

QUARTERS AND HALFTIME

The game goes through four Quarters, two Quarters per half. Whenever the players run out of cards in front of them, the current Quarter ends. Shuffle your decks. At the end of the 1st and 3rd Quarters the offense keeps playing from where he left off.

After the second time through the decks it is Halftime. At this point the current drive is stopped, the decks are shuffled. The second half begins with the player who was on defense to start the game with the ball on their down marker.

WINNING

When the 4th Quarter ends, the players compare scores. The player with the highest score wins.

OVERTIME

If the scores are tied, the game goes into sudden death overtime. Roll the five dice, the player with the most footballs' starts on offense in overtime by placing the pawn on their down marker. Keep playing until one of the players score, the first player to score points in overtime wins.

CREDITS

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GRIDIRON GLORY

OVERVIEW

Q.B.Blitz is a fast-paced two-player game, using the rules for the classic card game War. Each flip of the cards determines if the offense moves down the field or if the defense holds strong. If you make it to the End Zone, roll the dice to determine the score for that drive. Battle it out for gridiron glory!

COMPONENTS

- 52 Playing cards with Red and Blue teams.
- 3 Gridiron Glory custom dice.
- 1 Box with a game board printed on the inside cover.
- 1 Pawn to represent the location of the ball.
- 1 Rule book

SET UP

Place the game board between the two players, each player picks a side of the field as their sideline marked by the red and blue first down marker. Divide the deck into the Red Team (Hearts and Diamonds) cards and the Blue Team (Spades and Clubs) cards. The players take the cards that match their team colors, shuffle them, and place them face down in front of them to make their draw pile.

COIN TOSS

Roll the five dice to decide who goes first. The player with the most footballs wins. The first player puts the pawn on the space marker with the down marker of their own color.



PLAYING THE GAME

The point of the game is to move the pawn the four spaces down the field into your End Zone. During the game you will take turns being on offense. The game board is divided in half lengthwise, to keep track of which player is on offense, the pawn should always be on the offensive player's side (the side closest to them) until they score or the ball is turned over.

To play the game, each player takes the top card from their pile and flips it over. The higher card wins. If the offense wins, he moves the pawn one space to his right and then both players flip another card. If the defender wins, the pawn doesn't move and each player flips a new card. If the two cards tie there is a fumble. (See below)

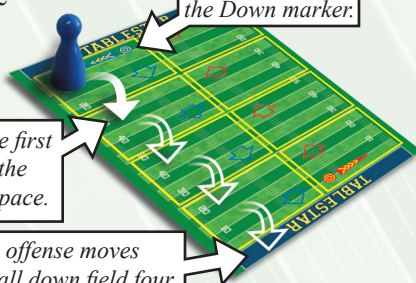
The offense has three tries in each space to move the pawn forward. If the offense fails to win after three tries in one space they have to punt the ball.



The offense wins the first play and advances the ball to the second space.

If the offense moves the ball down field four times they can score.

Each half starts with the ball on the Down marker.



PUNTING

If the offense loses 3 flips in a row then the ball is punted. The defender changes to offense, and the other player is now the defender. Move the pawn to the new offensive player's down marker, and start flipping cards as described above.

FUMBLE

If both players' flipped cards have the same number the pawn is fumbled. Each player discards three cards face down and then flips up the fourth card. If the offensive player wins, he moves forward as usual. If the cards are tied again, repeat the process until there is a winner. If the defender wins, it's an immediate fumble. The pawn moves to the defensive player's side of the field but does not start at the first down marker.

The defense starts where the pawn was fumbled on the defenders side. The offense and defense switch, and play resumes with the defensive player now on offense.

EXAMPLE:
Blue fumbles the ball but manages to regain control.



SCORING

If the offense moves the pawn across the field (with four successful flips) into the End Zone on his right he scores. The offensive player rolls all three dice to see what happens. If there are two or more Referees showing, the offense gets a touchdown and scores seven points. If there is only one Referee showing, he gets a field goal and scores three points. If there are Whistles showing, the defender gets to choose one Referee for each Whistle showing, and re-roll each of these Referee dice. Each Referee is only re-rolled once no matter how many additional whistles come up. The Football symbol is neutral and has no effect.

TOUCHDOWN



FIELD GOAL



PENALTY



NO EFFECT

