



How to play

CARD NUMBER

NATIONAL FLAG

SUBSET NAME

PLAYMAKER SCORE

PLAYING POSITION

DEFENCE SCORE

SHOT AREA / SAVE AREA

NAME

ATTACK SCORE

TOTAL SCORE

1 SELECT YOUR SQUAD

Start by forming the best squad from your cards. You must have 11 first-team players and five subs.

2 LINE-UP

What's better? A three-man defence or four? A two-striker system or three? On the gameboard, you can put together every possible formation: the choice is yours!

3 PREPARE TO PLAY

Place your cards face-down on the gameboard and remember: during the game, you're not allowed to peek! A good coach knows their team like the back of their hand.

4 KICK-OFF

OK, let's get started! Toss a coin to decide who will kick-off. Did you win the coin toss? Then choose one of your cards and decide whether to attack, defend or control the game. In response, your opponent must choose one of their cards, without revealing it until you've made your play. Is your score higher? Wow! You score a goal and keep possession of the ball. Is your score lower? Your opponent scores a goal and gains possession of the ball. But don't worry, you can make a comeback in the next round! Does your score match your opponent's? Compare your total scores. If they are also the same, the challenge ends without a winner. At the end of each challenge, the cards must be discarded.

ATTACK OR...

PLAYER A ATTACKS	PLAYER B DEFENDS

PLAYER A WINS!

DEFEND OR...

PLAYER A DEFENDS	PLAYER B ATTACKS

PLAYER A WINS!

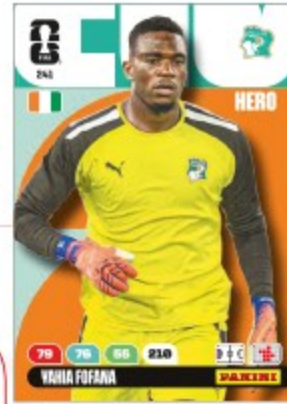
CONTROL THE GAME

PLAYER A CONTROLS THE GAME	PLAYER B CONTROLS THE GAME

PLAYER B WINS!

5 PENALTY

Is your goalkeeper a penalty-saving master? If you're defending, before your opponent reveals their move, call out, "Penalty!" Compare shoot-out icons, and if your opponent's player puts the ball where your goalie will save it, you win the challenge!



HE SHOOTS, HE SCORES!



THE KEEPER'S SAVED IT!

6 FINAL WHISTLE

Once all the cards are used, if you've scored more than your opponent, you win the match!

MAKE A SUB

Just like in a real football game, subs can be crucial to secure a win, so use them wisely! You can use five in total: to make a change, switch a sub for a card that's in play before the next challenge.

BONUS CARD

Want to up your game? Play any TEAM MATE card with the corresponding TEAM LOGO card or the FIFA WORLD CUP 2026™ OFFICIAL EMBLEM card to boost all game values by five or 10 points. Please note: TEAM LOGO cards can only be used with a TEAM MATE card from the same team, while the FIFA WORLD CUP 2026™ OFFICIAL EMBLEM card be played with any TEAM MATE card. Once used, bonus cards must be discarded.

OTHER WAYS TO PLAY ADRENALYN XL™

PENALTY SHOOT-OUT!

Want a quick footy fix? Play our penalty shoot-out 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 face-down.
- 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 shoot-out.
- If it's a draw then the game goes to sudden death. Draw cards at random, and then if you miss and your opponent scores, it's game over for you!

GRAND TOTAL

Compare total card values for a fast and fun game!

- Two players each put together the same number of cards in their deck, shuffles them and places them face-down.
- Each player draws the top card in their pile and turns it over. They compare their total value: the card with the highest score wins.
- Players keep flipping their cards until their decks are done: whoever finishes with the most cards is the winner!

TIKI-TAKA

You can play with two, three, four, or as many players as you like!

- All participants play with a deck of cards, shuffled and face-down.
- Flip a coin to see who goes first.
- Whoever wins the toss turns over their top card and chooses whether to attack, defend or use the playmaker value.
- If the first player has chosen to attack, all players who follow must defend and vice-versa. If, instead, the first player has chosen to use the playmaker value, all players must respond with that value.
- The player with the highest score wins the game and gets all the cards of the opponents who took part in the round.
- The winner of the previous match begins the next game.
- Players continue to compare cards until one of them holds all the cards: this player is the winner!