



Full Game Instructions

2, 3 & 4 Player Game Instructions

4 Player Game

Setup

Separate cards based on card back design.

Blue-backed cards: Game Play cards

Green-backed cards: Activity cards

Multicolor-backed cards: Fight Song cards



Shuffle each stack of cards and place face-down on game-play surface.

How to Play

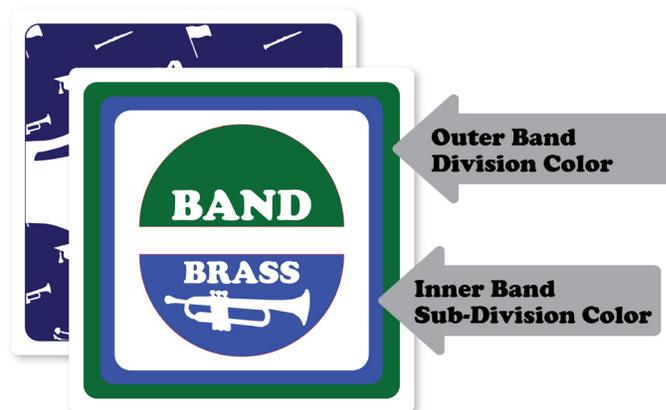
1. Divide players into teams of 2.
2. Choose a dealer who deals 8 Game Play cards to each player.
3. Turn over 1 Activity card.
4. In the first round, begin with the person to the left of the dealer. In each following round, the starting person shifts clockwise by one person. Each player plays 1 card to 1 of the corners of the Activity card to score points. (see *Scoring Points*)
5. The points are recorded for the hand. (see *Keeping Score*)
6. If either (or both) teams has earned 6 points since the beginning of the game or their last Fight Song round, a Fight Song round is initiated. (see *Fight Song Round*)
7. Return all used Activity, Game Play and Fight Song cards to the bottom of their respective stacks.
8. If only 2 cards remain in players' hands, the dealer should deal 6 cards to each player.
9. Repeat steps 3 - 8 until one team scores 28 points.
10. If both teams reach exactly 28 points in the same round, play a Fight Song round to settle the tie. Otherwise, the team with the highest score wins.

Fight Song Round

1. Every player sets aside their hand, face down on the play surface.
2. The dealer distributes 3 cards to each player from the Game Play stack.
3. Turn over the top Fight Song card.
4. Play begins with a player from the team who initiated the Fight Song round. If both teams were eligible, start with the player to the left of the dealer. Each player plays 1 card a corner of the Fight Song card.
5. Score the cards as you would a regular round. Scores are not recorded.
6. If the team who initiated the Fight Song scores the most points, they add 1 point to their score. Only the team who initiated the Fight Song round can score the point.
7. To break a tie, the dealer deals 1 additional card to each player. Repeat steps 3 - 6. Repeat 1 more time if needed.
8. If there is no winner after 3 Fight Song hands, no extra point is awarded.

Scoring Points

Each Game Play card is has a two-color, banded border.



The outer color indicates the division (Band Cheer or Fans) and the inner color indicates the sub-division (Woodwind, Spotter, Students, etc...) To score points, match the border colors with border colors on the corners of the Activity or Fight Song cards.

Score **2 points** because the outer, dark-green band matches on both the activity and game play cards.



Score **3 points** because both the outer, dark-green band and the inner, red band match on both the activity and game play cards.



Score **1 point** because the inner, pink band matches on both the activity and game play cards.



Score **1 point** because the inner, light-green band matches **OR 1 point** because the bonus corner matches the magenta, outer ring.



3 points:

Match both the outer and inner border colors

2 points:

Match just the outer border.

1 point:

Match just the inner border.

OR

Match Bonus Corner color.

Scoring with a Bonus Corner

One of the 4 corners of the Activity cards also has a Bonus Corner color (lower right corner). Match the outer border of your Game Play card with this Bonus Corner color to score 1 point. If you play a card to the Bonus Corner that matches both the Bonus Corner color and also the inner band color of the corner, you can only score a point for one or the other.

3 Player Game

Setup

Setup for a 3 player game is the same as the setup for a 4 player game.

How to Play

1. Each Player is their own team.
2. Choose a dealer who deals 8 Game Play cards to each player.
3. Turn over 1 Activity card.
4. In the first round, begin with the person to the left of the dealer. In each following round, the starting person shifts clockwise by one person. Each player plays 1 card to 1 of the corners of the Activity card to score points. (see *Scoring Points*)
5. The points are recorded for the hand. (see *Keeping Score*)
6. If one or more teams has accrued 6 points since the beginning of the game or their last Fight Song round, a Fight Song round is initiated. If only one player can initiate a Fight Song round, pick another player to battle. If two players can initiate a Fight Song Round, they battle each other. If all three can initiate a Fight Song Round, all three battle in the Fight Song Round. (see *Fight Song Round*)
7. Return all used Activity, Game Play and Fight Song cards to the bottom of their respective stacks.
8. If only 2 cards remain in players' hands, the dealer should deal 6 cards to each player.
9. Repeat steps 3 - 8 until one team scores 21 points.
10. If multiple teams reach exactly 21 points in the same round, play a Fight Song round to settle the tie. Otherwise, the team with the highest score wins.

2 Player Game

Setup

Setup for a 2 player game is the same as the setup for a 4 player game.

How to Play

1. Each Player is their own team.
2. Choose a dealer who deals 8 Game Play cards to each player.
3. Turn over 1 Activity card.
4. Players alternate starting each hand. The person who did not deal starts first. Each player attempts to score points by alternately playing 1 card to 1 of the corners of the Activity card, until each player has played 2 cards per hand. (see *Scoring Points*)
5. The points are recorded for the hand. (see *Keeping Score*)
6. If either (or both) teams has accrued 6 points since the beginning of the game or their last Fight Song round, a Fight Song round is initiated. (see *Fight Song Round*)
7. Return all used Activity, Game Play and Fight Song cards to the bottom of their respective stacks.
8. If only 2 cards remain in players' hands, the dealer should deal 6 cards to each player.
9. Repeat steps 3 - 8 until one team scores 28 points.
10. If both players reach exactly 28 points in the same round, play a Fight Song round to settle the tie. Otherwise, the player with the highest score wins.



Keeping Score

Just like in football, there are different types of points you can earn. You can earn scoring points, like a football team would earn for a touchdown or a safety. There are also extra points like a football team would earn after a try - such as an extra-point field goal or a 2 point conversion.

In Fight Song, the score card is broken up into sections of 6 points for scoring points, plus 1 additional point opportunity per each 6 points.

A sample scoring card would look something like this:

Team 1

Round Points

X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	X	X	X
X					

X
X
X

Extra Point

(Note: In the image, the top row of the Round Points grid and the top cell of the Extra Point column are circled in black, and an arrow points from the blue box below to the top row.)

Team 2

Round Points

X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	X		

X
X

Extra Point

(Note: In the image, the third row of the Round Points grid and the third cell of the Extra Point column are circled in black, and an arrow points from the green box below to the circled extra point.)

In this example, Team 1 earned 6 Round Points through regular hand play, but were unsuccessful in winning their Fight Song round, so they did not earn an Extra Point.

In this example, Team 2 earned 6 Round Points through regular hand play, and successfully scored an Extra Point in their Fight Song round.

In the above example, Team 1 is the winner because their total score (Round Points + Extra Points) = 28 and Team 2 only has 24 points.

You can draw up your own score cards - we recommend using graphing paper if you have it - or you can download and print free score cards from the Downloads section of our website!

www.marchingbandimals.com/fightsong

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