

ADRENALYN™

TRADING CARD GAME



NFL PLAYERS

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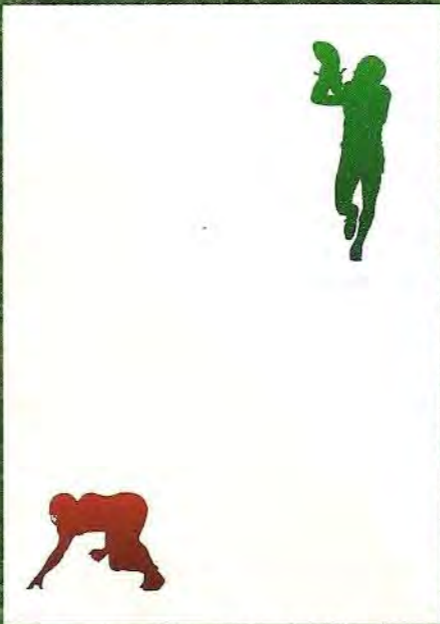
TRADING CARD GAME

50

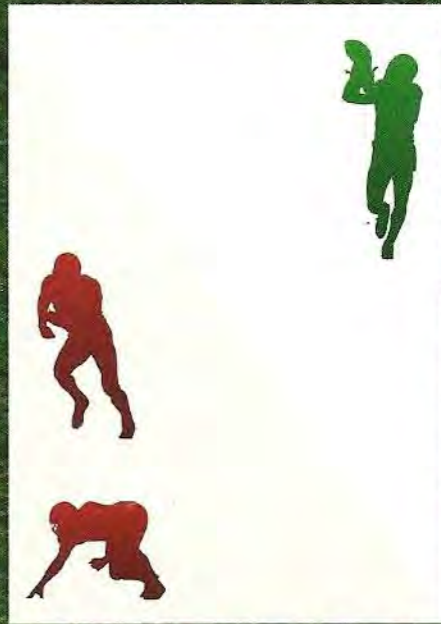
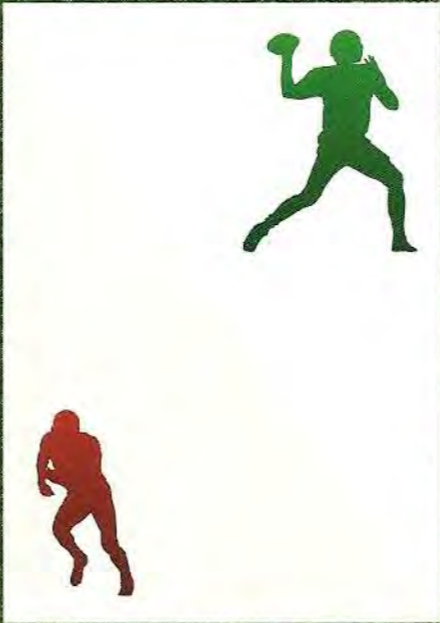


SIDELINE

4



3

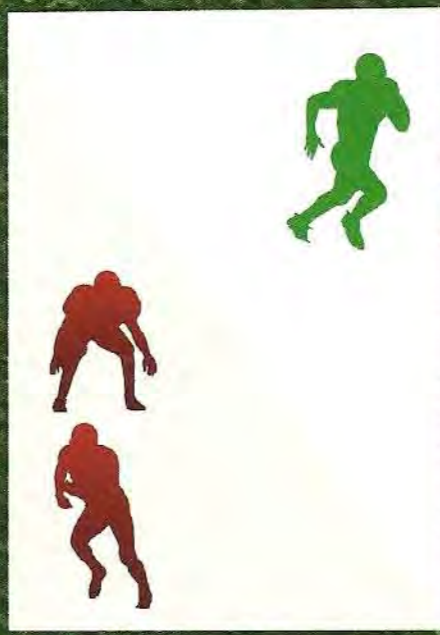


2

DOWN MARKER



1



SCORE TRACKER

- 7
- 14
- 21
- 28
- 35
- 42

SCORE TRACKER

QUARTER QUARTER QUARTER QUARTER

- 1
- 2
- 3
- 4



PANINI



NFL PLAYERS

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TOUCHDOWN

5
10
15
20
25
30
35
40
45





PREGAME

Player Name

Team Name

Position

Star Rating

Run Rating

Pass Rating

Card Number

four downs to gain at least 10 yards and earn a First Down.

