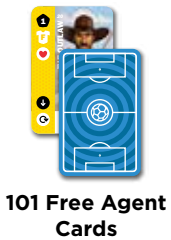


# BEST ELEVEN

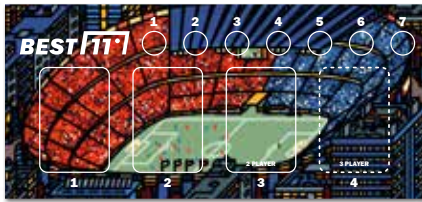
THE BEAUTIFUL BOARD GAME

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 smarts, 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



101 Free Agent Cards



1 Double Sided Auction Board



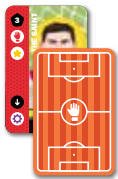
1 Round Marker



1 Referee Whistle



1 Scorepad



9 Keeper Cards



25 Tactical Cards



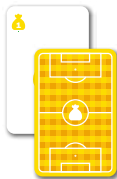
4 Secret Bid Boards



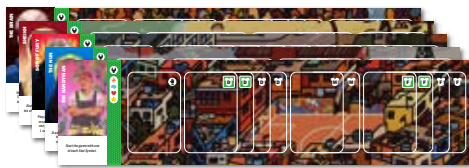
4 Reference Cards



44 Money Cards



1 Gold Money Card



5 Manager Boards



4 Player Tokens

## CREDITS

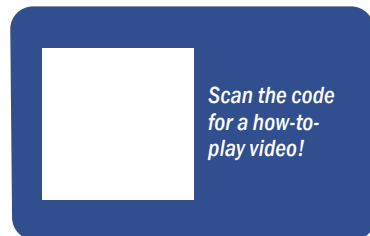
**GAME DESIGN** Matthew Shipley

**EDITING** Elise Shipley

**ART** Matthew Shipley, Conner Gillette, Dan Evans, Cumanche, Alexandra Francis, Chester Holme, Dan Leydon and Victor Bizar Gomez

**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!





## GLOBAL COMPONENTS

### 1 AUCTION BOARD

Place the **Auction Board** in the middle of the table. The Auction Board is double-sided: one side is for 2-3 players and the other is for 4 players. Put the **Round Marker** on the first circle.

### 2 CARDS

Shuffle the **Tactical Cards** into a deck and into a deck and place on the table. Shuffle the **Free Agent Cards** into a deck and place it to the side of the **Auction Board**. 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 cards back in the box.

### 4 REFEREE WHISTLE

Give the **Referee Whistle** to the player who most recently kicked a soccer ball or choose a player at random. Please resist the urge to blow the whistle—unless your opponent puts in a reckless two footed tackle!



## PLAYER SETUP

Each Player Receives:

### 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.

### B 1 SECRET BID BOARD

Each player takes a **Secret Bid Board**. Secret Bid Boards are identical and are placed between you and the **Manager Board**.

### C 1 PLAYER TOKEN

Each player takes a **Player Token** in the color of their choice.



### D 5 FREE AGENT CARDS

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

### E 2 TACTICAL CARDS

Players draw 2 **Tactical Cards** from the deck. Players will keep one 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.

### F MONEY CARDS

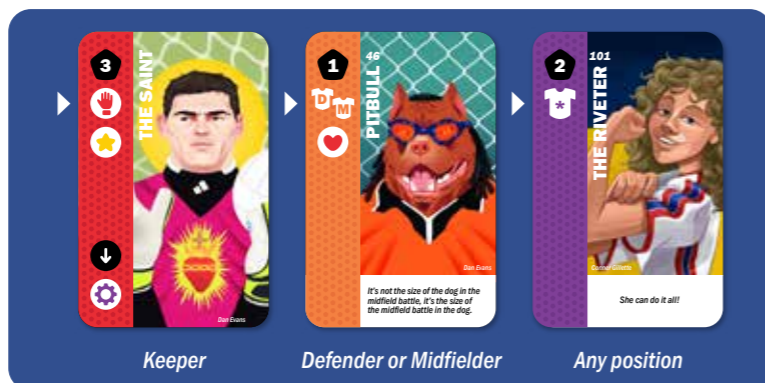
Add up the **Point Values** (number in top left corner of each card) of your 5 **Free Agent Cards**. If your total is 11 or more, you start the game with no **Money Cards**. If your total is less than 11, subtract your total from 11, and this is the amount of Money Cards you will start the game with. (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 .)

