

THROWNZONE

FANTASY FOOTBALL CARD GAME

OFFICIAL GAME GUIDE · SEASON 2026

YOU DON'T DRAFT PLAYERS. *YOU OWN THEM.*

Everything a new manager needs to know — from your first pack to your first payout. **Credits only. No money, ever.**



FIRST GAME · WEDNESDAY, SEPTEMBER 9, 2026 · PATRIOTS @ SEAHAWKS · 8:20 PM ET

THROWNZONE.COM

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READ IT FRONT TO BACK, OR JUMP TO WHAT YOU NEED.

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HOW TO READ THIS GUIDE

Every number in this handbook — credits, prices, odds, fees, payouts — is taken directly from the live game as of September 7, 2026. Where a number varies (entry fees do, a little, contest to contest), the guide says "from" or "about". Credits are written as **cr.**

SECTION 1

01 WELCOME TO THROWNZONE

FANTASY FOOTBALL, PLAYED WITH CARDS YOU ACTUALLY OWN.

In a normal fantasy league you draft players and they're yours until the season ends. In ThrownZone, **every NFL player is a card** — and cards are things you pull, hold, play, trade and sell. Your collection is your team, and your team is only ever as good as the cards in your hands.

Here is the whole game in one lap:

1

RIP PACKS

Packs mint new cards. Every card comes out with a rarity and its own serial number.

2

BUILD YOUR COLLECTION

Cards go into your collection and stay there — they never expire. Trade up, sell down, hunt low serials.

3

SET A LINEUP, ENTER A CONTEST

Pick cards you own, drop them into slots, and enter a contest at the tier your cards qualify for.

4

SCORE, WIN, REPEAT

Real NFL stats score your cards live. Winners take credits and prize packs — and half of every field is paid.

WHAT MAKES IT DIFFERENT

- **Ownership.** A card in your collection is yours. Nobody else holds that serial number.
- **Rarity gates the contest, not a salary cap.** Core cards play in Core contests. Pull an Elite and a new tier opens.
- **Serial numbers matter.** Every card is numbered at random when it's pulled, and the serial breaks ties in every contest.
- **A real market.** Any card can be listed and sold to another manager from day one.

WHAT IT IS NOT

- **Not a money game.** Everything runs on credits. You cannot buy credits and you cannot cash out — there is no deposit, no withdrawal, no real-money anything.
- **Not a draft.** There is no draft day, no league of friends you have to organise. You play against everyone, whenever a contest is open.
- **Not pay-to-win.** The top of the shop is only reachable by winning and trading. Every pack prints its odds before you buy.

THE ONE SENTENCE TO REMEMBER

Pull cards, build a collection, play the cards you own, win credits and prizes, and climb from Core to Hall of Fame over the season.

02 GETTING STARTED

FROM SIGN-UP TO YOUR FIRST CONTEST IN ABOUT TEN MINUTES.

CREATING YOUR ACCOUNT

Go to **thrownzone.com** and choose **Sign up**. You can sign in with a Google account or with an email address and password. Either way, three things are required before you can play:

- **You must be 18 or older.** You enter your date of birth once; the game keeps only the fact that you passed the check, not the date.
- **You must accept the Terms of Service.** They are short and written in plain language, and they say the same things this guide does.
- **Your email must be verified** before anything of value moves — your starting credits, your packs, your cards.

You also pick a **username**: 3 to 20 characters, letters, numbers, dots, underscores and dashes. Usernames are unique — nobody else can take yours — and it is the only name other managers ever see. Your real name is never shown.

WHAT EVERY NEW ACCOUNT RECEIVES

STARTING REWARD	EXACTLY WHAT YOU GET	WHERE TO FIND IT
5,000 credits	Posted to your balance the moment your account is created. Enough for a Core Pack and a full week of Core contests.	Your balance, top of every page
Starter pack (free, once)	Five Core cards dealt as a ready-to-play lineup : a QB, an RB, a WR, a TE and a defender, all from this week's biggest slate.	Packs → Starter
4 × Kickoff Pack (free)	Five cards each: four Core plus one hit slot that is Rare or better, guaranteed . See Section 4 for the exact odds.	Packs → Kickoff
Daily login	+100 credits , once per day, every day of the season.	Packs → Rewards → Claim

That is **25 cards and 5,000 credits** before you have spent anything, and 100 more credits every day you show up. There are no free contest entries as such — but the Core tier includes a **Free Roll** with no entry fee, and Core fees start around 50 cr, so your starting balance covers a great many entries.

YOUR FIRST TEN MINUTES

1

OPEN THE STARTER

Packs → Starter → Open. Five cards flip over one at a time. They're already a legal lineup.

2

RIP THE KICKOFFS

Packs → Kickoff → Open, four times. Watch the last card in each — that's the hit slot.

3

FIND YOUR CARDS

Portfolio lists everything you own. **Collections** shows them by set. Tap any card for its passport.

4

ENTER A CONTEST

Contests → pick a Core contest → drop cards into the slots → Enter. Your Starter five already fit a Classic.

5

WATCH IT SCORE

Live & results scores every card as the games are played. Winnings land automatically.

OPENING A PACK

Open **Packs**, choose a pack, press **Open** (or **Buy & open** for a shop pack — the price is charged at that moment, never before). The server draws the cards, mints a serial number for each and adds them to your collection before the first card flips; the reveal is of cards that are already yours, so closing the tab mid-animation loses nothing.

BUILDING YOUR FIRST LINEUP

Open **Contests**. Every open contest shows its tier, format, fee, field and lock time; ones you can't enter yet say what you're missing ("needs 4 Rare"). Pick any Core contest, tap a slot, tap a card you own that fits, repeat. When every slot is filled, **Enter** lights up and the fee is charged. You can edit or withdraw until kickoff — Section 8.

