



HIGHLIGHT MAKER BASKETBALL

HIGHLIGHT MAKER BASKETBALL is a quick-playing game that plays out any contest between any two NBA teams, describing all the key layups, shocking steals, great jumpers, agonizing turnovers, and three-point buzzer beaters!

1. Select any two NBA teams to go head-to-head. If a team had 6-12 or more wins than the other during the regular 82-game season, they are said to be the FAVORED team, while their opponent is said to be the UNDERDOG. If a team had 13 or more wins than the other, they are HEAVILY FAVORED, while their opponent is the HEAVY UNDERDOG. If the teams were within 5 wins of each other, they are said to be evenly matched.

2. Highlight Maker Basketball is played out through 12 main scoring highlights, three per quarter, as structured on the scoresheet. Roll the dice, combine them, and go to the Action Launch table to determine how many points were scored over a four-minute period of play (three four-minute periods per quarter) and who scored the most points. ▲▲▲ results signify that the Favored or Heavily Favored team got the advantage and scored more points, while the other results signify that the Underdog or Heavy Underdog got the advantage and scored more. If the teams are evenly matched, the home team is considered the Favorite and the visitors the Underdog, but note that results on #11 and #12 on the Action Launch table change if the teams are within 5 wins of each other (evenly matched).

Sometimes both teams will score the same number of points despite the fact that the Favored team still technically has the advantage on a ▲▲▲ result, and the Underdog has it on the other results.

3. Anytime one of the three Action Launch dice rolls in a quarter brings the teams to within 5 points of each other, or keeps them within 5 points of each other, consult the Big Play table—except for the very first roll of the game. Otherwise, the team which was given the advantage on the Action Launch table achieves a big play. Add to their score accordingly and then resume play normally.

(Example: Down 75-67 to the Hawks at the beginning of the third quarter, the Lakers outscore the Hawks 10-4 on the Action Launch table to bring them within 2. Because the teams are now within 5 points of each other, the Lakers achieve a Big Play. It's a layup for 2 points; add this to their score.)

(Example #2: With the favored Spurs and the underdog Nuggets tied at 20, the last dice roll of the quarter gives the Favored team the advantage (a ▲▲▲ result), even though both teams score 7 points. The Spurs, who received the advantage, achieve a Big Play. It's a dunk; add 2 points to their score.)

The Big Play table is where a team's status as either the HEAVILY FAVORED team or the HEAVY UNDERDOG tends to come into play.

4. If a RARE PLAY result is rolled, consult the Rare Play table. Highlighted in bold print are the scoring results. This time, the number of points scored is dictated by whether a team is playing at home or away. (Example: Visitors 14-11 means the visiting team scored 14 during this four minute period of play, and the home team scored 11.) After the RARE PLAY result is resolved, resume play normally. No Big Plays occur off results on the Rare Play table.

5. At the end of the fourth quarter or overtime, consult the Final Ticks table if the teams are within 9 points of each other. There is time for two more possessions for each team (about two minutes left). Starting with the team that is *behind* on the scoreboard, alternate dice rolls for each team until four total have been used, at which point the game ends. If the game is tied at the start of the Final Ticks phase, the home team rolls first. Results followed by a **bb** notation, if achieved on the fourth and *final* dice roll, allow time for a buzzer-beater shot by the other team. Consult the appropriate LAST SHOT column.

(Example: The Sonics lead the Nets by 4 at the end of the fourth quarter. The Nets roll first on the Final Ticks table, followed by the Sonics. Then the Nets will roll again, then the Sonics, and after that last roll the game will be over. However, if the Sonics' last dice roll is followed by a **bb** notation, the Nets have just enough time for one final shot.)

You will also use the Last Shot columns if, on the last dice roll of the second quarter, you get an LS result, meaning there's still just enough time left for the other team to try a final shot before time expires (after any Big Plays are resolved).

6. Overtime periods are resolved through a single dice roll on the Action Launch table. Use the '4th quarter/overtime' column. Then move on to the Final Ticks table.

