

How to play online



1. PERSONALISE YOUR SHIELD AND YOUR COLOURS

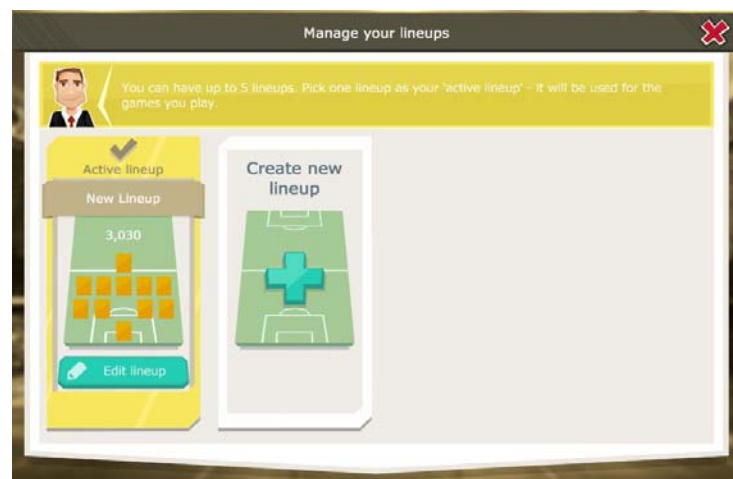
You'll be able to customize your badge, choosing its shape, form and pattern. Make sure your badge strikes fear into the heart of your opponents! Improve your ranking and become an outstanding ADRENALYN XL™ player to move up a level. Levelling up unlocks more options for changing the colour and shape of your badge. Also, the system will be mapped to 20 ranking levels. You start at level 20, aiming to reach level 1. Every month, levels are reset to level 20, but the best level you've reached is stored in your profile.

Try to match your top level again!

2. ACTIVATE THE CARD

Enter the code on the back of your trading card to add it to your virtual collection. You can also enter the code to earn COINS, which you can use to activate special virtual cards and improve your team and your chances of winning.

Every 30 activated codes, you will also receive an Standard Digital Pack and 2 Exclusive digital Limited Edition cards (realized exclusively for the digital game)



3. CREATE YOUR SQUAD

Before starting an ADRENALYN XL™ match, you have to put your squad together. You need 14 players – 11 of which will make up your first team and three subs. Each team must have a goalkeeper and a maximum of five players for each position.

Put together your strongest team using your cards. Adapt your team and playing system to your winning game plan. Plus, to help you pick the best players, you can order extra cards according to their position, their club, and their scores in attack or defence.

There's also the 'virtual trainer' button, which will help you to put together your squad.

4. CHOOSE YOUR GAME SYSTEM

After selecting your players, you have to decide on a formation (e.g. 4-4-2, 4-3-3, 3-5-2). Choose the best system for your players. If you have lots of good defenders, use a more defensive system, but if you have excellent forwards, adopt a more offensive system.



5. LOBBY

The lobby is the online ADRENALYN XL™ players' meeting point where you can challenge an available user within your level range chosen by the system. All available users in the matchmaking-area can be marked as friends and challenged for friendly match as well.

6. TRAIN AGAINST THE COMPUTER

Need to train but don't have anyone to play against? You can play a friendly against the computer, with five difficulty levels. The final two levels are so tough that if you win, not only will it improve your team, but you're also unlikely to lose against a real-life opponent!



7. START THE GAME

The player chosen by the computer to start the match selects one of their cards and decides whether to attack or to defend, or chooses the control value of their card. In turn, their opponent selects one of their cards and uses it in defence, midfield (control) or attack.

If the first player attacks, their opponent has to defend themselves, or vice versa.

If you play a control rating, the opposing player must also call out their control rating.

The players compare the chosen values of the selected cards. The card with the highest value scores a goal and begins the next battle. Cards chosen for this challenge cannot be selected again during the match and are placed outside the lobby.

