

Quick Start Instructions: How to Practice Pizza Box Football

Goals for Practice

No setup is required to practice. You can practice calling Offense and Defense plays without using the game board. The important things to learn are: (a) the Play Sequence on the  card, (b) how to read the Defense Effect chart, and (c) how to read the Offense Play charts. Try calling different plays, and refer to the Play Calling Strategy Advantage chart. Once you've practiced the basics, you can play!

Optional Setup

Set up the game board with a team peg (blue) on the 25-yard line. Place the yellow first down marker peg on the 15. Place a green marker next to the 1 in the Downs area. You will use the  card to teach the Play Sequence and the  card to help describe any dice symbols. The Offense player will try to score from the 25 (just like in college overtime).

Start here to Practice Calling Plays for Offense and Defense

- 1 Get familiar with the Play Sequence and the Play Calling Strategy Advantage Chart at the right of this page.
- 2 Give the  to the player learning to play Offense.
- 3 The Offense player should look at the  card. The charts for the Offense plays are shown in Step 4 on the card. The Offense choices are: **RUN, SHORT PASS** and **LONG PASS**
- 4 Give the , , and  to the player learning Defense. The colors of the dice match the Defense play calls:



- 5 Beginning with Step 1, Follow the steps on the  card. The Defense must guess what the Offense is going to do. The Defense player gets an advantage when he guesses exactly what the Offense is going to do.
- 6 In Step 2 on the  card, the Offense player announces his play out loud. He can create an advantage for his team based on the play he thinks the Defense will have called.

- 7 In Step 3, the Defense player rolls the Defense die he chose along with . Add the dice together and refer to the in the Defense Effect chart. Look up the roll result (2-12) vs. the Offense Play called. The Defense Effect chart already applies any advantage gained by either team.
- 8 Note any Defense Effect, like +2, +1, none, -1 or -2. These effects will be applied when the Offense player rolls  for the Offense play in Step 4. If you get  or  effects, the Offense player will  or won't  be able to earn extra yards by breaking tackles during the gain roll part of the Offense play (Step 5).
- 9 Now it's time for the Offense player to roll . Add the dice total (3-18). Don't forget to add/subtract any effect from the Defense. Read the chart for the Offense play called (**Run, Short Pass** or **Long Pass**). Refer to the  card to clarify any dice symbols. The results tell you how to earn your gain (or loss). Mishaps and QB Pressure results refer you to an additional  roll and chart.
- 10 In Step 5 the Offense player rolls his gain (or loss) per the Step 4 play result. For example, if the Offense Play Call were a Run and the  result were 13, the Offense player would roll  and add the dice together to determine his yards gained.

Pizza Box Football Play Sequence

- 1 Defense hides Play Call die (in Hand)
- 2 Offense makes Play Call (Out Loud)
- 3 Defense rolls for Defense Effect vs. Offense Play Call
- 4 Offense rolls  for Offense Play
- 5 Offense rolls white dice for gain or loss
- 6 Mark yards, down and time on game board (optional)

PLAY CALLING STRATEGY ADVANTAGE		OFFENSE PLAY		
		Run	Short Pass	Long Pass
DEFENSE PLAY	Run 	Defense	None	Offense
	Short Pass 	Offense	Defense	None
	Long Pass 	Offense	Offense	Defense