

Headliner

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2-6 Players * 30-40 Minutes
Rules vA.06

Intro

In Headliner, you are a music agent, negotiating with others planning the biggest music festival of the year. You and the other agents build and alter the lineup of bands that work well together creating one epic concert. Presenting bands that fit the current trends gain you some good reputation, but overall you'll want to manipulate the lineup so YOUR bands take the stage.

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Components

1 board * 60 Band cards * 6 Trend cards * 6 player reference mats * First Player Tour Bus token
60 cubes (10 per player) * 18 Sound chits * 60 Reputation chits (48 value 1, 12 value 5)

Overview

Headliner is played in turns over four rounds. In each round, players will take two actions to modify the current lineup and/or their own Bands. At the end of each round, all players gain Reputation (points) for presenting a Band that matches the current lineup trend. The one Band that matches the most in all aspects is added to the lineup, and that player gets bonus Reputation. The game ends after the last time slot is filled, the Headliner. The winner is the one with the most Reputation.

Contents

Setup	2
About Bands	3
How to Play / Actions	4
Audition (Scoring)	5
End of Round / End of Game	6
FAQ	6

Setup

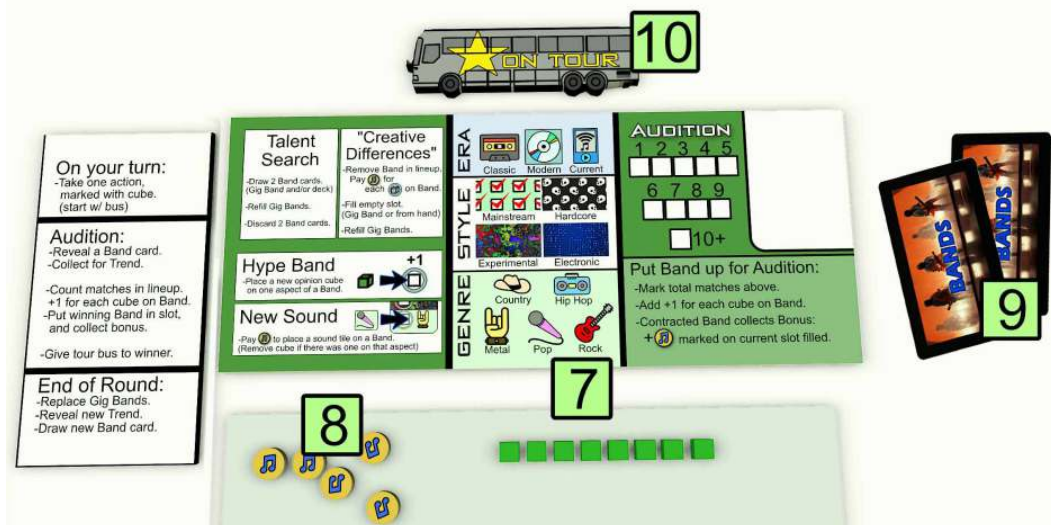
Board Setup:

1. Place the concert board at the center of the table facing up for player count (2-4 or 5-6).
2. Shuffle the Band deck. Put a Band card face-up in the first three slots of the Lineup.
3. Put a Band card face-up in each of the three Gig Band slots. Set deck near the board.
4. Shuffle the Trend deck. Put top card face-up next to lineup. Set deck near the board.
5. Put Sound tokens near the board, reachable by all.
(Optional: also put out Trend Tracker ref card for first time players)
6. Put Reputation chits near the board, reachable by all.








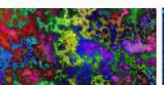






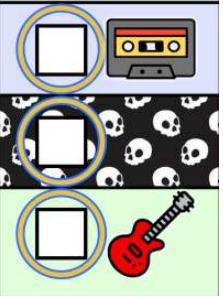
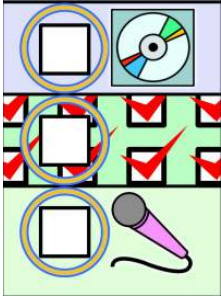
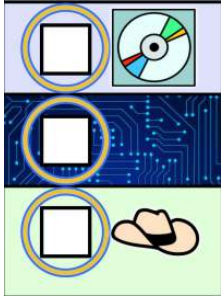
Player Setup - Each player:

7. Choose a color. Take the player reference mat and matching color cubes.
8. Take 5 Reputation chits.
9. Draw two Band cards.
10. Give the Tour Bus token to the person who most recently attended a concert.



About Bands

Every Band is a unique combination of three aspects: **Era**, **Style**, and **Genre**.

