

# Iconography

**Money Value**

**Prestige Value**

**Mastery Points**

**-X \$ / -X ♡**  
Pay: Return the value to the bank in the respective coin

**+X \$ / +X ♡**  
Receive: Take the value from the bank in the respective coin

**/**  
Receive one bonus or the other

**▶**  
Start. Also refers to the first Poster piece

**▶▶**  
End, end game triggers. Also refers to the last Poster piece

**⚡**  
Receive or pay the cost as soon as you assign the Musician to an action space with this symbol, gain the bonus from a Poster, or Assign a specific Virtuoso Musician to the Orchestra

**👤 👤**  
Evolve a Musician for free - Assign a specific Musician from your reserve and gain the Musician of the next level without paying its cost. If you do not have that type of Musician available in your reserve when this effect resolves, nothing happens.

**X**  
Assign X musicians to the Orchestra - Shows how many musicians you can assign to the Orchestra each round

**-X**  
Indicates how many Closed Eyes are ignored in the Engage on Social Media action

**X \$ → 2X ♡**  
**X ♡ → 2X \$**  
Pay what is on the left to gain what is on the right

**1 2 3 3**  
Maximum number of spaces your marker will move on the Column Track

**X**  
Number of Social Media Cards that will be revealed

**🚫**  
Reminder that an Invited Musician cannot be assigned to this action space

**♿**  
Related to the area or WCU pieces. Also indicates placing a WCU Piece for free

**\$ ▶**  
Permission to place Audience Pieces by paying the cost

**👤**  
Invite the specific Freelancer Musician to your Academy

**📄**  
Invite a Freelancer Musician of any type to your Academy

**👤**  
Related to the Conductor Track. Indicates the end point on the track itself and the Conductor's location

**10 ♪**  
In a 2-player game, indicates the space where the 2nd player's marker should be placed upon reaching the center of the Conductor Track with both markers

**5 ♪**  
In 3+ player games, indicates the space where the markers of other (after the 1st) players should be placed upon reaching the center of the Conductor Track with both markers

**X ♠**  
Place up to the indicated number of Audience Pieces for free

**-X \$) X (♠/♿)**  
Pay X values in coins to place X Audience Pieces

**👤**  
Upon reaching these two icons on the Conductor Track, acquire the Virtuoso

**Σ ♪**  
If all blank spaces on your Theater Card are filled, gain 25 Mastery Points

**👤**  
Seat in the Audience

**♠**  
Audience Piece

**👤**  
Beginner Musician

**I II III**  
Choose a Level I, II, or III Scenario Card, open or closed, without Musicians on it, and take it for yourself. Gain all points and bonuses

**★**  
Choose a Star Level Scenario Card, open or closed, without Musicians on it, and take it for yourself. Gain all points and bonuses

**I II III**  
Reminder: Hired Musicians can only be assigned to Scenario Cards

**🎵**  
Return Point: Links the Column Track and Star Level Scenario Cards. Upon receiving it, choose a track space with the corresponding symbol that you have already passed or reached, and gain the bonus from that space

**👤**  
Wild Audience

**🎵**  
Wild Instrument Section

**👤**  
Professional Musician

**👤**  
Instrumentalist Musician

**👤**  
Virtuoso Musician

**👤**  
Virtuosos

**★**  
Brilliant Concert

**👤**  
Brass Instrument Section

**👤**  
Virtuoso Musician

**👤**  
Engage on Social Media

**👤**  
Gather Audience

**👤**  
Poster

**👤**  
Allocation

**👤**  
Orchestra

**👤**  
Woodwinds Instrument Section

**👤**  
Develop your Academy

**👤**  
Evolve your Musicians

**👤**  
Completion of Academy development

**👤**  
Start of Poster

**👤**  
End of Poster

**👤**  
Harp Expansion

**👤**  
Percussion Instrument Section

**👤**  
Strings Instrument Section

**👤**  
Currency Exchange

**👤**  
Mover-se na Trilha das Colunas

**👤**  
Naipes

**👤**  
Piano Expansion





## CREDITS

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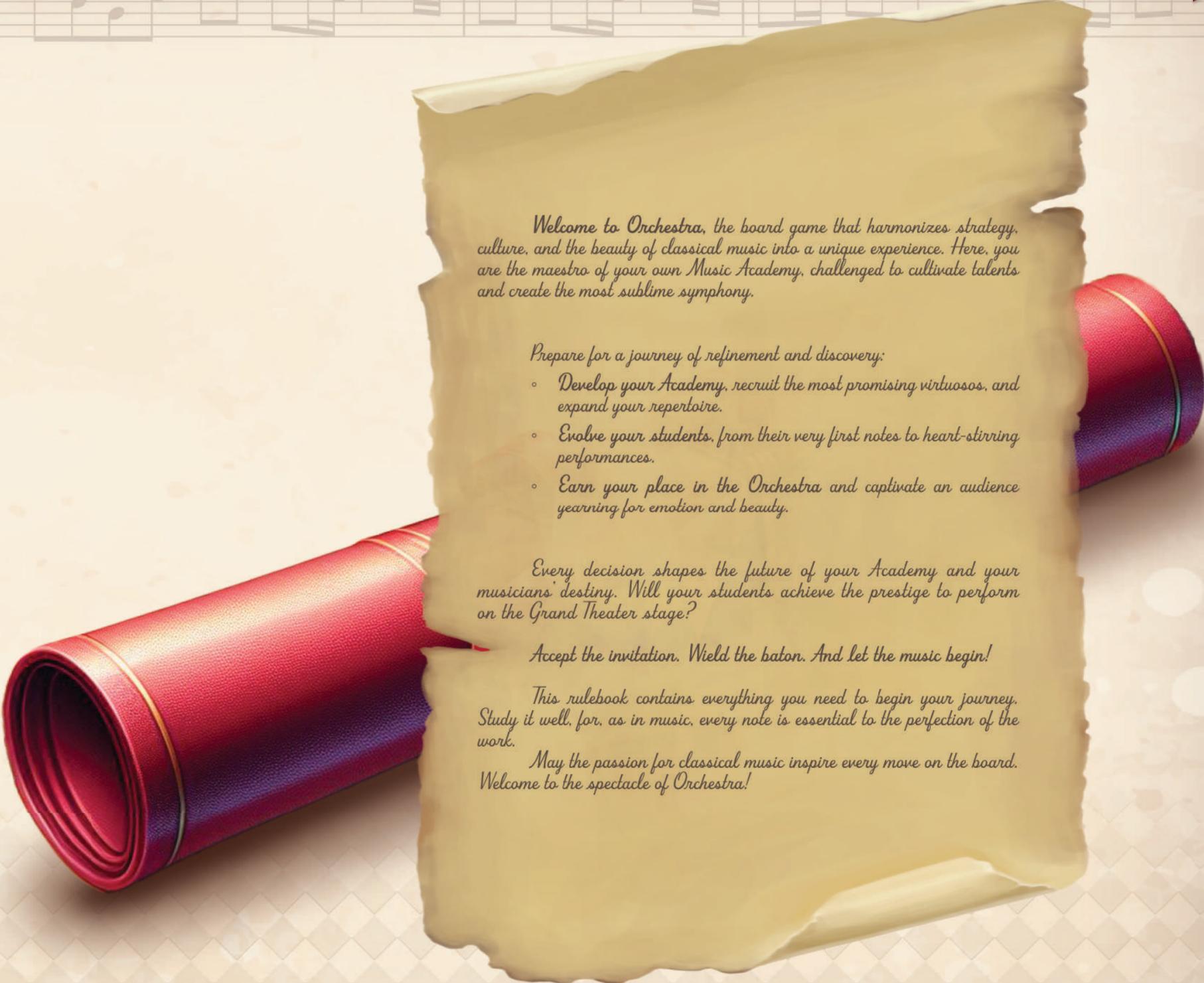
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*Welcome to Orchestra, the board game that harmonizes strategy, culture, and the beauty of classical music into a unique experience. Here, you are the maestro of your own Music Academy, challenged to cultivate talents and create the most sublime symphony.*

*Prepare for a journey of refinement and discovery:*

- *Develop your Academy, recruit the most promising virtuosos, and expand your repertoire.*
- *Evolve your students, from their very first notes to heart-stirring performances.*
- *Earn your place in the Orchestra and captivate an audience yearning for emotion and beauty.*

*Every decision shapes the future of your Academy and your musicians' destiny. Will your students achieve the prestige to perform on the Grand Theater stage?*

