



RUSH ZONE

BOARD GAME

AGES 7+ PLAYERS 2-6 20-30

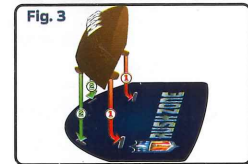
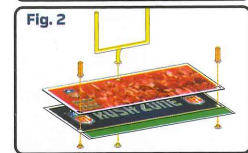
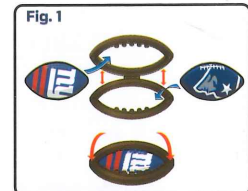
CONTENTS:

- 1 Game Board
- 8 Dice (6 White, 2 Green)
- 35 Megacore Footballs
- 36 End Zones
- 1 Scorecard Pad
- 1 Football Token
- 2 Goalposts
- 2 Football-Shaped Dice Walls
- 32 Rusherz
- 1 NFL Coin
- 4 Goal Line Pylons
- 10 Bases

SETUP:

- Players divide into even teams and sit on opposite sides of the board.
- Each team selects their favorite team's Megacore Football and snaps it into each side of the football token. (Fig. 1)
- Each team also selects the end zone that matches their Megacore, chooses a side, and snaps it onto the field with the pylons and goalpost. (Fig. 2)
- Insert the dice walls onto the board by sliding the long tabs into the slot, and then pressing down so it is level. (Fig. 3)
- Each team also picks their team Rusher and any other Rusherz they want to cheer them on! You can also use your Team Rusher as your game piece instead of the football token when moving up and down the field.
- On the scorecard sheet, write the team playing offense first next to TEAM 1 and the team playing defense next to TEAM 2.

NOTE - You will need to detach the pylons, goalposts, and dice walls before putting the game pieces & board back in the box after your game.



OBJECT: Score as many points as possible before the game is over at the end of the 4th quarter to win!

◦ **COIN FLIP** - Flip the NFL RushZone coin, and youngest player calls heads (NFL Logo) or tails (Football). Winning team gets to select whether to kick off (play defense) or receive the ball (play offense) first. The other team will go first in the second half. Place the football token with the defensive team's Megacore face up on the defender's 20 yard line, marked with the star.

◦ **KICKOFF** - Both teams roll the green die. Take the difference of the two dice (OFFENSE - DEFENSE) and move this many spaces:

TOUCHBACK = If the difference is 0 or -2 or more

The ball landed in the receiving team's end zone. Place the marker on their 20 yard line.

$$\begin{matrix} \mathbf{2} & - & \mathbf{2} & = & \mathbf{0} & \text{or} & \mathbf{1} & - & \mathbf{4} & = & \mathbf{-3} \\ \text{OFFENSE} & & \text{DEFENSE} & & & & \text{OFFENSE} & & \text{DEFENSE} & & \end{matrix}$$

DEFENSIVE STOP = If the difference is +1 or -1

Place the marker on the receiving team's 10 yard line.

$$\begin{matrix} \mathbf{4} & - & \mathbf{5} & = & \mathbf{-1} & \text{or} & \mathbf{3} & - & \mathbf{2} & = & \mathbf{+1} \\ \text{OFFENSE} & & \text{DEFENSE} & & & & \text{OFFENSE} & & \text{DEFENSE} & & \end{matrix}$$

CATCH AND RUN! = If the difference is +2 or more

Starting at the receiving team's end zone, move this many spaces.

$$\begin{array}{c} \mathbf{6} - \mathbf{2} = \mathbf{+4} \\ \text{OFFENSE} \quad \text{DEFENSE} \quad \mathbf{40 \text{ YARDS}} \end{array} \quad \text{or} \quad \begin{array}{c} \mathbf{4} - \mathbf{2} = \mathbf{+2} \\ \text{OFFENSE} \quad \text{DEFENSE} \quad \mathbf{20 \text{ YARDS}} \end{array}$$

Based upon the roll, the offense moves the token to their starting position and flips the offense's team Megacore face up, driving towards the defender's end zone.

▷ DRIVE TO THE END ZONE

- On offense, you can advance 10 yards (1 space) at a time by winning the roll off with the defense.
- Each team uses the 3 white dice, and roll head to head. Roll your dice against your football-shaped wall, and each die counts as a down. At the end of 3 downs, add up the numbers on your dice. Who has the most points?

