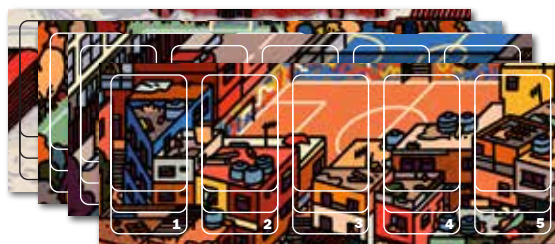
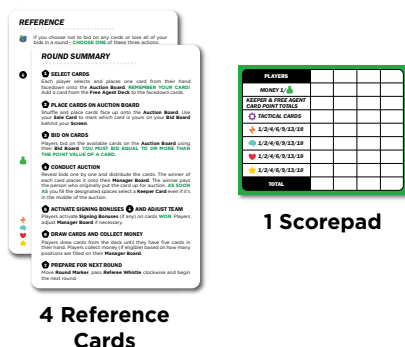
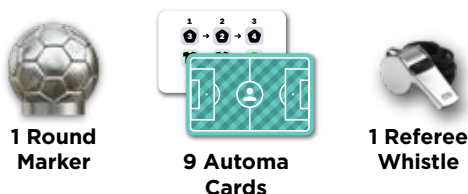
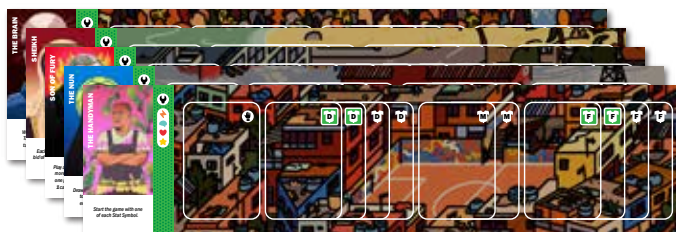
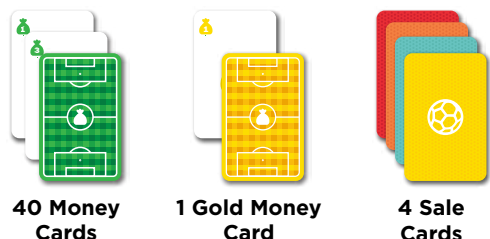
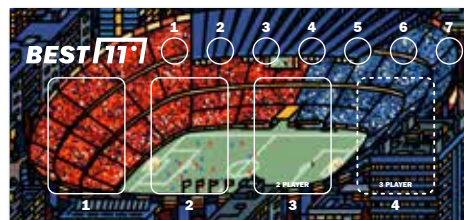
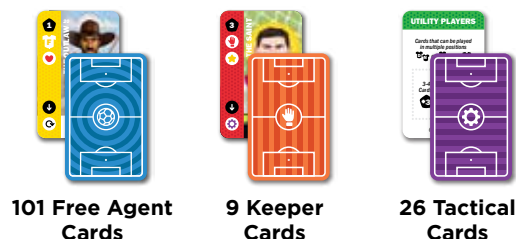


BEST ELEVEN

THE BEAUTIFUL BOARD GAME

You are the manager of a soccer club seeking to build your **Best Eleven**, a strategically assembled team, to represent your club on matchday. Recruit players to your team by bidding on free agents over seven transfer windows. Each free agent you add to your team can add intelligence, skill, speed, and strength and help increase the point value of your **Best Eleven**. Win the game by having the team with the most points accumulated from team synergy and tactics on matchday.

COMPONENTS



CREDITS

GAME DESIGN Matthew Shipley

EDITING Elise Shipley

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SCULPT Devon Overson

PLAYTESTERS Huge thank you to family, friends, Game Designers of North Carolina, and so many others for helping to make this game what it is!

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play video!

SETUP

1 AUCTION BOARD

Place the **Auction Board** in the middle of the table. The Auction Board is double-sided: one side is for 1-3 player games and the other is for 4 player games. Place the **Round Marker** on the 1 circle.

2 CARDS

Shuffle the **Free Agent Cards** into a deck and place it to the side of the **Auction Board**. Shuffle the **Tactical Cards** into a deck and place on the table. Place the **Money Cards** near the Auction Board in two piles, one for the 1  cards and one for the 3  cards.

3 KEEPER CARDS

Shuffle the **Keeper Cards** and select at random one more Keeper Card than there are players. (A 2-player game will have three Keeper Cards, a 3-player game will have four Keeper Cards, etc.) Place these cards face up near the **Auction Board**. Place the remaining Keeper Cards back in the box.

PLAYER SETUP

A 1 MANAGER BOARD

Each player selects 1 **Manager Board** at random. Each Manager Board has a special ability described on the left hand side of the board. Each Manager Board has a unique formation that a player must fill. A formation is made up of a Keeper () and some combination of Defenders () , Midfielders () and Forwards () .

B 1 BID BOARD, 1 SCREEN, 1 SALE CARD AND 1 REFERENCE CARD

Each player takes a **Bid Board** and matching **Screen**. **Bid Boards** and **Screens** are identical and are placed between you and the **Manager Board**. Each player takes a **Sale Card** and a **Reference Card**.

C 5 FREE AGENT CARDS

Players draw 5 **Free Agent Cards** from the deck. This will be your starting hand.

The word "card(s)" in the rules refers to Free Agent Cards.

