

EASY RULEBOOK TO BEGIN TO PLAY SYMPHONY

THE ORCHESTRA



25 seats
for 2-4 players

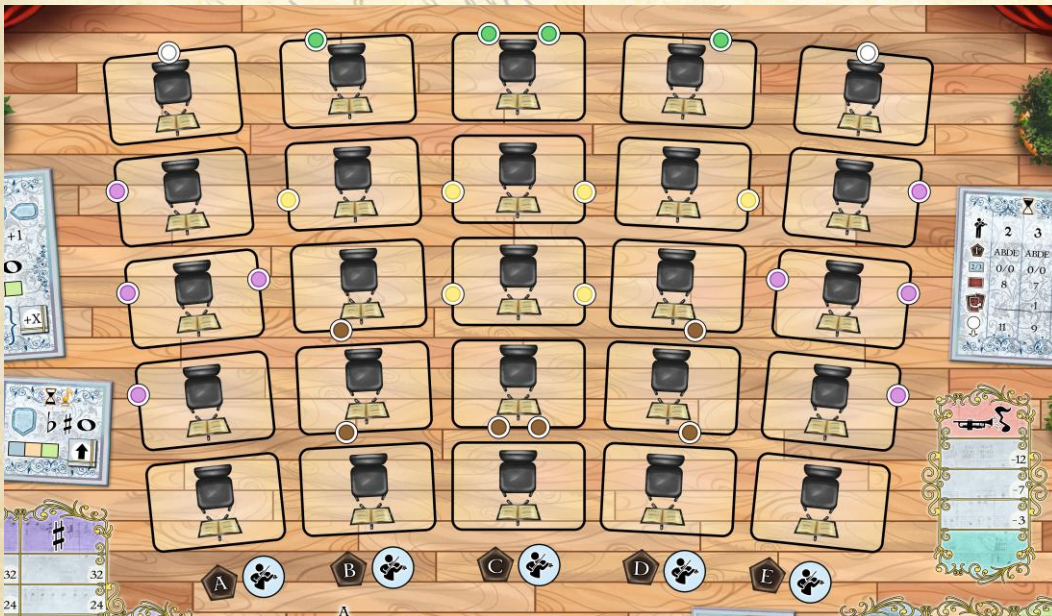
30 seats
for 5-6 players

Hello everybody, my name is Melody and I'm opening you the doors to Symphony!

Take the board and, in a 2-4 player game, use the side with 25 Instrument seats (as shown in the picture below). Otherwise turn it on the side with 30 seats.

Can you see all those rectangular seats? Each of them is reserved to an Instrument. Did you notice that, except for the seats in the 1st row, every space contains 1 or 2 dots with specific positions and colours? The colour shows the Instrument category that plays better in that space, but we'll come back to this later. Also, note that the Columns are labeled with letters A to E.

Actually, in front of the Orchestra, there are also 2 black seats reserved to the **Conductor** and to the **Concertmaster**, but please ignore them for now: when you'll be more experienced you'll see them on stage!



Black Instruments



Basic/Advanced Instruments



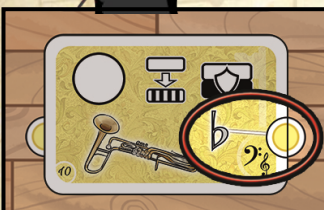
Take the Instrument deck and remove the 2 **black** Instruments and all the **Advanced** Instruments, that are the ones with the small dark circle at the bottom left (see the box above). Be patient: soon you'll be able to play even the hardest Instruments, but for now let's devote ourselves to the **Basic** Instruments.

First of all, you need to know that the colour determines the category: **Strings** are **purple**, **Woodwinds** are **brown**, **Brass** are **yellow**, **Percussions** are **green** and **Soloist** instruments are **white** (besides **Choirs**, which are **blue**).

Then, you need to know that each Instrument has a half-dot along the edge. When the half-dot of an Instrument matches with the dot of the seat where it's placed on (if the seat has 2 dots, only 1 needs to match), then the Instrument is said **well-placed**, and in this case the corresponding ability (connected to the dot through a thin white line) is unlocked and can be used (some dots are connected to more abilities).

