

# PHILHARMONIX



Welcome to the Malaya Galaxy! Your task as a space orchestra manager is to elevate your orchestra and become the most prestigious musical ensemble in the galaxy!

With each turn, you will choose one of six actions in the game. With these actions, you will tour the galaxy, organize auditions for new talent, promote your musicians and conductors, compose symphonies, and perform them with your orchestra, try to catch the attention of the patrons, and invest in your managing capabilities.



# COMPONENTS



1 Map Board



4 Player Boards  
(1 per player)



4 Sets Musician Stages  
(1 set per player)



76 Credit Tokens



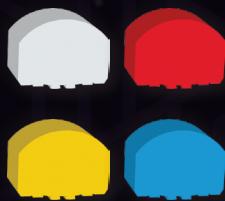
75 Symphony Tiles  
(15 of each color)



25 Fan Tokens



6 Action Point Tiles



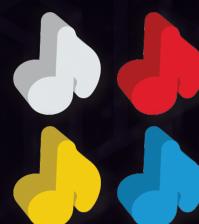
4 Player Ships  
(1 per player)



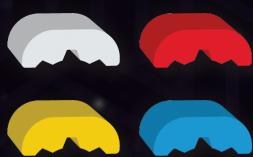
4 Star Markers  
(1 per player)



4 Manager Meeples  
(1 per player)



4 Prestige Markers  
(1 per player)



4 Action Point Limit  
Markers (1 per player)



4 Turn Order Cubes  
(1 per player)



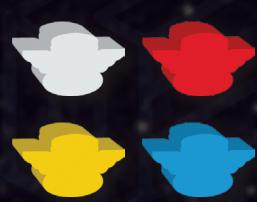
4 Experience Markers  
(1 per player)



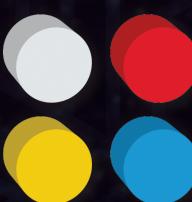
4 Action Point Markers  
(1 per player)



24 Admiration Markers  
(6 per player)



32 Top Hats  
(8 per player)



48 Discs  
(12 per player)



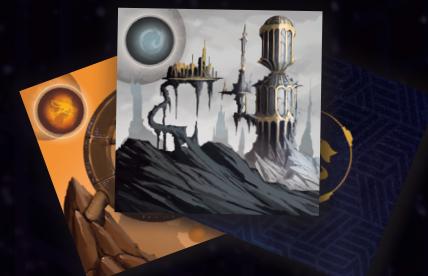
1 Round Tracking Cube



12 Patron Cards



4 Starting Fan Cards



6 Starting Region Cards



92 Musician Tiles  
(23 of each type)



20 Soloist Tiles  
(4 of each type)



18 Demand Tiles



4 Turn Order Tiles



4 Musician Dice



4 Symphony Dice



4 Plaque Tokens  
(50+/100+)



4 Plaque Tokens  
(150+/200+)



Purple Pouch Bag for  
Soloists



Black Pouch Bag for  
3-Star Musicians



1 Maestro Cube  
(Solo mode)



26 Record Cards  
(Variant)



33 Maestro Cards  
(Solo mode)

# GAME SETUP

## MAP BOARD SETUP

- 1 Place the Map board in the middle of the table.
- 2 Shuffle the 6 Action Point tiles   and randomly assign one to each of the 6 Main actions, face up.
- 3 Place the Round Tracking cube  on the 1st position on the Round track.
- 4 Shuffle the Turn Order tiles and place them on their designated spaces on the Map board, face up.
- 5 Roll the 4 Musician dice     and place them on the Musician dice spaces.
- 6 Roll the 4 Symphony dice     and place them on the Symphony dice spaces.
- 7 Shuffle the Demand tiles and randomly place one Demand tile to each region on the Map board, face up. Leave the rest on the designated space on the Map board, face down .
- 8 Put all 3-Star musicians tiles (28) in the Black pouch bag and all the Soloists tiles (20) in the Purple pouch bag. Randomly pull 6 tiles from each bag and place them in their designated spaces on the Map board. Leave the rest in the bag.
- 9 Shuffle the Patron deck and draw 7 Patron cards. Place them on the left side of the board. Return the rest to the box.
- 10 Place the Credit tokens      near the Map board.
- 11 Draw a Starting Fan card and place Fan tokens   on each location depicted on the card .

## TWO PLAYERS SETUP

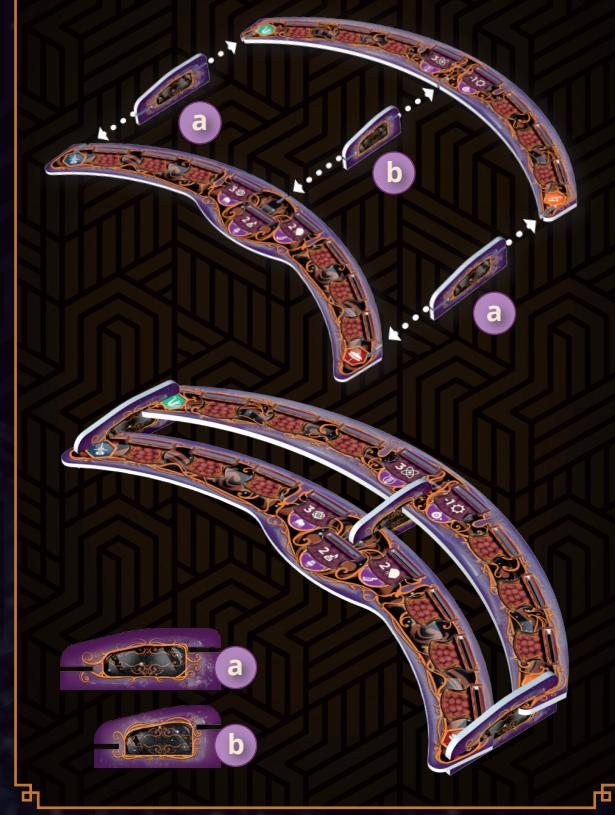
- 12 Take 5 discs  of any unused player color and cover the 4th, 6th, 11th, 16th and the 19th black key on the Piano track.

## PLAYER SETUP

- 13 Pick a player color of your choice, take a Player board, a set of Musicians stages  and a random Starting Region card . After getting acquainted with the game, draft Starting Region cards, starting from the last player, in reverse turn order.
- 14 Depending on your Starting Region card , place your Ship  on the corresponding circled planet on the Map board.
- 15 Take 2 different random Symphony tiles from the supply and place them on the first two spaces of the Symphony row on your Player board (redraw both Symphony tiles if they are the same).
- 16 Place your Star marker  on the starting space of the Piano track.
- 17 Place your Prestige marker  on the 10th position of the Prestige track.
- 18 Take a 0-Star String     musician. Place these musicians in your orchestra matching the instrument types, in the corresponding sections of the Musician stages.
- 19 Place your Experience marker  on the 5th place, Action Points marker  on the 0 space , and your Action Point limit marker  on the 9th place  of their tracks.
- 20 Take your 8 Top Hats  and place them on the Patron section on your Player board.
- 21 Place your Admiration markers  on the first space on each Admiration track.
- 22 Place your Disc markers  and Manager meeple  next to your Player board.
- 23 Finally, take 1 Turn Order Cube  from each player and randomly place them on the four spaces of the first round (marked I, II, III, and IV). This determines the player order for the first round of the game. The first player gets 10 credits , the 2nd player gets 12 Credits, the 3rd player gets 14 Credits, and the 4th player gets 16 Credits .



### ASSEMBLING THE MUSICAL STAGES



# OBJECTIVE

You are an orchestra manager, leading an orchestra of musicians from different planets throughout the galaxy. Your objective is to recruit a variety of musicians  in your orchestra by organizing Auditions, Promoting them to become more skilled, Investing in your managing capabilities, impressing Patrons to aid you, and Composing new symphonies, all for one grand purpose — to PERFORM CONCERTS in front of audiences and hope for a “standing ovation”. Your successes will be measured in Prestige  (victory points). Whoever has the most Prestige at the end of the game wins.

Throughout the game, most of the Prestige you will get is from doing the Perform concerts action, but you'll also score additional Prestige based on your standing on the Admiration tracks in each region, from the amount of symphonies you've advanced to your silver and gold slots, your standing on the Piano track, and for your remaining Credits  (details on pg. 21).

