

PRO DRAFT™

Parker Brothers trademark for its football team selection game equipment
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Ages 9 to Adult / 3 or 4 Players

OBJECT

Players, each acting as a manager of a pro football team, try to build the team with the most valuable players.

EQUIPMENT

A Football Spinner/Card Tray
Official Football Player Cards
Contract Cards

Option Cards
Value Cards
4 Line-Up Stands

PREPARATION

Place the Football Spinner/Card Tray unit in the center of a table. Shuffle the four decks of cards and place the Player cards face-up in the large slot on the side of the tray. Place the remaining decks face-down in the small slots.

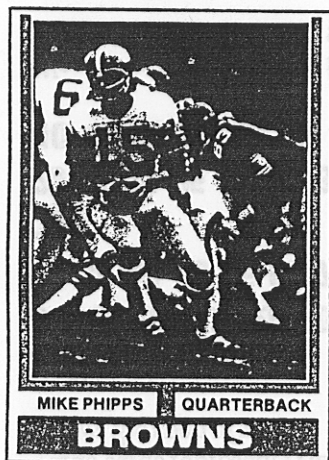
Each manager is dealt 2 Player cards, 2 Value cards, 6 Contracts, 1 Option and is given a Line-Up Stand. Each manager now decides which Value card will be assigned to which Player. He places his Player cards and Value cards back to back without revealing the values, and inserts them into appropriate slots in his Line-Up Stand with the Value card facing him.

THE PLAY

A manager is selected to start the game. On a turn, a manager may do one of the following:

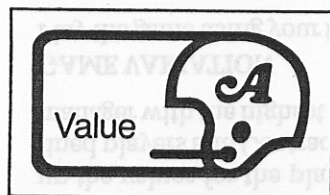
1. Play an Option card, or
2. Spin the spinner on the football and follow the instructions that appear, or
3. Enter one of his sidelined players in his starting line-up.

THE CARDS



PLAYER CARDS

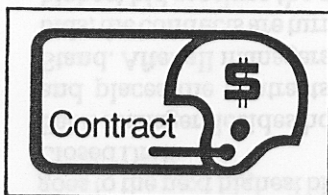
Once they have been positioned, players may not be moved around in the Line-Up Stand. A manager may, however, elect to forfeit a turn and enter one of his sidelined players in his starting line-up or substitute a sidelined player for a starting player.



VALUE CARDS

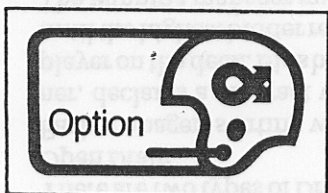
Whenever a manager acquires a Player after the initial deal, he also takes the top Value card and reveals the value to his

opponents before placing both cards in his Line-Up Stand. This is the only time a player's value is revealed during the game. The other coaches must try to remember those players with high values. Value cards remain with the players they have been assigned to throughout the game, even though the players may be sidelined or traded. See Further reference to Value cards at end of rules.



CONTRACT CARDS

Contracts are used as money throughout the game to acquire Players.



OPTION CARDS

Option cards are drawn according to instructions on the spinner. If a manager elects to use an Option card on his turn, he does not use the spinner.

Contents of Option cards and their exact use are as follows:

COLLECT: Sign new TV agreement. Collect three contracts.

SIGN PLAYER: Take the top player on the deck and top Value card for your lowest contract.

CLAIM: Take the top player on the deck and top Value card, free.

CLAIM: Take the top player on the deck and top Value card or any sidelined player, free.

ACQUIRE: Acquire any player from another coach for \$75,000. The player may be sidelined or part of a starting line-up.

TRADE: Trade one of your starting players for a player on another team, starting or sidelined. A manager must sideline the player acquired in a trade if he does not have an opening for him in his starting line-up. However, if either manager has an opening for the player he has just acquired, he must immediately place the player in his starting line-up.

TRADE A FUTURE DRAFT PICK: Trade for a player of your choice on another team. As his turn, a manager may trade this card for a player on another team, standing or sidelined. The opposing manager places the card face-up in front of him and may use it, as his turn, any time throughout the game to acquire, free, the top player on the deck and top Value card.

STOP OPTION PLAY: Football Commissioner stops option play. This card may be used by a manager to nullify an "Acquire," "Claim," or "Trade" card being played against him. Only one STOP OPTION card may be played during a turn.

SIDELINING A PLAYER

Whenever a manager has too many players for any one position in his starting line-up, he must decide which player he will sideline. He then sets the Player card to the right of his Line-Up Stand with its Value card hidden beneath it.

DRAFTS

Drafts are used to acquire the top player on the deck and a Value card assigned to him. A player, in order to strengthen his team, may bid on extra players for positions he has already filled, and sideline the players of lesser value. Contracts are used in the bidding and a manager may not bid over the value of the contracts he actually holds. At the end of each draft, the winning manager must return all contracts used in the bidding to the bottom of the Contract deck in the tray. Bidding is not mandatory. Any manager may "pass" during a draft.

There are two types of Drafts: Open and Closed.

Open Draft:

Each manager, starting with the manager who used the spinner, declares a contract value he is willing to bid for the top player on the deck. Bids begin at random between all managers until the highest bidder receives the player and top Value card. The winning manager must show the value of his new player. If the highest bidder does not have enough contracts, the player goes to the next highest bidder.

Closed Draft:

Each manager decides how much he wants to bid on a player and places the contracts face-down in front of his Line-Up Stand. After all managers who desire to bid have placed their bids, the contracts are turned face-up and the manager with the highest bid receives the player and top Value card, which he reveals. In the case of a tie, the high bidders re-bid, starting with the top original bid, until one is declared the winner.

ENDING THE GAME

The game ends when a manager has acquired a complete starting line-up, i.e., every slot in his Line-Up Stand has been filled. This manager receives a bonus of 75 points. All managers add up the values for the players on their starting line-up. Sidelined players and Contracts are not included in this total. The manager with the highest team value wins the game.

GAME VARIATION

Play the game using your favorite football trading cards.

VALUE CHART

Value cards represent A and B value players. The chart below shows the span of values.

A

0 5 10 10 15 15 20 20 25 25 30 30 30 30
35 35 60 60 65 65 70 75 80 80 85 90 95 100

B

25 25 25 25 30 30 30 35 35 35 35 40 40 40
40 40 45 45 45 45 45 50 50 55 55 55 60 60

We will be glad to answer inquiries concerning these rules.
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