Instructions for the Second Season Excel Helper

The Second Season Excel Helper is a utility that was designed to make playing the game of Second Season easier and faster for those who don't mind playing in front of a computer. It does all the chart lookups for you and rolls all the dice. There is a scoreboard and a football field for keeping score. The worksheet was developed using Excel 2002.

The Helper is not intended to be a replacement for the game book. You still need to purchase the game at replaybb.com. For this reason, certain charts have been intentionally left out. The Unusual Play charts, the Penalty charts, the new Weather Effects chart, and all the Rare Play charts are not included. If you open your game book to pages one and two you will have the Unusual Play charts and Penalty charts open. The Helper will roll the dice needed for these charts. By keeping your game book open to these pages, you never have to flip a chart in the game book except to look up a Rare Play.

In addition, you will need a password to open the worksheet. This password can be found on the Squib Kickoff Chart (page 38). On dice roll number 12, what type of kick bounces 57 yards?

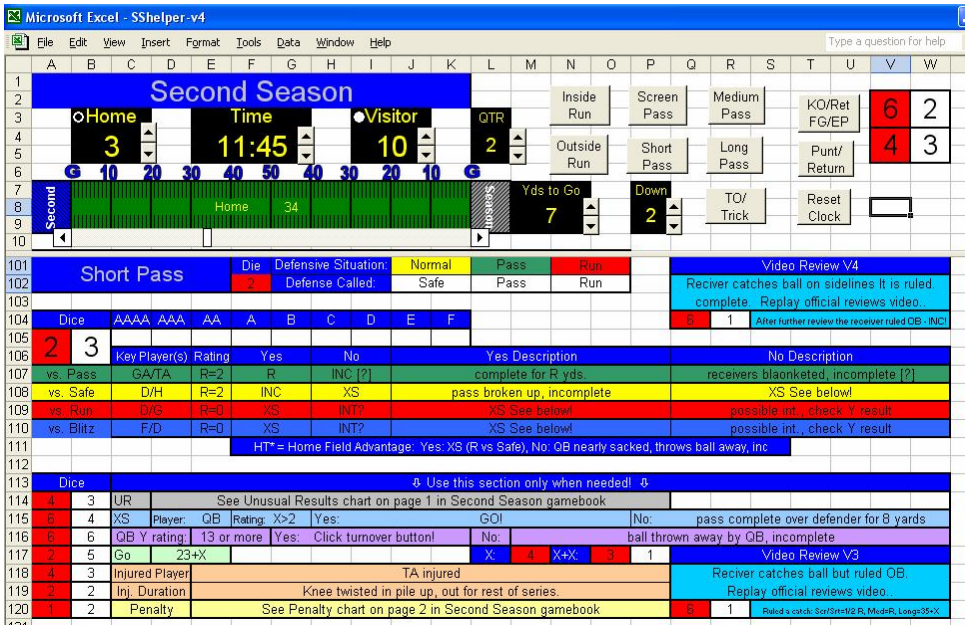
To be able to see the entire Helper on your screen, you may need to go up to the View menu and turn off the Formula Bar and/or any Toolbars. Or you may need to adjust the Zoom setting on the View menu.

The Screen

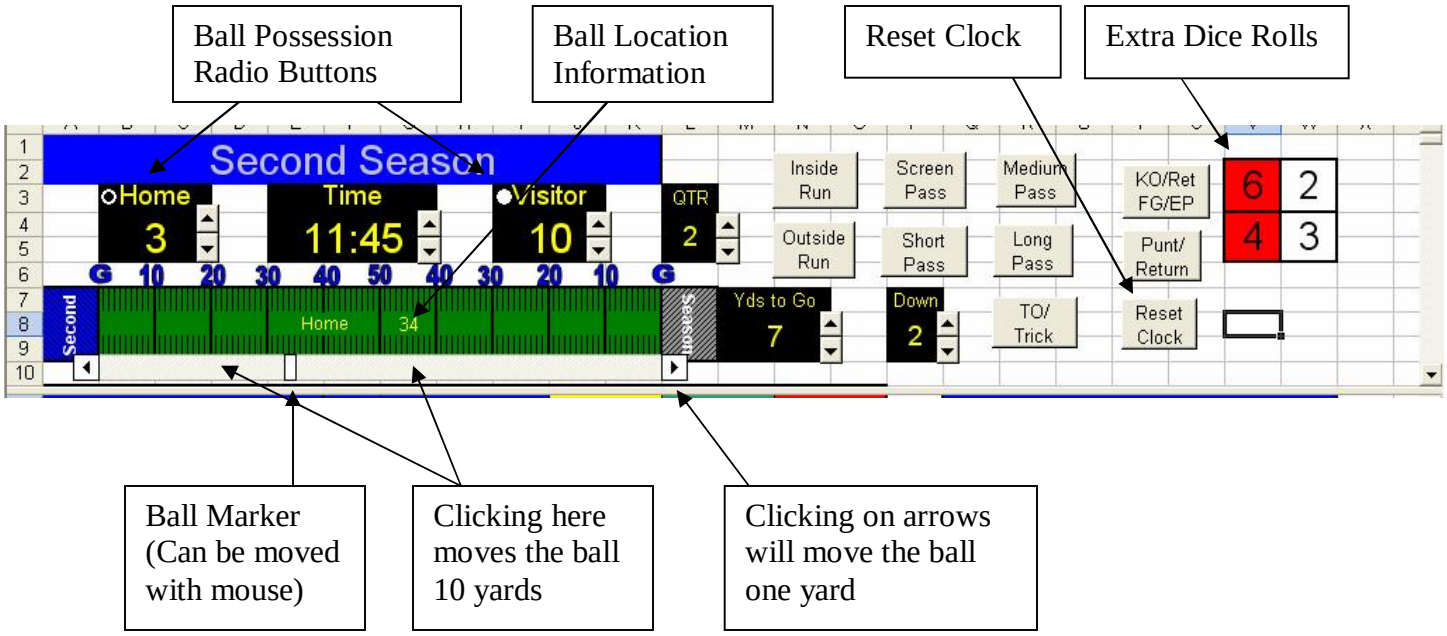
The screen is divided into two parts. The top part is the scoreboard, the football field, and the play selection buttons. This part of the screen is stationary. The bottom part of the screen is the play results and changes depending on the play called.

