



HOW TO PLAY

A new fantasy team every Tuesday. Open seven packs, pick your lineup, beat your rival that week.

Forget everything about normal fantasy. There's no draft, no roster to manage, no waiver wire. Every Tuesday you get seven packs of player cards. You build a brand-new team from whatever you pull, play one head-to-head matchup, and next Tuesday it all starts over. You can never fall out of it.

THE WHOLE GAME IN THIRTY SECONDS

1. Tuesday: seven packs show up. Each has three players. Open a pack, pick one to start.
2. That's your lineup for the week: QB, two RBs, three WRs, and a FLEX.
3. Your players lock when their games kick off. Until then, change your mind all you want.
4. You play one opponent. Most points wins. Standings are by record.
5. Good picks earn **coins**. Coins buy you a player at Tuesday's **auction** or an upgrade to a pack.

YOUR WEEK

TUESDAY
MORNING

Last week is final and your coins are paid. **Seven new packs arrive, sealed.** The auction opens.

WEDNESDAY
MORNING

Auction closes. If you won a player, he's in your lineup. Open the rest of your packs whenever you like.

THURSDAY TO
MONDAY

Games. Each of your players locks at his own kickoff. Scores update live. Watch your matchup.

TUESDAY
MORNING

Result is final. Standings update, coins land, new packs. Repeat.

OPENING PACKS

Your lineup has seven spots: **QB, RB, RB, WR, WR, WR, FLEX**. The FLEX can be a running back, wide receiver, or tight end. You get one pack for each spot, and each pack holds three players who play that position.

1. Tap a sealed pack to open it. Three cards land face down.
2. Flip them over one at a time.
3. Tap the player you want. He's your starter for that spot.

Every card shows the player's team, who he's playing, when he kicks off, and his projected points for the week. If he's listed as Questionable, the card says so.

Rarity

Every pack has a rarity, like a card game. From best to worst: **Legendary**, **Epic**, **Rare**, **Common**. A Legendary pack holds three of the very best players at that position this week. A Common pack holds three guys you'd normally leave on your bench.

Everyone gets the exact same mix every week: one Legendary, two Epic, three Rare, one Common. The packs are shuffled across your seven spots at random. So the luck isn't *whether* you get a Legendary — everyone does. It's *which spot* it lands on, and which three stars are inside.

Rarity is decided fresh each week from that week's projections, position by position. Here's who counts as what:

POSITION	LEGENDARY	EPIC	RARE	COMMON
Quarterbacks	top 6	7-12	13-20	21-32
Running backs	top 6	7-16	17-32	33-56
Wide receivers	top 8	9-22	23-44	45-72
Tight ends	top 3	4-8	9-14	15-24

A few things you'll never see in a pack: players on bye, and anyone listed Out, on IR, Doubtful, or Suspended. Questionable players are fair game. You'll never get the same player twice in your own packs, and no player can be dealt to more than three teams in the league in the same week.

LOCKS AND LINEUP CHANGES

- You can change your pick in any pack as many times as you want — **until the player you picked kicks off**. After that, he's locked in.
- Each card locks separately at its own kickoff. If your pack has a Thursday-night player and two Sunday players and you haven't decided by Thursday night, the Thursday guy is simply off the table. You can still choose between the other two.
- **Forgot to pick?** No zeros. When only one player in a pack hasn't kicked off yet, he starts for you automatically. If they all kick off at once, you get the highest projected one. The app marks these as auto-picks.
- **Your starter gets ruled out before his game?** Switch to one of the other two. If you don't get to it, the app swaps in the best one still available. (If he gets hurt *during* the game, that's just football.)

THREE THINGS YOU CAN DO TO A PACK

Reroll — first one free, then it costs

Opened a pack and hate all three? Hit **Reroll** and get three new players of the same rarity. You'll never see the original three again. Only works if none of the three has kicked off yet. Your first reroll each week is free; after that they cost coins — 30, then 60, then 120, doubling each time.

Peek — 10 coins

Want a hint before you decide whether to bid or upgrade? Pay 10 coins to flip *one* random card of a sealed pack. The pack stays sealed, so it still counts for the auction. When you open it later, that card is already face up.

