



Drummer's mom



## LEGEND

*The feeling of having a crowd of die-hard fans partying to your music is simply invaluable. The shared moments on the stage are among the most powerful experiences ever. However, not many people realize how much work goes behind such a successful concert. First of all, the repertoire has to be created and rehearsed, that is clear to everyone, but that is just the beginning. Having an amateur rock band means a constant search for the intersection of the time possibilities of individual members. Scheduling a rehearsal date can often be a superhuman task, as you will see for yourself! The initial enthusiasm of the individual musicians gradually fades and other priorities begin to appear in their private lives. How much sacrifice will have to be made for the collective work is influenced by the coloured dice, which determine the current needs of the individual band members.*

## COMPONENTS

The list of game components is shown in [Figure 1](#) on the following page.

1. 4x Coloured Musicube
2. 8x Music style (4 pairs of guitars (collector's edition) / tokens (travel edition))
3. 1x Career board
4. 4x Mixing console with 12 faders
5. 4x Fan cauldron
6. 4x Exit corridor
7. 4x Technique module (including corresponding musician tokens in the travel version)
8. 44x Fan (4 sets of 11 fans)
9. 4x Beer module
10. 6x Impulse to Action
11. 16x Musician token for the beer module (4 sets of 4 tokens)
12. 8x Drunk Dude
13. 1x Promotion module (collector's edition only)
14. 1x Rulebook (collector's edition only)





Figure 1 – List of game components (collector's edition example)



## AIM OF THE GAME

The aim of the game is to acquire the maximum number of fans, which count as victory points. You acquire fans every time you advance (as a result of a successful musical turn) on the career board to the black flap (collector's edition) / field in the top row (travel edition) representing concerts.



When you advance to the white flaps (collector's edition) / fields in the bottom row (travel edition) representing a non-public rehearsal, you don't acquire fans.

## GAME SETUP

1. Place the career board in the middle of the playing area and arrange all fan cauldrons and exit corridors in a square around it.
2. Each player receives 1 mixing console and connects it to 1 cauldron on the playing area.
3. Set all faders on the mixing console to the top position (-0 dB).
4. Each player receives 1 technique module and connects it to his/her mixing console from the left side.
5. Each player chooses one music style and receives 2 guitars/tokens of that music style, one of which is placed on the technique module and the other on the starting column/field on the career board.



The starting column/field on the career board is used to play the long career of your band, which can take up to 3 hours in 4 players. If you want to shorten the game, you can start your career from the E (medium career) or G (short career) flap on the career board (keyboard).

6. For the collector's edition, set all indicators (large black and small coloured) on the technique module to zero stars. For the travel edition, place all musician tokens and the music style token to the left column (zero stars) on the technique module.
7. Place the promotion module (collector's edition only) on the career board and randomly set the drums of the module flat side up.
8. Each player receives 1 fan and places that fan in his/her cauldron (actually, it's the drummer's mom, whose favor you already have when you found the band.)
9. Place the rest of fans near the game area so that the players have them at hand.





If you are playing the game in less than 4 players, remove 11 fans for each missing player and return them to the box.

10. Place 4 Musicubes near the game area so that the players have them at hand.
11. Select a first player – whoever last sang in the shower starts.
12. Decide whether to play the basic game or the adult game, which adds a beer module to the game.



For the first game and to familiarize with its principles, we recommend to use the basic version of the game.

## BEER MODULE SETUP

13. Each player receives 1 beer module and connects it to his/her mixing console from the right side.



All 4 beer modules must always be used in the game to ensure the correct circulation of Impulses to Action, therefore, in the case of a two or three player game, place the beer modules of the missing (imaginary) players sideways on the free spaces near the empty cauldrons.

14. Each player receives 4 band member tokens (1 of each color) and places them on the middle column of the beer module marked with a question mark.
15. Divide the Impulses to Action (4 coloured and 2 black) among the players as follows:
  - a. The starting player chooses one of the Impulses, places it on his beer module, and passes the other five to the next player clockwise.
  - b. The next player again chooses one of the Impulses and passes the rest on.
  - c. A third player does the same thing.
  - d. The last (fourth) player chooses 2 Impulses.
  - e. The third player receives the remaining (sixth) Impulse to Action.



