FIRST DOWN

CALL THE PLAY. OUTSMART YOUR OPPONENT.

FIRST DOWN PLAY BOOK









Two coaches face off across four quarters of 15 minutes each.
The Offense has four Downs to advance the ball ten yards. Succeed, and you get a new set of four Downs. Fail, and possession changes.
Reach the opponent's end zone and you score a Touchdown, worth six points. If the drive stalls, you can attempt a Field Goal for three points instead.

When the fourth quarter ends, the team with more points wins.
Every Down comes down to one decision: both coaches choose a play card in secret and reveal at the same time. The matchup between those two cards, your Position Points and the dice decide how far the ball moves. The dice decide the yards. The coach decides the Down.

Welcome to the football field! In FIRST DOWN, you pit your offenses and defenses against each other.
The offense tries to gain yardage and score touchdowns.
The defense tries to stop the offense from gaining yardage and to recover the ball.

Each play is determined by:
- the face-down selection of cards
- the position points of the involved field positions
- the dice rolls of both sides
- and card modifiers.

The difference between the offense's and defense's scores then determines the total Gaining or losing ground. Players switch between offense and defense after scoring a point or losing possession. The team that scores the most points over four quarters of 15 minutes each wins.

FIRST DOWN uses many terms and concepts from real football. But don’t worry! We use these terms in the rulebook only in the context of this board game. So even if you don’t have any prior knowledge, you can jump right in. Those who are well-versed in football will surely forgive us for the occasional ambiguity in our terminology.



FIRST DOWN PLAY BOOK

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1. GAME SETUP AND COMPONENT OVERVIEW

1. Place the Game Board

- Place the game board so that all players can easily reach the entire playing area. Sit opposite each other so that one end zone points toward each player. The side of the field and end zone facing you are your own side and end zone; the opposite side and end zone belong to your opponent.
- The game board is divided into three areas relevant to FIRST DOWN. The field (A) is the lined area where plays take place. The white areas at both ends are the end zones (B). To score a touchdown, the Offense must gain enough yards to reach the end zone. Inside each end zone, the "Touchdown" lettering (C) is relevant to a special play explained later. The field border (D) is used to place various Tokens and is also relevant to another special play explained later.

2. Prepare the General Tokens

- Place the Down Token (DO) on space 1 of the Down Track (E).
- Place one Score Token (RE), showing 0, on each team's Score Board (F).
- Place the Quarter Token "Q1" on the matching space (G).
- Place the 15-Minute Token and the 0-Seconds Token on the two Game Clock spaces (H).
- Keep the remaining score, time, and quarter Tokens next to the game board.
- Place the Coach Tokens (Flag and Big Play) and the Special Play Tokens on the marked spaces at the edge of the field (I).
- Place the goal stand and the Kicking Tee next to the game board (J).

3. Determine Offense and Defense

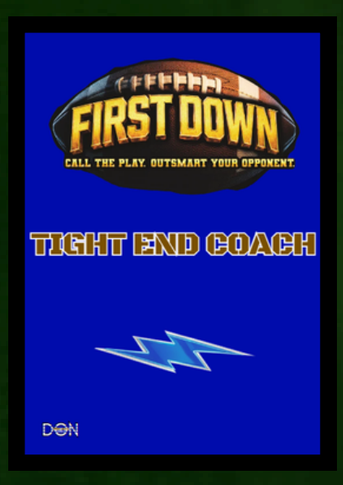
• Each player rolls one six-sided die (D6). The player with the higher result chooses whether to start on Offense or Defense

• The player who starts on Offense receives the Quarterback figure, the blue D6, and the basic Offense play cards (blue backs, blue player).

Place the Quarterback figure on the 30-yard line of your own half of the field (K). The front edge of the figure shows the Offense's current position. In Season Fan Mode, the Offense also takes the Tight End cards.







The player who starts on Defense receives the Defense Tackle figure (green), the green D6, and the basic Defense play cards (green backs). Place the Linebacker figure on the 40-yard line of the opponent's half of the field (L). In Season Fan Mode, the Defense also takes the Safety cards.





