Operaopoly

2 to 6 PLAYERS :: AGES 12+ :: 60 - 90 mins. Version 3.3.0

INTRODUCTION

Players are wealthy investors from the golden age of opera (c. 1800 - 1932), sponsoring the era's most talented composers (Verdi, Wagner, Bizet) and producing their operas in iconic opera houses of Europe. Each performance earns sponsors profits measured in victory points. Rise to the level of Impresario and direct composers to follow your tactics. Selecting the best opera houses, casting talented artists, and deciding when to have an opera's final performance are just a few things successful Impresarios must master to win the game.

OBJECTIVE

The winner is the one who racks up the most victory points after each composer has had two successful runs of opera performances at different opera houses. Operaopoly employs set collection that gradually earns you new capabilities for influencing composers and controlling opera productions. Using the Patron deck, you can sponsor a composer and his opera and earn victory points every time it is performed. Earn Impresario status and direct composers to influence other composers and improve your opera performances. Use the Opera deck to produce an opera at a specific opera house. Earn victory points for hiring an opera's leading lady, leading man, and orchestra. Organize rehearsals, hold auditions, and hire key talent to make your opera's performances a success.
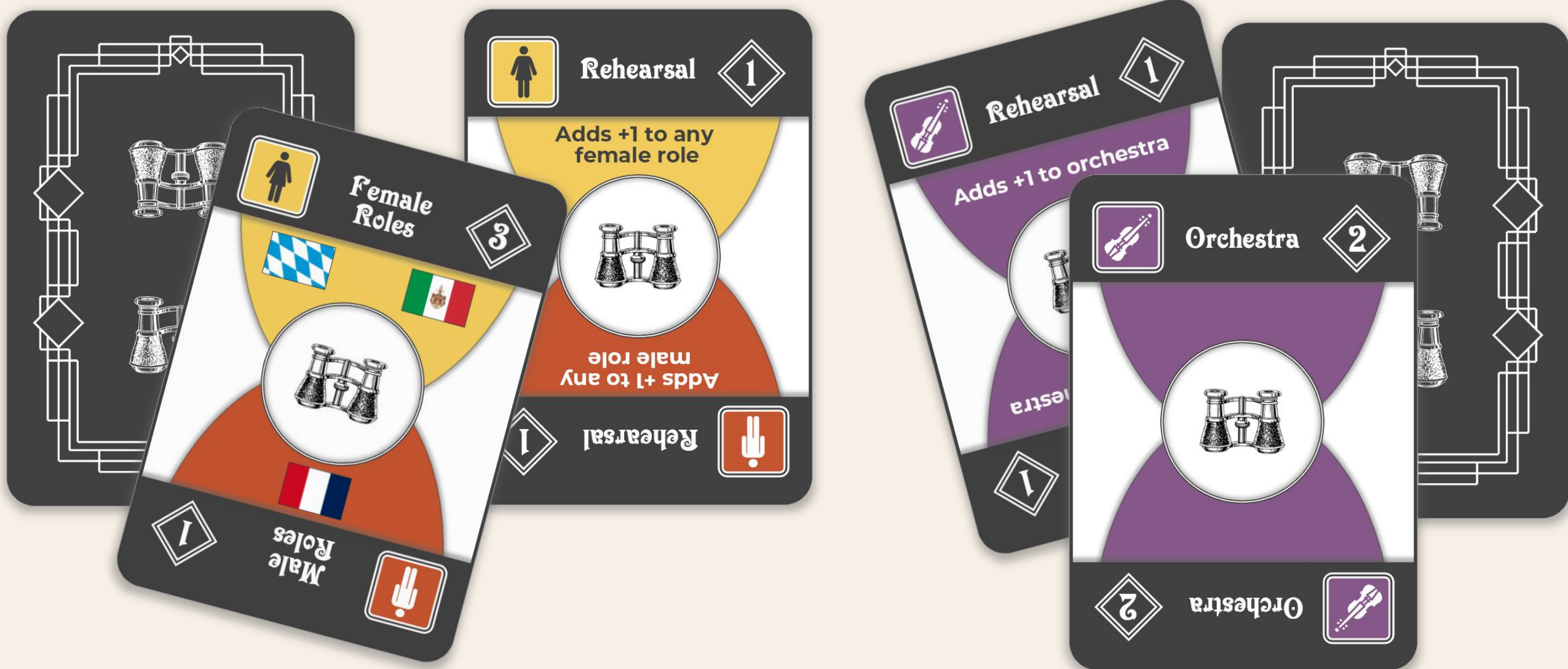
CREDITS

34 CARD OPERA DECK: Use this deck to produce operas. It has 18 cast cards (left) with 2 Rehearsal cards for hiring the opera's Leading Lady and Man Roles from three operas and

9 Orchestra cards (right) with 2 Reheasal cards. The deck includes two Special Artist cards for casting the female or male role in any opera.

