



## Basic Idea

Gather 'round men. The ide'er behind this whole thing is football. That's right, good 'ol American football. Not no sissy sport like golf, or bye-cyclin', or flower a-rrangin', or any other poor excuse to gather 'round to drink diet beer and eat raw fish. This here's FOOTBALL a game of blood, and sweat, and pain, and beer, and cheerleaders, and beer, and pretzels, and still more beer! Now get out there and kill, and maim, and sweat, and guzzle water by the bucket full, it's GAME TIME!

## Play Formats

These rules include information for both the PDF download and Vassal formats of the game. Some of the graphics shown in the rules might look different due to the differences between the two formats.

## Vassal Information

This section only applies to the Vassal format of the game.

## Registering this Game

We have made these rules freely available through our website because we feel that by showing people the rules, our audience will see what a cool game we have made, and will want to start playing.

Here are the basic steps you need to do to get started. Each is covered in much more detail in their respective web pages.

Go to our website's "Order" page and purchase the game using PayPal's secure online service. Install the game using the registration code that is immediately emailed to you. Connect to Vassal's online room, chat with the other players, and start up a game.

## Pay Pal's buy page:

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Payments by

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**Checkout**Secure Transaction

PayPal is the secure payment processor for your seller, [dverssen@aol.com](#). To continue, please enter the required information below. [Learn more](#) about PayPal.

Pay To: [dverssen@aol.com](#)

Payment For: [Special Forces Vassal Game](#)

Currency: U.S. Dollars

Amount: \$9.99 USD

Total Amount: \$9.99 USD

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If you already have a PayPal account, enter your log-in details below

Email Address:

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PayPal protects your privacy and security. For more information, see our [Privacy Policy](#) and [User Agreement](#).

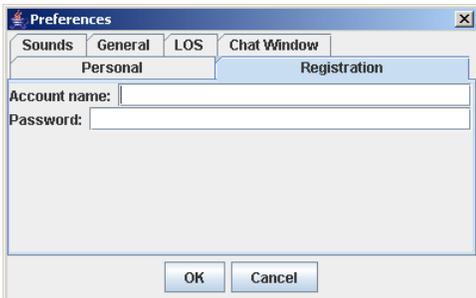
To enter your registration code, double-click on the Vassal icon now on your computer.



You will see the game screen appear.

Go to: File -> Edit Preferences -> Registration

Enter the Username and Registration code contained in your registration email.



## Game Tutorial

Included in the game is a quick tutorial. This tutorial will give you a very basic overview of the game. To open the tutorial, go to the Help pull down menu and select "Tutorial". Information will then appear in the Chat area. The first instruction will direct you to hit the "Step Forward" button. Continue hitting this button to move through the tutorial.



In some games, the play area is larger than the area displayed on your screen. Use your scroll bars to move around the play area to follow the action.

## Starting-Up a Game

Here is our standard instruction sheet for creating and joining Vassal games...

### Starting a Vassal Game

- 1) Double-click the desk-top game icon. The Game Control window will open. Some Vassal games will have a "New Game" option, others will have a "Games" option with pre-made scenarios. Select New Game or Games (#1). If you select Games, also select a scenario.
- 2) Click on the server button (#2) to bring up the Active Games window and the Current Game window.
- 3) Click on the connect button (#3).
- 4) Type what you want to call your game room in the #4 area. Make the name unique so your opponent can find it among the other open games like: "Tic-Tac-Toe". Enter.
- 5) The game name will now appear in the window below the New Game (#5) area under Main Room. The game name will also appear in the Current Game window with your screen name.