03 CREDITS & CURRENCY

THREE THINGS IN THE GAME HAVE VALUE. NONE OF THEM IS MONEY.

ThrownZone runs on **Credits**. One other thing — **Prize Credits** — is won in contests and can only be spent on contests. Nothing in the game can be bought with real money, and nothing can be turned back into it.

	CREDITS (CR)	PRIZE CREDITS	
What it is	The everyday currency. Buys packs and cards, pays contest entry fees.	A second balance paid out by Prize Pack Party contests. Spendable only on contest entries.	
You start with	5,000	0	
How you earn it	Contest winnings · selling cards on the market · +100 daily login · the 5,000 signup grant	Winning or placing in a Prize Pack Party	
What it buys	Shop packs (1,999 – 599,999 cr) · cards on the market (from 2 cr) · contest entries (Free to ~33,000 cr)	Contest entry fees only. Used automatically when your prize balance covers the whole fee.	
Can it be bought?	No. Never.	No	
Does it expire?	No	No	
Can it be transferred?	Not directly. Credits move between managers only by buying and selling cards on the market.	No	
Won from contests?	Yes — the main way credits enter the game	Yes — the only way	
Cash value	None	None	None

WHAT THINGS COST

PACKS	PRICE	CONTESTS & MARKET	COST
Starter	Free · once	Core contest entry	Free Roll, or from about 50 cr
Kickoff Pack	Free · 4 per account	Rare contest entry	from about 250 cr
Core Pack	1,999 cr	Elite contest entry	from about 1,200 cr
Rare Pack	5,999 cr	Legend contest entry	from about 6,000 cr
Elite Pack	29,999 cr	Hall of Fame contest entry	from about 30,000 cr
Legendary Pack	149,999 cr	Rake (taken from each contest's entries)	10%
Hall of Fame Pack	599,999 cr	Listing a card for sale	Free
PLUS packs (Core / Rare / Elite / Legendary)	Won only	Seller fee when a card sells	5% of the price (min 1 cr)

New credits enter the game only through the signup grant, the daily login and contest payouts, and leave only through the rake and the seller fee. No other faucet, no other drain — which is why the economy holds its shape.

04 PACKS

EVERY PACK PRINTS ITS ODDS. NOTHING IS HIDDEN.

A pack is a fixed list of slots. Most slots always deal a card of a stated rarity. The last slot in most packs is a **hit slot**: it has a guaranteed floor and a small, published chance of upgrading. The server rolls each hit rarest-first using a cryptographic random source. There is no pity timer and no hidden weighting — the odds on the pack are the odds.

FREE PACKS

STARTER

FREE · ONCE PER ACCOUNT

5 cards, all Core — a QB, an RB, a WR, a TE and a defender, dealt from this week's biggest slate so they can all play together at once. No hit slot; the point of this pack is that you can enter a contest before you've spent a credit.

KICKOFF PACK

FREE · 4 PER ACCOUNT

5 cards: 4 Core + 1 hit slot with a Rare floor. The hit is Rare 88.4% of the time, **Elite 1 in 11**, **Legend 1 in 48**, **Hall of Fame 1 in 240**. Plus a 1.2% chance of a bonus Gold one-of-one card in the pack.

THE SHOP — FIVE PACKS, ONE PER TIER



CORE PACK

1,999 cr

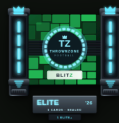
5 cards · 4 Core + 1 hit
hit: **Rare 1 in 2**, else Core



RARE PACK

5,999 cr

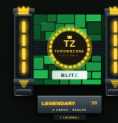
5 cards · 4 Core + 1 hit
hit: **Rare or better** — Elite
1/11, Legend 1/48, HOF
1/240



ELITE PACK

29,999 cr

5 cards · 4 Rare + 1 hit
hit: **Elite or better** —
Legend 1/14, HOF 1/120



LEGENDARY

149,999 cr

4 cards · 3 Elite + 1 hit
hit: **Legend or better** —
HOF 1/14



HALL OF FAME

599,999 cr

3 cards · 2 Legend + 1 **Hall of Fame, guaranteed**
no lottery in this pack

Shop packs are on sale all season, as many as you like, paid in credits at the moment you open one. A "guaranteed" slot means exactly that: if the game has run out of cards at that rarity, the pack is refused as sold out rather than dealt with something lesser.

PLUS PACKS — PRIZES, NEVER SOLD

PLUS packs come only from contests: the **top 5% of every credit contest** (at least the winner) receives a PLUS pack of the contest's tier, and **Prize Pack Party** contests pay PLUS packs by finishing band. They cannot be bought at any price. A Rare, Elite or Legendary PLUS also carries the 1.2% Gold bonus.

EVERY PACK, SIDE BY SIDE

PACK	PRICE	CARDS	FIXED CARDS	HIT SLOT	UPGRADE ODDS	HOW YOU GET IT
STARTER	Free	5	5 Core (QB, RB, WR, TE, DEF)	none	—	Once per account
KICKOFF PACK	Free	5	4 Core	Rare floor	Elite 1/11 · Legend 1/48 · HOF 1/240 · +Gold 1.2%	4 per account
CORE PACK	1,999	5	4 Core	Core floor	Rare 1/2	Shop
RARE PACK	5,999	5	4 Core	Rare floor	Elite 1/11 · Legend 1/48 · HOF 1/240	Shop
ELITE PACK	29,999	5	4 Rare	Elite floor	Legend 1/14 · HOF 1/120	Shop
LEGENDARY PACK	149,999	4	3 Elite	Legend floor	HOF 1/14	Shop

