



GAME RULES

ENGLISH

PURPOSE OF THE GAME

To achieve the best ranking position at the end of the game.

END OF THE GAME

The game ends when one of the following events occurs:

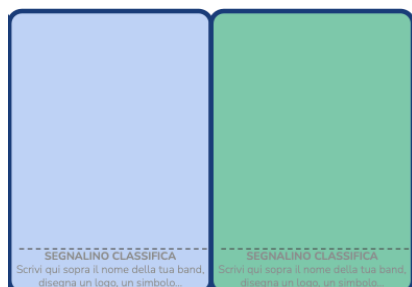
- a player reaches first place in the ranking;
- “4 years have passed”

START OF THE GAME

Place the main board, the black disc (vinyl), the “Ranking” board and the decks of #*IT HAPPENS, FLUKE, BOX CARDS, MUSICIANS, ROADIE/MANAGER and GOLD RECORD SECTORS on the table. The card boxes can act as dispensers.



Each player chooses a Band Leader character, takes the corresponding large Leader card and places it in front of them.



They then write the name of their band on the “Ranking Tile” and place it outside the ranking (Top 45), in the “Game Turn Order” space next to the ranking board.

At the beginning of the first year, place the appropriate marker on the “First Year” box in the “Current Year” strip next to the ranking board.

Take the characters marked with the number of players present from the MUSICIANS deck:

	Cards usable by 2, 3 and 4 players
	Cards usable by 3 and 4 players
	Cards usable by 4 players

THE TURN

Each turn consists of two phases:

PHASE 1:

Players take turns moving their “LEADER” token up to two spaces away, horizontally and/or vertically, not diagonally, arriving at a space not occupied by other players and without returning to the starting space. Occupied spaces can be crossed, except when using the BUS (see below). When moving, collect the Square Cards crossed, place them on the table in front of you and replace them on the board with the first Square Cards of the deck. Therefore: if the Players move one space, they collect one card, if they move two spaces, they collect two cards. In case of movement with the aid of the BUS and the PLANE, see the relevant chapters later in the rules.

PHASE 2:

What is indicated in the colored strip under the box is resolved according to the icon and the text present:



you **can** spend the resources in your possession to purchase a **MUSICIAN**.



you **can** spend the resources in your possession to purchase a **GOLD DISC SECTOR**.

Once spent, resources are discarded and will re-enter the game at the beginning of the following year. IMPORTANT: it is not possible to purchase MUSICIANS and GOLD RECORD SECTORS if your LEADER pawn does not, at the end of its movement, arrive on a space marked with the **Musicians** or **Gold Record** icons



you **must** draw a #*IT HAPPENS card and immediately resolve it



you **must** draw a FLUKE card. You can play one or more FLUKE cards from your hand, by performing the indicated actions, at any time during PHASE 1 and 2 of your turn (even right after you draw the card).

END OF THE YEAR

The year ends when the deck runs out of Square Cards (12 cards per player). The End of Year point counting begins (see the **Point Counting chapter**).

After the End of Year Point Count, all discarded and unused Square Cards still in front of the players are collected, shuffled and a new deck is created. Unused resources are lost. The cards on the board remain in place and are not shuffled.

The used FLUKE cards are shuffled and put back into play, while those still in the players' hands remain in their possession.

The “MUSICIANS” and “ROADIE/MANAGER” cards remain with whoever owns them.

Discarded #*IT HAPPENS cards are put back into play only when the deck runs out.

Once the year is over, place the marker on the next year in the “Current Year” strip at the bottom of the leaderboard.

MUSICIAN CARDS



MUSICIANS are of two types:

- AMATEURS, purchasable at any time during the match
- PROFESSIONALS, purchasable only after completing the three outermost sectors of the gold disc, marked by the Roman numeral I

MUSICIANS can only be acquired when the band Leader is on a space marked with the symbol , by paying the resources indicated on the respective cards. You can only acquire MUSICIANS who play instruments other than those already present in the band, or as a replacement for one already present. If you have enough resources, you can purchase multiple musicians at the same time.

