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SUMMARY

- Two teams attempt to beat each other at the game of American Football (also called "Gridiron"). One team assumes the role of Offense and tries to move a ball up the field to score points. The opposing team plays as Defense and tries to slow or stop the offensive team's efforts, or even intercept the ball. Both teams switch roles throughout the game. Once game time is up, whoever has the most game points wins.
- This game will help you imagine playing the real game of football as you battle it out up and down the imaginary field.
- The rules provide a quick start, sample play, and a full set of rules.

QUICK START

To quickly learn the core rules by playing immediately, try the following quick start guide:

- **Overview**
 - Every play, each Team tries to build up the most "Play Points." Whoever has more play points wins the play, unless a tie occurs and neither wins.
 - Action Cards determine the outcome of the play and define how the Offense Card is updated. This card shows field position, downs, and ultimately Game Points. The Offense card is explained in Step 5.
 - The point of the game is to build up the most Game Points to beat one's opponent before the deck runs out.
- **Step 1. Setup**
 - You will need:
 - The Action Card deck. 3-letter abbreviations are used, such as OFF (Offense), DEF (Defense), etc. (they look like the following)
 - The SNA/KIC (Snap/Kickoff) card with the black trim.

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- The Offense Card and 1 white cube. Place the cube on the left column red box as shown.
- Set aside the other cards (black trim and score cards).
- One team should flip a coin, and the other should call it ("heads" or "tails"). If the call is correct, that team chooses to be either OFF or DEF. The other team chooses to be Home or Visitor (each team takes the appropriate scorecard).
- **Step 2. Play a turn**
 - Deal cards so each player hand has 5 cards each.
 - The OFF player places the SNA (Snap) card facing right-side up. OFF plays using the red side of Action Cards, DEF the blue side.
 - The DEF player tries to counter the OFF card by placing an appropriate DEF card next to it. Note: The Details section of an Action Card determines if it can counter your opponent's card.
 - **Important:** *If DEF intercepts the ball, or recovers a fumble (with a R/K (Run/Kick) Running play), two things happen immediately: (1) OFF and DEF switch (consult the appropriate sides of your cards), and (2) the white cube on the Offense card swaps rows (from A to the other A, B to the other B, or C stays the same) to represent field position change.*
 - Repeat this back and forth until Step 3 occurs.
- **Step 3. Play Completes.** One of the following occurs:
 - (1) DEF has no cards left. OFF automatically scores 6 Game Points (slide the white cube across the Offense card to "6"). A touchdown (TD) has occurred! Go to Step 6.
 - (2) DEF plays a card that OFF cannot counter. The play is over. Proceed to Step 4.

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- (3) DEF plays a "Sloppy Tackle" by placing any card face down to end the play. This awards OFF 3 Play points and cannot be countered. Proceed to Step 4.
- **Step 4. Tally Play points.** Do this in these easy steps:
 - (1) **CARDS.** Each player gets 1 point for each card played (except ones with an "X" in the upper-left corner which count zero).
 - (2) **BONUS BLOCKS.** Each player gets a point for any white bonus block at the top of a card and adds this to the card count total.
 - (3) **COMBO.** Combos are skipped here to speed up first-time play. Normally, you'd total Combo points (see "Combos").
 - (4) **SLOPPY TACKLE.** If a Sloppy Tackle ended the play, OFF gets 3 extra points to add to the total. Proceed to Step 5.
 - Compare each team's Play point totals. Whoever has the most determines the outcome of the play. Proceed to Step 5.
- **Step 5. Advance Offense card**
 - If OFF won the play (had the most Play points), then advance the white cube to the right one square and up one square.
 - If OFF tied DEF, advance the white cube to the right one square.
 - If OFF lost the play, advance the cube to the right and down 1. Note: If the cube is already on the bottom row, just advance it right.
- **Step 6. Game Points**
 - When the right column is reached, Game points are scored. The most OFF can earn is 8 points. The least is zero, but if OFF really does poorly (a "Safety"), DEF earns 2 points on the bottom-right of the Offense card.
 - Next, whoever earns points should adjust their Home or Visitor score

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- card accordingly by adding the earned Game Point(s).
- **Final Note**
 - Review the following Sample Play to help you get going. Once you're familiar with basic play, it is recommended that you read the rules in their entirety to get the most enjoyment out of the game.

SAMPLE PLAY

The following shows Team 1 (OFF) and Team 2 (DEF) competing in a mock play.

