Diggin Deep: World's Game - Check the Deck Chart (Page 1)

Roll	Name	Zone?	Loose Ball	Description	Roll	Name	Zone?	Loose Ball	Description
901 - 902	Playmaker Check: A+	Home Offensive	Home Att if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own offensive zone.	925 - 926	Durability Check: A+	Visiting Offensive	Visiting Att if Play B+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their offensive zone. Also increase this player's INJ rating by one grade.
903 - 904	Playmaker Check: A	Midfield	Home Att if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over at midfield.	927 - 928	Durability Check: A	Visiting Offensive	Visiting Att if Play C+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team at midfield. Also increase this player's INJ rating by one grade.
905 - 906	Playmaker Check: A-	Visiting Offensive	Home Att if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own defensive zone.	929 - 930	Durability Check: A-	Home Offensive	Visiting Mid if Play A+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their defensive zone. Also increase this player's INJ rating by one grade.
907 - 908	Playmaker Check: B+	Home Offensive	Home Mid if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own offensive zone.	931 - 932	Durability Check: B+	Home Offensive	Visiting Mid if Play B+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their offensive zone. Also increase this player's INJ rating by one grade.
909 - 910	Playmaker Check: B	Midfield	Home Mid if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over at midfield.	933 - 934	Durability Check: B	Home Offensive	Visiting Mid if Play C+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team at midfield. Also increase this player's INJ rating by one grade.
911 - 912	Playmaker Check: B-	Visiting Offensive	Home Mid if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own defensive zone.	935 - 936	Durability Check: B-	Home Offensive	Visiting Mid if Play D+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their defensive zone. Also increase this player's INJ rating by one grade.
913 - 914	Playmaker Check: C+	Home Offensive	Home Def if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own offensive zone.	937 - 938	Durability Check: C+	Midfield	Visiting Mid if Play A+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their offensive zone. Also increase this player's INJ rating by one grade.
915 - 916	Playmaker Check: C	Midfield	Home Def if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If this player passes an A+ Playmaker check, he has the option to shoot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over at midfield.	939 - 940	Durability Check: C	Midfield	Visiting Mid if Play B+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team at midfield. Also increase this player's INJ rating by one grade.
917 - 918	Playmaker Check: C-	Visiting Offensive	Home Def if Play A-	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If this player passes an A Playmaker check, he has the option to shoot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own defensive zone.	941 - 942	Durability Check: C-	Midfield	Visiting Mid if Play C+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their defensive zone. Also increase this player's INJ rating by one grade.
919 - 920	Playmaker Check: D+	Home Offensive	Visiting Att if Play A+	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If this player passes an A-Playmaker check, he has the option to shoot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own offensive zone.	943 - 944	Durability Check: D+	Midfield	Visiting Mid if Play D+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their offensive zone. Also increase this player's INJ rating by one grade.
921 - 922	Playmaker Check: D+	Midfield	Visiting Att if Play A+	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If this player passes an B+ Playmaker check, he has the option to shoot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over at midfield.	945 - 946	Durability Check: D+	Visiting Offensive	Visiting Mid if Play A+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team at midfield. Also increase this player's INJ rating by one grade.
923 - 924	Playmaker Check: D-	Visiting Offensive	Visiting Att if Play A+	If passed, player makes a great pass to the teammate of your choice who takes a shot (Goal++). If this player passes an B Playmaker check, he has the option to shoot (Goal++). If failed, player kicks the ball out of bounds, and opposing team takes over in their own defensive zone.	947 - 948	Durability Check: D-	Visiting Offensive	Visiting Mid if Play B+	If passed, this player gets one free roll on his diggin deep column right now. If failed, the player kicks the ball out of bounds. Possession goes to the opposing team in their defensive zone. Also increase this player's INJ rating by one grade.

Diggin Deep: World's Game - Check the Deck Chart (Page 2)

