

Rock & Roll Brouhaha XCG Official Rules

The spotlight shone brightly on Ziggy Moonglow as her fingers blazed across the Star-Kindler's maple fretboard. You beamed in pride as 88 Extremities, the band that you had assembled for this prestigious gig at the exclusive Holla-Deck Club, totally rocked the house. Backing Ziggy was Mickey "Mouse" Jones on bass and Danny Doublestar, formerly of Armashreddon, on drums. The masterstroke of the line-up was the addition of MC Hovercraft, who took the band's sound in a whole new direction. The capacity crowd swayed in rapt attention as 88 Extremities broke into a funk-metal groove. And this was just the start. This band could really go places, especially with you calling the shots...

Rock & Roll Brouhaha is an asymmetric, customizable, expandable card game, in which players assume the role of band managers who are tasked with assembling musicians, buying musical gear, looking for performance opportunities and scheduling venues for their bands.

Before the first game, read through this rulebook for an explanation of the various game terms, card descriptions, and the sequence of a round.

This rulebook is written to reflect a 2-player game, but the same rules apply to games with 3 or 4 players. See page 30 for additional multi-player rules.

Base Game Contents:

- 108 Rock & Roll Brouhaha cards:
 - 36 Chill Deck Cards
 - 36 Forte Deck Cards
 - 8 Hustle Cards
 - 11 Gear Cards
 - 4 Resource Pool Cards
 - 1 ROUND card
 - 1 VOLUME Card
 - 1 DOWNBEAT Card
 - 1 OPEN MIC NIGHT Card
 - 4 Extra Performance Cards
 - 2 Extra Street Team Cards
 - 2 Extra Starting Venue Cards
 - 1 Promotional Card
- 64 resource cubes: 32 gold and 32 purple
- 1 Rulebook (you're holding it now)

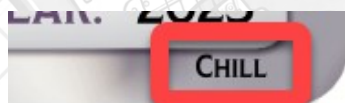
Winning the Game:

Players can use counters, dice, or pencil and paper to keep track of their scores. Scores start at 0. The game is over when a player reaches 20 victory points. Victory Points can be scored in various ways during the game, but the most common way is to "Win" GIGs by assigning musicians to GIGs and achieving the GIG requirements. See the section below titled "Check for Win Conditions" (page 28) for more details. As an additional option, managers may collectively decide to end the game after a pre-determined number of ROUNDS (see page 30).

Game Setup

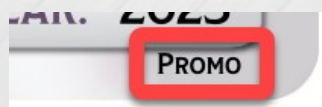
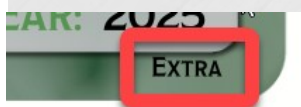


For the first game, separate cards in this manner: Cards with “Forte” or “Chill” in the bottom right-hand corner should be placed into two separate piles. Those will be players’ decks. Decide who will play the Forte Deck and who will play the Chill Deck.



Separate out the Chill and Forte cards.

Of the remaining cards, remove any cards with “Extra” or “Promo” in the bottom right. Those are Performances that can be used later, or cards used when more than 2 managers are playing. Also remove the JAM SESSION, BIG BREAK, NETWORKING cards, and 2 Resource Pool cards. Those cards are only used when 3 or 4 managers are playing (see page 8.)



Remove the Extra and Promo cards.




1. Place the VOLUME, ROUND, and DOWNBEAT cards to the side of the play area, within reach of either manager. Place 6 tokens (either color) on VOLUME card; put 1 token on the ROUND card.
2. Place the SOUNDCHECK, PRACTICE, MUSIC SHOP, DAY JOB, and OPPORTUNITY HUSTLE cards on the opposite side of the play area, also within reach of either manager.
3. Collect all the gear cards and shuffle them. Take the top 5 gear cards and place them face-up, near the MUSIC SHOP HUSTLE. These are the first gear cards that can be purchased from the MUSIC SHOP during the game. The remaining gear cards are placed face-down on a Gear Pile somewhere near the MUSIC SHOP. The Gear Pile will be used to replenish the MUSIC SHOP during the Prelude Phase and during the “Replenish MUSIC SHOP” step of the Coda phase (see page 28.)
4. Each manager will also take the Performance cards from their deck and place the performances in a face-up pile, known as a Set List, in order with the level 1 performance at the top of their Set List, and the level 4 performance at the bottom (so that the Level 4 performance will be the last revealed). Each manager will place their own Set List in the shared Stage Zone between managers.
5. Place the OPEN MIC NIGHT card near the Set Lists.
6. From their decks, each manager selects the “Street Team” and “Starting Venue” cards, and places them to the side. These cards will be placed into the manager’s opening hand after shuffling and drawing cards from their deck.

Managers are expected to thoroughly shuffle their decks. After shuffling, each deck is now considered the “deck” for that player/manager.

After shuffling, each manager draws 5 cards from their deck. Managers then add their (previously set-aside) Street Team and Starting Venue cards to their opening hand.

7. Managers place their decks to the side of their play area.
8. Each manager gets a Resource Pool Card and places 2 cred (purple tokens) and \$1 (gold token) onto their resource pools. See the Resources section for more details.
9. The manager who most recently attended a live musical performance starts with the DOWNBEAT. Point the DOWNBEAT card at that manager (see DOWNBEAT definition below.)

Game Terms and Concepts:

Manager	A player is a manager. All cards in play have a “manager” that is the controller of the card. If a card is worded as an action sentence (i.e. draw a card) then it is the manager of that card that will be affected.
Owner	The owner of a card is the player from whose deck the card originated at the start of the game. While cards might occasionally have a different manager when in play, they normally wouldn’t end up in a deck, retirement pile, or hand of any player/manager other than their owner.
Round 	Rounds are tracked on the ROUND card by placing tokens of either color there – 1 at the start of the game and then during the Coda Phase of each round. Rounds encompass a full play through all phases. During a round, a single manager will have DOWNBEAT which passes to the next manager during the Coda phase.
Phase	A round progresses in order through 3 phases: Prelude Phase, Main Phase, Coda Phase. See “Order of a Round” (page 18) for more details.
Step	Phases are further broken up into steps. Play progresses through the steps in order.
Turn	A turn is a single action taken by a manager during the Main Phase. Once a manager performs a single action, the next manager may take their turn. This includes playing cards, assigning gear to musicians, assigning venues or musicians to GIGs or HUSTLES, playing a salary card, or activating effects on cards. Turns proceed clockwise between managers until both/all managers have consecutively passed their turn. At that point, play moves to the next Coda Phase. See “Order of a Round” on page 18 for a list of actions that a manager may perform on their turn.
Deck 	This refers to a manager’s deck of cards with which they started the game. They are the cards from which a manager will draw during the game. After the shuffle and initial draw step, a manager should place their draw pile (face-down) somewhere on the right or left side of his play zone. A manager may not look at the face-side of his or another manager’s deck.
Manager’s Hand 	These are the cards that a manager has drawn from his deck but, in most cases, not yet played. During play, cards owned by one player will never be placed into another player’s hand. A manager’s hand can have a maximum of 10 cards; after which any draw effects for that manager are ignored until they get back below 10.
Retire/ Retirement Pile	These are the cards that a manager has discarded, or that have left play through any number of ways (i.e. action cards after their effects have been resolved, or