A band member can be replaced at any time by hiring a musician of the same instrument (e.g.: drummer with drummer, etc.). The LEADER cannot be replaced.

Some “MUSICIANS” cards are worth “Ranking Points” that will be counted at the end of the game. Naturally, PROFESSIONALS are worth more points than AMATEURS. These points are highlighted with a **red background**. MUSICIANS are also worth “Battle of the Bands” points (**green background**, see below).

A band is said to be COMPLETE when it is made up of four different MUSICIANS (three plus the Leader): singer, drummer, bassist, guitarist.

FLUKE CARDS



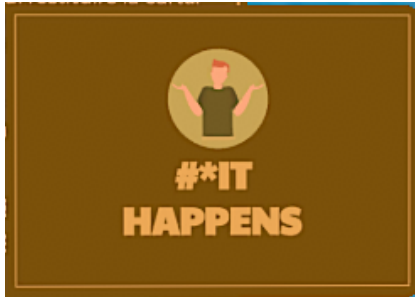
FLUKE cards are drawn every time your LEADER lands on a space marked with the icon  and give specific advantages, for example: moving a character, canceling the effects of a #*IT HAPPENS card, stealing resources from your opponent, etc. The advantages are written on the cards. Some FLUKE cards are also worth “Ranking Points” (marked on a red background) **1.**.

Once drawn, the FLUKE card must be kept in your hand, hidden from other players, and used during the game. You can use a FLUKE card even when you have just drawn it. You can play multiple FLUKE cards during the same game turn.

YOU MAY NOT HOLD MORE THAN 3 FLUKE CARDS IN YOUR HAND. Before drawing a new one, i.e. before having seen it, you must play or discard one of the 3 already in your possession.

When a FLUKE card is played, it is discarded from the game, unless there is a “Ranking Points” number on the card with a red background **1.**. In this case, the card is kept face up on your side of the table until the end of the year. The ranking points of the played FLUKE cards (not those still in your hand) will contribute to the total count at the end of each year (see “Point Counting”). At the end of the year, the discarded FLUKE cards are shuffled and put back into play, while the unplayed ones, up to a maximum of three, remain in the player’s hand.

#*IT HAPPENS CARDS



#*IT HAPPENS cards are drawn on your turn when your LEADER lands on a space marked with the #*IT HAPPENS symbol . The #*IT HAPPENS card must be drawn and resolved immediately, but AFTER collecting the Square Cards. If the collected #*IT HAPPENS card involves the loss of a resource, any card in your possession marked with that resource is lost, even if it has just been collected. Once used, the #*IT HAPPENS card is discarded. Any discarded #*IT HAPPENS cards are shuffled and put back into play only when the deck runs out.

VAN



As soon as a player has a **full band** with at least one MUSICIAN with the VAN icon, he/she will place the VAN token on the space where their leader is located. From that moment on, the VAN can be used by any player who has a full band with at least one member with the VAN icon. To use the VAN, you must move to the space where the VAN is located. It cannot therefore be used as soon as it enters the game, since it will be

on the space already occupied by the player who completed his band, nor can it be used twice in a row by the same player, because you will first have to move away from the VAN space and get back on it in a subsequent turn.

When players arrive on the space occupied by the VAN, they “get on” the VAN and MUST use it for their movement. Both the VAN and the Leader token must therefore move from 1 to 3 spaces following an orthogonal path (therefore not diagonally).

Only two Square Cards are always collected and replaced: the starting one of the VAN and the arrival one. Therefore, the cards crossed during the journey of the VAN are not collected.

What is indicated in the colored strip under the destination box (#*IT HAPPENS, FLUKE, MUSICIANS, GOLD RECORD) is resolved as usual, according to the icon and the text present

The space occupied by the VAN cannot be occupied by any player who does not have the requirements to use it.

