

# Mike Fitzgerald's FOOTBALL HIGHLIGHTS 2052



## OVERVIEW

### By the late 2020's

football attendance was in a steep decline. When baseball started tinkering with changes in the 2030's that resulted in its explosion in popularity in 2045 as Baseball Highlights, football knew it had to go big or go home.

**New research in Bio Mechanics** led to new shock absorption materials significantly reducing injuries – particularly those to the head. This had the added benefit of allowing players to wear lighter and less cumbersome gear enabling them to play with more acrobatic skill. Additional experimentation using plays borrowed from Rugby and Australian Rules football brought about a new and highly entertaining play style. This quickly gave the game new life and by the early 2050's football made its comeback. **Football Highlights 2052** marked the beginning of a new era in football.

**Football saw no immediate need** for robots in the game and there were only a few applications worthy of cybernetics. Instead, football went back to its roots with the same players covering both offense and defense for the entire game. And, an exciting new play style was developed: **The Maul**. Evolved

from Rugby and Australian Rules, the Maul defense concentrates on stopping both pass and run plays by very tough person-on-person coverage. Maul offenses responded by designing stunt, gadget, and trick plays to take on this new defensive style. The result was a highly entertaining rough-and-tumble game that proved highly popular with fans.

**The only thing lacking** was a new style of official who could manage the fast-moving play style. After an exhaustive search, the answer was finally found by re-purposing one of the original Baseball robot stars – **Wiffle!**

**The Wiffle series of robots** provided an array of sophisticated sensor scans and highly developed visual technology that only needed some clever new programming to bring robots on as the ultimate Football Highlights head referees. The entire array of different mechanicals needed on the field as referees and umpires, as well as line, back, side, center and field judges are all under the control of the Wiffle Head Robot Referee (**WHRR**).

**Football Highlights 2052** is much like watching TV highlights of early 21st-century football games, with the game play being full of theme but with no time-

outs or commercial breaks and all without bogging down in a play-by-play football simulation.

**In this quick and interactive game**, two players manage their teams without any downtime, combining both strategy (drafting your team) and tactics (playing the game).

**During each half**, players alternate playing 10 cards to simulate a full game's highlights. Each card represents the named player's efforts for both an offensive and a defensive play, both of which will be used to resolve your opponent's and your own offensive plays.

**Do you try to thwart your opponent's** threatened offense, or put up a strong offense of your own? The player who makes the best use of their plays will score the most points through touchdowns, field goals, and even safeties to win the game!

## WELCOME TO FOOTBALL HIGHLIGHTS 2052!

## COMPONENTS

**95 CARD PLAY DECK CONSISTING OF:**

- > 4 Five-Card Star Player Team Play Decks and 4 Ten-Card Team Play Decks to go with Star Player Team Decks
- > 35 card Play Deck (enough for 4 players) (Optionally the Ten-Card Team Decks may be added to the Play Deck if using a draft)

**30 CARD ACTION DECK**

**25 CARD SOLITARE PLAY DECK**

**4 PLAY MATS**

- > 1 for each player
- 2-sided right/left handed

**2 SCOREBOARDS**

- > 1 for each 2 players with 32 Pennants, Scoreboards and Pennants are 2-Sided with 1 side for Football and 1 side for Baseball

**4 WOODEN FOOTBALL MARKERS**

- > 1 for each player

**1 RULE BOOK & 2 PLAYER AIDS**

## PLAY CARD

## PLAY MAT

## LAYOUT

- 1 Defense: Type of play & area of field (helmets)
- 2 Defensive Action Box - If triggered
- 3 Penalty Icons (Yellow weighted handkerchief)
- 4 Illustration (flavor)
- 5 Player & Location Name (flavor)
- 6 Field Goal Attempt Number
- 7 Card Number
- 8 Injury Icons
- 9 Offensive Action Box - If triggered
- 10 Offense: Type of Play & Area of Field (Footballs)
- 11 Field Spaces: Safety, Yardage, and End Zone spaces
- 12 In Play Box and space to move resolved offensive play cards for Offensive Drive
- 13 Audible Box and space for used Audible Cards.

Play Cards have both defensive (Helmets) and offensive (Footballs) sections that provide 3 Play Types: Pass, Run, and Maul.

The Helmets and Footballs will appear in one or more of the 3 Areas of Play: Left, Center, and Right.

When the card illustration is upright, the Defense will be at the top of the card and the offense will be at the bottom.

# THE CARDS

## ACTION DECK

The Action deck consists of 30 cards. You will draw a card from the **Action Deck** to:

- **Add extra Yardage** for some Offensive Plays (*Run & Pass Plays*)
- **Provide a result** if a **Penalty** or **Injury** is activated on a **Play Card**
- **Resolve Field Goal Attempts**



The Action deck is shuffled before each half of the game.

