

TOUCHDOWN CHAMPIONS

Instruction Manual

Game Contents:

Your Touchdown Champions game, consists of:

- ◆ 1x Deck of 50 cards – Deck 1
- ◆ 1x Deck of 50 cards – Deck 2
- ◆ 3x Score Cards – to keep your results and winners.
- ◆ 4x Progress Trackers – This is useful for 3 or 4 player games where it is harder to track the Field position of each player. For 2player games you most likely will not use this.
- ◆ 8x Skip turn Markers
- ◆ Simple and clear rule instructions to get you playing fast

The Goal:

Your goal when playing Touchdown Champions is to be the first to reach the End Zone or Yard 100 and win the Deal or as we call it the Football Play. The Game is designed for 2-4 players.

- ◆ For 2 player Game use only Deck 1. All cards from Deck1 have D1 mark on the back.
- ◆ For 3 or 4 player games use both card Decks – All 100 cards.
- ◆ Each Deck – consists of 50 cards. Deck1 and Deck2 cards are marked with D1 or D2 on the back to make it easy for you to distinguish between the decks.
 - 11 cards with Red Back. (10 to 30)
 - 21 cards (40 to 90) with Purple Back.
 - 18 Special Cards with Purple Back.



The Game:

Each football game consists of 4 Quarters and each Quarter has 3 plays. To complete one game of Touchdown Champions you will complete 12 plays/deals. Each deal will finish with 3 or 6 points awarded to the winner of the deal. This is the player who reaches the End Zone first. At the end, all players sum up their points from the 12 plays and the player with most points wins.

SCORE CARD						
Name	Q1	Q2	Q3	Q4	Total	
P1						
P2						
P3						
P4						
Each Quarter consists of 3 plays. A game has 4 quarters or 12 total Plays. The player with the most points from the 12 plays Wins!						Winner

Quick Rules:

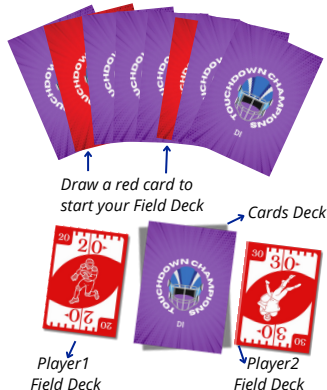
1. Be the First to reach the End Zone (yard 100) and win the play (deal).
2. **Field Deck** - Players draw red cards to start field decks @10, 20, 30.
3. **Cards in Hand** - Each player starts with 8 cards in their hands.
4. Players take turns to play their cards in strategic way. Their goal is to Reach Yard 100 or block the other players of reaching it.
5. When stuck – draw cards from the **Cards Deck**.
6. The player reaching the End Zone gets 3 or 6 points for the play.
7. The player with most points from the 12 deals is declared a Winner.

Initial Setup:

Place all cards face down and shuffle the deck(s). Notice that some cards have Red back and some Purple. Each player then draws 1 Red card from the deck to determine his starting position for that play/deal. They place the card Face Up in front of them thus starting their **Field Deck**. The Red cards are only for Yards 10 20 and 30. So each player at the beginning of the play will start from position 10 20 or 30. Players take turns in Dealing the cards for each play. The dealer gives 8 cards to each player – clockwise. Dealing 4 cards at a time. The next player clockwise is the First to play.

***Example:** It's a 2-player game. Player1 shuffles the deck. Both players draw red cards to start their Field Decks. Player1 deals 4 cards to Player2. Then 4 cards to himself. Then 4 more cards to Player2 and finally 4 more cards to himself. Now all players have 8 cards in their hands. Player2 starts first. Player2 will deal next.*

Cards Deck – After the dealer gives all players 8 cards. The remaining cards are placed face down next to the players **Field Decks**. This is now called the **Cards Deck**. It will be used to draw cards when players are stuck and can't play any cards.



Field cards:



10 20 30 – This is where each play starts. They have Red back so you can easily pick one of them from the deck at the beginning of each play/deal.

40 50 60 70 80 90 – You are getting closer to the coveted End Zone and the Points.

Special Cards:

TD Touchdown – Play it on your Field Deck on top of 80 or 90 card and this will get you to the End Zone bagging 6 points.

Short Pass – X+20 – This card gives your Field Deck a 20-yard progress. You can score a touchdown with this from the 80-yard position.

***Example:** - If you place this on the 50-yard card – this brings you to the 70th yard. If you play it on top of 80-yard card => Touchdown 6 points.*

Long Pass – X+30 – This card gives your Field Deck a 30-yard progress. Score a touchdown with this from the 70-yard position.

***Example:** - If you place this on the 50-yard card– this brings you to the 80th yard. If you play it on top of 70-yard card => Touchdown 6 points.*



Field Goal – You play this on position 60-, 70- or 80- and it gives you an Immediate Field Goal and you finish the play getting 3pts. You can't play this from position 50-.



