



Welcome to the Show'n'Go Rugby League card game! The aim of Show'n'Go is to score more tries, goals and field goals than the opposing team over 2 halves. To score a try you must advance your team's position 100 metres up field through attacking plays such as passes, kicks and evasions. The opposing team must try to stop you from scoring points through defending plays and tackling your team 6 times to force a handover. However, both teams need to beware of making infringements or errors as these can cause a well constructed play to fall apart.

SETTING UP

1. Pick 2 teams of up to 4 players per team.
2. Select 1 team to be the Home Team and the other to be the Away Team. This is done to help track which side the Field Position Dial should be on.
3. **Toss the coin** - Randomly select a team to receive the opening Kick-Off of the game. The other team will receive the first Kick-Off of the second half.
4. A player from the kicking team shuffles the 80-card deck and deals 8 cards to each team (or 12 cards each for games between 5 or more players). The remainder of the cards becomes the Draw Deck.
5. Each team distributes its cards, in any manner, amongst its team members. NB: Show'n'Go is played as a team game and it doesn't matter which players on a team hold which cards. For the purposes of game play the cards are always played by the team and not by the individual.

PLAYING THE GAME

1. In Show'n'Go, teams play through a series of plays collectively known as 'Sets'. During each Set the attacking team will advance its field position (as indicated on the Field Position Dial) by playing Attacking Plays onto the Current Set Pile. Meanwhile, the defending team will tackle the opposition by playing Defending Plays and Tackle cards onto the Tackle Pile.
2. A new Set begins whenever a half begins, a team scores or a Handover occurs. When a team scores, it will receive the next Kick-Off. When a half begins or a team scores, the team receiving the Kick-Off starts its Set on the 5m mark (as indicated on the Field Position Dial). Whenever a Handover occurs, the team that was previously defending becomes the new attacking team and vice versa and the Field Position Dial gets flipped over. The attacking team always plays the first card of each Set.
3. During each Set, the attacking and defending teams alternate taking turns. During its turn, a team must perform the following actions in order:
 - a) Draw cards until it has the same amount of cards it started the game with.
 - b) Play an Attacking Play card (if it is the attacking team) or a Defending Play card (if it is the defending team). **OR** Mark Up (discard 2 cards and then draw 2 cards). Team members should discuss between themselves which cards to play/discard.

4. In Show'n'Go, cards are played by 'Showing' (showing the card to be played and fulfilling any conditions required to play the card) and 'Going' (playing the card and performing the actions stated on it).
5. **Showing** - A team shows a card from one of their players' hands to all players. The team then fulfils the conditions detailed in the Restrictions Box (grey box) on the card, if any. If the conditions, such as discarding a card or being at a certain field position, are met then the card can be played. If the conditions cannot be met, the card is returned to the player's hand and the team gets a chance to play a different card or Mark Up.
6. **Going** - A team plays a card and performs the actions stated on the card (starting with changing the field position). At this point the opposing team is allowed to 'Interrupt' and cancel the card play. If this does not occur then following actions are performed in order:
 - a) The field position is increased/decreased by the amount of metres shown on the card.
 - b) The actions stated on the rules text on the card are carried out.
 - c) The teams check to see if a Try has been scored (i.e. the attacking team has reached its Try Zone as shown on the Field Position Dial) or if 6 tackles have been made (in which case a Handover occurs).
7. **Interrupting** - An opposing team may play an applicable Error/Infringement or Special Play card (onto the Discard Pile) to cancel the other team's card play (including other Errors, Infringements or Special Plays). The cancelled card is placed into the Discard Pile without any actions stated on the card being performed. The teams then alternate turns as usual. Note that cards which state that something happens 'immediately' cannot be interrupted or cancelled.
8. **Winning** - The game is won by the team that has the highest score after 2 halves have been played. Each half ends when no cards are left in the Draw Deck and play is halted (see **Ending A Half** below for more details). When the first half ends, all cards are reshuffled, 8 (or 12) cards are dealt to each team and the second half begins. If the second half ends with both teams on the same score, a game of Golden Point Extra Time is played. The Extra Time game is played with a random selection of half of the deck until any team scores. The scoring team is then declared the winner. However, the game ends in a true draw if neither team scores during Extra Time.

