



FOOTBALL MANAGER BOARD GAME

**THIS IS NOT THE FINAL RULEBOOK!
THIS IS A WORK-IN-PROGRESS DOCUMENT
ALLOWING YOU TO LEARN AND PLAY THE GAME**

INTRODUCTION

Eleven – this number of players you have on the pitch at any given time makes all the difference between being the best team and the worst. But every team knows that to be the best in the league it takes a lot more – it takes an incredible manager.

Eleven is a strategy game set in a world of sport. The player's task is to manage and grow their own football club over the course of a season. Manage club resources, transfer and train players, hire new staff and expand the stadium. Prepare for the matchday by planning strategy against each opponent and take care of the teamspirit, so your team would go up in the league table. Endless glory awaits for the winners, but losers will be forgotten. Are you ready for the kick-off?

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Monday

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- Tuesday, Wednesday, Thursday
- Hire a player or youngster
- Sell a player or youngster
- Contract a sponsor
- Invest in Stadium Infrastructure
- Increase the Stat level
- Use an action on a card or a token

Matchday

- Prepare for the match
- Resolve the match
- Result of the match

End of the round

Additional rules

- Objective cards
- Suspension
- Injury
- Scoring before the match

End of the game

COMPONENTS



1 League table board



X Resources: X Budget markers €, X Fanbase markers , X Operation markers , X Fitness markers



temporary strength permanent strength

X double-sided Strength tokens



X Injury tokens



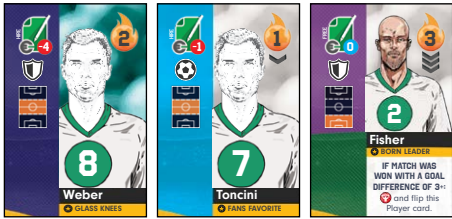
X Suspension tokens



X Victory Points tokens

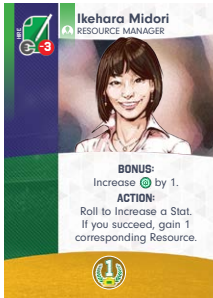


1 10 sided die

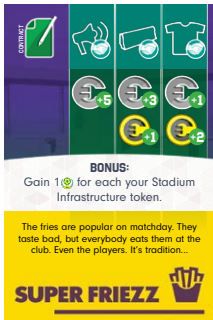


regular players, youngsters and veterans

X Player cards (regular players, youngsters and veterans)



X Staff cards



X Sponsor cards



X Objective cards



X Tactic cards



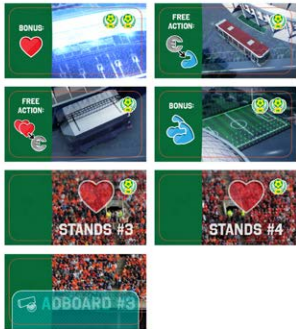
X Board meeting cards



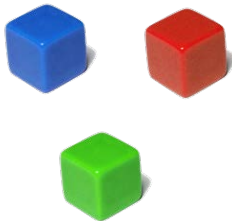
X Opponent cards



8 Opponent tokens



28 Stadium Infrastructure tokens



3 Opponent dice

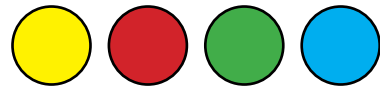
1 Stage marker

Note: In the game term "Player" sometimes refers to you (people who play Eleven) and sometimes to footballers (who actually play football). Every effect is described in a way it is easy to distinguish these terms, but you should always make sure that the resolved effect affects appropriate "players".

COMPONENTS

Components for each player (4 sets):

- 1 Stadium board
- 1 Club board
- 1 Team board



4 Stat markers (yellow, red, green, blue)



2 Score markers

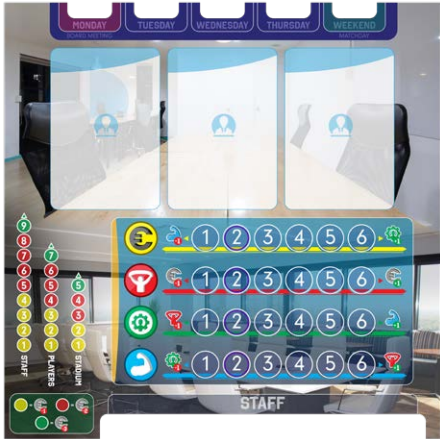
13 Jersey markers



1 Club Emblem token

1 Club marker

1 6 sided die



Note: Markers and tokens are considered unlimited. If at any time you will run out of them, use a convenient proxy.

SETUP: TRANSFER AREA

Prepare the Transfer area, so it will be available for all players.

1. Divide Player cards into 2 separate piles: Youngster deck and Player deck. Shuffle the Player deck and place it in the Transfer area untrained side up (see the note below). Draw 5 Player cards and place them in the upper row of the Transfer area.

Note: Player cards are double-sided. You always draw and gain cards with the untrained side face-up. When a player is trained, flip their card to the trained side.

This symbol indicates the trained side of the card.

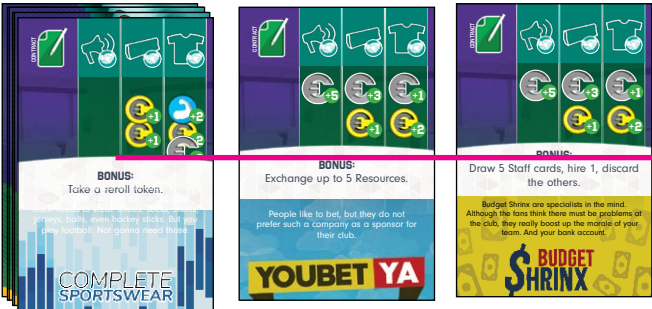
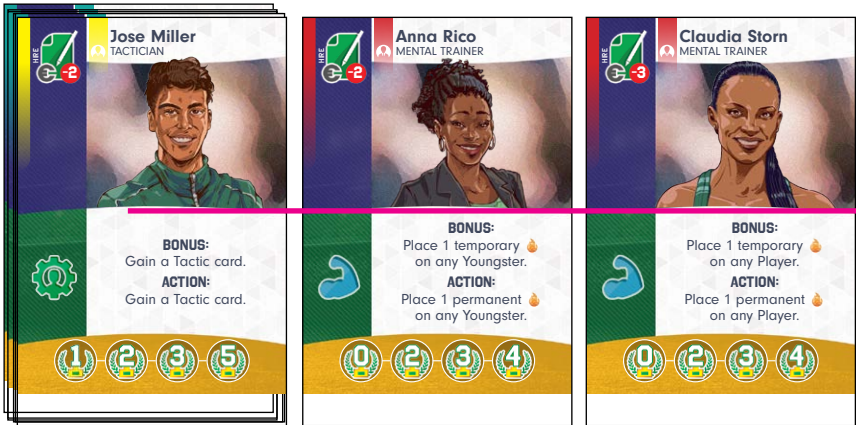
2. Shuffle the Youngster deck and place it untrained side up on the Youngster deck space in the Transfer area. Keep the Veteran cards aside.