When it is the imaginary player's turn, the last real player chooses his Impulse to Action.

16. Place the Drunk Dude tokens near the game area so that the players have them at hand.

[Figure 2](#) below shows the setup of a complete 3-player game.



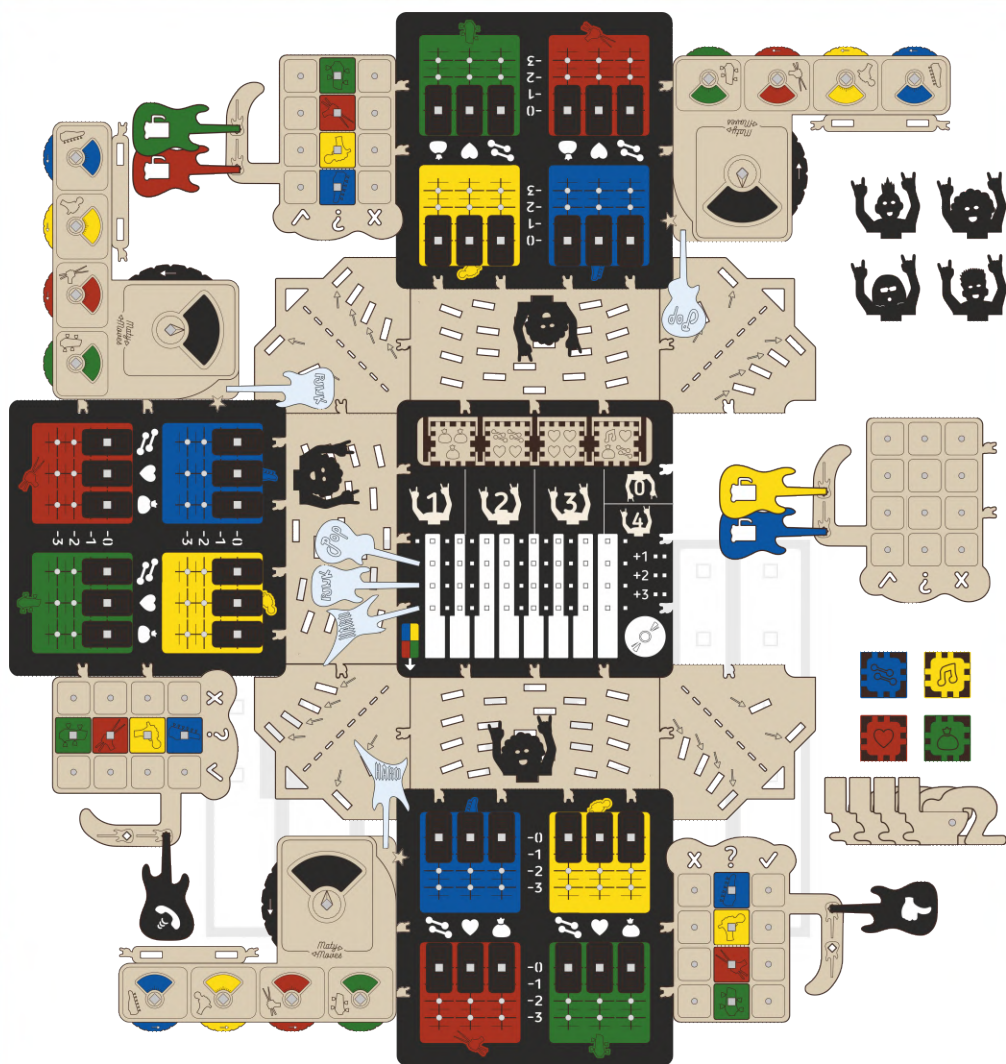











Figure 2 – Game setup for 3 players (collector's edition) including promotion and beer module



## **MEANING OF SYMBOLS**

The following symbols can be found in the game:

Symbol	Meaning	Location
	Fitness	Musicubes, mixing console, promotion module
	Relationships	Musicubes, mixing console, promotion module
	Money	Musicubes, mixing console, promotion module
	Will to Play	Musicubes (2x), promotion module
	Initiative	Musicubes
	Thumbs up	Impulse to Action – beer module
	Phone	Impulse to Action – beer module
	Beer	Impulse to Action – beer module
	Drunk Dude	Promotion module

## **GAMEPLAY OVERVIEW**

Players take turns to roll the dice repeatedly and choose which symbols to take or not take from each roll. At the start of your turn, you must determine its nature. You can choose between a musical and a civil turn, each of which has a different effect.

