

A man in a dark suit and green tie is holding a soccer ball in his arms. The background is a blurred green field.

# ELEVEN

FOOTBALL MANAGER BOARD GAME

## ADVANCED RULES

& GAMEFOUND LEAFLET

Eleven is not an easy game, especially when playing in higher divisions. However, you can customize your gameplay difficulty by adding the additional rules and modes listed in this booklet. Are you missing judges? Here you are. You want to play matches against your friends? No problem. These rules are not included in the base game rulebook because they make the game longer and more complex than originally intended.

## ★ TRANSFERRING PLAYERS ★

This mode changes 2 actions from the base game: **Selling** and **Hiring Players**.

### SELLING PLAYERS

When Selling Players, you may decide to Sell them as usual and gain a number of 🟡 equal to their Strength plus 2, or you may Sell them to any other player.

1. Choose a card and announce how much you are willing to Sell it for.
2. Starting with the next player in turn order and continuing clockwise, each player may make an offer or pass. Players may bid however much 🟡 they like.
3. The bidding ends once all players except one pass. The player who made the highest offer gains the Player card with its tokens (+, 🟡, 🟢, etc.). If all players pass and no offer was made, you Sell this Player normally, but you only gain 🟡 equal to their Strength.
4. Finally, gain 1 🟡 from the supply.

If you are playing with Transfer cards (Gamefound Exclusive), apply their effects as normal.

When Selling Youngsters, follow the same procedure. Remember that all tokens remain on cards Sold to other players.

If you are Selling an Untrained Player, you may reveal to other players what's on their Trained side, but it is optional.

#### Example:

When Selling this Player, when that Transfer card is active, gain 1 additional 🟡 from the supply.



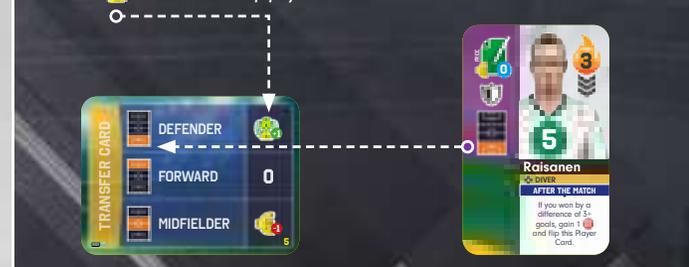
## HIRING PLAYERS

When Hiring Players, you may decide to Hire them from the Transfer Area as usual or you may make an offer and Hire a Player from another player for an amount of 🟡 you both agree upon. If the owner declines, you may make another offer for the same or other Player. If 3 of your offers have been declined, you must Hire a Player from the Transfer Area or pass.

If you are playing with Transfer cards (Gamefound Exclusive), apply their effects as normal.

#### Example:

When Hiring this Player with an active Transfer card, its previous owner gains 1 🟡 from the supply.



When Hiring Youngsters, follow the same procedure. Remember that all tokens remain on cards when they are Sold to other players.

If you are Hiring an Untrained Player, you may ask their owner to reveal what's on their Trained side, but this is optional.

## ★ REFEREE RULES ★

In this mode, not only are Players important, but Referees are as well. During each Match, different Referee effects are applied according to the ★ TAGS on your Player cards and results on the dice. This mode is not recommended when playing with the Unexpected Events expansion. Also, when playing Matches against other players, do not use the Referee rules mode.

Before the Match, roll a six-sided and twelve-sided die and resolve the corresponding effect on the assigned Player cards. You may reroll these dice as usual, paying 1 🟡 for each reroll.