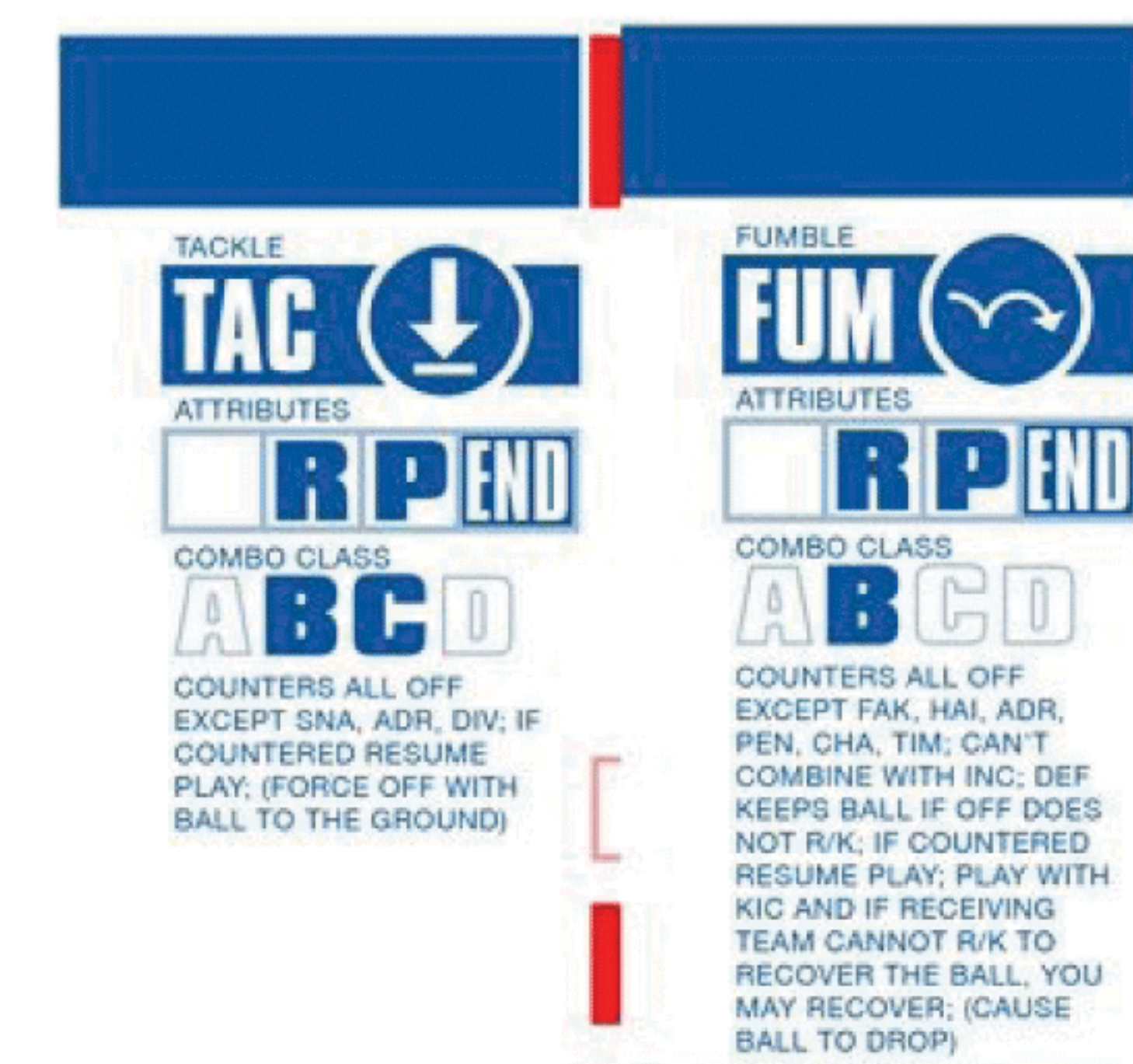
- **Play summary:**
 - Team 1 starts with the snap (SNA) and Team 2 tackles and causes a fumble. Team 1 cannot recover the ball, but Team 2 does. Team 1 tackles Team 2 to end the play.

The sample play progresses as follows:

- OFF starts with the Snap (SNA)