PACK	PRICE	CARDS	FIXED CARDS	HIT SLOT	UPGRADE ODDS	HOW YOU GET IT
HALL OF FAME PACK	599,999	3	2 Legend + 1 Hall of Fame	none — guaranteed	—	Shop
CORE PLUS	Won	5	4 Core	Core floor	Rare 1/14 · Elite 1/120	Core contests
RARE PLUS	Won	5	4 Core	Rare floor	Elite 1/14 · Legend 1/120 · +Gold 1.2%	Rare contests
ELITE PLUS	Won	5	4 Rare	Elite floor	Legend 1/14 · HOF 1/120 · +Gold 1.2%	Elite contests
LEGENDARY PLUS	Won	4	3 Elite	Legend floor	HOF 1/14 · +Gold 1.2%	Legend & Hall of Fame contests

WHAT HAPPENS WHEN YOU OPEN ONE

The price (if any) is charged. The server picks each card, claims a **random unclaimed serial number** from that card's print run, and writes the mint to your collection and to the game's ledger. Then the reveal plays. Every card is yours before you see it — and every card is playable, listable and sellable the moment the reveal ends.

SECTION 5

05 CARD RARITIES

FIVE TIERS. FEWER COPIES, BIGGER CONTESTS, HIGHER STAKES.

Every card in ThrownZone is one of five rarities — here is the same player at all five. The rarity is printed on the card, sets its frame colour, and decides **which contests the card can play in**. It does not change how the card scores — a Core Josh Allen and a Hall of Fame Josh Allen score exactly the same points on Sunday. What changes is where you can play him, and how few other managers can.

CORE	RARE	ELITE	LEGEND	HALL OF FAME
600 printed	120 printed	30 printed	10 printed	2 printed
CORE 600 per starter The base of every collection and the tier everyone starts in. Fields up to 20,000.	RARE 120 per starter Five times scarcer than Core. Four Rares and a Core open the Rare tier.	ELITE 30 per starter Thirty copies of a starter in the whole game. Where the big pools begin.	LEGEND 10 per starter Ten copies. Two Legends and three Elites open the Legend tier.	HALL OF FAME 2 per starter Two copies in existence. Fields of 120. The top of the game.

Print runs shown are for starters (QB1s, skill starters, role players, kickers). Depth players and defenders print one third as many: 200 / 40 / 10 / 4 / 1. Above the five tiers sits **Gold** — a one-of-one version of every player, dealt only as a 1.2% bonus in Kickoff, Rare/Elite/Legendary PLUS packs, and only while that player's Gold is still unclaimed.

WHAT RARITY CHANGES — AND WHAT IT DOESN'T

DOES RARITY AFFECT...	YES / NO	HOW
Contest eligibility	Yes	The whole contest structure is built on it. Each tier needs a set number of cards <i>at or above</i> that rarity — see Section 9. A Rare card can play in Core or Rare contests; a Legend can play anywhere up to Legend, and fills a Legend slot in a Hall of Fame lineup.
Scoring	No	Points come from the real NFL box score and nothing else. No rarity multiplier, no level bonus. Rarity earns you a seat at a richer table; it does not tilt the table.
Availability	Yes	Print runs are fixed and finite: 600 / 120 / 30 / 10 / 2 per starter. When a run is minted out, that card is only ever available second-hand.
Pack odds	Yes	Each pack guarantees a floor rarity in its hit slot and publishes the upgrade odds. Higher packs guarantee higher floors.
Prize pools	Yes	Entry fees rise roughly five-fold per tier (50 → 250 → 1,200 → 6,000 → 30,000 cr), so the pools do too — and the PLUS pack the top 5% wins is the contest's own tier.
Collectibility & trading value	Yes	Scarcity, the player's production, and the serial number set what another manager will pay. A Legend is worth more than a Core of the same player because it opens contests the Core can't, and because there are 60 times fewer of them.

WHY HIGHER RARITY MATTERS, IN ONE LINE

Same points, smaller field, bigger pool. Every tier up is the same football played for more against fewer people — and the only way in is to hold the cards.

06 CARD OWNERSHIP

THE MOST IMPORTANT IDEA IN THE GAME: THE CARDS YOU PULL ARE YOURS.

When a pack deals you a card, that specific copy — that player, that rarity, **that serial number** — belongs to your account. It isn't a licence to use a player for a week. It is a numbered item in your collection, and it stays there until you decide to sell it.

HOW CARDS ENTER YOUR COLLECTION

- **Minted from a pack** — Starter, Kickoff, a shop pack or a PLUS pack you won. A brand-new serial is claimed from the print run.
- **Bought on the market** — an existing card moves from another manager's collection to yours, serial and history included.

Those are the only two ways. Cards are never handed out by the system outside a pack, and nobody — not even an administrator — can create a card outside its print run.

WHERE YOUR CARDS LIVE

- **Portfolio** — everything you own, with what it cost you, what it's worth on the market and what state it's in (playable, in a contest, listed).
- **Collections** — your cards by set, rarity and position, with completion tracked.
- **The passport** — tap any card for its full record: serial, mint date, every hand it has passed through, every contest it has played.

WHAT YOU CAN DO WITH A CARD

PLAY IT

Drop it into a lineup in any contest its rarity qualifies for. A card can be in only one open contest at a time — while it's locked into a lineup it can't be listed or sold, and the moment that contest settles it's free again.

SELL IT

List it on **The Book** at any price from 2 cr. When another manager buys it, the card leaves your collection, the credits (less the 5% seller fee) land in your balance, and the card's record adds a line.

KEEP IT

Cards never expire. A card you pull in Week 1 is playable in Week 18 and beyond. There is no upkeep, no decay, no "utility window". It's yours until you sell it.

HOW OWNERSHIP IS TRACKED

Every card is a row in the game's ledger, identified by its serial number. The row records the current owner, the mint date, whether it is locked into a contest, whether it is listed and at what price, and how many hands it has passed through. Every change of owner is a new ledger entry, never an edit — so the history of a card can be read back at any time, and a card can never be in two collections at once. The same ledger holds every credit that moves, which is what makes the economy auditable: at any moment, the sum of every manager's balance equals the sum of every credit ever granted, won or sold, minus every credit ever spent.