Note: There is no Youngster deck discard pile. Whenever you must discard a Youngster card, place it at the bottom of the Youngster deck (untrained side face up).

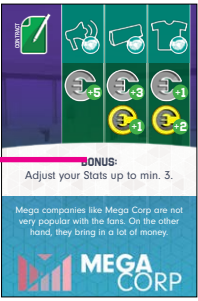
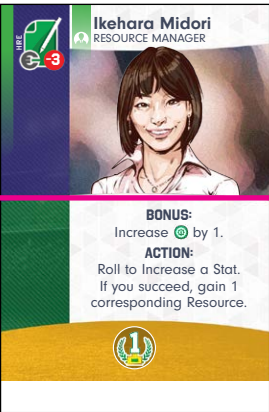
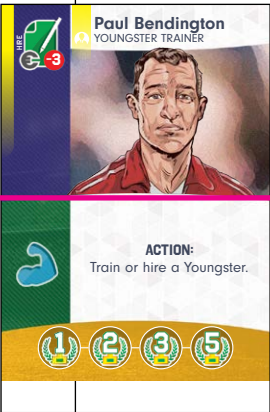
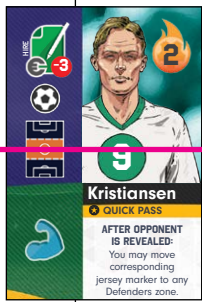
3. Take a Staff deck. Find and deal 1 First trainer card to each of the players. Shuffle the remaining cards and place the Staff deck below the Player deck. Draw 5 Staff cards and place them in the middle row of the Transfer area.
4. Shuffle the Sponsor cards deck and place it below the Staff deck. Draw 5 Sponsor cards and place them in the bottom row in the Transfer area.

Now you have a display of 15 cards and 4 decks: Youngster, Player, Staff and Sponsor decks. Prepare space for the discard pile of each card type (except of the Youngster cards, as described above).

5. Shuffle the Board meeting cards deck and place it next to the Transfer area.
6. Shuffle the Tactic cards deck and place it next to the Transfer area.
7. Shuffle the Objective cards deck and place it next to the Transfer area.
8. Place Opponents cards in a face-down deck next to the Transfer area.
9. Place all Resources, Victory Point tokens, Injury tokens, Suspension tokens, Strength tokens, Stadium Infrastructure tokens and 10 sided die in the main Supply, next to the Transfer area.
10. The player, who has most recently scored a goal, becomes the First player and takes the Stage marker.

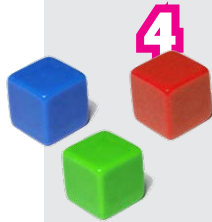
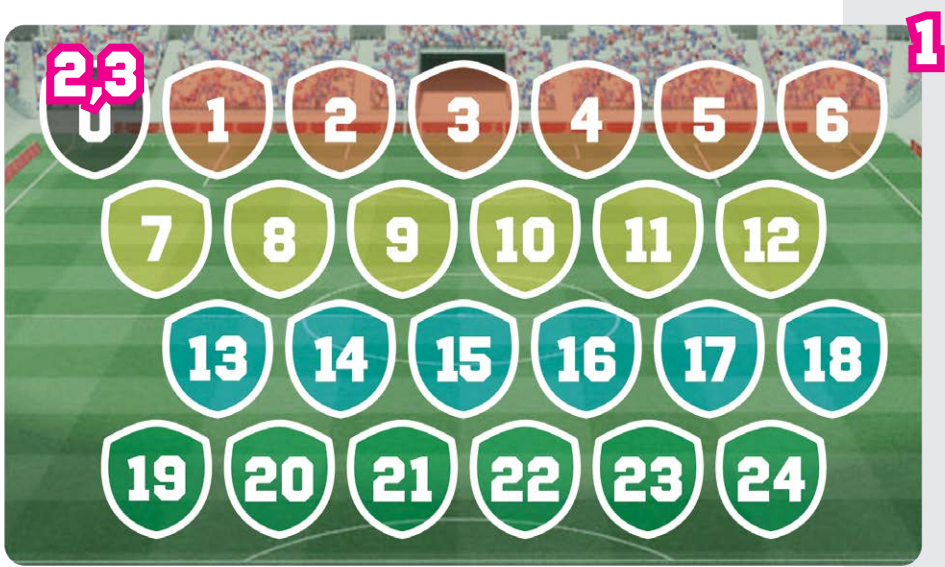


SETUP: LEAGUE TABLE



On the League table you will move the Club and Opponent markers to indicate wins and losses of all teams. Depending on your position in the League table at the end of the game, you will score Victory Points (VP).

1. Place the League table next to the Transfer area.
2. Place players' Club markers on space 0.
3. Place 8 Opponent markers on the space 0 with colored side face-up.
4. Place 3 Opponent dice next to the League table.



SETUP: PLAYER BOARDS

These 3 boards represent the whole club and all actions you may perform to develop it. Each player places their Player boards in front of them (the Stadium board on the left, then the Club board and the Team board) and prepare them according to the following:

STADIUM BOARD:

- 1. Spaces for Stadium Infrastructure tokens remain empty. During the game you will build there Improvements, new Stands etc.
- 2. Adboard and Sponsor kit spaces remain empty. During the game you will contract sponsors and place their cards there.
- 3. Place the Office marker below the Office track.

CLUB BOARD:

- 3. First player places the Stage marker on the Monday space, other players skip that step. Maintenance tracks are described on p. 18.
- 4. Place Maintenance markers on Maintenance tracks according to the number of your Staff, Players and Stadium Infrastructure tokens.
- 5. Place the Stat level markers on the second spaces on each of the tracks.
- 6. Each player drafts Director cards and applies their bonus effects. Shuffle the Director deck and deal 4 Director cards to each player. Players choose 1 Director card and pass the remaining 3 to the player on their left. They then choose another from the 3 they were passed and pass 2 cards to their left. Finally, each player chooses the 3rd Director and discards the remaining card. Then all players reveal their Director cards and apply their bonus effects (if any). Move the Stat markers according to the icons shown on the bottom right hand corner of the Director cards.

Note: Whenever you must move a Stat marker over the value 6, gain the indicated Resource marker. Whenever you must move it below value 1, lose the indicated Resource marker (If you don't have any, lose 1 € instead. If you don't have € either, nothing happens).



Card name

Die results - what are the priorities of this Director.