roll result	Unjust	Meticulous	Inexperienced
NBL/ STR/SUP	AFTER THE MATCH: Place a  on a Player card with any of these tags.	BEFORE THE MATCH: Ignore the effects of Player cards with these tags.	AFTER THE MATCH: If you have a Player with any of these tags, place a  instead of a  when resolving Match Consequences.
HAR/ HOT/GLA	AFTER THE MATCH: Place a  on a Player card with any of these tags.	BEFORE THE MATCH: Ignore the effects of Player cards with these tags.	AFTER THE MATCH: If you have a Player with any of these tags, place a  instead of a  when resolving Match Consequences.
LON/ FAS/DIV	AFTER THE MATCH: Place a  on a Player card with any of these tags.	BEFORE THE MATCH: Ignore the effects of Player cards with these tags.	AFTER THE MATCH: If you have a Player with any of these tags, place a  instead of a  when resolving Match Consequences.
QUI/ PER/SWI	AFTER THE MATCH: Place a  on a Player card with any of these tags.	BEFORE THE MATCH: Ignore the effects of Player cards with these tags.	AFTER THE MATCH: If you have a Player with any of these tags, place a  instead of a  when resolving Match Consequences.
BOD/ FAN/HEA	AFTER THE MATCH: Place a  on a Player card with any of these tags.	BEFORE THE MATCH: Ignore the effects of Player cards with these tags.	AFTER THE MATCH: If you have a Player with any of these tags, place a  instead of a  when resolving Match Consequences.
SPR/ SMA/PEN	AFTER THE MATCH: Place a  on a Player card with any of these tags.	BEFORE THE MATCH: Ignore the effects of Player cards with these tags.	AFTER THE MATCH: If you have a Player with any of these tags, place a  instead of a  when resolving Match Consequences.
NBL/ HAR/ LON	AFTER THE MATCH: Roll a six-sided die for each Player card with any of these tags. 6: your Opponent scores.	BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: Don't place a  on Experience spaces of your Youngsters with any of these tags.
STR/ HOT/FAS	AFTER THE MATCH: Roll a six-sided die for each Player card with any of these tags. 6: your Opponent scores.	BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: Don't place a  on Experience spaces of your Youngsters with any of these tags.
SUP/ GLA/DIV	AFTER THE MATCH: Roll a six-sided die for each Player card with any of these tags. 6: your Opponent scores.	BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: Don't place a  on Experience spaces of your Youngsters with any of these tags.
QUI/ BOD/SPR	AFTER THE MATCH: Roll a six-sided die for each Player card with any of these tags. 6: your Opponent scores.	BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: Don't place a  on Experience spaces of your Youngsters with any of these tags.
PER/ FAN/SMA	AFTER THE MATCH: Roll a six-sided die for each Player card with any of these tags. 6: your Opponent scores.	BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: Don't place a  on Experience spaces of your Youngsters with any of these tags.
SWI/ HEA/PEN	AFTER THE MATCH: Roll a six-sided die for each Player card with any of these tags. 6: your Opponent scores.	BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: Don't place a  on Experience spaces of your Youngsters with any of these tags.

BOD: Bodycheck. DIV: Diver FAN: Fan Favorite. FAS: Fast Feet. GLA: Glass Knees. HAR: Hard Tackle. HEA: Perfect Header. HOT: Hot-Tempered. LON: Long Pass. NBL: Natural Born Leader. PEN: Penalty Killer.

Friendly	Goal eager	Perfectionist
BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: If a Player with any of these tags scores, gain .	If you have a Player with any of these tags, you may play 1 additional Tactic card this Match.
BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: If a Player with any of these tags scores, gain .	If you have a Player with any of these tags, you may play 1 additional Tactic card this Match.
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BEFORE THE MATCH: Place a  on each Player card with any of these tags and a .	AFTER THE MATCH: If a Player with any of these tags scores, gain .	If you have a Player with any of these tags, you may play 1 additional Tactic card this Match.
You may resolve the effects of assigned Players with any of these tags for free.	AFTER THE MATCH: If a Player with any of these tags scores, score again.	If you have Players with any of these tags, they ignore the Opponent's Goalkeepers this Match.
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You may resolve the effects of assigned Players with any of these tags for free.	AFTER THE MATCH: If a Player with any of these tags scores, score again.	If you have Players with any of these tags, they ignore the Opponent's Goalkeepers this Match.

PER: Perfect Catcher. QUI: Quick Pass. SMA: Smart Feint. SPR: Sprinter. STR: Strong Shot. SUP: Super Sub. SWI: Swift Reflex.

## ★ LEAGUE MATCHES AGAINST OTHER PLAYERS ★

Before the game begins, you may decide that you want to play Matches against other players. These Matches are resolved in the last Weeks of the game according to the tables below.

