

1. PERSONALISE YOUR SHIELD AND YOUR COLOURS

You will be able to customize your badge, choosing its shape, form and pattern. Make sure your badge strikes fear into the heart of your opponents! By playing and progressing in the game you will be rewarded with more customization options.

Improve your game and become an outstanding ADRENALYN XL™ player to move up a level.

2. LEAGUES RANKING FOR CLASSIC MODE

Adrenalyn XL has a game ranking system based on hierarchical league levels where users are compared by their XP. You can gather XP by playing competitive matches against other users.

There are leagues in 5 levels:

- Adrenalyn ELITE: with a unique group 20 users. This is the élite of the Adrenalyn online game.
- First Division: three groups with 20 users each (60 users)
- Second Division: nine groups with 20 users each (180 users)
- Third Division: twenty-seven groups with 20 users each (540 users)
- Amateurs: a unique group with all other users.

At the 15th and the end of each month, Panini will freeze the rankings inside each league and group to determine which users will move to an upper league and which users are relegated down to a lower league.

Leagues are calculated as per the following schema:

- Adrenalyn ELITE: The lowest 3 users descend to the First Division.
- First Division: The highest user of each league ascends to the Adrenalyn ELITE (3 users). The lowest 3 users of each league descend to the Second Division (9 users).
- Second Division: The highest user of each league ascend to the First Division (9 users). The lowest 3 users of each league descend to the Third Division (27 users)
- Third Division: The highest user of each league ascend to the Second Division (27 users). The lowest 3 users of each league descend to the Amateurs (81 users)
- Amateurs: The highest 81 users ascend to the Third Division

After the leagues are calculated everyone's XP is reset, but your best placement will be stored in your profile.

During the month of July 2022, all users are placed in the Amateurs division. Afterwards, the highest 800 users will form the initial division.

Important: between the league calculations, users can challenge users of any league and group. Of course, in case a user with a higher XP will challenge a user with a lower XP, the points he will gain in case of win are quite low, and, at the same time, the opposite is true.

3. HEAD TO HEAD MODE, XP and LEVEL RANKING

In the HEAD TO HEAD MODE you start at level 20 and aim to reach level 1. You can gather XP by playing competitive matches against other users.

All users are ranked by their XP in a global level ranking. Every two weeks the XP and levels are reset, but the best level you have reached is stored in your profile. Try to match your top level again!

4. ACTIVATE THE CARD

Scan the QR codes you will find into each pack to gain a new digital pack with random cards inside. You can also enter the code to earn COINS, which you can use to activate special virtual cards and improve your team and your chances of winning.

Every 5 activated codes, you will also receive a Standard Digital Pack and 2 training cards.

5. CREATE YOUR SQUAD

Before starting an ADRENALYN XL™ match, you have to put your squad together. You need 16 players – 11 of which will make up your first team and 5 subs. Each team must have a goalkeeper and a maximum of five players for each position.

Put together your strongest team using your cards. Adapt your team and playing system to your winning game plan. Plus, to help you pick the best players, you can order extra cards according to their position, their club, and their scores in attack or defence.

There's also the 'virtual trainer' button, which will help you to put together your squad.

6. CHOOSE YOUR GAME SYSTEM

After selecting your players, you have to decide on a formation (eg 4-4-2, 4-3-3, 3-5-2). Choose the best system for your players. If you have lots of good defenders, use a more defensive system, but if you have excellent forwards, adopt a more offensive system.

7. LOBBY

The lobby is the online ADRENALYN XL™ players' meeting point where you can challenge an available user within your level range chosen by the system.

The system will match you depending on the selected main game modalities: CLASSIC and HEAD TO HEAD MODE.

8. TRAIN AGAINST THE COMPUTER

Need to train but don't have anyone to play against? You can play a friendly against the computer, with five difficulty levels. The final two levels are so tough that if you win, not only will it improve your team, but you're also unlikely to lose against a real-life opponent!

9. START THE GAME

The player chosen by the computer to start the match selects one of their cards and decides whether to attack or to defend, or chooses the control value of their card. In turn, their opponent selects one of their cards and uses it in defence, midfield (control) or attack.

If the first player attacks, their opponent has to defend themselves, or vice versa.

