



AN EXPANSION BY  
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# ELEVEN

INTERNATIONAL PLAYERS  
EXPANSION

*Football isn't confined to one region or one country—it's the world's sport. There are talented players across the globe, and now you can help these talented athletes gain international fame. Hire players from all over the world and create an international club!*

# COMPONENTS

## ★ COMPONENTS ★



1

RULEBOOK



5

TACTIC CARDS



45

PLAYER CARDS WITH UNIQUE ABILITIES



36

FLIGHT MARKERS



4

SCOUT TOKENS

## ★ SETUP ★

### NEW TACTIC CARDS

Shuffle the new Tactic cards into the Tactic card deck.

### NEW PLAYER CARDS

Remove the regular Player cards (cards that are not Youngsters / Veterans) from the base game. Prepare the International Market by dividing the Player cards from this expansion into 5 decks, according to the

region depicted on their left side (Americas, Africa, Western Europe, Eastern Europe, Asia). Shuffle each of these decks separately and place them faceup in the Transfer Area, as shown below. Keep the Veteran cards in a separate deck as usual and place the Youngster cards as the 6th deck (Home).







Beginning with the First player, each player places their Scout token above any of these decks (each deck may have multiple Scout tokens above it).

Each player receives 4 Flight markers 🏹.




# HIRING PLAYERS

## ★ PRODUCTION ★

On Monday, after Production, you may gain a  by discarding a  or . You may do this as many times as you want, but may never discard a  to gain  or .

## ★ HIRING PLAYERS ★


When Hiring Players, you may only Hire the Player from the top of the deck where your Scout marker is. If you want to Hire a Player from the top of a deck that does not have your Scout marker, you must first move your Scout marker to the appropriate deck by

paying 1  for each deck you move. Moving the Scout marker is not a separate action, but is included as part of the Hire a Player action.

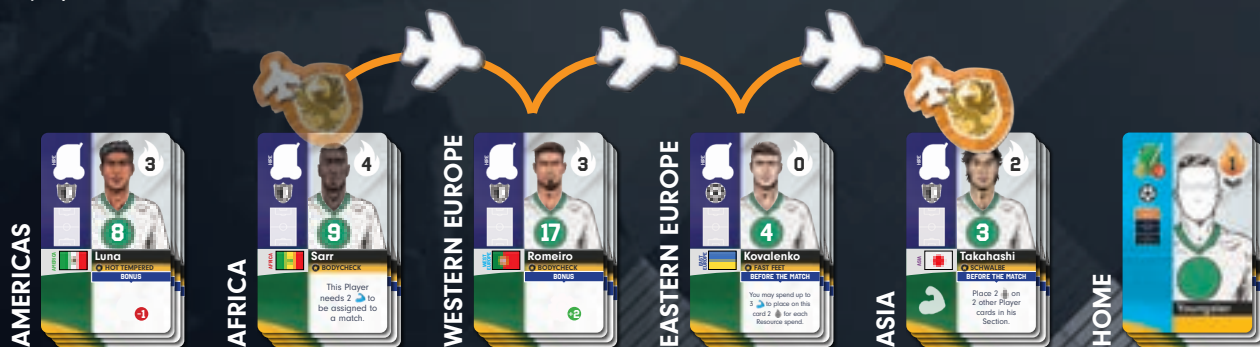
**Note:** Americas and Home are treated as adjacent, and moving from one to the other costs only 1 .

## ★ SELLING AND DISCARDING ★

When Selling or discarding Player cards, return their cards back to the bottom of the corresponding deck—there is no Player card discard pile.

**Example:** Your Scout marker is above Africa and you want to buy the top card from Asia. In order to do this, you must move your Scout marker and pay 3 .

Some card effects allow you to discard all Player cards from the Transfer Area or Hire any card from it. When these effects happen, each is resolved with only the 6 topmost cards




# VARIANTS


## ★ END OF THE WEEK ★

At the end of the Week, discard the top card from each deck without a Scout marker.

## ★ END OF THE GAME ★

At the end of the game you gain an additional 8  if you have Players from all 6 different decks.

## ★ INTERNATIONAL PLAYERS EXPANSION AND OTHER EXPANSIONS ★

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

## ★ VARIANTS ★

You may shuffle all regular Player cards from the base game with the Player cards from this expansion to create a bigger Player deck and use the rules for Hiring Players from the base game. You may also create the 6 decks of cards using all regular Player cards from the base game and expansions, and use rules from this expansion for Hiring Players.

When playing with the Unexpected Events expansion, the effects of the Reputation board do not apply to the Player cards.

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