### 2 Players

WEEK	PLAYER 1	PLAYER 2
1	REGULAR OPPONENT	REGULAR OPPONENT
2	REGULAR OPPONENT	REGULAR OPPONENT
3	REGULAR OPPONENT	REGULAR OPPONENT
4	REGULAR OPPONENT	REGULAR OPPONENT
5	REGULAR OPPONENT	REGULAR OPPONENT
6	PLAYER 2	PLAYER 1

### 3 Players

WEEK	PLAYER 1	PLAYER 2	PLAYER 3
1	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT
2	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT
3	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT
4	PLAYER 2	PLAYER 1	REGULAR OPPONENT
5	REGULAR OPPONENT	PLAYER 3	PLAYER 2
6	PLAYER 3	REGULAR OPPONENT	PLAYER 1

### 4 Players

WEEK	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
1	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT
2	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT
3	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT	REGULAR OPPONENT
4	PLAYER 2	PLAYER 1	PLAYER 4	PLAYER 3
5	PLAYER 4	PLAYER 3	PLAYER 2	PLAYER 1
6	PLAYER 3	PLAYER 4	PLAYER 1	PLAYER 2

When preparing the Opponent deck, prepare fewer Opponent cards so that you have a number of cards equal to the number of Matches against Regular Opponents.

**Note:** When playing a 4-player game, this means that you only face Opponents from 1 deck (i.e. Division 3 when playing in the 3rd Division).

Matches between 2 players are resolved as described below.

### 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 Sections. 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.

### PREPARE FOR THE SECOND HALF

1. 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

2. 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.
3. 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.
4. 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.



## GAMEFOUND CONTENT

Hi!

When Ignacy asked me if I would be interested in turning my solo game, "Club Stories", into a competitive solo and multiplayer game called **Eleven**, I was honored. I got even more motivated by all the positive reactions from a lot of you in different online groups. Besides that, you came up with feedback and new ideas which you would love to see in a football manager board game. It really inspired us to make an even better game than it already was. **Eleven** has developed itself hugely since the Gamefound preview, and I am proud of the final game. I hope this is the football manager game you desire, and you will enjoy it as much as I do. Thank you for your support!

Thomas Jansen

Hello!

My name is Ignacy Trzewiczek, and I am the developer of **Eleven**. Once again, I'd like to thank you for your support during the Gamefound campaign. It gave us much energy when we saw your reactions and feedback. We have upgraded many of the mechanics to engage and bring the football theme alive to a higher degree than we originally imagined. We wish you dozens of exciting hours playing **Eleven** with your friends and families.

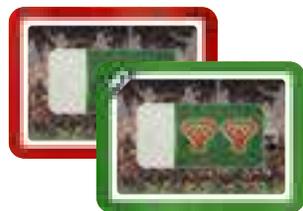
Thank you for your support in this campaign, and for being fans of Portal Games and the stories we tell.

Ignacy Trzewiczek

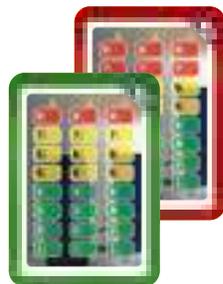
## UNIQUE SETUP CARDS

Use these 8 cards to customize the setup of the game and make your team different in each of your games. These cards were added for free only for followers of the Eleven Campaign. They were also available to purchase during the campaign as an add-on.

Before the game, each player draws 2 random Unique Setup cards and places them so that they cover the corresponding parts of their boards or place them below the appropriate board. One card must be played with its positive (green) side faceup and the other with its negative (red) side faceup. During the game, you must apply the effects of these cards.



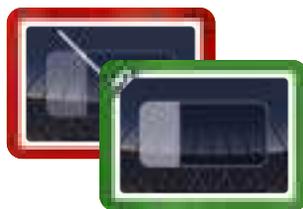
This card increases or decreases the number of  that you may assign to your Stands #2.



This card changes the values of Maintenance tracks.



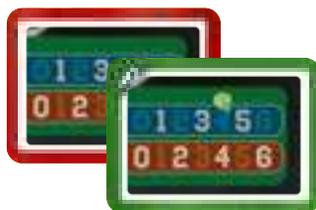
This card changes the Match Consequences table.



