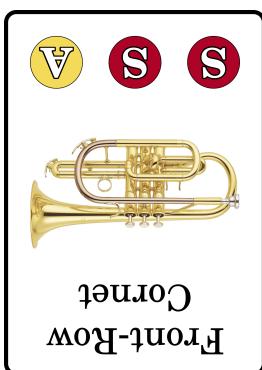
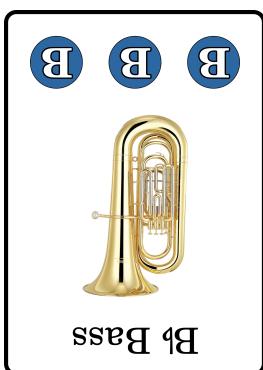


Instrument cards that represent two of the limited pool of local musicians.



During the game, you will assume the roles of rival music directors who are twelve years old. It is intended for players who are at least twelve minutes and can be played in about fifteen minutes and a half. The game is about British-style brass bands. It can be played by a limited pool of local musicians.

OVERVIEW

GAMEPLAY

During the game, you will *draft* instrument cards. You will add the cards that you draft to a grid of four rows and four columns called your *tableau*.

The game consists of four *rounds*. As you play, you will build eight *performances*. You will evaluate each performance for its merits in each of the four different *voices*: Soprano, Alto, Tenor, and Bass.



The four voice symbols.

The game ends at the end of the fourth round. Your *overall score* is the maximum of your scores for the four voices.

The player with the lowest overall score wins the game. In the case of a tie, you should compare your next lowest voice scores to determine the winner.

License: This work is licensed under a CC BY-SA 4.0 license.
Contact: tktktkt@gmail.com

Count	Error	2	2	-1	-1	0	1	1	0	2	Penalty
S	A	T	B								

To score this performance, we compute its counts, errors, and penalties as follows:



Consider a performance comprised of the four instrument cards depicted below.

EXAMPLE

ROUND STRUCTURE

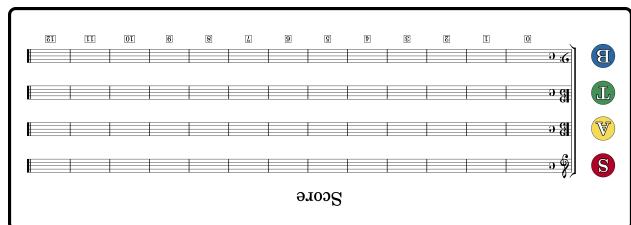
During each round, you should

1. Place the top nine cards from the instrument deck face up in the middle of the play area. This is the *draft row*.
2. Take turns drafting cards from the draft row. See **DRAFTING** for details.
3. After you have drafted four cards, score your column performance for the round. See **SCORING** for details.
4. Discard the last card in the draft row.

At the end of the fourth round, score all four of your row performances.

FIRST PLAYER

- Player A will be the first player in Round 1 and Round 4.
- Player B will be the first player in Round 2 and Round 3.



- To score a performance:
- Count how many of each of the four voice symbols appear on its constituent cards. These are the performance counts.
 - Compute the difference between each performance count and the target value of 3. These are the errors.
 - Increase your score for each voice by the size (absolute value) of its error.
- A performance consists of four cards in one row or column of your tableau.

SCORING

DRAFTING

To draft a card, take that card from the draft row and place it in your tableau.

- Place all of the cards that you draft in a given round in the same column.
- Place each card that you draft in the bottom-most unoccupied position in the current column.

TURN ORDER

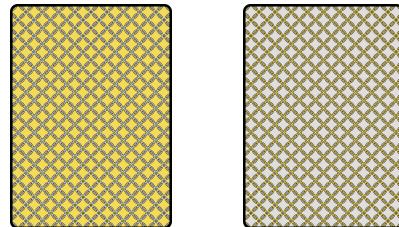
Take turns drafting cards from the draft row as follows:

- The first player drafts one card.
- The second player drafts two cards.
- The first player drafts two cards.
- The second player drafts two cards.
- The first player drafts one card.

- 2 score boards (optional)



- 8 pawns (optional)



- 18 silver-backed cards
- 18 gold-backed cards

- 36 instrument cards

COMPONENTS

SET UP

- Separate the two decks (silver-backed and gold-backed) of instrument cards.
- Shuffle each deck of instrument cards.
- Combine the two instrument decks by placing one on top of the other.
- Place the combined instrument decks face down to one side of the play area.
- Randomly determine who will be Player A and who will be Player B.

If you are using the pawns and score boards to track your scores, you should:

- Place the score boards near the play area, one in front of each player.
- Place a pawn on Measure 0 of each row on both score boards.

