

CLUB **MANAGER**

MANAGE A TEAM, BUILD A LEGACY



AN OVERVIEW

Club Manager is a football manager board game for 1-4 players. You start with a struggling Division 3 club and, over the course of 10 seasons, your goal is to take them to victory in the Euro Cup!

Each week you'll place staff to carry out essential jobs, like scouting opponents, training players, finding youths, and building a new stadium.

Then comes matchday. You'll have to line up your team so they stand the best chance of winning the game and picking up three crucial points. You'll cheer the goals and victories that come your way, but they will only materialise if you plan meticulously.

You will need to put in the time and effort to transform your struggling club into serious contenders. Remember, you are here to build a legacy.

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Visit the Club Manager website to watch playthrough videos, read reviews, and find out more about this game.

www.footballboardgame.net

INSIDE THE BOX



1 First-player marker



36 progress markers



16 Staff members



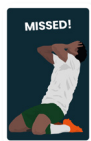
264 Player cards



39 Opposition cards



34 Tactical Work cards



37 Chance cards



37 Scout Report Cards



3 Season cards



22 Season Goals cards



2 Reference cards



30 Incident cards



1 Calendar

1 Recording Notepad



1 Main game board



4 Formation mats



80 Skill upgrade tokens



10 Injury tokens



10 Suspension tokens



4 Captain tokens



60 Money tokens



1 Marketing die



1 Post-match die



5 D12 dice

SETTING UP

Setting up the game is simple, just follow these steps:

1. Pick which of the four clubs you'll each play as
2. Draft your squad
3. Give each manager £15 and three staff
4. Set the calendar to week 1
5. Lay out the Division 3 opponent cards
6. Set up the transfer market using Division 3 player cards. These are the Transfer Market players with ability ratings up to and including five. Place these six players in a row on the spots indicated on the game board (see page 14 for full transfer market information)
7. Each human manager replaces one of the Division 3 teams. If you have three human managers, you will replace teams 1-3 in Division 3. Remove those opposition cards from the game
8. In separate piles around the main board, shuffle and then stack the following cards face down: Tactical, Scouting, Season Goals, Incident cards, and Chance cards
9. Shuffle and place the youth player cards face down near the board
10. Put your coloured markers in the START position in the team morale track

PICTON ALBION



Picton do not have a glorious history but recent investment in the club might just change that.

Their home stadium Three Pines is often cruelly referred to as the 'Three Points' stadium by visiting supporters.

Do you have what it takes to turn around their fortunes?

OXTON CITY



Having been formed in 2001, Oxtion City is the youngest club in the league. They've reached Division 3 for the first ever time this season.

Many pundits have tipped them to be instantly relegated.

Could you keep them up and build a long and successful legacy for Oxtion City?

FULWELL UNITED



Once one of the most feared teams in the land, Fulwell United have fallen on hard times. The two-time Euro Cup winners were hit by a financial scandal two years ago. The club was forced to sell off their stadium and now play their games at the more modest Sand Street stadium.

Do you have what it takes to bring them back to the top of the game?

WOODBURN ROVERS



Rovers have triumphed as cup winners on two occasions. But they have not played in Division 1 for the last 15 seasons.

They have an excellent track record for developing youth players, and have a fierce city rivalry with Fulwell United.

Can you bring Woodburn Rovers fans the success they desire?

DRAFTING YOUR SQUAD

At the start of the game you'll need to draft your starting squad so you have some players to manage. Each of the four clubs start with different facilities and squad set-ups. **Where you are asked to draft additional players, use the 'Initial Set' player cards (this is marked on the back of the player cards).**



PICTON ALBION

Smith (GK)
Higgins (CD)
Slater (LD)
McClusky (CM)

STARTING CONDITIONS

Take £25 starting income, and move your marketing construction track to step three. Draft nine additional players



OXTON CITY

Hudson (GK)
Hugh (RD)
Hall (RD/RM/CM)
Campbell (CF)

STARTING CONDITIONS

Move your stadium construction track to step four. Draft an additional 11 players.

DRAFTING PLAYERS

Players get drafted from the **initial set**. Here's how: turn over four player cards. Starting with player one, each manager takes a card. When all four have been taken, repeat the exercise but change who gets first pick. Continue until each manager has their full squad.

QUICK START METHOD

If you prefer to start the game faster, to get to your full squad size simply randomly draw your remaining players from the initial set of cards.



