

FULL COURT DICE

Demo Package (1985-86 & 1995-96)

Thanks for picking up **Full Court Dice**, a fast-playing basketball simulation powered by dice, momentum, and the occasional Signature highlight. This is the officially released edition — grab some d6s, pick two teams, and tip off. We hope you love it.

What's In This Package

- **1985-86 Teams.pdf** — 8 team cards bundled together.
- **1995-96 Teams.pdf** — 8 team cards bundled together.
- **Rules.pdf** — full rulebook with examples.
- **Player Aid.pdf** — quick-reference sheet for the table.
- **Scoresheet.pdf** — landscape, two games per page.
- **Universal Highlight Table.pdf** — the 2d6 table every team rolls on.

Teams Included

1985-86 (8 teams)

- | | |
|----------------------|----------------------|
| • Milwaukee Bucks | • Dallas Mavericks |
| • Boston Celtics | • Denver Nuggets |
| • Atlanta Hawks | • Houston Rockets |
| • Los Angeles Lakers | • Philadelphia 76ers |

1995-96 (8 teams)

- | | |
|-------------------|-----------------------|
| • Chicago Bulls | • Indiana Pacers |
| • Utah Jazz | • Houston Rockets |
| • New York Knicks | • Seattle Supersonics |
| • Orlando Magic | • San Antonio Spurs |

Want the Full Rosters?

Unlock every team from the **1985-86** and **1995-96** seasons at fullcourtdice.com. Your purchase includes both the **web version** and the **print-and-play version**.

How to Print

- **Paper:** US Letter (8.5" × 11").
- **Orientation:** Portrait for everything *except* the Scoresheet, which prints **landscape** (two games per page).
- **Color:** Recommended for team cards so the team identities pop; black-and-white works for Rules, Player Aid, Scoresheet, and the Universal Highlight Table.
- Print the Rules, Player Aid, and Universal Highlight Table once. Print as many Scoresheets as you'd like.
- Heavy stock or lamination helps the team cards survive repeated play.

A Few Notes on This Edition

- **Stars & Clutch:** All star players are available during Clutch Time in this edition. Expanded star-activation mechanics are on the roadmap for a future update.
- **Fouls and other in-game events:** Not modeled — the game intentionally keeps the flow fast, without foul tracking or similar mid-game interruptions.

Played a Game? We'd Love to Hear About It

Share Your Experience

Your feedback shapes future updates. Even a quick "Hawks 108, Lakers 102, took 20 minutes" is useful — tell us what worked, what didn't, and which signature moments made the table cheer.

Prefer email? Reach me at fullcourtdice@gmail.com.

Thanks for playing!