	<p>any card that has been retired by another card's effect). A manager should keep his retirement pile to the left or right of this draw pile. All managers may view cards in any retirement pile in play whenever they would like. During a game, cards owned by one player will never be placed into another player's retirement pile.</p>
<p>Manager's Play Zone</p> 	<p>These cards represent all the cards that a manager has in play. Normally this would include a manager's venue, salary, musician, personnel, and gear cards. The effect of some cards may result in one manager's cards being placed in the play zone of a different manager.</p>
<p>Stage Zone</p> 	<p>This is the shared area in the game between the managers where Set Lists are placed. Once a Performance card is the top card in a Set List, any manager may assign a Venue Card to that Performance on their turn. The combination of Performance and Venue is now considered a GIG. Managers may then attempt to win a GIG by assigning musicians to it (see page 24). In those cases, the assigned venue and musicians, and any gear assigned to those musicians, is considered to be in the Stage Zone until the Gig Resolution Step.</p>
<p>Set List</p> 	<p>This refers to the 4 Performance cards that managers place in stacks in the shared stage zone prior to the first round. The top Performance card on each pile is revealed and available for venue and subsequent musician assignments during the first round. After the level 1 Performance is won, the level 2 Performance is available and so on. The combination of Performance and Venue is considered a GIG.</p>
<p>Cred</p> 	<p>Money (\$) and Cred (reputation). These are the two resources in the game that Managers must pay to play actions, musicians, personnel, and gear cards and various card effects such as assigning musicians to GIGs and assigning gear. Managers track how much of each resource they have available in their resource pools by placing tokens on their Resource Pool Cards (see below). Cred is represented by purple cube tokens, Money by gold cube tokens.</p>
<p>Money</p> 	
<p>RESOURCE POOL</p> 	<p>Resource Pool cards are used by managers to store resource tokens (Gold and Purple) that represent resources that their cards have produced.</p> <p>When paying costs, managers take resource tokens from their resource pool and return them to the game's resource supply.</p>

<p>DOWNBEAT</p> 	<p>DOWNBEAT will switch between managers from one round to the next. DOWNBEAT is represented by the DOWNBEAT Card that is pointed to the manager with DOWNBEAT. DOWNBEAT switches to the next manager during the Coda Phase. The manager with DOWNBEAT will take the first turn in the Main Phase of a round. Furthermore, the manager with DOWNBEAT will determine the order of GIG Resolution, and other End-of-Round effects.</p>
<p>Strum</p> 	<p>Refers to card effects that can only be performed once per round. Normally managers must designate which of their cards have been strummed by turning the card 45 or 90 degrees. Venues are strummed when they're assigned to GIGs. Musicians and personnel are strummed when they are assigned to GIGs or HUSTLES, along with any gear assigned to the musician.</p>
<p>Comes into Play</p>	<p>Some cards have a come-into-play ability that is triggered immediately when they are put into play. Resolve any of these effects when the card is played, before your opponent takes their turn.</p>
<p>Fetch</p>	<p>Certain card effects will allow a manager to search their deck for a particular type of card. The card with the fetch effect will specify what type of card to search for, and whether to put it into play or into the manager's hand. The manager may then search their deck for the card type in question, reveal it to their opponent(s) and place it where the fetch statement dictates. The manager must always shuffle their deck after fetching.</p>
<p>Victory Points</p> 	<p>Victory Points (a.k.a. VPs) are tracked by each manager. They are normally rewarded by winning GIGs; however, some other cards might have effects that produce additional Victory Points. Managers begin the game with 0 VPs. Reaching 20 VPs will trigger the game end in the "Check for Win Conditions" Step - see page 28.</p>
<p>Street Team</p> 	<p>Each manager starts the game with their Street Team as part of their opening hand. A Street Team is a Personnel card that you can play for free on turn 1.</p>
<p>Starting Venue</p> 	<p>Each manager starts the game with their Starting Venue as part of their opening hand. A Starting Venue is a Venue that doesn't have expenses until round 4.</p>

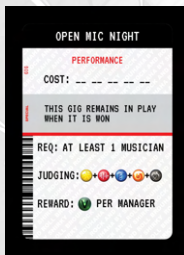
Types of Cards:



VOLUME: This card is used to track the volume level during the game. It begins at level 6 and can range from 1 to 11. Tokens can be added or removed from this card as VOLUME is adjusted during the game. If an effect would reduce the VOLUME below 1 or above 11, the VOLUME will remain at 1 or 11, respectively.



ROUND: This card is used to track what round it is. During setup, start with one token on this card, and add a token during the Coda Phase of a round. Several card costs and effects reference the number of round tokens on the ROUND Card.



OPEN MIC NIGHT: This card represents a performance that is always available. Unlike other performances, it remains in play after a manager wins it. The requirement is at least one musician, and it is judged by the sum of the talents of all assigned musicians. The reward is 1 Victory Point per manager in the game. Like other performance cards, a venue must be assigned to it so that musicians can be assigned.



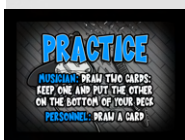
Salary: Once per round, any card in a manager's hand may be put into play face-down to represent a salary card. In the payout step, this card will produce either \$1 or 1 cred (the manager's choice). Once a card is a salary card, it cannot be used for its normal use while still in play. However, if the card should leave play due to another card's effect (such as returning to a manager's hand or retirement pile), it reverts to its original card type.

HUSTLES: There are 5 HUSTLE cards in a 2-player game of Rock & Roll Brouhaha: MUSIC SHOP, PRACTICE, SOUNDCHECK, DAY JOB, and OPPORTUNITY. The 3 additional HUSTLE cards, JAM SESSION, BIG BREAK AND NETWORKING, are used when more than 2 managers are playing. HUSTLES are alternate spots to which an un-strummed musician or personnel card can be assigned during the Main Phase.

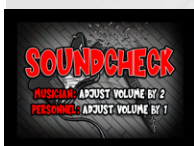
Only one card can be assigned to a HUSTLE in a round. Musicians and Personnel that are assigned to a HUSTLE are strummed and cannot be assigned to a different HUSTLE or GIG for the remainder of the round.

