



UBQB Football Toss Game

How Does the Game Work

Game play and modes:

The UBQB football machine has two player modes. One player and a Two player head to head mode.

One Player mode:

In one player mode, the object of the game is to score as many points and yards as possible in the time allotted, (1:30). The player has the choice of throwing the football through one of two backboard areas.

- The top area, the smallest round hole, scores 11-20 yards per throw.
- The bottom area, large square hole, scores 1-9 yards per throw.
- Players are positioned on the field of play by the machine after a randomly kicked kick-off by the machine. This is the players starting yard line. The player must throw as many completions for random yardage depending on the backboard area thrown through as needed to score a touchdown, (6 points) or kick a field goal, (3 points).
- If a player scores a touchdown they will have the opportunity to go for the extra point by throwing the ball through either backboard area for, (1 Point).
- After which another kickoff will take place for the new field position to start from. Players can kick a field goal on any down after they cross the 42-yard line by clicking the kick button and then throwing the football through either backboard area.
- The score at the end of game play time are the player's total points.
- Ties can be offset by total yards accumulated and/or attempted completions made.

Two player mode:

This is a head to head matchup with the same rules as in football.

- Players must complete passes for yardage or forfeit on downs. Players must get ten yards within four downs to get a new set of downs.
- One player goes first and can continue until that player forfeits on downs, punts the ball to the other player, scores a field goal, or a touchdown.
- Players are positioned on the field of play by the machine after a randomly kicked kick-off by the machine. This is the players starting yard line.
- The player has the choice of throwing the football through one of two backboard areas. The top area, the smallest round hole, scores 11-20 yards per throw.
- The bottom area, large square hole, scores 1-9 yards per throw.
- The player must throw as many completions for random yardage depending on the backboard area thrown through as needed to score a touchdown, (6 points) or kick a field goal, (3 points).
- If a player scores a touchdown they will have the opportunity to go for the extra point by throwing the ball through either backboard area for, (1 Point).
- After which another kickoff will take place for the new field position for player two to start from. Players can kick a field goal on any down after they cross the 42-yard line by clicking the kick button and then throwing the football through either backboard area.
- The player with the most points, (scores) at the end of the game is the winner. Ties are broken by yards/completions ratios.