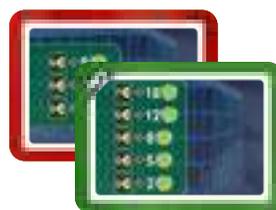
This card increases or decreases the number of your spaces for Stadium Infrastructure tokens.



These cards change the effects of modifying Stat levels above 5 or below 1.



This card gives additional effects depending on your Match result.



This card changes the Office track.



## STADIUM DICE TRAY

The Stadium dice tray is the perfect place to resolve dice rolls during the game. Use it to check how your Directors voted at Board Meetings, face the additional consequences of your victories (or failures) on the pitch, and check how well the other League teams performed in their Matches. Also, after the game, you can use the dice tray to store game components.



## MARKET MINI-EXPANSION

The Market mini-expansion adds 6 new Transfer cards. Each card shows the changing prices on the Transfer Market for specific Player types. This introduces another tactical layer to the game that is especially important when you build your strategy around training Youngsters and selling them to bigger clubs.

During Setup, take all Transfer cards and place them in ascending order according to the number in their corner. Then, take a random number of cards and place them at the bottom of this deck. Then they place the Transfer cards deck near the Transfer Area.

During the game, when a player Sells a Player card, they receive an appropriate bonus according to the Transfer card. Then they place the top Transfer card at the bottom of the deck.

Selling Goalkeepers does not provide any bonuses. Some Players can play in different Sections—when Selling them, you may gain any corresponding bonus.



## DOUBLE-LAYERED PLAYER BOARDS

All Stadium and Club boards (8 pieces in total) come with two layers, which allows for indentations to keep cards, markers, and tokens in place, even if you inadvertently bump the board.



## GEEK SPONSORS MINI-EXPANSION

Have the board game industry represented among the main Sponsors of your Matches! 10 new Sponsor cards allow you to choose from your favorite board game companies to Sponsor your club. Suddenly the game is not only about you winning against other players, but also about having your favorite board game brand receiving the recognition they deserve!

During Setup, shuffle the cards from this expansion into the Sponsor deck.



## GRASSY MATCH BOARDS

These Match boards have a felt cloth finish resembling grass to transform your experience. This unique surface is new to board games and will surely make your Game-found copy of *Eleven* stand out.



## 8 NEW STAFF MEMBER CARDS DESIGNED BY FANS

Add even more variability to your games with 8 additional cards introducing Staff Members suggested by the fans of this campaign.

During Setup, shuffle the Staff cards marked with the corresponding Player number in their corner into the Staff deck.

The new cards include: Mascot, Pet, Former Star, Loan Manager, Video Analyst, Ultras, Underworld Mobster, and Sponsor Manager.



## 52 WOODEN SCREEN-PRINTED JERSEY MARKERS

52 wooden Jersey-shaped markers in 4 player colors to represent the Players on your team. When planning your Tactics before each Match, you place these markers on your Team board. Each screen-printed marker is double-sided and shows the Player's number and designated role in the upcoming game—offensive or defensive.



## INFRASTRUCTURE TOKENS & UNIQUE STADIUM BOARDS

New Stadium Infrastructure tokens were chosen from the best ideas from fans in this campaign.

During Setup, add all new Stadium Infrastructure tokens to the supply. Any player may build them the same as any other regular Stadium Infrastructure token on an empty space of their Stadium board (except for the Stands #3 and #4, and Adband #3 spaces).

Production is a new keyword on most of the new Stadium Infrastructure tokens. On Monday, during Production, resolve their effects.

These new Stadium Infrastructure tokens include: Youth Academy, Analytic Center, Kids Fan Zone, Hall of Fame, and Tunnel.

Every Stadium board comes with a picture of a different Stadium so that each player has an individual and unique Club premise, making the game more thematic and immersive.



## 12 ACTION PAWNS AND A CENTRAL GAME BOARD

12 wooden action pawns are included for players to use when performing their Tuesday, Wednesday, and Thursday actions. This upgrade helps you keep track of available and spent actions, and replaces the need to track the Weeks by the first player. In addition, there is a central action board with all the action spaces and a helpful summary of each action.



## ALTERNATIVE SHAPES FOR STADIUM INFRASTRUCTURE TOKENS

These alternate Stadium Infrastructure tokens have their own individual shapes resembling the objects they represent. They not only look better but are also more intuitive when fitted to the Stadium board.