2

27 CARD PATRON DECK - Use this deck to sponsor the composer's needs (Funding, Education, Publicity, and Community).

The Patron deck includes three Special Patrons aligned with each of the game's composers.
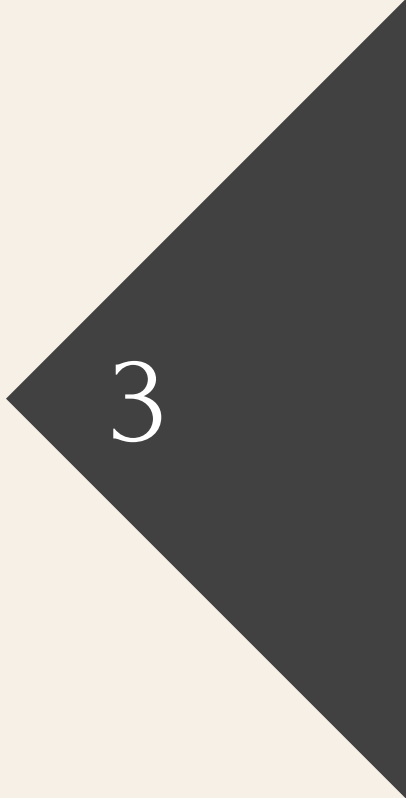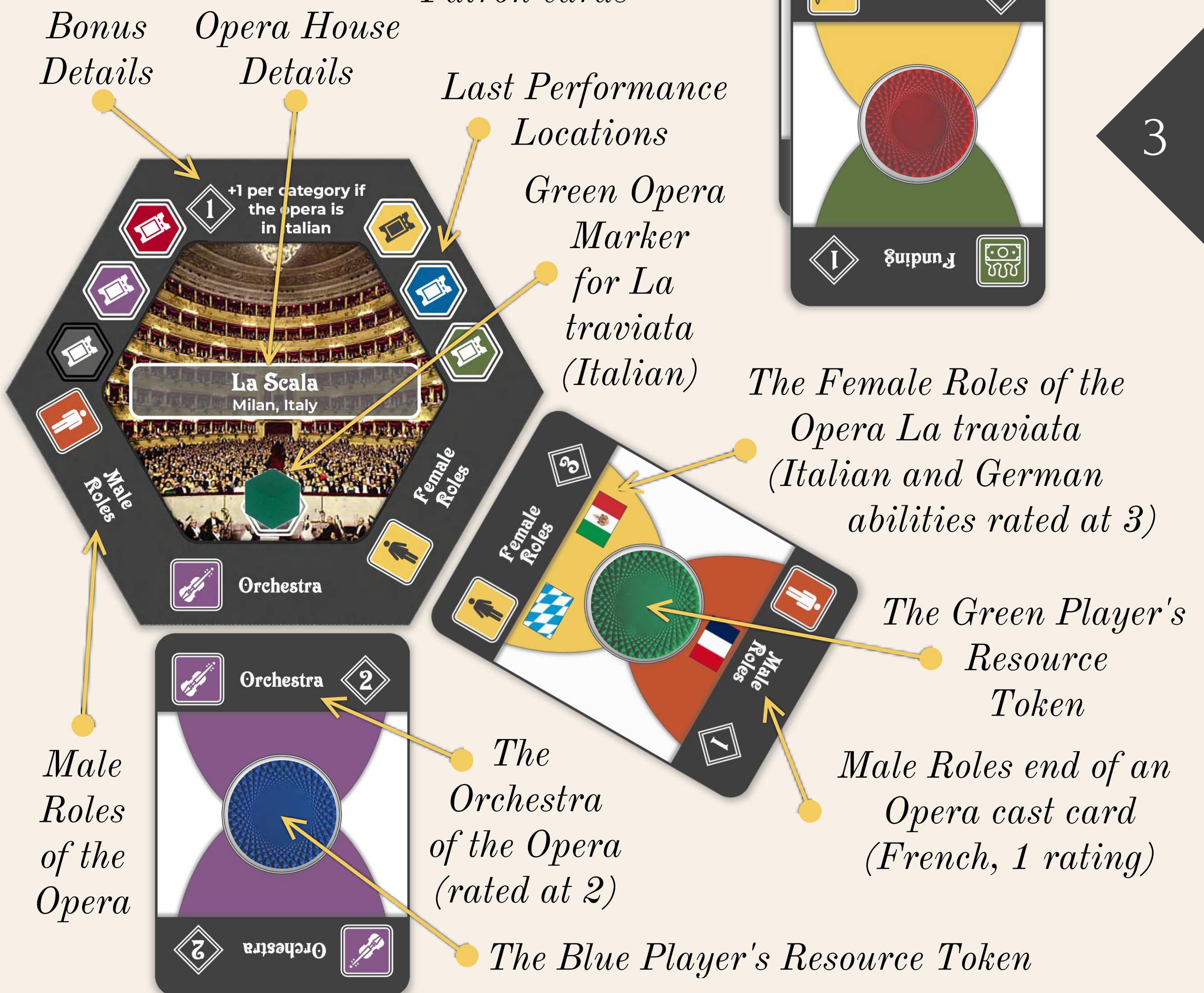
3 COMPOSER MAT CARDS: Where players compete to sponsor composers. Mat cards have an active and inactive side.
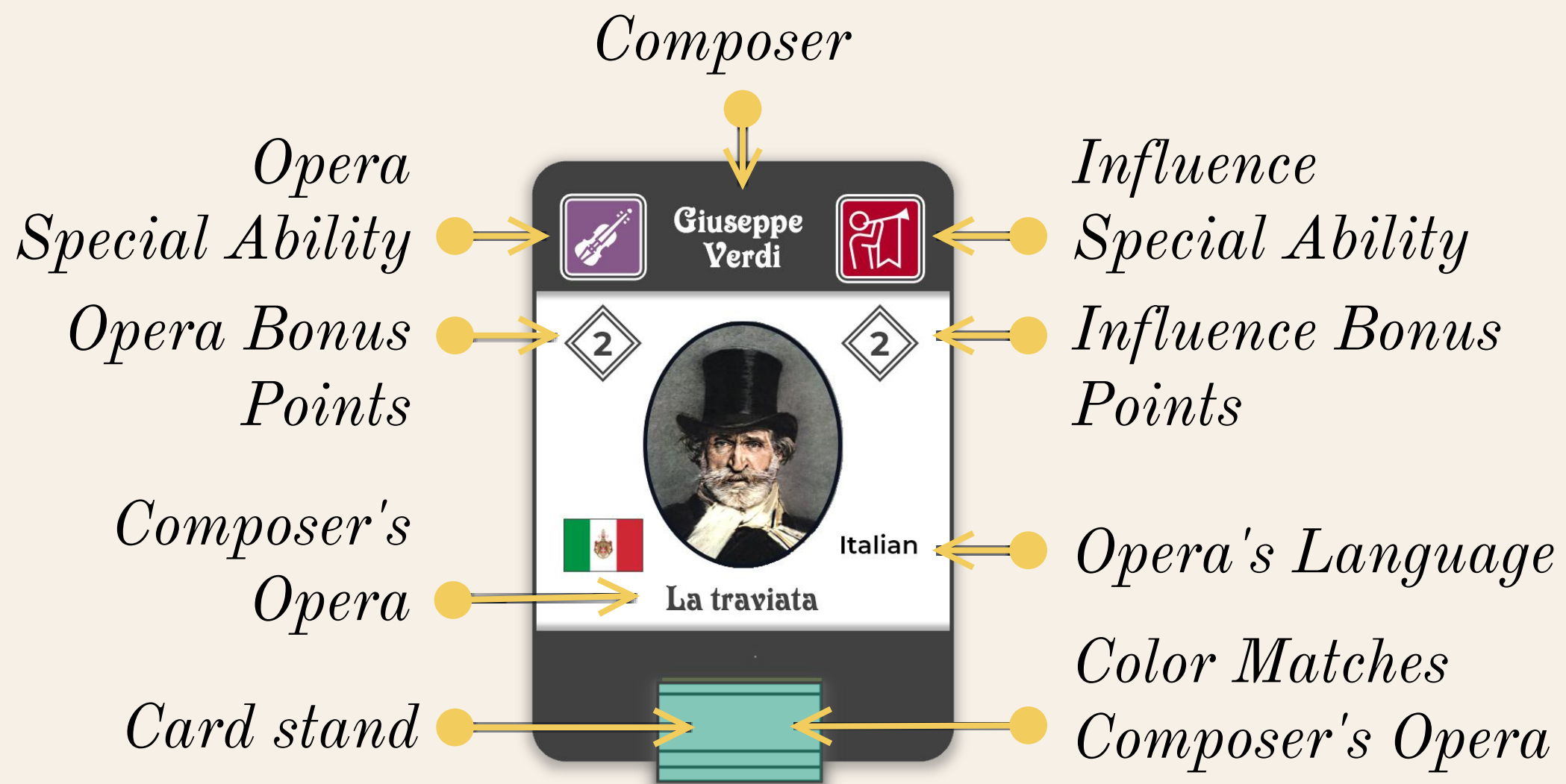
Opera Markers

