

REPLAY BASKETBALL – END GAME CHARTS
OPTIONAL END GAME CHARTS FOR USE WITH “CURRENT ERA” SEASONS

WHAT?

The following END GAME charts for use with REPLAY BASKETBALL are enclosed:

- 1) Down by 2 or less, inbound at halfcourt
- 2) Down by 3, inbound at halfcourt

*I did not see the need to alter the “Down by 4” chart with the original game, nor do I think anyone runs out of time-outs in table-top basketball where the full court charts needed to be touched, but if they do, you can simply use the original FULL COURT END GAME CHARTS that come with the game.

WHEN?

When, as in..... “what seasons could these be used for?” While they could be used for any season, these charts were designed to reflect the “current era” basketball. I would comfortably use them for any season after 2008, and perhaps even go back as far as 2006.

WHY?

The original END GAME CHARTS that come with the REPLAY BASKETBALL GAME were designed in the early 2000’s at a time with much less offense than today. Additionally, the first retro-releases (All Time Greats 1 and 1986) were similar in style of play to the early 2000’s, so the charts were still applicable to that style of coaching and play. By the mid-2000’s though, a lot of this changed. So when I played with 1986 and used the END GAME CHARTS and got a result that didn’t end up with a shot at all, well, that was the 80’s. When I was playing 2021 and I wasn’t getting shots off at the buzzer, that was frustrating. It seems pretty rare nowadays when a team doesn’t design a play to at least get a shot off before the horn.

I had five goals in mind when putting these charts together:

- 1) **MORE SHOTS**: Obviously, I wanted better odds at producing a shot while playing current seasons than the original charts provide. End game coaching strategy and play design in the current NBA have made shot attempts much more likely at the end of a game. Also – it’s more exciting to have a shot than a turnover, or failure to get a shot up. With that being said.....
- 2) **KEEP SOME “NO SHOTS” RESULTS**: Excellent defense, turnovers, and offensive mistakes happen occasionally, so I did want that to remain in the charts – just with less frequency. There are some results where a sneaky defender steals the inbounds, or someone with a better JUMP rating gets to a pass.....
- 3) **GET THE BALL IN THE HANDS OF THE GUYS WHO SHOULD GET THE BALL**: One thing I definitely wanted to do was reduce the random die roll “1–PF, 2–SF, etc” to determine who gets the final shot. Through multiple screens and complex strategy nowadays, it is far more likely to get the ball in the hands of “the guy” (as opposed to a 1/6 chance with the original boards) for the last shot, but even when that fails, the ball usually gets to someone who can shoot. In certain results on these charts, you’ll see something similar to FAC results for who gets the ball for the final shot: some are based on the GO-TO ratings, and some are positional based, and while you may get stuck with “the only guy open was a stiff”, the odds are much better that someone who can shoot will get the final shot.
- 4) **INCLUDE DEFENSE**: There are a few results in the original boards that incorporate defense, but I wanted that to be enhanced. Defenders are longer and quicker now than they ever were, so while the odds of a shot going up have gone up with these charts, they are not just open looks – a defender often “challenges” the shot, and his defensive rating may alter the likelihood of making the shot. The converse is also true – leaving a poor defender on the floor could expose a weakness, which raises the chance of the shooter making the shot.
- 5) **ACCOUNT FOR DEFENSIVE SWITCHES**: With all of the strategy that goes into designing an end game play, it’s not always cut and dry that the shooter’s opponent will guard against the shot. More shots, better

defenders, but through screens and switches, it may be an alternate defender who “challenges” the shot with these charts.

These END GAME CHARTS are color-coded:

BLACK: “RARE” PLAYS: Results at 21 and 56 are the more “common” rare plays that occur in games while 11 is mildly common (generally speaking) but could get crazy, and 66 is a wild (but potentially crushing) ending.

GRAY: A mixed bag: Wide open shots, a lob towards the rim and jump battle, etc....These are more common than rare plays, but occur much less frequently than the two listed below.

GREEN: Challenged two-point shots – the most common ending on the two-point charts

PURPLE: Challenged three-point shots – the most common ending on the three-point charts

You’ll notice the **GREEN** and **PURPLE** ranges are very large on both charts (rolls between 23 and 54), BUT, within that range you will move down to the bottom of the page – CHART 1 or CHART 2 – and within those charts are many possibilities. ALL of these results however are exactly why you’re playing the game – you want a shot at the buzzer for added excitement to decide who wins!

