



2022 EDITION • TRADING CARD GAME

# NFL FIVE



**PANINI**

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# RULEBOOK

# NFL FIVE

## OVERVIEW

### Welcome to NFL Five!

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

While playing on offense, you'll call offensive plays with Play cards, designate which of your Player cards will attempt to run the ball or receive the pass, and execute your offensive game plan using Action, Gridiron, and Synergy cards in an attempt to score. Conversely, while playing on defense, you'll call defensive plays with Play cards, designate which of your Player cards will make the tackle on successful plays, and execute your defensive game plan using Action, Gridiron, and Synergy Cards in an attempt to prevent your opponent from scoring. As in football, whichever team scores the most points during the game wins!

## CARD TYPES

### PLAYER CARD:



An NFL Five team consists of five normal offensive Player cards and five normal defensive Player cards. When you're on offense four of your offensive Player cards will be on the field, at least one of which must be a quarterback, and when you're on defense, four of your defensive Player cards will be on the field. Player cards not on the field are considered to be on the bench. A Player card's NFL team, position, and rating are primarily used as qualifiers for abilities. Every Player card also has an ability, which are effects that can be used or occur during the game to execute your game plan.

Throughout the game, Player Cards can be Energized or Exhausted. To Exhaust a Player Card, rotate it 90 degrees to indicate that it has been Exhausted. To Energize a Player Card, return it to its upright position to indicate that it is Energized.



Player Cards have abilities that can take place at different points throughout the game:

**Exhaust – X:** Exhaust is an activated ability that causes a game effect. A Player Card must be Energized to activate an Exhaust ability. Once you use an Exhaust ability, Exhaust the Player Card. Exhausted Player Cards cannot use their Exhaust ability while Exhausted and must wait until the next time they are Energized to use the ability again.

If the ability is unqualified (i.e. “Exhaust:”), then the ability can be used whenever the timing conditions are met. Timing conditions restrict when an ability can be used, such as “Exhaust only during on field adjustments.”

If the ability is qualified (i.e. “Exhaust – Short Pass:”), then the ability can only be used whenever the qualifying game state, such as when the called offensive play is a Short Pass in this example, and the timing conditions (e.g. “Exhaust only during on field adjustments.”) are met.

**Run – X:** Run is a triggered ability that causes a game effect whenever the Player card is designated to Run the ball while the Player card is Energized.

**Receive – X:** Receive is a triggered ability that causes a game effect whenever the Player card is designated to Receive a completed pass while the Player card is Energized.

**Tackle – X:** Tackle is a triggered ability that causes a game effect whenever the Player card is designated to Tackle while the Player card is Energized.

Run, Receive, and Tackle abilities do not trigger when a player is Exhausted. At the end of a successful play, Player cards that are Energized become Exhausted if they ran the ball, received the pass, or tackled during the play. This automatic exhaustion does not activate Exhaust – X abilities.

## SUPERSTAR PLAYER CARD:



Superstar Player cards are leveled up versions of normal Player cards. These cards begin the game in your Action deck and must be drawn during the game before they can come onto the field. Once in your hand, you can attach a Superstar Player card on top of its normal Player card counterpart (i.e. Superstar Tom Brady can only be put on the field on top of normal Tom Brady.) Superstar Player cards can only be attached at the Start of a Possession, Start of a Down, or the End of the Play Timing Points.