Tradition (French)

Composer Details

One of Three Composer Sponsorship Categories

Maximum Patron cards allowed

6 OPERA HOUSES: Where players compete to produce operas.

Name of Opera

Red Player's two Education Patron cards

Georges Bizet
(1838-1875) French

Carmen

Funding

Publicity 3

Education 2

Education 2

Education 3

Funding 1

Bonus Details

Opera House Details

Last Performance Locations

Green Opera Marker for La traviata (Italian)

+1 per category if the opera is in italian

La Scala
Milan, Italy

Male Roles

Female Roles

Orchestra

The Female Roles of the Opera La traviata (Italian and German abilities rated at 3)

The Green Player's Resource Token

Male Roles end of an Opera cast card (French, 1 rating)

Female Roles 3

Male Roles 1

Male Roles of the Opera

Orchestra 2

The Orchestra of the Opera (rated at 2)

The Blue Player's Resource Token

3 COMPOSER CARDS: Used to improve opera productions and influence other composers. Place them in card stands matching their opera's color. Players sponsoring the majority of a composer's categories may move composers to Opera Houses or Composer Mat cards and use their special abilities to affect action outcomes.
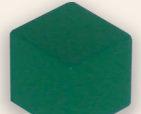
Composer

Opera Special Ability

Influence Special Ability

Giuseppe Verdi

Opera Bonus Points

2

Influence Bonus Points

2

Italian

Composer's Opera

La traviata

Opera's Language

Card stand

Color Matches Composer's Opera

4

36 RESOURSE TOKENS: 6 tokens per player used to allocate their sponsorship and hiring activities by marking the center of Opera and Patron cards.
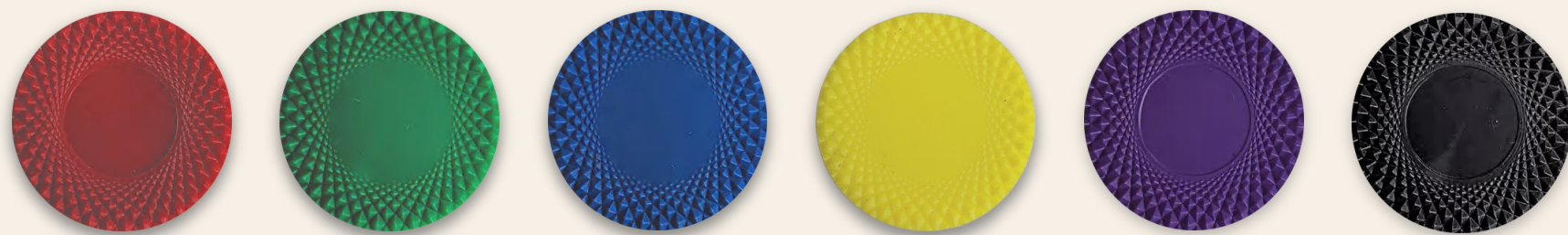
6 OPERA MARKERS: These mark which opera is being performed at an opera house. Two are placed on each Composer Mat card matching the opera's color and moved to an opera house when that opera is performed. At the opera house's Last Performance Locations, markers are moved according to the color of the player who started the final round of turns. Below details the opera tradition and color association.

