

A GAME BY VIKTOR ASIMOV & MARTIN PETRO

SUNDAY MANAGER[®] RULEBOOK



FOOTBALL'S
FINEST
BOARD GAME

DIGITAL COACH



GAME OBJECTIVE	4
ROOKIE MODE	5
FULL EXPERIENCE	8
PLAYERS	10
MANAGER BOARD	12
AUCTION BATTLE	14
EVENT CARDS	15
WEEKDAYS	16
FINAL COUNTING	18



**CRAFTED WITH LOVE FOR
THE BEAUTIFUL GAME
BY MARTIN PETRO #10
& VIKTOR ASIMOV #14**

WELCOME TO SUNDAY MANAGER

You've just taken over as manager of a struggling amateur football club. The previous manager left without explanation and probably for the best. The new season is about to begin and your locker room is missing four key players. You have exactly four weeks to turn empty seats into a functioning squad. You can start quietly panicking, but with your game face on.

Prepare a plan, make bold moves in ruthless transfer battles, outsmart your rivals with clever mind games. Build a team that somehow holds together, or at least survives the chaos.

Because in Sunday Manager, success isn't about perfection. It's about making the best decisions in the middle of banter-fueled madness.



FRONT SIDE
1 CENTRAL BOARD
1 SCORING GRID

BACK SIDE



4 MANAGER BOARDS



48 UNIQUE
PLAYERS



14 TRANSFER
TARGET CARDS



4 MEEPLES



1 WOODEN
STAR

16 WOODEN
PIECES



6 CLUB DNA
CARDS



10 STAFF
CARDS



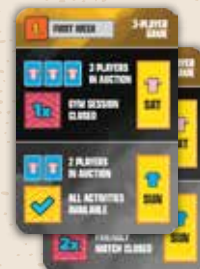
8 SPONSOR
CARDS



1 TRAINING
TROPHY CARD



2 REFERENCE
CARDS



2 REFERENCE CARDS
FOR 3-PLAYER GAME



23 UPGRADE CARDS



7 INJURY CARDS



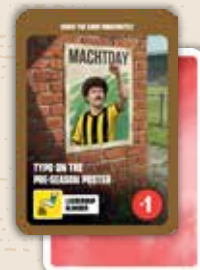
4 HEALING CARDS



7 WILDCARD
& SABOTAGE CARDS



12 PROJECT &
TRAINING CARDS



6 LEADERSHIP
BLUNDER CARDS

GAME OBJECTIVE

You win by scoring the **most Prestige Points**. Nothing else matters. Not your crafty excuses or the shady mind games you used along the way.

All **points are counted at the very end of the game**, when the **board flips to the scoring side in a dramatic finale**. You never know the exact score during the game. Tension rises, and like in a real match, even the very last move can be decisive.

Club Prestige is something you build throughout the game. Grandiose name, but simple concept, so let's call them POINTS, okay? No need to overthink it.

IMPORTANT
STUFF



YELLOW POINTS
ARE GOOD. COLLECT
AS MANY AS
YOU CAN.



RED POINTS
ARE BAD. AVOID
THEM WHENEVER
POSSIBLE.

HOW TO SCORE POINTS?

In one sentence? You'll try to **build the best possible squad of local wannabes**, avoid overpaying those lads too much, equip them with leather boots, teach them a bit of gegenpressing, run a training camp, renovate the club pub, and hopefully avoid pulled hamstrings and leaking roofs along the way.

In fierce auction battles, you'll face bluffs, money shortages, transfer target dilemmas, and most importantly, your emotions. **The best locker room doesn't guarantee victory.** This is chess, poker, and football in one package.

The game gives you **more than 10 ways to score points**. Each preseason tells a different story. The base game alone offers 26,880 unique starting combinations. Which means...

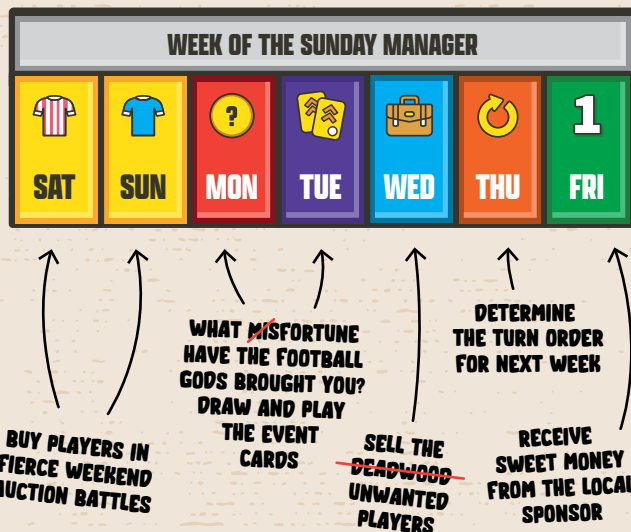
IMPORTANT
STUFF

**YOU CAN LOSE THIS GAME IN
26,880 COMPLETELY UNIQUE WAYS.**

GAMEPLAY

The game takes place during the preseason and it lasts exactly 4 weeks. Not in real time, of course. A **full session can be finished in about 45 minutes**, if nobody takes forever to decide the next move.

