

Marching Band(-imals)

Rules, Restrictions & Interpretative Regulations

Includes Base Game instructions, optional play alternatives and instructions for the *Competitors & Themes Expansion Pack*.

(Downloadable Edition)

BASE GAME SETUP

In the Base Game deck, you will find cards with 2 different card back designs.

Green-Backed Cards

These make up your base game deck.

1. Shuffle these cards.
2. Deal 8 cards to each person.
3. Place the rest of the cards face-down in the center of the playing surface to create a draw pile.



White-Backed Cards

These are your Drum Major cards.

Place these cards in a face-up pile in the center of the playing surface, separate from the green-backed draw pile.



Below is a diagram for the center of your play surface.



Choosing Who Goes First

The person who has played musical instruments the shortest amount of time goes first. This is a combination of all musical instruments that have been played for fun, educational purposes or performance. (Do not count vocal.) Break any ties with 3 rounds of Rock, Paper, Scissors.

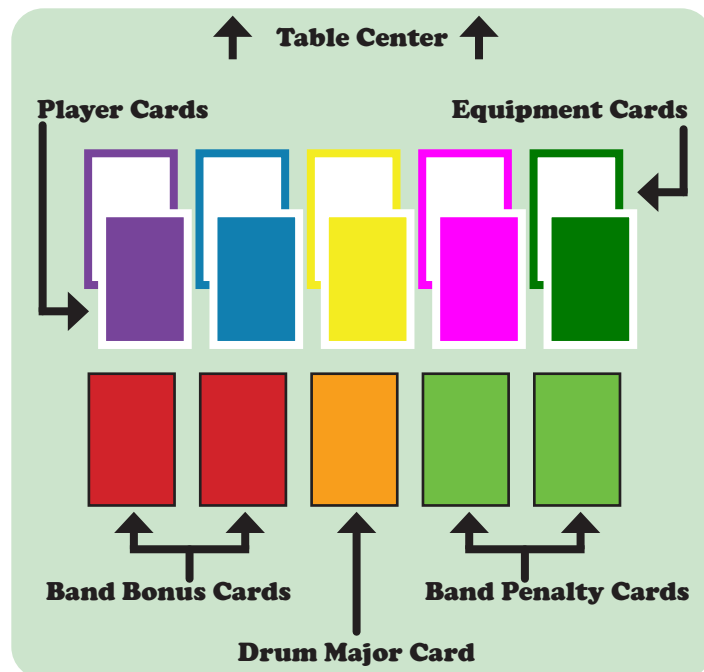
Play continues in a clockwise rotation.

Hand and Band Setup

A person's hand begins with the 8 cards they are dealt. Unless there is a Bonus or Penalty in play to increase or decrease the hand limit, no more than 8 cards can be held past the end of a person's turn.

The band area will be laid out on the play surface directly in front of each person. In this band area, there is space for the Band Members/Equipment (5 Player & 5 Equipment cards), Bonuses, Penalties and Drum Major cards.

See the diagram to the right for an example layout for each person's band. At the end of this document you will also find a printable playmat.



TYPES OF CARDS

There are 6 types of green-backed cards in this game.

Player Cards - Player cards are divided into 5 color-coded sections - Brass (light blue), Color Guard (pink), Drumline (purple), Front Ensemble (yellow) and Woodwind (dark green). Play them to your band in the "Player Card" slots. They must be paired with a piece of equipment from the same color-coded section. You need to fill your band with 5 Player cards and corresponding Equipment cards to win.



Equipment Cards - Like Player cards, Equipment cards are divided into 5 color-coded sections - Brass, Color Guard, Drumline, Front Ensemble and Woodwind. Play them to your band in the "Equipment Card" slots, where they must be paired with a Player card from the same section.

All Player and Equipment cards have a colored edge to indicate the section to which they belong.



Brass



Color Guard



Drumline



Front Ensemble



Woodwind

Quick Bonus Cards -

A Quick Bonus produces an immediate bonus to the person who played the card. It is discarded once used.



