

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.

2

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.

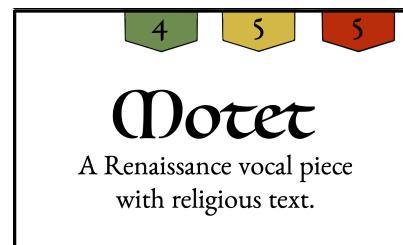
-  The Age of Monophony (450 BCE–1150 CE)
-  Early Polyphony and Ars Nova (1150–1400)
-  The Early Renaissance (1400–1500)
-  The High Renaissance (1500–1600)

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!

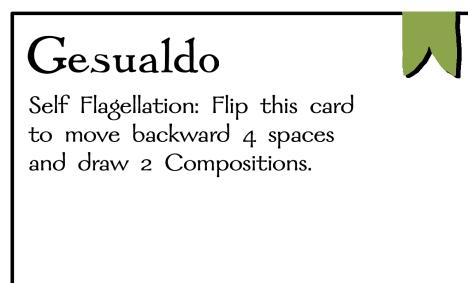
Unproduced pieces score 1 point at the end of the game, so it's not a total wash if you can't get all your brilliant notes down on paper. Someone will find them in a drawer somewhere a hundred years down the road and you'll get partial credit.



Effect cards:

At any given point, an effect card will be either flipped  or fresh 

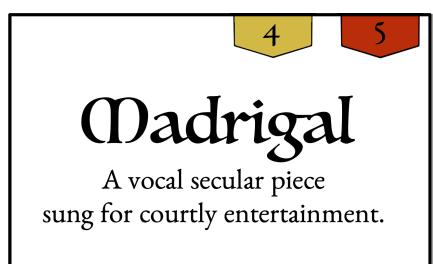
1. **To use its ability.** If a card contains the phrase "Flip this card to..." then you can flip the card (from green to red) to enact the text. For example, I can flip Gesualdo to use his classic "Self Flagellation," move, pushing



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.

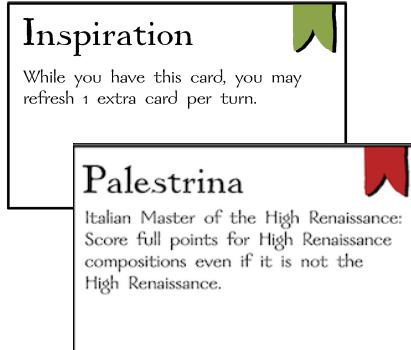
If an effect card bears no mention of "flipping," it will likely say something about "spending" or "discarding." In this case, put the card in the discard pile in order to enact the effect. Or, as with flippable cards, you can use it towards production, flipping it without using the text. You can spend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

Plagiarize

Spend this card to steal a random unpublished Composition from another player.

Peasants' Revolt

Evenly redistribute every Effect card currently in play, then discard this card

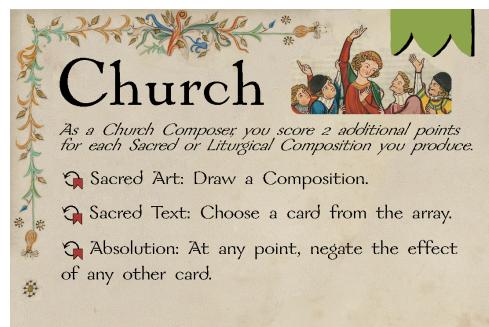


If the card can be neither spent nor flipped, then it is a Static card whose effect only applies if it is in your possession. These cards can also be flipped to add to production cost, and their face-state likewise has no impact on their ability.

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.

