

BOWL BOUND

SPORTS ILLUSTRATED'S COLLEGE FOOTBALL GAME

BASIC RULES

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NOTE: These rules were written for play with Team Chart Sets I and II. However, this game contains updated Charts, Team Set III. Be sure to also read the 1989 Supplement to the Rules found on the back (page 8).

I. DESCRIPTION OF THE GAME

BOWLBOUND is SPORTS ILLUSTRATED'S college football replay game. Color coded Team Charts have been prepared for each of a selected group of great college teams; each team's performance has been analyzed in great detail, using the actual statistics for each team and season portrayed. Using mathematical formulas and computer programs, these statistics have been encoded in the easy to use Team Charts; thus, each color coded Team Chart reflects with accuracy and detail the true performance of the team during the year represented.

The attention to detail used in preparing the Charts, along with extensive playtesting, has produced a replay game which we are sure you will find unrivaled for excitement and true to life results!

II. EQUIPMENT INCLUDED

- (1) A set of color coded Team Charts, one for each college team.

- (2) Rules Folder, including both Basic Rules and (optional) Advanced Rules.

- (3) Gameboard, including Football Field, Legend, Priority Chart, Timing Chart, Squib Kickoff Return Chart, and spaces for each player to mark the Defensive Formation of his choice.

- (4) Football Marker and Yards-to-Go Marker.

- (5) Five special game dice.

- (6) Scorepad.

NOTE: Some older models of BOWLBOUND (College Football) have slightly different game equipment, such as an upright scoreboard or a separate Legend and Priority Chart. Please adapt the instructions concerning game equipment to your particular set.










III. PLAY OF THE GAME

Basically, the sequence of play follows just as in actual college football. Each player secretly chooses an offensive play or defensive formation from his Team Chart, then throws his special game dice. From the totals, the results of the play are then found on the Team Charts. The offensive and defensive results are then combined, using the Priority Chart, to determine the final outcome of the play. Special situations (penalties, kicking plays, free balls) are explained in a separate section.







IV. HOW TO USE THE GAME EQUIPMENT

(1) SPECIAL GAME DICE:

(A) OFFENSIVE DICE (1 Black, 2 White): To determine the total on these dice, add ten times the number on the black die to the sum of the numbers on the two white dice. The offensive dice total can be any number from 10 through 39. EXAMPLES:

			= Dice total of 13.
			= Dice total of 20.
			= Dice total of 39.

(B) DEFENSIVE DICE (1 Red, 1 Green): The defensive dice total is simply the sum of the numbers on the two dice. The defensive dice total can be any number from 1 through 5. EXAMPLES:

		Dice = total of 1.
		Dice = total of 3.
		Dice = total of 5.

(2) COLOR CODED CHARTS: A LEGEND on the Gameboard explains the meanings of all colors, symbols and abbreviations appearing on these charts.

(A) OFFENSIVE TEAM CHART: After an offensive play has been selected, the offensive dice are rolled and totaled. To find the OFFENSIVE RESULT, read down the column of the play selected and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the offensive result (which must still be

combined with the defensive result, using the Priority Chart).

(B) DEFENSIVE TEAM CHART: This chart contains a separate # ON DICE column for each of the six defensive formations. After an offensive play and defensive formation have been selected, the defensive dice are rolled and totaled. The DEFENSIVE RESULT is then found as follows: Read down the column of the offensive play selected, and across from the defensive dice total in the # ON DICE column of the defensive formation used. The box at the intersection contains the defensive result (which must still be combined with the offensive result, using the Priority Chart).

(C) SPECIAL TEAMS CHART: To determine the result of a special team play, roll and total the OFFENSIVE DICE. Look in the Special Teams Chart, in the column of the type of play used (Kickoff, Punt Return, etc.) and across from the offensive dice total in the # ON DICE column. The box at the intersection contains the *final result* of the play (do not combine with any other result).

(D) PRIORITY CHART: This is used for combining the offensive and defensive results to determine the final outcome of a play. To use the Priority Chart, look in the column below the defensive result and in the row across from the offensive result; the box at the intersection shows which result overrules, or may instruct you to combine the two results. Several examples are given below:

EXAMPLE 1: Offensive result was a 5 in a green box, defensive result was a 2 in a red box; Priority Chart says ADD, so final outcome is a 3-yard gain.

EXAMPLE 2: Offensive result was a 4 in a green box, defensive result was a (0) in a red box; Priority Chart says defense overrules, and final outcome is No Gain.

EXAMPLE 3: Offensive result was a 2 in a red box, defensive result was a 2 in a red box; Priority chart says ADD, so the final outcome is a 4-yard loss.

EXAMPLE 4: Offensive result was a QR in a white box, defensive result was a 2 in a red box; **Priority Chart says ADD; offense rolls its dice again, finds the result in the QR column of its Offensive Team Chart, and subtracts 2 yards for the final outcome.**

EXAMPLE 5: Offensive result was a QT in a red box, defensive result was a 10 in a red box; Priority Chart says offense overrules; offense rolls its dice again and finds the final outcome in the QT column of its offensive Team Chart (no subtraction).

EXAMPLE 6: Offensive result was an F+6 in a red box, defensive result was a 12 in a green box; Priority Chart says offense overrules, and the result is a fumble 6 yards downfield (see VI-9).

EXAMPLE 7: Offensive result was an OFF 15 in a yellow box, defensive result was INT 10 in a red box; Priority Chart says offense overrules, resulting in a 15-yard penalty on the offense (**but the defensive result may still apply see VI-3**).