WHEN A CARD CHANGES OWNERS

Nothing about the card changes. Same player, same rarity, same serial number, same mint date. The only things that change are the owner's name on the ledger and one more line in the card's history. Section 13 walks through a sale step by step.

07 SERIAL NUMBERS

EVERY CARD IS ONE OF A NUMBERED EDITION. READ THE NUMBER.



Look at the plate in the **top-left corner** of every card. It reads like **127 / 600**.

The first number is this card. Out of everything printed of this player at this rarity, this is copy number 127. No other card in the edition carries 127. It is permanently attached to this card — it does not change when the card is played, listed, sold or bought.

The second number is the edition size — how many copies of this player, at this rarity, exist in the whole game. For a starter that is 600 at Core, 120 at Rare, 30 at Elite, 10 at Legend and 2 at Hall of Fame. Once all 600 are minted, there will never be a 601st.

Put together, the serial is the card's identity. "Jahmyr Gibbs, Core, 127 of 600" describes exactly one card, owned by exactly one manager, with exactly one history.

HOW A SERIAL NUMBER IS MINTED

When you open a pack, the server decides each card in turn. For every card it draws **one unclaimed serial number, at random, from that card's print run**, and claims it for your account. That claim is written to the ledger in the same transaction as the pack itself — so the moment your pack is opened, the card exists, it has its number, and it is yours.

Because the draw is random, low numbers are not first-come, first-served. A manager opening their fourth free Kickoff Pack on opening night has exactly the same chance at **#1 / 120** as anyone else, and there is no way to farm, reserve or predict a number. The number on the card in your collection is the number that was minted — the display always reflects the real serial, never a placeholder.

THE RULES, PLAINLY

- Every card has its own serial number.
- No two cards in the same edition can share a number.
- The number is assigned once, at the mint, at random.
- The number never changes — not on sale, not on transfer, not ever.
- The number is tracked in the game's ledger alongside the owner and the card's history.
- The number is shown on the card, top-left, everywhere the card appears.

WHY THE NUMBER MATTERS

- **It breaks ties.** Two lineups level on points? The one holding the lowest serial takes the place. Section 11 has the full rule and an example.
- **It's collectible.** #1, single digits, a player's jersey number, a round hundred — managers pay more for numbers that mean something, and the market lets you filter by serial.
- **It's proof.** The serial is what makes "I own this card" a checkable fact rather than a claim.

READING A FEW EXAMPLES

324 / 600 — a Core card, copy 324 of 600. • **007 / 10** — a Legend, one of only ten, and a very low number. • **001 / 2** — the first of two Hall of Fame copies of that player in existence. • **1 / 1** — a Gold: the only one there will ever be.

08 BUILDING YOUR TEAM

TWO LINEUP FORMATS. NO BENCH. LOCKS AT KICKOFF.

CLASSIC · 5 cards · a full slate

QB

RB

WR

WR / TE

FLEX

Five cards playing across a whole slate of games. The three Classic slates each week are **Sunday Early** (1:00 PM ET games), **Sunday Afternoon** (4:25 PM ET) and **Primetime** (Sunday and Monday night). A card can only be played on a slate its team is playing in.

FLEX takes any non-quarterback: RB, WR, TE, a kicker or a defender. Full-PPR scoring with yardage bonuses (Section 10).

SHOWDOWN · 4 cards · one game

CPT ×1.5

FLEX

FLEX

FLEX

Four cards from the two teams in one standalone game — Wednesday's opener, Thursday night, Sunday night, Monday night. Any position can go in any slot.

Your **Captain scores 1.5×**. Yardage milestone bonuses are switched off, so the captain choice is what decides most Showdowns.

THE RULES OF A LINEUP

Cards required	Exactly 5 (Classic) or exactly 4 (Showdown). No partial lineups can be entered.
Positions	Classic: QB, RB, WR, WR/TE, FLEX. Showdown: Captain + 3 FLEX, any positions. A card fits a slot if its position is on that slot's list.
Bench	None. Every card in the lineup scores. There are no substitutions once the contest locks.
Captain	Showdown only. The card in the CPT slot scores 1.5× its points.
Rarity	The contest's tier sets how many cards must be at or above each rarity — Section 9. The builder shows you what the lineup still needs.
Superstar cap	Some players are designated Superstars. A Core lineup may hold at most 1, Rare 2, Elite 3, Legend 4, Hall of Fame unlimited. This stops every Core lineup being the same five names.
One card, one contest	A card locked into an open contest can't be used in another until that contest settles.
Deadline	Kickoff. Classic locks at the first kickoff of its slate (Sunday Early at 1:00 PM ET). Showdown locks at its game's kickoff. Everything is shown in your local time in the app.
Changing your lineup	Any time before kickoff: open the entry from My lineups , swap cards, save. You can also withdraw before kickoff and the entry fee comes back in full, in the currency you paid it.
After kickoff	Locked. No edits, no withdrawals, no swaps — for anyone.
If a player doesn't play	The card scores zero and the lineup is scored as four (or three) players. There is no automatic replacement, so check injury news before lock — the builder shows each player's status.

HOW TO BUILD ONE

Open a contest, and the builder shows the slots for its format. Tap a slot and the picker lists every card you own that fits — position, rarity and slate all considered — with cards that don't qualify greyed out and the reason shown. Fill every slot, and the builder confirms the lineup meets the tier's rarity rule and the Superstar cap. Press **Enter**; the fee is charged and the cards lock to the contest. You'll see the entry under **My lineups** until kickoff and under **Live & results** once the games start.

