

Game Name	Musicians, Plus!
Designer	Jia Han, YanWen Xu
Number of Players	2

Instruction for Players

<https://www.youtube.com/watch?v=S84PjtRGWpM>

Here's an online video about our game.

Game Object

The object of this game is to perform four different levels concerts successfully. There are four difficulty levels, simple, medium, difficult and challenging. You are a high school student, full of passion in music. You and your fellows started a music band, based in your school. Throughout the school years, you and your fellows will improve skills, recruit new members, and participate in concerts. Earn your band fame and funds for each successful show performed. Progress to next level of stages as your band grow and become the best school band in the world. Will you lead your band to Wiener Musikverein?

Game Contents

- 2 Players
- 10-15 mins of gameplay
- 24 Musician cards
- 18 Concert Cards + 2 wild cards
- Several Funds Tokens, or paper and pen instead.

Setup

The game is for 2 players, Every player starts with three random instrument cards, one office card, and one lounge, and they are dealt face up. The rest of the lounge room, office and concert cards are placed in different Draw Piles face up. The rest of instrument cards are dealt face down. Next to the piles a space should be designated for Discard Piles. Reshuffle the discards and create new a draw pile when each draw pile is depleted.





Game Play

- Players begin playing the game “rock, paper, and scissors” to decide who goes first.
- Two musicians stay in office, and another one has to wait in the lounge as a substitute at the beginning.
- The maximum capacity of every office/classroom is 2 people. Each player can only have 3 offices (==classrooms) in total.
- The maximum capacity of every lounge is 1 person. Each player can only have 3 lounges in total.
- Each instrument card has to match with the same color music genre. For instance, if the level I concert has the music card <Waltz for Debby> in

blue color, you have to place a blue card instrument to play this music and get one point.

- If you can't perform any concerts, you have to discard one instrument card and trade with store to get a new card.
- After every performance, musicians have to rest for one turn.
- If a musician has already stayed in the lounge, others need to wait in a line until they can enter, and then perform new concerts.
- Player can use two points to buy one instrument/room/lounge card.

The Genre

Music in this games are consist of three genres:

- Classical, ranging from Baroque era to Romantic era in Europe. Good for variety in composition.
- Guoyue (國樂), the traditional Chinese music of the Han from mainland China. Good for solo and flexibility.
- Jazz, late 19th century, Southern America. Good for improvisation.

The Musician Cards

Classical:

- "The Pianist".
- "The Violinist".
- "The Cellist".
- "The guitarist".

Guoyue:

- "Erhu".
- "Pipa".
- "Zither".
- "Dizi"

Jazz:

- "Jazz Pianist".
- "Double Bassist".

- “Drummer”.
- “Saxophonist”



The Concert Cards

Chopin,
Nocturnes, Op. 9

Paganini,
Caprice No. 24
in A Minor

Bach,
Cello Suite No.6
in D major

Joseph Kosma,
Autumn Leave

John Coltrane,
My Favorite
Things

Frank Churchill,
Someday My
Prince Will Come

Jasmine Flower
茉莉花

Butterfly
Lovers
梁祝

Full Moon
Beautiful
Flowers
花好月圓

Room Cards (including offices, lounges)

- This is the office. Each player possesses one office at start. The maximum capacity of the office is 2 people.



- These are the different type of classrooms. Each player can buy two classrooms in total. The maximum capacity of each classroom is 2 people.



- These are the different type of lounges. (café, drink, and bathroom)





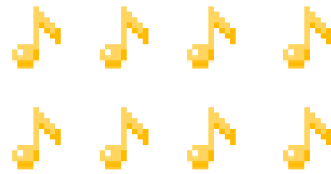
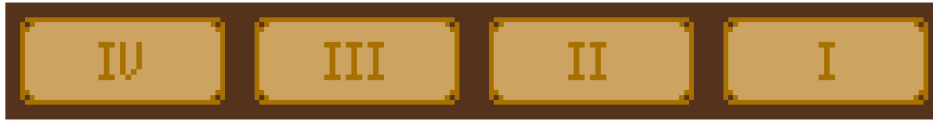
- **Each player can only have 9 musicians in total. 6 stay in the classrooms and 3 wait in the lounges.**

Concert Level & Wild Card & Game Currency

- Simple I: requires only one instrument that can be from any genre.
- Medium II: requires two instruments that must be from the same genre.
- Difficult III: requires three instruments that must be from the same genre.
- Challenge IV(wild): requires four instruments that must be from the same genre. Players can choose any genre to perform.

Action card

Wild card: This card represents all three genre, and can be placed on any instrument card.



Winning/Scoring

- The level of concert decides how many instrument cards are required to perform and how many points you can get.
- For example, the level II concert has the music card <Overture> in red color, you have to place two red instrument cards to perform this music and get two points.
- The player who can perform all four levels of concerts first will be the winner.