



Designed by: Bruno Maciel

Edition 1.1



1-4 players



25-45 min

RULEBOOK

GAME OVERVIEW AND GOAL

In Draft Day: Soccer Edition, you play the role of soccer club managers.

Build a team, develop your players through practice sessions and improve the club's infrastructures.

In the meantime, fans are very demanding and, in order to please them, you must fulfill some goals.

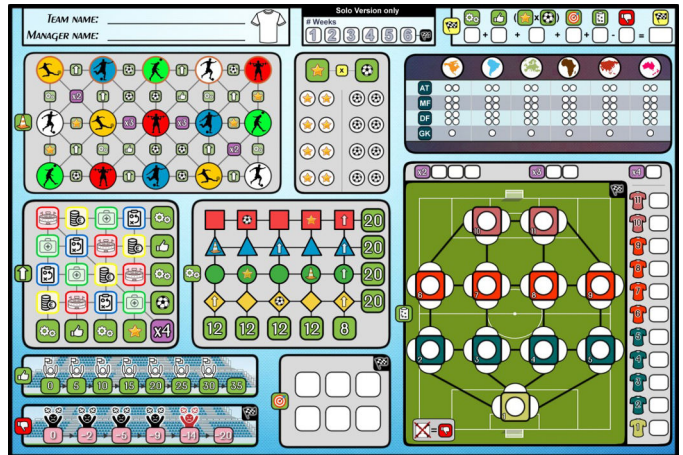
Assemble the best possible team, take advantage of synergies between players and lead them to stardom!

In DDSE, you can score points in several possible ways. The player with the most victory points is declared the winner!

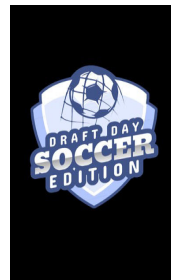
CONTENTS

A. Player Board Sheet	4
B. Marker	4
C. Game Cards	176
D. Goal Cards	35

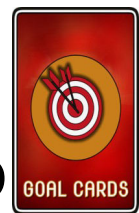
A



B



C



D

SETUP

1. Give each player:

- a player board sheet;
- a marker;

2. Shuffle all the **Game**

Cards and create 3 decks.

Then, each player draws 5 cards from any pile.

3. Shuffle the **Goal Cards**

and put 4 of them face up in the middle of table. Then deal 2 to each player, who must discard one and keep one. (personal goal)

WEEK PHASE OVERVIEW

At the beginning of the week, each player receives 5 Game cards. Each card represents an action taken each day of the week.

On the eve of the weekend, players are given a day off, so a card will be discarded.

During the Week Phase, the sequence of play is simple. From the cards in our hand, we pick one and give the rest to the opponent to our left, unless we have 2 cards. In this situation, we pick one and discard the other.

WEEKEND PHASE OVERVIEW

The Weekend Phase begins when players have discarded one of the two last cards, or when the end of the game has been triggered.

In this phase, players check if they have completed any goals, whether they are face up on the table or our personal goal.

If the end of the game was not triggered, play proceeds as normal back to the Week Phase.

3 Player Setup Example



How to Play

DDSE is divided in 2 different phases: Week Phase and Weekend Phase.

The game starts with the Week Phase and it will end with the Weekend Phase.

WEEK PHASE:

At the start of the week, each player draws 5 **Game Cards**. Then, simultaneously, each player picks one card to play, fills their player board sheet and gives the rest of the cards to the player to their left.

Players will repeat this process until they get the last 2 cards.

When this happens, pick one to play and discard the other one (instead of passing it to the player to their left). This will mark the end of the week and, thus, we move on to the next phase.

WEEKEND PHASE:

At the Weekend Phase, players will check if they have achieved any of the **Goal Cards** (face-up and/or personal goal). More than one goal can be claimed in this phase and a goal can be claimed by multiple players.

Each claimed Goal Card is scored on the players' personal board, discarded and replaced by another one from the Goal Card deck, until there are 4 **Goal Cards**, face-up, on the table.

Then, if you reached your personal goal, discard it and draw another one from the Goal Card deck.

If the endgame condition has not been triggered, then proceed to the Week Phase.

If a player has completed 6 Goal Cards, the game will end immediately at the end of this phase.

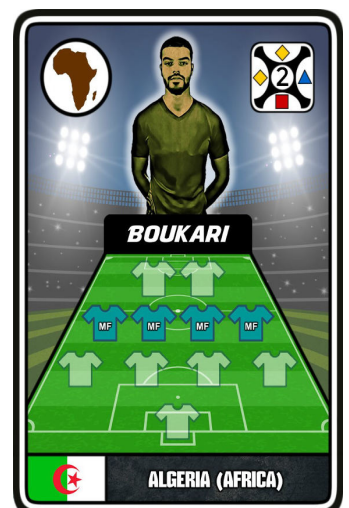
Game Cards

PLAYER CARDS

One of the cards you can choose on your turn is a **Player Card**.

When you pick one of these cards, go to your **Player Sheet** and fill one of the valid spaces, according to the player's position on the field.