The HUSTLE's effect is triggered immediately after assignment. For the most part, musicians elicit more powerful effects from HUSTLE cards than personnel do. Note that the effects of the HUSTLE cards are optional, at the assigning manager's discretion. In other words: A manager may assign a musician or personnel to a HUSTLE without triggering the HUSTLE card's effect.

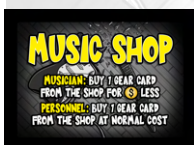
HUSTLE Cards:



PRACTICE: The assigned musician's manager may draw 2 cards from their deck, selecting one to place into their hand and one to be placed on the bottom of their deck. If a personnel card is assigned, that personnel's manager may draw 1 card.



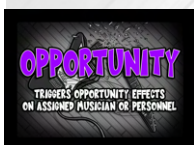
SOUNDCHECK: The assigned musician's manager may adjust the VOLUME by 2 (either increase or decrease the VOLUME level by 2 by adding or removing resource cubes from the VOLUME card). If a personnel is assigned instead, that personnel's manager may adjust the VOLUME by 1. Note that VOLUME cannot be set below 1 or above 11.



MUSIC SHOP: The assigned musician's manager may purchase a gear card that is available in the shop with a \$1 discount to the cost shown on the gear card. The manager then places the gear in their play zone, un-strummed, and may assign that gear to a musician they manage on a later turn. If a personnel card is assigned to MUSIC SHOP, that personnel's manager may purchase a gear card for the cost shown on the gear card. The MUSIC SHOP starts with 5 available gear cards that are randomly selected from all gear cards. The MUSIC SHOP is replenished back up to 5 gear cards during the Coda Phase.



DAY JOB: The assigned musician's manager may gain resources equal to the count of their salary cards in play. If a personnel is assigned, the resources gained are either 2 or the number of salary cards that the manager has in play, whichever number is lower.



OPPORTUNITY: This card will only produce an effect if a musician or personnel card that is assigned has an OPPORTUNITY effect in text of that card. Otherwise, there is no effect - although musicians and personnel without OPPORTUNITY effects may be assigned to this HUSTLE just to block opponents from assigning here.



JAM SESSION: Any number of musicians may be assigned here, but assigning personnel will have no effect. The manager who assigns the most musicians will gain 1 Victory Point. (Counted during Gig Judging step and rewarded during Gig Resolution step). In the event of a tie, all tied managers will gain 1 VP. JAM SESSION is not a GIG, so there is no "winner" and no venue assignment. This HUSTLE is intended for use in games with 3 or more managers.



BIG BREAK: Pay 2 cred to trigger any other HUSTLE effect. In this case, the assigned musician or personnel card will remain on BIG BREAK, but another HUSTLE will be triggered. If the assigned card has an OPPORTUNITY ability, and the manager chooses OPPORTUNITY for BIG BREAK, the card's OPPORTUNITY ability will be triggered. This HUSTLE is intended for use in games with 4 or more managers.



NETWORKING: The assigned musician's manager may search their deck for a venue card and put it into their hand, shuffling their deck afterwards. If a personnel card is assigned instead, that personnel's manager still fetches a venue card, but puts it on top of their deck after shuffling. This HUSTLE is intended for use in games with 4 or more managers.

Resources

The purple and gold cube tokens represent resources that managers will use to pay various costs throughout the game. The purple tokens represent cred, or reputation. The gold tokens represent money, designated as \$.

Musician, Personnel, and Action cards have their resource cost listed at the top right. This is the cost that a manager must pay to play that card. Venues and salary cards don't cost anything to play, although venues do require an expense to be paid in resources when assigning a musician to that venue. Gear cards not only have costs to purchase them from the MUSIC SHOP but also have a cost to assign that gear to a musician.

Salary cards and un-strummed venues produce resources during the Payout step of the Prelude Phase (at the start of a round). Other effects may also generate resources during the game.

Musicians, Personnel, Action, and Venue Cards: There are 4 different card types that comprise a manager's deck. They are described in greater detail below.

All cards in the Chill and Forte decks have the following aspects:

- **Card Name:** The unique name of the card, to differentiate it from others.
- **Card Type:** The type of card: Musician, Personnel, Venue, or Action. There may also be further specifications beyond general card type.
- **Card Costs:** These symbols represent how much cred or \$ a manager must pay to play that card.
- **Card Text:** The text area will detail a specific card's abilities or effects.
- **Card Year:** The year the card was created - has no game effect.
- **Card Image:** An illustration or photo representation - has no game effect.

Musician Cards:



Musicians represent members of your band. Once played, musician cards remain in play unless a card effect changes that. The goal of musicians is to win GIGs and consequently score Victory Points for the manager.

Card type: This will show that the card is a musician and will also detail which instruments the musician plays. In the example, Mark Hester is a keyboardist. Any card that affects keyboardists or musicians will affect this card.

Musician Talents: These symbols represent various talents of a musician:



Stage Presence represents the charisma, star power, and stage personality of the musician.



Mojo represents riffs, happy musical accidents, and the mystical essence of music.



Timbre represents unique acoustic sound quality.



Harmony represents two or more notes sounding together to form or imply chords.



Rhythm represents the underlying pulse of music.

In the example, Mark Hester has two timbre talent and one harmony talent. These talents might be required at a GIG, or used to judge which manager wins the GIG.

Card text: In the example, Mark Hester will gain a mojo talent if there is a gear assigned to him. Note that he would immediately lose the extra mojo if the assigned gear became unassigned for whatever reason.

Musician's skills: These represent musical skills that the musician possesses. In the example, Mark Hester can read music (reader), write music (composer), and is proficient with technology (techie). Some Performance and/or Venue cards will give benefits to musicians with different skills when they are attempting GIGs.

Musician's home base (aka hometown): This represents the city that is the main base of operations for the musician (at least for the year in question).

Musician's band affiliation: A band of which this musician is a member. In the example, Mark Hester is in a band called "The Incompatible Parts".