German - *Blue for Wagner's Der fliegende Holländer*

French - *Red for Bizet's Carmen*

Italian - *Green for Verdi's La traviata*

6 SCORE CARDS: Players keep a running total of victory points.

12 SLIDE CLIPS:
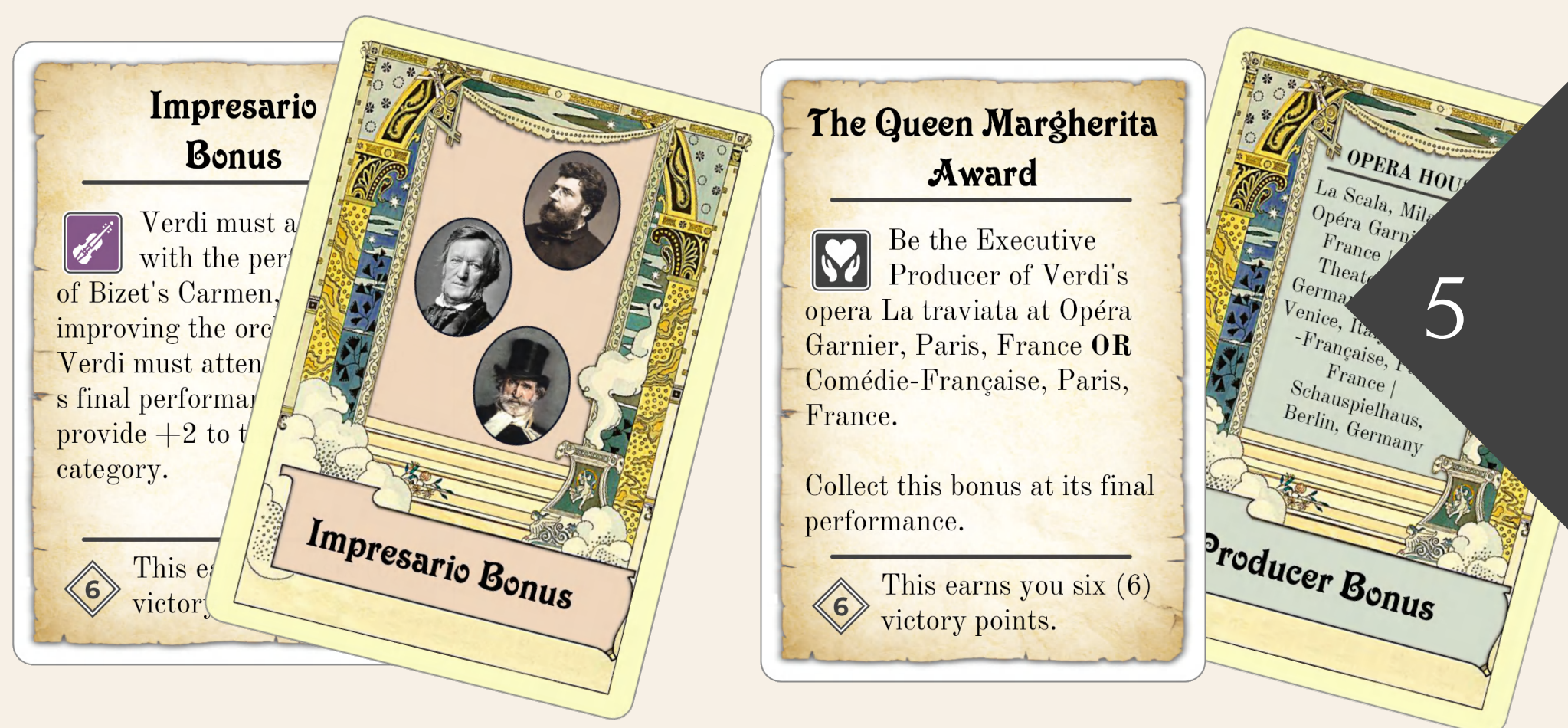*For keeping score (10 to 90)*

Slide clip (0 to 9)

Operaopoly

12 BONUS CARDS: Six (6) Impresario Bonus cards (left) and six (6) Producer Bonus cards (right) can be awarded on an opera's Last Performance.

Players receive one of each type and earn a one-time six (6) victory point bonus when satisfying their conditions.

6 PLAYER AID CARDS:
(not shown)

Impresario Bonus

Verdi must a[...] with the per[...] of Bizet's Carmen, improving the orc[...] Verdi must atten[...] s final performa[...] provide +2 to t[...] category.

6 This e[...] victor[...]

Impresario Bonus

The Queen Margherita Award

Be the Executive Producer of Verdi's opera La traviata at Opéra Garnier, Paris, France **OR** Comédie-Française, Paris, France.

Collect this bonus at its final performance.

6 This earns you six (6) victory points.

OPERA HOUS[...]
La Scala, Mila[...]
Opéra Garni[...]
France [...]
Theat[...]
German[...]
Venice, It[...]
-Française, [...]
France |
Schauspielhaus,
Berlin, Germany

Producer Bonus

Impresario status for the named composer is required to earn its bonus.

GAME SETUP

Follow these instructions for game setup:
1. Gather and shuffle the Opera and Patron cards into separate decks. Place the Opera and Patron decks face down in the center of the table where everyone can reach them. Leave room for a separate discard pile for each deck. See page 7.
2. Put the 3 Composer cards in card stands matching their opera's color.
3. Gather the 6 Opera markers and separate them by color for placing them on the Composer Mat cards.
4. Ask players to choose a color. Give them 6 Resource Tokens matching the color they selected.

5

5. Give players one Score card matching their color and two slider clips. Players assemble their scorecard. Scoring starts at zero.

6. Place the three Composer Mat cards in the play area leaving room for playing Patron cards around them. Place their active side face-up. In two-player games, Bizet's mat card starts in the inactive state and is activated by flipping it over when another composer's opera has closed. See CLOSING AN OPERA AND SCORING.

7. Place the two matching Opera markers on each Composer Mat card.

8. Place the Composer cards in card stands on their Mat cards.

9. Place the three Opera House cards in the play area leaving room for placing Opera cards around them. It does not matter which side is up since both will be used during gameplay. See page 7 for details.

10. Players draw two Opera cards, one Patron card, one Impresario Bonus, and one Producer Bonus card to their hand that they keep secret. These cards are their initial hand.

11. Select a player to go first. Perhaps it's who most recently saw an opera, attended the theater, or who can be the most melodramatic?
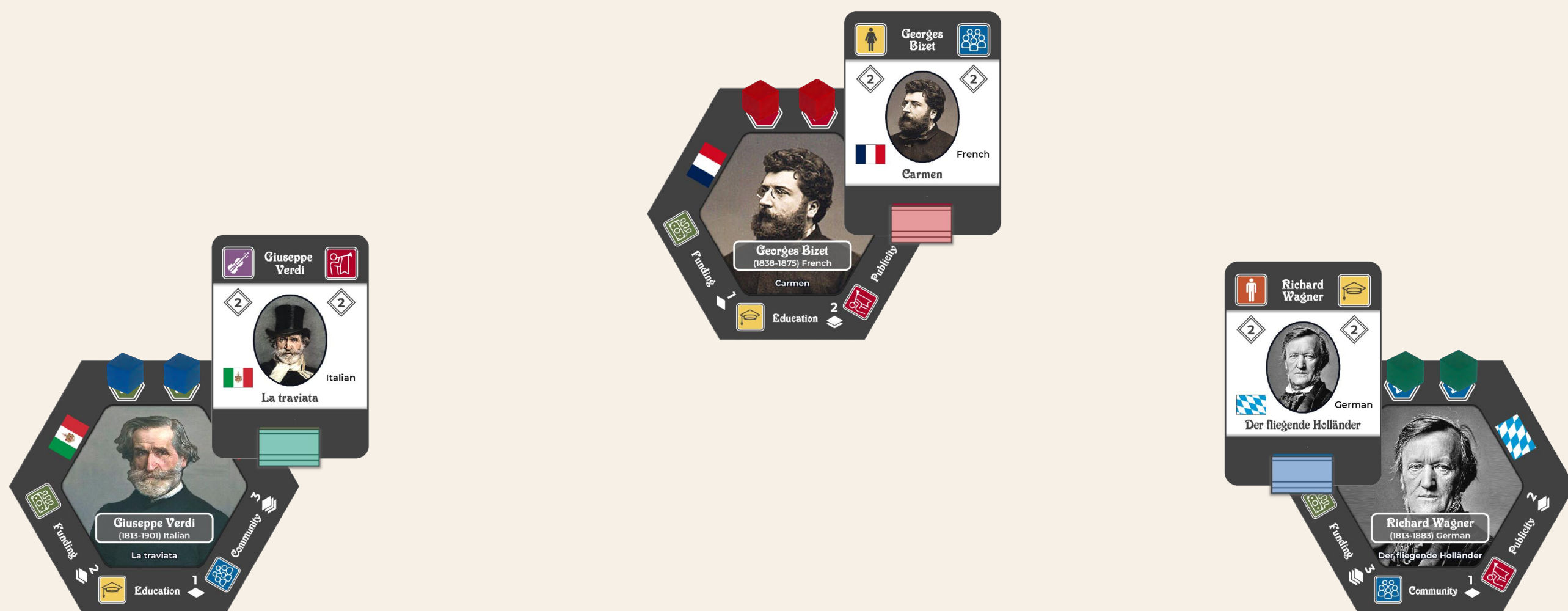
HOW TO PLAY

Operaopoly is played in turns with players taking turns in a clockwise sequence until meeting the end-of-game conditions. Players begin by completing any LAST PERFORMANCE AND SCORING activities they started on their previous turn. Then, they take three (3) actions from the following nine (9) in any order or repetition. Impresario level players have extra actions. Players end their turn with a maximum of three cards in hand discarding as needed. Bonus cards are not counted.

