



## RULES



♣ Marco Schaub  
/ Malte Zirbel  
Armand Teixier



# GOAL OF THE GAME

*In All-Star Draft, you are the manager of an ice hockey team. You'll need to recruit the most promising players and build a winning team. In the regular season, your team will travel to various arenas to play other teams and win fans. After that, they'll tackle the playoffs (elimination series).*

*Your ultimate goal is to build your fan base by managing the most popular*

*team. You choose your hockey players and create your teams over the three rounds of the regular season. Each round, your team's popularity rises, based on where they rank.*

*In the elimination rounds, your tactical skill will be tested as you send your best hockey players into the arena round after round—because if you lose, you face being eliminated!*

*Remember that what really counts at the end of the season is your team's fan base. If you've attracted the most fans, you'll earn the reputation of being the best manager!*

## COMPONENTS



6 large  
**Fan Zone** cards



15 large  
**Arena** cards



6 large  
**Tiebreaker** cards  
(to settle ties)



1 large  
**Bus Station** card



108 **Hockey Player** cards  
(9 × 12 **Species**)



2 **Playoff Points**  
cards



4 **Playoff Tickets**



18 **Bus**  
tokens



12 **Fans**  
markers

# SETUP



① Place the **Bus Station** card at the top of the play area.

② Shuffle the **Arena** cards and form a face-down deck. Place it to the left of the **Bus Station** (allow space to the right of the **Bus Station** ③ for the face-up **Arena** cards).

Each Manager (player) chooses a color and takes the corresponding components in that color:

④ **Fan Zone** card.

⑤ 3 **Bus** tokens (values 1, 2, 3).

⑥ 2 **Fans** markers.

⑦ Choose 2 different **Species** of **Hockey Players** (Bears, Ducks, Horses, etc.) per Manager. Shuffle all those **Species** cards together to cre-

ate a common **Hockey Player** deck and place it next to the **Arena** deck.

⑧ Distribute the number of **Play-off Tickets** for the player count, as shown below:

|  | 2 | 3 | 4 | 5 | 6 |
|--|---|---|---|---|---|
|  | 2 | 1 | - | - | - |

**Note:** The 2-player modes are on page 11.

Place the following cards within reach of all Managers:

⑨ **Tiebreaker** cards: Make sure the side that corresponds to the player count is face up (2-4 or 5-6 players).

⑩ **Playoff Points** summary card.

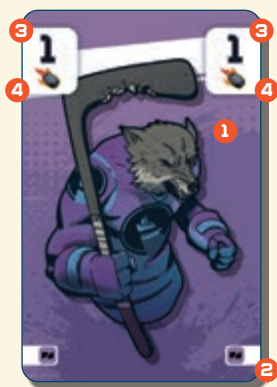


# CARD ANATOMY

There are several types of cards in All-Star Draft, which include the **Hockey Player** and **Arena** cards.

## HOCKEY PLAYER CARDS

You use these cards to build the **Teams** you will play in the **Arenas**.



- ❶ **Species** image (there are 12 different **Species**).
- ❷ ColorADD icon to indicate the color (for people with color vision deficiency).
- ❸ **Hockey Player** number (1-9).
- ❹ Equipment **Symbol** (there are 5 different **Symbols**, as below).



## ARENA CARDS

These represent the **Arenas** where you play your **Teams** of **Hockey Players**.



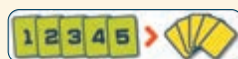
- ❶ **Arena** name.
- ❷ Number of **Fans** points you score for your **Team's** rank.
- ❸ **Arena-specific** icons:



Attention!  
Irregular **Fans**  
count



Remove these  
**Arenas** in 2-player  
games



A run scores higher than 5 cards  
with a common **attribute**



Three-of-a-Kind + a pair scores higher  
than 5 cards with a common **attribute**



One of each **Symbol** scores higher  
than 5 cards with a common **attribute**

# HOW TO PLAY

## 1. REGULAR SEASON FIRST ROUND

### a. Placing the Arenas

Draw the top card of the **Arena** deck and place it face up at the top of your play area, to the right of the **Bus Station**.

### b. Drafting phase

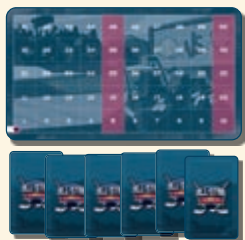
From the **Hockey Player** deck, deal **6 cards** face down to each Manager.