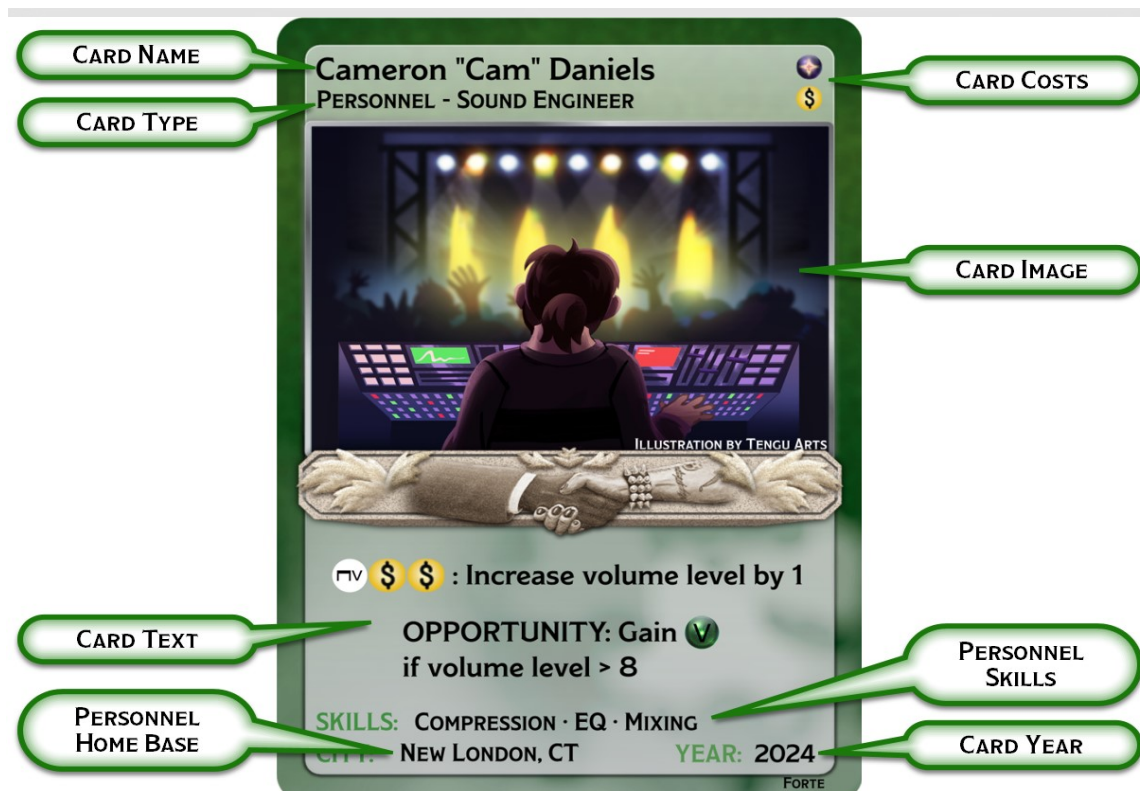
Musician's style: This field lists one or more musical styles for this musician. In this example, Mark Hester would be proficient in "classical", "cocktail jazz", simply "jazz", or any combination of those style terms. Styles are sometimes mentioned on Venue or Performance cards, which might benefit or restrict musicians of a particular style.

Musician cards come into play strummed, so generally cannot be used for GIG assignments or HUSTLES during the round in which they entered play. They reset along with all strummed cards during the Prelude Phase.



The Gryffindorks

Personnel Cards:



Personnel represent the various individuals that might support musicians in some way. Like musician cards, Personnel cards come into play strummed in the Play Zone of the manager that played them.

Card type: This will show that the card is a personnel and will also detail their profession. In the example, Cam Daniels is a sound engineer. Any card that affects sound engineers or personnel will affect this card.

Card text: In the example, Cam Daniels' manager may strum this card and pay \$2 to increase the VOLUME level. Also, if this card is assigned to the OPPORTUNITY HUSTLE, the card's manager will gain a Victory Point if the VOLUME level is greater than 8.

Personnel skills: These are any special (musical or music-adjacent) skills that this person may possess. In the example, Cam Daniels is skilled in the use of compression, EQ, and mixing (as in using a mixing board).

Personnel's home base (aka hometown): This represents the city that is the main base of operations for the personnel (at least for the year in question).

Gear Cards:



Gear cards represent gear that musicians might use during a performance. Gear cards are purchased from the MUSIC SHOP HUSTLE and then come into a manager's play zone un-strummed. Once in play, Gear cards will remain in play unless a card specifies otherwise. Gear might have an ability that is constant, such as granting a talent bonus, or might have to be activated in some way.

Un-strummed gear can be assigned to un-strummed musicians and will remain assigned to that musician even when the musician is strummed and through the end of the round. Note that gear can only be assigned to one musician at a time. If a manager assigns the gear to a different musician, then it is no longer considered assigned to the previous musician. Gear assignments can be done only during the main phase.

When a musician is strummed, any gear assigned to that musician is also strummed. If a musician card leaves play, any gear assigned to that musician returns to the play zone of the manager of that gear. If that gear is strummed, it remains strummed.

Gear Assignment Cost: If a gear can be assigned to a musician, it will show the assignment cost, in cred or \$, to the left of a colon.

Gear Assignment Clarification: The card will specify to which musicians the gear can be assigned. The example gear may only be assigned to a bassist.

Gear Assignment Effect: This area will show the benefit that the assigned musician receives while the gear is assigned. In the example, the assigned bassist would get an additional rhythm talent for each card that is in the controlling manager's hand.

Action Cards:



Action cards represent any of the strange happenings that might occur as musicians pursue their musical careers. Once played, normal actions are put into the retirement pile of whichever manager played them.

Action Cards can be played only during the main phase.

Card Text: In the example above, the manager who plays this card must choose any un-strummed venue in play. The manager would probably choose a venue that their opponent manages, because the chosen venue will be removed from play and shuffled back into its owner's deck. After that, the manager who played this card will draw a card.

Venue Cards:



Venues represent places where a band might perform. Venues produce resources and combine with Performance cards to create GIGs.

Managers may play up to one venue from their hand per round. Once played, venues remain in play unless a card effect removes them from play. Venues that are not strummed produce resources during the payout phase; strummed venues don't produce resources unless the card text specifically states otherwise.

During the Main Phase, a manager may assign an un-strummed venue to a face-up Performance in a Set List, after which the venue is strummed. The combination of Performance and Venue is considered a GIG. There is no cost to assign a Venue to a Performance.

Card Type: This text field will first denote "Venue", possibly followed by the venue type. In this case, the card is a Venue-Cafe and would be affected by cards or effects that mention "venues" or "cafes".