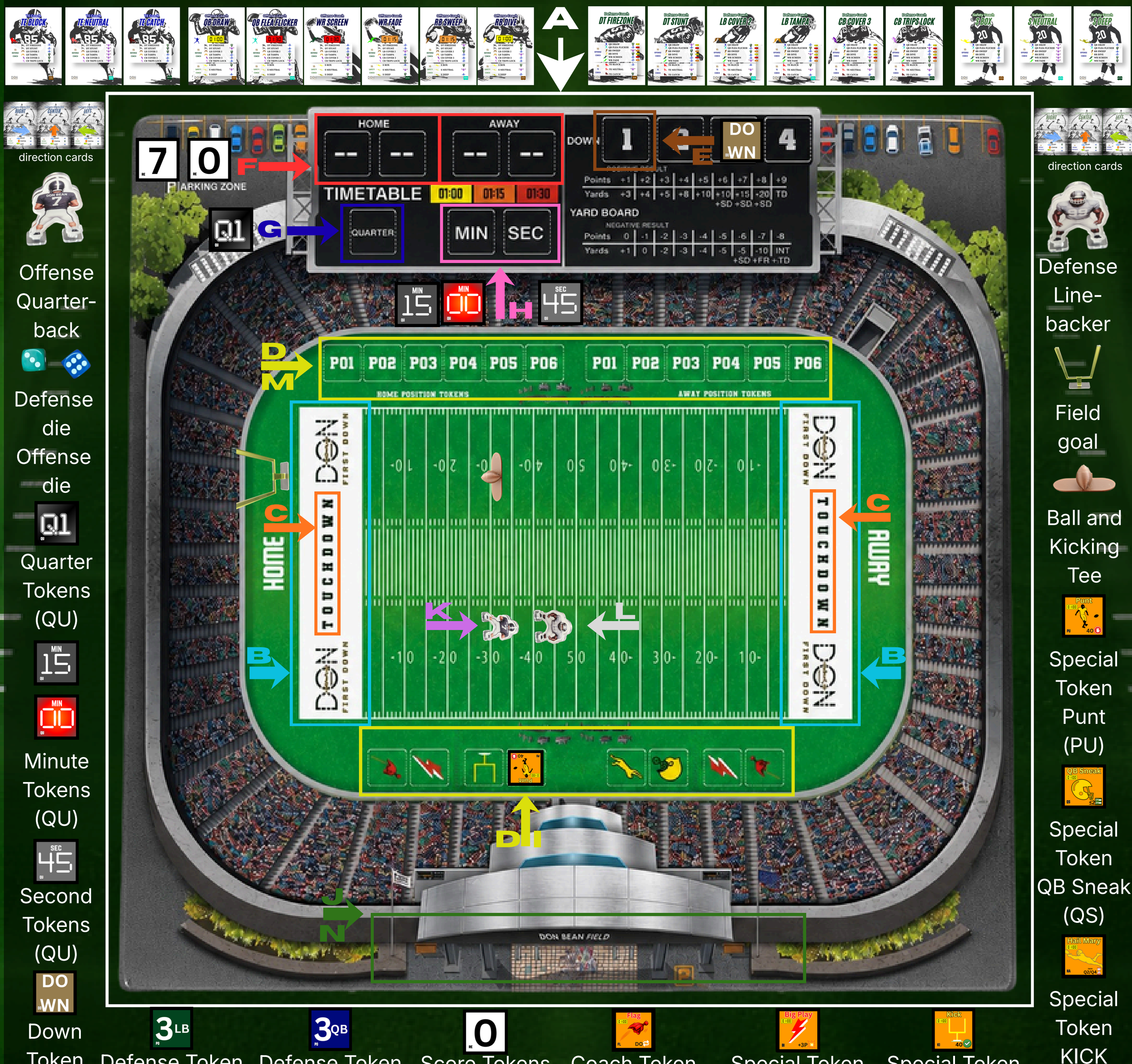


The ball is used for special plays explained later. At other times, it can be placed between the Quarterback figure's legs or beside the figure.

4.Assign Position Points (PO)

• For the three Offense positions and three Defense positions used in FIRST DOWN, each player secretly each player secretly assigns eight Position Points across all six positions, with a maximum of three on any one position.. These represent player strength and are shown by Tokens for the three positions

1. GAME SETUP AND COMPONENT OVERVIEW



QB, RB, WR on Offense and DT, LB, CB on Defense - with values from one to three.

- Each position may receive zero to three points. For a value of 0, simply do not use a Position Point Token.
- Once both sides have assigned their points, place the Tokens on the position spaces for the respective team at the edge of the field (M).

- After the second quarter, teams may redistribute their Position Points. This represents substitutions and tactical adjustments at halftime. Keep the unused Position Point Tokens next to the game board (N).

2. GAMEPLAY

On each turn, referred to below as a Down, the Offense chooses between two possible plays: a Regular Play or a Special Play.

I. Regular Play

Regular Plays are used most often. They always follow these steps:

2.1. Hidden play-card selection
2.2. Adjust the Game Clock
2.3. Use Coach Tokens (optional)
2.4. Roll the dice
2.5. Determine and carry out the result
2.6. End of the Down

Let's go through the steps one by one.

2.**1. Hidden Play-Card Selection**

- Offense and Defense each secretly choose one play card from their hand.
- In Season Fan Mode, the Offense also chooses one Tight End card and the Defense chooses one Safety card.
- Once the play cards are selected, reveal them simultaneously.
- If you are using Direction Cards, play them now, directly after revealing the play cards. The full rule is in Chapter 5.3.1.



2.2. **Adjust the Game Clock**

- Each play uses 1:00 to 1:30 minutes of time.
  - The duration of a play is shown prominently on the Offense cards in yellow, orange, or red, and in smaller text on the Defense cards. The remaining time is shown with the Game Clock Tokens (QU) and counts down from 15:00 at the start of each quarter. Example: if a play lasts 1:15, the clock moves from 15:00 to 13:45.
- Using Coach Tokens can consume additional time, as explained in the next step.
- If the clock reaches 0:00 during this step, the quarter ends after the Down has been completed. See Step 6



2.**3. Use Coach Tokens (FL and BI) - Optional**

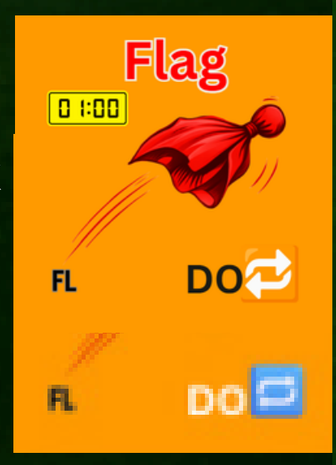
At this point, either Offense or Defense may use one unused Coach Token.

- **Only one Coach Token per Down** may be used. If both sides want to use one, the side that manages to turn over its Token first has priority.
- Each Coach Token may be used only once per team per half. They are made available again at halftime.
- Using a Coach Token consumes 1:00 additional minute on the Game Clock, on top of the time shown on the Offense play card.

There are the following two coach Tokens:

- **Flag (FL)**

When a Flag Token is used, the entire Down is invalid except for the time that has elapsed. Restart at Step 1. If the Game Clock is already at 0:00 at the beginning of Step 5, the Flag may not be used.



- **Big Play (BI)**

The side using Big Play receives three additional Advantage Points when determining the result in Step 5.