## OVERVIEW

**Best Eleven** is played over 7 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.

There are two ways to add **Free Agent Cards** to your team. (1) Winning a card at auction by placing the highest bid and (2) Receiving a card as payment from the player who won the card that you put up for auction. Cards that you win at auction go directly to your Manager Boards. Cards that are paid to you can go either on your Manager Board or back into your hand.

Each player’s Manager Board has a unique formation that a player must fill. A formation is made up of a Keeper (K), and some combination of Defenders (D), Midfielders (M) and Forwards (F). A Free Agent Card with a \* symbol (\*) can be played in any of the three positions.

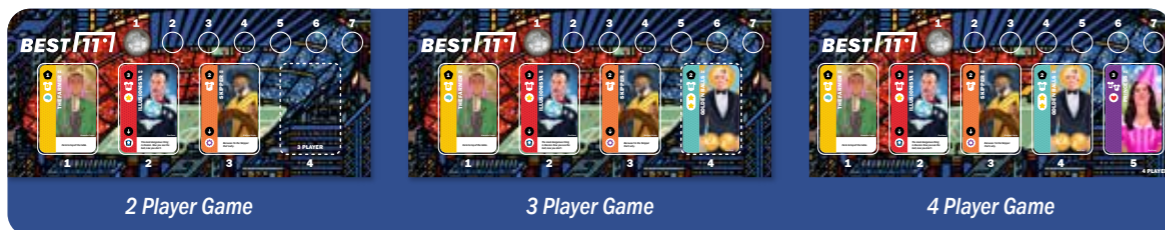


## ROUND STRUCTURE

- 1 Select one **Card** from your hand to put up for auction and place it face down on the **Auction Board**. **REMEMBER YOUR CARD—IF SOMEONE WINS YOUR CARD AT AUCTION, YOU RECEIVE WHAT THEY BID ON YOUR CARD!**

*\*In order to add a card from your own hand to your **Manager Board** you must put it up for auction and outbid the other players for it*

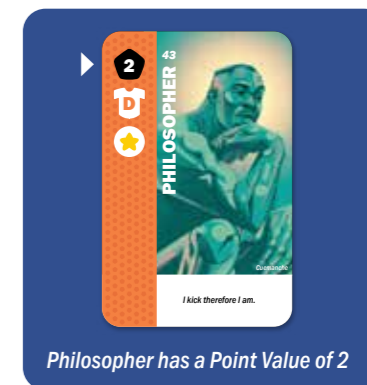
- 2 Add a card from the top of the **Free Agent Deck** to the other cards placed on the **Auction Board**.
- 3 Shuffle the cards and place each face up in one of the numbered spaces on the **Auction Board**.



- 4 Identify the card you placed on the **Auction Board**, and note which space it is on. Use your **Player Token** to mark the space on your **Secret Bid Board**.

- 5 Use your **Secret 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** (the number in the top left-hand corner). 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.
- Place your bid for the card(s) you want on your Secret Bid Board. The numbered spaces on your Secret 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.
- 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.



