

NFL FIVE

In the NFL Five Trading Card Game, build a team of your favorite NFL players to compete for football supremacy!

FOR THIS DEMO MATCH, YOU'LL USE TWO 12-CARD DECKS TO LEARN THE BASICS OF NFL FIVE. THE FULL GAME USES 50-CARD DECKS, AND THERE ARE COUNTLESS OPTIONS FOR CUSTOMIZATION!

BEFORE YOU BEGIN, MAKE SURE EACH PLAYER HAS THE FOLLOWING CARDS:

OFFENSIVE PLAYER:

ANDY DALTON (C15-19)
TYLER LOCKETT (U117-19)
JORDAN REED (U119-19)
DAVID JOHNSON (U82-19)
PLAY (S64-19)
PLAY (C65-19)
PLAY (C66-19)
PLAY (C70-19)
PLAY (C74-19)
SCREEN PASS (S83-19)
EXHAUST (S89-19)
OUTTHINK (S90-19)

DEFENSIVE PLAYER:

NICK VIGIL (C16-19)
BLAKE MARTINEZ (C24-19)
DEMARIO DAVIS (U111-19)
JOE HADEN (U115-19)
PLAY (S64-19)
PLAY (C65-19)
PLAY (C66-19)
PLAY (C70-19)
PLAY (C74-19)
RUN BLITZ (S85-19)
EXHAUST (S89-19)
OUTTHINK (S90-19)

GAME OBJECTIVE

As in football, whichever team scores the most points in the game wins! To do so, you'll execute your game plan using Play Cards, designate Player Cards to run the ball, receive passes, and make tackles, and utilize Action cards to enhance the result of your plays and surprise your opponent.

GAME SET UP

Each player shuffles their Play Cards into a pile called the Play Deck and their Action Cards into a separate pile called the Action Deck. Both players draw 3 cards from their Play Deck and 2 cards from their Action Deck.

The offensive player will be on offense first to start the game. Place the playmat on the table with one end zone nearest each player. Place the Yardage Marker on the offensive player's own 25-yard line (the one closest to them.) Place the Down Marker on 1 and the Game Clock Marker on 15. Each player begins the game with 0 points and 3 timeouts.



Each player places their 4 Player Cards next to the playmat. All of these Player Cards are now considered On The Field and Player Cards always come onto the field Energized.

Throughout the game, Player Cards can be Energized or Exhausted. Energized players can activate their abilities when they are designated for a play. After doing so, they become Exhausted. To Exhaust a Player Card, rotate it 90 degrees to indicate this. Exhausted players do not activate their ability when designated for a play. If you need to Energize a Player Card, return it to its upright position to indicate this.



GAME STRUCTURE

Players take turns having Possession (being on offense), and each Possession consists of 4 Downs. First downs are possible, but rare. The objective of each Possession is to score either a Touchdown for 7 points or a Field Goal for 3 points. When you have Possession, you'll have 4 Downs to score, punt, or turn the ball over. For this demo, only one Possession will be played. The full game consists of several possessions by both players played across 2 Halves.

On each Down, the offensive player will attempt to gain yards by calling a Play while the defense tries to stop them.

Completing a Down by running a play is comprised of the following basic steps:

- 1) Before & Selecting A Play
- 2) On Field Adjustments
- 3) Check Play Success
- 4) Play Resolutions
- 5) Play Results & End of the Down

Throughout the turn, Player Card abilities and Action Cards can be used depending on the timing on the card. These can also be used in response to another player's effect and if so, the last played effect resolves first - a Last In, First Out or LIFO order.

TURN STRUCTURE - COMPLETING A DOWN BY RUNNING A PLAY

BEFORE & SELECTING A PLAY

Both players draw 1 Play Card from their Play Deck. If a player played any number of Action Cards during the previous Down, that player draws 1 Action Card. Both players select a Play Card from their hand and place it face down on the playing surface. Both players then reveal their called play. The offensive player uses the offensive play and the defensive player uses the defensive play on their respective Play Cards.

ON FIELD ADJUSTMENTS

Each player may play any Player Card abilities or Action Cards that are able to be played during On Field Adjustments, alternating between the offensive player and the defensive player until both pass.