DECKS / CARD PILES - 4 decks / card piles are used in Show'n'Go. These are the Draw Deck (from which cards are drawn or revealed), the Current Set Pile (where all cards played by the attacking team are placed), the Tackle Pile (where all cards played by the defending team are placed) and the Discard Pile (where all discarded / revealed / cancelled / interrupting cards are placed). The Current Set Pile and Tackle Pile are also known collectively as the Play Piles.

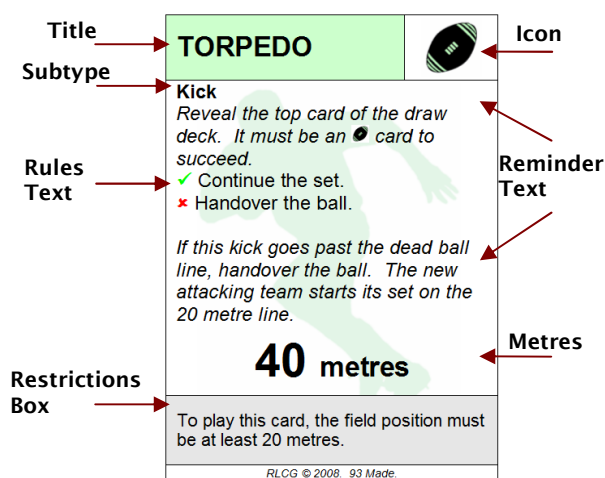
THE FIELD - The field is split into various sections as shown on the Field Position Dial including:

- a) The position where the attacking team receives a Kick-Off → 5 metres.
- b) The 20 Metre Line.
- c) Halfway → 50 metres.
- d) Try Zone → 100 to 110 metres.
- e) In Goal → 0 to -10 metres. Even though the depth of the In Goal is 10 metres, any card that increases the attacking team's field position, while it is in its In Goal, increases it from its 0 metre position.
- f) Dead Ball Line (or Area) → Greater than 110 metres or Less than -10 metres.

SCORING - Any team, while it is attacking, has the opportunity to score by successfully Kicking a Field Goal (1 point) or Penalty Goal (2 points) or scoring a Try (4 points). A Try is scored by the attacking team advancing into its Try Zone. A Try is scored as soon as the attacking team enters its Try Zone unless the defending team has played the *Held Up In Goal* card. Whenever a Try is scored the attacking team gets a chance to Kick a Conversion (2 points).

CARD LAYOUT – 4 types of cards are used in Show'n'Go including Attacking Plays, Defending Plays, Errors/Infringements and Special Plays. Each Show'n'Go card is made up of the following sections:

- Title: Name of the card.
- Icon: Signifying an Attacking Play (green football), a Tackle/Defending Play (no. of tackles in yellow), an Error/Infringement (orange whistle) or a Special Play (pink star).
- Subtype: Including Kicks, Passes, Evasions, Tackles, Penalties, Mistackles, Handling Errors, Special Plays, etc.
- Rules Text: Explains what happens when the card is played. Some rules text will include reminder text (in *italics*) to recap some of the finer rules of the game.
- Metres: The number of metres to increase/decrease the field position.
- Restrictions Box: Details what conditions must be met before the card can be played.



HANDOVERS – When a Handover occurs, the attacking and defending teams switch roles, the Field Position Dial gets flipped over and all of the cards in the Play Piles are placed into the Discard Pile. A Handover will occur for many reasons including the following:

- The attacking team is tackled 6 times.
- The attacking team loses the ball by committing an error or infringement.
- The attacking team loses the ball for any other reason.
- The attacking team is tackled in its In Goal or forced behind its Dead Ball Line. The new attacking team starts its Set on the Halfway Line.
- The attacking team Kicks the ball past the defending team's Dead Ball Line. The new attacking team starts its Set on its 20 Metre Line.

