System Design for close matches:

FE Rough Estimate : M
BE : NA

Aim: To be able to craft various close match experiences while maintaining a 95% win rate.

Close Match Rigs:

Logic: At the start of the over, Check RRR,

Rig No.	RRR	Balls Rigs
1	RRR>=16	6 green balls
2	16>RRR>=14	5 green balls, 1 yellow balls
3	14>RRR>=12	4 green balls, 2 yellow balls
4	12>RRR>=10	2 green balls, 3 yellow balls, 1 red balls
5	10>RRR>=8	1 green balls, 2 yellow balls, 3 red balls
6	8>RRR>=6	1 yellow balls, 5 red balls
7	RRR<6	6 red balls

Templates for Close Matches:

Template 1: Comeback Narrative (Tough start, early wicket, comeback at towards the end)

Phase	User Emotion	System Action	Rigs (whichever apply)
Overs 1–3	“Uh oh, it’s tricky”	To keep RRR 12+, Rigged wicket (Random drop - 40% chance of wicket fall on every miss)	4,5,6,7
Overs 4–7	“I’m getting back”	To bring RRR between 8-12	3,4,5,6
Over 8	“I can do this!”	To bring RRR between 8-10	1,2,3,4

Over 9–10	“Holy, it’s so close”	Let them win, close match	1,2,3,4,5,6,7

Tug of war Narrative (back and forth)

Phase	User Emotion	System Action	Rigs (whichever apply)
Overs 1–3	“Pressure’s on	To keep RRR between 12+	4,5,6,7
Overs 4–6	“Back in it!”	To bring RRR between 8-10	1,2,3,4
Over 7-8	“Wobble again…”	Rigged Wicket (If wickets fallen < 2) , RRR back up to 12+ 40% chance of wicket fall on every miss)	4,5,6,7
Over 9–10	“Push to the finish!”	Let them win, close match	1,2,3,4,5,6,7

Template 3: Last Ball thriller (Unpredictable till the end)

Phase	User Emotion	System Action	Rigs (whichever apply)
Overs 1–10	“Tough match, fight till the end”	Keep RRR between 8-12	1,2,3,4,5,6,7

Template 4: Overconfidence Trap narrative (Easy at the start, late wicket loss)

Phase	User Emotion	System Action	Rigs (whichever apply)
Overs 1–5	“Too comfortable”	Keep RRR under <12	1,2,3,4
Over 6-8	“Falling Apart”	Bring RRR up to +12 Rigged wicket drop (Random) - 40% chance of wicket fall on every miss), if wickets lost < = 3	5,6,7
Over 9-10	“Clutch finish”	Close win	1,2,3,4,5,6,7

Fixed outcome Lock:
Conditions mentioned in over 9-10 (To only be used in the first 30 matches)