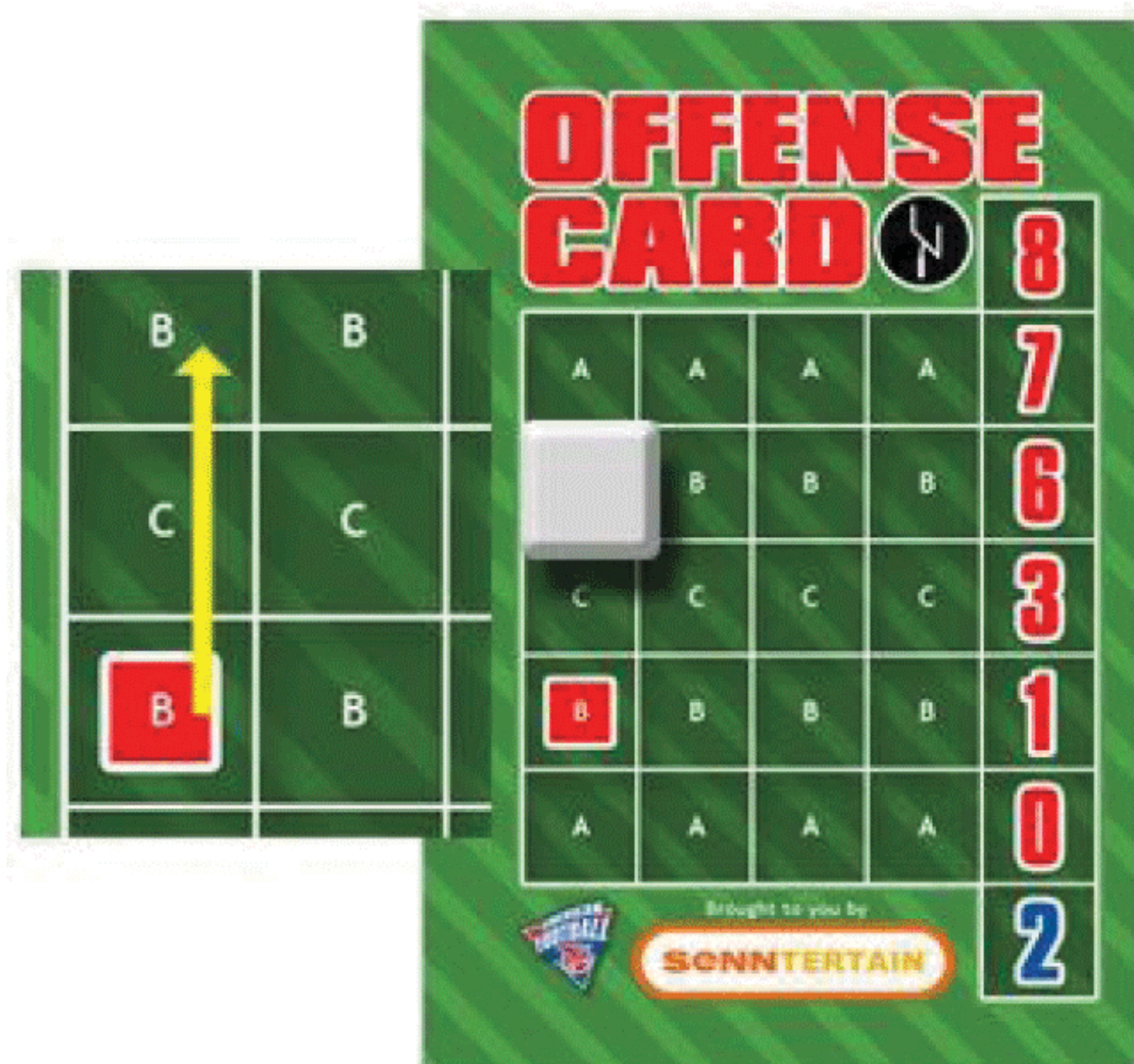
- DEF counters with a Combo B (TAC + FUM)



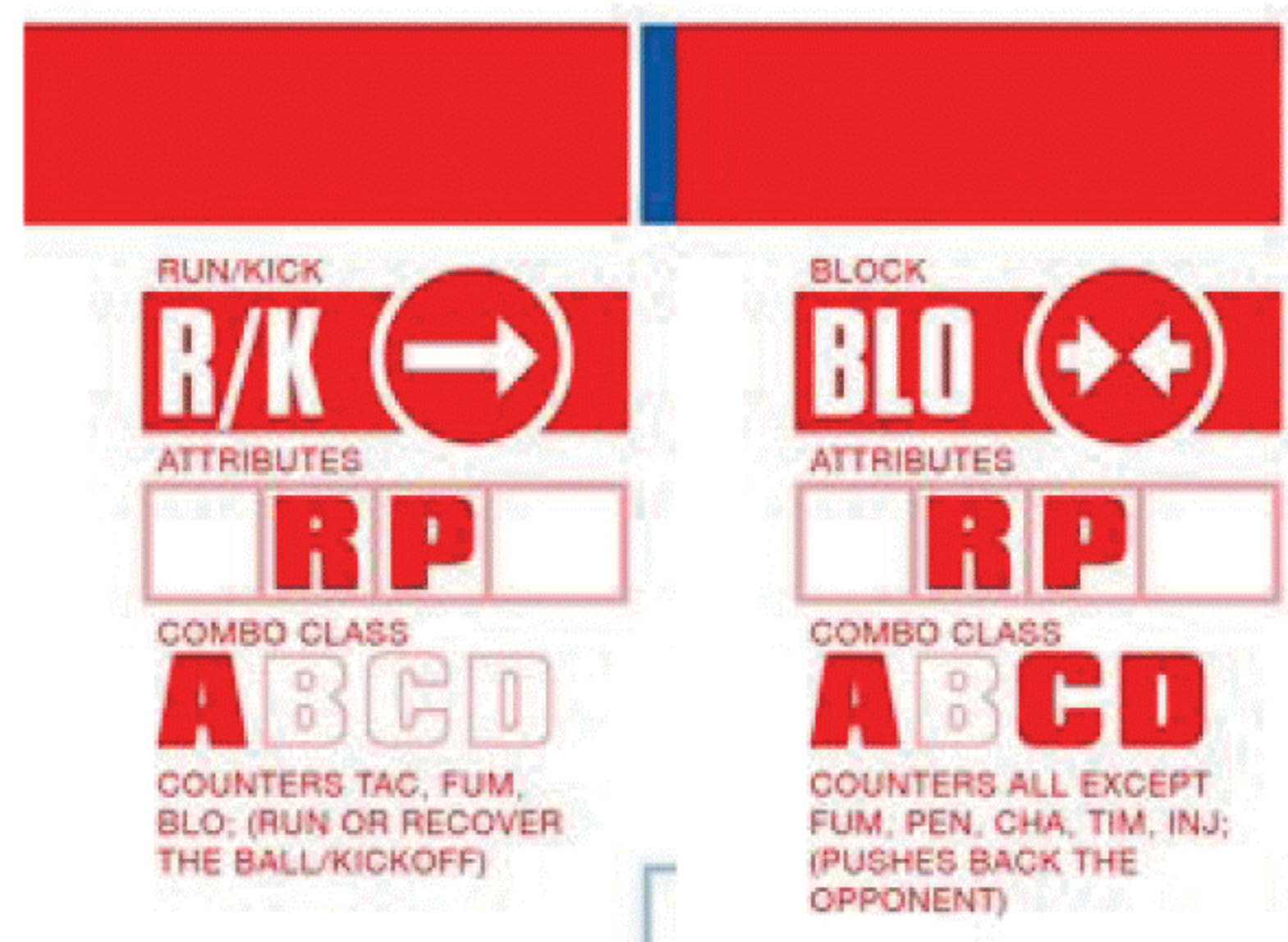
- OFF cannot recover the ball (no R/K (Run/Kick) card available), so DEF gets 1 chance to recover the ball.