KICKS – A Kick is attempted by revealing the top card of the Draw Deck. If the revealed card is an Attacking Play, the Kick is successful (✓). Otherwise, the Kick fails (✗). In either case, the revealed card is placed into the Discard Pile. If a Kick for an attempted Penalty Goal fails, the kicking team starts a new Set at the 30 metre position. If a Kick for an attempted Field Goal fails, a Handover occurs with the new attacking team starting its Set on its 20 Metre Line. If a Kick goes past the Dead Ball Line, regardless of it being successful, a Handover occurs with the new attacking team starting its Set on its 20 Metre Line. Note that a Kick card cannot be played (and a Conversion automatically fails) if a card cannot be revealed because the Draw Deck is empty. Also note that if a card requires an action that 'would happen', this does not include Kicking actions as these are random actions that might happen.

PASSES AND EVASIONS – The attacking team plays Pass and Evasion cards to advance its field position. If playing 1 of these cards would advance the field position past the Dead Ball Line it instead advances the field position into the Try Zone. This rule is used to reflect that fact that passes and evasions, as opposed to Kicks, are more controllable plays.

TACKLES – Tackle cards are played by the defending team. If the attacking team is tackled 6 times (by totalling the number of tackles on cards in the Tackle Pile), a Handover occurs. If the attacking team is tackled in its In Goal or forced behind its Dead Ball Line, it must make a Goal Line Drop Out whereby a Handover occurs with the new attacking team starting its Set on the Halfway Line.

ERRORS AND INFRINGEMENTS – Some cards, such as Penalties, Mistackles and Handling Errors, can be played to interrupt and cancel other cards as they're being played. This card play happens in addition to a team's normal card play and the team that did not make the last non-interrupting card play (even if it was cancelled) makes the next card play.

SPECIAL PLAYS – Cards that are marked as Special Plays can be played to interrupt and cancel other cards as they are being played. This card play happens in addition to a team's normal card play and the team that did not make the last non-interrupting card play (even if it was cancelled) makes the next card play.

MARKING UP – In addition to playing cards during its turn, if either team cannot or decides not to play a card, it instead discards 2 cards and draws 2 cards. This is known as 'Marking Up'. The cards must still be discarded even if no cards can be drawn.

PENALTIES – When a team receives a Penalty it gets an 'Optional Play', i.e. the option to attempt a Penalty Kick (if its field position is at least 60 metres) or advance its field position by up to 30 metres (but not closer than 10 metres from its Try Zone). If the defending team received the Penalty, a Handover occurs before the Optional Play.

ENDING A HALF – A half ends when no more cards are left in the Draw Deck and at least 1 of the following conditions are met:

- The attacking team is tackled or scores.
- Both teams no longer hold any cards.
- A Handling Error occurs.
- A Field Goal or Penalty Goal attempt fails.
- The ball goes into the Dead Ball Area.
- Both teams agree to end the half.

JUNIOR RULES – For games played amongst junior players, Error/Infringement and Special Play cards can be removed from the deck before playing. Also, when playing cards, junior players can ignore the restrictions listed in the Restrictions Box.

BOX CONTENTS	
80 Show'n'Go Cards	1 Field Position Dial
1 Show'n'Go Score Pad	1 Show'n'Go Rules Booklet
GAME CLASSIFICATION	
Type: Sports, Cards, Educational	
Agnes: 6+	
No. of Players: 2 to 8	
Game Duration: 30 minutes	
ADDITIONAL DETAILS	
For more information on any aspect of the Show'n'Go Rugby League card game visit 93 Made at www.93made.com .	
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