

2019 EDITION



NFL FIVE

TOM
BRADY

TRADING CARD GAME

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MAHOMES II

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RULEBOOK

NFL FIVE

OVERVIEW

Welcome to NFL Five!

In the NFL Five Trading Card Game, build a team of your favorite NFL players to compete for football supremacy.

While playing on offense, you'll call specific offensive plays with Play Cards, designate which of your Player Cards will attempt to run the ball or receive the pass, and execute your offensive game plan using Action Cards in an attempt to score. Conversely, while playing on defense, you'll call specific defensive plays with Play Cards, designate which of your Player Cards will make the tackle on successful plays, and execute your defensive game plan using Action Cards in an attempt to prevent your opponent from scoring. As in football, whichever team scores the most points in the game wins!

CARD TYPES

PLAYER CARD:



In the NFL Five Trading Card Game, each team consists of five offensive Player Cards and five defensive Player Cards. During the game, when you're on offense four of your offensive Player Cards will be on the field, at least one of which must be a quarterback, with the other offensive Player Card on your bench. When you're on defense, four of your defensive Player Cards will be on the field with the other defensive Player Card on your bench.

Each Player Card is associated with one NFL team, has a primary position, a rating, and an ability. A Player Card's team, position, and rating are primarily used as qualifiers for abilities. Every Player Card has an ability, which are effects that can be used or occur during the game to execute your game plan.

Throughout the game, Player Cards can be Energized or Exhausted. To Exhaust a Player Card, rotate it 90 degrees to indicate that it has been Exhausted. To Energize a Player Card, return it to its upright position to indicate that it is Energized.



Player Cards have abilities that can take place at different points throughout the game:

Exhaust – X: Exhaust is an activated ability that causes a game effect. A Player Card must be Energized to activate an Exhaust ability. Once you use an Exhaust ability, Exhaust the Player Card. Exhausted Player Cards cannot use their Exhaust ability while Exhausted and must wait until the next time they are Energized to use the ability again.

If the ability is unqualified (i.e. "Exhaust:"), then the ability can be used whenever a player can play Player Card abilities if the conditions are met. Conditions are restrictions that restrict when an ability can be used, such as Exhaust only during On Field Adjustments.

If the ability is qualified (i.e. "Exhaust – Short Pass") the ability can only be used whenever a player can play Player Card ability while the qualifying game state is present, such as when the called offensive play is a Short Pass, if the conditions are met. Conditions are restrictions that restrict when an ability can be used, such as Exhaust only during On Field Adjustments.

Run – X: Run is a triggered ability that causes a game effect whenever the Player Card is designated to Run the ball while Energized. Run abilities do not trigger when a player is Exhausted.

Receive – X: Receive is a triggered ability that causes a game effect whenever the Player Card is designated to Receive the ball while Energized. Receive abilities do not trigger when a player is Exhausted.

Tackle – X: Tackle is a triggered ability that causes a game effect whenever the Player Card is designated to tackle while Energized. Tackle abilities do not trigger when a player is Exhausted.

If any ability is unqualified (i.e. "Run:", "Receive:", or "Tackle:") then the effect occurs whenever the Player Card is designated while Energized.

If any ability is qualified (i.e. "Run – Left:", "Receive – Short Pass:", or "Tackle – Long Pass:") then the effect only occurs on the listed offensive play (i.e. the qualification) whenever the Player Card is while Energized.

PLAY CARD:



Play Cards are used to call your specific play, determine the play strength, and determine the time unit cost for each down. Each Play Card consists of an offensive play, defensive play, strength value, and time unit value. When you're on offense, your called play is the offensive play. When you're on defense, your called play is the defensive play.

Plays consist of three basic types of Runs: Run Left, Run Right, and Run Middle; and three basic types of Passes: Short Pass, Medium Pass, and Long Pass. Each down is an attempt by the offensive player to gain yards with their called play while the defense tries to prevent the offense from gaining yards with their called play. The defensive side of Play Cards at times has multiple types of defensive plays on it, such as Run Left / Run Middle. When defensive plays are listed as such, the defensive play includes both types. You'll learn more about calling plays and play resolution in the Gameplay section.

