



AN EXPANSION BY
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ELEVEN

INTERNATIONAL CUP
EXPANSION

It's time to go international. The club has grown, has dominated all contenders, and it's time to expand. But expansion will have its own challenges: bigger clubs, better players, higher expectations. Will you be a contender—can you handle more than one match per week—or will you fail?

COMPONENTS

★ COMPONENTS ★



42
OPPONENT
CARDS



4
FINAL OPPONENT
CARDS



14
OPPONENTS
TEAM MARKERS



4
PLAYERS
TEAM MARKERS



1
INTERNATIONAL
CUP BOARD



4
BOARD MEETING
CARDS



1
RULEBOOK

★ SETUP ★

Note: the rules below apply to games for 2-4 players. Rules changes for Solo games are listed at the end of the rulebook.

Prepare the game as usual with the following changes:

- After drafting Director cards, each player chooses any one of their Stat markers to increase by 1.
- Place the International Cup board near the Transfer Area and randomly place each player's

Team markers on the spaces marked with the corresponding number of players. Then shuffle all the Opponent Team markers and place 1 of them on each empty space of the International Cup board.

- Place the Opponent cards from this expansion near the International Cup board and leave space for a discard pile.
- Shuffle the new Board Meeting cards into the Board Meeting deck.

CUP MATCHES

★ CUP MATCHES ★

For the first 2 Weeks, the International Cup game remains unchanged from the basic game. During the 3rd and following Weeks, you play 2 Matches per Week—one on Wednesday, and one as normal on the Weekend. After resolving actions on Wednesday, you must proceed to the Cup Match.

PREPARE FOR THE CUP MATCH

Each player draws an Opponent card according to their position on the International Cup board and places it on the Opponent space of their Match board. They read the Opponent Scout Report and prepare for the Match as usual with the following exceptions:

- You may assign any Players to the Match without placing any 🏃 on their cards. If you want to use their actions during the Match, you must place the Resource markers as usual. Set all unused Player cards aside.
- You may assign 🚫 to the Stands as usual.

RESOLVE THE MATCH

Resolve the Match as usual. Remember that you discard the + and 🟡 from your cards during Cup Matches the same as you would during League Matches.

CHECK THE RESULT OF THE MATCH

1. If the Match ends in a draw, roll a six-sided die. If your 🎲 is equal to or higher than the result, you win the Match. You may spend 🚫 to reroll the die as usual.

During Cup games, when a Match ends in a draw, there is a series of penalty shots. If your 🎲 is equal to or higher than the dice rolled, (representing the number of penalty shots you can make) you win.

If you lose the Match, you are eliminated from the Cup, but continue to play in the League, so you will have fewer tired Players. At the end of the game you'll gain points according to your position on the International Cup board.



CUP MATCHES

2. Move the winner's Team marker by 1 space up on the International Cup board and gain the corresponding bonus (if the winner was a player). Once this is done, resolve all Matches between neutral Teams: Draw 1 Opponent card for each neutral Opponent that didn't play against any of the players. Compare the pairs of cards and the Team marker for the Team with the higher **Favorite number**, moves by 1 space up on the International Cup board. Place all used Opponent cards in the discard pile.



3. Roll for the Match Consequences.

4. For each Player card that was assigned to this Match, spend 1 🌀 or place a ✖ on their cards. Move the Player cards that were not assigned to the Match near the Match board.

5. Proceed to Thursday.

★ FINALE ★

The Finale is resolved in the same way as all other Cup Matches, but instead of drawing an Opponent card, you must draw a Final Opponent card.




PLAYER VS. PLAYER MATCHES

★ PLAYER VS. PLAYER MATCHES ★

During the game, you may end up playing a Match against another player.

Player vs player Matches are resolved as usual, with a few changes described below:

The Match is played over two Halves. During the First Half, the Visitor has the advantage of knowing the Host's Formation, but in the Second Half, the Host has the advantage of knowing the Visitor's Formation. The player who scores the most total goals over both Halves, wins.

Players may assign  to their Stands as usual, and card effects depending on the Sold Out Stadium remain unchanged.

PREPARE FOR THE FIRST HALF

1. The First player (determined by the player with the Stage marker and moving clockwise) becomes the Host, and the other player becomes the Visitor.
2. Each player assigns Players to the Match as usual.
3. First, the Host reveals what Formation they are going to use during the First Half. Then both players secretly arrange their Jersey markers on the Pitch. Once this is done, the Visitor reveals their Formation.

4. Beginning with the Host, players alternately resolve the **AFTER REVEALING THE OPPONENT CARD** effects of their Player cards. If a player does not want to, or cannot resolve any more effects, they may pass. Once a player has passed, their opponent may resolve as many effects as they want.

5. Beginning with the Host, players alternately resolve the **BEFORE THE MATCH** effects in the same way described above.

