

# MELODIES

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# RULEBOOK

# GAME OVERVIEW

In this cooperative card game, you **start a band** with your friends and **play different Venues** of **increasing levels of difficulty** to get to the **top of the music scene**.

To do so, each band member will **play cards** that must **follow the Melody** and its **restrictions**. Use your **instrument** and harness the **audience's** support to perform each **song**. To do so successfully, each player must **play or discard all cards from their hand**.

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**NEXT MOVE**

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# CONTENTS

**72 Playing Cards**  
numbered 1 to 9  
(8 copies of each).



**1 Melody Marker** used to track the current note.

**1 Starter Pack** containing all necessary contents to start the game.

- A** 3 Song cards
- B** 5 Instruments cards
- C** 1 Starting poster
- D** 5 Audience cards (Fans)



And **10 Venue Packs** that include more songs, instruments, and audience members!

# SETUP

- 1 Remove the poster and all cards from the Starter/Venue Pack.
- 2 Shuffle all Instrument cards and give one face up to each player. Return the rest to the Starter Pack.
- 3 Stack the Song cards with the ● on top and ●●● at the bottom. Place the Melody Marker above the first note.
- 4 Place as many Fans as there are players in a row near the songs. Return the rest to the Starter Pack.



**2-Player Rule:** Use 3 Fan cards.

- 5 Shuffle all Playing cards and deal each player as many cards as indicated by the Song (7, 9, or 11). Place the rest in a pile within reach.



*Unless allowed by a game effect, players cannot sort or shuffle their hands.*

- 6 Insert the Venue Poster on the side of the game box.



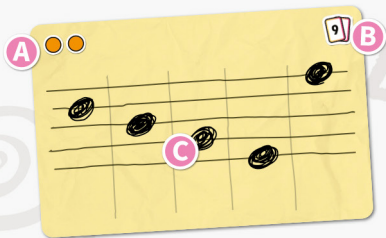


# CARDS



## SONGS

Song cards are series of **notes** that must be played from **left to right**.



### **A** Venue Icon and Set List

Indicates which Venue Pack the card is from **and** the Set List: first song (●) to last song (●●●●).

### **B** Starting Hand

The number of cards each player has at the beginning of the song.

At the end of the song, all players must have emptied their hand.

### **C** Notes

These dots represent the undefined Melody. Their position is relative to one another and each one represents **a turn** (i.e., this song is 5 turns).



## INSTRUMENTS

Each of you has one Instrument per Venue. Each of them has a special effect you use once per song.



## AUDIENCE

Fans show up first at the Venues and they'll be joined by different kinds of other Audience members to listen to your songs. Any player may use them. They **do not** refresh between songs.



At any point, any player may use (turn face down) their Instrument or an Audience card for its effect.

There are three types of abilities:

**ANYTIME** may be used at any moment during the game and can interrupt other players' actions.

**WHEN PLAYING** may only be used as you play cards from your hand on your turn.

**START/END OF TURN** may be used before (Start) or after (End) all players have either played or passed.

# PLAYING A SONG



**Tune:** You may move 1 card from your hand to any other position in your hand.

► Before each song, **Tune** one card.

## 1. Play Cards

Once per turn/note in any order, each player chooses one of the following actions:



Play a **single card**.



Play a **set** of 2 or more adjacent cards of the same number.



Play a **run** of 2 or more adjacent and consecutive ascending or descending cards.



Pass and play no cards.



After everyone has either played or passed, set the Melody (see page 10).



# TALK IT OUT!

## Strategize

Before and during each song, the band should discuss how they will attempt to succeed the song.

### **A player's hand must always be kept secret.**

Limited information may be shared at any time during play if it does not tell or hint at which exact cards you have in hand.



*You have all you need to play the Starter Pack! Grab your cards and get this show on the road!*



XOXO

## 2. Set the Melody

Check **which number was played the most**. That number defines the **Melody** for the current note. In the event of a tie, the highest tied number becomes the Melody.

Place the card defining the Melody under the Song card (forming a row as more cards are placed there). This Melody card will be used as a reference as you play the other notes in the song. Discard all other played cards. Then, move on the next note.

Track the current note using the Marker

Melody notes set in earlier turns

8

6

4

Becomes the Melody

3 4 5

Player 1

2

Player 2

4 3

Player 3



**Rare case:** if an effect creates a Melody note that has no corresponding playing card, get that card from the deck and place it in the row. For example, this can happen when using the Bass.