## NEW TEAM VARIANTS

Each of the teams from Division 1 have an extra Opponent card, increasing the total number of variants per team to 5. This makes Matches more challenging, unpredictable, and increases the overall replayability of the game.

During Setup, shuffle these cards into Division 2/1 and Division 1 decks accordingly.



## BOARD MEETING DECK

This includes 8 Board Meeting cards suggested by the fans during this campaign. These 8 extra cards increase the number of Board Meeting cards in the base game to 44.

During Setup, shuffle these cards into the Board Meeting deck.



## ADVANCED RULES BOOKLET & CUSTOM-SHAPED STAT LEVEL MARKERS

Make your game experience deeper and more interactive by adding new gameplay modules from the Advanced Rules booklet. The advanced rules contain optional thematic features, including rules for playing Matches against other players, new rules for transferring Players with the other players, and Referee rules. This also includes 16 custom markers to track all the Stat levels to replace the plain disks from the base game, which add a nice thematic touch.



## DOUBLE-SIDED PLAYER AID

These 4 player aids (one per player) include a helpful recap of the Week structure. Everything you need to know is presented clearly and eases the understanding of the game for new players.



## NEW DIRECTORS

The variability of the game has been increased with 5 additional cards introducing Directors suggested by the fans during the campaign. This means more fun and more strategic paths to explore. Make your club different each time you play!

During Setup, shuffle these cards into the Directors deck.

These new Directors include: Dr Morris, Ivy Campbell, Su Zhihao, Courtney Harper, and Jeremy Lievens.



## FIRST PLAYER TOKEN AND A PLASTIC TROPHY

Custom Wooden First player token and a Plastic Trophy

Make your gameplay special with a wooden custom first player token and add the honor of a unique trophy to give to the winner when the game ends.

A new Whistle token is included to be used as the first player marker, replacing the Stage marker from the base game.



## 2 ADDITIONAL SOLO SCENARIOS

2 new stand-alone solo Scenarios that take advantage of bonus components unlocked as daily Stretch Goals in this campaign. They can only be played with the Gamefound edition of *Eleven* and utilize the unlocked extra content.



## NEW OBJECTIVE CARDS

Make each gameplay different with 5 additional cards introducing new Objectives suggested by the fans during the campaign. It's time to look at the football business from a different angle.

During Setup, shuffle these cards into the Objective deck.

These new Objective cards include: Green Them Down, Out of the Blue, Get Red'dy, Hat Trick, and Well-oiled Machine. Some of these cards refer to Green, Blue, or Red Opponents



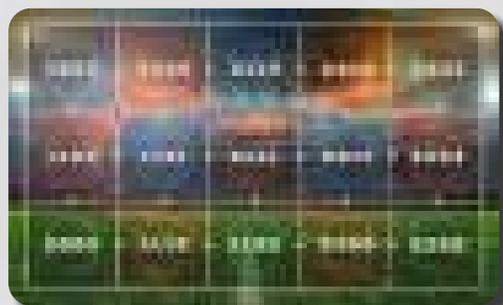
## COMPONENT UPGRADES FOR THE EXPANSIONS

Every *Eleven Gameplay All-In* pledge and Group Pledge for *Eleven Gameplay All-In* comes with expansions with upgraded components.

Plane tokens from the International Players expansion with 36 wooden custom-shaped planes.

Cardboard International Cup tokens from the International Cup expansion to 14 custom wooden tokens.

Thicker cardboard boards: Reputation board for the Unexpected Events expansion, and the International Cup board for the International Cup expansion.



## BETTING BOARD

Sports are always connected with betting. However, in real life, managers do not bet for their teams, so we added this as a little twist to turn up the emotions while watching other player's Matches.

This mode works the best in games for 4 players and is not recommended to use with the International Cup expansion.

## ★ BETTING ★

### SETUP

Each player gets a Betting token. If you are playing in a game with less than 4 players, draw random Opponent cards from your Division and place a remaining Betting token on each of them. During the game, you bet on your Match results as well as the results of the teams with Betting tokens on them.