Highlight Maker Basketball

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Action Launch Table

	1st quarter	2nd quarter	3rd quarter	4th quarter/ overtime	Action
11	15-8*	14-8*	13-8*	12-7*	▲▲▲ Team puts on a devastating shooting display!
<i>* If a #11 or #12 is rolled and the teams are evenly matched, the scoring is 12-10</i>					
12	11-8*	11-8*	15-11*	15-11*	▲▲▲ Team hits three-pointer after three-pointer!
13	9-6	8-5 (LS)	10-7	9-6	▲▲▲ Team takes advantage of dumb turnovers!
14	9-6	14-11	10-7	11-8	▲▲▲ Star player dominates!
15	10-6	6-0 (LS)	15-11	12-9	Big man dominates in the middle!
16	11-8	11-9	8-0	8-6	▲▲▲ Team is simply outrunning the opponent!
21	8-5	7-3 (LS)	9-6	11-8	▲▲▲ Team is dominating the boards!
22	7-4	13-9	8-5	7-4	Team is getting too many second shots!
23	13-10	12-9	6-4	10-8	▲▲▲ Team's big man is outperforming his opponent!
24	9-5	9-6 (LS)	6-3	8-5	▲▲▲ Team is much more physical than the opponent!
25	12-8	11-8	10-7	9-7	Team's aggression on offense leads to big points!
26	9-5	9-5 (LS)	9-6	8-6	Favored team's bench gets outplayed!
31	9-6	9-6	9-6	9-6	Favored team can't any get any three pointers to fall!
32	10-7	8-6 (LS)	9-7	9-7	▲▲▲ Underdog forgets how to make their free throws!
33	11-9	9-7 (LS)	10-8	10-8	▲▲▲ Good shooting by favored team keeps things tight.
34	8-6	8-6	8-6	9-7	▲▲▲ Clumsy and unnecessary fouls hurt the underdog!
35	10-6	9-6	9-6	9-6	Favored team is stuck in a shooting drought!
36	RARE PLAY				
41	8-5	9-7 (LS)	11-8	14-11	Mental mistakes cool off the favored team.
42	14-11	13-11	12-10	12-10	▲▲▲ Defensive breakdown by the underdog!
43	15-12	12-9	9-6	10-8	Favored team's star player must sit with foul trouble.
44	7-6	8-6	8-6	7-5	▲▲▲ In foul trouble, underdog gives up free throws.
45	10-7	9-7 (LS)	9-6	9-6	Favored team can't seem to hold onto the ball!
46	7-4	6-3	6-4	6-4	▲▲▲ Underdog can't seem to buy a basket!
51	4-2	5-3	5-3	5-3	Bad shooting by both teams!
52	6-4	5-3 (LS)	6-4	6-4	Hard physical game by both teams keeps scoring down!
53	6-4	6-5 (LS)	6-5	5-4	▲▲▲ Favored team is out-hustling the underdogs.
54	10-10	10-10	10-10	10-10	▲▲▲ Teams trade long scoring streaks!
55	8-5	8-5 (LS)	8-5	8-5	Terrific defense by the underdog!
56	11-9	11-9	10-7	9-6	Poor shot selection gets the favored team in trouble.
61	8-7	8-6 (LS)	8-7	8-7	Favored team's star player misses several shots.
62	11-11	11-11	10-10	10-10	▲▲▲ Favored team's star is lighting up the scoreboard!
63	10-10	10-10	10-10	9-9	Underdog holds their own with great shooting.
64	RARE PLAY				
65	6-6	6-6 (LS)	6-6	6-6	Underdog stifles the favored team's star player!
66	6-6	5-5 (LS)	6-6	6-6	▲▲▲ Turnovers keep the favored team in check.

▲▲▲ results: Favored team's advantage other results: Underdog's advantage
Teams evenly matched: Home team's advantage

LS: If this is the last dice roll of the 2nd quarter, there's time for one last shot by the other team (after any Big Plays are resolved.)

Anytime a dice roll on the Action Launch table results in the teams coming to or staying within 5 points of each other, go to the Big Play table—unless it occurs on the very first dice roll of the game. The Big Play is credited to whichever team had the scoring advantage on the Action Launch table.

Big Plays

Big plays are credited to the team which scored more points during the highlight. If the teams scored the same number of points, the HOME team gets credit for the big play. Add to the score accordingly.

