



Pocket Sports Gridiron is a fast dice rolling game that sees two teams attempting to drive to the end zone when they have possession of the football.

COIN TOSS - At the start of the game, flip a coin to determine which player receives the opening kickoff and starts on offense first. Both teams have a total of 8 possession drives (2 per quarter) with the highest score being the winner.

The objective is to complete a pass or run into the end zone for a touchdown, without your opponent's defense preventing the play. As the game only uses dice, there is no need to measure yards or mark a line of scrimmage. Think of the game as a highlights package of your team in the Red Zone. You either score or your opponent takes over on offense.

There are 7 dice in the game. The offense will control 5 dice. The defense will control 2.

Player on Offense					
	Quarterback	Running back	Tight End	Wide Receiver	End Zone
Player on Defense					
	Defense	Penalties			

Your Quarterback will be the main die and used at the start of each play. The result of the QB roll will tell you which call has been made and which die to roll next.

On the 3 main position dice (WR / TE / RB) is a type of route being run with a value. This indicates how much 'intensity' has been put into the play. The higher the value, the better chance to break the defense and score. There may also be INCOMPLETE passes.

OFFENSE - The offensive player has 4 downs to score before handing possession over to the defense. Any play that does not result in a score, from a Touchdown (TD) or a Field Goal (FG), counts as 1 down. A defensive penalty from a FLAG* on the play grants a new set of 4 downs. After 4 incomplete plays, the opposing team takes possession (turnover on downs) and attacks.

DEFENSE - The defensive player rolls the white Defense die twice on every offensive play to equal or better the value of the running or passing route. If the sum of both rolls is equal or higher than the route's value or there is an offensive penalty from a FLAG* on the play, the offensive play is unsuccessful and counts as 1 down. If the Defensive effort fails to equal the 'intensity' value, the offensive player rolls the black End Zone die in attempt to score.

BRINGING THE PAIN - The highest Defensive value is 5. Below this is *2x injury*. Rolling a double 5 (both Defensive rolls are '5') causes an *injury* to the Offensive player being hit. This will incur a minus one (-1) to that player's position run values for the match.....*Yes, it's meant to be nasty!*

INCOMP - Any pass that is INCOMPLETE is an automatic down. The Defense does not have to roll.

FUMBLE - (WR / TE / RB) all three offensive positions have this result. When this occurs, the defense has a chance to RECOVER the ball. You have one roll with the white Defense die. If *Recover* appears, you have won possession and start your offensive drive. If not, it is counted as a down and play restarts.

SCRAMBLE - If the QB scrambles, the defense can attempt a "*Sack*" to end the down, using the white die. However, if they fail to *Sack* him, he will roll the red die again and continue the same play. If he scrambles a third time **ON THE SAME PLAY**, it's an automatic *Sack*.

If the QB is *Sacked* 3 times **during one drive**, you will force a "**SAFETY**" (2 points for the defending team plus possession of the football). Rolling a FLAG on a *Sack* attempt is ignored.

QB Sneak 4 - A run play for your QB, just like a normal attacking play with an 'intensity' value of 4.

FIELD GOAL - You may attempt to kick a Field Goal (3 points) on the 4th down (or earlier on a Set Play +1) instead of selecting a play. To succeed, you must a 5 or 6 using the black die. If unsuccessful, the ball is turned over on downs.

SET PLAY +1 Rolling this with your QB gives a bonus of plus 1 to your run/pass route value or FG attempts. **You will still need to roll the QB die again** to determine which position the +1 will apply to (WR, TE, RB or the QB Option run). This bonus is stackable, so if you roll it twice in a row, the bonus will be plus 2. If the QB is Sacked, or the pass is INCOMP, then the bonus is lost.

AUDIBLE (●) **PRO MODE ONLY** SET PLAY OPTION - See PRO MODE RULES

FLAGS* - A flag on the play may occur when the Defense die is rolled. Use the yellow PENALTIES die to see which team committed the foul. If it's against the Offense, it's counted as a down. Against the Defense, the number of downs resets to zero.

DECLINING THE PENALTY - At any time, the attacking team may decline a DEFENSIVE FLAG PENALTY if a high intensity route was in play. For example, if a STOP & GO (8) has been passed to the WR and a FLAG (Offside DEF) is called, the attacking player can decline the option to reset downs and force the DEFENSE to continue play. If another FLAG is rolled after the initial penalty was declined, the 'X' under FLAG represents a missed tackle with a zero (0) value.

The DEFENSE may choose to decline an OFFENSIVE penalty, and attempt to roll a Sack if a possible Safety may be forced. If a Sack is unsuccessful, the play continues as normal (per second FLAG 'X' ruling)

END ZONE - A bustling run or pinpoint pass completed, the last thing to do is check the black END ZONE die result.
- There are 4 chances of an immediate TOUCH DOWN being scored. Get your celebration on. 6 points are yours!
- VIDEO decision is the referee checking the replay and the END ZONE die needs to be **rerolled**
- Out of bounds - the pass going out of bounds OR the running back stepping on/over the touchline, results in a down.

EXTRA POINT (PAT) - There is nothing for the Offense to do in order to gain the 1 point extra kick. There is only a chance for the Defense to block the kicker's attempt. Using the white die, only rolling a **PAT Block** will prevent the extra point being scored.

2 POINT CONVERSION - A team may also choose to mount 1 play (counted as if it were the last down) to pass/run the ball into the END ZONE. If successful, 2 points will be added. If unsuccessful, no points and turnover.

PRO MODE with TEAM CARDS (Game length - 4 drives per team / per quarter)

Audible calls allow you to select which receiver you wish to pass the ball to when the SET PLAY result is rolled by the QB, however, **it will no longer grant a bonus +1** as in normal mode. You will only be referring to the bonus if the pass/run play matches your favoured play on your team card. Simply announce which position it will be used for **before rolling that position die**.

There are 4 unique team cards included in game and each has specialist play routes that add value to your offense & defense. Each team has two favoured plays, a decoy play and an intercept chance. Choose your favourite team, put on a head set and keep your eyes peeled for your 'favoured' plays!

Anytime a favoured play is called that matches your team playbook, add the bonus marked on the card.

The Decoy & Intercept favoured plays require a *Skill Check* roll. This is a roll of the black die to equal or better the number in the box to successfully activate the play.

4 Decoy To have your Decoy succeed in attracting Defensive players away (Counter) from the intended (RB Counter play) receiver, you must roll a 4/5 or 6

Successfully 'activating' a Decoy reduces your opponents Defensive to a single die roll (*normally two rolls*)

5 Intercept To intercept the WR Hitch pass, you must roll a 5 or 6 (Hitch)

Successfully intercepting a pass allows you to attempt a full length of the field Touch Down run. You now have a 1/6 chance to roll the black die for the Touch Down with an arrow next to it. Get up and dance if you succeed!



If unsuccessful, retain possession and start your Offensive drive. If either the Decoy or Intercept fail to meet the required Skill Check, play continues as normal.

Whoa! A lot of info squeezed on this page. Once you roll through a few plays, you will pick it up very quickly. Hut Hut!