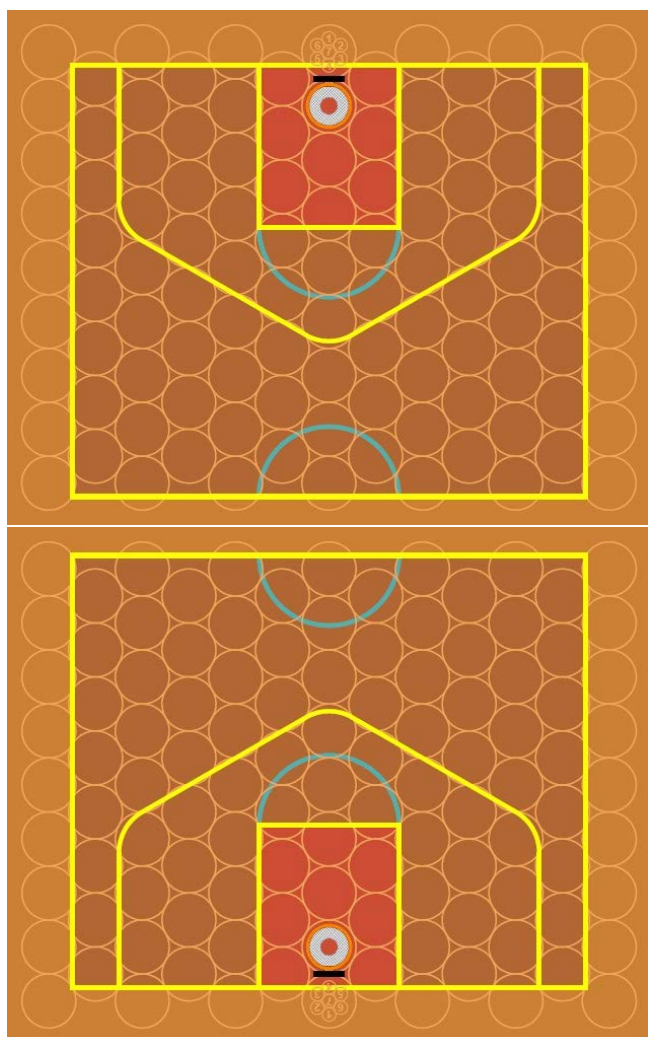




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BASKETmind

"BASKETmind+"



Would you like to enjoy BASKETmind on a full basketball court? Now with BASKETmind+ you can: using the base game rules and components, a second board, plus a few rules to handle transitions between boards, you will get even closer to the experience of a basketball match.

THE EXPANSION

The **BASKETmind** idea started as a simulation on a full basketball court, with many rules and details, but the prototype was successively simplified in order to deliver a basketball experience with very few rules that played relatively fast. One of the main simplifications was to suppress transitions and reduce the board to one half of the court. Now that the game has been published, this expansion proposes a new way to play it on a full court.

BASKETmind+ requires the base game, with its compo-

nents and rules, plus this expansion pieces:

- ~> A second **BASKETmind** board.
- ~> Two cylinders as **time-out** markers.

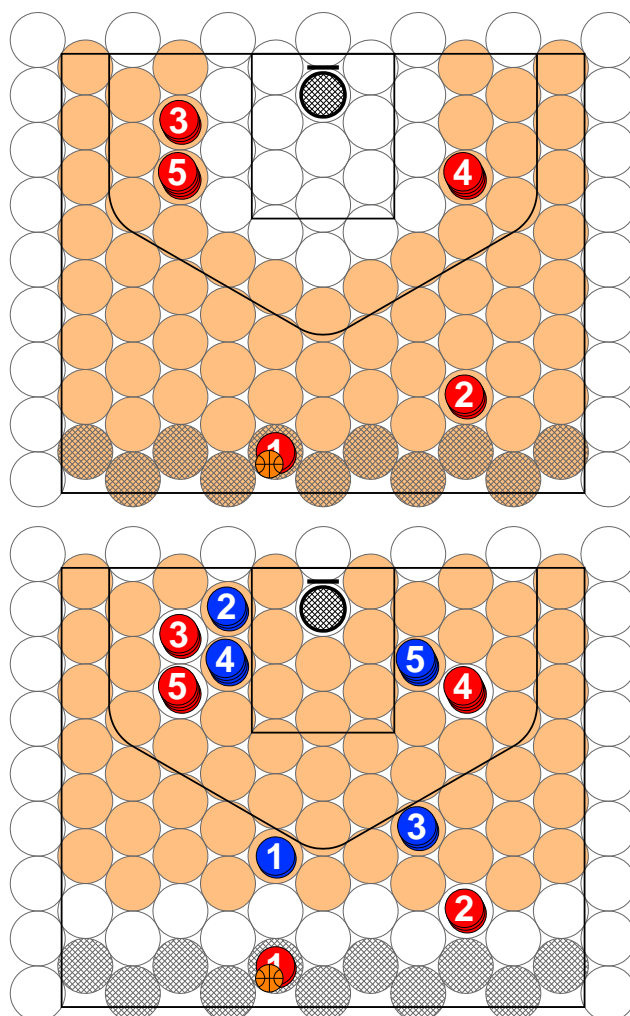
You are supposed to know the base game rules already. In the following you will find the new rules to handle transitions, when nothing is said **BASKETmind** rules apply!

