

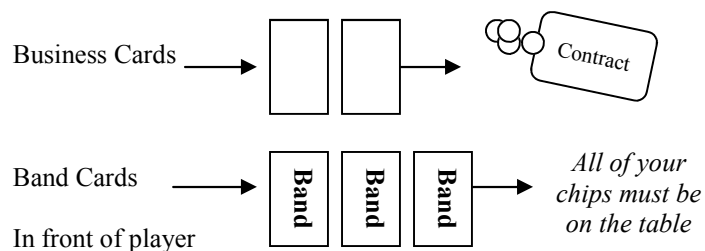
My Band

GAME MANUAL

For 2 to 4 players or teams
Ages 10 & up 60-90 min.

PLAYER SETUP

All player cards face-up



Business & Band cards are placed to the right and continue in a long line of cards. Players may only have one of each kind of card in their business & band collection.

With 3-4 Players, Business & Bands are limited to 8 cards.
2 Player games have no limit to the size of your card collection.

“My Band” ©2008 Everingham Games.

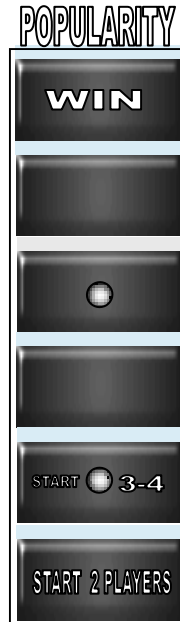


A PRINT & PLAY Board Game by
Everingham Games ©2008

What is the point? & How do I win?

- Build a compatible band and get a recording contract.
- Move up the popularity chart →
(which looks like a guitar fret)
and be the first band to make it to the top of the popularity chart.
- The first player to get to the top wins!

When playing with 3 or 4 players or teams, start on the second fret up from the bottom. Start at the bottom for 2 player games.



Individual Players or teams?

The game can easily be played with 2 to 4 players but if more participate, teams are used. Teams are helpful since keeping track of other player's bands and the contract conditions is important to strategy.

Extra Notes:

Any time a player has no influence chips, they owe nothing, since they can not pay.



“My Band” Game designed by Kevin Everingham
2003-2008

Developed from Kevin's simple card game “Radio Play,” utilizing play testing and advice from family, friends, and members of the web site; boardgamegeek.com. Special thanks for all of the suggestions and game testing of: Mark Hadley, Harvey Wasserman, Kaden Everingham, Tyler Tester, Cory Tester, Keric Everingham, Todd Hadley and the game clubs of Michigan and Canada that took the time to give the updates a try, thank you all.

OPTIONAL HOUSE RULES

1. **Lose Accountant**, -Players who are caught bidding more influence chips than they have, immediately lose their accountant. *(if they currently have one)* If not, they lose the bid and must pay 1 influence chip to the bank.
2. **For Quicker Games**, Each player draws the normal 2 starting band cards and then draws 3 more. Then, draw 3 business cards and draw 5 Event cards, and 6 chips.
3. **Contract Deals** Some people like to allow deals to be made during the contract phases. By doing this, you agree to pass during the contract phase or to help another player move the contract conditions one turn if they help you the next turn. Deals of trading band members or paying chips may also be made as long as they involve contract deals (not just trading cards). If this option is used, the player must make every effort to honor agreements.
4. **Special Bid Card option** As an option, some game testers like the idea of anyone being able to bid on the “Popularity Bid” card even if you can’t use it because you don’t have a contract. This gives everyone an opportunity to block other players from buying their way to victory.

