

Kings of Pools: Waterpolo

Introduction

This simple statistical game has been made to consent a speed recreation (less than hour) of dozens of waterpolo tournaments, men and women, from Olympics to World Championships, passing through European Championships, from the Eighties onward. Using a derivation of our *World Cup Soccer*, **King of Pools** consents you to replay an entire tournament in less than an hour, sometimes less than half an hour, maintaining the statistical accuracy and the pathos of a *real* waterpolo tournament.

How to play

Choose the teams to oppose one against the other, then to get the starting Goals Scoring column for the team take its Attack value, compares it with the Defence value of the opponent and evaluate the difference in columns, taking the number of difference and dividing by two (in case of an odd number, round up toward the inferior value); this result is the number of shifts toward the inferior value (see the example at the end of the rules for a better explanation). The result gives you the column to use for each team; then, roll 2 six-sided dice and 1 ten sided die to see how many goals each team scored: the six sided dice are summed up and the result is cross referenced with the column on the Scoring Table to see how many goals the team in question has scored during the match; the third die is used to see if some additional factors have influenced that result, possibly modifying it. Repeat this sequence for both team and obtain the result.

In case of a draw in an elimination game, refer to the Killer Instinct value of both team: if one team is better than the other, assign it one goal more during extra time. If no team has an advantage in this field, go to penalty shootout. Roll 5 dice for each team, where “1-4” means penalty made, and “5-6” penalty missed. If the team are equal after this, refer to Tradition: the team with better tradition scores the final penalty. If Tradition values are the same, continue with the shootout one penalty at the time.

In case of a draw after a Group (same points, same goals difference, same goal made, draw in the confront between the two teams), use Tradition as first discriminant, then use a die.

Third die use

This special die is used according to how the team fared in the real tournament you are replaying. If the roll is inside the range given on the team data (ie from 1 to that number, no more; read “0” as “10”), roll another die and read the result in the “Third die Table”; use the obtained result to modify the number of goal scored by that team with the previous roll, or possibly even the goals scored by the other team.

Third Die Table

Die	Result
1	Subtract 2 goals from opponent score
2	Subtract 1 goal from opponent score
3	No effect
4	Add 1 goal to your score
5	Add 2 goals to your score
6	Add 3 goals to your score
7	Add 4 goals to your score
8	Add 5 goals to your score
9	Add 6 goals to your score
10	Add 7 goals to your score

Versus Top/ Versus Bottom

Each team has a rating (“#” ”#”), positive or negative, where the first number is the columns shift for his attack rating and the second for his defence rating, with negative numbers as shifts toward the left of the table, and positive numbers as shifts toward the right. Both these shifts must be calculated before the comparison with the opponent values. As in any other cases, no shift may go under “A” or over “X”.

In the table for each tournament, Top teams (ranked in the first four places of the historical tournament) are written in bold, while the Bottom teams (last 4 in the tournament) are underscored.

Example: Let's take the Spain team from 2003 FINA Men's Waterpolo Tournament. Spain will suffer a shift of 9 column left to his attack rating vs a Top team (ie. from “O” to “F”) and of 2 columns right for his defence rating (ie. from “J” to “L”). The same team against one of a bottom teams will add 4 columns shift to the right for attack (from “O” to “S”) and 6 columns to the left for defence (from “J” to “D”).

Example of Play

Let's play Hungary vs Italy from the 2003 Men World Championship Tournament: both teams are Top teams, so no difference from the Top/Bottom columns. Hungary has an “R” attack rating vs a “J” defence rating from Italy; so Hungary will roll under the column “N” on the Scoring Table (8 columns difference from R to J, halved; remember to count the inferior column, or arrival column, in the first calculation, not the starting column). Italy has “Q” for attack versus Hungary's “J” for defence; 7 column difference, halved and rounded up toward the inferior column: Italy will roll under column “M”.

Let's take Spain and Slovakia from the same tournament: both teams are nor top nor bottom teams. Spain has “O” attack vs “P” defence for Slovakia, so it will attack under “O” (remember always to subtract the superior column from the inferior); Slovakia has “L” attack vs “J” defence for Spain, so it will score under column “K”.

Scoring Table

Dice	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
2	0	0	0	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
3	0	0	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
4	0	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
5	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11
6	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12
7	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12
8	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13
9	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13
10	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14
11	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14
12	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15

Credits

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2003 Men World Championship

Team	Attack	Defence	vs Top	vs Bottom	Killer Inst	Tradition	Third Die
Canada	F	O	-2 +7	+2 -6	-1	0	1
Hungary	R	J	0 +5	+5 -5	1	5	6
Croatia	O	I	-4 +4	+8 -2	0	2	2
Romania	K	O	-6 +2	+8 -8	-1	1	2
USA	O	I	-2 +5	+9 -4	0	1	3
Serbia	M	G	-5 0	+13 +4	0	4	4
Australia	M	M	-5 0	+4 -10	-1	1	3
Italy	Q	J	-2 +2	+10 -4	1	4	5
Germany	L	L	+2 +7	+5 -5	0	1	2
Greece	O	L	-4 +2	+17 -10	0	3	4
China	H	V	-3 +7	+5 -5	-1	0	1
Spain	O	J	-9 +2	+4 -6	0	2	3
Russia	O	M	0 0	+2 -8	-1	2	2
Slovakia	L	P	-4 +7	0 -9	1	0	3
Brazil	G	M	0 0	+4 -4	1	0	1
Japan	G	T	+4 +9	0 -6	1	0	1