## PLAY CARDS

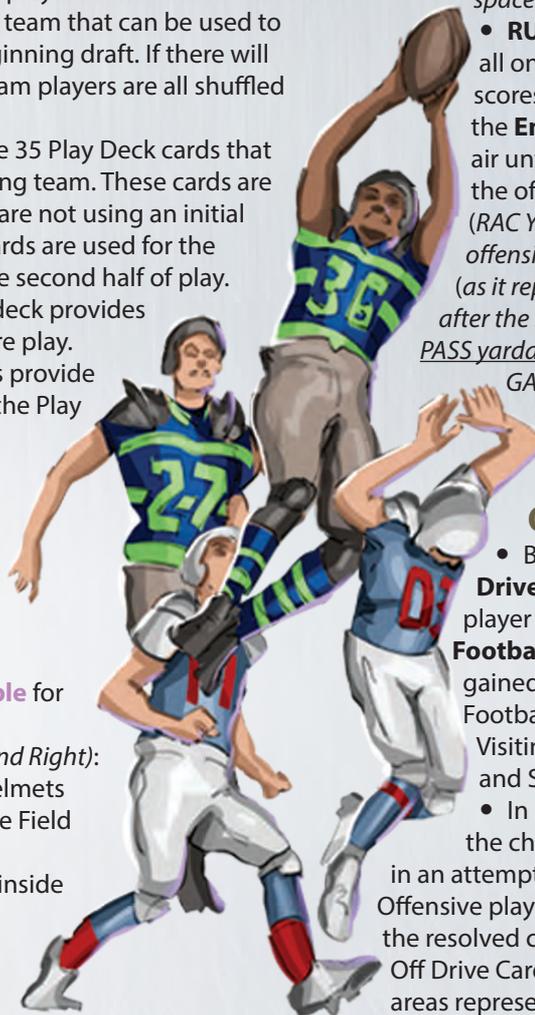
See previous page for Play Card layout.

- **Starter Teams:**
  - ♦ **Star Players:** Each Starter Team has 5 STAR players that form the core of the team. If players are drafting at the start of the game, players begin with only the 5 Star players.
  - ♦ **Team Players:** The Team players combine with the 5 Star players to create a team that can be used to play a game with no beginning draft. If there will be no initial draft, the Team players are all shuffled into the Play Deck.
- **Play Deck Cards:** There are 35 Play Deck cards that do not belong to any starting team. These cards are used when drafting. If you are not using an initial draft, then the Play deck cards are used for the adjustment draft before the second half of play.
- **Solo AI Deck:** The Solo AI deck provides stiff competition for solitaire play.
- **Promo Cards:** Promo cards provide additional cards for either the Play Deck or the SOLO AI Deck.

## DEFENSE

On the top end of a card there are Helmets that indicate Defensive Plays.

- Types of Play: **Brown** for **Run Defense (R)**, **Blue** for **Pass Defense (P)** and **Purple** for **Maul Defense (M)**
- Area of Field (*Left, Center, and Right*): There will be 0, 1, 2, or 3 Helmets that indicate the Area of the Field defended by the play.
- Defensive Action: The Text inside the Action Box, sometimes with a bold Key Word. (See **GLOSSARY**)



Note the the Offense and Defense must be properly lined up in the In Play box so these Areas of Field match up correctly.

## OFFENSE

On the bottom end of the card there are Footballs that indicate Offensive Plays.

- Types of Play: **Brown** for **Run Offense (R)**, **Blue** for **Pass Offense (P)** and **Purple** for **Maul Offense (M)**
- Area of Field (*Left, Center, and Right*): There will be 0, 1, 2, or 3 Footballs that indicate the Area of the Field into which the play is directed.
- Offensive Action: The Text inside the Action Box, sometimes with a Key Word. (See **GLOSSARY**)

# GAME CONCEPTS

## YARDAGE

- Each space on the **Play Mat** field represents five yards. The results of an offensive play vs. a defensive play will result in the gain or loss of Yardage measured in increments of 5 yards. *Example: If you begin on the 45-yard space and gain fifteen yards, you will move your Football marker 3 spaces to the 30-yard space.*
  - **RUN vs. PASS Yardage:** RUN Yardage is all on the ground. A RUN play immediately scores a **Touchdown** when it crosses into the **End Zone** spaces. PASS plays are in the air until they reach the base yardage for the offensive play. Any additional yardage (*RAC Yardage from the Action deck or an offensive Action*) is the same as RUN Yardage (as it represents "run after catch" yards gained after the PASS was received). Note that excessive PASS yardage from the base play can result in NO GAIN due to an incomplete pass if the pass reception is beyond the End Zone. (See **End Zone**)

## OFFENSIVE DRIVE

- Both players have their own **Offensive Drives** in progress at the same time. Each player has their own 50-Yard Field and a **Football** marker to track their **Yardage** gained or lost. Home team uses the red Football marker and Scoreboard and the Visiting team uses the blue Football marker and Scoreboard.
  - In an **Offensive Drive**, each player has the chance to resolve up to 4 *offensive plays* in an attempt to score. You track the resolved Offensive plays for your Offensive Drive by moving the resolved card from the In Play box to the Used Off Drive Cards boxes. The number of cards in both areas represents the progress of the Offensive Drive (Play 1, 2, 3, or 4).



- After a player resolves an Offensive Play, they move the resolved card to the side on their play mat into the Used Offense Drives space (As shown by the black arrow). **It is important to keep the last play used on top of the stack.**
- If you fail to score on your 4th offensive play in your **Offensive Drive**, you must **RESET** your **Football marker** back to the 45-yard space and remove all 4 played cards from the play mat to a faceup discard pile to the side. (Shown by the red circle and arrow).
- As part of any **Offensive Drive** that has not yet scored, at the end of the current **offensive play and if desired**, players may choose to make a Field Goal attempt before the play is considered over (see Field Goal Attempts below). **Beware:** After any field goal attempt (whether successful or not), you must end your offensive drive and **RESET** your Football marker to the 45-yard space and remove your resolved offensive plays.