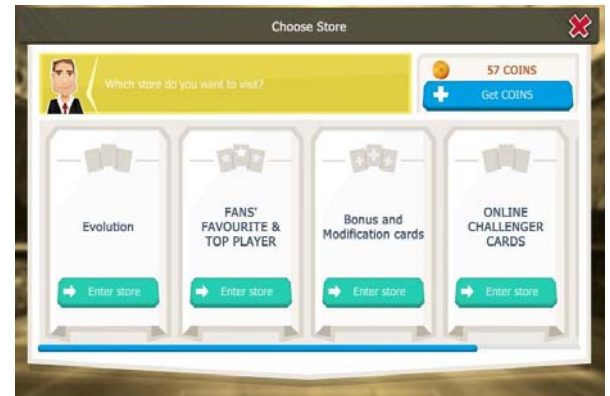
If both numbers are the same, it goes to a tiebreaker between the total value (adding attack, control and defence) of each card. If the total value ends in a draw too, the two cards are ignored and no player wins the match. If the whole match ends in a draw, the team with less card sum wins.

Just like in a real match, substitutes can snatch a win for you in the last moments, but you have to use them effectively! You have to choose your substitutes when you have the ball possession before selecting a card. The card which is replaced is discarded.

8. MARKET

In the 'market' section you can:

- redeem the COINS won during matches and tournaments, or gained by activating cards, completing the virtual binder (some items can be redeemed only after X product code activations);
- buy special digital cards that will give you a better chance of winning your next match;
- get virtual packs with the cards of the collection;
- buy exclusive Online Challenger cards.



9. USE THE SPECIAL FEATURES

Strengthen your attack or defence with COMBOS. Playing two combo cards together gives their attack or defence scores an extra boost. The BONUS CARDS, LUCKY CARDS and PENALTY CARDS also give your game an extra dimension. Thanks to these special features, you don't need to have the strongest team to win a match – just the best strategy and the best use of your COINS to activate your special cards and enhance your line-up.





10. COMBO

Pick some COMBO player cards to play alongside each other to earn you extra points. Dazzle your opponent with a combo-attack or combo-defence and create your best line-up!

COMBO TABLE

ID	Team	Player 1	Card type	ID	Team	Player 2	Card type	+bonus
18	Manchester City FC	Nicolás Otamendi	Team Mate	19	Manchester City FC	John Stones	Team Mate	3D
20	Manchester City FC	İlkay Gündogan	Team Mate	77	Real Madrid CF	Toni Kroos	Team Mate	2GC
35	Atlético de Madrid	Šime Vrsaljko	Team Mate	167	FC Internazionale	Marcelo Brozović	Team Mate	3GC
38	Atlético de Madrid	Lucas Hernández	Team Mate	39	Atlético de Madrid	Filipe Luis	Team Mate	3D
52	FC Barcelona	Marc-André ter Stegen	Team Mate	106	FC Bayern München	Manuel Neuer	Team Mate	3D
54	FC Barcelona	Nélson Semedo	Team Mate	57	FC Barcelona	Sergi Roberto	Team Mate	4D
71	Real Madrid CF	Raphaël Varane	Team Mate	74	Real Madrid CF	Nacho	Team Mate	3D
79	Real Madrid CF	Marco Asensio	Team Mate	80	Real Madrid CF	Lucas Vázquez	Team Mate	3GC
88	Paris Saint-Germain	Alphonse Areola	Team Mate	90	Paris Saint-Germain	Presnel Kimpembe	Team Mate	5D
92	Paris Saint-Germain	Lassana Diarra	Team Mate	94	Paris Saint-Germain	Adrien Rabiot	Team Mate	4GC
93	Paris Saint-Germain	Giovani Lo Celso	Team Mate	189	Juventus	Paulo Dybala	Team Mate	4GC
112	FC Bayern München	Corentin Tolisso	Team Mate	113	FC Bayern München	Thiago	Team Mate	4GC
114	FC Bayern München	Arjen Robben	Team Mate	116	FC Bayern München	Kingsley Coman	Team Mate	4A
125	Borussia Dortmund	Marcel Schmelzer	Team Mate	132	Borussia Dortmund	André Schürrle	Team Mate	1GC
129	Borussia Dortmund	Mahmoud Dahoud	Team Mate	130	Borussia Dortmund	Julian Weigl	Team Mate	5GC
134	Borussia Dortmund	Christian Pulisic	Team Mate	147	FC Schalke 04	Weston McKennie	Rising Star	4GC
142	FC Schalke 04	Naldo	Team Mate	143	FC Schalke 04	Thilo Kehrer	Team Mate	5D
144	FC Schalke 04	Bastian Oczipka	Team Mate	149	FC Schalke 04	Yevhen Konoplyanka	Team Mate	4GC
160	FC Internazionale	Samir Handanović	Team Mate	163	FC Internazionale	Andrea Ranocchia	Team Mate	5D

