

— HOW TO PLAY & OFFICIAL RULES —

FINAL WHISTLE

THE LIVE FOOTBALL PARTY GAME

Turn any live pro football game into a party game. Hold face-up cards that name real moments from the broadcast. When yours happens on screen, call it, bank the points and draw again. Most points at the final whistle wins.



108
CARDS

2-12
PLAYERS

21+
ADULTS

5 min
TO LEARN

— WHAT YOU NEED

- ✓ This deck
- ✓ Any drinks you like (always optional)
- ✓ A live pro football game on TV
- ✓ A phone or scrap of paper for steals

Final Whistle is an independent party game and is not affiliated with, endorsed by, or sponsored by the National Football League or any professional football team.

SET UP BEFORE KICKOFF

Four steps, about five minutes. Start before the game does.

1

PULL OUT THE 8 SPECIAL CARDS

Take the cards out of the box and turn the whole stack face-up. All 108 cards share the same back, so you sort them by their fronts.

How to spot them: every Player Card has a gold “NO.” number in its top-left corner, from NO. 001 to NO. 100. The 8 special cards have no number.



3 REFERENCE CARDS

Keep them on the table so anyone can check a rule.



1 OPENING KICKOFF

Marked “Play First.” You play it right before kickoff.



4 HOUSE RULES

Blank and optional. Write in a rule your group agrees on.



100 PLAYER CARDS

Numbered NO. 001–100. This is your playing deck.

The 8 special cards are never dealt and score no points.

2

SHUFFLE THE 100 PLAYER CARDS

Shuffle the numbered Player Cards well, so every game plays differently.

3

DEAL THE CARDS FACE-UP

PLAYERS CARDS EACH

2-5 5

6-12 3

Lay your hand face-up in front of you and keep it face-up all game, so everyone can see every card. Put the undealt cards face-down in the middle of the table: that is the **draw pile**. Leave a space in front of you for your **bank**, where your completed cards will go.

4



TURN ON THE GAME AND PLAY OPENING KICKOFF

Before the first snap, every player calls heads or tails on the broadcast’s opening coin toss. Wrong calls take one drink — optional, like every drink in the game.

Missed the TV coin toss? Choose one person to flip a coin. Everyone calls heads or tails first, and wrong calls take the same optional drink.

THEN PLAY ALL GAME LONG

Five steps, repeated until the football game ends.

WATCH

Watch the live game.

CALL

When the event on your card happens, call it.

COMPLETE

Do what the card says.

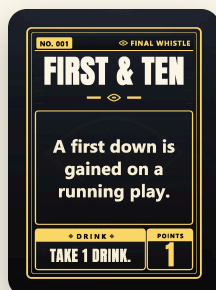
BANK

Put the card in your bank. Its points are yours.

DRAW

Draw again as soon as you have banked.

WHAT THAT LOOKS LIKE AT THE TABLE



1. A running play gains a first down — and you hold **First & Ten**.
2. Call it out loud (“First & Ten — that’s mine!”) and hold the card up so the table can see it.
3. Complete the card. Its drink is optional: skip it and the card still counts.
4. Bank it: place it face-up in your bank pile in front of you. That’s 1 point.
5. Draw the top card of the draw pile and add it face-up to your hand.

GOOD TO KNOW

- **No race.** You only ever call your own cards. If one moment matches cards in several hands, everyone holding a match calls and banks it.
- **Missed one?** Call it any time later in the game — as long as the moment happened while the card was in your hand.
- **Close call?** The table votes. The majority decides, and play moves on.
- **Draw pile empty?** Keep playing with the cards already dealt.

BANKING & STEALING

Every banked card is worth the points printed on it. A few cards let one player steal points from another — or double them.

Steals move points, not cards. Banked cards stay where they are. Jot the amount on a phone or scrap of paper: subtract it from the player who lost it, add it to the player who took it.

Your final score = your banked points ± your tally.

HOW THE GAME ENDS

When the live game ends, Final Whistle ends. If the football game goes to overtime, so do you. Then resolve any Lock It In predictions the final result decides, total your banked points, apply any steals — and the most points wins.

Tied? The player with more banked cards wins. Still tied? Flip a coin.

EXAMPLE: ADDING UP THE FINAL SCORE

PLAYER	BANKED POINTS	STEALS TALLY	FINAL SCORE
Sam	15	−6	9
Jordan	10	+3	13 — wins
Alex	6	+3	9

KNOW YOUR CARDS

Most cards are simple: call it, complete it, bank it. Some carry a colored banner that changes how you play them.

CARD TYPE	WHEN IT APPLIES	WHAT YOU DO
 Active	All game, whenever it applies	Take its drink to activate it, bank it and draw again. Its rule stays active all game.
 Break	During TV breaks and halftime	Hold the card until the break.
 Fantasy	At kickoff	Choose "With" or "Without".
 Play Card	When its printed timing allows	A tactical, one-use card worth 0 points. Take its drink when you play it.
 Play Now	Immediately	Complete it right away, then bank it.
 Lock It In	Until the prediction is decided	Keep the card face-up. Bank it when the prediction is decided.
 OR	Cards that list more than one trigger	Any one listed trigger is enough.

POINT VALUES

1 COMMON	2 FREQUENT	3 UNCOMMON	4 RARE	5 VERY RARE	0 PLAY CARD
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QUICK ANSWERS

Can we play with just two?

Yes — deal 5 cards each and play exactly the same way.

We started after kickoff.

Deal as normal and play Opening Kickoff with a real coin flip.

A review overturned the play.

Go with the final call. If the moment no longer happened, the card returns to your hand.

Do we need to know football?

No. Most cards name things anyone can see happen on TV.

Someone arrived late.

Deal them a hand from the draw pile. They start at 0 points.

How long is a game?

As long as the football game — usually around three hours on TV.

THE RULES AT A GLANCE

- Set aside the 8 special cards. Shuffle and deal from the 100 Player Cards.
- Play Opening Kickoff on the TV coin toss before the first snap.
- Hands stay face-up. You only ever call your own cards.
- Disagree? Majority vote decides.
- Deal face-up: 5 each for 2–5 players, 3 each for 6–12.
- Watch, call, complete, bank, draw — until the game ends.
- Steals move points, not cards. Keep a quick tally.
- When the live game ends, Final Whistle ends. Overtime counts.

PLAY RESPONSIBLY

Final Whistle is for adults 21+. Alcohol is not required — any beverage works, every drink in the game is optional, and anyone may skip any drink at any time; the card still banks. Never drink and drive.

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