EXAMPLE 8: Offensive result was an F+22 in a red box, defensive result was a (TD) in a green box; **Priority Chart says two results combine, and the result is fumble one yard deep in the defenders' End Zone (see VI-9 and VI-11).**

EXAMPLE 9: The offense punts, with a result of a 48 in a green box. For Special Team plays, there is no defensive result and the Priority Chart is not used. The final outcome is a punt 48 yards downfield and the defenders may attempt a return (see VI-4).

EXAMPLE 10: Offensive result was an SOP in a white box, defensive result was a (1) in a red box; **Priority Chart says the offense overrules; the defensive result is nullified (see VI-10). The offense rolls its dice again and finds the final outcome under Play 7 on its Offensive Team Chart.**

(3) PLAYING FIELD, SCOREPAD, PLAY SELECTION AND TIMING: The Football Marker is used to locate the current line of scrimmage or position of the ball. The Yards-to-Go Marker indicates the 10 yards necessary for the next first down.

The score, quarter, time remaining, down and timeouts are recorded on the special scorepad. After each play, the time consumed is found from the Timing Chart on the Gameboard, and the proper number of timing squares marked out on the scorepad. Each box equals 10 seconds and each set of boxes equals one minute. The blank boxes then show the time remaining at the next snap or kickoff.

Each team receives 3 timeouts per half. These are called after a play and are used to reduce the duration of the play to 10 seconds. Whenever a team calls a timeout, mark it in the space provided.

Any play begun before the end of a quarter is completed, whether or not sufficient time remains for that type of play. Completed quarters are indicated by marking the space provided.

The down is shown by moving a coin onto the proper circle on the scorepad. Scores are recorded in the linescore grid provided.

Six spaces are provided on each side of the board so that the each player may choose (secretly) the play or formation he intends to use. Use your hand or chart to shield your choice.

V. SETTING UP AND PLAYING THE GAME

The easiest way to learn how to play BOWLBOUND is to follow the procedures outlined below. If you are uncertain how to read the dice or game charts, refer to the previous explanations and examples. As you play, certain Special Situations (penalties, kicks, free balls, etc.) will arise; when they do, refer to Section VI below, check what to do, and then continue play. In case of doubt, always apply the official rules of College Football.

(1) Each player picks a team by selecting its color coded Team Chart. This may be done by mutual agreement or otherwise (for example, see Advanced Rule I).

(2) Set up the Gameboard so that each player faces the Gameboard charts.

(3) Each player rolls the offensive dice; high total has the choice of receiving or kicking off (the other player has the choice at the beginning of the second half).

(4) Kicking team places the ball on its 35 yard line, rolls the offensive dice and reads the kick yardage from the Kickoff column of its Special Team Chart; the ball is then moved this distance downfield.

(5) The Receiving Team now rolls the offensive dice and reads the return yardage from the Kickoff Return column of its Special Team Chart, then moves the ball this distance back upfield.

(6) The Gameboard Timing Chart is consulted for the time consumed by the Kickoff and Return, and the proper number of boxes are marked off on the Scorepad. The Yards-to-Go Marker is placed, extending from the line of scrimmage 10 yards downfield. A coin is placed on the 1st Down circle on the Scorepad.

(7) Each player now chooses a play or defensive formations by placing a coin on the proper space on the board (this is done secretly by shielding the area from the opponent with your hand). The choices are then revealed.

(8) Each player rolls his special game dice and consults his Team Chart for the offensive or defensive results of the play.

(9) The Priority Chart on the Gameboard is now consulted to find the final result of the play. The offensive and defensive results may combine, or one may overrule the other.

If a penalty, free ball, breakaway, QR or QT is involved, the offensive player may have to roll his dice again to decide the final result of the play (see Section VI).

(10) After each play, move the ball the proper number of yards and move the Yards-to-Go Marker if a first down is awarded. Mark off the time required for the play (as shown in the Gameboard Chart) in the boxes on the Scorepad, and move the coin onto the circle marking the next down. Whenever necessary, record timeouts used, completed quarters and scores on the scorepad.

(11) Play is continued in this fashion until the end of the game.

VI. SPECIAL SITUATIONS AND RULES

(1) THERE IS NO RESTRICTION ON THE USE OF ANY OFFENSIVE PLAY. ANY PLAY MAY BE USED AS OFTEN AS YOU WISH, AT ANY TIME THAT YOU WISH AND FROM ANY POINT ON THE FIELD.

(2) BREAKAWAYS; QUARTERBACK RUNS; QUARTERBACK TRAPPED: If the result of a play is or involves a breakaway (B), quarterback runs (QR), or quarterback trapped (QT), the offense rolls its dice again and looks up the result in the B, QR or QT column of its Offensive Team Chart. NOTE: THESE COLUMNS MAY NOT BE CHOSEN AS PLAYS BY THE OFFENSE, BUT ARE INSTEAD RESULTS OF OTHER PLAYS CHOSEN. Defensive yardage never adds to a QT or a fumbled QR.

(3) PENALTIES:

(A) If a penalty occurs the offense rolls its dice again to determine the offensive result of the play; the defense still uses the result of its *original* roll. These results are then combined according to the Priority Chart and the offended team may take either the result of the play (and the down counts) or may accept the penalty yardage (down is replayed).

If on the offense's reroll there results another penalty against the *same* team, the offense continues rolling until some other result occurs. The offended team may then choose either the result of the play or any *one* of the penalties (but penalty yardages are not added).

If on the reroll a penalty against a different team occurs, the penalties are immediately offsetting (double foul) and the down is replayed (but 10 seconds elapse). Penalties against opposing teams are offsetting, regardless of the relative yardages.

(B) MARKING OFF PENALTIES: The penalty yardage as given is marked off from the point (called the PREVIOUS SPOT)

where the ball was last snapped or Kicked Off, with the following exceptions:

(a) No penalty (Except PI penalties) may be marked more than half the distance to the offenders' goal line. Any resulting half yards are rounded toward the 50.