Each day of the week is dedicated to a specific activity, bringing tough decisions that will shape your squad in the end. And some of your friendships for the evening.



ROOKIE MODE

We know onboarding isn't always the most exciting part. That's why we **strongly recommend our Rookie Mode**, where you learn the game while playing with the most basic settings.

It's okay if you don't follow every rule perfectly. One club from an unnamed City did it 115 times, and the ball kept rolling.

QUICK SETUP

■ BOARDS ■ CARDS ■ PIECES

This is as simple as converting a penalty against a youth team goalkeeper. Take your **Board A** and draw three starting cards: **Transfer Targets 1**, **Club DNA 2**, and **Sponsor 3**.

Your **Transfer Targets** are secret, so keep them hidden. **Club DNA** and **Sponsor** go on your **manager board**. The icons will guide you. In this mode, the staff slot remains empty. Unfortunately, nobody wants to work with rookies.

IMPORTANT
STUFF

Prepare the **Central board B** by opening it and placing it in the middle of the action. Shuffle the **Player deck 4** and the deck of **Event cards 5**. Set out the **Training Trophy 6**, so everyone can see it and dream about getting it. That's basically it.

Oh, the **wooden pieces**, we almost forgot. **Pick a favourite colour**. One piece tracks your **Training progress 7**, and two of them track your **Cash 8**. **Set your starting budget** based on your sponsor card. The last piece goes on the Central board to track **turn order 9**. At the start of each game, the order is random. Just like a coin toss.

Your **Meeple 10** is your auction representative. You'll use it to make bids. Place the **star 11** on the calendar. It tracks game progress. The game starts on Saturday.



SATURDAY & SUNDAY

Yellow days, the most exciting turns in the game. This is your **only chance to sign new players**. When Saturday or Sunday comes, **reveal 3 players from the deck** and **place them on the Central board** into an auction hall. Before you start throwing money around, take a moment to understand what you're actually buying.

PRESTIGE

The base value of a player. Points you collect at the end of the game for each signing, on top of other rewards. The better the player, the higher the price, obviously.

POSITION

Take a look at your secret transfer targets and see which ones fit. You'll have 9 auctions to get what you need.

MORE ON PAGE 10

RARITY & PRICE

Rarities are related to prices and represented by card colour. Base prices for each rarity are listed on your manager board.



DNA

If a player matches your club's DNA, you can be generously rewarded based on how many such players you end up with.

700
600
500
500
400
300
200

AUCTION

MORE ON PAGE 14

Here are the ten ground rules for Saturdays and Sundays:

- ▶ Managers take turns according to the turn order.
- ▶ Each manager must take exactly one action.
- ▶ Place your Meeple directly on a player card to bid his base price. Prices for each player colour are listed on your board.
- ▶ To bid more, place your Meeple on a value space next to the player. That amount is always added to the base price.
- ▶ To **OVERBID** another manager, you must bid at least 100 more than the current offer.
- ▶ If you are **OVERBID**, you immediately take your turn again and **MUST MOVE YOUR MEEPLE**.
- ▶ You can bid on each player **ONLY ONCE**, so if you are overbid, you are out of that player forever.
- ▶ You cannot move your meeple unless you are overbid.
- ▶ Players with no offers are removed and permanently forgotten.
- ▶ Not interested in any of the free agents, out of cash, or painfully overbid? Choose a side activity instead: **TRAIN**, **HEAL**, or **EARN MONEY**. Once you choose an activity, nobody can kick you out - each space fits one manager only.

TRAINING IS IMPORTANT. BASED ON YOUR LEVEL YOU CAN USE UPGRADE CARDS ON TUESDAY. ALSO, THE FIRST MANAGER TO REACH LEVEL 8 WINS A TRAINING TROPHY FOR 10 POINTS. IN ROOKIE MODE YOU DON'T NEED TO WORRY ABOUT THE OTHER TRAINING PERKS. MORE ON PAGE 12



TRAIN



PAY & TRAIN x2



HEAL



EARN MONEY

MONDAY AND EVENT CARDS MORE ON PAGE 15-16

In **Rookie Mode Monday**, each manager **simply draws 3 Event cards**. To prepare you for the bluffing that comes with mind games in Advanced Mode, **first we need to explain what kinds of events exist**.

