

Coming
March 8th
on
**KICK
STARTER**

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Family Version Rules
Version 2.1, based on
Standard Rules 9.1
March 7, 2022

ANDY SCHWARZ'S

ENVELOPES OF CASH

Family Style Rules & Solitaire Rules



2-4 PLAYERS
+SOLO MODE



90MINS
FOR 2 PLAYERS
+30 MIN PER ADDITIONAL PLAYER



AGES
10 AND UP

SYMBOL & TERMINOLOGY GLOSSARY



Booster Buck, the basic above-the-table currency in the game, used to run marketing campaigns and to pay for Runners to transport Envelopes of Cash to Recruits.



Envelopes of Cash (ECs). These are the under-the-table currency of the game, used to pay recruits to join your program, to put cards into play which is how you to upgrade your personnel & facilities, improve your program's culture, and or augment your fundraising, as well as to fuel your recruiting bus as you move across the country. The first symbol represents "Any EC" – you get to pick the color. The others represent the EC of a specific color.



This is an example of a specific color/number combination for an EC. When you see a number inside an EC, it represents that many of that color of ECs. This symbol is the same as 4 individual magenta ECs.



A Recruiting Point also known as a "**Star Point**" This is the basic victory point of the game. You earn these star points by putting cards into play, by recruiting athletes, through clever card combos, etc. The goal of the game is to get the most stars.



A **Recruiting Bus**. When shown in gray on a card, this refers to your recruiting bus, no matter the color.



This is a basic **State Value** Token. It conveys the Value of the Recruit in that state in Stars, and the Cost of that Recruit, in ECs. A Recruit in this State has a base value of 5 Stars and will cost 4 magenta ECs.



This is a **Border State Value** Token. It also conveys the Value of the Recruit from that State in Stars, but Border State Recruits always cost 4 ECs, spread across two different colors of ECs. This example costs 2 green ECs and 2 yellow ECs.



This is the **Card Type** Symbol for a **Culture** ("Cult") card. These represent the attitudes or approaches that help you create a winning program and attract the best recruits.



This is the **Card Type** Symbol for a **Personnel and Facilities** ("P&F") card. These represent the people or buildings you hire or build to attract the best recruits.



This is the **Card Type** Symbol for a **Fundraising** ("Fund") card. These represent the efforts to get boosters to donate to the program. You'll see Fund cards referred to generically with the first symbol or specifically by region with one of the six colored symbols.



This is the **Card Usage** Symbol that represents a card that can be used **Once per Month**. You may want to turn the card sideways once you've used it to help you remember it's already been used this turn.



This is the **Card Usage** Symbol that represents a card that only triggers at the **End of the Game**. Typically these are cards which give you a slug of points but have no impact on gameplay until final scoring.



This is the **Card Usage** Symbol that represents a card that is a **Program Upgrade**. Program Upgrades are active all the time and can be used as often as you want, assuming you meet the conditions on the card. So a card may kick in whenever you sign a recruit or run a marketing campaign, etc.

WHY FAMILY RULES?

The Family Style version of the game is designed to be a little bit less difficult to play, a bit less strategic, but require fewer rules to master. It works for younger children, or for adults who are less experienced at modern Euro-style board games. It's also great intro game if you and your friends just want to get a sense of things before you dive in to the full game. After you play the Family Style game, you may also want to gradually fold in more advanced rules. Like you may want to add in the VMD (🎲) to add a little unpredictability to the game, or restrict free movement per the standard rules, without going all the way over to the standard-game rules. This is fine. It's a family game, after all and your family should feel free to make its own house rules. In the rules below, when you see something **highlighted in red** in the rules, it is done to alert you to something different in the family game. Unless you plan to switch between the two versions, ignore the red font, but for folks who play both versions, be aware this is where this version is easier.