(b) Accepted PI (defensive pass interference) penalties produce an automatic first down. PI penalties whose spot is within or beyond the End Zone result in 1st and goal at the two. If a PI penalty is rolled but the play results in a QR or QT, the penalty is counted as a DEF 10 penalty. No PI penalty may exceed 15 yards.

(c) If a DEF 15 penalty occurs on a play which gains yardage, the penalty is marked from the end of the gain (offense receives both yardage and penalty).

(d) SPECIAL TEAM PENALTIES: The team whose dice roll produces the penalty is considered as the Offense. Penalties on kicks are marked from the Previous Spot. Defensive penalties on Returns are marked from the end of the Return, or on the Kickoff following if the Return is for a Touchdown. Offensive penalties on Returns are marked from a point half way from the beginning to the end of the Return (half-yards rounded toward the 50).

(e) Defensive penalties on scoring plays are normally marked on the Kickoff following. However, if the offense wishes to decline the score, they may have the penalty marked from the previous spot and retain possession.

(f) If the enforcement spot of an offensive penalty is within the offense's own End Zone, a safety is scored by the defense. THIS IS THE ONLY OCCASION ON WHICH A SCORE CAN RESULT FROM A PENALTY.

(C) No quarter may end on any accepted penalty; an extra play is run with the time remaining fixed at 0:00.

(D) EXAMPLES OF PLAYS INVOLVING PENALTIES:

EXAMPLE 1: With 3rd and 5 at B's 44, A gains 3 yards and there is a DEF 15 penalty against B. RESULT: 1st and 10 at B's 26.

EXAMPLE 2: With 3rd and 5 at B's 7, A accepts a DEF 5 penalty against B. RESULT: 3rd and 2 at B's 4.

EXAMPLE 3: With 3rd and 5 at B's 6, A accepts a PI 4 penalty. RESULT: 1st and Goal at B's 2.

EXAMPLE 4: A has 1st and 10 at his 17; B accepts an OFF 15 penalty. RESULT: A has 1st and 18 at his 9.

EXAMPLE 5: A returns a Kickoff from his 4 to his 29, after first rolling an OFF 15 penalty. This is a clip, marked from the 17. RESULT: 1st and 10 at the 9.

EXAMPLE 6: A's ball, 2nd and 17 at A's 32. A rolls a PI 12 penalty, but then the quarterback is trapped for a 10-yard loss. The penalty is counted as a DEF 10 penalty. RESULT: A's ball, 2nd and 7 at A's 42.

(4) PUNTS: To punt, the offense simply announces this intention, rolls the offensive dice and consults the Punt column on its Special Team Chart to find the yardage the Punt travels from the line of scrimmage. If the result is an FG or KO, the offense rolls again and consults the Field Goal or Kickoff column for the Punt Yardage.

If there is no † or * with the Punt Yardage, the receiving team may return the Punt by rolling the offensive dice and consulting the Punt Return column of its own Special Team Chart.

(5) FIELD GOAL ATTEMPTS: To attempt a field goal, the offense simply announces this intention, rolls the offensive dice and consults the Field Goal column on the Special Team Chart. If the yardage shown *equals or exceeds* the distance from the line of scrimmage to the opponent's goal line, the attempt is good and a Kickoff follows. If the yardage shown is too small, the kick fails and the defenders put the ball in play, 1st and 10, either at the 20 yard line or at the yard-line of scrimmage of the Field Goal attempt, whichever they choose. (see Adv. Rule 8E for another method of attempting Field Goals)

NOTE: For *statistical* purposes, a field goal attempted with the line of scrimmage at, for example, the 16, would be a 33-yard attempt (16 + 10 yards of End Zone + 7 yards to spot of kick); however, the yardages in the Field Goal columns refer to the distance from the line of scrimmage to the defenders' Goal Line.

(6) POINTS AFTER TOUCHDOWN (THE TRY):

(A) ONE-POINT TRY: See Supplementary Rule 5 on the last page.

(B) TWO-POINT TRY: The ball is spotted at the 3 yard line (unless moved by a penalty) and the offense and defense run an ordinary scrimmage play (run or pass) exactly as if it were 4th down and goal to go. What would ordinarily count as a Touchdown now scores 2 points.

(C) The try consumes no time and is allowed even if time has run out in the quarter.

(7) ONISDE KICKOFFS: To attempt an onside kickoff, the kicking team simply announces its intention and rolls the offensive dice. The kicking team recovers if the dice total is 10 through 21, inclusive; the receiving team recovers on any other dice total. In either case, the ball travels 12 yards, and there is never any advance or return. This play consumes *no time* (See Adv. Rule 2 for a procedure involving more strategy).

(8) INTERCEPTIONS: Move the ball forward (+) or backward (-) the number of yards shown with the interception. The defense then may return the ball by rolling the offensive dice and consulting the Interception Return column of their Special Team Chart. The defense may instead decline the interception by declaring it an incompleteness.

(9) FUMBLES AND BLOCKED KICKS: Move the ball forward (+) or backward (-) the number of yards shown. The team last in possession now rolls the offensive dice and refers to the FUMBLES line on its Offensive Team Chart to see whether they recover the free ball or lose it.

The DEFENSE is entitled to an INTERCEPTION RETURN, from the spot of the recovery, on (A) Any Blocked Kick they recover and on (B) A recovered Fumble, if the recovery dice total was 39.

The OFFENSE is entitled to advance the ball from the spot of their recovery (using their own Interception Return) if the recovery dice total was a 19 on any Fumble or Blocked Kick.