Use another facedown card to mark the 40-yard line that's above the 50-yard line. This card is the first-down marker. If the Offense earns a first down, move the marker another 10 yards from the line of scrimmage.

Both teams have one offensive possession per quarter, each of which may result in a touchdown (worth seven points), loss of downs or a turnover. The game is four quarters long. Players

The Quarterback is never removed from the Game Board.

To keep track of the Down, the Offense places his selected card face down on the Down Marker. The Defense chooses his card to try and stop this play and places the card on his Down Marker.

The Defense is allowed to "boost" the Defense Run or Pass Rating of the selected card by combining that number with the Star Rating of a second card. The Defense may "boost" just ONE play per set of downs. Both defensive cards are then placed on his Down Marker.

After the cards have been selected, the Offense and Defense reveal their players. The outcome of the play is determined by the ratings.

Run Plays: Compare the Offense Run Rating and the Defense Run Rating. The difference of the two determines the yardage. For example, if the Offense is 50 and the Defense is 41, the Run gains nine yards. If the defense uses its "boost" on this play, subtract that rating as well. So if the "boost" rating was six, the rush gains only three yards.

Pass Plays: Add the Quarterback Pass Rating and the Pass Rating of the selected player. Take that total, and compare it to the Defense Pass Rating. The difference of the two determines the yardage. For example, if the Quarterback Pass Rating is 30 and the selected Offense Player is also 30, for a total of 60, and the Defense Pass Rating is 50, the Pass gains 10 yards. If the defense uses its "boost" on this play, subtract that rating as well. So if the "boost" rating was five, the pass gains five yards.

Substitutions: Teams may substitute players only at halftime. However, teams do not have to make substitutions, they can use the same starters throughout the game.

Overtime: If the teams are tied after four quarters, flip a coin to see who has the first possession of overtime. The first team to score wins the game.

POSTGAME

The Player with the most points at the end of the game wins!

can use the Score Tracker on the side of the Game Board to keep score. An extra facedown card can be used for this. Here the score is 21.

Each possession starts at the 50-yard line, no exceptions. If the Defense prevents the Offense from gaining a first down, the next offensive possession begins at the 50. If the Defense forces a turnover, the next offensive possession begins at the 50.

A turnover occurs if the Offense is at least 25 yards from the first down marker after any given play. Again, the next possession starts at the 50-yard line.

GAMEPLAY

Each of the five starters on Offense and Defense can be used only once per set of downs, with the exception of the Quarterback on Offense.

Play begins with the selection of a face down card by each player. All cards must participate in a play before you can reuse them, with the exception of the quarterback, who remains within his designated card slot. Show cards you have already used by turning them face up on the Game Board. Even in the event of a first down, cards cannot be reused until each has participated in a play.

After this, the Offense announces their play call: Run or Pass. Run plays use only one starter, while Pass plays involve two starters (Quarterback plus another player).

Select 14 different players to create your Team Deck, following these guidelines:

5 Offensive Starters

- Quarterback
- Running Back
- Wide Receiver
- Tight End or Wide Receiver
- Running Back or Wide Receiver

5 Defensive Starters

- Defensive Lineman
- Defensive Back
- Linebacker
- Defensive Lineman or Linebacker
- Defensive Back or Linebacker

4 Alternates

- Must include at least one Offensive and one Defensive player.

Optional Deck Construction Rule – The total amount of all the Star Ratings of the 14 cards in your Team Deck cannot be greater than 75.

KICKOFF

Flip a coin. The winner starts on Offense. Both players place their Starters face down on the game board in the designated card slots. The remaining nine cards are placed on the Sideline.

The Offense starts at the 50-yard line. Use an extra facedown card for the Yardage Tracker to keep track of field position. The Offense has