RESOLVE THE FIRST HALF

1. Resolve the Half as if you were resolving a normal Match, except for playing Tactic cards, which are not used in player versus player Matches.
2. Players may resolve the effects of their Player cards by discarding assigned resources and exhausting Player cards before proceeding to comparing Zones. If there is a conflict in resolving these actions, resolve them according to the turn order. Exhausted Players will play in the Second Half, but you may not use their effects again.
3. Compare the 5 pairs of Sections beginning with the Host's Central Defenders versus the Visitor's Central Forwards, then the Host's Central Midfielders versus the Visitor's Central Forwards and so on. Once you are done comparing the Sections, proceed to the next step.

PLAYER VS. PLAYER MATCHES

PREPARE FOR THE SECOND HALF

The Visitor reveals the Formation they will use during the Second Half. It may be the same or different from the Formation they used in the First Half. Then both players secretly arrange their Jersey markers on the Pitch. Once this is done, the Host reveals their Formation.

RESOLVE THE SECOND HALF

1. Resolve the Second Half as if you were resolving a normal Match, except for playing Tactic cards, which are not used in player versus player Matches. Goalkeepers may use their effects to block shots again, even if they used all their 🧤 during the First Half.

2. Players may resolve the effects of their Player cards by discarding assigned Resource markers and exhausting Player cards before proceeding to comparing Sections. If there is a conflict in resolving these actions, resolve them according to turn order. Remember, you cannot use the effects of a card that was already used during the First Half.

3. Compare the 5 pairs of Sections beginning with the Visitor's Central Defenders versus the Host's Central Forwards and so on. Once you are done comparing the Sections, proceed to the next step.

CHECK THE RESULT OF THE MATCH

1. Resolve this step as if you were resolving a normal Match. If there is a conflict in resolving this step, players resolve it one by one according to turn order.


2. In case of a tie, each player rolls a six-sided die and subtracts the 🔥 of their opponent's Goalkeeper. You may use 🔄 to reroll your own results as normal. The highest result wins, and in the rare case of a tie, repeat this step.

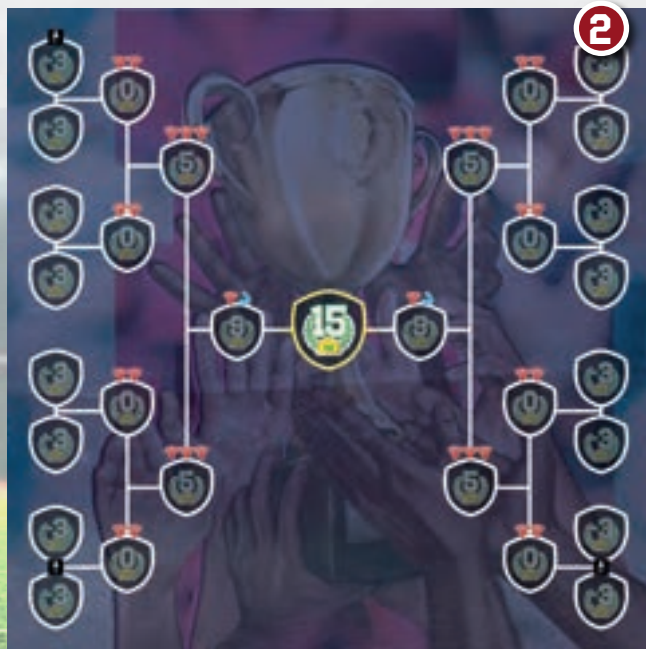


END OF THE GAME


★ SOLO GAME ★

When playing Solo, take an unused Team marker and place it on the space marked with the **2** on the International Cup board. This Opponent doesn't have its own Opponent cards, but will use Final Opponent cards instead. There are 4 Final Opponent cards, so if this Team gets to the Finale there will be a card available for them.

Playing Solo Scenarios with this expansion allows you to gain more , therefore, when calculating the final result, subtract 4 VP from your final result.



★ END OF THE GAME ★


At the end of the game, you gain  according to your position on the International Cup board.



OTHER EXPANSIONS, CREDITS

★ INTERNATIONAL CUP AND OTHER EXPANSIONS ★

The International Cup makes the game longer and much more difficult. It is not recommended for rookie players, and it works best playing in the 2nd or 3rd Division.

You may combine this expansion with all other expansions. All components from this expansion have the printed icon: , in order to easily distinguish them.

You may use Opponent Team markers and Opponent cards as your Opponents in regular games for 3 or fewer players. The Strength of International Opponents varies between the 1st and 3rd Division.



When playing with the Unexpected Events expansion, do not draw Unexpected Event cards during player versus player Matches.



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The authors thank the testers and proofreaders for their help in developing the game.

Special thanks to: Joanna Kijanka, Kuba Jarosz, Joanna Wareluk, Chevee, Kajtek, Alicja Święcicka, Szymon, Jędrzej, Karol, Dorsz, GDM, Janik, Filip, Wojtek, Sławek, Karol and all other who helped with playtesting this product.

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