11	Forward takes the ball coast to coast for a slam dunk!
12	Off a fast break, star forward makes an amazing reverse move for a layup! **HU**
13	1 st half: Off a fast break, star guard takes it in for a layup PLUS a free throw! 2 nd half: Star forward attacks the lane with a running one-hander over everyone! It goes in!
14	Off a fast break, star forward goes in all alone for a massive slam dunk! **HF**
15	1 st half: Off a blocked shot, a long pass results in a slam dunk! 2 nd half: Star guard drives the lane, lays it up and in, and is fouled as he falls to the floor! Free throw good!
16	Star guard makes a great steal, takes it all the way in for an amazing layup!
21	Star forward makes a daring steal, takes it all the way back for a dunk! **HF**
22	With nothing left on the shot clock, reserve guard makes a long three-pointer!
23	Star forward makes a beautiful fall-away three pointer as the shot clock expires!
24	Center left all alone in the lane for a HUGE slam dunk! **HF**
25	Center makes a great spin move in the lane and dunks over his man, plus a free throw!
26	An incredible layup by the star forward PLUS a free throw! **HF**
31	Alley-oop to the center results in a slam dunk! **HU**
32	Long distance alley-oop to the star forward results in a huge slam dunk!
33	Backcourt steal results in a slam dunk! **HU**
34	1 st half: After a titanic battle under the glass and several missed tap-ins, the team finally tips it home! Great effort! 2 nd half: Backcourt steal results in a pretty layup!
35	Star guard makes back to back three pointers! (add only 3 to the score) **HU**
36	Reserve guard makes back to back three pointers! (add only 3 to the score) **HU**
41	Back to back slam dunks by the center! (add only 2 to the score) **HU**
42	An amazing move allows the star forward in for a dunk! **HF**
43	Off the fast break, a terrific behind-the-back pass gives the star forward a layup! **HU**
44	1 st half: Star forward nails a jumper from the corner PLUS a free throw! 2 nd half: A two-on-one on a fast break results in a few swapped passes and then a massive slam dunk!
45	Star forward throws up a prayer from under the basket....it goes in!!
46	Reserve guard nails a long three pointer! **HF**
51	Fantastic full court pass results in an easy layup off a sleeping defense!
52	Star forward jukes his defender out of his shoes and gets an easy layup!
53	Backup center bulls his way in for a nice layup PLUS a free throw! **HF**
54	1 st half: Star guard nails a three pointer from the corner! 2 nd half: The team's smallest guard goes up against the opposing center and dunks it!
55	Center blocks a shot to almost half court, a fast break the other way results in two!
56	A desperate, off-balance jumper as the shot clock expires goes in off the glass!
61	1 st half: Inbounds pass with 2 seconds on the shot clock results in a beautiful jump shot! 2 nd half: Star forward dunks the ball over the opposing team's big man!
62	Star guard gambles with a long, long three pointer and nails it!
63	Team takes advantage of a technical foul to score three! **HU**
64	Team takes advantage of a flagrant foul to score three! **HU**
65	Star guard takes it from the top of the key all the way in for a pretty layup! **HF**
66	Star forward takes it from the top of the key all the way in for a pretty layup! **HF**

****HF**** The HEAVILY FAVORED team may also roll for one BONUS big play! (Only one extra allowed.)

****HU**** The HEAVY UNDERDOG instead gives the ball up on a turnover!

FINAL TICKS in 4th QUARTER or OVERTIME

After the fourth quarter or overtime's dice rolls, consult this table if the teams are within 9 points of each other. There is now time for two dice rolls for each team, starting with the team that is trailing on the scoreboard. If the game is tied, the home team rolls first. Alternate dice rolls until all four are used, at which point the game ends.

“bb” results, if achieved on the *final* dice roll, allow time for a buzzer-beater shot by the other team. Consult the **LAST SHOT** columns.