Changes in Stat levels - apply them (if possible) after revealing all 3 Director cards.

Ability of the Director card - It could be immediate Bonus, additional Action or special Scoring rule.

The chosen directors will have a great impact on the game, so you should choose them cautiously.

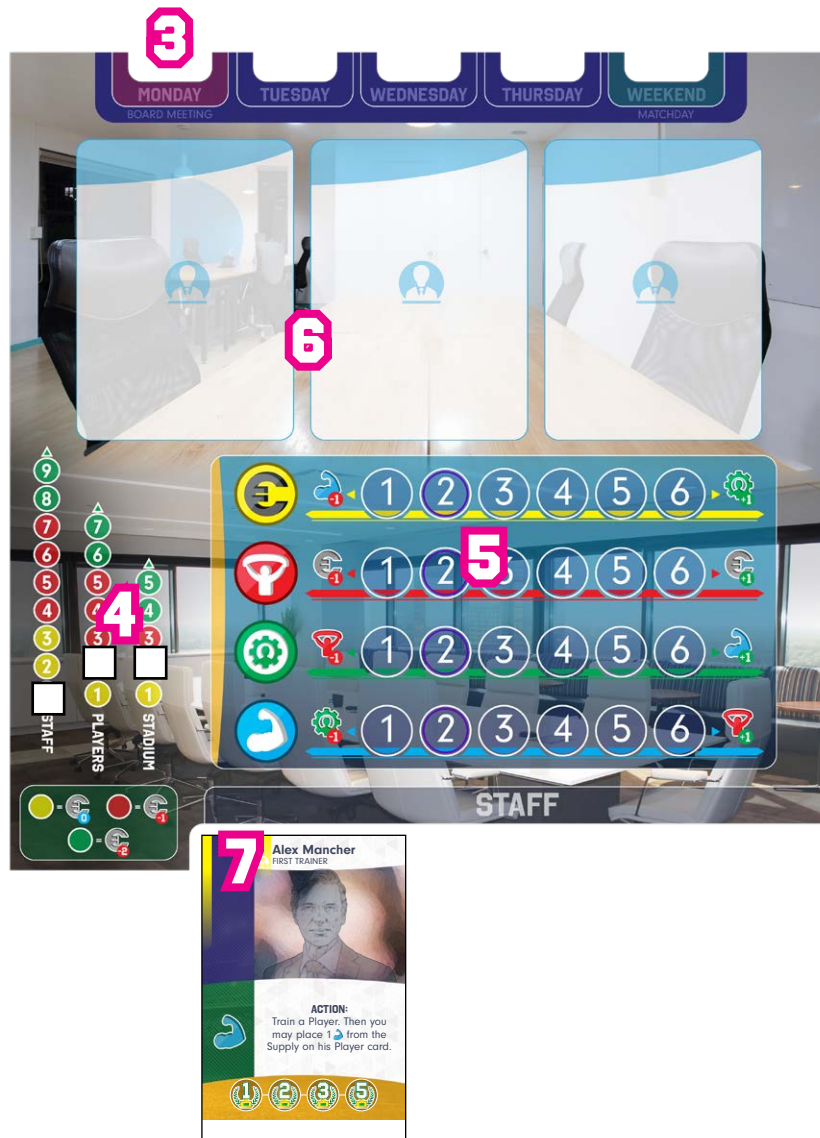
- 7. Place your First Trainer card below your Club board.



TEAM BOARD:

- 8. Place the Club Emblem token in the upper left corner of the board.
- 9. Place both Score markers over the Match Result track.
- 10. Each player draws 8 random Opponent cards with different Emblems in the upper left corner. Place your Opponent cards in the stack on the designated space on the board.
- 11. Draw 1 Veteran card and 1 Youngster card and place them in appropriate sections (Defenders, Midfielders or Forwards). If you drew two players with the same jersey number, discard the Youngster and draw another one.
- 12. Place 10 jersey markers on the pitch. Jersey markers with numbers corresponding with your starting Player cards must be placed in the appropriate sections. Place the rest of the markers on the pitch, so you will have 4 Defenders, 4 Midfielders and 2 Forwards. At the beginning of the game you must have exactly 5 ⚽ and 5 🛡 on the pitch.

SETUP: PLAYER BOARDS



Note: Each player has a set of 13 jersey markers. 10 of them have printed numbers and the other 3 has no number. You should use those empty jersey markers when you have Player cards with numbers above 11.

Example: On your starting Player cards you have a Defender (#3 on the jersey) and a Midfielder (6 on the jersey). You have to place the Defender card and the jersey marker #3 in the Defenders section and Midfielder card and jersey marker #6 in the Midfielders section.

The pitch consists of 9 Zones among 3 Sections: Defenders, Midfielders, Forwards. At any time, you may have up to 3 Jersey markers in each central Zone and up to 1 Jersey marker on each of the wings. Additionally you may have a maximum of 3 Forwards and 5 Defenders/Midfielders.



13. Draw 2 Objective cards, look at them. Keep 1 and discard the other. You can look at it any time, but it remains secret for all other players (these cards are explained further on page 18).
14. Draw 1 Tactic card and place it face-down below the bottom right corner of the board (these cards are explained further on page X).
15. Place your die below your boards in your personal supply.

YOU ARE READY TO BEGIN THE GAME!

GAME OVERVIEW

OVERVIEW

Each game of Eleven consists of 8 rounds (Weeks) and each of them consists of 5 stages (days). Each Monday there is scheduled a Board Meeting, when Directors will decide how to deal with events that occur around the club. On Tuesday, Wednesday and Thursday you will perform different actions (transfer Players, hire Staff, invest in Stadium Infrastructure etc.) to prepare for the last stage of each round, which is the Matchday. In this stage you will decide how to use Tactic cards and special abilities to win the match. Finally you will have to resolve the Match consequences and prepare for the next round.

GOAL OF THE GAME

When you complete the 8th round, you must calculate your final result depending on your position in the League table, hired Staff, Victory Points (VPs) gained during the game and current position on the Office track. Whoever gets the most points, becomes the winner.

GAME FLOW

Each round consists of several stages.
Monday and Matchday are resolved by all the players simultaneously.
Tuesday, Wednesday and Thursday are resolved by one player at a time, beginning from the First player.
When all players have finished the stage, you should proceed to the next one.
After resolving the Matchday, First player passes the Stage marker to the next player on their left, who places it on their Monday space on the Club board and starts a new round.