- 1) Write his skill level (1 to 5) in a valid space;
- 2) Fill the synergy spaces with the shapes presented on the card;
- 3) (*Optional*) Fill your **Data Tracker** (Continent and field position).
- 4) If the same shape matches with another player's in a line of synergy, go to the **Synergy Box** and cross out the shape(s) you've just matched.
- 5) If the shape you've crossed out has an icon on it, you gain a bonus corresponding to that icon.



Example

The screenshot shows a football management interface with several key components:

- Team Name:** _____
- Manager Name:** _____
- Player Selection Grid:** A grid of player cards with various icons and multipliers (x2, x3, x4).
- Synergy Box:** A grid of colored squares (red, blue, green, yellow) with geometric shapes (square, triangle, diamond) and numbers (20, 12, 8). A red 'X' is placed over a red square.
- Data Tracker:** A table with columns for player positions (AT, MF, DF, GK) and rows for different regions (Africa, Asia, Europe, South America, North America). A red 'X' is placed in the MF row under the Africa column.
- Football Pitch:** A diagram of a football pitch with player positions numbered 1 through 11. A red 'X' is placed over the number 1.

Steven picked a **Player Card** (Boukari). Then, (1) he wrote down his skill level on a valid space (since he is a Midfielder, Boukari can only be placed in the Midfielders's line). Next, (2) he filled the 4 blank spaces with geometric shapes, matching these shapes with those found in the card. Steven (3) fills some information about the player he has just picked. He goes to his **Data Tracker** and checks a box that identifies Boukari as a Midfielder from Africa.

If one or more shapes matches with the same shapes in a line of synergy, he gets a Synergy Bonus. Since, Boukari has a square at the bottom, that matches to another square of a player that was previously picked, Steven (4) crosses out a square of his choice in the **Synergy Box**. He crosses the square with a ball on it, so (5) he crosses out a ball in the **Star/Ball** section.

IMPROVEMENT CARDS

One of the cards you can choose on your turn is an **Improvement Card**.

There are 4 types of improvements (and each one has a color associated with them).

When you pick one of these cards, go to your **Player Sheet** and fill one of the valid spaces, according to the color/type of your card's improvement.

1) Cross out a square that matches the color/type of the card you've just picked;

2) If you completely filled a line (horizontally, vertically or diagonally) in the Improvement Section, immediately get the corresponding bonus;



Example



Steven picked an **Improvement Card** (New Sponsor—yellow). Then, (1) he goes to the **Improvement Section** and crosses down a yellow box, that has not been crossed yet. Since he chose to cross the yellow box at the bottom of the **Improvement Section**, he completes a line, that gives him a **Ball** bonus.

Since Steven got a **Ball** bonus, he goes to the **Star/ball** section and (2) crosses out a ball icon. In this example, it is the second ball he is crossing during the game.



PRACTICE CARDS

One of the cards you can choose on your turn is a **Practice Card**.

There are 5 types of practices (and each one has a color associated with them).

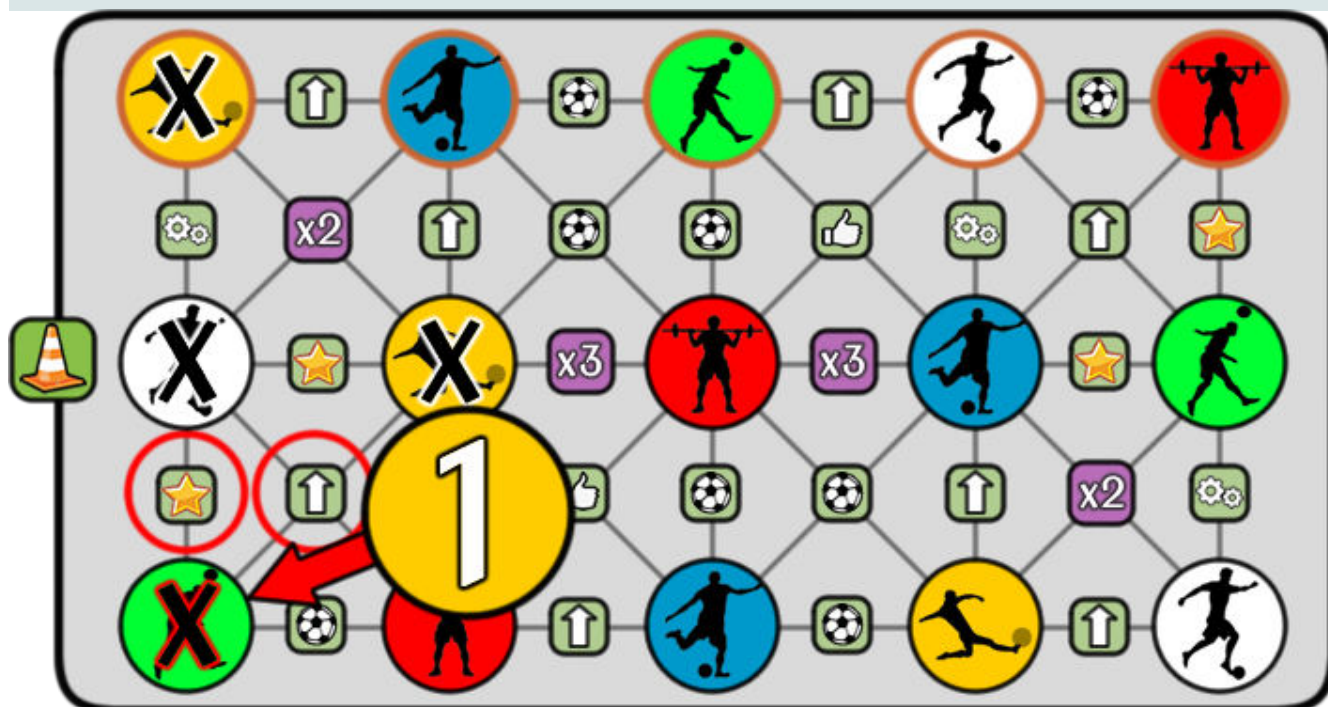
When you pick one of these cards, go to your **Player Sheet** and cross out one of the uncrossed spaces, according to the color/type of your card's practice in the **Practice Section**.