Roll Name Loose Puck	Assist?	Description	Roll	Name		Assist?	Description
949 Discipline Check: A+ Visiting Offensive	/isiting Mid if Play C+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own offensive zone. If failed, this player is given a yellow card. If this player fails a Discipline C check, he is given a red card instead.	961	Keeper Durability Check: A+	Visiting Offensive	Visiting Mid if Play C+	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper cannot play CLUTCH for the remainder of the half. Also increase his INJ rating by one grade.
950 Discipline Check: A Visiting Offensive	/isiting Mid if Play D+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now at midfield. If failed, this player is given a yellow card. If this player fails a Discipline C-check, he is given a red card instead.	962	Keeper Durability Check: A	Visiting Offensive	Visiting Mid if Play D+	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper cannot play CLUTCH for the remainder of the half. Also increase his INJ rating by one grade.
951 Discipline Check: A- Home Offensive	isiting Def if Play A+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own defensive zone. If failed, this player is given a yellow card. If this player fails a Discipline D+ check, he is given a red card instead.	963	Keeper Durability Check: A-	Midfield	Highest Play for Home	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper cannot play CLUTCH for the remainder of the half. Also increase his INJ rating by one grade.
952 Discipline Check: B+ Home Offensive	/isiting Def if Play B+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own offensive zone. If failed, this player is given a yellow card. If this player fails a Discipline D check, he is given a red card instead.	964	Keeper Durability Check: B+	Midfield	Highest Play for Home	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper cannot play CLUTCH for the remainder of the half. Also increase his INJ rating by one grade.
953 Discipline Check: B Home Offensive	isiting Def if Play C+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now at midfield. If failed, this player is given a yellow card. If this player fails a Discipline D-check, he is given a red card instead.	965	Keeper Durability Check: B	Midfield	Highest Play for Visitors	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper cannot play CLUTCH for the remainder of the half. Also increase his INJ rating by one grade.
954 Discipline Check: B- Home Offensive	/isiting Def if Play D+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own defensive zone.	966	Keeper Discipline Check: A+	Midfield	Highest Play for Visitors	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper is given a yellow card. If the keeper fails a Discipline B check, he gets a red card instead.
955 Discipline Check: C+ Midfield	/isiting Def if Play A+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own offensive zone.	967	Keeper Discipline Check: A	Midfield	Lowest Play for Home	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper is given a yellow card.
956 Discipline Check: C Midfield	isiting Def if Play B+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now at midfield.	968	Keeper Discipline Check: A-	Midfield	Lowest Play for Home	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper is given a yellow card.
957 Discipline Check: C- Midfield	/isiting Def if Play C+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own defensive zone.	969	Keeper Discipline Check: B+	Midfield	Lowest Play for Visitors	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper is given a yellow card.
958 Discipline Check: D+ Midfield	isiting Def if Play D+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own offensive zone.	970	Keeper Discipline Check: B	Midfield	Lowest Play for Visitors	This check is against the keeper for the team currently on defense. If passed, the next shot against this keeper is rolled on the keeper's diggin deep column. If failed, this keeper is given a yellow card.
959 Discipline Check: D+ Visiting Offensive		If passed, this player steals the ball and gets one free roll on their diggin deep column right now at midfield.	971	Bolstered Confidence	Home Offensive	Home Att if Play B-	The current ball handler gains one diggin deep opportunity. This extra opportunity gives a bonus to both offense and defense. The current ball handler gains two diggin deep opportunities.
			972	Major Bolstered Confidence	Midfield	Home Att if Play B-	These extra opportunities give bonuses to both offense and defense.
OGO Discipling Check D. Visiting	ng Visiting Def if Play B+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now in their own defensive zone.	973	Deflated Confidence	Visiting Offensive	Home Att if Play B-	The current ball handler gains loses one diggin deep opportunity. A player's diggin deep number cannot go below zero.
960 Discipline Check: D- Offensive Visuary			974	Major Deflated Confidence	Home Offensive	Home Att if Play B-	The current ball handler gains loses two diggin deep opportunities. A player's diggin deep number cannot go below zero.

Diggin Deep: World's Game - Check the Deck Chart (Page 3)

