

PLAYDESIGN

THE AMERICAN FOOTBALL CARD GAME!

How to play:

You are about to read how to play the card game Play Design. There are 2 type of games that you can play. You'll find the primary in '4 downs', and a 2 player battle in 5 possessions.

There are 28 formation cards in the game deck, both in white and black, making a total of 56 playing cards. According to the game you play with one or two color decks. The games are based on real and most common American Football formations. You don't have to know them to play, but you will learn them in a fun way. In all games, youngest player may start a game and games are played clockwise.

Introducing the cards:

This is an example of a blue playing card (there are 4 colors; blue, green, purple, orange). 14 cards represent defensive formations, 14 cards offensive formations. The cards differ in numbers / strength from 4 to 7.

The top shows the number (in this case 4), the type of card



and color (run, blue), and if it's an offense or defense card (you can also see this in the corner icons).

A field of 11 players dots, with colors representing the following player types, depending on offense / defense:

- Orange = quarterback / special teams
- Purple = Tight end / strong safety
- Green = running backs / linebackers
- Blue = wide receiver / corners and free safety
- Yellow = defensive linemen / offensive linemen

You can find more information and a digital copy of these instructions on our website: www.playdesign-cardgame.com

4 downs (1 color deck 28 cards, 2 – 4 player)

Goal: beat opponents by setting them back 100 yards. In one hand you'll get 4 cards dealt that are played in 4 rounds. You win the hand when you win the final (4th) round in the hand. The winner of the hand gets to be the next hand dealer. All losers lose 10 yards (or points). When you reach 100, you're out of the game, last man standing wins. The game is played with 1 deck of 28 cards. It is advised to deal in turn with 2 decks (white and black) so repetition of hands cannot be blamed on using the same deck twice.

First player behind the dealer opens with a first card, open in front. This player now leads the hand according to color and strategy (offense or defense) and the height of the number on the card. The second player must throw a card of the same color and must throw an opposite one in offense or defense if they have that. If they only have the same color they must play that card but cannot take over the lead in the hand.

If you have more than one of the same color, you can choose which one you want to throw.

If you don't have the color at all, you can throw any card but will also never lead this round of the hand. All players follow (one by one) in the same way, reacting on the leading card of the first player only. The player with the highest number **equal or higher** than the original card, of the same color and of **opposite** strategy (offense vs defense and vice versa) leads the hand and opens the next round with their card of choice.

The player who wins the 4th and final round (4th down) wins the hand and basically the first down. All other players now get a 10 yard (points) setback. The winner gets to deal the cards. When a player reaches 100 yards, they are out of the game. You win the game if you are the last one standing.

Specific / advanced 4 downs rules you can choose to follow:

First downs: you can knock during a game at any time in a hand, claiming you will get 'first down', raising the stakes with 10 yards (points). Players can 'fold' (and lose the previous stake) or 'call' and play along. Any player can add to the stakes, but you cannot add after you where the last to add (knock).

8 cards for 2: When you are near the end and have 2 players left, you can deal 8 cards each, to make the end battle a little more strategic.

5 possessions (2 color decks, 2 x 28 cards, 2 players)

Goal: Beat you opponent by winning 5 possessions first.

Each Player gets either the black 28 card deck or the white 28 card deck. Players toss or pick high card and winner chooses to start offense or defense. Players split their deck in offense and defense and shuffle them good. Players pick 4 cards from the top and arrange their 4 cards closed in front of them, and directly opposite to the 4 cards of their opponent. (offense starts).

The goal for the offense is to win at least 1 of these cards to move on. The goal for the offense is to reach a 4th line and win that line as well. The cards that are won, stay open on the table, the cards lost get turned closed. The next offense line is set above the former line, with two rule:

1. **On offense you may not play the same color card on top of another, still open, card of the former line.**
2. **You can't play a card open in front of a closed card of the previous line. You do use up a card closed there.**

For the next line, players pick the next 4 cards of their stack. If offense can't play all cards because of the two rules, they still pick 4 cards but have to choose which to keep closed on the line. Because there are 14 offensive cards in the deck, the final line will have a maximum of 2 options to play. (This goes for defense to.)

The goal for the defense is to stop the progress of the possession by closing lanes at every line. If a card is won, it gets the offense to turn the card and stop progress there. If lost, the offense card stays open. All used defense cards will be removed and closed after playing a line and can't be re-used.

The four cards of each player are played closed in every line and opened **one by one**, first one card of the offensive player, than the opposite defensive card to see the outcome, and so on until the 4th card.



You win a card according to formation strength. The count is based on the players (dots) **corresponding the colors of the cards the offense plays.** If the offense has one or more dots than defense, they win the down. Equal or less, defense wins. The score is set by counting the dots of the cards as follows:

- Blue cards = blue dots (players)
- Green cards = green dots (players)
- Orange cards = orange dots (players)
- Purple cards = purple + blue dots. (players)



As the game progresses there are less cards to choose from and countering plays becomes a little easier when you paid good attention to the game.

If the offense makes it to the 4th line and wins it, they score 20 yards. If defense stops the drive before or at the 4th line, they get 20 yards. The first to score 100 yards wins the game.

Players have to play in turn on offense, and have to play on offense as much as the other. So there is a chance the score gets to an equal 100. If this happens you can ty break the game by keep playing in turn, or choose a sudden death final round. (You must than toss or pick high card to choose offense or defense.)

Play Design Scorecard

Use green circles to start a 4 downs game, when in red zone you are out. Choose a side and move 20 yards per score in a game of 5 possessions.