Thirdly and last, note that on the Instruments there are white, grey and black spaces, called **Note spaces**, on which you place the Note discs: the **white spaces** are for discs the colour of player who controls the Instrument, the **black spaces** are for black discs (that are not of anybody, score no VP's and placed just to block other players), and, finally, the **grey spaces** are like the white, but they are unlocked by the dot of the Instrument (they can only be used if the Instrument is **well-placed**).

For now you can completely ignore the **Clefs** appearing in the bottom right corner.



Example of well-placed Instrument: the dot unlocks the **Flat** (b symbol) ability (see. page 5 for the ability summary).

INSTRUMENT ABILITIES

Here's an overview of some of the most common Instruments, I chose a representative one for every category. Each Instrument is uniquely identified by the little number within the small circle in the bottom left corner (for abilities symbols refer to the panel down the **Score and Win** section):

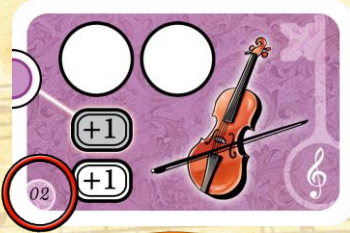
The **Violin** (02) plays 2 Note discs: the +1 with white background means that each note is worth 1 extra VP. The +1 with the gray background means the same, but it's activated only if the **Violin** is **well-placed**.

The **Cor Anglais** (15) plays 2 Note discs: the bottom right # symbol means that it can play the Sharp-notes on the Music Sheet. The disc on the gray circle can be placed only if the **Cor Anglais** is **well-placed**.

The **Harp** (37) plays 2 Note discs. The **dotted line** around the circles means that both discs need to be placed in a single placement (usually you can place just one disc per placement). Sharp/Flat symbols (b/#) show that it can play the Sharp/Flat notes on the Music Sheet, but only if the **Harp** is **well-placed**.



The little number written on the small circle in the lower right corner uniquely identifies each Instrument: for example, 02 identifies the **Violin** (see the card on the right).



The **Trombone** (08) plays 1 black Note disc and 1 player colour Note disc: the **Overwriting** symbol (here on the right) means that the player controlling it can place the Note discs of his (or her) colour (not the black ones) over another player's Note discs (not over black ones or yours). An overwritten disc (which has already another stacked disc) can't be overwritten again. The third note (player's colour) is enabled only if the **Trombone** is **well-placed**.

The **Snare Drum** (27) plays 1 black Note disc and 2 player colour Note discs: the **Protection** symbol (here on the right) means that when the player who controlling it places Note discs of his (or her) colour, they are protected by putting a black disc under them (to prevent them from being overwritten). If the **Snare Drum** is **well-placed**, it gains the additional central black Note disc and all of them get the **Chaining** ability: they can be placed in a single placement but only on adjacent notes; each disc must play the Note just to the right or left of the previous one (chaining is not mandatory and you can even use it partially, on some of the remaining discs).

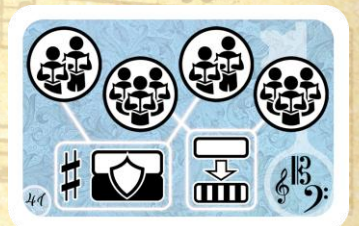
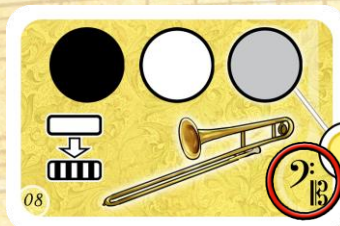
The **Choir** (41) plays 4 Note discs split between 2 distinct Parts (one per player): 1st and 3rd are played by a player, 2nd and 4th by another player. Choirs cards have no dots (they play well anywhere) and are shared by 2 (or more) players. The first Part places its 2 discs protected by a black one and can play Sharp-notes (#). The other Part can overwrite with 2 discs of his (or her) own colour.



Clefs



The Clefs of an Instrument are shown in the lower right corner (see the card on the right). At the moment you don't need them.



PREPARING THE ORCHESTRA

Now you can prepare the Orchestra! According to the number of players, find in the last pages of this rulebook the appropriate initial setup: place the suggested Instruments in the seats of Orchestra, then place on them the discs the colour as mentioned (including black discs on black Note spaces).