- Monday
 - Production
 - Board meeting
- Tuesday, Wednesday, Thursday - Player's turns
 - Hire a player or youngster
 - Sell a player or youngster
 - Hire a staff
 - Contract a sponsor
 - Build a Stadium Infrastructure
 - Increase the Club potential
 - Use an action on card
- Matchday
 - Prepare for the match
 - Resolve the match
 - Result of the match
- End of the round
 - Maintenance

MON: PRODUCTION, BOARD MEETING

MONDAY:

PRODUCTION

All players simultaneously gain resources according to the positions of their Stat level markers on the tracks.



Example: Gain 4€, 3 fanbase, 5 gear, and 3 blue bird.

STATS AND RESOURCES:

BUDGET - You can use money in many different ways. You spend it to hire Players or Staff, invest in Infrastructure or move on the Office track. The € are not discarded at the end of the round. At the end of the game, each set of 3 € is worth 1 VP.



budget
level



budget
resource

FANBASE - When rolling a die, you may spend 1 fanbase to reroll it (except rolling the Opponent dice that cannot be rerolled). You can do it multiple times, as long as you have enough fanbase. Additionally, you may assign the fanbase to the Stands, so you'll earn money for playing matches.



fanbase
level



fanbase
resource

OPERATION - Operation allows you to perform free actions (described on page XX).



Operation
level



Operation
resource

FITNESS - You must pay 1 fitness for each player that you assign to the match. Additionally actions on the Player cards sometimes require fitness.



fitness
level



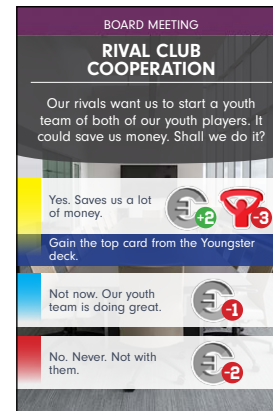
fitness
resource

Note: Do not mistake Stat level and resource symbols. €, fanbase, gear, and blue bird symbols represent appropriate resources, whereas €, fanbase, gear, and blue bird refer to the position of Stat markers. For example +€ means you gain 1 € marker from the Supply and +€ means you must move your € marker by one space to the right on the Resource track.

BOARD MEETING

During the Board meeting you will have to face different events that occurred during the last week. This stage is resolved simultaneously by all the players.

- Each Player draws a card from the top of the Board meeting cards deck and places it in front of them, so all players may see.



Card name

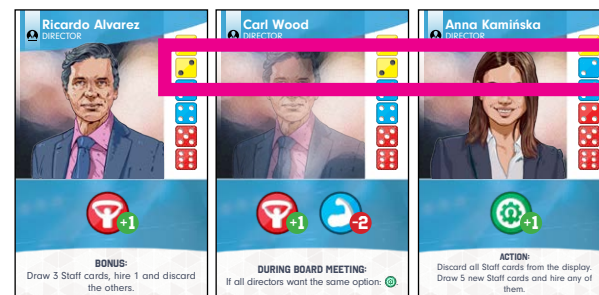
Card description - it doesn't affect the gameplay.

Decision of directors

Effect of the decision - They may affect players, Staff, Directors, Sponsors...

- Each player rolls a 6 sided die and checks the result on their Director cards. Directors vote for different decisions according to the rolled result.
- Resolve the effect corresponding to the decision with the most votes. In the rare case of a tie, reroll the die for free.
- First player moves the Stage marker to the Tuesday space.

Example: You have rolled 1. Two of your directors vote for the yellow decision and one for the blue decision. Yellow decision wins as it got the most votes. Gain the indicated 2€ and lose 3 fanbase, and apply special effects according to the yellow decision.



TUE, WED, THU: PLAYER TURNS

TUESDAY, WEDNESDAY, THURSDAY - PLAYER'S TURNS

During each of these rounds, players will perform actions, beginning from the First player and proceeding clockwise. Each player may perform exactly 1 action plus 1 free action (explained in details at the end of this section). If a player cannot or doesn't want to perform any action, they may pass their action.

Note: Most of the Player cards provide additional actions, but they are resolved during the Match (unless stated otherwise).

THE AVAILABLE ACTIONS ARE:

- Hire a player or youngster
- Sell a player or youngster
- Hire a staff
- Contract a sponsor
- Build a Stadium Infrastructure or Office
- Increase the Club potential
- Use an action on card

Each of these actions can be performed multiple times per round (regarding the limit of 1 action per stage) except for actions on cards, which can be performed only once per round each. You must exhaust (rotate it by 90°) every card that you have used.

HIRE A PLAYER OR YOUNGSTER

This action allows you to hire a player. Take 1 of the 3 rightmost Player cards and add it to your team. The cost of the hiring is shown in the upper left corner of the Player card and varies from 1 to 5. After hiring a player, move the Player cards to the right, draw a new card and place it on the leftmost space, so there will always be 5 visible Player cards. You may increase your reach on the Transfer area, by hiring Staff (i.e. Scout) and other effects.

All [jersey markers] without corresponding Player cards have a base Strength equal 1, so you must hire new Players quickly to strengthen the team.

Hiring a Youngster is resolved in the same way, but you must draw the top card from the Youngster deck, instead of taking 1 from the display. In a rare case, when the Youngster deck is empty, you cannot hire a Youngster.

When you hire a Player or Youngster flip the corresponding jersey marker (if necessary) so it shows the same symbol as the card. If you have 2 cards with the same number and different symbols (⚽ / 🥅) you should flip it depending on which Player is assigned to the match.

PLAYER CARD

Player cards are double sided and placed on the Transfer area with the un-trained side face-up. You cannot look at the other side of these cards, while they remain there. Usually trained players have greater Strength and cheaper or stronger abilities, however Veterans usually have greater Strength on the untrained side.

You can train players (flip the Player card), by using special abilities of Staff (i.e. Coach) and other effects.

COST OF HIRING

DEFENSIVE/OFFENSIVE: This icon indicates if the Player plays in defensive or offensive way.

SECTION: This icon shows in which section that footballer plays. You cannot place his card in any other section. Some cards can be placed in multiple sections.

STRENGTH: This icon indicates the strength of that player. It can vary from 1 to 4 but some effects can increase or decrease it (but never below 0).

NUMBER: This number indicates the corresponding jersey marker. You may have more players with the same number, but you can never have two players with the same jersey number playing in the same match.

COST OF THE ACTION: It usually consists of 1 or several resources

ACTION EFFECT: Some effects have additional requirements indicated on the card (i.e. When the result is a draw...).

TUE, WED, THU: PLAYER TURNS



Trained symbol: It indicates that this player has been trained.

Note: Some Player cards have negative effects. You must resolve them, when you fulfill their requirements. If you have multiple cards that should be resolved at the same time (i.e. after the match), you can freely choose which of them you will resolve first. If that Player does not participate in the match, you don't resolve that effect.

YOUNGSTER CARD

Note: However the untrained side of all Youngster cards is identical, their trained side is unique. You can't look at it until you hire them. Youngsters are always a surprise...



