

BREAKAWAY FOOTBALL

SOLO RULES & FAQs

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AI DEMO:



DEFENSE



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AI DEMO:



OFFENSE

SOLO RULES

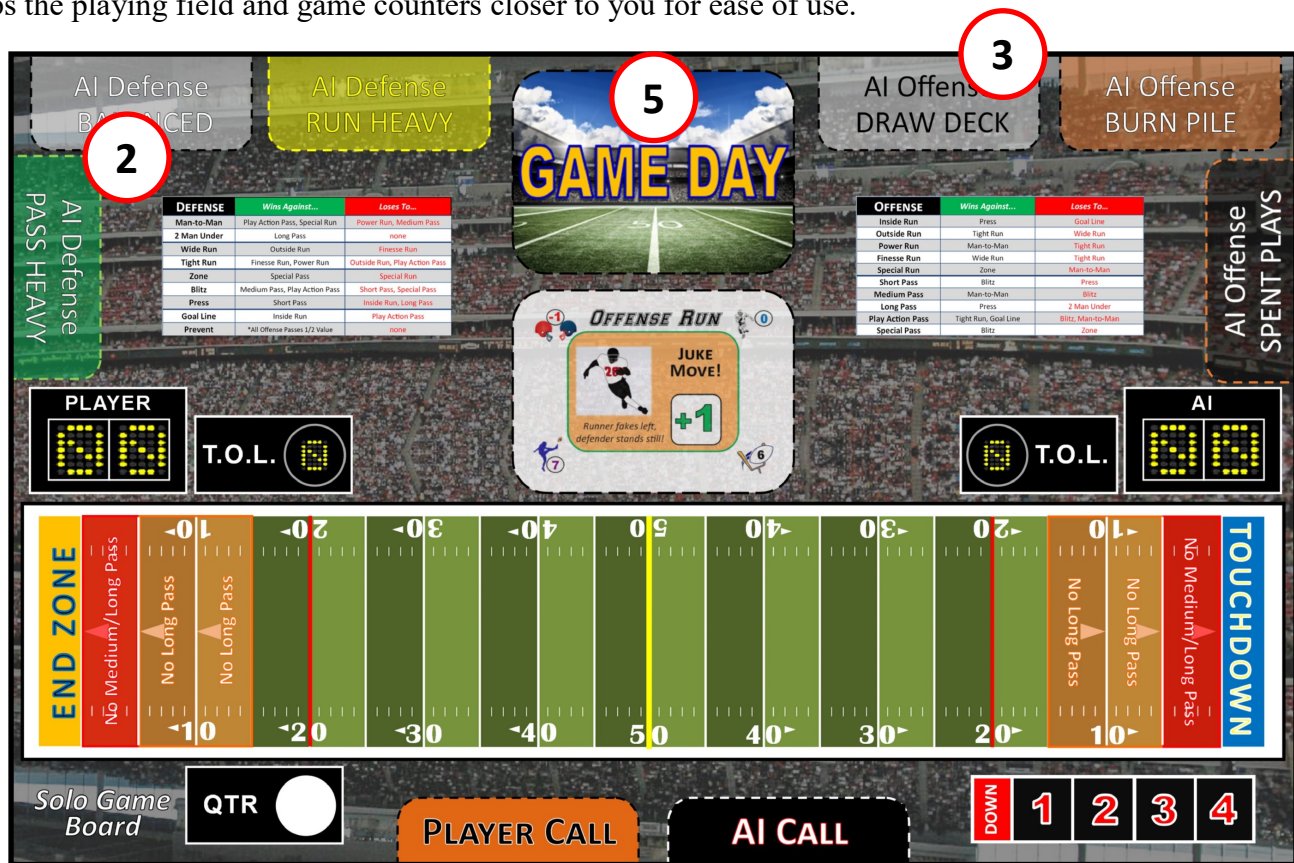
Breakaway Football offers a rich “solo mode” where an Artificial Intelligence (AI) makes decisions for your opponent. Playing “solo mode” can help you learn the game rules or practice new strategies with your favorite teams while enjoying a fun and competitive coaching challenge.

Overview

You will call your plays face up on Offense and Defense for the team you are controlling. Your opponent (the AI) uses two dedicated play calling sheets, tuned to that team’s specific strengths, one for Offense and one for Defense. Sheets are available for free download from the site where you purchased the game.

