Draft & Write RECORDS

Contents

180 Play Cards

12 Lead Singer Cards

28 Musician Cards

22 Production Cards

28 Backstage Cards

8 Scandal Cards
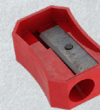
50 Asset Cards

32 Agenda Cards

66 Goal Cards

Pass Direction Card

6 Pencils & Sharpener

8 Coloured Pencils

Pad of Band Sheets

GAME OVERVIEW

In Draft & Write Records, players will be "drafting" (selecting) cards from their hand to manage a band and top the charts!

Players will draft cards strategically to take actions and create Harmony between band members, triggering bonus actions and rewards. The game ends when a player has a full crew, completes 6 Goals, or Fails 5 times.

The player with the most Star Power (VICTORY POINTS) wins the game with the most famous band!

1

8

9 4

4

10

20

1 **2**

7

5

6

10

Note:

In games with less than 6 players, the crew cards may be customized during setup. To do so, simply remove X number of cards of the various crew types and make sure to add an equal number of cards of the same type. For example you could remove 1 Lead Singer and 2 Musicians, and then add back in 1 Lead Singer and 2 Musicians (at random or by choice).

4 Each player selects a starting colour at random, and fills in the circle to the left of their band name with one of the **Coloured Pencils**. (The same starting colour may be chosen by multiple players!)

Draft & Write RECORDS presents...
Inside Up Games
AT MUSIC

1 Each player takes one **Band Sheet** and one **Regular Pencil**.

2 Place **Coloured Pencils** within reach of all players.

3 Choose and **Record** your **Band Name**!

Draft & Write RECORDS presents...
Inside Up Games

5 Locate the **Play Cards** and use the icon in the lower right-hand corner on the front of the cards to remove cards with a number that exceeds the number of players in the game. For example, in a 3-player game, return the cards with 4+, 5+, and 6 indicators to the box. 30 cards are needed per player. (Solo players see p.12 for game setup.)

Fails p.6

Goals p.5

Agenda p.11

Releases p.8

Multipliers p.11

Touring p.7

Crew pp.8–10

Scoring p.6

Assets p.11

Harmonies p.10

Charts p.6

6 Shuffle the remaining **Play Cards**, and place them facedown in the middle of the table to create a "**Play Stack**."

7 Place the **Pass Direction Card** next to this stack with either side faceup.

8 Locate and shuffle all of the **Goal Cards** and place them facedown in the middle of the table to create a "**Goal Stack**."

9 Draw and place the top 4 cards faceup to the right of the **Goal Stack** to create a line of publicly available **Goals**.

10 From the remaining **Goal Stack**, deal 2 cards to each player. Each player selects one card to keep as their personal goal, placing it facedown near their **Band Sheet** and the remaining cards are shuffled back into the **Goal Stack**.

Get ready to rock...or punk...or opera...you choose!

Note:

The **Fails, Goals,** and **Crew** section include an **EXCLAMATION MARK** as a visual reminder that completing any of these sections will trigger the end of the game. (See p.6).

BAND SHEET OVERVIEW

Take a moment to look over and identify each section of the **Band Sheet**.

Each section can be identified by a corresponding icon, which will match the icons displayed on cards and from rewards. These icons will help players quickly identify the appropriate section of their **Band Sheet** to record their actions and corresponding bonus effects.

3

HOW TO PLAY

Each round is divided into two phases, the Week Phase and the Weekend Phase. During the Week Phase, players draft cards to take actions on their **Band Sheet**.

WEEK PHASE

At the beginning of a round, deal each player 5 cards from the Play stack. Each card has an icon in the upper left-hand corner representing an action the player can take such as hiring for their band, planning their schedule, or improving their assets.

During the week, each player will draft (select) 4 cards in total, and discard the last remaining card to their personal discard pile next to their **Band Sheet**.

Daily Draft Action

1 From their hand, players select one card with the action they wish to take and place it facedown next to their **Band Sheet**.

2 Once all players have placed a card facedown, those cards are simultaneously flipped faceup. Each player takes the action corresponding to the card they chose by recording it on their **Band Sheet**. (Explained in more detail pp.6-11). After the action has been taken, the card is placed faceup in a personal "Accomplishments stack" to the side of the **Band Sheet**. Players may look at the cards in their own stack at any time.

3 Once all players have taken their action, they pass the remaining cards from their hand facedown to the next player in the direction indicated by the Pass Direction card.