## COURSE OF PLAY

Philharmonix is played over 5 rounds. During each round, players will take turns selecting one of the actions on the Map board by placing their Manager, or they may choose to pass their turn. When all players have passed their turns, the round ends.



Additionally, before or after playing the chosen action, players may play any number of Free actions as long as they are able to pay the costs for those actions.

### ACTION SELECTION

- You can place your Manager  on any action as long as it is different from the one you selected on your previous turn (you cannot play the same action two turns in a row in the same round).
- The latin number  represents the number of Action Points  you have to spend to activate the action and the strength of the action (which row of the action will be activated). 
- You can activate a lower strength row of the action you select, however, you still spend the number of Action Points  indicated by the number next to the action .
- If an action space is occupied by one or more players' Managers, for each of those Managers you must either:
  - pay that player Credits  equal to the current round number and/or;
  - spend an additional Action Point .
- You can select an action even if it causes you to surpass your Action Point limit , up to a maximum of 15 Action Points. For each Action Point exceeding your Action Point limit, you will deduct one Prestige when passing.
- If at any point during your turn, the Action Point marker  reaches or goes beyond your Action Point limit, you must pass at the end of your turn. (see Passing pg. 20)
- Alternatively, instead of performing your selected action, you can use the strength of the action you selected to Tour/Sell Merch (explained next). 

### TOUR/SELL MERCH

For each point of strength on the chosen Action, you can:

- **Tour** — Move your ship up to 2 spaces that are connected by a line, and/or;
- **Sell Merch** — Gain 3 Credits from the supply.



During the Tour action, your ship cannot go through the same planets that it has already moved through this turn. Your ship may pass through planets containing another player's ship, and end its movement on a planet containing another player's ship.

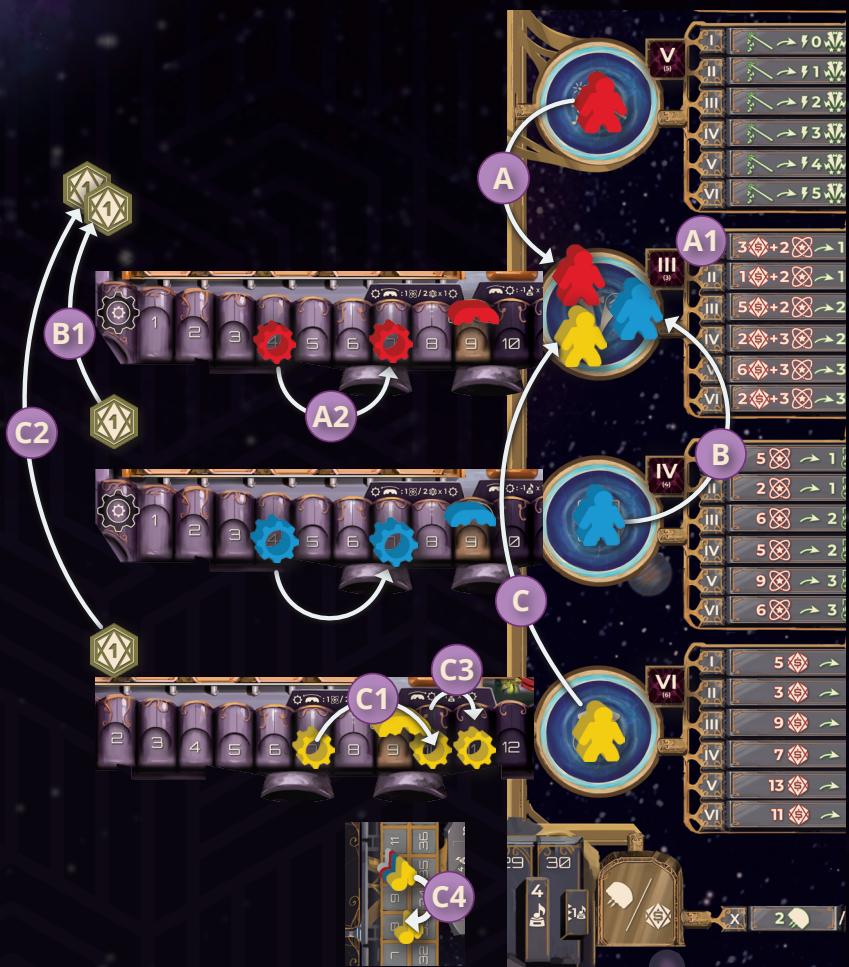
If your ship passes through or ends its movement on a planet containing a Fan token , you may collect it if you have space in your VIP Fan Lounge. You can only have up to 4 Fan tokens. 





#### EXAMPLE:

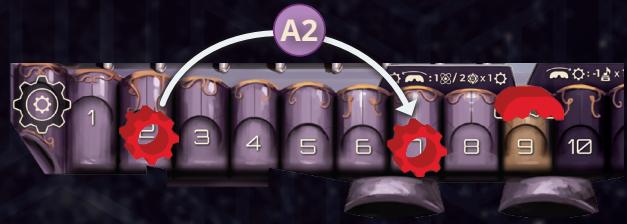
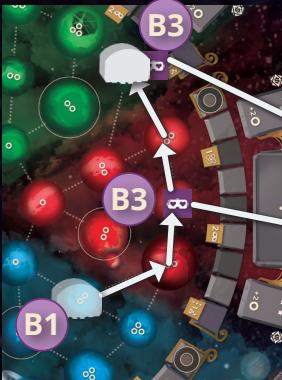
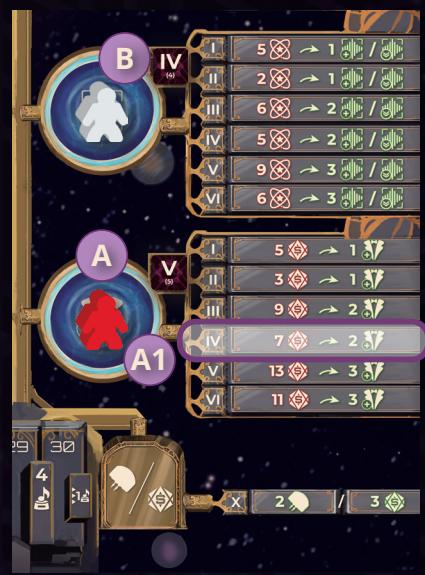
Red places their Manager meeple on the Promote action **A** with an Action Point cost of 3 **A1**. They spend 3 Action Points by moving the marker  on their Action Points track **A2**. Next is Blue, who wants to use the Promote action as well **B**. Because Red's Manager is already there, they can either pay 1 Credit  to Red (because it's the first round) or spend 1 additional Action Point. They decide to pay Red 1 Credit **B1**. Yellow also wants to use the Promote action **C**. First they spend 3 Action Points **C1**. Next they have to pay Red and Blue one credit and/or spend an additional Action Point for each. They decide to pay Red 1 Credit **C2** and spend 1 additional Action Point **C3**. Passing the Action Point limit means that the round is finished for the Yellow player and will also cause them to lose 2 Prestige **C4** because they've passed the Action Point limit  by two points.



#### EXAMPLE:

Red chooses the 5-strength Audition action **A** but because they don't have 13 Credits  to activate the fifth row, they choose to activate the fourth row instead **A1**, paying 7 Credits and recruiting 2 musicians. Regardless of the chosen row, they still have to spend 5 Action Points by moving the marker on their Action Points track **A2**.

White chooses the Compose action which currently has a strength of 4 **B**. Instead of doing the Perform action they choose to use the strength to Tour/Sell Merch. They use 2 strength to move their ship  4 times **B1**, and the other 2 strength to gain 6 Credits **B2**. They also collect Fan tokens  **B3** along the way which they place on their Player board **B4**.



# ACTIONS



## PATRON

IMPRESS PATRONS AND GAIN BENEFITS

### Patron Card



Gain Patron points **(b)** according to the chosen row of the action and immediately use them to Impress a Patron or Activate an already impressed Patron. Unspent Patron points gained from the Patron action are discarded at the end of your turn.

### 1 Impress a Patron

Take one Top Hat marker **(a)** from your Player board and place it in the middle of the Patron you want to impress **(a)**. If you fulfill the conditions **(b)**, you may instead put your marker **(a)** in the left corner of the Patron card to gain Prestige **(c)**. You can do this only when you impress the Patron. Once the space is covered, it is no longer available.