Solo Board Layout

The “solo mode” features its own board (flip side of the two-player board) which includes slots for the AI cards, breakaway matchup reference charts, and dedicated places for the Game Day deck and discards. This keeps the playing field and game counters closer to you for ease of use.



Solo Game Setup

1. Print the team-specific *AI Solo Logic Sheets* for Offense & Defense for your opponent.
2. Sort AI Defenses by formation and place into the appropriate slots on the board.
3. Place your opponent’s Offense cards into one Draw Deck at the top of the board.
4. Gather two (2) 6-sided dice (1 black, 1 white), four orange “Spy Run” tokens, and four blue “Spy Pass” tokens.
5. Shuffle the Game Day deck and place on the game board; set the counters for 3 time outs, quarter 1, ball marker and down marker; and give each team their challenge flag tokens.
6. Flip a challenge flag for starting possession – “Flag” means you get first possession, “Logo” means your opponent gets first possession.

PLAY CALLING – AI ON DEFENSE

The AI chooses its defense play AFTER you place your Offense card on the “Play Call” slot, play side up. The play is then locked – audibles are NOT active in solo mode.

How the AI Makes a Defense Call

1. Play your Offense card onto the board, play side up.
2. Roll 1d6 & consult the chart that matches your Offense formation (*Run Heavy, Balanced, or Pass Heavy*) and the Game State (*Down + Distance*). The AI has set its strategy for that play—Eagle, Stunt, or Twist.
3. If your Offense play is a run of 4+, spend an orange token. For passes of 7+, spend a blue token.
4. Flip to Back & roll 1d6 again. If a “Spy” condition occurs, check if “Spy” triggers a defense breakaway.
5. If no “Spy” occurs, use that 1d6 result, strategy column, & formation row to find the AI play call.

It is not necessary to retrieve the Defense play card if you prefer not to. You might find it faster to use the breakaway chart on the board to see if the play type matchup creates a breakaway.

1 Human plays Offense Card onto the board.

2 AI Chooses Chart:

1. Cross-reference Offense Formation & Game State (Down + Distance).
2. Roll 1d6. The AI has now chosen its strategy.

3 If Run = 4+ Or Pass = 7+ SPEND A TOKEN

If you spend all tokens of one color, the “Spy” is active!

“SPY RUN” & “SPY PASS” GIVE AI AN EXTRA DEFENSIVE BREAKAWAY CHANCE

OPPONENT FORMATION			
GAME STATE (DOWN + DISTANCE)	Run Heavy	Balanced	Pass Heavy
7+	EAGLE [Eagle icon]	EAGLE [Eagle icon]	EAGLE [Eagle icon]
	TWIST [Twist icon]	TWIST [Twist icon]	TWIST [Twist icon]
	STUNT [Stunt icon]	STUNT [Stunt icon]	STUNT [Stunt icon]
5, 6	EAGLE [Eagle icon]	EAGLE [Eagle icon]	EAGLE [Eagle icon]
	TWIST [Twist icon]	TWIST [Twist icon]	TWIST [Twist icon]
	STUNT [Stunt icon]	STUNT [Stunt icon]	STUNT [Stunt icon]
2, 3, 4	EAGLE [Eagle icon]	EAGLE [Eagle icon]	EAGLE [Eagle icon]
	TWIST [Twist icon]	TWIST [Twist icon]	TWIST [Twist icon]
	STUNT [Stunt icon]	STUNT [Stunt icon]	STUNT [Stunt icon]

AI OFFENSE — 4TH DOWN DECISIONS

Milestone	Own 20-yard line	Midfield (50-yard line)	Opponent's 20-yard line	Goal Line
“Go For It”	7+	6+	5+	7+
Punt	1-6	1-5	—	—
Field Goal	—	—	1-4	1-6

Front

4 Roll 1d6 & Check “Spy” Chart

Check “Spy” for Defense Breakaway when...