CHECK PLAY SUCCESS

If the defensive play is an exact match of the offensive play (e.g. Run Left and Run Left) then the play is successfully stopped. If the play is Stopped, Player Card abilities or Action cards can be used to change the outcome. If a play is still Stopped at the end of this step, the Down is ended. A play that is not Stopped is considered a success, and the Down continues.

RUN PLAY RESOLUTIONS (If the play is successful)

Determine the play strength by adding the strength numbers from both Play Cards together and dropping any "teen" digit (e.g. a 16 would count as a 6, and 10 would count as a 0.) The play strength can only ever be 0-9. Multiply the final play strength by 5 to determine the yardage that could be gained on the Run (e.g. a play strength of 6 would yield a 30-yard run.)



The offensive player must designate one of their Player Cards to run the ball and the defensive player must designate one of their Player Cards to tackle. Remember that these designations may trigger Run and Tackle abilities if the Player Cards are Energized.

After designating Player Cards, determine the final yardage gained or lost on the play. Add and subtract the yardage determined by the play strength and any Player Card abilities or Action Cards effects that occurred during the play.

PASS PLAY RESOLUTIONS (If the play is successful)

Determine the play strength. The pass is then checked for completion by seeing if the play strength number falls inside the catch range listed on the offensive Play Card. If the play strength number is in the catch range, it is a completed pass. A completed pass play will go for the listed number of yards. If the play strength number is not in the catch range, it is an incomplete pass.



Each player may then play any Player Card abilities or Action Cards that can make the pass complete or incomplete (such as Jordan Reed), alternating between the offensive player and the defensive player until both pass. If the play is still incomplete after both players pass, it becomes the end of the Down.

If the pass is complete, the offensive player must designate one of their Player Cards to receive the ball and the defensive player must designate one of their Player Cards to tackle. Quarterbacks can only be designated to receive the ball if the player has two quarterbacks on the field at the same time.

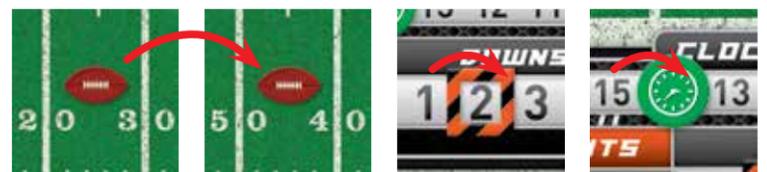
Similar to run plays, determine the final yardage gained or lost on the play by adding and subtracting the yardage determined by the play and any Player Card abilities or Action Cards effects.

PLAY RESULTS & END OF THE DOWN

Plays resulting in positive yards move the yardage marker towards the defensive player's endzone (i.e. the one closest to the defensive player.) Plays resulting in negative yards move the yardage marker towards the offensive player's endzone. If the yardage marker is moved to or beyond the defensive player's end zone, the offensive player scores a Touchdown, worth 7 points. If the yardage marker is moved to or beyond the offensive player's endzone, the defensive player scores a Safety, worth 2 points.

Each Play Card has a time unit cost, which can be modified by Action Cards and Player Card abilities. At the end of each play, remove the appropriate amount of time units from the game clock. You can also strategically spend a timeout to cancel the removal of any time units!

After determining the play result, move the Down marker to the next Down (i.e. from 1 to 2, 2 to 3, 3 to 4) and repeat each step. If the offensive player fails to score or get a first down after the fourth down, the defensive player takes over possession (i.e. a change of possession) at the yardage marker location of the result of the prior play. On a change of possession, each player removes their current players on the field, and replaces them with four players from the opposite side of the ball (i.e. if a player removes their offensive players from the field, they'll bring out their defensive players, and vice versa.)



The full game consists of a number of possessions by both players played across 2 Halves. Once all time units have been removed from the game clock during the second half, the game ends. Whichever player has scored the most points wins the game!

NOTES

Now that you've learned the basics, check with your local game store or retailer about NFL Five Starter Decks - which include a preconstructed theme deck and the full rulebook, where you can learn about field goals, punts and turnovers. From there, Booster Packs can further enhance and customize your deck - including special foil cards! Will you build your dream NFL team, or utilize a single NFL team's Player Cards to take on all comers?! To find out more about the game, including further rulings and information about the vast Organized Play circuit, please visit paninigames.com

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