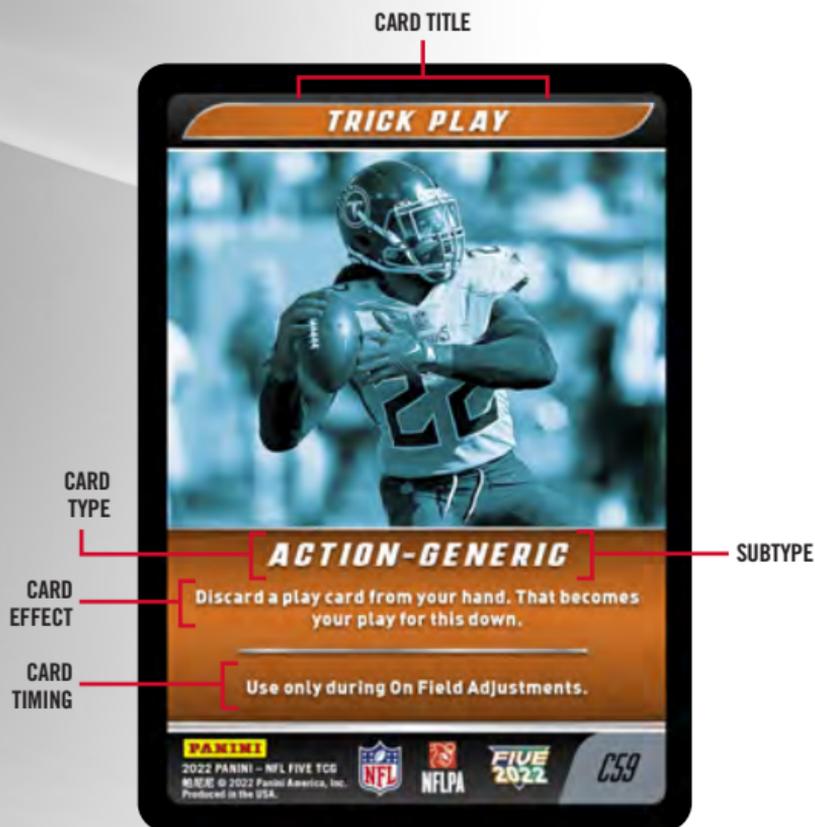
Once a Superstar Player card is attached, the Player is now its Superstar version for the rest of the game unless the Superstar Player card is removed from the normal Player card. When the Player goes to the bench or comes back onto the field on the next possession, the Superstar Player card remains on top of the normal Player card. Only one Superstar Player card can be attached to its normal Player card counterpart at any time.

## PLAY CARD:



Play cards are used to call your play, and they also determine the Play Strength and have a Time Unit cost for each down. When using a play card, you call the play that corresponds to which side of the ball you are on - offense or defense. Plays consist of 3 basic Runs (Run Left, Run Middle, Run Right) and 3 basic Passes (Short Pass, Medium Pass, Long Pass.) Each down is an attempt by the offensive player to gain yards with their called play while the defense tries to prevent the offense from gaining yards with their called play. The defensive side of Play cards sometimes has multiple types, such as Run Left / Run Middle. When listed as such, the defensive play includes both types. You'll learn more about calling plays and play resolution in the Gameplay section.

## ACTION CARD:



Action cards allow you to fully execute your game plan with strategic in game effects. The basic subtypes are: Offense, Defense, Generic, Power Up. As their name implies, Offense and Defense may only be used when you are on that side of the ball, Generic may be used on either offense or defense, and Power Ups have their own conditions printed on them for when they can be used. Additionally, Action cards can only be used when the timing (such as during on field adjustments) or other conditional requirements are present to allow these effects to occur. Action cards may be used in response to any in-game effects, including other Action cards being used, if all timing and other conditional requirements are met. You'll learn more about effect layering in later sections of this rulebook.

Power Ups are special Action cards that are attached underneath your Player cards and remain on the field until a card effect removes it or its attached Player card is taken off the field. Power Ups are placed in the Action Discard Pile when removed by either method.

## GRIDIRON CARD:



Gridiron cards are powerful in game effects stemming from the broader NFL world. The basic subtypes are: Environment, Event, Stadium, Weather. These cards begin the game in your Action Deck and must be drawn before playing them. When played, Gridiron Cards are placed on the field and they may only be played when their timing and other conditional restrictions allow. Once a Gridiron card is removed from the field by any method, it is placed into the Action Discard Pile.

## SYNERGY CARD:



Synergy cards aid in executing your overall game plan. Each deck may contain no more than one Synergy card should you choose to use one. Each player's Synergy card begins the game in play, face up, off to the side of the playing area (it is not considered in a shuffled deck, in a discard pile, on the field, or on the bench, rather it's just present within the game state.)

## DECK CONSTRUCTION

Your deck must contain at least 50 cards as follows:

- 5 different normal offensive Player Cards, with at least one Quarterback (and no more than two)
- 5 different normal defensive Player Cards
- At least 20 Play Cards with no more than one Unique Play Card
- At least 20 Action, Power Up, Superstar Player, and/or Gridiron cards with no more than two copies of any card, and no more than one card with Unique on it amongst these card types. Additionally, you may only include Superstar Player cards that have a normal Player card counterpart in your deck (i.e. you must have normal Tom Brady in your deck to include Superstar Tom Brady, etc.)

## GAME ZONES

During gameplay, cards will be on the field, on the bench, stacked in a deck, drawn and held in your hand, or discarded to a discard pile.