Use up Patron points equal to the cost of the Patron **(d)**. You can impress multiple Patrons per turn as long as you still have Patron points to use.

Whenever you take a Top Hat marker from your Player board, you gain the bonus from that spot. You gain the bonus after impressing the Patron, which means, you cannot use the bonus to fulfill the conditions of the Patron card and gain Prestige.

The first Top Hat marker **(a)** has to be taken from the lowest level. Once at least one Top Hat marker is removed from a level, the next level (row) is unlocked. You may take a Top Hat marker from any level that is unlocked.



### IMPORTANT:

You can impress each Patron only once per game. Multiple players can impress the same Patron, but only one player can gain the Prestige bonus for fulfilling the Patron's conditions.

### 2 Activate a Patron

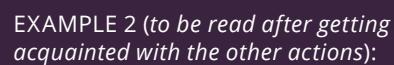
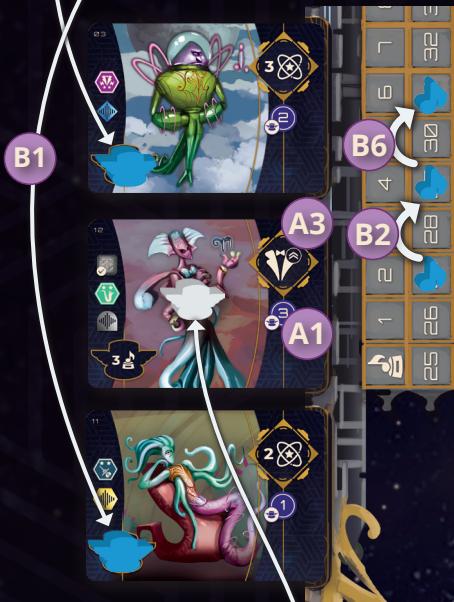
Spend one Patron point **(1)** to activate the ability of a Patron **(a)** you've already impressed (you have a Top Hat marker on). You can activate any number of impressed Patrons as long as you have Patron points to spend. You must finish using the ability of one Patron before activating a new Patron and you don't have to complete the whole ability in order to finish it. You can activate each Patron once per turn.



#### EXAMPLE 1:

White plays the 5-strength Patron action **(A)** and gets 4 Patron points. They decide to impress the second Patron from the bottom by spending 3 Patron points **(A1)**. They do so by taking one of their available Top Hat markers and placing it in the middle of the Patron **(A2)** because they don't fulfill the conditions to claim the Prestige **(A3)**. Then they decide to spend the other Patron point to activate the ability of the patron they just impressed, which is to "Upgrade a musician" **(A4)**.





Blue plays the 4-strength Patron action and gets 3 Patron points (B). They use one Patron point to impress the first Patron. Blue takes one of their Top Hats and because they fulfill the Patron conditions (has a 2-star Strings and a yellow symphony) they put the marker on the bottom left corner (B1) and claim the Prestige bonus moving their Prestige marker up by 2 (B2).

Also, they gain the uncovered "gain a symphony" bonus from their Player board **B3** and get one blue symphony from the supply which they put in the third column on their Player board which is empty **B4**.

Blue then decides to spend their leftover 2 Patron points to impress the third Patron card from the bottom. They take a Top Hat marker from the third row of their Player board (B5) and because the condition of this Patron card is fulfilled as well (any Soloist and a blue symphony that they just got), they can claim the Patron bonus. They move their Prestige marker up by 2 points (B6). Blue also claims the uncovered “upgrade a musician” bonus (B7). They upgrade their 1-star percussionist to a 2-star by flipping the musician’s tile on his stage (B8). They move their Star marker on the Piano track forward by one space and decide not to claim the 3 Experience bonus they pass over (B9).





## INVEST

### GAIN EXPERIENCE/UPGRADE ACTION POINT LIMIT

When you activate the Invest action you can choose one of the following:

#### 1 Gain Experience



Gain Experience according to the chosen row of the action. You cannot have more than 12 Experience.

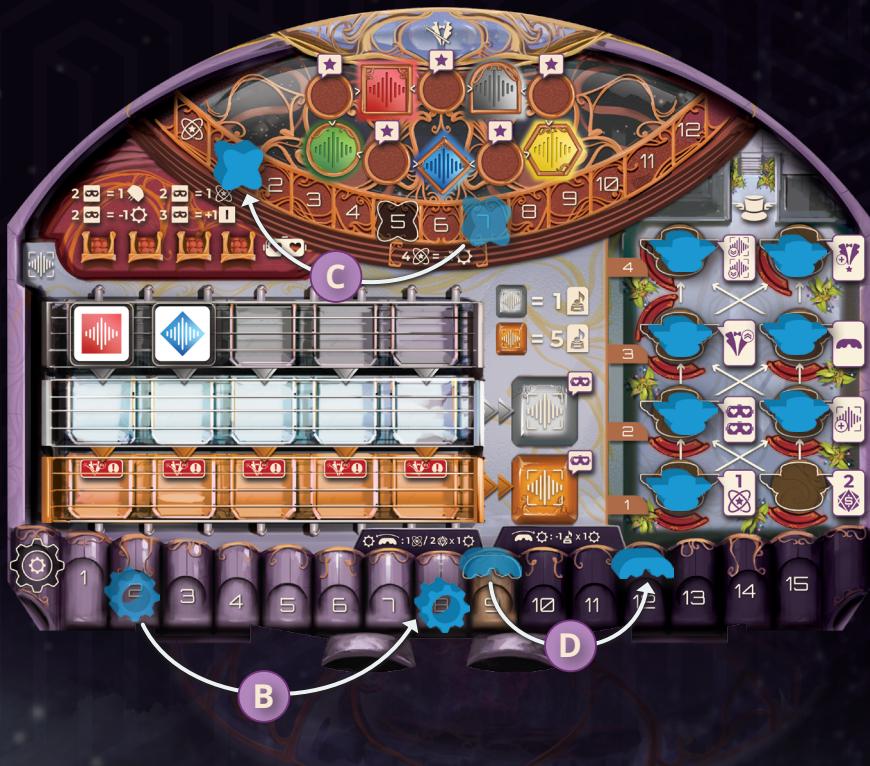
#### 2 Upgrade your Action Point limit



Spend Experience to increase your Action Point limit according to the chosen row of the action. You cannot increase your Action Point limit above 15.

#### EXAMPLE:

Blue decided to play the Invest action **A** in order to increase their Action Point limit . Because the Action Point cost is 6, they move their Action Point marker six places **B**. They activate the sixth row and spend 6 Experience **C** to increase their Action Point limit by 3 **D**.





## PERFORM CONCERTS

### PERFORM AND GAIN PRESTIGE

*Due to the complexity of this action, it is advised that you learn about this action last.*

Performing concerts is the main way in which you gain Prestige . Whenever you gain Prestige, move your Prestige marker on the Prestige track. When you pass 50 Prestige, get a 50 Prestige Plaque token and place it near your board. Flip it when you pass 100. Do the same for 150/200 Prestige plaque.



You perform a concert on the planet where your Ship  is currently located. Your success in performing is measured by the corresponding regions' Demand tile.

#### Demand Tile



The strength of the action represents how many Soloists you can use during your Perform, and also gives you additional Experience .

#### IMPORTANT:

Since this is the most complex action of the game, we strongly advise you to consult the Help board whenever you Perform.

When Performing, follow these steps:

#### 1 Place discs

Place two of your discs , one on the planet your ship is on and one on the Demand tile. You gain 3 Prestige if you are the first player to place a disc  on the Demand tile. Keep in mind that you have 12 discs.



#### 2 Gain Prestige

Compare the Demand tile with your current orchestra and Player board.

- a** Gain 1/3/6 Prestige for 1/2/3 matched musicians  in your orchestra. The star rank of the musician must be matched exactly and you cannot use two musicians of the same type!
- b** Gain 1/4 Prestige for 1/2 matched symphonies. Symphonies in the final gold and silver slots don't count.



## 6 Gain admiration in the region

Move your admiration marker  on the Admiration track of the region you are performing in. The amount of admiration you get is depicted by the number of circles on the planet you are performing on (1/2/3 admiration for innermost/middle/outermost planets). Also gain the depicted reward on each space you land on or pass by on the Admiration track.



