

BATTLE OF THE BANDS

A CARD GAME FOR 2 TO 4 PLAYERS.

TO BEGIN

SHUFFLE THE BAND, SONG, AND GAME DECKS AND PUT THEM FACE DOWN IN THE MIDDLE. LEAVE A SPACE NEXT TO THE GAME DECK FOR THE DISCARD PILE. TAKE A BAND LEADER AND A SECRET OBJECTIVE RANDOMLY. KEEP YOUR BAND LEADER FACE UP IN FRONT OF YOU. YOU CAN LOOK AT YOUR SECRET OBJECTIVE, BUT DO NOT SHOW IT TO YOUR OPPONENTS.

DRAW 5 CARDS FROM THE GAME DECK. IF YOU DRAW ANY BATTLE CARDS, SHUFFLE THEM BACK INTO THE GAME DECK AND DRAW AGAIN. KEEP YOUR HAND HIDDEN FROM YOUR OPPONENTS.

CHOOSE A PLAYER RANDOMLY TO GO FIRST. EACH PLAYER TAKES A TURN IN A CLOCKWISE DIRECTION. THE FIRST PLAYER TO REACH 100 POINTS OR COMPLETE THEIR SECRET OBJECTIVE WINS THE GAME.

YOUR TURN

MAKE 1 OF THE FOLLOWING 4 ACTIONS ON YOUR TURN.

1. AUDITION

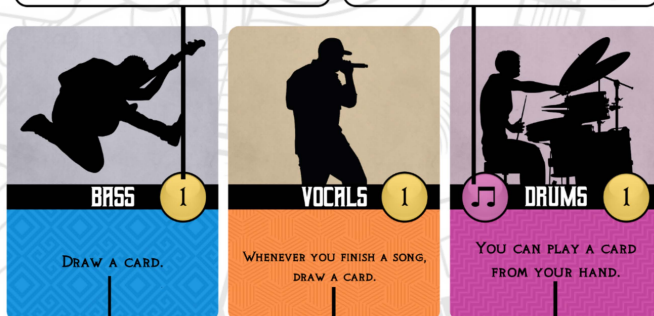
TURN THE TOP 3 CARDS OF THE BAND DECK FACE UP. YOU CAN RECRUIT A MUSICIAN TO YOUR BAND. KEEP THE CARD FACE UP IN FRONT OF YOU AND PUT THE OTHERS ON THE BOTTOM OF THE DECK. YOU DON'T HAVE TO RECRUIT AT AN AUDITION, AND SOMETIMES YOU WON'T BE ABLE TO.

A FULL BAND CONSISTS OF VOCALS, DRUMS, BASS, AND GUITAR. YOU CAN ONLY HAVE ONE OF EACH MUSICIAN IN YOUR BAND.

YOUR BAND LEADER STAYS IN YOUR BAND FOR THE WHOLE GAME. YOUR OTHER BAND MEMBERS CAN LEAVE IF AN OPPONENT PLAYS A QUIT CARD, OR IF YOU REPLACE THEM WITH A MUSICIAN THAT PLAYS THE SAME INSTRUMENT. WHEN A BAND MEMBER LEAVES, PUT THE CARD ON THE BOTTOM OF THE BAND DECK.

ADD POINTS TO YOUR SCORE WHEN YOU RECRUIT A BAND MEMBER. DEDUCT POINTS WHEN THEY LEAVE.

YOU NEED A SONGWRITER IN YOUR BAND TO COMPOSE SONGS.



COMPLETE THE BONUS ACTION AS SOON AS YOU RECRUIT.

SOME ACTIONS CAN BE USED LATER IN THE GAME, AND MORE THAN ONCE.

"YOU CAN" IS OPTIONAL.

YOU NEED A FULL BAND TO PLAY GIG OR STUDIO CARDS, OR TO COMPETE IN A BATTLE.

YOU CAN'T HAVE MORE THAN 7 CARDS IN YOUR HAND AT THE END OF YOUR TURN. DISCARD CARDS UNTIL YOU HAVE NO MORE THAN 7, THEN THE PLAYER TO YOUR LEFT THEN TAKES THEIR TURN.

2. COMPOSE

TURN THE TOP 3 CARDS OF THE SONG DECK FACE UP AND TAKE ONE. KEEP THE CARD FACE UP IN FRONT OF YOU AND PUT THE OTHERS ON THE BOTTOM OF THE DECK. JOIN IT TO ONE OF YOUR OTHER SONG SECTIONS, OR START A NEW SONG WITH IT.

YOU NEED TO JOIN 3 SECTIONS TOGETHER TO FINISH A SONG (LYRICS, MELODY, AND CHORDS), AND YOU CAN ONLY USE ONE OF EACH SECTION PER SONG. ONCE THEY ARE JOINED, SECTIONS CANNOT BE REARRANGED. YOU CAN START A SONG WITH ANY OF THE THREE SECTIONS, AND YOU CAN COMPOSE THEM IN ANY ORDER.

WHEN YOU FINISH A SONG, ADD THE POINTS TO YOUR SCORE. UNFINISHED SONGS ARE WORTH NO POINTS. IF AN OPPONENT STEALS A SECTION FROM ONE OF YOUR FINISHED SONGS, YOU LOSE ALL THE POINTS UNTIL YOU CAN FINISH IT AGAIN.