NEW RULES

Place the second board facing the other one, as shown in the picture on the left, and the score panel along one side of the court. Each coach sits behind his basket, and will always defend on the board close to him and attack on the other. The game starts exactly as the base game, with the same setup procedure on the first defender's board. A possession may end due to different reasons, some will lead to the standard setup procedure, others will require new rules.

1. STANDARD SETUP

Follow the standard setup procedure, on the new defender's board, when the possession ends because the attacker either: took his **tenth turn**; committed **traveling**; had **free throws** following any foul. Or after a successful shot if any of the coaches calls a **time-out** (see definition below).

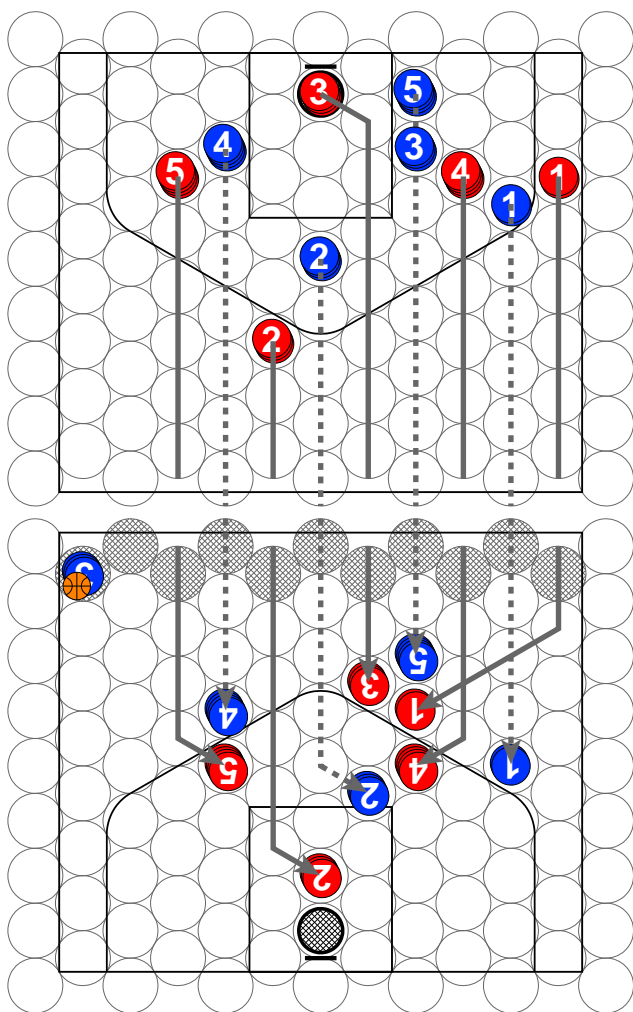


2. SUCCESSFUL SHOT

After a successful shot, all the new defender players and 4 of the new attacker players move to the other board:

- ↪ They all move up to **10 circles**.
- ↪ The new defender players move first.
- ↪ All players **must** reach the new board.

The standard movement rules apply, and the transition from board to board is made between circles of the middle court areas that are in front of each other. The attacker places his fifth player with the ball on one of the circles of the new board's middle court area. When it is possible, the defender players must stop at least **2 circles away** from this area, as in the standard setup.



BASKETmind example D ended with a dunk. In BASKETmind+, Red moves his players first; then Blue moves 4 of them, and places 3B with the ball on the middle court area.