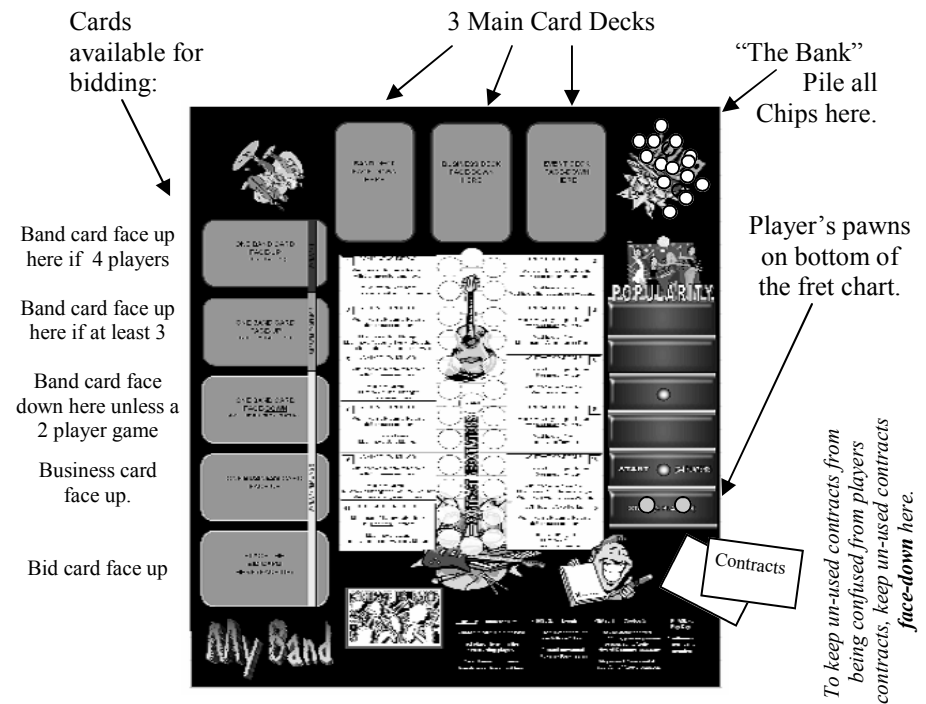
OPTIONAL RULES

Thanks to the game clubs and play testers for suggesting some of these rules that add additional twists to the game.

Send your ideas & favorite house rules to:

Everingham Games, P.O. Box 3, Stanton, MI 48888

Starting game layout “Setting up the Board”



GAME SETUP

Place the **board** in the middle of the table. Place the **three main card decks** above the contract area as shown on the board. The bank of influence chips are piled along the top right corner of the board.

Each player takes a **pawn**, and places it on the bottom fret of the popularity chart. If you have **3-4 players**, start pawns up one space, from the bottom.

One **contract** is put in to play for each player “or team”. (2 to 4) Lay them face down on the bottom right edge of the game board.

STRATEGY TIPS

The bid card is placed along the bottom left corner of the game board as shown in the illustration. The **“POPULARITY BID” card** remains here for the whole game (face up).

Above the bid card, a **Business card** is drawn and placed face-up. This is done each turn until all business cards are gone. If there are no more business cards, use Band cards.

Above the Business card spot, **Band cards** are drawn and the first one is placed face down (if 3-4 players). All other band cards are placed above that, along the left edge of the game board (**face up**). In a 2 player game, only 1 band card is dealt and it is placed face up.

(number of cards:)

Counting the one business card, and all band cards, you should deal out the same number of cards that you have players. Example: if you have 4 people playing, you will have 1 business card, and 3 band cards dealt face up to be bid on, along the left side of the game board. If all Business cards are gone, you would then place 4 band cards in their spots labeled on the board - for bidding.

*If you run low on band cards,
you only auction what is available.*

Take one influence chip and place it on the starting circle of the middle of the contract tracking board. This chip will be used to track contract conditions throughout the game.

All extra **influence chips** are kept in a “Bank” pile or in their bag above the game board. If you run out of chips, you pay what is available in current player order. If there are no chips left, some bands don't get paid!