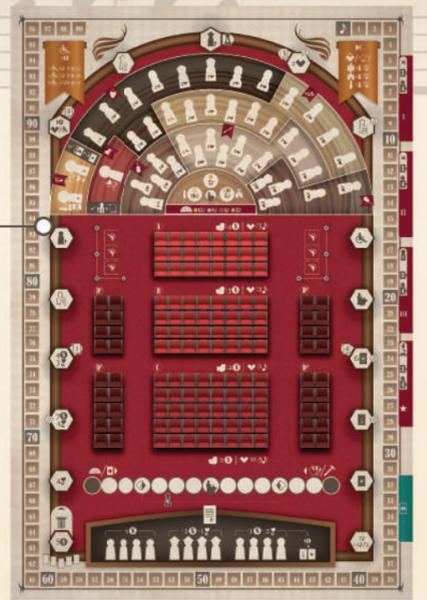
*Accept the invitation. Wield the baton. And let the music begin!*

*This rulebook contains everything you need to begin your journey. Study it well, for, as in music, every note is essential to the perfection of the work.*

*May the passion for classical music inspire every move on the board. Welcome to the spectacle of Orchestra!*



# Components



- 1 Theater Board
- 4 Academy Boards
- 1 Quick Reference Guide (Appendix)



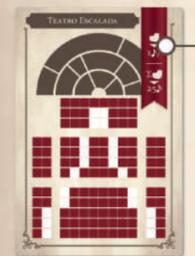
- 21 Level I Scenario Cards
- 24 Level II Scenario Cards
- 11 Level III Scenario Cards
- 16 Star Level Scenario Cards



- 20 Social Media Cards



- 20 Theater Cards
- 4 Concert Posters (divided into 4 parts each)



- 12 Specialty Banners (3 Strings, 3 Brass, 3 Woodwinds, and 3 Percussion)



- 16 Beginner Musicians (in 4 different colors)
- 16 Professional Musicians (in 4 different colors)
- 16 Instrumentalists (in 4 different colors)
- 16 Virtuoso Musicians (in 4 different colors)



- 12 Freelancer Musicians (4 Beginners, 4 Professionals, and 4 Instrumentalists)



- 4 Score Markers



- 8 Conductor Track Markers



- 4 Column Track Markers



- 128 Audience Pieces (in 4 different colors)



- 6 Wheelchair User (WCU) Pieces



- 35 Money coins of value 1
- 35 Prestige coins of value 1
- 22 Money coins of value 3
- 22 Prestige coins of value 3
- 14 Money coins of value 5
- 14 Prestige coins of value 5



- 4 100/200 Score Markers



- 1 First Player Marker



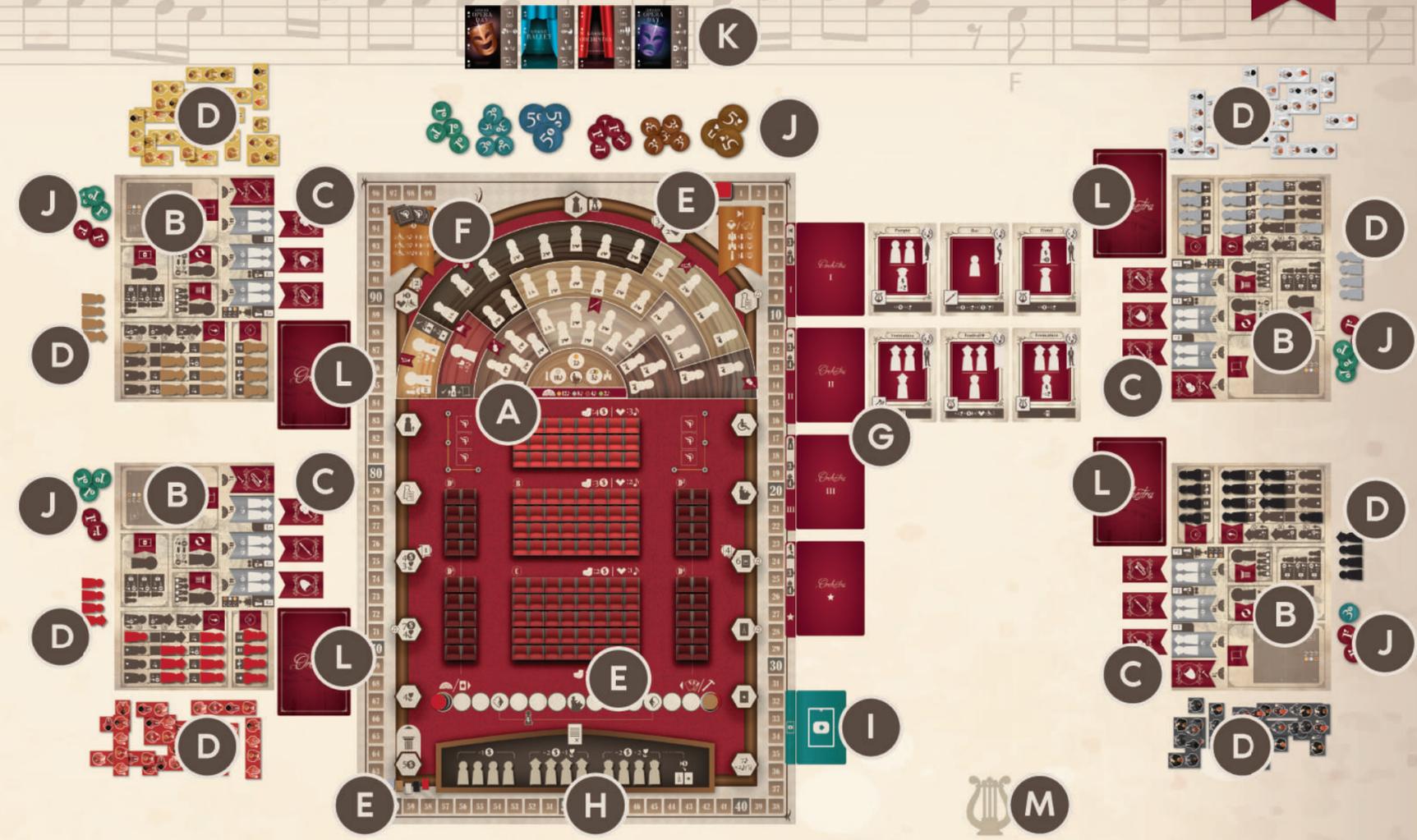
- This Rulebook



\*Cores e materiais dos componentes podem variar.

Setup

- A. Place the Theater Board in the center of the table.
- B. Distribute one Academy Board to each player.
- C. Distribute three Specialty Banners to each player, so that each player has access to all Instrument Sections (Strings, Woodwinds, Percussion, and Brass). Note that a banner is already printed on the top left corner of the Academy Board. Give each player one banner of each icon they do not already have printed.
- D. Distribute the sets of Musicians (4 Beginners, 4 Professionals, 4 Instrumentalists, and 4 Virtuosos) and Audience Pieces of a specific color to each player. Audience Pieces can be organized by each player as they want near their Academy Board, forming their supply of pieces. Musicians should be organized on the Academy Board, as shown in the adjacent figure. Keep 3 Beginner Musicians and 1 Professional Musician near your Academy Board, forming your reserve.
- E. Place the Score Markers, Column Track Markers, and Conductor Track Markers of each player's color on the Theater Board, in their corresponding positions.
- F. Place the WCU (Wheelchair User) Pieces on the corresponding banner on the Theater Board.
- G. Separate the Scenario Cards by their back, shuffle them separately, forming a deck for each level. Position each deck, face down, next to the Theater Board, in their corresponding positions. Reveal 3 cards from the top of the Level I and Level II Scenario Card decks, placing them face up next to their respective decks.
- H. Place the Freelancer Musicians on the Theater Board, in the positions corresponding to each Musician type.
- I. Shuffle the Social Media Cards forming a deck, and place it in the corresponding space on the Theater Board, face down.
- J. Give each player three Money coins and two Prestige coins of value 1. Separate the remaining coins into two piles, forming a bank for each coin type, near the Theater Board, easily accessible to all players.
- K. Organize the four pieces of each Concert Poster next to the Theater Board.
- L. Shuffle the Theater Cards and deal two to each player. Each player looks at their cards and chooses one to keep as their secret objective. Return the unchosen cards to the deck and put them back in the game box.
- M. The player who most recently attended a concert –popular or classical– will be the 1st player. Alternatively, players can choose the 1st player randomly. Give the 1st player the First Player Marker.
- N. Keep this Rulebook and the Quick Reference Guide (Appendix) handy. All other components not previously organized will not be used during this game and can be returned to the game box.



## Objective

Your objective in Orchestra is to lead your Academy to the top, earning more Mastery Points than other players by performing various actions as efficiently as possible.