Then assign the colours to the players as you prefer: each one takes 6 cubes his (or her) own colour and place them on the cyan starting spaces of the **Score Tracks** on board: 3 of them are on the lower left and 3 on the lower right (see the pictures on the sides). Please ignore the 7th Track, isolated in the far right, for now.

Finally, each player places the 2 Scorekeepers (cylinders) his (or her) colour, down on the **Victory Points Tracks**, in the middle of the audience (the black seats are for dozens and start from 00, the red ones are for units and start from 0).



15	15	15
8	8	8
3	3	3

Coloured zone Tracks

b	#	
32	32	
24	24	
17	17	
11	11	27
6	6	16
2	2	7

Note Tracks (b, # and O)

THE MUSIC SCORE

Take 3 random Music Sheets and place them next to each other on the side with the white dot in the lower center (Basic Sheet) up. Lay the 3 parts of the **Movement Outline** at the bottom of each Sheet and join them together.

If it isn't a 5 or 6-player game, cover every **blue** note with a black Note disc: these notes are active only with many players. If it's a 2-player game, also cover every **orange** note with a black Note disc (the two pictures on the left are also on the 2-4 player Board, in order to remember this operation).

Each 'row' of the Music Score, is called **Voice**: place the +3 Circle token left to the 1st Voice (the top one), the +2 one left to the 2nd Voice and the +1 one left to the 3rd Voice. Every time a player plays a (not black) note he (or she) scores the VPs shown by Circle token, according to the Voice he (or she) played on. However, overwriting another Note disc, scores 1 VP (in that case the Voice does not affect).

Oh, each 'column' of the Music Score is called **Bar**, keep this in mind for later.

Place a +6 Sheet Score token on every Music Sheet (it's about the majority awards to be assigned at the completion of each Sheet: see **Scoring and Victory** section).

Place a +3/+6/+9 Voice Score token at the end of the 1st/2nd/3rd Voice, (it's about the majority awards to be assigned at the end of the game: see **Scoring and Victory** section).



SHEET SCORE TOKENS

6 VPs for majority in Note discs on the Sheet (scored when the Sheet is completed).

SHEET COMPLEXITY (beneath the Movement Outline)

Small white circle:

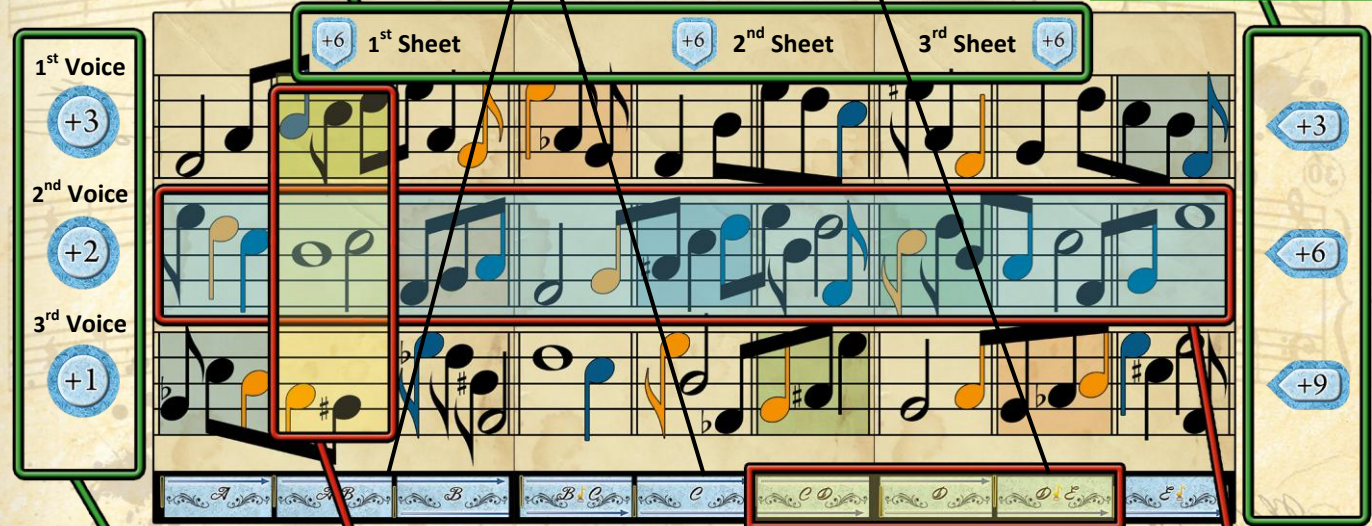
Basic Sheet

Small black circle:

Advanced Sheet

VOICE SCORE TOKENS

3/6/9 VPs for majority in Note discs on the Voice (scored at the end of the game).