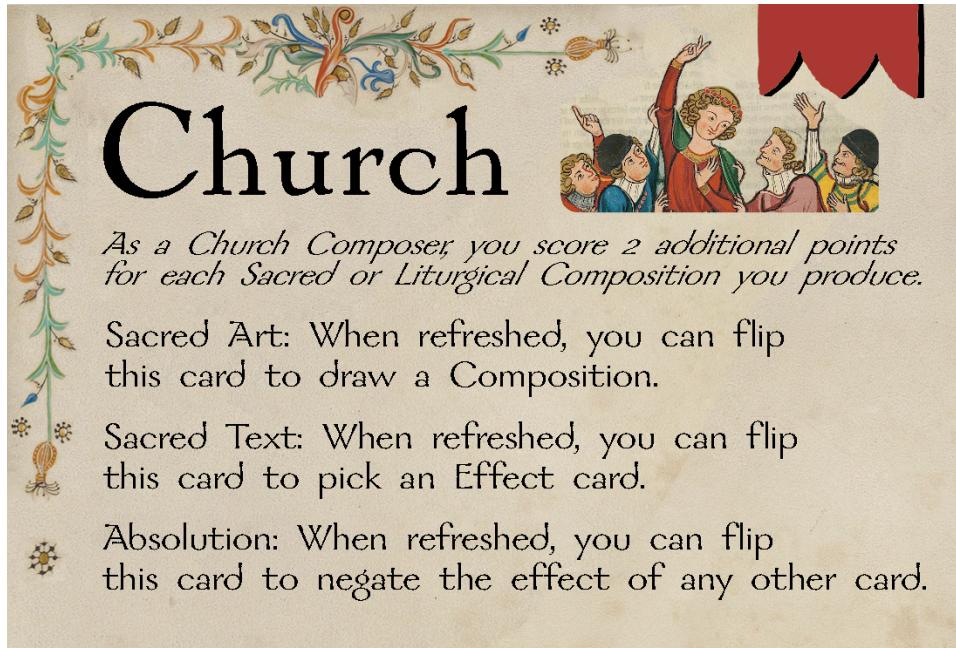
If you have a Patron , check that you have satisfied the condition for keeping your Patron; if not, discard it. If you discard a Patron, it becomes publicly available before going to the discard pile.

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.



As a Church Composer you score 2 additional points for each Sacred or Liturgical Composition you produce.

Sacred Art: When refreshed, you can flip this card to draw a Composition.

Sacred Text: When refreshed, you can flip this card to pick an Effect card.

Absolution: When refreshed, you can flip this card to negate the effect of any other card.

Print multiples of these roles cards (Church, Court, and Countryside) up to the number of players you have.
Everything else is in the right proportion.

Each page is set up to be printed double-sided with the following page, except for the full-page game board (p. 31-34). If you would prefer to play with a proper quad-fold game board and professionally printed playing cards, hit us up at
<https://fruit-circus.github.io/gameboards.html>

Church



As a Church Composer, you score 2 additional points for each Sacred or Liturgical Composition you produce.

- Sacred Art: Draw a Composition.
- Sacred Text: Choose a card from the array.
- Absolution: At any point, negate the effect of any other card.

Court



Take twice the written benefits from Patron cards.

Higher Education: When refreshed, flip to take between 1 and 2 cards from the array.

Noble Sacrifice: When refreshed, you can flip this card to discard an opponent's Effect card at the cost of 2 of your own.

Friends in High Places: When refreshed, you can flip this card to move a pawn 1 or 2 spaces.

Court

Take twice the written benefits from Patron cards.

⟳ Higher Education: Take a Patron from the array. If there is no Patron, take 2 Effect cards.

⟳ Noble Sacrifice: Discard an opponent's Effect card, and 2 of your own.

⟳ Friends in High Places: Move a pawn 1 or 2 spaces in either direction.

Countryside



As a Countryside musician, you score 2 additional points for each Dance or Secular piece that you produce.

Wandering Minstrel: When refreshed, you can flip this card to convert unwanted cards into movement.

Concertante: When refreshed, you can flip this card to have every Countryside Musician choose an Effect card from the array.

Plagiarize: When refreshed—flip this card to steal an unpublished Composition from another player.

Countryside



As a Countryside musician, you score 2 additional points for each Dance or Secular piece that you produce.

⟳ Wandering Minstrel: Convert unwanted cards into forward movement, 1 tile per card.

⟳ Concertante: Every Countryside Musician chooses an Effect card from the array.

⟳ Plagiarize: Steal an unpublished Composition at random from another player's hand.

Sustain



If another player passes you, flip this card to move forward 5 spaces.

Alfonso the Wise



Increase your card capacity by 2.
To keep this card: You cannot take negative action against another player.

Music of the Spheres



Flip this card to roll two dice of your choice. If the dice create the ratios of an octave (2:1), a perfect fourth (4:3), or a perfect fifth (3:2) draw 2 Compositions.