▶ Yellow cards are good, they can make your players better.

▶ Brown ones are bad, you just have to deal with them.

▶ Red ones are injuries you can use to attack other managers.

▶ White ones can heal red ones, when you get attacked.

▶ Green ones are cool, you can pay money and get points.

▶ Grey ones are special, and because you are too, you will understand their effects after reading the description.

TUESDAY AND EVENT CARDS MORE ON PAGE 15-16

Event cards can only be used on Tuesdays. This is the day when you can dress your squad in gold or serve cold revenge.

▶ Managers play their cards in turn order, as many as they want.

▶ Yellow cards can be used if you meet the conditions. The top-left corner shows the minimum required training; the top-right corner shows the type of player (rarity / position) that you can upgrade.

▶ An injured player has temporarily reduced prestige and cannot receive any yellow upgrade cards or be sold.

▶ Injury and healing rules are printed on the cards.

▶ Brown cards must be revealed immediately.

▶ You can carry over and save up to 3 event cards to next Tuesday. Excess cards are discarded at the manager's choice.

WEDNESDAY MORE ON PAGE 17

You can **sell any healthy player from your squad**, clearing space for someone more likeable. Sale price is simple: add up the **points for the player's prestige** and all **points for yellow cards**, then **multiply by 100**. That's what you get for this deadwood. Say bye and permanently discard him.

$$7 + 4 + 2 = +1300$$

THURSDAY MORE ON PAGE 17

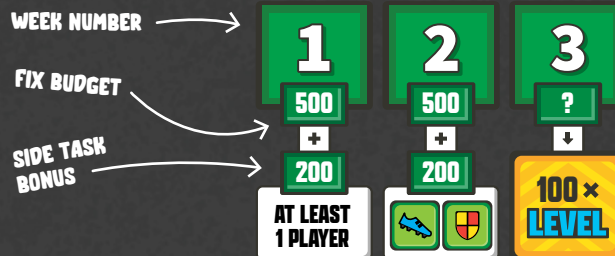
Count **all points in your locker room: player quality + upgrades - injuries**. Based on that, set the new turn order for the following week. Manager with most points goes first and so on.



LEFT SIDE OF THE CENTRAL BOARD

FRIDAY MORE ON PAGE 17

Finally, time to refill the dried-out wallet. Check your **sponsor card** and **adjust your budget according to the specific payday**. Don't forget the bonus for side tasks, if completed. And feel free to audit your rivals for any creative accounting.



AND REPEAT...

After Friday's payday, the circus starts again. **After four weeks** of chasing the dream of perfection, **Deadline Day arrives**. In **Rookie Mode**, it's **one final auction**. After that, **play any remaining event cards**, then it's time to unleash the scoreboard. See the final scoring example at the last page of the rulebook.

FULL EXPERIENCE

If you're reading this, you've probably **survived your first post-match press conference**. The one where you had to explain your subaverage result in rookie season with a straight face. You've tasted the banter, felt the pressure, and now you want more. Good.

Or maybe you're The Patient One, who can go through the complete ruleset in one sitting. That's exactly the kind of commitment every good Sunday Manager needs. Get ready for the full tactical experience.

Consider the previous onboarding pages as your necessary foundation. Advanced Mode builds on top of that, and delivers the full experience.

IMPORTANT
STUFF

ADVANCED MODE SETUP

Kick off with the good old starting setup you learned in Rookie Mode. Every manager needs their holy trinity: **DNA**, **Targets** and **Sponsor**. There's also a fourth card now: the **Staff**. Your club provides you with a personal assistant.

Also get familiar with the training perks. [MORE ON PAGE 12](#)

You can unlock them throughout the game by being diligent in training. Each board comes with one unique perk, highlighted purple. It is purple, right?

Now you have the power of choice before the first turn. Draw exactly: **two transfer target cards, two sponsor cards, two staff cards, and one DNA card**. Your club's DNA is non-negotiable. It's like your mother-in-law, you just have to live with it. From the remaining cards, pick one from each category and build your preferred combination. This is your first decision as a manager.



Hide your transfer targets, but keep them close. Make sure you don't lose them (like our test player Max always does). Lastly, look at your three club cards and introduce yourself to the others. Try to be funny. It helps build the atmosphere.