D 2 TACTICAL CARDS

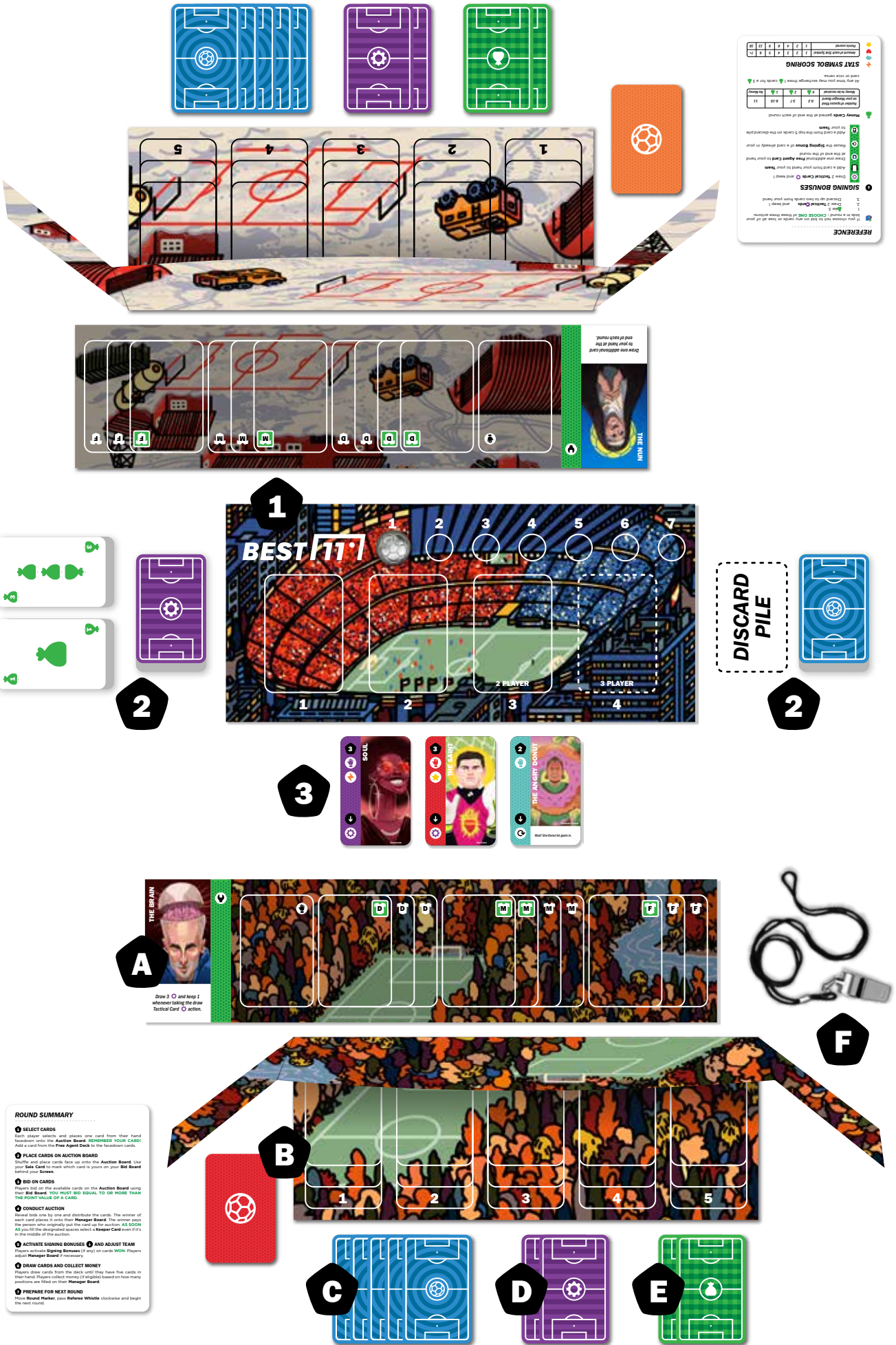
Players draw 2 **Tactical Cards** from the deck. Players will keep one Tactical Card and discard the other to the bottom of the deck. Tactical Cards give each player a unique and secret objective that will award bonus points at the end of the game if the objective is completed. A player may look at their starting hand of **Free Agent Cards** when selecting their Tactical Card.

E MONEY CARDS

Add up the **Point Values** (number in top left corner of each card) of the 5 **Free Agent Cards** in your starting hand. If your total is 11 or more, you start the game with no **Money Cards**. If your total is less than 11, subtract your total from 11, and this is the amount of Money Cards you will start the game with. (Ex: If the sum of the Point Values for the five cards in your starting hand equals 8, you will start with 3 . If the sum is 14, you start with no **Money Cards**)

F REFEREE WHISTLE

Give the **Referee Whistle** to the player who most recently kicked a soccer ball or choose a player at random. The whistle is for use as a marker only. To avoid the spread of germs or viruses, please resist the urge to blow the whistle—unless your opponent puts in a reckless two footed tackle!