The MINIBUS cannot cross squares occupied by other players, nor stop on an occupied square.

If the MINIBUS cannot be moved, the square it occupies cannot be used.

AIRPLANE



As soon as a player adds the first PROFESSIONAL member to his **complete** band, he/she will place the PLANE token on the space where their Leader is located. From that moment on, the PLANE can be used by anyone whose band is complete with at least 1 PROFESSIONAL member.

The player who chooses to take the PLANE, in the same way as the VAN, can move (fly) freely to any space on the board not occupied by another player or by the VAN. As with the VAN, he will therefore collect the departure and arrival cards and resolve what is written on the line under the arrival space. Therefore, the cards crossed during the journey to the PLANE are not collected.

A player not eligible to use it cannot occupy a space occupied by the PLANE.

When you arrive in a space occupied by the PLANE you must use it.

BATTLE OF THE BANDS



When you draw the BATTLE OF THE BAND card from the board or the #*IT HAPPENS deck, you must shout "Battle of the Bands" as loudly as possible.

Then everyone adds up the green points  :

- present on the "Band Members" cards,
- present on the FLUKE cards (which will be compulsorily revealed at this stage),
- present on the ROADIE/MANAGER card (depending on how it is turned at that moment)
- present on the Square Cards in your possession at that moment.

The player with the most BATTLE OF THE BANDS points wins the battle and advances two positions in the ranking. In the event of a tie, the players with equal points will advance two positions, but not the player who started the battle, who will be considered defeated and will lose two positions in the ranking.

Space cards and FLUKE cards with a green symbol  used during a battle of the bands must then be discarded.

ROADIE/MANAGER CARD



The ROADIE/MANAGER card has two sides:

- side 1: ROADIE
- side 2: MANAGER

The first player to complete a band (3 members plus the Leader) immediately takes the ROADIE/MANAGER card. The card can be **stolen** by other players who have completed their own band when their Leader lands on

a space with the ROADIE/MANAGER symbol .

The card must be kept face up in front of the player who owns it until another player steals it.

The card must be kept turned to the ROADIE side and used as such, taking advantage of the benefits offered by the ROADIE, until the player who comes into possession of it does not have at least one PROFESSIONAL MUSICIAN. In this case, he will keep it in front of him turned to the MANAGER side, taking advantage of the benefits offered by the MANAGER. As mentioned, the card can be stolen by those who have a full band. If the band does not contain at least one PROFESSIONAL musician, the player who steals it will turn it to the ROADIE side and use it as such.

Card benefits, ROADIE side

Who owns the ROADIE card:

- has one more point in the Battle of the Bands;
- has one more Ranking Point at the end of the year and at the end of the game.

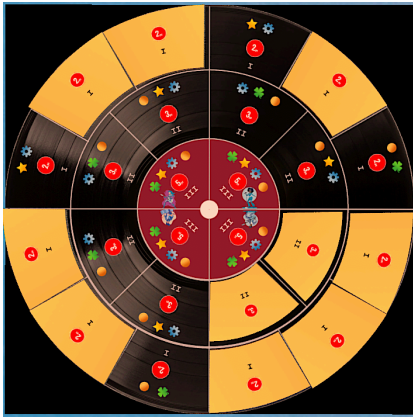
Card benefits, MANAGER side

Who owns the MANAGER card:

- owns and can spend one additional resource of any type when purchasing band members or disk sectors;
- has two more points in the Battle of the Bands;
- has two more Ranking Points at the end of the year and at the end of the game.

Furthermore, if the person who collects or steals the card has the requirements to use it as a MANAGER, they immediately move up two positions in the ranking. This also applies if a player in possession of the card acquires the requirements to turn it to the MANAGER side during their turn. If the requirements are lost during the turn (this can happen if the PROFESSIONAL MUSICIAN of the band is lost), the MANAGER card is immediately turned to the ROADIE side. If the card is collected, stolen or turned to use it as a ROADIE, you do not immediately move up in the ranking.