**On The Field:** A card is considered in play when it is face up on the table. Generally, when you're on offense four of your offensive Player Cards will be in play on the field, and when you're on defense four of your defensive Player Cards will be in play on the field.

**On The Bench:** Player cards that are not on the field are considered out of play and on the bench. Generally, when you're on offense one of your offensive Player cards and all of your defensive Player cards will be on the bench (and vice versa when you're on defense.) Bench – X is a special Player card ability that is active while the Player card is on the bench (and while it's on the field.)

**Play Deck:** All of your Play Cards will be shuffled together and stacked in a Play Deck to start the game. You'll draw the top card of your Play Deck each turn. Whenever an effect causes you to search the contents of your Play Deck, it is shuffled after (do not shuffle any Play Cards in the Play Discard Pile into the Play Deck when these types of shuffles occur.)

**Action Deck:** All of your Action, Power Up, Superstar Player, and Gridiron cards will be shuffled together and stacked in an Action Deck to start the game. You'll draw the top card of your Action Deck at various points throughout the game. Whenever an effect causes you to search the contents of your Action Deck, it is shuffled after (do not shuffle any cards in the Action Discard Pile into the Action Deck when these types of shuffles occur.)

**Hand:** Drawn cards will be held in your hand until played, and effects can add or discard cards from your hand. Unless an in-game effect says otherwise, you may not have more than 5 Play cards and 5 Action Deck cards (i.e. Action, Power Up, Superstar Player, and/or Gridiron cards) in your hand at any time. If an effect would cause you to draw a 6th of either type of card, the draw effect is cancelled.

**Play Discard Pile:** Play cards are discarded face up to the Play Discard Pile after determining the results of each play or at other times throughout the game.

**Action Discard Pile:** Action Deck cards (i.e. Action, Power Up, Superstar Player, and/or Gridiron cards) are discarded face up to the Action Discard Pile after they are used or when an in-game effect cancels them, discards them, or removes them from the field (such as in the case of Power Ups or Gridiron cards, etc.)

Players may inspect any discard pile at any time, and you may arrange your discard piles in any order.

## GAMEPLAY

### Game Objective

Whoever scores the most points wins!

### Game Structure

The game is played over 2 halves with each half consisting of a number of Downs until there is no more time on the game clock. Each half begins with 15 time units on the game clock, with each Down using the number of time units printed on the offensive play card (most plays cost 1, some cost 0 or 2.)

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. The primary mechanic requires you to score, punt, or turnover on downs within 4 Downs. Each Down is an attempt by the offense to gain yards with their called play while the defense tries to prevent the yardage gain with their called play.

### **Game Set Up**

Each player shuffles their Play cards into the Play Deck and their Action, Power Up, Superstar Player, and/or Gridiron cards into a separate Action Deck. Both players draw 3 cards from their Play Deck and 3 cards from their Action Deck. Any Synergy cards present are placed face up off to the side of the playing area and are now active.

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, which can be tracked with the included markers.

Randomly determine which player will be on offense first to start the game (i.e. in the first half.) The player who starts the game on defense will start the second half on offense. The player on offense places 4 normal offensive Player cards on the table face down (1 of which must be a quarterback) and the defensive player places 4 normal defensive Player cards on the table face down. Once all Player cards have been placed face down, flip them face up simultaneously.

These Player cards are Energized and now considered On The Field. This is considered the first Start of a Possession.

At each Start of a Possession, players may play/use any Player card abilities or other cards that can be played at the Start of a Possession, altering between the offensive player and the defensive player until both pass in succession.

Card effect layering is Last In, First Out (LIFO – See Glossary for more details.) This is called a Timing Point. All other Timing Points are performed in this same manner, with the offensive and defensive player alternating playing effects until both players pass in succession.



## Turn & Phase Structure – Completing a Down by Running a Play

### 1. Start of a Down

A) Perform the Start of a Down Timing Point.

B) The offensive player chooses to run a play, punt, or attempt a field goal. If they choose to run a play, move to the Prior to Selecting a Play phase. If they decide to Punt or attempt a Field Goal, move to the End of the Down phase.

### 2. Prior to Selecting a Play

A) Perform the Prior to Selecting a Play Timing Point.

B) Both players select a Play card from their hand and place it facedown on the playing surface, then the cards are revealed simultaneously and each player uses the corresponding side of their Play card.

### 3. Check Play Success

A) 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 and will gain 0 base yards.

**B)** If a Run play is not stopped, it is successful.

**C)** If a Pass play is not stopped, it will either be incomplete (and therefore stopped by way of incompleteness) or completed (and therefore successful by way of completion.) See Pass Play Resolutions later on for more details on checking for completion.