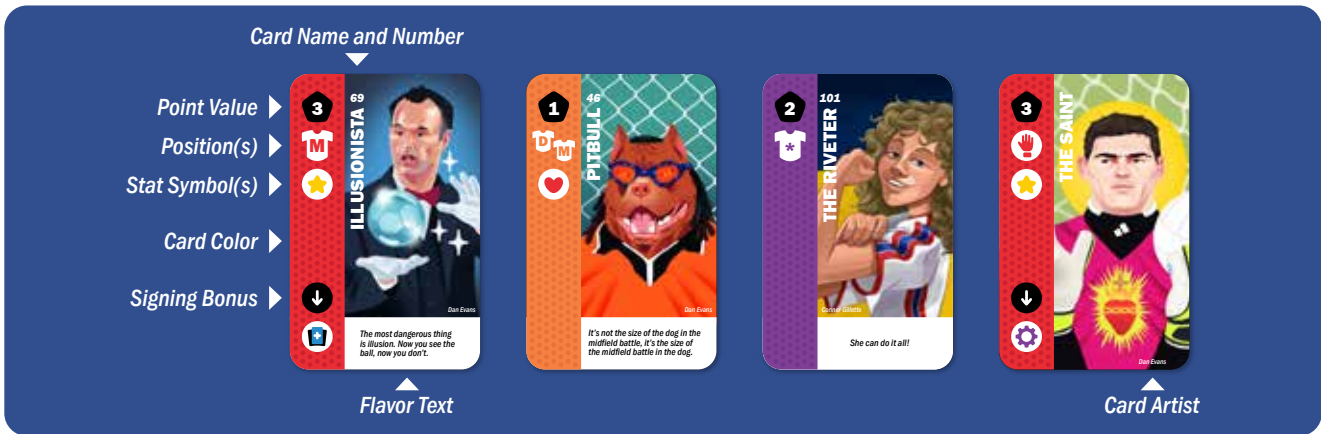


OVERVIEW

The goal of **Best Eleven** is to add 1 **Keeper Card** and 10 **Free Agent Cards** to the spaces on your **Manager Board** and build a team of cards that is worth more points than the other players at the end of seven rounds. In each round, players will put cards up for auction, and bid for cards at auction. As players receive cards to add to their Manager Board throughout the game, they will choose which cards to keep and which to discard, ultimately creating their “Best Eleven.” A player’s **Best Eleven** is the best combination of cards they have received that maximizes the number of points they will have at the end of the game.

ANATOMY OF A CARD

Each card has a point value, a color and the position or positions it can be played in the formation on your **Manager Board**. A card with an asterisk (*) can be played as a Defender, Midfielder or Forward. Some cards have one or more of the four different **Stats Symbols** and some cards have a **Signing Bonus**.



ROUND STRUCTURE

- 1 Select one **Free Agent Card** from your hand to put up for auction and place it face down on the **Auction Board**. **REMEMBER YOUR CARD!**
- 2 Add one card from the top of the **Free Agent Deck** to the other cards placed on the **Auction Board**.
- 3 Shuffle the cards and place each face up in one of the numbered spaces on the **Auction Board**.



- 4 Identify the card you placed on the **Auction Board**, and note which space it is on. Use your **Sale Card** to mark the space on your **Bid Board** behind your **Screen**.

- 5 Use your **Bid Board** to place your bids for cards on the **Auction Board**. Your bid is secret—and will not be revealed until everyone else has placed their bids.

- There are two different types of cards that act as “currency” for your bid—the remaining **Free Agent Cards** in your hand and any **Money Cards** you have. The “currency” value of a Free Agent Card is the **Point Value**. You may place any combination of Free Agent Cards and Money Cards, but may use no more than 3 total cards in any single bid.
- The minimum bid for any card on the **Auction Board** is its **Point Value**. (Ex: if you bid for a Free Agent Card that has a Point Value of 3, the bid you place on your Secret Bid Board must be 3 or more.) Point Values on all **Free Agent Cards** range from 1-4.

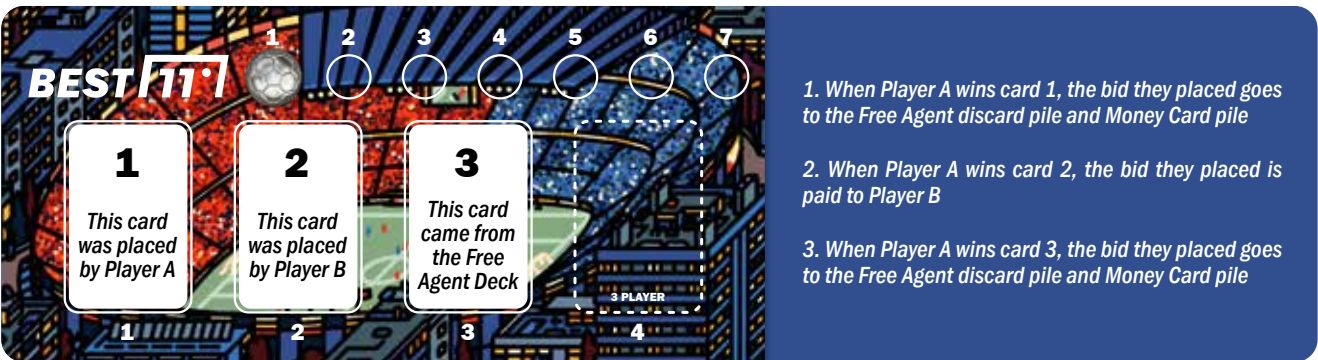
- Place your bid for the card(s) you want on your **Bid Board**. The numbered spaces on your Bid Board correspond to the numbered spaces on the **Auction Board**. You can bid on any number of cards, even the card you put up for auction.

This player used 3 cards (the maximum number of cards you can use in a single bid) to bid on **Illusionista**, the card in the second space on the **Auction Board**. Since **Illusionista** has a Point Value of 3, they bid a total value of 5, while their opponent bid a value of 3. This allows them to win the bid and place **Illusionista** on their **Manager Board**.



- 6 After everyone has finished placing their bids, players will go through each card on the **Auction Board** and share the value of their bid. The player with the highest bid wins the card and adds it to their **Manager Board**.

