

## OBJECTIVES

**2-6 players - Individual or team based 108 Cards, 1 Capture the Flag**

**1 GOAL** - The goal is to win the game by completing two objectives and then touching down your last card to get a touchdown.

**OBJECTIVES** - The first objective is to gather cards to either complete a **4-3 formation** or a **streak** and laying them (faced up) on the table. This is illustrated on the provided purple cards.

**REDZONE** - Once you complete one of the above you will then move into the redzone and try to be the first to get rid of your cards to win.

**TOUCHDOWN** - The last card you touch down is a touchdown and you win.

loss of a turn. You will not be penalized if the next player finishes their turn before you are caught. If you **stack** out of the game you don't have to say Omaha. For fun you can be creative and alert Omaha using any word(s), dance, sound or team chant.

## GENERAL CARDS & PLAY

**5 GENERAL CARDS** - The general non action cards are (8) Shotguns, Pistols, X's, O's, Nickels, Dimes, Covers. (4) Pigskins and Horsecollars.

**HITTING** - Entering the redzone earns you the ability to Hit, which is a form of discarding, where you can get rid of matching cards by name on any sets on the table or by color on any streaks on the table including your own.

**STACKING** - The redzone also earns you the ability to stack which is getting rid of multiple like cards by name at the same time on the discard pile. The bottom card of the stack must follow the normal discard rules and if you stack action cards action is only used on the top card.

## PLAYS

Familiarize yourself with the arsenal of action plays you will use while battling it out on the gridiron.

You can make **sets** out of any card in this game.

Action only effects the next player unless otherwise stated.

**The Black Spy** allows you to choose two cards from anyone's hand and they must show it to everyone. **Audibles**. **The Red Spy** can instead spy and flip up one card of every disguised set on the table. Cannot be used twice on the same set. **The Green Spy** can instead make anyone that has one card left show it to everyone.

**WILDCATS** - Wildcats are wild cards that can be added to any set or streak including Hitting as a substitute or you can change the color of play. Wildcats can't be added onto a stack of a different type of card other than a Wildcat.

**HAIL MARY'S** - Hail Mary's allow you to take two turns in a row. First by placing the card and then going again. You can also change the color of play. Playing an extra turn is an option.

**INTERCEPTIONS** - This is a form of stealing in which you can take cards from players or their sets/streaks. You can only take the next players set if it fits your formation. You can't steal a set of three if you only have a set of three.

## GETTING STARTED

**2 SHUFFLE & DEAL** - Shuffle and deal out 10 cards to each player clockwise; the remaining cards will create the **pylon** and the first player dealt will go first. The discard pile will be created from whomever decides to discard first.

**PULLING CARDS** - When its your turn you will pick up a card from the discard pile or the pylon to add to your hand and then discard or "pass" to the next player by saying "pass" or motioning with your hand.

**DEADPLAYS** - Cards with a dead icon in the bottom corner can't be picked up from the discard pile which may force you to pick up from the Pylon.

**PENALTY** - If a player discards first without picking up a card illegally or goes when its not their turn will lose a turn (if caught) and return any cards to their original position.

## BLUFFING

**6 DISGUISED SETS** - You can make a disguised set by placing any of your sets face down to hide from your opponent but you must have at least three or more cards left in your hand at the end of your turn. You can only lay down one disguised set but you can obtain a 2nd one from an opponent.

**BLUFFING** - If any of the cards in that set are not **Cover** cards then you are bluffing. Once you make a disguised set you can no longer add cards to them as long as its faced down. You are allowed to **taunt** players by flipping any of your disguised set cards face up but one stays down.

**CHALLENGES** - Anyone can challenge a disguised set during their turn and then their opponent must reveal it. If they are bluffing they will lose all their sets and entire hand but one card chosen by their opponent to the bottom of the discard pile. If they are not bluffing you will do the same. Once they say "Omaha" for the first time they can not be challenged. Disguised sets will remain face up if it was challenged and can be **hit** on.

## STANDARD ACTION CARDS

**1 STANDARD ACTION** - Standard action cards have forced action that must be played. Some of the cards also have special abilities called **power moves**. (4) Reverses, Handoffs, Draw Plays, Pick Sixes, Fumblerooskis.

**REVERSES** - Reverses play in the opposite direction. Power moves. The **Double Reverse (red)** reverses play and you can skip up to two people. The **End Around (black)** reverses play then you can skip up to every player.

**HANDOFFS** - Skips the next player. Power moves. The **Juke (red)** skips up to two players. The **Sweep (black)** skips up to every player.

**DRAW PLAYS** - Make the next player pick up a card and lose a turn. Power moves. The **Blindside (black)** allows you to make a player on either side of you pick up to 1 x the amount of

To steal a streak it has to be the same color as the interception card you played. **Audibles**. You can instead use these cards to steal up to two cards from your opponent's hand and place the ones you want in your hand and pitch the ones you don't underneath the discard pile. Power moves. The **Immaculate Interception (black)** gives you the ability to steal any color streak from the next player or steal up to three cards from your opponents hand.

**BOOTLEGS** - Bootlegs are another form of stealing but are more powerful then the Interception because you can steal from anyone and there are fewer ways to block them.

**BOOTLEG** - Steal a set from anyone and or change the color of play. A Bootleg set made with two or more wildcats can not be stolen.

**NAKED BOOTLEG** - Steal up to two sets from one or more opponents or a streak and or change the color of play. A Naked Bootleg set made with two or more wildcats can not be stolen.

## FORMATIONS & STREAKS

**3 FORMATIONS** - A 4-3 formation is built by combining **sets** which are made up of like cards by name NOT by color. A set of 4 like cards and a set of 3 like cards creates a 4-3 formation.

