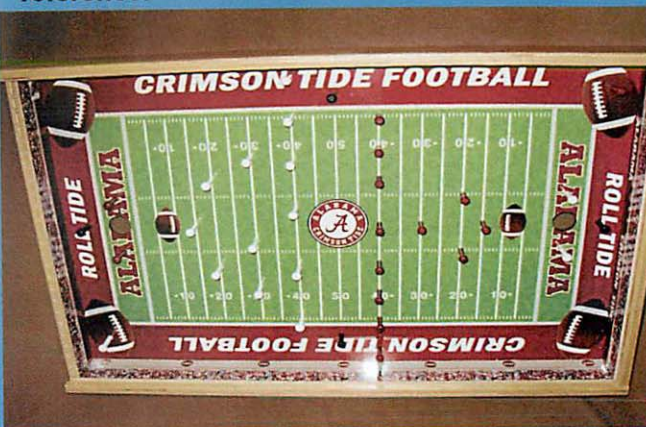


## ALABAMA SLYDER FOOTBALL Assembly instructions

### PEGS

The pegs need only to be pushed into the pre-drilled holes. Two sets of team pegs, crimson/white, one will be offense and the other defense. Each team has a peg on the sideline representing their coach and two on either side of the scoring area located in the end zone. There are four officials, black pegs, located on either side of the fifty yard line and in the back of each end zone. Each team has a scoring peg located in the opposite corners of the game board. Use the picture below for reference.



**CAUTION:** Never hammer pegs

## PERSONALIZATION

The Game Room model can be customized in various wood varieties:

- Baltic Birch
- Walnut
- Red Oak
- White Oak
- Cherry
- Maple

Laser printing is available for personalization.

Check out our web site for other available options and accessories.

ITG - Slider utilizes the highest quality of materials, craftsmanship, and service. You have our guarantee that each game has had our utmost attention and quality craftsmanship. All of our games are American made using American materials.



Should you encounter any problems  
**DO NOT RETURN TO STORE**

For assistance, please contact:

ITG - Slider, Inc.

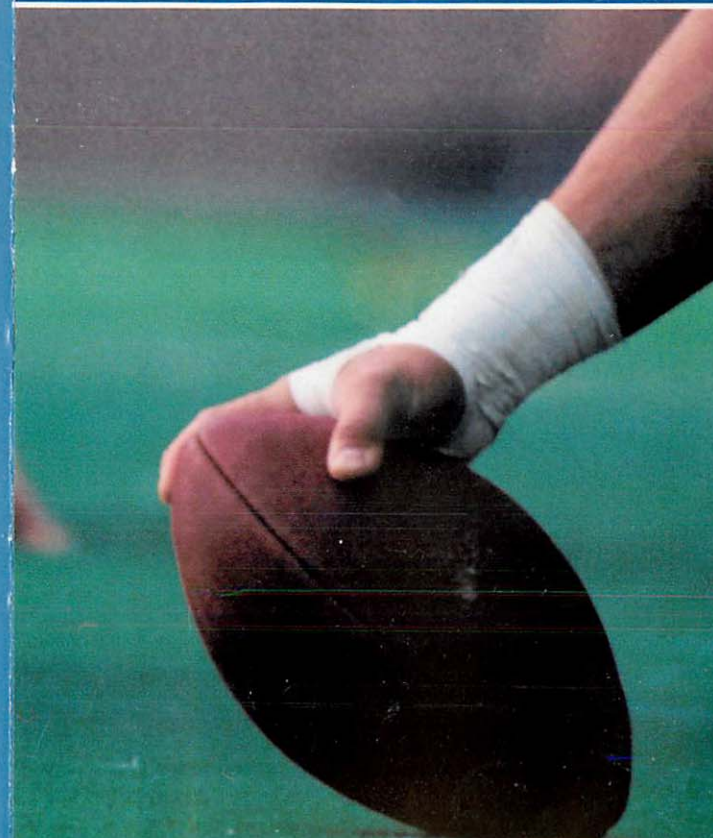
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[www.slyderfootball.com](http://www.slyderfootball.com)

[www.BAMAWEAR.com](http://www.BAMAWEAR.com)

# ALABAMA Slider Football

RULES/ASSEMBLY



**Crafted exclusively for:**

ALABAMA alumni  
and Bama fans.

[www.BAMAWEAR.com](http://www.BAMAWEAR.com)  
[www.slyderfootball.com](http://www.slyderfootball.com)

# SLYDER FOOTBALL

## Game Summary

"SLYDER FOOTBALL" is a board game simulating football. The object of the game is to provide a simplified version of football that can be played by players of all ability/knowledge levels. There is no requirement of detailed knowledge of rules, strategy, player responsibilities, etc. The principle objective of the game is to make it simple fun, uncomplicated, easily mastered. The players will move a simulated football (token), thumped by their finger, and through obstacles located on the board to a scoring area located in the opposite end-zone. Each player will have a maximum of four downs to move the token from the kickoff area or spot of change in possession, to the scoring area in the opposite end-zone.

## GENERAL RULES

### Boundaries/Side Boards

The entire game board surface is considered in play, including football field and sideline area.

Using the side boards to bank the token is permitted under the rules of play.

### Keeping Score

There are two scoring pegs, blue and white, located in opposite corners of the game board. These pegs can be removed to keep score. The scoring pad is on the top of the lower side of the game.

## Method of Play

### Token Movement

All movement of the token must be from the side of the token using the player's finger (Figure 1).



Movement from the top of the token results in a turnover (Figure 2),



Any movement of the token is considered a down.

### Beginning Game

Two or more players can play the game. Players flip a token to determine which player gets first possession. Player who loses toss chooses the direction of play. Kick-off is executed from the football located between the 5 and 10 yard lines. The token must be placed entirely within the football to begin the kick-off. The kick-off counts as a down.

### Game Procedure

Each player will get four downs to move the token from the spot they get possession, to the goal located in the end zone at the opposite side of the field. When the token falls through the scoring circle, it is scored as a touchdown. A player can score on any of their four downs. Failure to score on the fourth down will result in a turnover, change in possession from that spot.

### Turnovers

After each down, when the token is no longer moving, if any edge of the token is touching any part of the six turnover areas (pictured footballs), it results in a turnover, change in possession from that spot.

If at anytime, the token should leave the playing surface when it is being thumped by a player, the token will be returned to the field area (football field) at the point it went out of bounds. The result is a turnover and change of possession.

Movement of a token by a player using the top of the token (FIG. 2), results in a turnover, a change of possession from the spot of the foul.

### Change of Possession

There will be a change in possession at: the spot the token stops after four downs, if the token stops and touches one of the six turnover areas (pictured footballs), token is thumped out of the plating area, and token is placed in the kick-off area after a score.

### Winner

The game is over when a player scores ten touchdowns. A player must win by two touchdowns. When either one of the players scores their fifth touchdown, that is considered half time and the players will change positions on the field before the next kick-off.