- **Keeping a contract from everyone** Since there are 3 spaces on the contract negotiation board where nobody can have a contract, these spaces may be used to keep a player who is winning, from going further by removing everyone's contracts.
- **Attempt to not be the starting player** It is best to try to not be the starting player since the starter goes first and then all players make changes after them. If it is possible, get the player to your left to be the starter. If this happens, you will be in the best position and will make the last move of the turn.
- **Build up influence chips early** To acquire influence chips early in the game, build up your band with lots of members even if they are not compatible. After a few turns of collecting chips, you can quickly weed out all incompatible band members at the end of phase 2 and be ready for a contract in phase 3.
- **Selective STOP cards** Band cards are easy to recruit or replace each turn. Don't waste Stop cards if someone recruits a band card. Save your stop cards to protect your business cards which are harder to get and most likely more important to your contract conditions.
- **Use Popularity Bid** This option allows you to move up in popularity using your influence chips “IF” you have a contract. You could then move up again in the Event phase by playing a Radio Play or special popularity event card. *To advance twice in 1 turn.*
- **Compare contract conditions** with opponents cards. Watch contract conditions and your opponents band cards. Often moving the contract conditions may not help you but will make an opponent lose a contract.
- **Use the Contract Insurance option.** After moving your contract conditions, if you have chips remaining, make sure to use them to insure your contract that you negotiated. This makes it much more difficult for another player to move the contract conditions that you set. They will need to match your insurance amount and pay more to move the contract. Players who have built up a large amount of influence chips, can use them for this to control the contract conditions.
- **Recruiting a band or business card** may at times be the best choice even if you can't use the card. If a card will help a rival band, you may want to buy it just to discard it to the bottom of the band deck.

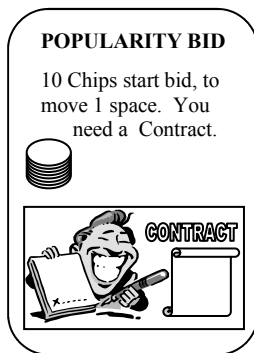
Reference Chart of Starting Numbers & Card Limits, based on number of Players

# of Players	# in starting band	# of starting business	# of starting event cards	Business Card Limit	Band Cards Limit	Event hand Limit
2	2	2	2	No limit	No limit	5
3	3	2	4	8	8	5
4	3	2	4	8	8	5

↑ ↑ ↑ Starting Game Cards ↑ ↑ ↑ Player's Card Limits


The Popularity Bid card allows players to use their influence to advance in the game. This card sets at the bottom left corner of the contract board. All cards that are up for bid that turn, are placed above it.

To bid on the popularity bid card, a player must have a contract. You then select this card by sliding it out and make a minimum starting bid of 10 chips. The winner of the popularity bid card pays the final agreed price to the bank and immediately moves their pawn up one shelf on the popularity chart. The card is slid back in and remains in place for next turn since it can not be bid on again this turn.



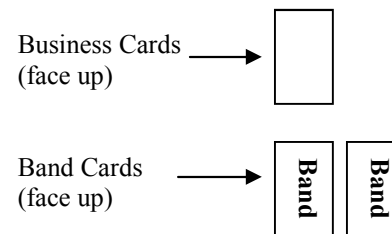
STARTING A NEW GAME

After you have the game set up,

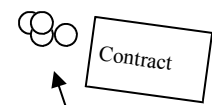
1. Choose the starting player (*oldest player?*)
2. The Starting player token is placed in front of the current starter.  (*orange oval guitar token*)
3. Remove the 6 singer cards and 4 “Electronic” cards from the band deck. Deal the singer cards face-up on the table.
4. Each player draw one “Electronic” card. Look at the letter on your card to decide who goes next.
5. Alphabetically, The player with an “A” on their electronic card picks any 1 singer. The player with a “B”, then “C” then “D” on their electronic card picks a singer until everyone has a singer.
6. **For 3 or 4 players**, draw 1 more band card from the deck for your starting band cards. (total 3)
7. Any remaining electronics cards or singer cards are then shuffled back in to the band deck.
8. Each player is then dealt 2 Business cards that they place above their band, and 2 Events cards which they keep in their hand. **For 3 or 4 players**, start with 4 event cards for each player.
9. Each player collects 2 influence chips.
10. All players are now ready to play.

PLAYER SETUP & required card layout in front of each player

3-4 player games are limited to 8 cards in Business & 8 in Band.



When you acquire a contract, you must keep it face up near your chips.



Chips in full view above player's band. No hiding chips!

ONE TURN

A turn is composed of 4 phases.

