

GAME RULES

1

SELECT YOUR SQUAD

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

2

CHOOSE YOUR FORMATION

Once you have chosen your players, decide on a formation (e.g. 4-4-2, 4-3-3, 3-5-2, etc.). Pick a system that suits your players best. So if you have a lot of good defenders, try a more defensive formation; if you have quite few top forwards, opt for an attacking line-up.



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, decides whether to attack, defend or use the control value. Their opponent then chooses one of their cards and, without showing it to the first player, will respond with their defence, control or attack value, depending on which one the first player has chosen. Note: 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 next to the gameboard, and they cannot be used again during this match. If the scores of the two cards used are equal, compare total score values – the sum of the defence, playmaker and attack values, found at the bottom of each card. If these total values 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...



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 beginning a game, both players must agree if they are playing 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 are playing a Friendly, once a card has been used, put it to one side and pick it up again after the game.

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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. 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 goalkeeper as well as 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, the penalty 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.

PLAY ADRENALYN XL 2023

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!



COMPETITION LEVELS

Want to become a true Adrenalyn XL™ master? There are three levels of competition for you to try! You still follow the usual game rules, and choose your preferred formation (11 players, with a goalkeeper, plus a maximum of five players in each of the three outfield areas). As the competition levels get tougher, you have less flexibility on how you build your team... but the challenge just makes it more of a rush!

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 World Class series;
- Two cards taken from the rest of special series (Defensive Steel, Electric Pace, Top Finisher, Adrenalyn Rush, Super Stopper, Leader, Ice, Fire, Midfield Master, Diamond, Titan, Golden Baller and Invincible).

MASTER LEVEL

You must create your team with:

- Eight base cards;
- Two cards from the World Class series;
- One card taken from the rest of special series (Defensive Steel, Electric Pace, Top Finisher, Adrenalyn Rush, Super Stopper, Leader, Ice, Fire, Midfield Master, Diamond, Titan, Golden Baller and Invincible).

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

Alternatively, use the NEW AXL value feature and set a cap on total value of your squad before you play. Balance the books and build a winning team!

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 turns 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 instead.
- 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.