STAFF

Staff is the new stuff. Each assistant brings a unique edge: a **scoring bonus** or a **tactical advantage** nobody saw coming. Also, if you seat the right player in the captain's spot, you get a **reward for an ideal captain**. It requires the combination of rarity and position listed on the staff card.

SPECIAL ABILITY

REMEMBER. BEHIND EVERY SUCCESSFUL MANAGER IS A STAFF MEMBER QUIETLY FIXING THEIR MISTAKES.

IDEAL CAPTAIN



TRANSFER TARGETS

These are the players your chairman wants to see in the team. **Sign the desired quartet by the end of the game and claim the main reward.** On top of that, you can score secondary bonus points for listed player roles. **MORE ON PAGE 10**

**MAIN
REWARD**

**TRANSFER
TARGETS ARE YOUR
NORTH STAR. SOME
MANAGERS LOSE
THEM AROUND
WEEK TWO.**



BONUS FOR SPECIAL ROLES

Five points for each specialist. The bonus for each role can only be claimed once.

SPONSOR

You get the starting budget on day one. Further funds arrive on Friday paydaydays. You will get a fixed sum every week, plus something extra for completing the side tasks. **MORE ON PAGE 17**



**WATCH OUT, YOUR THIRD
PAYCHECK DEPENDS ON
YOUR TRAINING LEVEL**

**YOUR SPONSOR PICKED YOU
FOR A REASON. BUT NOBODY
IS ENTIRELY SURE WHAT
THAT REASON WAS.**

STARTING BUDGET

CLUB DNA

Club DNA is a sacred thing, so pay proper attention to it. **The highest rewards in the game come from collecting players with matching DNA.** It is tempting, but also has a downside. If players with your DNA end up in a rival's locker room, expect some ugly penalty points. **MORE ON PAGE 11**

**NATIONALITIES
WITHIN CLUB'S DNA**

**FOUR MATCHING DNA
PLAYERS IS THE DREAM.
ONE IS A GOOD START.
ZERO IS A ONE-WAY TICKET
TO THE CHAIRMAN'S OFFICE.**

**REWARD FOR 4 PLAYERS
OF YOUR DNA IN YOUR
LOCKER ROOM**



GAME MODES

► 4-MANAGER GAME

Every Saturday and Sunday, the conditions are the same. Three players are revealed and both training slots are open throughout the entire game.

► 3-MANAGER GAME

Every Saturday and Sunday, the conditions vary. The reference cards for the 3-player game determine how many players are on offer that day and which training slots are open.

► 2-MANAGER GAME

Every Saturday and Sunday, the conditions are the same. Only two players are revealed and only the friendly match training slot is available. The gym remains closed throughout the entire game.

**FOR AN ENHANCED DUEL EXPERIENCE.
TRY THE TOTAL OPPOSITION EXPANSION**

PLAYERS

Players are the heart and soul of Sunday Manager. The backbone and the backheel, too. Sometimes you can win this game without upgrades, projects, training effort, even without completing transfer targets or signing any matching DNA. But **you cannot win without filling the locker room**. Even one empty seat sinks your chances to almost zero. **Players fuel everything and provide both primary and secondary scoring.**

PRESTIGE

Player prestige is not entirely about performance, it's more about how thrilled the fans are with the signing. **THESE POINTS ARE THE PRIMARY SCORING SOURCE**, visible to everyone and directly affecting turn order. Player prestige ranges from 2 to 10.

NATIONALITY

Country where the player was born, duh. The base game features 24 nationalities. Every player has one compatriot somewhere in the deck. End the game with two players from the same country and collect a **REWARD OF 7 POINTS**.

AGE

Player ages range from sweet 17 to a vintage 44. Seat your players from youngest to oldest and you've achieved the perfect locker room hierarchy. This achievement is worth a **REWARD OF 10 POINTS**.

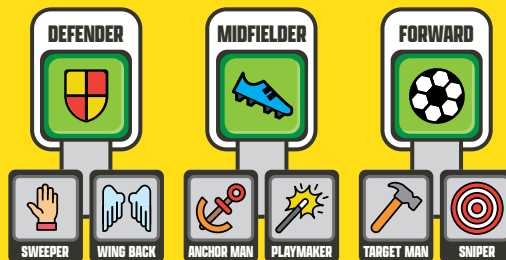


UPGRADE CAPACITY

Upgrades **MORE ON PAGE 15** are designed to increase a player's total prestige. But each player has a limited capacity for upgrades, so choose wisely who gets the new boots.

POSITION

Football is a simple game, so we keep it simple: defenders, midfielders, forwards. Each player is assigned to only one position, and that position connects them to various rewards. The most important of all: your transfer target card.



