

CRUNCH TIME QB!

By Matt Worden, April 2016 (v1.1, November 2016)

A light, press-your-luck football dice game for any number of quarterbacks, ages 10 and up. The game takes about 1 minute per turn.

Components Needed

To play the game, you will need 10 standard 6-sided dice and a way to keep score, such as paper and a pencil.







Overview

It's the biggest moment in the biggest game ... exactly what you were born for – **crunch time!** Time to light up the skies with your rocket arm and pinpoint control. Complete a series of plays to drive down the field and score for the win!

In this game, you roll and combine dice to make plays to add to a drive. The more dice used in the drive, the more points you score.

Concepts of Play

The values on each die represent a different type of play outcome:

-  or  = SHORT PASS
-  or  = LONG PASS
-  = RUN
-  = Incomplete Pass (“INC”)

The **DRIVE** is the collection of dice that will be used for scoring at the end of your turn. Build the DRIVE in a straight, single-file line by adding new dice to the right of any existing dice.







Any dice that are “removed from play” are simply set aside until the turn is over.

The game is four quarters long with each player taking one turn per quarter. The player with the most total points at the end of four quarters is the winner.

On Your Turn

Start by rolling all 10 dice. On following rolls in the same turn, re-roll any dice that have not been added to the DRIVE and have not been removed from play. You have the option to hold 1 die to the side so that it keeps the same value while you roll all of the other dice.

After rolling, you must choose to do only one of the following actions:

- **PASS SHORT** – Add SHORT PASS dice ( or ) to the DRIVE ...
 - If the DRIVE's rightmost die is a SHORT PASS, you may add 1 or 2 SHORT PASS dice
 - Otherwise, you must add exactly 2 SHORT PASS dice
- **PASS LONG** – Add 3 or more LONG PASS dice ( or ) to the DRIVE
- **RUN** – Add 1 RUN die () to the DRIVE
- **THROW THE BALL AWAY** – Remove all INC dice () from play
- **TAKE A SACK** – Remove the DRIVE's rightmost die from play

After completing your chosen action, you have the option to roll again or to end your turn and get your score.

Scoring

Score points based on the number of dice in the DRIVE at the end of your turn:

- 10 dice = 8 points (Touchdown with 2-point conversion!)
- 9 dice = 7 points (Touchdown!)
- 7 or 8 dice = 3 points (Field Goal!)
- 6 or fewer dice = 0 points (stopped by defense)

Solo-Play

When playing solo, complete 4 turns and total your points ... here's how you rate:

- 0-11 points = Career Backup QB
- 12-16 points = “Game Manger” QB
- 17-20 points = Solid Starter QB
- 21-24 points = Franchise QB
- 25-28 points = Hall-of-Fame QB
- 29 points or more = Greatest QB of ALL TIME!