- When you **WIN A CARD ON THE AUCTION BOARD**, you give the **Free Agent** and/or **Money Cards** you used as your bid to the player that originally placed the card up for auction.
- When you **LOSE A BID**, the **Free Agent** and/or **Money Cards** you used as your bid return to your hand.
- When **THE CARD YOU PUT UP FOR AUCTION IS WON BY ANOTHER PLAYER**, you receive the **Free Agent** and/or **Money Cards** they used as their bid. You can either choose to put the Free Agent Card(s) on your **Manager Board** or you can choose to put the card(s) into your hand or a combination of both. The Money Card(s) are added to your Money supply.
- If you **WIN A CARD ON THE AUCTION BOARD THAT WAS EITHER (1) PLACED ON THE AUCTION BOARD BY YOU OR (2) PLACED ON THE AUCTION BOARD FROM THE FREE AGENT DECK**, the **Free Agent** and/or **Money Cards** you used as your bid go into the Free Agent Card discard pile or the Money Card piles respectively.
- In the event of a **TIE BID** for a card on the **Auction Board**, the player who currently has the **Referee Whistle** decides which player wins the card.
- If a **CARD ON THE AUCTION BOARD RECEIVES NO BIDS**, the card is placed in the discard pile.



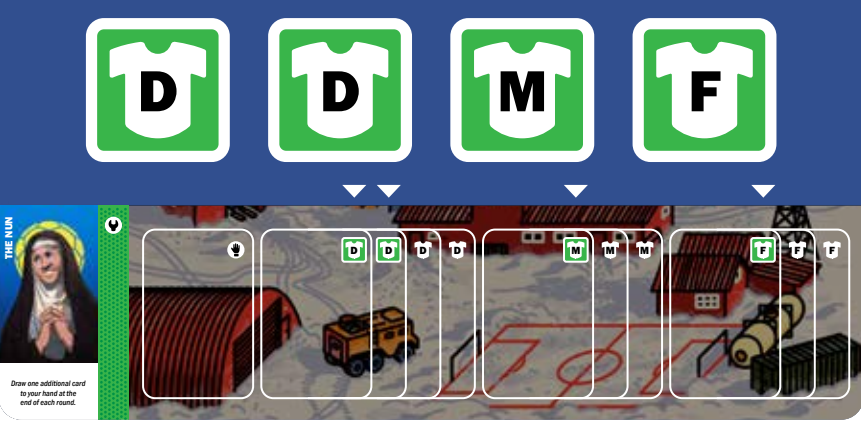
- 7 If you choose not to bid on any of the cards OR if you lose all of your bids in a round, you are given a **HANDICAP**—choose one of these three actions:

- Take 3 **Money Cards**.
- Draw 2 **Tactical Cards** and choose one to keep. You can either discard one of the 2 Tactical Cards you just took from the deck, or keep both cards and discard one Tactical Card you already had.
- Discard up to two cards from your hand (this may be helpful if you have multiple low-value cards that are hard to get rid of or make it difficult to win bids).

CHOOSING A KEEPER

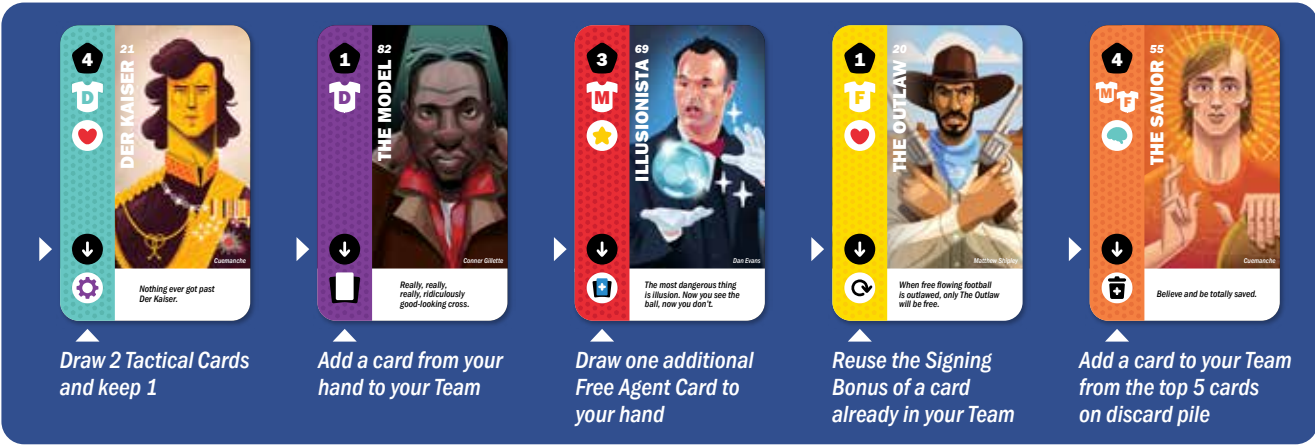
On the **Manager Boards**, notice that some position icons are in a green box. As soon as a player has filled all of these designated spaces with a **Free Agent Card**, they can choose one of the **Keeper Cards** and activate its **Signing Bonus** if it has one. There is no order in which you need to fill your Manager Board, but the available Keeper Cards are not replaced so the quicker you fill these designated spaces the more Keeper Cards you will have to choose from. When there are only two Keeper Cards remaining, the player who still hasn't earned their Keeper Card can select one whenever they choose.

