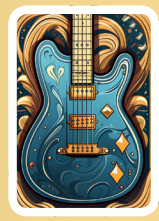


Rock 'n Roll Fantasy

 3-5
 12+
 45-60'

Components:

32 Left Starting Cards



32 Right Starting Cards



64 Musician Cards



30 Fame Tokens, 30 5x Fame tokens



30 Contact Tokens, 30 5x Contact tokens



30 Creativity Tokens, 30 5x Creativity tokens



30 Stage Presence Tokens, 30 5x Stage Presence tokens



30 Reliability Tokens, 30 5x Reliability tokens



30 Money Tokens, 30 5x Money Tokens



50 Media Buzz Cubes



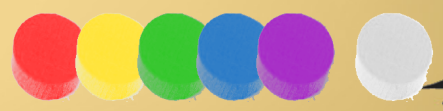
7 Green Dice, 7 Red Dice, 7 Blue Dice



50 Meeple Tokens



10 Player tokens, 1 Round Token





Basic tokens: There are 4 tokens that are known as “basic” tokens. They are shown on the board with a multi-colored token. They are Connection Tokens (dark blue), Creativity Tokens (green), Stage Presence Tokens (light blue), and Reliability Tokens (red).



Set Up:

Shuffle each deck.

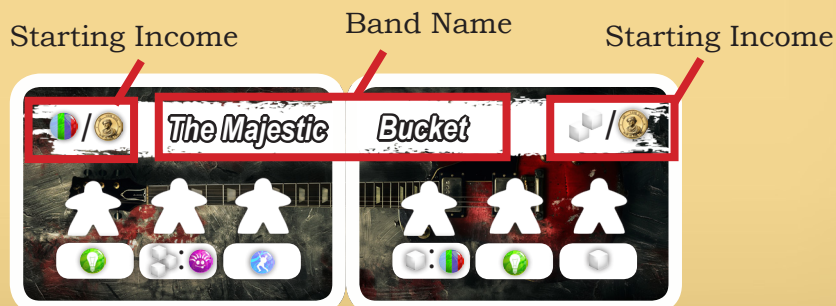


Give each player 2 Left Starting Cards, 2 Right Starting Cards, and 2 Musician Cards.

Each player chooses one card from each deck. If a player has a musician card with the black talent symbol (musical note). That player draws another card and the cards with talent symbols are shuffled back into the deck.

Discarded musician cards are shuffled back into the musician deck.

The starting cards represent the band’s name and income. These cards are placed face up in front of each player. Income is shown on the upper half of the starting cards. Starting income of the left card is either one Money Token or One Basic Token. On the right side it is two Media Buzz Cubes or one Money Token. The player gains this income during the income phase of the round from both cards.



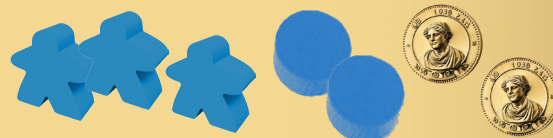
Deal 6 Musician cards face up on the board on card spaces.



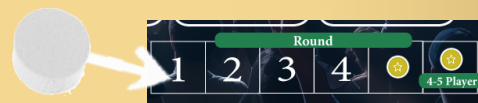
Give each player two Buzz Cubes and two Money Tokens and one of each basic token (4 tokens).



Each player takes all meeples of one color and the Player Tokens of the same color.



Randomly choose the first player. For the first round play goes clockwise. Place the white round marker token on round 1 at the bottom of the main board.



Winning and Game End:

When the round marker reaches the star space (5 in a 3 player game-6 in a 4 or 5 player game) players continue to take actions until they are ready to drop out of the round. When all players have dropped out the game ends. The player with the most points is the winner. Points are calculated by the chart at the bottom of the board. The player with the most money gets 12 points, the second gets 8 and the third gets 5. The same with fame. The player with the most reliability gets 10 points, the second gets 5, and the third gets 3. The same with creativity. The player with the most contact tokens gets 8 points, the second 3, and the third 1. The same with stage presence. If there is a tie, the tying players split the amount of the combined points of those two places. For example, If 2 players tie for the most money, they add up the highest and second point totals (12+8=20) and split the total, each player getting 10 points.