10.00

### 3. Follow the Melody

After defining the Melody, continue with the rest of the song!

Each turn/note, the new Melody note must either be lower or higher than the previous Melody notes, following the relative position of the notes on the Song card.

Repeat steps 1 through 3 until you successfully play a Song or fail.

#### ► False Notes

After phase 3, if the Melody is equal to another note defined earlier in the song **or** does not follow the relative position of the previous notes on the Song card, the band fails the song.



## Succeeding a Song



You succeed if you have defined all notes, and played or discarded all cards in hands.

Then refresh (turn face up) all Instruments and set the finished song aside. Fans and Audience cards **do not** refresh between songs.

Played all 3 songs from the Starter Pack? Time to GO ON TOUR as described on the next page.

## Failing a Song



If the band plays a **false note**, any **player has 1 or more cards left in hand** at the end of a Song, or **cannot complete a Song**, you have failed and must attempt the Song again. Do not refresh the Fans and Audience cards.

## Difficulty Adjustment



**Easy mode:** Struggling with a Song? Refresh one facedown Refresh one facedown Audience members *(or more, we won't tell)* after failing a Song more than once.

**Expert mode:** Go through the game without tuning at the start of Songs for an intense challenge!



# GOING ON TOUR



After the Starter Pack, your band will go on tour and unlock new content as you play through new Venues.

Each Venue Pack contains:

**1 Poster** with rules introduced in this Venue.

**3 Song cards** you play at this Venue. Always play these **light side up**.

**Instrument cards**

The featured instrument that someone **must** play.

**Audience cards**

The new followers you encounter at this Venue that are added to the Fans.

*\*Exceptionally, the ★ Venue contains no new instruments and the ♦ Venue contains no new Audience card.*

Your band will travel from your Mom's Garage to **The Last Gig in the Sky**. Play it in this order:



Venues and their contents show a symbol for easy reference.





# RESTRICTIONS



Song cards from Venues feature some notes with symbols beneath them. These are conditions that must be followed. They take precedence over the normal rules.

There are two types of restrictions:

**A On/Before Play Restrictions** affect how players play their cards.

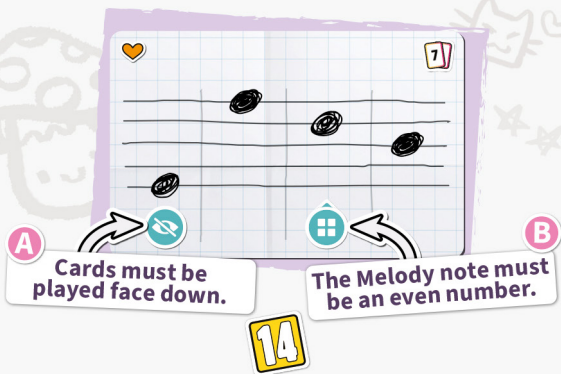


**B Melody Restrictions** affect how the Melody note is set.



If your band cannot follow a note's restriction, you fail the song.

New restrictions are explained on the Venue Poster in which they are introduced. A complete summary can also be found in the back cover of this rulebook.





# PLAYING VENUES

For each Venue Pack after the Starter Pack, modify Setup instructions as follows:

- 2 One player must take the Venue's Featured Instrument card. Shuffle all other Instrument cards and deal 1 Instrument to each player that does not have one.
- 4 Place as many Fans as there are players (3 Fans with 2 players) and the Venue's Audience card, in a row near the songs.

When you successfully play all 3 songs, you complete the Venue. Bravo!

- ▶ Place all unlocked Instrument cards into the Starter Pack for use in other Venues.
- ▶ Return Audience and Song cards in their Venue Pack.
- ▶ **Move on to the next Venue Pack!**



# ALL RESTRICTIONS



Melody must be **even**.



Play at **least 2 cards**.



Melody must be **odd**.



Ignore **highest played number**.



Play **face down**.



Play a number **equal to or higher** than the **previous player**.



**Draw and tune 1 card**.



**Least-played highest** number becomes the Melody.



Melody must be **the same**.



Play **different** cards from the **previous player**.



Melody must be exactly **1 more** or exactly **1 less**.



Play a number of cards **equal to or higher** than the **previous player**.