

# *Fight List!*



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# *Fight List!*

## **Overview**

Build the ultimate playlist, and battle it out for supremacy at a giant music festival. May the best songs win!

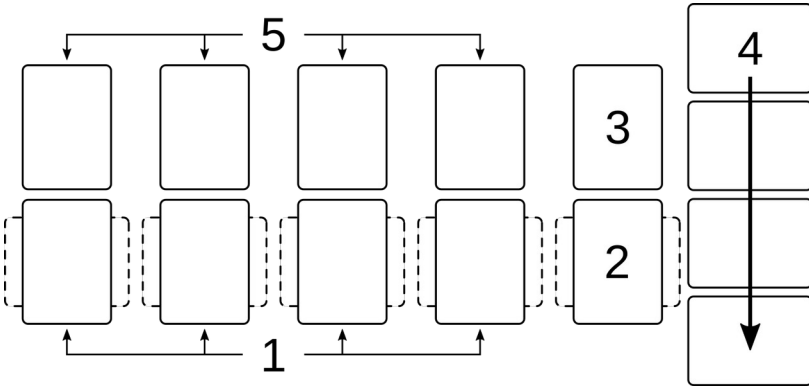
## **Contents**

- 1 Manager Card
- 1 Arrow Card
- 50 Song Cards (Per Player)

# Setup

## 1. Prep your stages

*Hang some lights, wire the speakers, and get ready to rock.*



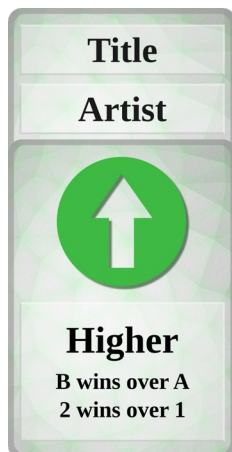
Each player has their own area arranged like the above image.

1. Side Stages – There are four Side Stages. Cards can be played vertically or horizontally here, so leave room for that. These are empty at the start of the game.
2. Draw Pile – Shuffle your deck and place it face-down. It may also get turned horizontally later, so leave room.
3. Discard Pile – Discarded cards are placed face-up here.
4. Victory Piles – Leave room to have a Victory Pile for each player, including yourself. As you earn Victory Points, place them face-up on the correct pile. This makes it easy to return the cards to their owners at the end of the game.
5. Influence Areas – Some cards have special powers that let them be played here.

## 2. Call up Mr. Manager

*Mr. Manager is in charge of the Main Stage lineup, and he's hard to please.*

The Main Stage is in the center of all players. Next to that are the Manager and Arrow cards. Put the "Higher" side of the Arrow card on top of the Manager card, pointing up to "artist".



## 2. Choose the opener

*Somebody has to start the show, but it's hard to decide, so let's just draw a name out of a hat.*

Each player draws the top card from their deck, and shows it to the other players. Shuffle those cards together, and choose one at random. That card goes face-up on the Main Stage. The other cards go back to their owners, and get shuffled back into their decks.

## 3. Sign some bands

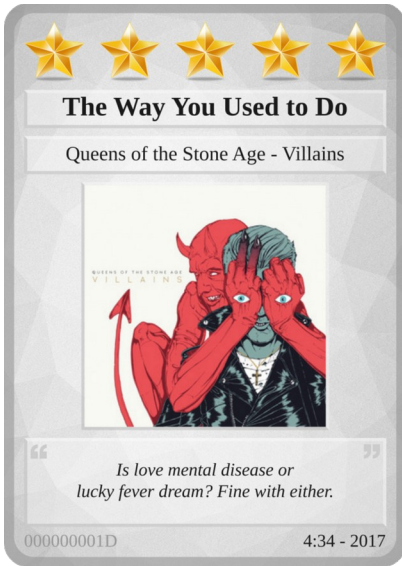
Everyone draws five cards from their respective decks.

## 4. Start the show

The player whose card is on the Main Stage goes first, and play continues clockwise.

It might be more fun if you make a playlist of all players' decks, and listen to it while you play.

# Song Cards



← Star Rating

← Title

← Artist - Album

← Quote / Power

← Duration - Year

If the artist and album are the same, then it only shows one.

The bottom section has either a quote or a power. Quotes are *italicized* and have quotation marks in the corners. Powers are not italicized and do not have quotation marks in the corners. Cards with powers are also tinted yellow.

# Quick Start

**This is just a basic summary of the rules. See the “Gameplay” section for details.**

Build up your Side Stages to have the most stars, then attack the other players to get Victory Points.

You can take up to two actions per turn. At the end of your turn, draw cards until you have at least five in your hand.

Cards are played on your Side Stages. They can be face-up or face-down, and in attack mode (vertical) or defense mode (horizontal).