## RESET

- **Whenever your Offensive Drive is ended** (Touchdown, Field Goal Attempt, Safety, Failed 4th Offensive Play (after FGA is any), or card RESET action), you must **RESET**.
- Place your **Football marker** back on your 45-yard space and remove all resolved offensive plays from your play mat (1-4 cards)

## END ZONE

- The **End Zone** is composed of 2 spaces. Run plays only need to cross into the End Zone to count. Pass plays must complete counting their base Yardage before crossing past the end of the 10-Yard End Zone area. Otherwise they are considered incomplete for **NO GAIN**. (See *Touchdown*)

Examples:

1. Your Football marker is in the 5-yard space and you successfully pass for 15 yards or more. The reception of this pass will occur 15 yards downfield, which puts it past the 10-yard End Zone area. This is considered incomplete for **NO GAIN**.
2. Your Football marker is in the 15-yard space and your pass is for 20 yards. The pass reception occurs

20 yards down field, which is the second End Zone space. As the pass was completed in the End Zone it is considered a completed pass and scores a Touchdown.

3. Your Football marker is in the 30-yard space and you complete a pass for 20 yards and the Action Deck provides you with another 20 yards. The base pass yardage takes you to the 10-yard space and the additional yardage from the Action Deck takes you across the End Zone to score a Touchdown. Any additional yardage from the Action Deck may be ignored as this is Run After Catch Yardage.

If the base Pass Yardage is completed into the End Zone, you do not need to draw from the Action deck.



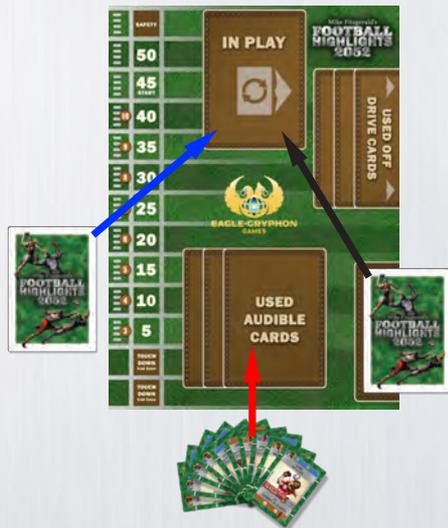
- Other Yardage gains, such as Penalties, can result in scoring a **Touchdown** if it causes the Football to cross into the End Zone.

## AUDIBLES

- Each player has three **Audibles** for each half of the game. These are used to either discard a card from your hand to select a new play for defense (in response to seeing the opponent's threatened offensive play) or by removing the offensive play in your In Play box after the defense is played.
- **Defensive Audible:** A defensive audible is generally used when you don't have a good response for the opponent's threatened offensive play. Before playing a new card for Defense, announce you are using an **Audible**.
  - ♦ This **Audible** must be called right after your opponent threatens their offensive play.
  - ♦ You must first discard a card from your hand facedown to your Used Audible space. (Shown by the red arrow.)
  - ♦ You may now use **EITHER** your **Audible** card on the **Play Mat** (shown by the black arrow, remember, you may look at this card any time you want); **OR**, you may draw the top facedown (unknown) card from your **Playbook**. (Shown by the blue arrow.)
  - ♦ In either case, place this new card **In Play** with the Defensive side facing the opponent. This represents calling for a new defense on the fly after seeing the offense.

**IMPORTANT:** The offense on this new card will be used for your next offensive play as usual.





- **Offensive Audible:** After your opponent plays a defensive card in response to your offensive play, announce that you are using an **Audible**.
  - ♦ An offensive **Audible** can only be called right after your opponent plays a card from his hand with the Defense facing you. Only 1 audible can be called per play, so **you may NOT call an offensive audible if the defense has already called an audible this play.**
  - ♦ Pick up your offensive card in play and discard it to the Used Audible space (Shown by the red arrow).
  - ♦ You may now use **EITHER** your **Audible** card on the **Play Mat** (shown by the black arrow, remember, you may look at this card any time you want); **OR**, you may draw the top facedown (unknown) card from your **Playbook**. (Shown by the blue arrow.)
  - ♦ In either case, place this new card **In Play** with the Offense side facing the opponent. This represents calling for a new play on the fly after seeing the defense.

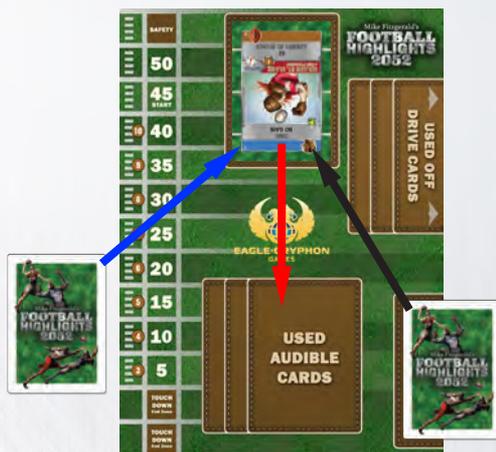
*IMPORTANT: The defense on this new card will not be used.*