#### 4. On Field Adjustments

**A)** Perform the On Field Adjustments Timing Point.

**B)** If a fumble, interception, or defensive touchdown has occurred (known as “Live Ball Turnovers”), move to the End of the Down phase.

**C)** Re-check play success. If the play is successful, move to the appropriate Player Designation Phase.

**D)** If the play is stopped, move to the Play Results phase.

#### 5. Successful Run Play Designation & Resolution

**A)** 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 diagram illustrates the calculation of play strength. It shows two play cards: a **DEFENSE** card with a strength of 7 and an **OFFENSE** card with a strength of 9. Red arrows point from the strength numbers on the cards to the equation  $7 + 9 = 16$ . Above the 7 and 9 are the words "STRENGTH". To the right of the equation, the number 16 is shown with a red circle around it and a red slash through it, indicating it is to be dropped. Below this, the number 6 is shown, with the text "FINAL PLAY STRENGTH" underneath it.

$$6 \text{ PLAY STRENGTH} \times 5 \text{ YARDS} = 30 \text{ BASE YARD RUN}$$

B) 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. These designations may trigger Run and Tackle abilities if the Player cards are Energized. Exhausted Player cards can still be designated, but any Run or Tackle abilities will not occur.

C) Perform the After Player Designation Timing Point.

D) Determine the final yardage gained or lost on the play. Add and subtract, as applicable, the base yardage and any Player card abilities, other card abilities, or other in-game effects that occurred during the play which effect yardage. Once this final yardage is determined, determine Play Results.

## 6. Successful Pass Play Designation & Resolution

A) Determine the play strength. The pass is complete if the play strength falls inside the catch range listed on the offensive Play card. A completed pass play will go for the listed number of base yards. If the play strength number is not in the catch range, it is an incomplete pass.



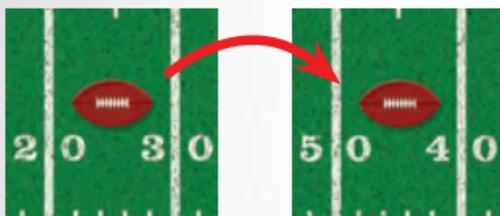
**B)** If the pass is complete, the offensive player must designate one of their Player cards to receive the pass and the defensive player must designate one of their Player cards to tackle. These designations may trigger Receive and Tackle abilities if the Player cards are Energized. Exhausted Player Cards can still be designated, but any Receive or Tackle abilities will not occur. Quarterbacks can only be designated to receive the pass if the player has two quarterbacks on the field at the same time.

**C)** Perform the After Player Designation Timing Point.

**D)** Determine the final yardage gained or lost on the play. Add and subtract, as applicable, the base yardage and any Player card abilities, other card abilities, or other in-game effects that occurred during the play which effect yardage. Once this final yardage is determined, determine Play Results.

## 7. Play Results

**A)** Exhaust any designated Player Cards (i.e. Player cards that ran, received, or tackled become Exhausted if they are currently Energized.) This automatic exhaustion does not trigger Exhaust – X abilities.

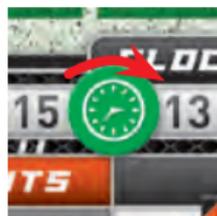


**B)** Plays resulting in positive yards move the yardage marker toward the defensive player's end zone (i.e. the one closest to the defensive player.) Plays resulting in negative yards move the yardage marker toward the offensive player's end zone (i.e. the one closest to the offensive player.)

**C)** If the yardage marker is moved to or beyond the defensive player's end zone, the offensive player scores a Touchdown, worth 7 points. A Touchdown always results in a change of possession, which occurs at the new offensive player's 25-yard line.

**D)** If the yardage marker is moved to or beyond the offensive player's end zone, the defensive player scores a Safety, worth 2 points. A Safety always results in a change of possession, which occurs at the new offensive player's 40 yard line.

**E)** Remove X time units from the game clock, where X is equal to the time unit cost on the offensive player's Play card, plus or minus any other game effects that were played or occurred during the down that modified the time unit value. Alternatively, either player may choose to spend a timeout instead of removing X time units from the game clock, with the offensive player having the first choice to do so each down. Strategic management of the game clock may be critical to winning close games!



## **8. End of the Play**

**A)** Perform the End of the Play Timing Point. Resolve any abilities that take place “at the end of the play” in this Timing Point.

