

Ship Happens Games Presents

BEST 11

Designed by Matthew and Elise Shipley

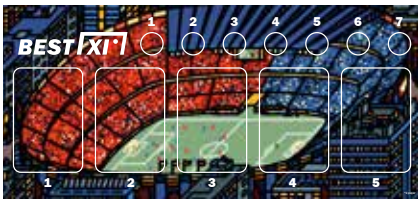
Art by Matthew Shipley, Conner Gillette, Dan Evans, Cumanche, Alexandra Francis, Chester Holme, Dan Leydon and Victor Bizar Gomez

Round Marker designed by Devon Overson

2-4 players - 60-90 minutes - ages 11+

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**.

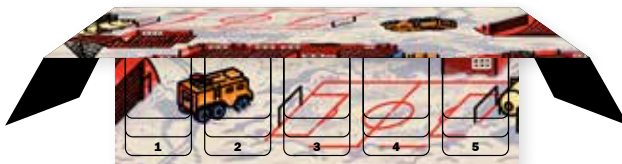
COMPONENTS



1 Double Sided Auction Board



5 Manager Boards



5 Secret Bid Boards



1 Round Marker



1 Referee Whistle



101 Free Agent Cards



9 Keeper Cards



22 Tactical Cards



48 Money Cards



4 Player Tokens





4 Double-sided Reference Cards



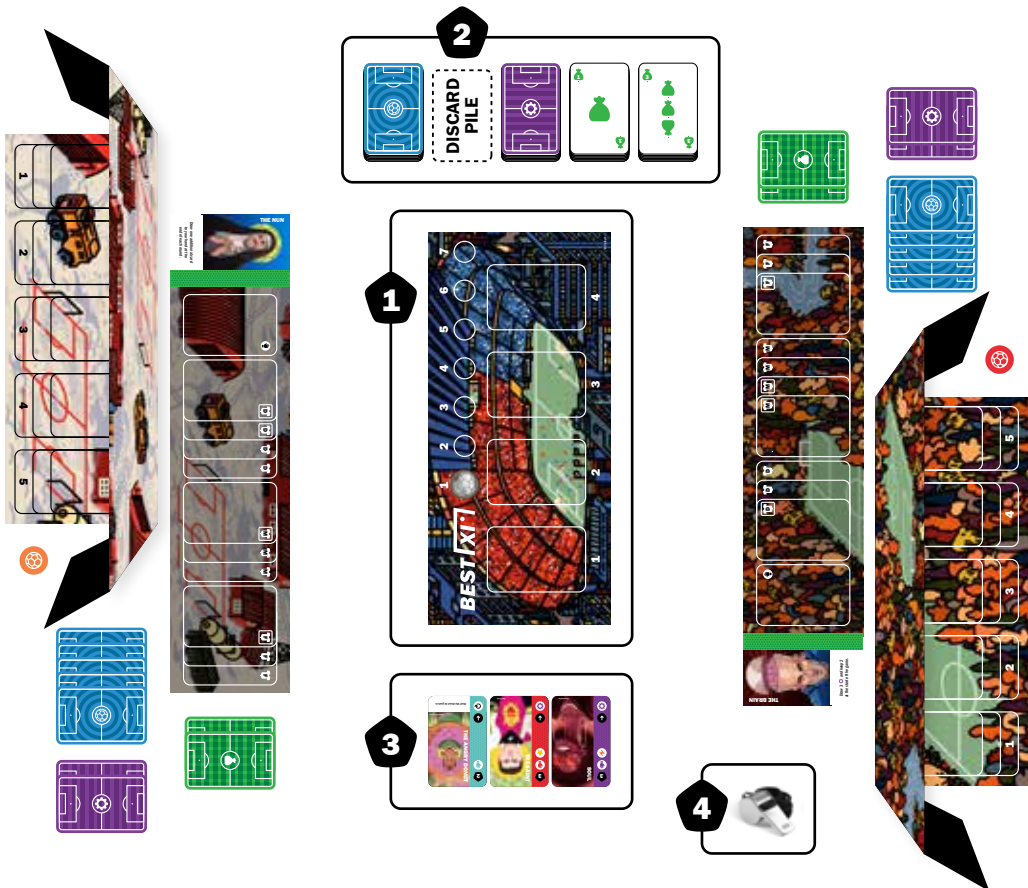
1 Scorepad

SETUP

GLOBAL COMPONENTS

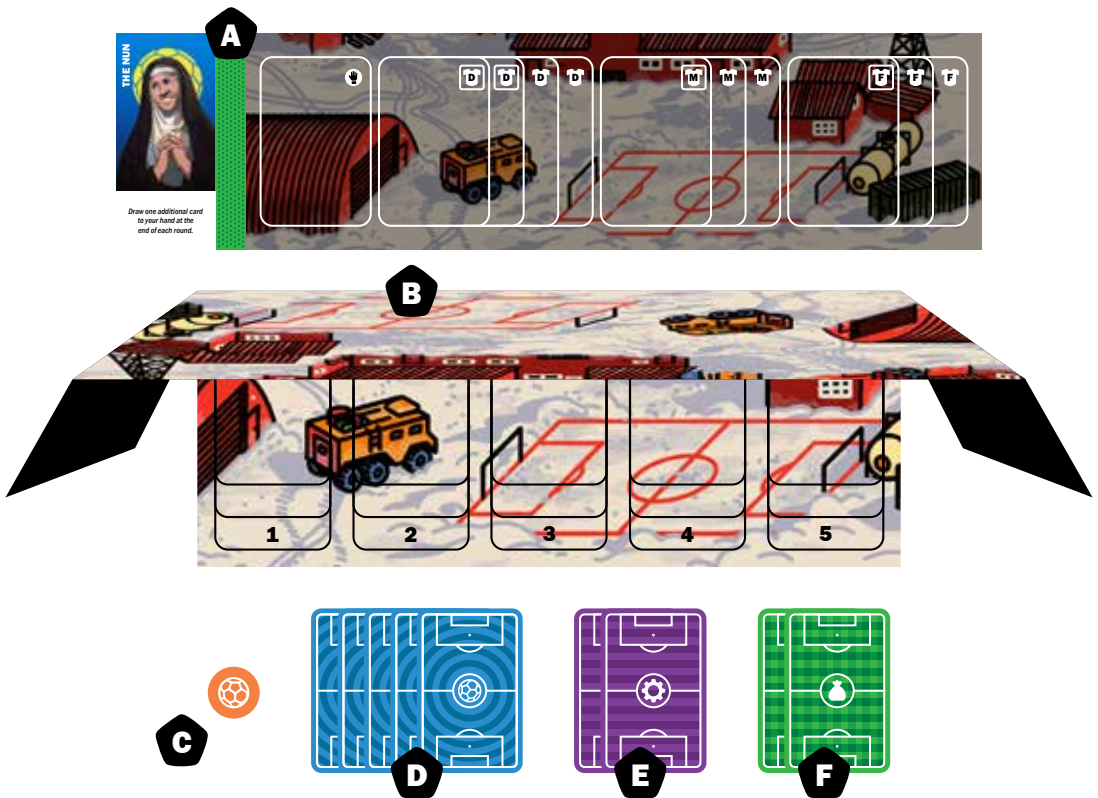
- 1 **AUCTION BOARD** Put the **Auction Board** in the middle of the table. The auction board is double-sided: one side is for 2-3 players and the other is for 4 players. Put the **Round Marker** on the first space.
- 2 **CARDS** Shuffle the **Tactical Cards** into a deck and place it to the side of the **Auction Board**. 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!

2 PLAYER GAME SETUP



PLAYER SETUP

- A** **MANAGER BOARDS** 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** **SECRET BID BOARDS** Each player takes a **Secret Bid Board**. **Secret Bid Boards** are identical and are placed between you and the **Manager Board**.
