

Musician's Journey

Prepare. Perform. Win.

Objective

Race around the board and try to reach the center first, earning as much money as possible along the way. The player with the most money at the end of the race, wins.

Play is for 2 - 4 players, ages 12 and up.

Game Parts

The game consists of a game board, (4) player tokens, (4) types of game play cards in (4) colors, (2) 6-sided dice, a 4-sided die, an 8-sided die and a 10-sided die, (4) card holders, (4) insurance policy certificates, (4) management contracts, (4) booking contracts, (4) recording contracts, artificial money in denominations of \$10, \$20, \$50, \$100 as well as "stacks" of \$500, \$1,000, \$2,000, \$5,000, \$10,000, and \$50,000.

Set-up

Musician's Journey has multiple dies and cards used within game play. Play around the board uses two six-sided dice, while performance rolls from a gig card can use any single die of the other sized dice included with the game. There are 4 decks of cards: Gig, Fame, Opportunity and Deviation. All four decks have color coded cards pertaining to each tier a player is on.

There are 4 types of certificates players can gain within the game: Insurance Policies, Management contract, Booking contract and recording contracts. Each player is given a tally sheet to track their in game progress. Paper money is set up in single denominations, as well as stacks. Stacks have their full value printed on their note and are designed to help attain higher income values.

Players choose a color to play as and begin with \$7,500 to purchase equipment for their band. They may also buy insurance at this time as well, but if they choose to wait to buy insurance they cannot purchase into it again until they draw an opportunity card allowing for it.

Equipment values are as follows:

- LVL 1: \$2500: 1 fame pt total
- LVL 2: \$4200 + lvl 1 equip: 2 fame pts total
- LVL 3: \$8500 + lvl 2 equip: 3 fame pts total
- LVL 4: \$12500 + lvl 3 equip: 4 fame pts total

Play begins with the highest roll of a single die going first, and continues clockwise around the table from there.

Game Play

Players begin the game by rolling the two 6-sided dice and moving clockwise around the board. With each move players draw a corresponding card to the space they land on. Before players may travel to the inner rings of the board they must make one full revolution around the board before they can travel inward.

When players are ready to advance, they must stop on the opportunity circle of that path and then continue up the path on their next turn. As players continue through the different levels of the game the cards that are drawn become increasingly more impactful. Players can return to lower rings at will as long as they retain their opportunity card that allows them passage to the higher rings.

FAME CARD-

This card offers the player an opportunity to increase their fame or decrease it based on notoriety. Each card offers a player either a clean reward of fame points, or a decision to earn more, or lose more, based on previous or future actions. Decision based fame cards are retained until cashed in. When redeemed all fame cards are returned to the bottom of the pile.

GIG CARD-

This card is an opportunity to earn cash in the form of a music performance. The value of the card is based on the player's fame points. Once the gig is "performed" the player earns the cash and the card is returned to the bottom of the pile.

OPPORTUNITY CARD-

In order for a player to advance to additional rings within the game move up in their category of performance. They can do this through acceptance of opportunities. These cards provide players with perks and incentives often seen within the music industry, but they come for a price. As in every business transaction nothing is free.