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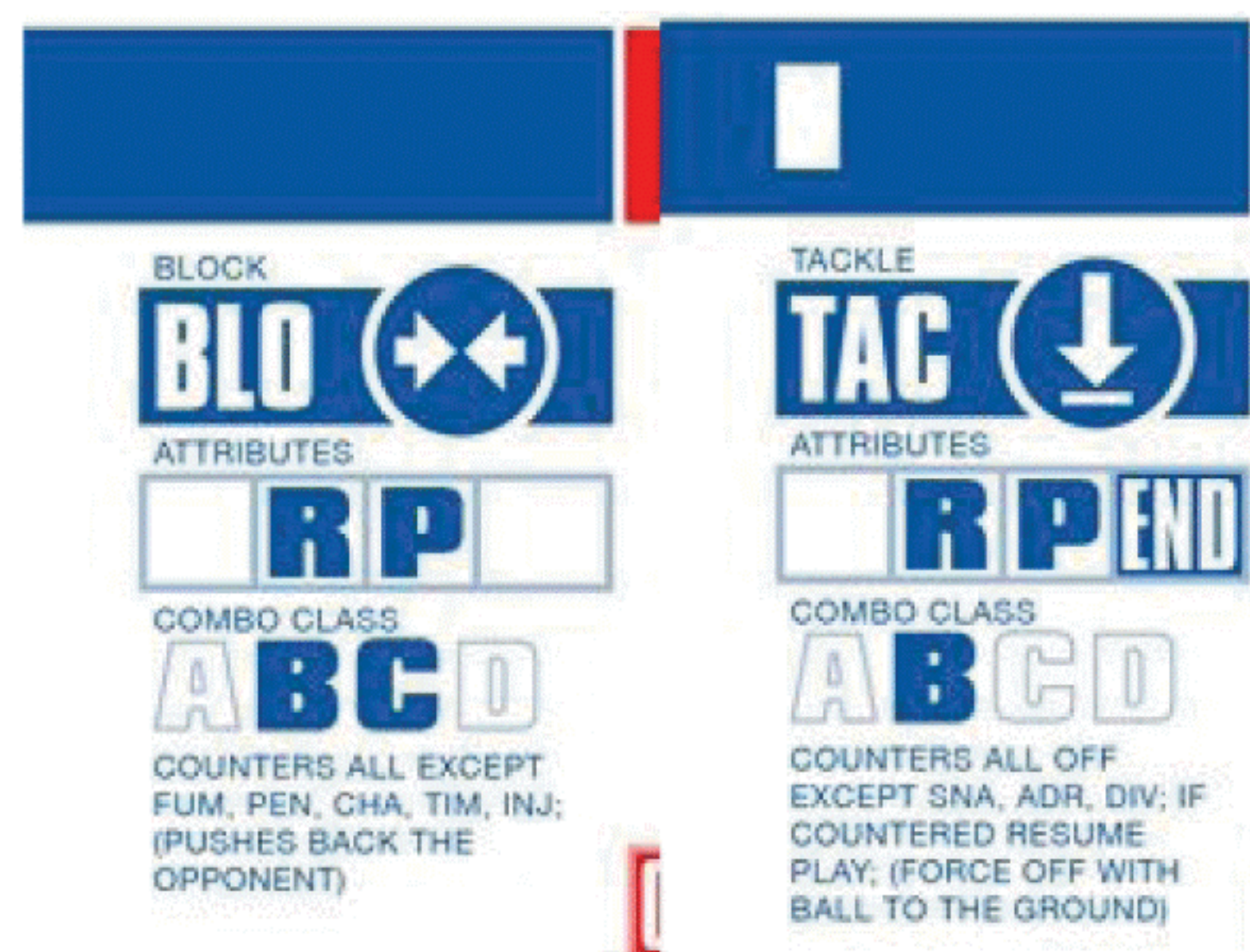
- DEF recovers the ball with a Combo A (R/K + BLO (Block)).



- Possession changes and 2 things happen:
 - OFF & DEF switch roles
 - The Offense Card cube switches position to depict the possession change (bottom B slot position switches to the upper B slot).



