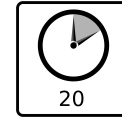


THE 12TH PLAYER



INTRODUCTION

The lucky shirt, the right meal, sitting in the same spot: fans know that if they believe hard enough, they can help their team win. In this fast-paced game, you are playing a fan who is trying to influence the players on the field (and the other fans) and lead your team to victory.

PLAYING

- Shuffle cards
- Remove one mystery card from the deck that will not be used
- Remove four more mystery cards from the deck if there are two players
- Deal one card to each person (face down, only the player sees their own card)
- Players take turns making plays until a touchdown occurs

MAKING PLAYS

- The player who's turn it is takes a card from the top of the deck
- Then the player places one of his cards in front of him, following all instructions
- A player who is benched is out of the game until after the next touchdown

TOUCHDOWN

- If all but one player is benched, or:
- When a player needs to take a card from the deck and the deck is empty.
- All players not benched compare card values.
- The player or players with the highest value win a touchdown.
- Shuffle and start again, until one player gets 4 touchdowns (to win the game).

NOTES

- An unbenched person without a card is considered to have a zero value.
- If multiple players get 4 touchdowns at the same time, shuffle cards and play one round with just those players (overtime). If they still tie, share the win.
- To add more than four players, shuffle multiple decks together.

CARDS

- 12 - Coach (1)
- 11 - Quarterback (1)
- 10 - Linebacker (1)
- 9 - Runningback (1)
- 8 - 12th Player (1)
- 7 - Referee (2)
- 6 - Secondary (2)
- 5 - Receiver (2)
- 4 - Announcer (2)
- 3 - Lineman (3)
- 2 - Fumble! (1)

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