



THE RULES

Contents:

- ★28 Artist Cards★
- ★24 Gig Cards★
- ★48 Star Cards★
- ★4 Reference Cards★

boybandbuilder.com

BUILD YOUR BAND

You are the manager of a Boy Band chasing fame and fortune, but running a band isn't all fun and games. You need to recruit the best Artists, give them what they need to succeed, and trip up the competition before they beat you to the top. The goal of the game is to make the most cash. You earn cash by doing Gigs, but to do Gigs you need the right Stats.

GETTING STARTED

NAME YOUR BAND

Come up with a name for your band. If you don't have one in mind, you can try out the Boy Band Name Generator at www.boybandbuilder.com

STATS

Not all boys are created equal. Some are better dancers or singers, or some might just be really hot and cool. The number of Stats that each Artist has shows how good they are at the critical aspects of boybanding. Below are the different stats that each Artist can master.

Pipes = Vocals

Moves = Dancing

Heat = Hotness

Cool = Attitude

SPECIAL RULE

X-FACTOR

To do a gig with this symbol, you may use any stat, but all stats must be of the same type and different than any other stat shown on the card.



SETUP

The game is set up as shown. Shuffle each deck separately. The Gig Deck is placed in the center, with the top 4 Gigs played face up. The Artist and Star Card Decks are placed beneath, with a face up discard pile for the Star Cards.



CARD TYPES

This game has three different card types: **Artist**, **Star**, and **Gig**.

Gig Cards represent the various activities you do to make cash as a boy band. Each Gig has a cash value that represents how much it is worth to do that Gig. To do a Gig, your Band must collectively have at least the Stats shown on the bottom of the Gig Card and meet any written requirements present on the card. If you take an action to do a Gig, you can claim a Gig Card and place it in a stack in front of you so other players can see how much total cash you have acquired.



Example: To claim Platinum Album, the attempting Player must have 4 Pipes and 4 Cool.

Artist Cards represent individual Artists and their attributes. Players play Artists in front of them as they join the band. Aside from their name, each artist has two attributes, **Cost** and **Stats**.

Cost: Located in the top right corner of the card, this attribute shows the number of Star Cards that must be discarded from your hand in order to recruit this boy during an Audition. If you do not have enough Star Cards, you cannot recruit this Artist.

Stats: The icons on the bottom of the card show their Stats for doing Gigs.



Example: Anthem costs 2 Star Cards to recruit because he generates 1 Pipes and 2 Cool as a baseline. Stevie only generates 1 Heat, but he also doesn't cost any Star Cards to recruit.

Star Cards represent the investments you as the manager make in improving your boys or tripping up the competition. Star Cards can be played on any Artist or Band in the game. Most Star Cards boost or reduce an Artist's Stat totals and remain in play beneath the Artist. Some Star Cards have a written effect and a keyword. **DRAW** allows the card player to draw the number of cards shown. **DISCARD** means the card must be discarded after being played. If the deck runs out of Star Cards, shuffle the discard pile and replace the empty deck for continued play.



SPECIAL RULE

FLASH

Flash is a Star Card keyword that allows the card to be played at any time, even another player's turn, without using an action. Their effects vary, but can allow you to counter a player's action, temporarily buff your boy, or otherwise change the game.

START OF GAME

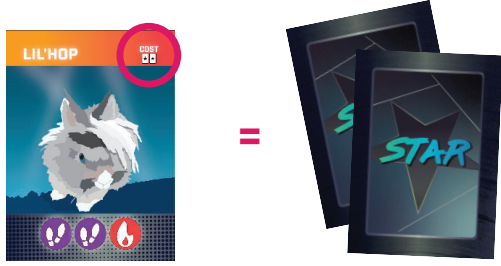
Each Player draws 3 Star Cards for their starting hand. Randomly determine the first player. Play proceeds to the right.

ACTIONS

During each player turn, you may take 2 actions. These may be done in any combination from the list below. You may take the same action twice. You may discard an Artist from your band at any time during your turn.

Audition

Draw the top three Artist cards. If you can pay the cost shown on their card (by discarding Star Cards from your hand equal to the cost) you may add one of the Artist cards to your Band. Place this Artist in front of you. You may not recruit more than one Artist during this action. Place the unchosen Artist Cards at the bottom of the deck. You may not have more than five Artists in your Band.



Example: To recruit Lil' Hop into your band, you must discard two Star Cards from your hand.

Draw Star Cards

Draw the top 2 Star Cards from the deck. There is no hand limit.



Play a Star Card

Play a Star Card on any Artist or Band. Star Cards typically remain in play unless it has the **DISCARD** keyword. If it remains in play, place the card beneath the target artist or beside the target band.



Do a Gig

Claim a face up Gig. To do a gig you have to have the Stats. Claimed Gigs must be placed so others can see how much total cash each Player has accumulated.



Example: Oscar and Diego can do the Hit Single Gig because they have enough Pipes and Cool to get it done.

SPECIAL RULE

GRUELING SCHEDULE

If you do two gigs in the same turn, you must discard a played Star Card from one of your boys to reflect the stress of working it too hard. If you can't discard a Star Card you may not do two gigs in one turn.

END OF TURN

After they have completed both actions, Players draw a Star Card to end their turn. If any Gigs were claimed replace them from the deck.

WINNING THE GAME

The goal of Boy Band Builder is to earn the most cash by doing Gigs. The game continues until a Player triggers the endgame by claiming the number of Gigs shown in the list below.

- 2 Players = 7 Gigs
- 3 Players = 6 Gigs
- 4 Players = 5 Gigs

Once triggered, each other Player takes an additional turn. After that, whichever player has the most cash wins the game!

SPECIAL RULE

BOY BAND BATTLE

In the event that two players have the same amount of cash at the end, The Band with the most Stats is the winner. If still tied, have a Dance-Off to determine the winner.



CREDITS

GAME DESIGN: Samuel Geer, Sam Rosen, Luke Earley



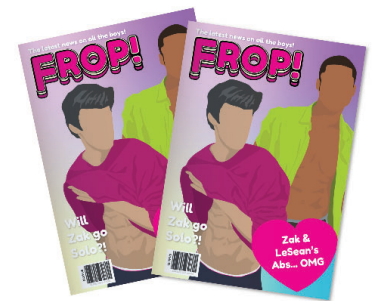
ART DIRECTION: Marit McCluske and Samuel Geer



ARTWORK: Adam Tremaine



GRAPHIC DESIGN: Marit McCluske, Adam Tremaine, Samuel Geer



PLAYTESTERS: Lance Aster, Haily Aster, Nik Norman, Hari Capra, Gina Ahn, Mercury Jones, Lora Johnson, Art Sokolov, Tony Sokolov, Kyle Wilcox, John Garcia, Michael Keenan, Ryan Herm, Bryan Pynn, Dakota Carlson, Christina Geer, Mary Geer, Davis Geer, Casey Clarke, Shane Michael, Paul Metcalf, Ben Masterman, Max Savage, Caleb Warren, and Nathan Warren.

Many other folks helped to playtest this game and helped make it better, including the mods at Break my Game, the Kickstarter community and all the folks who playtested it online at Tabletopia.

Thank you for supporting this project!



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