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161	FC Internazionale	Milan	Team	201	FC Internazionale	Marek	Team Mate	1GC
		Škriniar	Mate			Hamšík		
164	FC Internazionale	Thomas	Team	274	Boca Juniors	Nahitan	Team Mate	5GC
		Delaney	Mate			Nández		
169	FC Internazionale	Ivan Perišić	Team	188	Juventus	Mario	Team Mate	2A
			Mate			Mandžukić		
180	Juventus	Andrea	Team	182	Juventus	Mattia De	Team Mate	1D
		Barzagli	Mate			Sciglio		
198	SSC Napoli	Faouzi	Team	200	SSC Napoli	Hamdi	Team Mate	3D
		Ghoulam	Mate			Naguez		
202	SSC Napoli	Piotr	Team	207	SSC Napoli	Arkadiusz	Team Mate	2A
		Zieliński	Mate			Milik		
214	PSV Eindhoven	Jeroen Zoet	Team	217	PSV Eindhoven	Derrick	Team Mate	5D
			Mate			Luckassen		
219	PSV Eindhoven	Jorrit	Team	221	PSV Eindhoven	Mauro Júnior	Rising Star	5GC
		Hendrix	Mate					
223	PSV Eindhoven	Hirving	Team	241	FC Porto	Jesús Corona	Team Mate	3GC
		Lozano	Mate					
232	FC Porto	Iker Casillas	Team	233	FC Porto	José Sá	Team Mate	3A
			Mate					
238	FC Porto	Óliver Torres	Team	239	FC Porto	Sérgio	Team Mate	4GC
			Mate			Oliveira		
250	FC Spartak	Aleksandr	Team	252	FC Spartak	Georgi	Team Mate	5D
	Moskva	Selikhov	Mate		Moskva	Dzhikiya		
253	FC Spartak	Salvatore	Team	254	FC Spartak	Ilya Kutepov	Team Mate	4D
	Moskva	Bocchetti	Mate		Moskva			
268	Boca Juniors	Agustín	Team	270	Boca Juniors	Lisandro	Team Mate	5D
		Rossi	Mate			Magallán		
286	Grêmio	Walter	Team	290	Grêmio	Bressan	Team Mate	5D
		Kannemann	Mate					
294	Grêmio	Alisson	Team	295	Grêmio	Everton	Team Mate	4D
			Mate					
413	Rosenborg BK	Even	Team	414	Rosenborg BK	Besim	Rising Star	5D
		Hovland	Mate			Šerbečić		
430	AIK	Oscar Linnér	Team	431	AIK	Robin	Team Mate	5D
			Mate			Jansson		
438	AIK	Henok	Team	440	AIK	Stefan Silva	Team Mate	4A
		Goitom	Mate					

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11. MANAGER LEAGUE

Go through the matches and level up until you reach the top level! When you access the Manager League you start from the first level.

Each championship lasts for a week and includes 8 teams that play a match per day. So, in a week (from Monday to Sunday), each team will face all its opponents in the championship.

Once the weekly championship is over, the winner levels up to the next level while the last three in the ranking go down to the lower level.

The game system is based on two round of 11 cards (one team) among those available in the virtual collection.

Each player will have to fill the 11 spaces of the first round with his favorite cards, choosing from his virtual album, taking into account the moves set by the system.

The game system chooses the move for each card, ATTACK, DEFENSE or MIDFIELD. The player must choose the cards of the team taking into account the preset moves.

The 11 cards used in the first round will also be used in the second round, but the moves (ATTACK, DEFENCE, MIDFIELD) will be different.

Any change in the lineup of the first round should be made taking into account that you have to use the same cards for round 2.

