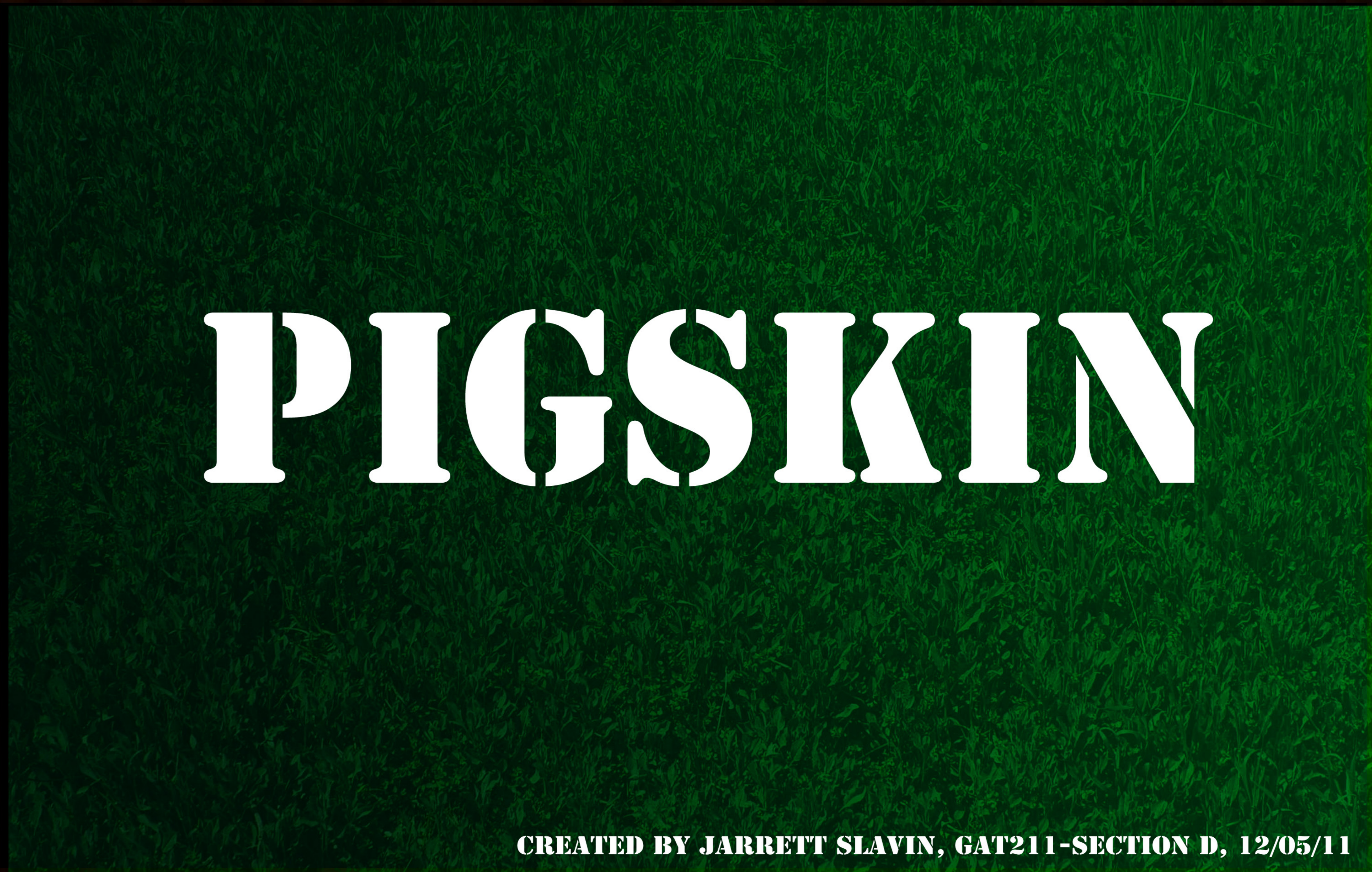


PIGSKIN

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BY JARRETT SLAVIN

[HOW TO PLAY]

**GAT211-D
12/05/11**

PIGSKIN

"Pigskin" is a strategic turn-based board game for 2 players. Tactically advance your pigskin into your opponent's end-zone while simultaneously defending your own!

Contents

- 1 "Pigskin" game board
- 22 player markers (11 yellow, 11 orange)
- 2 "Pigskins" (football-shaped tabs, 1 yellow, 1 orange)
- 4 six-sided dice (D6)
- 2 twelve-sided dice (D12)
- 1 rule booklet

How to Play

Object

The object of *Pigskin* is to be the first team to get your pigskin into your opponent's end zone.

Each time a team reaches the opposing end zone, that player scores 1 point, and all pieces are reset to initial setup position (see "Setup").

For a regular game, the first player to score 3 points wins.

For an abbreviated game, play up to 1 point (first to score wins).