TRAINED SYMBOL
- It indicates that this player has been trained.



EXPERIENCE SPACE
- Most of the Youngster cards have an experience space.
If the player has an empty 🏆 place and played a match, place 🏆 on it. If he has an empty 🏆 place and scored, place 🏆 on it.

SELL A PLAYER OR YOUNGSTER

This action allows you to sell trained players.

1. Discard a chosen Player card with the trained side face-up. Remember that discarded Youngster cards are placed at the bottom of the Youngster deck.
If there were any 🏆 on that card, take them to your Supply.
2. Gain 5 € and all VP tokens from that Player card.

Note: If you are selling the Injured or Suspended Player, you gain half (rounded down) VP's and €.

Example: You want to sell a Toncini card. He is a trained Youngster, who has played in one match. You gain 5 € and 1 VP token that was laying on that Player card.

TUE, WED, THU: PLAYER TURNS

TUESDAY, WEDNESDAY, THURSDAY - PLAYER'S TURNS

HIRE A STAFF

This action allows you to hire a staff. Take 1 of the 3 rightmost Staff cards and add it below your Club board. The cost of the hiring is shown in the upper left corner of the Staff card. After hiring a staff, move the Staff cards to the right, draw a new card and place it on the leftmost space, so there will always be 5 face-up Staff cards. Some Staff cards have immediate bonuses, others increase Stat level etc.

STAFF CARD



Cost of hiring



PROFESSION: Doctor, steward etc. Effects of some cards vary depending on the number of your cards of the certain profession. The color indicates to which set that card belongs.



BONUS: Immediate bonus that you gain, when you hire a staff.



COST OF THE ACTION: It usually consists of 1 or several Resources.



ACTION EFFECT: Some effects have additional requirements indicated on the card (i.e. When the result is a draw...).



VPS FOR SETS: Each card belongs to one of the 5 sets. At the end of the game you will get VP according to the number of cards of each set you possess.

SETS OF STAFF CARD

At the bottom of every Staff card there is indicated how many VPs you will get for cards of this set. First number is the number of VPs for possessing 1 card, second for 2 cards etc. If you have more cards than numbers, you don't gain any additional VPs.

Example:



You have 4 cards of this set. Even if you hire another Staff of this set, at the end of the game you will gain only 5 Victory Points.

CONTRACT A SPONSOR

This action allows you to contract a sponsor. Take 1 of the 3 rightmost Sponsor cards and choose what type of contract you want to sign. During the game you may have an unlimited number of [megafon_ico] sponsors, three [adboard_ico] sponsors and one [t-shirt] sponsor.

After contracting a sponsor, move the Sponsor cards to the right, draw a new card and place it on the leftmost space, so there will always be 5 face-up Sponsor cards.

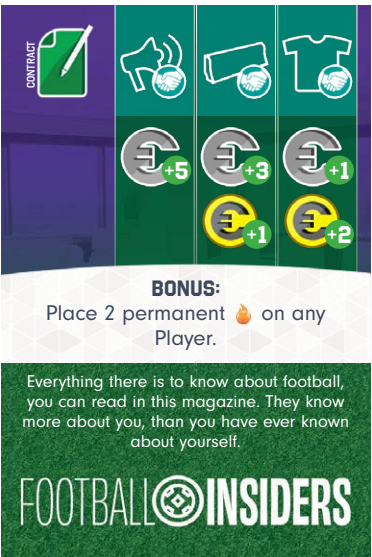
Then apply effects from chosen section and place the card in the appropriate space:

- [t-shirt] Sponsor card must be placed face-down in the left part of the Stadium board (so the pictures on the card and board match).
- [adboard] Sponsor cards must be slipped face-up under the Stadium board (so the pictures on the cards and board match). You can have two [adboard] sponsors, until you build a third adboard.
- [megafon] Sponsor cards are discarded.

If you have already contracted a maximal number of sponsors of a certain type, you cannot resign and contract the next sponsor (unless stated otherwise). You may always contract a [megafon] sponsor.

SPONSOR CARD

Sponsor cards are double sided. On the reverse there is your jersey with the Sponsor logo.



CONTRACT EFFECTS: Each Sponsor card provides different effects, depending on the type of contract [megafon]/[adband]/[t-shirt] You always have to resolve all the effects (some of them may be negative).

ADDITIONAL BONUS: If you have contracted a [t-shirt] sponsor, you additionally gain an indicated bonus. If you have contracted a [adboard] sponsor, you must decide whether you want to gain that bonus or apply effects from the [adboard] space.

DESCRIPTION: Sponsor description that helps you decide, which sponsor should you choose. It doesn't affect the game.

SPONSOR'S LOGO: When you slip the card under the Stadium board, it becomes an adboard.



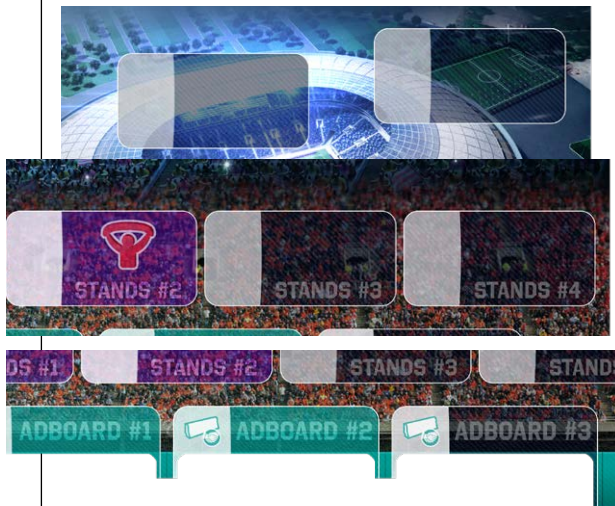
TUE, WED, THU: PLAYER TURNS

BUILD A STADIUM INFRA-STRUCTURE OR OFFICE

INVEST IN INFRASTRUCTURE This action allows you to expand your stadium, by investing in additional infrastructure. Take one of available Stadium Infrastructure tokens, pay 3 € and place it on the corresponding space on the Stadium board. You may build up to 7 different Stadium infrastructure:

- Stadium lighting
- Merchandise store
- Club training camp
- Training ground
- Additional adboard
- Additional stands (2 copies)

Once you have placed a Stadium Infrastructure token on the Stadium board, it cannot be removed. At the end of the game each built Infrastructure is worth indicated VP. You may have only 1 token of each kind (except for the Additional stands).



BUILD AN OFFICE Pay cost indicated next to the space above your Office marker and move it on Office track by 1 space.

At the end of the game you will get Victory Points for your current space and each space below.