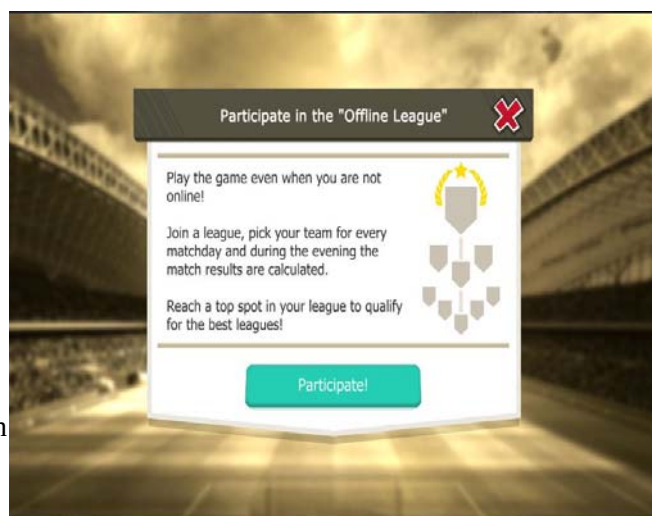
Once the set of 11 cards is set, the choice will be saved.

Each user can check the moves made by their rivals in the previous matches and their results in this special Championship.

Each day at midnight, the system will calculate the scores for each match and will publish the results.

The result of each match is the sum of the points scored in each round, whereas the system assigns a point for each winning move (11 in total).

At the end of each week (after the Sunday match at midnight), the best Manager of each league will go to the next level, while the last three will drop to the lower level.



12. TOURNAMENTS

The tournament section lets you challenge more than one team, just like in a real competition. Tournament ranking is set again to zero at the end of every tournament period. Try to be the best every time and climb the charts until you get to be the number one!

The points you can win depend upon the number of participants in each tournament. The winner will also receive EXTRA COINS. So don't be afraid to take a few risks and show everyone that you're the best at playing ADRENALYN XL™!

The points table is as follows:

Nr. of users	Points for each position							
	1°	2°	3°	4°	5°	6°	7°	8°
1	0	0	0	0	0	0	0	0
2-3	1	0	0	0	0	0	0	0
4-10	2	1	0	0	0	0	0	0
11-25	3	2	1	0	0	0	0	0
26-50	5	3	2	1	0	0	0	0
51-80	10	7	5	3	2	1	0	0
81-100	20	10	7	5	3	2	1	0
101-9999	25	15	10	7	5	3	2	1



13. SAGA MODE

The SAGA Adrenalyn XL™ is one of the most interesting section of the online game. You can try your skills challenges the Adrenalyn XL™ teams in more than 20 different levels throughout the world. Complete the SAGA, be the best Adrenalyn XL™ player!

The first level is available for any user. To unlock the entire game mode, users have to enter at least 30 unique codes.

14. HOW TO GET COINS

There are several ways to earn coins:

- Win matches
- Win tournaments
- Burn cards code
- Complete a section of your virtual binder
- Complete your daily tasks
- Complete the survey
- Level up
- Buy them for real money
- Find a special card and activate it!



Discover all the other ways for yourself!

15. SPECIAL CARDS

BONUS CARDS: you can use these cards to increase the scores of your player cards during a challenge. You can pick them during a game to strengthen the value of your card, but you have to use them carefully since you will only be allowed to use three bonus card during the same match.

LUCKY CARDS: these cards are similar to the bonus cards, but the effective value can vary depending on the pack you've activated. In a **MEDIUM RISK** pack, you'll probably find a really positive **BONUS**. The **LUCKY CARDS**, as the name suggests, are random, giving the game a bit of uncertainty but also making it much more exciting...

TRAINING CARD: you can increase the value of your basic Team Mate this special feature card. With this card, you can put a basic player card in the training room for 24 hours. At the end of that time, that player card will receive a permanent extra score. During the training period, your card can not be used in any challenge. Training cards can be used to increase the defensive and attack values of your player cards by a maximum of 2 points for attack and defensive value. Only one card can be in-training at a time and not all card types can be trained.



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PENALTY CARD: this card can be used during a match as the last chance to save the point. If your opponent wins a card comparison, you can decide to play the penalty card, committing a foul. Then your opponent has to take a penalty – if you save it, the point is saved; otherwise your opponent wins the point and the match will continue. Important: the player card who committed the foul can't be used in the next challenge. Not available on mobile app.

STADIUM CARD: in real football matches, home advantage is one of the most important factors for a team to win. You can use the STADIUM CARD in a similar way. These 31 exclusive digital cards will add points (+1 defense value, +1 midfield value, +1 attack value) to each player associated to the team of the stadium that you have in your line-up. Use the power of your stadium!