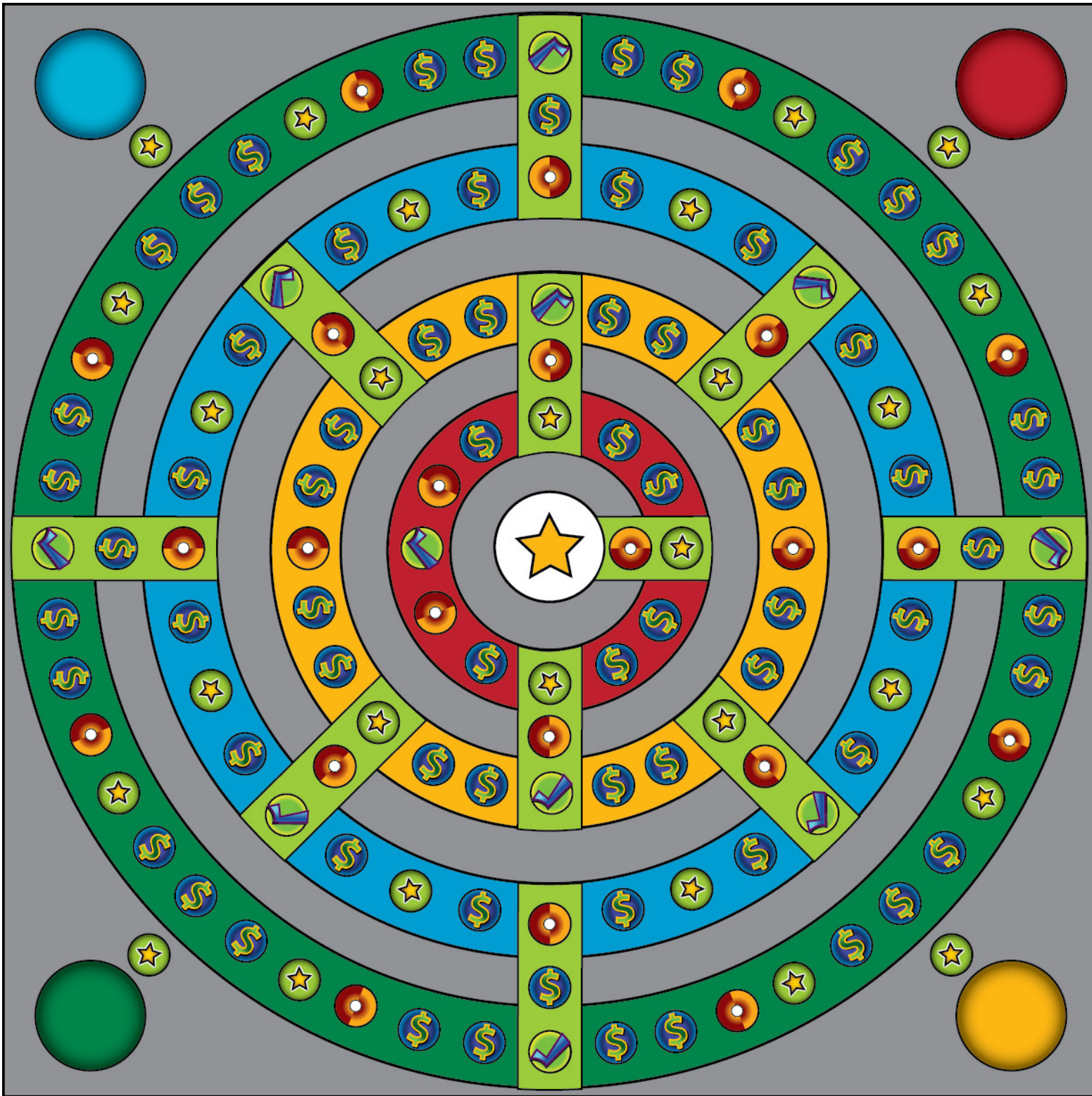
DEVIATION POINT CARD-

As in life there are always hurdles. These cards are designed to keep players on their toes – and put to use the opportunities they purchase into. If a player has protected their investments in their music business these deviation points may sting, but with no long term harm.

At the end of each game players should tally up their total fame points. The contracts are no longer pertinent, however, the van and equipment are added to a total value in the form of assets (face value for each) One every asset has been accounted for players will be paid \$25k for each fame point. This additional fame point increase will drive the value of each player's band closer to the \$1M mark.

The final winner will be the one with the most money.





- 
FAME SPACE
 Advancement roll for "FAME" points.
- 
GIG SPACE
 Performance space for earning cash.
- 
DEVIATION POINT
 Decision to be made. Can be good or bad
- 
OPPORTUNITY SPACE
 Favorable circumstance for the band.