PLAYER ROLES

One third of the deck are so-called specialists. These valuable players have a special role related to their position that can bring a bonus of 5 points at the end. Check the transfer target card to see the full picture.

RARITY

Seven different card colours represent seven rarities. The system is designed mainly for pricing. The higher the prestige, the better the rarity and the higher the base price in the auction. Sure, our legends look great on paper. But games are never won on paper.



DNA

The base game features 6 different DNA types, and every player has one of them running through their veins. During the game, you can recruit any players, but **SIGNING PLAYERS WHOSE DNA MATCHES YOUR CLUB'S DNA BRINGS EXCEPTIONAL REWARDS.**



4 MATCHING DNA PLAYERS IN LOCKER ROOM

Man, this is going to the history books. Almost guaranteed win.

44

3 MATCHING DNA PLAYERS IN LOCKER ROOM

With three of a kind, you become the biggest favourite.

21

2 MATCHING DNA PLAYERS IN LOCKER ROOM

Solid. Not particularly spectacular, but solid.

8

1 MATCHING DNA PLAYER IN LOCKER ROOM

Better than nothing. But it's like drawing at home.

0

0 MATCHING DNA PLAYERS IN LOCKER ROOM

You will have some explaining to do. Unacceptable.

-5

PENALTY FOR EVERY PLAYER WITH YOUR DNA IN THE OPPONENT'S LOCKER ROOM

Why did you let this happen? We know why. Underestimation.

-3

WORKHORSE

2 POINTS + CURRENT TRAINING LEVEL

A special rarity with a floating base prestige. Simple formula to calculate the actual prestige of a Workhorse: **2 points + current training level.**



TALENT

A special rarity with no base prestige of its own.

- ▶ Talent mirrors the prestige of his mentor.
- ▶ Talent receives a mentor automatically once he is seated. The mentor is always the best current player in the locker room.
- ▶ Talent's prestige equals only the base prestige of his mentor. Upgrades are counted separately for both.
- ▶ Every Talent needs a mentor of his own. Two Talents require two different mentors.
- ▶ Talent without a mentor is worth zero (worthless for sale or locker room strength). This changes when a mentor is seated.
- ▶ Talent cannot be a mentor to another Talent. Workhorse can.

PRESTIGE OF WOLFGANG IS 6



MANAGER BOARD

This is your office, **your sacred working space**. So take a good look at what you can manage.

TRAINING

In football you never get anything without effort. That's why **you start every game at zero training level**: the grey square on the indicator.

Climbing the ladder gives you **options to score points, heal players or earn money**. Each training level unlocks a new advantage.

Also, **many event cards cannot be used unless your training allows it**. **MORE ON PAGE 15**

8 Reaching this level first earns you the **TRAINING TROPHY (REWARD OF 10 POINTS)**.

7 Morale Boost increases the point value of completed transfer targets.

6 Public Funding allows you to activate project cards free of charge.

5 Hall of Fame awards points for every player sold during the game, including past sales.

4 Physio Clinic allows you to heal injuries for money on Wednesdays.

3 Fanshop Launch increases the fixed payday sum arriving from your sponsor on Fridays.

2 Captain's Immunity protects the player seated as captain from receiving injuries.



EVERY MANAGER BOARD PROVIDES A DIFFERENT EDGE THROUGH ONE SIGNATURE PERK

LOCKER ROOM

Four polished seats, four players to sign. That's your primary objective. The locker room ground rule: **ONCE A PLAYER IS SEATED, HE CANNOT BE MOVED**. Changes are allowed only through a special card (Bribing the Kitman).

AGE HIERARCHY

The locker room also rewards a perfect hierarchy. **SEAT YOUR PLAYERS FROM YOUNGEST TO OLDEST** and collect 10 points. It's rarely as easy as it sounds.



CAPTAIN

The third seat in the locker room is reserved for the team captain. The role comes with three advantages:

- ▶ A bonus for the ideal captain, if rarity and position match the combination listed on the staff card.
- ▶ Immunity to injuries, if training level 2 is reached.
- ▶ Ability to receive the captain's armband, the most valuable upgrade in the game.

REMOVING A PLAYER

It's brutal, but managers are able to terminate contracts with immediate effect. That means **YOU CAN REMOVE ANY PLAYER FROM THE LOCKER ROOM** at any moment to free up a seat.

The downside: no transfer fee, no Hall of Fame reward, all upgrades gone. And **IF THE REMOVED PLAYER WAS INJURED, THE INJURY CARD MUST REMAIN IN THE CLUB** and causes penalty points at the end.