During the Weekend Phase, the pass direction card will be reset, meaning the direction will change from round to round.

4 Players repeat the drafting process (steps 1-3) until players are passed a hand of two cards. When this happens, each player chooses one card to play as normal, and discards the remaining facedown to their personal discard pile next to their Accomplishments stack.

With no cards left in hand, the Week Phase ends and players begin the Weekend Phase.

Example:

A player chose the "**GAIN ASSETS**" action, as indicated by the blue arrow icon in the upper left-hand corner of the card. They can now record this action by crossing off one of the three matching icons from the Assets section of their **Band Sheet**. (In this case, the Piano icon.)

WEEKEND PHASE

During the weekend, players can cash in on their hard work by claiming **Goals** (first public, then personal). To claim a goal, players will check their **Band Sheet** to determine whether they have fulfilled the requirements of the **Goal cards**, from left to right. When one or more players meet or exceed a Goal card's requirements, they each claim the rewards of the card in full.

Goals always provide Star Power (referred to from here on as SP), and many offer an immediate bonus as well. SP is recorded in the "**Goals**" section of the **Band Sheet**, and bonuses are applied immediately to their matching sections.
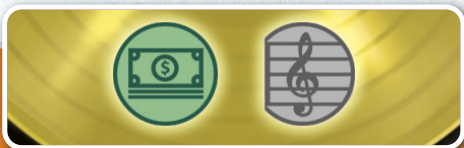
Note:
If multiple bonus actions are earned by claiming a Goal, they may be taken in the order of the player's choosing.

Multiple players may claim the same **Goal**, and multiple **Goals** may be claimed. However, each player is limited to claiming a maximum of six **Goals** throughout the entirety of the game.

After a Goal card is claimed by one or more players, it is discarded and replaced with a new one from the "Goal Stack," which is added to the right side of the line. (If a Goal becomes impossible to complete by all players, it is returned to the box and replaced with a new **Goal Card**.) New **Goals** that are revealed may not be claimed until the next Weekend Phase.

Players can choose to not claim a **Goal** if they wish to wait for a different one—possibly one worth more SP, a better bonus, or both!

After all of the public **Goals** have been checked, players verify whether they've fulfilled their personal **Goal**. If so, they may claim it and record the SP and any bonus actions. (Other players cannot claim your personal **Goal**.) Personal **Goals** are discarded once claimed, but never replaced.

When a player claims their sixth **Goal**, the Weekend Phase proceeds as normal and **Goals** may continue to be claimed by other players. However, once the current Weekend Phase is over, the game will end. (See p.6.)

If by the end of the Weekend Phase, the end of the game has not been triggered, players will flip the Pass Direction card over for the next Week Phase, as described on p.4. If the Play stack is depleted, players shuffle their personal discard pile (their facedown cards, not their faceup Accomplishments cards) and draw 5 cards to start a new Week Phase.

Goal Card Breakdown

Goal Cards are all unique, but contain similar information.

1. The objective icon in the upper left-hand corner reminds players where on their **Band Sheet** to record the SP earned from claiming a **Goal**.

2. The **Band Sheet** icon indicates the sections where the requirements of the **Goal** must be met.

3. The requirement on the lower right-hand side of the **Goal Card** shows the requirement(s) that must be met to claim the **Goal**.

4. The text on the left-hand side of the **Goal Card** clarifies the requirement iconography.

5. The SP is the amount earned by anyone who claims the **Goal**. If multiple players claim the same **Goal**, they each claim the full amount of SP (and any/all bonuses).

6. The bonus(es) are immediate actions players must take when the **Goal** is claimed. If there are multiple bonuses, players may take the actions in the order of their choosing.
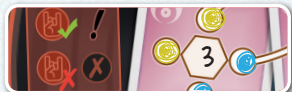

5

END GAME

There are three ways to trigger the end of the game. There is an exclamation point (!) in each of these sections to remind players of their importance.

A player records SP from claiming a sixth **Goal** (p.5)

A player checks off all five Fail spaces (p.6)

A player fills all 12 of their Crew posts (p.8)

If the end of the game is triggered during the Weekend Phase, all **Goal Cards** are still checked and may still be claimed by a player if they have space available in their **Goals** section.

If the end of the game is triggered by filling all Crew posts, or the fifth Fail, all players finish taking their current action and move immediately to the Weekend Phase where players will have one final opportunity to claim **Goals**.

Note:

BEFORE FINAL SCORING: Each player must check how many vacant posts are left in their Band section. For each vacant post they must check off one space in their Fail section.