Setup

Players must initially place their Passer (PAS), Sprinter (SPR), and Freak (FRK) units **inside their own colored end zone, with the pigskin in the end zone, in possession of a pigskin-eligible unit.** Hoss (HOS) and Carrier (CAR) units may be initially placed **anywhere between your colored end zone and the white mid-field line.**

Possess the pigskin by sticking the pigskin tab into the top of a pigskin-eligible unit. Roll the D12 dice to determine turn order. The higher roll goes first.

Movement

Each team may perform up to 5 actions per turn. Moving a unit counts as 1 action. Each acting unit may both move **and** perform another action (pass, handoff, combat*) on each turn, but no single unit may move twice on one turn.

For Hosses only, moving & immediately engaging in combat counts as only 1 action.

To play a turn, first choose which unit will act first. Check that unit's 'speed' attribute (see "Unit Types" section for details) to determine how many spaces that unit may move at a time. Units may only move orthogonally (not diagonally). Units may not move through a space occupied by another unit.

If you move a unit to a space adjacent to another unit, you may choose to use an action to hand/receive the pigskin to/from a friendly unit or engage in combat with an opposing unit.

You may choose to perform an action with your first unit either immediately after moving that unit **or** you may move more units before performing actions.

Remember that you have 5 actions per turn, and moving counts as 1 action (except for Hoss units, who may attack immediately after moving for only 1 total action.)

***See following sections for details on combat, passes, and hand-offs.**

Passing, Carrying, Lateralling & Handing Off the Pigskin

Only your Passer can throw a forward ranged pass. If your Passer has possession of the pigskin, you can use the D12 to attempt to pass to any pigskin-eligible teammate (Sprinter or Carrier). It is possible to complete a pass up to 12 spaces forward, but in order to complete a pass, you must roll a number on the D12 **equal to or greater than** your Passer's distance, in vertical spaces (spaces toward your opponent's end zone, ignoring horizontal distance), from your intended receiver.

If you fail to complete a pass, it counts as 1 action for the turn and the pigskin stays in possession of the passer. If you still have remaining actions for the turn, you may attempt to pass again.

Any pigskin-eligible player (Passer, Sprinter, Carrier) can carry the pigskin or hand it off to any adjacent friendly unit for the cost of 1 action.

Also, you may use 1 action to lateral (backwards or sideways pass, but not forward) from any pigskin-carrier to any other pigskin-eligible player behind or on the same row as the pigskin-carrying unit. There is no range limit or dice roll for a lateral/backwards pass.

Combat

If a player moves a unit to a space adjacent to an opposing unit, that player may choose to attack the opposing unit. You may attack any opposing unit whether he's carrying the pigskin or not (i.e. if you want to move a defender away from the pigskin carrier).

Attack an opposing unit by rolling each engaged (attacking & defending) units' specified "power di[c]e" (either **one D6** or the **sum of two D6**, depending on unit type-- see "Unit Types" section for details).

Whichever unit has the higher roll moves the loser's unit straight in any desired orthogonal direction, the number of spaces determined by the difference in the opposing rolls.

You may attack an opposing unit with multiple units simultaneously (adding the total of their attack rolls versus the single opposing unit's roll) if they are all simultaneously adjacent to the same opposing unit. Attacking one unit with multiple units counts as only one action for that turn.

Unit Types

Pigskin involves the use of a diverse cast of unit types. Each team has 11 units, and units must be used in strategic conjunction to succeed.

Passer (PAS)-(1 per team)- Speed-6 Power-1D6

The Passer is among the weakest and slowest units, but is **the only unit in the game that can throw a forward ranged pass** (*range determined by D12; see section 'Passing the Pigskin' for details*) .

Sprinter (SPR)-(2 per team)- Speed-12 Power-1D6

Sprinters are fast but weak. Use them to quickly advance the pigskin downfield, but wisely reinforce them with supporting units.

Carrier (CAR)-(2 per team)- Speed-8 Power-2D6

Carriers excel at carrying the pigskin securely and marching it steadily downfield, and can also be used as strong defenders.

Hoss (HOS)-(4 per team)- Speed-6 Power-2D6

Hosses are strong, and good at blocking for the pigskin-carrier by pushing enemies away.

Hosses may not touch the pigskin.

For Hosses only, moving & immediately engaging in combat counts as only 1 action.

Freak (FRK)-(2 per team)-Speed-12 Power-2D6

Freaks are among the fastest and strongest units in the game, but they may not touch the pigskin.

Quick Reference Chart

<i>Type</i>	<i>Speed</i>	<i>Power</i>	<i>Note</i>
Passer (PAS)	6	1D6	Can throw ranged passes & carry pigskin
Sprinter (SPR)	12	1D6	Can carry pigskin
Carrier (CAR)	8	2D6	Can carry pigskin
Hoss (HOS)	6	2D6	Cannot carry pigskin, can move+combat for the cost of only 1 action.
Freak (FRK)	12	2D6	Cannot carry pigskin

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