WOODBURN ROVERS

Kennedy (GK)
Hulsen (RD)
McCallum (LM/CM)
Oni (LM/RM/LF/RF)

STARTING CONDITIONS

Draft an additional nine players, take three players from the top of the youth team pile, and move your youth team construction track to step five



FULWELL UTD

Roberts (GK)
Hendon (LD/CD)
O'Reilly (CM)
Thompson (LF)

STARTING CONDITIONS

Draft an additional six player cards and take the top three player cards from the transfer market pile

HOW TO PLAY

Each week plays out in four distinct phases

PHASE I

CONSULT THE CALENDAR

- 1 Move the calendar page forward one week, and pass the first player marker clockwise
- 2 If the transfer window is open, remove the player card furthest to the right, move all remaining cards along to the right, and then add new player cards to the empty spaces
- 3 If the calendar tells you to draw an incident card, do that now and take whatever action is required

PHASE II

STAFF PLACEMENT

- 1 Starting with whoever has the first player marker, place all of your available staff onto the main board
- 2 Resolve the actions on the board (see the section MAIN BOARD). You can resolve the actions in any order you prefer
- 3 Remove your staff from the board



The calendar tells you which week you are in, which fixtures are to be played (if any), and what events are coming up or taking place.

PHASE III

PLAY A MATCH

- 1 If you have a match the calendar tells you who your opponent is and who is at home
- 2 Play the match (see the section MATCHDAY)
- 3 If you don't have a match, move any injured players one space forward on the injury & suspension track, then skip phase IV

PHASE IV

POST-MATCH ACTIONS

- 1 If you played a match, roll the post-match die and resolve any actions, take gate money if you were the home team, and adjust team morale
- 2 If you played a league match, adjust your league points
- 3 Move any injured or suspended players one space forward on the injury & suspension track

INCIDENT CARD



Your youth scouts have uncovered a gem

Take the top card from the youth player stack, increase their ability by 2 points, then add any bonuses you are due

Immediately after advancing the calendar, if the calendar shows a ! icon, every player must draw an incident card.

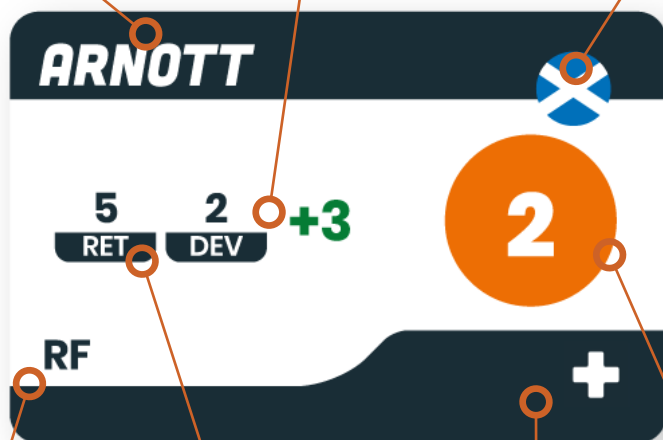
PLAYER CARDS

DEVELOPMENT POTENTIAL

A player's current ability can be upgraded through first-team training. This player has the potential to improve by three ability points (+3) but only until the end of season two (DEV 2)

NAME

NATIONALITY



RETIREMENT

This player retires at the end of season five. When a player retires they are removed from the game

CURRENT ABILITY

POSITION(S)

This player can play RD and CD. You can play players out of position but they suffer a two-point ability drop

CHARACTERISTICS

There are six potential characteristics which can have a huge influence over a player's career.

CHARACTERISTICS



STRENGTH

These players are strong defensively. They are used in opposition to *flair* players during a match. See page 24 for more.



FLAIR

These players are great at creating chances. They are used in opposition to *strength* players during a match. See page 24 for more.



INJURY PRONE

Players with this characteristic are more likely to suffer an injury post-match. If the post-match die shows this icon, all injury prone players in your line-up are injured for two weeks.



LEADER

Only players with this characteristic can be made captain. Your captain gets a +1 ability boost, no matter their potential.



BUTCHER

Players with this characteristic enjoy the dark arts, but occasionally they get caught! They will face more suspensions than most players.

If the post-match die shows their icon, all butchers in your line-up will be suspended for one match.



PRIMA DONNA

These players are more demanding and can harm team morale, but they can boost your Marketing efforts. For every prima donna in your squad who doesn't get on the pitch on matchday, reduce team morale by one.

If your club fails to finish in at least a play-off spot, your prima donnas will demand a transfer.

THE MAIN BOARD

Every week, managers will place their staff on the main board. Whoever has the first player marker gets to place their staff first.

MARKETING

You get a guaranteed income of £1 for every staff member you place here. Roll the marketing die to see if your income multiplies. If you roll, say, a x2 then your income becomes (*number of staff placed here x2*).

If you roll the prima donna icon then your income is (*number of staff placed here x [number of prima donna players in your squad x2]*).