1. Influence “Bidding” Phase
2. Events Phase
3. Contract Negotiation Phase
4. Pay Day Phase.

Bidding Notes: *you may bid on a business or band card even if you can not use it.*

PHASE 1 “Influence”

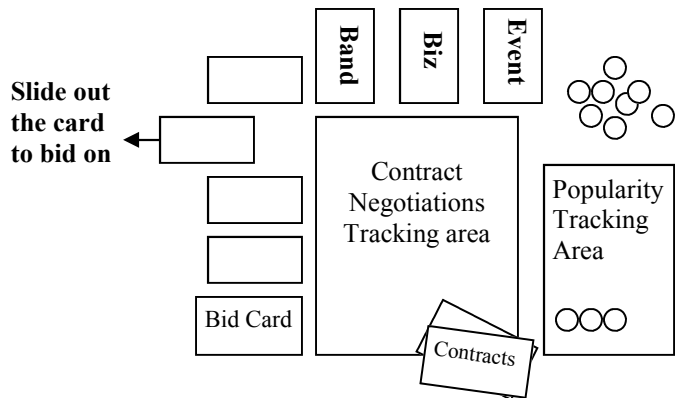
The first phase of a turn is called the Influence phase because you use your influence chips to bid on one of three different items for your band.

1. Band Cards (*may use 1 of each type*) or
2. Business Cards (*may use 1 of ea. type*) or
3. Popularity Bid Card (*see next page*)

To bid on one of the 3 items, the starting player slides out the card they are interested in. (*shown below*)

Or PASS

Bidding starts at 1 chip (or more). Each player must raise the bid or pass. If you win a card that you already have, you must discard one of them immediately. Be careful, you may not bid more chips that you have.

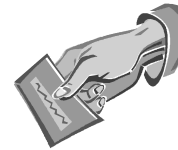


Recruit Band Member Card

This Event card can be used to recruit a band member from another player during the Event phase.

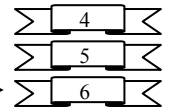
(*Band recruit fees range from 3 to 6.*)

To use, play the card in front of the player who has the card you want. If they do not Stop your recruit, you then pay the recruit fee to the bank, that is listed at the top of the card, and take the card. Put the recruit card at the bottom of the Event deck.



Recruit a Business card, is essentially the same as a recruit band card but is only used to recruit Business cards.

(*Cost for business cards is 4 to 6 chips*)
see Recruit Rating on each business card.



STOP any Recruit Card

This card is very valuable and may be used to block one other player from recruiting your band card or keep them from recruiting your business cards (once).

This card STOPS one recruit card.

Unlike all other Event cards, the Stop recruit card may be used any time that someone is trying to recruit one of your cards and does NOT count as a turn. Using this card does cost you 1 influence chip to use.



Other Cards

All other cards are fairly easy to figure out and explain what they do and what action you need to take.

TAX Problems or LEGAL problems cards are special EVENT cards. Both cards cause the band they are played on to lose it's contract immediately, unless they have the requirements listed on the card.

If these cards are played on you,.. You must keep these cards near your band, until you meet the requirements listed on them & can NOT get a contract until conditions are met.



NOTE: You do not pay recruit fees if your recruit card is Stopped.

The Main CARDS

Band Cards



← Occupation in the band. You can only have one of each (example: One singer, One Drummer)

← Recruit Rating. You must pay this much to the bank to recruit this band card from another player.

← Photo - above the photo is information about the musician, although it has no effect on the playability of the game.

← At the bottom of all band cards are the musician's Compatibility letters (A,B,C,D,E). Some musicians are more compatible than others. The more compatibility letters that your musician has, the better chance you have of this person getting along with your other band mates.

For 3-4 Players, business & band size is limited to 8 cards.

No limits for 2 players.

The Rating is also known as the Recruit fee.

Business Cards



← All business cards cost 4 to 6 chips to recruit from another Player. Each band may hire only 1 of each occupation of business card. Example: One accountant, one Lawyer, one Band Manager. If you acquire more than one, you must immediately discard one of the cards.

← Occupation's are printed on the bottom of every Business card. Each occupation may help you obtain a contract. Some occupations are better Than others. (see contract conditions)

Radio Play Cards



Radio Play cards are Event cards. Like some of the other Event cards, it lists the requirements at the bottom. (you must have a contract to use this)

One radio play card can be used per turn during the Event Phase 2. When played, the player uses the card and moves their pawn up one space. They then discard this card to the bottom of the Event deck.

Once a player passes, they may not bid again on that card. NOTE: To bid on the **Popularity Bid Card**, a player must have a contract and must start the bid at 10 chips (minimum bid). It can be won once per turn.