THE GOLD RECORD



At the beginning of the game, the black vinyl record is placed next to the board. The record is divided into 4 sections marked by a LEADER. Each section is divided into 6 sectors marked by Roman numerals (**I II III**). During the game, resources will be accumulated that will allow you to acquire SECTORS OF THE GOLD RECORD that will be placed in the spaces of the vinyl record assigned to the individual players, thus gradually transforming the vinyl record into a GOLD RECORD. Each

SECTOR has its own cost and, once acquired, brings Ranking Points  that are immediately added to the ranking.

You can purchase sectors of the record marked by the Roman numeral **II** only once you have acquired all three sectors marked by the number **I**.

The central sector (**III**) must be purchased last. If you have enough resources, you can purchase multiple sectors at the same time. Also remember that PROFESSIONAL MUSICIANS can only be purchased by those who have already filled the three outermost spaces of the vinyl with GOLD SECTORS.

END OF THE GAME AND VICTORY

The winner of the game will be:

- **the player who first reaches first place in the ranking** during the game. In this case, **the game stops immediately and THE PLAYER WINS without proceeding to count the points.**
- or the player who, at the end of any year, **reaches and maintains first place in the ranking after counting points;**
- or the player who, at the end of the fourth year, **reaches and maintains the highest place in the ranking after counting the points**

POINT COUNTING

Points are counted AT THE END OF EACH YEAR, i.e. when the Square Cards in the deck run out. 

Each point accumulated is equivalent to a position in the ranking. Ranking points are added by moving your tile with the band's name along the ranking board.

Points are counted in order of ranking, starting with the player who occupies the lowest position and then continuing clockwise. If one or more players have not yet entered the rankings, the points will be counted starting from one of these players, following the order of the game rounds followed during the previous year.

POSITIONS IN THE RANKING ARE COUNTED IN FOUR PHASES following a specific order:

1. FLUKE CARDS: count the Ranking Points present on the FLUKE cards accumulated at that moment (only if used and kept in front of you), then move up in the rankings by the corresponding number of positions;
2. SQUARE CARDS: count the Ranking Points present on the SQUARE CARDS accumulated at that moment, then you move up in the rankings by the corresponding number of positions;
3. MUSICIANS CARDS: count the Ranking Points present on your MUSICIANS CARDS, then you move up in the rankings by the corresponding number of positions;
4. MANAGER CARD: If you own the MANAGER card, move up in the rankings by two positions.

Each phase of counting is performed by all players before moving on to the next. When all players have completed a phase and marked their places in the ranking, move on to the next phase.

IMPORTANT: Two players can never occupy the same position in the rankings.

If when you move up the ranking you reach a position that is already occupied, the player who occupies it will move down one position, leaving the position free for the newcomer.

If by moving down a position you reach a position that is already occupied, the player who occupies it will also move down one position, and so on.

At the end of each year, once the Ranking Points have been calculated:

- all the discarded resource cards are shuffled and put back into play;
- le carte FLUKE non utilizzate (massimo tre) vengono tenute in mano per l'anno successivo;
- the used and discarded FLUKE cards are shuffled into the deck ready for the following year;
- the discarded #*IT HAPPENS cards are left in the discard pile and will only be shuffled and put back into play when the deck runs out.

IMPORTANT: even if the sum of points allows a player to surpass the first place in the ranking, **the player will stop at position number 1.**

In the end-of-year points counting phase, in the event that a player who finished first in the rankings is joined by another player, the first player will move down one position and the newcomer will be the winner.

Whoever has reached and maintained first place in the ranking after counting the points will be the winner!

If no one reached first place in the rankings during the game, the winner is still decided at the end of the fourth year. In this case the winner will be the player with the best ranking after counting the points.