	Team ahead by 3 points or more	Team ahead by 1-2 points, or game tied	Team down by 1 or 2 points	Team down by 3 points	Team down by 4-9 points	LAST SHOT Team down by 1-2 points or game tied	LAST SHOT Team down by 3 points or more	LAST SHOT (Last shot of the second half)
11	3P	3P bb	3P bb	3P bb	3P	HC!!	HC!!	HC!!
12	J **HU**	3P **HU**	3P **HU**	3P **HU**	3P **HU**	3P	3P	3P
13	J	3P bb	3P bb	3P bb	3P	3P	3P	3P
14	J **HU**	J **HU**	3P **HU**	3P **HU**	3P **HU**	J **HU**	3P **HU**	3P **HU**
15	L **HU**	J **HU**	J **HU**	3P **HU**	3P **HU**	J **HU**	3P **HU**	J **HU**
16	L	J bb	J bb	3P bb	3P	J	3P	J
21	D	J	J	3P	3P	J	3P	J
22	L + FT1	J bb	J bb	3P bb	3P	J	3P	J
23	FT2	L	J	3P	J	J	3P	J
24	FT2	L + FT1 bb	J bb	3P bb	J	J	FT3	J
25	FT2	L bb	J bb	3P bb	J	J	FT2 (tapM)	J
26	FT2	D	L + FT1	J	J	J	M	J
31	FT2	FT2	L	J	J	J	M	J
32	FT2	FT2 bb	L bb	J	J	L	M	L
33	FT1	FT2	D	L + FT1	J + FT1	L	M	L
34	FT1 bb	FT2 bb	FT2 bb	L	L + FT1	FT2	M	M
35	FT1	FT1	FT2	D	L + FT1	FT2	M	M
36	FT1 bb	FT1 bb	FT2 bb	FT2	L	FT1	M	M
41	FT0 bb	FT0 bb	FT1	FT2	L	M	M	M
42	FT0	T	FT1	FT1	L	M	M	M
43	FT0 bb	T bb	FT0	FT0	L	M	M	M
44	T bb	T bb	T	T	D	M (tap G)	M	M
45	T	T	T	T	D	M (tap G)	M	M
46	T bb	T bb	T	T	FT2	M (tap M)	M	M
51	T	M	T	M	FT2	M (tap M)	M	M
52	T bb	M bb	T	M	FT2	M (tap M)	M	M
53	T	M	M	M	FT1	M (tap M)	M	M
54	M	M	M	M	FT1	M	M	M
55	M bb	M bb	M	M	M	M	M	M
56	M bb	M bb	M	M	M	M	M	M
61	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M	M	M
62	M bb	M bb	M	M	M	M	M	M
63	M bb	M bb	M	M	M	M **HF**	M **HF**	M **HF**
64	M bb	M bb	M	M	M	M **HF**	M **HF**	M **HF**
65	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**
66	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**	M **HF**

3P Three pointer made!

J Two point jumper made!

L Two point layup made!

M Shot missed, ball goes to the other team

FT# Player is fouled, 0, 1, 2, or 3 free throws made

T Turnover, ball goes to the other team

(tapG)(tapM) Shot is missed, and a 2 point tap-in at the buzzer is either good (G) or missed (M)!

HC!! A half-court three-pointer is made at the buzzer!

D Team scores on a slam dunk!

HF The heavily favored team scores a three-pointer!

HU The heavy underdog loses the ball on a turnover!

