



MY BAND

(RULES PREVIEW)

The game will come with an illustrated rule book to make it easier to understand.

Bits & pieces of the game Rules & explanations to explain this unique game of Band competition.

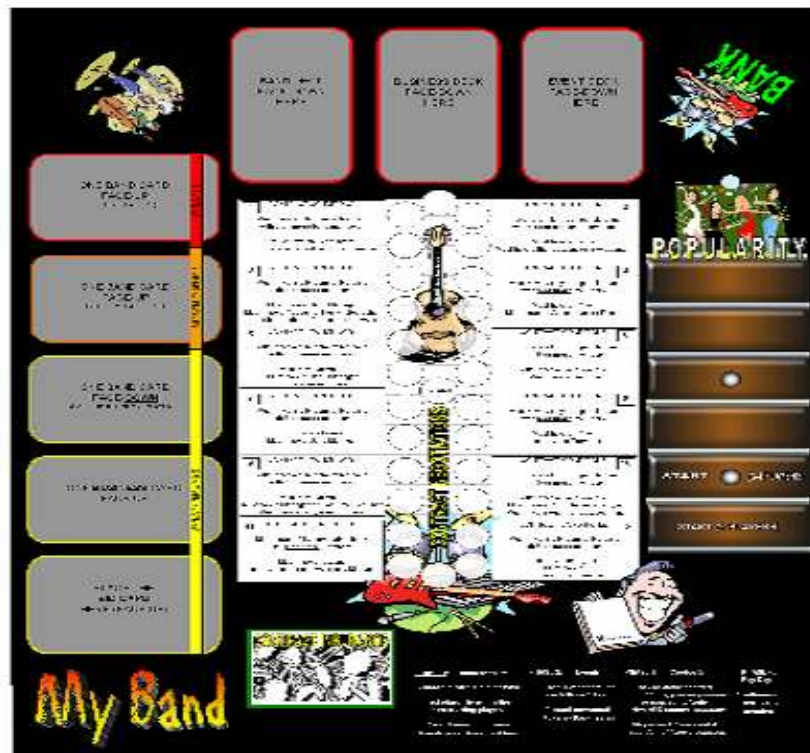
GAME SETUP

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.

Starting game layout "Setting up the Board"

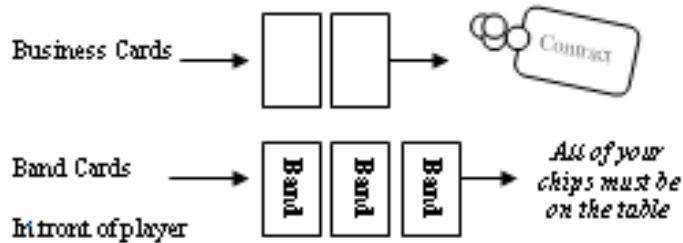
Layout is explained in the actual game manual with explanations and illustrations.



PLAYER SETUP

All player cards face-up

Players Band cards are kept in front of them, business cards are kept above their band as shown here.



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.

Starting Player Token



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.
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 draws 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 to start the game.
10. All players are now ready to play.

ONE TURN

A turn is composed of 4 phases.

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



PHASE 1 Using your band’s “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 popularity bid card explanation)

To bid on one of the 3 items, the starting player slides out the card they are interested in. (as illustrated in the actual manual)

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.

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 it’s 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.

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.

Some of the main types of cards used in this game:

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.

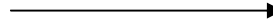
No limits for 2 player games.



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

Players who have a contract may play a Radio Play card simulating their new song being played on the Radio! When this happens, they may move up one fret on the popularity chart.

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*)

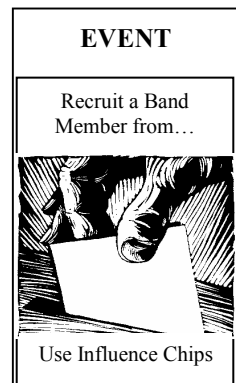
STOP any Recruit Card

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.

The Popularity Bid card and Contract card are shown below;



**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!

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

“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.