CIRCLE TOKENS

They show VPs scored for placing a Note disc on the related Voice.

BARS

A Sheet 'column' is called **Bar** (the Music Score consists of 9 Bars, 3 per Sheet).

MOVEMENT OUTLINE

The Outline shows where each Column can play: i.e. Column D Instruments play on the 3 Bars labeled by the D.

VOICE

A Score 'row' is called **Voice** (the Score consists of 3 Voices).

Let's pay attention to the Sheet notes: you can see beside the 4 types of notes: **Semibreve** (without plica, which is the stem), **Minim** (with an empty head), **Crotchet** (with a full head) and **Quaver** (like Crotchet, but with a tail).

Except for Semibreve, you can ignore these distinctions for now, as they don't matter at this time. Ignore also the **tuplets** (that is duplets, triplets, quadruplets, made up of several notes joined together by a thick bracket).

Each time an Instrument plays, it moves one of its Note discs from a Note space to the Music Score, in order to occupy a note: each move scores VPs (see below).

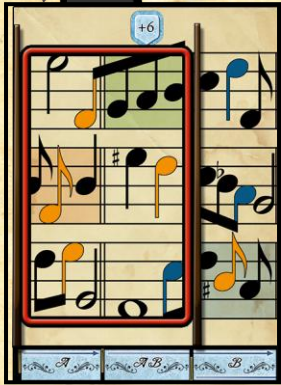
Semibreves are an exception, because they can only be occupied by 2 stacked Note discs, taken from 2 close but distinct Note spaces (2 discs surrounded by a dotted line or chained), and moved with a single placement. Moreover, this is the only case where 2 Note discs of the same colour can be stacked (if the 2 discs are of different colours, i.e. one is black and the other one is of the player colour, the black one can be placed above or underneath, but underneath is better).

Also, keep an eye on the following Score areas, because you will score end game VPs with them:

- the 3 Coloured Zones in every Sheet: this majority moves you forward along related Track,
- notes with **b** and **#**, that can be played only by Instruments with the corresponding ability and of which each note moves you forward along the related Track,
- Semibreves**, that moves you forward along the related Track, as I'm sure you supposed.



PLAYING THE SYMPHONY



Now you're ready...to play! Sway to the music of my violin ...

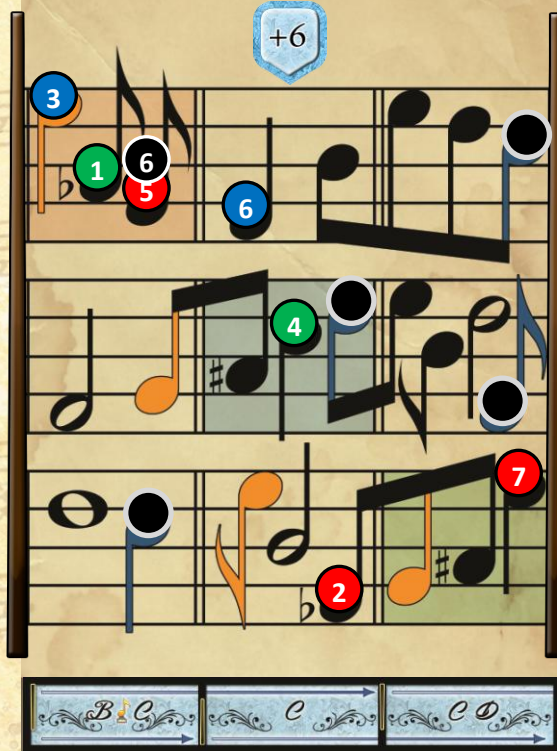
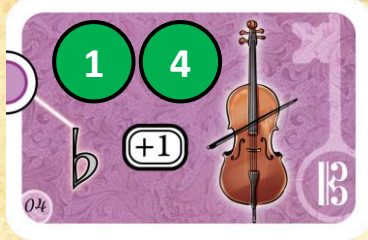
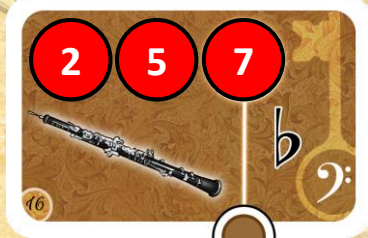
We start with the Instruments in Column A of the Orchestra (do you remember the letters?). First take the 2 Batons and place them vertically on the Music Score, in order to define the **Placement Area** (see the picture beside). Column A plays on 1st and 2nd Bar, as showed in the **Movement Outline** (the letters under each Bar show which Columns play on the corresponding Bar).

