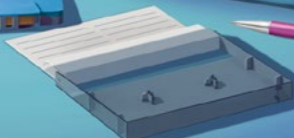


Rob Newton's

MIX TAPE

RULEBOOK



OVERVIEW

You want to win the heart of your crush. Naturally, the best way to do that is through music, so you record a mix tape filled with their favorite songs!

Mix Tape is an engine building game where players will be recording songs onto both sides of a cassette tape. Each song has different attributes and abilities that will help you score points. The player with the most points at the end of the game will be the winner.

COMPONENTS



40
BLUE
SONG
CARDS



40
GREEN
SONG
CARDS



40
PINK
SONG
CARDS



3 DOUBLE-SIDED
CASSETTE
MARKERS



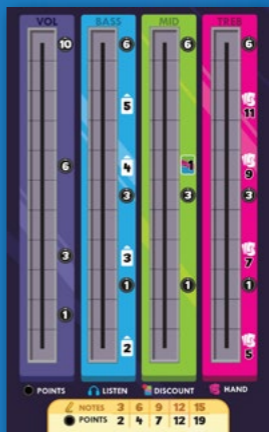
10 CRUSH
CARDS



1 DOUBLE-SIDED
FIRST PLAYER
CASSETTE
MARKER



16 SLIDERS



4 MIXER
BOARDS

SETUP

- 1** Separate the **Song Cards** into stacks by color, shuffling each stack separately, and then place each stack face down in the center of the table. These three draw stacks and associated discard stacks are called the **Radio**.
- 2** Determine a starting player randomly. Give that player the **First Player Cassette Marker** and a **Mixer Board**. Give the other players a **Cassette Marker** and a **Mixer Board**. Each player places the Cassette Marker, set to the **A-Side**, on their left and the Mixer Board on their right, leaving enough space between them for **2 rows of 5 Song Cards** each.
- 3** Shuffle the **Crush Cards** and deal out 1 to each player. Return the remaining cards to the box as they won't be used in this game.
- 4** Give each player 4 **Slider Cubes**, 1 of each color. Place the Slider Cubes on the bottom squares of the sliders on their Mixer Boards. These cubes will indicate the levels for **Volume (black)**, **Bass (blue)**, **Mid (green)**, and **Treble (pink)**.
- 5** Each player draws **1 Song Card** of each color from the **Radio** to form their starting hand of **3 Song Cards**. You are now ready to play Mix Tape!



Top-down view of a two-player setup.

GAMEPLAY OVERVIEW

Mix Tape is played in rounds where each player will take 1 action on their turn. Players will be recording songs on the A-Sides and B-Sides of their Cassettes. Once any player has recorded **10 songs**, 5 on each side, the end of the game is triggered. Players will finish the current round and then play a final round. When that round is over, points will be scored.




Players will score points by recording songs and writing **love notes**. Players might gain points because their crush likes the song, the song harmonizes with the songs played before or after, or by adjusting their Mixer Board to make it sound just right.

ON A PLAYER'S TURN

Turn Summary - Players will take the following 2 steps in order on their turn.

1. Discard Down to Hand Size

2. Take 1 Action:




-  **A. Listen** to the Radio to draw cards.
-  **B. Record** a Song Card to your Cassette.
-  **C. Play** your Tape to activate Play abilities and move up sliders on your Mixer board.

(See page 12 for a full breakdown of the actions).

SONG CARDS



A. Name and Artist - You gotta know the song title and band name. Your crush has very particular tastes!

B. Mood - Each color represents the **mood** of the song. In general, each mood has a type of ability that helps you make your mix tape; **blue**  helps you **draw** more cards, **pink**  helps you **write** Love Notes, and **green**  helps you with your Mixer Board.

C. Genre - There are 5 genres in the game: Rock, Pop, Hip Hop, Blues, and Electronic. These will be relevant for scoring points and abilities.



Rock



Pop



Hip Hop




Blues




Electronic

D. Theme - Some songs have a theme they fall into, represented by an icon (see page 10). Your Crush Card also has a theme icon. Recording songs with that same icon will score the number of points shown on the Crush Card (see pages 10 & 17).

E. Recording Cost - This is the number of cards that must be discarded from the player's hand to record this song.

F. Base Score -  The number in first volume dial in the upper right corner is the base point value for the Song Card, which ranges from 0 to 3.

G. Harmony Score -  The number in the second volume dial is harmony points. Songs have a preferred follow-up song mood. If the song recorded after the current song matches the shown mood then you'll score the additional harmony points.



Harmony is the small bar of another mood on the right side of the Song Card.



Example - The card to the left wants a blue Song Card recorded next to it to create a harmony.



The green card is in Harmony with the blue card recorded before it.