09 CONTESTS

FIVE TIERS BY RARITY. EIGHT KINDS OF CONTEST. ONE RULE FOR ENTRY: HOLD THE CARDS.

THE TIERS

Every contest belongs to a tier, and a tier is a rarity requirement on your lineup. "Rare or better" means Rare, Elite, Legend or Hall of Fame all count.

TIER	CLASSIC LINEUP (5 CARDS) MUST HOLD	SHOWDOWN LINEUP (4 CARDS) MUST HOLD	FEES FROM	SUPERSTAR CAP	SEATS (FLAGSHIP)
CORE	any 5 cards	any 4 cards	Free – ~50 cr	1	1,200
RARE	4 Rare or better + 1 Core or better	3 Rare or better + 1 Core or better	~250 cr	2	700
ELITE	4 Elite or better + 1 Rare or better	3 Elite or better + 1 Rare or better	~1,200 cr	3	500
LEGEND	2 Legend or better + 3 Elite or better	2 Legend or better + 2 Elite or better	~6,000 cr	4	300
HALL OF FAME	2 Hall of Fame + 3 Legend or better	1 Hall of Fame + 3 Legend or better	~30,000 cr	none	120

Fees are the tier's base fee adjusted a little per contest kind and per week (a Head-to-Head costs more than a Prize Pack Party at the same tier). The exact fee is always shown before you enter.

THE KINDS OF CONTEST

CONTEST	WHAT IT IS	WHAT IT PAYS
Fiat Frenzy	The tier's flagship — the biggest field and pool of the week at that tier. Core: 1,200 seats, 54,000 cr at a full field.	Credits to the top half; PLUS pack to top 5%
The Alpha	The Hall of Fame Classic flagship. 120 seats.	Credits to the top half; Legendary PLUS to top 5%
Tournament	The standard pooled contest, several per tier per slate.	Credits to the top half; PLUS pack to top 5%
Double Up	Finish in the top half and you win. Flat — everybody paid gets the same.	1.8x your entry to every manager in the top half; PLUS pack to top 5%
Winner Takes All	One place paid. First wins the pool.	The whole pool to first, plus a PLUS pack
Head-to-Head	You against one other manager.	The pool to the winner, plus a PLUS pack
Prize Pack Party	Paid in packs by finishing band, not credits.	PLUS packs by band (e.g. Core: Rare PLUS to top 500, Core PLUS to 3,000); the pool as Prize Credits
Free Roll	A Core Classic with no entry fee.	A Core PLUS pack to the winner

HOW A CONTEST RUNS, START TO FINISH

1

OPEN

Contests appear in the lobby for the coming week with fee, field, format and lock time.

2

LOCK

Kickoff. Entries close, lineups freeze, cards lock. A contest with fewer than 2 entries is refunded in full.

3

SCORE

Cards score live from the official stat feed. Standings update through the games.

4

SETTLE

Two hours after the last game's final whistle the scores are official. Ranks are fixed, ties broken by serial, prizes paid to your account automatically.

A WORKED EXAMPLE – A CORE TOURNAMENT WITH 20 ENTRIES AT 50 CR

Entries paid in 1,000 cr. The 10% rake comes off, leaving a **pool of 900 cr**. Twenty entries pay the top half – **10 places**. Every paid place gets its 50 cr entry back first, and the rest climbs the curve: **1st 182 cr · 2nd 125 · 3rd 97 · 4th–10th 70 each**. The winner also receives a **Core PLUS pack** (top 5% of 20 = 1 place). Everyone from 11th down gets their cards back, unlocked, ready for the next contest.

The headline figure. Every contest advertises a pool "at a full field" — exactly what it pays if every seat is taken: fee × seats, less the 10% rake. The Core Fiat Frenzy is 1,200 seats at 50 cr, so 54,000 cr. It is a ceiling, not a promise: what is actually paid is what the entries put in, less the rake, and the lobby shows how much of the full-field figure the entries have funded so far.

SECTION 10

10 SCORING

REAL NFL STATS, FULL PPR, PUBLISHED TO THE DECIMAL.

Every card scores from its own player's official box score. Classic contests use the full table below. Showdown uses the same table with the three yardage milestone bonuses switched off, and the Captain's total multiplied by 1.5. Defensive player cards score as their team's defence and special teams.

PASSING	POINTS	KICKER	POINTS
Passing yards	1 per 25 yds (0.04 / yd)	Extra point	+1
Passing touchdown	+4	Field goal, 0-39 yards	+3
Interception thrown	-1	Field goal, 40-49 yards	+4
300+ yard passing game	+3 (Classic only)	Field goal, 50+ yards	+5

RUSHING & RECEIVING	POINTS	DEFENCE & SPECIAL TEAMS	POINTS
Rushing yards	1 per 10 yds (0.1 / yd)	Sack	+1
Rushing touchdown	+6	Interception	+2
100+ yard rushing game	+3 (Classic only)	Fumble recovery	+2
Reception	+1	Safety	+2
Receiving yards	1 per 10 yds (0.1 / yd)	Blocked kick	+2
Receiving touchdown	+6	2-point / extra-point return	+2
100+ yard receiving game	+3 (Classic only)	Interception, fumble, blocked-kick or return TD	+6

ANY OFFENSIVE PLAYER	POINTS	POINTS ALLOWED (DEFENCE)	POINTS
Punt / kickoff / FG return touchdown	+6	0	+10
Offensive fumble recovery touchdown	+6	1 - 6	+7
2-point conversion (pass, run or catch)	+2	7 - 13	+4
Fumble lost	-1	14 - 20	+1
		21 - 27	0
		28 - 34	-1
		35 or more	-4

TWO WORKED EXAMPLES

A quarterback in a Classic: 285 passing yards (11.4) + 2 passing TDs (8) + 1 interception (-1) + 30 rushing yards (3) = **21.4 points**. Had he thrown for 310, the 300-yard bonus would add 3.