## SCORING TOUCHDOWNS

- If your **Football marker** crosses into the **End Zone** space after resolving your offensive play, you score a **Touchdown**. Your **Offensive Drive** is over and you must **RESET** after resolving the score.
  - ♦ Any **RUN** play that crosses into the end zone is a successful **Touchdown**.
  - ♦ Any **PASS** play that ends with its base yardage within the 10 yard End Zone (*represented by the 2 spaces in the End Zone*) is a successful **Touchdown**. However, if the base **PASS** yardage takes you past the 10 yards in the End Zone (*the yardage before extra yardage is added from the Action Deck*), the pass is caught out of bounds and is regarded as **NO GAIN**.
  - ♦ To determine if your pass will be out of bounds use the **PASS Yardage** on the play and determine if it takes you past the two End Zone spaces. If it does, this means at best this pass will be **NO GAIN**.
    - ✓ If the defensive play can trigger on an incomplete **PASS** play, it is up to the defender as to whether he wants to actually activate the defensive action or not. In general, this will result in the defender choosing not to activate the defense so that the play remains a **NO GAIN** for the Offense (usually to prevent a Touchdown). However, if the defender can cause the offense to lose yardage or if it would result in an interception, then the defender is free to choose to do so.
- **Each Touchdown is worth 7 points.**

*The defender is never forced to activate his defense against an incomplete pass. It also leaves the defender free to ignore his Defensive play in favor of choosing a card only for its offensive play. Of course, the defender may activate his defense if it causes an interception or makes the offense lose Yardage.*



## VARIANT

In actual football you score six points and then have the option to either attempt to kick the football between the goalposts for 1 extra point; or, you may choose to attempt to run or pass into the end zone for an extra 2 points. In either case, if you fail you would only have the 6 points for the touchdown. In this variant, instead of taking the automatic 1-point conversion in the base game rules, you may optionally choose to attempt the 2-point conversion after touchdown. **To do this:**

- Score 6 points for the touchdown instead of the normal 7 points.
- Declare whether you will RUN or PASS the ball.
- Then, turn over the top card of the Action Deck.
  - ♦ If the Yardage for your choice (*RUN or PASS*) is more than the yardage for the other option, then you succeed and add 2 more points to your score. (Example, if you choose **RUN** and the additional **PASS yardage** on the Action Card **is equal to or more than the additional RUN yardage**, you **fail to make the conversion.**)
  - ♦ If you fail, you do not score any additional points.

## SAFETIES

- If the defender causes the offense to lose yardage that moves the offensive Football marker into or past the Safety space:
  - ♦ **The defender scores a Safety (2 points).**
  - ♦ The defender **advances** their Football marker 10 yards. (This can score a **Touchdown!**)
  - ♦ The offensive player's **Offensive Drive** is over and he must **RESET**.

## FIELD GOAL ATTEMPT

- The player on offense may attempt a Field Goal after resolving any offensive play that did not score; or, that was not ended by a RESET by the defense.

- ♦ In order to make a successful Field Goal you will need to provide a **total count** equal to the field count indicated in the icon next to the current Yardage Space. (The space where the Football marker is located after resolving the Offensive Play). This field count will range from 3 to 10 **Points**



- ✓ Your play card will provide you with a Field Goal count from 1-5 as shown



by a similar icon overlapping the pennant and offensive play area on the play card.

- ✓ You **must** also draw the top card of the **Action Deck**, which may provide an additional count from 1-7 as shown in the Field Goal Attempt section on the card.
- ✓ Your Field Goal is successful if your player count plus action card count is equal to or greater than the field count. If not, it is unsuccessful.
- ✓ **It is also possible that the Field Goal Attempt is blocked.** In this case the noted Yardage is gained by your opponent, *which can result in a Touchdown for them.*
- ♦ After you resolve your **Field Goal Attempt**, no matter the outcome, your **Offensive Drive** is over and you must **RESET**.
- ♦ **Each successful Field Goal is worth 3 points.**

## PENALTIES & INJURIES

### PENALTIES

If a Defensive play is triggered and shows the **Penalty Icon:**



- Once it is decided that the offensive player will not use an **Audible**, draw the top card of the **Action Deck**.
- If there is no Penalty on the **Action Deck** card resolve the play normally. Otherwise follow the directions on the card. (See *Play Modes & GLOSSARY*)



**IMPORTANT:** Injuries are not used in the **BASIC** game mode.



### INJURIES:

If an Offensive play is triggered and contains the Injury Icon:



- Complete the play (and Field Goal Attempt, if any) and then draw the top card of the **Action Deck** to determine if there was an **Injury** on the play.
- If there is no Injury on the **Action Deck** card nothing happens, otherwise follow the directions on the card.



## SETUP

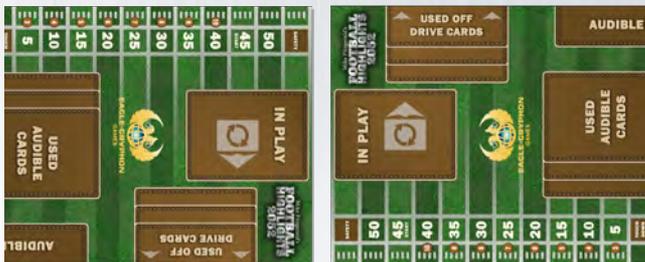
Divide players into groups of 2 to play head to head. The game provides enough materials for 2 groups of 2. Seat players across from one another.