1. AI defends in either “Red Zone” shaded area (15, 10, or 5 yard lines)
2. No more run tokens (Spy Run only)
3. No more pass tokens (Spy Pass only)
4. Final two (2) cards of half

1d6	EAGLE	STUNT	TWIST
SPY RUN	SPY PASS	SPY RUN	SPY PASS
Man to Man	Zone	Tight Run	Press
Man to Man	2 Man Under	—	Blitz
Wide Run	2 Man Under	Wide Run	—
Wide Run	2 Man Under	Wide Run	Tight Run
Man to Man	Zone	Tight Run	Blitz
Man to Man	Zone	Tight Run	Goal Line
Man to Man	Zone	Tight Run	Blitz

5 Find Play Call on Strategy Chart

EAGLE		STUNT		TWIST	
OFF FORM	DIE ROLL	OFF FORM	DIE ROLL	OFF FORM	DIE ROLL
Run Heavy	Nickel — Goal Line (1/1)	Run Heavy	4-3 — Goal Line (4/0)	Run Heavy	4-3 — Goal Line (4/0)
	Nickel — Wide Run (2/2)		4-3 — Tight Run (1/1)		4-3 — Wide Run (1/1)
	Nickel — Tight Run (2/2)		4-3 — Wide Run (1/1)		4-3 — Tight Run (1/1)
	4-3 — Blitz (2/3)		4-3 — Press (1/4)		4-3 — Blitz (2/3)
4-3 — Zone (2/3)	Nickel — Blitz (1/4)	Nickel — Press (1/4)	4-3 — Zone (2/3)	Nickel — Blitz (2/4)	
Nickel — Press (1/4)	Nickel — Zone (1/4)	Nickel — Zone (1/4)	Nickel — Press (1/4)	Nickel — Blitz (2/4)	
Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Nickel — Press (1/4)	Nickel — Wide Run (2/2)	
Nickel — Wide Run (2/2)	Dime — Zone (0/5)	Dime — Zone (0/5)	Nickel — Wide Run (2/2)	Nickel — Tight Run (2/2)	
Nickel — Press (1/4)	Dime — Tight Run (2/2)	Dime — Press (0/5)	Nickel — Tight Run (2/2)	Nickel — Blitz (2/3)	
Nickel — Blitz (1/4)	Dime — Press (0/5)	Dime — Blitz (0/5)	Nickel — Blitz (2/3)	4-3 — Zone (2/3)	
Nickel — Zone (1/4)	Dime — Man to Man (1/4)	Dime — Man to Man (1/4)	4-3 — Zone (2/3)	4-3 — Man to Man (1/3)	
Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Nickel — Man to Man (1/3)	Nickel — Press (0/5)	
Dime — 2 Man Under (0/4)	Dime — Zone (0/5)	Dime — Zone (0/5)	Dime — Press (0/5)	Dime — Zone (0/5)	
Dime — 2 Man Under (0/4)	Nickel — Tight Run (2/2)	Dime — Tight Run (2/2)	Dime — Zone (0/5)	Dime — Blitz (0/5)	
Dime — 2 Man Under (0/4)	Dime — Press (0/5)	Dime — Press (0/5)	Dime — Blitz (0/5)	4-3 — Blitz (2/3)	
Dime — 2 Man Under (0/4)	Dime — Zone (0/5)	Dime — Zone (0/5)	4-3 — Blitz (2/3)	4-3 — Man to Man (0/4)	
Dime — 2 Man Under (0/4)	Dime — Man to Man (1/4)	Dime — Man to Man (1/4)	Dime — Man to Man (0/4)	Dime — Man to Man (1/4)	
Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Dime — 2 Man Under (0/4)	Dime — Man to Man (1/4)	

Back

Example of Play

The Lightning Offense has the ball 1st and 1 yard line from their own 15. The Game State is 2 (*Down 1 + Distance 1*). The Lightning call a Shotgun (*Pass Heavy*) formation. The Fire AI rolls 1d6 on this chart for its strategy. The roll is a “5” making the strategy “Stunt.”

Let’s say the “Spy” doesn’t trigger. On the back page, the Fire now roll 1d6 again to choose their play call. The roll is a “3” resulting in a Dime Press (0/5) call.

The run/pass play values are listed on the AI sheet so you don’t have to find the card to resolve the play.

Resolving Defense Breakaways

When the AI earns a Defense Breakaway, the AI can choose to take the play event in the middle of the Game Day card or the Defense Breakaway result in the upper-left corner. Compare both results and always choose the play result that benefits the AI more.

Using Spy Run/Spy Pass

In real football, one team may clue in to play calling tendencies of their opponent during the game. In *Breakaway Football*, we simulate the opponent’s “learning” capability with the “Spy Run” and “Spy Pass” mechanism. Essentially, your AI defense opponent is trying to spot your strongest plays and predict when you are likely to use them. Choosing how often to use high-value plays adds new strategy to your play calling.