Otherwise, the next play begins from the spot of recovery. If the offense recovers on 4th Down but fails to make first down yardage, the Defense takes possession anyway.

(10) THE OPTION PLAY: When the offense calls Play 5, the result may be an Option Run, a Sprint Out Pass Play (SOP) or a Bootleg Pass Play (BLP). If the offensive dice roll is such that an SOP or BLP box results, the DEFENSIVE RESULT IS NULLIFIED (automatically becomes a White Box, "No Change"); there is no defense against an option pass play, unless Adv. Rule 11 is in use. The offense rolls its dice again and finds the final result of the play under Play 7 or Play 8, as the case may be.

If the offensive result under Play 5 is not an SOP or BLP, the offensive and defensive results are combined as usual, according to the Priority Chart.

(11) PLAYS WITHIN AND BEYOND THE END ZONES:

(A) The END LINE, 10 yards behind the Goal Line, is out of bounds and not part of the End Zone.

(B) Any play which gains enough yardage to carry to or beyond the opponents' Goal Line, however far, is a Touchdown (Exceptions: fumbles, interceptions, penalties, kicks). No play can be "too long" or gain "too much". Of course, a dropback pass scoring from the 1-yard line would not be a true "bomb", but would instead be interpreted as a cross-field or corner pattern.

(C) FUMBLES AND BLOCKED KICKS:

(a) If the yardage of a fumble places the ball within the defenders' End Zone, the ball is live and may be recovered by either team. If the offense recovers, they score a Touchdown; if the defense recovers, and fails to advance the ball across the Goal Line, a touchback occurs.

(b) If the yardage of a fumble places the ball on or beyond the defenders' End Line, a touchback occurs.

(c) If the yardage of a fumble or Blocked Kick leaves the ball behind a team's own End Line, a safety is scored.

(d) If the yardage of a fumble or Blocked Kick leaves the ball within a team's own End Zone, the ball is live and may be recovered by either team. If the defense recovers, they score a Touchdown; if the offense recovers, and fails to advance the ball across the Goal Line, a safety is scored.

(D) PASSING PLAYS:

(a) Completed, non-fumbled passes within or beyond the opponents' End Zone are Touchdowns.

(b) If the yardage of an intercepted pass would carry it to or beyond the opponents' End Line, the spot of the interception is marked 9 yards deep in the End Zone.

(c) If the spot of an intercepted pass is within a team's own End Zone, a touchdown is scored by the defense (no return).

(d) If the spot of an intercepted pass is on or behind a team's own End Line, a safety is scored (lateral out of the End Zone).

(e) If the spot of a PI penalty is anywhere within or beyond the opponents' End Zone, the foul occurred within the End Zone, and results in 1st and Goal at the 1 yard line.

(E) RETURNS:

(a) If a team gains possession within its own End Zone, they may either (i) Elect an automatic touchback, or (ii) Attempt a return,

being sure to count the End Zone yardage in the Return. If an attempted return is not advanced across the Goal Line, a touchback occurs.

(b) If a Kick or Fumble carries to or beyond the opponents' End Line, they may not attempt a return (automatic touchback).

(G) TOUCHBACKS AND SAFETIES:

(a) A TOUCHBACK scores no points for either team. The team defending that Goal Line puts the ball in play, 1st and 10 at their 20 yard line.

(b) A SAFETY Scores two points for the defense. The victims of the safety must then Kick Off from their own 20 yard line, using the same procedure as for an ordinary Kickoff (see V-4 through V-6 above).

ADVANCED RULES

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The basic rules which you have just read are entirely sufficient to create all the excitement, skill, strategy and lucky bounces of actual college football. In these ADVANCED RULES, however, we will suggest certain OPTIONAL features which we feel can make BOWLBOUND even more exciting and realistic. You may wish to use some, none, or all of these Advanced Rules in your own version of the game... just be sure that you and your opponent are agreed in advance on which ones are being used in a particular game. And, of course, feel free to introduce your own innovations!

(1) TEAM SELECTION AND POINT-SPREAD; RATINGS

The following system can be used to determine which player gets a more desirable or "favored" team, and will put the players on an even basis, regardless of which two teams are involved.

Decide which two teams are to play (by a draw or by advanced scheduling). Each player then inspects the two Team Charts and writes down (secretly) his prediction of which team will win, *and by how many points*. The two predictions are then revealed and compared. If the players favor different teams, each gets the team he favored and the "spot" is zero points. If each favors the same team, the player picking the larger margin receives the favored team and the "spot" is the *smaller* of the predicted margins.

After the game is completed, RATING POINTS are awarded to the two players as follows:

(A) The player with the FAVORED team receives 10 points for winning by more than the spot; 5 points for winning by the spot or less; zero for tying; and a NEGATIVE rating of (Minus the Spot) for losing.

(B) The player with the UNDERDOG receives zero for losing by more than the spot; 5 points for losing by the spot or less; 10 points for tying; and (10 + Spot) for winning an upset.

EXAMPLE: Suppose 1966 Notre Dame is to play 1970 Air Force. Player A picks Notre Dame by 26; Player B picks Notre Dame by 19. RESULT: A gets Notre Dame and the spot is 19 points. The game is played and...

(a) Notre Dame wins 24-6... spot is not beaten; each player gets 5 Ratings Points.

(b) Notre Dame wins 40-16... spot is beaten; Player A gets 10 Ratings Points and Player B gets zero.

(c) Air Force wins 14-13... UPSET. Player B gets 29 Rating Points and Player A gets -19 (minus nineteen) Rating Points.

If you use this system, you might wish to keep a running total of each player's Rating Points, from which you can calculate his Rating Percentage: Rating Percentage = (Total Rating Points) divided by (10 x Total # of Games Played). This is the ultimate measure of your all-around skill at BOWLBOUND!