Before the new possession starts, the defender **moves once** (a player or *Team Move*) to any circle except those in the ball handler's ZoC, and **activates** one of his players.

Time-out Once during the 50-turn period, each coach can call a time-out. After a successful shot, put your time-out marker back into the bag and follow the **standard setup** procedure. If you are playing several 50-turn "quarters", you can call one time-out during each of them.

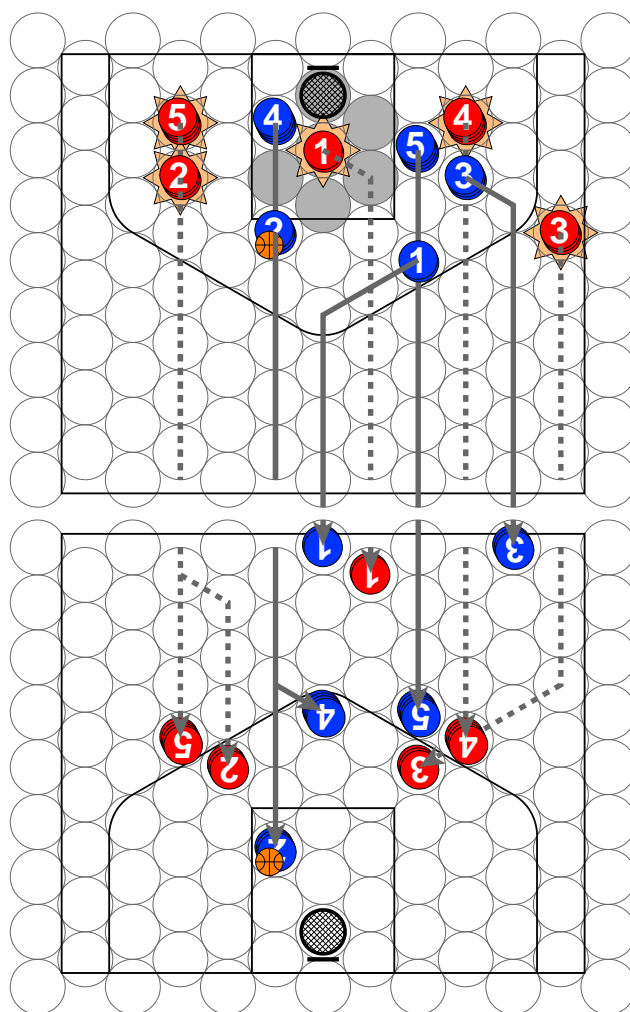
3. INTERCEPTION

If the possession ended because the defender intercepted the ball in any possible way (**blocked** a shot, **pressed** the ball handler, the ball went through the activated **ZoC**, got a **defensive rebound**), a transition similar to the one already described occurs, with the following exceptions:

- ↪ The new attacker players move first.
- ↪ The defenders cannot stop at the ball handler's ZoC.

During the attacker transition movement, **all** the defender players are considered activated: in order to avoid them, the ball handler may choose to **wait** and be the last player to move. Once the 10 players are on the new board, the attacker must choose between:

- **Start possession.** The defender then activates one of his players and the new possession starts.
- **Shoot.** The ball handler can shoot (or dunk if he reached the basket). Proceed normally: move to block, shoot, move for rebound... If the shot/dunk took place, advance the turn marker.