If you have no prima donna players in your squad, act as if you rolled a x1



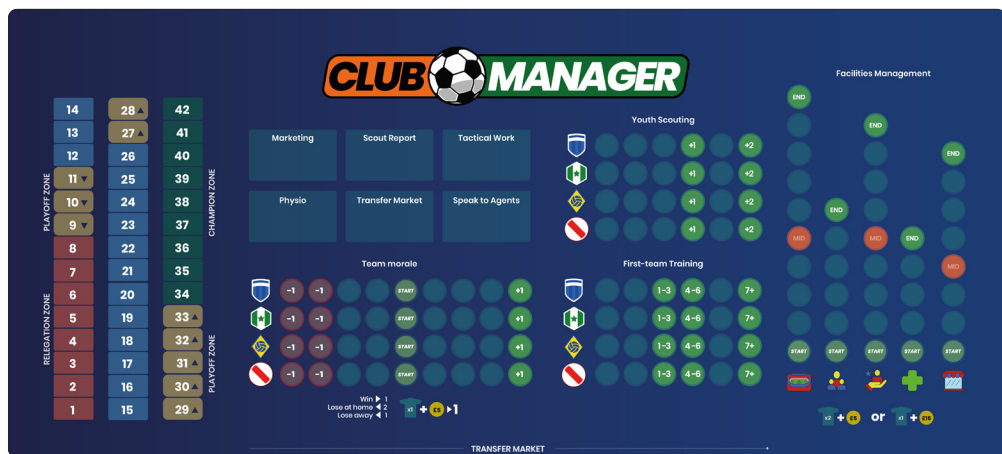
SCOUT REPORT

If you have a staff member placed here, take a scout card. These cards can give you powerful advantages in your next match. *The card has to be used in your next fixture. You may only place one staff member here.*

*This scout report card increases your **TOTAL Left score** by four in your next match only. It does NOT increase the score of every left-sided player in your team.*

The diagram shows you which area of your team is affected.





Managers can choose the order in which they resolve actions on the main board. They only interact when using the transfer market or agent, so leave those to be resolved at the end.

TACTICAL WORK

Take one tactical card for every staff member you place here. These cards give you advantages on matchdays. You can use these cards in any future match.



You can save up tactical cards and use them whenever you like. You might like to keep them hidden from your opponents until you use them.

PHYSIO

For every staff member placed here you can cut one player's injury time by one week. A one-week injury cannot be reduced further by the physio. However, that player may still be selected to play, but:

- Their ability is reduced by one point (by two points if in Div 1 or 2)
- If they get injured by the post-match die, or if you roll the injury prone symbol, they are now injured for three weeks.

TRANSFER MARKET

During the transfer window, ensure there are six player cards on display here. For every staff member you have placed here, you may bid for one player. In multiplayer games opponents may try to outbid you. The first manager to have placed a staff member here is the first to reveal which player(s) they are bidding for.

When the week has ended, always discard the rightmost player card and move the remaining cards along to the right. Repopulate the missing spaces using the transfer stack.

TRANSFER VALUES

This table explains the cost of all the players in the game. You can only buy and sell players during the transfer window. The selling price is the price at which you sell players to the game.

The buyout clause is the fee a human player will pay to purchase a player directly from you. You cannot stop this purchase going through, and cannot buy back that player until the next season.

SPEAK TO AGENTS

For every staff member placed here, take the top three cards from the face-down transfer pile. You and only you may sign these players (at their correct value). You can only sign as many of these players as you have staff placed here.

You may visit this section outside of the transfer window to reserve players for future purchase. Simply place your chosen player(s) face down near your playmat. If you eventually do not decide to purchase the player(s) at the next transfer window, you pay a penalty fee to their agent equivalent to 2x the player's ability (i.e. a six ability player will cost you £12)

If you place four staff here you have activated the **Super Agent** feature: you are permitted to go through the entire stack of cards and buy one of the players you find. No-one else may bid for them.

In all cases, shuffle the cards you don't want back into the pack once you are finished.



ABILITY	BUYING PRICE	SELLING PRICE	BUYOUT CLAUSE
1-5	Ability x2	Ability	[Ability x2] + 10
6	15	8	25
7	18	10	30
8	24	12	38
9	30	14	45
10	40	16	60
11+	45	20	75

PLAYER ABILITIES

Players know their value; they wouldn't contemplate playing in a league beneath them. As such, a manager in Division 3 can only have players in their squad between the ability ranges one and five. Division 2 can go up to seven, and only players rated eight or higher will play in Division 1.

You can train a player to be better than the ability cap in your league but they will leave your club if you don't win promotion. If you ever get relegated, you must immediately sell any players who are too high an ability for your league.

YOUTH SCOUTING

For every staff member you've placed here, move forward one step on the discovery track.

When you reach the +1 step you may choose to take the top card from the youth player stack. You can choose to keep or discard that card. Remove your counter from the track.

However, you continue to the +2 step if you choose not to look at a player at the +1 stage. When you reach it, take the top two cards from the youth player stack. You can only keep one. You can choose to keep or discard the youth player you have discovered.

Put unwanted youth player cards to the bottom of their stack.

YOUTH PLAYER UPGRADES

Your new youth player may be eligible for an immediate ability boost!