Abilities - There are three types of song abilities on the Song Cards:



H. Play Ability - Play abilities will allow you to do the action written on the bottom section of the Song Card when you take the Play Action on your turn.



I. Passive Ability - Passive abilities are **always** active once the song is recorded and can be used whether your Cassette is on the A-Side or the B-Side. These are things that you can always do or are triggered by things your opponents are doing.



J. Record Ability - Record abilities can only be used **once**, when the song is recorded.

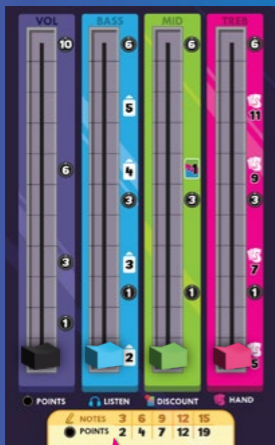


Note - If a song ability tells a player to draw a card during another player's turn, the player must draw from the face down piles of the Radio and NOT from the visible discard piles.



MIXER BOARD

Each player has a Mixer Board that will help their tape sound the best. There are 4 sliders that can be adjusted, each with a different effect. All sliders score bonus points at the end of the game as well (see page 17).



Also, you should definitely write a few **Love Notes** so your crush knows why you picked the songs that you did!

- **VOLUME** - Moving up the Volume track simply scores more points.
- **BASS** - Moving up the Bass track affects the number of cards players draw when Listening to the Radio. All players begin the game drawing 2 cards when Listening to the Radio.
- **MID** - Moving up the Mid track affects how many cards a player will pay when recording new songs. Discounts can go down to 0 cost to record.
- **TREBLE** - Moving up the Treble track increases the players hand limit. At the beginning of the game, the hand limit is 5 cards.

CRUSH CARDS

Your crush has a name (obviously!) and some favorite songs and pairings. Record them to score more points at the end of the game.



Theme

Number of Themes per Mood

Adjacency

Theme

Each crush has a specific theme that they like. Recording songs with the matching icon will score the points shown per card.



Hidden Emotion
8 Cards



Love
8 Cards



Groovy Times
7 Cards



Loves Food
21 Cards



Artistic
7 Cards



Animal lover
16 Cards



Easy as ABC
7 Cards



Loves to Dance
7 Cards



Escape
10 Cards



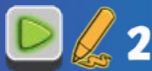
Direct
7 Cards

Adjacency

Each crush also has songs they like to hear back-to-back. Record songs next to each other that are in either genre shown. The order does not matter and each song may only count towards one pair.

Notes

Writing a Love Note is done by using song abilities. To write a Love Note, take a Song Card from your hand and place it face down under your Mixer Board. Players score more points based on the number of Love Notes they have written.



ACTIONS

Turn Summary - Players will take the following 2 steps in order on their turn.

1. Discard Down to Hand Size

Players **must** discard down to their hand limit at the **beginning** of their turn. The hand limit starts at **5** Song Cards and may change during play as determined by the **Treble** (pink) slide on their Mixer Board. Use the time in between turns to decide which cards you'd like to discard.

2. Take 1 of the following actions:

A. Listen to the Radio

Players Listen to the Radio by drawing cards Song Cards. Players may draw a number of cards based on the **Bass** (blue) slide on the Mixer Board. All players start being able to draw 2 Song Cards. When drawing cards, players may draw cards one at a time from any of the 3 face-down Song Card decks **or** their discard piles.

B. Record a Song

Players may record a song in the right-most position of the A-side or the B-side, whichever row the Cassette Marker is currently located.



The cassette marker is double sided, A and B.

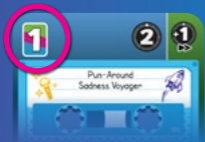


Top row:
Song Cards for A-side



Bottom Row:
Song Cards for B-side

To record a song, a player chooses a Song Card from their hand to record and pays the cost by discarding other Song Cards from their hand. The cost to record the song is located in the upper left hand corner of the card.

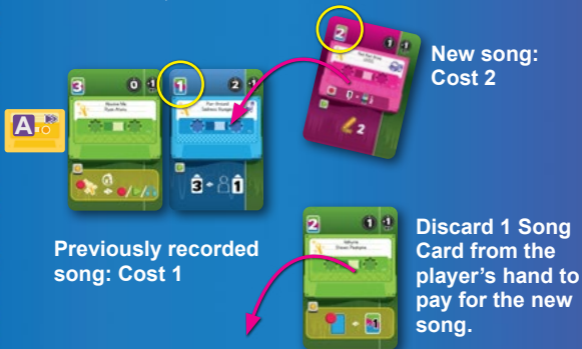


! *Example - This Song Card would require the player to discard a single other Song Card from their hand to record this Song.*

As players add more Song Cards to either side of their Cassette, they will continue to fill in the A-side and B-side rows from left to right. To record on the opposite side you must flip over the Cassette Marker. To flip the Cassette Marker players need to take the **Play Your Tape** action (see page 14).

