QUICK START GUIDE

Action deck. Divide the Action Cards into four equal piles. Choose one to be used as the Action deck. Add or subtract cards equal to each team's PACE rating. Once the Action deck is exhausted, six minutes will have elapsed. If playing College rules, cut the Action deck into three piles of roughly 56 cards. Select one for the base Action deck. Of the remaining two, divide one into four relatively equal small piles. This will be roughly 14 cards. Add one of these small piles to the base Action deck to create a 70 card deck. Repeat after the deck is exhausted. Each half is 20 minutes.

Start of possession. Turn over the top card of the Action deck. Two players will be listed on the top of the card, the player on the left is the Offense player and the player on the right is the Defense player. If the words DEFENSE or DEFENDER are in all uppercase with a red shaded background (*DEFENDER*), the possession starts on the Defense player's card. If the words defense or defender are in lower case with no shading, the possession starts on the Offense player's card. The Offense position will have a green shaded background (G1).

End of possession. Roll the two ten-sided (% dice) to obtain a number between 00 and 99. Find the dice result within one of the ranges on the player's card. Sometimes it will be necessary to also roll two six-sided dice (2d6) to complete the possession. The top of the Fast Break cards include "dice" results that may be used instead of rolling dice.

POSSESSION RESULTS (more detailed explanation in the rule book beginning on page 5)

Assist: Draw an Action card and refer to "Scorer on Assist" section. If the player listed is the same as the Offense player, the player that scored is the player with the highest scoring average. Follow instructions below to determine if a 3PT or 2PT basket was made.

Basket: Refer to Offensive player's card to determine if the shot was a 3PT field goal (2d6 result with range after 3P) or a 2PT field goal and if it was assisted (% dice also within range follow A: [do not re-roll]).

Block: 2PT shot blocked. Draw an Action card and check for the rebound. If rebounder is the same player that blocked the shot, ball goes out of bounds and possession stays with the Offense.

Foul: Defense player commits a non-shooting foul on Offense player. Re-start possession.

Foul while shooting: Roll 2d6, if the result is 3, the shot was a possible 3PT attempt. Any other 2d6 result, the shot was a 2PT attempt. Roll % dice. Refer to shooting ranges in middle of Offense player's card. A 3PG or 2PG result means the shot was good. A 3PM or 2PM result and the shot was missed. If a 3PG or 3PM result and the 2d6 roll was a 3, the shot was a 3PT shot. Any other result was a 2PT shot.

Missed: Refer to Offensive player's card to determine if the missed shot was a 3PT field goal (2d6 result with range after 3P) or a 2PT field goal. Draw an Action card and check for rebound.

Turnover: Offense player turns the ball over. Roll 2d6. When the result is from Offense player's card, check if 2d6 result is within the Off Foul range to determine if the player committed an offensive foul. If no Off Foul or when the result is from the Defense player's card, check if the 2d6 result is within the Steal range on the Defense player's card to determine if ball was stolen by defender.