- 1) Cross out a space that matches the color/type of the card you've just picked;
- 2) If the space you've just crossed out it's linked to another space

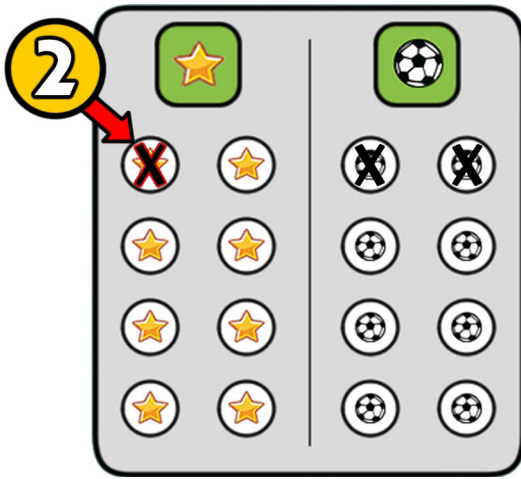


Note: You must start your Practice sessions from the top row! Once a top row Practice session has been crossed out, you can now proceed to other Practice sessions that are adjacent to the ones already crossed out.

Example



Steven picked an **Practice Card** (Heading—green). Then, (1) he goes to the **Practice Section** and crosses down a green space, that has not been crossed yet. He could have crossed out the top green space, since you must start from the top. But as he already crossed the yellow top space, and then the middle white space, the bottom green is considered adjacent, so it is a valid space. Crossing that green space gives Steven 2 bonuses: a Star and an Improvement Bonus of his choice.



(2) As a result of getting a Star bonus, Steven goes to the **Star/Ball section** and crosses out a Star. But, he got an **Improvement bonus** as well, so he goes to the **Improvements Section** and crosses out a space of his choice. He chooses the red space, completing a line that gives him another bonus— a **Fans' Thumbs Up**.



As Steven got a Fans' Thumbs Up, he goes to the **Happy Fans' Section** and crosses out the leftmost empty space. With this last action, a series of chain events comes to an end.

EVENT CARDS

One of the cards you can choose on your turn is an **Event Card**.

There are 2 types of events (a Thumb's Up and a Thumb's Down).

If you pick one Thumb's Up card:

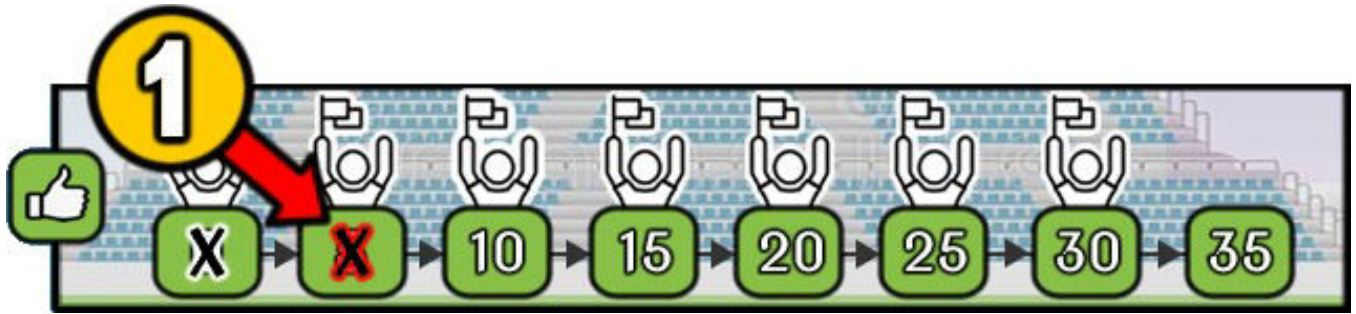
1) Cross out the leftmost empty space of the **Happy Fans' Section**;



If you pick one Thumb's Down card (usually this happens when you don't have any other choice):

2) Cross out the leftmost empty space of the **Unhappy Fans' Section**.

Example



Steven picked one Event Card with a **Thumb's Up**. So, he goes to the **Happy Fans' Section** and (1) crosses out the leftmost empty space.