*This player bid on 4 cards on the auction board. The first space bid is 1 Free Agent card. The second space bid is 2 Free Agent Cards and 1 Money Card. The third space bid is 1 Free Agent Card and 1 Money Card. And the fourth space bid is 1 Money Card. The second space on the Auction Board is "Illusionista" which has a Point Value of 3. Using the maximum number of cards in any single bid.*

- 6 After all players have placed their bids, reveal the bids starting with the first card on the **Auction Board**. Each player states what they bid or if they chose not to bid. This is repeated for each card on the **Auction 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. Place the card you won onto your **Manager Board**.
- 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. The Free Agent Cards may go to your **Manager Board** OR to your hand, and the Money Card(s) go into your hand.
- 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 pile respectively.
- In the event of a **TIE BID** for a card on the **Auction Board**, the player with 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.

**BEST 11**

1. When Player A wins card 1, the bid they placed goes to the Free Agent discard pile and Money Card pile

2. When Player A wins card 2, the bid they placed is paid to Player B

3. When Player A wins card 3, the bid they placed goes to the Free Agent discard pile and Money Card 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
- 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).

### END OF ROUND STRUCTURE

**1** Take the **Free Agent Cards** you **WON AT AUCTION**, activate any **Signing Bonuses** and add them to your **Manager Board**. \*See **APPENDIX** for more details on **Signing Bonuses**

**DER KAISER 21**  
Nothing ever got past Der Kaiser.  
Draw 2 Tactical Cards and keep 1

**THE MODEL 82**  
Really, really, really, ridiculously good-looking cross.  
Add a card from your hand to your Team

**ILLUSIONISTA 69**  
The most dangerous thing is illusion. Now you see the ball, now you don't.  
Draw one extra Free Agent Card to your hand

**THE OUTLAW 16**  
When free flowing football is outlawed, only The Outlaw will be free.  
Reuse the Signing Bonus of a card already in your Team

**THE SAVIOR 55**  
Believe and be totally saved.  
Add a card to your Team from the discard pile

**2** For each of the **Free Agent Cards** you **RECEIVED AS PAYMENT** from other players, you have two choices: (1) place the card on your **Manager Board** or (2) place the card into your hand.

**3** After adding cards to their **Manager Board** each player adjusts their 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.

**4** 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

Players may exchange three 1 cards for a 3 card or a 3 card for three 1 cards at any point during the game.

**5** 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 cards in their hand, they do not have to discard down to 5 cards. (This step does not occur at the end of round 7)

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

### 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 the designated spaces with a **Free Agent Card**, they can choose one of the **Keeper Cards** and activate its **Signing Bonus** if it has one. When there are only two **Keeper Cards** remaining, the player who still hasn't earned their **Keeper Card** can select one whenever they choose.

Draw one additional card to your hand at the end of each round.

### STAT SYMBOLS

**Free Agent Cards** may have one or more of four different **Stat Symbols**, **Speed** , **Smarts** , **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** to see more on how **Stat Symbols** are scored

1 Stat Symbol

2 Stat Symbols

1 of each Stat Symbol

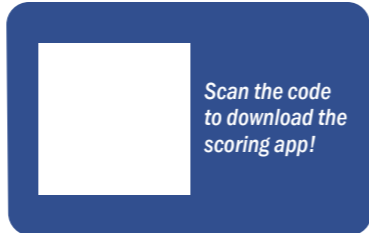
## GAME END AND SCORING

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

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

- **Money Cards** 💰: 1 point for each left in your hand
- **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



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

PLAYERS	ELISE
MONEY CARDS 1/💰	7
KEEPER & FREE AGENT POINT VALUE TOTALS	23
TACTICAL CARDS ⚙️	14
🗨️ 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
POINT TOTALS	72

## 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 one 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 extra Free Agent Card to your hand**  
 When replenishing the **Free Agent Cards** in your hand, choose one extra card to start the next round with.
- 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 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, you have 3 smarts 🗨️ and 5 skills ★ in your Best Eleven. Score as though you had 4 smarts 🗨️ and 6 skills ★)
- 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, be sure to discard cards as needed to have no 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.




**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: Use the Golden Money Card  to add 1 to a single bid each round**

• This 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.