2. GAMEPLAY

2.4. Roll the Dice
Both sides roll their respective D6.

2.**5. Determine and Carry Out the Result**
Now it is time to find out how the Down ends. Determine the Advantage Value. A positive value produces a yardage gain for the Offense; a negative value produces a yardage loss. A particularly high or low value can also trigger additional effects.
The Advantage Value is calculated from:

1. Comparison of the play cards
2. Comparison of the Position Points
3. Comparison of the dice roll
4. Big Play Token

2.5.1 Compare the Play Cards (Step 2)
• Compare the selected Offense and Defense play cards. Every Offense play card shows all possible Defense plays, and vice versa.
• A value of 0 does not change the Advantage Value.
• If the number is blue with a lightning symbol, increase the Advantage Value by that amount in favor of the Offense.
• If the number is green with a shield symbol, decrease the Advantage Value by that amount in favor of the Defense.

2.5.2 Compare the Position Points
• Compare the Position Point values of the Offense and Defense field players involved in the Down. The abbreviations appear on the play cards: QB, RB, WR for Offense and DT, LB, CB for Defense.
• If the Offense player's Position Point value is higher, add the difference as Advantage Points for the Offense. If the Defense player's value is higher, subtract the difference as Advantage Points in favor of the Defense.

2.5.3 Compare the Dice Roll (STEP 4)
Add the difference between the dice rolls to the Advantage Value if the Offense rolled higher. Subtract the difference if the Defense rolled higher.

2.5.4 Big Play Token (STEP 3)
If one side used its Big Play Token, add three Advantage Points for the Offense or subtract three for the Defense.

Points / Yards List

Advantage Value	Yardage Gain or Loss and	
Advantage Value	Possible Special Effect	
+9 or more	TOUCHDOWN! Touchdown and extra point attempt for the Offense	
8	20 yards gained plus Special Die	
7	15 yards gained plus Special Die	
6	10 yards gained plus Special Die	
5	10 yards gained	
4	8 yards gained	
3	5 yards gained	
2	4 yards gained	
1	3 yards gained	
0	1 yard gained	
-1	2 yards lost	
-2	2 yards lost	
-3	3 yards lost	
-4	4 yards lost	
-5	6 yards lost	
-6	10 yards lost plus Special Die	
-7	FUMBLE! 10 yards lost and change of possession	
-8	INTERCEPTION! Touchdown and extra point attempt for the Defense	

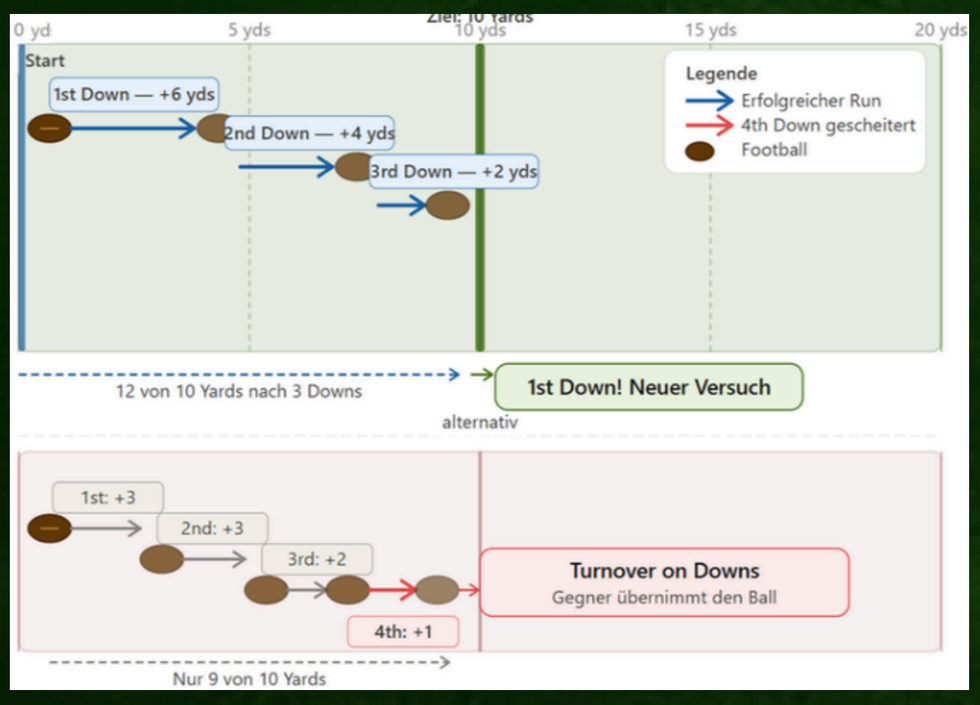
Special Die
The Special Die grants additional yardage gained or lost according to the rolled number, or a direct touchdown (TD) followed by an extra-point attempt for the side that rolled the Special Die.

On a Yardage Gain
• Move the Quarterback figure the corresponding number of yards toward the opponent's end zone.
- If it reaches at least the position of the Linebacker figure, the Offense earns a new First Down. Place the Down Token (DO) on space 1 of the Down Track and place the Linebacker figure ten yards from the Quarterback figure's new position.

2. GAMEPLAY

On a Touchdown
• If the Quarterback figure reaches the opponent's end zone, the Offense scores a touchdown and may make an extra-point attempt.
• The team scoring the touchdown receives six points on its Score Board.

- For the extra-point attempt, place the goal centered behind the opponent's end zone and have the Defense hold it in place. Put the ball on the Kicking Tee at the Defense's 15-yard line. The Offense flicks the ball from the Kicking Tee and tries to send it through the goal posts. It is recommended to hold the Kicking Tee with the free hand.
- f the ball passes through the goal posts, the team receives one additional point. If it does not, nothing happens.
- Then switch Offense and Defense roles. The previous Defense begins as the new Offense at its own 30-yard line. Place the new Defense's Linebacker figure 10 yards away.



On a Yardage Loss
• Move the Quarterback figure the corresponding number of yards back toward its own end zone. The Linebacker figure remains in its previous position and continues to mark the point the Offense must reach for a new First Down.
• If the Quarterback figure is already touching its own end zone when the Offense suffers a yardage loss, this is a Safety. The Defense receives two points. Then switch roles; the previous Defense starts as the new Offense at its own 30-yard line, and the new Defense's Linebacker is placed 10 yards away.