SETTING UP A FAMILY RULES VERSION OF ENVELOPES OF CASH

Set up is the same as a normal game, so see the main rules, especially pages 7 - 9 for how to start the game, except you will not be using the Value Modifier Die (the "VMD"). Just leave it in the box or let your kids play with it while you set up the game. Also, ignore the rules related to dealing each player six cards and discarding 2. Instead simply deal all players 5 cards, which they can keep (and can keep as a "Secret Stash"). Up to five times during the game, if players are unhappy with their options during the monthly card drafts (when you will be choosing a card for the month), they can pull one of these five cards out from their Secret Stash and use it instead.

Give every player twelve single 📧 in the color of their region. They should and put one on each of the months of their Calendars, on the space marked to hold 📧. These will serve as free 📧.

Take a number of cards from the top of the deck equal to double the number of players playing and place them face up into a pool of rejected cards to the side of the board. These cards will be available for players to choose during the monthly card draft if they prefer them over the cards they are dealt and choose not to use a card from their Secret Stash.








UNDERSTANDING A CARD IN ENVELOPES OF CASH

Envelopes of Cash is a game driven by cards, so understanding how to read a card will be crucial to your enjoyment of the game. Cards are quite varied, but they all follow the same general format. Let's look at the Hundred-Dollar Handshake as an example of a typical card.

Card Type



Cards come in three types, Culture (represented by the  symbol), Personnel and Facility (represented by the  symbol), and Fundraising, which collectively are represented by the  symbol, but which come in six different colors, one for each region, so on Northeastern cards, which are magenta, you will see the symbol as  and on Texas cards, which are yellow, it will appear as .

Hundred-Dollar Handshake

Card Name

Seems pretty obvious.

1★

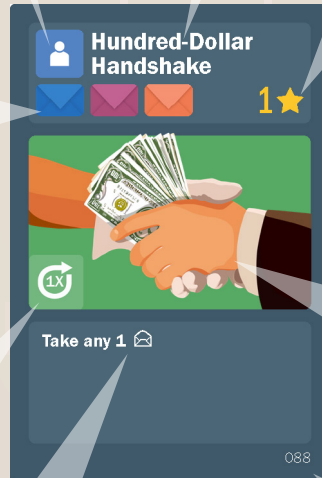
Card Star Point Value

When you put a card into play, you will immediately score points equal to its star point value. You may trigger other effects as well, depending on your program upgrades (from other cards). But this tells you the base value of this card to your score if you manage to pay its cost and put it into play.

Card Cost



Every card costs between 1 and 4 Envelopes of Cash to put into play. You get the card for free during the card draft but it is useless to you until you pay to put it into play. The Hundred-Dollar Handshake costs 1 Blue, 1 Magenta, and 1 Orange Envelope to put into play.






Card Illustration

Pretty, right?

Card Usage Symbol



Cards can be used in three different ways. Some cards score points at the end of the game. These cards are indicated with an  symbol. Other cards can be used as often as you want, assuming you meet the conditions indicated on the card. These are called "program upgrades" and they are indicated with a  symbol. Finally some cards, such as the Hundred-Dollar Handshake, are cards that can be used just once per turn. These are indicated by the  symbol, though as you can see from the Hundred-Dollar Handshake, the color of the symbol can vary based on the artwork of the card.

1 

Card Benefit

This is what the card does for you, once it is put into play. If it is an end-of-game scoring card, this will be where you learn how many points the card is worth and how you earn those points. If it is a program upgrade, that upgrade will be explained. For once-per-turn cards, you'll learn the monthly benefit, such as with the Hundred-Dollar Handshake, which gives you a free Envelope of Cash of any color (your choice, every turn), once you put it into play.

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Card Number

This is just an administrative feature for people who like to keep logs of their games. If that's not you, don't sweat it.


HOW TO PLAY EACH MONTH

Drafting Cards

The Starting Player deals **three** cards to every player and then takes a **fourth** card for her/himself. If the new month is May, August or November, the players empty the discard pool of all previously discarded cards, and the starting player deals one new card face-up into the discard pool, so that the discard pool starts fresh, with just one card in it every 3 months. In a 4-player game, after November, shuffle all previously discarded cards to make a new deck, which you will need when the original deck runs out.