## 7 Gain Experience

 Gain the Experience  shown on the activated row of the Perform action.

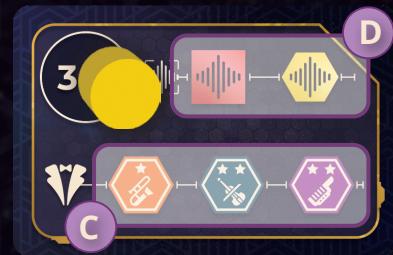
You can only perform on a planet that doesn't have any players' disc  on it. Multiple players can Perform in one region, but only the first one who places a disc  on the Demand tile gets a bonus of 3 Prestige.

### IMPORTANT:

You cannot Perform twice in the same region in the same round.

### EXAMPLE 1:

Yellow chooses to Perform in the Blue region with an Action Point cost of 2 **A**. First, they place a disc on the planet and on the Demand tile **B** and get 3 Prestige  for being the first to Perform in the Blue region this round. This also means that they cannot perform in the blue region for the rest of the round. Other players can, but they will not get the 3 bonus Prestige. They match the first and third musicians from the Demand tile **C**, so they gain 3 Prestige for the musicians. Because they matched two symphonies, they get 4 more Prestige. Next they advance the two matched symphonies. They move their Red and Yellow symphonies down by one space **D**. Because their Star marker is on the 9th position of the Piano track **E**, they gain 3 Credits  for each matched symphony, 6 Credits in total. Since they can activate only one Soloist, they decide to gain 2 Experience  by activating the Harpist in their orchestra **F**. They move their marker on the Admiration track 3 times, because they performed on an outermost planet and gain 1 Experience as a bonus **G**. They also gain 1 more Experience for activating the second row of the action **H**. In total they gain 10 Prestige , 4 Experience,  and 6 Credits  with this Perform action.

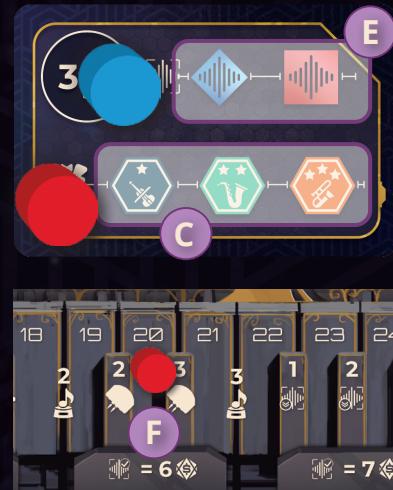


## EXAMPLE 2:

Red chooses to Perform in the Blue region with an Action Point cost of 5 **A**. First, they place a disc on the planet and on the Demand tile **B**. Because the Blue player has already performed in this region, Red gets no bonus Prestige **D** from placing a disc on the Demand tile. They match all three musicians from the Demand tile **C**, so they gain 6 Prestige for the musicians. They also match two symphonies and get 4 more Prestige. They even get a Standing Ovation for fulfilling all the requirements from the Demand tile, gaining 2 additional Prestige for a total of 12 Prestige **D**. Then they advance the matched symphonies.

They move their Red & Blue symphonies down one space **E**. They gain 12 Credits **E** because their Star marker is on the 20th position **F** and they matched two symphonies. Next, they can activate up to 4 Soloists, so they gain 2 Prestige, 3 Experience and 2 Movement points for activating their Soloists **G**. They move their marker on the Admiration track 3 times because they performed on the outermost planets **H** and gain 2 Fan tokens **I**. They also gain 4 Experience **J** for activating the fifth row of the action **J**.

In total they gain 7 Experience, 14 Prestige, 12 Credits, and 2 Fans with this Perform action.





# PROMOTE

## UPGRADING YOUR MUSICIANS OR/AND YOUR CONDUCTOR



When you activate the Promote action, spend Credits  and Experience  to gain 1 to 3 Upgrade points according to the chosen row of the action and immediately use them to upgrade your existing musicians  and/or your conductor .

## 1 Upgrading your Musicians

Spend 1 Upgrade point to increase the star rank of a musician in your orchestra. When upgrading a 0-star into a 1-star or a 2-star into a 3-star, remove the musicians and take a new one from the supply or from the Musicians bag. When upgrading a 1-star into a 2-star, simply flip the Musician tile. The same musician can be upgraded multiple times in the same action.



For each additional star that you got in your orchestra after the upgrade, move your Star marker ★ that many spaces forward.

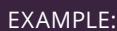
You cannot upgrade a musician to the third star rank if there are no remaining 3-star musicians of that kind in the supply (the Black pouch bag).

## 2 Upgrading your Conductor

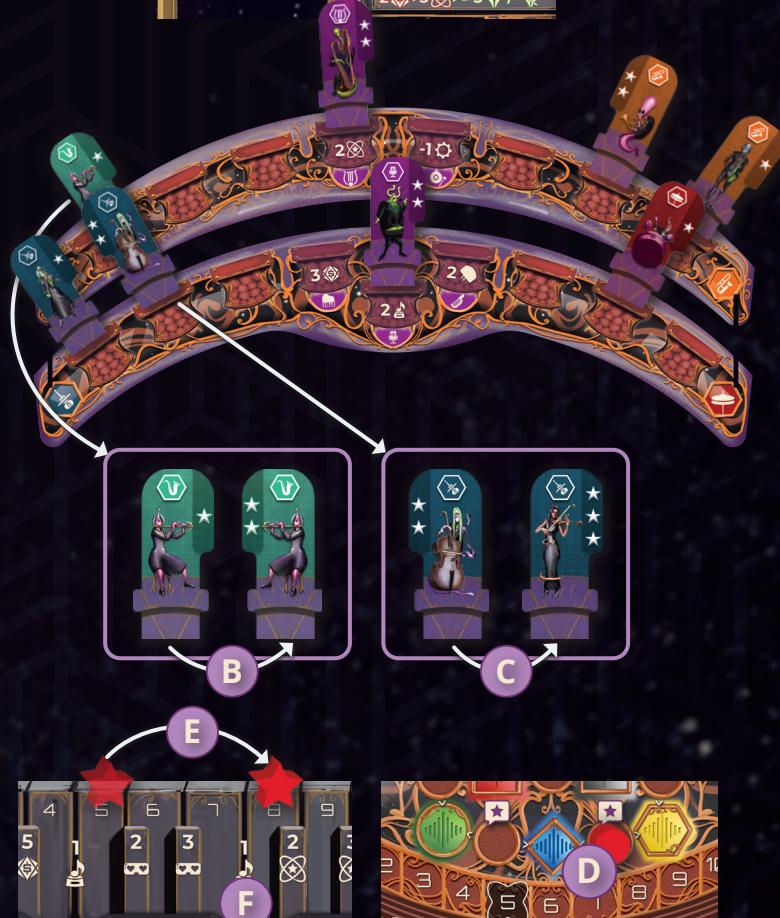
Place one of your discs on one of the five symphony spaces on your Player board (above your Experience track). Each space is connected to two different types of symphonies. You can upgrade your conductor multiple times during your turn. You also get 1 star on the Piano track for each disc placed this way.



When you place a disc  on a conductor slot, you unlock the ability to advance   those types of symphonies to the gold row (the third row) and later to the gold Symphony slot for more Prestige  at the end of the game.



By selecting the 5-strength Promote action **A**, Red activates the fifth row and pays 6 Credits and 3 Experience to gain 3 Upgrade points. They use 1 Upgrade point to upgrade their 1-star Woodwind into 2-stars **B** and 1 Upgrade point to upgrade their 2-stars Strings into 3-stars **C**. Then, Red decides to upgrade their conductor in Blue and Yellow symphonies and do so by placing one of their discs on the designated space between the two symphonies **D**. From now on, they can advance the Blue and Yellow symphonies to the gold row and afterwards to the gold symphony slot which gives 5 Prestige per symphony on it at the end of the game. Red now moves their Star marker on the Piano track three times **E** (twice for upgrading the musicians and once for upgrading the conductor). Because they passed a set of keys they also get 1 Prestige **F**.



**IMPORTANT:**

After upgrading your musicians/conductor, don't forget to move your Star marker on the Piano track according to how many stars you have gained.



## COMPOSE

### COMPOSE NEW SYMPHONIES OR ADVANCE THE EXISTING ONES

 When you activate the Compose action, spend Experience to take new Symphonies and/or advance existing ones. According to the activated row, take and/or advance 1 to 3 Symphony tiles (in any combination of both).