Fumble
After a fumble, possession changes at the position reached after the yardage loss. Switch the Offense and Defense roles. The previous Defense begins as the new Offense at the Quarterback figure's last position. Place the new Defense's Linebacker figure 10 yards away.

2.6. End of the Down
Check the following two points in order:

2.6.1. Is the Game Clock at 0:00?
2.6.2. Which Down was played?

2.6.1. Is the Game Clock at 0:00?
Game Clock is NOT at 0:00: If a First Down or touchdown was scored, or possession changed because of a fumble or Safety, continue with the next Down according to the new game situation and skip Step 6.2. Otherwise continue to Step 6.2.
Game Clock is at 0:00: The quarter has ended.

• End of the 1st or 3rd quarter: Replace the current Quarter Token with Q2 or Q4 and reset the Game Clock to 15:00. If a First Down or touchdown was scored, or possession changed because of a fumble or Safety, continue with the next Down according to the new situation and skip Step 6.2. Otherwise continue to Step 2.6.2.

End of the 4th Quarter
If the fourth quarter ends, the game is over. The player with more points wins.
In the event of a tie, both teams may each play one final Down, one after the other. Each player rolls a D6; the higher result determines who goes first. For the final Down, players may choose a Regular Play, a Field Goal, or a Hail Mary (see Special Plays). Coach Tokens may not be used on a Regular Play.
If both teams score no points or the same number of points on their final Downs, the game remains a tie.

2. GAMEPLAY

2.6.2. Which Down Was Played?

• 1st, 2nd, or 3rd Down: Move the Down Token to the next space on the Down Track and play the next Down.

• 4th Down: The Offense failed to earn a First Down or score a touchdown. Possession changes. Switch Offense and Defense roles, and the previous Defense becomes the new Offense at the Quarterback figure's current position. Turn the Quarterback figure around so that its front edge remains on the same marking and it now faces the new opponent's end zone. Place the new Defense's Linebacker 10 yards away

II. Special Plays
Instead of a Regular Play, the Offense may execute one of the four Special Plays if its requirements are met. The Special Play must be announced before any step of a Regular Play is carried out. A Special Play always consumes 1:00 minute on the Game Clock.

QB Sneak (QS)
Requirement: May be used when, at the beginning of the Down, the Offense is only one or two yards away from the Defense.



Execution: Place the ball between the Quarterback figure's legs and flick it through the figures' legs.

Success: If the ball passes completely between both figures, the Offense receives a new First Down at the Defense's previous position. Place the Down Token on space 1 and the Linebacker figure ten yards from the Quarterback's new position.

Failure: If the ball comes to rest between the figures or one of the figures is knocked over, the play is unsuccessful. Continue as in Step 6 of a Regular Play

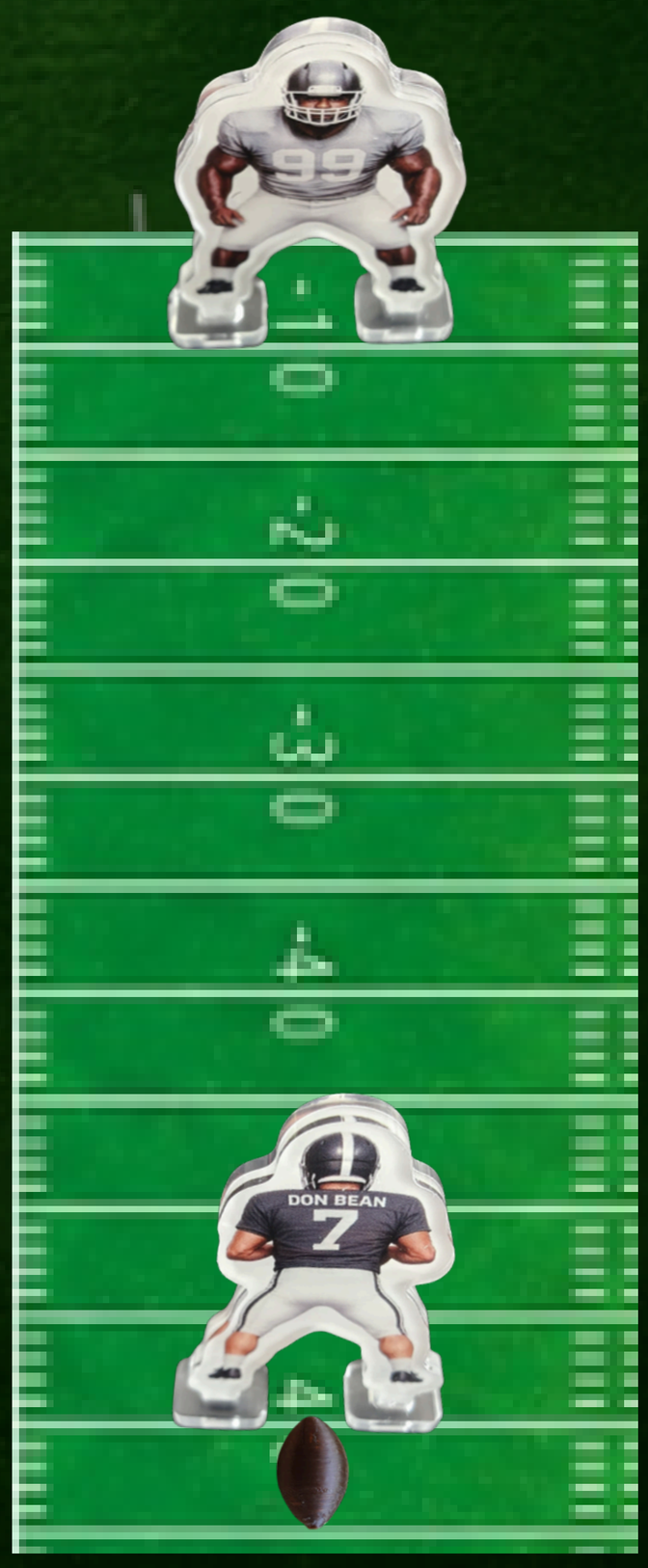


Punt (PU)
Requirement: May only be executed on 4th Down.



