

EARLY WESTERN MUSIC HISTORY: THE BOARD GAME

Players: 2-9.

Object: Score the most points by producing Compositions.

Overview: Players roll dice to move their figurines towards the end of the path, drawing effect cards and compositions along the way. Effect cards can be flipped from the green-bannered side to the red-bannered side either to use their ability or to “produce” a Composition. The first players to reach the end of the age receive a bonus. When all players have reached the end, the game is concluded. Use effect cards including your Vocation to acquire and Produce high-scoring Compositions.

Setup: Place the **Effect deck**  and **Compositions**  in their respective areas on the board. Each player picks a figurine and places it on the “Start” tile.

To begin: The player who can hum the most accurate middle C picks their Vocation first (from Church, Court, or Countryside.) The player to her right picks next from the remaining options until everyone has chosen a Vocation.

Each player then draws 3 Effect cards at random, chooses one of them to keep, then passes the remaining 2 cards to the player on her left, who chooses between them and passes the last card to the player on their left.

Next, take 4 cards from the Effect deck and put them in the array of four spaces in the center of the board. In play, when an effect tells you to “take an Effect card,” you may choose from one of these 4, or take the top card from the deck.

The player who chose their Vocation first takes the first turn.

If you think you get the general idea, skip to “On Your Turn.” Otherwise, read the two sections below.

Compositions:

When you get a Composition—the humble Cantiga, for example—keep it face down in front of you until you have enough Effect cards to “produce” it. While the card is still in your hand, the point values on the banners are purely hypothetical.

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Cantiga

A monophonic song
from the Iberian Peninsula
about love and/or religion

To produce it, flip a number of Effect cards on your turn matching the value on one of the banners on the composition. This must happen within a single turn—if you can't scrape together enough cards to flip, you can't produce the piece.

For example, to produce my Cantiga in the Age of Monophony , I would need to flip 2 effect cards to their red-bannered side. Then I would score 2 points.

Some Compositions have more than one banner. These refer to the four "ages" of music that we have sorted the game into.

	The Age of Monophony (450 BCE–1150 CE)
	Early Polyphony and Ars Nova (1150–1400)
	The Early Renaissance (1400–1500)
	The High Renaissance (1500–1600)

Each game takes place in only one Age, determined by which gameboard you collectively pick.



If you're playing in the Monophonic age and produce a Motet, you will score only half the value on any of its banners.

Medieval liege lords just don't want to hear that kind of thing before 1150 CE. It simply isn't done!

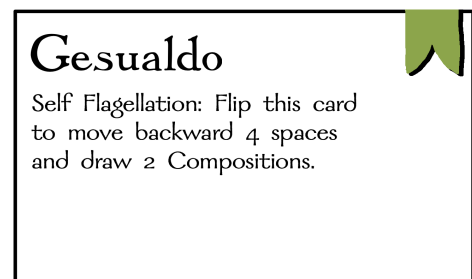


Unproduced pieces score 1 point at the end of the game, so it's not a total wash if you can't get all your brilliant notes down on paper. Someone will find them in a drawer somewhere a hundred years down the road and you'll get partial credit.

Effect cards:

At any given point, an effect card will be either flipped  or fresh . All the effect cards that enter your hand begin green-banner-up, and can be flipped by you (or by other players) to create one of two effects. Once a card is flipped, it cannot be refreshed until the start of your next turn. There are two reasons why you would want to flip a card:

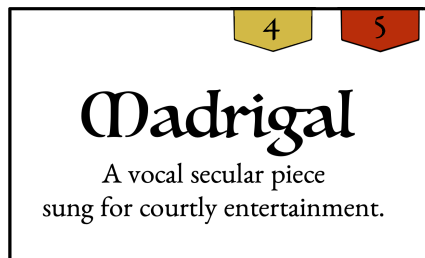
1. **To use its ability.** If a card contains the phrase "Flip this card to..." then you can flip the card (from green to red) to enact the text. For example, I can flip Gesualdo to use his classic "Self Flagellation," move, pushing



my figurine backwards 4 spaces and drawing 2 Compositions.

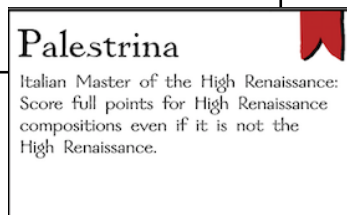
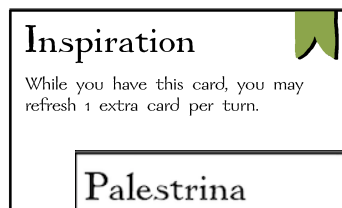
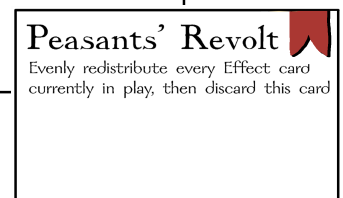
Vocation cards are flipped in the same way for one of their effects.

2. **To fulfill a production cost.** The object of the game is to score the most points by producing Compositions, and as you might imagine the more Compositions you produce, the higher you'll score. Let's return to Gesualdo, and say that I have a Madrigal in my hand that I want to produce.



Let's also say that it's the Late Renaissance which means I need 5 unflipped effect cards to work with. Luckily, I do, and Gesualdo is one of my 5, which means I'll be flipping him without activating "Self Flagellation." Once I've flipped 5 effect cards, I put my Madrigal face-up in front of me, and viola, I have a Madrigal worth 5 points.

If an effect card bears no mention of "flipping," it will likely say something about "spending" or "discarding." In this case, put the card in the discard pile in order to enact the effect. Or, as with flippable cards, you can use it towards production, flipping it without using the text. You can spend a card of this variety regardless of which side is face-up.



If the card can be neither spent nor flipped, then it is a Static card whose effect only applies if it is in your possession. These cards can also be flipped to add to production cost, and their face-state likewise has no impact on their ability.


Vocation Cards:


Vocation cards are Effect cards with multiple abilities that cannot be discarded.

Each vocation has three "flip" abilities and one "static" ability.




On your turn:

Refresh: On your turn, by default, you can refresh 3 flipped cards , turning the red banner into a green banner. Always refresh at the **start of your turn**.

Flip: Flip over any card with a green banner  to activate its effect (or to use it for production). Once a card is flipped, it remains on the red side and cannot be used again until it is refreshed. It is usually advantageous to flip all your cards on your turn, unless they have defensive capabilities that can be used reactively during other player's turns.

Move your guy: Roll a d6 to move your figurine forward, then trigger the effects of the space you land on. Only the result of the dice indicates what tile you will trigger, not anywhere your figurine moves afterward.

Discard down to 7 cards. By the end of your turn you must have 7 effect cards or fewer (your Vocation and 6 other cards). You can have as many Compositions (both finalized and in-progress) as you want.

If you have a Patron , check that you have satisfied the condition for keeping your Patron; if not, discard it. If you discard a Patron, it becomes publicly available before going to the discard pile.

When you declare your turn is over, it is the next player's turn.
You cannot act outside your turn, unless a card specifically allows it.

The end of the Age:

When you move a number of spaces that would put you at or beyond the "End" tile, move your figurine to the end and stop. If you are the first player to arrive, you may produce 3 Compositions at no cost. If you are the second, you may produce 2; the third, 1. Every turn you begin on the end tile while at least one player has yet to arrive:

- Flip and refresh cards as usual, and;
- Draw 1 Composition and produce 1 Composition at no cost.