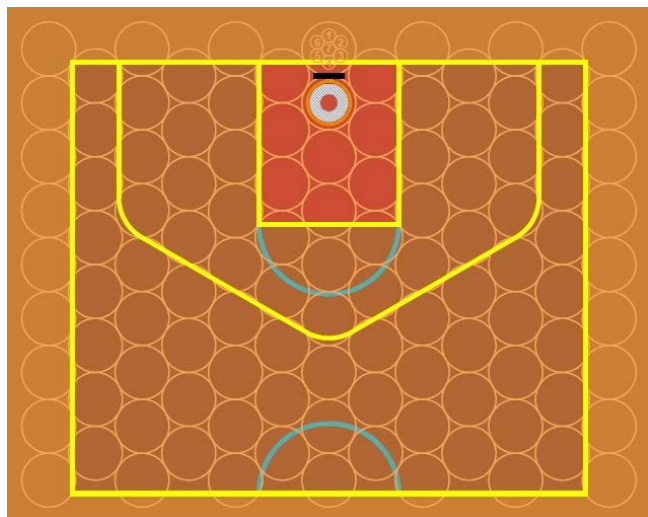




Miguel Marqués

BASKETmind

"The Special Players"

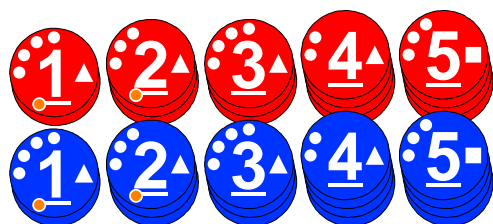


Have you get used to the basic players? Their variants will raise new challenges: a better shooting guard and center, that will force you to watch the perimeter even more; a faster forward and center, that will reach the basket more easily; a shooting guard, that will create more pass lines...

COMPONENTS

In **BASKETmind** the coaches must combine on the court the characteristics of the different player types in order to optimize the scoring probability. In the base game there were two teams, *Red* and *Blue*, with 5 players each: the guards (1) of height 1, the forwards (2-3) of height 2, and the centers (4-5) of height 3.

We suggest to play at least the first games with the basic players, since having only three different player types will make assimilating the rules and game-play easier. But if you want to add a bit more depth to the game, this expansion introduces an improved variant of the 5 players:



As in the base game, the number of circles on the left indicates the circles he can move, the symbol on the right the die he uses to shoot (■=d6, ▲=d8), and the small ball the "Guard ability" (gives one extra ball action). They are easily distinguished by their underlined number.

The improvement affects only one characteristic: move, shot or ball ability. The ball abilities of the guard and the variant forward 2 are not cumulative: even if both are involved during your turn, you have only one extra ball action.

PLAYING MODES

Each player can replace only his corresponding basic player: *you always need to have one number each from 1-5!* We suggest two playing modes to introduce them:

- **Better Teams.** If you want to simulate a better team, you can allow a given number of variant players for one of the teams: for example, Argentina may use 2 variant players, Spain may use 3, USA all 5, etc.

In this way you can also make the game more balanced against a beginner. Allowing from 1-5 variant players provides for a very wide range of balance between two players of different levels.

- **Draft Game.** If both players have a similar level, you can choose to improve both teams for a higher variety. Before the game, agree on how many variant players can be chosen, and choose them secretly behind your hand.

Remember that you can find the answer to any question or doubt about the game or this expansion at the BGG game's page, <http://boardgamegeek.com/boardgame/106969>.