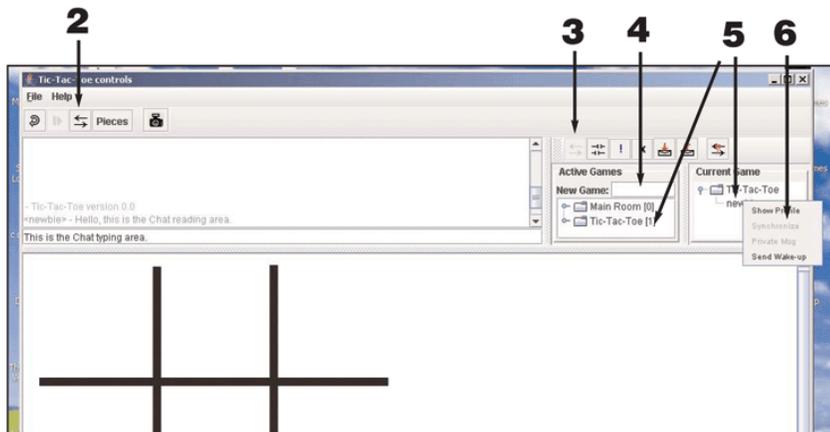
### Joining a Vassal Game

- 1) Your opponent must have already gone through the "Starting a Vassal Game" steps for you to be able to join his game.
- 2) Double-click the desk-top game icon, when the Game Control window comes up, click on #2, then on #3.
- 3) Type in the name of the game room you want to join (in this case, "Tic-Tac-Toe"). The game will appear in the Current Game window.
- 4) Right-click on #5 the first player's name and select "synchronize" (#6). The game is now ready to play between both of you.



### To Play the Game Again

- 1) Both players must do the following: Select Close Game (#7), then select New Game or Games (#1) for either a new game or a scenario.
- 2) The board reappears and the new game is ready to play.



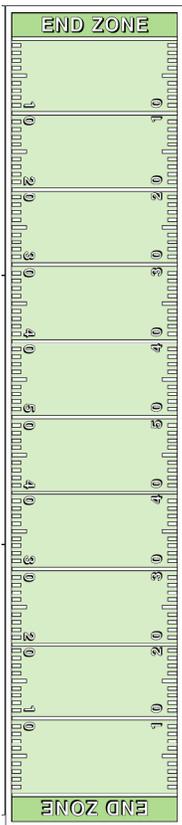
## Adjusting the Screen

Between the map and the Chat area is a thick gray line. You can hold your cursor over that line and drag the line up or down to change the size of the Chat area. In fact, all thick gray lines can be adjusted in this way.

## Vassal Commands

The Vassal module contains a rich set of right-click commands built into the game pieces.

Right-click on the game's cards and counters to discover how you can adjust the values and markers that are built into them.



## Pre-Game Preparations

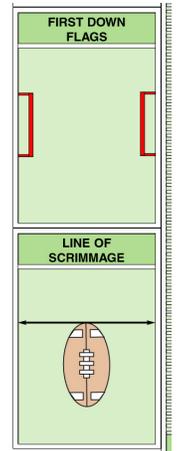
Place the field so that one End Zone is in front of each player.

Randomly determine who will kick-off first by flipping a coin.

Place the Line of Scrimmage card and the First Down Flags card off to one side.

Shuffle the remaining cards. These cards are called the Play by Play cards. Place them in a pile, facedown between the two players.

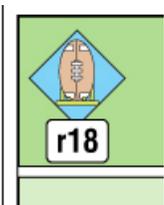
You're now ready for the opening Kick Off.



## Kick Offs

A Kick Off will occur at the start of the game, at the start of the Second Half, and after a team has scored.

The player kicking the ball is referred to as the Kicking player. The player receiving the ball is referred to as the Receiving player. The Receiving player turns over the top card from the Play by Play deck and looks at the Kick Off section of the card.



The result will probably be a number. If this number has an “r” the Receiving player starts with the ball on the indicated Yard line on his half of the field. If the number has a “k” in front of it, the ball starts on the Kicking player’s half of the field. If the result is a “TD” the Receiving Team has run the ball all the way to the Kicking player’s End Zone and scored a Touchdown. If the result is a “T/O”, the Receiving player has committed a Turn Over. See Turn Over for details.