FUND'S

Out on the right wing of your office you will find the budget indicator. You will be responsible for tracking your money after every transaction. With one piece you track hundreds, the second piece tracks thousands. You'll get used to it quickly.

THIS MANAGER HAS 1200 CASH. HE WILL DEFINITELY BLOW IT NEXT WEEKEND.

IMPORTANT STUFF

AUCTION BATTLE

Since we already covered the ground rules in Rookie Mode [MORE ON PAGE 6](#)
let's take a look at a **practical example of a wild weekend auction.**

Starring: managers Carlo , José , Alex  and Sven .

Three players arrived, ready to lure some interest: **legend** Riki Samba, **pro** Sonny Rivera Jr. and **hobbyist** Dietmar Jebens.

- 1** Carlo  opens the day. He places a **bid (base price 700)** for **legend Riki Samba**.
- 2** José  is also very interested. He **overbids (+100)** Carlo with a better offer.
- 3** Carlo  takes his turn again (priority over Alex) and shifts his attention to **pro Sonny Rivera** and places a **bid (base price 400)**.
- 4** Alex  is up. **Samba** is a gem that also fits his transfer targets perfectly. He **raises the offer (+600)** to push out José and discourage Sven.
- 5** José  is back. He **overbids (+100)** Carlo again, this time on **Sonny Rivera**.
- 6** Carlo  takes a look at the last player, but **hobbyist Dietmar Jebens** **doesn't interest him**. He **heads to training** instead.
- 7** Finally, Sven  plays from the best position. As the last manager, he knows all the offers on the table. **Sonny Rivera** looks good. He **overbids (+200)** José.
- 8** José  takes his final turn, knowing the auction is about to end. He **picks Jebens (base price 200)**. Cheap, not ideal, but he plans to upgrade and sell him later.

SIDE ACTIVITIES

A manager can take one of the available activities instead of engaging in an auction.
ONCE A MANAGER CLAIMS AN ACTIVITY SPOT, NOBODY CAN TAKE IT THAT DAY.



INTENSE GYM SESSION

It's free and advances training by one level.



FRIENDLY MATCH

It costs 100 and pushes training level by two.



SEASON TICKET SALE

It boosts your budget.



FINNISH SAUNA

It heals an injured player.



EVENT CARDS

Strategic cards that can bring a rush of dopamine, misery or the most popular emotion in this game: schadenfreude. **Six colours, six different ways to use them.**

REQUIRED TRAINING LEVEL

PLAYER TYPES ELIGIBLE FOR UPGRADE

PRESTIGE GAINED FROM UPGRADE

NO DUPLICATE UPGRADE CATEGORIES PER PLAYER ALLOWED

DRIBBLING & SKILLS

PLAYER EQUIPMENT

PERKS & PRIVILEGES

TACTICAL EVOLUTION

PLAYER UPGRADES

Yellow cards, the good stuff. Upgrades come in 4 categories, all designed to increase a player's total prestige. But nothing comes for free.

When upgrading a player, **SEE IF THE CONDITIONS ARE MET** and if the **PLAYER HAS SUFFICIENT UPGRADE CAPACITY** (1-3 upgrades).

INJURIES

Red cards, the violent stuff. Injuries are de facto your attacking cards. Use them to limit a rival's players and make a few frenemies along the way.



PROJECTS & TRAINING

Green cards, the peaceful stuff. Pay cash to activate them. Projects deliver points. Match the subcategories for a 2-point synergy bonus. Training cards give you a training level.



LEADERSHIP BLUNDERS

Brown cards, the unfortunate stuff. Negative points that must be shown immediately. Nothing beats the moment when you successfully hide one for your rival.



WILDCARDS & SABOTAGES

Grey cards, the special stuff. Wildcards can help you solve some internal issues. Sabotages can help you annoy some people. Descriptions on the cards will guide you.



HEALING

White cards, the insurance stuff. Any healing card can cancel any injury (the card is discarded). You cannot use healing in the same week (except on DDL day) you received the injury.



WEEKDAYS

MONDAY (DISTRIBUTE EVENT CARDS)

After every weekend, **event cards** are distributed among **managers**. But don't mistake this for ordinary card drawing. We call it Tactical Mondays for a reason. It has three parts:

► DRAWING

Following the current turn order, every manager draws 3 event cards from the deck.

► CUTTING

After careful examination and quick tactical assessment, each manager builds a "2:1 stack". The cutting looks like this: **TWO CARDS STAY HIDDEN, ONE IS REVEALED** and placed face-up on top.

