


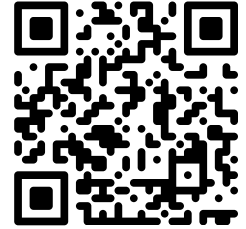


BEST 11



The beautiful **BOARD** game! You are the manager of a soccer club seeking to build your **Best 11**, a team of eleven players, 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 speed, savvy, strength, and skill and help increase the point value of your **Best 11**. Win the game by having the team with the most points accumulated from team synergy and tactics on **Matchday**.


 
Ages 11+* 2-4 Plr

60-90 Min



 **ROUND STRUCTURE**



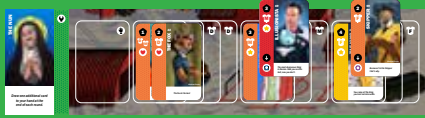
1 EACH PLAYER SELECTS A CARD FROM THEIR HAND TO PUT UP FOR AUCTION AND PLACES IT FACE DOWN ON THE AUCTION BOARD



2 ADD A CARD FROM THE FREE AGENT DECK, THEN PLACE CARDS FACE UP IN THE SPACES ON THE AUCTION BOARD



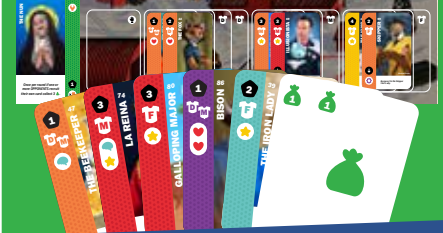
3 USE THE REMAINING CARDS IN YOUR HAND AND ANY MONEY CARDS YOU MAY HAVE TO BID ON AS MANY CARDS AS YOU CHOOSE



4 REVEAL BIDS ONE BY ONE, AND ADD CARDS YOU WIN TO YOUR MANAGER BOARD. COMPENSATE OTHER PLAYERS WHEN YOU WIN THEIR CARD.



5 ACTIVATE ANY SIGNING BONUSES ON CARDS YOU WIN AT AUCTION AND ADJUST YOUR MANAGER BOARD IF NECESSARY



6 REPLENISH YOUR HAND BACK TO 5 CARDS AND RECEIVE MONEY IF ELIGIBLE




7 MOVE THE ROUND MARKER, PASS THE REFEREE WHISTLE TO THE NEXT PLAYER AND START THE NEXT ROUND

COMPONENTS:

- 1 Double Sided Auction Board
- 5 Manager Boards
- 5 Secret Bid Boards
- 180 Cards
- 4 Reference Cards
- 1 Round Marker
- 1 Referee Whistle
- Scorepad
- Rulebook

With **5 Manager Boards** and over **100 Free Agent Cards**, there are countless unique team combinations. Each game is different, as you adapt your strategy to the secret objective you receive, the cards you have to work with, and the bidding tactics of your opponents. **No soccer knowledge necessary!**

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