Roll	Name	Loose Puck		Description	Roll	Name	Loose Puck	Assist?	Description
975	Increased Keeper Confidence	Midfield	Home Mid if Play B-	The keepr for the squad currently in possession of the ball gains two diggin deep opportunities.	992	- Injured Keeper -	Visiting Offensive	Home Mid if Play C-	Whoever is in control of the ball fires it on net. The keeper makes a lunging save and tweaks his shoulder. Check for injury to the keeper.
976	Decreased Keeper Confidence	Visiting Offensive	Home Mid if Play B-	The keepr for the squad currently in possession of the ball gains loses diggin deep opportunities.	993		Home Offensive		
977	The Meek Shall Inherit the Earth	Home Offensive	Home Def if Play B-	If the player currently in control of the ball has a zero listed in his diggin deep box, that player gains four diggin deep opportunities. This player also gains two DEF points for the remainder of the match. The bonuses given from these opportunities are on both offense and defense.	994	Player Ejected for Arguing	Midfield	Visiting Att if Play D+	The player currently on the pitch for the visiting team with the highest Discipline rating is ejected for arguing with the referee. If multiple player tie with the highest rating, select the player with more goals scored in their stat line.
978	Gaining Momentum	Midfield	Home Def if Play B-	if the player currently in control of the ball play for the squad who allowed the last goal, that player gains loses diggin deep opportunity. Either way, this player passes the ball across the pitch to a teammate of yoru choice.	995	Own Goal	Midfield	Visiting Att if Play D-	Whoever is in control of the ball fires it on net. Roll one die. If the result is greater than the combined DEF rating of all the opposing defenders, the ball is kicked into the net by one of the defenders. If the result is less than or equal to the combined DEF ratings, the ball is kicked out of bounds by the defense.
979	Losing Momentum	Visiting Offensive	Home Def if Play B-	if the player currently in control of the ball play for the squad who scored the last goal, that player gains one diggin deep opportunity. Either way, this player passes the ball across the pitch to a teammate of yoru choice.	996	Complete Loss of Judgement	Visiting Offensive	Visiting Mid if Play D-	The player in control of the ball has it legally stripped from him. The player who lost the ball also loses control of his temper and fouls the opposing player with vengence. The player committing the foul is give a red card and is ejected from the match. Check for injury to the player who was fouled.
980	Hometown Favorite	Home	Visiting Att if	The player in control of the ball gains one diggin deep opportunity, as long as that player is playing in his home	997	Penalty Kick	Home Offensive	Visiting Mid if Play D-	The player in control of the ball is tripped up while making a push to the net. The referee awards that player a penalty shot.
300	Hometown ravonte		Play B+	country. Either way, this player passes the ball across the pitch to any teammate.	998 (1 - 5)	Weatherfront Passes Through	Midfield	Home Def if Play D-	After heavy rains the night before, the pitch is drenched. However, the match is still played. Increase everyone's INJ rating by one grade. Decrease everyone's DUR and PLAY
981	Hometown Favorite - Keeper	Midfield	Visiting Att if Play B+	The keeper for the team in control of the ball gains two diggin deep opportunities, as long as that player is playing in his home country. Either way, this player passes the ball across the pitch to any teammate.					ratings by one grade. Neither keeper can play CLUTCH.
001					998 (6 - 0)	Overturned Goal	Visiting Offensive	Home Def if Play D-	The next ATTACKER to score a goal will have it overturned as referee will incorrectly blow the play dead due to offsides.
982	In the Zone	Midfield	Visiting Att if Play C+	If the player currently in control of the ball has already scored a goal this match, that player gains three diggin deep opportunities. These chances give bonuses to both offense and defense. Either way, this player passes the ball across the pitch to any teammate.	999 (1 - 5)	Heat Exhaustion	Midfield	Home Def if Play C-	Extreme high temperatures are having effects on the players. If this result is rolled during the second half AND the current ball handler has been playing from the start of the match, that player collapses on the pitch. Check for injury to that player. Regardless of the result, this player must be removed from the match.
983	Biased Referee (Home)	Home Offensive Visitin Pla Midfield	Visiting Att if	The head referee for today's match has a personal bias against the home team. For the remaidner of the half, and play be the home team that results in a Goal++ scoring chance will have it ruled offsides. The ball is turned over to the visiting team.	999 (6 - 0)	Foreign Object	Visiting Offensive	Home Def if Play C-	A deranged fan in the stands throws a foreign object onto the pitch striking the current ball handler. Chcek for injury to the player.
984			Play D-		1,000 (1 - 5)	Collision at Midfield	Home Offensive	Visiting Att if Play C+	The midfielders for each team with the most goals listed on their stat lines both go for a loose ball at midfield and collide with each other. Check for injuries to both players.
985	Biased Referee (Visitors)	Visiting Offensive	Visiting Att if	The head referee for today's match has a personal bias against the visiting team. For the remaidner of the half, and play be the visiting team that results in a Goal++ scoring	1,000	Can't Handle the	Visiting	Visiting Att if	If the current ball handler is playing on the visiting team AND playing outside his home country, that player becomes
986		Home Offensive	chance will have it ruled offsides. The ball is turned over to the home team.	(6 - 0)	Hecklers	Offensive	Play D+	distraught over hecklers. This player cannot dig deep for the remainder of the half.	
987		Home Offensive							
988	Hard Foul Suffered	Midfield							
989		Visiting Offensive	Home Att if Play C-	The current ball handler is fouled hard. The original team with the ball retains possession. Check for injury to the player who was fouled.					
990		Home Offensive							
991		Midfield							
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