**STREAKS** - A streak consists of a streak card (Blue, Red, Green or Black) and then 6 more cards of the same color.

**DOWNING** - You can down a set one at a time, a formation, or a streak by laying it down faced up. You do not have to pick up a card if you obtain or down a set or a streak in the same turn.

**FIRST DOWN** - The very first set or streak laid down can't be stolen until anyone lays down another set or streak.

**SINGLE SETS** - If you lay down a single set you earn the option to avoid picking up a card if you can discard on the discard pile or Hit yourself.

## PRO SETS & CRAZY EIGHT

**7 PRO SETS** - If you create formations with unique pairings from the general cards they can't be stolen. These are perfect pairs - sets of Shotguns & Pistols, X's & O's, Nickels & Dimes or Pigskins and Horsecollars. Also uniformed formations with all like cards. Sets of all Shotguns, all Pistols, all X's, all O's, all Nickels, all Dimes, or all non disguised Covers.

**CRAZY EIGHT** - This is the games royal flush. If you make a formation with all Pigskins and Horsecollars with no wildcards you or your team automatically win the game and play stops.

## 2 PLAYER & TEAM GAMES

**2 players** - In a two player game you will play without (4) Pick Sixes, (4) Handoffs, and (4) Reverses which will leave you with 96 cards.

**Team Games** - You can play 2 on 2, 3 on 3 or 2 v 2 v 2. See the included team set up card.

**PICK SIXES** - Make the next player pick up six cards and lose a turn. Power moves. Trick Six (black) allows you to make a player on either side of you pick up six cards. The player behind you won't lose a turn.

**CHAINING** - A **single** Draw Play or Pick Six (no stacking) can be played defensively to avoid picking up cards. All card counts are combined and forwarded to the next player to pick up. The power moves can also be chained and the combined card count can go in either direction. You will not pick up a card when you are playing a card defensively.

**FUMBLEROOSKIS** - a generally **negative** card you must pay attention too. If you discard this on the discard pile and have sets your opponent can use you will lose one to them of their choice. Negative power move. If you have **The Fumble (black)** you will lose a set no matter what unless you play it last, hit it on a set or a streak or stack it underneath another fumble. The set you lose will either go to the next player if they need it or to the bottom of the discard pile.

**IN PASSING** - When stealing a set or a streak you do not have to pick up a card prior if you don't have anything downed. Once you steal your turn is effectively over since you discarded on the discard pile.

**THIEF'S GAMBIT** - Disguised sets can be stolen but you must flip it over and if its not a true non bluffed set you must pitch it underneath the discard pile. If its not a bluff you will place it face up and cards can be added to it. Wildcats will count against you in a scored game.

**DEFLECTIONS** - Can help shield against interceptions. If you create a set of deflections or have one placed in a streak it protects it and prevents it from being intercepted. Audible. You can alternatively play this on an actionable interception on the discard pile to block your opponent and use their action against them only if they were trying to use it against you. When playing this defensively you don't have to follow the discarding rules of picking up a card prior too.

## DISCARDING

**4 ENDING YOUR TURN** - Discarding on the discard pile, saying or motioning to pass, and or completing an action that you discarded ends your turn.

**DISCARDING** - When discarding on the discard pile the card you place must match the color or likeness of the card on top. Discarding is optional.

**ENDGAME** - Once you completed an objective then you enter the redzone. In the redzone you can no longer pick up cards from the discard pile and you must pick up a card if you can't discard or Hit.

**OMAHA** - Once you get down to one card you will be at the **goal line** and must signal this by saying "Omaha" (always) prior to getting rid of your second to last card in any fashion. If you don't the penalty is picking up two cards and a

## KEEPING SCORE

**8 SCORING** - If you want to keep score the game will last 4 quarters with each game round being a quarter. Refer to the score card. Points will be tallied and the person or team that has the most points through 4 quarters wins. If a tie occurs those players or teams will go into overtime for one more round. A 2 player OT will follow 2 player rules. Disguised sets that stay hidden are assumed to have no wildcats. Three wins in the first three quarters by the same person or team is an automatic win.

(8 point touchdown) The winning person or entire team has a formation(s) or streak(s) with no wildcats. A player (teammate) gets a crazy eight.

(7 point touchdown) The winning person or entire team has one wildcat.

(6 point touchdown) The winning person or entire team has two or more wildcats.

(3 point field goal) A losing player or entire team has a completed formation or streak.

(2 point safety) A losing player or entire team has at least one set.

**LIMIT** - You can't fumble a set of three to an opponent if they only have a set of three. It must fit their formation needs.

**FUMBLING DISGUISED SETS** - If a disguised set is fumbled it will be turned over and considered a non bluffed cover set in which cards can be added to it. Any wildcard that lands in here will not count against a players score.

## PLAY ACTION CARDS

**2 PLAY ACTION** - Play action cards are unforced meaning you don't have to use the action. Some of the cards have special abilities called **power moves** as well as **audibles** where you can choose between two different actions. (4) Spies, Interceptions, Deflections, Wildcats, (2) Hail Mary's, (1) Bootleg, (1) Naked Bootleg.

**SPIES** - Spy on one card from your opponents hand and then place it back. Power moves. **The Blue Spy** allows you to pick a second card if the first one you picked is blue.

Power move. The **Immaculate Deflection (black)** offers the additional ability to block Bootlegs if its placed in a set or a streak.

**AS A REMINDER** - The following can't be stolen by an Interception or a Bootleg; a First Down, a Pro Set, a Bootleg set or a Deflection set or a streak that has a black (Immaculate Deflection) card.

## Remixes

Learn about variations of the game online.

Capture the Flag  
Run n' Gun  
Last Man Standing

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