

**another pSecret pSociety pshort pstory**



**Powerball – Soccerball** by Mike Bozart (Agent 33) | Nov. 2019

## **Powerball – Soccerball**

by Mike Bozart

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Hello there, assiduously ante/anti-residual Agent 33,

After reading your short story, *Farallón*, a few months back, an idea emerged. Yes, imagine that – an idea at my ripe-old age. (I hear you laughing. Quiet down. The neighbors can hear you. Or, might you be in the office?) Anyway, I got to work on tweaking the aforementioned Powerball-based virtual soccer/football game. After eight iterations (trial runs), I think that I have it perfected in the 9<sup>th</sup> season, as the GPM (goals per match) average is now running between 2.77 and 2.88 – right in line with the 2018-19 Premier League season average of 2.82. That luckless fellow on the rock in your nautical calamity ... what was his name? Ernie? That was it, right? Well, his scoring schedule was a little low; thus, I 'primed' it.

Attached is my documentation.

Awaiting next neural impulse.

Psin-psear-me,  
Agent 929

p.s. Oh, that young lady who was the main character in *Peripheral*. Well, I think I saw her in a Manila mall.

## Initial Setup for 1<sup>st</sup> Season

1. Each participant (minimum of 8; maximum of 20) choose a name for their virtual team, and then secretly pick eleven white-ball (WB) numbers between 22 and 55 (inclusive), two of which are prime. These numbers are known as the **constants**.

- Example: (24)(26)(28)(29)(32)(35)(37)(42)(48)(51)(55)

2. Each participant then secretly picks five WB numbers between 1 and 21 (inclusive), one of which is prime. These are the **Home Bonus (HB) numbers**.

- Example: (6)(10)(14)(19)(20)

3. Each participant then secretly picks three WB numbers between 56 and 69 (inclusive), one of which is prime. These are the **Away Bonus (AB) numbers**.

- Example: (57)(61)(68)

4. Finally, each participant secretly picks a single **Powerball (PB) number** between 1 and 26 (inclusive). The chosen **PB number** can be prime or non-prime; there is no advantage for either.

- Example: [16]

5. Each participant now makes a list of all twenty of their secretly chosen numbers, beginning with their WB numbers, grouping their HB numbers, constants, and AB numbers in ascending order. Their chosen PB number [in brackets] is last. These will be their numbers for the whole season.

- Example:  
(6)(10)(14)(19)(20)(24)(26)(28)(29)(32)(35)(37)(42)  
(48)(51)(55)(57)(61)(68)[16]

6. A schedule of fixtures (matches) is now configured with all teams playing each other twice, home and away. If there is an odd number of teams, byes will have to be used.

## Rules of play

1. After all of the participants' teams have their twenty numbers (19 WB and one PB), the next Powerball drawing, whether Wednesday or Saturday night, kicks off the inaugural season. Home teams get to use their **HB numbers** in addition to their **constants** (but **not** their **AB numbers**). Away teams get to use their **constants** plus their **AB numbers** (but **not** their **HB numbers**). These are the **numbers in play**.

- Example:  
Powerball drawing, WB numbers:  
(9)(34)(44)(53)(66) | PB number: [16]

Home Team numbers:

(6)(10)(14)(19)(20)(24)(26)(28)(29)(34)(35)(37)(45)  
(48)(51)(55)(57)(61)(68) [16]

Away Team numbers:

(6)(9)(12)(17)(21)(25)(27)(33)(41)(42)(44)(46)(48)  
(49)(50)(53)(58)(67)(69) [11]

2. Scoring. Each non-prime WB match = 1 goal. Each prime WB match = 2 goals. A PB match = 2 goals. [See chart below Example.]

- Example (from above):  
Home Team matches the in-play WB number of 34, which is not prime, and the PB number of 16; the

result: 3 goals scored (1 for WB 34 and 2 for PB 16).

Away Team matches the in-play WB numbers of 44 and 53, one of which is prime, but do not match the PB number; the result: 3 goals scored (1 for WB 44 and 2 for prime WB 53).

Final score: Home Team 3 – 3 Away Team (draw).

Example	Explanation	WB Goals	Goals with PB
Ⓟ	Only the Powerball (NO WBs)	0	+ Ⓟ = 2
④	One WB, which is NOT a prime no.	1	+ Ⓟ = 3
③	One WB, which IS A PRIME no.	2	+ Ⓟ = 4
④⑥	Two WBs, and NEITHER is a prime no.	2	+ Ⓟ = 4
③⑧	Two WBs, and ONE is a PRIME no.	3	+ Ⓟ = 5
③⑤	Two WBs, and BOTH are PRIME nos.	4	+ Ⓟ = 6
④⑥⑧	Three WBs, and NONE are prime nos.	3	+ Ⓟ = 5
①⑤⑥	Three WBs, and ONE is a PRIME no.	4	+ Ⓟ = 6
①③⑤	Three WBs, and TWO are PRIME nos.	5	+ Ⓟ = 7
②③⑤	Three WBs, and ALL are PRIME nos.	6	+ Ⓟ = 8
④⑥⑧⑨	Four WBs, and NONE are prime nos.	4	+ Ⓟ = 6
③⑥⑧⑨	Four WBs, and ONE is a PRIME no.	5	+ Ⓟ = 7
③⑤⑧⑨	Four WBs, and TWO are PRIME nos.	6	+ Ⓟ = 8
②③⑤⑨	Four WBs, and THREE are PRIME nos.	7	+ Ⓟ = 9
①④⑥⑧⑨	All five WBs, and NONE are prime nos.	5	+ Ⓟ = 7
④⑥⑦⑧⑨	All five WBs, and ONE is a PRIME no.	6	+ Ⓟ = 8
④⑤⑥⑦⑧	All five WBs, and TWO are PRIME nos.	7	+ Ⓟ = 9
③⑤⑥⑦⑧	All five WBs, and THREE are PRIME nos.	8	+ Ⓟ = 10

3. Recording. An updatable table is set up with these seven columns: Wins | Draws | Losses | Goals Scored | Goals Allowed | Goal Differential | Points

(Change-in-Position and Form columns are optional.)

[See Table below.]

Note: a win = 3 points, a draw = 1 point, a loss = 0 points.

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