



REAL DEAL FOOTBALL™ UNPLUGGED

Even if you're not watching a game you can still play Real Deal Football. Here's how:

PRE GAME (for two players)

- Find the 6 yellow WILD CARDS, set aside.
- Divide the deck into the two teams (Black and White).
- Each player takes one team deck.
- Find and remove the double-border cards (five per team).
- Shuffle yellow WILD CARDS and deal three to each team.
- Add 3 WILD CARDS to team deck, shuffle.
- Deal four cards face down to self.
- Place the remaining cards face down as a draw pile.
- Pick up and look at four dealt cards.
- Flip a coin to see who will be on Offense first. Winner may defer.

GAME FLOW SUMMARY

- 1) Offense plays one card to attempt to score.
- 2) Defense counters with one card to stop score.
- 3) If Defense is successful, Change of Possession. Roles reverse.

NO OFFENSE? PUNT

What if a player has no Offensive Cards to play?
Play either a **PUNTS INSIDE THE 10** card or discard (i.e. **punt**).

NO COUNTER? OFFENSE SCORES

What if a player has no card to counter an offensive play?
Concede by discarding a card. The Offense Card scores 7 points for a **RUSHING or PASSING TD**, or 3 points for a **FG**.

CHANGE OF POSSESSION

Change of Possession occurs after any score, punt, defense, or if players play all four of their cards without scoring. At each Change of Possession, players draw cards from their team deck up to a total of four cards.

A quarter ends when any player runs out of cards in their deck, or if an **HAS BALL END OF QUARTER** card is played. Yellow (Wild) Cards are divided again, cards are shuffled and dealt, and play continues for the next quarter. If no **HAS BALL END OF QUARTER** was played, possession continues in the normal sequence. At the start of the second half, the player who lost the initial coin toss has possession or may defer.

The game ends after four quarters. Highest score wins.

GAME FLOW DETAILED

The player going first attempts to score with an Offensive Scoring Card (Passing, Rushing, or Field Goal). If that player has no scoring card, the player must **punt** by laying a card face down (i.e. discard). Alternatively, the player may play a **PUNTS INSIDE THE 10** card to limit his opponent's offensive options. Each Offensive Play must be countered by a Counter Play (Defense, Tackle or Penalty).

Specific counter cards stop specific offensive plays (see Counter Play chart). For example, a **RUSHING TD 1-5** can only be countered by a **RECOVERS FUMBLE**, **4TH DOWN STOP**, **RED FLAG**, **HOLDING**, **PERSONAL FOUL**, **FALSE START**, or a **TACKLE FOR LOSS**.

Defensive Stop Counter Plays result in a Change of Possession. Players draw cards (to have four) and the defensive player goes on offense.

Red Flag, Penalty or Tackle (QB sack or Tackle for Loss)

Counter/Continuation Cards negate a scoring play, but the offensive player maintains possession and plays another Offensive Play Card or punts with remaining cards in hand. Neither player draws cards after a continuation card is played.

SPECIAL PLAYS

RETURN TD PASS OR KICK – A Special Teams Card that can only be played after punts or kicks: 1) first play of the half, 2) after a Change of Possession following a score or punt, or 3) on Defense to counter a **FIELD GOAL OVER 45**. The **RETURN TD** may be countered (see chart).

SAFETY – A Defensive Counter against long TDs (**RUSHING** and **PASSING TDs OVER 20** or **RETURN TD**). The player throwing the Safety scores 2 points and retains possession. A Safety may be countered (see chart) and the offense retains possession. A Safety either scores or is countered. No discard is necessary after a Safety.

PUNTS INSIDE THE 10 – A card played by the Offense that's designed to limit the opponent. The opponent takes over on offense but is limited to long scoring plays (**RUSHING** and **PASSING TDs OVER 20**, **FG OVER 45** or **RETURN TD**). If the opponent is unable to play one of these cards they must punt. A **PUNTS INSIDE THE 10** may be blocked. If so, then all offensive plays are allowed.

HAS BALL END OF QUARTER – Can be played by Offense or Defense after a minimum of four possessions per team. Does not stop a scoring play. **Ends play for the quarter**. The player throwing the card has possession to start the next quarter (2nd and 4th). **HAS BALL END OF QUARTER** card cannot be used in the 4th quarter.

RED FLAG – A Defensive Counter against all scoring plays. All scoring plays are overturned and the Offense retains possession.

CARD MANAGEMENT

At the start of each Change of Possession, players should be holding four cards. Draw cards if necessary. Remaining (draw pile) cards are in a stack face down. Offense and Counter Cards are played face up onto separate team piles. Punt cards (i.e. No Offense) and cards conceding a score (i.e. no Counter Play) are put face down onto team's discard pile. After a possession, the face-up cards on the table are removed to team's discard pile.

COUNTER PLAYS		OFFENSE SCORING PLAYS							Special Teams		Safety 2 points		
		Rushing TD 7 points			Passing TD 7 points			Field Goal 3 points	Return TD 7 points	Punts Inside 10			
		1-5	6-20	Over 20	1-10	11-20	Over 20	18-45	Over 45				
COUNTER PLAYS	Change of Possession	DEFENSE											
		RECOVERS FUMBLE	•	•	•							•	
		INTERCEPTION				•	•	•					
		MISSSES FG							•	•			
		BLOCKS KICK										•	
	PENALTY or TACKLE	4th Down Stop	•	•	•	•	•	•					
		Safety 2 points										•	
		Red Flag	•	•	•	•	•	•	•	•	•		•
		Holding	•	•	•	•	•	•	•	•	•		•
		Personal Foul	•	•	•	•	•	•	•	•	•		•
Continuation	False Start	•	•	•	•	•	•	•	•				
	Tackle for Loss	•	•	•									
	Pass Interference						•						
	QB Sack				•	•	•						
	Return TD									•		•	

Punts Inside 10 card limits Offense to play only a Rushing TD over 20, Passing TD over 20, Field Goal over 45, or punt. Has Ball End of Quarter: Ends play for the quarter. Can be played by Offense or Defense after a minimum of four possessions per team. Does not stop a scoring play. Cannot be used in fourth quarter.