Ex: The player with The Nun Manager Board must fill two spaces designated for Defenders, one designated for Midfielders and one designated for Forwards before they can select a Keeper Card. Each Manager Board has different designated spaces and Sir Outrage has one more designated space than the other Manager Boards.



END OF ROUND STRUCTURE

1 Activate any **Signing Bonuses** on the **Free Agent Cards** you **WON AT AUCTION**. If any cards you **RECEIVE AS PAYMENT** have a **Signing Bonus** and you choose to add them to your **Manager Board** you **DO NOT** activate it's Signing Bonus. *See **APPENDIX** for more details on **Signing Bonuses**



Der Kaiser: Draw 2 Tactical Cards and keep 1

The Model: Add a card from your hand to your Team

Illusionista: Draw one additional Free Agent Card to your hand

The Outlaw: Reuse the Signing Bonus of a card already in your Team

The Savior: Add a card to your Team from the top 5 cards on discard pile

- 2 After adding cards to your **Manager Board** adjust your Manager Board as necessary.
- Discard any card(s) that do not fit in the formation on your Manager Board. (Ex: After adding the cards received at auction to your Manager Board, you have 5 total **Free Agent Cards** that are Midfielders. Your Manager Board only has four spaces allotted to Midfielders. You must discard 1 of your Midfielder cards.)
 - Cards that can play in more than one position can be moved between positions any number of times.

3 Players receive **Money Cards** based on how many spaces they have filled on their **Manager Board**. (This step does not occur at the end of round 7)

Number of spaces filled on your Manager Board	0-2	3-7	8-10	11
Money to be received	4	2	1	No Money

At any time players may exchange three 1 cards for a 3 card or vice versa.

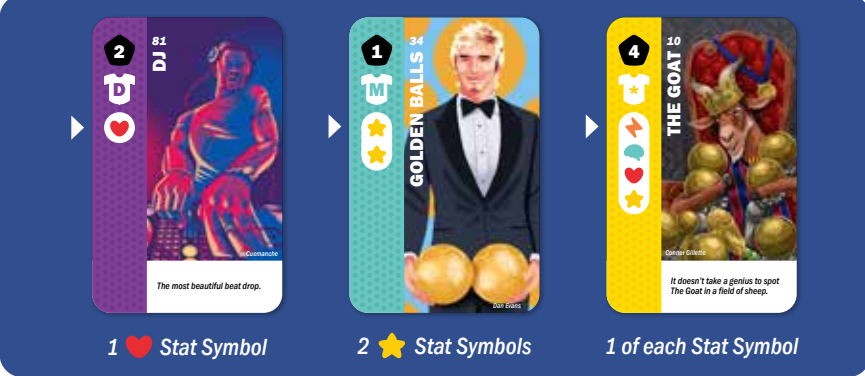
4 If a player has fewer than 5 **Free Agent Cards** in their hand, they draw from the Free Agent Deck until they have 5 cards. If a player has more than 5 Free Agent Cards in their hand, they do not have to discard down to 5 cards. **Money Cards DO NOT** count towards hand size. (This step does not occur at the end of round 7)

5 Move the **Round Marker** to the next round, pass the **Referee Whistle** clockwise to the next player, and begin the next round.

STAT SYMBOLS

Free Agent Cards may have one or more of four different **Stat Symbols**, **Speed**, **Intelligence**, **Strength** and **Skill**. When scoring at the end of the game, an increasing number of points are awarded for each additional symbol in their respective categories.

*See **GAME END AND SCORING** for more on how **Stat Symbols** are scored



1 Stat Symbol, 2 Stat Symbols, 1 of each Stat Symbol

GAME END AND SCORING

After 7 rounds of building your **Team**, it's finally **Matchday** and each player's **Best Eleven** is ready for scoring! Use the scorepad to score each player's Best Eleven.

There is no penalty for a player who is unable to recruit a full Team of 11 cards.

