

Author:
Corné van Moorsel
Artwork:
Christof Tisch

BASKET BOSS



Number of players: 2-5 Duration: 50 minutes Ages: 10-100

CONTENT

- 1 game board
- 35 free agents + 2 injury tiles
- 24 trophies and 5 medals
- 36 Basko coins
- 4 specialists
- 5 team boards
- 5 season bars
- 5 discs
- sticker sheet with 5 team logos and 10 »season bar«-stickers

- BEFORE THE FIRST GAME:**
- Apply the 5 logo-stickers on the 5 discs.
 - Fold the ends of the 5 season bars back on themselves (1).
Apply the »season bar«-stickers around these folded sides (2).

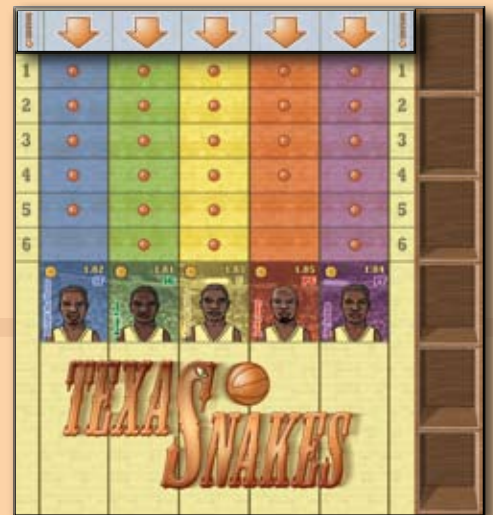


WORLD LEAGUE

A new basketball league has been founded. Each season the team managers can make their team better by buying good players from the transfer market. Build up the best team!

PREPARATION

- Each participant chooses a **team board**. From now on you will be called »team« or »manager«. (While the basketball players will be referred to as »players«.)
- Give each team 1 **season bar**. Place this at the top of your team board, just above season number 1.
- Give each manager **11 million Basko**. (Money amounts are never secret.)
- Place the **game board** in the middle. On this board, place:



- The participating **team logos at 10** on the strength track.

- Shuffle the **35 free agents** and the **2 injury tiles** together. Place these as a face-down pile.

Fill Transfer Market

(see example at 3rd page) Turn a tile face up from the pile to place on the first spot, then a tile on the second spot and so on. Continue until these tiles show more millions (coins at the players' pictures) than there are teams in the game.

(Example: 4 teams → 5 or more coins)

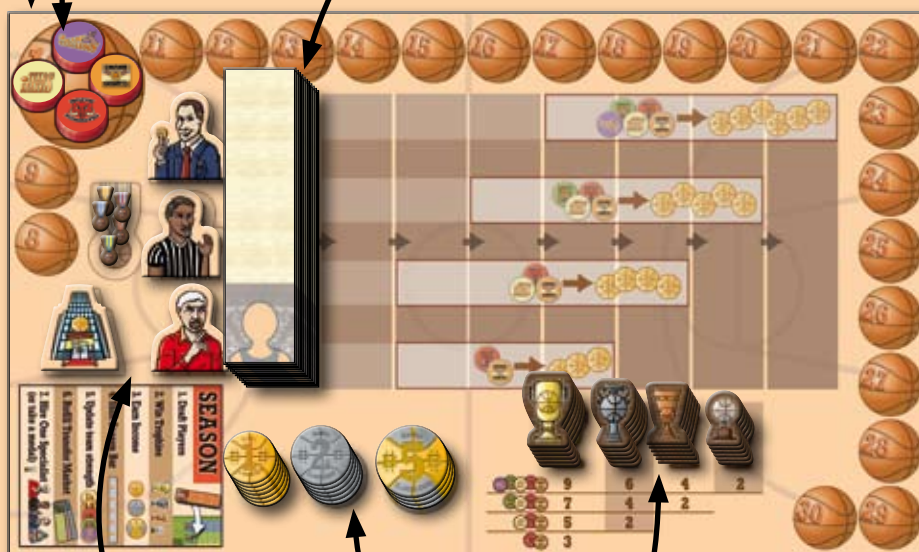
In addition, the minimum and maximum number of tiles (including injury tiles) is:

In case of **5 teams**:
minimum 4 and maximum 7 tiles.