*See Play Modes for information on using multiple copies of the game to compete with more players.*



## PLAY MAT & FOOTBALL

- Each player takes 1 Play Mat and places it so that the two In Play boxes are adjacent to one another.
- Players place their **Football markers** on their opponent's 45-yard space (START).



## ACTION DECK

- The Action Deck is shuffled before play for each half of the game.

## PICK TEAMS AND DETERMINE HOME AND VISITOR

- Players may use any method to choose which team they will play. If there is no agreement, allow the player who becomes the Home Team to select a team first.
- Determine Option for Start Player:

- Flip the Coin to determine which player will have the Option for Start Player. One player flips the Coin and the other calls Heads or Tails.
  - ♦ The Option goes to the winner of the toss (the caller if he picks correctly or the flipper if not.)
  - ♦ The player with the Option determines who will be the Start Player. This Start Player will be the Visiting Team (blue Football and Scoreboard) and will draft first and start play in the First Half. The other player will be the Home Team (red Football and Scoreboard) and will draft first and start play in the Second Half.

## PLAY DECK & TEAM DECKS

The game comes with a 35-card **Play Deck** and four 15-card **Team Decks**. Expansion Teams are available.

*All of the team cards have a diamond before the team name in the Pennant to facilitate sorting them out after play.*



- *If this is your first time playing the game, or when teaching new players,* we recommend you select one of the four base game 15-card starter teams.
  - ♦ Each Team Deck consists of a core of **5 Star Player** cards plus **10 team member** cards.
  - ♦ When playing with the pre-built 15-card teams, there is no initial draft
  - ♦ Shuffle the **35-Card Play Deck** and place it near the play area. It will not be used until the half time adjustment draft.
  - ♦ Proceed to the next page section: **PREPARATION FOR THE FIRST HALF OF PLAY**
- *If you have played the game and prefer to have a draft before you start play:*
  - ♦ Each player selects one team consisting of only the core **5 Star Player** cards for a team.
  - ♦ Add all of the 10 additional team member cards from all 4 start teams to the **Play Deck**. This provides a **75-card Play Deck** for the pre-game and halftime drafts.
- **The Pre-Game Draft.**
  - ♦ Conduct a Pre-Game Draft in 2 Rounds. Each player should spread out their 5-card Star Player team faceup so both players can see them.
  - ♦ First Round Pick and Pass Draft for 5 cards each
    - ✓ Deal each player 6 cards from the Play Deck
    - ✓ Players pick 1 and pass the rest until each player has 5 cards. Discard the remaining unpicked cards.
  - ♦ Second Round Alternating Draft for 5 cards each
    - ✓ Deal out 10 cards faceup so each player can see them.
    - ✓ The Start Player drafts 1 card from the display.
    - ✓ Beginning with the second player, players alternate taking 2 cards each until only 1 card is left in the display.

- ✓ Deal 1 more card faceup and the second player takes their choice of 1 of these 2 cards and discards the other.
- ✓ Each player now has their 15-card playbook to use for the first half of play.

## PREPARATION FOR THE FIRST HALF OF PLAY

- Each player shuffles their 15-card **Playbook** and deals themselves 10 cards.
- Each player may now select 1 of these 10 cards to place facedown on their **Play Mat** in the **Audible** space. *(See section on Audible Play Call) – After placing their Audible, each player now draws 1 more card to bring their hand back to 10 cards. It is highly recommended that you place an Audible. It provides you with a strategic opportunity during the first half.*
- ♦ If you do not place an Audible you do not draw

*IMPORTANT: You do not draw **any** further cards during the half!*



another card!

## BEGINNING THE HALF

- The Visiting team may now play the first card to begin the game. *(See First Card Play Of Each Half)*

## SUMMARY OF PLAY

The game is played in 2 Halves with each player resolving 10 Offensive Plays in each **Half**.

- The 1st player in each **Half** will begin by playing a card from their hand with an *offensive play* (footballs towards the opponent), threatening a **Run, Pass** or **Maul** play.
- The opponent (2nd player) responds by playing a card with a *defensive play* from their hand (helmets towards the other player) to try to stop or mitigate that yardage. The *offensive play* is resolved and the offensive play card is removed to the Used Offensive Drive Cards space.
- After resolving the start player's offensive play, the second player will now turn their card around so that it presents their *offensive play* to the first player (footballs toward the opponent), threatening a **Run, Pass** or **Maul** play. The first player responds by playing a new card from their hand as a defensive play (helmets toward the opponent).

This interplay of countering *offensive* plays with a *defensive* card play and then



turning the card around to start the next *offensive* play continues back and forth until the end of each Half of play. This is the point where both players have played all 10 cards in their hand.

When successful, players may score touchdowns, kick field goals, or score safeties for points. The player with the most points at the end of the game wins.

## CARD PLAY OVERVIEW

### FIRST CARD PLAY OF EACH HALF

The first card play for each Half is an exception to normal play. Since the start player must begin with on offense play threat, they must place their first card from their hand in the IN PLAY box with the football(s) facing towards their opponent's empty **In Play** box to

*This means the player who plays first will use this card for offense only. The defensive play will not be used.*



start the half. When your football(s) are towards your opponent, you are on offense.