Starting with the Starting Player and going clockwise, each player decides whether to (a) take a card from his/her hand and play it face-up to the Calendar in the current month, (b) take a card from the pool of rejected cards and play it to the Calendar (face up), play a card from the pile of secret cards received at the beginning of the game to the Calendar (face-up), or (d) delay choosing a card by discarding one of the cards in his/her hand face up to the pool of rejected cards and passing to the next player. If you choose (a), (b), or (c), add all the unplayed cards from your hand (but not from your Secret Stash) face-up to the discard pool. Either way, the choice passes to the next player, clockwise. Each of the next players makes one of these same choices in turn order, that is they either:



- Play a card from their hand to the Calendar in the current month (discarding the remainder of the cards in their hand face up to the discard pool)
- Take a card from the rejected card pool and put it face up on the Calendar in the current month (also discarding the cards in their hand face up into the pool of discarded cards)
- Play a card from their Secret Stash face up onto the Calendar in the current month (also discarding the cards in their hand face up into the discard pool),
- Put a single card (from their hand) face up into the discard pool and pass.





If a player has only one card in hand, he/she cannot pass, but must choose a card, either the one in hand, one of the cards in the discard pool, or a card from that player's Secret Stash (if one is still available). This process continues until all players have placed a card face up onto their Calendar in the current month. Remember, this card is not yet "in play" and so to use it you will need to pay the required  (later in your turn) to move it to your Player Mat. *To repeat for emphasis: when you first draft a card, it will go onto your Calendar in the month you acquired it. When you place it on the Calendar, it is not yet in play. On your turn, all you can do with a card that is not yet put into play is to pay the cost to put it into play; as long as it remains on your Calendar it is useless.*

As will be explained in more detail below, on your turn you will be able to put cards into play. Once you do, you will move the card to your Player Mat and now it becomes useful. This may allow you to use the card once per turn to gain resources or score points. In some cases, the card provides a permanent benefit for the rest of the game. Sometimes it just provides additional points at the end of the game.


Drafting Dice



The Starting Player should roll all 6 of the dice. After rolling the dice (except March, the first month), you should check to see whether anyone who placed bets in Vegas won any of those bets. There's no need to check in March because Vegas bets are placed during the previous turn and in March there hasn't yet been a previous turn. (See below for how bets are placed in Vegas.)

Players whose bets match the number/color combination on one or more of the dice get 1  and 2  of the matching color for each matching die roll. You can get this benefit for as many of your Player Tokens as match the die of the corresponding color. If you bet on at least one die this turn but did not win anything, then you have "Crapped out in Vegas."

Next, each player will choose the benefit of two of the dice. Multiple players are allowed to use the same dice, so there's no worry about turn order - you might as well all work this out at the same time unless you prefer to check each other's math. **In the Family Version, the way to use dice is much simpler than in the full version of the game.** Pick two dice and grab  that match the color of the dice you've chosen, and then place all of the  of one color on any of the next six months (with the current month counting as the first), and then also place all of the  of the other color on any of the next six months (with the current month counting as the first). The two months chosen do not need to be the same (though they can be), but you must put all of the  of a single color in just one month each.



All Bets Are On!





VEGAS	1	2	3	4	5
	1		3	4	5
		2	3		5

In this example, the yellow player has bet that the green die will come up as a 2 and the blue die as a 1, and the orange player has bet on 4 purple. If the green die roll next turn is a 2, the yellow player gets 2  and 1 . The same applies for the bets on blue or purple.

To reiterate, in the Family Version

Every die roll connotes 2 pieces of info:

- The number of 
- The specific color of 
- Then you can place them in any of the next six months where 1 = current month, 2 = next month, 3 = month after next, etc.)

 Bookie with Ties to the Program    2★

WHAT HAPPENS IN VEGAS ...

There is a card called "Bookie w/Ties to Program" that lets you alter the pips on one die each month. If you have this card, you may use it now to alter the die (temporarily - just to see if you win in Vegas) and thus potentially change the outcome of the bet (changing from a losing roll to a winning roll or vice versa). Also the "Playing the Angles" card rewards you for having bad luck, and so if you "Crap out" don't forget to use this card if you have put it into play.