PATRON ACTIONS: Use the Patron deck to sponsor a composer's different categories (Education, Funding, Community, and Publicity). When operas are performed, players receive two (2) victory points for each of their sponsored composer categories. Sponsors also receive victory points for the sum of card ratings in each category when a composer's second opera has its last performance.
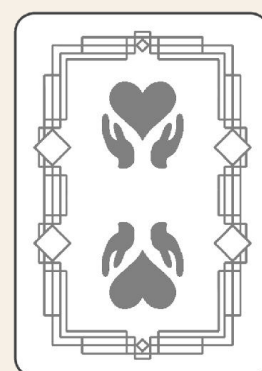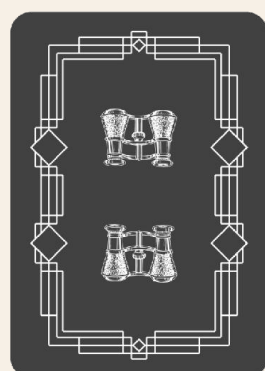
1. DRAW ONE PATRON CARD from the face-down Patron deck as one action. If depleted, shuffle the discard pile to make a new draw pile. You may hold any number of cards until the end of your turn when you must discard your hand to three cards or less.

EXAMPLE: *This is the suggested game setup. Leave plenty of room for placing cards around the Composer Mat and Opera House cards.*

Georges Bizet
(1838-1875) French
Carmen

Giuseppe Verdi
(1813-1901) Italian
La traviata

Richard Wagner
(1813-1883) German
Der fliegende Holländer

Opera Card
Discard Pile

Patron Card
Discard Pile

La Scala
Milan, Italy
+1 per category if the opera is in Italian

National Theatre
Munich, Germany
+1 per category if the opera is in German

Opéra Garnier
Paris, France
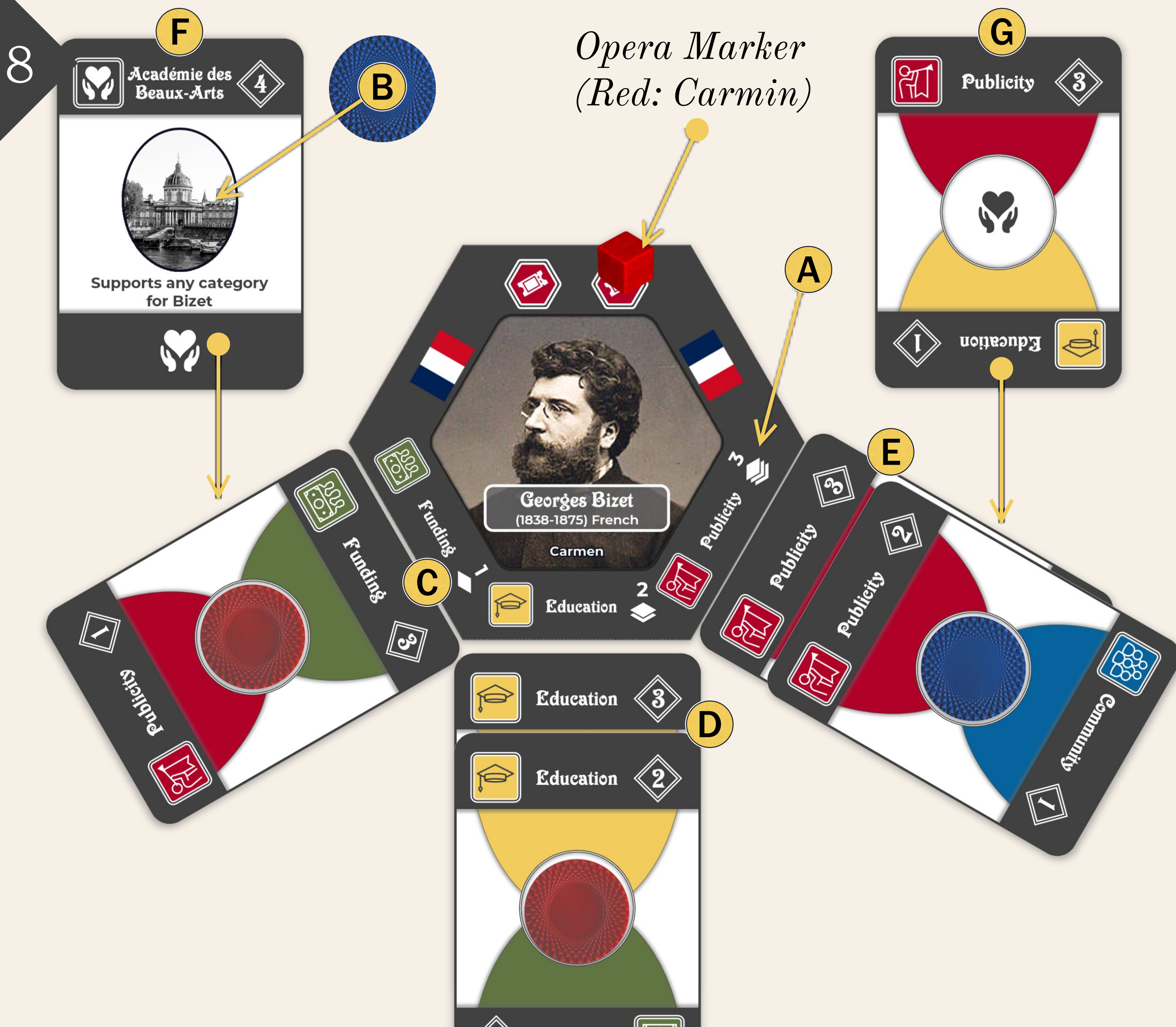+1 per category if the opera is in French

If this is a two-player game, start the game with Bizet's Composer Mat card in the inactive state until another composer's opera has closed. Flip over Bizet's mat card to activate the composer and begin his sponsorship after the second Last Performance of Verdi's or Wagner's opera.
See CLOSING AN OPERA AND SCORING for details.

2. SPONSOR A COMPOSER by placing one or more Patron cards from the same category on an open edge of a Composer Mat card for one action. A number and icon (A) show the maximum number of Patron cards permitted for each category. To complete the action, place your Resource Token in the center of the topmost card (B).