You begin each game with four (4) orange “Run” tokens and four (4) blue “Pass” tokens. Anytime you use a high-value Offense play (*Run = 4 or higher; Pass = 7 or higher*), discard one token of the matching color. Once you run out of a certain color of tokens, the “Spy” is active for that play type for all plays for the rest of the game. **NOTE: If you do not have colored tokens, consider using coins (4 pennies & 4 dimes) or poker chips.**

1d6	EAGLE		STUNT		TWIST	
	SPY RUN	SPY PASS	SPY RUN	SPY PASS	SPY RUN	SPY PASS
1	Man to Man	Zone	Tight Run	Press	Tight Run	Blitz
2	Man to Man	Zone	—	Press	Goal Line	Blitz
3	Man to Man	2 Man Under	—	Blitz	Goal Line	—
4	Wide Run	2 Man Under	Wide Run	—	Tight Run	—
5	Wide Run	2 Man Under	Wide Run	—	Tight Run	Blitz
6	Man to Man	Zone	Tight Run	Blitz	Goal Line	—

For example, the Maulers use four separate high-value runs in the first half, discarding a token after each usage. For the rest of the game, every time they run, the “Spy Run” column is active, exposing them to an automatic defense breakaway.

4 Roll 1d6 & Check “Spy” Chart

Check “Spy” for Defense Breakaway when...

1. AI defends in **EITHER** “Red Zone” shaded area (15, 10, or 5 yard lines)
2. No more run tokens (*Spy Run* only)
3. No more pass tokens (*Spy Pass* only)
4. Final two (2) cards of half

- The AI will always get to spy when in the shaded “red zone” areas (either 15, 10, and 5 yard lines).
- “Spy Run” triggers on all run plays once all run tokens are spent.
- “Spy Pass” triggers on all pass plays once all pass tokens are spent.
- “Spy Pass” is active in the final two cards of the half.

Two things to remember:

1. **Only one “Spy” column applies per down.** Either “Spy Run” or “Spy Pass” is used, but never both.
2. **The “Spy” only helps the defense.** If the “Spy” call does not trigger a defense breakaway, ignore it and proceed to the play call chart. (A “Spy” call can never create an offense breakaway.)

Some teams lack high-value plays, like the Maulers passing game, for example. As such, the Maulers will never activate the “Spy Pass” by running out of tokens. However, the Maulers “Spy Pass” would be active in either red zone as well as during the final two cards of the half.

Last Two Cards of the Half

Regardless of score, when the AI defends you in the final two minutes (cards) of the half, the “Spy Pass” is always active. Check for a defense breakaway before resolving late half pass plays.

PLAY CALLING – AI ON OFFENSE

To improve the challenge in Solo mode, your opponent’s Offense starts every drive with their full 15 play cards available. Each team features its own Offense Play Call Sheet (front and back), which selects their play call with just two die rolls (2d6).

[Click here for a 20-minute demonstration video of a complete drive.](#)

How the AI Makes a Call on Offense

STEP 1: Check the distance to milestone (*next 1st down or Goal Line*), then roll 1d6 on the Down chart to find the AI’s Formation.

STEP 2: Draw a matching formation card from the Draw Pile & place it on the “Play Call” space on the board.

STEP 3: Calculate the Game State (*Down + Distance*) to get the AI’s strategy — “Green 18,” “Blue 80,” or “Red 98.”

STEP 4: Roll again 1d6 & consult the column matching the AI’s strategy. You now have the formation & coded play call.

STEP 5: Flip to the Back page and use the Formation & Play Code to locate the AI’s play call diagram.

End of Half Strategy

Many teams have special logic for the final 5 cards of the half. When the AI has possession in the final 5 minutes (cards) of a half, use its predetermine strategy during **STEP 3**. The Fire, for example, will always use “Green 18” when winning with 5 or fewer cards to play in a half.

Formation Play Calls

The core *Breakaway Football* teams also have a formation card in the “Gold Joker” slot, which indicates the AI will use the card in the “Play Call” spot. Simply flip over the card on the board and resolve the play as normal.