- C** **PLAYER TOKENS** Each player takes a **Player Token** in the color of their choice.
- D** **FREE AGENT CARDS** Players draw 5 **Free Agent Cards** from the deck. This will be your starting hand.
- E** **TACTICAL CARDS** Players draw 2 **Tactical Cards** from the deck. Players will keep one card and return 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. There is no penalty if the objective is not completed. A player may look at their starting hand of **Free Agent Cards** when selecting their **Tactical Card**. These cards may help devise each player's initial strategy and gameplay.
- F** **MONEY CARDS** Each player adds up the base point values (number in top left corner of each card) of their starting hand then subtracts the total from 11. The difference is how much **Money** that player will start the game with. If a player's total is 11 or more then the player does not start with any additional **Money Cards**. (Ex: if the sum of the base 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 🟢)



GAMEPLAY

OVERVIEW

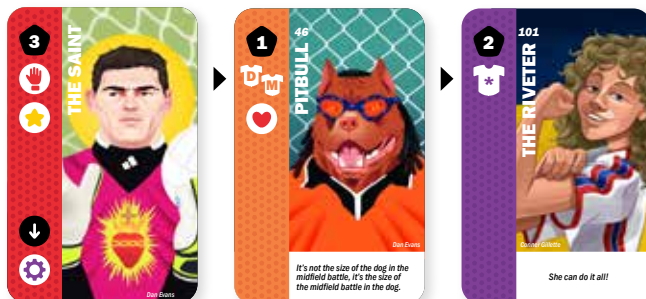
Best 11 is played over 7 rounds. In each round, players will put a **Free Agent Card** from their hand up for auction and try to recruit cards on the **Auction Board** to their team by outbidding the other players. After the 7 rounds, players will calculate scores based on the **Free Agent Cards** they have chosen to be in their **Best 11**.