(2) KICKOFF SELECTION

Three types of Kickoffs are used in college football – Deep, Squib and Onside. The one shown in the Special Team Charts is the Deep Kickoff; Onside Kickoffs were explained in Rule VI-7.

If you wish to use a SQUIB KICKOFF, simply announce your intention. You do not roll the offensive dice; the kick automatically travels 40 yards and the Receiving Team uses the Squib Kickoff Return Chart on the Gameboard for its return.

You may also wish to put some strategy into the choice of Kickoff. This can be done as follows: Prior to the Kickoff, the Receiving Team (RT) secretly chooses the type of Kickoff they expect to receive (indicating their choice by placing a coin on the proper Kickoff Selection Space on the Gameboard). The Kicking Team then announces the type of Kickoff they are using and the RT is rewarded or penalized for the accuracy of its guess according to the following chart:

		KT's Choice		
		DEEP KICKOFF	SQUIB KICKOFF	ONSIDE KICKOFF
RT's Choice	DEEP	RT is allowed a full Kickoff Return	Squib Kickoff Return may not exceed 10 yards	KT recovers on 10-20 inclusive
	SQUIB	Kickoff Return may not exceed 20 yards	RT is allowed a full Squib Kickoff Return	KT recovers on 13-20 inclusive
	ONSIDE	Kickoff Return may not exceed 15 yards	Squib Kickoff Return may not exceed 5 yards	KT recovers on 15-20 inclusive

(3) HOME TEAM ADVANTAGE

Over the past several seasons, home teams in college football have outscored visiting teams by about 4 points per game (on the average). This advantage can be simulated as follows: Disregard the FUMBLE RECOVERY NUM-BERS on the Offensive Team Charts, using instead the following numbers:

HOME TEAM CHART... Fumbles are *recovered* on 10-35 inclusive; *lost* on 36-39 inclusive.

VISITING TEAM CHART... Fumbles are *recovered* on 10-19 inclusive; *lost* on 20-39 inclusive.

These recovery numbers would also apply to Blocked Kicks, of course. If the Home Team Advantage is to be used, it must be determined in advance (by draw or schedule) which is the Home Team. It is important to take this into account if Advanced Rule 1 is to be used.

(4) FOURTH DOWN PLAYS AND TWO POINT TRYS

To simulate the extra difficulty of making the necessary yardage on 4th down plays and 2-point conversion attempts, SUBTRACT TWO YARDS from the OFFENSIVE result (before combining with the defensive result according to the Priority Chart). The two yards would *not* be subtracted from the following offensive results: incompletions, interception yardages, fumble yardages, TD entries, penalty or kick yardages, advance or return yardages, the plays of Adv. Rule 6, or Fake Kick plays (Adv. Rule 10A). The two yards are subtracted from B, QR or QT results.

(5) THE TWO-MINUTE OFFENSE

A team may conserve playing time, without using timeouts, by two methods:

(A) By "hurrying" the next play, thus reducing the time consumed on the *previous* play; a 30-second play would be reduced to 20 seconds and a 20-second play would be reduced to 10 seconds. Ten-second plays would be unaffected. The time consumed by the hurried play itself is counted as usual.

The DRAWBACK is that the OFFENSE MUST SUBTRACT TWO YARDS from the Offensive Result of the hurried play, exactly as in Advanced Rule 4 and with the same exceptions. Four yards would be subtracted from a hurried 4th down play.

(B) By intentionally throwing a pass out of bounds (automatic if requested; no dice rolls or charts used). This "throwaway" reduces the time of the *previous* play, exactly as in (A) above, but no extra time is consumed by the throwaway itself. A down is wasted, but no yardage is deducted from the play following.

These options are, of course, available only to the offense and would not be used following a 10-second play. They must be exercised *immediately* after the play whose time is to be reduced.

Although called the "Two-Minute Offense," it may be used at any time in the game.

Hurried Field Goal Attempts give the defenders a Free Block Option (see Adv. Rule 10C).

(6) QB SNEAKS; ELECTED SAFETIES; RUNNING OUT THE CLOCK

(A) QUARTERBACK SNEAK: (Do not confuse with the Line Plunge) In an effort to gain a SINGLE YARD, the offense may call a *quarterback sneak*. The defensive result is then automatically a white box, "No Change" (unless Adv. Rule 11 is in use). The offense result is found by rolling the offensive dice and looking under Play 1 on the Offensive Team Chart. All green boxes represent a 1-yard gain; All white or yellow boxes represent No Gain; all red boxes represent a 1-yard loss.

The 2 yards of Advanced Rules 4 and 5 are never subtracted from this play.

(B) ELECTED SAFETIES: The team in possession of the ball may elect to give the opponents an automatic safety, at any time and from any point on the field. The safety may not be elected after the ball is dead on 4th down or while the ball is free.

(C) **RUNNING OUT THE CLOCK:** The offense may resort to two direct methods to use up time.

(a) Have the QB take the snap and immediately drop behind center. This is automatic if requested (no defense, dice rolls or charts used). There is an automatic 2-yard loss and 30 seconds are consumed (unless the defense calls a timeout).

(b) After any 20- or 30-second play, the offense may take an intentional delay of the game penalty (5 yards). This would cause the previous play to consume 10 seconds more than usual. This play would end the half or game if zero seconds then remained.

(7) THE RAZZLE-DAZZLE PLAY

This is an extra play available to the offense, covering such oddities as triple reverses, halfback passes, etc. It is called in the same fashion as any other play and executed as follows:

(A) Defensive team rolls the OFFENSIVE dice and records total.

(B) Offensive team rolls the offensive dice and records the total.

