### NEW ENGLAND OFFENSE

# PIZZA BOX FOOTBALL SOLITAIRE OPPONENT PLAY SELECTOR—DEFENSE

(For use with Expansion Game plays. Use either with / without Coach's Strategic Decisions page)

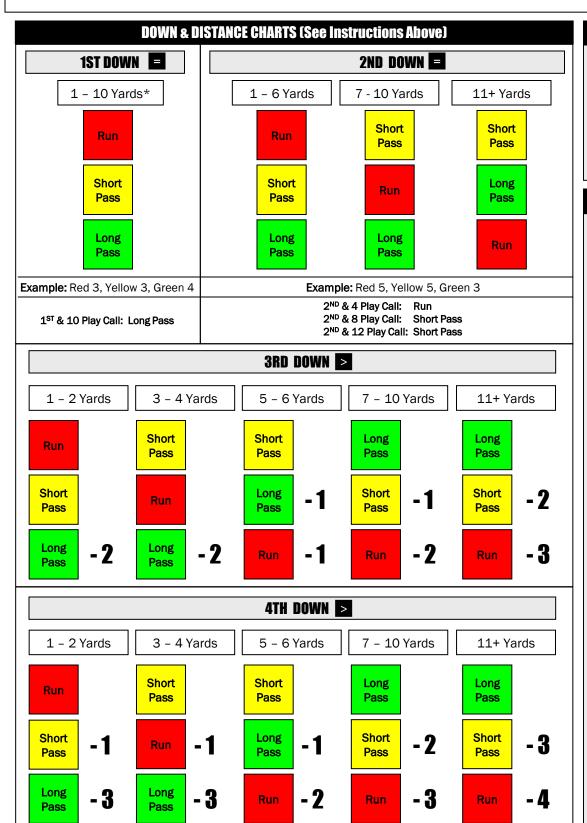
VS. NEW YORK DEFENSE

# **DOWN & DISTANCE CHART INSTRUCTIONS**

When playing against a solitaire opponent, your opponent's play will be selected using a roll of and and and and opponent's play call will be based on the Down & Distance situation. Always decide your play call first, then roll to reveal your opponent's play call.

The highest roll result ( , or less any modifiers shown in the chart) determines your opponent's play call. Break ties using the play call in the highest position shown in the appropriate Down & Distance column (see examples below). The Special Call Symbols and lare used to determine when the defense calls more aggressive plays (Run Blitz, Route Jump and QB Blitz)—see Notes.

After determining each team's play call, use □+ ■ for the Defense Effect roll (2-12).



#### **VS. OPPONENT'S DEFENSE**

- 1. Call your Offense Play.
- 2. Roll for Defense.
- 3. Read Down & Distance chart for Offense Play Call choice.
- 4. Read □ for Defense Effect.
- 5. Roll Offense (3-18).
- 6. Roll any gain or loss.

### \* NOTES

#### SPECIAL CALL SYMBOLS\*

The defense play call may be more aggressive depending on the down. Symbols ■ and ■ show how to determine when the defense has made the more aggressive call (e.g. Run Blitz instead of Run).

- When □ = ■, use more aggressive call.
- When □ > , use more aggressive play call
- \* Always use more aggressive call when  $\Box$ +  $\blacksquare$  = 2 or 12.

#### Special Situations

Apply these effects to your opponent's roll for these special situations.

Inside his own 5-yard line Take an additional -2 off

Take an additional -2 off green die roll on all downs

# Inside your 5-yard line

Take an additional -2 off green die roll on all downs

#### Inside your opponent's 10

Take additional – 1 off green die roll on all downs

**2-point conversion attempts**Select the play using the 4th and 3 down & distance chart.

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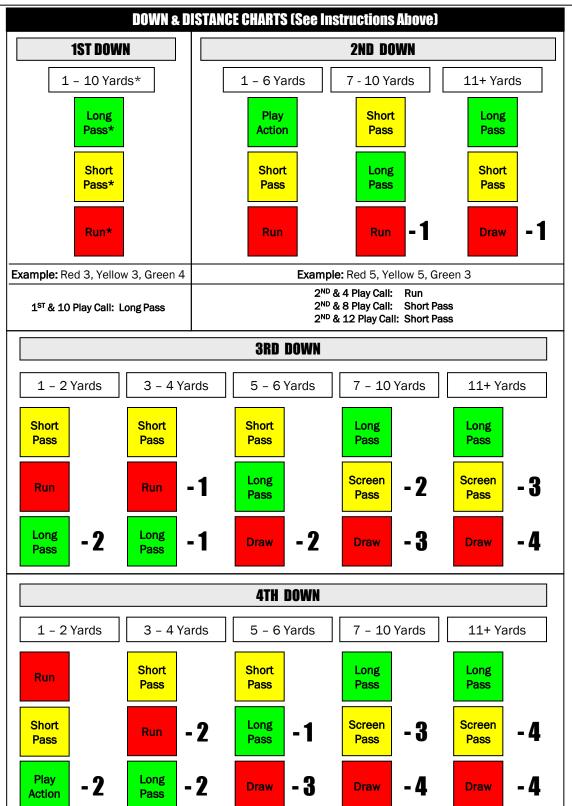
VS. NEW YORK OFFENSE

# **DOWN & DISTANCE CHART INSTRUCTIONS**

When playing against a solitaire opponent, your opponent's play will be selected using a roll of and and and and opponent's play call will be based on the Down & Distance situation. Always decide your play call first, then roll to reveal your opponent's play call.

The highest roll result ( , , or less any modifiers shown in the chart) determines your opponent's play call. Break ties using the play call in the highest position shown in the appropriate Down & Distance column (see examples below). During first down plays use the roll to determine when the offense calls a Draw (vs. Run), Screen (vs. Short Pass) or Play Action (vs. Long Pass)—see Notes. On all other downs select the offense play as shown in the Down & Distance column.

After determining each team's play call, use  $\Box$  +  $\blacksquare$  for the Defense Effect roll (2-12).



### **VS. OPPONENT'S OFFENSE**

- 1. Call your Defense Play.
- 2. Roll for Offense.
- 3. Read Down & Distance chart for Offense Play Call choice.
- 4. Read □ for Defense Effect.
- 5. Roll Offense (3-18).
- 6. Roll any gain or loss.

### \* NOTES

#### FIRST DOWN PLAYS

On 1<sup>st</sup> and 10, the □ ■ roll will determine whether a special play (Draw, Screen or Play Action) is called. Special plays occur whenever □ = ■.

#### For example:

Red 3, Yellow 3, Green 4 with White 6 and Black 2

**Long Pass** (white ≠ black)

Red 3, Yellow 3, Green 4 with White 4 and Black 4

Play Action (white = black)

# Special Situations

Apply these effects to your opponent's roll for these special situations.

# Inside his own 5-yard line

Take an additional –2 off green die roll on all downs

#### Inside your 5-yard line

Take an additional -2 off green die roll on all downs

#### Inside your opponent's 10

Take additional – 1 off green die roll on all downs

# 2-point conversion attempts

Select the play using the 4th and 3 down & distance chart.