

## DECK BUILDING

Masters of the Gridiron also allows you to play the role of general manager, combining cards from different decks to create the best possible team. The upper right corner of each player card shows his salary. Each deck cannot exceed a \$120 million salary cap, and must follow these rules:

- Choose 11 **Offense** cards: 1 quarterback (QB), 1 running back (RB), 1 tight end (TE), 2 wide receivers (WR), 2 tackles (T), 2 guards (G), 1 center (C) and an 11th player from the following list of positions: RB, FB, TE, WR.
- Choose 11 **Defense** cards: 2 defensive ends (DE), 1 defensive tackle (DT), 3 linebackers (LB), 2 cornerbacks (CB), 2 safeties (S), and an 11th player at any position.
- Choose 24 (or more) **Playbook** cards as follows:
  - The deck must have at least 12 "Touchdown" cards.
  - The number of offensive plays of any type (Inside Run, Outside Run, Short Pass, Long Pass) cannot exceed the number of any other type by a factor of more than 2-to-1.
  - Half of your **Playbook** cards must be "Field Goal" cards. (Thus, adding an "Audible" card requires that you add an additional "Field Goal" card).

## THE PLAYER CARD

<b>RB</b> RUNNING BACK	\$ 2 MILLION
40 Run Blocking 46 Pass Blocking	
59 Rushing 68 Goal Line	Arizona
51 Receiving 39 Red Zone	
<b>Rashard Mendenhall</b>	
	<b>2013 STATS</b>
5'10" 225 lbs 26 years old 7th season Illinois	687 Rush Yds 3.17 Yds/Rush 8 Rush TD 18 Recepts 134 Rec Yds 0 Rec TD
Player #002/832	

This data is provided for informational purposes only and is not used during game play.

## ORDER OF PLAY (SUMMARY)

- Offense discards any unwanted Audible Cards, and draws from **Playbook** deck until he has four (4) **Playbook** cards
- Offense may repeat step 1 indefinitely, but may not discard an offensive play (a Touchdown or Field Goal).
- Offense plays 1 offensive player and 1 offensive play.
- [Optional] Offense plays 1 or more Audible Cards.
- Defense plays 1 defensive player.
- [Optional] Defense plays 1 or more Audible Cards.
- Offense scores if offense rating exceeds defensive rating.
- Each player replenishes their hand by drawing cards.
- If a Touchdown was scored, the scoring team may attempt a 2-point conversion.

Order more Team Decks from

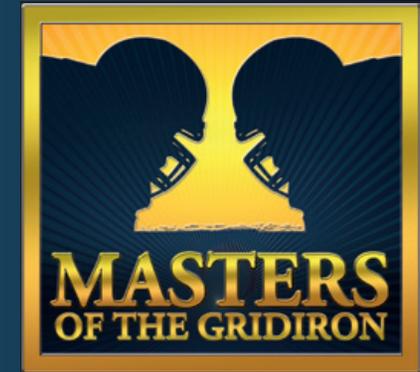


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## INSTRUCTIONS FOR PLAY



The head-to-head deck-building pro football card game.

2 players

8+ ages

20 mins

## SETUP

Shuffle your deck and divide it into 3 piles (**Offense**, **Defense** and **Playbook**) as shown:



Above each pile, allow space for discards. Finally, designate eight spaces around these piles for scoring plays.

## ORDER OF PLAY

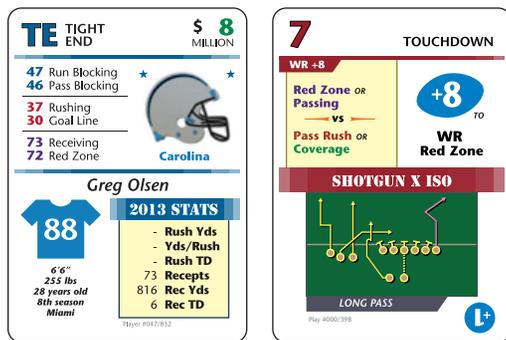
Each side draws 3 **Offense** cards, 3 **Defense** cards and 4 **Playbook** cards, creating a 10-card hand. Choose a player to be the visiting team. The visiting team starts on offense and the home team starts on defense.