(C) The team with the LOWER dice total wins the right to choose the offensive result of the play (offense wins on ties).

(D) If the OFFENSE won, they may choose a result from any of their 9 offensive plays opposite the LOWER dice total.

(E) If the DEFENSE won, they may choose a result from any of the offensive team's 9 offensive plays opposite EITHER of the two dice totals rolled.

(F) If the dice totals are the same, the offensive result is an intercepted pass at the line of scrimmage.

(G) AFTER the offensive result is chosen, the defensive team rolls its dice and consults its Defensive Team Chart for the defensive result, under the offensive play finally chosen and their own previously called defensive formation.

(H) Offensive and Defensive results are then combined as usual, according to the Priority Chart. If a penalty, B, QR SOP or BLP has occurred, it may be necessary for the offensive team to roll the offensive dice again and consult its Offensive Team Chart for the final result.

(I) See Adv. Rule 11 for the effect of the Wild Card Defense on the Razzle-Dazzle Play.

(8) OPTIONS ON KICKING PLAYS

(A) **QUICK KICKS:** Punts on 1st, 2nd or 3rd downs are automatically not returnable.

(B) **SHORT-DROP PUNTS:** If the line of scrimmage is within the kicking team's 5-yard line, and the punt is on 4th down, the defenders receive a Free Block Option (see Adv. Rule 10C), and the punt is automatically returnable (even if a dagger or asterisk appears).

(C) **COFFIN-CORNER PUNTS:** At the will of the kicking team, any amount of yardage may be subtracted from any kick. The amount of yardage must be specified BEFORE THE KICK (before any dice roll) and cannot be changed after the first dice roll. The yardage is subtracted from the yardage on the Special Team Chart before the ball is moved downfield.

If 15 or more yards are subtracted from a punt, the punt is automatically Out of Bounds (unless otherwise specified in advance by the Kicking Team). The Receiving Team receives no return or roll option (see Adv. Rule 9A (b)) in this case.

(D) **ADVANCES OF BLOCKED KICKS AND FUMBLED SNAPS:** Basic Rule VI-9 allows advances or returns of Fumbles and Blocked Kicks on certain recovery dice totals. In addition, the OFFENSE has the following options, if a Blocked Kick or Fumbled Kick Snap is recovered on a dice total of 10 through 19, inclusive:

(a) They may elect an *automatic safety*.

(b) They may *punt* the ball, measuring the yardage from the recovery spot. However, the defense receives a Free Block Option (see Adv. Rule 10C); all such punts (even those with a † or *) are returnable; all Penalty boxes in the Punt column are counted as Blocked Kicks 10 yards behind the spot of recovery; and no Fake (Adv. Rule 10A) is allowed.

(c) The offense may attempt to *run or pass* for first down yardage, using either Play 3 or Play 9, but the yardage is measured from the spot of recovery. The defense does not take part (defensive result automatically a White Box, "No Change"). Do not deduct the 2 yards of Adv. Rules 4 or 5.

(E) **ALTERNATE METHOD FOR ATTEMPTING FIELD GOALS:** If the yardages in your Field Goal column are extremely limited, you may wish to try the following alternate method for Field Goal Attempts:

The Kicking Team may attempt a Field Goal by using its PUNT column. If so, for a successful attempt, the yardage in the Punt

column must equal or exceed the STATISTICAL LENGTH (line of Scrimmage + 17) of the Field Goal. The Kicking Team is allowed no Fake Option (see Adv. Rule 10A), the Receiving Team is allowed a Free Block Option (see Adv. Rule 10C), and all Penalty boxes in the Punt column are counted as Blocked Kicks 10 yards behind the Line of Scrimmage.

This Method could also be used with Basic Rule VI-6-A for one-point tries.

(9) OPTIONS ON KICK RETURNS

(A) **ON PUNT RETURNS:** If the Receiving Team does not wish to use its Punt Return and if the Punt yardage contained no † or * and was not out of bounds (Adv. Rule 8C), they have the following options:

(a) **FAIR CATCH:** Automatic if requested (no dice rolls or charts used).

(b) **LET THE BALL ROLL:** This would be done in hopes that the ball would roll into the End Zone for a Touchback. The *Kicking Team* rolls the offensive dice again, totals them and *subtracts 20*. The ball rolls dead this many extra yards beyond the end of the Punt yardage.

(B) **KICKOFF RETURNS:** The options of Part (A) may also be used on Kickoff Returns of all types. If so, the Roll Yardage of (b) is **DOUBLED**; but if the ball does not roll into the End Zone, it is a free ball and the Receiving Team must treat it as a fumble to be recovered or lost.

(C) **MISSED FIELD GOAL ATTEMPTS:** In addition to the options of Basic Rule VI-5. The Receiving Team may attempt a RETURN using its Kickoff Return column. The Return would begin from a point 40 yards downfield from the Line of Scrimmage.

(10) FAKE AND BLOCK OPTIONS

(A) **FAKE OPTIONS:** On any scrimmage kick play, the Kicking Team (KT) may designate any one dice total, 10 through 39, as a FAKE-KICK NUMBER. The number must be chosen prior to the play and cannot be changed after the first dice roll. The number must correspond to a green box (or successful extra point try) in the scrimmage kick column.

When the KT rolls the offensive dice to attempt the Kick, the result of the Special Team Chart is read in the usual fashion (opposite the KT dice total) if any total other than the Fake-Kick Number or Blocked-Kick Number (see (B) below) is rolled. If, however, the KT dice total *matches* the Fake-Kick Number, no kick takes place; the result on the Special Team Chart is cancelled; and the KT MUST now attempt to run or pass for first

down yardage. Ordinarily, only Offensive Plays 3 or 9 may be used; however, if the Receiving Team (RT) exercised the Block Option (see (B)), but did not have a Free Block Option (see (C)), then any Offensive Play, 1 through 9, may be used.