You will assign your most experienced Musicians to the Orchestra, which will secure your guests' places in the Audience to watch the final performance and help you fulfill the objective of your Theater Card. Additionally, you will advance your markers on the Conductor Tracks to compete for who will be the Conductor of the performance, and on the Column Track, assisting in the maintenance of the Grand Theater's structure. You can also fulfill the various Scenarios that arise, bringing classical music to more places through performances for diverse audiences. The player with the most Mastery Points will become the most prestigious Academy in Orchestra.

## Overview

Orchestra is played in rounds. Each round consists of two phases: an Allocation Phase and a Resolution Phase. In the Allocation Phase, clockwise, each player will place all available Musicians on various action spaces. In the Resolution Phase, each player will resolve the effects of all action spaces where they assigned their Musicians.

At the end of each round, there will be a verification step to check for endgame conditions, followed by a maintenance step. When one of the endgame conditions occurs, there will be a final special round for assigning Musicians, then endgame points are scored.

Before delving into all possible actions, let's learn some game concepts.

## MUSICIANS

Each player has a set of Musicians to form their reserve and their Academy. During the game, you can assign them to various action spaces and evolve them. Additionally, you can hire and invite Freelancer Musicians (outsiders), who will be helpful at times but will not stay with you for long.

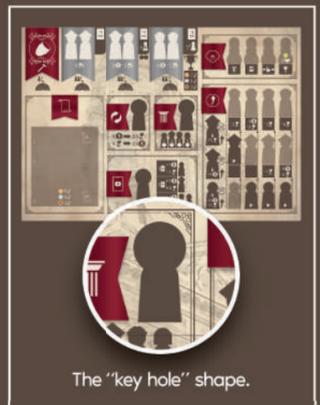
**Beginners** - These are students who aspire to a place in the world of music. You start with three of them in your reserve. These Musicians can be evolved into Professionals, and can be assigned anywhere with the key hole shape and in spaces with the Beginner shape.

**Professionals** - These are musicians pursuing a career and seeking the top of the Orchestra hierarchy. You start with one of them in your reserve. These Musicians can be evolved into Instrumentalists, and can be assigned anywhere with the key hole shape and in spaces with the Professional shape.

**Instrumentalists** - These are "masters" of music, at the top of your Academy's Musicians hierarchy in Orchestra. These Musicians can be assigned to the Orchestra on the Theater Board, anywhere with the key hole shape and in spaces with the Instrumentalist shape.

**Virtuosos** - These musicians master unique instruments. In Orchestra, other types of Musicians cannot evolve to become Virtuosos; to acquire them, you need to earn them. Most of these Musicians will not stay in your Academy: when acquired, you assign them directly to the Orchestra on the Theater Board, with the exception of one, who will be the fifth member of your reserve. This member can be assigned to the Orchestra on the Theater Board, but also anywhere with the key shape and in spaces with the Virtuoso shape.

**Freelancers** - These are Musicians who can be Hired or Invited. They are placed in their corresponding spaces on the Theater Board and are divided into Beginners, Professionals, and Instrumentalists. After a Freelancer Musician is used, regardless of whether they were Invited or Hired, they return to their space on the Theater Board.



The "key hole" shape.

## INVITED MUSICIANS



You will find this symbol in some bonuses and rewards, along with the specific shape of the Musician's level. When you receive this benefit, take a Freelancer Musician from the Theater Board and place them in your reserve. An Invited Musician can be assigned anywhere a Musician of the same level from your Academy could, except in two cases:

- An Invited Musician cannot evolve;
- An Invited Musician cannot be assigned to the Orchestra.

## HIRED MUSICIANS

You can only pay for a Musician to help your Academy fulfill requirements of Scenario Cards. The cost of these Musicians is described in the Freelancer space on the Theater Board. When hiring a Musician, they must immediately be assigned to the desired Scenario Card, along with at least one Musician from the player's Academy on the same card.

## IMPORTANT!

If an Invited Musician is assigned to a Scenario Card, they must be accompanied by at least one Musician from the player's Academy (A), just like a Hired Musician. Remember that the Invited Musician returns to the Freelancer space after being used! However, you don't have to assign them immediately when they are in your reserve: you can keep them for several rounds if you wish.



## Academy Board

This is where most of your Academy's management will take place. Additionally, this board indicates which specialties (Instrument Sections) your Academy teaches, where you will store your Poster Pieces, and where your future Musicians are located.



### SPECIALTY BANNERS (1)

Indicates which of the Instrument Sections (Brass, Woodwinds, Percussion, and Strings) your Academy teaches. There is one section already printed onto the board and you can acquire the other three specialties during the game. When you develop your Academy, you will place one of the Specialty Banners in the leftmost empty space and gain the benefits below and to the right of that Banner. Mastery Points can be earned by fully developing your Academy.

### POSTER (2)

This space starts empty at the beginning of the game. You will gain Poster Pieces by landing on or passing certain spaces on the Column Track. Each Poster has unique special effects and is reserved for a specific player once they acquire its first piece. Mastery Points can be earned by completing the Poster.

### VIRTUOSOS (3)

These are Musicians you may acquire for your Academy, but when obtained, you assign them directly to the Orchestra on the Theater Board. Each Virtuoso is acquired in a specific way. They are obtained, respectively

- By landing on a specific space on the Column Track;
- By developing your Academy for the second time;
- By reaching specific spaces on the Conductor Track with your markers; By fully developing your Academy. (Unlike the other Virtuosos, you will keep this one in your reserve as the fifth member of your Academy.)

### ACTION SPACES (4)

You will assign most of your Musicians to these spaces. If a space has the key hole shape, any type of Musician can be placed there. The space may provide different effects depending on the type of Musician assigned. If the space has the shape of a specific Musician type, only that type can be placed there.

The action spaces on your Academy Board are as follows:

- Develop your Academy (a)
- Exchange Currency (b)
- Move on the Column Track (c)
- Show up on Social Media (d)
- Evolve your Musicians (e)



## The Theater Board

### THE ORCHESTRA

The orchestra is where every Musician wants to be. In this game, only the most talented Musicians, the Virtuosos and Instrumentalists, will get there. The Orchestra space is divided, just like in a real orchestra, into areas corresponding to each specialty (Instrument Sections). Note that the Strings section area is subdivided but is considered a single space.

Within each specialty area, there are spots to assign Instrumentalist and Virtuoso Musicians, according to the shape of each Musician type. When assigning a Musician, the player will immediately gain the bonus indicated in that spot.

### INSTRUMENT SECTIONS

There are four main groups of musical instruments in Orchestra, which we will call Instrument Sections. Each player starts with pieces of a single Instrument Section, but can acquire all four until the end of the game. You must have the specific Instrument Sections musicians to assign them to the Orchestra and to Scenario Cards.

Some instruments that each Instrument Section can represent:

- Strings - violin, viola, cello, and double bass.
- Woodwinds - clarinet, piccolo clarinet, bass clarinet, flute, piccolo, English horn, oboe and bassoon.
- Brass - trombone, trumpet, French horn, and tuba.
- Percussion - snare drum, timpani, cymbals, chimes, xylophone, and glockenspiel.

### COLUMN TRACK

On the Theater Board, there is the Column Track, a series of spaces surrounding the Theater. Players start at one end and proceed, column by column, moving around the entire Audience, circling the Orchestra, and then ending at the other end of the Theater.