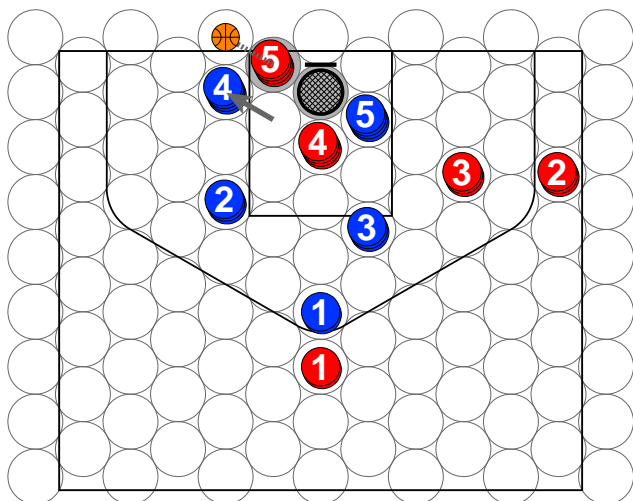
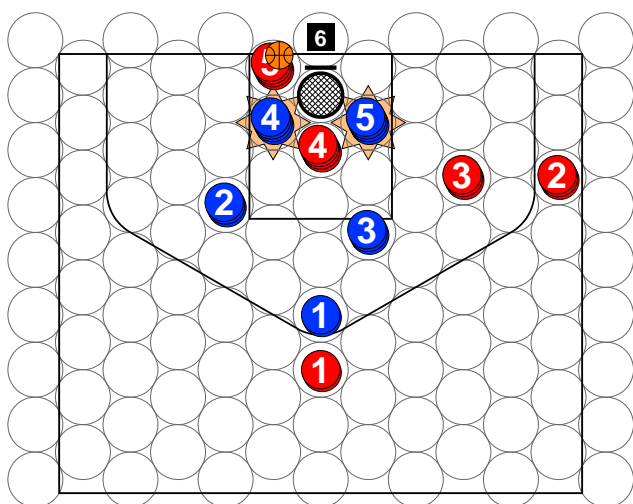


BASKETmind example E ended with a block. In BASKETmind+, Blue decides that 2B blocked and moves his players first; then Red moves his. Since 2B entered the key, this transition must end with a shot: 2R or 3R can move to block, the centers could move for rebound, etc.

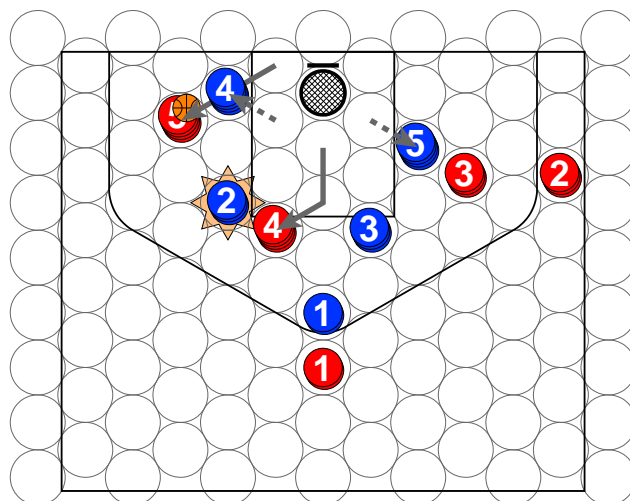
4. OFFENSIVE REBOUND

If the attacker misses the shot but gets an offensive rebound, he has two options:

- **Second shot.** The center that got the rebound can eventually move and try a shot or dunk. During this movement, the defender's **2 centers** are activated. If there is a shot, proceed normally: the defender centers can move to block, etc. This second shot (or dunk) takes place after the possession, the turn marker must advance to the next box.
- **Re-start possession.** Then the attacker centers must move to exit the key. This movement is "free", no defender player is activated. The defender can now move his centers, activates one player, and a new possession starts.



BASKETmind example C ended with a shot. In BASKETmind+, the shot has missed, the centers have moved for rebound, and 5R got the ball and tries a second shot (not a dunk because Blue centers are activated). Blue moves 4B to block, so that all the 5R ZoC is reachable, and commits foul. The shot will proceed, followed by 1 free throw if he scored or by 2 free throws if he missed.



In the previous example, Red can also choose to re-start possession: Red centers exit the key; Blue moves his centers and activates 2B; and the new possession can start.

SUMMARY

With a second board and a few more rules, now you can extend **BASKETmind** to the full court. Remember that the only differences arise when possessions end:

- **Standard Setup.** Following the tenth turn, traveling, or free throws, the setup procedure does not change, only (maybe) the board in which you set up.
- **Successful Shot.** The team that scored goes back to 'his' board, and then the new attackers follow. If one of the coaches thinks that his team will be left in a disadvantageous position, he can call a time-out and follow the standard setup.
- **Interception.** Counterattack! The team that intercepted runs with the ball toward the other basket, followed by the new defenders.
- **Offensive Rebound.** Now you have the choice, try a second shot or exit the key and re-start possession.

Although the rules remain simple, the tactical depth increases: now you do not only try to score; the position in which you lose/intercept the ball, or the placement of your players after a shot, does matter. Offensive rebounds introduce new choices, as well as time-outs: when will be the best moment to call them?

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>.