If there is a tie in the total points, the tie breaker is the level of talent a player has. If there is still a tie, the tie breaker is the level of outrageousness.



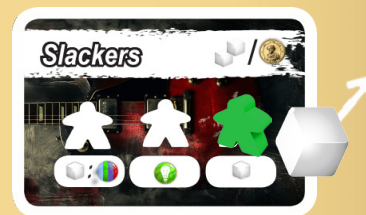
Rounds:

The phases of each round are shown at the top left of the main board. Each round players take actions in all applicable phases:

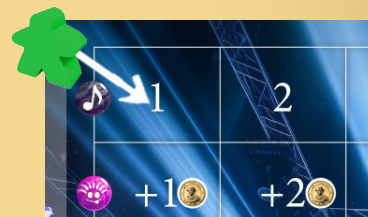
1. Gain income. Gain a Basic Token or Money Token from the left starting card and two Buzz Cubes or one Money Token from the right starting card. Gain the tokens shown on your musician cards.



- a. A player may have a meeple on his or her starting cards (described later), he or she may also gain those tokens. Some of those spaces require a cost (in Media Buzz Cubes) to gain the tokens. The player gains all income optionally.



- b. If Talent (black note symbol) or Outrageous (purple crazy symbol) points are gained, place a meeple the matching track, or, if there is already a meeple on the track, move the meeple one space right.



2. The starting player rolls all dice.



3. Starting with the starting player and going in turn order, choose one die and remove from the pool of available dice.



- a. If a 1, 2, or 3 is chosen players place or move one of their own meeples on the “Perform, Network/Compose, or Rehearse/Record” track on the main board. The space chosen must match the color of the die chosen. A player may choose any of the three tracks with any die by paying a reliability token. Meeples can come from a player’s supply or from starting cards that hold a meeple.



- b. Players must pay one token based on the track chosen. On the “Perform” track players must pay one Contact or Stage Presence token. On the “Network/Compose” track player must pay a Creativity or Money Token. On the “Rehearse/Record” track players must pay a Money or a Reliability Token.



- a. If a player chooses a “one” he or she must place his or her meeple on the first space of the chosen track. If a player chooses a “two,” he or she may place a meeple on the second space. If a player chooses a “three,” he or she may place on the third space.
- b. A player may also choose to move an existing meeple to the right. The meeple moves the exact number chosen, 1, 2 or 3. If the number is higher than the available spaces to move, the player may not move that meeple with that die.
- c. If a 4, 5, or 6 is chosen players may activate existing meeples already on a track. When this happens the player gains the tokens and/or card shown on the space chosen. The player turns the meeple on its side and pays the buzz cubes shown. Each meeple can only be turned and used once each round.
- d. If the player chooses a 4, the Buzz Cube cost is exactly what is shown. If the player chooses a 5, the player pays one less Buzz Cube. If the player chooses a 6, the player pays two less Buzz Cubes. If the cost is one Buzz Cube and the player chooses a 6, he or she gains one Buzz Cube instead of paying one.
- e. A player may spend a creativity token to change the die number to any number.
- f. When activating a meeple a player may choose to not receive the card, or token. When choosing “Network/Compose” a player may choose to discard a band member card instead of gain one.
- g. Players may take an activation action without drafting a die if they pay the Buzz Cube cost plus one extra Buzz Cube. This is still the player’s entire action for the turn.



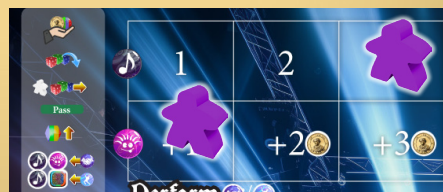
The Tracks:

There is no limit to the number of meeples on the “Perform, Network/Compose, and Rehearse/Record” tracks per player.