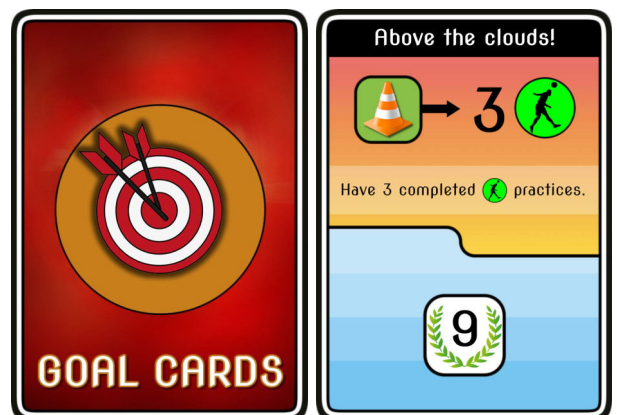


If Steven had picked a **Thumb's Down** card (probably, because his opponent passed him 2 of these cards), then he would cross out the leftmost empty space of the **Unhappy Fans' Section**.

Goal Cards

Goal Cards will earn you points if you fulfill some criteria established by these cards.

These cards can only be scored in the **Weekend Phase** and you'll be able to score as many cards as the goals you have achieved.



In each **Weekend Phase**, there are 4 face-up cards in the table that can be claimed, plus the one you have as a **Personal Goal Card**.

Those cards are scored in your **Player Sheet** and you can only score 6 times during the game.

Example



	North America	South America	Europe	Africa	Asia	Oceania
AT	○○	○○	○○	○○	○○	○○
MF	○○	○○	○○	○X	○○	○○
DF	○○	○○	○X	○○	○○	○X
GK	○	○	○	○	○	○

Of the 4 cards in the table, Steven claims one **Goal Card** (this one on the left). It says you get 14VPs and a **Thumb's Up** bonus, if you have a player from Oceania

in your roster. (1) Steven checks his **Data Tracker** and he confirms that his team has a player from that continent.



(2) Steven goes to the **Goal Cards Section** in his **Player Sheet** and writes down the corresponding VPs that he earned for that **Goal Card**.

Had he claimed more Goal Cards during this Weenkend Phase, he would write down the corresponding VPs of each Goal Card in a different empty box.



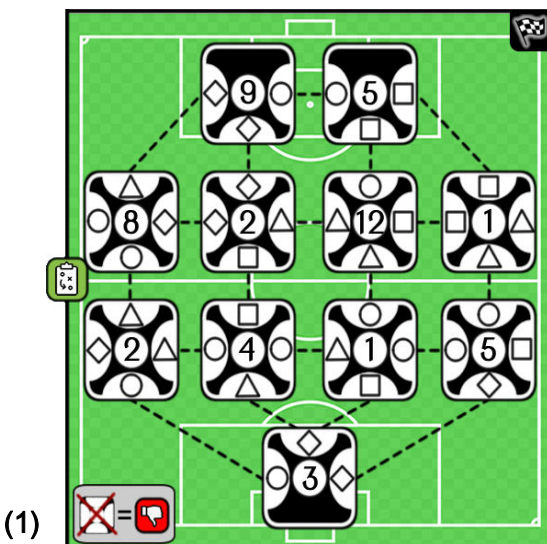
(3) Since the **Goal Card** that Steven claimed has a **Thumb's Up** bonus, he goes to the **Happy Fans' Section** and crosses out its leftmost empty space.

Game End

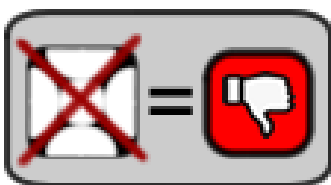
A game of Draft Day: Soccer Edition can possibly end in 3 different ways:

- (1) A player completes his roster during the Week Phase (Go immediately to the Weekend Phase) ;
- (2) A player filled the last empty space in the Unhappy Fans' Section — Red Fan (Go immediately to the Weekend Phase);
- (3) A player fulfilled his 6th Goal Card during the Weekend Phase.

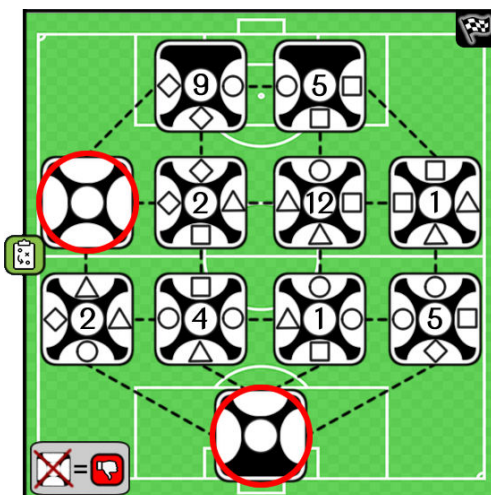
Example



(1) Steven picks a **Player Card** and completes his team, since there are no more vacant spaces to fill. The endgame has been triggered! Steven discards all the other cards, instead of passing them to the player on his left. His opponents will do the same.



Now, each player checks how many vacant spots were left open on their respective teams. For each vacant spot, players' have to cross out a space on their **Unhappy Fans' Section**.



As Steven triggered the end of the game, Sophie checks how many vacant spots were left open. Since, she had 2, now she crosses out 2 spaces on her **Unhappy Fans' Section**.