Recording Over a Previously Recorded Song:

To record over a song that was previously recorded, the player will pay the difference in cost between the new Song and the old one. If the cost is the same or less, no cards need to be discarded.



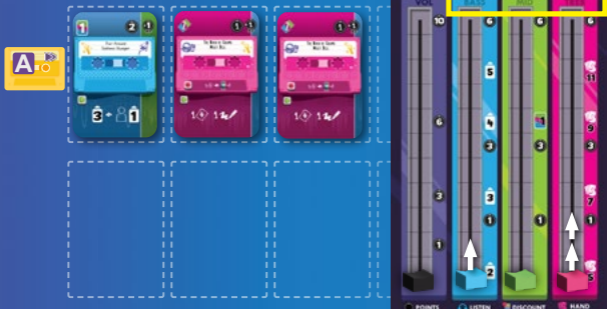
C. Play Your Tape



Playing the Cassette will allow players to perform the following steps in order:

1. MOVE SLIDERS

Move the Slider Cubes on the Mixer Board up on **BASS (blue)**, **MID (green)**, and **TREBLE (pink)** tracks based on the Song Cards recorded on the current side of the Cassette. For each mood of Song Card, count the number of recorded songs on the side that your Cassette is currently on, then move the Slider Cube of the corresponding track up the same number of spaces as Song Cards.



! *Example - The 1st player has 1 blue song and 2 pink songs on current side of their Cassette, which is the A-side. They move their Bass slider up 1 and their Treble slider up 2.*

2. ACTIVATE PLAY ABILITIES

Playing your tape will activate the **Play** abilities on the songs that are recorded on the **current side** of the Cassette. The abilities will be triggered from left to right, one at a time. Players must complete the entire ability of one card before moving on to the next card in the row.



Play Ability - Do the action written on the bottom section of the Song Card when you take the Play Your Tape action on your turn.

All Play Abilities are **optional**. If a player does not wish to perform the action, they do not have to. However, every ability is atomic. This means you must do the full ability, or not at all.

3. FLIP THE CASSETTE

Finally, once a player has completed all the Play abilities on the current side of their Cassette, flip the Cassette Marker to the opposite side. If the A-side was showing, the player would flip it over and move it down to the B-side. If it was on the B-side flip it over and move it up to the A-side.



Play then continues clockwise until the end game is triggered. The First Player Token is **not** passed and is only used to determine an equal number of turns at the end of the game.

END OF GAME

The end of the game is triggered when any player records 5 songs on **both** the A-side and B-side of their Cassette. Once this happens, players will finish the current round and then play a final round so all players get an equal number of turns. Once the final round is complete, move onto Scoring.



***Example** - If player 3 in a 4 player game triggered the end game, the remaining turns will be player 4, player 1, player 2, player 3, player 4. Game End.*

SCORING

1. Crush card

Theme - Count the number of cards matching your crush's preferred theme. Multiply by the points on the Crush Card.

Adjacency - Count the number of **pairs of songs** matching your crush's genre pairing. Multiply by the points on the Crush Card.

2. Songs

Base - Add up the base points of all recorded songs.

Harmony - Add up any additional points for any harmonies made.

3. Mixer Board

Add up any points shown in dial icons on the 4 tracks of the Mixer Board that are at or below the level of your Slider Cubes.

Notes - Count the number of Love Notes written. By referencing the notes scoring table on the bottom of the Mixer Board, you can find your points total under your matching number of notes collected.

4. Total up all the above points earned

The player with the most points is the winner! In the event of a tie, the player who has recorded the highest total value of songs, based on the **recording cost**, is the winner. In the event that there is still a tie, the victory is shared.

ABILITIES REFERENCE



After recording the music genre shown, take another action. (*Once per round*).



Discard 1 card to raise any slider by 2.



Discard 1 card to raise your Volume by 1.



When recording the music genre shown discard 1 fewer card.



When recording the mood shown discard 1 less card.



Draw 1 Card.



Write 2 Love Notes.



Draw 1 card and write 1 Love Note.



When another player takes the Listen action, draw a card (*Once per round*).



When another player writes a Love Note, draw a card.



When another player records a song, write a Love Note.



Draw 3 cards. Then, all players draw 1 card.



Increase card draw by 1 when taking the Listen action.



Raise your Volume by 1.



Swap positions of any 2 of your previously recorded songs.

CREDITS



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