ACTION CARD:



Action Cards allow you to fully execute your game plan with strategic in game effects. Each Action Card consists of a subtype, effect, and timing condition. The three basic subtypes are: Offense, Defense, Generic. Offensive Action Cards may only be used when you're on offense, defensive Action Cards may only be used when you're on defense, and generic Action Cards can be used when you're on offense or defense.

Additionally, Action Cards can only be used when the timing condition allows, such as during On Field Adjustments, prior to selecting a play, or other conditional requirements present to allow the effect to occur. Action Cards may be used in response to any in game effects, including other Action Cards being used, as long as the timing condition is satisfied. You'll learn more about effect layering in the Gameplay section.

DECK CONSTRUCTION

Your deck must contain exactly 50 cards as follows:

- 5 different offensive Player Cards, with at least one Quarterback (and no more than two)
- 5 different defensive Player Cards
- 20 Play Cards with no more than one copy of any Play Card with Unique in its card title
- 20 Action Cards with no more than two copies of any Action Card

When you're just starting out, begin by using a Starter Deck. Starter Decks include a legally constructed and balanced deck, which can be used to supplement sealed or draft play. From there, utilize Booster Packs to further augment your customized deck! When constructing a deck, you'll want to apply a strategic mix of Player, Play, and Action Cards.

GAME ZONES

During gameplay, cards will be on the field, on the bench, stacked in a deck, drawn and held in your hand, or discard to a discard pile.

On The Field: A card is considered in play when it is face up on the table. Generally, when you're on offense four of your offensive Player Cards will be in play on the field, and when you're on defense four of your defensive Player Cards will be in play on the field.

On The Bench: Player Cards that are not on the field are considered out of play and on the bench. It is suggested to place these Player Cards face down off to the side away from Player Cards that are on the field. Generally, when you're on offense one of your offensive Player Cards and all of your defensive Player Cards will be out of play on the bench, and when you're on defense one of your defensive Player Cards and all of your offensive Player Cards will be out of play on the bench.

Play Deck: All 20 of your Play Cards will be shuffled together and stacked in a Play Deck to start the game. You'll draw the top card of your Play Deck each turn. Whenever an effect causes you to search the contents of your Play Deck, it is shuffled after (do not shuffle any Play Cards in the Play Discard Pile into the Play Deck when these types of shuffles occur.)

Action Deck: All 20 of your Action Cards will be shuffled together and stacked in an Action Deck to start the game. You'll draw the top card of your Action Deck at various points throughout the game. Whenever an effect causes you to search the contents of your Action Deck, it is shuffled after (do not shuffle any Action Cards in the Action Discard Pile into the Action Deck when these types of shuffles occur.)

Hand: Drawn cards will be held in your hand until played, and effects can add or discard cards from your hand.

Play Discard Pile: Play Cards are discarded face up to the play discard pile after determining the results of each play. Certain game effects may cause Play Cards to be discarded at other times during the game. Players may inspect either play discard pile at any time, and you may arrange your play discard pile in any order.

Action Discard Pile: Action Cards are discarded face up to the action discard pile after they are used. Certain game effects may cause Action Cards to be discarded at other times during the game. Players may inspect either action discard pile at any time, and you may arrange your action discard pile in any order.

GAMEPLAY

Game Objective

Whoever can score the most points wins!

Game Structure

The game is played over 2 halves with each Half consisting of a number of Downs until there is no more time on the Game Clock. Each Half begins with 15 time units on the Game Clock, with each Down consuming X time units, X varying between certain plays (some plays cost 0, most cost 1, while others may cost 2+).

Players take turns having Possession (being on offense), and each Possession consists of 4 Downs. First downs are possible, but rare. The objective of each Possession is to score either a Touchdown for 7 points or a Field Goal for 3 points. The primary mechanic requires you to score, punt, or turnover on downs within 4 Downs.

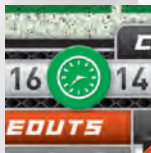
Each Down is an attempt by the offensive player to gain yards with their called play while the defense tries to prevent the offense from gaining yards with their called play.

Game Set Up

Each player shuffles their Play Cards into a pile called the Play Deck and their Action Cards into a separate pile called the Action Deck. Both players draw 3 cards from their Play Deck and 2 cards from their Action Deck.