- With the play still going, the new DEF counters with a Combo C (TAC (Tackle) + BLO) to which OFF has no card to counter, ending the play.



Points are tallied as follows:

- Team 1:
 - Counting Team 1's played cards = 3 = 3 points.
 - Team 1 also has 1 BONUS BLOCK point on the top of the last card.

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- Adding together, Team 1 has a total of 4 points.
- Team 2:
 - Counting Team 2's played cards = 4 = 4 points.
 - Team 2 does not have any BONUS BLOCK points on their cards.
 - Team 2 has a total of 4 points.
- Team 1 and 2 tie, which means the Offense Card cube should move 1 space only to the right.
 - If OFF had won, the cube would move to the right and up 1.
 - Conversely, if OFF had lost, the cube would move to the right and down 1.



Play Points:
Team 1 = 4
Team 2 = 4

Play Result:
Tie

CARD TYPES

- There are different types of cards to consider, including:
 - Offense Card** - tracks progress and determine game points.
 - Scorecards** (Home and Visitor) - tracks Game Point totals.
 - Action Cards** - contain actions with which to perform plays (see [Action Cards](#)).
 - Reference Card** - contains useful reminders and advanced plays.

ACTION CARDS

- Each Action Card has an Offense (OFF) and a Defense (DEF) side:
 - OFF actions should be played by the OFF team and are indicated with a red background.
 - DEF actions should be played by the DEF team and are indicated with a blue background.

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- The exception to these rules takes place during the Kickoff (see [Phases](#)).

ACTION CARD ANATOMY



- Each Action Card indicates:
 - Points** - tallied for each team to determine who wins a play. Points can be an X (no points for that card), blank (card counts as 1 point), or 1-5 extra points (indicated by white boxes).
 - Action** - the action to attempt by playing this card. Note: each player should face their cards with the "up" side facing their opponent. (see [Actions](#)).
 - Attributes** - indicate high level requirements for the card (see [Attributes](#)).
 - Combo Class** - defines a unique group this card is a part of for optional use in establishing combos (see [Advanced Combos](#)).
 - Details** - defines specific rules for this action and a parenthetical description of the action.
 - Defense vs. Offense** - overall team function defined by color where Blue represents Defense and Red represents Offense.

ACTIONS

- There are 20 unique actions distributed amongst 112 total actions spread between the OFF and DEF sides of 56 cards and 1 reference card (quantities of each indicated in parentheses below).

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- Offense (OFF) actions:**
 - Snap (1), Run/Kick (12), Pass/Kick (10), Fake (5), Dive (2), Hail Mary! (2), Hand-off (4), Adrenaline (5), Block (5), Penalty (4), Challenge (1), Time Out (1), Injury (2)
- Defense (DEF) actions:**
 - Kickoff (1), Tackle (15), Fumble (4), Incomplete (4), Out Of Bounds (2), Interception (5), Blitz (4), Adrenaline (6), Block (5), Penalty (4), Challenge (1), Time Out (1), Injury (2)
- As indicated in the Reference card, the following may be performed once per play:

- Delay of Game (OFF/DEF)** - Discard hand and replenish with 1 fewer cards.
- Sloppy Tackle (DEF)** - End play: Play 1 card face down. 3 play points to OFF.
- Spike the Ball (OFF only)** - Play SNA and P/K at the same time to end the play, discard hand, then replenish hand; do not advance on Offense Card.
- Touchback (OFF only)** - Play SNA and 1 card face down to end the play. Shift 2 squares to the right on the Offense Card; DEF reduces shift by 1 if they counter with more points. Must be performed while in the first Offense Card square.

ATTRIBUTES

- 1** - is/must play as your first action (if OFF, this means after the SNA)
- R** - follows a Running action
- P** - follows a Passing action
- END** - ends a play unless countered