When checking to see if you won in Vegas, you may adjust one die result by +/-1 (or switch 1 <-> 6).


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 Playing the Angles    2★





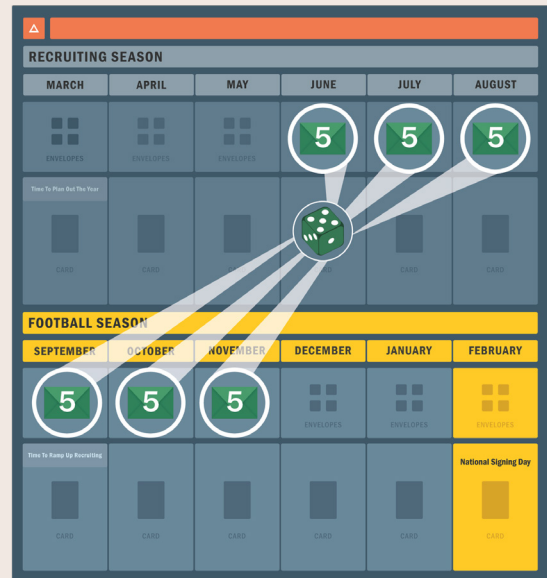
Take 1  if you Crapped Out in Vegas at the start of this month.

065

For example, say you choose a Green 5 die in the month of June. That means you get 5 green  in any of the next six months, starting with June.

In the second half of the game, there won't be six months left, so if it is September or later, you'll be able to place your  in any months from the current month through February, but obviously not beyond.

Once everyone has placed  in the appropriate months, players now move  from the current month on the Calendar to their Player Mats, as they will also be available to spend these this turn.



Playing Out the Month









You play out your turn doing the following nine actions, in any order you want. Generally speaking, during your turn, you're allowed to undo your move and go back to the beginning, etc. Unless indicated, you can repeat an action as many times as you want. When you are finished with the month, you'll trigger the ninth possible action, which is to declare your turn over, passing to the next player. Once you do this, your turn is locked in. **No redos of past months, even for little kids.** Sorry, sprout.

Players perform their turns in player order, starting with the Starting Player. However, you can often speed up play quite a bit, especially at the start of the game, by taking turns simultaneously. This is fine and can make for a more enjoyable game. However, as players get close to each other and may be vying for the same Recruit(s), players should revert to strict turn order to ensure fairness.







Envelopes of Cash is one of those games that can sometime start off a little bit slowly. Maybe on your first turn, you will find you do not have a lot of activities you can perform. That's totally okay and you should not get discouraged. Recruiting, like revenge, is a dish best served cold. Or something like that. That said, if you want to do a lot in your first turn, convert both of your initial dice to half-value, and take them in March. Then you'll have many more options in your first turn. However, this is not necessary the wisest strategy because you might be better off taking those dice at full value and just biding your time. Part of the fun of this game is choosing between value now and more value later and you'll have to figure out for yourself which works best for you. But if you find your first few moves end rather quickly, don't despair. That may mean you're gearing up for a great big finish and a really high score.



1) Put a card (or cards) into play.

For any card you have placed on your Calendar that you have not yet put into play (by paying for it and moving it onto your Player Mat), you can pay (discard) the required number of  indicated the top of the card and put it into play by moving it from your Calendar to your Player Mat. **Note that the colors of the  you play must match the card's cost exactly** unless you have already put a card in play that allows you to change the cost or use substitute forms of payment. For example, the Airport Hub card lets you reduce the cost of all Fundraising cards by 1 . In a single month, you can put into play as many unplayed cards from your Calendar as you want, long as you can continue to pay the  cost. And you can perform other actions in between each card you put into play, if you wish. Some cards help lower the cost of putting a card into play (e.g., "Extra Envelopes" lets you reduce the cost of all  cards by one  of your choice). If you are given a discount on , you may choose which  you don't need to pay, which may make it easier to put a card in play.