 Take any symphony from the supply

#### 1 Take Symphonies

Choose from the available symphony dice. Place the chosen dice aside and take that symphony from the supply. You can only place symphonies on any empty space in the top row if there



are no other symphonies in that column. After you have taken the symphonies, reroll the dice you chose and put them back in the symphonies dice pool.

At any time during the action, you may spend one Fan token  to reroll all available unchosen symphony dice. You may spend multiple Fan tokens to reroll multiple times this way.

The limit for symphonies is one symphony per column, and you can have any number of symphonies in the final slots. If somehow, during the game, you would take a new symphony, but you don't have a space to put it, you simply don't take that symphony.

#### 2 Advance Symphonies

Advance the symphonies on your Player board. To advance a symphony, move it one space below in the same column. To advance a symphony from the silver row, move it to the Silver slot and gain 1 Fan .



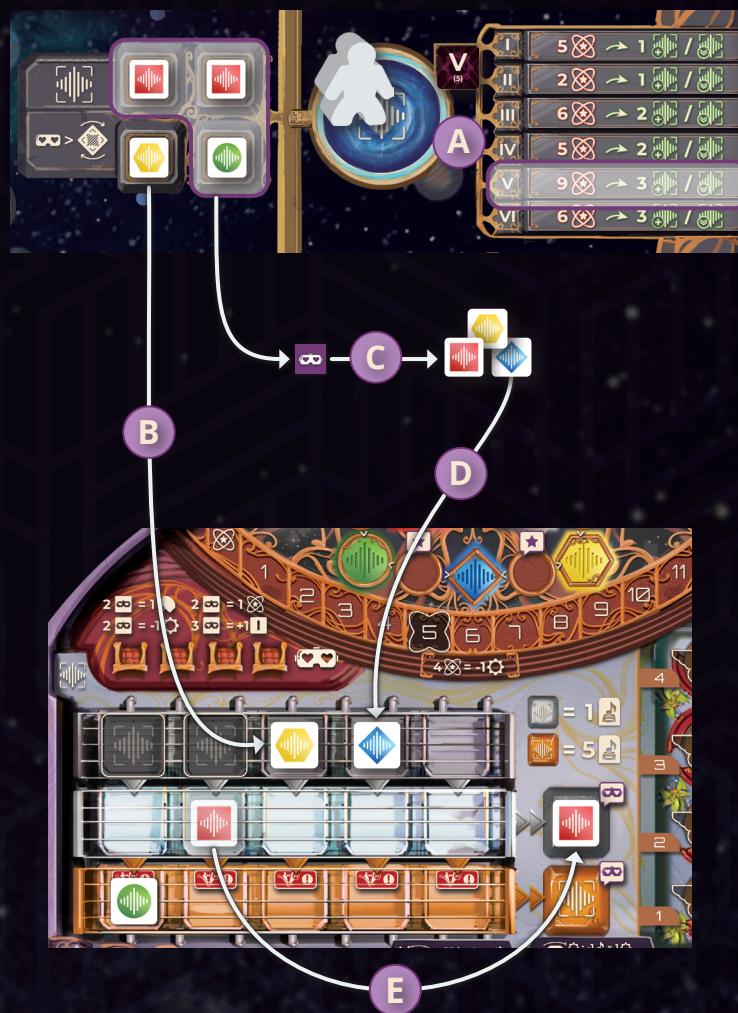
Also, this will give you 1 Prestige  at the end of the game.



To advance a Symphony to the Gold row, you first need to upgrade your conductor in that symphony. Symphonies from the gold row are advanced to the Gold slot and give you a Fan immediately and 5 Prestige at the end of the game. (see pg. 19)  

#### EXAMPLE:

With an Action cost of 5 **A**, White can take or advance 3 symphonies by paying 9 Experience. They first decide to take the Yellow symphony by putting the yellow dice aside and adding a yellow symphony tile on an empty column in the top row **B**. Then they spend one Fan token  to reroll the leftover dice **C**. They then decide to take the Blue symphony by putting the blue dice aside and adding a blue symphony tile on an empty column in the top row **D**. After that, they decide to advance the red symphony that is currently in the silver row to the silver slot **E** and gain one Fan. Finally they reroll the used dice (blue and yellow) and return them to their appropriate slots.





## AUDITION

### RECRUIT NEW MUSICIANS



When you activate the Audition action, spend Credits to recruit available musician(s) from the Musicians' dice pool or from the



Map board, according to the chosen row of the action. Follow these steps when you activate this action:



#### 1 Pay Credits

Pay the required amount of Credits as indicated on the chosen row of the action.

#### 2 Recruit Musicians

Proceed to recruit a number of musicians as indicated on the chosen row of the action. The musicians you recruit during this action can come from:

##### a The Musicians' Dice Pool



To recruit musicians from the musician's dice pool, choose one or more of the available musician dice and put them aside. Get the

musicians from the supply, matching the dice, and place them in any empty space of the corresponding musician section in your orchestra. After you have recruited the musicians, reroll the dice you chose and put them back in the Musicians' dice pool.

At any time during the action, you may spend one Fan token to reroll all available unchosen musician dice. You may spend multiple Fan tokens to reroll multiple times this way.

##### b The Special musicians slots of the region where your ship is currently located.

You can also recruit the musicians that are on the Special musician slots in the region where your ship is currently located. To recruit any musician from your current region (3-star musician or 2-star Soloist), pay an additional 5 Credits for each one of those musicians. Place the recruited musicians on your stages at the corresponding section or in the corresponding slot in the middle of the stage if it's a Soloist.



You also gain 2 admiration on the Admiration track in the region where you have recruited at least one musician. Also gain the depicted reward on each space on the admiration track you land on or pass by.

Musician(s) from the Special musician slots get replenished at the end of the round.

#### NOTE:

You cannot recruit a musician if you don't have a free slot for that type of musician in your orchestra. You are limited to 3 musicians of each type and 1 of each of the 5 different Soloists. If you don't have free slots, you can always activate a lesser row of the action and recruit less musicians.

#### 3 Gain Stars

After you finish recruiting all the musicians, move your Star marker on the Piano track according to how many additional stars you have gained from your newly recruited musicians.