### THURSDAY

After resolving Thursday actions, each player may simultaneously place their Betting token on a Bet board. Tokens may be placed on spaces, or on any of the 4 borders of a space. This means that you may choose a single space for your bet, or split your bet between 2 or 4 spaces. There may be mul-

tiple tokens in the same place. Then, each player places 1 € from the supply and as many € from their supply as they like.

**The position of the token on the Bet board determines your bet.**

**3/3/3/3:** All teams (players and teams with Betting tokens on their cards) will win this Week.

**3/3/3/0:** Three out of these four teams will win and 1 will lose.

**3/1/1/0:** One team will win, two teams will draw and one will lose.

#### Example:

On Thursday, **Thomas**, **Ignacy** and **John** chose their bets. The last Betting token is placed on a Port East Opponent card, because there is no 4th player. Players place their tokens as shown in the picture below.

At the end of the Week, players check their bets.



**Thomas** has won a Match against Port East, **Ignacy** draws his Match, and **John** loses his Match. That means that the winning space is **3/1/0/0**.

**John** wins the Bet by placing 3 € on the border between 2 spaces, so he gains 9 €.

**Ignacy** also wins the Bet by placing 2 € on the border between 4 spaces, so he gets 4 €.

**Thomas** loses, because he thought the winning space would be **3/3/0/0**.



## END OF THE WEEK

At the end of the Week, check your Bet. Check the results of Matches of all players and teams with the Betting tokens. The winning space is the one that matches these results.

**You succeed if your Betting token is on that space or on its border.**

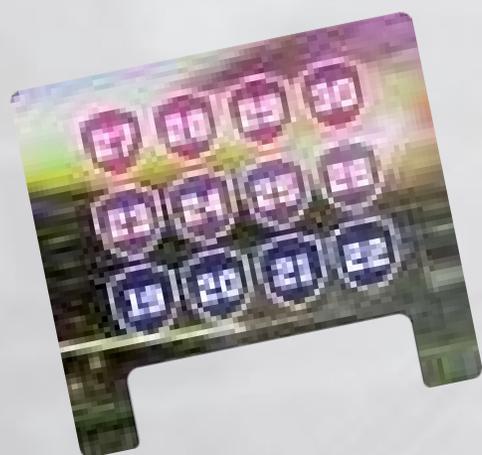
- If you placed a Betting token on a single space and succeeded, gain 4 times the number of € you have placed on the Betting token.
- If you placed a Betting token on a border between two spaces and succeeded, gain 3 times the number of € you have placed on the Betting token.
- If you placed a Betting token on edges between 4 spaces and succeeded, gain twice the number of € you have placed on the Betting token.
- If at least 1 of the teams gets another result, you lose and don't gain anything.

Finally, discard all € from your Betting token and take it back.



## ★ EPIC LEAGUE MODE ★

Play the game in Epic League mode. Instead of the regular 6 Weeks, you'll play 10 Weeks with an additional phase between the 5th and 6th Week—a Winter Break. During the Break, your Players rest and gain additional abilities thanks to experience gathered in the Autumn Matches. The variant comes with an additional board extension for the League Table allowing for higher scoring due to longer gameplay.



LEAGUE TABLE EXTENSION



WINTER BREAK TOKENS

### SETUP

Prepare 2 decks of Opponent cards for each player. Both decks must contain 5 Opponent cards. The first 5 Opponents should belong to the lower Division (2nd or 3rd) and the second deck must contain Opponent cards from a higher Division than the first (1st or 2nd respectively). First, place the higher Division cards on the Team board and then place the lower Division cards on top of them. That way, you face easier Opponents before the Winter Break and more challenging ones after Winter Break.

Place all 12 Opponent Team markers on space 0 of the League table along with the player's Team markers.

Place 16 Winter Break tokens next to the League table—you use them during the Winter Break.

Place the League table extension above the League table board so there are 30 spaces.

Prepare the Objective deck using only the following cards: **Talent School, Only the Result Matters, A Game to Remember, The Perfect Day, Money Comes First, Let's Rebuild the Stadium, Loyal Companions, Talent Hunters.**

Each player draws 2 Objective cards. 1 of them must be fulfilled before the Winter Break and another 1 after the Winter Break. You gain 3 for each fulfilled Objective and 6 for each perfectly fulfilled Objective.