After the Fake-Kick Number is rolled, the KT announces which of the allowable plays it will use for the Fake Kick Play; rolls and totals the offensive dice again; and reads the result of that play from their Offensive Team Chart. The Defensive Result is automatically a White Box, "No Change". The result is then marked as would be any ordinary play, and the next down begun as usual.

NOTE: Do not subtract the two yards of Advanced Rule 4 from this play.

(B) BLOCK OPTION: The RT may attempt to block any scrimmage kick. To do so, they must announce this intention in advance, before any commitments by the KT; the KT may then decide not to kick, to call a Fake-Kick Number (see (A)) or to change this number, or to subtract a different amount of yardage or no yardage at all from the kick (see Adv. Rule 8C). If a kick is attempted, however, the RT has committed itself to try for the block.

After all intentions are announced, the RT rolls the offensive dice first; the resulting dice total (any number, 10 through 39) is the BLOCKED-KICK NUMBER. The KT then rolls the offensive dice to attempt the kick. If the KT's dice total is any total other than the Blocked-Kick Number or the Fake-Kick Number, the Special Team Chart is read as usual, opposite the dice total rolled by the KT. If, however, the KT rolls the Blocked-Kick Number, the KICK IS BLOCKED 10 yards behind the line of scrimmage, and the procedure for Blocked Kicks is then followed.

If the kick is not blocked and the RT did not have a Free Block Option, they must accept the following FOUR DISADVANTAGES:

- (a) No Return is allowed.
- (b) The options of Adv. Rule 9 are denied to the RT and granted to the KT.
- (c) The KT may use any of its 9 offensive plays if the Fake-Kick number is rolled.
- (d) If the KT and RT dice totals differ exactly by one (32 and 33, for example), the RT is guilty of Roughing the Kicker (15 yard penalty).

(C) FREE BLOCK OPTION: Whenever a team is entitled to a Free Block Option, it may exercise the Block Option of (B) *without any of the four disadvantages*. The Free Block Option is awarded in several instances:

(a) Certain teams, in recognition of their outstanding performance in kick-blocking, are awarded the Free Block Option at ALL TIMES. This is indicated by the letters "FBO" or "SPBO", black in a red field, in the upper left corner of their Defensive Team Charts.

(b) ALL teams receive the Free Block Option in the following instances:

- (1) Short Drop Punts (see Adv. Rule 8B).
- (2) Hurried Field Goal Attempts (see Adv. Rule 5).
- (3) Attempted punts of recovered blocked kicks or fumbled kick snaps (see Adv. Rule 8-D-b).
- (4) Field Goal Attempts using the Punt Column (see Adv. Rule 8E).

(D) RULINGS:

- (a) The Fake-Kick and Blocked-Kick Numbers remain in effect only until the first non-penalty result is rolled.
- (b) The penalty of (B)-(d) above is cancelled if the Fake-Kick Number is rolled by the KT, if the kick is blocked, if the snap is fumbled, or if the kick is a Quick Kick (see Adv. Rule 8A).

(c) If the Blocked-Kick Number, Fake-Kick Number, and KT dice total are all the same, the Kick is Blocked, 10 yards behind the Line of Scrimmage.

(11) THE WILD CARD DEFENSE

(A) The idea of the Wild Card Defense is to try to stop the Offense cold by guessing exactly which play they are going to use, rather than by using one of the six regular defensive formations.

(B) The Wild Card Defense may be used by any team not having an XWC in a green box in the upper left corner of its Defensive Team Chart.

(C) The Wild Card Defense is called as follows. Instead of placing a coin on one of their six Defensive Formation Spaces, the Defense places their coin on one of the OFFENSIVE PLAY SPACES provided on their side of the Gameboard. This indicates the play they believe the Offense will call. Spaces are provided for Wild Carding the QB Sneak (Adv. Rule 6A) and the Razzle-Dazzle (Adv. Rule 7) as well; however, the throwaway of Adv. Rule 5 and the clock-killing play of Adv. Rule 6C(a) may not be Wild Carded.

To Wild Card the Option Pass Plays (SOP or BLP off Play 5), the Defense must use TWO coins, placing one on Space 5 and the other on Space 7 or Space 8. The Option RUN (Play 5 with an offensive result other than

SOP or BLP) is Wild Carded by placing a coin on Space 5 alone.

(D) The result of the play depends on whether the defense has guessed CORRECTLY or INCORRECTLY. Note that Play 5 alone, Play 7 alone, Play 8 alone, the combination 5-7 and the combination 5-8 all count as *different plays*, so that the defense must guess the EXACT COMBINATION which occurs. Thus the defense would be incorrect if they Wild Carded the combination 5-8 and the offensive result was Play 5 (no SOP or BLP result), Play 5 with an SOP result or Play 8 used directly. Thus the Defense is considered INCORRECT in the following instances:

- (a) If the Offense chose an entirely different play.
- (b) If either player chooses an Option Play or any combination involving an Option Play and the Defense failed to guess the EXACT COMBINATION that actually occurred.
- (c) If the QB Sneak was Wild Carded and Play 1 was used, or vice versa.

(d) If one of Plays 1 through 9 was Wild Carded and the Offense ran the Razzle-Dazzle... even if the Offensive Play eventually chosen during the Razzle-Dazzle was the one Wild Carded.

(E) IF THE DEFENSE GUESSES CORRECTLY, the FINAL RESULT of the play is as follows:

- (a) NO GAIN, Inbounds, on all Running Plays.
- (b) INCOMPLETE on all pass plays.
- (c) An intercepted pass at the line of scrimmage on the Razzle Dazzle; the Defense receives an Interception Return.