Inside the Column, a Note disc from the lower Instrument is played first, then a Note disc from the Instrument just above it, and so on. Once you reach the top of the Column, you play again a Note disc from the lower Instrument, and so on. At the top of the Column, is played again a disc from the lower Instrument, and so on, until all discs of the whole Column run out. An Instrument on its turn must always play its leftmost Note disc, freeing just a single Note space per placement (except for special abilities, like the dotted line of **Soloist** ability or the chains of **Chaining**). If there are no more notes for a legal placement, just remove 1 Note disc from the Instrument and go to the next one.

Each Note disc shall be placed on one note of the Music Score, inside the **Placement Area** (Semibreve are exceptions, because they must be occupied by 2 stacked discs), running gradually out of discs on the Instrument. After you place a Note disc, you immediately score 1/2/3 VP(s) depending on the Voice (or 1 VP if you are overwriting) plus any other Instrument VP bonus. On a Semibreve the lower disc scores VPs according to the Voice, the one above 1 VP (is considered overwriting).

Please remember to place one black disc under your colour discs with **Protection** ability (to prevent overwriting) and that discs with the **Overwriting** ability can be stacked on the others.

Black discs don't score VPs, but can be used to block other players (and are not overwritable). After all the Instruments in Column A have been played, those from the B will play, and so on.



Playing Example:

Column C is playing, so place Batons at the start and end of central Music Sheet to define the **Placement Area** (formed by Bars 4, 5 and 6, with the C label on the bottom).

Let's say that this column is made only by the 3 Instruments shown in the picture and that they are all **well-placed**.

Cello (04, purple) plays first and it can play Flat-notes, so it places its first Note disc on the Flat-note of the **Orange Zone**, on the 1st Voice and scores 4 VPs (3 VPs for the Voice + 1 VP for the Instrument).

Oboe (16, brown) also can play Flat-notes, and it immediately place a disc on the last Flat-note left in the 3rd Voice, scoring 1 VP (for the Voice).

Trumpet (07, yellow) could place 3 chained discs, but now it's not so useful, so it places just 1 Note disc in the **Orange Zone**, scoring 3 VPs (for the Voice).

As there aren't any other free Flat-notes, **Cello** places its last Note disc in the **Blue Zone**, on 2nd Voice, scoring 3 VPs (2 VPs for the Voice + 1 VP for the **Virtuosity** Instrument ability).

Oboe plays its second red note in the **Orange Zone**, scoring 3 VPs (for Voice).

Trumpet finally places 2 chained adjacent Note discs: at first the black Note disc on red disc in the **Orange Zone** (the **Overwriting** ability of this Instrument allows to overwrite only with the black disc), then it places the remaining blue Note disc, chained with the previous one, on an adjacent note immediately outside the **Orange Zone**, scoring 3 VPs (for the blue disc placement on the 1st Voice). Note that the black disc could not overwrite the green Note disc in the **Orange Zone**, because the **Trumpet** can't play the Flat notes. You never score VPs for black discs (and, anyway, when you overwrite coloured discs you score only 1 VP, regardless of the Voice).

The last **Oboe** red disc is placed inside the **Green Zone**, scoring 1 VP (for the Voice).

Lastly, please note that, as there are less than 5 players, blue notes were previously covered from black Note discs during the Setup.



When you play, do not forget to score the VPs from the Music Score, including the extra VPs for the **violet** Instruments.

SCORING AND VICTORY



After Columns B, D and E have been played, the **Placement Area** will overstep 1st/2nd/3rd Sheet respectively, so these Sheets will be gradually to be **completed**, even if not every note on them have been occupied, and there will be a **Midgame Scoring** (the symbol on the **Movement Outline** reminds this, and in fact, the symbol is between A and B, between C and D and after the E).