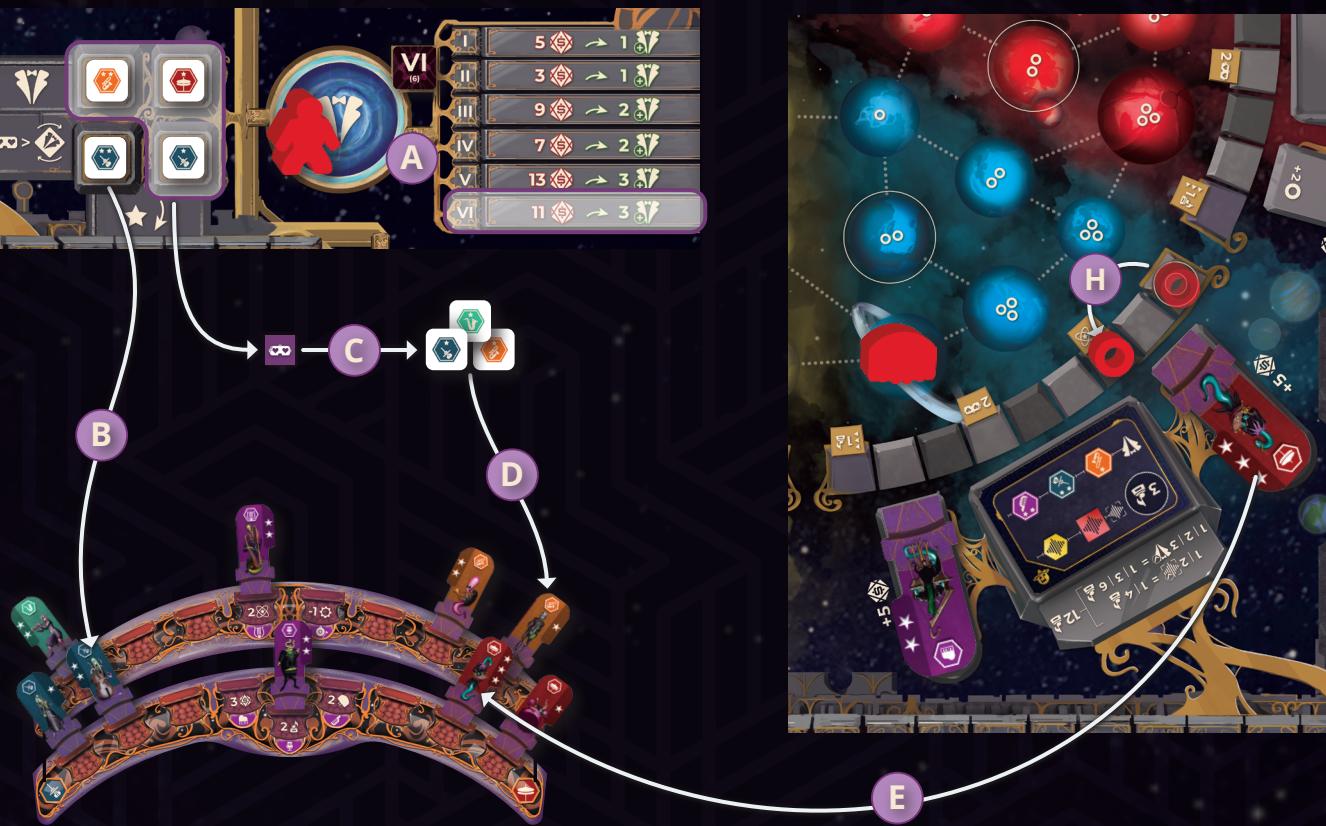


(For detailed information on the Piano track, see pg. 18).

### EXAMPLE:

With the Audition action cost of 6 **A**, Red pays 11 Credits  to gain 3 new musicians. Red takes the 2-Star Strings dice **B** and then pays 1 Fan to reroll the remaining 3 dice **C**. They then take the 1-Star Woodwind dice **D**. And finally they choose to take the 3-Star Percussionist in the region where Red's ship  is located **E**, for which they pay an additional 5 Credits making it a total of  $11 + 5 = 16$  Credits. Red takes a 2-Star Strings and 1-Star Woodwind

from the supply and together with the 3-Star Percussionist, they place their 3 musicians on their musician stage board. Red moves their Star marker on the Piano track by 6 steps **F** and decides to put one of their discs to claim the 5 Credits bonus **G**. Red decides not to put a disc on the 2 Fan bonus. Both dice (Strings and Woodwind) are rerolled and returned to their designated places. Red also moves twice on the Admiration track in the region where they recruited the 3-star musician **H** and gains 1 Experience .



# FREE ACTIONS

Use Fan tokens  or Experience  to perform Free actions.

You may perform any number of Free actions during your turn, before or after you perform your Main action. The Free actions are:

- 1 **Pay 2 Fan tokens  to regain one Action Point .**  
Move your Action Point marker one space to the left.
- 2 **Pay 2 Fan tokens  to move your Ship 1 space .**  
Move your ship to an adjacent planet connected by a line.
- 3 **Pay 2 Fan tokens  to gain 1 Experience .**  
Move your Experience marker one space to the right.

You can only store up to 4 Fan tokens in your VIP Fan Lounge .

- 4 **Pay 3 Fan tokens  to increase the strength of the action.**

After selecting an action, you can pay 3 Fan tokens to activate one higher strength row of the action.

- 5 **Pay 4 Experience  to regain one Action Point .**  
Move your Action Point marker one space to the left.

Contrary to the other Free actions, the next one can be played at any time during Audition and Compose actions.

- 6 **Pay 1 Fan token  to reroll dice.**  
You may spend one Fan token to reroll all available unchosen Musician dice. You may spend multiple Fan tokens to reroll multiple times this way.

## PIANO TRACK



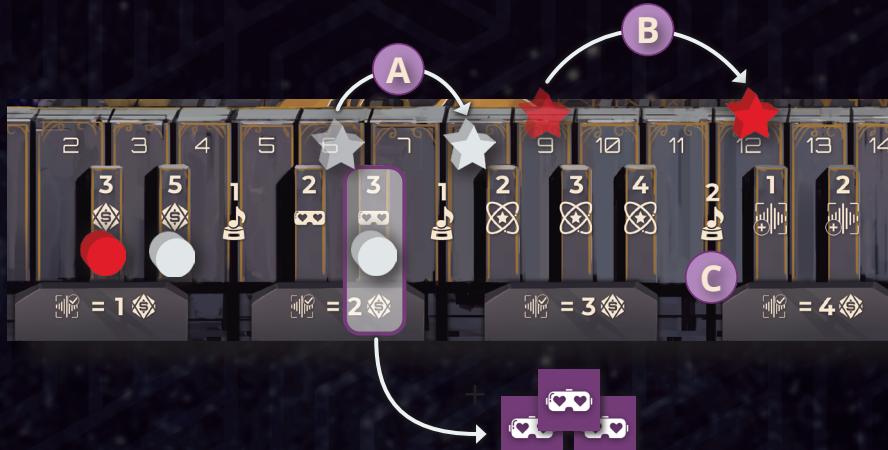
The Piano track tracks the number of stars within your Orchestra. Each player starts with 0 stars. You progress on the Piano track whenever your star total increases - you recruit new musicians , upgrade your current musicians  or you upgrade your conductor .

Whenever you pass a black key on the track you may choose to place 1 of your discs  on it to gain its benefit. If you don't do it as soon as you pass it you cannot do it later in the game.

Only one disc  can be placed on each black key, and each player can only place one disc  per each set of black keys. You can place multiple discs in different sets of keys in the same action. You also immediately get Prestige  for each Prestige markers you pass along the track. If you reach the end of the track, instead of advancing, you gain 1 Prestige for each additional star you gain.



The better your Piano track standing, the more Credits  you get when Performing concerts.  = 3 



### EXAMPLE:

White gains 2 stars and passes over a black key. They decide to place a disc and gain 3 Fan tokens .

Red gains 3 stars and moves the marker three times . They decide not to place a disc on the keys they just passed. They also get 2 Prestige  for passing over the Prestige marker .

# ADVANCING SYMPHONIES

You can advance symphonies by various actions. By selecting the Compose action, when Performing concerts, as bonus from the Piano track, Patron cards etc. You must advance symphonies whenever you are required to. To advance a symphony, you must move it in the following ways:

- **If the symphony is in the top row:** Move it one space down.
- **If the symphony is in the Silver row and your conductor IS NOT promoted in that symphony type:** Move it right, on the Silver symphony slot and gain 1 Fan.
- **If the symphony is in the Silver row and your conductor IS promoted in that symphony type:** Move it one space down or move it right, on the Silver symphony slot and gain 1 Fan.
- **If the symphony is in the Gold row:** Move it right, on the Gold symphony slot and gain 1 Fan.

Symphonies that are moved to the Gold and Silver slots cannot be used for any requirement and are only used for gaining Prestige  at the end of the game.



At the end of the game, you score 1 Prestige for each symphony in the Silver symphony slot and 5 Prestige for each symphony in the Gold symphony slot.

## EXAMPLE:

By selecting the 5-strength Compose action, White chooses to advance 3 symphonies. They decide to advance their green symphony to the gold row **A**. Next they decide to move their green symphony to the Gold symphony slot **B**. They gain one fan token **C**. Lastly, they decide to advance the red symphony that is currently in the Silver row to the Silver slot **D** and gain one more fan **E**.



## REGION ADMIRATION TRACKS

Whenever you recruit musicians  or perform concerts within a region, you gain Admiration in that region. Depending on your standing in each region, you gain Prestige  at the end game (see End game on pg. 21). You also gain immediate benefits whenever you pass or land on the spaces with a marked benefit.



You gain admiration in the following ways:

- 2 Admiration when you Recruit one or more musicians in a region (a 3-star musician or a Soloist)
- 1/2/3 Admiration when you Perform on the innermost/middle/outermost planets, symbolized by the number of circles on the planet

If you reach the end of the track and you need to move forward; gain one Prestige for each space you can't move.



## EXAMPLE:

Red chooses to take the 3-Star Percussionist in the region where their ship is located **A**. Red moves twice on the Admiration track in the region where they recruited the 3-star musician **B** and gains 1 Experience . Yellow chooses to Perform in the Blue region. They move their marker on the Admiration track 3 times **C**, because they performed on an outermost planet and they gain 2 fan tokens **D**.