Example of Play

The Fire have the ball at their own 30, 1st and 4. They roll a “6” indicating Shotgun is the formation. The player draws a Shotgun card from the Draw Pile and places it on the board in the “Play Call” spot. The Game State is 5 (1+4) making the strategy “Blue 80.” A second roll yields a “2” making the call Jet Dragon. On the back, Shotgun Jet Dragon is a Short Pass value of 4.

FORMATION	DOWN		
	1 st	2 nd	3 rd /4 th
5+	I-FORM	I-FORM	
	PRO SET	PRO SET	PRO SET
3-4	I-FORM	I-FORM	
	PRO SET	PRO SET	PRO SET
1-2	I-FORM	I-FORM	I-FORM
	PRO SET	PRO SET	PRO SET

Game State = Down + Distance	3-4	5	6	7+
Die Roll	"Green 18"	"Blue 80"	"Red 98"	
Play Call	Mike Joker	Smoke Razor	Mike Dragon	
Play Call	Smoke Dragon	Jet Dragon	Jet Razor	
Play Call	Smoke Razor	Mike Joker	Gold Dragon	
Play Call	Gold Dragon	Jet Razor	Smoke Joker	
Play Call	Jet Dragon	Gold Joker	Smoke Dragon	
Play Call	Gold Razor	Mike Razor	Jet Joker	

Front

FORMATION	Strategy	Play Call			
		Gold	Jet	Mike	Smoke
I-FORM	Dragon	Outside Run #4	Inside Run #2	Long Pass #6	Power Run #3
	Joker	Short Pass #2	Short Pass #2	Pinpoint Run #3	Special Pass #5
	Razor	Short Pass #2	Special Run #4	Outside Run #3	Pinpoint Run #3
	Dragon	Outside Run #3	Power Run #2	Pinpoint Run #4	Short Pass #3
PRO SET	Dragon	Outside Run #3	Power Run #2	Pinpoint Run #4	Short Pass #3
	Joker	PRO SET	Special Pass #5	Inside Run #1	Long Pass #7
	Razor	Pinpoint Run #2	Medium Pass #5	Outside Run #3	Pinpoint Run #4
	Dragon	Medium Pass #6	Short Pass #4	Special Run #2	Short Pass #4
SHOTGUN	Dragon	Medium Pass #6	Short Pass #4	Special Run #2	Short Pass #4
	Joker	SHOTGUN	Special Pass #6	Long Pass #8	Long Pass #8
	Razor	Inside Run #1	Special Pass #6	Medium Pass #6	Special Run #2
	Dragon	Inside Run #1	Special Pass #6	Medium Pass #6	Special Run #2

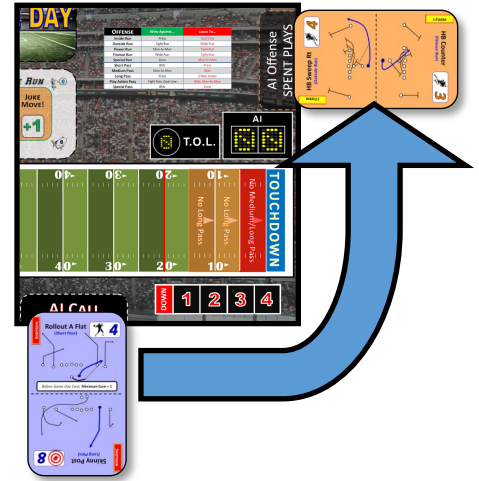
Back

MANAGING THE SOLO GAME

Maintaining the Clock

Your team's Offense deck keeps the game clock.

- When you are on Offense, discard your plays as usual.
- When the AI runs a play on Offense, move the AI's Offense card from the "Play Call" spot into the Spent Plays area.
- When the AI drive ends, count the number of spent plays & discard that number from your Offense deck. The game clock is now correct.



You choose which cards to discard from your Offense! This way you can tailor your Offense deck to match your desired strategy.

For example, you take the opening possession six (6) plays and kick a Field Goal. Six cards are in the Discard. Your AI opponent has its entire Offense to choose from. The AI goes three and out and is forced to punt. You count the Spent Plays pile (four plays) and, before your next drive, discard four (4) plays from your Offense. There are now 10 cards in the Discard and 5 cards left in the 1st quarter in your Offense deck. Shuffle the AI Spent Plays back into the AI Draw Pile for the AI to use next drive.