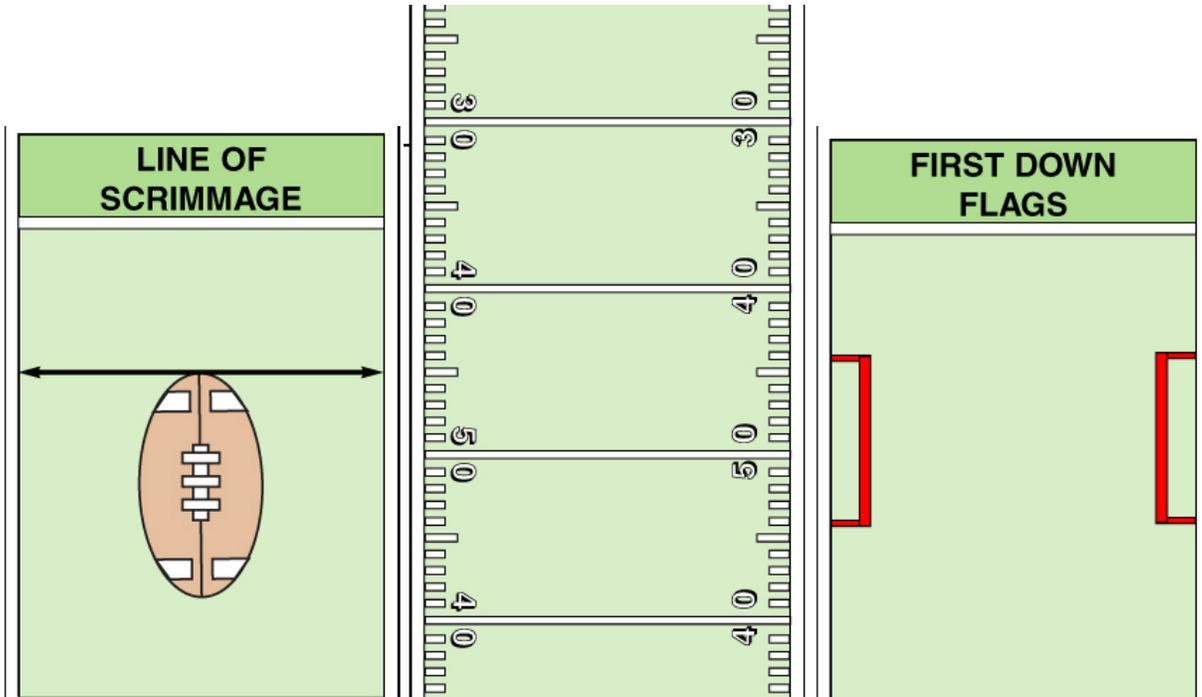
For example, using the above graphic, the receiving player would take possession on his own 18 Yard line.

Place the Ball counter next to the appropriate Yard line so the arrows are aligned with the proper Yard line. The First Down Flags card is placed on the other side of the Field. One end of the bracket should be aligned with the Yard line occupied by the ball, and the other end should be ten yards closer to the defender’s End Zone.

## First and Ten...

The player with the ball is referred to as the OFFENSIVE player. The other guy is called the DEFENSIVE player. Give the Offensive player the 5 Offensive Play Cards. Give the Defensive player the 5 Defensive Play Cards

The big goal in football is to score Touchdowns. This is usually accomplished by getting First Downs.

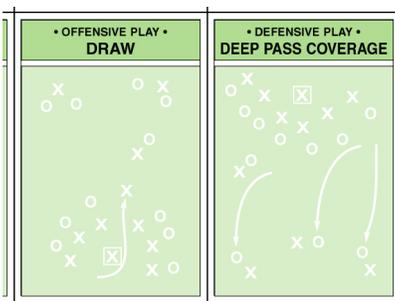


The Offensive Player gets four chances to move the ball TEN yards down the field toward the Defender's End Zone. If after a play the ball has reached, or exceeded, the ten yard distance, the Offensive Player gets four more chances to make another First Down. The First Down Flags card is used to keep track of where the ball started and where it must get to in order to attain a First Down. Once a First Down is attained the First Down Flags card is moved. One end of the brackets is aligned with the current position of the ball, the other end is then ten yards closer to the Defender's End Zone.