STACK WITH ONE REVEALED AND TWO HIDDEN CARDS



► SELECTING

Again following the current turn order, **EVERY MANAGER PICKS THE STACK THEY PREFER OR THE ONE THAT'S LEFT**. Logically, the last manager takes whatever stack remains. All three cards must be taken as a whole. Yes, that's the fun.

TUESDAY (PLAY EVENT CARDS)

Executive Tuesday comes next. It is the only day (alongside Deadline Day) when **event cards** can be played. [MORE ON PAGE 7](#)

► Upgrades and injuries are placed under the players.

► Wildcards, healing and sabotages are discarded after use.

► Projects and blunders are kept for final scoring.

INJURIES

Sometimes loved, sometimes hated. Depends on which end of this sneaky move you happen to be on. **Injury cards** are **your attacking tool**. Use this ammo to complicate your rivals' plans.

► The total prestige of a player is lowered until he is healed.

► A player can have only one injury at a time.

► You may injure one player per opponent each Tuesday.

► An injured player cannot be upgraded or sold.

► Injuries do not affect any of the game bonuses (such as transfer targets, DNA, hierarchy, staff bonuses, sponsor side tasks).

Player's prestige

6

+ Chillout Friday

3

– Hangover migraine

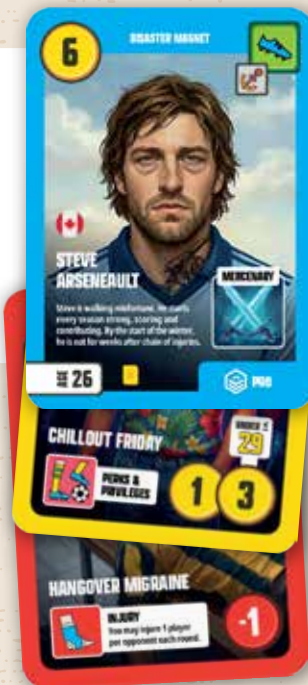
-1

Current prestige

8

LOOK AT POOR STEVE. OUR DISASTER MAGNET. HE WAS THRIVING AT FIRST WITH A CHILLOUT FRIDAY.

THEN HE WENT TO DROWN HIS SORROWS AFTER A PAINFUL RESULT. HE WOKE UP THE NEXT MORNING WITH A HANGOVER MIGRAINE.



WEDNESDAY (PLAYER SALES AND CLINIC)

On Maintenance Wednesday, managers can engage with their actual squad. Two activities take place here: **selling players** (the players are sold to the fictional nearby league) and **healing injuries for money**. Current turn order applies.

- ▶ No transfers between opponents are allowed.
- ▶ Only healthy players can be sold.
- ▶ All upgrades of the sold player are discarded.
- ▶ The sold player is placed next to the board for a potential Hall of Fame bonus (training level 5).

The sale price of a player is calculated as **(BASE PRESTIGE + UPGRADE PRESTIGE) × 100**.

Player's prestige

3

+ Dutch turn

2

+ Jersey nr. 10

1

× 100

+600

Note: The ideal captain bonus is not included in the sale price.



PHYSIO CLINIC

For a set fee, an injured player can be healed in the clinic (available from training level 4). A healed player can be sold on the same day, but the healing fee cannot be covered by the money from that sale.

THURSDAY (SETTING THE NEW ORDER)

Thursday is bureaucracy day. Time for some counting. **New turn order for the upcoming week is set** based on the

1. TOTAL PRESTIGE OF EVERY LOCKER ROOM

Only points shown on the cards count (players, upgrades, injuries). Pending points and bonuses from staff, captain, projects or other sources are not included. **In case of a tie:**

2. MORE PLAYERS IN THE LOCKER ROOM

3. HIGHER TRAINING LEVEL

4. BEST PLAYER (WITH UPGRADES, INJURIES DO NOT COUNT)

5. HIGHER CUMULATIVE AGE OF THE LOCKER ROOM

6. OLDEST PLAYER

7. COIN TOSS

Starting turn order is determined randomly. Choose any creative approach that works for your group. We usually roll the wooden pieces on the Central board and arrange them from top to bottom.

IMPORTANT
STUFF

FRIDAY (GETTING PAID)

You should already know how to collect cash from the sponsor card. **MORE ON PAGE 7 & 9** Let's talk about the sponsor side tasks.



WEEK 3:
THE FINAL PAYCHECK
IS DRIVEN PURELY BY
TRAINING EFFORT.
MULTIPLY YOUR
ACHIEVED LEVEL
BY 100. THAT'S
WHAT YOU
COLLECT.