Next, you each choose 1 **Hockey Player** card from your hand and place it face down below your **Fan Zone** card. This is your **Bench**.

Pass the rest of your hand to the player on your left.

Continue in this way until all the **Hockey Players** have been distributed. Each Manager should now have **6 Hockey Players** on their **Bench**.

*Note: you can always check the cards you have previously drafted.*

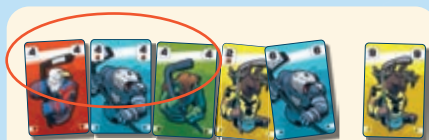


### c. Creating your Teams

Next, each Manager creates a **Team** of **5 Hockey Players** using the cards on their **Bench**. Place your **Team** face down **above your Fan Zone**. The remaining **Hockey Player** stays on your **Bench**.

Your **Team Strength** equals the number of **Hockey Player** cards showing the same attribute (**Symbol**, **Number** or **Species**). **Strength** ranges from 1 to 5, with 5 being the maximum.

The Strength values determine each **Team's rank** for the hockey game being played.



Aline drafted these 6 **Hockey Players** during the drafting phase. The strongest **Team** she can make with these cards will include her 3 cards showing the **Number 4**, since that is her most common attribute. She adds 2 cards to complete her **Team** and leaves the 6<sup>th</sup> player on her **Bench**. This means her **Team Strength** is 3.

### d. Assigning Bus tokens

Once you have completed your **Team**, assign it the **Bus 1** token (since there is only 1 **Arena** in the first round).

### e. Hockey game results

Next, flip your **Team** face up and place its **Bus** token in the column below the position on the **Bus Station** card that corresponds to your **Team Strength**.



Five of the **Hockey Players** in Aline's **Team 1** are **Ducks**. She places her **Bus** token (blue) in the column below the leftmost spot on the **Bus Station** card. Eric's **Team 2** includes 3 **Symbols**. He places his **Bus** token (yellow) in the 3<sup>rd</sup> column. Magalie has 3 **Bears**, so also places her **Bus** token (red) in the 3<sup>rd</sup> column.

Aline's **Team** has **Strength 5**, so she will rank 1<sup>st</sup> on the **Arena** card this round. Eric's and Magalie's **Teams** both have **Strength 3**, so their order will need to be resolved.

If some **Teams** have the same **Strength**, use the **Tiebreaker** card to determine where they rank. First, compare them against the **Gold**, **Silver** and **Bronze** rankings (see the **Tiebreaker** card, or refer to the table below). The player count affects the attributes' order of priority. **Gold** precedes **Silver**, and **Silver** precedes **Bronze**.

|  | 2       | 3 | 4 | 5       | 6 |
|--|---------|---|---|---------|---|
|  | Symbol  |   |   | Symbol  |   |
|  | Number  |   |   | Species |   |
|  | Species |   |   | Number  |   |

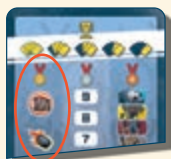


In this 2-player game, Paul's **1** and Juliette's **2 Teams** both have **Strength 3**.

Paul's **Team** ranks higher because, in a 2-player game, **Symbol** ranks as **Gold**, and **Number** ranks as **Silver**.



If there is still a tie (e.g. two Three-of-a-Kinds with **Symbols**), refer to the **Tiebreaker** card for the **Strength** ranking of the individual attributes. The highest-ranking attributes are listed at the top of the column.



In this 2-player game, Nathan's ① and Isa's ② **Teams** both have **Strength 3** with attributes that rank as **Gold** (both have 3 **Symbols**).

Here, Isa's **Team** ranks highest because 🐼 outranks 🐉.

## f. Scoring Fans points

Next, you each score the number of **Fans** points shown on the **Arena** card for your rank. Move your **Fans** marker that many spaces along your **Fan Zone** card.

**Note:** *The Arenas do not all follow the same logic for assigning Fans. Some give you more Fans if you rank highest, and some distribute Fans differently. Make sure you check when sending out your Teams!*



Emma ranks 1<sup>st</sup> on the **Arena** card, so she scores 13 **Fans**. Ben and Carine are both 2<sup>nd</sup>, so get 10 **Fans** each. Skipping a rank, Denis scores the points for 4<sup>th</sup> place, which gives him 5 **Fans**.