## **Actions:**

1. **Play a one-star or two-star card on an empty Side Stage.** Two-star cards have to be face-down. Songs on a Side Stage are called a setlist.
2. **Add a card to an existing setlist.** The number of stars must be the same or one higher than the card you play it on. If your number of stars is higher than that, you must discard two cards from your hand for each star that you skip.
3. **Flip a face-down card face-up.**
4. **Turn a card from attack mode to defense mode.** Turning it the opposite way doesn't count as an action.
5. **Take over the Main Stage with one of your setlists.** Use the Manager and Arrow cards to tell you how to compare metadata. Take the top card as a Victory Point if you win. You can also match any other metadata to win, but you don't get a Victory Point for that.

6. **Attack an opponent's Side Stage with one of your Side Stages.** Whoever has more stars is the winner, and takes the top card as a Victory Point. You get an extra star if you're defending and are in defense mode. You get an extra star if you have a card on the Main Stage. You can discard your other setlists to add their number of stars to your attack or defense.
7. **Attack an opponent directly.** You can only do this if they don't have any cards on their Side Stages. Take the top card from their Discard Pile as a Victory Point.
8. **Use the special power on a card.**
9. **Discard up to three cards.** These can be from your hand, or entire setlists from your Side Stages. Each setlist only counts as one card.

The game ends as soon as anyone runs out of cards in their Draw Pile. Add the number of stars from your Victory Points. Whoever has the most stars is the winner.



# Gameplay

During your turn you can take up to two actions, and then draw cards from the top of your Draw Pile until you have at least five cards in your hand. There are nine possible actions.

## 1. Play a song on an empty Side Stage

*Well nobody else is playing, so we might as well start.*

Take a one-star or two-star card from your hand, and place it on one of your empty Side Stages to start a new **setlist**.

A one-star card can either walk onto the stage right away by being **face-up**, or have a long intro with strobe lights and fog by being **face-down**. A two-star card can only be played face-down. If you play a card face-down, you can't flip it face-up until the next turn.

A card can also start singing right away by being placed vertically in **attack mode**, or start with crowd banter by being placed horizontally in **defense mode**.

## 2. Add a song to an existing setlist

*And finally, the song you've all been waiting for...*

Take a song from your hand, and add it to a setlist on one of your Side Stages.

All cards in a setlist must be facing the same way (face-up or face-down), and be in the same orientation (attack or defense mode). If the setlist is face-up, add your card face-up on the top. If it's face-down, add your card face-down on the bottom so that it will be on the top when the setlist gets flipped face-up.

Cards in a setlist cannot be separated. Once a card is covered up, it has finished playing and no longer means anything.

The card that you play must have at least the same number of stars as the card that you play it on. If the new card is more than one star above the existing card, then you have to discard two cards from your hand for each extra star.

**Example:**

Playing a four-star card on a three-star card has no extra cost. But if you play a four-star card on a one-star card, you have to discard four cards, because you skipped the two-star card (+2) and the three-star card (+2).

### **3. Finish an intro**

*The lights come up, and the crowd erupts in cheers.*

Flip a face-down card face-up. You can't do the opposite.

### **4. Adjust the volume**

*Give your fingers a rest, and let the frontman gab for awhile.*

Turn a song from attack mode to defense mode. It doesn't take an action to do the opposite, so you can do that before or after any other action during your turn.

### **5. Take over the Main Stage**

*Hey, you get your name in a bigger font on the poster!*

Replace the Main Stage setlist with a setlist from one of your Side Stages, but only if Mr. Manager gives you the OK.

Your setlist must be face-up and in attack mode. Cards on the Main Stage are always face-up and in attack mode.

Compare the metadata on your card to the metadata on the Main Stage card. The Manager card tells you which piece of metadata you need to compare, and the Arrow card tells you whether you have to be higher or lower.

Title, artist, and album compare by the first letter (ignoring articles: “a”, “an”, “the”). Numbers are lower than letters. Symbols are lower than numbers, but all symbols are considered equal to one another.

Duration and year are numbers, so you can figure that out.

**Example:**

The Manager card and Arrow card are set up like at the start of the game, with the arrow pointing up to “Artist”.

The card on the Main Stage is “Do I Wanna Know?” by Arctic Monkeys. You have “Little Room” by Jack White, so you win because “J” comes after “A”.

If your card wins, then you take over the Main Stage. Take the top card as a Victory Point, and give the rest of the cards back to their owner to be discarded. Then move your setlist to the Main Stage. You do not get a Victory Point if the setlist on the Main Stage was your own.

If your card can't win (or if you would just prefer to do it this way), you still have a chance to convince Mr. Manager that you're worthy by *matching* any metadata other than the one that the Arrow card is pointing to.

Title, artist, and album compare by first letter again. Year has to match exactly. Duration only has to be within 10 seconds, either higher or lower.

**Example:**

You could also win the example above by matching if you had “Don’t Blink” by Relient K, because the first letter of the titles match.

If your card wins by matching, you take over the Main Stage, but you don’t get a Victory Point. Give the cards back to their owner to be discarded, then move your setlist to the Main Stage. You also changed Mr. Manager’s mind, so move the Arrow card to whichever metadata you matched on, and make it point the opposite direction.

