

WELCOME!

I'm Mike Trias, host of the hit reality TV show, "Upstaged!" It's an honor to have a musical icon such as yourself join our cast as a mentor!

Your job is to assemble the next big musical trio. After an artist performs on stage, draw them towards you or rotate the arena to turn them towards another mentor. The competition ends when all players have four contestants. But the drama isn't over — you must cut your weakest link to create a formidable trio!

OBJECTIVE

Form the **highest-scoring trio** to win "Upstaged!"

Mike Trias Presents

UPSTAGED!



COMPONENTS & SETUP

For a quick, easier game, try Rehearsal Mode. Build the arena by attaching the runways to the stage with Rehearsal Mode facing up!

- Rulebook (1)
- A. Runways (4)
- B. Stage (game box) (1)
- C. Player aids (4)
- D. Cue cards (30)
- E. Artists (26)



1) Build the **arena** by inserting all four **runways (A)** (regardless of player count) into the slits between the halves of the **stage (game box) (B)**. Make sure all four runways have the same side facing up.

2) Place the arena in the center of your table. The arena should be able to spin 360 degrees without hitting other objects on the table.

3) Seat each player **in front** of the end of a runway.

4) Give each player a **player aid (C)**. Each player aid has a genre and color that will be the player's specialty.

5) Shuffle the **cue cards (D)**. Deal 4 cue cards to each player, face down. Each player keeps their cards secret in their hand.

6) Place the remaining cue cards face down away from the arena to form the cue card deck. Leave room next to the deck for a discard pile.

7) Shuffle the **artist cards (E)**. Place 4 artists face up on the **stage**, each one facing a different runway. An artist is facing a runway when the text of the card is right side up in relation to that runway.

8) Place the remaining artist cards face down away from the arena to create the artist deck.

9) Choose a player to go first. If you can't choose, then whoever was the last person to sing a song will be first.

TURN SEQUENCE

Perform Two Actions

On your turn you may perform up to **two actions**, which may be the same or different.

PLAY

Play a cue card from your hand by following the cues listed on the card **in order** (See CUES for more details). Then place the cue card into the discard pile.

DISCARD

Discard **two** cue cards of the **same color** from your hand to move **one** artist one spot forward. An artist may not move into a spot already occupied by another artist.

End of Turn

Draw cards from the cue card deck **until you have four cards** in your hand. If the cue card deck is empty, shuffle the discard pile and create a new deck. When your turn is over, play proceeds clockwise to the next player.

If the stage is empty before taking one of your actions, place an artist on the stage face up, facing one of the runways of your choice.

Example of a turn:

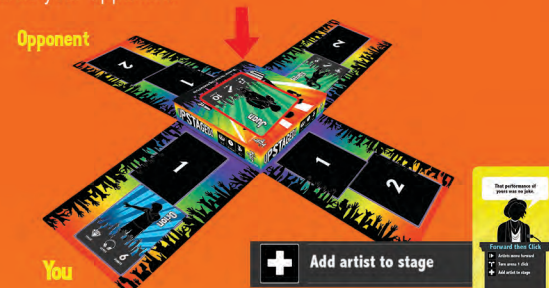
For your **1st ACTION**, you play a "Forward then Click" cue card, (a) moving every artist forward one runway spot



(b) then choosing to rotate the arena clockwise (vs. counterclockwise) 90 degrees.



(c) then placing a new artist, Juan, on stage choosing to face him towards your opponent.



(d) For your **2nd ACTION**, you discard two green cards to move **only** Orion forward one spot. As a result, Orion joins your team!



(e) At the end of your turn, replenish your hand to four cue cards.

MAKING THE TEAM

An Artist Joins Your Team When:

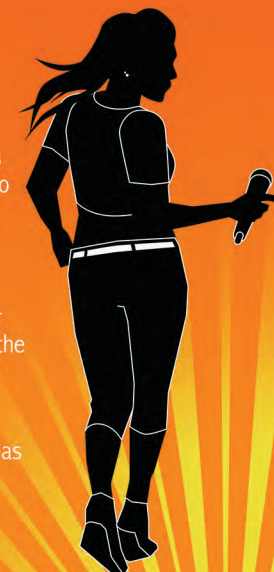
- An artist moves from the last runway spot to the area in front of you.

- You play a Snatch or Switch card.

If an artist is removed from a runway **and does not join a team**, they go to the bottom of the artist deck.

If artists join teams simultaneously, the player whose turn it is chooses the order that the artists join the teams.

Your team is full when it has four artists, but **you're not finished**. A team can be **Upstaged!**



UPSTAGED!