Execution: The Quarterback figure remains at its current position. Place the Linebacker figure on your own 10-yard line, at any point across the width of the field. The Offense then flicks the ball through the Quarterback figure's legs.

Result:
- If the ball touches the end zone or remains in it, the previous Defense becomes the Offense and starts at its own 30-yard line.
- If the ball lands outside the field without touching the end zone, the previous Defense becomes the Offense at its own 40-yard line.
- If the ball lands outside the field border without touching the end zone, the previous Defense becomes the Offense and starts at its own 50-yard line.
- If the ball remains on the field without having touched the end zone, the previous Defense becomes the Offense and starts at the rear edge of the ball.



2. GAMEPLAY

Field Goal / Kick (KI)

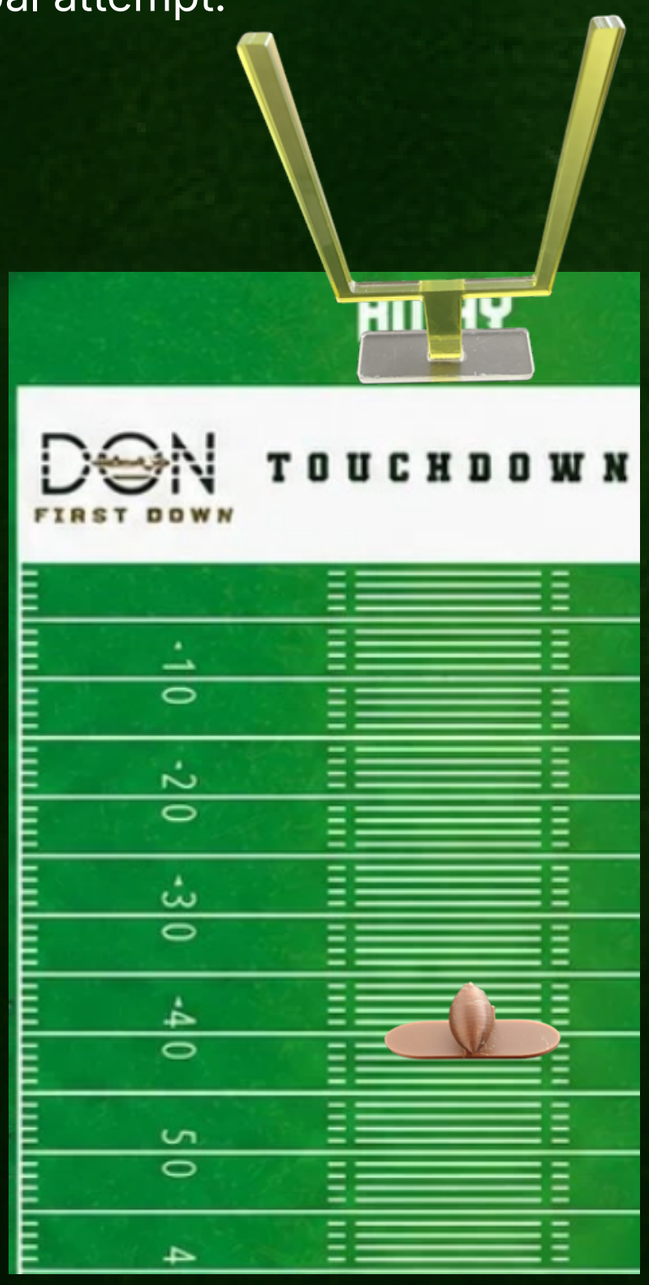


Requirement: A Field Goal may be attempted from 4th Down onward if the Offense is at least at its own 40-yard line. During the final two minutes of a half (2nd and 4th quarter), a Field Goal may be attempted regardless of the Down and field position.

Execution: Place the goal centered behind the opponent's end zone and have the Defense hold it. The Field Goal is taken from the Offense's current field position. Place the ball on the Kicking Tee at that position. The Offense flicks the ball from the Kicking Tee and tries to send it through the goal posts. It is recommended to hold the Kicking Tee with the free hand.

Success: The Offense receives three points. Possession changes, and the previous Defense starts as the Offense at its own 30-yard line.

Failure: Possession changes, and the previous Defense starts as the Offense at the position of the ball before the Field Goal attempt.



Hail Mary

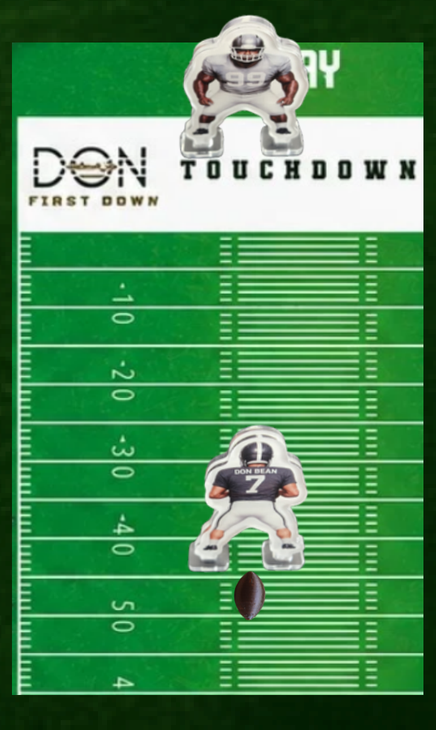


Requirement: May only be executed during the final two minutes of a half (in the 2nd and 4th quarter).

Execution: The Quarterback figure remains at its current position. Place the Linebacker figure centered behind the "Touchdown" lettering in its end zone. The Offense flicks the ball through the Quarterback figure's legs.