For example, in the graphic above, the ball is sitting on the Defending player's 45 Yard line and is heading up the field toward his End Zone. The First and 10 sequence started on the Offensive player's 46 Yard line, and the ball must travel 10 yards to the Defender's 44 Yard line to achieve a First Down.

If the Offensive Player does not achieve a First Down in four plays the Defensive Player takes control of the ball at its current position. The Ball and First Down Flags card are then turned around to face the other End Zone.

Each one of these plays is referred to as a Down. The first try is called First Down, the second try Second Down, and so on.



## Play by Play

Now it's time to try a Play. It might be a Pass or a Run, but the whole idea is to move the ball down the field and get across the other guy's Goal Line.

### Play Cards

The Offensive Player secretly chooses one of the five Offensive Play cards. At the same time, the Defensive Player secretly chooses one of the five Defensive Play cards. Once both players have made a selection, the cards are revealed.

### Result of the Play Selection

	OFFENSE				
	Draw	Sweep	Deep Pass	Run Up Middle	Short Pass
DEFENSE					
Blitz	7	-2	-	1	3
Run	-1	2	12	0	-1
Screen	10	2	10	3	-
Deep	4	6	0	10	12
Zone	8	-1	-	T/O	-

The Offensive Player then turns over the top-most Play by Play card and places it on the table. By cross-referencing the Offensive Play selected with the Defensive Play selected, the players will see the result of their plays.

For example, using the card on the left, let's say the Offensive player had selected "Deep Pass" and the Defensive player had selected "Run". The result would be a 12 yard gain. If the Defender had chosen to "Blitz", it would have been an incomplete pass for no gain.

### There are five possible results:

A NUMBER- This indicates a gain of yards. The ball is moved toward the Defender's Goal Line the indicated number of yards.

A NEGATIVE NUMBER- This indicates a loss of yards. The ball is moved backward toward the Offensive player's Goal Line.

A "T/O"- This indicates a "Turn Over". The Defenders have managed to grab the ball. See "Turn-Overs" for details.

A "TD"- This indicates a Touchdown. No matter where on the field the ball was, the Offense got the ball all the way down field and scored a Touchdown. See "Touchdown" for details.

A "-"- This means an incomplete pass and the Line of Scrimmage does not move.

### Momentum Notes:

Some cards will have a special note for Offensive or Defensive Momentum at the bottom of the card.

For Offensive Momentum, if the ball is moved the indicated number of yards or more, the Defensive player must tell the Offensive player one Defensive Play that they will not choose for the next play.

For Defensive Momentum, if the ball is moved the indicated number of yards or less, the Offensive player must tell the Defensive player one Offensive Play that they will not choose for the next play. He cannot announce "Deep Pass" if the play cannot be used anyway.

### Punts

On any Down, but almost always the Fourth Down, the Offensive Player may decide to Punt. This will usually push the ball farther down field before the opponent can take over possession.



To perform a Punt, the Offensive player declares the intention to Punt before revealing the next Play by Play card. When the card is revealed, look at the Punt section of the card. During a Punt, neither player selects a Play card.

This will indicate the number of yards toward the defender's End Zone the ball is moved. The defender then takes over possession.

If the result is a "TD" the defender has run the ball back for a Touchdown.

If the result is a "T/O", the defender has committed a Turn Over and the Punting player has regained possession and once again has 4 chances to make a First Down. See Turn Overs.

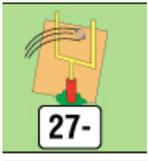
If the number indicated is enough to move the ball past the defender's Goal Line, the defender takes over on his own 20 Yard Line.

For example, using the graphic above, let's say the Offensive player was on the Defensive player's 25 Yard line and decided to Punt. The above result would move the ball 30 Yards toward the Defender's End Zone. However, there are only 25 yards of field remaining, so the receiving player would take possession on his own 20 Yard line.

If the number indicated is a Negative number, the ball is moved toward the Offensive player's End Zone the indicated number of yards. This may at times be enough to move it into the Offensive player's End Zone, at which point the Defensive player has scored a Touchdown.