INCREASE THE CLUB POTENTIAL

You may try to increase the Stat of 🏆, 📺 and ⚙️.

Pick any of those tracks and roll a 6 sided die. If the result is higher than your current Stat marker position, move it by 1 space to the right.

If it is lower or equal - nothing happens.



Note: You may not increase the Stat of 🏆 that way!

USE AN ACTION ON A CARD OR A TOKEN

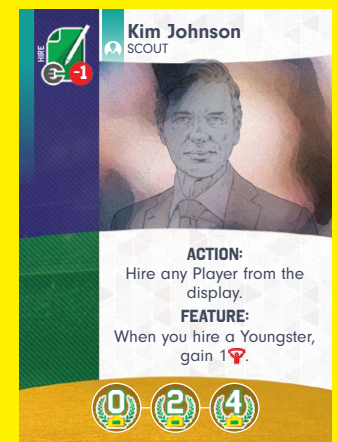
Most of the Staff cards and many tokens, Player and Director cards have their own actions. You may perform them during your turn. If you do, exhaust the card or token (rotate them by 90°) to indicate that you have used this card during that round. You can't perform an action of an exhausted card or token.

FREE ACTIONS

During each day (Tuesday, Wednesday and Thursday), you may perform only 1 action. You may spend 2 ⚙️ to perform 1 additional free action.

Return 2 ⚙️ to the Supply and choose any of your cards or tokens. Pay it's regular cost and exhaust that card or token.

Example - As your action, you have hired a Scout. As a free action, you may spend 2 ⚙️ plus required Resources to perform their action and hire any player from a display.



When all players made their action, the First player moves their Stage markers to the next day and resolves next actions (on Wednesday and Thursday) or proceeds to Matchday.

MATCHDAY

This stage is resolved by all players simultaneously. In your first games we recommend doing it step by step, waiting for other players, but when you familiarize yourself with the game, you may resolve the whole stage at the same time.

During the Matchday you will perform actions of the Player cards. You may perform as many of them as you wish by spending assigned 🧡.

Resolve following steps in order:

- Prepare for the match
- Resolve the match
- Result of the match

PREPARE FOR THE MATCH:

1. Decide which Player cards you will use this round. You cannot use two Player cards with the same number during a single Matchday. Assign 1 on each Player card you want to use. Flip jersey marker if necessary. Some of the Player cards have additional actions, you may use before/ during/after the match. To activate the Player card action, you must assign additional (not counting the already assigned on the card) and you may spend them at the indicated moment. If you haven't assigned Resources before the match, you won't be able to resolve those actions. Other cards have additional mandatory effects you have to resolve at the indicated moment (i.e. before the match) if you use the card with this effect during the match. You cannot perform any actions or resolve effects of the Player cards you don't use during the current match. Make sure you have all jersey markers on the side corresponding to the Player cards. You cannot flip jersey markers without corresponding Player cards.
2. Read the description of your opponent on its card.



Deploy all jersey markers among 9 Zones. You cannot flip the markers or move them during the following steps, so you should plan your strategy cautiously.

Note: You may have up to 3 Jersey markers in each central Zone and up to 1 Jersey marker on each of the wings. Additionally you may have a maximum of 3 Forwards and 5 Defenders/Midfielders.

3. Resolve all effects that have to be performed before the match.



Example: Resolve the effect of Gonz lez. Roll a 6 sided die. If you roll 6 or more, move the opponent Score marker on the Score track by 1.

4. If you have any Injured or Suspended staff or players, exhaust their cards and discard 1 Injury/Suspension token from their cards.
5. You may place up to 1 🧡 on each of the Stands (printed on the board and on the Stadium Infrastructure token). After the Match you gain an equal number of 🧡 markers. Some Player abilities depend on the number of 🧡 on the Stands.

RESOLVE THE MATCH:

1. Reveal the Opponent card. Then you may play exactly 1 Tactic card. Apply its effect and return it below your Team board so you can use during the following rounds.
2. Resolve any Player card's action that you want and have assigned Resources. Remember to exhaust that Player card, so you won't forget which card you have already used that round. You may use as many Player cards as you want, as long as you have required assigned resources.
3. Compare pairs of Zones of each of the team as described in the table on the right. All Players have their base Strength 1 regardless if they are 🧡 or 🧡.

Players strength



Icon (🧡/🧡)

Whenever a team scores, move the corresponding Score marker by 1 space on the Scoring track.

Example: Resolve the effect of Hernandez. Spend 2 assigned 🧡 markers to score an additional goal.



MATCHDAY



Club emblem

Club name

Division

Defense

Midfield

Forward



RESOLVING THE MATCH

The pitch consists of 9 Zones. To resolve the match you will have to compare 9 pairs of **Zones** (your Zone against Opponent Zone). The left Defenders will be compared to right Forwards, middle Defenders to middle Forwards etc.

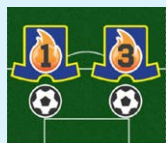
In each of the zones, combine pairs of Players. If the Strength of ⚽ is greater than Opponents 🛡, that player scores. If it is lower - he is blocked. If there are more ⚽ Players than 🛡, the remaining ⚽ are not blocked by anybody, so they score. If there are more 🛡 than ⚽, nothing happens.

After resolving the zone proceed to the next, until you will resolve all 9 pairs of Zones.

Remember that all your Players without corresponding Player cards have a base Strength equals 1.

Example 1:

Your Forwards:



Opponent Defenders:



Your attack: Yours ⚽ Strength is 3 and the Opponent 🛡 Strength is 3, so your ⚽ will be blocked and your other ⚽ is not blocked and scores a goal.

Opponent attack: Opponents ⚽ Strength is 1 and your 🛡 Strength is 0, so their ⚽ will score without being blocked.

Example 2:

Your central Midfielders:



Opponent central Midfielders:



Your attack: Yours ⚽ Strength is 2 and the Opponent 🛡 Strength is 1, so your ⚽ will score.

Opponent attack: Opponents ⚽ Strength is 1, so he will be blocked by your 🛡 (Strength 1).

On the next page, you can find a complete example of resolving a match.

RESULT OF THE MATCH:

1. Compare the positions of the Score markers. The team that scored the most goals is the Winner of the match and the other is the Loser, in the case of equal number of scored goals, it is Draw - nobody wins or loses.
2. Move the Team markers of both teams on the League table. For winning the match you move it by 3 spaces, for drawing - by 1 space, for losing - you don't move. If 2 or more players have played against the same opponent in that round, flip its marker to the inactive (black) side.
3. Discard the 🚑 markers from the Stands and gain 1 € for each discarded 🚑. Then discard all temporary 🔥 tokens from all your Player cards. Permanent 🔥 tokens remain on cards until the end of the game.
4. After the match, you must make a Match consequence roll. Roll a 6 sided die and resolve the corresponding result, depending on the Match result.
 - **INJURY** - Roll a 10 sided die. The result indicates which player caught the injury. Place the Injury token (with the indicated side face-up) on that Player card (it is explained further on page 18). If you have rolled a number that you don't have a corresponding Player card, nothing happens.
 - **RESOURCE GAIN/LOSS** - Move the Stat marker on the indicated Resource track.

