



PIZZA BOX FOOTBALL GAME EXPANSION



PIZZA BOX FOOTBALL EXPANSION — INTRODUCTION

We create expansions for Pizza Box Football that are different every year. This game builds upon cards and rules contained in Pizza Box Football. Therefore, it does not contain the rules for playing Pizza Box Football, cards for special teams plays, etc. You may purchase a copy of Pizza Box Football at your local store or at www.PizzaBoxFootball.com.

What's New

Expanded Strategy

We've expanded the strategy of Pizza Box Football by making available 3 special offense plays and 3 special defense plays:

New Offense Plays: Draw, Screen Pass and Play Action

New Defense Plays: Run Blitz, Route Jump and QB Blitz

You can play the expanded game with or without these special calls. You and your opponent should agree upon which plays to use before you begin.

32 Teams

We've also included 32 different team cards, so you can play for your favorite. These teams have different strengths and weaknesses. We update teams every year, so be sure to look for next year's edition.

Contents

2 Expansion Play Sequence Cards, 16 Team Cards (with 32 teams), Instructions, small gray die, additional team pegs

RULES OF PLAY / EXPANSION PLAY SEQUENCE

Play per the rules of Pizza Box Football. All plays may be used in all game options (Red Zone Shootout, Backyard Brawl, Smashmouth Full Game or Professional Full Game). Track all yards and time units per the rules of Pizza Box Football. Incorporate any Free Downloads (e.g., Goal Line Defense, Long Pass Bomb Play, Home Field Advantage, etc.) per agreement between the players.

Use the new Expansion Play Sequence Card  and follow the same play sequence (1-6) as Pizza Box Football. The expanded Advantage Chart uses a lookup chart that indicates which column you will read for your Defense Effect roll in Step 3.

RULES OF PLAY — TEAMS

The Expansion includes 32 team cards with varying strengths and weaknesses. You no longer need to use the  card for Play Sequence Steps 4-6. If you and your opponent would prefer to play with the standard strength teams, use the  card. Standard strength teams will use standard strength defense rolls (described in Defense on p. 2).



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RULES OF PLAY—TEAMS (continued)

Offense

The 32 team cards have varying offense strengths and weaknesses for Run, Short Pass, Long Pass and Mishap. Team strengths and weaknesses are rated on a scale of ① (poor) to ③ (exceptional).

Defense

The 32 team cards also have varying defense strengths and weaknesses for Run / Run Blitz, Short Pass / Route Jump, and Long Pass / QB Blitz. Team strengths and weaknesses are rated on a scale of ① (poor) to ③ (exceptional). Standard strength defenses are rated ② and are always rolled (2-12) as called. How to apply strengths and weaknesses is described on each team's card and in more detail below.

Applying Defense Strengths (Rating: ③)

Defense strengths factor into the Defense Effect roll only once the defense has created an advantage vs. the Offense during the Play Call. A defense player who has gained such an advantage will roll the ■ in addition to the play call dice.

When a defense player having a Long Pass / QB Blitz rating of ③ selects Long Pass ■ against an Offense Long Pass call, the defense player gains an advantage. Therefore he will roll ■□ along with Long Pass' ■ and read the higher roll of □ and ■, adding the higher die to his ■ to get his result (2-12) for the Defense Effect roll. For example: a roll of green 5, white 2, and gray 4 would earn a result of $5 + 4 = 9$.

Applying Defense Weaknesses (Rating: ①)

Defense weaknesses similarly factor into the Defense Effect roll only once the defense has created an advantage vs. the Offense during the Play Call. (A poor defense will have a tougher time making use of its strategic advantage.)

When a defense player having a Long Pass / QB Blitz rating of ① selects Long Pass ■ against an Offense Long Pass call, the defense player will still gain an advantage. However, he must roll ■□ along with Long Pass' ■ and read the lower roll of □ and ■, adding this to his ■ to get his result (2-12) for the Defense Effect roll. For example: a roll of green 5, white 2, and gray 4 would earn a result of $5 + 2 = 7$.

www.PizzaBoxFootball.com

We continue to add to the features of our fan website, www.PizzaBoxFootball.com. Register to get free downloads and league tools, even access web pages where you can track your league results! And of course, find out when the next year's Pizza Box Football Expansion is available!

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