Each player first rolls all the dice and then chooses one symbol to determine whether to play a musical or civil turn. If a player chooses the musical symbol (Initiative or Will to Play), his/her turn will be musical, while if he/she chooses the civil symbol (Fitness, Relationships, Money), his/her turn will be civil.

Afterwards, the player can take any other symbols he/she is concerned with and re-roll the remaining dice.





Remember that you must always take at least 1 die after the first roll. The first die you choose determines the nature of your entire turn (musical/civil).



If all the dice have only civil or only musical symbols on the first roll, you have no choice and the nature of your turn is predetermined.

On each subsequent roll, the player has three options:

1. Take one or more dice and then roll the remaining dice (if any) again.
2. Take no dice and bribe the last roll – then roll again.
3. Take no dice, does not bribe the roll and end the turn.



Bribing the result of a roll is the main strategic tool working with probability. You will have to bribe quite often. Sometimes it may even be useful to bribe voluntarily – that is, take no dice even though you could.

A turn ends when a player has successively taken all the dice and has no more dice to roll, or no longer wants to or cannot roll the remaining dice. At this point, the player resolves the result of his/her turn, passes the dice to the next player clockwise, and the whole situation repeats.



## MUSICAL TURN



The purpose of the musical turn is to move forward on the career board. However, this can only happen if you collect music symbols on all four dice, with one more condition – at least one of the symbols must be the Initiative.



The musical turn must always involve all 4 members of the band.

### MUSICAL TURN EFFECTS

A successful musical turn has two effects:

1. Move your music style token (guitar) one field (semitone) to the right on the keyboard of the career board.
2. Reduce any aspect of life (a fader on the mixing console) of each band member one level down. Each member simply has to sacrifice something of his/her personal life for the band, without that, career growth is not possible.



If any band member has nothing left to sacrifice (complete burnout in all aspects of life), it is impossible to perform a musical turn.



If you roll symbols you don't want on some dice rolls (other than the first one) in a musical turn, you may choose to take no dice, bribe the entire roll (all dice rolled) and roll again.

## BRIBING IN THE MUSICAL TURN

The bribing in the musical turn is as follows:

- For each die with a civic symbol included in the bribed roll, move the respective fader of the respective band member (color) on the mixing console one level down. The price of bribery is thus the fact that the musicians suffer in various aspects of their lives.
- If the band member can no longer move the fader down (as it is at the lowest level of -3 dB), the roll cannot be bribed. In this case, the musical turn is considered failed and is ended without effect.
- The Will to Play symbol (note) can be bribed for free (the life aspects of musicians are not reduced).



This is useful if you are trying to roll the Initiative symbol on the die/dice, but instead you roll the Will to Play symbol(s). In this case, the dice can be rerolled for free.

## FAILED MUSICAL TURN

The musical turn is failed in the following cases:

- The player ends the musical turn prematurely by deciding not to take any of the dice rolled and not to bribe.
- The player does not roll musical symbols on the dice and is forced to bribe, but the bribed band member already has the relevant life aspect reduced to its lowest level (-3 dB) and therefore cannot be bribed.
- Although the player has rolled 4 music symbols in his music turn, one of the band members has all life aspects reduced to the lowest level (-3 dB) and thus has nothing to sacrifice for the music turn.

















Remember that for a successful music turn, it is not enough to collect four Will to Play musical symbols, but at least 1 symbol must be the Initiative.



In the event of a failed musical turn, don't reduce any aspect of the band members' lives as a sacrifice. Anyway, your fans will leave (see END OF THE TURN - FAN INTEREST, p. 12).