PHASES

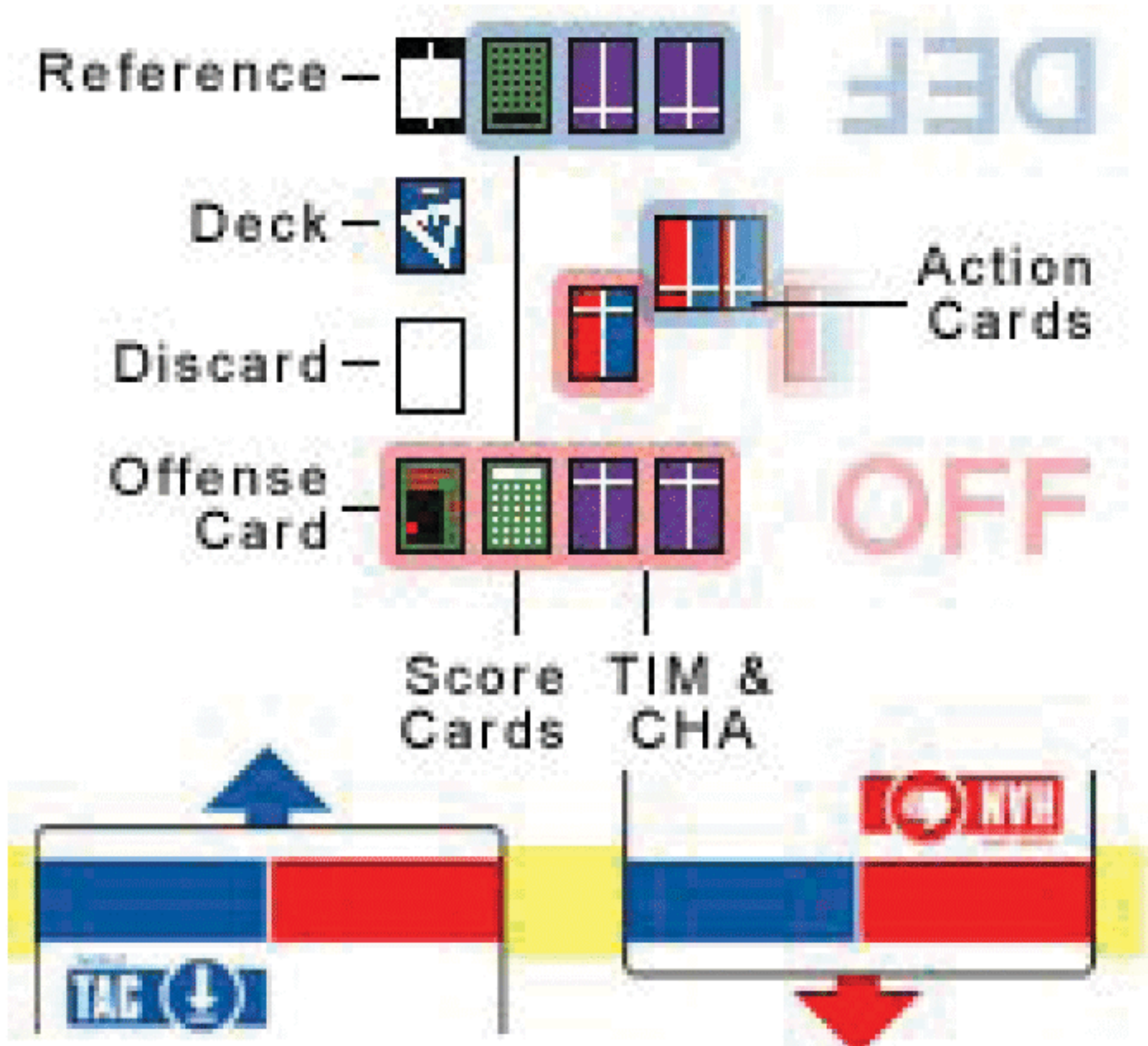
General flow of the phases (with details in the next sections):

- Pre-Game: Setup**
 - Separate the black trim cards from the rest. These include the Challenge, Timeout, Home,

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Visitor, Reference, Offense, and Kickoff/Snap (KIC/SNA) cards.

- Each team should take 1 Challenge and 1 Timeout card for use later.
- Perform a coin toss. Team 1 calls heads or tails and if correct, chooses who will perform the Kickoff (KIC). The other player chooses to be Home or Visitors (and takes the appropriate Score card).
- With the remaining deck, deal 5 Action cards per player (replenish each hand back to 5 at the end of a play in subsequent phases).
- Set up and play cards like this:



Note: OFF & DEF play cards should be faced towards each other and lined up as per the yellow row.

● Phase Structure:

- Teams take turns performing plays until Game Points are scored.
- Note: KIC starts every game, 1/2, and after Game Points are scored. Otherwise, OFF starts with a SNA.
- Note: For any phase, if OFF plays the last card of a play and DEF cannot play one, then OFF automatically wins the play. Advance the Offense Card cube to the 6 Game Point position, or 7 if already horizontally in line with it.

● Phase 1: Kickoff (KIC)

- DEF plays the KIC card to kick the ball up the field to OFF. OFF tries to catch the ball and run it up the field. DEF tries to stop OFF

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and/or get possession of the ball so they become OFF. Once this play is over, proceed to Phase 2.

● Phase 2: Snap (SNA)

- OFF tries to run the ball up the field. DEF tries to stop OFF and/or get possession of the ball so they become OFF.
- Continue this Phase until either a) the right-most square in the Offense Card is reached causing a team to score Game Points (proceed to Phase 1), or b) neither team can continue (likely due to no more cards in hand, then reshuffle discards and restart Phase 2).

PHASE 1: KICKOFF (KIC)

- DEF plays the KIC card plus any Run/Kick or Pass/Kick cards (“R/K” or “P/K,” respectively) to add additional Play Points.
 - Note: These OFF plays are suitable for DEF during the KIC only.
- OFF may play card(s) to return the ball up the field.
 - Note: It is assumed that OFF catches the ball on the KIC, so any OFF cards played are extra.
- DEF plays 1+ cards to stop OFF.
 - OFF may counter with 1+ cards.
- And so on, until someone cannot play another card.
- If DEF plays the last card, the play ends. Proceed to Phase 2.
 - Note: DEF may play 1 card face down to represent a “Sloppy Tackle” which means it ends the play, but OFF gets 3 extra points.

PHASE 2: SNAP (SNA)

- OFF plays the SNA card.
 - DEF plays 1+ card(s) to counter OFF.
 - OFF may counter.
 - And so on, until someone cannot play another card.