Scoreboard Section

Play Result Section



Scoreboard and Football Field



The scoreboard and football field are for convenience only. The player can use whatever method they choose to keep score.

Nothing about the scoreboard is automatic. It is as if you took a scoreboard and football field out of a game like NFL Strategy and chose to use it. After every play, you have to update everything on the scoreboard manually. Most of the fields can be updated by clicking the up and down arrows.

There is a reset clock button by the play select buttons. This will quickly reset the clock to 15:00 minutes. Only use this at the end of the quarter to start the next quarter. Pressing this button will cause the screen to shift, but it returns to the normal position.

The clock increments are 15 second increments except during the last two minutes. At this point, the clock increments in 5 seconds to account for the real time clock movement that is an option on page vii in the game book. This is a variation from the real clock time option that has 4 and 8 second increments. Use 5 and 10 seconds instead. During the last two minutes, remember you have to click the arrow key 3 times for a 15 second play and 6 times for a 30 second play. It is easy to get into the habit of using just one and two clicks.

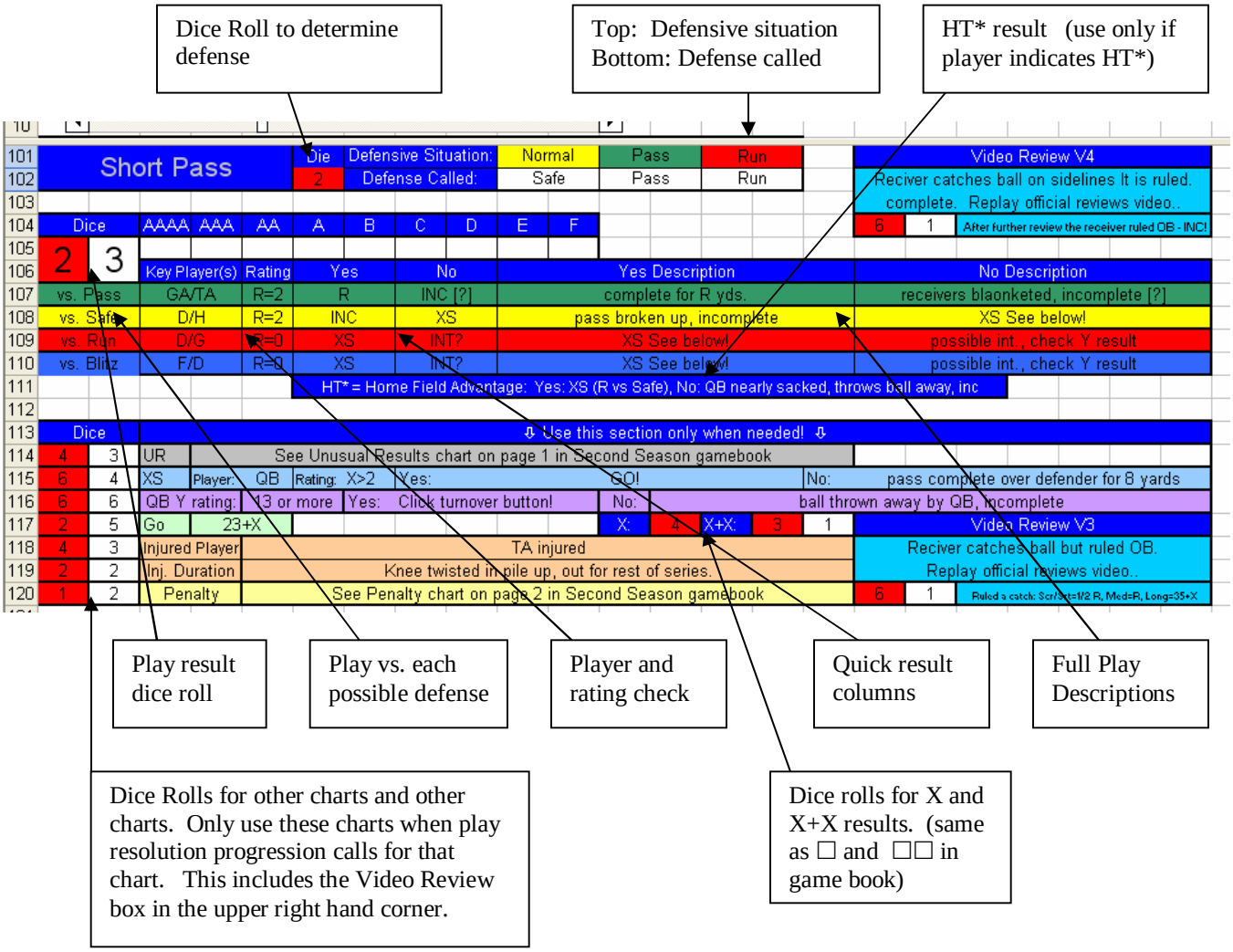
The football field ball marker can be moved in three ways. One, you can drag the slider button that represents the ball position with the mouse. Two, you can click on the scroll