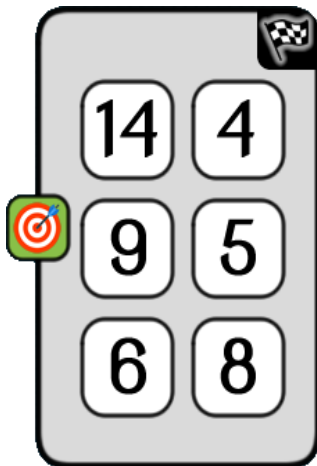
(2)



(2) Steven receives 2 cards from Sophie. Both are **Thumb's Down** cards, so he has to pick one and discard the other one. He has no choice but to pick a **Thumb's Down** card. Steven crosses out the leftmost empty space in the **Unhappy Fans' Section** and reaches the Red Fan. The endgame was triggered and players will immediately proceed to the Weekend Phase.

Players now check if they have vacant spots on their team's roster and cross out spaces on their Unhappy Fans' Section, if applicable.

(3)



(3) At the Weekend Phase, Steven claims one **Goal Card** worth 8VPs and now he has completed 6 **Goal Cards**. The Weekend Phase continues until players have checked if they have reached any goals. They no longer advance to the next Week Phase, since the game ends right here!

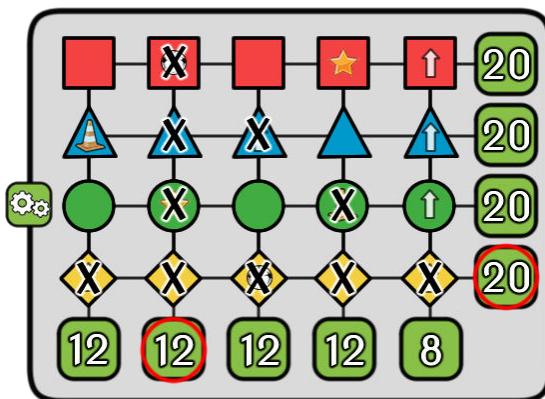
Players now check if they have vacant spots on their team's roster and cross out spaces on their Unhappy Fans' Section, if applicable.

Note that the game will always end in the Weekend Phase, regardless of the criteria that triggered the end of the game!

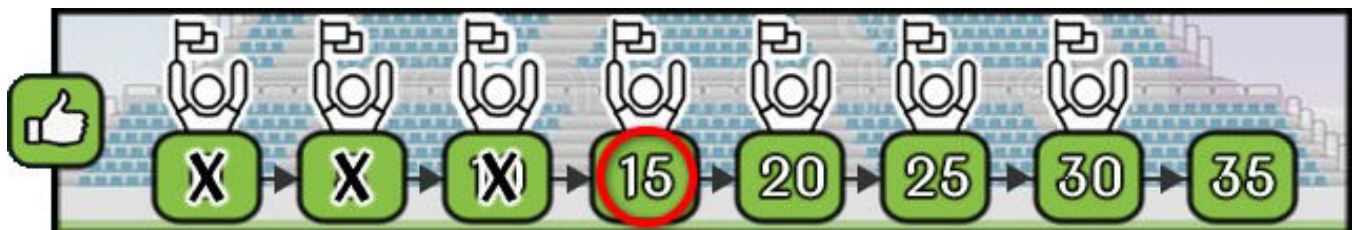
Scoring

When the game ends, each player has to add points from the different sections. The player with the most victory points is declared the winner!

So, let's see how well did Steven do in this game:



First, let's check his **Synergy Box Section**. He scores 12VPs from the 2nd column, plus 20VPs from the last row. He only scores completed rows/columns. The sum gives him 32 points!

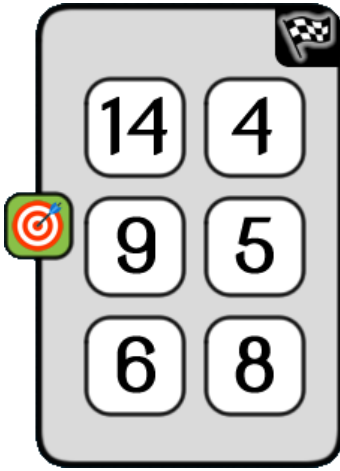


Now it's time to check his **Happy Fans' Section**. The leftmost empty space is worth 15VPs!



Then, we proceed to the **Star/Ball Section**. Here you multiply the number of stars you've crossed out with the balls. Since Steven crossed out 2 Stars and 5 balls, he'll multiply 5×2 and it will earn him 10VPs.

Note: The max VPs you can earn in this section is 64VPs



Now, let's check his **Goal Cards Section**.