Rondeaux



Flip this card to reroll a die. You can use either the first or second result.

Sustain

When refreshed, if another player passes you, you can flip this card to move forward 5 spaces.

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Rondeaux

When refreshed, you can flip this card to reroll a die. You can use either the first or second result.

Peasants' Revolt



Evenly redistribute every Effect card currently in play, then discard this card

Dunstaple



Contenance angloise: Score full points for Early Renaissance compositions even if it is not the Early Renaissance.

Ockeghem



Completed Masses are worth 3 additional points.

Cipriano de Rore



Completed Madrigals are worth 4 additional points.

Peasants' Revolt

Evenly redistribute every Effect card currently in play, then discard this card

Dunstable

Contenance angloise: Score full points for Early Renaissance compositions even if it is not the Early Renaissance.

Ockeghem

Completed Masses are worth 3 additional points.

Cipriano de Rore

Completed Madrigals are worth 4 additional points.

Printing Press



Flip this card to reduce a piece's production cost by 2 until the end of your turn.

Beatriz de Dia



Diss Track: If another player's pawn is on the same tile as yours, you can flip this card to move yourself 4 tiles forward, and move them back 3 tiles.

Elizabeth Nevell



My Ladye Nevell's Patronage: If another player changes your position, flip this card to steal one card of any variety from them. To keep this card: You must publish one piece per turn.

Philip the Good



Flip this card to double your dice next time you roll. To keep this card: You cannot take negative action against another player.

Printing Press



When refreshed, you can flip this card to reduce a piece's production cost by 2 until the end of your turn.

Beatriz de Dia



When refreshed, if another player's pawn is on the same tile as yours, you can flip this card to move yourself 4 tiles forward, and move them back 3 tiles.

Elizabeth Nevell



My Ladye Nevell's Patronage: When refreshed, if a player changes your position, you can flip this card to steal one of their cards. To keep this card: You must publish at least 1 piece per turn.

Philip the Good



When refreshed, you can flip this card to double your dice on your next roll. To keep this card: You cannot take negative action against another player.

Perotin



In Leonin's Footsteps: When another player uses their Vocation, you can flip this card to draw a Composition.

Dunstaple



Contenance angloise: Score full points for Early Renaissance compositions even if it is not the Early Renaissance.

Hildegard



Monophonic Magistra: Score full points for Monophonic compositions even if it is not the Monophonic Age.

Cost of Living



Flip this card to force another player to flip 2 of their cards without activating their effects.

Perotin



When refreshed, if another player flips their Vocation, you can flip this card to draw a Composition.

Dunstable



Contenance angloise: You may produce Early Renaissance compositions even if it is not the Early Renaissance.

Hildegard



Monophonic Magistra: You may produce Monophonic compositions even if it is not the Monophonic Age.

Cost of Living



When refreshed, you can flip this card to force another player to flip 2 of their cards without activating their effects.

Machaut

Machaut must go on: If a roll or card effect would cause you to move 2 or fewer tiles forward, you may flip this card to move forward 6 spaces instead.

Josquin

Renaissance Man: Flip this card to double the effect of any single ability.

Guild License

At any point, flip this card to prevent a card from being discarded or stolen.

Hildegard

Divine Trance: Any time you draw from the Composition deck, you may flip this card to draw 2 more pieces.

Machaut

Machaut must go on: When refreshed, if a roll or card effect would cause you to move 2 or fewer tiles, you may flip this card to instead move 6 tiles.

Josquin

Renaissance Man: When refreshed, this card can double the effects of any single ability.

Guild License

When refreshed, this card can prevent a card from being discarded or stolen.

Hildegard

Divine Trance: When refreshed, any time you draw a Composition, you may flip this card to draw 2 more.

Plagiarize



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Landini

Completed ballati are worth 3 additional points.



Hildegard

Completed plainchants are worth 3 additional points.



Susato

Completed dances are worth 1 additional point.



Susato

Completed dances are worth 1 additional point.



Landini

Completed ballati are worth 3 additional points.

Hildegard

Completed plainchants are worth 3 additional points.

Susato

Completed dances are worth 1 additional point.

Susato

Completed dances are worth 1 additional point.

