

Let's start a band!



ALWAYS WANTED TO START YOUR OWN BAND? HIRE MUSICIANS, WRITE YOUR HIT SONGS AND END UP HIGH INTO THE CHARTS. MAKE YOUR BAND MORE POPULAR THAN YOUR OPPONENTS. ONLY THE BEST BAND MAY PERFORM AT THE BIGGEST EVENT OF THE WORLD: BAND FEST.

Components

1 game board - 4 band boards - 32 wooden cubes - 8 guitar pawns - 28 chips - 20 money chips - 2 explanation cards - 32 musician cards - 68 hit song cards - 9 luxury cards - 1 4 sided dice.

Preparations (game with 3 players)

The players place a pawn at the beginning of the score track.



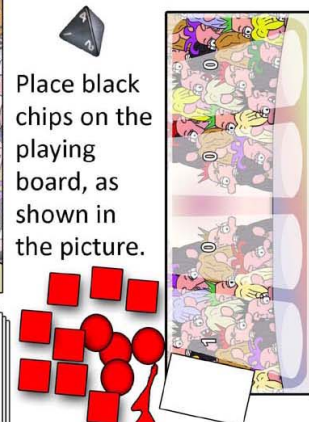
The 2 hit song decks must be shuffled. (ups and downs) Next to each deck, cards must be placed open. The number of cards must be equal to the number of players +1. So, in a 3 player game, 4 on each.



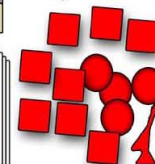
beside the luxury deck, 2 cards must be placed open.*



Place 5 musician cards open beside the musicians deck.



Place black chips on the playing board, as shown in the picture.



Every player takes a band board, chips, cubes and pawns in his color. He also gets a hit song card from one of the decks. Players are allowed to look at their own hitsong card.

you can find 2 or 4 player adjustments at the end of this manual.

*In the luxury deck, cards with an A must be on top, cards with a C on the bottom.

the playing round

Throw the dice to see which player is the start player.

1. media attention
2. play musicians
3. write hit songs
4. release hit songs
5. score & administration

1. Media attention

The start player throws the dice and places it on the tv on the playing board. In phase 5, some musicians become a bit more famous through media attention...

2. Play musicians

The start player has to choose 1 of the 5 musician cards. He places it on the right space on his band board. If there is already a musician on this space, this artist moves 1 space to the left. If this space is also taken by a musician, he also moves 1 space to the left, and so on. (example) A player can only add musicians of a different color to his band. No colors can be the same.



A player **must** play a musician if he can. If he can't, he may remove one from his band and choose a new one of the same color.

All new musicians enter the band from the right side.

When a musician has entered a band, a chip of that player is placed on the lowest bar (unknown artist) of the musician card.

A new musician card is placed on the open space beside the musicians deck. After that, the player sitting on the left hand side of the starting player will be on turn and perform the same actions.

3. Write hitsongs

the start player chooses a card from one of the open hitsong cards.



Clockwise, every other player does the same. When there are only 2 hitsong cards left on the table, this phase stops. Players keep their hit song cards hidden from other players.

4. Release hit songs

The start player releases his hitsong now. He plays 2 cards which he combines into a song. (example) He places them open on the table. For example the song *Prayers of Sadness*. The numbers and symbols on the card, tell the player what to do. The numbers influence the musicians in the players band. First, we look at the upper card. The blue 3, means that the blue musician in the band has to move 3 spaces to the left. The musician becomes more important in the band for this song. The red musician moves 2 spaces to the left. If the player doesn't have a musician of the specific color, nothing happens.



This example clarifies the rules of moving after a hitsong is released.



1. This is the band before the hit song is released.



2. The song is released. The blue musician moves 3 spaces to the left, but stops after moving 2, because it can't move outside the band board. The space is empty. It stays there.

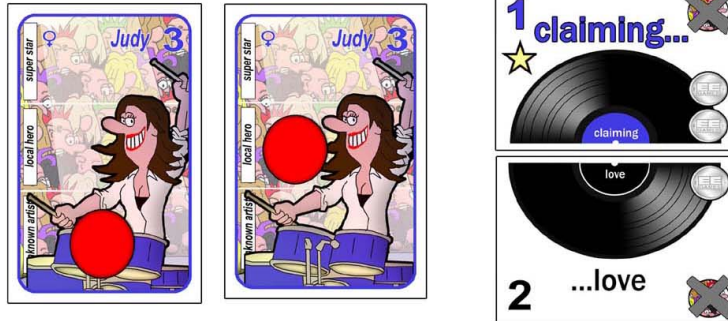


3. Now we look at the lower part of the hit song. The red musician moves 2 spaces to the left. The yellow musician occupies this space already. This guy has to move to the right. The red one takes his space. (note: up to 3 musicians can be forced to move this way.)



symbols on the hitsong cards

The star on the hit song card, means the artist becomes more famous instantly. Move its chip up one level.