A receiver captained in a Showdown: 7 catches (7) + 110 receiving yards (11) + 1 TD (6) = 24.0 — no 100-yard bonus in Showdown — then **× 1.5 as Captain = 36.0 points**.

Points update live as the stat feed reports plays, and can move up or down during a game as stats are corrected. The score that counts is the one on the board two hours after the final whistle, when the contest settles.

11 TIE-BREAKERS

LEVEL ON POINTS, THE SERIAL NUMBERS DECIDE.

The card's **serial number** is the **tie-breaker**. When two or more lineups finish a contest with exactly the same score, the place goes to the lineup holding the **lowest serial number**. Nothing else is consulted — not entry time, not username, not rarity.

THE RULE, STEP BY STEP

- Rank every lineup by points, highest first.
- For lineups on the same points, look at the **lowest serial number in each lineup**. The lower number wins the higher place.
- If those lowest numbers are the same (two different cards can both be a #7), compare each lineup's **next-lowest** serial, and so on through all four or five cards.
- Only lineups level on points **and** on every serial number share a place — and then the prizes for the places they cover are split evenly between them.

EXAMPLE: TWO LINEUPS TIED ON 148.6 POINTS

MANAGER A — 148.6 PTS

QB Josh Allen #212 / 600
 RB Bijan Robinson #45 / 120
 WR Puka Nacua #9 / 30
 WR/TE Ja'Marr Chase #300 / 600
 FLEX Jahmyr Gibbs #88 / 600

Lowest serial: #9 → takes 1st

MANAGER B — 148.6 PTS

QB Lamar Jackson #111 / 120
 RB Jahmyr Gibbs #58 / 600
 WR Ja'Marr Chase #20 / 30
 WR/TE Puka Nacua #411 / 600
 FLEX Josh Allen #533 / 600

Lowest serial: #20 → takes 2nd

Manager A holds a #9; Manager B's lowest number is #20. Manager A finishes first and is paid first-place money; Manager B is second. Note that the #9 is an Elite and the rest of A's cards are ordinary numbers — one low serial anywhere in the lineup is enough.

EXAMPLE: THE LOWEST SERIALS MATCH

MANAGER C — 96.0 PTS

Serials held: #7, #300, #9, #140

#7 matches · next-lowest #9 → 2nd

MANAGER D — 96.0 PTS

Serials held: #7, #8, #900, #212

#7 matches · next-lowest #8 → 1st

Both lineups hold a #7 (different players — a Core #7 and an Elite #7, say). The tie moves to the next-lowest number in each lineup: D's #8 beats C's #9, so D takes first.

WHERE YOU'LL SEE IT

Every contest's standings show a **Low #** column — the lowest serial in each lineup — so you can always see the number a tie was decided on. And because serials are drawn at random at the mint, everyone has the same shot at the numbers that win ties.

12 WINNING & REWARDS

CREDITS AND PRIZE PACKS — AND HOW MUCH OF EACH.

You win by finishing high enough in a contest to be paid. Every reward in the game comes from a contest or from showing up: there are no purchases, no promo codes and no hidden bonuses. This is everything the game pays, and exactly how it is calculated.

CREDITS FROM CONTESTS

The pool is what the entries paid in, less the 10% rake. In pooled contests **half the field is paid** (always at least one place). **Every paid place gets its entry fee back first**; what is left is shared down this curve, re-scaled so the paid places always add up to the whole pool:

PLACE	1ST	2ND	3RD	4TH - 10TH	11TH - 25TH	26TH - 60TH	61ST - 120TH	121ST - 200TH	201ST +
Share of the rest	14%	8%	5%	2.2% each	1.2% each	0.7% each	0.28% each	0.16% each	0.15% each

In practice: 20 entries at 50 cr pay ten places — 182 / 125 / 97, then 70 each. A full 1,200-seat Core Fiat Frenzy pays 600 places — about 2,000 cr to first, and 600th still gets its 50 back. **Double Up** contests skip the curve: everyone in the top half wins **1.8× their entry**, flat. Winner Takes All and Head-to-Head pay the entire pool to first. A contest with fewer than two entries at lock is refunded in full.

PLUS PRIZE PACKS

- **Every credit contest:** the **top 5%** of the field (at least the winner) receives a **PLUS pack of the contest's tier** — Core PLUS from a Core contest, up to Legendary PLUS from Legend and Hall of Fame contests.
- **Prize Pack Party contests** pay packs by finishing band instead of credits. A Core party pays a **Rare PLUS to the top 5%** of the field and a **Core PLUS to the next 25%**; an Elite party pays Legend PLUS to the top 2%, Elite PLUS to the next 8%, Rare PLUS to the next 20%. Bands scale to the real field, and the first band always pays at least one place. The party's credit pool is paid out as Prize Credits.

EVERYTHING THE GAME PAYS

REWARD	AMOUNT	HOW
Signup grant	5,000 cr, once	On account creation
Daily login	100 cr per day	Packs → Rewards → Claim, once per calendar day (UTC)
Contest payout	Entry back + share of the rest	Automatic at settlement, ~2 hours after the final game
PLUS pack	1 per placing	Top 5% of credit contests; by band in Prize Pack Parties
Prize Credits	Entry back + share of the rest	Prize Pack Party pools; spendable on entries only
Gold card	1-of-1	1.2% bonus in Kickoff and Rare/Elite/Legendary PLUS packs
Card sale	Your price – 5%	When another manager buys your listed card

When you're paid. A contest settles two hours after its last game goes final, so late stat corrections land before prizes do. Credits and packs are posted automatically — nothing to claim except the daily login.

13 TRADING & MARKETPLACE

ANY CARD, ANY PRICE, FROM DAY ONE. THE EXACT CARD MOVES — NOTHING ELSE CHANGES.