If two **Teams** have the **same Strength** and **same attributes** (e.g. for two Three-of-a Kinds), those **Teams** have drawn and their Managers both score the number of **Fans** points for that rank. If there are more Managers to rank, skip the appropriate number of ranks.

## g. End of the round

Discard the **Arena** into the box.

The **Teams** remain in play, staying face up in front of their Manager.

# 2. SECOND AND THIRD ROUNDS

Play a further 2 **successive rounds** in the same way, with the adjustments described below.

## a. Placing the Arenas

For the second round, draw 2 **cards** from the **Arena** deck and place them face up, one above the other.

For the third round, draw 3 **cards** from the **Arena** deck, and place them face up, one above the other.



## b. Drafting phase

Draft your cards as described on page 5 (*b. Drafting phase*), dealing **6 Hockey Player** cards to each Manager, as before.

For the second round, circulate the cards **right**, and for the third round, circulate them **left**.

## c. Creating your Teams

Once you've finished drafting, each Manager can substitute 1 **Hockey Player** card from their **Bench** into each face-up **Team** they have already played, one at a time. The **Hockey Player** card substituted in is placed face down in their new **Team**.



The Managers have just finished **drafting** for the second round. Barbara decides to substitute a **Duck** card from her **Bench 2** for the **Panda** in the **Team 1** she has already played. She places the **Duck face down** in her **Team**.

Once the Managers have made their substitutions, each Manager picks up the cards on their **Bench** and creates a new Team of **5 Hockey Players**. Place your **Team** face down above your **Fan Zone**. Keep the remaining **Hockey Players** on your **Bench**.

## d. Assigning Bus tokens

Once you have all created your **Teams**, attribute a **Bus** token face down to each of those **Teams**. Assign the **Bus 1** token to the **Team** you want to play in the **1<sup>st</sup> Arena** (the top card of the three). The **Bus 2** token indicates the **Team** you're sending to the **2<sup>nd</sup> Arena**, and **Bus 3** will take their **Team** to the **3<sup>rd</sup> Arena**.



In the third round, Terry decides to send his **1<sup>st</sup> Team** to **Arena 3**, so he places his **Bus 3** token **face down** next to that **Team**. He does the same for his other **Teams**, placing his **Bus 2** token by his **2<sup>nd</sup> Team** and his **Bus 1** token by his **3<sup>rd</sup> Team**.



## e. Hockey game results

First, each Manager flips their **Bus 1 Team** face up. To determine the result for an **Arena**, place your **Bus** token for that **Arena** in the appropriate column below the **Bus Station** card, as in the first round. Resolve any ties using the rules on pages 6-7. (*e. Hockey game results*).

Once you have determined the result of the 1<sup>st</sup> game of the round, flip your **Teams** for **Bus 2**, and so on.

## f. Scoring Fans points

Next, the Managers score **Fans** points for each **Arena** based on the **Strength** of their **Team** in that **Arena**.

## g. End of the round



Discard the **Arenas** to the box. Keep your **Teams face up** and in play after the 2<sup>nd</sup> round, in front of their respective Managers.

After the 3<sup>rd</sup> round, take back all your **Hockey Player** cards and place them **face down** on your **Bench**. Now begin the Playoffs.

# 3. PLAY-OFFS (ELIMINATION SERIES)

Each Manager will now have 18 **Hockey Player** cards on their **Bench**.

First, check that each Manager has been given the correct number of **Playoff Tickets** for the player count:

|  | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|
|  | 2 | 1 | - | - | - |

## a. Creating your Teams

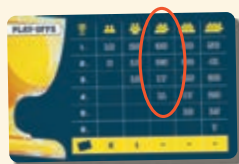
Take the 18 cards you drafted onto your **Bench** into your hand. Each Manager now builds a single **Team** of **5 Hockey Players** from their **Bench**. Place your finished **Team** face down in front of yourself.

## b. Playing other Teams

Once all the Managers have placed down their **Teams**, flip your **Team**. Determine the **Strength** of each **Team** as for the regular season.

The Manager who played the **weakest Team** must discard a **Playoff Ticket**. If you cannot, you are eliminated and score the number of Fans points listed for your rank on the **Playoff Points** summary card.

In this 4-player game, Damian's **Team** is weakest. He is eliminated, and scores 11 **Fans** points.



### c. Settling ties

In case of a tie, the tied Managers play a **Penalty Shootout**.