Band Bonus Cards -

A Band Bonus is played to your band. It may not take effect immediately and may last for several turns. Only 2 can be in effect per person.



Quick Penalty Cards -

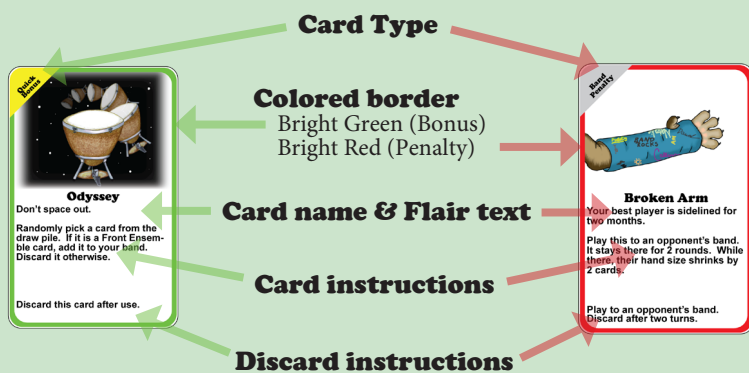
A Quick Penalty produces an immediate penalty. It can penalize a single person or everyone (including the person playing the card). It is discarded once used.

Band Penalty Cards -

A Band Penalty card is played to an opponent's band. It produces long-term penalty effects to another person. Only 2 can be in effect per person.



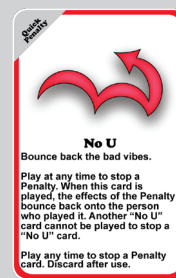
Anatomy of a Bonus / Penalty card



No U

While the "No U" card is a Quick Penalty card, it plays differently than other Quick Penalty cards.

The "No U" card can be used at any time to prevent any opponent from playing a Penalty card. However, it cannot be played to stop another "No U" card. You do not have to wait until your turn to play a "No U" card.



Bonus / Penalty Card Corner Colors

The corner color indicates the section the Bonus or Penalty impacts.



A gray cornered card will affect multiple sections.



A colored cornered card affects one section.

Refer to the color chart in the Player/Equipment card explanation for color definitions.

Drum Major Cards



The white-backed Drum Major card is the last card added to your band. This card is necessary to win the game.

Once your band is full and you have met the minimum section requirements, you may add a Drum Major card to your band at the end of your turn. If, by your next turn, your band is still complete, you win.



HOW TO PLAY

Each Turn

There are 2 options for play on each person's turn.

Basic Turn - A basic turn consists of 4 steps:

1. Draw 2 cards from the Draw Pile.
2. Play (or remove) up to 3 band cards to your band. This is any combination of Player and/or Equipment cards.
3. Play 1 Bonus or Penalty (if desired.)
4. Discard as many cards as you like. A minimum of 1 card must be discarded unless there are no cards in your hand. No more than 8* cards can remain in your hand at the end of your turn.

**The 8 card hand limit can be modified by certain Bonus and Penalty cards. This can cause the hand limit for an individual to either higher or lower than the normal 8 card limit.*

HOW TO WIN

The goal is to build a band consisting of 5 Player and 5 Equipment card pairs from corresponding sections. There are restrictions to the number of Player/Equipment pairs from a single section that can be present in your band. The 5 pairs of cards must follow these rules:

- Players must be paired with Equipment from the same section. You cannot pair a Color Guard Player with an Oboe. The color border around the edge of the Player and Equipment cards must match.
- A minimum of 3 different sections must be represented in your band. (Brass, Color Guard, Drumline, Front Ensemble and Woodwind). You cannot have a band of 5 Woodwind Player/Equipment cards.
- No section can be represented with Player/Equipment pairs more than 2 times in your band. You can have a Brass Player/Euphonium and a Brass Player/Sousaphone, but you can not also have a third Brass Player paired with a Mellophone.

Reorganize Turn - A reorganize turn allows for hand readjustment, but prevents you from immediately playing any cards. It is especially beneficial if you have run low on cards or if you have been forced to discard your whole hand in a previous turn. It consists of 3 steps:

1. Draw as many cards as needed to fill your hand.
2. Do not play or discard any cards.
3. On your NEXT turn, resume a Basic Turn.