One last note – some of the potential rolls on the END GAME CHARTS may require 2 or 3 rolls. Some don’t like re-rolls, and that is understood. But how often do you play? And out of those games, how many do you get a suspenseful ending where the score is close enough to use the end game charts? And since you just played the game for 75-120 minutes, is 3 rolls that adds suspense with each roll really “a lot of re-rolls”?

HOW?

Same as the original REPLAY END GAME CHARTS that come with your game. Roll the **RED**, **WHITE**, and **BLUE** dice and read them REPLAY-STYLE. Read the result from the applicable chart, and follow the results to the finish.

IF you get the “CHALLENGED SHOT” result and it tells you to go to the table at the bottom of the page and roll all three dice again:

You can see that if you roll a **RED 1-3**, you will use the column on the far left of the chart. Then use the **WHITE** die reading, which you can see is numbered 1-6, and is sorted by GO-TO rating. Read that as though it’s an FAC. A white die roll of 1 in that column tells you a choice of GO-TO 1 players gets the last shot. If there is no GO-TO 1 on the floor, 2 is listed second and a choice of GO-TO 2 players can be selected. If no GO-TO 2’s are on the floor, then a GO-TO 3 may be selected. And if there are none of the above, the team turns the ball over and it’s game over.

A **RED 4-6** takes you to Column 2, and WHITE die 1-6 is sorted by position, with a white die 6 allowing you to choose your shooter.

The **BLUE** die determines the DEFENDER on CHALLENGED TWO-POINT SHOTS. Use the defender’s Column 1 defense rating (his ability to challenge shots), and adjust the shooter’s 2-PT shooting rating using the table in **GREEN** letters “CHALLENGED TWO-POINT SHOT ADJUSTMENT”. (For CHALLENGED THREE_POINTERS, I chose to let the TEAM DEFENSE AGAINST THREES on Replay’s team card to be used as the modifier, as I agree with Replay that defending the three is more of a team concept than an individual skill.)

ONE LAST ROLL OF ALL THREE DICE AND YOU’RE DONE! Did the shot go in?

John L.

FINAL PLAY- HALF COURT, TEAM TIED OR TRAILING BY TWO POINTS OR LESS

The following chart should be used when there are no play cards left to be drawn and the tied/trailing team has just gained possession of the ball in the backcourt and has called a timeout to receive the ball at half court. Roll all three dice, reading the red and white dice Replay-style. (The blue die may be needed to resolve certain results.)

11	Possible 5-second violation. Roll 1 die. Roll 1-5, and team can use a remaining timeout before the whistle is blown. Roll of 6 and a quick-whistled referee calls the violation before timeout can be called! Opposing team inbounds and the game is over. (If on the roll of 1-5 a timeout is used, inbound team cannot use another timeout if this occurs on the follow-up inbound attempt. Five second violation occurs.)
12	Player has a free look for three that he can't pass up. Use CHART 1, RED DIE/WHITE DIE for shooter, and use his 3-PT rating for the win!
13-15	Well-executed play leads to a good look for shooter for two points! Use CHART 1, RED DIE/WHITE DIE for shooter, and roll against his 2-PT rating.
16	Alley-oop pass is lobbed from out of bounds towards the rim. Roll one die to determine players involved in a jump battle. 1)PF 2)SF 3)C 4)PG 5)SG 6)SF. Player with higher jump rating wins the jump battle (tie goes to HOME team). If defense wins battle, credit player with a steal and the game is over. If offensive player wins battle and makes the catch, he still has to make the shot! Roll against his Column 2. If basket is made, it's overtime! If basket is missed, defensive team rebound as the game is over.
21	Illegal screen foul called on offensive player! Defending team inbounds and game is over! Roll one die for turnover - 1)PF 2)SF 3)C 4)PG 5)SG 6)PF
22	Ball inbounded to only open player, but a last second three for the win has a defender nearby; SEE CHART 2 BELOW
23-54	Ball gets inbounded cleanly to player inside the three-point line. But a defender is nearby - he gets a hand up. Will it go in? Roll three dice and follow instructions in CHART 1 - CHALLENGED TWO POINT SHOTS
55	Defensive lapse leads to a good look for three-pointer and win! Use CHART 2, RED DIE/WHITE DIE for shooter, and use his 3-PT rating for the win!
56	Pass in the direction of the baseline is up for grabs. Ball is a little high and goes out of bounds. But someone touched it - who? Use HCA roll to determine which team has possession. If offense gains possession, there is still time for one more play! If defense gains possession, game is over! Roll one die to assign turnover: 1)PF 2)SG 3)C 4)PG 5)SG 6)SF
61	Alley-oop pass is lobbed from out of bounds towards the rim. Roll one die to determine players involved in a jump battle. 1)PF 2)SF 3)C 4)PG 5)SG 6)SF. Player with higher jump rating wins the jump battle (tie goes to HOME team). If defense wins battle, credit player with a steal and the game is over. If offensive player wins battle and makes the catch, he still has to make the shot! Roll against his Column 2. If basket is made, it's overtime! If basket is missed, defensive team rebound as the game is over.
62-64	Ball finds its' way to open man inside the arc. A two-pointer is up for the tie! Use CHART 1, RED DIE/WHITE DIE for shooter, and roll against his 2--PT rating.
65	Ball gets in and player has great look for the win. Late defender comes from nowhere and gets a hand up; SEE CHART 2 BELOW
66	Offensive coach screams for a foul to be called before the inbounds. Referee has the whistle ready. Roll one die against offensive coach's technical foul rating. If higher, he gets hit with a "T". One free throw for opposing side, and they have one more chance to inbound the ball. If lower, repeat the END GAME process. If 66 rolled a second time, automatic technical foul is called.