EXAMPLE: *Bizet has all three composer categories sponsored. Red player has sponsored Bizet's Funding rated at 3 (C) and Education using matching Patron cards rated at $3 + 2 = 5$ (D). Blue has provided 2 of 3 Publicity Patron cards (A) rated at $3 + 2 = 5$ (E).*

Blue player can change Bizet's Funding sponsorship using the Academie des Beauz-Arts (F) rated at 4 ($4 > 3$) and Blue's Resource Token (B). Blue replaces Red's 3 Funding Patron card placing it in the Patron discard pile and returns Red's token to their pool. Blue can also add the 3 Publicity card (G) to Bizet, providing the 3rd card. Now Bizet's Publicity is rated at $3 + 2 + 3 = 8$.

Académie des Beaux-Arts · 4

Supports any category for Bizet

Opera Marker (Red: Carmin)

Publicity · 3

Georges Bizet
(1838-1875) French

Carmen

Funding

Funding · 3

Education · 2

Publicity · 3

Education · 1

Publicity · 3

Publicity · 2

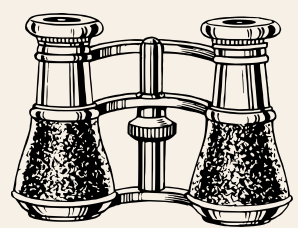Community · 1

Education · 3

Education · 2

Publicity · 1

3. CHANGE SPONSORSHIP by adding, replacing or removing one or more Patron cards from one sponsorship category for one action.

You can increase, decrease, or remove the sponsorship level of your cards in play. Add matching Patron cards up to the maximum allowed for that category as shown on the Composer Mat card (**A**). Your replaced or removed cards are returned to your hand for reuse or discarded at the end of your turn. Your Resource Token is reused for replacements or returned to your pool when removing sponsorship.

You can replace an opponent's sponsorship with one or more matching Patron cards in hand that are *rated higher* than what is in play for one action. Place your higher-rated cards up to the maximum allowed for that category in an overlapping pattern with your Resource Token on the topmost card to complete the action. The opponent's cards are discarded and their Resource Token is returned to their pool.

OPERA ACTIONS: Use the Opera deck to hire the three categories of an opera's production (Female Roles, Male Roles, and Orchestra). Cast cards have Male and Female roles with one or two language abilities on either end. The flag symbols show which opera's they can perform. Orchestra cards of different values can be used on any opera. On an opera's last performance, players earn victory points for the sum of the card ratings within each category.

4. DRAW ONE OPERA CARD from its face-down deck as one action. If depleted, shuffle the discard pile to make a new draw pile. You may hold any number of cards until the end of your turn when you must discard your hand to three cards or less.

5. HIRE CAST by placing the Male or Female roles end of one Opera card on the open edge of an Opera house's matching Male or Female Roles category as one action (**H** - page 10). Place your available Resource Token in the center of the card to complete the action (**J** - page 10). The card's rating is the victory points awarded after the opera's last performance. If this is the opera house's first assigned category, see BEGIN AN OPERA for instructions. If categories are already assigned (*e.g. Carmen - French*), the cast's language abilities (*flags*) must match the opera that has begun. Before players can hire an opera's cast or orchestra, at least *one of the composer's categories must be sponsored*.

6. HIRE THE ORCHESTRA by placing either side of one Orchestra card on the open edge of an Opera house's Orchestra category as one action. Place your available Resource Token in the center of the card to complete the action. The card's rating is the victory points awarded after the opera's final performance. If this is the house's first assigned category, see BEGIN AN OPERA for further instructions. Before players can hire an opera's cast or orchestra, at least *one of the composer's categories must be sponsored*.

BEGIN AN OPERA

If this is the opera house's first assigned category and there is an opera marker available from the matching opera, you can begin that opera at this venue. Move the opera's available marker (cube) from its Composer Mat card to the Opera House card (**K**). By doing this, everyone knows which opera is being performed (e.g. Red: Carmin, Green: La traviata) at this opera house. Moving the Opera Marker is not an action.

EXAMPLE: *Red player has hired the Italian male roles rated at 2 for Verdi's opera La traviata at La Scala, Milan Italy (* **H** *). The female roles must be able to sing in Italian for La traviata to match the male roles.*

7. REHEARSE CAST OR ORCHESTRA by placing the matching rehearsal card on top of the Female roles, Male roles, or Orchestra card in an overlapping pattern so as not to hide the names of the roles or ratings of the cards. Reuse the existing Resource Token, placing it in the center of the topmost card to complete the action. This card may be combined with opera cards
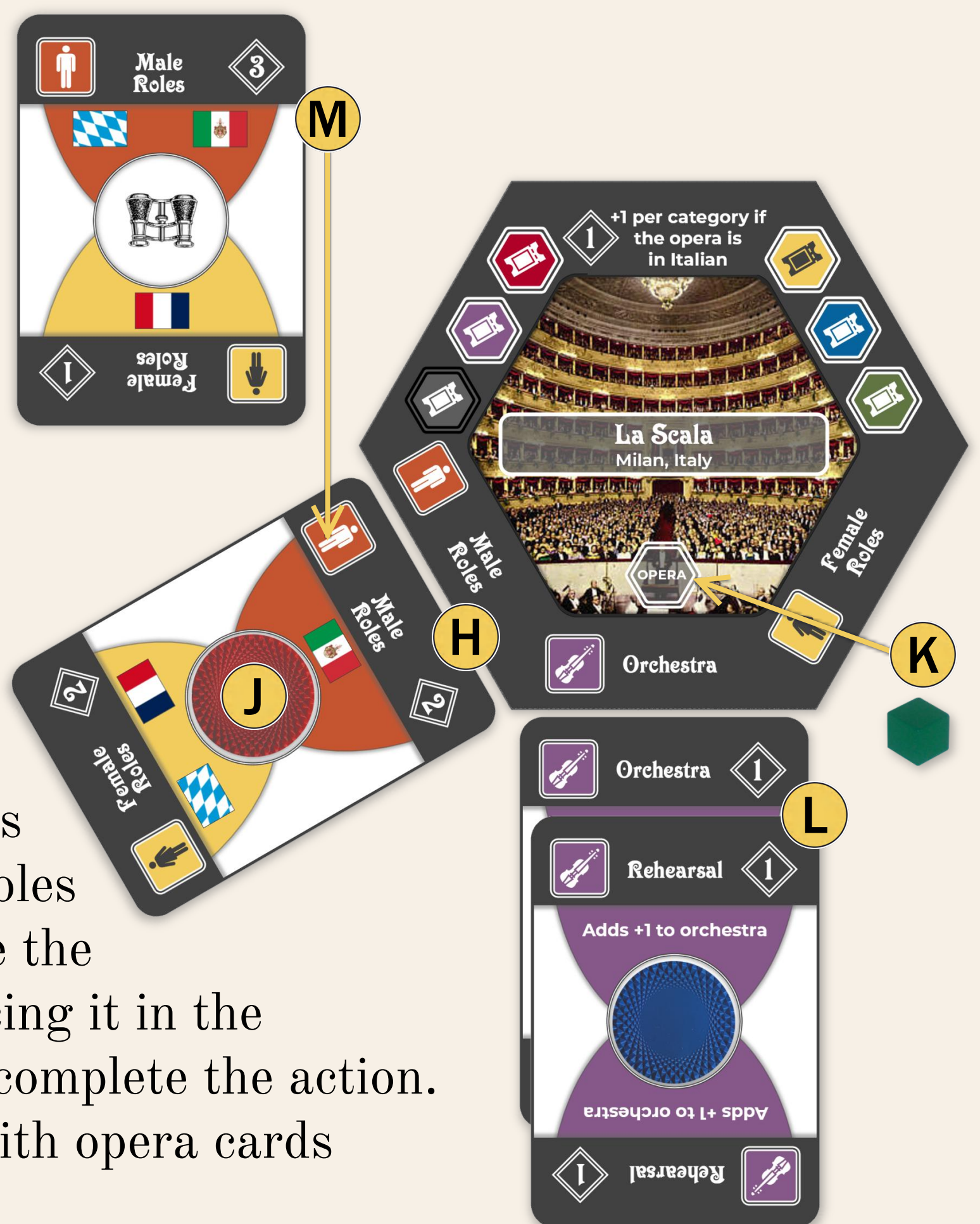
in hand when performing hiring actions for an opera. The sum of the two cards is the total rating and victory points awarded after the opera's final performance. Both rehearsal cards may be used on the same category if desired.