BUILDING A BEST 11

As you place **Free Agent Cards** on the eleven spaces on your **Manager Board** throughout the game, you will choose which cards to keep and which to discard, ultimately creating your "**Best 11**." A player's "**Best 11**" 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 a player's **Team**, (1) winning a card at auction by having the highest bid and (2) receiving card(s) from another player as compensation/payment for winning the card that you put up for auction

Each player's **Manager Board** has a unique formation that a player must fill. A formation is made up of a Keeper (👤) 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 3 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 their own hand to their **Team a player must put it up for auction and outbid the other players for it*

2 Add one card from the top of the **Free Agent Deck** to the other cards placed on the **Auction Board**. In a 2 player game add 2 cards from the **Free Agent Deck**.

3 Shuffle the cards and place each face up in the numbered spaces on the **Auction Board**. Use your **Player Token** to mark the space on your **Secret Bid Board** where your card is.

4 **BIDDING** Using your **Secret Bid Board**, bid on any number of cards on the **Auction Board**, even the card you put up for auction.

- In your hand, you have 4 remaining **Free Agent Cards** and you may have **Money Cards**. Both types of cards can be used as "currency" for your bids. The **Base Point Value** (the number in the top left-hand corner) on a **Free Agent Card** is the value of "currency" the card holds.
- The minimum bid for each card on the **Auction Board** is the **Base Point Value** of that card. *For example- if you bid for a **Free Agent Card** that has a **Base Point Value** of 5, the bid that you place on your **Secret Bid Board** must be 5 or more.*




- Place any combination of **Free Agent Cards** and **Money Cards** from your hand on the numbered spots on your **Secret Bid Board** that correspond to the numbered spots on the **Auction Board**.
- You may use as many of the remaining cards from your hand in the auction as you want, but may use no more than 3 total cards (**Free Agent** or **Money**) in any single bid.


5 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** go to your **Manager Board**, and money goes into your hand.
- If you **win the card you put up for Auction**, 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.
- If you **win the card that came 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.

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

- Take 3 
- Draw 2 **Tactical Cards** and choose one to keep
- 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 Activate the **Signing Bonuses**  of **Free Agent Cards** won at auction. (Any cards you receive as payment from another player when they win your card at auction are NOT eligible for **Signing Bonuses**)




DER KAISER 21
Nothing ever got past Der Kaiser.

THE MODEL 82
Really, really, really, ridiculously good-looking cross.

ILLUSIONISTA 69
The most dangerous thing is illusion. Now you see the ball, now you don't.

THE OUTLAW 16
When free flowing football is outlawed, only The Outlaw will be free.

THE SAVIOR 55
Believe and be totally saved.

Draw 2  cards and keep 1

Add a card from your hand to your Team

Draw one extra Free Agent Card to your hand

Reuse the Signing Bonus of a card already in your Team

Add a card from the discard pile to your Team

2 Each player adjusts their **Manager Board** as necessary.

- Take any cards you won at auction and any cards you were compensated with, and add them to your **Manager Board**.
- 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 Manager Board	0-3	4-6	7-9	10-11
Money to be received	4	2	1	No Money

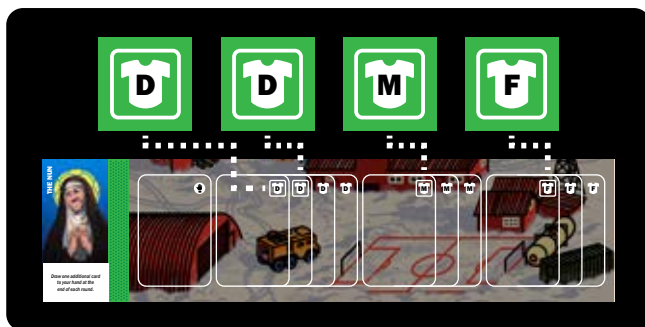
Players may exchange three 1 cards for a 3 card or a 3 card for three 1 cards at any point during the game.

4 Each player draws cards from the **Free Agent Deck** until they have 5 **Free Agent Cards** in their hand. (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.

SELECTING A KEEPER 🙌

On the **Manager Boards**, notice that some position icons are outlined with a box. As soon as a player has filled these designated spaces with a **Free Agent card**, they can choose one of the **Keeper Cards** and then activate its **Signing Bonus**. When there are only two **Keeper Cards** remaining, the player who still hasn't earned their **Keeper Card** can select whenever they choose.