When the AI drive continues into the next Quarter, shuffle the Spent Plays back into the Draw Pile & update the Quarter marker. Then retrieve all 15 of your Offense cards and continue their drive.



When the AI Offense has time outs at the end of the half, discard into the Spent Plays slot until the AI has one (1) card left. Then, for each subsequent play, reduce the time outs by 1 for each play. When the time outs remaining reaches 0, use the final card of the half to run an Offense play or kick a field goal.

4th Down Decisions

Your opponent's *Defense AI Sheet* determines when the AI will "go for it" on 4th down or punt/kick a field goal. Roll 1d6 and apply modifiers to get the result. For low-percentage field goals from the 40 or 45-yard lines vs. punting you deep, draw the Game Day card and give the AI the more favorable result. With the game on the line, the AI will attempt the field goal instead of punt.

For example, with the ball at your 40, the choice to punt or kick the low-percentage field goal is not obvious. You pull the Game Day card, which reveals a "7" Field Goal Value and a "9" Punt Value. In this case, since the field goal would not be made, the AI should choose to punt on 4th down, resulting in a touchback and a 1st down for your team at the 20-yard line.

Tuning Difficulty of Solo Opponent

If you want to make your solo games easier:

- Allow your team to re-earn all spent challenge flags on every breakaway (regardless of score).
- Increase the number of "Spy" tokens above 4.

If you want to make your solo games harder:

- Prevent your team from re-earning spent challenge flags.
- Decrease the number of "Spy" tokens below 4.



FREQUENTLY ASKED QUESTIONS

<p>Does every team deck have the same number of cards?</p>	<p>Every team has 15 Offense cards. All four teams in the core game (Fire, Lightning, Maulers, & Pharaohs), as well as most of the expansion teams, feature 10 Defense cards.</p> <p>Historically elite defenses (Stackers, Rhinos, Vultures, etc.) feature fewer Defense cards, which is due to their concentrated overall strength and use of fewer formations to better conceal their play tendencies.</p>
<p>Does the Defense ever discard cards?</p>	<p>No. All Defense cards are available at all times. Only Offense cards are discarded in <i>Breakaway Football</i>.</p>
<p>How does Prevent Defense work?</p>	<p>Prevent defense reduces the value of the Offense pass play by half. A Medium Pass of “6” vs. Prevent Defense becomes a “3” before the Game Day card.</p> <p>As a rule, always round up. A Screen Pass of value “5” vs. Prevent Defense would become a result of “3” before applying the Game Day card.</p>
<p>How does the “Minimum Gain = 1” mechanism work?</p>	<p>Some plays, especially Inside Run and Short Pass plays, include the “Minimum Gain = 1” rule. If the Defense value is equal to or higher than the Offense value, which is typical on these low-value plays, the matchup yields a gain of <u>“1” before you apply the Game Day card.</u></p> <p>For instance, a Short Pass of “2” vs a Zone of “5” would NOT be a loss of “3”... but instead would be a gain of “1” (the minimum) before you draw the Game Day card.</p> <p>The Game Day card could make the pass incomplete or add to the overall play result. However, for plays with a “Minimum Gain = 1” mechanism, that base matchup is always at least a gain of “1.”</p> <p>Game Day cards add to the minimum value. A Short Pass of “2” vs. a Zone of “5” results in a minimum gain of “1.” If the Game Day card is a +1 Offense Pass card, the Short Pass gains a total of “2” (Min gain of “1” + “1” from Game Day card).</p> <p>Some matchups can result in more than “1.” The Short Pass of “3” vs. a Goal Line of “0” matchup yields a gain of “3.” The minimum gain is only the minimum, not the automatic result.</p> <p>The only way to beat those plays is to create a Defense Breakaway with a perfect play call. That is Goal Line vs Inside Run or Press vs Short Pass. In those cases, the defense would choose the upper-left corner value of 0, -1, -2, or turnover.</p>

