

PIZZA BOX FOOTBALL SOLITAIRE OPPONENT PLAY SELECTOR—OFFENSE

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

DOWN & DISTANCE CHART INSTRUCTIONS

When playing against a solitaire opponent, your opponent's play will be selected using a roll of ■ ■ ■ and □ ■. Your 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 □ + ■ for the Defense Effect roll (2-12).

DOWN & DISTANCE CHARTS (See Instructions Above)

1ST DOWN		2ND DOWN		
1 - 10 Yards*		1 - 6 Yards	7 - 10 Yards	11+ Yards
■ Run*		■ Run	■ Short Pass	■ Short Pass
■ Short Pass*		■ Short Pass	■ Run	■ Long Pass
■ Long Pass*		■ Play Action	■ Long Pass	■ Draw
Example: Red 3, Yellow 3, Green 4		Example: Red 5, Yellow 5, Green 3		
1 st & 10 Play Call: Long Pass		2 nd & 4 Play Call: Run 2 nd & 8 Play Call: Short Pass 2 nd & 12 Play Call: Short Pass		

3RD DOWN				
1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards
■ Run	■ Short Pass	■ Short Pass	■ Long Pass	■ Long Pass
■ Short Pass	■ Run	■ Long Pass -1	■ Screen Pass -1	■ Screen Pass -2
■ Play Action -2	■ Long Pass -2	■ Draw -1	■ Draw -2	■ Draw -3

4TH DOWN				
1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards
■ Run	■ Short Pass	■ Short Pass	■ Long Pass	■ Long Pass
■ Short Pass -1	■ Run -1	■ Long Pass -1	■ Screen Pass -2	■ Screen Pass -3
■ Play Action -3	■ Long Pass -3	■ Draw -2	■ Draw -3	■ Draw -4

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 1st 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.

PIZZA BOX FOOTBALL SOLITAIRE OPPONENT PLAY SELECTOR—DEFENSE

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

DOWN & DISTANCE CHART INSTRUCTIONS

When playing against a solitaire opponent, your opponent's play will be selected using a roll of ■ ■ ■ and ■. Your 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 > are 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).

DOWN & DISTANCE CHARTS (See Instructions Above)

1ST DOWN =	2ND DOWN =
1 - 10 Yards*	1 - 6 Yards 7 - 10 Yards 11+ Yards
Run	Run Short Pass Short Pass
Short Pass	Short Pass Run Long Pass
Long Pass	Long Pass Long Pass Run
Example: Red 3, Yellow 3, Green 4	Example: Red 5, Yellow 5, Green 3
1ST & 10 Play Call: Long Pass	2 ND & 4 Play Call: Run 2 ND & 8 Play Call: Short Pass 2 ND & 12 Play Call: Short Pass

3RD DOWN >				
1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards
Run	Short Pass	Short Pass	Long Pass	Long Pass
Short Pass	Run	Long Pass -1	Short Pass -1	Short Pass -2
Long Pass -2	Long Pass -2	Run -1	Run -2	Run -3

4TH DOWN >				
1 - 2 Yards	3 - 4 Yards	5 - 6 Yards	7 - 10 Yards	11+ Yards
Run	Short Pass	Short Pass	Long Pass	Long Pass
Short Pass -1	Run -1	Long Pass -1	Short Pass -2	Short Pass -3
Long Pass -3	Long Pass -3	Run -2	Run -3	Run -4

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 □+■ = 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 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.