ERA  Classic  Modern  Current STYLE  Mainstream  Hardcore  Experimental  Electronic GENRE  Country  Hip Hop  Metal  Pop  Rock	Vandal Nation 	James Mellow 	Dixie Astronaut 
	Vandal Nation Classic Hardcore Rock Band	James Mellow Modern Mainstream Pop Artist	Dixie Astronaut Modern Electronic Country Band

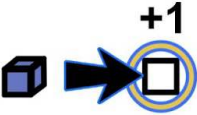




Crafting an epic concert requires vision. There's a wide variety of performing artists out there, but you need to narrow down what type of show you want to put on. In this biz, you really are considering the bands to be the sum of their parts. Fans of one band probably like bands that are similar in some way. As the concert takes shape, certain aspects will be more common while others won't fit the show at all. Other agents will likely agree on some aspects, but not all. Keep in mind, most matches can't be exact, so you'll likely get an interesting hybrid show. (Ex. Modern-Classic, Hardcore-Electronic, Metal-Hip Hop) There's an audience for just about anything, but curating that mix is the magic that makes a concert both innovative and crowd pleasing. Do you have the vision to see what show is becoming, and jump on a trend? Or do you have the will to help shape it to your agenda?



How to Play

Each round of play starts at the player with the Tour Bus token, and proceeds clockwise. On your turn, choose one of the four actions: **Hype Band**, **New Sound**, **Talent Search**, or **“Creative Differences.”** Place a cube to mark your action.

Once play has gone around twice (each player has taken two actions), the Audition (scoring) phase starts.

Hype Band -Place a new opinion cube on one aspect of a Band. 	Talent Search -Draw 2 Band cards. (Gig Band and/or deck) -Refill Gig Bands. -Discard 2 Band cards.	"Creative Differences" -Remove Band in lineup. Pay  for each  on Band. -Fill empty slot. (Gig Band or from hand) -Refill Gig Bands.
New Sound -Pay  to place a sound tile on a Band. (Remove cube if there was one on that aspect) 		

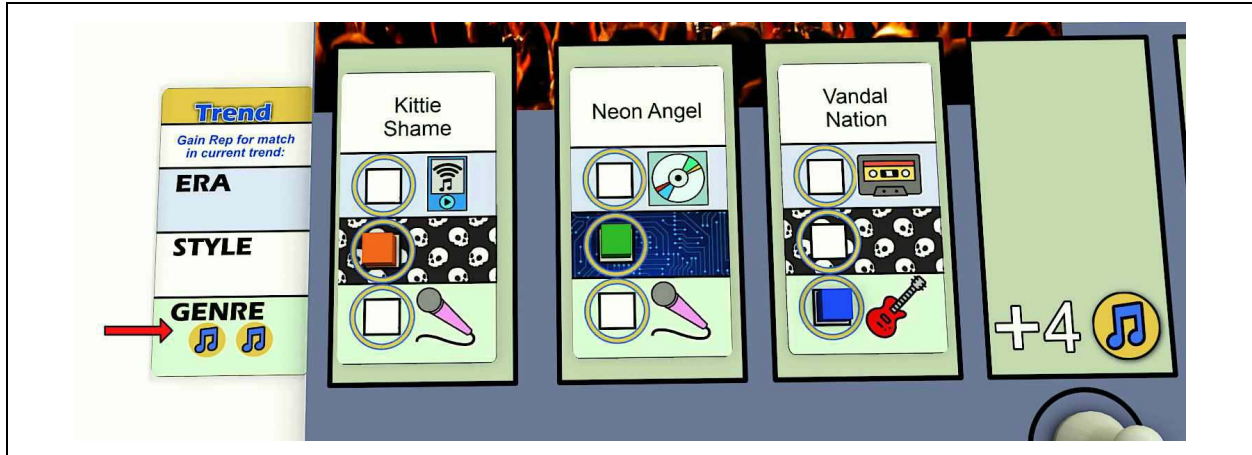
Actions

- **Hype Band** - You like what you see, and you want more of it! Place a cube on one aspect of a Band. You are promoting this aspect of a Band, and think there should be more Bands like this in the concert. This action will never cost any Reputation.
- **New Sound** - You mostly like a Band, but think they should go in a bold new direction. Place a cube on the New Sound action track. Take a sound token (Style or Genre) and place it on the appropriate slot of a Band. If there was a cube on that aspect, remove it. Once a Band changes an aspect, it can't change the same aspect again (Ex: a Band can change both style and genre, but not genre two times). New Sound will always cost some Reputation (starting at 1), and the cost increases as the action is used more often.
- **Talent Search** - Your Bands aren't looking so great for this show, and you want something new. Place a cube on the Talent Search action track to freshen up your talent pool. Draw 2 Band cards (you may draw from the deck and/or take Gig Bands). Refill Gig Band slots if you took any from there. Then discard 2 Band cards. Early on, Talent Search doesn't cost Reputation, but increases as the action is used more often.
- **“Creative Differences”** - Some Bands can be problematic. You want them gone, but don't want the bad press. Just place a cube on the “Creative Differences” action track and claim the split was mutual. The Reputation cost is variable, depending on how much publicity has already been invested in the Band (pay 1 Reputation for every cube on it). It can cost you to disagree with your fellow agents. Put a new Band into the empty time slot. It may come from your talent pool, Gig Bands, or the top of the Band Deck. Refill Gig Band slot, if came from there.