Leonin

Dawn of Polyphony: Score full points for Early Polyphonic Compositions even if it is not the Age of Early Polyphony.

Council of Trent

Spend this card at any time to invert another player's dice roll, moving them backwards instead of forwards.

Guido

Pedagogical Potentate: Flip this card to draw 2 Compositions.

Peasants' Revolt

Spend this card to evenly redistribute every Effect card currently in play.

Leonin



Dawn of Polyphony: Score full points for Early Polyphonic Compositions even if it is not the Age of Early Polyphony.

Council of Trent



Spend this card at any time to invert another player's dice roll, moving them backwards instead of forwards.

Guido



Pedagogical Potentate: When refreshed, you can flip this card to draw 2 Compositions.

Peasants' Revolt



Spend this card to evenly redistribute every Effect card currently in play.

Royal Annex



Spend this card to discard a player's Effect card. That player moves their token forward 3 spaces.

Harden/Soften



Flip this card in order to "sharp" or "flat" any figurine, moving it either one space forward or backward.

Gesualdo



Self Flagellation: Flip this card to move backward 4 spaces and draw 2 Compositions.

The Guidonian Hand



Mnemonic Aid: Flip this card to take an Effect card from the array.

Royal Annex



Spend this card to discard a player's Effect card. That player moves their token forward 3 spaces.

Harden/Soften



When refreshed, either "sharp" or "flat" any figurine, moving it up to one space forward or backward.

Gesualdo



Self Flagellation: When refreshed, allows you to move back 4 spaces in order to draw 2 Compositions.

The Guidonian Hand



When refreshed, you can flip this card to take an Effect card from the array.

Byrd



English Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

Palestrina



Italian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

di Lasso



Belgian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

Inspiration



While you have this card, you may
refresh 1 extra card per turn.

Byrd



English Master of the High Renaissance:
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Italian Master of the High Renaissance:
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di Lasso



Belgian Master of the High Renaissance:
Score full points for High Renaissance
compositions even if it is not the
High Renaissance.

Inspiration



While you have this card, you may
refresh 1 extra card per turn.

House Medici



Medici Bank: Add another player's unused cards to your publication costs by flipping this card. This card also counts toward the production cost.

Lost to History



Remove another player's published Composition, then discard this card.

Inspiration



While you have this card, you may refresh 1 extra card per turn.

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While you have this card, you may refresh 1 extra card per turn.

House Medici



When refreshed, you can flip this card to add another player's unused cards to your own publication costs.

Lost to History



Remove another player's published Composition, then discard this card.

Inspiration

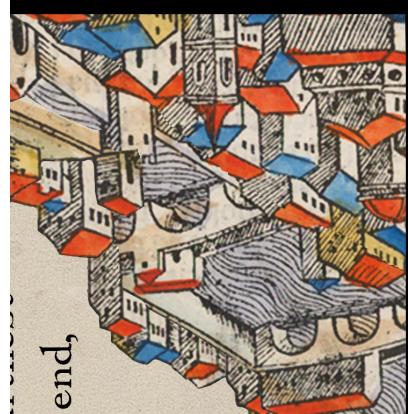


While you have this card, you may refresh 1 extra card per turn.

Inspiration



While you have this card, you may refresh 1 extra card per turn.



Petrucci



The Venetian Printer: When producing a piece, flipping this card is equivalent to flipping 3 other Effect cards.

Please excuse this little sliver of game board that I couldn't fit on one of the other pages

Charlemagne



Scriptoria: When another player activates a tile, flip this card to copy the benefits for yourself.

Amadeus VIII



Duke of Savoy: Any time another player discards an Effect card, move forward 2 spaces. To keep this card: You must maintain a hand limit of 6 cards.

William V



Duke of Bavaria: At the end of each turn, move forward 2 spaces for every unused Effect card you have. To keep this card: You must maintain a hand limit of 6 cards.

Petrucci



The Venetian Printer: When producing a piece, flipping this card is equivalent to flipping 3 other Effect cards.

Charlemagne



Scriptoria: When refreshed, you may flip this card to duplicate a tile's benefits when it is activated.

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Duke of Savoy: Any time another player discards an Effect card, move forward 2 spaces. To keep this card: You must maintain a hand limit of 6 cards.

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