Success: If the ball touches the "Touchdown" lettering in the opponent's end zone, the Offense scores a touchdown, receives six points, and may attempt an extra point (see Step 5). The half or game then ends.

Failure: If the ball does not touch the "Touchdown" lettering in the opponent's end zone, the attempt fails and no points are scored. The half or game then ends.



Overtime
If both teams have the same score when the fourth quarter ends, play one additional quarter of 15 minutes. In Overtime, all yardage counts double. A result of plus 4 moves the Quarterback figure 8 yards, a result of minus 3 moves it back 6.
The team with more points at the end of Overtime wins.

2. GAMEPLAY

2.7 WORKED EXAMPLES

Example 1:

A basic Down

Situation: 1st Down, 15:00 on the clock. The Offense has 3 Position Points on RB, the Defense has 2 on LB. The Linebacker figure stands 10 yards ahead of the Quarterback figure.

Reveal: The Offense plays RB DIVE, the Defense plays LB COVER 2. Both cards are revealed at the same time.

Clock: RB DIVE shows 1:00. The clock drops from 15:00 to 14:00.

Coach Tokens: Neither side plays a Coach Token.

Dice: The Offense rolls a 4, the Defense rolls a 5.

Determine the result:
- Play cards: on the RB DIVE card, LB COVER 2 reads 1 in blue with a lightning symbol. That is +1 for the Offense.
- Position Points: RB 3 against LB 2. The Offense is higher by 1: +1.
- Dice: the Defense rolled higher by 1: -1.
- Advantage Value: +1 +1 -1 = +1.
- Yard Board: an Advantage Value of +1 is a gain of 3 yards.

End of the Down: Move the Quarterback figure 3 yards. The Linebacker figure is still 7 yards away, so there is no First Down. Move the Down Token to 2. The clock is not at 0:00, so play continues.

Remember: the Advantage Value is not the yardage. Look it up on the Yard Board printed on the game board.

Example 2:
A Down with a Big Play

Situation: 3rd Down, 12:40 on the clock. The Linebacker figure is 4 yards ahead of the Quarterback figure. The Offense has 2 Position Points on RB, the Defense has 2 on CB. Both teams still hold their Big Play token.

Reveal: The Offense plays RB SWEEP, the Defense plays CB COVER 3. Both cards are revealed.

Clock: RB SWEEP shows 1:15. The clock drops from 12:40 to 11:25.

Coach Tokens: The Offense already knows what it has: RB SWEEP against CB COVER 3 reads 1 in blue (+1), and RB 2 against CB 2 is equal (0). That is not enough to move the chains, so the Offense plays its Big Play token. The Defense also wanted to play one, but the Offense turned its token first, so it has priority. Only one Coach Token may be used per Down. Big Play costs an extra 1:00: the clock drops from 11:25 to 10:25.

Note that Coach Tokens are played before the dice. The Offense is betting on the roll.

Dice: The Offense rolls a 1, the Defense rolls a 5.

Determine the result:
- Play cards: +1 for the Offense.
- Position Points: RB 2 against CB 2. Equal: 0.
- Big Play: +3 for the Offense.
- Dice: the Defense rolled higher by 4: -4.
- Advantage Value: +1 +0 +3 -4 = 0.
- Yard Board: an Advantage Value of 0 is a gain of 1 yard.

Without the token the Advantage Value would have been -3, a loss of 3 yards. The Big Play turned a 3-yard loss into a 1-yard gain. That is a swing of 4 yards, and it cost a full minute.

End of the Down: Move the Quarterback figure 1 yard. The Linebacker figure is still 3 yards away, so there is no First Down. Move the Down Token to 4. The clock stands at 10:25.

3.GAME MODES

FIRST DOWN can be played in various game modes

3.1. Complexity and Strategy

- **Rookie Fan Mode**

This mode offers beginner-friendly and faster gameplay. Play only with the Offense Coach cards and Defense Coach cards, without Special or Coach Tokens. Bonus rule: Use 2 dice instead of one.

- **Season Fan Mode**

This mode offers more variety and strategic depth. It adds the Tight End and Safety cards. Bonus rules are found in Chapter 4.

- **DIEHARD FAN**

Season Fan plus the additional rules from Chapters 5.1, 5.2, and 5.3 - for maximum tactical depth.

3.2. Number of Players

2 Players

Each player controls an entire team and all tasks on Offense or Defense.

3 Players

One player controls an entire team alone, as in the 2-player game. The other team is shared by two players.

- Shared team
- Player 1: Chooses the Offense or Defense card
- Player 2: Chooses the Tight End or Safety card and controls the Coach Tokens

4 Players

Two players share the tasks on each team.

• Offense

Player 1: Chooses the Offense card Player 2: Chooses the Tight End card and controls the Coach Tokens

• Defense

Player 1: Chooses the Defense card Player 2: Chooses the Safety card and controls the Coach Tokens.

5 Players

One team is shared by two players, the other by three. Direction Cards are mandatory in the 5-player mode. The full rule is in Chapter 5.3.1.

- Team of two: Player 1: Chooses the Offense or Defense card and plays the Direction Cards. Player 2: Chooses the Tight End or Safety card, controls the Coach and Special Tokens, and executes Special Plays
- Team of three: Player 1: Chooses the Offense or Defense card. Player 2: Chooses the Tight End or Safety card and decides when the Tokens are played. Player 3: Plays the Direction Cards and executes the Special Plays selected by Player 2

6 Players

Direction Cards are mandatory in the 6-player mode. Player 3 plays them for the team. The full rule is in Chapter 5.3.1.

