

Real Deal Football™ - Rules:


Real Deal Football™ (RDF™) uses specialized Big Play™ and Wild Cards to directly involve the players with the excitement on the football field.

Watch players root against their favorite team to win the hand!

How to Play:

- Ante up to get a hand of RDF™ cards.
 - Number of cards per hand varies based on number of players
- Watch the action on the field for a Big Play™ event (TD, fumble, etc.)
- Win the hand by holding the matching Big Play™ card
- Receive all the tokens for that hand.
- Return the cards, and ante up for another hand.
- Match a Wild Card to instantly win tokens while the hand continues.
- Hold the most tokens at the end of the game to be the big winner.

Required to Play:

- 4 - 20 Players
- 1 or 2 Real Deal Football™ card decks. (2 decks are recommended: See Dealing Procedure)
- Real Deal Football™ cards
 - 2 - 60 RDF™ card decks:
 - 1 Red deck
 - 1 Blue deck.
 - Each deck contains:
 - 48 - Big Play™ cards - 24 events per team
 - 12 - Wild cards
- RDF™ [dealing guide](#). 
- Box for the RDF™ token pot.
- Box for Wild Card pot.
- 20 tokens per person (any item of your choice, e.g. matchsticks, chips, coins, etc.).

Real Deal Football™ - Rules:

Before the game:

Designate 2 players as:

- Manager (M)
- Dealer (D)

The Manager and Dealer are critical to the success of the game. They should be familiar with the rules and procedures of the game. It is also a good idea to discuss the logistics of how tokens and cards will be handled during the party. The FAQ has some useful strategies.

Before each half starts: (M), (D) Follow the Dealing procedure.

Dealing Procedure (M), (D)

Manager (M)

1. Receives one token from each player to be placed into Big Play™ pot.
2. Receives one token from each player to be placed into the wild card pot. Repeat at half time.
3. Counts tokens and informs Dealer of number of tokens in play.
4. Helps Dealer distribute hands.

Dealer (D) - Keeping the cards face down.

1. Shuffles the Big Play™ and Wild cards separately
2. Determines the number of cards per person to be dealt based on number of tokens in the RDF™ pot. (Refer to the "Dealer's Guide")
3. Adds the appropriate number of Wild cards to the deck so players have an equal number of cards.
 - Some combinations of players will produce hands without Wild cards.
4. Deals and distributes the hands.

After the cards have been dealt, they do not have to be kept hidden from view.

2nd Deck: (D)

Use the second deck to stay ahead of the game. (Highly recommended)

- While a hand is in play follow Dealing procedure steps (D)1-3.
- Prepare deck for the next hand based on an estimate of players for the hand.
- Make any corrections based on Managers token count and follow Dealing procedure steps (D)3-4.

Real Deal Football™ - Rules:

Game On (M)

A hand is not viable until all players have received their hands and the Manager declares Game On.

Big Play™ winner

When an event depicted on a Big Play™ card occurs:

- (M) The Manager declares the winning card.
- (M) **Watch out for a Coaches Red Flag Challenge before awarding a winner (see Precedence).**
- (M) All tokens in the pot are awarded to the player holding the winning Big Play™ card.
- (M) The hand is over and all cards are returned to the Dealer.
- (D) Repeat dealing procedure.

Wild card winner:

When an event depicted on a Wild card occurs:

- (M) The Manager declares the winning card and play continues.
- (M) 2 tokens from the pot are awarded to the player holding the winning Wild card. 1 token is awarded for a "Free Play" card.
- (M) Winning Wild card is returned to the dealer.
- (D) Do not re-deal.

Double Pot

2 events create a double pot.

- Quarterback Sacks and Safeties
- (M) Manager declares the Double Pot event and play continues.
- (M) Collects 1 token from each player for the RDF™ pot.
- (D) Do not re-deal.

Precedence: (M)

If 2 or more Big Play™ events occur on one play:

- The card depicting the 1st event of the play wins.
 - Scenerio: Team 1 Intercepts but then Fumbles and team 2 recovers the ball. The Intercepts card for team 1 wins over Recovers Fumble card for team 2.

The Red Flag card trumps all other Big Play™ cards for that event.

- Scenerio: Team 1 fumbles and team 2 recovers. A coach throws a red flag onto the field to challenge the call. That coach's teams Red Flag Trumps All card wins over the Fumble Recovered card, whether the play is overturned or not.

Real Deal Football™ - FAQ:

What sort of events do you need to keep track of?

- All of the major events that occur during a game (scoring, turnovers, etc.) are part of RDF. Most winning events involve a break in the action, which gives you time to collect cards and deal the next hand.

What happens if I can't keep up with the pace of the game?

- Sometimes, Big Play™ events happen in quick succession, and hands are not dealt and distributed in time. This is one reason why we suggest using two decks. A second deck can be prepared and made ready, so that new cards are distributed while old cards and tokens are being collected. Take your time! It's OK to let an event go by. It's more important to collect tokens and distribute cards fairly - there is always more game action to come.

What are the Wild card for?

- Besides providing another chance to win, Wild cards allow you to even out the number of cards each player receives. Without Wild cards, some player may receive more cards than others, or you would be forced leave some Big Play cards out of a hand. You add enough Wild cards to the deck to make the number of cards each player receives the same. The [Dealing Guide](#) chart will show you how many Wild cards you need based on the number of players participating.

What's a good strategy for distributing the Wild cards fairly?

- You may want to make sure that one player does not get stuck with nothing but Wild cards (although that may not be a bad thing). One good technique is for the Dealer to deal out the hands (face down) in separate piles (one for each player) on a table. When the RDF™ cards are used up, the deal continues with the required Wild cards. This way, players should only get, at most, one Wild card per hand. If you choose to distribute the Wild cards evenly, not randomly, then you'll need to separate the Wild cards from the Big Play™ cards at the end of each hand. You will also need to do that if the number of players per hand changes, since the number of Wild cards will change. This is another reason that we recommend playing with two decks. The returned cards can be reorganized while new cards are distributed and put into play.

Can there be a hand with no winners?

- No. One of the Big Play™ cards in an RDF™ deck is a 'possession at the end of a Quarter' card. So, every Quarter will end with a Big Play™ winner. When the football game ends (end of Quarter 4), RDF™ will also end, with the final winner holding the Big Play™ possession card.

How many hands are there in a game?

- The number of hands you play varies with every football game. It all depends on how many Big Plays there are - how many scores, how many turnovers, etc. Plus, you do not have to play every hand! If you want to take a break from the game, do it. If you want to only play one hand per quarter, you can. It's up to you. Plus, players may drop in and out of the game, so even the number of participants can change from hand to hand.