SYMBOLS 🏹💬❤️⭐

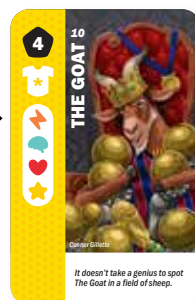
Free Agent Cards may have one or more of four different symbols, **Speed** 🏹, **Savvy** 💬, **Strength** ❤️ and **Skill** ⭐. The more of a symbol a player has in their **Best 11** at the end of the game the higher a player will score for that symbol.*See **GAME END AND SCORING** to see how symbols are scored



1 ❤️ symbol





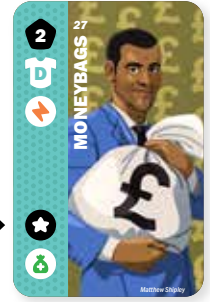
2 ⭐ symbols



1 of each symbol

SPECIAL ABILITY







Some cards in the **Free Agent Deck** have a **Special Ability** . This **Special Ability** allows you to add this card to a bid after bids have been revealed, in any round. Using this card on a bid that already has its 3 card spaces filled is allowed. A player may wait to hear what other players have bid before deciding if they need or want to add this card to their bid. If you receive this card as compensation, you may either add it to your Manager Board or discard it for 2 .



GAME END AND SCORING

After 7 rounds of building your team, it's finally **Matchday** and each player's **Best 11** is ready for scoring!

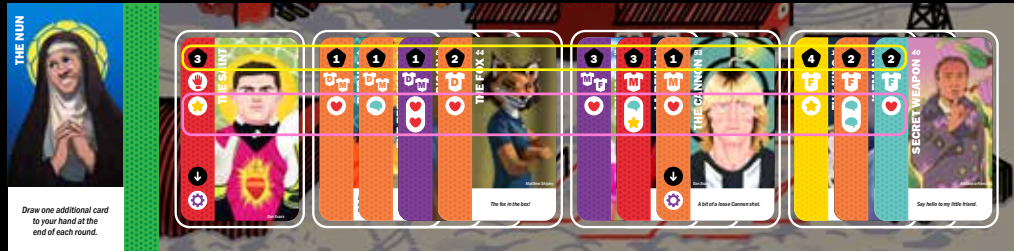
There is no penalty for a player who is unable to recruit a total of 11 cards.

- **Money Cards:** 1 point for each  left in your hand
- **Tactical Cards:**  points indicated on card is objective is completed
- **Base Point Values** of each card
- **Symbols:**    


Number of Symbols	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 11** with a greater total **Base Point Value** wins. If there is still a tie the players go out back and have a penalty shootout.

SCORING EXAMPLE




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



7 

+7

Cards with a base point value of 1


2  per card

(29% of cards)

4 CARDS

+8


Multi-position cards

2  per card

(17% of cards)

4 CARDS







+8

Have no  symbols in your Best 11

7

YES

+7

PLAYERS		ELISE
MONEY 1/ 		7
TACTICAL CARDS 		23
KEEPER & FREE AGENT BASE POINT TOTALS		23
 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		81

APPENDIX

SIGNING BONUSES

Signing Bonuses are activated immediately following the end of each auction. They only can be used once, and are only eligible for cards WON at auction



Draw 2 cards and keep 1

You can either discard one of the 2 cards you just took from the pile, 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**. *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. If you add a card with a **Signing Bonus**, activate it now.



Draw one extra Free Agent card to your hand

When replenishing the **Free Agent Cards** in your hand at the end of the round, choose one extra card allowing you to start the next round with 6 cards instead of 5.



Reuse the Signing Bonus of a card already on your Manager Board

Activate any one **Signing Bonus** of a **Free Agent Card** on your **Manager Board** (whether the card was won or given as compensation).



Add a card to your Team from the discard pile

Pick up the top ten cards from the **Free Agent discard pile** and select one to add directly to your **Manager Board**.

MANAGER BOARDS



The Handyman: Add one to the count of each symbol type for your Best 11 when scoring at the end of the game.

- (Ex: at the end of the game, you have 3 brains and 5 stars in your Best XI. Score as though you had 4 brains and 6 stars)



Son of Fury: Arrange cards in any formation, but no more than 5 cards in any one position and at least 1 card in each position.




The Nun- Draw one additional Free Agent card to your hand at the end of each round. You will start each round with 6 cards in your hand instead of 5.



The Brain- Draw 3 cards and keep 2 at the start of the game.



Sheikh- Once per round if one or more OPPONENTS recruit their own card at auction collect 3 .

- If more than one player recruits their own card at auction, still only collect 3 
- This does not apply to any card that you put up for auction and recruit to your own **Manager Board**.