WEEK 1:
GET AT LEAST ONE
PLAYER IN THE LOCKER
ROOM BY THE END OF
THE FIRST WEEK.

WEEK 2:
THIS IS WHERE THINGS GET
TACTICAL. EACH SPONSOR OFFERS
A BONUS FOR A DIFFERENT
COMBINATION OF PLAYERS.

DEADLINE DAY (LAST CHANCE FOR A TURNAROUND)

As you might expect, the final round is special. Instead of a fourth payday (which many will miss), we wrap up the preseason with the famous Deadline Day. **Last opportunity to land the dream player, train, heal, use remaining event cards.** Or last chance to ruin it all.

Deadline Day unfolds in phases, each played in the current turn order.

▶ Every manager draws one event card.

▶ All managers - **EXCEPT THE LAST-PLACED ONE** - draw 3 player cards. They must nominate exactly one of them for the auction by placing him face-down. All nominated players are then revealed simultaneously.

IMPORTANT NOTE: This applies to 4-, 3- and 2-player games. The last-placed manager cannot nominate a player, but can participate in the auction afterwards.

▶ The auction follows standard rules. All activity slots are open.

▶ After the auction, managers can play any remaining event cards.

A signed player does not have to be seated. You can buy a player and immediately release him for free. For tactical reasons this happens here and there, especially on Deadline Day.

IMPORTANT STUFF

Conclusion. At this point, all decision making ends. The result, though still unknown, is sealed. Wooden pieces on the budget tracker stay where they are. **Any leftover funds are automatically invested in a marketing campaign** to boost match attendance. **Every 100 left in the wallet earns 1 point.**

Time to flip the Central board and proceed to final scoring. Let's find out who is the best Sunday Manager.

FINAL COUNTING

The Central board is flipped to the scoring grid. Prestige points are counted under public scrutiny, one category at a time, following the checklist. **Each category is counted starting from the current last-placed manager.** That's how you squeeze the most drama out of the grand finale.

The score is tracked with the **square wooden piece**.

In case of a tie, apply these criteria to break the deadlock:

1. MORE PLAYERS
IN THE LOCKER ROOM

2. HIGHER
TRAINING LEVEL

3. MORE PLAYERS
WITH MATCHING DNA

4. MORE POINTS FOR
TRANSFER TARGETS

5. MORE POINTS IN
THE LOCKER ROOM

6. BEST PLAYER IN
THE LOCKER ROOM

7. HIGHER CUMULATIVE
AGE OF PLAYERS

8. MORE LEFTOVER
MONEY

PLAYERS
UPGRADES
INJURIES



1.

STAFF &
CAPTAIN



2.

BUDGET

100 = 1



3.



PROJECTS,
BLUNDERS

TRAINING
TROPHY

SOLD
PLAYERS

4.

SQUAD
AGE → 10



5.

2 PLAYERS
OF THE SAME
NATIONALITY



6.

CLUB DNA



7.

SECRET TRANSFER
TARGET CARD



8.

1. PLAYERS, UPGRADES, INJURIES

35

LEARNS FROM PLAYER
WITH MOST BASE POINTS

RADIM 4-3 1	GORDON 2+8 10 TRAINING LEVEL 8	GARY 6+5 11	CESARE 10+3 13
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2. STAFF & CAPTAIN

8

SPECIAL ABILITY: 2 x 1 = 2

1 point for each applied
UPGRADE card

IDEAL CAPTAIN: 6



WHEN PLAYING
ROOKIE MODE,
IGNORE THESE
CATEGORIES.

3. BUDGET

5

1 Point for each
100 spared

4. CARDS ON THE SIDE

14

TRAINING TROPHY: 10

First to hit Training LVL 8

PROJECTS & BLUNDERS: 3 - 2

SOLD PLAYERS: 1 x 3 = 3

Training LVL 5
3 points for each sold player



5. SQUAD AGE

0

YOUNG → OLD Not achieved

6. COMPATRIOTS

0

No players of the same
nationality in the squad

7. CLUB DNA

-1

BEER LOVERS: 8
2x in the Locker room

PENALTY: 3 x (-3) = -9
Opponents have signed
3 Beer lovers (this is not
shown on the preview)

8. TRANSFER TARGETS

25

MAIN REWARD: 15 **ACHIEVED**

BONUS: 5
1 Special role player

MORALE BOOST: 5
Training LVL 7



**FINAL SCORE OF
THE RED MANAGER**

86

35 + 8 + 5 + 14 + 0 + 0 - 1 + 25

1. 2. 3. 4. 5. 6. 7. 8.



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