Audition (Scoring)

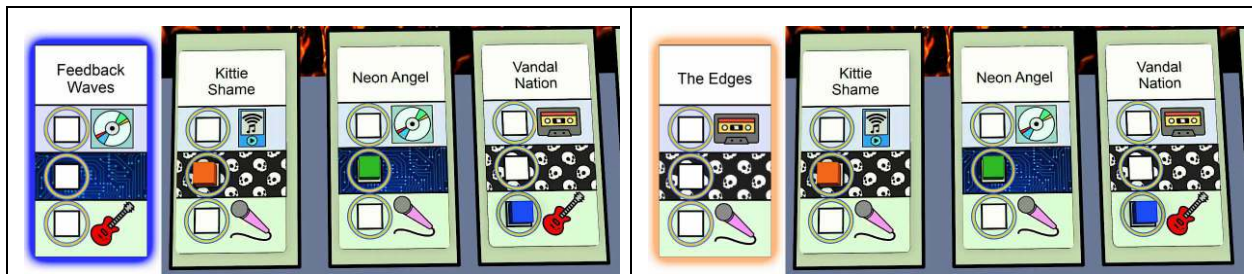
All players select a Band from their talent pool and reveal for Audition.

Check for current **Trend** reward of the lineup (whatever icon has the majority in the aspect). If two aspects are equally qualified, both count. If your Band best matches the Trend, collect the current Trend reward. Multiple players can collect.



*This round the Trend is **Genre**. Pop music has 2 Bands, Rock has 1 Band +1 cube = 2. Anyone Auditioning either a **Pop** or **Rock** Band collects the 2 Reputation reward.*

Now check for the Band with the **most total matches**. When looking for the “best” band to go in the lineup, you count each aspect of your Band and all aspects it shares in the current lineup of Bands. Any matching aspect of a Band that has a cube on it counts as a +1. When counting, include icons and cubes on the Auditioning Band. The player with the highest total adds their Band to the lineup (with a cube next to the name), and collects the bonus Reputation for that time slot. If multiple Bands have equal totals, the tie goes to the earliest player in the round.



*Jen presents the band, “Feedback Waves.” See how they would fit in the lineup: They are a modern, electronic, rock band. Modern 2 + Electronic 3 + Rock 3 = **8 total***

*Zac presents the band, “The Edges.” They are a classic, hardcore, pop band. Classic 2 + Hardcore 4 + Pop 3 = **9 total** Zac adds The Edges to the lineup and collects 4 Reputation.*

End of Round

Take the Tour Bus if your band was added to the lineup.
You are the first player in the next round.



If your Band auditioned, but didn't make it into the lineup, it remains in front of you.
It may audition again in a future round. (Or you may audition a new Band)

You may discard a Band (optional)

Refill your hand back up to two Band cards.

Reveal a new Trend for the next round.

Clear the Gig Bands, and refill the slots.

In future turns you may choose to Hype your Band instead of the lineup Bands. (Cubes on your Band count +1 each when put up for audition again). If the Band is added into the lineup on a future turn, the cubes and sound tokens remain on the Band.

End of Game

In the final round, the Headliner Band is decided. The last Reputation is collected. All players count up their total Reputation. The winner is the player with the most Reputation.
If tied for most Rep, the player with the Band in the highest timeslot (marked with cube on Band name, starting from Headliner down) is the winner.

FAQ

Q: Does an auditioned Band (didn't make it into the lineup) count toward my hand limit of 2?

A: This Band is still in your talent pool, but not in your hand. It does *not* count toward your hand limit of 2 Bands.

Q: There's a cube on the Band name, how does it affect the game play?

A: -It adds to the Reputation cost if using "Creative Differences" to get rid of it.

-Keeps track of who won the auditions for each time slot.

-It does NOT give any +1 bonus when counting audition matches.

Q: If I use "Creative Differences" to replace a Band that won an audition, do I then gain the Reputation bonus? Do I put my cube on the name?

A: No bonus for replacing a Band. No cube on the Band name.

Quick Reference

Round of play <ul style="list-style-type: none">• Play starts at Tour Bus and proceeds clockwise• Each player takes one action• Each player takes a second action <p>Audition Bands:</p> <ul style="list-style-type: none">• Reward for Trend• Fill next time slot with the “best” fitting Band• End of round clean up• Start next round	Audition (Scoring) <p>Current Trend: All Bands that audition and match the current Trend collect.</p> <p>Winning the time slot: Count each aspect of your Band and all aspects it shares with the current lineup. High count wins.</p> <p>Agent of the winning band receives bonus Reputation for the time slot, and gains control of the Tour Bus.</p>
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End of Round <ul style="list-style-type: none">• You may discard a Band (optional)• Refill your hand back up to two Band cards.• Reveal a new Trend for the next round.• Clear the Gig Bands, and refill the slots.

Attitude

While not something to enforce as a rule, I'd encourage players to talk through their actions, say the band names as they play, address each other directly, talk about the shifting tastes in music, and concerts in general. Bring your rock star attitude, outmaneuver the other music agents, and have fun creating and telling the story behind the big show. Hope you have fun playing!