

ARMCHAIR QUARTERBACK

THE ULTIMATE LIVE FOOTBALL GAME

INSTRUCTIONS

Ages 8+ Players 1-4

CONTENTS

4 action gameboards, 1 field gameboard, 4 pawns and 4 styluses.

OVERVIEW

Before the ball is snapped, make your call as to what you believe will happen. Record those predictions on the action gameboard and score points for each correct action in the play. Armchair Quarterback is the perfect companion to live football, it can be played by the quarter, half or entire football game.

GAME PLAY

THE ACTION GAMEBOARD

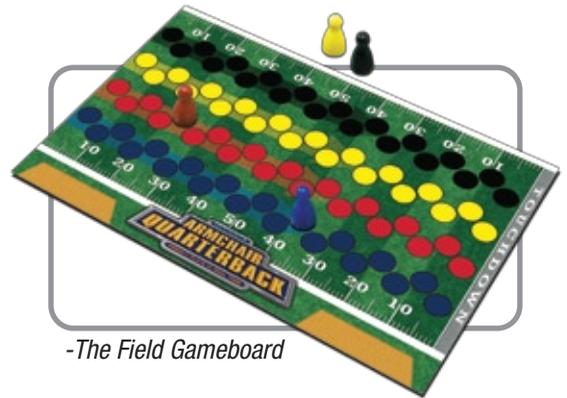
- The options are run/pass, left/right, gain or complete/no gain or incomplete, player number, first down, touchdown, turnover and sack.
- Make any combination of predictions as to what you believe will take place in the play. At the end of the down, assess your forecast.
- For correct guesses, score 1 point and add all correct predictions together. Move your pawn one space for each correct prediction. Any incorrect guesses result in 0 points for that play.
- Once you have recorded your score, lift the top sheet of the game board to clear your predictions and begin again.



-The Action Gameboard

THE FIELD GAMEBOARD

The field gameboard consists of a path for each colored pawn. When you score yards on a play, move your pawn the number of spaces equal to your score. Once you reach the opposite end of the field gameboard (20 spaces) you score a touchdown. After any pawn scores a touchdown, all the pawns return to the start space. The field gameboard records the scores of all players simultaneously, and instantly shows the players where they stand during the game. This can be helpful when developing a strategy to guess "big" or stay conservative.



-The Field Gameboard

WINNING

Playing Armchair Quarterback should be customized to your play preference. You can play for a quarter, half, an entire game or until an agreed upon score is reached. However you decide to play, the rules remain the same. Score yards for correct calls, record those yards on the field gameboard. At the end of the agreed upon time, the player with the most touchdowns is the winner.

SELECTION EXAMPLES

A play is classified as the last action to take place before the ball is declared dead. Below are further explanations for each selection.



RUN/PASS

- RUN: A play in which the ball has been carried.
- PASS: A play in which the ball has been thrown to an eligible receiver.

Example: The quarterback receives the snap and drops back to pass, he is flushed out of the pocket by the defense and he scrambles. The quarterback is then tackled. This play is classified as a *run*. Even though the play called was clearly a pass, the last action to take place before the ball was declared dead was the quarterback running. As long as the quarterback is still behind the line of scrimmage this would also be a *sack*.



LEFT/RIGHT

Determined by the placement of the ball by the referee at the end of the play in relation to the position of the ball when snapped at the beginning of the play.

- LEFT: At the end of the play the ball is left of its original snap position.
- RIGHT: At the end of the play the ball is right of its original snap position

Example: If an "East/West" running back takes a hand-off and runs right for a few yards, then cuts back to the left but is tackled before he returns to the original location of the snap, this is considered a run *right*. The same is true for a pass: if the receiver catches a pass on the left, and then runs to the other side of the field, crossing the original snap location before being tackled, this would be a pass *right*.



GAIN OR COMPLETE/NO GAIN OR INCOMPLETE

- GAIN OR COMPLETE: The ball is advanced over the line of scrimmage.
- NO GAIN OR INCOMPLETE: The ball is stopped at or before the

line of scrimmage, or an intended, eligible receiver does not catch a pass. Additionally, if the ball is thrown and caught by an ineligible receiver, caught by a receiver but the play is nullified by a penalty, or is intercepted, it is classified as incomplete.



PLAYER NUMBER

The number of the player (offense or defense) in possession of the ball when the play is declared dead.



FIRST DOWN

A play that results in a *first down* (by the offense or the defense).

TOUCHDOWN

A play that results in a *touchdown* by the offense or the defense. (*Note: As long as there is not a "1st through 4th and goal" situation, a player could choose both "first down and touchdown" and both would be right.*)



SACK

A play in which the quarterback is tackled with the ball behind the line of scrimmage.

TURNOVER

When the offense loses the ball either through a fumble or interception it is a turnover. (*Note: If the offense decides to go for it on 4th down and fails it is also considered a turnover.*)

SPECIAL TEAMS

There is no play on kickoffs, punts, field goals, extra points or commercials.

PENALTIES

The outcome of the penalty defines the play.

Example: The running back advances the ball 12 yards, but the referee calls offensive holding and the play is called back to the original line of scrimmage, plus a 10 yard penalty. This play would be classified as a run with no gain.

In the event of a confusing play or a challenge, the referees' decision is final (even if the replay shows differently).