Some hitsong cards are colorless (grey). They don't influence specific colored musicians. They do however, have some symbols on them.

Judy was an unknown artist. Due to some good drumming in the song -Claiming love-, she becomes more famous. She's a local hero now.

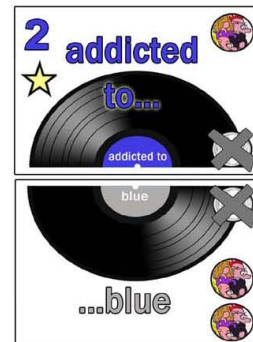
When a musician is a super star already, and the situation shown above occurs, he will leave the band to start a solo career! The player discards the card. Also the luxury cards that belong to musicians are removed.

Players can earn money by releasing hits. The amount of money the player earns can be found on hit song cards. Only the card card with lowest number of coins counts. The hit song -claiming love- is worth 1 coin. The player takes a money chip. There are also hitsongs that aren't worth any money. In that case, there's a cross on the money symbol on this card.

Some hit songs attract fans. The song -addicted to blue- will attract 1 fan. (Note: the same rules apply: only the lowest number counts) The player may put a cube on one of the fans on the playing board.

Note: In a 3 player game 4 fans are covered by a black chip. They are not available in this game.

The other players release their hits too.



5. Score and administration

Of course everything is about the sales numbers! The players combine the numbers of all of their musicians:



This band sold 3041 copies.

The players compare their sales numbers. The player with the highest sales, places his second guitar pawn on the bronze star on the playing board. On the calander, players can see how many points they get. The first round is in january. The best player gets 1 point and moves his pawn on the score track. The 2nd and 3rd don't get any points during this round. Note: Each round, players can earn more points.



Media attention

Now players look at the media attention dice. All musicians with a value equal to or higher than the dice indicates become more famous. Players move the chips of the musicians up one level. Of course some musicians may start a solo career.

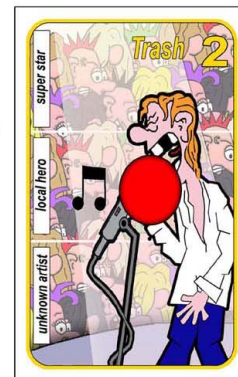
Administration

The hit songs are discarded. New hit songs are laid down on the table. The chip on the calander is moved to the next month. The player on the left hand side of the start player, becomes the new start player.

Specials

There are symbols on many musician cards. These are called *specials*. Specials can be used when the musician reached the level of fame indicated by the symbol, or higher. Specials can be used in the players turn in phase 2 and 3, unless it is stated otherwise.

The meaning of each special can be found on the explanation card. When a player uses a special, he must place a black chip on it, to show it has been used. It can't be used again. Specials get more powerful when the musician becomes more famous. In the example, The player can use the special *singing lessons* to give himself 2 points. But if he waits until his musician becomes a super star, he would earn 3.



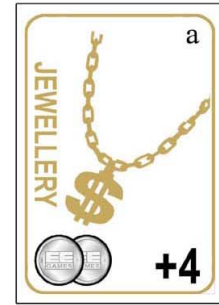
The player can use the special now.

Luxury cards

Your musicians like some luxury. Be nice to them, and give them presents from time to time. In phase 2 and 3, a player can buy luxury items for his

bandmembers. The player chooses one of the luxury cards, pays for it, and places the card in front of one of the musicians. He takes a new luxury card from the deck to fill up the gap.

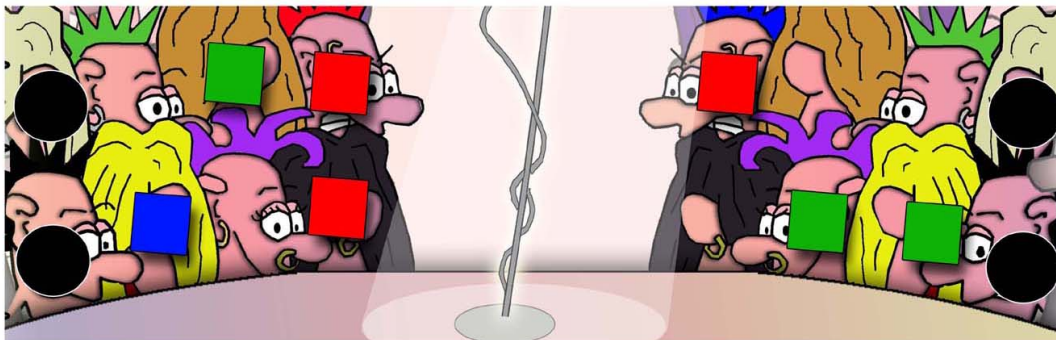
Luxury items give players extra points, but only at the end of the game. There's no limit to the number of items a musician may have, as long as no items are the same.



