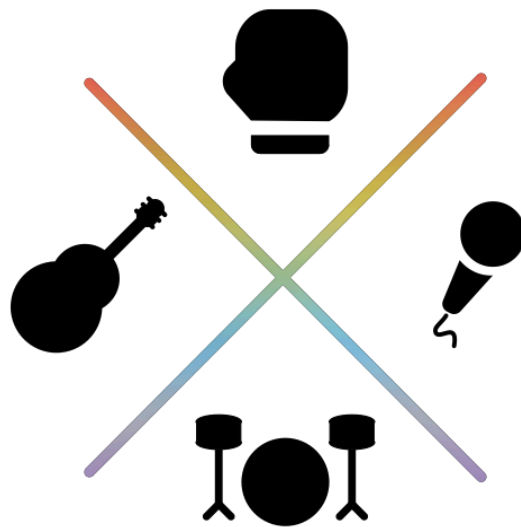


Battle[🎵] of the Bands

How To Play



Rule Book: Battle of the Bands

A Strategy Card Game of Musical Matchmaking

Objective

Assemble the best set of instruments to match the venue's preferred genre of music and maximize your points. The player with the most Venue cards at the end of the game wins!

Game Setup

1. **Prepare the Decks:** Separate the cards into four decks: Instrument Cards, Venue Cards, Positive Modifiers, and Negative Modifiers. Shuffle each deck thoroughly.
2. **Draw Hands:** Each player draws 7 Instrument Cards.
3. **Venue Display:** Place the Venue deck face up in the center.

Game Flow

Each round follows these steps:

1. **Reveal Modifiers and Venue:**
 - Flip over one Positive Modifier and one Venue card at the start of the round.
 - These cards define the round's special conditions and scoring opportunities.
2. **Play Instrument Cards:**
 - Players select up to 3 Instrument Cards from their hands and play them face up.
 - Use strategy to maximize your points by matching the Venue's genre preferences and benefiting from the Positive Modifier.
3. **Reveal Negative Modifier:**
 - After all cards are played, flip over a Negative Modifier.
 - Apply its effect to the current round (if it contradicts the Positive Modifier, the Negative Modifier takes precedence).
4. **Scoring:**
 - Calculate scores based on the Scoring Rules (see below).
 - The player with the highest score for the round wins the Venue card.
5. **Draw New Cards:**
 - Each player refills their hand to 7 Instrument Cards.
6. **Repeat:**
 - Continue playing rounds until all Venue cards have been claimed.

Card Types

- **Instrument Cards:** Represent Strings, Percussion, or Vocals. Each card is tied to a specific genre.
 - **Genres:** There are two cards per instrument type for each genre.
 - **Special Instruments:** Wild cards that count as a matching genre card. If played with other Instrument Cards from different types, they qualify for the Full Band Bonus.
- **Venue Cards:** Represent locations, each with a preferred music genre. There are two Venue cards for each genre.
- **Solo Cards:** Played on top of an Instrument Card to double its score.
- **Modifiers:**
 - **Positive Modifiers:** Revealed at the start of the round, providing benefits or bonuses.
 - **Negative Modifiers:** Revealed after all cards are played, introducing penalties or restrictions.

Scoring Rules

- **Base Points:** Each played Instrument Card is worth +1 point.
- **Genre Matching:** Instrument Cards matching the Venue's genre earn additional points based on how many matches are played:
 - 1 match = +1 point.
 - 2 matches = +1 and +2 points.
 - 3 matches = +1, +2, and +3 points.
- **Full Band Bonus:** Playing one card from each instrument type (Strings, Percussion, Vocals) earns +1 additional point.
- **Solos:** A Solo Card doubles the score of the Instrument Card it's played on.
- **Special Instruments:** Act as wild cards, matching any genre. They also contribute to a Full Band Bonus if played alongside two other different instrument types.

Winning the Game

Once all Venue cards have been claimed, the game ends. The player with the most Venue cards is declared the winner. If tied, the player with the highest cumulative score across all rounds wins.

Example Turn

1. Positive Modifier: **Standing Ovation** (*"The crowd is on their feet!"* Gain +2 points for playing a Full Band).
2. Venue: **The Coffee Shop** (*Prefers Indie music*).
3. Players play up to 3 Instrument Cards.
4. Negative Modifier: **Stage Fright** (*"The band freezes under the spotlight."* Discard one random card before scoring).
5. Scoring is calculated.

This mix of strategy, luck, and adaptation ensures every game of Battle of the Bands is a fresh challenge!