

# THANK YOU!

Whether you're a football fanatic or a game guru, you'll have a blast playing Fourth Down™!

Fourth Down™ was created by college students, who are on a mission to bring back old school fun. If you have any questions or feedback, shoot me a message:

Harrison@PlayFourthDown.com

And be sure to follow us:

@PlayFourthDown

Get ready for kickoff!

Harrison

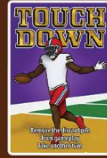
Founder and CEO (Chief End-Zone Officer)



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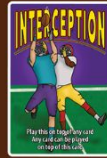
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# SPECIAL CARDS



## TOUCHDOWN

A surprise touchdown can happen at anytime, so this card can be played on top of anything! When it's played, cheer "TOUCHDOWN!", then set aside and remove the entire discard pile from gameplay. The player who scored the touchdown (played this card) gets to go again!



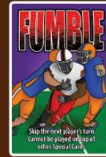
## INTERCEPTION

You can play this card on top of any card, and it allows the following player to discard any card on top of it.



## TIMEOUT

You can play this card on top of any card. The next player must play another special card or an equal/bigger yard to the card played before Timeout. It acts like an invisible card where one player passes the previously played card onto the following player.



## FUMBLE

This card can be played on top of any card except other special cards, and it skips the next player's turn. The following player will have to play another special card or an equal/higher yard to the previously played card.



# RULES & GAMEPLAY

Watch a Demo Video at [PlayFourthDown.com](http://PlayFourthDown.com)

# SETUP

1 Deal 3 cards to each player face down. No peeking!  
"Face Down Cards" for Phase 3

2 Place 2 cards face up in front of each player.  
"Face Up Cards" for Phase 2

3 Deal 3 cards to each player for their hand. Only that player can look at them.  
"Hand Cards" for Phase 1

4 Put the rest of the deck in the center of the table and use the area next to it for the discard pile

After setting up, you can swap one, both, or no Face Up cards (yellow in diagram) with cards from your hand (pink). This can only be done before gameplay starts.

pro tip: put your best cards face up

# GAMEPLAY

The object of the game is to be the first one out of cards. *and have the most fun!*

First, set up as shown to the left.

Fourth Down is played in 3 phases. Each player moves through the phases at their own pace:

## PHASE 1: HAND CARDS

Whoever watched football most recently goes first.

For every turn, you must discard a card from your hand that's either an equal or higher yard than the previously played card or a Special Card.

If there's no previously played card, you can play any card.

If you don't have a Special Card or one that's equal/higher than the previously played card, you must pick up the entire discard pile and add it to your hand.

oh no!



see the back

Picking up the discard pile counts as your turn, so you do not lay another card.

If you have more than one of the same card, you can discard them all at once.

If all 4 of the same yard are in the discard pile consecutively, the whole discard pile is removed from gameplay and the player who played the 4th card gets to go again.

You must keep at least 3 cards in your hand at all times. If you have fewer than 3 cards, you must replenish your hand from the deck until you have 3 cards.

## PHASE 2: FACE UP CARDS

Once the deck runs out and you play the rest of the cards in your hand, start using the Face Up Cards as your hand, but keep them face up on the table. If you cannot play any of them, you must pick up the entire discard pile and add it to your hand. You must get rid of your hand before continuing to play your Face Up Cards.



## PHASE 3: FACE DOWN CARDS

After you play all of your Face Up Cards, you will then use your Face Down Cards, but don't look at them just yet!

When it's your turn, flip over one of the Face Down Cards onto the discard pile. If it's not equal or higher than the previously played card or a Special Card, then you must pick up the entire discard pile, adding it to your hand. You must play the cards in your hand before playing the remainder of the Face Down Cards. If it is equal, higher, or a Special Card, then scream with glee!



The first to get rid of all of their cards wins, so it's time to play again!

mix it up! whoever won gets to go first for the next round

so much suspense!