Each Manager must play a single **Hockey Player** from their hand, face down, and then all Managers flip their cards at the same time. Compare the **Strength** of the **Hockey Players** in the usual way (see page 6: e. *Hockey game results*).



Seb ① and Clara ② are playing their Penalty Shootout.

They both revealed Hockey Players with the same **Gold** attribute, i.e. both have 🐾 **Symbols**, so they look at the **Silver** attribute, which is **Species** in this 5-player game. The **Caribou** has higher **Strength** than the **Horse** on the **Tiebreaker** card, so Clara wins it.

The weakest **Hockey Player** loses the **Penalty Shootout**, and its Manager must discard a **Playoff Ticket**—or be eliminated if they cannot.

All the **Hockey Players** played in the **Penalty Shootout** are discarded into the box.

### d. Substituting players

The Managers still in the game keep their **Team** face up in front of themselves, and **MUST** now substitute 2-4 **Hockey Player** cards from their **Bench** into their **Team**.

First, choose 2, 3 or 4 **Hockey Players** from your **Bench** and place them face down next to your **Team**. Next, choose that same number of cards from the **Team** to discard into the box.




Chantal got through the first round of the **Playoffs**. She decides to substitute 3 cards from her **Bench** into her **Team**. She places 3 new cards, **face down**. Then she discards 3 cards from her **Team**.

If you cannot substitute in at least 2 **Hockey Players** from your **Bench**, you are automatically eliminated from the **Playoffs**. If multiple Managers are eliminated at the same time in this way, those Managers gain the **Fans** points for the lowest possible rank available in that series.

### e. Continuation and end phase

Repeat steps **c.** and **d.** until only one Manager is left. That Manager wins the **Playoff** and scores the number of **Fans** points shown for 1<sup>st</sup> place.

In a 2- or 3-player game, any remaining **Playoff Tickets** give you a **Fans** points bonus:

|  | 2  | 3  |
|---|----|----|
| Pts/Ticket  | +2 | +3 |

## 4. END OF THE GAME

The winner is the Manager with the most **Fans points** at the end of the game. In case of a tie, the Manager who scored the most **Fans points** in the **Playoffs** wins the game.




# 2-PLAYER GAME MODES


There are three different 2-player game modes for the regular season: **Heritage**, **Free Agency** and **Clash** modes.

## SETUP

### a. Setup for Heritage and Clash modes

- 1) Shuffle together the **Hockey Player** cards for 5 **Species** to form the **Hockey Player** deck.
- 2) Return the **Arena** cards that are not suitable for 2-player games to the box (the cards with the  icon).
- 3) Deal each Manager an initial hand of 7 **Hockey Player** cards.

### b. Setup for the Free Agency mode

- 1) Shuffle together the **Hockey Player** cards for 6 **Species** to form the **Hockey Player** deck.
- 2) Return the **Arena** cards that are not suitable for 2-player games to the box (the cards with the  icon).

## REGULAR SEASON

Play the actions described below for the mode you have chosen.

### a. Heritage mode

Choose 1 card from your hand and put it on your **Bench**, then pass the remaining cards to your opponent. Continue drafting like this until each Manager has 7 cards on their **Bench**.

Then choose 1 of your 7 cards and discard it face down.

Draft your cards in the same way for the 2<sup>nd</sup> and 3<sup>rd</sup> rounds of the regular season.

### b. Clash mode

Choose 1 card each and place it face down on your **Bench**. Then choose 2 cards from your hand and place 1 of them face down on your **Bench**. Place the other card face down on your opponent's **Bench** and pass your remaining cards to your opponent. Continue in this way until each Manager has 7 cards on their **Bench**.

Then choose 1 of your 7 cards and discard it face down.

Draft your cards in the same way for the 2<sup>nd</sup> and 3<sup>rd</sup> rounds of the regular season.

### c. Free Agency mode

Choose the first player at random. The starting Manager draws 3 cards from the Hockey Players Deck and place them face up in the center of the table. Then this Manager chooses 1 card and place it face down on their **Bench**.

Their opponent then chooses 1 card and discard the remaining one face down. Continue in this way by swqping the starting Manager until each Manager has 6 cards on their **Bench**.

Draft your cards in the same way for the 2<sup>nd</sup> and 3<sup>rd</sup> rounds of the regular season. In those rounds, the Manager with the lowest number of **Fans** points chooses their card first.

## PLAY-OFFS (ELIMINATION SERIES)

Follow the usual rules for the three modes.

