SMASHMOUTH FULL GAME

Object of the Game	Score more points than your opponent in a 4-quarter football game. Points are scored per the rules of football: (6) Touchdown; (3) Field Goal; (2) Safety, 2-Point Conversion; (1) Extra Point.
Strategy Level	High
Time to Play	60-75 minutes

Getting Started

Cards to Use	
Game Board Setup	Choose team colors and end zones. Place a green Time marker in the Game Clock next to the number 30. Place a green Quarter marker in Quarter 1. Place each team's score piece next to the zeros (0). You will use another green marker for Downs during game play.
Decide which player will go first	Each player rolls 1 die. The higher roller will receive the kickoff. The other player will receive the kickoff in the second half.

Playing Smashmouth Full Game

Rules of Play	 The game is divided into 4 quarters / 2 halves, just like football. Play begins with a kickoff and kickoff return. Teams alternate possession per the rules of football. Normal Punts, Short Punts and Onside Kicks are included. This is the real deal! Each offensive play (not including kicks) is tracked on the game clock. There are 30 offense plays per quarter, total. After the 2nd quarter ends, play stops. To begin the 3rd quarter, the player who received the ball in the first half will kickoff to begin the second half. Play is over after the completion of the 30 plays in the 4th quarter as long as one team has scored more points than the other.
Begin Play	The kicking player rolls the kickoff. The receiving player rolls the kickoff return. The receiving player begins on offense after the kick return. Follow Play Sequence Steps 1-6.
How to play overtime if game ends in a tie	 If at the end of the game the score is tied, then the players will play a 30-play Overtime Period. Players will roll to see who gets to receive the kickoff. The higher roller will receive the kickoff. Play continues until one team scores and wins or the Overtime Period ends (which ends the game in a tie). There is no second Overtime Period.