Band members are important for a band!

Totaling your Star Power

After the end of the game has been triggered, and any final **Goals** claimed, it's time to tally up your SP!

Use the "Scoring" section to record SP earned from each section of your **Band Sheet**.

CREW SECTION: The sum of all SP for all members of your crew.

GOAL SECTION: The sum of all SP for all completed **Goals**.

HARMONY SECTION: The sum of all SP for completed rows and columns.

AGENDA SECTION: The sum of any SP for completed rows or columns with SP bonuses.

TOUR SECTION: The sum of all SP earned on your tour route(s).

RELEASES SECTION: Multiply the number of spaces crossed out in the top row by the number of spaces crossed out in the bottom row.

FAIL SECTION: Deduct SP equal to the highest number which you've checked off.

Then, total all sections to calculate your score. **The player with the most SP has topped the charts with the most famous band, winning the game!**

Players can record their placement (1st, 2nd, 3rd, etc.) in the Charts section of their **Band Sheet** and overlap them to create a visual chart of everyone's hit albums!

IF THERE'S A TIE:

If there's a tie, check the following conditions in order until the tie is broken!

- The winner is the player with the most SP from their Crew.
- Then the player who has the Lead Singer with the most SP.
- Then the player who claimed the **Goal** with the highest SP.

If there's still a tie, play again!
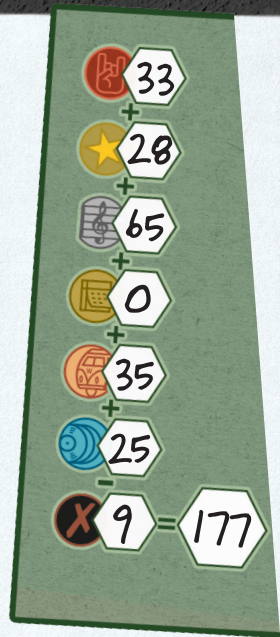
FAILS

THERE ARE THREE REASONS A PLAYER MUST CHECK OFF A FAIL:

1 Drafting a Scandal card.

2 Being unable or choosing not to take an action from their hand of cards.

3 Having vacant posts in your Crew section at the end of the game.

If a player adds a check-mark to the second Fail, they receive a Cash bonus which can be used to unlock cash restrictions in their Crew or Tour section. (See "Receiving Bonuses" p.7)

The maximum penalty in the Fail section is -20. If a player should record a Fail but no spaces remain, they can ignore it. (In the rare case that someone was missing lots of crew members.)

RECEIVING BONUSES

As players cross off spaces on their **Band Sheet**, they may trigger bonus actions. Bonuses with the same icon are treated the same regardless of the shape that icon is in (circle, square, triangle, hex, etc.)

Check off one space in the Touring section.

Unlock one Multiplier of equal value. (x3)

Cross off one space in the Harmonies section.

Colour in one circle above/below the Crew section.

Cross off one space in the Agenda section.

Cross off one space in the Assets section.

Cross off one "album" space in the Releases section.

Cross off one "single" space in the Releases section.

Cross off one Cash restriction from the Crew or Touring sections.

Once a bonus is earned it must be used immediately and then crossed out to indicate the action has been taken. Rarely, a bonus is earned, but all of the matching bonus spaces have already been used. In this case, the bonus is lost.

If multiple bonuses are earned at the same time, they can be used in the order of your choice.

TOURING

To cross off a space in the Tour section, you must earn a Touring bonus from another section of the **Band Sheet** or by claiming certain **Goals**. Touring is not an action found on **Play cards**!

All players start their tour in their garage, which is already marked. From there, when you earn a Touring bonus you can choose to cross out the next available space in either direction you choose—touring at bigger and more famous venues and earning SP along the way!

Some venues will trigger bonuses that you must use immediately, and some are blocked by a Cash restriction—you can proceed down this route only after removing that restriction.

There are three tour routes, and reaching various venues on these routes awards SP at the end of the game. Players can visit venues on multiple paths depending on their **Goals** and cash restrictions, but may only visit one venue per Tour bonus earned.

Like all other bonuses, Touring bonuses must be used immediately and cannot be saved. If the bonus cannot be used, due to Cash restrictions or having no available venue to visit, the bonus is lost.

RELEASES

Albums & Singles

To cross off a space in the Releases section, you must earn it from another section of the **Band Sheet** or by claiming certain **Goals**. Releases cannot be earned from **Play cards**!