3. DRAW A CARD

TAKE THE TOP CARD OF THE GAME DECK AND PUT IT INTO YOUR HAND. IF IT'S A BATTLE CARD, REVEAL IT INSTEAD.

4. PLAY A CARD

REVEAL A CARD FROM YOUR HAND. COMPLETE THE ACTION ON THE CARD, THEN DISCARD IT FACE UP NEXT TO THE GAME DECK.

BATTLES

WHENEVER A BATTLE CARD IS DRAWN FROM THE GAME DECK, REVEAL IT IMMEDIATELY. EACH PLAYER WITH A FULL BAND AND A FINISHED SONG MUST COMPETE. IF NO PLAYERS CAN COMPETE, SHUFFLE THE CARD BACK INTO THE GAME DECK. IF ONLY ONE PLAYER CAN COMPETE, THEY WIN THE BATTLE.

1. EACH PLAYER ADDS TOGETHER THE POINTS OF THEIR BAND AND ONE OF THEIR SONGS AND DECLARES THEIR BATTLE SCORE.
2. THE PLAYER WITH THE HIGHEST BATTLE SCORE CAN NOW PLAY ANY NUMBER OF SHOWMANSHIP CARDS FROM THEIR HAND (IF IT'S A DRAW, CHOOSE A PLAYER RANDOMLY). THEY ADD THE EXTRA POINTS TO THEIR BATTLE SCORE.
3. THE NEXT PLAYER REPEATS THIS, MOVING CLOCKWISE. WHEN EACH PLAYER HAS HAD A TURN, THE PLAYER WITH THE HIGHEST BATTLE SCORE WINS.

PUT THE BATTLE CARD ON TOP OF THE WINNING SONG AND DISCARD ANY SHOWMANSHIP CARDS THAT HAVE BEEN PLAYED. THE WINNING SONG CANNOT BE USED AGAIN AT A BATTLE. IF THE BATTLE RESULTS IN A DRAW, SHUFFLE THE BATTLE CARD BACK INTO THE GAME DECK.



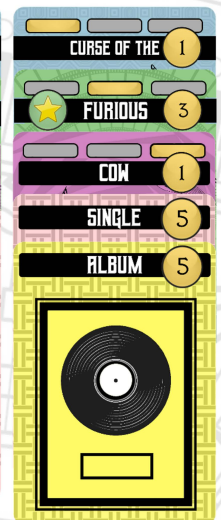
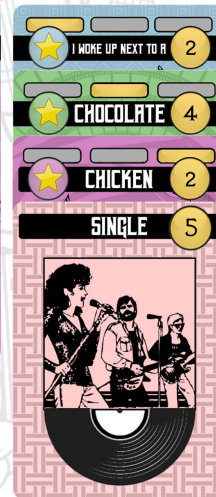
LABELS AND RELEASING MUSIC

WHEN YOU FINISH A 3 STAR SONG, SIGN TO A RECORD LABEL. TAKE ONE OF THE LABEL CARDS AND KEEP IT IN FRONT OF YOU. YOU DON'T NEED A FULL BAND, AND YOU CAN ONLY BE SIGNED TO ONE LABEL AT A TIME.

ONCE YOUR BAND IS SIGNED, YOU CAN RELEASE YOUR MUSIC BY PLAYING A STUDIO CARD ON YOUR TURN. YOU CAN ONLY RELEASE FINISHED SONGS, AND YOU MUST HAVE A FULL BAND.

PUT A SINGLE CARD ON ONE OF YOUR SONGS OR, IF YOU HAVE 5 OR MORE SONGS, PUT AN ALBUM CARD ON EACH OF THEM.

SONGS ARE WORTH AN EXTRA 5 POINTS FOR EACH SINGLE AND ALBUM CARD ON THEM. A SONG CAN BE RELEASED ONCE AS A SINGLE, AND ONCE ON AN ALBUM.



TIPS

KEEP TRACK OF YOUR SCORE AS IT GOES UP AND DOWN THROUGH THE GAME. USE DICE, A CALCULATOR, OR A PEN AND PAPER.

YOU CAN'T COMPOSE SONGS WITHOUT A SONGWRITER. TRY TO HAVE MORE THAN ONE IN YOUR BAND IN CASE ONE QUILTS

BAND LEADERS HAVE BONUS ABILITIES THAT LAST FOR THE WHOLE GAME. DON'T FORGET TO USE THEM.

TRY TO SAVE SOME QUIT CARDS FOR BETTER MUSICIANS LATER IN THE GAME

SONG SECTIONS CAN'T BE STOLEN FROM SONGS THAT HAVE BEEN RELEASED OR USED TO WIN A BATTLE. PROTECT YOUR BEST SONGS.

DON'T UNDERESTIMATE THE PLAYER WITH THE LEAST POINTS. THEY ARE PROBABLY TRYING TO COMPLETE THEIR SECRET OBJECTIVE.

THERE'S 4 BLANK BAND LEADERS AND 2 BLANK SECRET OBJECTIVES IN THE BOX. TRY MAKING YOUR OWN CARDS.

WITH THANKS TO CHESTER, DOM, ERIK, GARETH, HARRY, JON, JULIA, MATTHEW, SARAH, AND SI.

VISIT BATTLE.BAND FOR MORE INFORMATION