If you play a control rating, the opposing player must also call out their control rating.

The players compare the chosen values of the selected cards. The card with the highest value scores a goal and begins the next battle. Cards chosen for this challenge cannot be selected again during the match and are placed outside the lobby.

If both numbers are the same, it goes to a tiebreaker between the total value (adding attack, control and defence) of each card.

If the total value ends in a draw too, the two cards are ignored and no player wins the match. If the whole match ends in a draw, the team with less card sum wins.

Just like in a real match, substitutes can snatch a win for you in the last moments, but you have to use them effectively! You have to choose your substitutes when you have the ball possession before selecting a card. The card which is replaced is discarded.

10. MARKET

In the 'market' section you can:

- redeem the COINS won during matches and tournaments, or gained by activating cards, completing the virtual binder (some items can be redeemed only after 5 product code activations);
- buy special digital cards that will give you a better chance of winning your next match;
- get virtual packs with the cards of the collection;
- buy exclusive Online Challenger and Online Stars cards.

11. COMBO

Pick some COMBO player cards to play alongside each other to earn you extra points. Dazzle your opponent with a combo-attack or combo-defence and create your best line-up!

Id	Name (Team)	Card Type	Id	Name (Team)	Card Type	BONUS
31	Leandro Paredes	Hero	228	Idrissa Gueye	Hero	3C
36	Lionel Messi	Hero	53	Neymar Jr	Hero	5A
39	Kevin De Bruyne	Hero	124	İlkay Gündoğan	Hero	5C
42	Youri Tielemans	Hero	43	Axel Witsel	Hero	3C
43	Axel Witsel	Hero	42	Youri Tielemans	Hero	3C
45	Romelu Lukaku	Hero	243	Dušan Vlahović	Hero	4A
51	Fred	Hero	466	Scott McTominay	Contender	2C
53	Neymar Jr	Hero	36	Lionel Messi	Hero	5A
54	Vinícius Jr	Hero	115	Karim Benzema	Hero	5A
56	Jean-Charles Castelletto	Hero	57	Michael Ngadeu	Hero	1D
57	Michael Ngadeu	Hero	56	Jean-Charles Castelletto	Hero	1D
69	Alphonso Davies	Hero	112	Benjamin Pavard	Hero	3D
72	Jonathan David	Hero	117	Kylian Mbappé	Hero	4A
76	Marcelo Brozović	Hero	186	Frenkie de Jong	Hero	4C