## EXAMPLE OF A MUSICAL TURN

Roll no.	Rolled	Description	Selected
1. roll		The player decided to play a musical turn to move forward on the career board. He must therefore choose at least 1 music symbol. He takes the green Will to Play symbol.	
2. roll		On the second roll, the player may take one or both Will to Play symbols. The player takes only 1 Will to Play symbol, because he needs to roll the Initiative symbol.	
3. roll		No musical symbol is rolled. To continue the turn, the player must bribe the roll and reduce the fitness of both band members (singer, drummer) by one level.	
4. roll		Although there are 2 music symbols on the dice, the player needs at least 1 Initiative symbol to make a successful musical turn, so he takes no dice and bribes the roll because it's free.	
5. roll		One of the dice rolled the key Initiative symbol needed for a successful musical turn. The player takes the yellow die. The remaining die will be rolled again without bribing.	
6. roll		No musical symbol is rolled. To continue the turn, the player must bribe the roll and reduce the drummer's fitness by one level. If the player would not or could not reduce the drummer's fitness (it is at the lowest level of -3 dB), he would have to end his/her turn without effect.	
7. roll		Finally, the last symbol needed for the musical turn is rolled. The four musical symbols are complete.	



To achieve a combination of symbols leading to advancement in the music career, the player needed 7 rolls and it cost him 3 fitness reductions (1x for the singer and 2x for the drummer). Now, the player still has to reduce one arbitrary life aspect (the fader on the mixing console) of each band member as a sacrifice. If a band member has nothing left to sacrifice, it is not possible to advance in the career and the musical turn is ended with no effect.

## **CIVIL TURN**

The purpose of the civil turn is to recharge the various aspects of life and improve the technique level of the musicians.

Unlike a musical turn, a civil turn may not involve all four band members.

### **CIVIL TURN EFFECTS**

The effects of the civil turn are as follows:

- For each civil symbol, move the fader of the respective life aspect (symbol) of the respective band member (color) to full charge (highest value -0 dB on the mixing console).
- For each Will to Play symbol (note), increase the technique level of the respective band member (colour) on the technique module by one star. For more information, please refer to the chapter [TECHNIQUE MODULE - BAND LEVEL](#), p. 16.
- The Initiative symbol has no effect during the civil turn.

If you roll symbols you don't want on some dice rolls (other than the first one) in a civil turn, you may choose to take no dice, bribe the entire roll (all dice rolled) and roll again.








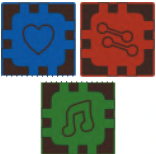


### **BRIBING IN THE CIVIL TURN**

The bribing in the civil turn differs from the musical turn and is performed as follows:

- For each die with a civic symbol included in the bribed roll, move the respective fader of the respective band member (color) on the mixing console one level down. The price of bribery is thus the fact that the musicians suffer in various aspects of their lives.
- If the band member can no longer move the fader down (as it is at the lowest level of -3 dB), the roll cannot be bribed.
- If at least 1 die with a musical symbol (Will to Play or Initiative) is rolled in a civil turn, that roll cannot be bribed and you must take at least 1 die from it.



EXAMPLE OF A CIVIL TURN

Roll no.	Rolled	Description	Selected
1. roll		The player is forced to perform a civil turn because only civil symbols were rolled on the dice in the first roll. The player chooses the Relationship symbol of the guitarist (blue).	
2. roll		The singer's relationships (yellow) and the bassist's money (green) are both in good condition, therefore the player chooses the Fitness symbol of the drummer (red).	
3. roll		A musical symbol was rolled on one of the dice, therefore this roll cannot be bribed. The player chooses the green Will to Play symbol in order to improve the level of the bassist's technique.	
4. roll		The player doesn't want to take the singer's relationships (yellow), therefore he decides to bribe the roll and reduce the singer's relationships by one level. Then he rolls the yellow die again.	
5. roll		The Initiative musical symbol, which cannot be bribed, was rolled on a die. The player must therefore take it, even if it provides no benefit.	

Based on the chosen combination of symbols, the player recharges the guitarist's relationships and the drummer's fitness to maximum (-0 dB) at the end of his turn. The player also increases the technique level of the bassist by one star.

→ **END OF THE TURN - FAN INTEREST** →

The measure of success is fan attention, which depends on the frequency of public events where your band can be seen and heard. The logical characteristic of these live victory points is the fact that they are not guaranteed. Fan interest naturally declines over time, and if you don't feed it with more concerts regularly, their awareness of your band will gradually fade. If they don't hear a mention of you for a long time, they may even forget about you altogether.