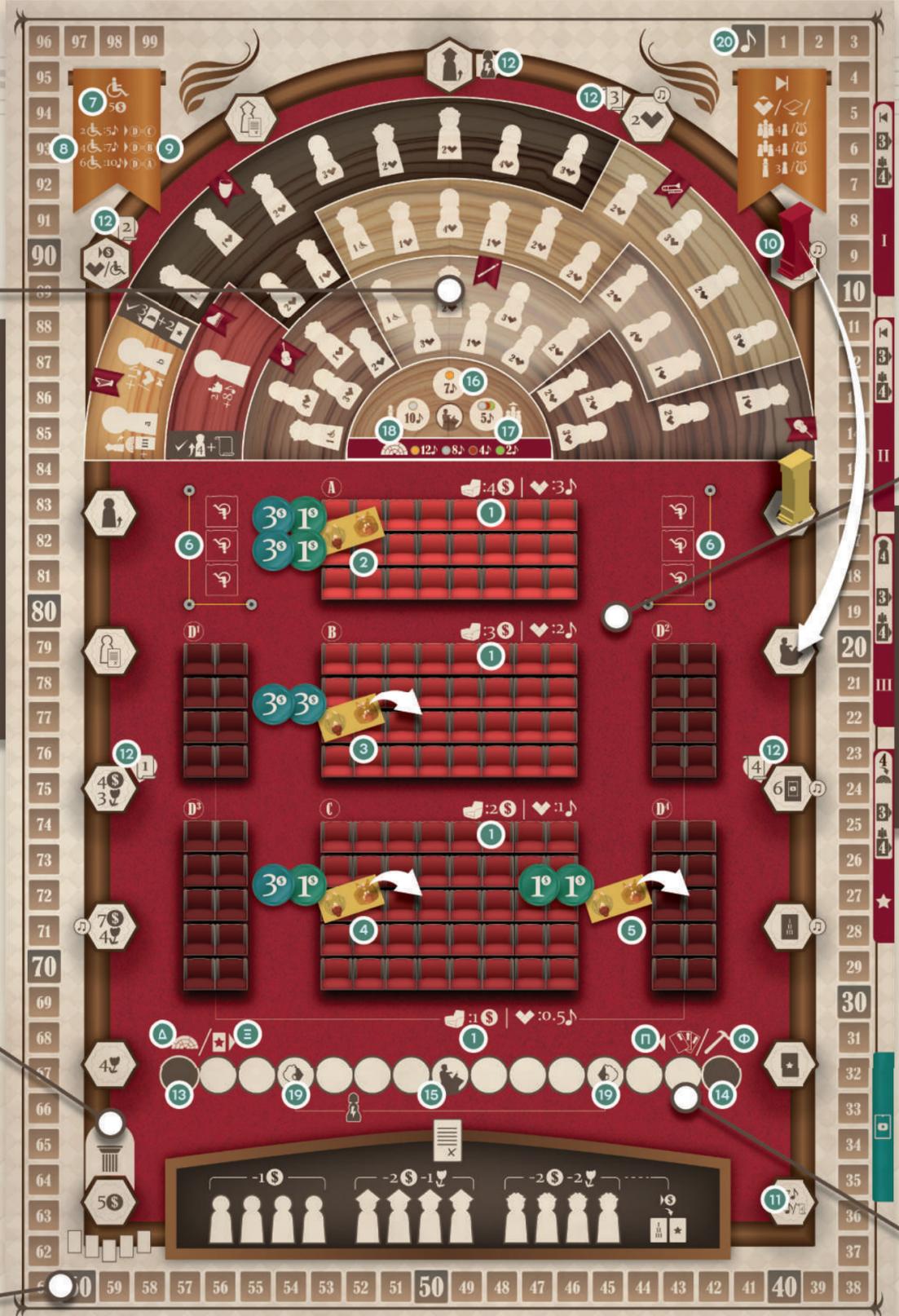
You will move along the Column Track most of the time using the "Move on the Column Track" action on your Academy Board. This movement ignores spaces occupied by other markers on the track. For example (10), if the red player moves one space, and the space immediately in front of them is occupied by the yellow player's marker, the red player will skip that space, landing on the next available space on the Column Track. The only space that can be shared by more than one player (without using special abilities) is the very last space on the Column Track (11). Receive the benefit of each space where your marker lands. Additionally, gain a bonus (Poster Pieces or a Virtuoso) when you pass certain specific spaces, even if you do not land on that column. These bonuses are present on the outer edge of the Column Track (12).

### Return Point

In some locations on the Column Track, you will see the return point symbol . This is a reward associated with some Star Level Scenario Cards: when you receive this bonus, choose and gain the bonus from one of the Column Track spaces that has this symbol and that you have already passed or reached.

### SCORING TRACK

On the edge of the Theater Board, there is a track that marks each player's Mastery Points total. Every time a player gains Mastery Points, advance on this track by the number of points gained. If a player exceeds 99 Mastery Points, also place the 100-point Marker on the Track (20). Flip this Marker if they exceed 200 points.



### THE AUDIENCE

The Audience is composed of 4 areas (A, B, C, and D). Area D is subdivided into 4 parts but is considered a single area. When placing a piece in the Audience, the spectator must always be positioned facing the stage and aligned with the Audience spaces. Pieces also cannot overlap other pieces.

### PLACING AUDIENCE PIECES

Most opportunities for placing Audience pieces occur when assigning a Musician to the Orchestra. By covering a space in the Orchestra, a certain number of Audience Pieces can be placed for free. For example, by assigning an Instrumentalist to an Orchestra space with the symbol, you can choose any two Audience Pieces from your supply and place them in any available space within the 4 Audience areas. In addition to this bonus, it's possible to purchase seats in the Audience using Scenario Cards, Social Media Cards, and through a space on the Column Track. In such cases, the seat purchase prices are displayed on the Audience area itself (1), varying according to the number of seats on the chosen piece as you must pay for each of the seats on the piece you wish to place. That is, to place an Audience Piece like the one in the example: in area A, you need to spend 8 Money (2); 6 Money if it's in area B (3); 4 Money if it's in area C (4); and 2 Money if it's in area D (5).

### SPECIAL SEATS

Besides areas A, B, C, and D, there are 6 places in the Audience to be occupied by WCU Pieces (6). There is no specific order for occupying these spaces. WCU Pieces appear as placement opportunities on some Scenario Cards, in the Column Track space, and when assigning certain Musicians to the Orchestra. These opportunities can be free or paid, depending on the circumstance. The maximum cost for WCU Pieces is 5 Money (7). Players who place WCU Pieces gain Mastery Points, as indicated on the banner in the top left corner of the Theater Board (8): 5 for placing the 2nd WCU Piece in the Audience, 7 for placing the 4th, and 10 for placing the 6th.

- Additionally, the number of WCU Pieces assigned changes the scoring for Audience area D (9):
- With 2 WCU pieces placed, each piece in area D is worth 1 Mastery Point;
  - With 4 WCU pieces placed, each piece in area D is worth 2 Mastery Points;
  - With 6 WCU pieces placed, each piece in area D is worth 3 Mastery Points.

### CONDUCTOR TRACK

This track consists of: one space on the left (13), one on the right (14), and a central arrival space (15). The first player to reach the central space of the Conductor Track with both of their Markers will be named the Conductor and will immediately receive 7 Mastery Points (16). Other players who manage to reach the central space of the Conductor Track with both of their Markers will immediately receive 5 Mastery Points (17). In a two-player game, instead of receiving 5 Mastery Points, the 2nd player to reach the central point of the Conductor Track with both of their Markers gains 10 Mastery Points (18).

- You can move your Markers on the Conductor Track by performing the following actions:
- Left Marker** - Assign Musicians to the Orchestra ( $\Delta$ ) / Perform a Brilliant Concert ( $\Xi$ ).
  - Right Marker** - Gather Audience ( $\Pi$ ) / Develop your Academy ( $\Phi$ ).

A Conductor Track marker cannot move past the center of the Track. If you would advance beyond the center with a marker, that marker does not move. When a player manages to reach (or pass) with both of their Markers the indicated spaces (19) on the Conductor Track, immediately unlock and assign the Virtuoso with this symbol to the Orchestra.

During end-game scoring, the arrival order on the Conductor Track determines the priority for choosing Audience areas (A, B, C, or D) that a player wishes to score. Each area can only be chosen by one player, and that player will score it alone.

# The Scenario Cards

Scenario Cards represent various situations where Musicians perform in real-life. There are four levels of Scenario Cards: Level I, II, III, and Star). Level I and II cards are available from the start of the game; Level III cards become available only when there are at least 4 Instrumentalists in play, and Star Level cards when there are at least 4 Musicians in the Orchestra. This check for Musicians to unlock Scenario Cards will occur at the end of the round. Also at the end of the round, replenish all cards taken by players with cards of the same category. If no one has assigned Musicians to any of the Scenario Card levels, place all those cards at the bottom of their respective decks and then reveal three new cards.

Many Scenario Cards, demand assigning at least two Musicians to perform the presentation. These are all or nothing cases: either you assign all necessary Musicians at once or you assign no Musicians to that card. Both Academy Musicians and Invited or Hired Musicians can be assigned, but there must be at least one Musician from your Academy. Hired Musicians (those paid with Money and/or Prestige) can only be assigned to Scenario Cards.

## SCENARIO CARDS LAYOUT

**NAME** - performance venue.

**ACTION SPACE** - Musicians that need to be assigned to fulfill the Scenario Card.

**REQUIREMENT** - Instrument Section required to fulfill the card.

**REWARD** - bonus earned for fulfilling the card.



**SCORE** - Mastery Points earned for fulfilling the card.

**AUDIENCE** - icon representing the audience for that performance. Some cards have no audience or feature the Tuning Fork symbol (see below).

**DIVIDER** - indicates that to fulfill the card, you can choose to assign Musicians to the top or bottom part of the card.

**COST** - some cards have a cost, which must be paid immediately when assigning the Musician to that space.

**LIRE** - wild card Instrument Section icon: any Instrument Section can fulfill the Scenario Card with this icon.

**TUNING FORK** - wild card Audience icon: to Gather an Audience, the Tuning Fork can represent any Audience icon. (see the Gather an Audience topic under Complementary Actions).