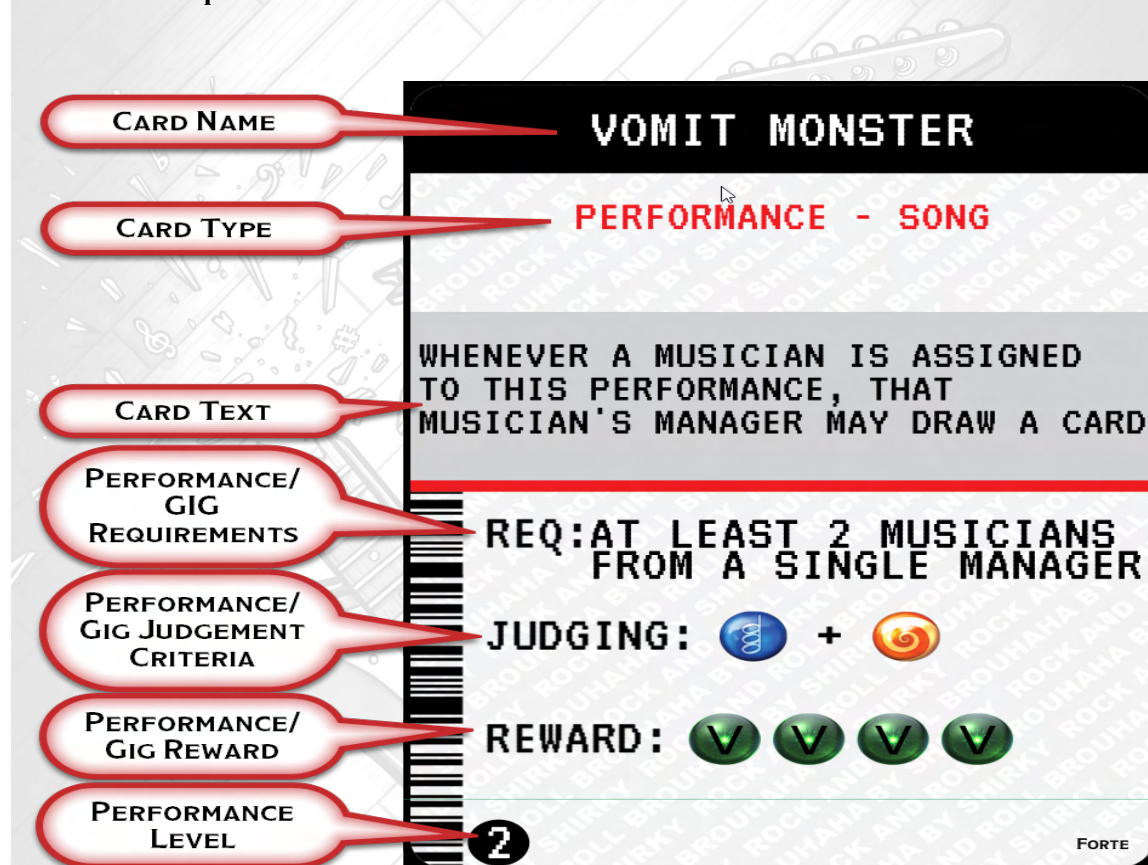
Venue Production: Shows what resources (either \$ or cred) a manager will gain during the Payout Step in Prelude Phase from the venue, if it isn't strummed.

Venue Expense: The resource cost (either \$ or cred) that a manager must pay to assign a musician to this venue when it is part of a GIG.

Venue Text: This text field will describe any unique abilities or information about the venue. Sometimes these abilities are triggered by other game events or activated if the card's manager pays a cost. In the example above, when this venue card is part of a GIG, musicians with style "Folk" don't have to pay the venue's expense cost if the manager of this venue has the DOWNBEAT.

Performance Cards:

During a game, Performance cards start in the shared Stage Zone. If, and when, they are won by any manager, they are removed from the game during the GIG resolution step.



There are several types of performances, the most common type being "song". These represent a chance for one or more musicians to perform a song.

Performance Cards begin as a face-up pile of 4 cards in the shared Stage Zone, as described in the Game Setup section above. The top card will be a Performance Level 1, the next is a level 2, and so on.

Performance cards remain in the Stage Zone until they are combined with a Venue to form a "GIG", and subsequently a manager wins that GIG by assigning musicians and achieving the requirements listed on the Performance card. During the GIG Resolution step, when a GIG is won, the next Performance card is

revealed.

Performances have requirements that must be met to achieve the GIG, talents upon which the GIGs are judged, and rewards to a manager that wins the GIG.

Performance cards are removed from the game when a manager wins the GIG associated with them. The associated Venue card remains in play.

Card Name: Denotes either the song title or a description of the Performance if it is not a song.

Card Type: This text field will first denote "Performance", followed by the type of performance which might be songs, record releases, public appearances, pit orchestras, etc. In the example above, the performance is to perform a song titled "Vomit Monster".

Card Text: This text field will describe any unique abilities or information about the Performance. Sometimes these abilities are triggered by other game events or activated if a manager assigns a musician to them. In the example above, a manager may draw a card when they assign a musician to the GIG associated with this performance.

Requirements: The requirements that must be met for a manager's assigned musicians to be considered for winning the associated GIG. These might be a number representing how many musicians are assigned, or Musician Talents that must be achieved. In the example, the band of musicians that a manager assigns to this GIG must have at least two musicians. If not, the manager cannot win this GIG and will not be considered during the Gig Judging Step.

Note that a manager may still assign musicians to a GIG even without any hope of meeting the GIG's requirements - possibly they get some benefit for the musician assignment, or as a ruse to trick the opposing manager.

Judgment Criteria: The requirements on which the GIG will be judged to determine the winning manager, only if more than one manager has assigned musicians to the associated GIG and has met the requirements. Mostly this field would list the musician talents upon which the GIG will be judged. In the example, managers will count the total Harmony and Mojo symbols among their assigned musicians. The total count will determine which manager wins the GIG.

Reward: This field lists the reward that a manager receives when his or her band wins the GIG. This field is usually a certain number of Victory Points, but may also include other desirable outcomes such as card drawing. In the example, the Reward is gaining 4 Victory Points.

Performance Level: This is a number from 1 to 4 that represents where the Performance should be placed in the Set List. Level 1 will be the first (face-up) card in the Set List, with a level 4 Performance at the bottom. Performances tend to be more difficult to win as the levels increase but also have greater rewards.

Order of a Round

A single round consists of the following phases and steps:

Prelude Phase

1. Draw Step: Managers simultaneously draw 1 card from their respective decks
2. Payout Step: All salary cards and un-strummed venues produce resources. Venues produce resources stated on the card; salary cards will produce \$ or cred.
3. Reset Step: Reset all strummed cards in play

Main Phase

Managers take turns doing any one of the following actions, starting with the manager with the DOWNBEAT:

- Play a venue from their hand into play (Limit 1 per round)
- Play a salary card from their hand into play (Limit 1 per round)
- Play an action card from their hand
- Play a musician or personnel card from their hand and put that card into play, strummed
- Assign un-strummed musicians or personnel they manage to a HUSTLE that doesn't already have an assigned musician or personnel - the HUSTLE effect is triggered immediately
- Activate card effects on un-strummed cards that they manage
- Assign an un-strummed gear card that they manage to an un-strummed musician that they manage
- Assign an un-strummed venue they manage to a performance that does not have an assigned venue to form a GIG
- Assign an un-strummed musician that they manage to a GIG
- Pass and do nothing

Coda Phase

1. Gig Judging step: Determine if any GIGs were won by managers
2. Gig Resolution step: Resolve any GIG effects
3. Trigger end-of-round effects
4. Check for Win Conditions step
5. Replenish the MUSIC SHOP
6. Add a token to the "ROUND" card
7. Point the DOWNBEAT card to the next manager
8. Go to the Prelude Phase of the next round

The phases and steps in a round are described in greater detail on the following pages.

