



# SYMPHONY

VERSION 1.0

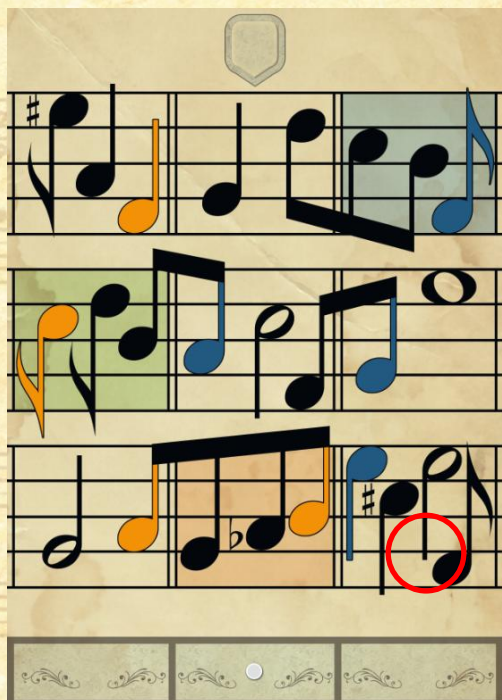


## ERRATA

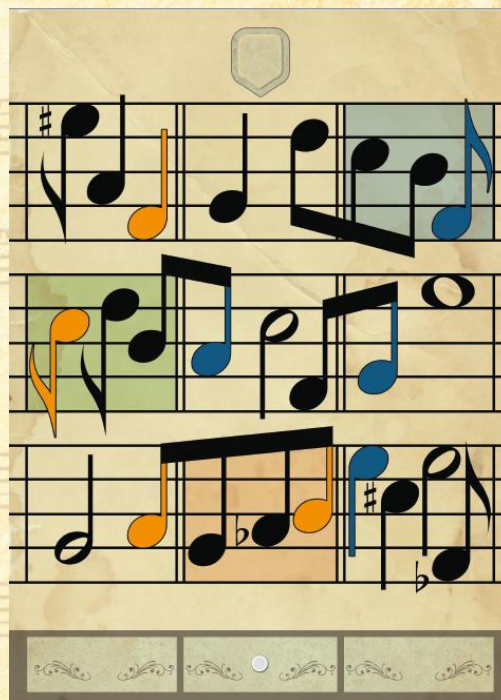
### SCORE SHEETS

One of the Score Sheets, on the basic side (the one with the small white circle), lacks one of the two flat symbol.

Except for the copies for Modena PLAY fair pre-printing, you can find a sticker in the box so you can conveniently apply on the wrong Score Sheet to correct this error (due to the limits of the cutting technology, may be necessary to trim the edges of the sticker). If you have a pre-printing copy of the game, you can obtain the corrective stickers at fairs and events for free or download the print&play version here.



Wrong Version



Correct Version

### GAME BOARD

The board has an error on the 5-6 players side: with 6 players the First Row initial Instruments go on the Columns A, C, E (and not B, D), exactly as in 5 players.

Except for the copies for Modena PLAY fair pre-printing, you can find a sticker in the box so you can conveniently apply on the Game Board to correct this error. If you have a pre-printing copy of the game, you can obtain the corrective stickers at fairs and events for free or download the print&play version here.



Wrong Version



Correct Version

## FAQ

Q: when and how many times does the **Concertmaster** play?

A: the **Concertmaster** opens each Movement, playing only once (so only a single Note disc) at the beginning of each Movement, during the **Attack** (last, among the Instrument with the **Imminent** ability). The **Concertmaster** never plays more than one disc per Movement (the **Prolonged Bonus** and the **Conductor** allow him to change the colour of one of his Note discs, but not to obtain an extra disc, while the **Chaining Bonus** can't be played on him (the **Concertmaster** cannot chain even with the ability of **Gustav Mahler Master**).



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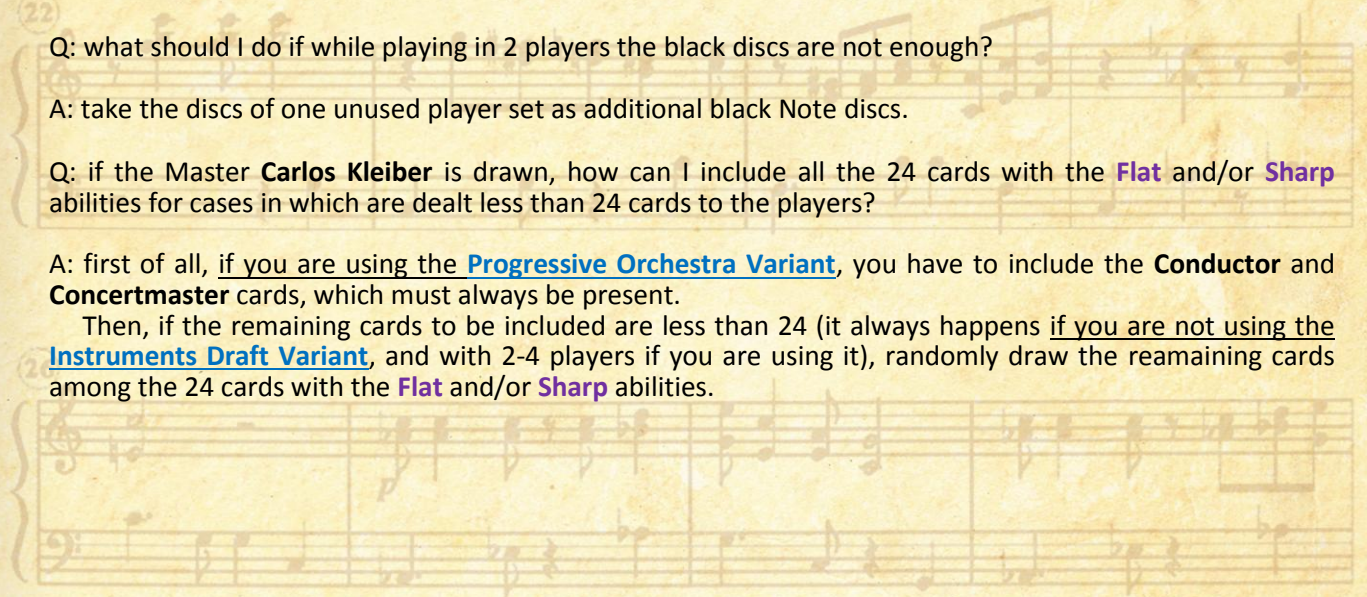
Q: what should I do if while playing in 2 players the black discs are not enough?

A: take the discs of one unused player set as additional black Note discs.

Q: if the Master **Carlos Kleiber** is drawn, how can I include all the 24 cards with the **Flat** and/or **Sharp** abilities for cases in which are dealt less than 24 cards to the players?

A: first of all, if you are using the **Progressive Orchestra Variant**, you have to include the **Conductor** and **Concertmaster** cards, which must always be present.

Then, if the remaining cards to be included are less than 24 (it always happens if you are not using the Instruments Draft Variant, and with 2-4 players if you are using it), randomly draw the remaining cards among the 24 cards with the **Flat** and/or **Sharp** abilities.



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