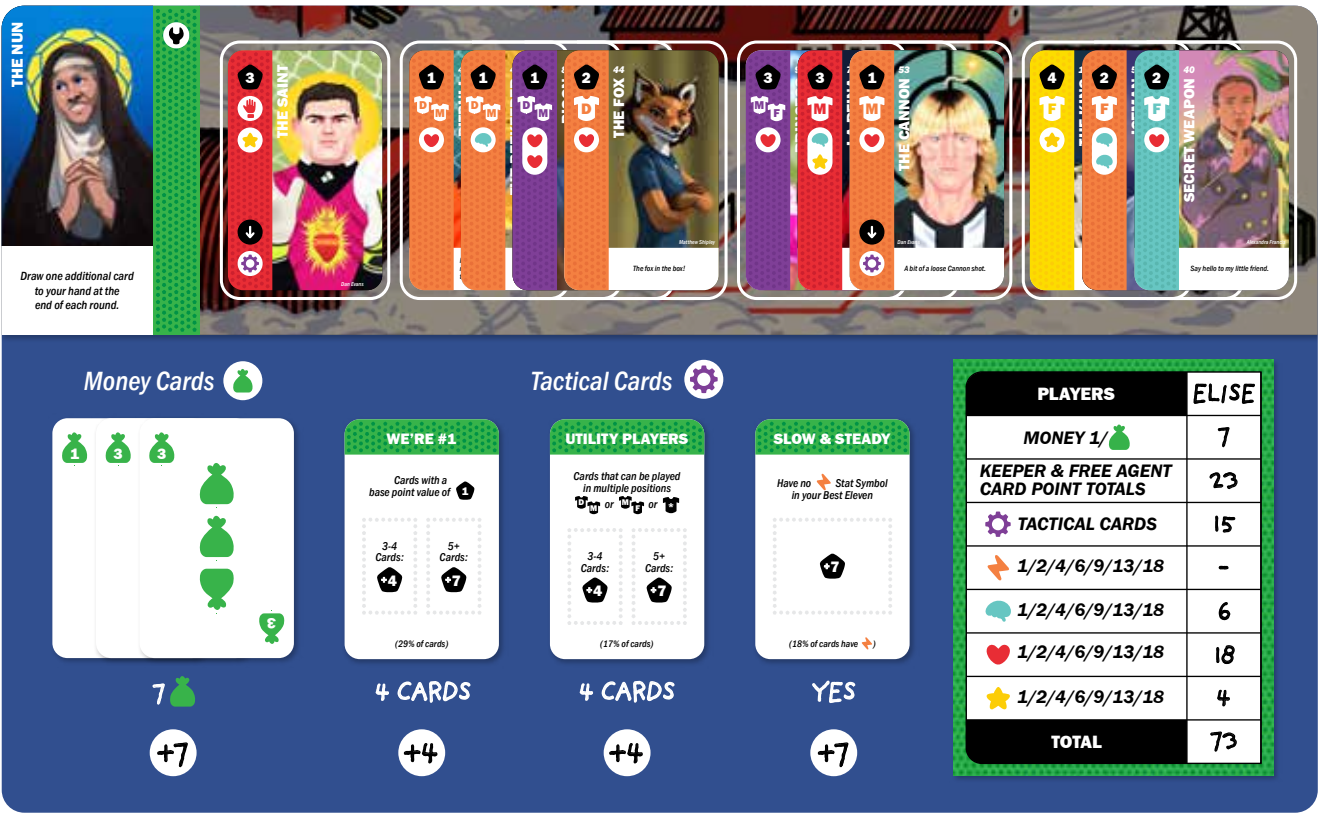
- Money Cards**: 1 point for each you still have
- Point Values**: add up the Point Values of each card
- Tactical Cards**: points indicated on card if objective is completed
- Stat Symbols**:

Amount of each Stat Symbol	1	2	3	4	5	6	7+
Points scored	1	2	4	6	9	13	18

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The player with the most points wins! In the case of a tie the player with the **Best Eleven** with a greater total **Point Value** wins. If there is still a tie the players go out back and have a penalty shootout!

SCORING EXAMPLE



Money Cards: 7, +7

Tactical Cards: WE'RE #1 (4 CARDS, +4), UTILITY PLAYERS (4 CARDS, +4), SLOW & STEADY (YES, +7)

PLAYERS	EL/SE
MONEY 1	7
KEEPER & FREE AGENT CARD POINT TOTALS	23
TACTICAL CARDS	15
1/2/4/6/9/13/18	-
1/2/4/6/9/13/18	6
1/2/4/6/9/13/18	18
1/2/4/6/9/13/18	4
TOTAL	73

SOLO SETUP

Setup game as per the 2-player rules, but instead of 3 **Keeper Cards** there will be 4 Keeper Cards available – arrange Keepers in descending value order, left to right. Give Automa the **Sir Outrage Manager Board**. Automa doesn't use **Tactical Cards** or **Signing Bonuses**.

You go by all the standard rules as per rulebook. Draw 5 **Free Agent Cards**, 2 **Tactical Cards** and choose 1 to keep, and **Money Cards** as required based on value of starting hand (*i.e. up to minimum 11 value in total*).

GAMEPLAY

- Choose a **Free Agent Card** from your hand and place it on the **Auction Board**, then draw two cards from the top of the Free Agent Deck. Rearrange the cards in descending **Point Value** order (left to right), so the highest value card is in the 1 space on the Auction Board. If equal valued cards are drawn, place in order drawn.
- Place your bids as normal, and indicate which card you put up for auction using your **Sale Card**.
- Draw an **Automa Card** () and determine bid winners from left to right. Automa bids the value in the blue box  for each **Free Agent Card** (unless there is an **X** in the box). If the Automa does not win an auction, and an arrow (→) is present between the blue boxes, the bid is rolled-over and added to the bid for the next Free Agent Card. (Multiple roll-overs are possible). Automa wins all tie bids.
 - If **YOU WIN THE AUCTION**, discard any **Free Agent** and/or **Money Cards** as normal.
 - If **AUTOMA WINS THE CARD PLACED BY YOU**, resolve the green box  below.
 - If a  icon is present, you receive **Money Cards** equal to the bid amount
 - If a  icon is present, you draw cards from the top of the deck until the value of cards drawn is equal to or greater than the bid amount. You may add these cards to your hand or **Manager Board**.
 - If **AUTOMA WINS A CARD DRAWN FROM THE DECK**, nothing is paid to you.
- If Automa lose all of its bids in a round it will always choose to take 3 .
- Add all cards won by Automa to its **Manager Board** (it might be helpful to place these in descending value left to right).
- If Automa already has all spaces filled and the new card is of greater value than the lowest valued card already in the team, then add the new card to the team. Discard the removed card, and give Automa 1 . (For ties, a card is considered greater value if it contains more Stat Symbols and Signing Bonus icons)
- Check the number of cards in Automa's team. If the number of cards is greater than or equal to the number next to the  icon on the left, Automa takes the first and highest valued **Keeper Card** available (this will always be after it has four or five cards in its team). Once Automa already has a Keeper Card, check the number by the  on the right, and if Automa has seven/eight cards in its team (as dictated by the card) then discard the highest available Keeper Card. (Note, there is no need to do this after you have taken a Keeper Card).
- Both you and Automa collect **Money Cards** based on how many spaces are filled on each **Manager Board**.
- If the last **Automa Card** drawn has a shuffle icon () in the bottom right corner, shuffle all Automa Cards back together. Move the **Round Marker** to the next round and begin the next round.