# PASSING

If your Action Point marker  reaches or exceeds your Action Point limit  at any point during your turn you must pass at the end of your current turn. You may also choose to pass at the end of your turn before you reach your Action Point limit.

Firstly, if your Action Point marker has surpassed your Action Point limit, you lose one Prestige  for each Action Point above your limit. If your Action Point marker is below your Action Point limit, you get 1 Experience or 2 Credits  for each Action Point below your limit. If your Action Point marker is exactly on your limit, you don't lose or gain anything. As a Free action, you may also choose to spend 2 Fan tokens  or 4 Experience  to move back your Action Point marker .

Then, if it's not the last round, place your Turn Order cube on an empty space on the next Turn Order tile and immediately gain the bonus depicted on that space, if possible. The position will also determine the player order for the next round. Picking the leftmost space means you'll be the first player in the next round.



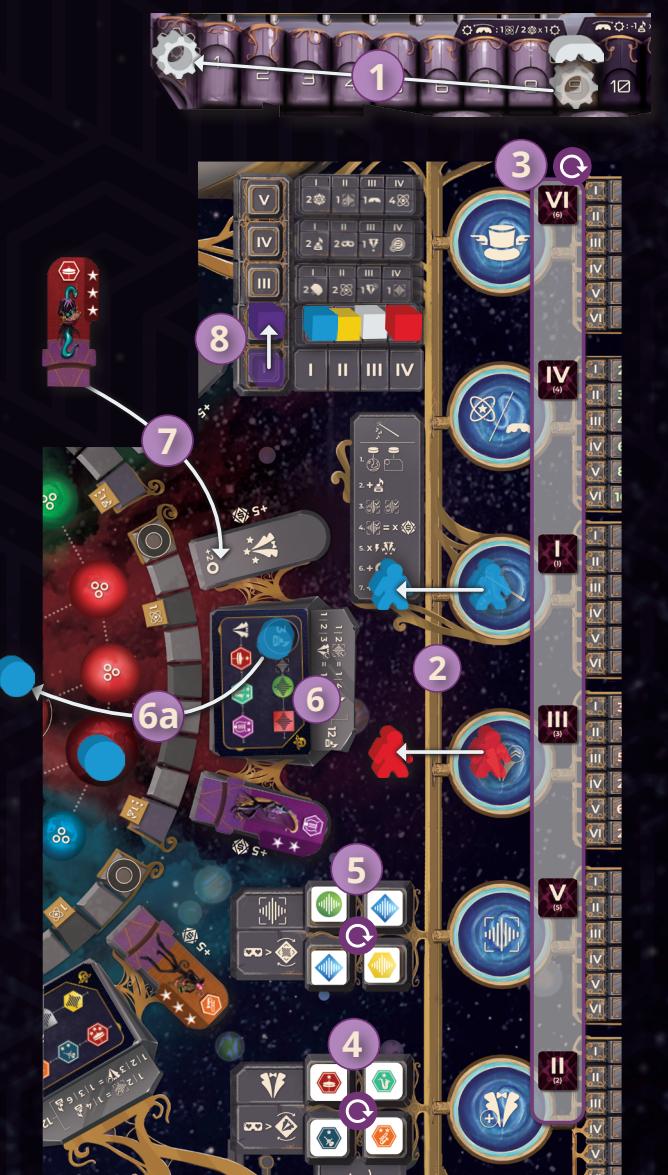
### EXAMPLE:

Because Red played an action with the cost of 4, they move their Action Point marker by four places **A** and exceeded their Action Point limit by 3. They had to end their turn. They decide to spend 4 Experience  points to move their Action Point marker one space back **B**. Next they lose 2 Prestige **C**. Finally they decide to place their Turn Order cube on the second space of the Turn Order tile **D**, which means they will play second in the next round. They also gain the bonus from the placement.

## ROUND END

The round ends when all players pass. If it is not the last round, follow these steps to prepare for the next round. Otherwise proceed to **End Game Scoring**.

- 1 Return your Action Point marker to 0.
- 2 Remove all players' Managers from the board.
- 3 Pick up and mix up the 6 Action Point tiles and randomly assign each one to one of the 6 actions on the board.
- 4 Reroll all 4 musician dice and place them back in their spaces.
- 5 Reroll all 4 symphony dice and place them back in their spaces.
- 6 Replace all Demand tiles that have at least one player's disc with new Demand tiles from the pile. Do not replace Demand tiles that don't have any player's discs on them. Return all discs from those tiles to the corresponding players **6a**. Do not return any other discs to the players. If the Demand tiles get depleted, reshuffle the discarded tiles to form a new pile.
- 7 Add new 3-star musicians and Soloists to all regions without 3-star musicians and Soloists by drawing them randomly from the bags. Each region should then have one 3-star musician and one Soloist. If there are not enough musicians to fill all the empty places, don't add any.
- 8 Move the Round Tracking cube one step forward.



Now the players can start the next round following the new turn order with the first player selecting an action.

# END-GAME SCORING

After all players have passed on the 5th round, the game ends. Proceed to end-game scoring:

- 1 Score Prestige from Admiration tracks in each region: 4 Prestige for 1st place and 2 Prestige for 2nd place. If there is a tie for any place the players divide the Prestige among them as equally as possible (rounded down). In order to gain Prestige, you must have moved at least once on that track.

In a two player game, only the first player gets 3 Prestige. In case of a tie, no one scores.

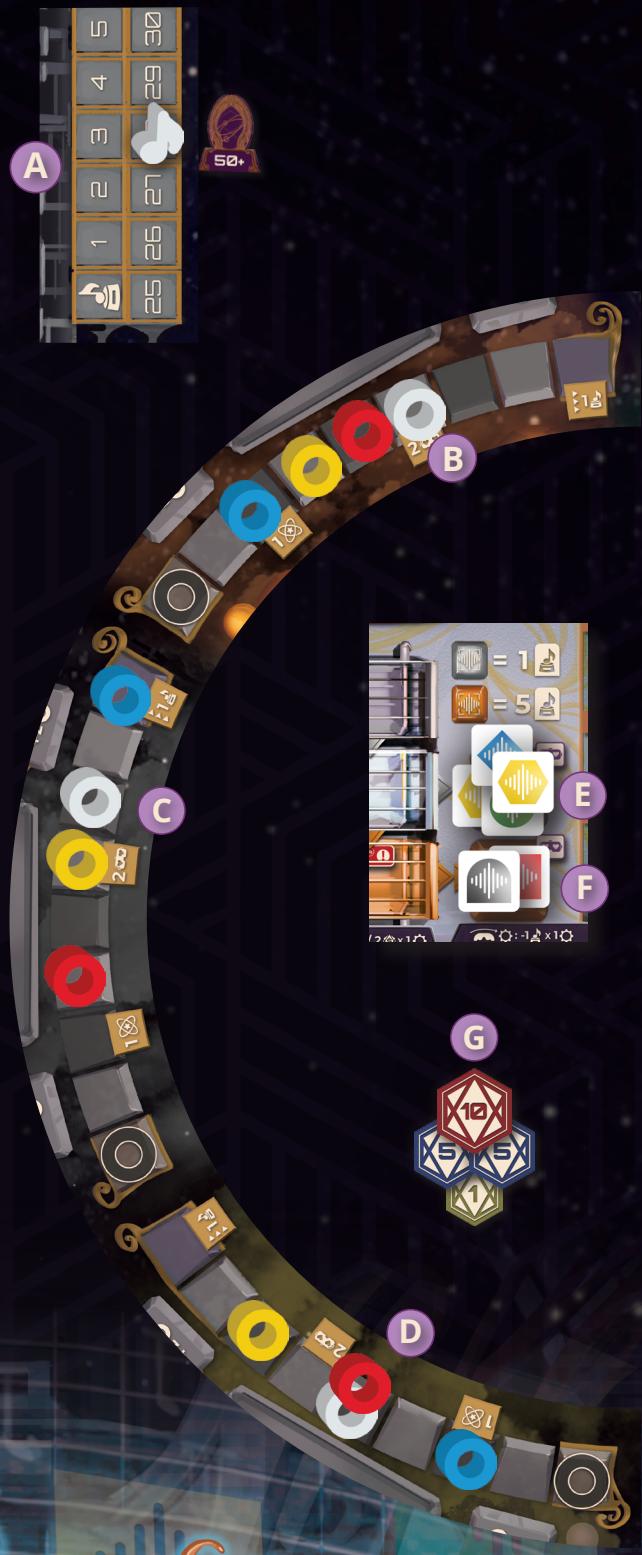
- 2 Score 1 Prestige for each symphony in the silver slot and 5 Prestige for each symphony in the gold slot.
- 3 Score 1 Prestige  for each 5 remaining Credits .