## **9. End of the Down**

**A)** If the offensive player decides to Punt or attempt a Field Goal, perform those here. See the Special Rules and Notes section below for details on how these work.

**B)** Each player draws a card from their Action Deck.

**C)** If there is at least 1 time unit on the game clock, move the Down Marker to the next Down or to 1st Down if there was a change of possession. Repeat the turn structure. If there are no time units on the game clock, move to the End of the Half & End of the Game phase.



## 10. End of the Half & End of the Game

**A)** Once all time units have been removed from the game clock during the first half, the second half begins with 15 time units on the game clock and a change of possession, except that the player who started the game on defense starts the second half on offense with a first down on their own 25 yard line, regardless of who had possession at the end of the first half.

**B)** Once all time units have been removed from the game clock during the second half, the game ends. Whichever player has scored the move points wins the game!

**C)** If the game is tied after the second half, proceed to Overtime.

## 11. Overtime

**A)** Set the down marker to 1, set the Game Clock to 10, and set each player's timeouts to 1. Randomly determine which player will be on offense at the start of Overtime, then move to the Start of the Possession phase. If this is not the first Overtime, the player who started the previous Overtime on defense first will begin with possession.

**B)** Each player must have the opportunity to possess the ball at least once during Overtime, unless a Touchdown or Safety is scored on the first possession. In that scenario, the player that scored the touchdown or safety immediately wins the game. Otherwise, the game ends on any score that doesn't result in a tie, with the scoring player winning the game.

## SPECIAL RULES AND NOTES

### Change of Possession

On most change of possessions, each player removes their current players from 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 on their defensive players, and vice versa), unless a defensive touchdown occurred, in which case the non-scoring Player will become the offensive player again. One offensive Player card must be a quarterback and all Player Cards come onto the field Energized.

The start of possession begins at the 25 yard line of the new offensive player after any offensive score or defensive touchdown; or at the results of the play from the previous down if after a turnover on downs. Punts, field goals, safeties, and live ball turnovers can occur at other yard lines, see each for specific details.

### Grit

Grit is a special mechanic consisting of a number value that's calculated in the same way as play strength, except that each player's Play card is flipped over from the top of their Play Deck instead of selected from their hand. Discard the Play cards revealed in this way once the Grit value is determined.

### Punts

On any Down the offensive player may decide to Punt instead of running a play. Punts cost 1 time unit and may not be defended. Once the offensive player decides to Punt, determine Grit. Move the yardage marker the following distance towards the defensive player's end zone based on the Grit value, at which point a change of possession occurs at that spot:

- 0: 25 Yards
- 1-2: 30 Yards
- 3-4: 35 Yards
- 5-6: 40 Yards
- 7-8: 45 Yards
- 9: 50 Yards

If the Punt would go to or beyond the defensive player's end zone, the new offensive player takes over at their 20 yard line instead.

## Field Goals

On any Down the offensive player may decide to attempt to kick a Field Goal. Field Goals cost 1 time unit and always result in a change of possession. A Field Goal may not be defended. Once the offensive player decides to attempt a Field Goal, determine Grit. Field Goals are good from the following yard lines if the Grit value is within the listed range:

- 5 Yard Line: 0-8
- 10 Yard Line: 1-8
- 15 Yard Line: 1-7
- 20 Yard Line: 2-7
- 25 Yard Line: 2-6
- 30 Yard Line: 3-6
- 35 Yard Line: 3-5
- 40 Yard Line: 9

If the Field Goal is missed, a change of possession occurs at the spot where the Field Goal was attempted from.

## Interceptions and Fumbles

An interception or fumble results in a change of possession at the starting spot of the previous down unless a defensive touchdown is scored on the same play. Interceptions and Fumbles are considered Live Ball Turnovers.

## GLOSSARY

**Action Card:** Action Cards allow you to fully execute your game plan with strategic in game effects.

**All Pro Mode:** An alternative mode of play where all Time Units have their value increased by +1.

**Bench:** A Player not on the field is considered on the bench. Players with Bench - X abilities have effects that can be used/triggered while they are on the bench or on the field.

**Cancel:** When an effect is cancelled, it does not occur or cannot be used at that time.

**Down:** Each Down is an attempt by the offensive player to gain yards with their called play while the defensive player tries to prevent the offense from gaining yards with their called play.

**Energize:** Return a Player card to its upright position (from Exhausted status.) A Player card that is not Exhausted is considered Energized.