In case of **4 teams**:
minimum 3 and maximum 6 tiles.

In case of **3 teams**:
minimum 2 and maximum 5 tiles.

In case of **2 teams**:
minimum 2 and maximum 4 tiles.



- The **4 specialists** and the **medals** on their images.

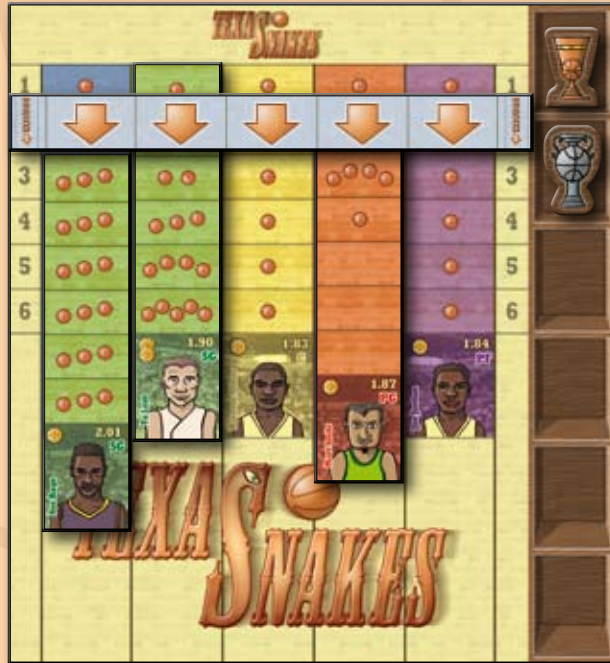
- The remaining coins in 3 piles (1, 2 and 5 million) on the Basko pictures. This is the **Basko-stock**. (Money is unlimited.)

- The **trophies** on their spots:
In case of **5 teams**: Place all trophies.
In case of **4 teams**: Place only the gold, silver and bronze trophies.
In case of **3 teams**: Place only the gold and silver trophies.
In case of **2 teams**: Place only the gold trophies.

THE PLAYERS

Each player's expected **value** in his 1st up to his 6th season is indicated by 0–5 basketballs. The background color shows what **type** of player he is. The coins show the **profit** that he brings to your team each season. The number indicates his **height**.

It is season 3. Texas Snakes just bought Ave Rage, whose value is 3 each season (3 basketballs). The other shooting guard (SG, green background), is Ta Lent, a promising young player who improves each season. The point guard (PG, red background) is at the end of his career. If you don't substitute for him before season 5, his value will drop to 0.



TROPHY CABINET

The best teams in each season win the trophies. Try to win the most valuable trophies during your 6 seasons as team manager.

In season 1 Texas Snakes placed third, in season 2 second. So Snakes has one bronze and one silver trophy.

TEAMS

Your lineup of 5 players determines the power of your team. The strength of each team is equal to the 5 players current values plus the number of different types of players.

In season 3 the strength of Texas Snakes is 15. Because 3+2+1+4+1 basketballs (player values) plus 4 different types of players (4 colors) equals 15.

SEASON

Each season consists of 7 phases. Conduct each season in the order below.

1. DRAFT PLAYERS

A. Bid for a player

The managers first bid on the first player at the transfer market. Each season the tallest team manager starts bidding 1 or more million Basko, or passes. In clockwise order managers **overbid or pass**, until all but one team manager passed. (Place your bid above your team board, so everyone can see who is still bidding.) The highest bidder gets the player (and pays the bid to the Basko-stock).

B. Add the new player to your team

Place this new player tile in one of your 5 player columns. Place the top of this tile (the first of the 6 season spaces) **adjacent to the season bar** (don't shift it under the season bar!). The new tile covers the player depicted on your team board (or covers a player you purchased in the past). This means the covered player is out of your team line-up, substituted by your new player.

C. Shift your logo on the strength track

Move your logo to match the **current strength** of your team.

The next auction starts for the next player on the transfer market. The manager to the left of the previous winner starts the new auction. Each manager can bid in each auction. Auctions continue until the transfer market is empty. If no-one bids for a player, that player goes out of the game.



