

# GAME RULES

## 1

### SELECT YOUR SQUAD

Before you kick off with Premier League Adrenalyn XL™, you need to put together a team. You need 14 players: 11 starters and three subs. Each team must have a goalkeeper and a maximum of five players in each outfield area of the pitch, i.e. defence, midfield and attack.

## 2

### CHOOSE YOUR FORMATION

Once you have chosen your players, you must decide on a formation (e.g. 4-4-2, 4-3-3, 3-5-2, etc.). Try to go for a system that suits your players best. If you have a lot of good defenders, try a more defensive formation; on the other hand, if you have quite few top forwards, you might be best to opt for an attacking line-up.

**4-4-2**  
FORMATION



## 3

### PREPARE TO PLAY

Place the cards face-down in the spaces shown on the gameboard: defenders at the back, midfielders across the centre, and forwards up front. Each player's position is marked on the back of each card, to help you. During the game you are not allowed to look at the cards that you or your opponent have placed face-down.

#### Friendly or Championship?

Before you start, both players must decide whether to play for keeps, i.e. to win each other's cards (Championship), or just for fun (Friendly). In Championship mode, the winner of each round keeps their opponent's card. If you're playing a Friendly, once a card has been used, you can put it to one side and pick it up again after the game.

## 4

### KICK-OFF

Once both players have chosen their teams, flip a coin to decide who goes first. Whoever wins the toss selects one of their cards and, without showing it to their opponent, chooses to attack, defend or use the control value. Their opponent then does the same. If the first player attacks, the second player must defend and vice versa. If the first player uses the control value, their opponent must also use that value.



Players compare the chosen values of the cards. Whoever has the highest value scores a goal, and that player starts the next round. Both players place their used cards by the gameboard, and they cannot be used again in this match. If the scores of the two cards are equal, compare total score values (the sum of the defence, control and attack values, in the yellow box). If these are also the same, both cards are discarded, and neither player wins the round.

**If the two scores are equal, then the total scores are compared...**



# 5

## PENALTY

Once per game, the goalkeeper can commit a foul. Note: only the player who is defending, and has not shown their card yet, can do this. In this case, a penalty is awarded. All cards have a symbol showing an outfield player's shot rating or a goalkeeper's save rating. Compare the two – imagine laying one symbol over the other. If the ball is placed where the goalie will catch it, it's a save!



Alternatively, you can play with your goalie's card at any point in the game, simply by using their value in attack or in defence.



## MAKE A SUBSTITUTION

Remember, just like in a real game, substitutes can win the game for you in the dying seconds, so use them wisely! You have three subs and you can use them at the start of a round, before choosing a defender, midfielder or attacker. Note: you should discard the card you are replacing.

## AND THE WINNER IS...

The winning player is the one who has won the most rounds after all the cards have been used.

## POWER-UP YOUR PLAY!

LINE-UP and CLUB CREST cards can be used to boost the base card game values. If played together with a player's base card from the same team, these BONUS cards will increase all game scores by five. The TROPHY card can also be used with any Manchester City player to boost all values by +5. Please note: BONUS cards can only be used once per game.

## PENALTY SHOOTOUT!

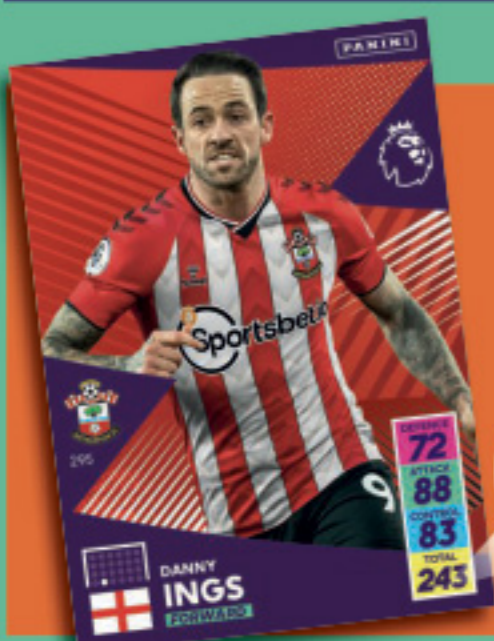
**WANT A QUICK FOOTIE FIX? PLAY OUR PENALTY SHOOTOUT GAME!**

- Each player selects a goalie and five penalty takers.
- Each player places their goalkeeper's card face-up, then shuffles their five penalty takers, putting them into a pile face-down.
- Flip a coin to decide who starts. The winner takes the top card from their pile and compares the shot rating with the save rating of the opposing goalkeeper. If the penalty taker's shot is not covered by the goalkeeper's save rating area, the penalty is scored; otherwise it is saved. Players take turns to take penalties and they are counted just like in a real-life match.
- If the shootout ends in a draw, it goes to sudden death. Whoever misses first, whether before or after their opponent has scored, loses the match.

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## CONTROL THE GAME WIN MATCHES

As well as using the attack or defence values, you can also win games using the control value. To do this, compare the number in blue that's found on all the cards. It's just one of the many exciting ways to play the game!



## GRAND TOTAL

Play a fast and furious game by comparing the total value (the defence, attack and control values added together) of each card. Both players draw a card face-down and then turn it over, and whoever has the highest total value, wins. Pure excitement with the flip of a card!



## TIKI-TAKA

**You can play with two, three, four, five, or as many players as you want.**

- Each player has a pile of cards face-down, shuffled.
- Decide who goes first – you could flip a coin or roll a dice.
- The first player decides whether to attack, defend, or use the control value.
- If the first player chooses to attack, the remaining players must defend or vice versa.

However, if they choose to use the control value, everyone else must play with that value too.

- The player with the highest score wins the game and wins all the other cards used by their opponents in that round.
- The winner will start the next game.



## COMPETITION LEVELS

For those of you who want to become true Adrenalyn XL™ masters, there are three levels of competition for you to try. You still follow the usual game rules of game, and don't forget to choose your preferred formation (with a goalkeeper and a maximum of five players in each of the three outfield areas). The different competition levels relate to the choice of cards available to you. The higher the level, the more limited your choice of cards becomes – but, on the other hand, creating your team will be much more challenging and a test of real skill!

### BASIC LEVEL

- You can create your team with all the Adrenalyn XL™ cards, with no limits at all.

### LEAGUE LEVEL

You must create your team with:

- Six base cards;
- Three cards from the Hero series;
- Two cards taken from the rest of special series (Top Keepers, Diamonds, Defensive Rocks, Game Breakers, Fire, Ice, Elites, Lightning, Golden Ballers, and the Invincible card).

### MASTER LEVEL

You must create your team with:

- Eight base cards;
- Two cards from the Hero series;
- One card taken from the rest of special series (Top Keepers, Diamonds, Defensive Rocks, Game Breakers, Fire, Ice, Elites, Lightning, Golden Ballers, and the Invincible card).

The goal is to be the NUMBER ONE. Go for it!