



AN EXPANSION BY  
THOMAS JENSEN

# ELEVEN

UNEXPECTED EVENTS  
EXPANSION

*Proper planning and hard work lead to prosperity, but sometimes it's simply not enough—surprises are unstoppable. Like everyone, players and staff have their own personalities, and many times these personalities lead to conflict. No matter how well you've prepared, the stress and anxiety of gameday is unpredictable. What troubles might you face when your club—the well oiled machine you've prepared—confronts the unexpected?*

# COMPONENTS

## ★ COMPONENTS ★



4 **PLAYERS REPUTATION TOKENS**



5 **OPPONENTS REPUTATION TOKENS**



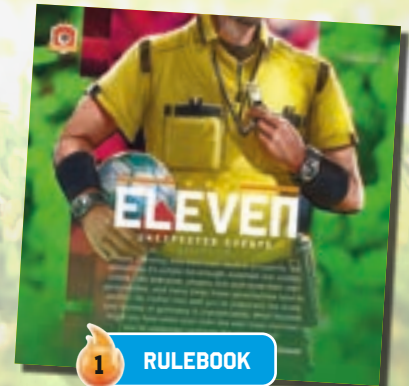
1 **REPUTATION BOARD**



14 **BOARD MEETING CARDS**



36 **UNEXPECTED EVENTS CARDS**



1 **RULEBOOK**

# SETUP

## ★ SETUP ★

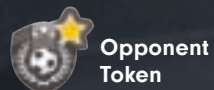
Shuffle the Board Meeting cards into the Board Meeting deck.

Shuffle the Unexpected Events cards and place them near the Transfer Area as the Unexpected Events deck.

Place the Reputation board below the League table and then place the Reputation tokens on it according to the example below.

Return the rest of the Reputation tokens to the box.

*Example:*



### 4 PLAYERS



### 3 PLAYERS



### 2 PLAYERS



### 1 PLAYER



# REPUTATION TRACK

## REPUTATION TRACK EFFECTS



1. When Hiring Players and Staff or Contracting Sponsors, you may only choose between the 2 rightmost cards (instead of the normal 3).
2. When rolling for Match Consequences, you may not reroll the die.
3. No effect.
4. No effect.
5. When rolling for Match Consequences, you have 1 free reroll.
6. When Hiring Players and Staff or Contracting Sponsors, you may choose between the 4 rightmost cards (instead of the normal 3).

## ★ REPUTATION TRACK ★

Your position on the Reputation track represents your current reputation among Players, Staff, and Sponsors. Whenever an effect causes you to gain or lose 1 ★, swap the position of your Reputation token and the adjacent token (according to the effect). The position of your token on the Reputation track indicates a bonus (or penalty) that you must resolve.

# BOARD MEETINGS CARDS

## ★ GAIN REPUTATION ★

As your action, you may spend 2 🏠 to gain 1 ★.

## ★ MAINTENANCE ★

If you don't have the 🏠 to pay for the Maintenance, you must additionally lose 1 ★. If multiple players must lose 1 ★ simultaneously, it is resolved in player order. You must place a 🏠 on your Staff cards as usual.



## ★ END OF THE GAME ★

When playing with this expansion, the rules for resolving ties changes to the following: the player whose Club is higher on the Reputation track wins.

## ★ BOARD MEETING CARDS ★

Board Meeting cards from this expansion involve gaining or losing Reputation, but you may freely mix them with the Board Meeting cards from the base game or any other expansion.

# UNEXPECTED EVENTS CARDS

## ★ UNEXPECTED EVENTS CARDS ★

Each Unexpected Events card contains:

- Event name
- Brief description of the Event
- 3 effects

This new type of card describes various Unexpected Events that may occur before or during the Match. After revealing the Opponent cards, each player draws cards from the Unexpected Events deck until they draw a card with a tag that matches one of their Player cards assigned to the Match.

Once each player has drawn cards until they've found a matching tag, each player must then resolve the drawn cards from top to bottom. After fully resolving all effects, discard the cards to the Unexpected Events discard pile, and continue to resolve the Match normally. If there is a conflict in resolving Unexpected Events (e.g.: they change your positions on the Reputation board), resolve the cards in player order.

In rare cases that a player has not assigned any Player cards to the Match or has only assigned un-trained Youngsters, they skip this step.



# EXAMPLE

## RIVALRY

Matches against local rivals are always emotional.

*Nobody likes to see so much aggression.*

Place 1  on any of your **HOT-TEMPERED** Players.


Our **SWIFT REFLEX** used to play for the Opponents.

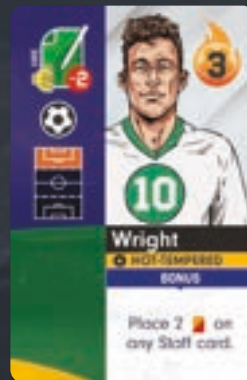
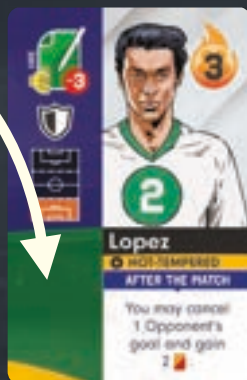
Place 1  on any of your **SWIFT REFLEX** Players.

*In the last second, our **DIVER** almost scored after individual action.*

Train any **DIVER**.

UEFA

**Example:** You have 1 **Swift Reflex** and 2 **Hot-tempered** Players. First, you must place 1  on either of your **Hot-tempered** Players. Since this Player is already assigned, they are treated as usual, but will miss the next Match.




Next, you must place 1  on your **Swift Reflex** Player. This Player's Strength is decreased by 1 for this Match.

Finally, since you do not have an assigned **Diver**, you ignore the bottom effect.

As normal, once the Unexpected Events deck is empty, reshuffle the discard pile to create a new deck.

# OTHER EXPANSIONS, CREDITS

## ★ UNEXPECTED EVENTS AND OTHER EXPANSIONS ★

You may combine this expansion with all other expansions. All components from this expansion have the printed icon: , in order to easily distinguish them.

When playing with the International Players expansion, your position on the Reputation track does not affect Hiring Players, but continues to affect Hiring Staff and Contracting Sponsors.



When playing with the International Cup expansion, draw the Unexpected Event cards both in the League and Cup matches as normal.

When playing Matches against other players, ignore the Unexpected Event cards.



**GAME DESIGN:** Thomas Jansen

**GAME DEVELOPMENT:** Jan Maurycy, Ignacy Trzewiczek

**GRAPHIC DESIGN:** Mateusz Kopacz, Rafał Szyma

**COVER ARTWORK:** Hanna Kuik

**ARTWORK:** Hanna Kuik, Maciej Simiński

**RULEBOOK:** Jan Maurycy

**EXECUTIVE PRODUCER:** Grzegorz Polewka, Damian Mazur

**PROJECT MANAGER:** Marek Dąbrowski

**ENGLISH EDITOR:** Tyler Brown

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**Portal Games Sp. z o.o.**

ul. H. Sienkiewicza 13, 44-190 Knurów, Poland.

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