The Giraffes manager buys the player above in the first auction of the first season. He places the tile on his team board on his small forward (SF, blue) to substitute for him. The new player has a value of 3 (instead of 1), so the strength of the Giraffes team rises from 10 to 12.

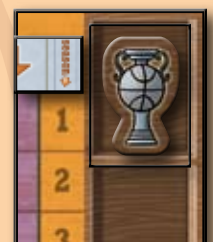


First auction the first placed tile.

2. WIN TROPHIES

After all free agents are auctioned, the team strengths are set for this season. The gold, silver, bronze and crystal trophies go to the teams in accordance to their **positions on the strength track**. In case of equal positions, the better team is the team with the **tallest player**. If that is equal too, these tied teams get no trophy. (The bought players all have a different height.) Place each trophy won in your trophy cabinet.

In the first season one team reached a higher strength than the Giraffes, the other teams lower. The second place brings the Giraffes the silver trophy this season.



3. EARN INCOME

Give each team **Basko millions**, equal to the number of coins **depicted at their current 5 players**. Some players bring 2 million each season (show-boaters), some 0 (boring players), some 1 million (normal).



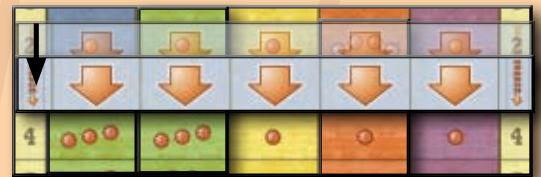
The income for this team is $1+2+1+1+1$ is 6 million Basko.

4. SHIFT SEASON BAR

Slide each season bar **down 1 season**. So that the 5 arrows point to the players' next season value.

If a player now has no value (no basketballs), then you turn his tile face-down. So his coins, background color and height don't count too.

Two players depicted on your team board bring 0 value if they are still in your line-up in season 5 or 6. Then place something (a face-down player tile, if available) on that player to make clear that he doesn't count anymore.



Here it was season 3. You shift the season bar 1 row down to make the arrows point to the players' values in the new season: season 4.

5. UPDATE TEAM STRENGTH

Shift your logo on the strength track to match your **current team strength** (inclusive Referee-point).

In the image above the players have value 3, 3, 1, 1 and 1 (the basketballs) with 4 different types of players (the 4 colors). That makes level $9+4$ is 13 on the strength track.



6. REFILL TRANSFER MARKET

Turn **free agents** face-up from the pile, as described in »PREPARATION«.

(When the face-down draw pile is empty, which can happen in the final season, continue with phase 7.)



Roo Kie is a very talented young player. **Exceptional:** his first season he has no value! In later seasons he will be valuable, so you don't turn him face-down. So his color (yellow) and height do count in his first season.

Suppose 3 team managers are in the game. Then you stop turning tiles face up when you see 4 or 5 coins at the player pictures. So the transfer market this season has 4 new players.

7. HIRE A SPECIALIST



OR TAKE A MEDAL



Take 1 of the 4 specialists, or a medal. The lowest team on the strength track has first choice, then the second-lowest team, then the third-lowest team and so on.

Example: Snakes and Giraffes share the last place on the strength track. Snakes' tallest player is 2.08, Giraffes' 2.17.

Then Snakes is lower in the strength order, so chooses first.

(Exceptional: If the tallest players are both 1.85m, then the tallest manager chooses first.)

Each specialist (and the medal) can only get chosen once per season. A medal you place in your trophy cabinet. There medals are save forever. A specialist you place near your team board. In following seasons you can keep your current specialist, or take one from another team or the board, or take a medal. Only if you take over a specialist from another team, you pay 1 million to this specialist (add to the Basko-stock). If you take a new specialist, or the medal, you place your old specialist (if you have one) back on the game board.

THE 4 SPECIALISTS (You can read this the first time phase »7.« starts.)

• Referee

The Referee **increases your team strength by 1 point**. In addition, he is **tiebreaker** for winning trophies, instead of the tallest player. In case of equal strength, the team with the Referee gets the better trophy. If **other** teams have equal strength, they can bribe the Referee to get the better trophy. They bid him Basko simultaneously, highest bid wins. If the highest bids are equal, then the highest bidding team with the tallest player wins.

