, and see who comes out the victor.

Ladder Tournament

Order your teams from worst to first, then pit the last team against the second-to-last team to see how far it can get.

Random Tournament

Shuffle all your cards into the same deck then deal out matchups randomly. Create a bracket, or group them all back together after each round and deal them out again.

If you discover a new way to play, I'd love to hear it! Let me know at shortseasongames@gmail.com.

Credits and contact info

Based on statistics and information provided by Soccer Reference (fb-ref.com). Design information based on data from TruColor (trucolor.net), the Football Kit Archive (footballkitarchive.com), and/or Chris Creamer's SportsLogos.net.

Playtested using real dice and the Roll My Dice app. Further testing done using Google Sheets and the RANDBETWEEN function.

More seasons and a core bundle expansion are available (along with other games) at shortseasongames.com.

Questions, comments, or concerns? Reach Short Season Games at shortseasongames@gmail.com.

Thanks for playing!