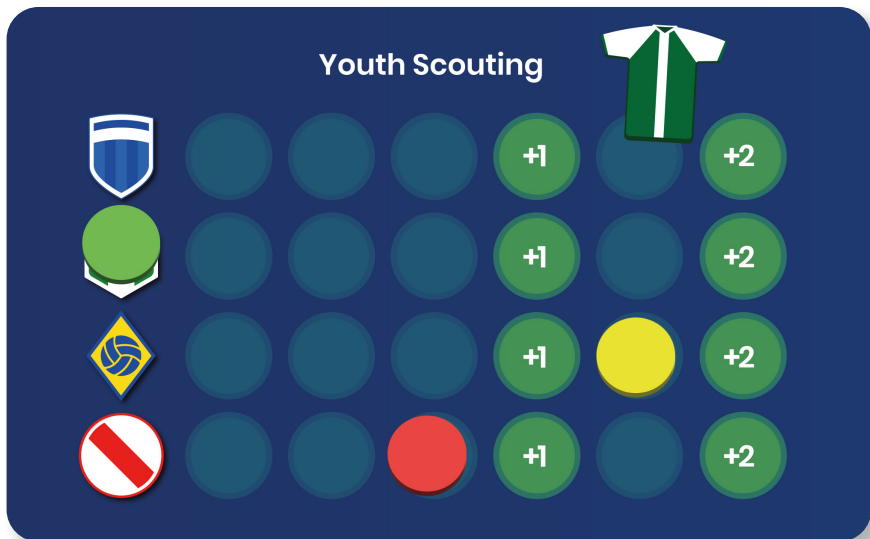


SETTING UP THE TRANSFER MARKET

As the seasons roll on, you will need to weed out of the game those players who have passed their retirement date.

You may wish to include players in the transfer market who have a low starting ability but high potential – that's your call at the start of each season.

When you reach season five, you may add in the Season 5+ player cards, following the player ability rules shown on the left.



The Yellow manager chose not to take a card at the last marker and is moving towards the +2 marker where they'll get to look at two youth player cards.

The Red manager has progressed four steps along the track and will have a choice to make when they reach the +1 marker.

The Green counter is at the zero position. They have placed a staff member here so they will move into position one on the track.

FIRST-TEAM TRAINING

For every staff member placed here, move one step forward on the development track. If you reach the 1-3 marker, you can upgrade a player's ability by one point, so long as their current ability level is between one and three. Hit the 4-6 step or the 7+ step to upgrade a player who is within those ability ranges. Reset your counter off the track when you have upgraded a player.

To upgrade a player's ability, place a new ability token on top of their ability rating on their player card.

You can only upgrade players who have the potential for improvement. You cannot improve injured players.

TEAM MORALE

Team morale is affected by matchday results and staff placement. When morale is at its highest point, your reward is one free chance card in your next match. When morale is in the lowest two spaces, your opponent gets a free chance card in your next match.

Place a staff member on the START position when you set the game up.

To improve your team's morale with staff, simply place one here and pay £5. Move morale up one space. You may place more than one staff member (and pay more £5s) if you want to move further up the morale track.

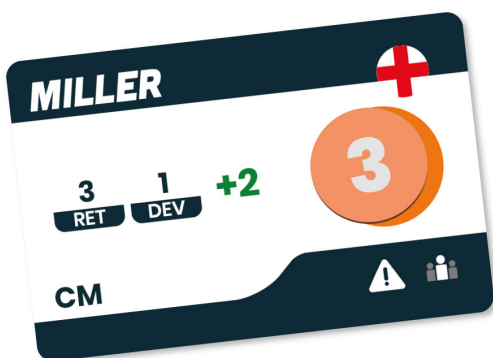
Team morale is also affected by your match results:

- If your team wins a match, move forward one space
- If you lose a match at home, move back two spaces
- If you lose a match away from home, move back one space
- For every prima donna player who doesn't get on the pitch on matchday, move back one space. This is in addition to the steps above.



The Green manager has placed three staff here, so can move their marker towards 7+, or upgrade beforehand and restart progress towards something else.

Yellow can upgrade a player whose ability is currently 1-3, or they can place more staff here in a future turn. Red are heading to the 7+ space.