- Offense

Player 1: Chooses the Offense card

Player 2: Chooses the Tight End card and controls Coach and Special Tokens

Player 3: Plays the Direction Cards (Offense Strategist) and executes Special Plays

Defense

Player 1: Chooses the Defense card

Player 2: Chooses the Safety card and controls Coach and Special Tokens

Player 3: Plays the Direction Cards (Defense Strategist) and executes Special Plays

3.3. Draft

Instead of each team secretly distributing its 8 Position Points (Setup Step 4), the teams draft from a shared pool of Position Tokens. Scarcity forces real decisions: if the other team secures strength at a position, it is no longer available to you. The Draft turns setup into a contest of its own. You are not only building your team; you are also preventing your opponent from building theirs.

Setup

Decide together, or randomly, which Position Tokens are included in the shared Draft Pool. Choose a pool size that is smaller than what both coaches would need at full strength. A limited supply is what makes the Draft meaningful.

Both coaches roll. The higher roll drafts first.

The Draft

- Teams take turns selecting one token at a time from the shared pool.
- Use a snake order to keep it fair: the order reverses each round (1, 2, 2, 1), so the team that chooses first does not receive every advantage.
- Continue drafting until each team has distributed its full point total. The normal limit still applies: a **maximum of 3 points on a single position.**
- Place the Position Tokens on their spaces at the field border as in Setup Step 4.

Game

Once both teams have drafted, the game follows the normal rules. However, Position Points may not be changed at halftime.

Important deviation from the basic rule: In Draft Mode, **Position Points may NOT be redistributed at halftime**. This is intentional because the points were contested from a shared pool during the Draft. Redistributing them would undermine that contest. All other halftime rules apply normally.

4.SEASON FAN MODE

Bonus Rules

After use, place the used Offense and Defense play cards face up beside the game board (but not the Tight End and Safety cards). They may not be used again until you have completed the 10 yards in 4 attempts.



5.DIEHARD FAN MODE

5.1 DOWN & DISTANCE: SITUATIONAL COMBOS

DOWN AND DISTANCE: Situational Combos

SITUATION	PERFECT OFFENSE	EFFECTS	PERFECT DEFENSE	EFFECTS
1st&10	NONE	NONE	NONE	NONE
2nd & Short (1-3 yards)	QB Flea Flicker	+1 Yds	CB Trips Lock	-1 yards for the offense if it played its previous position
2nd & Medium (4-6 yards)	RB Sweep	+1 Yds	LB Cover 2	-1 yards for the offense if it played its previous position
2nd & Long (7-9 yards)	WR screen	+1 Yds	DT Fire Zone	-1 yards for the offense if it played its previous position
3rd & Short (1-3 yards)	RB Dive	+1 Yds	DT Stunt	-1 yards for the offense if it played its previous position
3rd & Medium (4-6 yards)	QB Draw	+1 Yds	LB Tampa	-1 yards for the offense if it played its previous position
3rd & Long (7-9 yards)	WR Fade	+1 Yds	CB Cover 3	-1 yards for the offense if it played its previous position

Down & Distance

Down & Distance 1: Situational Combos

Situational Combos take the current game situation into account more strongly. Depending on which Down is being played and how many yards remain to the next First Down, individual play cards can receive additional yards.

The table "Down and Distance 2" shows one particularly suitable Offense play and Defense play for each game situation.

1st & 10 is the neutral starting situation. There are no additional effects.

From 2nd Down onward, suitable plays can receive a situational advantage:

- Perfect Offense: The specified play receives +1 yard.
- Perfect Defense: The specified play causes -1 yard for the Offense.

The situational effects are applied only after the normal game result has been determined.

Then all additional yards are combined and the Quarterback figure is moved according to the final result.

This follows the original concept: the normal game result is determined first and then modified by the situational yard effect. This gives every Down & Distance situation its own tactical identity: Short favors safe or direct calls, Medium balanced concepts, and Long plays that can overcome greater distances.

Example: 3rd & Short

The Offense plays RB Dive and receives +1 yard. The Defense plays CB Press, a play that has no effect in this situation. The total situational effect is +1 yard. If the normal game result was 3 yards, it is now 4 yards.
If the Defense had played DT Stunt, the two effects would have canceled each other out and the total situational effect would have been 0 yards.

5.2 DOWN & DISTANCE: FULL SITUATIONAL SYSTEM

DOWN AND DISTANCE: Full Situational System

SITUATION	PERFECT OFFENSE	EFFECTS	PERFECT DEFENSE	EFFECTS
1st&10	NONE	NONE	NONE	NONE
2nd & Short (1-3 yards)	QB Flea Flicker + TE Catch	1 Yds + 1 Yds	CB Trips Lock + S Deep	1 yard per correct card. 2 if both cards match. +3 if both offense cards match and defense matches none.
2nd & Medium (4-6 yards)	RB Sweep + TE Block	1 Yds + 1 Yds	LB Cover 2 + S Deep	1 yard per correct card. 2 if both cards match. +3 if both offense cards match and defense matches none.
2nd & Long (7-9 yards)	WR screen + TE Block	1 Yds + 1 Yds	DT Fire Zone + S Neutral	1 yard per correct card. 2 if both cards match. +3 if both offense cards match and defense matches none.
3rd & Short (1-3 yards)	RB Dive + TE Block	1 Yds + 1 Yds	DT Stunt + S Box	1 yard per correct card. 2 if both cards match. +3 if both offense cards match and defense matches none.
3rd & Medium (4-6 yards)	QB Draw + TE Neutral	1 Yds + 1 Yds	LB Tampa + S Neutral	1 yard per correct card. 2 if both cards match. +3 if both offense cards match and defense matches none.
3rd & Long (7-9 yards)	WR Fade + TE Catch	1 Yds + 1 Yds	CB Cover 3 + S Deep	1 yard per correct card. 2 if both cards match. +3 if both offense cards match and defense matches none.

Down & Distance 2: Full Situational System
IIn the Full Situational System, every correctly played card counts individually. Each game situation has one matching Offense combination of two cards and one matching Defense combination of two cards.