OFFENSE IS HIGHER OR TIE SCORE = FIRST DOWN!

Advance 10 yards and start a new set of downs.

$$\begin{array}{c} \text{OFFENSE} \quad \mathbf{6} \quad \mathbf{2} \quad \mathbf{4} = 12 \\ \text{DEFENSE} \quad \mathbf{3} \quad \mathbf{5} \quad \mathbf{1} = 9 \end{array} = \mathbf{+10 \text{ YARDS}}$$

DEFENSE IS HIGHER

Play the 4th down.

$$\begin{array}{c} \text{OFFENSE} \quad \mathbf{3} \quad \mathbf{4} \quad \mathbf{1} = 8 \\ \text{DEFENSE} \quad \mathbf{5} \quad \mathbf{6} \quad \mathbf{5} = 16 \end{array} = \mathbf{Play \ 4th \ Down}$$

FOR YOUNGER PLAYERS = Roll 1 die at a time head to head. Whoever has the highest roll wins the down and gets 1 point. Ties count as 0 points.

▷ **4TH DOWN** - On the offense's 4th down, you can try for the first down, kick a field goal, or punt.

GO FOR IT

The offense and defense both roll the green die and add this number to your total score.

OFFENSE IS HIGHER OR TIE SCORE = FIRST DOWN! - Advance 10 yards and start a new set of downs.

$$\begin{array}{c} \text{OFFENSE} \quad \mathbf{6} \quad \mathbf{2} \quad \mathbf{1} + \mathbf{5} = 14 \\ \text{DEFENSE} \quad \mathbf{3} \quad \mathbf{5} \quad \mathbf{3} + \mathbf{2} = 13 \end{array} = \mathbf{+10 \text{ YARDS}}$$

DEFENSE IS HIGHER = TURNOVER -

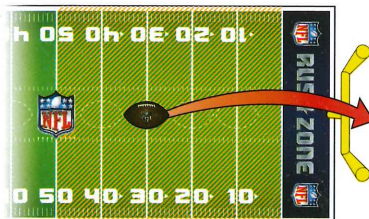
The offense's turn is over. Flip the token over to the other team's Megacore and the defensive team now plays offense from this spot on the field.

$$\begin{array}{c} \text{OFFENSE} \quad \mathbf{6} \quad \mathbf{2} \quad \mathbf{1} + \mathbf{1} = 10 \\ \text{DEFENSE} \quad \mathbf{3} \quad \mathbf{5} \quad \mathbf{3} + \mathbf{4} = 15 \end{array} = \mathbf{Defense \ Gets \ The \ Ball}$$

FOR YOUNGER PLAYERS = Both teams roll the green die for a final point. Add this point to your total from the first three downs.

FIELD GOAL

If you are in the other team's side of the field (50 yards or less to their end zone), you can go for the field goal! With the green die, you must roll higher than your current position on the field.



ROLL HIGHER - IT'S GOOD! - Add 3 points to your team's score, and then kick off to the other team.

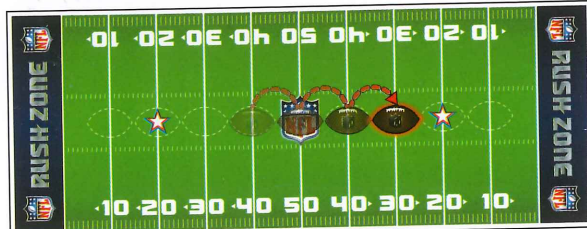
TIE OR LOWER = TURNOVER - The offense's turn is over. Flip the token over to the other team's Megacore and the defensive team now plays offense from this spot on the field.

Example: From 30 yard line, roll [4], [5], or [6] to make the field goal.

PUNT

Announce punt, and offense rolls the green die. The number shown is the number of spaces the offense moves the ball before the defense takes over possession.

NOTE - If the punt travels into the defender's end zone, it is a touchback, and the other team starts from their 20 yard line.



Example: Roll [3], move token 3 spaces (or 30 yards) towards defender's endzone.

◦ **TOUCHDOWN** - If the offense moves into the defender's end zone, it is a touchdown and the offense gets 6 points. The offense can then decide to automatically take the extra point (add 1 point to your score) or go for a two point conversion.

