

Make or Miss League: Basketball Chess (Two Player Game)

Watch the tutorial video if you don't want to read these instructions! It will be on Randy & Retro's YouTube Channel. https://youtube.com/@randyretro8135?si=3aXZ62VpT4_yMORs

Contents: Twelve D6 dice (two orange dice, 5 dice of one color and 5 of another color), two D12 dice, and gameboard.

Set up: 2 orange dice are set aside (used for "shooting"), 5 dice of the same color are set aside for player one, and the other 5 dice are set aside for player two. Each player gets one D12 die that will be used as the "ball". Determine what score you are playing to (11 is a normal game), and then roll each player should roll their 12-sided ball (whoever gets the higher number goes on offense first)!

The start of each possession:

1. The person on offense rolls a six-sided orange die. Whatever the number is, the person must put many of his players outside of the 3-point line. For example, if a "5" is rolled, then the player must start his offense in a five-out. If a "3" is rolled, then the player must put three of his players outside of the 3-point line and 2 players inside of the 3-point line.

If a "6" is rolled, the player can choose whether he wants to shoot 1-and-1 free throws or roll again. If he chooses to shoot free-throws, then the player gives up his possession and attempts to shoot his free throw(s). To shoot a free throw roll the 12-sided die. If you roll a 5 or higher, you will have made the free throw and can attempt another one. If you miss you can attempt a rebound (see #4 in the "Gameplay section").

2. The defense then puts his players anywhere on the board to try and contest any shot attempts. An offensive player that is one space or more away (*horizontally and vertically*) from a defensive player is wide open and uncontested.
3. The ball (the D12 Die) is placed on top of whichever offensive player **outside the 3-point line** you would like to start with the ball.

Gameplay:

1. The offense has ten turns to move players or pass the ball before a shot must be attempted (*Defense should keep track and count down the number of turns left with the small orange disk on the number section on the board*). The offense can move 3 spaces per turn and the defense can move 2 spaces per turn (*horizontally and vertically, not diagonally*). For example, the offensive team can move one player 3 spaces as a single turn or move one player 2 spaces and a 2nd player 1 space as a single turn, or he can move 3 different players 1 space each as a turn. The defense can move one defender 2 spaces as a single turn, or he can move two defenders 1 space each as a turn. *Note: You cannot keep an offensive player in the paint for more than 3 turns, otherwise the defense can call "3 seconds" and cause an automatic turnover*).

2. To pass the ball take the D12 die from the player currently with the ball and have your opponent roll it (*sometimes you will need to have a roll-off with your opponent, and if you both get the same number then the offense gets 1-and-1 free throws*). Depending on the player and where the defense is, you will have completed a successful pass, or you will have caused a turnover. If you complete a successful pass, you can move the ball to whichever teammate you would like. If you cause a turnover, then clear the board and now your opponent is on offense, and you are on defense.

As a reminder, you have 10 turns per possession, and during each turn you can either move your players 3 spaces, or you can pass the ball to your teammate. The defense can only move 2 spaces per turn.

3. At the start of each turn, you can shoot the ball if you would like! You can pick up the 2-orange dice and roll them, which shows that you are attempting a shot. Depending on the player, location, and whether you are contested or not, you will make or miss the shot. If you make the shot, as the 2 or 3 points to your score! If you miss the shot, you have a chance to grab an offensive rebound.
4. Both players roll the 12-sided die. If the offense rolls 2 numbers higher than the defense, they get the offensive rebound, and the shot clock resets to 10.
5. If you do not get the rebound, your offensive possession is over and now you are on defense for your opponent's offensive possession.

If you miss your shot but roll doubles on a contested shot, then you will get to shoot 2 or 3 free throws! If you make your shot and roll doubles on a contested shot, then you get an And-1 and get a chance for a 3- or 4-point play!

Players: Each die represents a player's position on the court, which is necessary to determine a player's probability of making a shot or a pass (1 = Point Guard 2 = Shooting Guard 3 = Small Forward 4 = Power Forward 5 = Center)

The other sheet of paper shows each player's statistics for a normal game. Note how some players have better strengths and weaknesses. You can download pdfs that show various stats for players!

Regardless of a player's stats, you must roll an 11 or higher on all shots that are THREE spaces Or More behind the 3-point line.

For those who do not want to worry about complex stats, here are simple stats that apply to all players:

Shots in the paint = roll 3 or higher (if contested roll 5 or higher, if double-teamed roll 7 or higher)

Midrange shots = roll 5 or higher (if contested roll 7 or higher, if double-teamed roll 9 or higher)

3-Point shots = Roll 7 or higher (if contested roll 9 or higher, if double-teamed roll 11 or higher)

To make a successful pass= Defense must roll a 10 or lower (8 or lower if contested, 6 or lower if double teamed)

Variations: There are many ways to play! Feel free to add your own rules to make things more entertaining! Keep a look out for extra versions of this game on Randy @ Retro's YouTube Channel, thank you so much for playing!