Each turn, the offense chooses one player (an **Offense** card) and one offensive play (a **Playbook** card that is labeled "Touchdown" or "Field Goal"). Put the **Offense** card face up on the **Offense** discard pile; put the **Playbook** card face up on the spot marked "Scoring Play #1."

Then, announce the following to your opponent:

1. The result shown on the **Playbook** card ("Touchdown" or "Field Goal");
2. The numerical rating matching the rating specified on the **Playbook** card. If more than one rating is listed, choose the highest one; and
3. Which defensive rating (or ratings) can be used to stop the scoring attempt.

For example, the offense plays the following cards and declares: "Touchdown. 72. Can be stopped by Pass Rush or Coverage."



The defense responds by playing a **Defense** card (on his **Defense** discard pile) and announcing the relevant player rating. In the above example, he would announce the player's Pass Rush or Coverage rating (whichever is higher).

If the offensive rating is higher, the offense scores; leave the **Playbook** card face up. If the defensive rating equals or exceeds the offensive rating, the scoring attempt is stopped; turn over the **Playbook** card.

Some **Playbook** cards provide a bonus to the offensive player rating. If the above card had been played with a Wide Receiver, it would have added 8 points to that player's Red Zone rating.

Play continues, with the offensive player alternating. After each scoring attempt, draw until you are holding 3 **Offense** cards, 3 **Defense** cards and 4 **Playbook** cards.

## END OF GAME

The game ends after each player has filled all eight (8) "scoring play" spots. Total each team's scoring plays. The higher score wins.

## OVERTIME

If the game ends in a tie, proceed to overtime.

Overtime starts with the home team on offense. The first team to score in overtime wins the game, with one exception: if you begin overtime on offense and score a field goal, your opponent is allowed one more scoring attempt. He wins if he scores a touchdown and loses if he doesn't score. If each team scores a field goal on their first overtime possession, the next score of any type wins the game.

Each overtime period consists of two scoring plays by each team. If the score still tied after the first overtime period, refill your Offense and Defense decks with your discard piles (i.e. place each stack in front of you face down, without shuffling, and then draw enough cards to replenish your hand).

## AUDIBLE CARDS

Teams may also play one or more Audible cards on their turn.

**At the beginning of your offensive turn, you may discard any Audible card.** You may even discard and draw multiple Audible cards, until you draw an offensive play (i.e. a "Touchdown" or "Field Goal"). You may not discard an offensive play (unless instructed to do so by an Audible card).

## DEFENSIVE SCORING

Some Audible cards allow the defense to score if they satisfy certain conditions (such as stopping the offense by 10 or more points). It is possible to score on defense even if the offense "punts." However, the defensive rating used must match one of the ratings listed on the offensive play card. If the offense punts, use the highest rating on the **Offense** card for calculating the margin by which the defense wins.

Successful defensive scoring plays can be placed to the side.

Note: Play continues normally after a defensive score, with the defensive player becoming the offensive player, even though that team just scored.

## TWO-POINT CONVERSIONS

After scoring a touchdown (on offense or defense), the scoring team may elect to "Go for 2" as follows:

1. Flip over the top two cards from your **Playbook** deck.
2. If **exactly one** of these cards is a Field Goal, the conversion succeeds. Otherwise, it fails.
3. If successful, rotate the Field Goal so that the "+1" (in the lower right corner) is visible and place it next to the Touchdown play that just succeeded. Otherwise, turn over the **Playbook** card to display the "-1".

## POINT SPREADS

When pitting two teams against each other that have different talent levels, the better team (as measured by their total payroll) will usually have an advantage. As this is unfair to one of the people playing the game, you can offset this advantage by establishing a *point spread* – the amount by which the better team is expected to win.

Every \$5 million in payroll corresponds to one point in the betting line. In the following example, New Orleans has a payroll advantage of \$17 million – meaning they are predicted to win the game by about 3 1/2 points (17/5 = 3.4). If New Orleans wins by 3 points or less, this would count as a victory for the player controlling Pittsburgh.

Team (Season)	Payroll
New Orleans (2013)	\$121 million
Pittsburgh (2013)	\$104 million

**MASTERS OF THE GRIDIRON**