Some bonuses will award an "Album" bonus, while others will provide a "Single" bonus. Both work in the same way, by crossing off the leftmost available space in the row matching the Album or Single icon. If you cross out a space with another bonus, you take the action immediately.
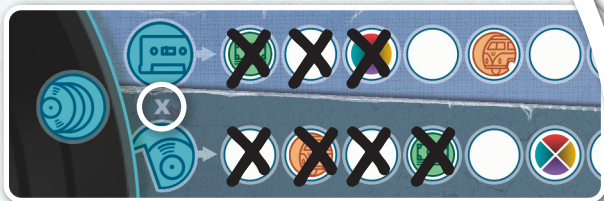
Calculate SP from Releases at the end of the game by multiplying the number of "**Albums**" crossed off by the number of "**Singles**" crossed off. In the example above, there are 3 **Albums** and 4 **Singles** for a SP score of 12 (3x4).

Note: To quickly tell the **"Album"** and **"Single"** bonuses apart, notice that the **"Single"** bonus has a piece missing from the shape!

CREW

The Crew section represents the 12 posts needed for an epic band (Lead Singer, Musicians, Production Staff, Backstage Staff). At the beginning of the game, all posts are empty (although the 5 central posts have "cash restrictions" see p. 9). Each post presents the opportunity to improve the band's SP, and create Harmonies.

Once you "hire" and fill a crew position, you may not remove that crew member or alter their SP or skill layout.

Each Crew member can only be hired to a post with an icon matching the drafted card.

Lead Singer

The top row in the Crew is dedicated to the Lead Singer, of which you can only have one. Lead Singers can be identified by a microphone icon.

Musicians

The second row has four posts for Musicians. Musicians can be identified by the guitar icon.

Production Staff

The third row has three posts for Production Staff. Production Staff can be identified by the disk icon.

Backstage Staff

The bottom row has four posts for Backstage Staff. Backstage Staff can be identified by the speaker icon.

Note:
The Lead Singer's top skill space connects to the starting colour you chose at the beginning of the game. If you can hire a Lead Singer with a top skill that matches this colour you will earn a Harmony bonus (see p.10).

Note:

There are 5 central posts which are locked by a "cash restriction" 💵. You will need to earn a cash bonus to unlock each one before you can hire a crew member to any of these posts.

Each post has sections which should be filled in when a Crew member is drafted. The center hexagon is used to record that band member's Star Power (SP). The four circles surrounding the hexagon will be coloured in using the coloured pencils to match that crew member's skills.

There are four different types of skills:

| Levels (blue) | Tune (red) | Tempo (yellow) | Pitch (purple) |

Skills may help you claim **Goals** or create Harmony within your Crew. When two adjacent crew members have matching skills, they can be connected using the line between the two skill circles to create Harmony (see "Harmonies" on p.9).

On top of bonuses, creating multiple Harmonies can give a player extra SP for end game scoring!

PLAYING CREW CARDS

Cards with these icons allow you to hire new members to your crew. Each Crew type can only be placed in a post with a matching icon. Your Crew members' SP will be added to your final score at the end of the game.

Crew members each have a unique combination of skills and SP – which can be boosted using Multipliers. (See p.11)

Before drafting a Crew card, make sure you have an empty post matching the icon of the crew member you wish to hire. If there is no "cash requirement" icon 💵* (or you've previously used a cash bonus to cross out this requirement) and the SP hexagon and skill circles are empty, the post can be filled!

2 Steps to Hire a Crew Member

1 FILL A POST AND RECORD STAR POWER

The first step in recruiting a Crew member is to decide whether to apply a Multiplier to their SP value (see p.11). Multipliers cannot be used until they are earned, and it is common not to have any available until mid-game. Multipliers may not be used retroactively.

If a Multiplier is not used, simply record the SP value from your band member onto an open post with the matching icon type. SP ranges from 1-5.
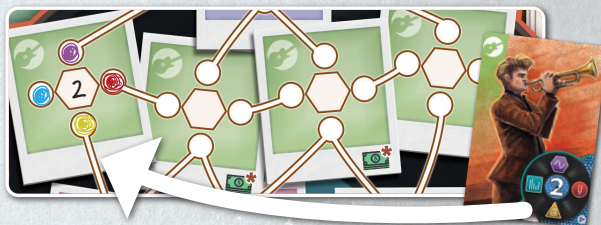
In this example, the trumpet player could be hired into the far left or the far right posts in the row showing the guitar (Musician) icons. They cannot be hired to either middle post because the posts are "locked" by a cash restriction.