Miller has been upgraded. Simply place the new ability token onto the player card

FACILITIES MANAGEMENT

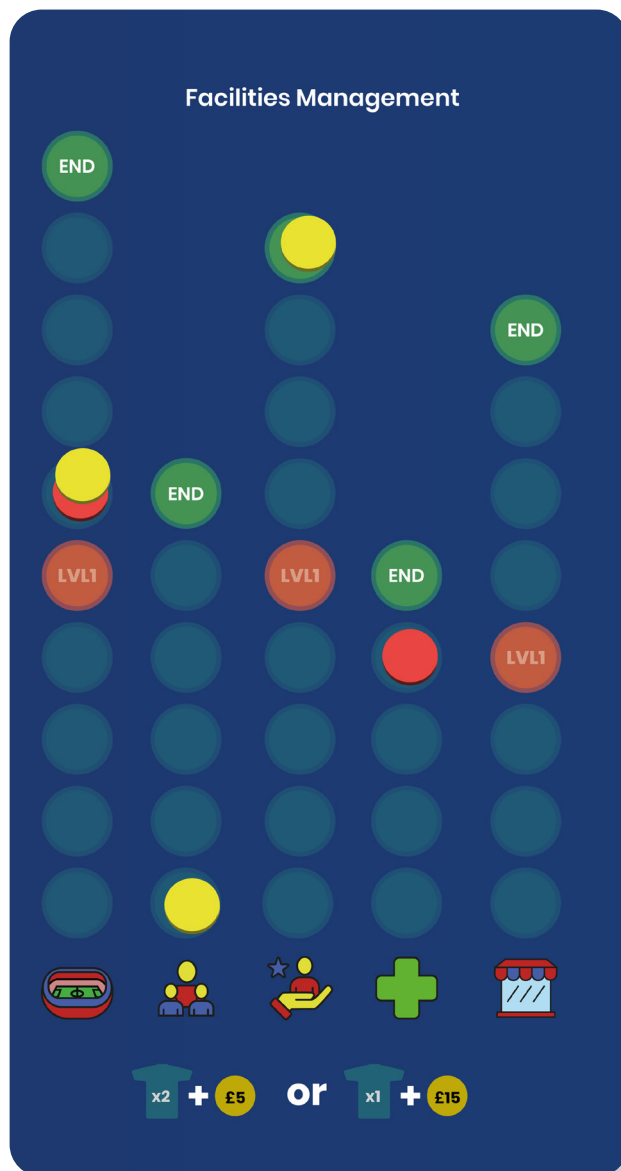
You can move one space up a construction track in two different ways:

1. Place two staff and pay £5
2. Place one staff and pay £15

Choose which facility you will improve; you can be building towards more than one at any time. When you reach the top of a track you will be rewarded with a bonus. Some tracks have a 'Level 1', mid-point bonus too. These are the bonuses for each facility:

	LEVEL 1 BONUS	COMPLETED TRACK
 STADIUM	Take +£1 in matchday income	Take +£2 in matchday income. You can now sign players with an ability rating of 8+*
 RECRUITMENT		Take and keep one extra staff
 YOUTH ACADEMY	All new youth players get a +1 ability boost	All new youth players get a +2 ability boost
 MEDICAL CENTRE		Anyone injured in the post-match die roll is only out for one week
 CLUB STORE	Take +£1 when you use marketing	Take +£2 when you use marketing

* This does not override ability limits if you are relegated — see page 16.



The Yellows have completed their work on youth development, and both the Yellows and Reds have passed the mid-point mark in Stadium development.

When two or more teams are at the same stage, simply stack the counters on top of each other.

If you haven't yet started on a track, leave your counters to the side.



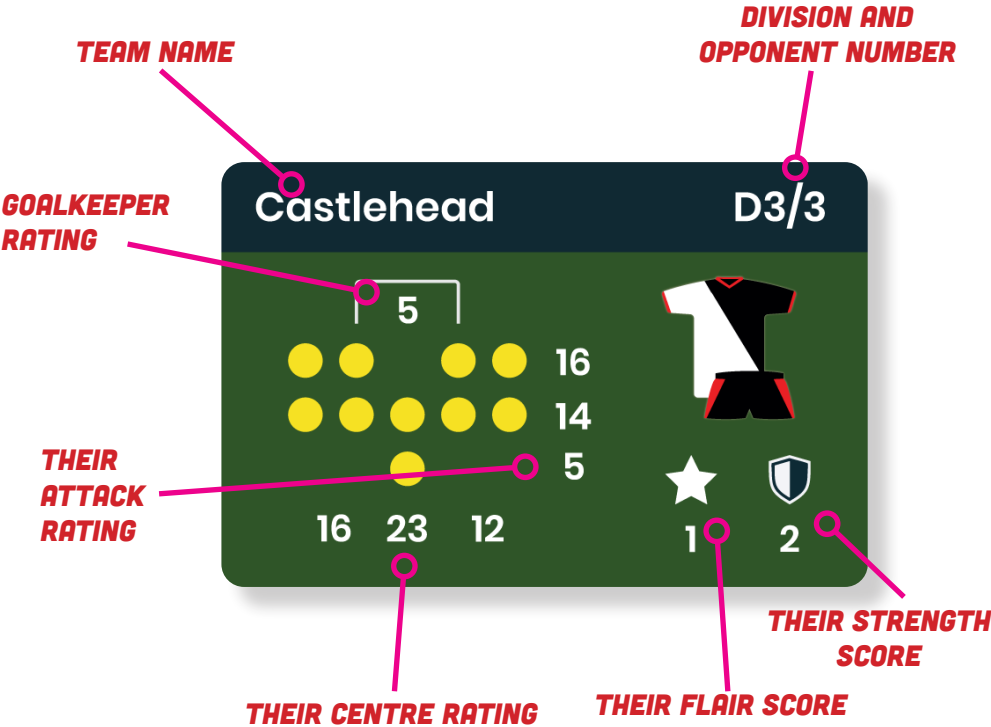
MATCH DAY

On matchdays you'll either take on one of your friends or the simulated teams. Refer to the calendar to work out who your opponent is each week.