2) Use a card that is already in play.

For any card already in play (even cards you put in play this same turn) you can use the effect listed on that card. If a card has a  symbol, then you may

use that card **one time only** in each month, unless you have put a card in play that allows you to do a double card-use. Some cards require you to have certain resources (like an  or a ) and if you do not, you may not use the card this turn. Once you've used a  card you should turn it sideways or mark it with one of your tokens to remind you it has already been used (gamers call this "tapping" the card). Don't forget to "untap" the cards (turn the cards back up) when you finish your turn so the cards are clearly available for the next turn.


Cards that say have the  symbol in the bottom left corner of the card CANNOT be used during monthly play; they only trigger when the game ends. Cards that have the  symbol can be used as often as they are eligible to be used.

3) Trade Envelopes of Cash.




Sometime you will find yourself with the wrong color  in a given turn. You can trade in your  at a base cost of 3 to 1. **There is no cost in .** That is, if you have  and , but what you really need is , you can



Coach with Houston Roots

Score 1  for each of your Texas  cards currently in play.

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When you put a card into play, immediately score the  value indicated by the number of  on the card, like the 2  on this card which shows it is worth 2 points when put into play.








Analytics Nerd

Score 3  for each Border State Recruit you signed.

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Note that some cards indicate that they score additional points at the end of the game with an  symbol.

Do NOT score these points when you put the card into play, just score the star value of the card. You will add points for any "End of Game" values at the end of the game. For example the Analytics Nerd scores 2 points when put into play, and then will also score additional points at the end of the game based on your Border State recruiting.













simply turn in the 3  you don't want and take the **1**  you need. You can do this as many times as you would like each turn, with any combination of  traded in. You can perform other actions in between your trade-ins. Also, there are a few cards that let you lower that cost by 1  for all colors, or get other benefits when trading in  symbol. This will make trading in envelopes a more affordable/viable tactic.


4) **Travel in your Recruiting Bus.**







In the Family Game, **you get three free movement points every turn**, from March all the way through February. Just ignore the amounts indicated on each Calendar, as those are for the standard game. In addition to the free movement, you may also move additional spaces by spending 1  for each additional space along the Recruiting Trail you wish to move your Recruiting Bus. You may do this action as many times as you want during your turn, as long as you have 1  to pay for each space you wish to move on the map. **The color of the  does not matter for moving the Bus.** You may also do this before and after other actions (such as if you want to sign up a Recruit in the middle of making recruiting contacts). Your Bus can share a space with another player's Bus.




5) **Pay a Runner**

If you have  that you want to use to pay a Recruit, but you are not able to reach the Recruit's space this turn (or don't have the full cost yet), you can send him a payment through a Runner. To do this, pay the Runner 1  (i.e., discard it) and place the number of  you are sending next to the Recruit's token with one of your Player Symbols on top. So if you are playing as , and want to send **3**  to a Recruit in Wisconsin, you would discard 1  in the general supply and then place **3**  plus a  token next to the Wisconsin space and the Recruit. If you get to Wisconsin before anyone has signed the Recruit in Wisconsin, you can include those **3**  as part of your payment of the full price of recruiting him. In this example, because Wisconsin requires **4** , you would only need to spend an additional **1**  whenever you reach Wisconsin and he would sign with your program. However, be careful; if another player signs the Wisconsin before you do, that player will get the recruit, **though in the Family Version, you do get your **3**  back.**







If you send  via a Runner to a Border State and there are still two Recruits available, you will need to indicate which of the two Recruits you are recruiting. Do this by placing your player token abutting the Recruit you're recruiting.

