



UEFA
EURO2016
FRANCE

ADRENALYN XL
OFFICIAL TRADING
CARD GAME

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www.paniniadrenalyn.com

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1 SELECT YOUR SQUAD

Before you kick-off with ADRENALYN XL, you need to select a squad. You'll need 14 players, 11 of which will make up your first team; the other 3 are your subs. Make sure you have a goalkeeper and at least one, or at the most, five players from each position.

2 CHOOSE A FORMATION

So, you've selected your squad, now you must choose a team formation, e.g. 4-4-2, 4-3-3, 3-5-2 etc. Try and choose a formation that suits your team. If you have a lot of good defenders, use a defensive formation, but if you have lots of good forwards set up your team to be more offensive.

4-4-2



3 PREPARE TO PLAY

When you lay out your team formation, place them facedown in the corresponding position on the game board, i.e. defenders in defence, midfielders in midfield and so on. There's a handy graphic on the back of each playing card to help you. During the game you are not allowed to look at your own, or your opponent's hidden cards. However, you'll also need to try and remember the players you have if you want an advantage!

GAME RULES

PLAYMAKER SCORE

PLAYING POSITION

TOTAL SCORE

DEFENCE SCORE

ATTACK SCORE

EMBLEM

GOALKEEPER **DEFENDER** **MIDFIELDER** **FORWARD** **DEFENDER MIDFIELDER FORWARD**

FRIENDLY OR BIG MATCH?

Before you kick-off choose whether you are going to play for keeps (Big Match) or just for fun (Friendly). If you're playing for keeps the winner of each round gets to keep those cards. If you're playing a friendly, place the cards to one side when you have used them.

4 KICK-OFF

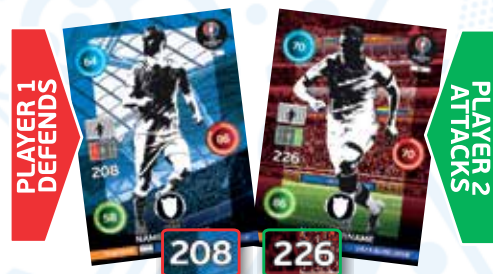
When both players are ready, flip a coin to see who'll go first. The winner kicks off by selecting one of their cards, picking it up and choosing to either attack, defend or act as a playmaker against their opponent. Then the opposing player selects one of their cards, picks it up and either attacks, defends or calls out their playmaker score, depending on their opponent's previous move.

Note: if the first player attacks then their opponent must defend, and vice-versa. If instead, the first player calls out the playmaker score, then the opposing player must also call out their playmaker score.



PLAYER 1 WINS!

Then the players compare the two ratings. Whoever has the higher value card wins and scores a goal, and then that player gets to go first in the next round. Both players place the used cards nearby the game board; these cards cannot be used again during this match. In the unlikely event that your scores are the same, you should compare the players' Total Score ratings. If the Total Score ratings are also the same, both cards must be discarded and there is no winner for this round.



**SCORES ARE EQUAL SO THE TOTAL SCORE RATINGS ARE COMPARED...
PLAYER 2 WINS!**

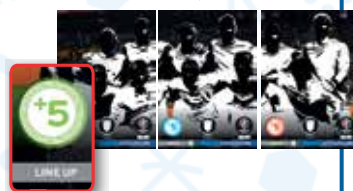
MAKE A SUB

Remember, just like in a real game, substitutes can win you the match in the dying seconds, so use them wisely! You have 3 subs and you can use them at the start of each round, before an attacker, midfielder or defender is chosen.

Note: you should discard the player you are replacing them with.

TEAM GAME

During each game you can use a team logo card to power-up your play! Each logo has a strengthening value that can increase the ratings of up to two players that play for that same team! Once used, the logo card must be discarded. Alternatively, you can use your line-up combo cards as a power-up. Each puzzle is composed of 3 cards that allow you to add +5 to one of the three game values (attack, defence or playmaker) of players from the same national squad. You can line up the 3 cards only if the puzzle is complete, and each card from the line-up can only be played once.



5 PENALTY

Once per game a goalkeeper can commit a foul. Note: this is only possible if he is the second player in this round and the opposing card wasn't revealed. A penalty is the result. Each player has a Super Strike rating and each keeper has a Super Save rating. When you compare the two players, the diagram will show you whether the player scored, or if the goalkeeper saved the shot.



HE SHOOTS, HE SCORES!



THE KEEPER'S SAVED IT!

Alternatively you can play your keeper at any point during the game, simply use his attack, defence or playmaker score rating instead!

6 AND THE WINNER IS...

The overall winner is the player who has scored the most goals after all the cards have been used.

PENALTY SHOOTOUT!

**WANT A QUICK FOOTY FIX?
PLAY OUR PENALTY SHOOTOUT GAME!**

- Each player must select one goalkeeper and five penalty takers.
- Position your goalkeeper card face-up, and then shuffle your five players and place them in a pile facedown.
- Flip a coin to see who goes first. The winner of the toss draws their first player from the top of the pile and compares the Super Strike rating with their opponent's Super Save rating. Take turns taking penalties and keep score just like a real penalty shootout.
- If it's a draw then the game goes to sudden death. Draw random cards from your swaps, and then if you miss and your opponent scores, it's game over for you!

PROFESSIONAL & TOURNAMENT RULES

Are you looking for a real challenge? Try the Professional Rules. In a game with the Professional Rules the sum of the Total Score ratings of all 14 players must not exceed 3200 points. Each squad must include at least one player amongst the cards in the "rising star" section.

Tournament games are played best of three, which means, the first player to win two matches is the overall winner.

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