78	Mateo Kovačić	Hero	79	Luka Modrić	Hero	5C
79	Luka Modrić	Hero	78	Mateo Kovačić	Hero	5C
82	Kasper Schmeichel	Hero	128	Daniel Amartey	Hero	2D
84	Thomas Delaney	Hero	85	Pierre Emile Højbjerg	Hero	2C
85	Pierre Emile Højbjerg	Hero	84	Thomas Delaney	Hero	2C
92	Pervis Estupiñán	Hero	93	Ángelo Preciado	Hero	1D
93	Ángelo Preciado	Hero	92	Pervis Estupiñán	Hero	1D
99	Gonzalo Plata	Hero	494	Gareth Bale	Contender	2A
105	Phil Foden	Hero	250	Pedri	Hero	4C
108	Harry Kane	Hero	205	Cristiano Ronaldo	Hero	5A
112	Benjamin Pavard	Hero	69	Alphonso Davies	Hero	3D
115	Karim Benzema	Hero	54	Vinícius Jr	Hero	5A
117	Kylian Mbappé	Hero	72	Jonathan David	Hero	4A
124	İlkay Gündoğan	Hero	39	Kevin De Bruyne	Hero	5C
125	Kai Havertz	Hero	162	Heung-min Son	Hero	4A
126	Timo Werner	Hero	288	Christian Pulisic	Hero	4A
128	Daniel Amartey	Hero	82	Kasper Schmeichel	Hero	2D
134	Issahaku Abdul Fatawu	Hero	135	Kamaldeen Sulemana	Hero	1A
135	Kamaldeen Sulemana	Hero	134	Issahaku Abdul Fatawu	Hero	1A
137	Hossein Kanaani	Hero	138	Shoja Khalilzadeh	Hero	1D
138	Shoja Khalilzadeh	Hero	137	Hossein Kanaani	Hero	1D
145	Shuichi Gonda	Hero	154	Seung-gyu Kim	Hero	1D
151	Gaku Shibasaki	Hero	152	Ao Tanaka	Hero	1C
152	Ao Tanaka	Hero	151	Gaku Shibasaki	Hero	1C
154	Seung-gyu Kim	Hero	145	Shuichi Gonda	Hero	1D
162	Heung-min Son	Hero	125	Kai Havertz	Hero	4A
166	Edson Álvarez	Hero	169	Héctor Herrera	Hero	2C
169	Héctor Herrera	Hero	166	Edson Álvarez	Hero	2C
172	Yassine Bounou	Hero	190	Wojciech Szczęsny	Hero	4D
174	Achraf Hakimi	Hero	200	Raphaël Guerreiro	Hero	5D
182	Stefan de Vrij	Hero	184	Virgil van Dijk	Hero	5D
184	Virgil van Dijk	Hero	182	Stefan de Vrij	Hero	5D
186	Frenkie de Jong	Hero	76	Marcelo Brozović	Hero	4C
190	Wojciech Szczęsny	Hero	172	Yassine Bounou	Hero	4D
196	Robert Lewandowski	Hero	197	Arkadiusz Milik	Hero	4A
197	Arkadiusz Milik	Hero	196	Robert Lewandowski	Hero	4A
200	Raphaël Guerreiro	Hero	174	Achraf Hakimi	Hero	5D
205	Cristiano Ronaldo	Hero	108	Harry Kane	Hero	5A
208	Saad Al Sheeb	Hero	451	Pedro Gallese	Contender	1D
216	Almoez Ali	Hero	477	Ali Mabkhout	Contender	1A
219	Sultan Al-Ghannam	Hero	220	Yasser Al-Shahrani	Hero	1D
220	Yasser Al-Shahrani	Hero	219	Sultan Al-Ghannam	Hero	1D
224	Salem Al-Dawsari	Hero	438	Bryan Ruiz	Contender	2A
228	Idrissa Gueye	Hero	31	Leandro Paredes	Hero	3C

233	Sadio Mané	Hero	234	Ismaila Sarr	Hero	3A
234	Ismaila Sarr	Hero	233	Sadio Mané	Hero	3A
242	Dušan Tadić	Hero	481	Ruslan Malinovskyi	Contender	3A
243	Dušan Vlahović	Hero	45	Romelu Lukaku	Hero	4A
244	Unai Simón	Hero	433	Keylor Navas	Contender	3D
246	Pau Torres	Hero	489	Joe Rodon	Contender	2D
250	Pedri	Hero	105	Phil Foden	Hero	4C
260	Breel Embolo	Hero	261	Haris Seferović	Hero	2A
261	Haris Seferović	Hero	260	Breel Embolo	Hero	2A
263	Dylan Bronn	Hero	264	Montassar Talbi	Hero	1D
264	Montassar Talbi	Hero	263	Dylan Bronn	Hero	1D
271	Ronald Araújo	Hero	272	José María Giménez	Hero	3D
272	José María Giménez	Hero	271	Ronald Araújo	Hero	3D
288	Christian Pulisic	Hero	126	Timo Werner	Hero	4A
427	Ajdin Hrustić	Contender	431	Tom Rogić	Contender	1C
431	Tom Rogić	Contender	427	Ajdin Hrustić	Contender	1C
433	Keylor Navas	Contender	244	Unai Simón	Hero	3D
438	Bryan Ruiz	Contender	224	Salem Al-Dawsari	Hero	2A
443	Winston Reid	Contender	444	Tommy Smith	Contender	1D
444	Tommy Smith	Contender	443	Winston Reid	Contender	1D
451	Pedro Gallese	Contender	208	Saad Al Sheeb	Hero	1D
459	Gianluca Lapadula	Contender	468	Lyndon Dykes	Contender	2A
466	Scott McTominay	Contender	51	Fred	Hero	2C
468	Lyndon Dykes	Contender	459	Gianluca Lapadula	Contender	2A
470	Walid Abbas	Contender	471	Mohamed Al Attas	Contender	1D
471	Mohamed Al Attas	Contender	470	Walid Abbas	Contender	1D
477	Ali Mabkhout	Contender	216	Almoez Ali	Hero	1A
481	Ruslan Malinovskyi	Contender	242	Dušan Tadić	Hero	3A
485	Roman Yaremchuk	Contender	486	Andriy Yarmolenko	Contender	2A
486	Andriy Yarmolenko	Contender	485	Roman Yaremchuk	Contender	2A
489	Joe Rodon	Contender	246	Pau Torres	Hero	2D
494	Gareth Bale	Contender	99	Gonzalo Plata	Hero	2A