Take a look at the example opponent cards below. Castlehead are a Division 3 team, number 3 (as evidence by the marker 'D3/3'). Castlehead's card shows their strength for every area of their team. You'll refer to these during a match.

The goalkeeper is shown at the top of the opposition formation cards. Their goalkeeper has a rating of five.

Now you know what your opponent's strengths and weaknesses are, line up your 11 players on your formation mat in a formation that will give you a chance of winning the match.



RESOLVING MATCHES

There are **11 steps** to take when playing a match.

You will compare an area of your team against your opponent's. Then both teams roll their D12 & add the die roll to the team's area score. Whoever wins the duel flips over a chance card!

The list below tells you the order of duels to compare. The home team is shown first:

ONE Take or give a chance card, depending on your team morale

TWO Left vs Right

THREE Centre vs Centre

FOUR Right vs Left

FIVE Flair vs Strength

There is no dice roll for this duel. Simply count the number of flair players in your team and compare it to your opponent's strength. If your flair total is higher, take a chance card. Then do the same for them.

Substitutes (**maximum two per team**) and position changes are allowed at any point after step five. **A player may only change position one time** during a match. In a multiplayer match, the away team first decides if they wish to make a positional change or substitution, then the home team.

SIX Forwards vs Defence

SEVEN Midfield vs Midfield

EIGHT Defence vs Forwards

NINE Away team choice

TEN Home team choice

When playing a simulated opponent, you must choose their best chance of winning at steps nine or ten. No-one can choose Flair vs Strength at this stage.

ELEVEN Home team takes a card



If Forwards beat Defence, or if one team already has a 12+ point advantage **before the dice roll**, that team takes TWO chance cards

You'll need to calculate the total ability score of six areas of your team in order to compare them to your opponent.

You can do this in your head, on a piece of paper, or by using our online calculator by scanning the QR code.



When calculating your LEFT score, add up the ability points of all players in these six positions



When calculating your CENTRE score, add up the ability points of all players in these nine positions



When calculating your RIGHT score, add up the ability points of all players in these six positions



When calculating your FORWARDS score, add up the ability points of all players in these five positions



When calculating your MIDFIELDERS score, add up the ability points of all players in these five positions



When calculating your DEFENDERS score, add up the ability points of all players in these five positions

NOTE: the goalkeeper is never included in any of these calculations



Remember, if you play a player out of position they will receive a two-point ability drop

THE CHANCE CARDS

Ready for some thrills and spills? Bring on the chance cards! Here is a selection you'll encounter in your matches



If this card is drawn then the opposition get to draw a card

When this card is drawn, roll the die. If the roll is higher than the opponent's goalkeeper ability it's a goal!

At the end of the match, shuffle all the Chance cards in preparation for the next match.



TIP: as you draw chance cards, create three piles: goals for your team, goals for your opponent, and non-goals



GOAL! Or is it? Some goal cards have a VAR check...

POST-MATCH CHECKLIST

When a match finishes, follow these steps:

1. Roll post-match die & take any relevant action
2. Take gate money (if you were the home team)
3. Alter your league points
4. Adjust your team morale
5. If you had any players injured or suspended, slide them forward 1 week
6. Shuffle all Chance cards back into a single deck

Read on to discover how these all work.

THE POST-MATCH DIE

Roll the post-match die after a match to see if your players have picked up any injuries or suspensions.

If you played against a human opponent, both managers roll the die.

Here's what each symbol means:



All players who played for you in this match with the injury prone characteristic are injured for two **weeks**.



One player will be suspended for two **matches**. Roll the D12 to find out who (read on)



All players who played for you in this match with the butcher characteristic are suspended for one **match**.



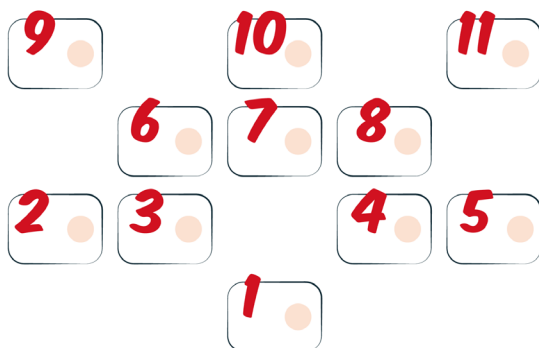
One player will be injured for three **weeks**. Roll the D12 to find out who (read on)

If you roll the red card or plaster symbol then you will need to roll a D12 to calculate who is affected.