Prelude Phase

There are 3 steps in the Prelude Phase:

1. **Draw Step:** Each manager simultaneously draws a card from their deck.

If a manager has no cards in their deck, they must instead discard a card from their hand to their retirement pile.

Note that the maximum hand size for a manager is 10 cards. If the draw phase or another game effect would have a manager with 10 cards or more in their hand draw a card, that effect is ignored.

2. **Payout Step:** Each manager simultaneously gains \$ or cred tokens based on cards they manage that produce those resources – normally salary and un-strummed venue cards. Venues specify if they produce \$ or cred. Managers choose either \$ or cred for each salary card they manage. Salary cards can produce different resources each round.

Managers calculate how many of each resource they should gain and then add that many tokens to their resource pools. Strummed venues do not produce resources unless the card text specifies otherwise.

On Round 1, there will be no resources paid out as managers won't have any salary or venues cards in play.



Collecting resources from salary and un-strummed venue cards.

3. **Reset Step:** Each manager resets all strummed cards that they manage.

Reset cards are no longer tilted at an angle and can be used for various

purposes during this round's Main Phase.

On Round 1, there are no cards to reset so play proceeds directly to the Main Phase.



Resetting a musician card from strummed position to un-strummed/reset position.

Main Phase

During the Main Phase, managers may take turns doing any of the following activities, starting with the manager who has the DOWNBEAT. That manager performs just one of these activities, at which point it is the next manager's turn to do something. Play continues like this until both managers pass their turn. When that happens, play continues to the Coda Phase.

- **Play a venue card from their hand**

The manager plays a venue card from their hand and puts it into play in their play zone. Venues come into play in the un-strummed/reset position and can be used later this round.

There is no cost to play a venue card.

Managers may only play one venue card per round.



A manager playing Danny's Garage, a starting venue

- **Play a salary card from their hand**

The manager may select any card in their hand and play it face-down in their play zone as a salary card. This card will remain in play under their management, and will produce resources (either \$ or cred, the manager's choice) during the Payout Step in the Prelude Phase.

Managers may look at the front face of salary cards that they manage at any time, but they may not use their abilities or return the cards to their hand unless a card effect allows them to do so.

Managers may only play one salary card per round.



A manager playing a salary card

- **Play an action card from their hand**

The manager may play an action card from their hand. They pay the card cost in resources and then show the card to all managers. Then the effects of the action are immediately resolved.

Action cards have various effects, including fetching cards from decks, giving temporary talent bonuses to musicians, returning musicians to their owners' hands, and retiring venues.



A manager playing an action card on an opposing manager's musician.

- **Play a musician or personnel card**

The manager plays a musician or personnel card from their hand and puts it into play in their play zone, strummed. The manager must pay the card's cost in resources, or they may not play the card.

Any comes-into-play effects listed on the card are triggered immediately when it is played. Also, cards already in play may have effects that are triggered by the card entering play. Triggered effects will occur immediately after the card enters play, before the next manager takes their turn.

Since musicians and personnel come into play strummed, these cards generally cannot be used in the same round in which they entered play.



A manager playing a musician card



A manager playing a personnel card

- **Assign an un-strummed musician or personnel card to a HUSTLE**

A manager may assign any non-strummed musician or personnel that they manage to a HUSTLE, so long as no other card is already assigned to that HUSTLE. The musician or personnel is strummed and placed on the HUSTLE card. The HUSTLE's effect is triggered immediately.

For the most part, musicians elicit more powerful effects from HUSTLE cards than personnel do.

Note that the effects of the HUSTLE cards are optional, at the assigning manager's discretion. In other words: You may assign a musician or personnel to a HUSTLE without triggering the HUSTLE card's effect.

MUSIC SHOP: If a manager plays a musician or personnel on the MUSIC SHOP, they may then purchase 1 gear from the shop. The manager must pay the gear card's cost to purchase it. The cost will be the cost shown on the gear card, adjusted for musician or personnel

assigned. If a musician was assigned to MUSIC SHOP, the gear cost is reduced by \$1. Conversely, if a personnel card is assigned to the MUSIC SHOP, the gear cost is increased by \$1. The manager then takes the purchased gear and places it into their play zone. The gear card enters the manager's play zone in the reset/un-strummed position and is available for use that same round.



A manager assigning Rocco Brennan, a musician, to PRACTICE, a HUSTLE

- **Activate card effects on un-strummed cards that they manage**

Managers may activate the abilities listed on musician, personnel, venue, and gear cards. In many cases, these abilities may require strumming the card in question and might require an additional resource cost.



A manager strumming Billy Daniels, a personnel, to activate an ability.

- **Assign an un-strummed gear card that they manage to an un-strummed musician that they manage**



A manager assigning Quantum Keyboard, a gear card, to Rocco Brennan, a musician.

- **Assign an un-strummed venue they manage to a performance**

A manager may assign an un-strummed venue that they manage to a face-up performance card (including OPEN MIC NIGHT) that has no venues assigned. When a venue is assigned to a performance, the venue becomes strummed and is moved to the Stage Zone, adjacent to the performance. When a venue and performance are combined in this way, the combination is considered a GIG. That GIG is now available for any manager to assign musicians to it.

Note that a performance may only have a single venue assigned to it in a round, and a venue may only be assigned to one performance in a round.

There is no cost to assign a venue to a performance.



A manager assigning Danny's Garage, a venue, to Overture, a performance, to form a GIG

- **Assign an un-strummed musician they manage to a GIG.**

A manager may assign a single un-strummed musician that they have in play to a single GIG (a combination of Performance with assigned Venue card).

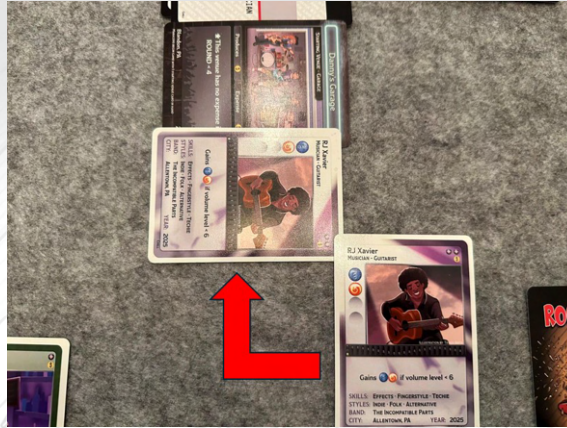
Note that a manager may not assign a musician to a performance where there is no assigned venue.