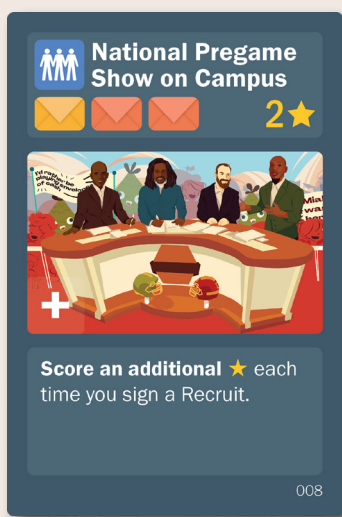
You can use Runners to send  to as many Recruits as you want. Runners charge by the delivery, so each time you use a Runner (even if it's for a Recruit you've paid previously), you will need to make a separate payment of 1 . However, you can send as many envelopes (even of two colors) to a single Recruit in a single Month for just 1  symbol.







[Note – if you send an  via a Runner to a Border State and there are still two Recruits available, you will need to indicate which of the two Recruits you are recruiting. Do this by placing your player token abutting the Recruit you're recruiting.]

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




6) Sign Recruits.

If your Recruiting Bus reaches a State that still has a Recruit available, and you can afford to pay the cost in  (including any  you already sent by Runner), you may sign that Recruit to your programs. Pay the price, take the State token for that State (or one of the two if in a Border State) and the Recruit token and put them on your Player Mat. **In the Family Version, you go not roll the Value Modifier Die , just use the base  value on the token.** If you have cards that you have put into play that modify a Recruit's value, be sure to apply them before scoring. For example the "Quarterback Meeting Room" card lets you double the  value whenever you recruit a Quarterback (QB), so you would multiply by 2 for the Quarterback Meeting Room's effect. Apply the VMD impact and adjust based on any card modifiers that apply, then advance your Player token on the star track by that number of . If you are recruiting in a Border State where no one else has recruited yet, you have your choice of which Recruit you want. If you can afford both Recruits, you may take them both in the same month or different months.



Some cards allow you to earn a bonus or  a  or  when scoring , and so be sure to trigger those cards if applicable. For example the "National Pregame Show on Campus" card gives you an extra  every time you sign up a Recruit. Score these card-driven bonuses right away by advancing your Player token along the .

7) Run a Marketing Campaign.

Once per turn, you may run a Marketing Campaign. This is a way to turn  into , but unlike most other actions, you may only perform this action one once per turn. You can spend between 1 and 8 , and you'll receive more  the more  you spend, but the as you buy more , the cost of each  (each month) tends to get higher.

Marketing Campaign			
Booster Bucks	1	3	5
	1	2	3

If you spend 3 , you will get 2 .

So 1 ★ costs just 1 📦, but if you want 2 ★ in a single month, it will cost 3 📦, and 3 cost 5 📦, etc. (If you have already put the “Development Office” card into play, you score an extra ★ each turn you pay for at least 1 ★ through a marketing campaign.) **To be clear, prices reset each month: 1 ★ will cost 1 📦 in April, even if you bought 1 ★ for 1 📦 in March.** The Marketing action can only be performed once per month, though you can undo your marketing campaign if you did it earlier in the month and want to revise the plan.

Generally speaking, during your turn, you’re allowed to undo your move and go back to the beginning, etc. Once you declare your turn done and pass control to the next player, though, you’re locked in.

8) Place Wagers in Vegas.

If you have leftover 📦 and you do not want to travel any further this month, and you don’t want/can’t afford to sign any Recruits or pay any Runners, you can spend your leftover 📦 to place bets on the “Vegas” Table. Pay as many 📦 as you want and for each 📦 you pay, place one of your Player tokens on any number/color combination you want. This is like placing a craps bet or placing a bet on a roulette wheel.

On the next die roll (in the following month), if any of your Player tokens match the number/color combination of one or more of the dice that are rolled, you win 1 📦 plus 2 📦 tokens for each matching Player Symbol token. **You receive the 📦 for use in the month in which the dice are rolled.**

It does not matter what color of 📦 you spent to get a token to gamble in Vegas. You may bet on any color you wish. When you win, you will win 2 📦 in the color of the die you bet on, not the color you spent.

Note: if you place a wager in February (the last month), it would be a total waste of a move, because there won’t be another die roll or another turn to use any winnings. So don’t be a chump.