### WINTER BREAK

Winter Break consists of several steps that must be resolved in order:

- Objectives:** Each player gains for a fulfilled Objective. If they didn't fulfill an Objective, they must discard an Objective card of their choice.
- Season Maintenance:** Decrease all your Stat levels by 1 (if possible).
- Transfer Window:** Discard all Player cards from the Transfer Area and refill it with new cards. Each player gains according to their position on the Resource track. Beginning with the First player, each player may make a Transfer offer. They may offer to Hire or Sell Players to the other player(s), Sell them as usual, or pass.

### SELLING PLAYERS

When Selling Players, you may decide to Sell them as usual and gain a number of equal to their Strength plus 2, or you may Sell them to any other player.

Choose a card and announce how much money you are willing to Sell it for.

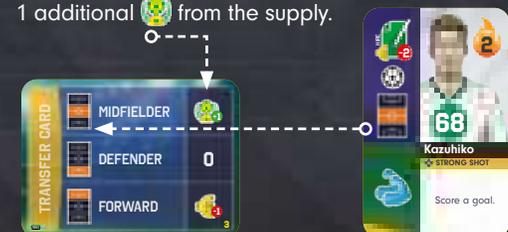
Beginning with the next player in turn order, and proceeding clockwise, each player may make an offer. Players may bid as many they wish, or pass.

The bidding ends when all players except one pass. You must accept the highest offer and give the Player card to your opponent with all its tokens (+, , , etc.). If all Players pass and no offer was made, you Sell this Player as usual, but you only gain a number of equal to the Sold Player's Strength.

If you are playing with the Transfer cards, apply their effects as usual.

#### Example:

When Selling this Player, if this Transfer card is active, gain 1 additional from the supply.



When Selling Youngsters, follow the same procedure. Remember that all tokens remain on cards Sold to other players.

If you are Selling an Untrained Player, you may reveal what's on their Trained side to other players, but it is optional.

### HIRING PLAYERS

When Hiring Players, you may decide to Hire them from the Transfer Area as usual, or make an offer and Hire a Player from another player for a price you both agree upon (you may only pay with ). If the Player's owner declines, you may make another offer for another Player (for the same or another Player). If 3 of your offers have been declined, you must Hire a Player from the Transfer Area or pass.

If you are playing with the Transfer cards, apply their effects as usual.

#### Example:

When Hiring this Player, when that Transfer card is active, its previous owner gains 1 from the supply.



When Hiring Youngsters, follow the same procedure. Remember that all tokens remain on cards Sold to other players.

If you are Hiring an Untrained Player, you may ask the owner to reveal what's on their Trained side, but this is optional.

After a player finishes 1 of these 3 actions, the next player begins. When all players have resolved their actions 3 times, finish this step.

**NOTE:** During this phase, ignore all Staff card effects.

# EPIC LEAGUE MODE

## WINTER TRAINING

Reveal the number of Winter Break tokens equal to the number of players plus 1. Beginning with the player with the most points on the League table, each player chooses 1 Winter Break token and places it in their personal supply. Then, all the players repeat this until there is 1 token left, which is discarded. Resolve this step again, beginning with the player who has the least points on the League table. Finally, resolve it a third time beginning with the player with the most points on the League table.

Each player places Winter Break tokens on their Player cards. Each Player card may have a maximum of 1 Winter Break token. They remain there until the end of the game.

**All Winter Break tokens are explained below:**



You may assign 1 fewer to activate the effect of this card. You still need to assign a to assign that Player to the Match.



A Player with this token may play in any Section. This cannot be played on a Goalkeeper card.



A Player with this token has Strength equal to 3.



When this Player scores for the first time, place 1 on this card.



Each time this Player gains , ignore 1 of them.



This Player has a new Jersey number.



You may use instead of to assign this Player to the Match or activate their effects.



This Player is now a .



This Player is now a .

## END OF THE GAME

After 10 Weeks (instead of 5), sum up the as usual except for the for the League table, which should be counted according to the table below, and the Objective cards that provide 3 for fulfilling it or 6 for fulfilling it perfectly.

POSITION	GAINED VP
1	24
2	20
3	16
4	13
5	10
6	7

7	4
8	1
9	0
10	-3
11	-6
12+	-9