

HIGHLIGHT MAKER HOOPS ★ HOME BREW RULES

Created by Michael Owens, these home-brew rules lets you bring player experience, referee effect and late-game coaching superiority into the highlights game...

EXPERIENCE CHECKS

Substitute these results for UNUSUAL RESULTS dice rolls of “2” and “12,” refer to the active player’s EXPERIENCE rating and roll a die...

- 1** • VISITOR player ICON? VISITING team moves 2 spaces; otherwise, VISITING team moves one space.
- 2** • VISITOR player PROSPECT? HOME team moves 2 spaces; otherwise, VISITING team moves one space.
- 3** • VISITOR player ICON? VISITING team moves 1 space; otherwise, no movement.
- 4** • HOME player ICON? HOME team moves 2 spaces; otherwise, HOME team moves one space.
- 5** • HOME player PROSPECT? VISITING team moves 2 spaces; otherwise, HOME team moves one space.
- 6** • HOME player ICON? HOME team moves 1 space; otherwise, no movement.

REFEREE CHECKS

You’ll need to choose three referees for your game, place them in a stack next to the game board. Substitute these results for UNUSUAL RESULTS dice rolls of “3” and “11,” refer to the active referee’s rating and roll a die...

- 1** • STRICT referee? Each team gets 2 free throws; otherwise, no call/movement.
- 2** • QUESTIONABLE referee? “It’s good--and one!” For HOME team; otherwise, no call/movement.
- 3** • SOLID referee? Each team gets 2 free throws; otherwise, “It’s good--and one!” For VISITING team.
- 4** • RESPECTED referee? “It’s good--and one!” For VISITING team; otherwise, “It’s good--and one!” For HOME team
- 5** • LENIENT referee? No call/effect; otherwise, each team gets 2 free throws.
- 6** • SOLID referee? 2 free throws for TRAILING team (if tied, decider die); “It’s good--and one!” For HOME team.

(After the result, rotate the active referee card to the bottom of the stack.)

OPTIONAL COACH ROLL ADJUSTMENT

- In the fourth quarter ONLY, on COACH results, if the coach’s team has the higher winning percentage, he gets two rolls, chooses the best one.