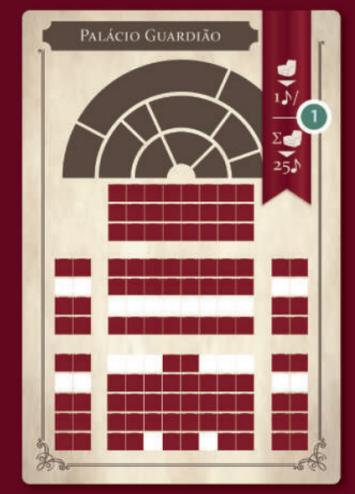
**MULTIPLE REWARDS** - Some Star Level Scenario Cards, allow you to choose between assigning one or more Musicians. You can earn multiple rewards according to the Musicians assigned. These cards' Musician requirement show a letter from **a** to **c**. For each Musician assigned to it, you will gain the bonus described by that letter. However, Musicians must be placed in order: to assign a Musician to space **b**, a Musician must have been assigned to space **a**; and to assign to space **c**, a Musician must have been assigned to space **b**.



## THEATER CARDS

Theater Cards feature a representation of the Theater Board, including the Audience spaces. They serve as players' secret objectives and indicate which Audience spaces you must occupy with your Audience Pieces. Each blank space on the Theater Card that a player manages to occupy with pieces of their color will grant 1 Mastery Point at the end of the game. If you manage to occupy all spaces, you will gain a total of 25 Mastery Points, as described on the Theater Card banner (1).

**Attention:** it is the blank spaces on the Theater Card that must be occupied!



## POSTERS

In some Column Track spaces, you will gain pieces to assemble a Poster as a bonus. There are 4 Posters, each divided into 4 parts. Upon landing on (or passing) the space for the first Poster part, you can choose which Poster you will start assembling, from the still available Posters, and take its first part for yourself, placing it on your Academy Board. Now, that Poster is exclusively yours and no other player can take parts of it.

Each Poster has unique special effects, which can be immediate (a benefit that occurs the moment the Piece is taken) or continuous (a benefit that is active until the end of the game). Furthermore, completing the Poster immediately grants Mastery Points to the first, second, and third players who complete it.

# The Round

A round begins with the starting player assigning their Musicians to action spaces. If they wish, they may also perform complementary actions. The Allocation Phase proceeds clockwise until it returns to the starting player. Then, also starting with the initial player and proceeding clockwise, the Resolution Phase begins, with players recalling the Musicians placed on action spaces and performing their effects. In this phase, players can also perform complementary actions.

After everyone has resolved their actions, the game enters an end-game check and maintenance step. If at least one of the end-game triggers has been activated, there will be a Special Orchestra Assignment Round, followed by the final game scoring. If no end-game trigger is activated, a new round begins.

## ALLOCATION PHASE

In this phase, on your turn, you must place Musicians from your reserve into action spaces. If the assigned space has a cost or bonus with this symbol [lightning bolt], it must be paid or received immediately. Costs appear with a negative symbol (pay), while bonuses have a positive symbol (receive).

There are 6 possible actions for assigning your Musicians:

- Develop your Academy
- Evolve your Musicians
- Move on the Column Track
- Show up on Social Media
- Exchange Currency
- Fulfill Scenario Cards

In addition to these actions, you can also perform complementary actions:

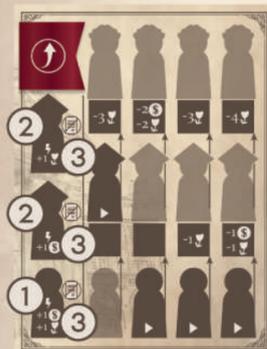
- Gather Audience
- Perform a Brilliant Concert
- Assign Musicians to the Orchestra

After completing your assignments, pass your turn to the player on your left.



### DEVELOP YOUR ACADEMY

To develop your Academy (add a banner you don't yet possess), you need to assign the required Musicians (1) and pay the indicated costs on that banner slot (2). You must always develop the Academy by filling the leftmost empty space. If you have the necessary Musicians and can pay the costs, it's possible to develop your Academy more than once in the same round. Any Musician can be placed here, including an Invited Freelancer.



### EVOLVE YOUR MUSICIANS

On the Academy Board, there are 3 spaces for the evolution of your Musicians. The evolution hierarchy for Musicians is Beginner » Professional » Instrumentalist.

In the bottom row space (1), you will assign a Beginner to evolve them into a Professional. The spaces in the two rows above are for evolving a Professional into an Instrumentalist (2).

In the Allocation Phase, if you assign a Musician to any of these spaces, you immediately receive the bonus from those spaces (3). You can assign up to three Musicians per round to evolve them. Only Musicians from your Academy can be evolved! Invited Musicians cannot be assigned to this spaces.



### MOVE ON THE COLUMN TRACK

You can move along the Column Track by a certain number of columns, depending on the type of Musician assigned to this space. Any Musician can be placed here, including an Invited Freelancer.

### SHOW UP ON SOCIAL MEDIA



You can move along the Column Track by a certain number of columns, depending on the type of Musician assigned to this space. Any Musician can be placed here, including an Invited Freelancer.



### EXCHANGE CURRENCY

You can exchange Prestige for Money and/or Money for Prestige. To do this, assign one of your Musicians to this action space. This action always has the same effect, regardless of the Musician type. Any Musician can be placed here, including an Invited Freelancer.

### FULFILL SCENARIO CARDS



This action represents real-life situations where Musicians will perform in various locations, bringing classical music to diverse audiences. To do this, assign your Musicians to the action spaces of one or more Scenario Cards from an Instrument Section available in your Academy. Some more advanced Scenario Cards have costs when assigning a Musician to a specific action space. This cost must be paid in the Allocation Phase, as soon as the Musician is placed in that space.

Many Scenario Cards ask to assign at least two Musicians to perform the concert. In these cases, it's all or nothing: either you assign all necessary Musicians at the same time or you assign no Musicians to that card. Either Academy, Invited or Hired Musicians can be assigned, but there must be at least one Musician from your Academy. Scenario Cards are the only place where Hired Musicians (those paid with Money and/or Prestige) can be assigned.



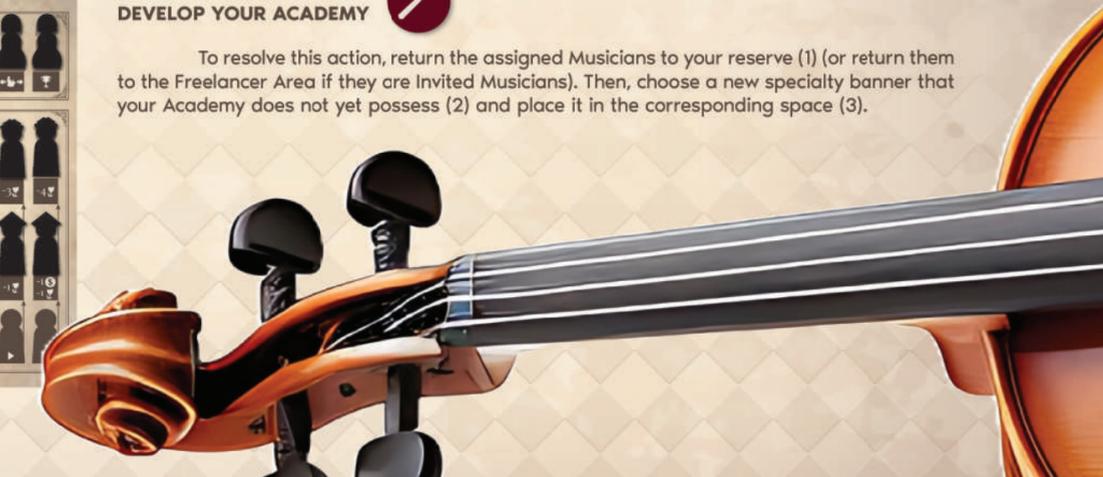
## RESOLUTION PHASE

In this phase, on your turn, you must resolve the effects of the actions you assigned in the Allocation Phase, in any order you choose. Additionally, you may perform complementary actions. After resolving all actions, pass your turn to the player on your left.



### DEVELOP YOUR ACADEMY

To resolve this action, return the assigned Musicians to your reserve (1) (or return them to the Freelancer Area if they are Invited Musicians). Then, choose a new specialty banner that your Academy does not yet possess (2) and place it in the corresponding space (3).



**THE ACADEMY BANNERS**

The already-printed banner represents the Instrument Section your Academy is proficient in. Additionally, it allows you to assign one Musician to the Orchestra per round during the Resolution Phase.