After all the Prestige have been scored and calculated, the player with the most Prestige is the winner of the game, and proclaimed the greatest orchestra manager of all time!

In case of a tie, the player with the most Performed concerts wins the game (count the number of discs  on the planets). In case of a tie again, the player with the most impressed Patrons wins (count the number of Top Hats  that are missing on the Player boards). In case of a tie again, the player with the most Credits wins .

## EXAMPLE:

The game has ended. White has 78 in-game Prestige **A**. They are first on one Admiration track (4 Prestige) **B**, second on one (2 Prestige) **C**, share the second place on one (1 Prestige) **D** and are 3rd in the rest of the Admiration tracks (0 Prestige). They add 7 Prestige to their score. They have 4 symphonies in the Silver slot (4 Prestige) **E** and 2 symphonies in the Gold slot (10 prestige) **F** for a total of 14 Prestige which they add to their score. They have 21 Credits , so they score 4 more Prestige **G** for a total score of 103 Prestige.



# RECORD CARDS VARIANT

PRODUCE A RECORD TO GAIN CREDITS DURING THE GAME OR PRESTIGE AT THE END OF THE GAME

## SETUP

As an extra step during Map board setup, shuffle the Record cards and place them face down, near the board. Reveal a number of Record cards equal to the number of players +1.

## GAMEPLAY

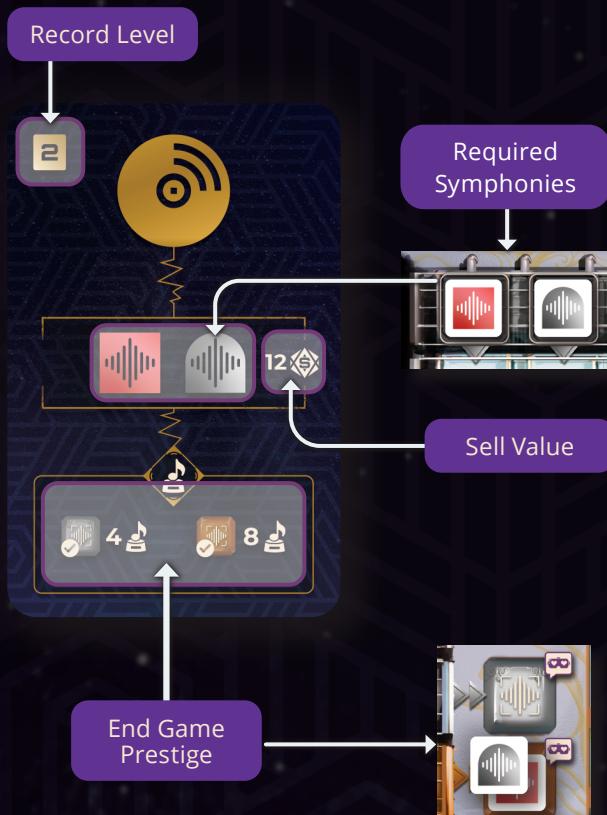
Whenever you select an action, instead of activating it, you may use the strength to obtain a Record card. You can obtain only one card in a single turn.

 / , take a face up Level 1 Record.

 / , take a face up Level 2 Record.

 / , take a face up Level 3 Record.

## Record card explanation



After obtaining a Record card, place it face up in front of you. Replenish the Record card row with a new card from the facedown Record deck.

The Record card can be used in two ways. You may sell it at any time during the game to gain Credits , or you can keep it until the end of the game to gain Prestige .

### 1 Sell a Record card

Before or after your Main action, as a Free action, you may decide to sell one or more of your Record cards. You can only sell them if you fulfill the requirements on the Record (having the required symphonies in the symphony area of your Player board, not the slots). The amount of Credits you gain for selling it is written on the Record card. Return the card to the bottom of the deck.

- Level 1 Record - 5 Credits
- Level 2 Record - 12 Credits
- Level 3 Record - 18 Credits

### 2 Gain endgame Prestige

At the end of the game you score Prestige for fulfilling the requirements of the card (having the required symphonies in the gold and silver symphony slots of your Player board). You can use each symphony in the slots just once and you cannot mix silver and gold symphonies. The amount of Prestige you get is written on the Record card.

- Level 1 Record - 2 / 4 Prestige for a symphony in silver / gold slot
- Level 2 Record - 4 / 8 Prestige for one pair of symphonies in silver / gold slots
- Level 3 Record - 8 / 20 Prestige for a group of four different symphonies in silver / gold slots

### EXAMPLE 1:

Red chooses the 5-strength Audition Action **A**. Instead of auditioning, they decide to use the strength to obtain a Record card, and they take a face-up Level 3 Record card **B**. They then refill the Record cards with a new Record card from the face-down Record deck **C**.



### EXAMPLE 2 (End game scoring):

White got three Record cards during the game. For the first card, they score 8 Prestige  for having one pair of Red and White symphonies in the gold slot **A**. For the second Record card, they score 4 Prestige for having a Red and Green symphonies in the silver slot **B**. White doesn't score prestige for the third Record card, since they already used their red symphonies for the first two Record cards **C**.

# ICON GUIDE

 **Prestige** = Victory points

 **Gain 2 Prestige**

 **Experience**

 **Credits**

 **Action Point tile**

 **Action Points** - currency to activate actions

 **-1** Move your Action Point marker one space to the left

 **Action Point limit** - if you reach/ pass the limit you have to end your round

 **1** Increase Action Point limit by 1

 Move your ship to the adjacent planet connected by a line

 **Gain a Fan token** from the supply

 **Action spaces** - the six action spaces represented as circles with a blue background

 **Patron action (pg. 8)**

 **Gain 2 Patron points** & use them immediately to Impress or Activate already impressed Patrons

 **Impress a Patron**

 **Activate a Patron**

 **Invest action (pg. 10)**

 **Gain 2 Experience**

 **4**  **→ 1**  Spend 4 Experience to increase Action Point limit by 1



**Perform concerts action (pg. 11)**



**2**  **+ 2**  **Activate two Soloists and gain two Experience**



**Place a disc on the planet and on the Demand tile**



**Advance matching symphonies**



**= x**  **Gain Credits per matched symphony**



**Move on the Admiration track**



**Promote action (pg. 14)**



**Upgrade a musician**



**Upgrading Conductor**



**Spend Credits & Experience to upgrade**



**Compose action (pg. 15)**



**Symphonies**



**Take any symphony from the supply**



**Gain a symphony from the dice**



**Gain a symphony from the supply**



**Advance a symphony**



**Spend Experience to gain or advance a symphony**



**Use 1 Fan to reroll the Symphony dice**



**Audition action (pg. 16)**



**Musicians**



**Soloists**



**Spend Credits to recruit a musician from the Musicians dice pool. Spend additional 5 Credits to recruit Soloist/3-star Musicians from the Map board**



**Gain a 1-star/2-star musician from the dice pool**



**Gain a 1-star/2-star musician from the supply**



**3-Star / Soloist**



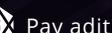
**Use 1 Fan to reroll the unused Musician dice**



**Use the strength of an action to move or gain Credits (1 strength = up to 2 moves/3 Credits)**



**Move your Star marker**



**Demand tile**



**+5**  **Pay additional 5 Credits to recruit Soloist/3-star musician**



**Move your Star marker by one**



**Gain one Fan token**



**You cannot advance symphonies if you haven't upgraded your conductor**



**-1**   **Lose one Prestige for each Action Point above your limit**



**When passing - get 1 Experience or 2 Credits per unspent Action point**



**4**  **-1**  **Pay 4 Experience to regain one Action Point**



**2**  **= 1**  **(Free actions,**



**2**  **= -1** 

**3 Prestige = +1 Action point**

**3**  **= +1**  **pg. 18**

For any rulebook updates, FAQ's, errata, visit: [archonagames.com/philarmonix](http://archonagames.com/philarmonix)

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