Half of the winning bid (rounded up) goes to the team with the Referee. Add the other half to the Basko-stock.

If 3 (or 4) other teams tie, then the second (or also third) highest bid wins the next-most valuable trophy.

WHEN? After all managers chose a specialist (or the medal): Add 1 point on the strength track if you just drafted the Referee to your team. Lose 1 point on the strength track if you just lost the Referee.

Only during »2. Earn Trophies« the Referee helps with ties.



• Player Agent

The Player Agent serves you at the transfer market. For a new player you can **overbid by bidding the same** as the currently highest bid. And, if you win the auction, you **pay 1 million less** than your winning bid.

WHEN? Only in phase »1. Draft Players«. He plays no role in avoiding injuries or bribing the Referee.



You have the Player Agent and the currently highest bid by another team manager on a new player is 4 million Basko. You bid 4 million Basko too. (You must have 4 million to do this.) That is enough to overbid. If no other team overbids you, you get the player for 1 million less, so you pay 3 million Basko.

• Trainer

The Trainer develops players quick. He makes that some players reach the level they would normally reach next season. You slide them **1 season space up** under the season bar (not in opposite direction!). Adjust your strength track level accordingly.

WHEN? After all managers chose a specialist (or the medal), choose which players in your team get developed by your Trainer. And for each player you purchase during »1. Draft Players« you must decide immediately if you train him (slide 1 season space up directly).



• Banker

The Banker gives you **interest** on saved money, up to a maximum of 4.000.000,- Basko per season.

WHEN? After »2. Win Trophies« you count your money and receive the corresponding interest.



- | | |
|-------------------------|----------------------|
| 2 or 3 million saved | ➔ 1 million interest |
| 4 or 5 million saved | ➔ 2 million interest |
| 6 or 7 million saved | ➔ 3 million interest |
| 8 or more million saved | ➔ 4 million interest |

MEDALS

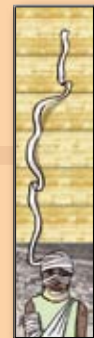
A medal means that you attended a small tournament. Each medal is **1 point** in the end score.



INJURIES *(You can read this when an injury tile appears between the players on the transfer market.)*

When an injury tile is the auction tile, the »bidding« works different. All managers secretly choose how much they spend to **health costs**, and reveal the chosen amount simultaneously. The manager with the **lowest** chosen amount, doesn't pay that money (!), but gets the injury tile (!). **All other managers pay their chosen amount** (to the Basko stock). Place the tile on your tallest player (he is most injury-sensitive). His current value, player type, height and profit do not count now. If you later overlap the player by a new player from the transfer market, you discard the injury tile. Otherwise later this season (after »3. Earn Income«) you discard the injury tile: then the player recovered.

If 2 or more team managers chose the lowest amount, then the injury goes to the tallest player in these teams. If that is equal too, then no-one gets the injury and all team managers pay their health costs. The manager to the left of the »injured team« starts bidding for the next tile.



BEST TEAM MANAGER

In the 6th season you only play »1. Draft Players«, »2. Win Trophies« and »3. Earn Income«.

Now your manager job finished. To determine your success you add:

- Your **current team strength**.
- All your **trophy points** (see table).
- 1 point per **medal**.
- 1 point per 5 million **Basko**.

TIP:

Add the points of your trophies, medals and Basko to your value on the strength track by shifting your logo. If you pass 30 points, move your logo to the 11-spot and continue counting (remember the 20 points). This gives an overview over the relative scores of all team managers.



5 teams	9 pt	6 pt	4 pt	2 pt
4 teams	7 pt	4 pt	2 pt	
3 teams	5 pt	2 pt		
2 teams	3 pt			

Example: 4 teams participate in the game. Over 6 seasons you win 1 gold (7 points), 2 silver (2x4 points) and 1 bronze (2 points) trophies, totaling 17 points. You have 1 medal (1 point), 8 million Basko (1 point) and your current team strength is 22. Your final score is 17+1+1+22 = 41.

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Publisher: **Cwali**
Einsteinstraat 4H
6227 BX Maastricht
Netherlands
tel: 0031-640-893506
info@cwali.nl
www.cwali.nl