

GAME RULES

1. SELECT YOUR SQUAD

Start by forming the best squad from your cards. You must have 11 first-team players and three subs.



HOW TO PLAY

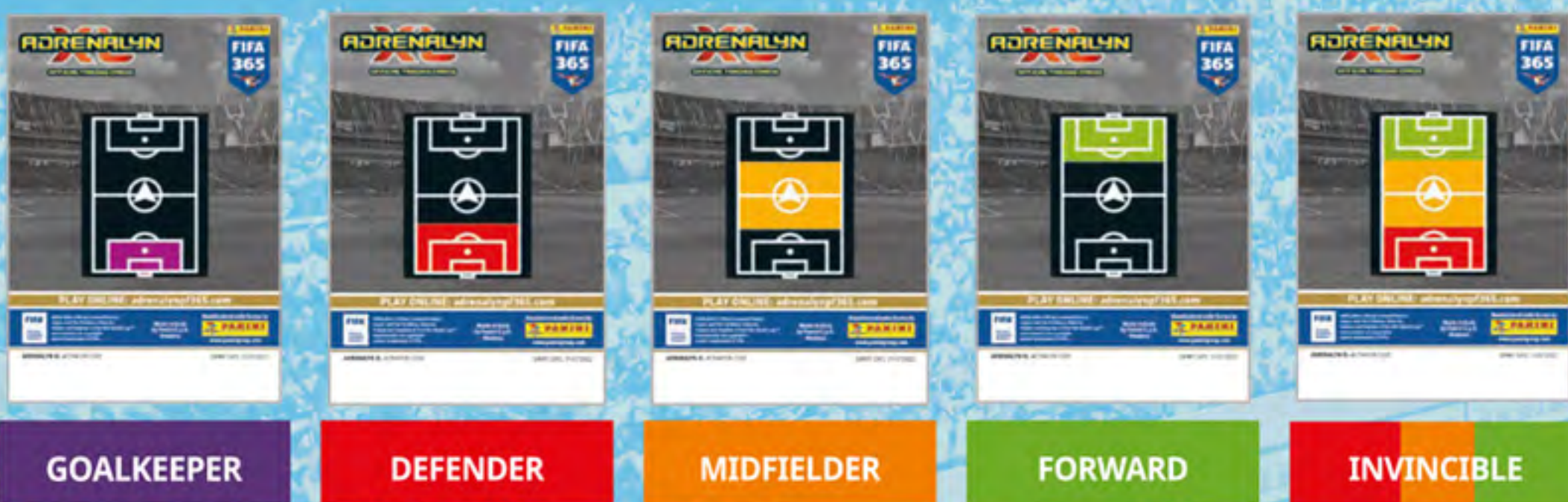
Labels on the card:

- TEAM LOGO: WUXIAP
- ATTACK SCORE: 73
- DEFENCE SCORE: 61
- PLAYMAKER SCORE: 79
- TOTAL SCORE: 213
- PLAYING POSITION: [Diagram]
- SHOT AREA/SAVE AREA: [Diagram]
- CARD NUMBER: 186
- FAMILY: CORE AX
- NAME: MANOR SOLOMON
- SUBSET NAME: TEAM MATE
- FIFA 365 logo

Each family of cards has its own special scores and colours! Read on to find out more.

2. LINE-UP

What's better? A three-man defence or four? A two-striker system or three? On the gameboard, you can put together every possible formation: the choice is yours!



3. PREPARE TO PLAY

Place your cards face-down on the gameboard and remember: during the game, you're not allowed to peek! A good coach knows their team like the back of their hand.



4. KICK-OFF

OK, let's get started! Toss a coin to decide who will kick-off. Did you win the coin toss? Then choose one of your cards and decide whether to attack, defend or control the game. In response, your opponent must choose one of their cards, without revealing it until you've made your play.

Labels on the cards:

- Alvaro: 87, 58, 73, 218, 162, CORE AX
- Trent Alexander-Arnold: 84, 76, 229, 162, CORE AX

Play diagram labels:

- ATTACK or...
- PLAYER A ATTACKS
- PLAYER B DEFENDS

DEFEND or...



Is your score higher? Wow! You score a goal and keep possession of the ball.

Is your score lower? Your opponent scores a goal and gains possession of the ball. But don't worry, you can make a comeback in the next round!

Does your score match your opponent's? Compare your total scores. If they are also the same, the challenge ends without a winner.

At the end of each challenge, the cards must be discarded.

5. FINAL WHISTLE

Once all the cards are used, if you've scored more than your opponent, you win the match!

BONUS CARD

You can upgrade a TEAM MATE by using it with a CLUB BADGE, which adds a +5 bonus to all of that TEAM MATE's game scores. Please note: CLUB BADGES can only be used with the TEAM MATE card of a player on the same team and once used, the bonus card must be discarded.



MAKE A SUB

Just like in a real football game, subs can be crucial to secure a win, so use them wisely! You can use three in total: to make a change, switch a sub for a card that's in play before the next challenge.



PENALTY

Is your goalkeeper a penalty-saving master? If you're defending, before your opponent reveals their move, call out, "Penalty!" Compare shoot-out icons, and if your opponent's player puts the ball where your goalie will save it, you win the challenge!

HE SHOOTS, HE SCORES!



THE KEEPER'S SAVED IT!

