


BEST ELEVEN


ADDED TIME EXPANSION

New **Free Agent Cards**, **Keeper Cards**, **Tactical Cards** and **Managers** that can be added to the **Best Eleven** base game. **Added Time** also includes **Event Cards** adding new twists to the **Best Eleven** experience.


COMPONENTS




25 Free Agent Cards




5 Keeper Cards



13 Tactical Cards




7 Event Cards



4 Manager Tiles

FREE AGENT AND KEEPER CARDS


The **Added Time Expansion** introduces 25 new **Free Agent Cards** and 5 new **Keeper Cards**. The new cards add a **Point Value Adapt** ability, wild **Stat Symbol**, **NEW Teammate Scoring Bonuses** and three new **Signing Bonuses**.



POINT VALUE ADAPT


The **Free Agent Card** with this icon in the **Point Value** pentagon copies the Point Value of the card with highest Point Value in the position where it is played. *(Ex. If you play a card with this icon as a defender and there are two other defenders, one with a Point Value of 3 and one with a Point Value of 2, the card is scored as if it has a Point Value of 3.)*

When bidding, a card with the **Point Value Adapt** icon copies the value of the card with the highest bid value in the bid, whether the card is a **Free Agent** or **Money Card**. If there are no other cards in the bid it has a bid value of 2.



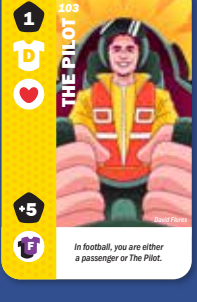
WILD STAT SYMBOL

The **Wild Stat Symbol** can be used as the one Stat Symbol of your choice in end game scoring, whether scoring Stat Symbols or Tactical cards.




TEAMMATE SCORING BONUS

If you have a **Free Agent Card** matching the specified color and position in your **Team** at the end of the game score 5 points in the Keeper & Free Agent Card Point Totals row of the Scoresheet. *(Ex: If you have 103 The Pilot in your Team and you have a purple Forward, like 125 The Huntress, in your Team at the end of the game then score 5 points)*




SIGNING BONUSES




Draw one Free Agent Card and add it to your Team

Draw one card off the top of the **Free Agent Deck** and add it to your Team. If you don't want to add the card to your team you may discard it.



Collect 3

Collect 3 and add it to your money.




Choose your Keeper Card

Choose your Keeper Card even if you haven't filled the designated spaces on your **Manager Board** yet. If you already have a Keeper this card has no effect.


MANAGER TILES

Manager Tiles are used with **Manager Boards** from the base game. They are placed on top of the left side of the Manager Board and use the formation of the board below. Have fun trying out each tile with each of the formations!




The Boss
Ability: Take money at the end of each round like you have 1 less player in your Team than you actually do

- At the end of the round when collecting money, collect money like there is one less card on your Manager Board than there is. *(Ex: If you count the cards on your Manager Board and there are 3 cards, take Money Cards like there are only 2 cards.)*



The Special One
Ability: Assign all cards in your Team with no Stat Symbol the same ONE Stat Symbol of your choice.

- Assign cards in your Team that don't have a Stat Symbol the same ONE Stat Symbol of your choice. *(Ex: you have three cards in your Team with no Stat Symbol so you assign them all to have a because they all must have the same one Stat Symbol and not three different ones)*



Theodore Lassoo
Ability: You may have 12 players in your Team up until scoring using The Bench.

- If you're playing as Theodore Lassoo also take The Bench tile and place it to the right of your Manager Board.
- You may use The Bench as a space for a 12th card. You may place or move a card to The Bench at any time and move a card to or from The Bench whenever you'd like.
- Before end game scoring discard the card on The Bench, you do not score the card on The Bench.

EVENT CARDS

After dealing out player's starting hands shuffle the **Event Cards** into the **Free Agent Deck**. Players can decide how many Event Cards they would like to add to the deck. When an Event Card is drawn the player who drew the card reveals it and the event takes place according to the description on the card. The player draws another card.

OR

Event Cards are placed near the **Auction Board** and one is drawn at the end of the 2nd, 4th and 6th rounds and the event takes place according to the description on the card.

TRADE OFF All players chooses a card in their Team and passes it to the player to their right. The player then must add that card to their Team.

TEAM TAMPERING All players steal a card from the Team of the player to their right and adds that card to their Team.

SQUAD OVERHAUL All players pass their hand to the player to their right.

WINDFALL Each player gains 3

TWO OUT The player who draws this card puts up two cards for auction in the next round. A card is not added from the Free Agent Deck.

FAST TRACKED All players adds a card to their Team from their hand and players skip the next round.

FOUR BID All players may bid using up to four cards in any one bid during the next round instead of the normal three.

NEW TACTICS All players draw 2 Tactical Cards and then must discard two Tactical Cards.

NEW RECRUITS All players draw 2 additional Free Agent Cards to their hand.

BID POWER The player who draws this card adds 1 to the value of each of their bids in the next round.

TACTICAL CARDS

Some new Tactical Cards include objectives that if not completed points are subtracted from your Tactical Card point totals. There is a big payoff if completed, but is it worth the risk? You decide!

CARD NAME	CARD DESCRIPTION	CARD END GAME SCORING
ALL IN ALL	Have a team where all cards have the same Point Value	If YES score 25 points If no subtract 7 points from your Tactical Card point totals
ONE TRACK	Have a team with only one kind of Stat Symbol	If YES score 25 points If no subtract 7 points from your Tactical Card point totals
LEVELED UP	Have a team with the same number of each kind of Stat Symbol	If YES score 25 points If no subtract 7 points from your Tactical Card point totals
TWO TONED	Have a team with cards of only two colors	If YES score 20 points If no subtract 5 points from your Tactical Card point totals
PARITY PARTY	Have a team with all odd or all even numbered cards	If YES score 20 points If no subtract 5 points from your Tactical Card point totals
IT WAS ALL, ME ABOUT IT, CLOCKWORK, PAINT THE TOWN, PEOPLE EATER	Have more of the specified color card than any other player	In a 2 player game score 6 points In a 3 player game score 9 points In a 4 player game score 12 points
BALANCED D	Defenders all worth the same Point Value.	Score 5 points
LEVEL MIDFIELD	Midfielders all worth the same Point Value.	Score 5 points
EVEN STRIKE	Forwards all worth the same Point Value.	Score 5 points