

# TEST PIECE

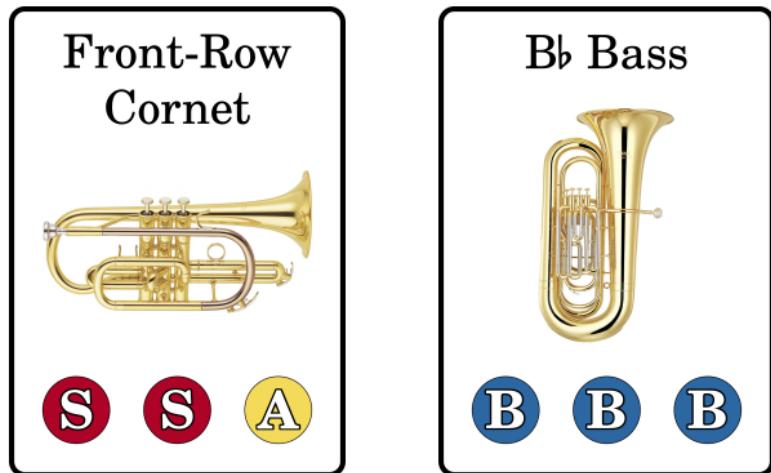


*Designed by Michael Purcell*

# OVERVIEW

Test Piece is a two-player card-drafting game about British-style brass bands. It can be played in about thirty minutes and is intended for players who are at least twelve years old.

During the game, you will assume the roles of rival music directors who are competing to build the best band from a limited pool of local musicians.



Instrument cards that represent two of the instruments played by local musicians.

# COMPONENTS

- 36 instrument cards
  - 18 silver-backed cards
  - 18 gold-backed cards



- 8 pawns



- 2 score boards

Score													
S	E	E	E	E	E	E	E	E	E	E	E	E	
A	E	E	E	E	E	E	E	E	E	E	E	E	
T	E	E	E	E	E	E	E	E	E	E	E	E	
B	E	E	E	E	E	E	E	E	E	E	E	E	
	0	1	2	3	4	5	6	7	8	9	10	11	12

# SET UP

1. Separate the two decks (silver-backed and gold-backed) of instrument cards.
2. Shuffle each deck of instrument cards.
3. Combine the two instrument decks by placing one on top of the other.
4. Place the combined instrument decks face down to one side of the play area.
5. Place the score boards near the play area, one in front of each player.
6. Place a pawn on Measure 12 (the rightmost position) of each row on both score boards.
7. Randomly determine who will be Player A and who will be Player B.



# 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 minimum of your scores for the four voices.

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

## 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.

## 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:

1. The first player drafts one card.
2. The second player drafts two cards.
3. The first player drafts two cards.
4. The second player drafts two cards.
5. The first player drafts one card.

# SCORING

A performance consists of four cards in one row or column of your tableau.

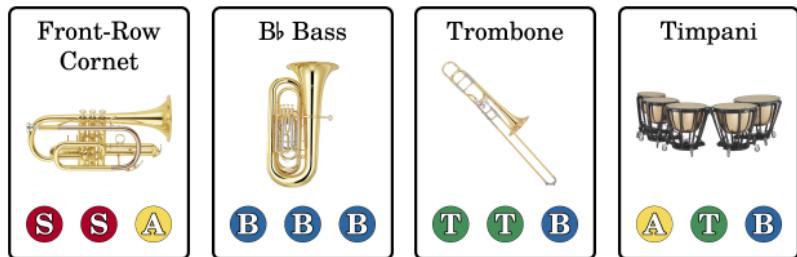
To score a performance:

1. Count how many of each of the four voice symbols appear on its constituent cards. These are the performance's *counts*.
2. Compute the difference between each performance count and the *target value* of 3. These are the *errors*.
3. Decrease your score for each voice by the size (absolute value) of its error.



## EXAMPLE

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



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

	S	A	T	B
Count	2	2	3	5
Error	-1	-1	0	2
Penalty	1	1	0	2

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