

BLOWOUT!!!

SETUP

Each player takes one OFFENSE, DEFENSE, and SPECIAL TEAMS deck, and shuffles. Make 3 piles: OFFENSE, DEFENSE, and SPECIAL TEAMS. Flip a coin to determine who goes first. Winner chooses to start on OFFENSE or DEFENSE. Set the LINE OF SCRIMMAGE marker on the 20 yard line, and the FIRST DOWN marker on the 30. Set the DOWN counter to FIRST, and the YARDS TO GO counter to 10. Set all SCORE counters to 0. Decide if you are playing by QUARTERS, HALVES, or FULL GAME:

FULL GAME- After all OFFENSE cards have been played, reshuffle decks. (2nd quarter) Play continues. When all OFFENSE cards are played again, reshuffle all decks. (Halftime) Whoever started the game on OFFENSE will now be on DEFENSE. Play begins on 20 yard line. Once all OFFENSE cards have been played again, reshuffle decks. (3rd quarter) Play continues. When all OFFENSE cards are played again, the highest score wins.

HALVES- After all OFFENSE cards have been played, shuffle decks (Halftime). Whoever started the game on OFFENSE will now be on DEFENSE. Play begins on 20 yard line. Once all OFFENSE cards have been played again, the highest score wins

CARDS

There are 8 types of cards:

OFFENSE

RUN- Offensive plays, with YARDS GAINED from 100 yards to 45 yards. RUN plays can score a TOUCHDOWN even if the play goes beyond the end zone.

PASS- Offensive plays, with YARDS GAINED from 100 yards to 15 yards. PASS plays do not lose yards, unless the DEFENSE plays a SACK! card.

DEFENSIVE PENALTY- Penalties which can automatically gain yards, or negate good DEFENSE stops:

- OFFSIDES- Played instead of an OFFENSE play. DEFENSE discards their play, OFFENSE gains 5 yards. Repeat down.
- PASS INTERFERENCE- Played after DEFENSE plays their card (only if OFFENSE plays a PASS play). DEFENSE discards their play, OFFENSE gets full YARDS GAINED, or half the distance to the GOAL LINE
- HOLDING- Played after DEFENSE plays their card. Both OFFENSE and DEFENSE cards are discarded, OFFENSE gains 5 yards. Repeat Down.

DEFENSE

DEFENSIVE PLAY- Defensive plays, with YARDS LOST from -100 to -10.

OFFENSIVE PENALTY- Penalties which can automatically lose yards, or negate plays by the OFFENSE:

- DELAY OF GAME- Played instead of a DEFENSE play. OFFENSE discards their play, and loses 5 yards. Repeat down.
- OFFSIDES- Played instead of a DEFENSE play. OFFENSE discards their play, and loses 5 yards. Repeat down.

TURNOVERS- Cause the OFFENSE to lose the ball at the end of the play:

- INTERCEPTION- Played in response to a PASS play. At the end of the play, DEFENSE gets the ball, and FIRST DOWN.

- FUMBLE- Played in response to a RUN play. At the end of the play, DEFENSE gets the ball, and FIRST DOWN.

SACK- Played in response to a PASS play. OFFENSE loses 10 yards and a down.

CHALLENGE- played by OFFENSE or DEFENSE in response to any play. Play is negated, repeat down. CHALLENGE cards cannot be played in response to PENALTIES.

PLAY

OFFENSE draws 5 OFFENSE cards and 1 SPECIAL TEAMS card. DEFENSE draws 6 DEFENSE cards. Play begins with 1ST AND 10, from the OFFENSE's 20 yard line. OFFENSE and DEFENSE each decides on a card to play. OFFENSE says, "Hut, hut, hike!" and both OFFENSE and DEFENSE plays their card.

Compare YARDS GAINED to YARDS LOST. If YARDS GAINED is higher, OFFENSE gains yards equal to the difference. If YARDS LOST is higher, OFFENSE loses yards equal to the difference (unless it is a PASS play. Then, OFFENSE loses 0 yards and a DOWN).

EXAMPLE: OFFENSE plays a +70 yard RUN. DEFENSE plays a -65 DEFENSE play. OFFENSE gains 5 yards (70-65=+5 yards)

EXAMPLE: OFFENSE plays a +55 yard PASS. DEFENSE plays a -70 DEFENSE play. OFFENSE loses 0 yards (55-70= -15, but PASS plays do not lose yards)

If OFFENSE gains enough yards to pass the FIRST DOWN marker, move the LINE OF SCRIMMAGE marker to the end of play, and FIRST DOWN marker to 10 yards from that. OFFENSE gets FIRST DOWN. OFFENSE and DEFENSE draw cards to have 6 in their

hand. Repeat until OFFENSE gets TOUCHDOWN or FOURTH DOWN:

TOUCHDOWN-if OFFENSE advances past the GOAL LINE, but not pass the back of the END ZONE (unless it is on a RUN play), OFFENSE gets 7 points. DEFENSE gets ball on their own 20, FIRST DOWN, and becomes OFFENSE.

FOURTH DOWN- If OFFENSE does not get a FIRST DOWN or TOUCHDOWN after three tries, OFFENSE can choose to play either an OFFENSE card or a SPECIAL TEAMS card:

If an OFFENSE card is played, play occurs as normal. If OFFENSE does not get FIRST DOWN, DEFENSE takes ball at end of play.

If a SPECIAL TEAMS card is played, move LINE OF SCRIMMAGE marker to end of play (KICK DISTANCE equals YARDS GAINED, DEFENSE equals 0). DEFENSE becomes OFFENSE, and FIRST DOWN.

If the OFFENSE is in FIELD GOAL range (after the red line on the field), OFFENSE kicks a FIELD GOAL:

If the KICK YARDS is more than the distance to the back of the END ZONE (GOAL LINE plus 10 yards), FIELD GOAL is good, OFFENSE gets 3 points. DEFENSE gets ball on their own 20, FIRST DOWN, and becomes OFFENSE.

If a PENALTY card is played either OFFENSE or DEFENSE, LINE of SCRIMMAGE is moved according to the penalty, and OFFENSE pulls another SPECIAL TEAMS card, if necessary. Replay DOWN.

If KICK YARDS is less than the distance to the back of the END ZONE, FIELD GOAL is bad. DEFENSE gets ball on the LINE OF SCRIMMAGE, FIRST DOWN, and becomes OFFENSE.

SAFETY- If OFFENSE loses yards and it moves then past their own GOAL LINE, DEFENSE gets 2 points, the ball on their own 20 yard line, and becomes OFFENSE.

OVERTIME- If at the end of regulation, the scores are tied, flip a coin to see who will go first in OVERTIME. Reshuffle decks. If OFFENSE scores on their first possession, DEFENSE gets 1 possession to tie or take the lead. If they take the lead, the game is over. If they fail, the game is over. If they tie, play continues as normal. The first to score wins.