Upgrade — costs coins, once a week

Got a Common at running back and want better? On a pack you *haven't opened yet*, pay coins to bump it up one rarity. It gets re-dealt at the higher level and stays sealed.

UPGRADE	COST
Common → Rare	25 coins
Rare → Epic	50 coins
Epic → Legendary	100 coins

COINS

You earn coins from how your team does on Sunday. They never expire during the season.

HOW YOU EARN	COINS
Every fantasy point one of your starters scores	1 each
Every pack where the player you picked outscored <i>both</i> players you passed on	+5
Winning your matchup	+25

A typical week earns somewhere around 100 to 150. One catch: **a player you bought at the auction earns you no coins**. He helps you win the game, not build the bank. That keeps the leader from running away with it.

THE AUCTION

Every Tuesday, every player that *anyone in the league started last week* goes up for sale. You can spend coins to buy one of them for one spot in this week's lineup, instead of taking your chances with the pack.

Say your buddy started Bijan Robinson and he went for 30. Tuesday morning, Bijan is on the block. Bid on him. If you win, he's your RB this week — and nobody else in the league can get him.

How bidding works

- Bids are **sealed**. You bid a number, nobody sees it, highest bid wins and pays exactly what they bid. If you lose, you keep your coins.
- Minimum bid is **10**. Ties go to whoever has the worse record.
- When you bid, you say which spot he'd fill (RB, WR, FLEX...).
- The auction opens Tuesday morning and closes **Wednesday morning**, 12 hours before the first game of the week.
- You can win at most **two players** per week.

The one rule to remember: you can only bid for a spot whose pack you haven't opened yet. Open your RB pack and see who's inside? You just gave up the RB auction this week. The app will warn you before you open a pack while the auction is on. Bid and lose? No problem — open the pack Wednesday like everyone else. Every Tuesday you're choosing, spot by spot: trust the mystery of the pack, or pay for a sure thing.

If you win, the player fills that spot and your pack for it disappears. He's also removed from everyone else's unopened packs, so he's truly yours for the week.

SCORING

Full PPR — a point per catch. Nothing exotic.

STAT	POINTS
Passing yards	1 per 25
Passing touchdown	4
Interception thrown	-2
Rushing or receiving yards	1 per 10
Rushing or receiving touchdown	6

Reception	1
Two-point conversion	2
Fumble lost	-2

MATCHUPS AND STANDINGS

- You play one opponent each week. Everyone plays everyone over the season.
- Scores update live while games are on.
- Once a pack locks, both teams' benches are visible — you'll see exactly what your opponent left on the table, and they'll see yours.
- Standings are by record, then total points. Coins are shown next to each team.
- **The Tape** is the league feed: big pulls, every pick, auto-picks, rerolls, purchases, upgrades, final scores. If someone left 40 points on the bench, it's on the tape.

PLAYOFFS

The regular season runs through **week 14**. The **top six** teams make the playoffs, seeded by record and then points. Week 15: seeds 3–6 play while the top two rest. Week 16: semifinals. Week 17: the championship, plus a third-place game. Everyone else keeps playing consolation matchups — you still open packs and earn coins right through week 17.

CHEAT SHEET

7 packs

QB · RB · RB · WR · WR · WR · FLEX

Kickoff

when each player locks — your starter's kickoff makes your pick final

Peek · 10

see one card of a sealed pack; it stays sealed

1 · +5 · +25

coins per point · per right pick · per win

10 min · 2 max

minimum bid · players you can buy per week

3 teams

the most that can be dealt the same player in a week

Full PPR

one point per catch

1 · 2 · 3 · 1

Legendary · Epic · Rare · Common — same mix for everyone

Free · 30 · 60

reroll prices each week, on an opened pack, before anyone in it has played

1 upgrade

per week, on a sealed pack: 25 / 50 / 100 coins

Tue → Wed

auction open — bids close 12 hours before the first kickoff

Sealed only

you can bid for a spot only while its pack is unopened

Top 6

make the playoffs after week 14 · final in week 17

GETTING IN

1. Open the invite link the commissioner sent you.
2. Enter your name, email, a password, and a team name. That's it — no confirmation email.
3. On your phone, add the site to your home screen (Share → Add to Home Screen) so it opens like an app.
4. Come back Tuesday. Your packs will be waiting.