Each Academy development brings a benefit that is not cumulative with the previous one; that is, the previous benefit is superseded by the newest banner.



• **1st Banner** - You ignore the first closed eye (1) when drawing Social Media cards. Additionally, you can assign one Musician to the Orchestra (2) each round (same benefit as the printed banner).

• **2nd Banner** - You ignore the first two closed eyes (3) when drawing Social Media cards. Additionally, you can assign up to two Musicians to the Orchestra (4) each round. Finally, you gain the corresponding Virtuoso (5) and must immediately place them in the Orchestra; also perform the effects of the spot you chose for that Virtuoso and advance on the Conductor Track for having assigned it to the Orchestra.



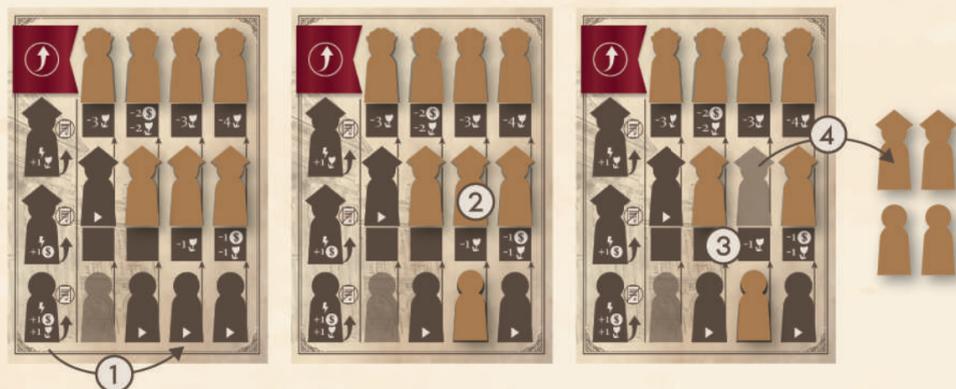
• **3rd Banner** - You ignore the first three closed eyes (6) when drawing Social Media cards. Additionally, you can assign up to three Musicians to the Orchestra (7) each round. Gain the 5th Musician, the Virtuoso (9), to join your Academy, placing them immediately in your reserve. Also receive the due score (8) for having completed your Academy's full development: the first player to complete it gains 7 Mastery Points; the second player, 4 points; the third player, 2; and, in 4-player games only, the fourth player receives the bonuses revealed in the Virtuoso spaces of all Academies (9).



**EVOLVE YOUR MUSICIANS**



To resolve this action, move the assigned Musician to an empty space of their type (1) that has a Musician immediately above it (2), pay the specified evolution cost, if any (3), and then take this Musician and place them in your reserve (4). If you cannot pay the evolution cost, that Musician becomes a repeating student: return them to the action space, gain the bonus from that space, and leave them there until the next Resolution Phase, where you will have the opportunity to try evolving them again. If there is no empty space with a Musician immediately above, move the assigned Musician to the leftmost empty space and take the Musician of the next level from the leftmost possible spot (paying any costs from where they were taken, if necessary).



**MOVE ON THE COLUMN TRACK**



To resolve this action, return the assigned Musician to your reserve (or return it to the Freelancer Area if they are an Invited Musician) and move your Column Track Marker (5). Assigning a Beginner allows you to move up to 1 space; assigning a Professional, up to 2; and assigning an Instrumentalist or Virtuoso, up to 3. When moving, skip spaces occupied by other players' markers. At the end of the movement, receive the bonus from the space where your Marker landed, and then gain the effects present on the outer edge of the spaces you passed through.



**EXCHANGE CURRENCY**



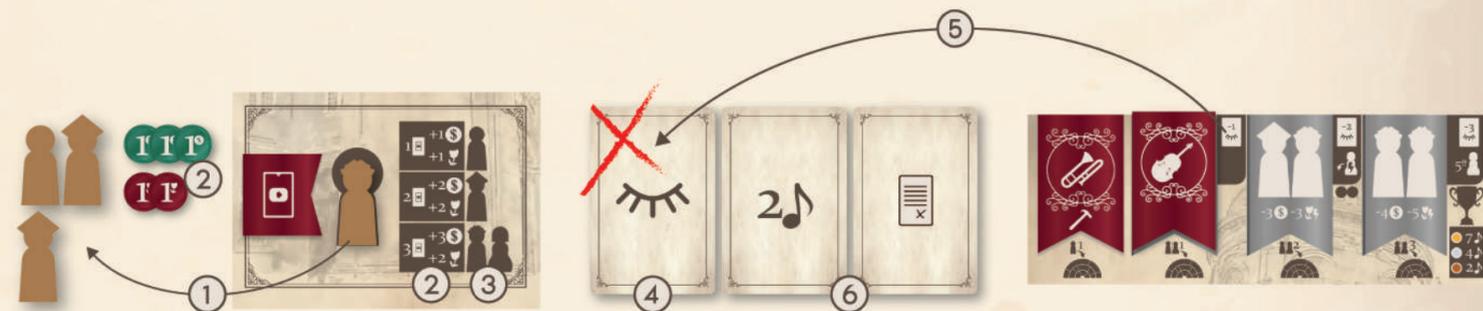
To resolve this action, return the assigned Musician to your reserve (or return it to the Freelancer Area if they are an Invited Musician) and move your Column Track Marker (5). Assigning a Beginner allows you to move up to 1 space; assigning a Professional, up to 2; and assigning an Instrumentalist or Virtuoso, up to 3. When moving, skip spaces occupied by other players' markers. At the end of the movement, receive the bonus from the space where your Marker landed, and then gain the effects present on the outer edge of the spaces you passed through.

**SHOW UP ON SOCIAL MEDIA**



To resolve this action, return the assigned Musician (1) to your reserve (or return them to the Freelancer Area if they are an Invited Musician), receive the bonus (2), and reveal the number of Social Media Cards corresponding to the Musician type (3).

After revealing the amount of Social Media Cards, gain the bonuses from the revealed ones. Closed eyes (4) may appear, representing a lack of engagement. If your Academy's level (5) does not allow you to ignore these closed eyes, you do not receive the bonus from any of the Social Media Cards (6). After the cards are resolved, place them in a discard pile next to the Social Media deck. If, when revealing Social Media Cards, the deck does not have enough cards, draw all remaining cards, shuffle the discard pile to form a new deck, and then draw from that deck until you have the required quantity.



**FULFILL SCENARIO CARDS**



To resolve this action, return the assigned Academy Musicians to your reserve and the Hired and Invited Musicians to their corresponding space on the Theater Board. Immediately receive the bonuses (2) and scores (1) from the Scenario Card and place the fulfilled Scenario Card next to your Academy board, face up. This Scenario Card can be used to Gather Audience or, if it is a Star Level card, can be used to Perform a Brilliant Concert.

**ATTENTION:** If the Scenario Card does not have an Audience icon, it must be placed next to your Academy face down.



**COMPLEMENTARY ACTIONS**

On your turn, at any time, during both the Allocation and Resolution Phases, you can perform some complementary actions using your fulfilled Scenario Cards, in addition to Assigning your best Musicians to the Orchestra.



**GATHER AUDIENCE**

You can flip face down three Scenario Cards you have already fulfilled to move your right Marker on the Conductor Track. They must either have identical Audience icons or all different Audience icons. The Tuning Fork represents a wild card symbol; that is, it can be used as any type of Audience.

**PERFORM A BRILLIANT CONCERT**

You can flip face down a Star Level Scenario Card you have already fulfilled to move your left Marker on the Conductor Track. Thus, for Star Level Scenario Cards, you must decide whether to use it to advance on the left or on the right (by Gathering Audience) of the Conductor Track.

**ASSIGN MUSICIANS TO THE ORCHESTRA**

You can assign your Instrumentalists, or your fifth Virtuoso member, to the Orchestra during your turn. You can only place them in empty spots and in specialty spaces for which you already have the corresponding Instrument Section banner in your Academy. All spots have an associated bonus, which is to place a certain number of Audience Pieces from your supply in the Audience or to place a WCU Piece in the Audience. Remember to always move the left Marker on the Conductor Track when performing this action. When you assign an Instrumentalist Musician to the Orchestra, after resolution, add the Beginner Musician from a column where there is no Instrumentalist on your Academy Board to your reserve.

The number of Musicians that can be assigned to the Theater Board is based on your Academy's development and is defined per round. If you can only assign one Musician to the Orchestra, you cannot Assign a Musician to the Orchestra in both the Allocation Phase and the Resolution Phase. The first three Virtuosos do not count towards this quantity of Musicians assigned to the Orchestra.

