

The Dream to end all Dreams

World Cup Football

Introduction

This simple statistical game gives you the chance to replay any final phase of a Soccer World Cup from the first edition (1930) to the last played (2006).

In the Team Data Sheet for each Final Tournament each team is rated for Attack, Defence, Killer Instinct, Tradition (a modified Historical Ranking, taking in account even previous Tournaments) and Third Die.

Designer note: Soccer has changed a lot from 1930 to 2010 and as we have seen in the last few editions of the World Cup, it is not so probable to have dozens of goals scored against one very feeble team; and in a match between two teams of equal value, especially in an elimination game, it is more probable a result of 1-0 than a 5-4. So we have used a slightly modified ratio for the different editions of the World Cup, to try to obtain more historical results for each edition.

How to play

Choose the teams to oppose one against the other, then to get the starting Goals Scoring column for the team take its Attack value, compares it with the Defence value of the opponent and evaluate the difference in columns, taking the number of difference and dividing by two (in case of an odd number, round up toward the inferior value); this result is the number of shift toward the lesser value (see the example below for a better explanation). The result gives you the column to use for each team; then, roll 3 six-sided dice of two different colours to see how many goal each team scored: the dice of the same colour are summed up and the result is cross referenced with the column to see how many goals the team in question has scored during the match; the third die is used to see if some additional factors have influenced that result, possibly modifying it. Repeat this sequence for both team and obtain the result.

In case of a draw in an elimination game, refer to the Killer Instinct value of both team: if one team is better than the other, assign it one goal more during additional time. If no team has an advantage in this field, go to penalty shootout. Roll 5 dice for each team, where “1-4” means penalty made, and “5-6” penalty missed. If the team are equal after this, refer to Tradition: the team with better tradition scores the final penalty. If tradition values are the same, continue with the shootout one penalty at the time.

In case of a draw after a Group (same points, same goals difference, same goal made, draw in the confront between the two teams), use Tradition as first discriminant, then use a die.

Example

Let's take West Germany 1974 and Italy 1974. The first has “G” rating for Attack and “B” for Defence. The second has “F” for Attack and “D” for Defence. So, Germany will use column “E” for Scoring (as there are three columns between them, so it shifts 2 columns toward the inferior value) and Italy column “D” (four columns divided by 2).

Let's take Scotland 1974 (C and A) and Haiti 1974 (B and T). Scotland will use column “K” for scoring, while Haiti column “A”.

Third die use

This special die is used according to how the team fared in the real tournament you are replaying. If the roll is inside the range given on the team data (ie from 1 to that number, no more), roll another die and read the result in the “Third die Table”; use the obtained result to modify the number of goals you have scored with the previous roll.

Third die Table (To use in the edition from 1930 to 1958)

Dice	Result
1	No effect
2	Add one goal
3	Add one goal
4	Add two goals
5	Add three goals
6	Add four goals

Third die Table (To use from 1962 onward)

Dice	Result
1	Shift one column to the right
2	Shift two columns to the right
3	Shifts three columns to the right
4	Shifts four columns to the right
5	Double the Scoring (if 0 becomes 1)
6	Triple the Scoring (if 0 becomes 2)

Note: Use the column shifts on the same result obtained, do not re-roll the same colour dice

Goals Scoring Table

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
2	0	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3
3	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4
4	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4
5	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4
6	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4
7	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5
8	0	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5
9	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
10	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5
11	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6
12	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6

Credits

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World Cup 1974 Germany

Team Data Sheet

	1974Attack	Defence	Killer Instinct	Third die	Tradition
East Germany	C	C	0	2	0
West Germany	G	B	0	4	3
Chile	A	B	0	1	1
Australia	A	F	0	1	0
Brasil	C	B	0	3	5
Jugoslavia	G	D	-1	2	2
Scotland	C	A	0	1	1
Zaire	A	U	0	1	0
Netherlands	H	A	0	4	2
Uruguay	A	G	1	1	2
Sweden	D	C	1	2	2
Bulgaria	B	E	-1	1	1
Poland	I	C	0	3	1
Argentina	E	G	0	2	3
Italy	F	D	0	1	4
Haiti	B	T	0	1	0

Groups

A

West Germany
East Germany
Chile
Australia

B

Brasil
Yugoslavia
Scotland
Zaire

C

Netherlands
Sweden
Uruguay
Bulgaria

D

Poland
Argentina
Italy
Haiti

Second Phase

Two more groups, the first composed by the first classified in Group A and C and the second classified from group B and D; the second group will have the first team classified in Group B and D, and the second from group A and C.

The winners of both the final groups will dispute the final for the 1st and 2nd place, while the second classified teams will dispute the final for 3rd and 4th place.