



REAL DEAL FOOTBALL™

LIVE (classic)

It will change the way you watch Football!

A Super Party Card Game that makes every televised football game more exciting from start to finish, giving players a stake in events as the contest unfolds.

Each Real Deal Football (RDF) deck contains cards depicting football game action, like touchdowns and fumbles. When your card matches the action on the field you win!

BIG PLAYS – An RDF deck has two colors of cards representing two teams. The team cards show all of the important BIG PLAYS each team can make in a football game (e.g. scoring, turnovers, blocked kicks).

Wild Cards – An RDF deck also has special cards that show some minor football game events like penalties or defensive stops. Wild Card events can happen to either team.

HOW TO PLAY

- Decide which team will be which color.
- Shuffle the RDF deck. Deal an equal number of cards to all players (see 'How to Deal'.) Any remaining cards are out of play.
- Watch for RDF events shown on the cards during the game (scores, penalties, etc.).
- When RDF events occur, player(s) holding cards matching the team making the play wins the deal.
- Wild Cards winners (team doesn't matter) score one point and turn in the winning card to the dealer. Play continues.
- BIG PLAY winning cards must match the play *and the team that makes the play*. The hand is over when a BIG PLAY wins.
- Return all cards, shuffle, re-deal and play again.
- When a quarter ends, the player(s) holding an 'End-of-Quarter' card for the team that has the ball win the hand.

What happens when you have a winning card?

Players are awarded points. The number of points awarded (1 to 7) are shown on each card. Some winning plays are more valuable than others. Wild Cards are worth one point.

How do you win the game?

The player with the most points at the end wins the game. You can award prizes or just celebrate the win.

More online at <http://realdealfootball.ramsportusa.com>

Precedence

The play that happens first is always the winner. For example, if a team intercepts and then fumbles while running with the ball, the *interception* card is the winner. The fumble does not count.

Red Flag Card Exception

When a team throws a red challenge flag on the field, the player(s) holding that team's Red Flag card win the hand. The Red Flag card trumps all other BIG PLAY cards. Any scoring play or turnover that may have just occurred is ignored, whether it is overturned or not.

HOW TO DEAL

Each RDF deck has:

- 36 BIG PLAY cards with a Single-line border
- 10 BIG PLAY cards with a Double-line border – duplicates of the most common BIG PLAYS
- 6 Wild Cards (neutral – no team affiliation)
- 2 Free Play Joker cards

To easily deal an equal number of cards to all players:

1. Determine the number of players.
2. Deal out all Single-line cards.
3. If all players don't get the same number of cards, continue by dealing out Wild Cards and then Double-line cards (if still necessary) until you have an equal number of cards per player.

Wild Cards and Double-line cards are part of each RDF deck as extra cards that make dealing out an equal number of cards to each player possible.

ANOTHER WAY TO PLAY

Instead of playing for points, play for chips, tokens, or coins. *Ignore the points shown on the cards.*

Players must ante before each hand (you decide on the amount). Winners collect the pot for that hand. There can sometimes be two winners, so those players split the pot. The cards are collected, shuffled and dealt, players ante again, and the game continues.

Wild Cards that match an event in the football game are 'Instant Winners'. Players win one token or coin from the pot, and the Wild Cards are returned to the dealer.

Using Free Play Joker cards is optional. Use them if it helps to make dealing the cards come out even, or just for fun. In points play, Jokers are instant winners and immediately score one point. If playing for chips, tokens, or coins, players get their ante back and get to play that hand for free.