It doesn't matter which manager assigned the venue; any manager may assign musicians there.

To assign a musician, the manager must pay the "expense" cost that is displayed on the assigned venue (which might be cred or \$). Also, some venues may specify a limit to how many musicians may be assigned. After that number is reached, no further musicians may be assigned there.

The musician is then considered assigned not only to the GIG, but also to the performance and venue as well. There may be effects described on those cards or others that trigger when a musician is assigned. Those effects trigger immediately, before the next manager's turn.

Any gear that is assigned to a musician is also strummed when the musician is assigned to a GIG. That gear may not be assigned to a different musician until the gear is reset (probably during the Prelude Phase of the next round).



Assigning RJ Xavier, a musician, to a GIG.

- **Pass and do nothing**

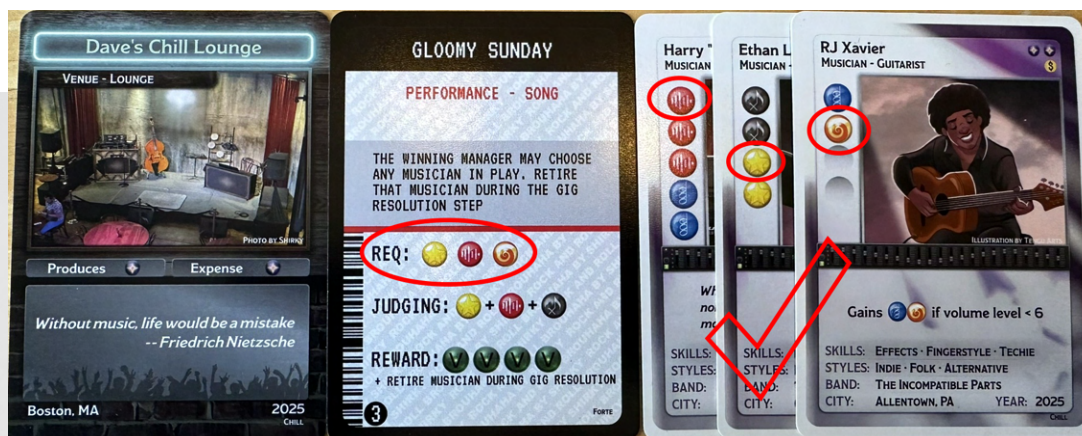
Note: A manager may pass and do nothing on their turn but can subsequently take an action on their next turn if the opposing manager takes an action on their next turn.

When all managers have consecutively passed, play proceeds to the Coda Phase.

Coda Phase

1. **Gig Judging Step** – this is when it is determined if any managers have achieved/won any GIGs. If no manager has assigned any musicians to GIGs, play can proceed directly to the Trigger End-of-Round Effects step below.
 - i. Managers must first determine if the musicians that they have assigned to a GIG meet all the requirements shown on the Performance card (labelled as “REQ”), and possibly the associated Venue card. If not, they cannot win the GIG and will not be considered for GIG Judging.

Note that all GIGs have a built-in requirement that at least 1 musician must be assigned to them.



This manager's band has met all GIG requirements and will be considered for GIG Judging. The GIG required at least one Stage Presence, Timbre, and Mojo among the assigned musicians.



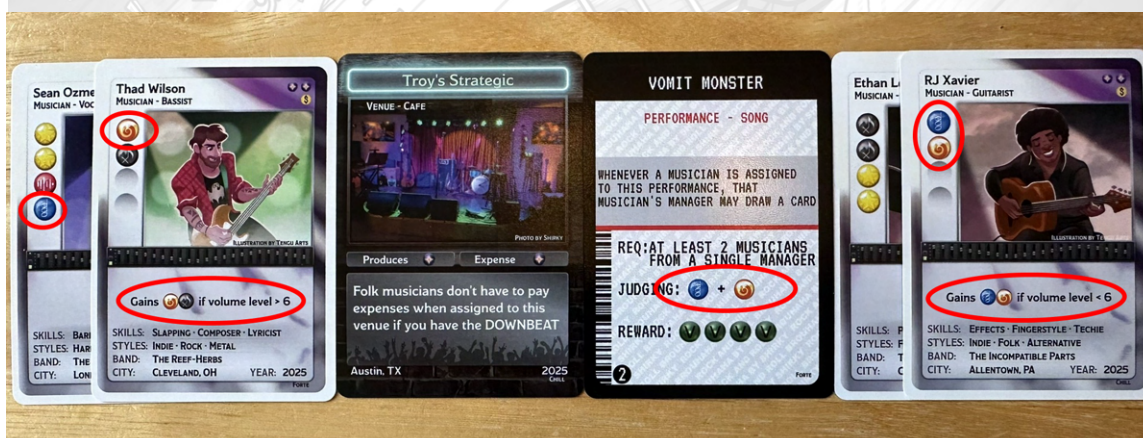
This manager's band has NOT met all the GIG requirements and will NOT be considered in GIG Judging. Therefore, this manager cannot win this GIG this round. While they've put together a formidable band, the GIG requires at least one Mojo, and none of the manager's assigned musicians have Mojo.

- ii. If just 1 Manager has met the Performance/GIG requirements, then that manager wins the GIG. If there is more than one Manager meeting the Performance/GIG requirements, then those Managers calculate their totals for the Performance's "JUDGING" conditions. Normally this is a summation of a particular set of musician talents. The manager with the highest number is considered the winner of the GIG and will collect the Performance/GIG rewards during the GIG Resolution Step.

If there is a tie for judging on a GIG, each manager involved in the tie gets 1 point as a reward. However - the Performance card remains in play and no manager is considered the "winner"; no effects that trigger when a musician wins the Performance/GIG are triggered.



In this example, two managers have assigned musicians to the GIG. Both have met the GIG requirements. The GIG is judged on Stage Presence, Timbre, and Rhythm, so both managers count those Talents among their assigned band. The Forte manager has a total of 9; the Chill manager has 7. The Forte manager will win this GIG.



In this example, both managers have met the GIG requirements of having 2 musicians assigned. In this case, the VOLUME LEVEL will determine the winner, due to the abilities of Thad Wilson and RJ Xavier. If VOLUME < 6, the Chill manager (RIGHT) wins, because RJ Xavier will have more Harmony and Mojo. If VOLUME > 6, the Forte manager (LEFT) wins, because Thad Wilson will have more Harmony and Mojo. If VOLUME = 6, it is a tie - both managers gain 1 Victory Point during GIG Resolution, but neither wins.

