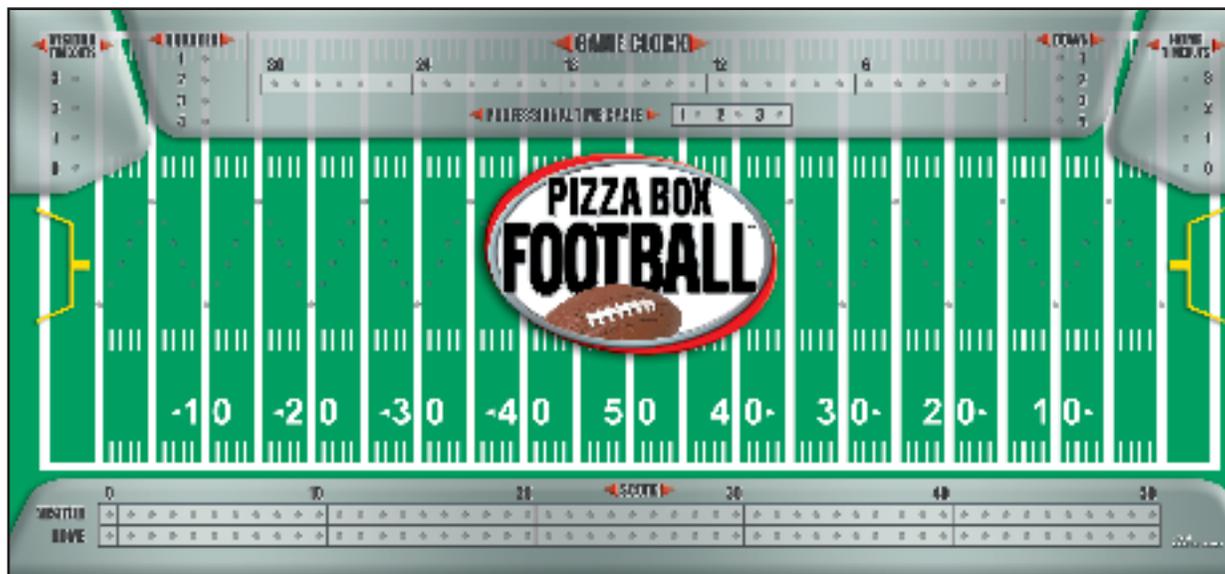


GAME BOARD

Follow the chart below to learn how to use the game board and game pieces.



<p>Tracking the Ball on Offense</p>	<ul style="list-style-type: none"> • Each team (red and blue) has 2 markers for tracking yards on offense. We'll describe how the blue offense marks the ball. • For example, let's show a blue team play from the 20-yard line. Put a blue marker on the 20, marking the beginning of the play. Let's say you rolled your play and gained 4 yards. You would use your 2nd blue marker to mark the gain, placing it on the 24. • Once you have marked your gain, you can remove your original spot. You'll need only the new mark for the next play. • For a kickoff, punt or turnover, your opponent will place his marker where he receives the ball. After rolling his return he will mark the ball again to begin his turn on offense.
<p>Tracking the First Down Marker</p>	<ul style="list-style-type: none"> • Once your team gets the ball (and before your first play) place the yellow first down marker 10 yards closer to your opponent's end zone. For example, if your first play is from the 20-yard line, place the yellow marker at your 30. • You will earn a new first down if a play's gain reaches or passes the first down marker. When this happens, mark you gain and remove the yellow marker, replacing it 10 yards ahead of the result of your last gain.
<p>Tracking the Down Situation</p>	<p>To keep track of the down situation use one of the green markers and the Downs area of the Game Board.</p>

Tracking Time for Smashmouth Full Game	<ul style="list-style-type: none"> • Use the Game Clock to track time remaining. Each quarter begins with a marker next to the 30 in the Game Clock. There are 30 offense plays in each quarter. The marker moves one place after each run, short pass or long pass play. • Kicks and returns will not count as plays. Also, an interception and interception return would count as one play. • After completing the last play of a quarter, move the quarter marker to the next highest quarter and reset the Game Clock to 30.
Tracking Time for Professional Full Game	<ul style="list-style-type: none"> • Use the Game Clock to track time remaining. Each quarter begins with a marker next to the 30 in the Game Clock. There are 90 Professional Time Units in each quarter, to be marked off in three (3) 30-unit Professional Time Cycles. The marker moves according to the Professional Time Units described on the Professional Time Card. • Upon reaching the end of the Game Clock row, move the marker back to the 30 and continue marking any remaining time (unless the end of the Game Clock row marks the end of a quarter, an automatic timeout). • The two-minute warning occurs as an automatic timeout during the 2nd and 4th quarters once the time marker reaches the 12 during Professional Time Cycle #3. • Track timeouts for each team using the Home Timeouts and Visitor Timeouts sections. Each team may use up to 3 timeouts per half (up to 2 timeouts in overtime period).
Tracking Rounds for Backyard Brawl	<ul style="list-style-type: none"> • Use the quarter marker to track the half (1st or 2nd) • To track rounds, start by placing the first player's marker in Professional Time Cycle #1. After the round, replace the first player's marker with the second player's marker. After the second player's possession, continue by placing the first player's marker next to #2, and so on.
Tracking the Score	<ul style="list-style-type: none"> • Track each team's score using the markers in the score area. Use a red marker for the red team and a blue marker for the blue team. • Touchdowns are scored (a) when a team crosses the opponent's 1-yard line and reaches the -0- or (b) when an automatic touchdown is awarded. • Field Goals or Extra Points are scored when the kick result is good • 2-point conversions are scored when the attempt gains 3 or more yards • A safety is scored (a) when your opponent is tackled inside his own 1-yard line or (b) when a blocked kick goes more than 9 yards into the end zone • When a team scores, move that team's marker to the right along the score path to add the points scored to the team's total.