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- If DEF plays the last card, the play ends. Continue with Phase 2.
 - Note: DEF may play 1 card face down to represent a “Sloppy Tackle” which means it ends the play, but OFF gets 3 extra points.

PLAY CHOICES

There are 2 choices within a play:

- (1) NO CARD - Don’t play a card.
 - OFF can elect to not play a card beyond the SNA. Any DEF card will stop the play.
 - DEF can elect to not play a card. OFF automatically scores 6 Game Points (see Phases > Phase Structure).
- (2) PLAY - One or more cards:
 - SINGLE card or a COMBO (sequence of cards at once).
- How the 2nd choice plays out:
 - You play a single card or a combo.
 - Then your opponent follows with an appropriate card or combo.
 - Then you follow with your own single or combo.
 - And so on, until the play ends (see Phases for more information).

- For an example, see Sample Play.

SIMPLE COMBOS

- Play 2+ of the same card at once. Example: DEF plays 3 TAC cards at the same time.
- Restriction(s): Simple combos can’t be played by the kicking team during a KIC (kickoff).
- Benefit: +1 point total for that simple combo.

ADVANCED COMBOS

- Play 2+ cards that are part of the same combo class (A-D):
 - Cards that share 1 common combo class can be combined.
 - Example of 3 cards: Combo A-C, Combo B, and Combo B-C can be combined as “Combo B.”

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- Restriction(s):
 - Advanced combos can be any number of cards (up to a full hand).
 - Advanced combos can’t be played by the kicking team during a KIC (kickoff).
 - Cards within a combo must observe their individual restrictions (“1” cards need to be placed as the first action, etc.).
- Benefit: +1 point per combo card
 - Example: 3 cards are played in a combo, so the bonus would be (3 x 1) = 3 points.
- Note: If a simple combo has a card that matches an advanced combo but *does not* have a combo class, you can play them together, with each having the benefit of the advanced combo.
 - Example: P/K (no combo class) + P/K (combo class B) + ADR (combo class B and C) works as an advanced combo B because the 2nd P/K connects to ADR.
 - The bonus result for the example would be +3 points.

COUNTERS

- When your opponent plays a single card or a combo, you can try to “counter” it.
- Requirements:
 - Your card or combo must counter at least one of the cards played previously by your opponent.
 - Some cards played (as single cards or as a combo) are marked to “end” a play. If these are not countered, the play will end.
 - Some cards can lead to a change in ball possession (e.g. FUM or INT). If these are not countered, ball possession may change.

GAME TIME

- The deck can represent a 1/4 of, a 1/2 of, or a whole game (choose which before playing). When the deck is done, that unit of time is done (reshuffle as necessary).
- Each time unit is broken down into different phases (see Phases),

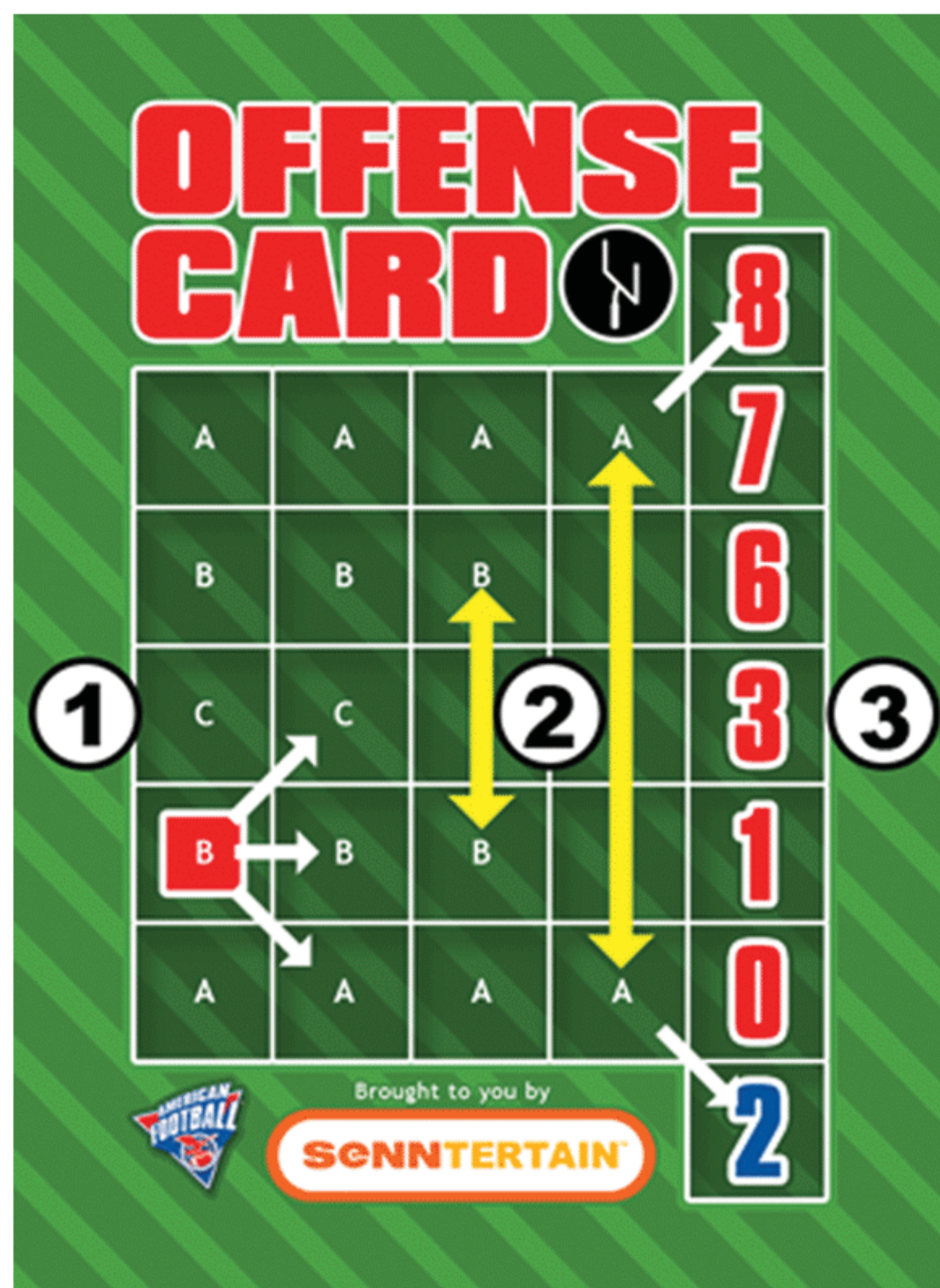
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then into turns, and finally into player actions (see Cards).