<p>What does the football icon mean in the upper corner of the Game Day card?</p>	<p>The football icon indicates a turnover resulting in a change of possession. Though uncommon, the fumble icon can come into play on a kick return, a punt return, or during an Offense Breakaway.</p> <p>Kick return fumbles occur at the return team’s 20-yard line.</p> <p>Punt return fumbles occur at the spot of the ball and are dead ball changes of possession (no return).</p> <p>Run play turnovers (fumbles) trigger the turnover at the ball’s current spot. It is a dead ball and change of possession (no return).</p> <p>Pass play turnovers (interceptions) trigger the turnover at the end of the pass play.</p> <ul style="list-style-type: none"> • If there is no gain, the ball is turned over at the current location. • If the pass would have gained yards, mark off the yardage of the pass, then change possession. No defensive return occurs unless the team’s special ability or the Game Day card specifically requires it. • If the interception occurs in the end zone, the play result is a touchback. The defense team gains possession at their own 20-yard line, 1st down.
<p>On Offense Breakaways, if the first card drawn has a “0” in the upper-right corner, is the play over?</p>	<p>No. Since the Offense gets to choose the play event or the upper corner, the Offense can merely choose the play event on that opening card, then start flipping more Game Day cards for additional yardage.</p> <p>After that opening Game Day card, though, a result of “0” in the upper-right during the breakaway will end the big play.</p>
<p>Are a team’s special abilities one-time events, or do they last the whole game?</p>	<p>Special mechanisms apply for the whole game unless the team card specifically states that the mechanism is limited. For example, the Lightning can use their kicking effect for any kick during the entire game. The Vultures and Pharaohs, though, can only <i>Force Turnover</i> once per game, as stated on their team card. The Sharks have a “Quick Release” mechanism that can only be used twice, but it can be refreshed in game play by earning a rushing TD.</p> <p>Each team is unique, so consult the team’s square player aid (and also the Strategy Guide) for details on how their mechanisms work.</p>
<p>How do Kickoffs work?</p>	<p>The kickoff and kick returns are consolidated into one Game Day card pull. All kicks are returned from the goal line with each value of “1” in the upper-right corner of the Game Day card representing 15 return yards. Therefore:</p> <p>A “1” is a return to the 15-yard line, a “2” is a return to the 30-yard line, etc.</p> <p>A “0” or “-1” means the return did not make it out of the end zone, so it is a touchback at the 25-yard line.</p> <p>The football icon is a fumbled kick return. The opponent gets possession at the return team’s 20-yard line, 1st & Goal.</p> <p>“TD” means the kick was returned 100 yards for a Touchdown.</p>

<p>What happens after a blocked kick or punt?</p>	<p>Any blocked kick or punt immediately triggers an Offense Breakaway for the return team <u>from the spot of the kick</u>. Flip Game Day cards and advance the ball marker the value of the upper-right corner, with the return stopping only on a “0” (tackle) or “football” (fumble) icon.</p> <p>Blocked Field Goals & Punts: The next drive begins at the location of the return. If blocked kick is advanced to the end zone, it scores a Touchdown (TD) for the Defense team. Play proceeds as usual, with the scoring team kicking off.</p> <p>Blocked Extra Points (XP): Any return short of the end zone triggers no effect, with the next play being a normal kickoff by the scoring team. If blocked kick is advanced to the end zone, it scores 2 points for the Defense team. Play proceeds as usual, with the scoring team kicking off.</p> <p>Fumbles on blocked kick returns: As improbable as this is, it is mathematically possible to have a blocked kick, a return, and a fumble that changes possession (think Leon Lett vs the Dolphins in the snow). When the kick is blocked, the return is a breakaway. Just like any breakaway, the football icon in the upper-right corner will be a fumble and change of possession at that spot. The kicking team recovers possession, 1st Down.</p>
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FAQ — SOLO RULES