The player with the most Note discs on a coloured Zone advances 1 step on the corresponding **Score Track** (in case of a tie all tied players advance; do not count overwritten and black discs).

Each player advances 1 step on the #, b and Semibreve Tracks, for each note of that type occupied on the just completed Sheet (again, overwritten and black discs don't count). There are 2 #, 2 b and 1 Semibreve on every Sheet, but, in a 2-4-player game, some of them could be disabled (if they are blue/orange and therefore covered by black discs).

Finally, the player with the most Note discs on the just completed Sheet, scores 6 VPs from the Sheet Score token (again, don't count overwritten and black discs). In case of a tie all tied players at first place score 6 VPs.

Example of a Midgame Scoring:

At the end of the Column D you evaluate the central Sheet (since no more notes can be placed on it).

Green controls 1 Sharp and 2 Flat notes, so he (or she) advances 1 step on the **Sharp Track** and 2 steps on the **Flat Track**.

Please note that **Red** doesn't advance on the **Flat Track**, despite having played on a Flat note, since it has been overwritten by **Green**. However, he (or she) advances 1 step on the **Sharp Track**, as it still in control of one Sharp note.

Blue advances 1 step on the **Semibreves Track**, 1 step on the **Blue Zone Track** (tied majority) and 1 step on the **Green Zone Track** (absolute majority, overwritten discs don't count).

Red advances 1 step on the **Blue Zone Track** (tied majority with **Blue**).

Green advances 1 step on the **Orange Zone Track** (absolute majority: black and overwritten Note discs don't count), but doesn't advance on the **Blue Zone Track** (because the disc was overwritten by **Blue**) or on **Green Zone Track** (to advance you need the majority: it is not enough to just have a disc in the Zone).

Finally, you score Note discs in the Sheet except for overwritten ones: **Blue** has 5, **Green** has 5, **Red** has 4. So **Blue** and **Green** score 6 VPs each (even though the **Red** placed more Note discs than the others, for a total of 8. Please note that the 2 stacked Note discs from **Blue** count as 1).

Endgame Scoring: at the end of the game, after evaluating the 3rd Sheet, players with the most Note discs in each Voice score respectively 3/6/9 VPs, as showed from related Voice Score tokens (overwritten and black Note discs don't count). In case of a tie, all the tied players score the VPs.

Finally, every player score VPs from the 6 **Score Tracks**, according to the position of his (or her) cubes (VPs awards are showed by the little number on the right in the box).

Now, the player with the most VPs is the **winner!**



INSTRUMENTS ABILITIES

+1

Virtuosity: every Note disc placed from this Instrument is worth 1/2 extra VPs.

+2



Flat: this instrument can place its Note discs on the notes with the Flat symbol (b).



Sharp: this instrument can place its Note discs on the notes with the Sharp symbol (#).



Soloist: Note discs inside the dotted line **must** be placed together, with a single placement. You can stack them in order to cover a Semibreve, or place them on any notes, even not adjacent each other.



Overwriting: you can overwrite, that is to place discs of your colour (not black discs) on top of your opponents' Note discs (not above those of your colour or the black ones), but you can't overwrite a disc that's already stacked.

Black Overwriting: as above, but you are allowed to overwrite only using the black Note discs from the Instrument.

Protection: non-black Note discs of this Instrument are placed with a black Note disc under them, in order to avoid others' overwriting (if it's not overwriting itself).

Chaining: Note discs connected by the chains can be placed all together, on adjacent notes. Two chained Note discs can be stacked to occupy a Semibreve (if they are of different colours, player can always put the black one under other disc).

SECOND GAME



MUSICIAN BONUS

Now that you are almost veterans let's introduce the (cyan) **Musician Bonus**: they represent the Musician's talent who's playing the Instrument where he (or she) is placed on.

During Setup, each player receives 2 random faced down Bonus tokens: then, they reveal and keep them face up in front of them. In addition, when you set up the Music Score, place a Bonus token on the head (circlet) of each **Minim note** (there are 3 per Sheet).

When a player first places a coloured Note disc on a Minim note, he (or she) takes the Bonus token on it. Black Note discs can't be placed on a note with (still) a Bonus token on it.