**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
<b>CANARIES, PEACOCKING, ORANJE, FURIA ROJA, AND LA VIOLAS</b>	Cards that are Yellow, Teal, Orange, Red, or Purple. Each color makes up 20% of all cards	Score 4 points if this player has 3-4 cards of the specified color or score 7 points if this player has 5 or more cards
<b>YELLOW SPINE, TEAL SPINE, ORANGE SPINE, RED SPINE, PURPLE SPINE</b>	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
<b>KEEP SHAPE</b>	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
<b>“THE” CARD</b>	Cards with “The” in the name. This does not include cards with “The” in another language. 39% of cards	Score 3 points if this player has 3-4 cards with this criteria or score 5 points if this player has 5 or more cards
<b>THE HOLDOVERS</b>	Cards remaining in your hand at the end of the game	Score 5 points if this player has 3 cards with this criteria or score 8 points if this player has 4 or more cards
<b>BENCH BOOST</b>	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.
<b>MIXED BAG</b>	Card of each color 	Score 5 points if this player has one card of each color or score 12 points if they have two cards of each color
<b>HARMONY</b>	Card of each Stat Symbol  Each card may only be counted toward a single set	Score 4 points if this player has one card of each Stat Symbol or score 15 points if they have two cards of each Stat Symbol
<b>DOUBLE THE ODDS</b>	Money Cards  . Must have a full Best Eleven to score this card	Score 1 point for each 
<b>UNDERDOGS</b>	Cards with no Stat Symbols	Score 2 points for each card


**THEY'RE KEEPERS**

Cards that are the same color as your Keeper Score 2 points per card. Do not count the Keeper when scoring.


**DAVIDS, SKILLET, DUMB LUCK, SLOW & STEADY**

Have none of the specified Stat Symbol in your Best Eleven.  18% of cards  
 each make up 24% of cards If this criteria is met score 7 points

**SIGN ME UP**

Cards with a Signing Bonus  34% of cards Score 3 points if this player has 4-5 cards with this criteria or score 6 points if this player has 6 or more cards

**UTILITY PLAYERS**

Cards that can be played in multiple positions. 17% of cards  
 Score 3 points if this player has 3-4 cards with this criteria or score 6 points if this player has 5 or more cards

**WE'RE #1**

Cards with a Point Value of 1. 29% of cards Score 4 points if this player has 3-4 cards with this criteria or score 7 points if this player has 5 or more cards

**UNDERDOGS**

Cards with no Stat Symbols Score 2 points for each card

**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 deck
- 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 deck
- 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 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 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.

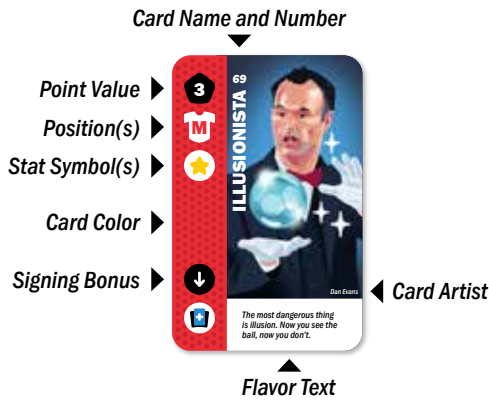
## 2 PLACE CARDS ON AUCTION BOARD

Shuffle and place cards face up onto the **Auction Board**. Use your **Player Token** to mark which card is yours on your **Secret Bid Board**.

## 3 BID ON CARDS

Players bid on the available cards on the **Auction Board** using their **Secret Bid Board**.

You must bid equal to or more than the **Point Value** of a card.



## 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.

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. Players adjust **Manager Board** if necessary.

## ↓ SIGNING BONUSES

- Draw 2 **Tactical Cards** and keep 1
- Add a card from your hand to your **Team**
- Draw one extra **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**

## 6 DRAW CARDS AND COLLECT MONEY

Players draw cards from the deck until they have five 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
3-6 spaces filled	2
7-9 spaces filled	1
10-11 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.