CHART 1 - CHALLENGED TWO POINT SHOTS						CHART 2 - CHALLENGED THREE POINT SHOTS							
RED DIE 1-3		RED DIE 4-6		BLUE DIE		<div>CHALLENGED 2-PT SHOT ADJUSTMENT</div> <div>1) USE SHOOTER'S 2-PT SHOOTING RATING</div> <div>2) USE DEFENDER COLUMN 1 DEFENSE AND ADJUST SHOOTING RATING USING TABLE</div> <div><div>C1 DEFENSE</div><div>ADJUSTMENT</div></div> <div><div>1</div><div>-10</div></div> <div><div>2</div><div>-3</div></div> <div><div>3</div><div>0</div></div> <div><div>4</div><div>+3</div></div> <div><div>5</div><div>+10</div></div>		RED DIE 1-3		RED DIE 4-6		NO BLUE DIE NEEDED	
OFFENSIVE PLAYER		OFFENSIVE PLAYER		DEFFENSIVE PLAYER				OFFENSIVE PLAYER		OFFENSIVE PLAYER		TEAM DEFENSE 3-PT RATING	
WHITE DIE		WHITE DIE						WHITE DIE		WHITE DIE			
#	GO-TO*	#	POS	#	POS			#	GO-TO*	#	POS	RATING	ADJUSTMENT
1	1 (2,3)	1	PF	1	PF			*For RED DIE rolls 1-3, coach may select a player if multiple players have the same GO-TO rating.	1	1 (2,3)	1	PF	-2
2	2 (3,1)	2	SF	2	SF	2	2 (3,1)		2	SF	-1	-3	
3	3 (2,1)	3	C	3	C	3	3 (2,1)		3	C	0	No Adjustment	
4	2 (1,3)	4	PG	4	PG	*If no player on the floor has GO-TO rating of 1,2,3 - 5 second violation (END OF GAME)	4		2 (1,3)	4	PG	+1	+3
5	1 (2,3)	5	SG	5	SG		5		1 (2,3)	5	SG	+2	+10
6	1 (3,2)	6	CHOICE	6	BEST		6		CHOICE	6	CHOICE		

CHALLENGED 2-PT SHOT ADJUSTMENT	
1) USE SHOOTER'S 2-PT SHOOTING RATING	
2) USE DEFENDER COLUMN 1 DEFENSE AND ADJUST SHOOTING RATING USING TABLE	
C1 DEFENSE	ADJUSTMENT
1	-10
2	-3
3	0
4	+3
5	+10

*For RED DIE rolls 1-3, coach may select a player if multiple players have the same GO-TO rating.

*If no player on the floor has GO-TO rating of 1,2,3 - 5 second violation (END OF GAME)

FINAL PLAY- HALF COURT, TEAM TRAILING BY THREE POINTS

The following chart should be used when there are no play cards left to be drawn and the tied/trailing team has just gained possession of the ball in the backcourt and has called a timeout to receive the ball at half court. Roll all three dice, reading the red and white dice Replay-style. (The blue die may be needed to resolve certain results.)