There are no effects on 1st & 10. From 2nd Down onward:
Offense: For each of the two correctly played cards, the Offense receives +1 yard. If both matching cards are played, that is +2 yards.

Defense: For each of the two correctly played cards, the Offense loses 1 yard.

Special case: If the Offense plays BOTH matching cards and the Defense plays NONE of its matching cards, the Offense receives 3 yards instead of 2. A perfectly read play without opposition is therefore rewarded further.

The effects are applied only after the normal game result. All yards are then combined and the Quarterback figure is moved accordingly.

Example 1: 2nd & Short, both sides play correctly
The Offense plays the matching combination QB Flea Flicker + TE Catch. It receives +1 yard for each card, for a total of +2 yards.

The Defense plays the matching combination CB Trips Lock + S Deep. For each of its two cards, the Offense loses 1 yard, for a total of -2 yards.

The total situational effect is 0 yards. Both sides read the situation perfectly and cancel each other out. If the normal game result was 4 yards, it remains 4 yards.

Example 2: 2nd & Short, the special case

The Offense again plays QB Flea Flicker + TE Catch and receives +2 yards. This time the Defense plays NONE of its matching cards. The special case therefore applies: the Offense is additionally rewarded for the perfectly read play without opposition and receives 3 yards instead of 2. If the normal game result was 4 yards, it is now 7 yards.

5.3 BONUS RULES

- Even more for 2 players: Each player uses all three card sets - the same cards that would also be used in a six-player game.
- One-time use: Each Token may be used only once per half, regardless of which team uses it.
- Greater weighting of positions: Use up to 12 Position Points instead of 8.
- More tactics: During "Downs", use only the Special Die; the standard dice are not used.

5.3.1 DIRECTION CARDS

Offense Strategist / Defense Strategist

Each side has three Direction Cards: LEFT, CENTER, and RIGHT. They indicate which side of the field the play runs through

Direction Cards are mandatory in the 6-player mode and may be added as a bonus rule in all other modes.

Sequence

Direction Cards are played between Step 1 and Step 2 of a Regular Play - directly after revealing the play cards and before rolling the dice.

Both sides simultaneously place one Direction Card face down. Count together to three and play the card on three. Anyone who does not play a card uses CENTER for that Down.

Resolution

Each Direction Card shows the values against all three directions of the opposing side. During result determination, the value is added to or subtracted from the Advantage Value in the same way as the play cards.

Example

The Defense plays LEFT. If the Offense plays RIGHT, it receives +1 Advantage Point. If it plays CENTER, it also receives +1. If it plays LEFT, it loses 2 Advantage Points because the Defense correctly read the direction. In 6-player mode, Player 3 plays the Direction Card for the team.

6.STRATEGY

THE RULES TELL YOU WHAT YOU MAY DO. THIS CHAPTER TELLS YOU HOW TO THINK

6.1 Why you assign Position Points the way you do

Position Points are your team build. They are not spread evenly across the field, and they are not decoration.

A position only matters on a Down where a card names it. RB DIVE is an RB play, so your RB points apply. WR FADE is a WR play. On Defense, LB COVER 2 is an LB card and CB COVER 3 is a CB card. Three points on your RB do nothing on a Down where you call a WR play.

So when you put three points on your RB, you are making a prediction: I intend to run, and my opponent will not be ready for it. He is making the same kind of prediction at the same time, in secret, with the same eight points.

You cannot be strong everywhere. Eight points across six positions means every strength you build is a weakness somewhere else. Three on QB, three on RB and two on WR gives you a dangerous Offense and an empty Defense, and you will feel it the moment the ball changes hands.

At halftime you may redistribute. By then you have watched your opponent for two quarters. If he ran at you all half, move points to your DT and LB. But remember: he watched you too, and he can switch to the pass the moment you commit.

6.2 No card is strong or weak by itself

Every play card carries a full range of values, from a loss to a large gain. What decides the outcome is the call on the other side of the table.

Take RB DIVE. Against CB TRIPS LOCK it reads +3, because the corners are locked on the receivers and nobody is guarding the middle. Against LB COVER 2 it reads +1. Against LB TAMPA it reads 0, because Tampa is built to cover the pass and does not care about a run up the middle. Against DT STUNT it reads -2, because the line is crashing exactly where you are running.

Same card. Four completely different results.

This is why there is no best card, and why the game rewards reading your opponent over memorizing a table.

6.3 How to think about a call

Ask yourself three questions before you choose.

What does he expect from me? If you have run three Downs in a row, he is loading up against the run. That is the moment a pass pays.

What does the situation demand? On 3rd and long, he expects you to throw. On 3rd and 1, he expects you to run. Both are worth breaking.

Where are his points? Position Points are face up at the edge of the board once they are assigned. If he has three on CB, his coverage is tight but his line is thin. Attack the thin part.

6.4 Three habits of a good coach

Do not always play the mathematically best card. If you always call the highest value against what you expect, you become readable, and a readable coach loses.

Vary deliberately. Sometimes call the weaker play on purpose, simply so the pattern breaks.

Use your own patterns as a bluff. Run three times up the middle, let him load the box, then go over the top.

The dice decide how many yards you gain. They never decide whether your call was right.

7.COMPONENTS

1 Game Board
1 Goal Stand
1 Kicking Tee
3 Footballs

Standees
1 Quarterback figure (Offense)
1 Linebacker figure (Defense)

Dice
1 blue D6 (Offense)
1 green D6 (Defense)
1 Special Die

Cards
6 Offense play cards (blue backs)
6 Defense play cards (green backs)
3 Tight End cards
3 Safety cards
6 Direction Cards

Tokens
1 Down Token (DO)
2 Score Tokens (RE)
2 Quarter Tokens (Q1 to Q4)
8 Minute Tokens
2 Second Tokens
2 Flag Tokens (1 per team)
2 Big Play Tokens (1 per team)
4 Special Play Tokens (Kick, Punt, Hail Mary, QB Sneak)
47 Position Tokens