EXAMPLE: *Blue player has combined an Orchestra and Rehearsal card (L) to produce Verdi's La traviata for a total rating of 2 = (1 Orchestra + 1 Rehearsal).*

8. CHANGE CAST OR ORCHESTRA by replacing or removing one or more Opera cards from the same opera category for one action.

You can increase or decrease the rating of your cast or orchestra in play using a matching card. Cast replacements require the role and opera to be the same.   You can remove any of your cast or orchestra in play. Your replaced or removed cards are returned to your hand for reuse or discarded at the end of your turn. Your Resource Token is reused for replacements or returned to your pool when removing hires.

You can replace an opponent's hires using a matching Opera card in hand that is *rated higher* than what is in play for one action. New cast cards must match the role and opera being replaced. The opponent's cards are discarded and their Resource Token is returned to their pool. Place your higher-rated card and your Resource Token atop the card to complete the action.

EXAMPLE: *Red player can replace their cast card, by playing the higher-rated Italian Male roles card (M). The replaced cast card is returned to Red's hand and Red reuses their Resource Token (J).*

9. HOLD AN AUDITION by playing the Audition card for one action. Select a target opera house and draw three Opera cards, placing them face-up for everyone to view. Choose one or none of the cards to hire or change ratings in *one* (1) of the opera house's three opera categories. Drawn reheasal cards can be combined with other drawn cards as one action. Unused cards are returned and shuffled into the Opera deck. The Audition card is discarded.

EXAMPLE: *Blue player played the Audition card on La Scala and drew three Opera cards. Blue has the option of picking one card for an action. Blue could use the Antonio Cotogni cast card (rated at 4) to replace Red's 3 Male roles card (H), the 3 Orchestra card to replace Red's cards rated at 2 (L), or hire the Italian Female roles (N). After taking the one action, the Audition card is discarded. The unused cards are returned and shuffled into the face-down Opera deck.*

IMPRESARIO ACTIONS

12   If you sponsor the majority of a composer's categories you are his Impresario and can use that Composer card to perform one additional action per turn. If there is no majority sponsor then it is the player whose category rating is the highest. If it is still tied then that composer has none.

10. INFLUENCE A COMPOSER by moving your Composer card to any Composer Mat card and use its +2 Influence on a composer's matching sponsorship category (P). This can be combined with other actions such as CHANGE SPONSORSHIP. This is not counted as one of your turn's three actions.

EXAMPLE: *If Blue player has sponsored the majority of Verdi's composer categories, Blue can move Verdi to the Bizet Composer Mat card (P) to add Verdi's +2 Influence to the Publicity category. Bizet's publicity is now rated at 7 (3+2+2). Use this action thoughtfully to replace or prevent the replacement of sponsorship categories.*
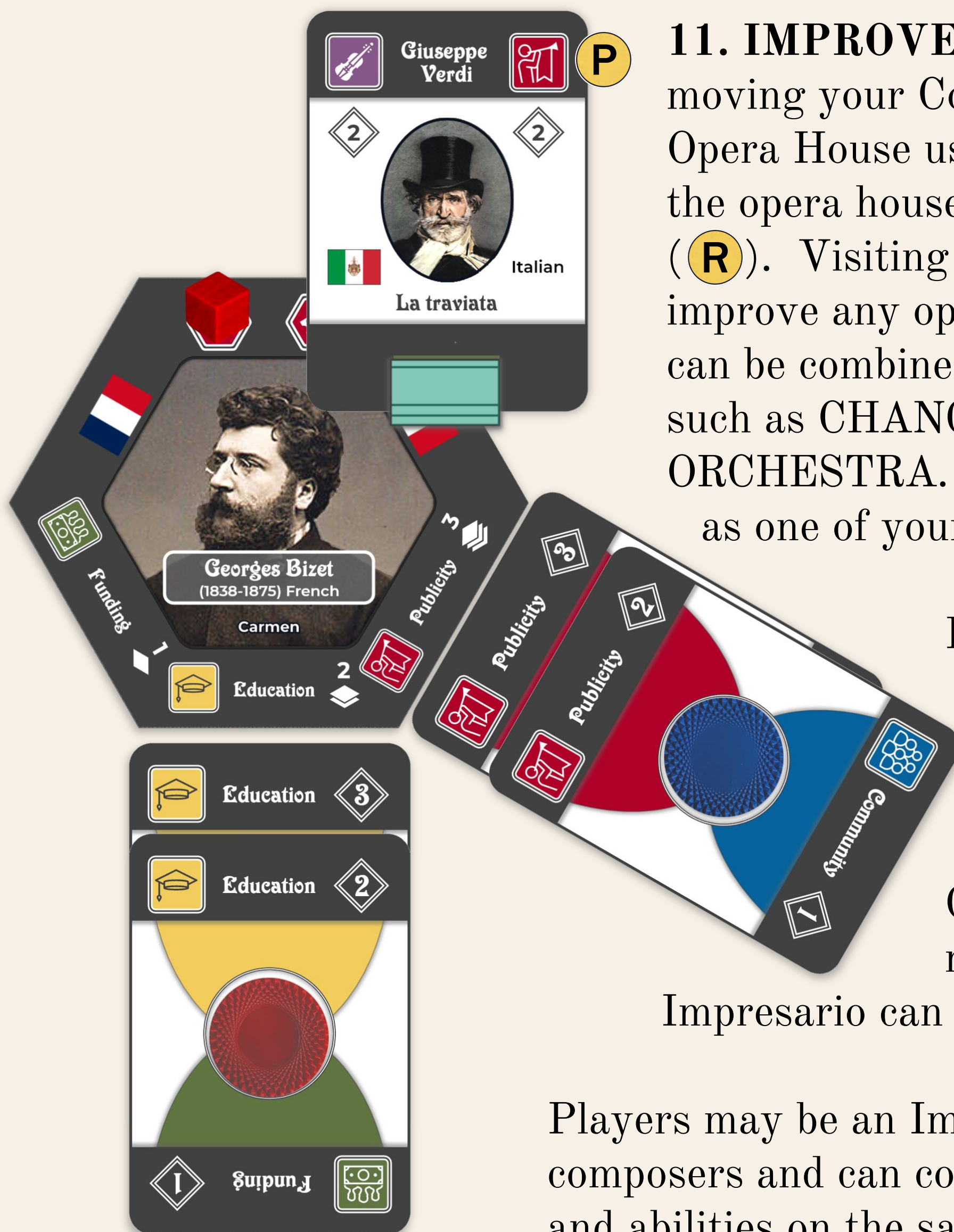
11. IMPROVE AN OPERA by moving your Composer card to any Opera House using its +2 Ability on the opera house's matching category (R). Visiting composers can improve any opera and their ability can be combined with other actions such as CHANGE CAST OR ORCHESTRA. This is not counted as one of your turn's three actions.