At the end of each player's turn, it is necessary to evaluate the interest or loss of interest of fans according to the following rules:

## FANS ARE LEAVING

Fans are leaving in the following cases:

- The player played a civil turn in this round.
- The player played a musical turn in this round that failed (see [FAILED MUSICAL TURN](#), p. 9).
- The player played a successful musical turn in this round, resulting in a move on the career board onto the **white flap** (collector's edition)/**field in the bottom row** (travel edition) representing a non-public rehearsal.

Fans leave by using the exit corridors (from the player's point of view, these are always two corner pieces on either side of his/her fan cauldron). Two corridors with different numbers of slots are available. As long as your fans are in the exit corridors, they are still your fans.

When fans are about to leave, they don't leave all at once, but only two of them (by one corridor each). If you do not have a concert in the next turn, the leaving also applies to all fans already in the corridors. Simply move them one space in the direction of the arrows. Their slots will be immediately occupied by two new fans from the cauldron, if there are any. To simplify the work, you can skip the fans standing in the corridors with the newly leaving ones, the result will be the same. If there is only one (last) fan left in the cauldron, you can choose which exit corridor to place it in.

If you have to move a fan on during leaving and there are no more slots in the corridor, you lose the fan and have to place it in the common supply.

## ACQUISITION OF NEW FANS

New fans can be acquired in the following cases:

- The player played a successful musical turn in this round, resulting in a move on the career board onto the **black flap** (collector's edition)/**field in the top row** (travel edition) representing a concert or CD release.
- The player has performed a promotion that has acquired new fans (collector's edition only). For more information, please refer to the chapter [PROMOTION MODULE](#), p. 16.

The number of new fans you acquire after having a concert is gradually increasing and is determined by the value (1 to 4) on the fan number shown above the music career field where your band is currently located.



Place new fans anywhere in the fan cauldron. Along with them, return all fans standing in both of your exit corridors (if there are any) to the cauldron.



Moving forward onto the black flap on the career board will attract new fans and at the same time relocate leaving fans from the exit corridors back into the cauldron. Moving forward onto the white flap on the career board will not attract new fans, and at the same time will cause existing fans to leave (see [FANS ARE LEAVING](#), p. 13).

## FAN TAKEOVER

If you acquire new fans and there are not enough of them in the common supply, the so-called fan takeover occurs between individual bands.



It is not possible to take fans directly from the cauldron, because they are still full of impressions from the last concert. Fan takeover only applies to fans standing in the exit corridors of your opponents.

In the case of fan takeover, assign a numerical value (1 to 4) to the fans standing in the exit corridors according to the order of their slot from the cauldron outwards. For example, fans who were only leaving once and are in the first slot from the cauldron are assigned a value of 1.

Then take the number of fans missing in the common supply from the opposing players in order from the highest value to the lowest (4, 3, 2, 1).



You may not take over a fan from someone if there is a fan with a higher value in one of the exit corridors of opposing players.

If there is a fan in a 4-slot corridor with the same leaving value as in a 2-slot corridor, the fan in the 2-slot corridor always has priority. Fans in the 4-slot corridor are more loyal because you lose them after a longer time period. If there is a fan with the same leaving value in multiple 4-slot corridors or multiple 2-slot corridors, you can choose which one to take over.

*Example: The player has to acquire 3 new fans, but there is only 1 in the common supply. The situation in the exit corridors of opponents is shown in [Figure 3](#) on the next page. The player takes one fan from the common supply, another (value 3) from the 4-slot corridor and the last (value 2) from the 2-slot corridor. In this example, it is not possible to take both fans from the 4-slot corridor because the fan in the 2-slot corridor has priority in the event of a tie.*



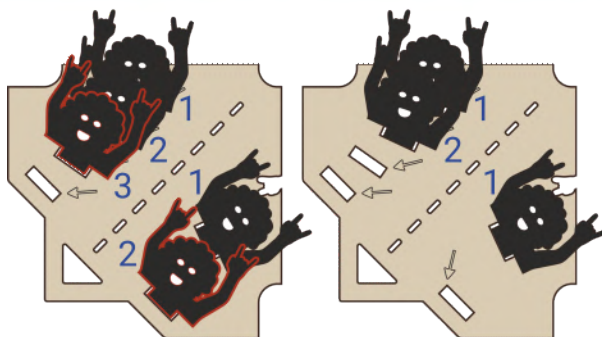


Figure 3 – Fan selection in corridors of multiple players (example)

## **END OF THE GAME**

The game ends when all bands reach the end of their amateur music career, where they release a CD (the last field on the career board). The band that reaches this field and releases a CD can no longer lose any fans, and also gains 1 victory point for each round that the other bands need to reach the last field of the music career.