Official
BOOKING CONTRACT

The holder of this Booking contract is entitled to an additional +1 Fame points and a +2 to gig die rolls for as long as this contract is in affect.

The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with booking agent. Payment due is based on the face of the Opportunity card drawn.



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The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with booking agent. Payment due is based on the face of the Opportunity card drawn.



Official
RECORDING CONTRACT

The holder of this Recording contract is entitled to additional Fame points. A roll of a die determines your record contracts "value":


- Roll 1 - Single Record contract, +0 Fame points
- Roll 2 - Single Record contract, +1 Fame points
- Roll 3 - Dual Record contract, +1 Fame points
- Roll 4 - Dual Record contract, +2 Fame points
- Roll 5 - Triple Record contract, +2 Fame points
- Roll 6 - Triple Record contract, +3 Fame points



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Official
MANAGEMENT CONTRACT

The holder of this Management contract is entitled to an additional +2 Fame points and an additional +2 on gig die rolls for as long as this contract is in affect.

The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with this management company. Payment due is based on the face of the Opportunity card drawn.



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MANAGEMENT CONTRACT

The holder of this Management contract is entitled to an additional +2 Fame points and an additional +2 on gig die rolls for as long as this contract is in affect.

The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with this management company. Payment due is based on the face of the Opportunity card drawn.



INSURANCE POLICY

This policy covers all claims that may be made while the policy is in affect. The per claim deductible for this policy is \$500. The full value of all covered items will be reimbursed after the deductible is paid.

The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with this Insurance company.

\$2,500 Payment due to insure your items



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The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with this management company. Payment due is based on the face of the Opportunity card drawn.



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The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with this management company. Payment due is based on the face of the Opportunity card drawn.



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The holder of the contract agrees to pay in full the face value required to enter into contractual obligations with this Insurance company.

\$2,500 Payment due to insure your items



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FAME



GIG



DEVIATION
POINT



OPPORTUNITY



FAME



GIG



DEVIATION
POINT



OPPORTUNITY



FAME



GIG



DEVIATION
POINT



OPPORTUNITY



FAME



GIG



DEVIATION
POINT



OPPORTUNITY



FAME

Gain 1 Fame point for selling out a local club 3 nights in a row.



FAME

Gain 1 fame point for donating your next 3 performances to charity



FAME

Lose 1 fame point if you have never performed a benefit concert for charity.



FAME

Gain 1 fame point for donating 50k to charity fund.

Lose 1 fame point if you chose not to.



Club Performance

Average turn out, decent merchandise sales.

\$50 per fame point
x Dice Roll



Private Appearance

High society party with numerous heavy rollers

\$250 per fame point
x Dice Roll



Opening Act

Open for a National touring band

\$2,500 per fame point



Grammy Performance

\$100,000 performance



DEVIATION POINT

Purchase a used van for road gigs.

Under 5 fame points:

Pay \$4,500

Over 5 fame points:

Pay \$7,000



DEVIATION POINT

If you purchased insurance be grateful and pay \$500 deductible. If not, lose all equipment to theft.



DEVIATION POINT

Host a weekend festival and roll a die for the outcome:

1 - lose \$25k

2,4,6 - lose 5k

3 - gain 10k

5 - gain 25k



DEVIATION POINT

Record contract buyout...if you have a:

3 record deal - gain 100k

2 record deal - gain 40k

1 record deal - gain 18k

BUT lose contract perks



OPPORTUNITY

Purchase musician insurance.

\$250 purchase price.

Remove 1 die point on every gig roll in blue tier toward monthly premiums.



OPPORTUNITY

Earn Booking representation

Gain 1 die point to all performance rolls in yellow tier



OPPORTUNITY

Earn Management representation

Gain 1 die point to all rolls in your favor for the red tier.
Earn 3 fame points.



OPPORTUNITY

Recording Contract Extension

Add 2 records to your deal. If no deal, earn 2 record deal and 1 die point to all rolls.