**Exhaust:** Rotate a Player card 90 degrees to indicate that it has been used (from Energized status.) A Player card that is not Energized is considered Exhausted.

**Exhaust Effects:** As a cost to activate this type of ability, you must immediately Exhaust the Player card that is using the effect (even though the effect must wait to resolve due to LIFO layering.)

**Field Goal:** An offensive score worth 3 points.

**Grit:** A special mechanic consisting of a number value that's calculated in the same way as play strength, except that each player's Play Card is flipped over from the top of their Play Deck instead of selected from their hand. Add the strength number from both revealed cards together and drop any "teen" digit to determine the Grit value. Discard the Play Cards revealed this way once the Grit value is determined. Strength numbers of X generally equal 0 for determining Grit value unless otherwise stated on the card.

**Half:** A series of Downs until there is no time units left on the game clock.

**Last In, First Out (LIFO):** Last In, First Out (LIFO for short) is the method by which card effects are applied when the effects are layered (i.e. played in succession.) When multiple effects are to be applied, apply the last effect to be played first, then the second to last effect to be played, and so on until the first effect to be played is applied. Card effects layer until both players pass on playing any new effects during each Timing Point, at which point the effects start to be applied in Last In, First Out order.

**Legend:** A Player card subtype. Legends are retired players that are treated as normal Player cards, and effects can refer specifically to a "Legend."

**Play Strength:** A number value that's calculated by adding the strength numbers from both player's Play cards together and dropping any "teen" digit (e.g. a 14 would be a 4, and a 10 would count as a 0.) The play strength can only ever be 0-9.

**Positions:** In the context of some card effects, positions are grouped. If an effect says DB (i.e. defensive back), it includes both cornerback and safety Player cards. The same is true for effects that reference the DL (defensive line = DE & DT) and OL (offensive line = OT, OG, & C) groups of Player cards.

**Possession:** Possessing the ball, being the offensive player, calling offensive plays, and trying to score by running or passing the ball.

**Rarity:** Every player card has a rarity. The hierarchical order of rarities and their card number abbreviations from most common to most rare is: Common (C), Uncommon (U), Rare (R), Epic (E), Legendary (L), Rookie (RK), Promo (P).

**Rating:** A number value equating to a player's overall game rating.

**Replay the Down:** Replay the Down by returning to the Start of a Down phase and beginning the Down over again. This type of effect cancels any Live Ball Turnover effect that may be present. Only one Replay the Down effect is allowed per player per possession. Any additional Replay the Down effects by either player after their first per possession are cancelled.

**Safety:** A defensive score worth 2 points that also includes a change of possession that occurs at the new offensive player's 40-yard line.

**Synergized:** Synergized is a game state in which the player has a team consisting of all player cards from a single franchise (such as all Patriots player cards), or when Synergy is active. In either situation, the team is considered Synergized.

**Synergy:** Synergy is a game state that is either active or inactive. Each Synergy card's effect is considered active while any and all conditional requirements on the card are satisfied. For example, the Solo General Synergy Card is active when your deck contains only 1 Quarterback player card. When these conditional requirements are based on player cards, they only apply to and/or check your normal player cards, any player cards that are shuffled into a deck to start the game, such as Superstar Player cards, are ignored for the purposes of all Synergy state checks.

**Time Unit:** A number value to be removed from the game clock at the end of the play.

**Timeout:** Can be spent instead of removing a time unit from the game clock at the end of a play.

**Timing Point:** Timing Points are windows for players to layer and resolve effects, and they operate as a closed sequence of events. At each Timing Point, players may play/use any Player Card abilities or other cards that can be played at that Timing Point, altering playing effects between the offensive player and the defensive player until both pass in succession. When multiple layers of effects are played/activated and after both players pass on playing any additional effects during the Timing Point, they are resolved in reverse order (Last In, First Out or "LIFO".) Once the first effect of a Timing Point begins to resolve, no additional effects may be played/activated at that Timing Point.

**Touchdown:** A score worth 7 points that always includes a change of possession that occurs at the new offensive player's 25-yard line. The new offensive player is the player that did not score the Touchdown.

**Unique:** A restricted subtype for deck building. Your Play deck may contain up to one Unique Play, and your Action deck may contain up to one Unique card total.

**Note:** NFL Five card effects incorporate "they/their" as a singular pronoun. For example, an effect may require an opponent to discard a card from "their" hand.



# NFL FIVE

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For more info about the game (including upcoming events, tournament information,  
and advanced rulings) please visit: [paninigames.com](http://paninigames.com)

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