Note: When a musician leaves a band, he takes with him, everything that belongs to him. Luxury, as well as the black chips.

The price of this item is 2 coins. At the end of the game, it will give the owner 4 points.

Fans

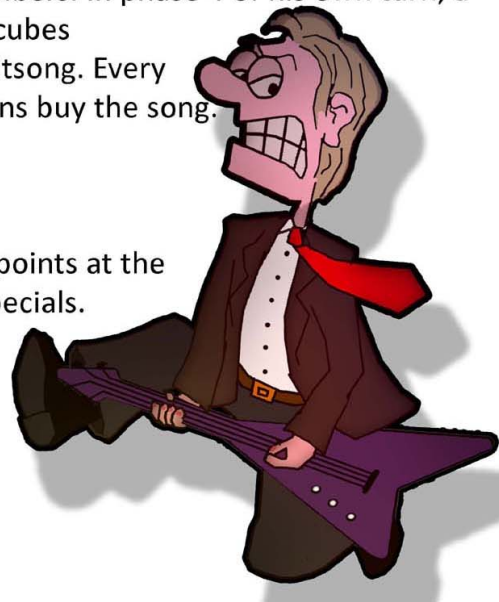


Some hitsongs attract fans. At the end of the game, the player who has the most fans will earn a lot of points. More about this later on.

Fans can also be used to boost up sales numbers. In phase 4 of his own turn, a player may choose to take 1 or more of his cubes from the board and add it to his released hitsong. Every added cube gives a 500 sales bonus. The fans buy the song. After phase 4, the cubes are put away.

♀ Women

Women have charm and give players extra points at the end of the game. Women don't have any specials. There's a symbol on the upper left hand corner of the woman's musicians card.



Popular!

When a player ends up in first place for the second time in a row, he gets his normal score for sales and an extra bonus point. He moves his pawn from the bronze star to the silver star. When he's number one again next round, he will get 2 extra bonus points. He moves his pawn to the golden star.

When it happens again, the bonus will remain 2.

note: When a player isn't number one anymore, the pawn is removed. The new number one player puts his pawn on the bronze star.



Not able to release a song

Sometimes a player can't release a hit song. For example, when he only has the upper parts of a hit song. In this case the player has to discard 2 cards from his hand. Because he didn't release a hit, he won't get any points for playing hit songs this turn.

When all hitsong cards or musician cards are gone, the decks are shuffled again.

End of the game

After the *august* round, the points are counted and added to the points track.

- All players count the value of their **luxury cards**.
- The player who has the most **fans**, gets 8 points, second player 3 and third player 1. Players without fans get no points. In case of a tie, both players get the points.
- If there is 1 **woman** in a band, the player gets 1 point, 2 women 3 points, 3 women 5 points and 4 women 9 points.
- Every **musician** in each band is worth 1 point.
- For every 3 **coins** a player earns 1 point.

The player with the most points wins the game. His band will perform at the biggest festival in the world!

2 or 4 player

In a game with 2 players, 8 fans are covered with black chips.
In a game with 4 players, no fans are covered.



de playing round

1. media attention

(throw the dice)

2. play musician

(Choose a musician, place it on the rights side of the band)

3. write hit songs

(Take hit song cards, finally, every one took 2)

4. release hit songs

(Combine 2 hit song cards to make a song, move artists in the band and make them more famous if you have to)

5. score&administration

(Devide the points for sales numbers, Move guitar pawns on the points track, media attention)

Specials can be played in phase 2 and 3 of the players turn, unless it is stated otherwise.

Luxury goods can be bought in phase 2 an 3 of the players turn.

Fans can be used to boost sales in phase 4 of the players turn.

New playing round:

Remove old hits, place new hit song cards, set calander to next month, next start player.









Game concept, illustrations and design: Thomas Jansen

Any questions? Mail to: info@elveneargames.nl

Find more info at www.elveneargames.nl

specials

		<i>unknown artist</i>	<i>local hero</i>	<i>super star</i>
gets singing lessons		+1 on the fame track	+2 on the fame track	+3 on the fame track
learns special guitar skills		Switch positions with bass player (black) in band.	Switch positions with any band member in your band.	Switch positions with any guitar player (red) in opponents band.
learns special bass skills		When you earn a coin, you may choose to attract a fan instead.	You attract a fan.	Attract one of your opponents fans.
learns special drum skills		Rethrow for media attention.	Make the value of the media dice 1 higher or lower.	Choose if media attention only influences your band or other bands this round.
becomes a song writer		Choose one card from any hit card deck. Discard another.	Choose 1 hit card from any hit card deck.	Choose 2 hit cards from any hit card deck.
interviewed by Rockzine		+1 fame to one of your band members.	+1 or -1 fame to one of your band members.	+1 or -1 fame to one of your band members or opponents.

your musician...