GAME END AND SCORING

After 7 rounds, you score points as normal. Automa scores in the following way:

Automa scores **Stat Symbols**, **Money Cards** and card **Point Values** as normal. Automa does not score **Tactical Cards**. Automa scores all **Signing Bonuses** as if they were an extra **Stat Symbol** (the type of Signing Bonus doesn't matter). Optimize Automa's Stat Symbol points. (*Ex: if Automa has 4  , 2  , 2  and 1  , and has 3 cards with Signing Bonuses count each of the Signing Bonuses as an additional  giving the Automa 7 .*)

Most points wins.

SIGNING BONUSES

Signing Bonuses are activated immediately following the end of each auction. They can only be used once, and are only eligible for cards **WON** at auction. If you receive a card as payment, choose to add it to your **Manager Board** and it has a Signing Bonus, **DO NOT** activate the Signing Bonus.

Tip: Keep cards you win and cards that are paid to you separate when the auction ends. You will need to remember which card(s) have Signing Bonuses that can be activated, and which cards have Signing Bonuses that cannot be activated.

-  **Draw 2 Tactical Cards**  and keep 1
You can either discard one of the 2 **Tactical Cards** you just took from the deck, or keep both cards and discard a Tactical Card you already had.
-  **Add a card from your hand to your Team**
Choose one **Free Agent Card** from the remaining cards in your hand to add to your **Manager Board**. If you add a card from your hand to your Manager Board with a **Signing Bonus**, activate it. **Note—if you don't have any Free Agent Cards remaining in your hand after the auction has ended, you won't be able to use this bonus.*
-  **Draw one additional Free Agent Card to your hand**
When replenishing the **Free Agent Cards** in your hand, draw one additional card to start the next round with. Even if you already have five or more cards draw a card.
-  **Reuse the Signing Bonus of a card already in your Team**
Activate any one **Signing Bonus** of a **Free Agent Card** on your **Manager Board** (whether the card was won or given as payment from another player).
-  **Add a card to your Team from the top 5 cards in the discard pile**
Pick up the current top five cards from the **Free Agent** discard pile and select one to add directly to your **Manager Board**. If you add a card with a **Signing Bonus**, activate it.

MANAGERS

-  **The Handyman**
Ability: Start the game with one of each Stat Symbol    
• *Ex: at the end of the game, if you have 3 intelligence  and 5 skill  in your Best Eleven. Score as though you had 4 intelligence  and 6 skill .*
-  **Sir Outrage**
Ability: Arrange cards in any formation, but no more than 5 cards in any one position and at least 1 card in each position.
• The spaces that need to be filled in order to select your Keeper can be filled by cards of any position. You will need to fill one more space than the rest of the players.
• When adjusting your Manager Board, you must fill all 10 Free Agent Card spaces before you can replace a card, but be sure to discard cards as needed if you have more than 5 of any one position.
-  **The Nun**
Ability: Draw one additional Free Agent Card to your hand at the end of each round.
• When replenishing the Free Agent Cards in your hand, choose one extra card to start the next round with even if you already have five or more cards in your hand.
-  **The Brain**
Ability: Each time you select Tactical Cards  , **take three and keep 1**
• This ability also applies to when you are selecting Tactical Cards at the beginning of the game.
-  **Sheikh: Each round add the**  **Money Card to the bid of your choice. This card may be part of a 4 card bid and is never paid to another player.**
• The  Money Card works like a normal 1  card except it is never paid to another player and may be added to a single bid that already has 3 cards (making a 4 card bid).

TACTICAL CARDS ⚙️

Tactical Cards give each player a unique and secret objective that will award points at the end of the game if the objective is completed.

