

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

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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.

Roll	Name	Zone?	Loose Ball	Description
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
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
949	Discipline Check: A+	Visiting Offensive	Visiting 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.
950	Discipline Check: A	Visiting Offensive	Visiting 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.
951	Discipline Check: A-	Home Offensive	Visiting 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.
952	Discipline Check: B+	Home Offensive	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 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.
953	Discipline Check: B	Home Offensive	Visiting 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.
954	Discipline Check: B-	Home Offensive	Visiting 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.
955	Discipline Check: C+	Midfield	Visiting 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.
956	Discipline Check: C	Midfield	Visiting 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.
957	Discipline Check: C-	Midfield	Visiting 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.
958	Discipline Check: D+	Midfield	Visiting 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.
959	Discipline Check: D+	Visiting Offensive	Visiting Def if Play A+	If passed, this player steals the ball and gets one free roll on their diggin deep column right now at midfield.
960	Discipline Check: D-	Visiting Offensive	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.

Roll	Name	Loose Puck	Assist?	Description
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
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.
972	Major Bolstered Confidence	Midfield	Home Att if Play B-	The current ball handler gains two diggin deep opportunities. These extra opportunities give bonuses to both offense and defense.
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.
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.