Trading in ThrownZone is buying and selling for credits on an open market called **The Book**. There are no card-for-card swaps and no private transfers: the price is public, the buyer pays it, and the card moves. That keeps every trade honest and every card's history readable.

SELLING A CARD

- Open the card from your **Portfolio** and press **List for sale**.
- Set your price — anything from **2 cr** up. The card's fair-value estimate and recent sales are shown to help you.
- Listing is free. The card stays in your collection while listed, but it can't be played while it's on the market.
- Change the price or **delist** at any time. A card locked into an open contest can't be listed until that contest settles.
- When it sells, the credits land in your balance immediately, less a **5% seller fee** (minimum 1 cr). The fee leaves the game — it isn't paid to anyone.

BUYING A CARD

- Open **Marketplace** or **The Book**. Filter by player, position, team, rarity, price or **serial number**.
- Every listing shows the exact card: player, rarity, serial, seller and asking price. Tap it for the full passport.
- Press **Buy**. The price is charged from your credits and the card is in your collection instantly.
- Buying is final. There is no cancellation and no return — you bought that specific card at the price you saw.
- You can't buy your own listing, and a suspended account's listings are hidden.

WHAT HAPPENS WHEN A CARD IS SOLD

1

THE BUYER PAYS

The asking price is charged from the buyer's credits in one transaction.

2

THE CARD MOVES

The ledger changes the owner from seller to buyer. The card's serial, rarity and mint date are untouched.

3

THE SELLER IS PAID

Price minus the 5% fee is posted to the seller's balance. The fee is burned.

4

HISTORY GROWS

The sale is added to the card's passport: who sold it, who bought it, when, and for how much.

A TRADE NEVER CREATES A CARD AND NEVER CHANGES A SERIAL

When you buy **Jahmyr Gibbs, Core, 127 / 600**, you receive that exact card. It is still 127 / 600 in your collection, it was still minted on the day it was pulled, and its passport now shows one more owner. No copy is made, no new serial is issued, and the seller no longer has it. There is exactly one 127 / 600 in the world, and now it's yours.

WHAT MAKES A CARD WORTH MORE

Three things set what another manager will pay: the **player's production** (a card is a claim on real fantasy points every week), the **rarity** (an Elite opens contests a Core can't, and there are twenty times fewer of them), and the **serial number** (low numbers win ties and collectors chase them). The app's **Research center** shows price against production for every player, and the **Value board** ranks the market by expected value, so you can trade on more than a hunch.

14 ACCOUNT & SECURITY

ONE MANAGER, ONE ACCOUNT. THAT'S THE DEAL THAT KEEPS THE GAME FAIR.

YOUR ACCOUNT

- Sign in with **Google** or with an email address and password. Your email must be verified before your starting credits or packs are released.
- You must be **18 or older** and accept the Terms of Service. Your date of birth is checked once and not stored.
- Your **username** is the only name other managers see. It's unique to you and you can change it.
- Keep your password to yourself. If you think someone else has it, use **Sign out everywhere** in Settings — it ends every session on every device at once.

ONE ACCOUNT PER PERSON

- You may hold **one account**. Opening more — to collect the 5,000-credit grant again, to enter a contest twice, or to trade with yourself — is a breach of the Terms.
- Every contest allows **one entry per manager**, enforced by the server.
- Accounts found to be duplicates, or trading value between themselves, are **suspended**: they can't play, list, buy or claim, and their listings disappear from the market.

HOW THE GAME STAYS HONEST

Everything is on the server	Pack rolls, serial draws, contest entries, scoring, settlement and every credit movement happen on the game's servers, not in your browser. Nothing you can do on your device changes a roll, a score or a balance.
The ledger is append-only	Balances are never edited; they are the sum of every entry ever written. Cards are never edited; every change of owner is a new line. That makes every credit and every card auditable back to its source.
Print runs are enforced	The database itself refuses a second card with the same serial in an edition. A run of 600 cannot become 601.
Random means random	Pack hits use a cryptographic random source; serial numbers are drawn at random from the unclaimed run. No account, including staff, gets a better roll.
Duplicate accounts are detected	The game watches for the patterns duplicates leave — free credits moving between accounts, one-sided trades, the same card bouncing between the same two managers — and a person reviews what it flags before anything is suspended.
Fair timing	Lock is enforced at kickoff for everyone, to the second, by the server. Settlement waits two hours past the final whistle so stat corrections land before prizes do.
Staff can't touch your cards	Administrators can view accounts, suspend them, and post credit adjustments — each one logged with who did it and why. They cannot create cards, change serials, or alter a contest's result.

WHAT TO EXPECT FROM YOU

One account. Your own lineups. Trades at prices you'd take from a stranger. That's the whole code of conduct — and it's what makes the low serial you pull tonight worth something in December. Questions or problems: support@meatballparmf.com.

15 FREQUENTLY ASKED QUESTIONS

THE QUESTIONS EVERY NEW MANAGER ASKS IN THE FIRST WEEK.

HOW DO I GET MY FIRST CARDS?

Open your free **Starter pack** under Packs. It deals five Core cards that already form a legal Classic lineup. Then open your four free Kickoff Packs.

HOW MANY PACKS DO I RECEIVE?

Five free packs: one Starter (5 cards) and four Kickoff Packs (5 cards each) — 25 cards in all.

HOW MANY CREDITS DO I RECEIVE?

5,000 credits when your account is created, plus **100 credits** every day you claim the daily login.

HOW MUCH DO PACKS COST?

Core Pack 1,999 cr · Rare Pack 5,999 · Elite Pack 29,999 · Legendary Pack 149,999 · Hall of Fame Pack 599,999. PLUS packs can't be bought — they're won in contests.

WHAT IS THE BEST PACK?