Rare Plays

11	A fight breaks out on the court! Two players are kicked out, tensions are high! 10-10
12	Home team's best player is ejected! 14-10 visitors
13	Visiting team's best player is ejected! 14-11 home team
14	Home team scores a three pointer AND is fouled! Free throw good! 12-9 home team
15	Home team's best player leaves the game with an injury! 15-10 visitors
16	Visiting team's best player leaves the game with an injury! 15-10 home team
21	Visitors are slapped with consecutive technical fouls! 12-10 home team
22	Home team is slapped with consecutive technical fouls! 12-10 visitors
23	Visitors steal the ball and speed down the court for a guaranteed basket, but the home team's star guard makes an amazing defensive play at the last second to block an easy layup! 13-11 home team
24	The home team seizes the momentum after a tremendous slam dunk is followed by a quick steal and another easy basket! The visitors call time out to regroup! 13-11 home team
25	The visiting team seizes the momentum with back-to-back fast break slam dunks! The home team has to call time out to regroup! 13-11 visitors
26	A steal by the home team leads to a fast break and a MISSED slam dunk! The momentum swings to the visitors! 12-11 visitors
31	A single possession for the visitors results in a flurry of shots and tap-in attempts, none of which fall! The momentum swings to the home team! 12-11 home team
32	4th quarter or overtime: Home team's best player fouls out! 14-12 visitors Otherwise: An incredibly ugly series of possessions is riddled with turnovers, bad shots, and missed free throws for both teams! 2-2 home team
33	4th quarter or overtime: Visiting team's best player fouls out! 14-12 home team Otherwise: The home team has to launch a ridiculous prayer from almost half court as the 24 second clock expires and it goes in!!! Three points! 12-11 home team
34	A loose ball is chased after, booted, chased again, goes halfway down the court before the home team picks it up and makes a great layup! 10-9 home team
35	An awful air ball on a jumper by the visitors is converted into a fast break layup for the home team! That shot was just awful! 10-9 home team
36	An awful goaltending call gives the visiting team something to complain about. 9-8 home team
41	Home team makes a great play, throwing the ball in bounds with one second left on the shot clock and nailing a jumper! 12-11 home team
42	A phantom foul gives the home team a huge three point play! Terrible call! 14-13 home team
43	Home team's superstar makes a tremendous play to rescue a ball headed out of bounds, it results in a huge basket! 9-8 home team
44	Visiting team's superstar crashes to the court after an off-balance finger roll layup, it's an incredible three point play! 11-10 visitors
45	Home team player inbounds the ball off a visiting player's body, takes it back himself, and scores! 12-11 home team
46	Home team's center swats a potential layup into the crowd! Huge play! 12-11 home team
51	4th quarter or overtime: Home team's best player fouls out! 14-11 visitors Otherwise: Visiting team's star forward goes in on a fast break for an easy dunk but fumbles the ball out of bounds! Agony! 10-9 home team
52	4 th quarter or overtime: Visiting team's best player fouls out! 14-11 home team Otherwise: Visiting team's star is completely mugged, ball is stolen and dunked on the other end! 10-9 home team
53	Visitors commit a brutal foul on the home team's shooter, boos rain down from the crowd, a vicious hit! 11-10 home team
54	A fantastic behind-the-back pass results in a nice layup for the home team! 13-12 home team
55	Home team's fast break is broken up by a flagrant foul! The crowd lets the visitors know how mad they are! 13-12 home team
56	Home team inbounds a ball all the way down the court for a great layup! What a play! 12-11 home team
61	Visiting team's point guard calmly walks the ball across the half-court line and immediately throws up a long distance three pointer....and nails it! 11-10 visitors
62	Visiting team's star forward gets away with a blatant act of traveling as he goes in for a successful layup! The jeers are heard for a full minute! 11-10 home team
63	Home team's superstar is fouled hard, falls, and throws up a prayer almost sitting on the court---and it goes in! 9-8 home team
64	Off a rebound, the home team hurls it all the way down the court and it's taken in for a dunk! Great play! 8-7 home team
65	An unexpected full court press by the visitors confuses and stifles their opponent! 7-6 visitors
66	Home team's superstar chases down a ball as it bounces out of bounds, throws up a wild jumper as his momentum takes him right off the court, and it goes in!!! 9-8 home team

Though results on the Action Launch table lead to Big Plays if the dice roll brings the team to within 5 points of each other, or keeps them within 5 points of each other, the same is not true for the Rare Play table. Resume play normally.

Highlight Maker Basketball SCORESHEET

1 st quarter			1 st quarter		
2 nd quarter			2 nd quarter		
3 rd quarter			3 rd quarter		
4 th quarter			4 th quarter		
Final ticks			Final ticks		
Overtime			Overtime		
Overtime			Overtime		
Overtime			Overtime		
FINAL			FINAL		
1 st quarter			1 st quarter		
2 nd quarter			2 nd quarter		
3 rd quarter			3 rd quarter		
4 th quarter			4 th quarter		
Final ticks			Final ticks		
Overtime			Overtime		
Overtime			Overtime		
Overtime			Overtime		
FINAL			FINAL		