Bidding continues clockwise from the starting player, no matter which player wins the bid.

Each player may purchase only 1 item during the Influence phase. You do NOT have to bid on any of the cards, and may just Pass every time.

As the players win a card, they pay the agreed amount to the bank area and take their card & place it in to the proper area of their band.

If the **popularity bid** card is purchased, that card is NOT picked up. The winner simply moves their pawn up one shelf on the popularity chart & pays their agreed bid amount.

At the end of the Influence Phase, any remaining cards (other than the popularity bid card) are returned to the bottom of their decks.

If a player has no chips, they must go last and will get the remaining card (band or business) for free. *If this happens, this player is not considered to be the last player and they are not the new starter.*

The last player to “win” an auction item immediately becomes the new starting player. The starting player token is placed in front of that player (above their cards)



If any cards remain in the auction area after bidding is done, discard them. **Replace** all discarded and sold cards with new cards in the bid area & move on to Phase 2.

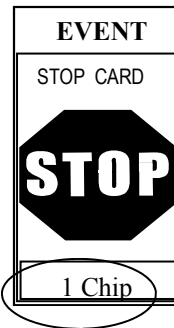
PHASE 2 “Events Phase”

Starting at the new starting player, continue clockwise. Each player must use one Event card from their hand, or Pass.

1. Use 1 Event card, or
2. Pass (& draw 1 Event card)
3. Discard unwanted cards

If an Event card is played, follow its instructions and discard it to the bottom of the Event card deck. If no Event card is played (Pass), the player may draw (but not use) 1 Event card from the deck.

- Players may have only **5 Event cards** in their hand. If they have more, they must discard down to 5 immediately.
- Using a **STOP card** to block/stop a recruit of one of your cards does **not** count as your turn, but does cost you 1 influence chip to the bank. So, you can play an Event card or Pass and still play as many STOP cards as you have or wish to play, or can afford to play, as you need them.



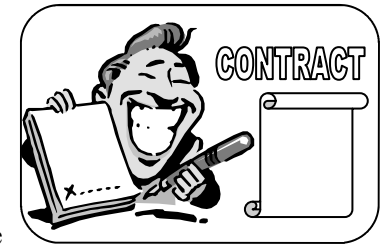
End of Phase 2

DISCARD unwanted cards: (if you want to)

After all players use one Event card or draw an Event card, they may **discard** any number of BAND, BUSINESS or any EVENT cards that they do not want or can not use.

PHASE 3 “Contract Phase”

1. Negotiate Contract & Insure
2. or Pass

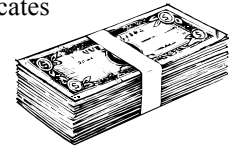


The starting player may move the contract chip 1 space for each influence chip they wish to spend, this is called **Negotiating for a contract**, or they may Pass and do nothing. If the player moves the contract conditions, they **may** choose to **“INSURE”** the contract with influence chips, by paying any amount of chips to the Insurance area at the bottom of the game board. Insurance amounts remain there unless they are matched by another player or until phase 3 is done. The next player(s) must match the insurance amount to be able to move the conditions at all. Any amount they pay over the insurance amount can be moved on the contract chart. Matched insurance chips & unused chips are immediately discarded to the bank.

After each player has a chance to negotiate or pass on contract conditions, and the final player makes a move or decides to pass, all players are checked for contract conditions & insurance chips discarded.

Contracts are awarded or removed from players based on the current contract conditions. This is the only time that a player can **win or lose a contract** except when special “lose contract” Tax/Law Event cards are played.

3. Everyone without a contract may draw 1 band card if they want one, and **must** place it in their band unless they already have the same type of card. If you draw a duplicate, one of the duplicates must be discarded.



PHASE 4 “Pay Day”

Begin with the starting player, each player is paid 1 influence chip per person in their band. Compatibility of those band members **does not matter**.

Players may receive double pay if all band members have 2 or more compatibilities (*letters in common*) on **ALL band members**. **Example:** if you have 4 band cards, and all of them have a “B” and “C” on them, then you would get paid 8 influence chips instead of 4. Business cards do not effect your pay.

*At any time during this phase, as payments are being made, players **may** shuffle any of the main decks.*