All Bets Are On!

VEGAS	1	○	3	4	5
	○	2	3	△	5
	1	2	3	4	5

In this example the yellow player paid 2 📦 (of any color) to place two bets and the orange player paid 1 📦 (of any color) for a single bet. Yellow bet on 2 Green and 1 Blue. Orange bet on 4 Magenta.

9) Declare your turn over.

The final action of each month is to announce your turn is over. You usually won’t have any leftover 📦 when you finish a month (except maybe in February), since you can always move your Bus another space, use Runners to Send the 📦 to Recruits (if you can/want to spend 1 📦) or place Wagers in Vegas, but **if you do have leftover 📦, discard them now.** Your turn is over for the month and the next player takes his/her turn. At this point, your decisions for the turn get locked in, so make sure you’re content with your actions for the month. If you are the last player for the month, then the End of the Month process begins.

End of the Month

At the end of the month, you will pass the Starting Player Chain token clockwise so that there will be a new Starting Player. In May, August, or November, remove all of the cards from the discard pool and remove them from the game, and then deal a single, fresh card to the discard pool to replace the cards that just got removed. In a four-player game, after November, shuffle all previously discarded cards to make a new deck, which you will need when the original deck runs out. Advance all players' Coach's Whistles to the next month. In February, remove all of the cards from the face-up pool and remove them from the game, but don't deal out any new cards to the discard pool.

If the new month is September or later, you will also remove from the game any unplayed cards (on Players' Calendars) from five months earlier. Thus, at the end of August as you advance to September, any Player with an unplayed card in March removes the card from the game. Similarly, at the end of September as you advance to October, any Player with an unplayed card in April removes the card from the game, etc. There is no penalty, but you lose the chance to earn the point value of the card, and you won't be able to get the benefit of its abilities. This ensures that the space above September is empty for you to put a new card into during the September card draft, above October for the October card draft, etc., because you will be reusing the same six Calendar spaces for September through February as you did for March through August. This process happens at the end of every month, August through January. At the end of the February, you remove **all** unplayed cards from the game, just prior to going into the End of Game process.

MARCH **APRIL**

ENVELOPES ENVELOPES

Time To Plan Out The Year

CARD

Hundred-Dollar Handshake 1★

Take any 1

FOOTBALL SEASON

SEPTEMBER **OCTOBER**

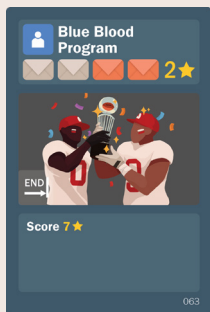
As September becomes October, then you will remove any unplayed April cards from the game.

End of the Game

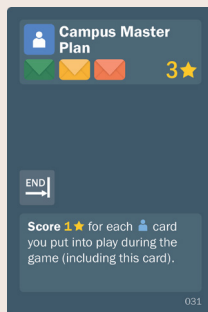
After you play the last turn (February), it is time for National Signing Day. At this point, each recruiting class is set in stone and you, as the Head Coach, will be judged against your peers for who had the best recruiting class, represented by who gained the largest ★ total.

End of Game Cards

In addition to any ★ you have earned during the game, you should check to see if you have any “End of Game” cards. These have an END on them. Score any points you have earned from these by moving yourself further along the ★ track. Some of these cards are just flat points, others require a little math.



The Blue Blood Program is simple: it gives you 7 ★ points at the end of the game



The Campus Master Plan is more complex: it gives you 1 ★ point for every Culture card (as indicated by the person symbol) you put into play (including the Campus Master Plan itself!)

Run One Final Marketing Campaign

Players who have any 📦 left over may conduct one additional marketing campaign using the Marketing Table on the board. If they have any leftover 📦 after this, **just discard them.**

Positional Scoring

Now count up how many unique positions you recruited. You get points equal to the corresponding value on the Positional Scoring Table. So if you have recruited 3 distinct positions, you would score 4 points. If you have recruited at least one of all 8 positions, you would get the maximum possible score for this element of the game, 32 points.