### ALL FURTHER CARD PLAY

For the remainder of the half, all normal card play comes from a player's hand to defend against their opponent's current offensive threat. This card is played to the In Play box with the defensive (helmet end) facing their opponent's offensive card (football end).

*IMPORTANT: You do not draw new cards from your Playbook after you play a card!*



When your helmet(s) are towards your opponent you are on defense.

- When you play a new defensive card you are also selecting your next offensive play, which is on the other end of the card with the *football(s)*. You must be careful to optimize both your *defensive* and *offensive* play when selecting a card.

*(See section on AUDIBLES for exceptions to this general play of offensive and defensive cards)*

### RESOLVING THE OFFENSIVE PLAY

The Offensive Play is now resolved. *(See section on RESOLVE THE OFFENSIVE PLAY DETAILS).*

- Once resolved, the offensive card is cleared from the In Play Box to the Used Offensive Cards area to track the Offensive Drive *(See section on OFFENSIVE DRIVE).*

## THREATENING AND DEFENDING THE NEXT OFFENSIVE PLAY

- After resolving the opponent's offensive play, the defensive player rotates their IN PLAY card to threaten their own offensive play. This player is now on offense.
  - The former offensive player must now defend against this offensive threat by playing a new card from their hand to the IN PLAY Box with the defensive side facing their opponent's new offensive threat. This player is now on defense.
  - The Offensive play is now resolved.
- Play continues in this fashion until each player has resolved 10 offensive plays.

## END OF HALF – 1ST PLAYER DEFENSIVE PLAY

### FINAL PLAY RESOLUTION

When the second player during the Half plays their last offensive card, this signals the end of the First Half (in the first round of play) or the End of the Game (after the Second Half of play). When this play is made both players will be out of cards. However, a Half cannot end until there is a defensive response to this last Offensive Play from the first player for the Half.

- The first player may now use either their Audible card (*if it's available*) or the top card from their Play Deck, but only for the card's defensive response. This makes up for the "lost" first defensive action when beginning the half on offense.
- This end of half card play does NOT require an Audible. The card is played for its defensive effect and discarded.

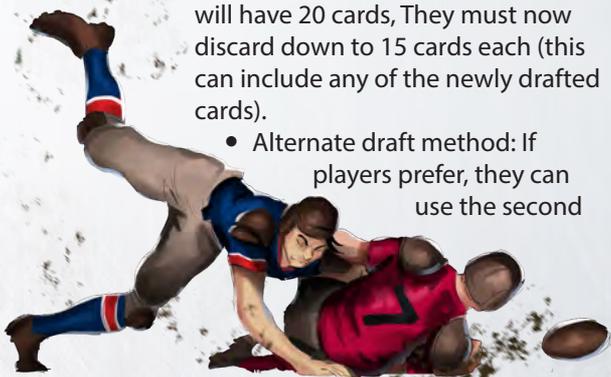
## SECOND HALF HALFTIME DRAFT ADJUSTMENT

The **Second Half** starts with a 5-card **adjustment draft** for each player.

- Players gather all 15 of their cards to prepare for the draft.
- Use the Pick and Pass draft format for players to draft 5 additional cards.

- At the end of the draft, players will have 20 cards. They must now discard down to 15 cards each (this can include any of the newly drafted cards).

- Alternate draft method: If players prefer, they can use the second



open 10 card draft method (starting with the Home player) to draft 5 additional cards and then discard down to a 15-card team.

- The Home team (who played second in the first half) will be the start player for the second half.

## PLAYING THE SECOND HALF

- Both players shuffle their 15 **Playbook** cards and draw 10.
- Place 1 card as an **Audible** and draw 1 more card to bring your hand back to 10 cards.
- Begin play with the new start player placing a card **In Play** threatening an offensive play.

## END OF SECOND HALF - END OF GAME

- The second half ends in the same way – after each player has resolved 10 offensive plays. The Home Team player makes a defensive response by playing either their Audible (*if available*) or their top facedown card in their **Playbook** to try to counter their opponent's last offensive threat.

# RESOLVING THE OFFENSIVE PLAY

## COMPARING OFFENSE TO DEFENSE

Match the offensive end of your card with the defensive end of your opponent's card. There are 3 categories of matching that must be done in the following order:

**STEP 1:** CHECK FOR PLAY TYPE ON BOTH CARDS BEING RESOLVED (RUN, PASS, MAUL)

If the PLAY TYPE is a mismatch between RUN and PASS continue. *If not, skip to STEP 2*

*When comparing PLAY TYPE, a MAUL play always matches as it is considered as both RUN & PASS.*

*The only mismatch is if one player selects RUN (brown) and the other player selects PASS (blue).*



- The Offense gains the Yardage for their Offensive Action box. (Offensive player chooses which play if there is more than 1). Advance the offense's Football marker according to what the Offensive Action box says.  
*(See Glossary of Plays)*

- The Defensive Action Box is **NOT** triggered.
- Subtract 5 yards (to a minimum of 0) for any **Helmet** that matches any Football in the **Area of Play** being activated.

Anytime the Defense Action is **NOT** triggered, the Defense subtracts 5 yards for any **Helmet** in the same Area of Play as the activated Offensive Football(s). This applies to conditional Defensive Plays that do not apply, eg. Goal Line Stand would not trigger if the ball is further than 15 yards from the End Zone. Any **Helmet** on the activated Offensive play would subtract 5 yards.