Tackle – X-20 – This card can be played on any opponent's Field Deck and will turn them back by 20 yards.

***Example:** If your opponent is on the 60th yard and you play the Tackle card on her. It will return her Field Deck to the 40-yard position.*



Steal – Play this card to swap positions with your opponent.

***Example:** You are positioned at yard 20, and your opponent is on yard 60. You play the Steal card. And now the positions are reversed. Your Field Deck is now at the 60 and your opponents' Deck is at 20. You can swap the top card from your Field Deck with the opponent's top Field Deck card.*



Placement Rules

The beginning of each play starts with random pull of a RED card from the Deck. This will determine the starting positions for each player on the field. Then each player is given 8 cards. The rest of the deck is placed right next to your Field Decks thus forming the Cards Deck. It will be used when players can't play their **Cards in Hand** and are stuck. Players take turns Clockwise.

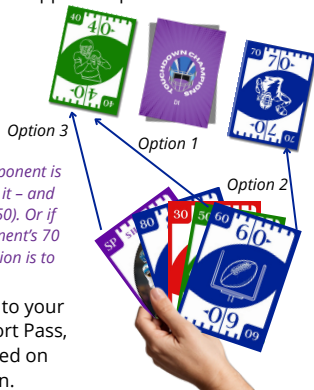
The Number Cards are played consecutively Up or Down. You can play them to further your position. Or to hamper your opponent position. The order is – 10 20 30 40 50 60 70 80 90.

So a 40 card can be played:

- ◆ To progress your position (field deck) if you are at position 30
- ◆ Or to regress your opponent deck if she is on the 50.

Example: You are currently at position 40. Your opponent is at position 70. If you have the 50 card you can play it – and this will Progress your position to 50 (Field Deck @ 50). Or if you have the 60 card. You can play it on your opponent's 70 card to turn them back to position 60. Your last option is to play the Short Pass to move your Field Deck @ 60-.

The Tackle and the Steal cards are played to your opponent's Field Deck. The Field Goal, Short Pass, Long Pass and TouchDown cards are played on your Field Deck – to progress your position.



Fill 3 to 5

When a player is down to 3 cards in his hand and his turn comes again – He should draw the top 2 cards of the Cards Deck. Thus, making his cards 5. Then he can check and play one of the **Cards in Hand**.



Skip Turn



If a player can't or doesn't want to play any of his cards, he is doing a "Skip Turn". He then takes a Skip Turn coin and places it next to his **Field Deck**. The turn moves to the next player. Each player will have 2 skip turns before they start drawing from the **Cards Deck**.

Blocked Play

In some cases, a player will be stuck and will not have any options to play a card OR thinking strategically will not want to play any card. In this case she can draw 1 card from the cards deck and see if this will improve her position. But first she has to Skip Turn twice.

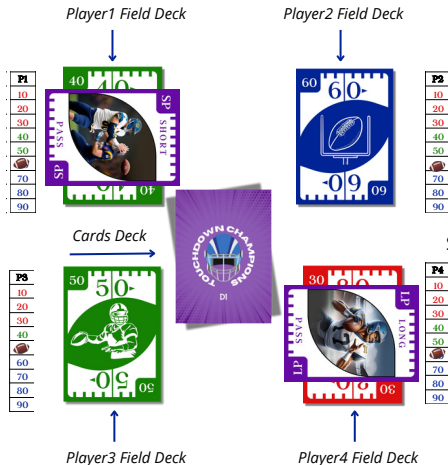
Example: It is a 2-player game. It is Player1 turn but he can't play any of his cards to Progress his Field Deck or Regress Player2' deck. Player1 has to skip turn. He takes a skip turn Coin and places it in front of him next to his Field Deck. Then Player2 has to play. Then it is Player1 turn again but he is still blocked and cant play any cards. He then has to Skip Turn one more time. He Takes a second Skip Turn coin and places it next to the first one. Then it is again Player2 and he plays a card. Then again Player1 has no option to play. Since he already Skipped Turn twice - Player1 can now draw from the Cards Deck and see if he can play the new card. Then plays it. From this moment on every time Player1 is on turn if he has no cards to play. He can draw from the Cards Deck and use a new card. This is because he already did "Skip Turn" twice. Having the 2 Skip Turn tokens in front, is also a sign for the other players to know he can now draw cards from the Field Deck.

Draw from the Cards Deck

Except for the **Fill 3 to 5** Rule. A player can draw from the Cards Deck Only after she already has 2 "Skip Turns". When drawing a card from the deck – the player can play only this card. If she wants to play another card – this means she cheated and could have played that card all along – without drawing from the Cards Deck.

Position Tracking

For 3 or 4 player games it can become less obvious to know the current position of each player. Hence, we introduced the Position Trackers. Each player can place a progress tracker besides her Field Deck and can use one of the football balls to constantly track their position.



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