2. GIG Resolution Step

- i. Any manager who has won/achieved a GIG (as determined in the Gig Judging step) collects the reward(s) listed on the Performance card, which may include resolving any GIG effects on Performances that have been won as part of a GIG. The manager with DOWNBEAT chooses the order in which these effects trigger.
- ii. If there were any ties during GIG Judging, the managers who tied each gain 1 VP. These GIGs are not considered to have been won, however.
- iii. Any performance cards that have been won as part of a GIG, except for OPEN MIC NIGHT, are removed from the game.

This will reveal the next Performance card in that Set List.

- iv. All musicians, venues, and gear that were assigned to a GIG are returned to the play zone of their respective managers and are no longer considered “assigned”. They do, however, remain strummed until the end of the round.

3. Trigger End-of-Round Effects

Trigger any End-of-round effects on cards that have them. The manager with DOWNBEAT may determine the order in which these effects resolve.

4. Check for Win Conditions Step

- If a single manager has reached 20 or more victory points, the game is over, and that manager has won.
- If both managers have reached 20 or more victory points, the manager with the higher victory point total is the winner.
- If both managers are tied with 20+ victory points, then the manager with more musicians in play wins. The next tiebreaker is most resource cubes. If there is still a tie, then the game is considered a tie.
- *Optional Rule: If the current ROUND was previously agreed upon to be the final ROUND, then the manager with the most victory points wins. See page 30 for more details.*

5. Replenish the MUSIC SHOP

If there are fewer than 5 Gear in the MUSIC SHOP, add gear to the MUSIC SHOP from the top gear from the Gear Pile so that there are once again 5 gear cards available.



Replenishing the MUSIC SHOP.

6. Add a token to the “ROUND” card



Adding a round token

7. Point the DOWNBEAT card to the next manager

The DOWNBEAT should be adjusted so that it points to the next manager to the left. That manager will have the DOWNBEAT during the next round.



Pointing the DOWNBEAT card to the next manager.

8. Play progresses to the Prelude Phase of the next round.

Go to the Draw Step of the Prelude Phase. Play continues until someone wins during the “Check for Win Conditions” Step.

Game Strategy:

- Managers must make judicious use of their resources, as they will not have enough resources to pay for all the musicians, venue expenses, actions, etc. that they would like.
- Managers will have to play some salary cards if they expect to be competitive, even if it means giving up some cards from their hand.
- A manager must consider timing and DOWNBEAT, looking for optimal times to use OPPORTUNITY or to assign Venues to Performances.
- In many cases, it is better to sacrifice early-game advances for building a more robust band. In this way, a manager's band will be better at achieving higher-reward GIGs in the later stages of the game.
- **Most importantly, HAVE FUN!**

GAME VARIANTS

Alternate Advanced Opening Hand Option:

For advanced managers, an alternate rule is to draw 8 cards from the deck, then add the Street Team and Starting Venue. Then, select any 7 cards to keep in opening hand and put the remaining 3 cards on the bottom of the deck.

Optional Game Ending Condition

Before starting play, Managers may agree to end the game after a pre-determined number of ROUNDS (we recommend 10 ROUNDS.) A manager can still win the game prior to that ROUND, but if not: During the Check For Win Conditions step of the final ROUND, the manager with the highest VP total wins.

4-Player Variant

Four players can play Rock & Roll Brouhaha with two sets of Chill and Forte decks, or by having pairs of players share the same decks. In this variant, volume battles will be intensified, as will competition for GIGs.

In either case:

1. Setup 3 single Set Lists - the Chill, Forte, and Extra Performances, in the usual order with level 1 Performances on top.
2. In addition to all the normal set of HUSTLE cards, add the JAM SESSION, BIG BREAK, and NETWORKING HUSTLE cards.

Setup is otherwise normal if using two sets of decks. If sharing decks, each manager will start with a starting venue and a street team; Managers 3 and 4 will get the "Extra" starting venues and Street Teams. If sharing decks, consider setting a final ROUND on which to end the game, as described in the section above.

Have Chill and Forte managers sit around the game table so that turns will alternate between a Chill manager and a Forte manager. DOWNBEAT and turns will pass to the next manager on the left in the usual manner.

Managers will take turns in the same manner as the two-player version, and there may be times when 3 or even 4 managers send musicians to the same GIG. Performance Requirements and Judging will still function in the same manner as the two-player version. Also note that the reward for OPEN MIC NIGHT will be 4 VPs (1 VP per manager).

3-Player Variant

Three players can play using a single deck.

1. Setup 3 Set Lists - the Chill, Forte, and Extra Performances.
2. In addition to the normal set of 5 HUSTLE cards, add JAM SESSION.
3. Give each manager a Street Team and Starting Venue.
4. Shuffle the Chill and Forte decks together into one big deck from which all managers will draw.
5. The reward for OPEN MIC NIGHT will be 3 VPs.

Game Support:

Should you have any rules questions or comments, please visit www.rocknrollbrouhaha.com or email rockandrollbrouhaha@gmail.com

Credits:

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All design and artwork for this game was done by human beings, not AI.

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To all my musician friends.
To all my concert-going friends.
To Crystal, Rachel, Emily, and Zoe.

Keep an eye out for future sets!

Order of a Round – Manager Reference

A single round consists of the following phases and steps:

Prelude Phase

1. Draw Step: Managers simultaneously draw 1 card from their respective decks
2. Payout Step: All salary cards and un-strummed venues produce resources. Venues produce resources stated on the card; salary cards will produce \$ or cred.
3. Reset Step: Reset all strummed cards in play

Main Phase

Managers take turns doing any one of the following actions, starting with the manager with the DOWNBEAT:

- Play a venue from their hand into play (Limit 1 per round)
- Play a salary card from their hand into play (Limit 1 per round)
- Play an action card from their hand
- Play a musician or personnel card from their hand and put that card into play, strummed
- Assign un-strummed musicians or personnel they manage to a HUSTLE that doesn't already have an assigned musician or personnel – the HUSTLE effect is triggered immediately
- Activate card effects on un-strummed cards that they manage
- Assign an un-strummed gear card that they manage to an un-strummed musician that they manage
- Assign an un-strummed venue they manage to a performance that does not have an assigned venue to form a GIG
- Assign an un-strummed musician that they manage to a GIG
- Pass and do nothing

Coda Phase

1. Gig Judging step: Determine if any GIGs were won by managers
2. Gig Resolution step: Resolve any GIG effects
3. Trigger end-of-round effects
4. Check for Win Conditions step
5. Replenish the MUSIC SHOP
6. Add a token to the “ROUND” card
7. Point the DOWNBEAT card to the next manager
8. Go to the Prelude Phase of the next round