- When the deck runs out of cards, play as normal, but:
 - If OFF has 5 or fewer cards at the start of a play due to insufficient deck size, OFF may choose to continue or end the unit of time.

OFFENSE CARD

- The Offense Card is used to track progress of OFF and determines how many Game Points are scored at the end of the last play (see Game Points). Roughly translated, this incorporates American football's down system, a simplified yardage system for quick, easy play, and a rough approximation of field position.



- (1) The red box on the left indicates where a cube should be placed to start a play (For instructions on advancing the Offense Card cube each play, see Tally Play Points).
- (2) The small letters are used in case of a successful FUM or INT, which forces a row swap between like-lettered rows (A/B rows only). If currently in the B row, swap to the other B row. If currently in the C row, no swapping occurs (stay in the C row). Swapping reflects field direction and position change (running the opposite way).

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- (3) Right-hand column indicates Game Score points earned.
 - The top red “8” point square represents a 2-Point Conversion (requiring an OFF win in the previous play) awarded to OFF
 - The bottom blue “2” represents a Safety awarded to DEF (requiring an OFF loss in the previous play).
- Optional adjustments:
 - This game is carefully tuned to provide a certain experience. However, to more closely match average National Football League score statistics, place the cube 1 space to the right of the red square when starting every play.
 - To make the game easier or more difficult for OFF, adjust the starting vertical position of the cube when starting a play. Moving up makes it easier for OFF, whereas moving down makes it easier for DEF. The chosen start position should remain the start position for the rest of the game.

TALLY PLAY POINTS

- Once a play ends, you'll tally Play Points for each team to determine who wins that play. These do not modify Home/Visitor scores directly.
- To tally the Play Points, each team counts the number of cards played. Ignore cards with an “X” (no points).
- Next, add this number to the total of any white boxes in the upper-left of the action cards:
 - 1 white box is worth 1 point (2 boxes = 2 points, etc.)
 - Note: Cards indicating an “X” as part of a combo earn bonus points (but not points for the base card).
- Add together each team's total points and compare. Whoever has more points determines the outcome. Refer to the Offense card and advance the point cube:
 - If OFF wins, advance the point cube 1 box to the right, and up 1 box.

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- If OFF and DEF tie, advance the point cube 1 to the right 1 box.
- If OFF wins by 10 or more points, move the point cube down 2 boxes instead of 1 (vice-versa for DEF).
- If there is a successful FUM or INT, immediately swap Offense Card square positions (A row to the opposite A row, B to the opposite B, C stays the same). This reflects the field position change in relation to the End Zone. Next, tally Play Points, then advance accordingly.
- Notes:
 - Remember to account for Combo Bonuses (1+ points), Lateral passes (no points for P/K), Sloppy Tackles (+3 points to OFF), etc.
 - If a Penalty (PEN) was played and not successfully Challenged (CHA), all points following the PEN can be ignored if so chosen by the PEN-playing player.

SCORING GAME POINTS

- “Game Points” are defined as the actual points you earn in the game, as opposed to the Play Points to determine who wins a given play. Game Point values to earn are indicated in the right-hand column of the Offense Card.
- When the Offense Card cube moves into a numbered square in the right-hand column, a team has scored some number of Game Points. This represents scoring a Touchdown, Field Goal, Safety, etc.
- Game Points:
 - OFF can earn 0-8 points.
 - DEF can earn 2 points (blue) - if OFF loses a final play while in the bottom C row, DEF will earn these 2 points.
- When Game Points are earned, move the respective team's Scorecard cube from its current number position to reflect the new Game Points added.
- Possession switches to the other team. The Offense Card cube should reset to its correct starting position (usually the left red “B” square).

CAUTION!
CONTAINS
SMALL
PARTS!

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