TWO POINT CONVERSION

Using green die, the offense and defense have a roll off and compare their scores:

OFFENSE IS HIGHER OR TIE SCORE = TRY IS GOOD!

Add 2 extra points to your score (8 in total), and then the offense kicks off to the defense.

6 vs **2** = **2**
OFFENSE DEFENSE POINTS

DEFENSE IS HIGHER = TRY IS NO GOOD.

No extra points, and the offense kicks off to the defense.

3 vs **4** = **0**
OFFENSE DEFENSE POINTS

END OF THE QUARTER - Teams take turns playing offense and defense. After each team has 1 turn, that is 1 round. After 3 rounds, the quarter is over. Four quarters per game.

HALFTIME - At the end of 2 quarters, it is halftime. The team that kicked off in the first half will receive at the start of the 3rd quarter. The other team kicks off to start.

TWO MINUTE WARNING - In the last round of the 2nd and 4th quarters, the second team to have possession has one last drive to score so GO FOR IT! At the end of their possession, it is halftime or the game is over.

◦ **SCORING** - Keep track of your game for bragging rights later with the scorecard!

- Under each team, the game is broken down by quarter. Each team has their own scoring area, so only keep track of the points for your team under your team name.
- Within each quarter, there is a box for each of your 3 offensive turns (along the top) and 3 defensive turns (along the bottom). The large box in the middle is for your total score in the quarter.
- If you score on your 1st, 2nd, and/or 3rd turn in the quarter, write the score in the correct box, depending upon whether you were on offense or defense when you scored for that turn.
- If you did not score, simply put an X.
- At the end of each quarter, add up the offensive & defensive scores for your team, and put it in the big center box. Add up the scores for each quarter to determine who's the winner!

1st Qtr.			
OFF.	3	X	X
10			
DEF.	X	7	X

Example: Team scored a field goal on 1st offensive turn (3 points), and returned a fumble for a touchdown & extra point on 2nd defensive turn (7 points).

◦ **SPECIAL ROLLS** - To help keep the drive alive or stop the offense, there are a few big-time plays in your playbook:

OFFENSIVE DOUBLES (BREAK THE TACKLE) -

If the offense rolls any pair of doubles in their first 3 downs (white dice) and you advance to a FIRST DOWN (either in the 3 down roll off or on 4th down), move 20 yards (2 spaces) instead of 10 yards.

NOTE: You cannot use the 4th down green die for this bonus.

4 4 = +20 YARDS

Example: Roll Two 4's AND advance to First Down.

OFFENSIVE TRIPLES (LONG BOMB)

If the offense rolls any 3 of a kind with any of your dice (including the 4th down green die), the QB completed a long pass to the receiver down field! Move as many spaces as shown on the face of the die to advance down the field! Triples override any defensive score, even if it is much higher.

NOTE: If both teams roll triples in the same turn, the bonus goes to the team with higher triples. If the triples are the same, bonus goes to the offensive team.

3 3 3 = +30 YARDS

Example: Roll Three 3's.

DEFENSIVE TRIPLES (FUMBLE)

If the defense rolls any 3 of a kind with any of their dice (including the 4th down green die), the offense fumbles and you return down the field toward their end zone! Move as many spaces as shown on the face of the die to move back down the field! If you move into your opponent's endzone, it is a TOUCHDOWN! Triples override any offensive score, even if it is much higher.

NOTE: If both teams roll triples in the same turn, the bonus goes to the team with higher triples. If the triples are the same, bonus goes to the offensive team.

4 4 4 = Turnover -40 YARDS

Example: Roll Three 4's.

WINNING THE GAME: At the end of 4 quarters, the team with the most points is the winner!

◦ **OVERTIME** - If there is a tie, we're going to overtime! Overtime begins with a coin flip to determine which team plays offense first.

KICKOFF - Same rules as above.

- The offense will try to drive down to the other team's end zone. If they score a touchdown, the offense wins the game!
- If the offense punts, turns it over, or gets a field goal, the other team gets a chance to score.
- If the second team scores more points on their turn, they win!
- If the game is tied after the second team's turn, next team to score wins!

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