- Offense turns over the top card of the **Action Deck** for extra yardage to add to the play. This provides additional Run or Run After Catch Yardage (RAC) on the play due to the mismatch of Type of Play.

This is the only time the Action Deck is used for additional Yardage unless a text triggered on your card directs you otherwise.



- **PLAY IS OVER**

**STEP 2:** IF THERE WAS A MATCH ON PLAY TYPE Check for **AREA OF FIELD** matches (*Helmets lined up with Footballs*).

*Example Matches: RUN vs. RUN or PASS vs. PASS; or, if either card TYPE is MAUL.*

- **IF ALL Area of Field Footballs are not matched with a Helmet continue.** *If not, skip to Step 3.*
  - ♦ The Offense gains the Yardage for their Offensive Action. (*Offensive player chooses which play if there is more than 1*). Advance the offense's Football marker according to what the Offensive Action box says. (*See Glossary of Plays*)
  - ♦ The Defensive Action Box is **NOT** triggered.

Anytime the Defense Box is **NOT** triggered, the Defense subtracts 5 yards for any **Helmet** in the same Area of Play as the Offensive Football.



- ♦ The Offensive player does not draw from the **Action Deck** for extra yardage
- **PLAY IS OVER**

**STEP 3:** IF THERE IS A MATCH FOR PLAY TYPE AND ALL FOOTBALLS ARE MATCHED BY A HELMET:

*For example: If there are 2 Footballs in an Area of Play then the Defense needs at least 2 Helmets to be triggered.*



- The **Defensive Play** is triggered – Apply the results to the Offensive Yardage.
  - ♦ Depending on the Defensive Play, the following results may apply:
  - ♦ If the Defensive Play has the phrase “minus # Yards”:
    - ✓ Advance the offensive player's Football marker based on the total (to a minimum of 0) after subtracting the defensive play Yardage from the Offensive play Yardage.

*The offense cannot lose yardage from this result, as it is a minimum 0 gain.*



- ♦ If the Defensive Play is anything else (such as No Gain or specific directions):
  - ✓ Ignore the **Offensive Play Yardage** and follow the directions on the Defensive action to resolve the Offensive Play.
  - ✓ Sometimes this may end the **Offensive Drive** which means all cards (including the current one) are removed from the Used Offensive Drive cards stack and the football marker is **RESET** back to the 45-yard space. (**END DRIVE: OFF RESETS**)
  - ✓ There are plays that cause a specific loss of **Yardage** (such as Sack and Back Field Tackle).
  - ✓ There are **Defensive Plays** that may result in the defense scoring a **Touchdown** or **Safety** by interception or fumble.

*No Yardage is subtracted for Helmets matching Footballs if the Defense is triggered.*



- ♦ The offensive player may choose which **Area of Field** football to activate if there is more than one.
- ♦ The offensive player does **NOT** draw from the **Action Deck** for extra yardage.
- **PLAY IS OVER.**

*IMPORTANT If a Defensive Play ends the drive or if the Offense scores, the OFF player will clear all of their used plays for this Offensive Drive and will RESET their Football marker to begin a new Offensive Drive.*



## EXAMPLE RESOLVING AN OFFENSIVE PLAY

Placing the Football end of the card facing your opponent indicates that you are making an Offensive Play (1). In the example Player 1's first card of the game is a Run Play to the center of the field. It "threatens" a 5 Yard Run. The Offense is always on the bottom side of the card's illustration.

Player 2 responds with a Defensive Play by lining up the Helmet side against the opponent's first card (2). The Defense is always on the topside of the card's illustration.

The example to the right shows the situation after the second card has just been played

The Type of Play on both cards is RUN (brown box) (3). Since the Type matches, you must next check the Area of Field matches.

In this case, the defensive box is activated because the Helmet on the defensive card matches the Football on the offensive card. (Seen with the white arrow) (4) The additional helmet has no effect.

The yardage for the play is now determined by subtracting the defensive card's yardage in the play's Action Box from the Offensive card's yardage in its Action Box (5). The net yardage is 0. You subtract 15 yards for the defensive play from the 5 yards on the threatened run offense to a minimum of zero. This results in 0 yards (no gain) for the offense.

At this point if there had been any positive gain or yardage, it would be recorded by moving the offense's Football marker on the defensive player's field (zero yards in this case).

The offensive play is now over and the offensive card is moved from the In Play box to the Used Offensive area. (As shown by the red arrow)

Now the second player will turn his card around to present the offensive side, which in this case threatens a pass play (6).



Player 1 will respond by playing a new card to the In Play box from his hand for defense. Play continues in similar fashion back and forth until the end of the half.

## MULTIPLE OFFENSIVE PLAYS

Some play cards have more than one helmet of football on them. This creates the opportunity for many different results (7).

In the illustration below, the offense threatens both a 5-yard PASS and a 10-yard RUN. If the defense responds with a RUN DEF, then the offensive player can choose to use the PASS play to ensure drawing an Action card. Similarly if the defense responds with a PASS DEF, then the offensive player can choose to use the RUN play to ensure an Action card draw.

If the defense responds with a MAUL DEF, then the offensive player will not get a draw from the Action deck.