## **6. Drown out competing Side Stages**

*You know the booker isn’t paying attention when heavy metal is the folk band’s neighbor.*

Attack a card on an opponent’s Side Stage with a card from one of your Side Stages.

This action cannot be used during the first round.

Your card must be face-up and in attack mode, but your opponent’s card can be in any position. Flip their card face-up, and do any special powers that it activates. Their card cannot change from attack mode to defense mode or the opposite.

Attack and defense are based on the number of stars. Any extra stars given in during this action go away at the end of the action. If the defending card is in defense mode, it gets an extra star. If either player owns the setlist on the Main Stage, they get an extra star.

Either player can discard any of their other Side Stage setlists to help, but only if they can't already win the fight. For each setlist that you discard, get extra stars equal to the number of stars on the top card of the discarded setlist. You can't discard the setlist that you're attacking or defending with.

Whoever has the most stars is the winner. The loser gives you the top card from their setlist as a Victory Point, and discards the rest of their setlist.

If you both have the same number of stars, then the attacker still wins, but both players discard their setlists, and nobody gets a Victory Point.

Each card can only attack once per turn.

## **7. Write reviews**

*Get online to boost the morale of your lineup, or just troll the competition.*

Use a card from one of your Side Stages to attack your opponent directly when they don't have any cards on their Side Stages.

Your card must be face-up and in attack mode. You get the top card from your opponent's Discard Pile as a Victory Point. If they don't have any discarded cards, then take the top card from their Draw Pile as Victory Point (show them which card it is).

Each card can only attack once per turn.

*Any press is good press.*

After you get attacked directly, you can optionally take the top card from your deck and immediately play it on one of your Side Stages. This is a last line of defense, so it doesn't matter how many stars it has.

If you do this, turn your deck from vertical to horizontal. At the end of your next turn, turn your deck back to vertical instead of drawing cards.

You can only do this while your deck is turned vertically.

## **8. Use special powers**

*We're not insured for pyrotechnics, but go ahead.*

Some cards that have special powers that change the rules, such as being allowed to go straight from your hand onto the Main Stage, or being able to attack twice in the same turn. Some types do not count as an action, but some do. There are seven types of powers.

1. **Bonus** – This is just a normal special power. Using it counts as an action, but you can use it more than once per turn if you want. The card must be face-up on a Side Stage.
2. **Loop** – This effect happens constantly while the card is face-up on a Side Stage. Using it does not count as an action, because it never stops.
3. **Echo** – This happens as immediately when the card is defeated in an attack. Using it does not count as an action.

4. **Surprise** – This happens immediately when the card is flipped from face-down to face-up. If the this was due to an attack, and the Side Stage ends up being empty, then the attack is ignored, and your opponent can do a different action instead. Using this it does not count as an action.
5. **Feedback** – This happens when the card is flipped from face-down to face-up because it got attacked. If the Side Stage ends up being empty, then too bad, nothing happens. Using it does not count as an action.
6. **Gig** – The card must be played straight from your hand into your Discard Pile to activate this power. The power does not happen when the card is discarded for any other reason, including the discard action. This **does** count as an action.
7. **Influence** – The card must be played straight from your hand directly into an Influence Area. This **does** count as an action. Its power applies to the Side Stage below that Influence Area, and remains in effect until that Side Stage becomes empty, at which point this card gets discarded. Each Influence Area can only contain one card at a time.

If a power says “(Attack)” or “(Defense)” behind it, then that power can only be used when the card is in that orientation.

## 9. Trash some songs

*I’ve made a huge mistake.*

Discard up to three cards. They can be from your hand, or entire setlists from your Side Stages. Each setlist only counts as one card. You can only use this action once per turn.

## **Live Music Bonus**

If any song that you have face-up on a Side Stage or the Main Stage is also currently playing in real life, you can take the top card from your discard pile as a Victory Point. You can only do this once per song.

## **Live Music Protest**

If a song is playing in real life that you can't stand, you can pay a Victory Point to skip it. Give the Victory Point card back to its owner so they can discard it. Anyone else can pay a Victory Point to challenge or support you. There is no limit on how many times this can be done.

## **Ending The Game**

The game ends as soon as any player runs out of cards in their deck.

The player who is one the Main Stage takes the top card as a Victory Point.

Everyone counts the number of stars on their Victory Points. Whoever has the most stars is the winner. Alternate scoring: whoever has the most Victory Point cards is the winner.

## **Tie Breaker**

*One more song! One more song! One more song!*

If there is a tie at the end of the game, those players get to play an encore. They shuffle their decks, and play the top card face-up. Whoever has more stars is the winner. If it's still a tie, do it again until someone wins.



All album art and song lyrics are property of their respective owners. Buy their music and merch, and go see them live. This game is just a fun way of sharing the music you love. XOXO