2 RECORD SKILLS & CHECK FOR HARMONY!

Next, colour in the four skill circles for the crew member, matching both their colour and location. Skill layouts cannot be changed or rotated. They must be entered in the same orientation as shown on the Crew card. Players may also use the shape of the skill icon (Square/Blue, Circle/Red, Triangle/Yellow, or Hex/Purple) if they have difficulty matching colours or would prefer to use shapes.

Creating Harmony is very important, as it can trigger chain reactions, unlock sections of your **Band Sheet**, or even earn SP! The more Harmony you create, the better your music and your chances of winning the game!

Once hired, a Crew member cannot be removed, relocated, or replaced. Their SP may also not be modified on a future turn. Crews can have multiple members with the same art, as the combination of SP and skills of those Crew members is what makes them unique.

Unable to Play a Card?

If a player is not able to draft any of the cards in their hand, or does not want to, they check off a Fail. For example, you may be passed Crew you cannot hire or an Agenda with icons you no longer have available. Other times, you may simply be waiting for a better action to come along.

When this happens, you must still draft a card; however, instead of taking the action, you must add a check-mark to the leftmost unchecked Fail space.


(You are allowed to look at your Accomplishments stack at any time to confirm your actions. For this reason, we recommend placing any drafted but unplayed actions facedown in your personal discard pile as a reminder that you took a "Fail" instead of using the action.)

HARMONIES

Each Crew member has the ability to create Harmony with their surrounding bandmates if their skill circles are connected by a line. When the skill circles of two Crew members match, they create Harmony and the connecting line can be coloured in! Multiple Harmonies can be created by hiring one well-positioned Crew member.
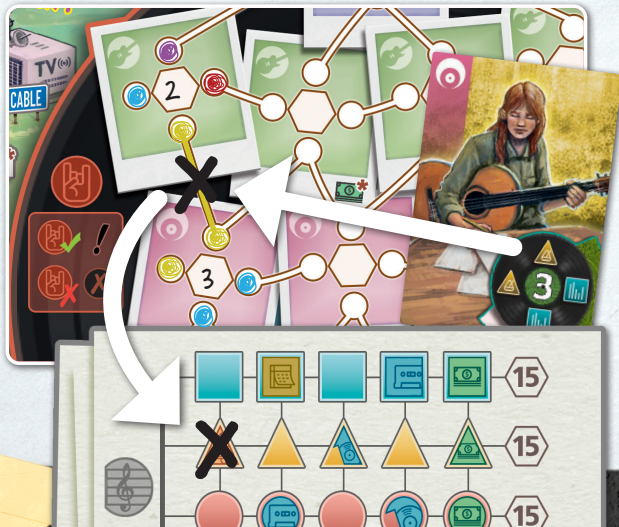
When you create a Harmony between Crew members, you'll be able to cross off a space in the Harmonies section—which might trigger a chain-reaction allowing you to take actions in multiple sections of your **Band Sheet** or earn SP!

First identify which skill (colour) created Harmony between Crew members and then cross off one space (of the same skill/colour) on the Harmony track. If multiple Harmonies were created, choose the order in which you want to trigger them. If a Harmony was made but there are no more spaces of that colour to cross off, that Harmony bonus is lost.

Each skill/colour has five available spaces and there are no restrictions on the order in which you choose to cross them off. Some spaces have an icon (bonus)—if you choose to cross off one of these spaces, you get the associated bonus immediately.

At the end of the game, each completed row and/or column will earn you SP as indicated by the hexes to the right and bottom of the Harmony section.

ASSETS

By taking the "Manage Assets" action, you may cross off any single space with an icon matching the one on your drafted card. (If there are two icons, you must choose one or the other, not both!) Assets can be crossed off in the order of your choosing.

Players gain a bonus if the icons on either side have been crossed off. It is possible that by crossing out one icon, multiple bonus actions are triggered. In this case, the bonuses may be taken in the order of your choice.

Bonuses must be used immediately, and then crossed out to indicate the action has been used.

SCANDALS

Stuck with a Scandal?

Scandal cards should be avoided when possible! However, if you are unable to play any other card in your hand, you must draft a Scandal. When a Scandal is drafted, add a check-mark above the leftmost unchecked space in your Fail section.