## Field Goals

The Offensive player may attempt to score a Field Goal instead of doing a normal play.



A Field Goal may be attempted on any Down. They are normally attempted on a Fourth Down. To attempt a Field Goal the Offensive player announces his intention and draws the next Play by Play card. If the number in the Field Goal section is equal to, or greater than, the Defender's Yard Line on which the ball is resting, the attempt is successful. Field Goals may only be attempted when the ball is in the Defender's half of the field. Neither player selects a play card during a Field Goal

attempt.

For example, in the above graphic, the Field Goal would be successful if the ball was on Defender's 27 Yard line or closer to his End Zone.

A successful Field Goal will score the Offensive player THREE points. The Offensive player then becomes the kicking player and Kicks Off to the other player.

A failed Field Goal will immediately turn the ball over to the Defender on the Yard Line from which it was attempted.

## Touchdowns

A player scores a Touchdown by moving the ball onto, or past, the opponent's Goal Line and into the opponent's End Zone.

The player to score a Touchdown is awarded SIX points.

### Extra Point

After scoring a Touchdown, the scoring player must attempt the "Extra Point". This involves the kicking of a Field Goal.

Reveal the next Play by Play card and look at the Field Goal section. If the number is 20 or greater, the Extra Point is successful. The player to score a Touchdown then scores ONE additional point. If the number is less than 20, the kick has failed, and the player does not score the Extra Point.

After the Extra Point is resolved, the player to score the Touchdown becomes the kicking player and Kicks Off to the other player.

### Two Points

Instead of scoring only one point, the team can attempt to score two points. The ball is placed on the defender's 20 Yard line. The team then has one play to move the ball into the defender's End Zone using their normal Offensive Play cards. If successful, they score two points.

After the Two-Point play is resolved, the player to score the Touchdown becomes the kicking player and Kicks Off to the other player.

### Turn Overs

Most of the Play by Play cards have a chance of a Turn Over taking place. This means that the player who had the ball, or was supposed to get the ball, screwed up, and the other team got it.

DEFENSE	OFFENSE				
	Draw	Sweep	Deep Pass	Run Up Middle	Short Pass
Blitz	7	-2	-	1	3
Run	-1	2	12	0	-1
Screen	10	2	10	3	-
Deep	4	6	0	10	12
Zone	8	-1	-	T/O	-

T/O (Turn Over): +10

The bottom section of the card has a Turn Over section. This section will specify a number and either a "+" or "-". In the case of the "+", the ball is moved the indicated number of yards towards the Defender's Goal Line, and then he takes over possession of the ball. A "-" moves the ball toward the Offensive player's Goal Line, and then he loses possession. If the ball is moved into the Defender's End Zone, he takes over on his own 20 Yard Line. If the ball is moved into the Offensive player's End Zone, the Defender has scored a Touchdown.

For example, for the graphic on the left, a Turn Over will occur if the Offensive play is a Run Up Middle and the Defensive play is a Zone. The ball is moved 10 yards closer to the Defender's End Zone from the Line of Scrimmage (the ball's current place on the field), and then the Defender takes possession.

### Touchback

If during a Punt or Turn Over the ball is moved into the defender's End Zone, the ball is placed on his 20 Yard Line. He then takes over possession.

### Safety

If the Offensive player is pushed back into his own End Zone a Safety has occurred. The Defensive team scores TWO points, and the Offensive player must Kick Off to the Defender.

### End of the Quarter

Once the last card in the Play by Play deck has been used, the Quarter is over. At the end of the First and Third Quarters the cards are shuffled and play continues. At the end of the Second Quarter play stops, the cards are shuffled, and the player who started the game receiving the kick off, Kicks Off to the other player.

## **End of the Game**

When the Fourth Quarter is over the game ends. The player with the most points wins. If there is a tie, randomly determine which player will receive a Kick Off, and play until one player scores. He wins.

## **Credits**

Game Design: Dan Verssen

Game Development: Holly Verssen

Playtesting: Gary Doriott, Bill Loftis, Tom Johnson, Sean Wallace