11	Possible 5-second violation. Roll 1 die. Roll 1-5, and team can use a remaining timeout before the whistle is blown. Roll of 6 and a quick-whistled referee calls the violation before timeout can be called! Opposing team inbounds and the game is over. (If on the roll of 1-5 a timeout is used, inbound team cannot use another timeout. If this occurs on the follow-up inbound attempt: Five second violation occurs. Opponent inbounds - Game Over.)
12	Coach drew up a beautiful play - ball is inbounded.....Use CHART 2, RED DIE/WHITE DIE for shooter. Use shooter's 3-PT (no adjustment) rating for the tie at the horn! Whether made or missed, roll against the defenders Column 6 defensive rating to see if a foul is called - if higher the defender fouls!
13-15	Player catches pass 25 feet from rim. He dribbles in but defender slides over and gets a hand up. He launches a three.....see CHART 2 BELOW
16	There is a crowd near the inbounder, and he releases the ball.....regrettably. It's a loose ball!. Use CHART 1 RED DIE/WHITE DIE/BLUE DIE for offensive and defensive players involved. Roll first against the defender's Column 4 defensive rating - if higher, he has stolen the ball and dribbled out the clock. If lower, the offensive player makes a fumbling catch, but hoists a three. Use the shooter's 3-PT rating -10.
21	Illegal screen foul called on offensive player! Defending team inbounds and game is over! Roll one die for TOF - 1)PF 2)SF 3)C 4) PG 5) SG 6)PF
22	Ball inbounded to only open player, but a last second three for the win has a defender nearby; SEE CHART 2 BELOW
23-54	Ball gets inbounded cleanly to player beyond the arc. But a hand is in his face. Will it go in? Roll three dice and follow instructions in CHART 2 - CHALLENGED THREE POINT SHOTS
55	Defensive pressure keeps the offense from having any type of look. Unable to get a shot off before the buzzer, and the game is over.
56	Pass to the corner is up for grabs. Ball is a little high and goes out of bounds. But someone touched it - who? Use HCA roll to determine which team has possession. If offense gains possession, there is still time for one more play! If defense gains possession, game is over! Roll one die to assign turnover: 1)PF 2)SG 3)C 4) PG 5) SG 6)SF
61	Successful inbounds pass. A weakside defender sneaks around screener and pokes at the ball. Use CHART 1 RED DIE/WHITE DIE/BLUE DIE for offensive and defensive players involved. Roll first against offensive players ballhandling rating. If lower, he moves himself past the gambling defender into position for an open shot for three. Use shooter's 3-PT rating for the tie! If roll is higher than BH rating, the defender has stolen the ball, and dribbled out the clock.
62-64	Ball gets inbounded and player has great look for the tie. Late defender comes from nowhere and gets a hand up; SEE CHART 2 BELOW
65	The perfect inbounds play gets the ball in the hands of their best three point shooter working around a double-screen! Use his 3-PT rating +10!
66	Offensive coach screams for a foul to be called before the inbounds. Referee has the whistle ready. Roll one die against offensive coach's technical foul rating. If higher, he gets hit with a "T". One free throw for defensive side. Offense has another chance to inbound the ball. If technical foul roll is lower, repeat the END GAME process. If 66 rolled a second time, automatic technical foul is called.

CHART 1 - RESULTS FROM ROLLS OF 16 & 61

RED DIE 1-3		RED DIE 4-6		BLUE DIE	
OFFENSIVE PLAYER		OFFENSIVE PLAYER		DEFENSIVE PLAYER	
WHITE DIE		WHITE DIE			
#	GO-TO*	#	POS	#	POS
1	1 (2,3)	1	PF	1	PF
2	2 (3,1)	2	SF	2	SF
3	3 (2,1)	3	C	3	C
4	2 (1,3)	4	PG	4	PG
5	1 (2,3)	5	SG	5	SG
6	1 (3,2)	6	CHOICE	6	BEST

***For RED DIE rolls 1-3, coach may select a player if multiple players have the same GO-TO rating.**

***If no player on the floor has GO-TO rating of 1,2,3 - 5 second violation (END OF GAME)**

CHART 2 - CHALLENGED THREE POINT SHOTS

RED DIE 1-3		RED DIE 4-6		NO BLUE DIE NEEDED	
OFFENSIVE PLAYER		OFFENSIVE PLAYER		TEAM DEFENSE 3-PT RATING	
WHITE DIE		WHITE DIE			
#	GO-TO*	#	POS	RATING	ADJUSTMENT
1	1 (2,3)	1	PF	-2	-10
2	2 (3,1)	2	SF	-1	-3
3	3 (2,1)	3	C	0	No Adjustment
4	2 (1,3)	4	PG	+1	+3
5	1 (2,3)	5	SG	+2	+10
6	CHOICE	6	CHOICE		