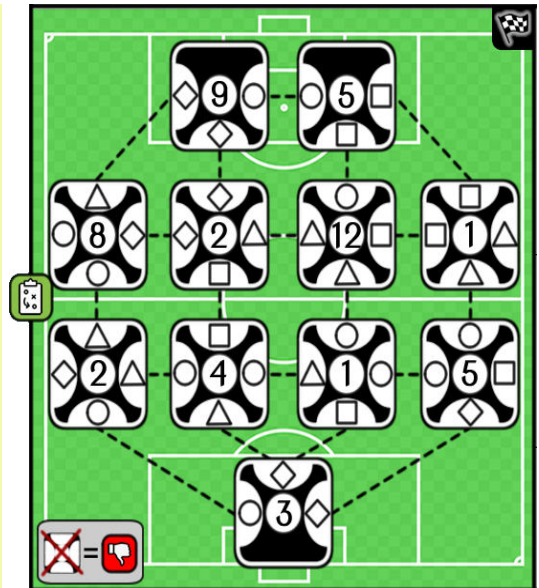
Steven achieved the maximum possible amount of **Goal Cards** — 6! He sums all the VPs from each Goal Card and this section will earn him 48VPs!

Note: Steven triggered 2 different endgame conditions!

Then, we'll check how many VPs did his **Roster** earned him. Here we add the points corresponding to each athlete skill level on his team. Each skill point equals 1VP.

He totals 52VPs in this section!

Note: Some players have seen their level increased by the Boos Effect.



Finally, we subtract points according to this section. The leftmost empty space indicates how many points we must subtract. Steven subtracts 5VPs from his total.

$$\begin{array}{ccccccccccc}
 \text{Gear} & \text{Thumbs Up} & (\text{Star} \times \text{Ball}) & \text{Target} & \text{Clipboard} & \text{Thumbs Down} & \text{Checkered Flag} \\
 32 & + & 15 & + & 10 & + & 46 & + & 52 & - & 5 & = & 150 \\
 \text{Checkered Flag} & & & & & & & & & & & &
 \end{array}$$

It's done!!! Steven scores 150 VPs!!!

In the event of tie, the tiebreaker is as follows and the winner is:

- 1) the player who claimed the highest Goal Card;
- 2) the player who scored the most VPs in his/her Happy Fans' section;
- 3) the player who scored the most VPs in his/her Roster section;
- 4) the player who least used Boost Effects;
- 5) the player with the least unhappy fans;

Frequently Asked Questions

Q: What happens if my opponent passes me cards that I cannot use?

A: When that happens, you are unable to pick a card, so you must discard one and pass the others to the player to your left. In this case, you must cross out a space on the Unhappy Fans' Section, as fans don't like when you can't do anything!

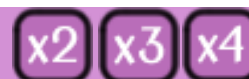
This situation can occur in different ways! Examples:

- A) My defensive line is completely filled and all the cards passed by my opponent are Defenders;
- B) My opponent passed me 2 cards. Both are Thumb's Down cards;
- C) My opponent passed me a Green type of practice and an Attacker. I already crossed out all the Green practices and completely filled my Attackers line.

Q: What happens if I reached 2 or more Goal Cards in a given Weekend Phase, but I only have 1 empty slot left?

A: In this case, you'll have to choose which Goal Card you prefer to claim, since you can only claim 6 Goal Cards during the game.

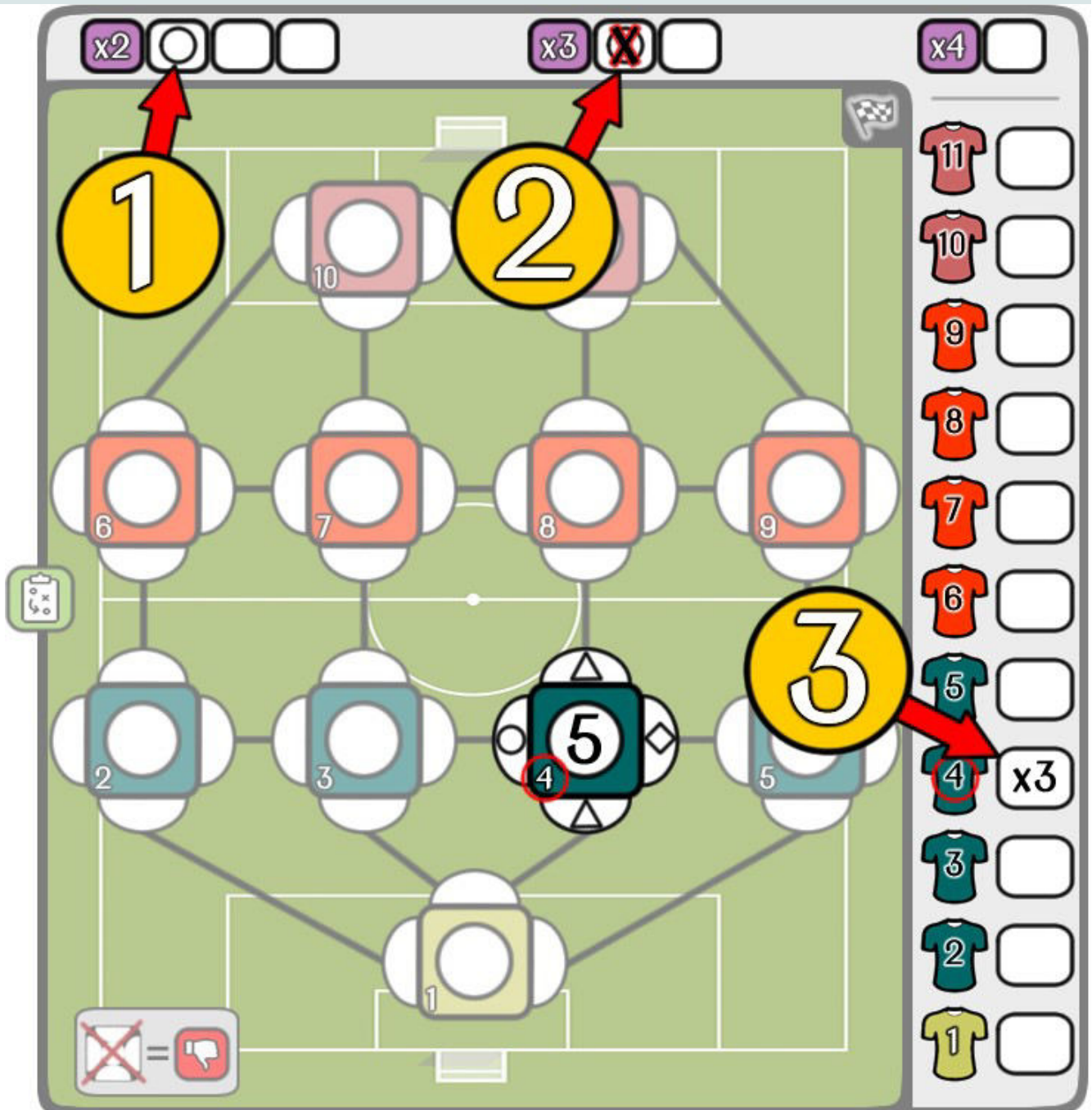
Q: What happens when I get a x2, x3 or x4 bonus (Boost Effect)?