When it's up to a given Instrument, its owner can place one of his (or her) Bonus on it, right before he (or she) plays a Note disc. The effect of each Bonus is showed in the box below. As they are not actually Instruments, you can't place a Musician Bonus on the Choirs (blue cards). Each Instrument can carry only one Musician Bonus.

Uh! Every unused Musician Bonus (but it's a pity!) is worth 1 VP at the end of the game.



Prolonged Bonus: the Instrument gains 1 extra disc (your colour or black). If you want, you can put it on a black or grey Note space (but not on one just unlocked). Otherwise, this is the note you have to play now. If the Instrument has the **Chaining** ability, also the extra disc is chained to the following one.



Virtuosity Bonus: every Note disc placed by this Instrument is worth 1 extra VP.



Protection Bonus: the Instrument gains the **Protection** ability (the Note discs of your colour, not the black ones, are protected, placing a black Note disc under them).



Chaining Bonus: the Instrument gains the **Chaining** ability (with a single placement you can place discs from multiple Note spaces on adjacent notes).



Overwriting Bonus: you can place it only on an Instrument with 2 or less Note discs of your colour left (ignore black ones): the discs of your colour (not black ones) gain the **Overwriting** ability.



Flat/Sharp Bonus: the Instrument gains the **Flat** and the **Sharp** ability (it can place its discs on the notes with Flat or Sharp symbols).



Eclectic Bonus: this Instrument counts as **well-placed** (even though it's in the first row) regardless of the position of the dot.



Clef Bonus (Family Mode version): you score immediately 2 VPs per Clef (G, C or F-Clef) possessed by this Instrument.



SET UP FOR 2 PLAYERS



In a 2 players game in addition to use the small Orchestra (with 25 seats), cover 5 further instrument seats, those in the third row, in order to use only 20 Instruments seats.

Basically, place the 5 Stage cards (those showing the stage parquet) and place them to entirely cover the 3rd row of the Orchestra.

A	B	C	D	E

SET UP FOR 3 PLAYERS



35 +1 ♯	32 ♯	24 ♯	27 ♯	37 ♯
04 +1 ♭	09 ♯	08 ♯	10 ♭	03 +1 ♭
03 +1 ♭	15 ♯	07 ♯	22 ♭	04 +1 ♭
02 +1 +1 ♯	15 ♯	17 ♯	16 ♭	05 +1 ♯
02 +1 +1 ♯	42 ♯	16 ♭	41 ♯	05 +1 ♯
A	B	C	D	E

SETUP FOR 4 PLAYERS



35 +1 ♯	23 ♯	26 ♯	27 ♯	38 +2 ♯
02 +1 +1 ♯	07 ♯	08 ♯	10 ♭	03 +1 ♯
05 +1 ♯	21 ♯	07 ♯	22 ♭	04 +1 ♭
02 +1 +1 ♯	15 ♯	18 ♭	16 ♭	03 +1 ♯
04 +1 ♭	32 ♯	16 ♭	41 ♯	05 +1 ♯
A	B	C	D	E

SETUP FOR 5 PLAYERS



38 +2 Piano	32 Drum	24 Keyboard	27 Drum	35 +1 Piano
35 +1 Piano	23 Keyboard	07 Trumpet	28 Drum	37 +1 Harp
02 +1 Violin	09 Trumpet	08 Trumpet	10 Trumpet	03 +1 Violin
05 +1 Violin	21 Drum	07 Trumpet	22 Drum	04 +1 Violin
02 +1 Violin	15 Flute	16 Flute	16 Flute	05 +1 Violin
04 +1 Violin	18 Flute	17 Flute	08 Trumpet	10 Trumpet

A B C D E

SETUP FOR 6 PLAYERS



35 +1 Piano	32 Drum	24 Keyboard	26 Drum	37 +1 Harp
38 +2 Piano	23 Keyboard	07 Trumpet	28 Drum	35 +1 Piano
04 +1 Violin	09 Trumpet	08 Trumpet	10 Trumpet	05 +1 Violin
03 +1 Violin	21 Drum	07 Trumpet	22 Drum	02 +1 Violin
02 +1 Violin	15 Flute	16 Flute	16 Flute	03 +1 Violin
04 +1 Violin	18 Flute	17 Flute	08 Trumpet	10 Trumpet

A B C D E