Note: There are some card effects that affect this step i.e. cards preventing injuries.

5. Roll a corresponding die for each Opponent team that nobody has played against and move their Team markers on the League table. If a Team marker is on it's inactive side, flip it instead.

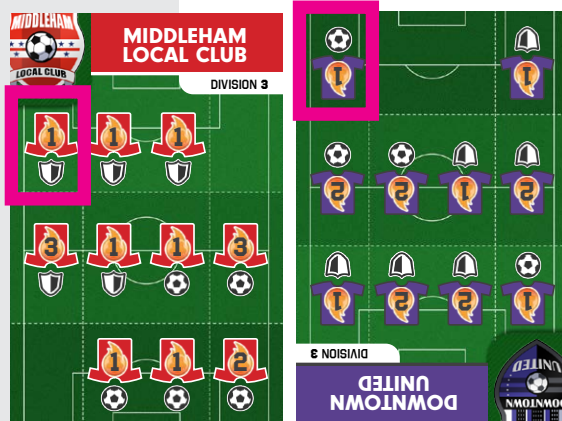
Example

In this round you have drawn a match against Steelchester FC. You must move both your Team markers by 1 step on the League table. At the same round another player has won a match against Steelchester FC, so they move their Team marker by 3 steps and flip the Steelchester's Team marker to the inactive side. Next time when nobody plays against Steelchester you won't roll the blue die, but flip it's Team marker instead.

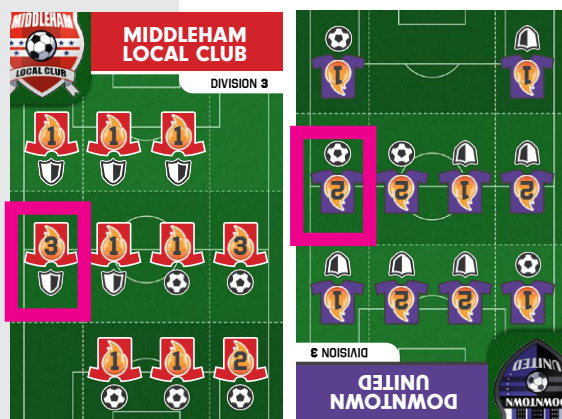


RESOLVING A MATCH EXAMPLE

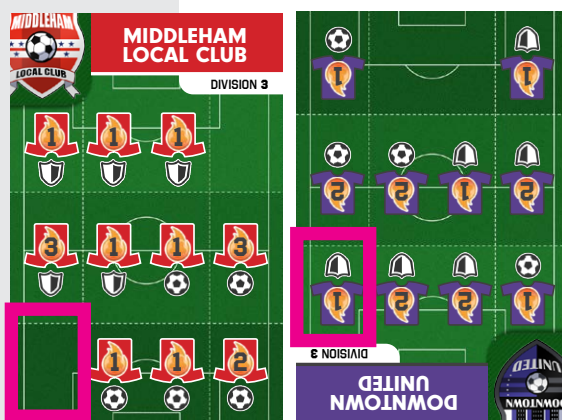
EXAMPLE OF A MATCH BETWEEN MIDDLEHAM LOCAL CLUB AND DOWNTOWN UNITED.



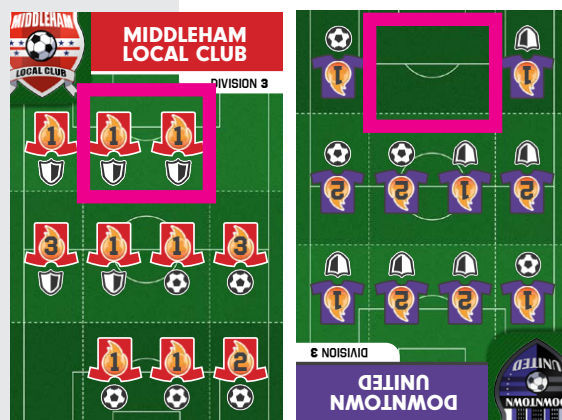
Red Strength is 1, and the Purple strength is 1. Nobody scores.



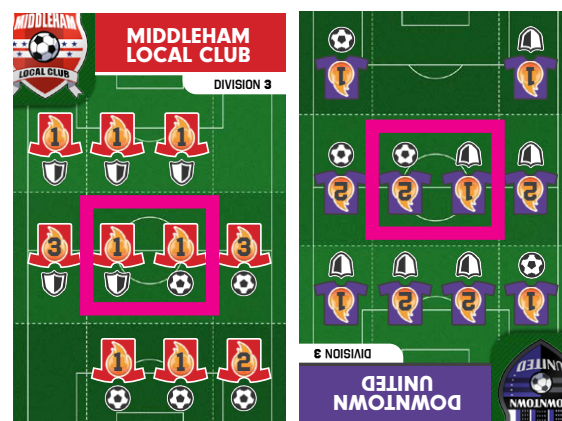
Red Strength is 3, and the Purple strength is 2. Nobody scores.



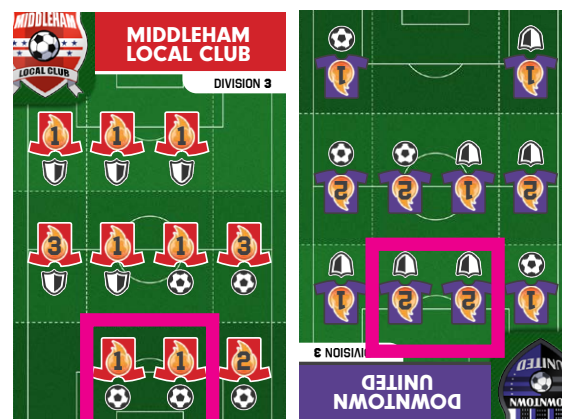
Red has no players in that zone. Purple is not blocking anybody. Nobody scores.



Nobody has any in that zone, so nobody scores.

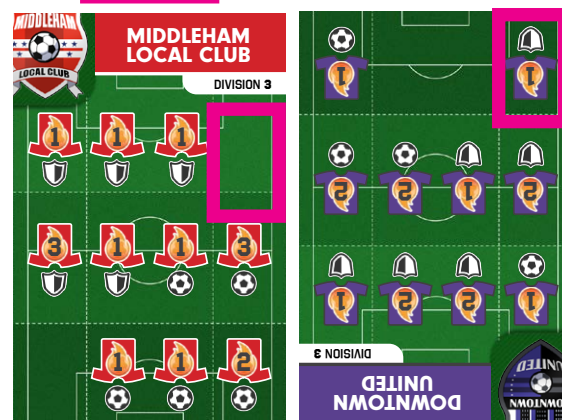


Red Strength is 1, and the Purple Strength is 2. Purple scores.