At the end of the game, you'll lose SP equal to the value indicated in the hexagon below the rightmost Fail you've checked off—SP losses are not cumulative.

MULTIPLIERS

There are many ways to trigger bonuses and earn SP. One of the best ways to boost your Crew's SP is to use Multipliers! Players can earn Multipliers in the Agenda and Assets sections, as well as by claiming certain **Goal Cards**. These Multipliers are used to modify a new Crew member's SP when they are hired.

There are six Multipliers available, ranging in value from 2x to 4x. To use a Multiplier, you must first unlock it. When a Multiplier bonus is earned, simply add a check-mark next to the matching value in the Multipliers section. When recruiting a new crew member, you may choose whether or not to use the Multiplier to modify their SP.

Each Multiplier has a one-time use—after it has been used to modify the SP of a crew member, cross off the space to indicate it's been used.

Multipliers cannot be used on Crew members that were hired on a past turn, and you may only use one Multiplier per Crew member.

AGENDAS

By taking the "Agenda" action, you may cross off any single space with an icon matching the one on the Agenda card you drafted. Icons can be crossed off in the order of the player's choosing.

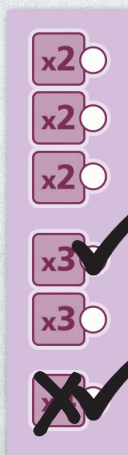If the card has two icons, you must choose one or the other, not both!

When you complete a line of four spaces (horizontal, vertical, or diagonal), you gain the bonuses depicted on both sides of that line. Bonuses must be used immediately, and then crossed out. When you earn multiple bonuses, they may be used in the order of your choosing.

SP earned from completing a line is scored at the end of the game, and can be circled as a reminder.

CREDITS

SOLO SET-LIST

Changes to Setup

Locate all **Play cards** with a 1+ icon in the lower right-hand corner and shuffle into a "Play stack," placed facedown beside your **Band Sheet**. Return all other **Play cards** to the box.

Optional: For added difficulty, locate and shuffle all Play cards with the 1+ and 2+ icons, and shuffle together to create a Play stack. Randomly remove 7 cards (facedown) from the stack, and return them to the box.

Locate and shuffle all **Goal Cards** to create a "**Goal Stack**," but do not deal yourself any personal **Goals**. Instead, deal 4 public **Goals** above your **Band Sheet**.

On your turn

1 Draw 2 cards from the Play stack and choose between **Option A** or **Option B**:

Option A: Select one card from the two drawn, taking its action and then placing it in your Accomplishments stack. Discard the second (unused) card facedown into your personal discard pile. Then, restart Step 1.

Option B: Draw a third Play card, bringing your total hand of cards to 3. Check the upper left-hand corner to determine whether you have 2+ Agenda, Asset, or Crew cards.

- If you have 2 cards from the same **Band Sheet** section, you MUST draft the third card that is not from that section.

- If you have 3 cards from the same section, or each from a unique section, you may select any card of your choice.

Note: All Crew cards: **Lead Singers, Musicians, Production Staff, Backstage Staff** are from the same section—*Crew*.

Take the action from your selected card, then place it faceup in your Accomplishments stack. Discard the other two cards facedown into your personal discard pile, and proceed to Step 2.

Only resolve Step 2 if you selected "**Option B**" as described above.

2 If you have resolved a hand of three cards, you are allowed to check the **Goal Cards** and claim a maximum of one **Goal**—if you have fulfilled its requirements. If you have met the requirements for more than one **Goal**, choose only one to claim. You will have to choose **Option B** again each time you want to claim another **Goal**.

If you claim the **Goal Card** in space 4 (see above), discard it. If you do not claim a Goal card, or if you claim a **Goal Card** from spaces 1, 2 or 3, the **Goal Card** in space 4 is also discarded. Slide the remaining **Goals** to the right, and fill the empty spaces by drawing the top card(s) from the **Goal Stack**. Then, return to Step 1.

GAME END

The game ends when one of the following occurs:

- You have filled all 12 crew posts.
- You have claimed 6 **Goals**.
- You have reached "-20" on the Fail section.
- You cannot draw 2 **Play Cards**.

You can now add up your score to see how you did!

TOP THE CHARTS!

Add up the total score from your **Band Sheet**:

250+ Your music is recognized and loved worldwide!

200+ Wow! Your band sells out major venues!

160+ Looking good, on your way to going platinum!

100+ Regular gigs keep coming your way, keep it up.

Under 100? More practice is needed to catch your break.