If the defense guesses correctly, neither team uses any dice rolls or consults its chart, unless the Offense called Play 5 (see (G) below).

(F) IF THE DEFENSE GUESSES INCORRECTLY, the DEFENSIVE RESULT is automatically a 2 in a green box.

(G) When using the Wild Card Defense, the defense NEVER rolls the defensive dice or uses its Defensive Team Chart. However, if the offense runs Play 5 (Option), then the offensive player must ALWAYS roll the offensive dice (regardless of what combination the Defense Wild Carded) to determine whether the defense guessed correctly or incorrectly, since this depends on the Offensive Result under Play 5. If the resulting combination proves the defense Wild Carded CORRECTLY, then ALL offensive results are overruled and the final result of the play is as explained in (E) above.

1989 SUPPLEMENT TO THE RULES

IMPORTANT: The updated Charts, Team Set III included in this game, contain symbols not found in Team Sets I & II. Those earlier Team Charts include great college teams that predate the 1980's, some back as far as the '40's. Team Sets I (32 teams) and II (20 teams) are available direct from Avalon Hill – consult a Parts List for current cost.

[1] VARIABLE YARDAGE ENTRIES:

The yardage entries DS, X, T1, T2 and T3 may be interpreted in either of the following two ways:

[A] QUICK METHOD:

Count these entries as constant values: DS = 6, X = 12, T1 = 28, T2 = 55, T3 = 83.

[B] FULL-FEATURED METHOD:

Roll the offensive dice again immediately to determine the yardage, as follows:

DS = Direct Sum of the numbers on the three dice (add the three numbers up).

X = 40 minus the normal offensive total.

T1 = The normal offensive total.

T2 = The total of two consecutive normal offensive dice rolls.

T3 = The total of three consecutive normal offensive dice rolls.

EXAMPLE 1: You roll a 3 on the black die and 2 and 5 on the white dice. The normal offensive dice total is 37; DS = 10; X = 3; T1 = 37.

EXAMPLE 2: You roll a 1 on the black die and a zero and three on the white dice. The normal offensive dice total is 13; DS = 4; X = 27; T1 = 13. In combination with the roll of example 1, T2 would equal 50.

Either method A or method B may be used; just be consistent and make sure you agree with your opponent before the game starts on which method is to be used. If any of these symbols appears alone in a red box, they represent the corresponding minus yardage.

[2] VARIABLE PENALTY YARDAGES:

Penalty yardage entries S (scrimmage or snap) and R (return) may be interpreted in either of the following two ways:

[A] QUICK METHOD: Count S penalties as 5 yards and R penalties as 15 yards.

[B] FULL-FEATURED METHOD: Immediately roll the offensive dice again to determine the actual penalty yardage, using the following chart:

PENALTY YDS	OFF = S	DEF = S	OFF = R	DEF = R
5 yards	10-32	10-32	10-19	20-29
10 yards	33-36	33	30-39	10-19
15 yards	37-39	34-39	20-29	30-39

Either method A or method B may be used, just be consistent and make sure you agree with your opponent before the game starts on which method is to be used.

[3] OFFENSIVE RESULTS IN PARENTHESIS:

These completely overrule (and are not combined with) any and all defensive results except the following:

[A] A TD in parentheses.

[B] A correct wild card defense (see Adv. Rule 11; also 4 below).

[C] (Reserved for future use) A defensive result in square brackets.

The results in A, B and C overrule all offensive results.

[4] WILD CARD DEFENSE:

[A] All charts in all team sets are granted the conditional wild card defense (see Adv. Rule 11). **EXCEPTION:** (Reserved for future use) Teams having an XWC in a green box in the upper left corner of their defensive charts may not use the wild card defense.

[B] If the defense guesses incorrectly (Adv. Rule 11F) the defensive result will be a 2 in a green box.

[5] ONE-POINT CONVERSIONS (point after TD):

[A] With the enclosed set of team charts (Team Set III), the same method is used as in *Paydirt*: roll the offensive dice and look at the dice total column near the right edge of the Special Teams Chart. The totals in red represent missed extra points; all others represent success.

[B] With the charts of Team Sets I and II, use the methods explained in the separate rules for those team sets.

[6] NCAA RULES:

You should make any modifications required by the current NCAA rules, which change somewhat from year to year; consult the NCAA rule book (which may be purchased from NCAA Publications).

In particular, be aware of the following modifications, all in effect as of August, 1988:

[A] Kickoffs are now from the 35-yard line.

[B] Defensive pass interference penalties may not exceed 15 yards in length.

[C] The defense is now eligible to score during the extra point attempts.

DISCLAIMER

References to, or descriptions of various teams, schools, players, individuals and institutions in the team charts and documentation of *Bowlbound* and *Paydirt* are for editorial purposes only and no endorsement or authorization of these products by the aforesaid entities is either expressed or implied. The appearance, or inclusion of any registered marks is likewise in a strictly editorial context and neither expresses nor implies any endorsement or authorization of the products by the entities holding proprietary rights to such marks.

NOTICE

A number of schools that were invited to appear in Team Set III are not represented.

The following teams were omitted because the school failed to answer repeated requests for information: Oklahoma State (1984) and Air Force (1985).

The following teams were omitted due to the legal claims and positions of the schools regarding proprietary marks: Oklahoma (1985), Syracuse (1987), Boston College (1984) and Ohio State (1979).

We would like to thank a number of other schools which did supply the requested data, but which were omitted due to constraints of space and time; if there is sufficient customer demand, a supplementary set of team charts may be issued, including those teams.