Regional Scoring

Finally, find the region of the country from which you recruited the most players. (You may count recruits from Border States as being in whichever region you want, but just one, so obviously group them into whichever region scores you the most points). Add up the total number of State tokens you have from that region and look on the Regional Scoring Table to determine the ★ value of that effort. Add this to your ★ total.

Determining the Winner (and Breaking Ties)

The winner is the person who scored the most ★. In the case of a tie, all tied players share the win. Hooray!

Positional Scoring END OF GAME

Positions	1	2	○	4	5	6	×	8
★	1	2	4	8	12	18	24	32

At the end of the game, if the player has recruited recruits who play 3 different positions, yellow will score 4 ★. If blue has recruited 7 different positions, blue will get 24 ★.



Regional Scoring

Recruits	1	2	3	△	5	□	7	8
★	1	2	3	5	7	18	14	19

For example, if △ has recruited 3 athletes from the South, plus one athlete from a border state that border the South, then △ gets 5 ★ for having 4 recruits from the South. If □ got all 4 recruits from the northwest, plus 2 adjacent border state recruits, □ would get 18 ★ at the end of the game. The △'s 4 recruits score 5 ★. The Northwest player's 6 recruits score 18 ★.

SOLITAIRE RULES

Changes to Set Up

Set up the game as per normal, and play as  and select your Secret Stash of 4 cards as per normal. You can discard the other 2 cards but there is no discard pool, so just keep a normal discard pile. Your Solitaire opponent is the Bubba Bot. The Bubba Bot always plays as : The South. The Bubba Bot is known colloquially as Bubba.

Changes to Each Month's Play

Drafting Cards: There is no draft *per se*. Each month you will deal yourself 4 cards. Choose 1 and discard the other 3. If you use one of your Secret Stash, then discard all four of the cards you dealt yourself. After each “draft,” add up the point value of the discarded cards and increase Bubba’s score by the total.

Drafting Dice: Roll the dice and make your selections as per normal. Bubba ignores the dice. The Bubba Bot doesn’t believe in chance.

Playing Out the Month: Play out your turn as per normal, except you do not get *any* free movement points.

Bubba’s Turn: After your turn, the Bubba Bot takes one Recruit from the South region, if available, focused on the highest ★ first. Bubba receives points for this Recruit as per normal, except the Bubba Bot never rolls the VMD. (Remember, no chance for the Bubba Bot.) If there are no more Recruits in the South, Bubba receives a Recruit from a Border State that borders the South, but the Bubba Bot never recruits from the same Border State twice. Bubba chooses a position that has not yet been chosen if possible (i.e., one that Bubba still needs to complete a full set of 8), and prefers to take a position that is also unique among the Border States under consideration (i.e., if there are 2 QBs 1 RB and 1 DB in the Border States, and Bubba needs all 3 of them, Bubba will take either the 1 DB or the 1 RB first, then the other of those two (RB or DB), and only last will take 1QB. The Bubba Bot would not take the other QB unless there are no other eligible recruits (i.e. ones Bubba needs) in southern-adjacent Border States.

Once the Bubba Bot has taken all available Southern recruits and has recruited once from all South-adjacent Border States (or if the remaining eligible Border States are empty), Bubba then recruits from any non-adjacent Border State Bubba has not yet recruited from, and again first selects positions not yet recruited, giving preference to unique Recruits over duplicated ones. It is possible the Bubba Bot will not be able to recruit towards the end of the game, if you have managed to double-recruit from some of the Border States.

The Bubba Bot never wagers in Vegas. Bubba also does not believe in Marketing. The Bubba Bot is a recruiting machine (Bubba’s motto is “Always Be Crootin”), but Bubba does not believe in much else.

End of Game Scoring

Figure out your score as per normal. Do the same for Bubba based on the Recruits you selected for Bubba during the game. You should expect the Bubba Bot’s score to exceed 150, and perhaps go as high as 200. Better play well if you want to beat the Bubba Bot.