- All Equipment Cards must be unique. You may have 2 Front Ensemble Players, but they must have different Equipment.
- There cannot be more than 5 Player cards or 5 Equipment cards present in your band. You can remove cards from your band, but it counts as one of the 3 plays to your band per round.

Once you have filled your band with 5 Player and 5 corresponding Equipment cards, you can draw a Drum Major card. It should be drawn at the end of your turn. Play it to your band, and game play continues as normal.

If your band is still full by your next turn, you win.

However, if someone penalizes you, causing your band to no longer be full, you must return the Drum Major card immediately. Continue play until someone wins.

Optional Play Alternatives

Alternate 2-4 Player game:

This is a more challenging version of the game. The Base Game rules are followed except for these changes:

- You must have representation from each of the 5 sections in your band. No duplicated sections are allowed.
- Each person draws 3 cards on their turn.
- Once a person adds the Drum Major card to their band, they immediately win.

Quicker 2-4 Player game:

The quicker 2-4 player game is a quicker paced game than the Base Game. In general, the Base Game rules are followed except for these changes:

- Each person is allowed to draw 3 cards on their turn.
- Each person is allowed to add (or remove) 4 band (Player/Equipment) cards to their band on each turn.
- The hand limit increases to 9 cards.
- Once a person adds the Drum Major card to their band, they immediately win.

Alternate 6-8 Player game:

While it is possible to play with 6-8 players using the normal rules, it can be quite time-consuming. To reduce the amount of time it takes for a larger group to play, the following changes can be made for a 6-8 Player game:

- Only 2 unique sections must be represented.
- No section can be represented more than 4 times.

Other possible alternatives to change your gameplay:

- Everyone must fill their band with only one section. (Each person would need to be assigned a different section).
- Everyone must have a specific section represented to win.

PRINTABLE PLAYMAT

At the end of these instructions, there is a printable playmat that you can use with your game. When printing the playmat, be aware that it should be printed on Legal sized (8.5" x 14") paper. You can print multiple copies, have them laminated and have nice, durable playmats to use with your game.

Competitions & Themes Booster Pack Instructions

The Competitions & Themes Booster Pack requires the base Marching Band(-imals) game.



Inside this booster pack deck, there are 6 green-backed “Band Halt!” cards and 18 indigo-backed “Competitions & Themes” cards.

Separate the green-backed “Band Halt!” cards from the indigo-backed “Competitions & Themes” cards.

If playing with 6 or few players, distribute 1 “Band Halt!” card to each person. Shuffle the remaining “Band Halt!” cards into the base game draw pile. Deal the cards as normal counting the “Band Halt!” card as one of the dealt cards.

Shuffle the “Competitions & Themes” cards.

Place this stack of cards in the center of the play surface in a separate pile from the draw, discard and drum major piles.

How to Play a Competitions & Themes Card

Only one “Competitions & Themes” card can be active at a time. After a “Competitions & Themes” card is played, it remains active for one full round of play.

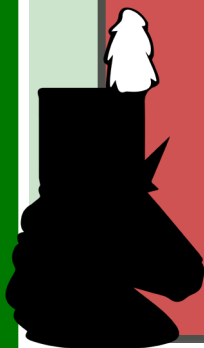
To play a “Competitions & Themes” card, you must first play a “Band Halt!” card. Before you discard at the end of your turn, if there isn’t already an active “Competitions & Themes” card, you can play a “Band Halt!” card.

After playing the “Band Halt!” card, draw a “Competitions & Themes” card from the pile and leave it face-up on the “Competitions & Themes” stack.

Do as the card says and leave it face-up until play comes back to the person who drew the card. At that time, shuffle the card to the bottom of the “Competitions & Themes” stack.

Regular gameplay resumes.





Equipment

Players

Penalty

10

20

30

40

50

40

30

20

10

Penalty

Drum Major

Bonus

Bonus

Marching

Band(-imals)