**End of Round**

When the last player passes their turn in the Resolution Phase, players will perform a Check Phase, followed by a Maintenance Phase for the next round, if applicable.

**Check Phase**

Verify if any of the conditions for adding Level III and Star Level Scenario Cards have been met:

- Level III Scenario Cards: There must be at least 4 Instrumentalists already unlocked. To simplify counting (in case any have already been Assigned to the Orchestra), check the empty Instrumentalist spaces on each player's Academy Board.
- Star Level Scenario Cards: There must be at least 4 Musicians in the Orchestra.

**End Game Triggers**

During the Check Phase, end-game triggers are also verified. If at least one of these triggers is activated, proceed to the End of Game. If not, proceed to the Maintenance Phase to play another round.

The triggers that end the game are:

- if Audience sections A, B, C, and D are all filled (1);
- if a minimum quantity in each Instrument Section in the Orchestra is filled (2);
- in 3 or 4-player games, when there are at least 4 Musicians in each of the Instrument Sections in the Orchestra, and;
- in 2-player games, when there are at least 3 Musicians in each of the Instrument Sections in the Orchestra;
- if one of the Scenario Card decks runs out and does not have enough cards to replenish (3). (This trigger always occurs during the Maintenance Phase).

**Maintenance Phase**

Players must complete any incomplete rows of Scenario Cards. If a row is complete at this moment, meaning no one has fulfilled any of the present cards, replace the entire row, placing the removed cards at the bottom of the corresponding deck. Then, the player with the First Player Marker passes it to the player on their left.

**End of Game**

The game ends when one of the end-game triggers is activated. Remember that trigger verification occurs only after the Resolution Phase. Afterward, there will be a Special Round, and then Final Scoring.

**SPECIAL ROUND**

The player with the First Player Marker passes this marker to the player on their left, as in the Maintenance Phase. Starting with the initial player and proceeding clockwise, each player may only perform the complementary action "Assign Musicians to the Orchestra". Remember that there is a limit to the number of Musicians that can be placed, indicated beneath your Academy's rightmost Specialty Banner. Provided there is space in the Audience and they have not reached the leftmost markers on the Conductor Track, players resolve Orchestra spaces in the same way as in a conventional round.

**FINAL SCORING**

Finally, each player's points are counted, and the player with the most Mastery Points is the winner.

Award Mastery Points to players in 4 categories:

- **ORCHESTRA** - Score for control of Instrument Section areas in the Orchestra.

Perform this count for each Instrument Section:

- The player with the highest number of Musicians in each specialty space gains 12 Mastery Points; the second receives 8; the third, 4;

and the fourth, 2.

- In case of a tie, the scores are summed and divided among the tied players. For example: if two players tie with the highest number of Musicians assigned to the Strings section, the scores 12 and 8 are summed and divided between the two tied players. Each then receives 10 points for that Section. Furthermore, if the tie occurs between three players for the highest number of Musicians assigned, the scores 12, 8, and 4 are summed, and when divided, grant 8 points to each of the three tied players. If a tie occurs, the non-tied players will contend for the remaining points, according to their positions relative to the tied players. For example, if the first two tie, they will sum 12+8, and each receives 10 points. Then the next player will get 4 points, which is the third-place score. Note that it will only be possible to score in a specialty area if the player has at least one Musician in that area.

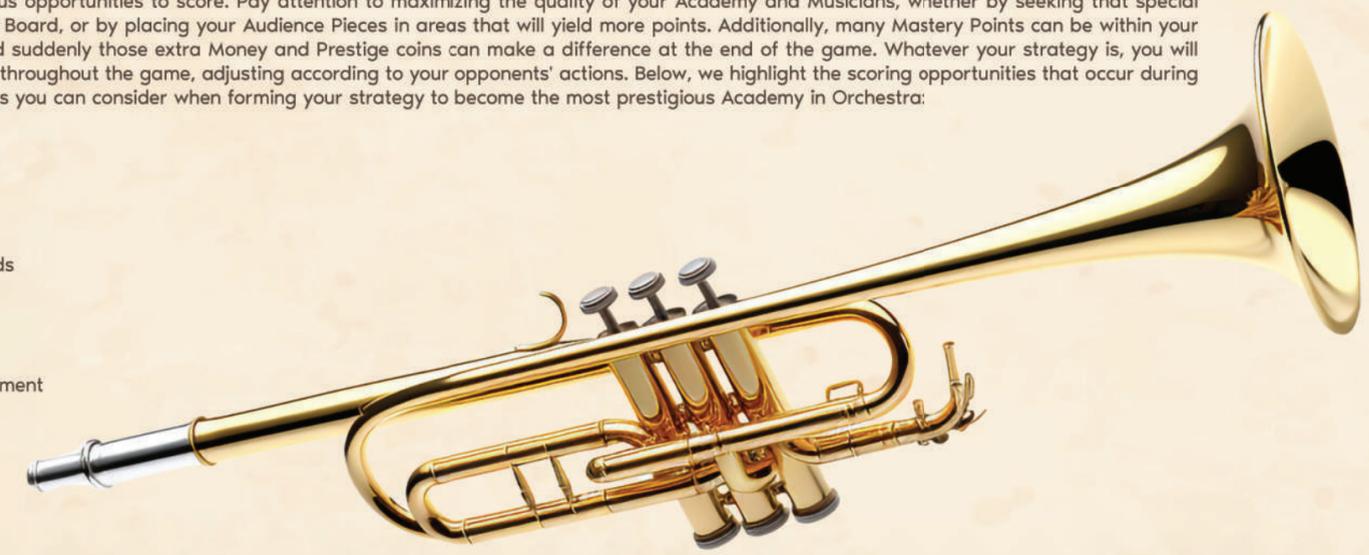
- **AUDIENCE** - Each player must choose one Audience area to score. Starting with the Conductor player and following the order of other players who reached the Conductor status, each player chooses an area to score. Already scored areas cannot be chosen again. Scoring is based on the quantity of Pieces the player has in that area, not the quantity of seats. In Area A, the player who chose it scores 3 Mastery Points for each of their pieces in that location. In Area B, it's 2 Mastery Points per Piece. In Area C, only 1 Mastery Point per Piece, and in Area D, 0.5 Mastery Points per Piece, rounded up. Area D is divided into 4 regions, but scoring takes all regions (D1, D2, D3, and D4) into account. Additionally, scoring per Piece in Area D can increase, based on the quantity of WCU Pieces that have been assigned to their Special Seats (see the Special Seats section on page X).

If one or more players do not reach the end of the Conductor Track, use the sequence below to define the order of choosing the Audience area:

- Whoever has one of their markers closest to the center (in case of stacked markers, those lowest in the stack are closer to the center);
  - Whoever has more Instrumentalists (not Virtuosos) in the Orchestra;
  - Whoever has more fulfilled Scenario Cards;
  - Whoever has more Prestige coins.
- If a tie still persists, the order of choice among the tied players will be in reverse turn order. The player furthest from the first player goes first.

- **THEATER CARDS** - Each blank space that the player manages to occupy with their Audience Pieces yields 1 Mastery Point. If you manage to occupy all blank spaces on your Theater Card, you gain a total of 25 Mastery Points.

- **COINS** - Every 5 unused Money or Prestige coins held by the player are worth 1 Mastery Point. For example, if a player has 3 Money coins and 7 Prestige coins, they will have 10 Coins in total, which earns them 2 Mastery Points.



**TIE-BREAKERS**

In case of a tie, the following tie-breaking criteria are evaluated in order among tied players to determine the champion:

- The player with more Instrumentalists in the Orchestra;
- The player who advanced furthest on the Column Track;
- The player with more Star Level Scenario Cards;
- The player with more Level I Scenario Cards.
- If the tie still persists, victory is shared among the tied players.

**CHANGES FOR 2 PLAYER GAMERS**

The following changes occur in 2-player games:

- The 2nd player to reach the central point of the Conductor Track with both of their Markers gains 10 Mastery Points (1);
- The 1st player to reach the final space of the Column Track does not receive an additional 2 Mastery Points if the other player completes their Poster.