<p>How do I manage clock in the solo game?</p>	<p>The human player (you) keeps the clock for the whole game.</p> <p>When on Offense, you discard Offense cards from your deck like normal, after each play is used in an Offense drive.</p> <p>When on Defense, the AI places its used Offense cards in the AI Spent Cards pile. At the end of the drive, simply count the cards in the Spent Cards pile and immediately discard that same number from your Offense cards pile.</p> <p>When a drive extends into the next quarter, discard down to the end of the quarter, reset your deck at 15 cards, then discard the remaining Spent Cards.</p> <p><i>For example, 3 cards left in the 1st quarter and the AI uses 5 plays to kick a Field Goal. Since the quarter ended after 3 cards, remove three cards from the AI Spent Cards pile. Flip the Quarter marker from “1” to “2.” With all 15 cards back in your hand (it is now the 2nd quarter), you now discard two more cards (matching the remaining cards in the AI Spent Cards pile). Your drive starts with 13 Offense cards.</i></p>
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<p>How do I manage AI time outs in late half/late game drives?</p>	<p>Each time out is an extra play. The AI can use time outs to extend drives or try to force a punt on defense. Just like challenge flags, it is up to the human player to manage that activity for the AI.</p> <p>A simple approach is to treat time outs as untimed downs, where the Offense card is NOT added to the AI Spent Cards pile.</p> <p><i>For example, with two plays left in the game and 3 time outs, there are 5 total plays remaining. The first Offense card of the drive goes into the AI Spent Plays pile. The next three (3) plays are time out plays that are “untimed.” The Offense cards are used but placed in the AI Burn Pile. Be sure to update the Time Out scoreboard marker after each play. Once the T.O.L. shows “0,” you know the AI is down to that final card.</i></p>
<p>What if the AI Offense calls a play from the sheet that is already in the Spent Plays pile?</p>	<p>It is not required to fetch the Offense play card for the AI—you can run their offense from the play call sheet. However, if you prefer to put the physical card on the board and that card is in the Spent Plays pile, simply add any card from the Draw Pile into the Spent Plays pile (to keep the clock right) and retrieve your desired card.</p>
<p>Does the AI get to use Challenge Flags?</p> <p>How does the AI choose when to use Challenge Flags?</p>	<p>Yes, when it is most advantageous for them to do so. The human player makes the decision of when to use the challenge flag. The guidance is to make the best decision for your opponent, as if you were coaching them.</p> <p>If the use of a challenge flag is marginal, as in it may or may not make a difference, don’t use it. But if there is a clear and tangible benefit for the AI (for example, negating an automatic TD for their opponent), they will use it.</p>
<p>In the Solo game, does the AI get a penalty for calling an illegal play (long/medium pass) when inside the 20?</p>	<p>No. If the AI accidentally dials up an illegal play near the goal line, simply rotate their play card and allow them to call the other Offense play on that card.</p>
<p>When playing solo, why does the AI burn an offensive card first to avoid sneak peeks?</p>	<p>The formations have tendencies. The human player can see not only the AI Offense formation but also the formation on top of the AI Draw Deck. Knowing the next down’s formation might influence your play calling. To prevent you from knowing what the next formation will be, each down you “burn” the top card on the AI Draw Deck.</p>
<p>When/how frequently does the Game Day deck get reshuffled?</p>	<p>Reshuffle the Game Day deck at the beginning of each half and also whenever it is exhausted in the course of regular play. Games with frequent Offense Breakaways can cycle through the Game Day deck quickly.</p>

<p>How do I get the Solo AI Logic Sheets for each team?</p>	<p>The AI logic sheets are available for download from the Game Crafter website immediately after you purchase your product. If you have any issues or questions, please e-mail UplinkUndergroundGames@cox.net for customer support.</p>
<p>How do I interpret the AI Logic Sheet's 4th Down Conversion chart?</p>	<p>Four columns represent the milestone that the team is trying to reach. For example, the Midfield column is used when the target first down is the 50-yard line. Roll one die and apply modifiers to arrive at the result.</p> <p>The modifiers are standard for each squad, and are applied to a single d6 roll. So if a roll requires a "7+" to go for it on 4th down, that means the team will never go for it unless game conditions (the modifiers) are pushing them to consider it, like when the team is losing by a large margin or losing late in the game.</p> <p>The target die rolls are tuned to the team's philosophy. The Vultures are less likely to go for a 4th down, while the Pharaohs and Eclipse are much more aggressive in going for it. You can tell because the die roll requirements are much higher for the Vultures, and much lower for the Pharaohs.</p>
<p>What happens to my Spy token if I call a high-value play that is negated by a penalty?</p>	<p>If the high-value play doesn't happen because of penalty, where the Game Day card directs you to keep the card and replay the down, reclaim the token for that play. Since the play did not occur, you would not spend a token.</p>
<p>When can I audible against my AI opponent?</p>	<p>Never. Audibles are not active in solo mode.</p>
<p>Where can I find the 1st generation Defense sheets?</p>	<p>The 1st generation sheets are no longer supported and, therefore, are no longer in circulation. All new franchises will be provided only with 2nd generation AI. If you prefer to play 1st generation, you may use that team's Red Zone cards to call defense for the AI.</p>