Randomly determine which player will be on offense first to start the game (i.e. in the first Half.) The player who starts the game on defense will start the second Half on offense. The player on offense places 4 offensive Player Cards on the table (1 must be a quarterback) and the defensive player places 4 defensive Player Cards on the table. All of these Player Cards are Energized and now considered On The Field.

Place the playmat on the table with one end zone nearest each player. Place the Yardage Marker on the offensive player's own 25-yard line (the one closest to them.) Place the Down Marker on 1 and the Game Clock Marker on 15. Each player begins the game with 0 points and 3 timeouts, which can be tracked with the included markers.



Turn Structure – Completing a Down by Running a Play

1. Before the Play

A) Both players draw 1 Play Card from their Play Deck. If a player played any number of Action Cards during the previous Down, that player draws 1 Action Card. If at any time you can't draw a Play or Action card, take the discard cards of that type, shuffle them together, and place them face down to refill the respective deck.

B) Each player may play any Player Card abilities or Action Cards that are able to be played prior to selecting a play, alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO. – See Glossary for more details)

2. Selecting a Play

A) Both players select a Play Card from their hand and place it face down on the playing surface. Both players then reveal their called play. The offensive player uses the offensive play and the defensive player uses the defensive play on their respective Play Cards.

3. On Field Adjustments

A) Each player may play any Player Card abilities or Action Cards that are able to be played during On Field Adjustments, alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO.)

4. Check Play Success

A) If the defensive play is an exact match of the offensive play (e.g. Run Left and Run Left) then the play is successfully stopped and it gains 0 yards.

B) If the play is stopped, each player may play any Player Card abilities or Action Cards that are able to be played (including effects which could change the play success such as Audible effects which switch called plays), alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO.)

C) If the play is still stopped after both players pass, it becomes the end of the Down. If the play is not stopped the play is considered a success and the Down continues.

5. Successful Run Play Resolution

A) Determine the play strength by adding the strength numbers from both Play Cards together and dropping any “teen” digit (e.g. a 16 would count as a 6, and 10 would count as a 0.) The play strength can only ever be 0-9. Multiply the final play strength by 5 to determine the yardage that could be gained on the Run (e.g. a play strength of 6 would yield a 30-yard run.)

STRENGTH STRENGTH

 $7 + 9 = 16$

 $\cancel{16}$
6
FINAL PLAY STRENGTH

6 *PLAY STRENGTH* **X** **5** *YARDS* **=** **30** *YARD RUN*

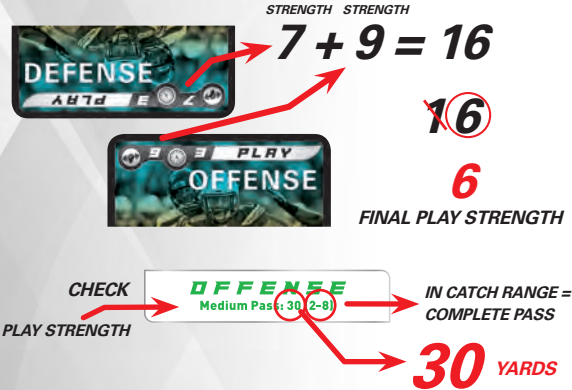
B) The offensive player must designate one of their Player Cards to run the ball and the defensive player must designate one of their Player Cards to tackle. These designations may trigger Run and Tackle abilities if the Player Cards are Energized. Exhausted Player Cards can still be designated, but any triggered abilities will not occur.

C) Each player may play any Player Card abilities or Action Cards that are able to be played, before and/or after designation, alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO.)

D) After designation and both players have passed, determine the yardage gained or lost on the play. Add and subtract, as applicable, the yardage determined by the play strength and any Player Card abilities or Action Cards that occurred during the play. Once this yardage is determined, determine play results.

6. Successful Pass Play Resolution

A) Determine the play strength by adding the strength numbers from both Play Cards together and dropping any “teen” digit (e.g. a 16 would count as a 6, and 10 would count as a 0.) The play strength can only ever be 0-9. The pass is then checked for completion by seeing if the play strength number falls inside the catch range listed on the offensive Play Card. If the play strength number is in the catch range, it is a completed pass. A completed pass play will go for the listed number of yards. If the play strength number is not in the catch range, it is an incomplete pass.