**TIPS**

In Orchestra, there are various opportunities to score. Pay attention to maximizing the quality of your Academy and Musicians, whether by seeking that special place in the Orchestra on the Theater Board, or by placing your Audience Pieces in areas that will yield more points. Additionally, many Mastery Points can be within your reach by fulfilling Scenario Cards, and suddenly those extra Money and Prestige coins can make a difference at the end of the game. Whatever your strategy is, you will have the opportunity to re-evaluate it throughout the game, adjusting according to your opponents' actions. Below, we highlight the scoring opportunities that occur during the game and the various competitions you can consider when forming your strategy to become the most prestigious Academy in Orchestra:

**SCORING OPPORTUNITIES**

- Immediately:
  - Scenario Cards
  - Social Media Cards
  - Special Seats
  - Column Track
  - Conductor Track
  - Poster Assembly
  - Academy Development
- At the end of the game:
  - Theater Cards
  - Orchestra
  - Audience
  - Coins

**COMPETITIONS**

- Column Track: 7 Mastery Points for the player who reaches the end, plus an additional 2 Mastery Points per player who completes their Poster after having reached this space.
- Conductor Track: 7 Mastery Points for the first player to reach the central point of the Conductor Track with both of their Markers. Other players receive only 5 Mastery Points. (For 2 players, the second player receives 10 Mastery Points).
- Poster Assembly: 6 Mastery Points for the first player to complete their Poster, 4 for the second, and 2 for the third.
- Academy Development: 7 Mastery Points for the first player to fully develop their Academy, 4 for the second, 2 for the third, and for the fourth, the sum of all bonuses indicated in the locations where Virtuosos were taken from their last spaces, which are: 2 Mastery Points, place two Audience Pieces for free, 8 Money coins, and 8 Prestige coins.
- Theater Card: 1 Mastery Point for each blank space that the player manages to occupy with their Audience Pieces. If all blank spaces on your Theater Card are filled with your Audience Pieces, you gain a total of 25 Mastery Points.
- Special Seats: 5 Mastery Points for placing the second WCU piece in the Audience, 7 for placing the fourth, and 10 for placing the sixth.

# Scenario Cards



## Bonus Legend



Receive 1 Money coin and 1 Prestige coin. Receive 2 Money coins and 1 Prestige coin. Receive 1 Money coin, 1 Prestige coin, and one more of your choice. Receive 1 Money coin and 2 Prestige coins. Receive 2 Money coins



Receive 3 Prestige coins. Receive 2 Money coins and 2 Prestige coins. Place an Audience Piece or WCU Piece on the Theater Board and pay the cost. Pay 3 Money coins for an Audience Piece or WCU Piece and place it on the Theater Board. Receive the indicated coins. Receive 1 Invited Freelancer Musician of your choice. Receive the indicated coins, plus place an Audience Piece or WCU Piece on the Theater Board, paying the cost.



Receive the indicated coins. Receive 1 Invited Freelancer Musician of your choice. Receive the coins and 1 Invited Freelancer Musician of your choice. Place an Audience Piece or WCU Piece on the Theater Board for free. Place an Audience Piece on the Theater Board for free.



Receive the indicated coins. Place an Audience Piece or WCU Piece on the Theater Board for free. a) Receive the indicated coins b) Place an Audience Piece or WCU Piece on the Theater Board and pay the cost. a) Receive the indicated coins b) Receive the bonus from a Column Track space you have already reached or passed that has this icon. Receive the bonus from a Column Track space you have already reached or passed that has this icon. a) Receive 4 Prestige coins b) Receive the bonus from a Column Track space you have already reached that has this icon c) Receive 3 victory points



Place an Audience Piece or WCU Piece on the Theater Board, paying 4 Money coins. Place an Audience Piece, paying 4 Money coins. Receive 1 Invited Freelancer Musician of your choice. Place an Audience Piece or WCU Piece on the Theater Board and move back one space of your choice on the Conductor Track.

# Round Structure

## 1. Allocation Phase

Starting with the first player, each player, on their turn, places Musician(s) on the action space they wish to activate.

## 2. Resolution Phase

Starting with the first player, each player, on their turn, resolves the effect of all action spaces where they have a Musician assigned, in any order they prefer. As soon as the action effect is resolved, that Musician returns to the player's reserve.

### Available Actions

- A - Develop your Academy:** receive the speciality of your choice.
- B - Evolve your Musicians:** evolve the assigned Musician by 1 level.
- C - Engage on Social Media:** receive the bonus and reveal a number of cards, depending on the Musician assigned.
- D - Exchange Currency:** exchange Money for Prestige, and vice-versa, for double what you gave. Deliver a maximum value of 5 and receive up to 10.
- E - Move on the Column Track:** advance a number of spaces depending on the Musician assigned and receive the bonus.
- F - Fulfill Scenario Cards:** during the Allocation Phase, choose the card and assign Musicians as required. In Resolution Phase, collect the card, the bonus, and score the points. Hired Freelancer Musicians can only be used in this action.



### COMPLEMENTARY ACTIONS

Can be used in both the Allocation Phase and the Resolution Phase.

- Gather Audience** - Advance 1 space on the Conductor Track (from right toward the center of the track) by flipping face down 3 identical or 3 different Audience Cards.
- Perform a Brilliant Concert** - Advance on the Conductor Track (from left toward the center of the track) after fulfilling a Star Level Scenario Card.
- Assign Musicians to the Orchestra** - Assign an Instrumentalist or Virtuoso Musician to the Orchestra. When assigning an Instrumentalist Musician, move one of your Academy's Beginner Musicians to your Reserve.

## 3. Check Phase

Verify if a new level of Scenario Cards must be opened:

- Level III: when there are 4 Instrumentalists in play
- Star Level: when there are 4 Musicians in the Orchestra

## 4. End of Game

Triggered by any of these conditions:

- The Audience is full (except for WCU pieces).
- The quantity of Musicians in the Orchestra per Instrument Section is reached (for 2 players matches = 3 Musicians in each Section; 3 or 4 players, 4 Musicians in each Section).
- A Scenario Card deck runs out with no cards to replenish it.

If none of these conditions occur, proceed to the Maintenance Phase.

## 5. Maintenance Phase

- Replenish the Scenario Cards. If no cards were taken from a level, replace those cards with 3 new ones.
- The First Player marker is passed to the player on the left.

**If any End of Game condition is triggered, there is a Special Round solely for the complementary action "Assign Musicians to the Orchestra".**

## Final Scoring

- **Orchestra:** area control by Instrument Section
- **Audience:** each player counts the points from one Audience area; the order to pick the areas is defined by the Conductor Track
- **Theater:** each player scores for each seat filled with a piece of their color in their Theater Card
- **Coins:** each player sums all Money and Prestige they still have and gains 1 Mastery Point for every 5 units of value

### Tie-Breaker Criteria

- More Instrumentalist Musicians in the Orchestra
- More Level I Scenario Cards fulfilled
- More Prestige coins
- More Money coins

# Social Media Cards



Receive the indicated amounts of coins. Receive the indicated points. Receive 1 Invited Freelancer Musician. Nullifies all bonuses from revealed cards. Place 1 Audience Piece or WCU Piece, with a 2-coin discount per seat.

# Posters

- Choose and take the first part (a) of a Poster from those still available.
  - Continue your Poster with its second part (b).
  - Continue your Poster with its third part (c).
  - Finish your Poster with its fourth part (d). Remember to gain Mastery Points, depending on how many other players have already completed their Posters.
- +2M/4: Whoever is in this space gains 2 Mastery Points every time another player completes their Poster.

a: Choose and take the first part (a) of a Poster from those still available.	b: Immediately place an Audience Piece for free or move 1 space on the Column Track.	c: Immediately pay 6 Prestige coins to take a Star Level Scenario Card, gaining all points and bonuses. The card must have no Musicians on it and it can also be taken from the top of the deck. Without the coins, the bonus doesn't take effect.	d: Finish your Poster with its fourth part (d). Remember to gain Mastery Points, depending on how many other players have already completed their Posters.
a: Choose and take the first part (a) of a Poster from those still available.	b: Continuous effect - whenever you move on the Column Track, you can pay 2 Prestige coins to stop on the same space as another player. Gain the bonus from that space as normal.	c: Immediately place an Audience Piece for free or gain 6 Mastery Points.	d: Finish your Poster with its fourth part (d). Remember to gain Mastery Points, depending on how many other players have already completed their Posters.
a: Choose and take the first part (a) of a Poster from those still available.	b: Continuous effect: whenever a Scenario Card or Social Media Card gives you Money, gain 1 additional Money.	c: Immediately move one space on the Conductor Track (choose if left or right) or gain 6 Mastery Points.	d: Finish your Poster with its fourth part (d). Remember to gain Mastery Points, depending on how many other players have already completed their Posters.
a: Choose and take the first part (a) of a Poster from those still available.	b: Continuous effect: whenever you pay to place Audience Pieces, pay 1 Money less per seat on the first piece, up to a limit of 3 seats. It is possible to place larger Audience Pieces, but this discount will only apply to 3 of the seats on that piece.	c: Immediately move one space on the Conductor Track (choose if left or right) or move one space on the Column Track.	d: Finish your Poster with its fourth part (d). Remember to gain Mastery Points, depending on how many other players have already completed their Posters.