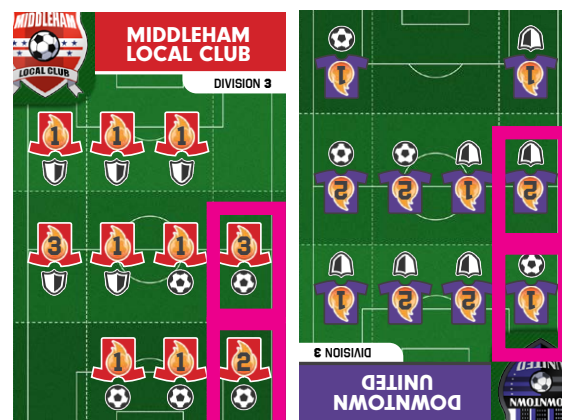


Red Strength is 0, and the Purple Strength is 0. Nobody scores.

Red has 2 with strength 1 each, so they're blocked by 2 Purple's with the Strength 2.



Red has no players in that zone, so the Purple is not blocking anybody. Nobody scores.



Red Strength is 3 and the Purple Strength is 2. Red player scores.

Red Strength is 2 and the Purple Strength is 1. Nobody has any , so both players score.

END OF THE ROUND

At the end of the round you must resolve following steps in order:

1. Discard all resources from tokens, Player cards and Staff cards. Unexhaust every exhausted cards and tokens.
2. Move the Score markers back to the 0 spaces on Scoring tracks. Discard the Opponent cards you have just played against. If there are no more Opponent cards on your boards, proceed to the end of the game.
3. Each player checks his position on Maintenance tracks and pays € according to them. If you have less € to pay, you must place 2 🟥 on a Staff or Player card for each € you don't have.
4. Discard the rightmost Player, Staff and Sponsor cards. Move all cards to the right and refill the display. Discard the top card from the Youngster deck.
5. Keep max. 1 🟥, 1 🟢, 1 🟡 markers and discard the rest. You may keep as many € markers as you want.
6. Pass the Stage marker to the next player. They place it on Monday space.

END OF THE GAME

FINAL SCORING

After resolving 8 rounds proceed to the Final Scoring. Add your points for:

- Position in the League Table according to the table below. If two or more teams are in the same position, both score the indicated VP
- Gained VP (each Player card with VP tokens on it is worth only 1 VP regardless of the actual number of tokens)
- Sets of Staff cards
- Built Stadium Infrastructure
- Objective cards
- Position on the Office track

The player who has the most points is the winner.

TIES

In case of a tie, the winner is the player who is higher in the League Table. If there is still a tie - those players share the victory.

Position	Gained VP
1	15 VP
2	12 VP
3	9 VP
4	6 VP
5	3 VP
6	1 VP
7	0 VP
8	-1 VP
9+	-3 VP

Scoring example:

Your team has finished at 3rd place, so you gain 9 VP.

During the game you have gained 4 VP tokens.

You have 2 Stewards (2 VP for a set), 2 Doctors and 1 Fitness trainer (3VP for a set), and First trainer (1VP for a set), 6 VP combined.

You have built two Stands, so you gain 2 VP.

You have perfectly fulfilled the objective from the Objective card, so you gain 4 VP.

You are on 3rd space on the Office track, so you gain 10 VP.

Total = 35 VP

ADDITIONAL RULES

OBJECTIVE CARDS

At the beginning of the game each player receives 2 Objective cards. Fulfilling them will provide additional Victory Points at the end of the game.



Card name


Description - it doesn't affect the gameplay.


Levels of fulfilling - each card has an objective to fulfill and the additional condition, to fulfill it perfectly.

Granted VPs - 2VP for fulfilling the objective + 2 for fulfilling it perfectly.

Some of the objectives can be fulfilled during the game, others are fulfilled depending on the endgame results (i.e. number and type of contracted sponsors).

VICTORY POINT TOKENS

During the game, you may gain VP tokens in different ways (i.e. by selling Players, using Staff actions etc.). You may freely exchange 3  for [3vp_token]. Remember that at the end of the game each Player card with VP tokens on it is worth only 1 VP regardless how many VP tokens are actually on that card.

When selling the Players, take to your Supply all  from their card.

SUSPENSION

[SUBTITLE] PLAYERS Some card effects result with suspension of certain players. If the effect doesn't state which player should be suspended, roll a 10 sided die. The result is the player number that is suspended. Place indicated number of Suspension tokens on that Player's card. Suspended players cannot play during the following weeks (according to the Suspension token). Before the match you may exhaust their card for free to remove 1 week Suspension face-up the Suspension token.

You cannot use the effects of Suspended cards, however you may sell them.

OTHER CARDS AND TOKENS

Some card effects result with placing Suspension tokens on other cards or tokens. You cannot use their actions or features until there are any Suspension tokens on them. Before the match you may exhaust these cards or tokens for free to remove 1 Suspension tokens from them.


At the end of the game Staff cards with Suspension tokens belong to sets as usual.


INJURY

Some cards or match consequences result with injury of certain players. If the effect doesn't state which player should be injured, roll a 10 sided die. The result is the player number that is injured. Place an Injury token with the indicated side face-up on that Player's card. Injured players cannot play during the following weeks (according to the Injury token). Before the match you may exhaust their card for free to remove the Injury token.

You cannot use the effects of their cards, however you can sell them.

Some Staff card's effects prevent injuries or affect the injured players.

Note: If you don't have another Player card with the same jersey number, you may not use that jersey token when its owner is injured or suspended. However you must have 10 players in each match. In that case, you must place an unnumbered jersey marker ( face-up) as a replacement player. His Strength is 1 (as any other jersey marker without corresponding Player card).

If you have another Player card with that jersey number, you may leave the  on the injured/suspended Player card and use the jersey token along with another Player card.



SCORING BEFORE THE MATCH

Some of the cards make you move a certain Score marker before the beginning of the match. That represents the advantages of 1 or both teams. These goals cannot be prevented.




Example:

Before the match you must roll a die. If it is 6, score an own goal and move the Opponent's Score marker by 1 step on the Match Result track.

MAINTENANCE

Each time you hire or sell a Player, hire a Staff or build a Stadium Infrastructure you must move your Maintenance marker on the corresponding track.

During the End of the Round, you must pay  according to the positions of markers on that track. Make sure to update their positions before.