bar to the left and right of the slider button and the ball will move in 10 yard increments. Three, clicking the arrows on the end of the scroll bar will move the ball one yard. All three will update the text position indicator in the middle of the field.

There are a couple of spare dice rolls up in the top half of the screen that are used for rare play lookups and for any innovations you may have.

There is a little radio button next to Home and Visitor to indicate who has the ball. This buttons toggle back and fort as you click on them.

Playing the game



Playing the game is not all that different from playing the game with the game book.

First, determine what the defensive situation is. There are three options, Normal, Pass, or Run. There are several options used for this. I generally use Run on 3rd or 4th and short (3 or less to go) and Pass on 3rd and 4th and long (6 or more to go). In other cases I use Normal.

After determining what the defensive situation is, select a play and click on the button in the top of the screen for that play. When I play, one click unfolds the whole play result. But you may choose to click for each needed dice roll. Realize that if you do this, the results that got you to that point in determining the play outcome probably will change.

The bottom half of the screen will change to show the play result. There is a single die roll that shows the defense selected. Look under the defensive situation to determine the defense.

The play result dice roll is also shown. Using the defense called, look at the play result for the defense that was called. These plays are color coded similar to the game book. The play result will tell you what player's rating to check and if you are checking for a two or a zero. There is a quick result just to right of the player determination that is usually a number or short abbreviation to give you a quick result. If you prefer reading the play descriptions, they are also available. Occasionally, the quick description will refer you to the play description for the results. Results for all four defenses are shown. Only use the one for the defense called.

Much of the time, that is all that is needed to obtain the play results. Sometimes, you need to refer to other charts such as the Unusual Results. In those cases, they are already determined in the lower half of the screen. Only use these results when the main play charts or other charts refer you to them. The Unusual Plays and Penalties have been left out but the dice rolls are there for these results. You can look up the dice rolls in the game book on pages one and two. Rare plays are also only found in the game book. You can use one of the extra dice rolls in the top half of the screen to determine a rare play result.

There are a couple of changes from the game book. Players are not determined by quarter. Instead, the player column is chosen randomly.

In the game book, the connotation for dice roll and double dice roll are one box or two boxes. In the helper, they are X and X+X. In the lower half of the play result screen, there is an X and X+X result if you need them.

Once in awhile, you will get a player of HT*. When this happens, you are checking to see if the offensive team is on offense. Ignore the results and look immediately under the play results to get the result of the play. Only use this result when you do get a HT*. If the player says HOME, go ahead and use the play result in the chart instead of the HT* result. Note, on the Outside Run HT* result, it did not make sense to me for the Visiting team to lose more yards against a Safe defense than against a Run defense. Therefore, I took the liberty of making it a 4 yard loss for both. If you wish to use the loss indicated in the game book against the run defense, you may.

There is one situation where you do have to click a second button to get the final result of the play. When you have a turnover, then you will need to click the turnover button to get the result. You also have to click a second button (Outside Run) when the QB runs on a passing play.

Contact Info

This worksheet was developed by Mike Clark. If you have any questions, please e-mail them to mikeamacy@cs.com. Or you may post them on the Replay Delphi forum.