



FIRST DOWN QUICK START

Rookie Fan mode. Learn it in ten minutes.

THE GOAL

Four quarters. Move the ball down the field, score touchdowns, stop your opponent from doing the same. Most points after the fourth quarter wins.

SETUP

FIRST DOWN QUICK START

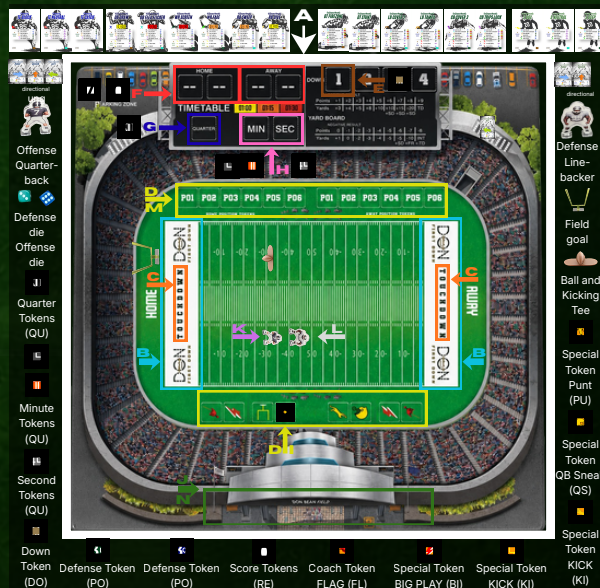
Put the board in the middle. Set the down token to 1 and the clock to 15:00.

Both players roll a die. The winner chooses offense or defense.

Offense takes the quarterback figure, the blue dice and the blue cards. Defense takes the tackle figure, the green dice and the green cards.

Quarterback on your own 30.

Linebacker on the opponent's 40.



2. GAMEPLAY

SET YOUR STRENGTHS

You have 8 points to spread across your three positions.

Offense: QB, RB, WR

Defense: DT, LB, CB

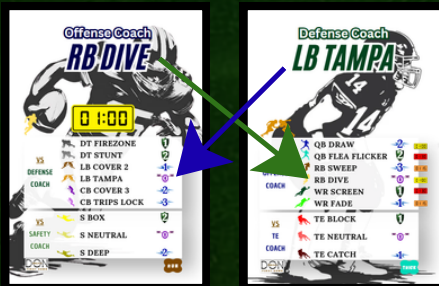
Maximum 3 on any one position.

Both players do this in secret. Then place your tokens face up at the edge of the board. They stay there until halftime.



PLAY A DOWN

1. Pick a card. Both players choose one card and place it face down.
 2. Reveal. Flip at the same time. Find your opponent's play on your own card. That number is your matchup value.
 3. Check your positions. Your card shows which positions are involved. Compare your points with your opponent's. The difference goes to whoever is higher.
 4. Roll. Each side rolls two dice. The difference goes to whoever rolled higher. Add it up. Matchup plus positions plus dice. Positive means the offense gains that many yards. Negative means they lose yards.
- DIAGRAMM: Ein Beispiel durchgerechnet, etwa: Example: Matchup +2, positions +1, dice -1. Result: +2, the offense gains 4 yards.

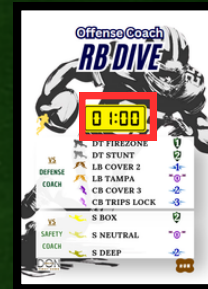


MOVING THE BALL

Move the quarterback figure by the result. Each play also costs time, shown on the offense card. Take it off the clock.

Reach the linebacker figure and you have a first down. Down token back to 1, linebacker moves 10 yards ahead.

You have 4 downs to make 10 yards. Miss it on 4th down and the ball goes to the other side.



SCORING

Reach the end zone: Touchdown, 6 points.

Then flick the ball from the kicking tee through the goal posts for 1 extra point.

READY FOR MORE?

Once you've got the rhythm, you don't have to jump straight to the full game. Add the tokens one at a time, in any order you like.

Kick. Attempt a field goal on 4th down or in the last two minutes of a half. Flick it through the posts for 3 points.

Punt. On 4th down, flick the ball deep instead of handing it over where you stand.

Hail Mary. In the last two minutes of a half, flick for the end zone. Hit it and it's a touchdown.

QB Sneak. One or two yards short of the linebacker? Flick the ball between the figures' legs. If it passes both, it's a first down. If it stops or a figure falls, the down counts as a normal failed play.

Flag and Big Play. Once per half each. Flag voids a down and you replay it. Big Play adds 3 to your side.

When you're using all of them, add the tight end and safety cards and you're playing Season Fan, the full coach-vs-coach game.