CARD NAME	CARD DESCRIPTION	CARD END GAME SCORING
BENCH BOOST	Add up the Point Values of the highest and lowest cards left in your hand at the end of the game. If only one card remains in your hand, score the Point Value of that card.	Score the Point Values of the highest and lowest cards left in your hand at the end of the game. If only one card remains in your hand, score the Point Value of that card.
CANARIES, PEACOCKING, ORANJE, FURIA ROJA, AND LA VIOLAS	Cards that are Yellow, Teal, Orange, Red, or Purple. Each color makes up 20% of all cards	Score 4 points if you have 3-4 cards of the specified color or score 7 points if you have 5 or more cards
DAVIDS, SKILLET, DUMB LUCK, SLOW & STEADY	Have none of the specified Stat Symbol in your Best Eleven. 🏠 make up 18% of cards 🗨️❤️⭐ each make up 24% of cards	If this criteria is met score 7 points. If your manager is The Handyman you can still complete this card as long as you have none of the symbol in your Team.
DOUBLE THE ODDS	Money Cards 💰. Must have a full Best Eleven to score this card	Score 1 point for each 2 💰 rounded down
HARMONY	Card of each Stat Symbol 🏠🗨️❤️⭐ Each card may only be counted toward a single set	Score 4 points if you have one card of each Stat Symbol or score 15 points if you have two cards of each Stat Symbol
KEEP SHAPE	Sets of cards with the same Stat Symbol: one Defender, one Midfielder and one Forward. Each set can be a different Stat Symbol, but each card may only be counted toward a single set.	Score 4 points per set
MIXED BAG	Card of each color 🟡🟢🔴🟠🟣	Score 4 points if you have one card of each color or score 15 points if you have two cards of each color
SIGN ME UP	Cards with a Signing Bonus ⬇️ 34% of cards have Signing Bonuses	Score 3 points if you have 3-4 cards with this criteria or score 6 points if you have 5 or more cards
“THE” CARD	Cards with “The” in the name. This does not include cards with “The” in another language. 39% of cards have “The” in the name	Score 3 points if you have 3-4 cards with this criteria or score 5 points if you have 5 or more cards
THE HOLDOVERS	Cards remaining in your hand at the end of the game	Score 3 points if you have 3 cards meeting this criteria or score 6 points if you have 4 or more cards
THEY’RE KEEPERS	Cards that are the same color as your Keeper	Score 2 points per card. Do no count the Keeper when scoring.
UNDERDOGS	Cards with no Stat Symbols	Score 2 points for each card
UTILITY PLAYERS	Cards that can be played in multiple positions. 17% of cards fit this criteria 👤👤 or 🗨️🗨️ or 🗨️👤	Score 4 points if you have 3-4 cards meeting this criteria or score 7 points if you have 5 or more cards
WE’RE #1	Cards with a Point Value of 1. 29% of cards have a Point Value of 1.	Score 4 points if you have 3-4 cards meeting this criteria or score 7 points if you have 5 or more cards
YELLOW SPINE, TEAL SPINE, ORANGE SPINE, RED SPINE, PURPLE SPINE	Set of 3 cards of the designated color: one Defender, one Midfielder and one Forward.	Score 5 points for 1 set or score 15 points for two sets

GAME MODES

Want to play, but feeling intimidated by all the things? Make these adjustments! If you start to get the hang of it after a couple rounds, start over and turn up the heat, until you become a Club Manager.

- Volunteer Coach**
- Players randomly draw a Keeper from the Keeper Cards and add it to their Manager Board
 - Signing Bonuses are not used
 - Tactical Cards are not used
 - Manager abilities are not used

- Youth Level Coach**
- Players randomly draw a Keeper from the Keeper Cards and add it to their Manager Board
 - Signing Bonuses are not used
 - Tactical Cards are not used

- Amateur Team Coach**
- Signing Bonuses are not used

- Club Manager**
- Your ready for everything! No rule adjustments.

Can I play with my kids? If your kid can do some simple addition then yes, there is a version of the game that will work! Try the Volunteer Coach mode, but your kid(s) can use as many cards to bid on a card as they want instead of being limited to just three.



ROUND SUMMARY AND REFERENCE

1 SELECT CARDS

Each player selects and places one card from their hand facedown onto the **Auction Board**. **REMEMBER YOUR CARD!** Add a card from the **Free Agent Deck** to the facedown cards.

2 PLACE CARDS ON AUCTION BOARD

Shuffle and place cards face up onto the **Auction Board**. Use your **Sale Card** to mark which card is yours on your **Bid Board** behind your screen.

3 BID ON CARDS

Players bid on the available cards on the **Auction Board** using their **Bid Board**. **YOU MUST BID EQUAL TO OR MORE THAN THE POINT VALUE OF A CARD.**

Card Name and Number

Point Value ▶

Position(s) ▶

Stat Symbol(s) ▶

Card Color ▶

Signing Bonus ▶

Card Artist ◀

Flavor Text

The most dangerous thing is illusion. Now you see the ball, now you don't.

4 CONDUCT AUCTION

Reveal bids one by one and distribute the cards. The winner of each card places it onto their **Manager Board**. The winner pays the person who originally put the card up for auction. **AS SOON AS** you fill the designated spaces select a **Keeper Card** even if it's in the middle of the auction.



If you win the auction for your own card or the card from the **Free Agent Deck** the cards and/or money used in the bid are discarded.



If you choose not to bid on any cards or lose all of your bids in a round - choose one of these three actions:

1. Take 3
2. Draw 2 **Tactical Cards** and keep 1
3. Discard up to two cards from your hand

5 ACTIVATE SIGNING BONUSES

Players activate **Signing Bonuses** (if any) on cards **WON**.

SIGNING BONUSES

Draw 2 **Tactical Cards** and keep 1

Add a card from your hand to your **Team**

Draw one additional **Free Agent Card** to your hand at the end of the round

Reuse the **Signing Bonus** of a card already in your Team

Add a card from the top 5 cards on the discard pile to your **Team**

5 ADJUST MANAGER BOARD

Discard any card(s) that do not fit in the formation on your **Manager Board**.

6 DRAW CARDS AND COLLECT MONEY

Players draw cards from the deck until they have five Free Agent Cards in their hand. Players collect money (if eligible) based on how many positions are filled on their **Manager Board**.



Money Cards gained at the end of each round:

Number of spaces filled on your Manager Board	Money to be received
0-2 spaces filled	4
3-7 spaces filled	2
8-10 spaces filled	1
11 spaces filled	No Money

At any time you may exchange three 1 cards for a 3 card or vice versa.

7 PREPARE FOR NEXT ROUND

Move **Round Marker**, pass **Referee Whistle** clockwise and begin the next round.

SCORING

Money Cards: 1 point for each you still have

Point Values: add up the Point Values of each card

Tactical Cards : points indicated on card if objective is completed

Stat Symbols :

Amount of each Stat Symbol	1	2	3	4	5	6	7+
Points scored	1	2	4	6	9	13	18