If an artist attempts to join **any** team that is full, that artist has Upstaged the team! Pause the game, even if cues on the played card are not complete. **If it is your turn, YOU choose which artist leaves** the team that is full. Place that artist on a team that is **not full**. The upstaging artist then officially joins the team that it has Upstaged. Play then continues where it left off — complete remaining cues on your cue card.

Example (It is Team 2's turn)
Jake upstages Team 1.

- 1) Team 2 chooses Harmony to leave Team 1.
- 2) Team 2 chooses to place Harmony on their own team.
- 3) Jake now joins Team 1.



END OF GAME & SCORING

The game **immediately ends** when **all players** have four artists. Remaining cues and actions do not take place. The player with the **highest score** wins Upstaged!

To calculate your score, first, perform **The Cut** by removing one of your artists and placing them to the side. Their attributes do not count towards your score. Then, **add the point values** of your remaining three artists **plus any team bonuses**.

Bonuses are dependent on the mode you are playing. **Rehearsal Mode** uses **only** Mentor and Focus bonuses while **Live TV Mode** uses **all** bonuses. You can earn more than one type of bonus. Wilds count as **any** genre.

If there's a tie, the player who cut the artist with the highest score as written wins. If still tied, the player with the highest bonus points wins. If still tied, play again!

Genre	
Country (yellow)	Hip-Hop/R&B (blue)
Pop (green)	Rock (red)
Wild - (rainbow)	
Focus	
Talent	Image

Bonuses

- **MENTOR: +1** for *each* artist who matches *your genre* (including wilds).
- **FOCUS: +3** if your team shares the *same focus* (e.g.).
- **ALIGNED: +4** if your team has *consecutive point values* as written (e.g. 6, 7, 8).
- **GENRE: +7** if your trio shares the *same genre with each other* (e.g.).
- **HARMONY: +9** if your trio shares the *same point value* as written (e.g. 8, 8, 8).



Example (Live TV Mode)

You're the Country (mentor and you cut Alonzo.

- Raw score: 21
 - Bonuses: +1 Mentor (for Marty), +3 Focus ((for Talent)), +4 Aligned (6, 7, 8 points) = +8 bonus points.
- Total score = 29 points!

VARIATIONS

Explore deeper, more exciting play by adding variations!

The Green Room

During setup, take two artist cards and place them face up next to the artist deck, creating the Green Room. When adding artists to the stage, choose either face up artist or the top card of the artist deck. Refill empty spots in the Green Room at the end of your turn.

Outspoken Mode

When taking an action, you **must** play the role of celebrity mentor, giving opinions like you're on camera. Flavor text at the top of each cue card can give you ideas, or just read them aloud if you're at a loss for words. If you play the role during each action, **you may turn the arena 90 degrees** at the **end of your turn**. If you **do not** play the role, then the player who called you out may turn the arena 90 degrees at the end of your turn.

CREDITS

Designer: Mike Trias

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CUE CARD TYPES

There are three types of Cue Cards, each with their own color, speech bubble shape, and silhouette.



flavor text
(backhanded compliments galore!)

Cue icons

Each cue card has cues you must perform **in order** from top to bottom.

- If a cue can be performed legally, it **must** be performed.
- If unable to discard the number of cards as instructed by a cue, you may not play the card.
- If you are unable to perform a cue on the card, that cue card cannot be played.
- If your action was paused (see CUES for more details) and upon resuming the cues on your card you are unable to perform a cue, your action is complete.

CUES

- FORWARD**
Move **every artist** in the arena forward 1 runway spot **towards the runway they are facing**.
- CLICK ONCE**
Twist arena 1 click (90 degrees) right **or** left. Artists stay on the arena during rotation.
- CLICK TWICE**
Twist arena 2 clicks (180 degrees) right **or** left in the same direction. Artists stay on arena.
- CLICK ONCE OR TWICE**
Twist arena 1 click (90 degrees) right **or** left or twice in the same direction. Artists stay on arena.
- DRAW**
Draw a card off the top of the cue card deck.
- ADD ARTIST**
Add an artist from the deck to the **stage** facing any runway. If there is already an artist on stage, the new artist may not face the same direction. If the stage already has 4 artists, do not add an artist.

- DISCARD 1**
Discard a cue card from your hand **other than the card you are playing**.
- DISCARD 2**
Discard two cue cards from your hand **other than the card you are playing**.
- EXIT**
Remove **one** artist from the arena. Shuffle the artist back into the artist deck.
- SNATCH**
Take **one** artist from the **arena** and add them to your team.
- SWITCH**
Take an artist from your team and swap them with an artist from another team. Both players must have an artist to perform this cue.
- PAUSE**
Play **during any player's turn** after they declare an action. Perform the cues on **your** card until finished. The player whose turn it is then finishes their action.

THANK YOU

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