If you roll, say, a seven, start counting from your goalkeeper player card then up from left to right until you reach your seventh player. If you roll a 12, no player is affected!

Place an injury token or suspension token on the affected player, and then put that player into the relevant slot (-3, -2, -1) above your formation mat. You will move that player along that slot every week until they clear of their injury or suspension.

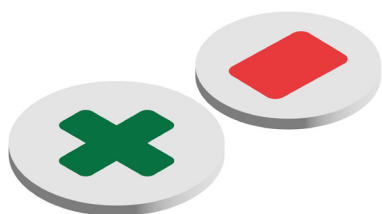
If you roll the red card or plaster symbol on the post-match die, roll the D12 to determine which player is injured or suspended. Here's how to number your players to identify who is affected.



Why the distinction between *weeks* and *matches*?

Because injuries heal over time, while suspensions are served by missing games.

If you have a week where you have no match (say, it's the winter transfer window), then your injured player will heal and you should move him along the track. But your suspended player will not move because he did not miss a match.



Place the injury and suspension markers on players who have earned them

GATE MONEY

You can increase gate money from home matches if you manage to develop your facilities to the indicated levels. The basic level of income you'll get on home matches depends on which division you are in:

DIVISION 3 £1	DIVISION 2 £2	DIVISION 1 £3	+	STADIUM LEVEL 1 £1	STADIUM LEVEL 2 £2
--	--	--	---	---	---

See the *Bonus money* section (page 37) for details of cup income.

LEAGUE POINTS

If you played a league match, alter league points in the following way:

- the winning team gets three points
- the losing team gets zero points
- in a draw, each team gets one point

Do not keep track of points for simulated teams.

TEAM MORALE

Team morale is affected by the matches you play.

Here's how your team morale is affected post-match:

- If your team wins a match, move forward one space
- If you lose a match at home, move back two spaces
- If you lose a match away from home, move back one space
- For every prima donna player who doesn't get on the pitch on matchday, move back one space. This is in addition to the steps above.

Team morale affects your performances. When morale is at its highest point, your reward is one free chance card in your next match. When morale is in the lowest two spaces, your opponent gets a free chance card in your next match.



THE CUP & END OF SEASON

HOW THE CUP WORKS

Cup matches get played on dedicated weeks. If you have been knocked out of the cup, treat it as a week without a match – i.e. you get to place your staff and advance injuries but you do not play a match at the end of the week.

To work out who your opponent is in Round One, shuffle all Division 1-3 cards together and take one at random. Roll the dice to determine who is the home team – an even number means you are at home, an odd number means you are away.

Round Two works the same except you remove all Division 3 clubs.

For the semi-final and final, remove all Division 2 clubs. These matches are played at a neutral venue.

In all cases, remove teams you have already defeated.

You can draw human opponents in the cup. If you draw the club they have replaced in their division then you'll play a human opponent!

There are no cup replays. If a match ends in a draw, extra time consists of:

1. Attack vs Defence
2. Midfield vs Midfield
3. Defence vs Attack

If the game goes to penalties, take turns rolling the D12 against the opposition goalkeeper's rating. If your roll is higher than the keeper's rating, you score!

HOW THE EURO CUP WORKS

Only the winners of Division 1 get to play in the Euro Cup! Games are played on a one-off basis in a neutral venue (which is to say there is no home advantage).

Euro Cup games are played in midweek, and there is no opportunity for anyone to place their staff before the match. Take a free Scouting card just before your Euro Cup game.

In Round 1, draw a card at random from the Euro club options.

Round 2 is the quarter final. Remove Euro cards numbered 10-14 and then draw your opponent.

For the semi-final and final, remove cards numbered 7-14

In all cases, remove teams you have already defeated.

There are no draws. Extra time and penalties work in exactly the same way as the Cup.



When a match is played at a neutral venue neither team will draw a home card at the end.

But you do need to determine which team is the 'home' team for the sake of the matchday sequence. Roll the D12: if you roll an even number you are the home team.

FINAL LEAGUE POSITION

If you finish in the 'Champion Zone' then you are the league champion and have won automatic promotion! If multiplayer opponents also finished in this zone, then the highest placed team wins the league. The others join those who finished in the 'Promotion Zone' in a playoff match against a team from the higher division.

Promotion playoffs work by each human manager picking at random a card from teams 1, 4, 6 and 8 from the league above. The match is played in a neutral venue (no home advantage).

There are also relegation playoff spaces: in that case, you will playoff against a team from a division below. Pick at random a team from numbers 2, 3, 5 and 7 from the league below and play the match as described above.

The playoff match is played on the same week as the cup final.