In any of these cases, if the DEF mismatches the play TYPE and the OFF chooses to use a play that is matched by a helmet, then the DEF will not trigger because of the mismatch, but will subtract 5 yards for the helmet match on the activated offensive play. Then the offense gains the remaining threatened yardage **plus** any additional Yardage gained from drawing the top card of the Action Deck.

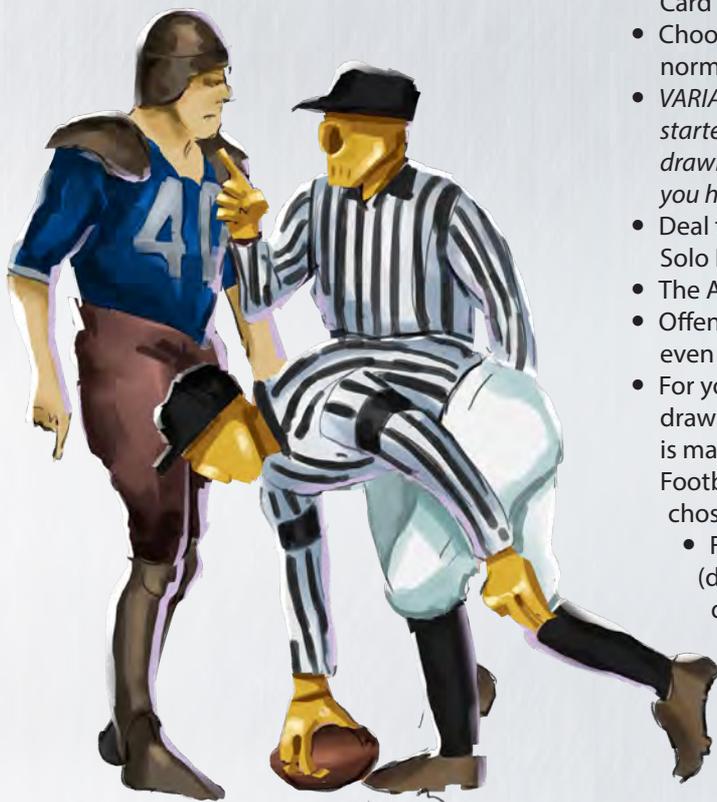
## WINNING THE GAME

- The Player with the most points wins.
- If there is a tie – go to *Sudden Death Overtime*

### SUDDEN DEATH OVERTIME

- Players begin with their Football marker on their 30-yard space.
- Both players shuffle their entire **Playbook** and draw 3 cards.
- Each player selects one card and places it facedown in the **In Play** box.
- Each player reveals their card and resolves their offensive play versus their opponent's defensive play.
- If a player is ahead after resolutions are complete, they win.
- If the score is still tied they repeat the simultaneous play with one of the 2 cards they have remaining.
- If still tied after playing all 3 cards, they draw 3 more and continue in the same fashion for a second time. If it is still a tie, the game ends in a tie.
  - ♦ *If you must have a winner, feel free to continue until there is a winner.*
- There are no **Field Goals** or **Audibles** in **Overtime**. You must win by a **Touchdown**.

### GOOD LUCK!



## PLAY MODES

**BASIC GAME** – Play as described in the basic game rules above.

HEAD TO HEAD PLAY FOR 2 PLAYERS OR 2 GROUPS OF 2 PLAYERS

**TOURNAMENT PLAY** - *See Injuries as an Optional Rule*  
BRACKET PLAY FOR 4 OR MORE PLAYERS (MORE THAN 4 PLAYERS WILL REQUIRE MULTIPLE COPIES OF THE GAME) -

**LEAGUE CAMPAIGN PLAY** - *See Injuries as an Optional Rule*

SEASON PLAY FOR ANY NUMBER OF PLAYERS

- Season Play regular games can result in a tie if the score is still tied after two rounds of Overtime Play (2 rounds of 3 cards).
- Season Play playoff games must continue Overtime Play until there is a winner.
- We recommend you use a pick and pass variant for drafting. Each player picks the core star players for one team and then everyone is dealt 11 cards. Each player picks 2 cards and then passes the remaining cards to the next player to the left. Continue picking 2 and passing until all players have drafted 10 cards. Discard the remaining cards.

### SOLITAIRE PLAY

Solitaire play uses all of the rules of play except for drafting your teams and the following rules changes:

- The Solitaire Opponent (AI) will use the shuffled 25-Card Solitaire Deck.
- Choose one of the 15-card Start Teams. Follow all normal rules for the game (including Audibles)
- *VARIANT: You can pick the 5-card Star players for one starter team and then draft the other 10 cards by drawing from the Play Deck. Draw 2 and keep 1 until you have drafted 10 cards.*
- Deal the AI 10 cards in a facedown stack from the Solo Deck for the AI's cards for the first half.
- The AI does not use Audibles.
- Offensive passes for the AI are considered complete even if they extend past the 10-yard End Zone.
- For your offensive plays, you are only allowed to draw from the Action Deck if the wrong Type of play is made AND there are no Helmets matching your Football in the Area of Field for the play you have chosen.
  - For the Second Half, You may draft 5 new cards (draw 2 and discard 1 for each pick) and then discard down to 15. For the AI, shuffle all of the cards in the Solo Deck and deal 10 new cards into a facedown stack for the AI to use.