For value on day one, your free Kickoff Packs — a Rare-or-better hit in every one. For credits, the **Core Pack** is the cheapest way to add playable cards and has a 1-in-2 shot at a Rare; the **Rare Pack** is the cheapest guaranteed Rare-or-better. The Hall of Fame Pack is the only pack with no lottery at all.

WHAT DOES RARITY MEAN?

How many copies of a card exist (600 / 120 / 30 / 10 / 2 per starter) and which contest tiers the card can play in. Rarity does **not** change how a card scores.

WHAT IS A SERIAL NUMBER?

The number on the top-left plate of every card, like **127 / 600**. It identifies that exact copy within its edition.

WHY DOES MY CARD SAY 127 / 600?

Your card is copy number 127 of the 600 that exist of that player at that rarity. No other card in that edition is 127.

CAN TWO CARDS HAVE THE SAME SERIAL NUMBER?

Not within the same edition — the database refuses it. Two *different* cards can both be a #7 (a Core Allen #7 and an Elite Chase #7), which is why the tie-break looks at the next-lowest number when the lowest ones match.

WHAT HAPPENS WHEN I MINT A CARD?

The server draws one unclaimed serial number at random from that card's print run and writes it to your collection. The number is yours permanently and the card shows it immediately.

CAN I TRADE MY CARDS?

Yes — list any card you own on The Book at your price, from 2 cr. Another manager buys it and you receive the credits less a 5% fee. Cards locked in an open contest can't be listed until it settles.

DOES THE SERIAL NUMBER CHANGE WHEN I TRADE A CARD?

Never. A sale moves the exact card, serial and all, to the new owner. No copy is made and no new number is issued.

HOW DO I ENTER A CONTEST?

Contests → pick one your cards qualify for → fill every slot with your own cards → Enter. The fee is charged then; you can edit or withdraw until kickoff.

HOW ARE CONTESTS SCORED?

From the official NFL box score, full PPR: 4 per passing TD, 6 per rushing or receiving TD, 1 per reception, 1 per 10 rushing/receiving yards, 1 per 25 passing yards, plus bonuses and penalties. The full table is in Section 10.

HOW ARE TIES DECIDED?

By serial number. Level on points, the lineup holding the lowest serial wins the place; if those match, the next-lowest, and so on. Section 11 has examples.

WHAT HAPPENS IF MY PLAYER DOESN'T PLAY?

The card scores zero. There's no automatic substitute, so check statuses before lock — you can swap cards freely until kickoff.

WHEN DO I GET PAID?

About two hours after the last game in the contest goes final. Credits and packs are posted to your account automatically.

HOW DO I WIN REWARDS?

Finish in the top half of a pooled contest — every paid place gets its entry back plus a share of the pool — or in the top half of a Double Up (1.8× your entry), or first in Winner Takes All and Head-to-Head. The top 5% also win a PLUS pack; Prize Pack Parties pay packs by band.

CAN I BUY CREDITS?

No. Credits can't be bought and can't be cashed out. They come from the signup grant, the daily login, winning contests and selling cards.

DO MY CARDS OR CREDITS EXPIRE?

No. Cards are yours until you sell them; credits and prize credits never expire.

WHAT IS A SUPERSTAR CAP?

A limit on how many designated Superstar players one lineup may hold — 1 at Core, up to 4 at Legend, none at Hall of Fame. It keeps every Core lineup from being the same five names.

CAN I HAVE MULTIPLE ACCOUNTS?

No. One account per person. Duplicate accounts are detected and suspended, and the Terms treat it as a breach.

SOMETHING'S BROKEN. WHO DO I TELL?

Email support@meatballparmf.com with your username and what you saw. Every card and credit movement is on the ledger, so problems can be traced.

16 QUICK START

YOUR FIRST TEN MINUTES IN THROWNZONE.

1

CREATE YOUR ACCOUNT

thrownzone.com → Sign up. Google or email. 18+, accept the terms, verify your email, pick a username.

2

CLAIM YOUR STARTER REWARDS

5,000 credits are already in your balance. Packs → Rewards → claim today's +100.

3

OPEN YOUR FIRST PACK

Packs → Starter → Open. Five Core cards, a ready-made lineup.

4

LOOK AT YOUR CARDS

Rip the four Kickoff Packs, then open Portfolio. Everything you own is there.

5

UNDERSTAND THE RARITY

Grey frame Core, blue Rare, purple Elite, pink Legend, gold Hall of Fame. Rarity opens tiers; it never changes scoring.

6

FIND THE SERIAL NUMBER

Top-left plate on every card: 127 / 600. Yours forever. Low numbers win ties.

7

BUILD YOUR LINEUP

Contests → a Core contest → tap slots, tap cards. QB, RB, WR, WR/TE, FLEX for Classic; Captain + 3 for Showdown.

8

ENTER YOUR FIRST CONTEST

Press Enter. Fee charged, cards locked. Edit or withdraw any time before kickoff.

9

CHECK YOUR SCORE

Live & results scores every card as the games run. Standings show your rank and Low #.

10

BUILD YOUR COLLECTION

Winnings land ~2 hours after the final. Buy a Core Pack, list what you don't need, trade up. Climb.

OPENING NIGHT

PATRIOTS @ SEAHAWKS

Wednesday, September 9 • 8:20 PM ET

Enter the **Wednesday Showdown** — four cards from the Patriots and Seahawks, one of them your Captain. Lineups lock at kickoff. The Sunday slate locks at 1:00 PM ET.

THE RULES THAT MATTER MOST

- No money. Credits can't be bought or cashed out.
- One account per person; one entry per contest.
- Lineups lock at kickoff. No edits after.
- Rarity opens tiers. Scoring is the same for everyone.
- Your serial number is yours forever — and it breaks ties.

THROWNZONE.COM

SEE YOU WEDNESDAY.