Playoff matches feature extra time and penalties, if required.

- There is no promotion from Division 1.
- There is no relegation playoff in Division 3
- If you finish in the Relegation Zone in Division 3 you get sacked...



The season has finished. Both the Green and Yellow team have finished in the Champion Zone. Because Green are higher placed, they win the league!

The Yellow team will go into the play-offs (assuming they are in Div 3 or 2). The Reds also qualified for the play-offs.

END OF THE SEASON

When the season comes to an end it's time to turn to your Season Goals card. You must take your reward or suffer the consequences printed on your Season Goals card you drew at the start of the season (note: you did not draw a Season Goals card at the start of your first season).

You must then calculate and pay your wage bill. Simultaneously, you also collect whatever bonus money is due to you (read on to see how to calculate these).

THE NEW SEASON

At the start of a new season, *except for season 1*, follow these steps:

- Scrap any players who have retired
- For players in their final season, reduce their ability by one (the minimum possible rating is one)
- Ensure the correct transfer market players are being used
- Sell any prima donnas if your club did not finish in a promotion playoff spot as a minimum
- Sell any players whose ability rating is higher than your division (see page 16)
- Prepare your opponents by selecting the correct cards
- Take one youth player card each. If necessary, adjust their ability according to the division you are going into, and your facilities level
- Draw three Season Goals cards. You must keep at least one and discard the others to the bottom of the pile
- Change the season card to the new number
- Set the calendar to week one

See pages 4 & 5 for how to set up the game in the first season.

WAGES

At the end of the season, add up the ability of each of your players to calculate how much money you need to pay in wages. If you cannot afford to pay these wages then you are forced to immediately sell players in order to settle this bill.

Ability total	Div 3	Div 2	Div 1
30-50	8	15	30
51-65	12	20	35
66-75	20	25	40
76-90	25	35	50
91-115	35	40	55
116-130		50	60
131-140		80	70
141-150		110	100
151+		150	140

Note that Division 2 wages are sometimes higher than those in Division 1. That's because players who could play in a higher league demand more to play in a lower league.

BONUS MONEY

This table shows you how much bonus money you make according to your circumstances.

The first table shows cup gate income. Take this money as you earn it.

Outcome	Div 3	Div 2	Div 1
Cup r1&2 home vs	3	5	8
Cup r1&2 away vs	1	2	4
Cup semi-final	10	10	10
Euro Cup r1&2			10
Euro Cup semi-final			15

The table below is bonus money; this is earned at the end of the season.

Outcome	Div 3	Div 2	Div 1
Relegation	10	15	55
No change	15	40	80
Promotion	25	55	100
Champions	40	65	150
Playoff final income	5	8	
Cup runner-up	25	25	25
Cup winner	40	40	40
Euro Cup runner-up			25
Euro Cup winner			50

FAQ

Can I sell players?

Yes, but only during the transfer windows. Refer to the transfer values table on page 15 to calculate the value you can sell your players for. Selling a player is a 'free move' that you don't need to use a staff member for. Simply sell however many players you like in the staff placement phase.

Can my friend buy a player from me?

Yes, but only during the transfer windows. You can negotiate the price with no limitations, but might want to use the transfer values (page 15) as a guide. Your friend can also trigger your players' buyout clause. See page 15.

What happens if me and my friend both want to buy the same player?

Whoever placed their staff member in the transfer market first gets to make the first bid, based on player values (page 15). You can both continue to try to outbid each other.

What happens if I draw a counter attack card and then my opponent does?

You would then take a chance card.

What happens if I have no goalkeeper available to play?

Leave the space blank. Act as if your goalkeeper has a rating of zero.

What happens if I don't have 11 players available to play?

Act as if you have replacement players with a rating of zero.

Can I play someone out of position?

Yes, but they suffer a two-point ability drop.

Some of my players retire at the end of season one. Do I reduce their ability?

No. The game has already done that for you.

What happens if I don't have enough money to pay wages?

You must immediately sell players until you have cleared your debt.

What should I do with my injured and suspended players?

First, place the relevant token on their card (plaster or red card). Next, place the player in the relevant slot above your player mat. These slots indicate the number of weeks or matches your player is out for. Slide them along these positions when weeks or games pass.

What happens if my friend gets promoted but I do not?

Continue to play the game but in separate divisions. You'll need to run two transfer markets, and ensure you are each using the correct opponent cards.

When do I take a season goals card?

You take three at the start of every season, you have to keep at least one and shuffle the rest back. The exception to this is season one when you do not take a season goals card. Your goal for season one is to avoid relegation.

What do I do with used Scouting, Tactical, and Board meeting cards?

Shuffle them back in at the end of the season.

If I win the Euro Cup in this game should I apply for the Manchester United manager position?

No, you are over-qualified.

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THANK YOU

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CREDITS

Game design and artwork by Colin Webster of Webstar Games Ltd.

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