

GAME RULES

1. SELECT YOUR SQUAD

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



HOW TO PLAY

Labels on the card:

- TEAM LOGO
- PLAYING POSITION
- NATIONALITY
- TOTAL SCORE
- SHOT AREA/SAVE AREA
- NAME
- RARITY ICON
- FAMILY
- SUBSET NAME
- DEFENCE SCORE
- PLAYMAKER SCORE
- ATTACK SCORE
- CARD NUMBER

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.

ATTACK or...

Labels on the cards:

- PLAYER A ATTACKS
- PLAYER B DEFENDS
- Ousmane DEMBÉLÉ
- 86
- 84

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!

CONTROL THE GAME



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

If you like, you can boost a TEAM MATE or a CAPTAIN by playing it with either a SECOND SKIN, which adds a bonus of +3 to all game values, or with a CLUB BADGE (+5) or LINE-UP (+7). Please note: bonus cards can only be used with a TEAM MATE or a CAPTAIN from the same team. You may only use them at a time, and after using them, they 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 five 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!