B) If the pass is incomplete, each player may play any Player Card abilities or Action Cards that are able to be played (including effects which could increase or decrease the catch range thereby making the pass complete or incomplete instead), alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO.) If the pass is still incomplete after both players pass, it becomes the end of the Down.

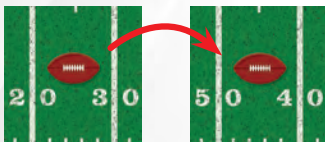
C) If the pass is complete, the offensive player must designate one of their Player Cards to receive the ball and the defensive player must designate one of their Player Cards to tackle. These designations may trigger Receive and Tackle abilities if the Player Cards are Energized. Exhausted Player Cards can still be designated, but any triggered abilities will not occur. Quarterbacks can only be designated to receive the ball if the player has two quarterbacks on the field at the same time.

D) Each player may play any Player Card abilities or Action Cards that are able to be played, before and/or after designation, alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO.)

E) After designation and both players have passed, determine the yardage gained or lost on the play. Add and subtract, as applicable, the yardage determined by the play and any Player Card abilities or Action Cards that occurred during the play. Once this yardage is determined, determine play results.

7. Play Results

A) Plays resulting in positive yards move the yardage marker toward the defensive player's endzone (i.e. the one closest to the defensive player.) Plays resulting in negative yards move the yardage marker toward the offensive player's endzone (i.e. the one closest to the offensive player.)



B) If the yardage marker is moved to or beyond the defensive player's end zone, the offensive player scores a Touchdown, worth 7 points. A Touchdown always results in a change of possession, which occurs at the defensive player's 25-yard line.

C) If the yardage marker is moved to or beyond the offensive player's endzone, the defensive player scores a Safety, worth 2 points. A Safety always results in a change of possession, which occurs at the defensive player's 40-yard line.

D) At the end of the play, remove X time units from the game clock, where X is equal to the time unit cost on the offensive player's Play Card, plus or minus any Player Card abilities or Action Cards that were played during the down that modified the time unit value. Alternatively, either player may choose to spend a timeout instead of removing X time units from the game clock. Strategic management of the game clock may be critical to winning close games!

E) Each player may play any Player Card abilities or Action Cards that are able to be played at the end of the play, alternating between the offensive player and the defensive player until both pass. Card effect layering is Last In, First Out (LIFO.)



8. End of the Down

A) After determining the play result, move the Down marker to the next Down (i.e. from 1 to 2, 2 to 3, 3 to 4) and repeat the turn structure.



B) If the offensive player fails to score or get a first down after the fourth down, the defensive player takes over possession (i.e. a change of possession) at the yardage marker location of the result of the prior play.

9. Change of Possession

A) On a change of possession, each player removes their current players on the field, and replaces them with four players from the opposite side of the ball (i.e. if a player removes their offensive players from the field, they'll bring out their defensive players, and vice versa.) Player Cards come onto the field Energized.

B) On each change of possession, players may select any four players on their bench from the appropriate side of the ball to bring onto the field, as long as at least one offensive Player Card is a quarterback.

10. End of the Half & End of the Game

A) Once all time units have been removed from the game clock during the first half, the second half begins with 15 time units on the game clock and a change of possession, except that the player who started the game on defense starts the second half on offense with a first down on their own 25 yard line, regardless of who had possession at the end of the first half.

B) Once all time units have been removed from the game clock during the second half, the game ends. Whichever player has scored the most points wins the game!

SPECIAL RULES AND NOTES

Grit

Grit is a special mechanic consisting of a number value that's calculated in the same way as play strength, except that each player's Play Card is flipped over from the top of their Play Deck instead of selected from their hand. Discard the Play Cards revealed in this way once the Grit value is determined.

Punts

On any Down the offensive player may decide to punt instead of selecting a Play Card to play. Punts cost 1 time unit. A punt may not be defended. Once the offensive player decides to punt, determine the Grit value. Move the yardage marker the following distance towards to defensive player's endzone based on the Grit value, at which point a change of possession occurs:

- 0: 25 Yards
- 2-3: 30 Yards
- 3-4: 35 Yards
- 5-6: 40 Yards
- 7-8: 45 Yards
- 9: 50 Yards

If the punt would go to or beyond the defensive player's endzone, a change of possession occurs at the defensive player's 20-yard line.