Each time a band with an already released CD gets a turn, instead of a turn, it adds one point to the auxiliary chart on the career board showing this time bonus (see [Figure 4](#) below).

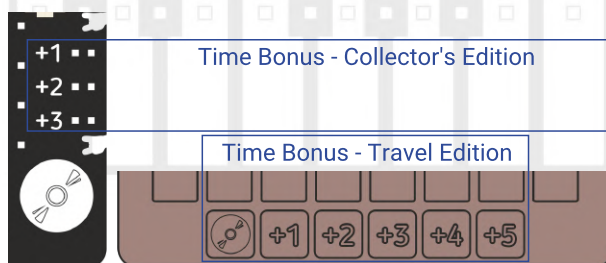


Figure 4 – Time bonus in collector's and travel editions

If you need more fields than the board offers to increase your time bonus, you can use, for example, your second music style token.



**There is no limit to the number of time bonus points you can get.**

Once the last band releases a CD, the game ends immediately. Players count their fans and bonus points and the player with the highest number wins the game. In the event of a tie, the player with more time bonus points wins. If there is still a tie, the players share the victory.





## TECHNIQUE MODULE - BAND LEVEL



The technique module is used to improve the musical level of individual musicians and the overall musical level of a band.

If players collect any Will to Play symbols during their civil turn, they increase the technique level of their respective band members by one star.

Once the last (fourth) member of the band reaches a certain number of stars, the overall level of the band is increased by one star.



The overall music level of the band therefore always corresponds to the level of the least skilled member.

Each time your band reaches a higher technique level than any of the opposing bands, add 1 fan from the common supply to your technique module. For every star by which your technique level is higher, you will have 1 fan on your technique module, so you can have up to 3 fans here in total. When the least technically advanced band in the game increases its level, all other bands must return one fan from the technique module back to the common supply.



The number of fans on your technique module represents the difference between the number of stars of your band and the band with the lowest technique level. For example, if all bands reach the highest technique level (3 stars), no player will have any fans on his technique module, because the level of the bands is the same.

Fans on the technique module provide the following benefits:

- They are worth one victory point (each) at the end of the game.
- They are not subject to the rules relating to fan leaving. Their interest persists because they admire the high technique level of the band.
- They increase the number of fans you acquire through concerts. Each fan on the technique module, increases by 1 the fan income indicated by the fan number shown above the music career keyboard.



## PROMOTION MODULE



The promotion module is only available in the collector's edition of the game. This module contains four rotating drums with promotions and serves as a new opportunity to acquire fans and keep their interest during the civil turn. Each drum contains three areas with different combinations of symbols.



At the start of the game, place the promotion module on the career board and randomly set each drum with one flat side up. The four visible sides represent the available opportunities for all players. The remaining two sides of each drum are unavailable at this time, and will only come into play after the top promotion is completed.

Once a player collects one of the four available symbol combinations during a civil turn, he/she executes the corresponding promotion and then sets its drum to one of the previously unavailable sides.

The execution of the promotion has the following effects:

- **Fans do not leave** at the end of a turn in which a player has executed a promotion.
- Depending on the type of promotion, **it is possible to acquire new fans** as illustrated by the fan numbers on the career board and in the following [Figure 5](#) – a drum with three identical symbols (left) attracts 1 new fan to the band, a drum with two pairs of symbols attracts 2 fans, a drum with four identical symbols attracts 3 fans and the last drum (right) attracts no fans.

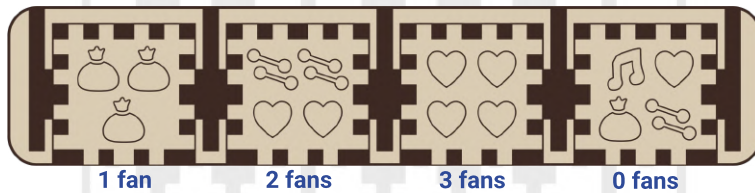


Figure 5 – Acquiring fans as a reward for promotion



*Socialization is an essential part of the musician's life. Members of individual bands may occasionally go for a beer together or share their private activities. During these activities outside the band, individual musicians will be confronted with alcohol and will form their own attitude to it.*

## BEER MODULE DESCRIPTION

To setup the beer module, refer to the chapter [GAME SETUP](#), p. 4.