If a composer's Impresario changes or there is none, *immediately* move the Composer card to its mat card until a new Impresario can direct the composer.

Players may be an Impresario for multiple composers and can combine their influences and abilities on the same composer or Opera House.

EXAMPLE: *If Blue player has sponsored the majority of Verdi's composer categories, Blue can move Verdi to the La Scala opera house to add Verdi's +2 Ability (R) to the Orchestra (L). It is now rated at 4 (1 Orchesta + 1 Rehearsal + 2 Ability). Now, other players cannot use a 3 Orchestra card to replace Blue's orchestra director (4 > 3). Use this action thoughtfully to replace or prevent the replacement of opera hires.*

BECOME AN EXECUTIVE PRODUCER

Providing two or all opera categories (an Operaopoly) makes you the opera's executive producer and allows you to keep the opera's marker after its last performance. If there is no majority provider, then it is awarded to the player whose category has the highest total rating. If the category ratings are tied, then there is no executitive producer. Keeping the opera's marker earns you a bonus and is not an action.

LAST PERFORMANCE AND SCORING

A round of turns culminating with the opera's last performance at a venue begins on the player's turn when an opera's three categories are hired and its composer's three categories are sponsored. Move the opera's marker from its initial position to the color of the current player's turn ((S) - *Red player in this example*). This marks the turn when the opera ends for this venue. Players have one turn to rehearse, improve, or change their or an opponent's cast and orchestra cards. Players cannot remove their own opera hires or composer sponsorship during this last round of turns. The last round of turns ends at the beginning of the player's turn who started the last performance round. The following is done _prior_ to that player taking any actions:

- ◆ The opera's executive producer keeps the opera marker.
- ◆ Players earn victory points equal to the sum of card ratings for each of their hired opera categories.
- ◆ Players earn bonus victory points for meeting the conditions of the Opera House ((T)), their Impresario and Producer Bonus cards.
- ◆ Players earn bonus victory points for any visiting composer's special abilities that apply to their hired cast or orchestra categories.
- ◆ Players who sponsored the opera's composer earn two (2) victory points for each composer category sponsored.
- ◆ The Opera cards are discarded to the Opera card discard pile. Resource Tokens are returned to the player's pool. The Opera House card is flipped over to the other side. A new Opera House is available.
- ◆ If this is the last remaining opera for this composer, follow the instructions for CLOSING AN OPERA AND SCORING otherwise, the player who started the last round can now take their turn.

EXAMPLE: Bizet's opera Carmen had its last performance at the beginning of Red's turn (S) and would be scored as follows: Red Player earns 3 points for Female roles, 3 for the Orchestra, and because the opera is in French (T), Red earns an additional 2 points for hiring those two categories. Because Red sponsored Bizet's Funding (W) and Education (U), Red earns an additional 4 points, 2 for each category. Red earned a total of 12 victory points from this final performance. Blue earns 2 VP for Male roles and 1 for meeting the opera house's bonus (T). Because Blue sponsored Bizet's Publicity (V), Blue earns an additional 2 points. Blue earned a total of 5 points.

CLOSING AN OPERA AND SCORING

Operas close on the turn when its composer's last remaining opera has its last performance. Do the following _before_ that player begins their turn:

◆ Players earn victory points based on the sum of the card ratings in their sponsored composer categories.

◆ Discard all Patron cards face-down to the discard pile and return Resource Tokens to their player's pool.

◆ Flip the Composer Mat card over and follow any instructions on that side of the card.

◆ Place the Composer card on top of its mat. This composer and his opera are no longer part of the game.

◆ If this is the last remaining opera from all the composers, follow the instructions for ENDING AND WINNING THE GAME

otherwise, the player who started the last performance can now take their turn.

EXAMPLE: *After the last performances of Bizet's Carmen at two venues, score the closing of Carmen as follows: Red player earns 3 points for Funding (W) and 5 points for Education (U) for a total of 8 points. Blue player earns 8 points for Publicity (V) plus Verdi's +2 Publicity Influence (X) for a total of 10 points.*

DISCARDING: Discarding an Opera or Patron card face-down to their discard pile is not an action and can be done anytime during your turn. Players may hold any number of cards until the end of their turn when they must discard to keep their hand to three (3) cards or less. Bonus cards do not count.

ENDING AND WINNING THE GAME

The game ends on the turn when the last opera from all three composers has been closed. Ensure all points have been awarded for the opera's last performance and closing. Players who are executive producers earn additional victory points for their opera markers as follows:

1 Marker = 2 VP;
2 Markers = 5 VP;
3 Markers or more = 9 VP

The player with the most victory points is the winner. **Bravo!** Ties are broken by having the most opera markers.