A: It means you have a Boost Effect you can use later to increase a player's skill level. You can activate your unused Boost Effects at any time to multiply the Player's skill level by the value of the Boost Effect you're activating.

Note that each player can only be "boosted" once.

Example



Steven has 2 unused boost effects. A x2 and x3 boost effect. He decides to use one of them. (1) The x2 boost Effect is available to use at any time, when he decides to. He put a circle in a x2 space to remind him that is unused. He has a circle in the x3 space as well, but since he's using it, he now crosses it (2). He'll use it with the player jersey's number 4. That defender was a skill level 5, but now he'll be considered as level 15! That boost effect bonus gave Steven a multiplier (x3). He could have chosen another time to use it. That defender can no longer have more boost effects used over him. The x2 boost is still available and can be used later in an another player.

Q: If I get multiple bonuses in the Practice section at once, in which order should I use them?

A: When you cross out a space in the Practice section and you get more than 1 bonus at once, you can choose the order you use them, in order to make the most of them.

Q: Can I replace a Player in my roster?

A: No! A player already selected will remain in the roster until the end of the game.

Q: At the Weekend Phase some Goal Cards were claimed, discarded and replaced by other Goal Cards. I reached the criteria to claim these new Goal Cards, can I claim them?

A: No! The Goal Cards that have now come into play, can only be claimed in the next Weekend Phase.

Q: Can I score a Goal Card during the Week Phase?

A: No! The Goal Cards can only be claimed in the Weekend Phase.

Q: Can I rearrange the shapes' position of the Player I've just picked?

A: No! You must respect each shape's position. If a Player has a square in the bottom, you must put that square in the bottom. The same for the other shapes.

Q: There is a Goal Card that says that I got to have 2 Attackers of level 5. If I have an Attacker with a skill level higher than 5, is that Player considered for this goal?

A: No! The Goal Cards will only reward players with 2 Attackers of skill level of 5. It must be of that exact skill level. The same for the Goal Card that requires an "x" number of Player of skill level 1.