The beer module contains three columns for musician tokens. At the start of the game, all musician tokens are in the middle column, which is marked with a question mark and represents the musicians' unclear attitude to alcohol. The left column marked with a cross represents abstinence and the right column marked with a check mark represents alcoholism. Both side columns have their advantages: the abstinent cannot be invited for a beer and the alcoholic has a partial resistance to alcohol.



The other components of the beer module are Drunk Dude tokens and 6 Impulses to Action.

## USING IMPULSES TO ACTION

Impulses to Action circulate between players throughout the game.

Once a player uses an Impulse to Action, he passes it to the next player **counterclockwise** (including imaginary players in a game of less than 4 players) who has a free space for it (the maximum number of Impulses to Action for each player is 2).

Each time it is the imaginary player's turn, the player imaginatively uses one Impulse to Action (in other words, passes it on) in order to ensure their circulation. If the imaginary player has two Impulses, he uses the leftmost one from his view and moves the remaining Impulse in its place. If you have the collector's edition of the game, the imaginary player is represented by a beer module lying on its side, thereby the pint handle provides the two spaces needed (see [Figure 2 – Game setup](#), p. 6).

## EFFECTS OF IMPULSES TO ACTION

Impulses to Action have the following effects:

**Thumbs up** – you can only use this Impulse during your turn. Thumbs up means that fans are interested in what's going on in the band, even though the band doesn't have a concert at the moment. At the end of a turn in which you play the Thumbs up, no fans will leave.

**Phone** – you can only use this Impulse during the opponent's civil turn. One member of your band can join the private activity of the player on the turn by using the Phone to recharge the corresponding aspect of life to the maximum. However, it must always be the same civil symbol and color of the musician as on the chosen Musicube.



It is not possible to increase the technique level by using the Phone.

**Beer** – You may use this Impulse at the beginning or end of your turn or the turn of other players, but not during the Musicube roll. If you play the Beer, a member of your band matching the color of the Impulse becomes an **Initiator of the Party**. You may invite the same member (color) of one of the other bands for a beer, thus involuntarily becoming a **Victim of the Plan** (however, he/she must not be an abstinent, see below). If any of the other players feel the need to socialize, they can also participate in the tempting beer night, completely voluntarily. However, the consequences will be borne by each individual member, and will always depend on previous experience with alcohol.



In order to play this Impulse, neither the Initiator of the Party nor the Victim of the Plan must have a Drunk Dude token.



Beer has the following effects:

- If the Initiator or the Victim has no experience with alcohol (the token is in the middle column) they will not participate in the next turn of the band. To indicate that this band member is unusable, place a Drunk Dude token onto his faders on the mixing console.
- If the Initiator or the Victim is an alcoholic, he has partial resistance to alcohol, which means that he has a 50% chance to function normally the next day. Roll the dice. If the civil symbol is rolled, the alcoholic receives a Drunk Dude token. If the musical symbol is rolled, nothing happens, the beer has no effect on the alcoholic.
- Move the Initiator token on the beer module to the right column marked with a check mark – the Initiator becomes an alcoholic.
- If the Victim has received a Drunk Dude token, move the token of the corresponding band member on the beer module to the left column marked with a cross – the Victim becomes an abstinent and can no longer be invited for a beer!

## DRUNK DUDE EFFECTS

Drunk Dude token has the following effects:

- A musician with this token cannot participate in the next band turn, therefore do not roll a die of his color. This member's turn will consist of sobering only.
- Meanwhile, the rest of the band must make only a **partial** civil turn with remaining dice.
- At the end of a partial civil turn, remove the Drunk Dude token. The next time the respective member joins the band again.



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Special thanks to the guys from the band, with whom we had lots of adventures together under the fifty-first parallel of Latitude. Of course, a big thanks you to all our fans, without whom it just wouldn't have been right.





Drummer's mom