Field Goals

On any Down the offensive player may decide to attempt to kick a field goal. Field Goals cost 1 time unit and always result in a change of possession. A field goal may not be defended. Once the offensive player decides to attempt a field goal, determine the Grit value. Field Goals are good from the following yard lines if the Grit value is within the listed range:

- 5-10 Yard Lines: 0-8
- 15-20 Yard Lines: 1-8
- 25-30 Yard Lines: 2-7
- 35 Yard Line: 3-6
- 40 Yard Line: 9

If the field goal is incomplete, a change of possession occurs at the starting spot of the current play. If the field goal is complete, a change of possession occurs at the defensive player's 25-yard line.

Interceptions and Fumbles

An interception or fumble results in a change of possession at the starting spot of the current play in which it occurred, or the result of the play, whichever is closest to the offensive player's endzone.

GLOSSARY

Action Card: Action Cards allow you to fully execute your game plan with strategic in game effects.

Cancel: When an effect is canceled, it does not occur or cannot be used at that time.

Down: Each Down is an attempt by the offensive player to gain yards with their called play while the defense tries to prevent the offense from gaining yards with their called play.

Energize: Return a Player Card to its upright position (from Exhausted status.) A Player Card that is not Exhausted is considered Energized.

Exhaust: Rotate a Player Card 90 degrees to indicate that it has been used (from Energized status.) A Player Card that is not Energized is considered Exhausted.

Field Goal: An offensive score worth 3 points.

Grit: A special mechanic consisting of a number value that's calculated in the same way as play strength, except that each player's Play Card is flipped over from the top of their Play Deck instead of selected from their hand. Add the strength number from both revealed cards together and drop any "teen" digit to determine the Grit value. Discard the Play Cards revealed in this way once the Grit value is determined. Strength numbers of $X = 0$ for determining Grit value.

Half: A series of Downs until there is no time units left on the game clock.

Last In, First Out (LIFO): Last In, First Out (LIFO for short) is the method by which card effects are applied when the effects are layered (i.e. played in succession.) When multiple effects are to be applied, apply the last affect to be played first, then the second to last affect to be played, and so on until the first effect to be played is applied. Card effects layer until both players pass on playing new effects, at which point the effects start to be applied in Last In, First Out order.

Play Card: Play Cards are used to call your specific play, determine the play strength, and determine the time unit cost for each down. Each Play Card consists of an offensive play, defensive play, strength value, and time unit value. When you're on offense, your called play is the offensive play. When you're on defense, your called play is the defensive play.

Play Strength: A number value that's calculated by adding the strength numbers from both player's Play Cards together and dropping any "teen" digit (e.g. a 14 would count as a 4, and 10 would count as a 0.) The play strength can only ever be 0-9.

Player Card: Each Player Card is associated with one NFL team, has a primary position, a rating, and an ability. A Player Card's team, position, and rating are primarily used as qualifiers for abilities. Every Player Card has an ability, which are effects that can be used or occur during the game to execute your game plan.

Positions: In the context of some card effects, positions are grouped. If an effect says DB (i.e. defensive back), it includes both cornerback and safety Player Cards. The same is true for effects that reference DL (i.e. defensive line), it includes both defensive tackle and defensive end Player Cards.

Possession: Possessing the ball, being the offensive player on offense calling offensive plays trying to score by running and passing the ball.

Rating: A number value equating to a player's overall game rating.

Replay the Down: Replay the Down by returning to the beginning of the turn structure and starting the Down again.

Safety: A defensive score worth 2 points that also includes a change of possession at the defensive player's 40-yard line.

Time Unit: A number value to be removed from the game clock at the end of a play.

Timeout: Can be spent instead of removing a time unit from the game clock at the end of a play.

Touchdown: A score worth 7 points that always includes a change of possession at the defensive player's 25-yard line.

Note: NFL Five card effects incorporate "they/their" as a singular pronoun. For example, an effect may require an opponent to discard a card from "their" hand.

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For more info about the game (including upcoming events, tournament information, and advanced rulings) please visit: www.paninigames.com

Version 1.0



NFL FIVE

TRADING CARD GAME

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