Quick Start -Playing a Game

1. Setup the field, first down marker, ball, defensive formation selection cards, dice and a scoresheet on the table. Have the Priority Chart accessible in case you need to reference.

2. Select two teams that you are playing along with any optional supplemental charts you intend to use.

3. Flip a coin (or roll dice) to determine who is kicking off the game (and make note who receives in the 2nd half).

4. Start the game! Place the ball marker at the 35 and have the kicking team roll the offensive dice to kickoff. Refer to p.8 of the rulebook that discusses kickoff resolution. Spot the ball at the 25 if the kickoff is a touchback and expire :10 if the kick was returned.

5. At this point the game has started and you basically follow the iterative steps outlined on p.16 of the player guide until the game is over:
    a. Play Selection
       The offense and defense evaluate the situation, once the defensive player is ready he sets his formation selection card on the table and the offensive player verbally announces his play call. If you are playing solitaire refer to the solitaire system rules to have the system call a play for opponent.
    b. Outcome Determination
       Players roll their dice (refer to p.11 of player guide for how to read the dice) and consult their team chart using the plays the selected.
    c. Precedence Resolution
       Use the priority chart (refer to p.15 of player guide) to determine the final outcome using each player's result (p.16-26 describe the types of outcomes).
    d. Record Play Result
       Update field position based on final play outcome, record elapsed time, increment down and update the score if a scoring play