1. The “Perform” track will yield money and fame.
2. When a player has a meeple on the “Outrageous (purple) track, he or she gains extra Money Tokens when activating a “Perform” meeple.
3. The “Network/Compose” track will yield new band members from the cards on the board, Contact Tokens, Reliability Tokens, and sometimes any basic token.
4. When a musician card is gained it is immediately replaced with another from the top of the musician draw deck.
5. Players may not have two cards with the same first line title. For example, players may not have two lead vocal cards. The bottom title does not matter for this rule. If the bottom line shows an asterisk, that card can go with any band regardless of the top title.
6. The “Rehearse/Record” track will yield Talent Points, Outrageous Points, Creativity Tokens and Stage Presence tokens.
7. When a player gains Talent Points (black) or Outrageous Points (purple) he or she places a meeple on the corresponding track on top of the main board. If the player already has a meeple on one of those tracks he or she moves his or her meeple to the right one space for each symbol activated. There is a maximum of one meeple per player on each of these two tracks.



First Line



1. If a player already has a meeple on one of those tracks he or she moves the meeple to the right that many spaces.
2. If a player's meeple is on the "8" space of the Talent or Outrageous track, he/she gains a fame token instead of another Talent or Outrageous point.

Pass:

When a player chooses not to select a die or can't select a die, and has no Media Buzz Cubes or chooses not to spend cubes (cubes can be used to activate meeples without drafting a die) then the player places his/her Player Token on the pass area of the board.

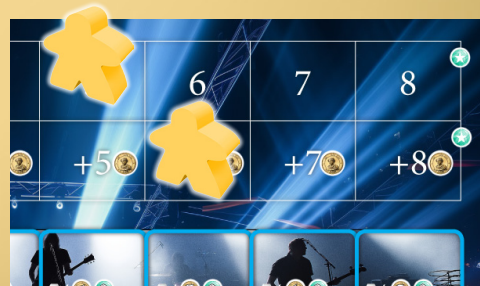
1. No other player may place on an occupied space.
2. The player may choose to pay buzz cubes and receive the pass reward shown.
3. If a player does not want to pay or can't pay he or she gains two Media Buzz Cubes. He or she still selects a space and no other player may choose that space.
4. Once a player passes he or she can no longer choose dice or take actions. Players who have not passed may continue to choose dice and take actions.
5. When a player places a player token on the pass space, he or she also places a player token on the left most open space of the turn order area. This is the turn order for the next turn.

Check to see if a band's actions have outpaced their talent.

If the outrageous track exceeds the talent track for an individual player "Contact" tokens must be paid by him or her or their band falls apart (described later). For each space where outrageousness exceeds talent each player must pay one Contact Token.



Pass



1. If any player's meeples on the "Perform, Network/Compose, or Rehearse/Record" tracks exceed talent, each player must pay one "stage presence" token or remove the meeples from the board. Removed meeples are placed on the meeples spaces of the starting cards or back to the player's supply—player's choice. At this time a player may remove any of his or her meeples on the board even if they don't exceed talent. Again, they are placed on starting cards or returned to the player's own supply. Meeples placed on starting cards activate the corresponding abilities to be used during the income phase.



Stand up Meeples and Pay Band:

Pay dollar tokens shown on all band member cards. If the total cannot be paid, the band falls apart.



Band Falls Apart:

This means all members of a player's band are discarded except one. Talent is reduced by one. Any meeples still on the board that exceed the band's talent are removed from the board and may either be placed on starting cards (if room is available) and/or to the player's supply of meeples. The player loses all money tokens but keeps all other tokens and cubes.



Pay Band

Finish the Round:

If the round marker is on the star space the game is over.



If the game is not over remove the two right-most musician cards from the board, move all remaining cards to the right and then fill the two vacant spaces with two new musician cards from the draw deck.



When all players have passed, move the round marker right, roll all dice, and begin the next round with the new player turn order as shown on the board.



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