12. TOURNAMENTS

The tournament section lets you challenge more than one team, just like in a real competition. Tournament ranking is set again to zero at the end of every tournament period. Try to be the best every time and climb the charts until you get to be the number one!

The points you can win depend upon the number of participants in each tournament. So don't be afraid to take a few risks and show everyone that you're the best at playing ADRENALYN XL™!

The points table is as follows:

Number of users	Points for each position
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	1º	2º	3º	4º	5º	6º	7º	8º
1	0	0	0	0	0	0	0	0
2-3	1	0	0	0	0	0	0	0
4-10	2	1	0	0	0	0	0	0
11-25	3	2	1	0	0	0	0	0
26-50	5	3	2	1	0	0	0	0
51-80	10	7	5	3	2	1	0	0
81-100	20	10	7	5	3	2	1	0
101-9999	25	15	10	7	5	3	2	1

ATTENTION: into competitive game modalities, which are modalities whose points (XP) determine user rankings, any user can challenge another user only once every 24 hours. At this purpose, during the matchmaking step, the game applies automatic rules which don't allow 2 users to play more than one non-friendly match every 24 hours. In tournament game mode, matchmaking step is not available so it may happen that during a tournament a user may play against another user already challenged in the previous 24 hours in a competitive match. If this case happens, the match won't assign any XP points at the end of the match.

13. SAGA MODE

The SAGA Adrenalyn XL™ is one of the most interesting section of the online game. You can try your skills challenges the Adrenalyn XL™ teams in more than 32 different levels throughout the World. Complete the SAGA, be the best Adrenalyn XL™ player!

The first level is available for any user. To unlock the entire game mode, users have to enter at least 5 unique codes.

14. HOW TO GET COINS

There are several ways to earn coins:

- Win matches
- Burn duplicates
- Complete a section of your virtual binder
- Complete your daily and weekly tasks
- Complete the survey
- Level up
- Buy them for real money
- Find a COINS card and activate it!

15. SPECIAL CARDS

BONUS CARDS: you can use these cards to increase the scores of your player cards during a challenge. You can pick them during a game to strengthen the value of your card, but you have to use them carefully since you will only be allowed to use three bonus card during the same match.

LUCKY CARDS: these cards are similar to the bonus cards, but the effective value can vary depending on the pack you've activated. In a MEDIUM RISK pack, you'll probably find a really positive BONUS. The LUCKY CARDS, as the name suggests, are random, giving the game a bit of uncertainty but also making it much more exciting..

TRAINING CARD: you can increase the value of your Team Mate using this special feature card. With this card, you can put a basic player card in the training room for 1 hour. At the end of that time, that player card will receive a permanent extra score. During the training period, your card can not be used in any challenge. Training cards can be used to increase the defensive and attack values of your player cards by a maximum of 2 points for attack and defensive value. Only one card can be in-training at a time and not all card types can be trained.

PENALTY CARD: this card can be used during a match as the last chance to save the point. If your opponent wins a card comparison, you can decide to play the penalty card, committing a foul. Then your opponent has to take a penalty – if you save it, the point is saved; otherwise your opponent wins the point and the match will continue. Important: the player card who committed the foul can't be used in the next challenge. Not available on mobile app.

STADIUM CARD: in real football matches, home advantage is one of the most important factors for a team to win. You can use the STADIUM CARD in a similar way. These exclusive digital cards will add points (+1 defense value, +1 midfield value, +1 attack value) to each player associated to the team of the stadium that you have in your line-up. Use the power of your stadium!