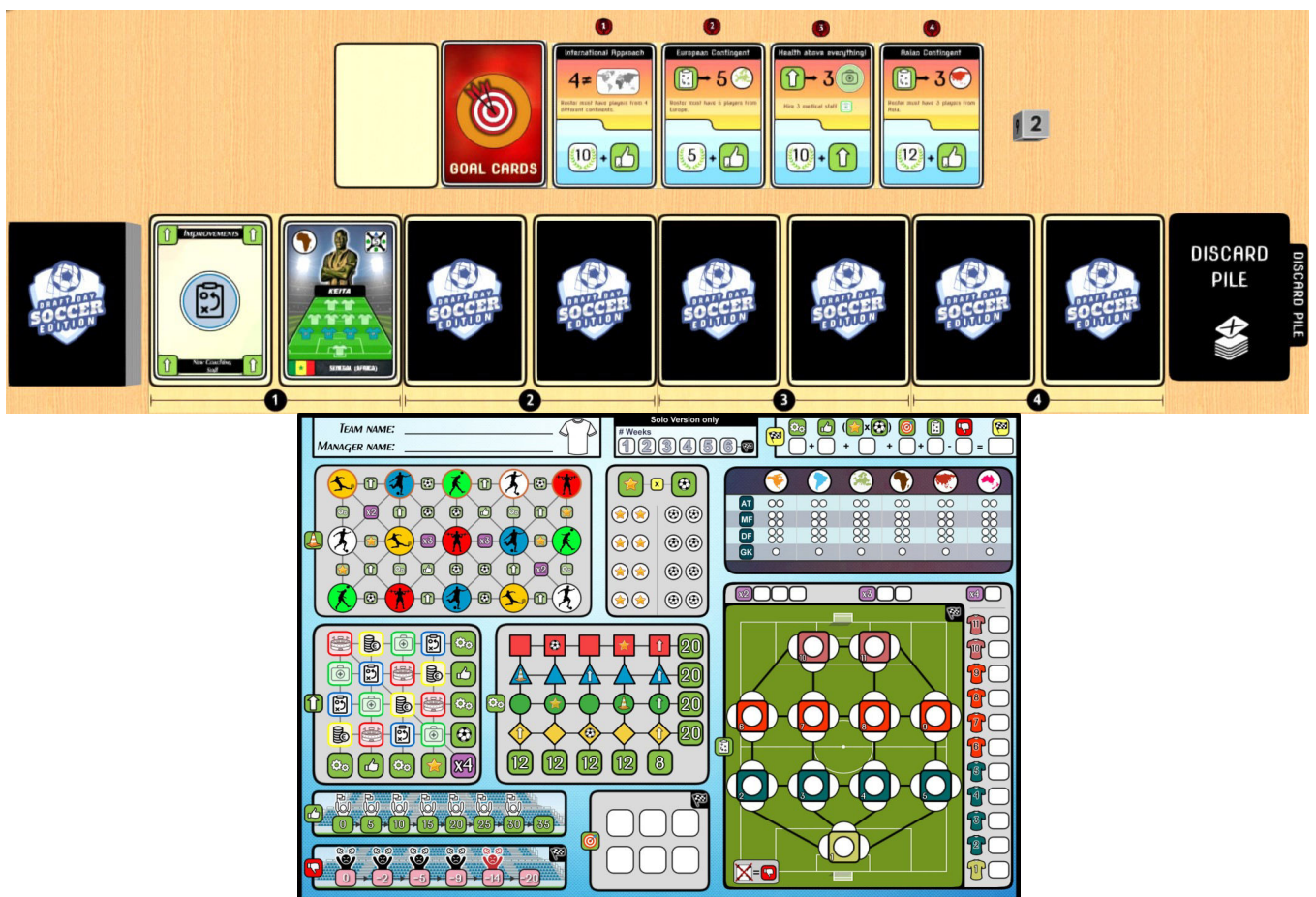
Q: What happens if I already max out the Unhappy Fans' section, but I should cross out another space?

A: You don't! The maximum VPs that you can lose in this section is 20 VPs.

Solo Version

The solo version keeps the main rules of the multiplayer version, but there are some changes. First, the setup:

- 1) Put the Goal Cards deck on the table and reveal 4 of them;
- 2) Put the Game Cards deck on the table and put 8 of them face down next to the deck. Reveal the first 2 cards.
- 3) Put the 6 sided die next to Goal Cards.
- 4) Get a Player Board Sheet and a marker.



The end game trigger conditions are the same, plus one. Now you have a maximum of 6 Week phases to score the most possible points. If you have not triggered the end of the game before, you'll play until the end of the 6th Week Phase, play a Weekend Phase and then go to Scoring!

You'll not have cards in your hand.

This is how it works:

- A) (Week Phase) Reveal the first 2 cards (It will be your Monday action). Pick one card to play and discard the other one. Then, reveal the next 2 cards (It will be your Tuesday action) and pick one to play, and discard the other one. You'll do this until you have played 4 cards! Like the multiplayer game you'll be able to have 4 actions before going to the Weekend Phase!
- B) (Weekend phase) Check if you have reach any of the 4 face up Goal Cards. If you have reached anyone of them, score them and then discard them.
- C) (End of the Weekend Phase) Roll the die (even if you have not achieved any goals). If the result is 1-4 a Goal Card will be discarded. From left to right each card will be associated with a number. If the result is a 5 or 6 don't discard any card.
- D) Advance the Week Phase track one space.
- E) Put 8 cards from the Game Cards Deck on the table face down and start a new Week Phase.

Repeat this process until you trigger the end of the game!

All other rules are applicable in the solo mode. Remember that if you are unable to do an action, you must cross out a space in the Unhappy Fans' Section. If, at the end of the game, you roster is incomplete, cross out spaces in the Unhappy Fans' Section.

This solo version doesn't have an opponent. Instead, you're trying to beat your own score.

If you wanna know how good you did playing the solo version, here's a rankings table:

MANAGER RANKINGS	
200+ 	Legendary
176-199 	Hall of Famer
151-175 	Overachiever
131-150 	Respectful
116-130 	Forgettable
91-115 	Unqualified
<91 	Terrible

Icons & Symbols



- Synergy symbol



- Fans' Happiness



- Star Power



- Scoring Ability



- Improvements



- Boost Effect



- Practice



- Goal Cards section



- Roster



- Fans' Unhappiness



- Endgame trigger



- Endgame scoring



- Facility Upgrade



- Medical Staff



- New Coaching Staff



- New Sponsor



- Technique



- Heading



- Strength



- Shooting



- Defense