

SAVE THE SHOW !

2 to 4 Players

BEFORE play ...

Print out the Game Pieces and Chair pages with thick “card” paper - if possible, but regular paper works too!

Cut out all objects for play:

POWER SUPPLY Card – Front (black with white text)

POWER SUPPLY Card – Back (white with black text)

-Glue or tape the Power Supply front and back pieces together.

STAGE Area

Control Cards (Light Controller, Sound Controller, Maintenance, and Producer)

Player Triangle Tokens

-Fold the bottom 1/3rd of the triangle to use as a base so it stands up (or use coins or other items if printing in black and white)

Singer Circle Tokens (“E”mma, “J”enny, “L”uzi, and “B”odo)

Noise Level Gauge

Noise Meter Toggle (small black rectangle)

Awesome Cards

(Ben Cleans Up – 3, Frau Jaeger Complains – 3, Hotte’s Séance – 1, Sophie’s Backstage Pass - 1)

Chair Cards – 24

Game Pieces

**POWER
SUPPLY**

**POWER
SUPPLY**

STAGE

**LIGHT
CONTROLLER**

Can move to any
Chair in the
Auditorium (only
once per turn)

(Counts as 1 Action)

**SOUND
CONTROLLER**

Can lower the Noise
Level by 1 step (only
once per turn)

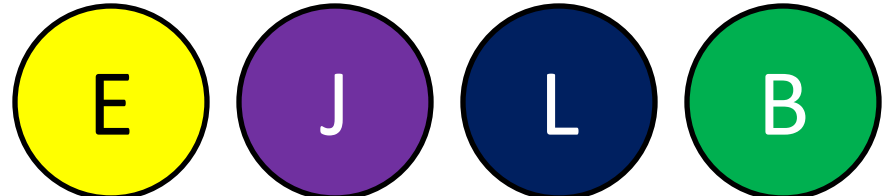
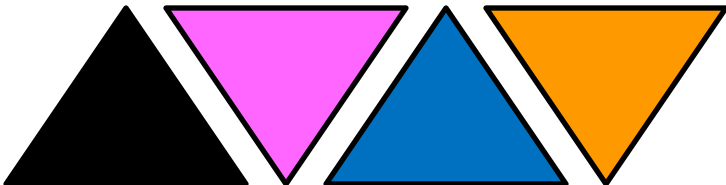
(Counts as 1 Action)

MAINTENANCE

Can flip 2 Chairs
per Action

PRODUCER

Can also move or
flip Chairs
diagonally per
Action



Game Pieces

GAME OVER

10

9

8

7

6

5

4

3

2

1

Noise Level

BEN CLEANS UP

Flip a Chair or
POWER SUPPLY
upright

Use card at ANY
time

BEN CLEANS UP

Flip a Chair or
POWER SUPPLY
upright

Use card at ANY
time

BEN CLEANS UP

Flip a Chair or
POWER SUPPLY
upright

Use card at ANY
time

**HOTTE'S
SÉANCE**

Move to
(appear at) any
Singer's Chair
or the POWER
SUPPLY

Use card at ANY
time

**FRAU JAEGER
COMPLAINS**

Lower the
Noise Level 2
steps

Use card at ANY
time

**FRAU JAEGER
COMPLAINS**

Lower the
Noise Level 2
steps

Use card at ANY
time

**FRAU JAEGER
COMPLAINS**

Lower the
Noise Level 2
steps

Use card at ANY
time

**SOPHIE'S
BACKSTAGE
PASS**

Move a Singer
to the Stage
(must be on the
same Chair)

Use card at ANY
time

Noise meter

CHAIR

CHAIR

CHAIR

CHAIR

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CHAIR

How to play

This is a cooperation game. Work together to *SAVE the SHOW!*

The object of the game is to get all Singers to the STAGE and then gather at the POWER SUPPLY. The game ends prematurely if: the POWER SUPPLY is removed, a Singer loses their Chair, a Player loses their Chair, a Player has no adjacent Chair to move to, or there is no path to the POWER SUPPLY.

Pick Player Control and Awesome Cards:

Have each Player close eyes and pick a Control Card for specialized Actions.

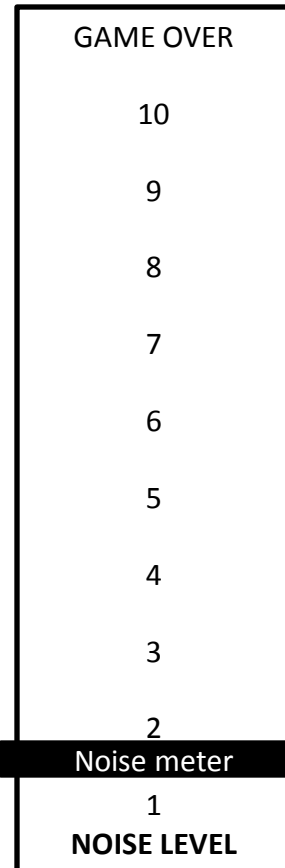
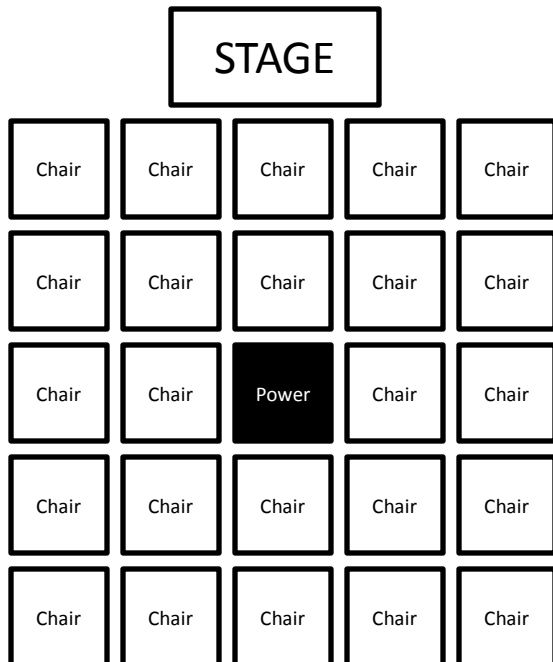
Have each Player close eyes and pick one Awesome Card.

You will need 2 dice and a piece of paper to keep track of the number of dice rolls when the Auditorium becomes very noisy. (In a pinch, one die could work.)

Set up the Auditorium so that it looks like the image on the left.

Place the Noise Meter Toggle above the 1.

The Toggle will shift upward or downward during play. If the Noise Level goes over 10 (to 11), the game ends. (Start at 2 or 3 for a more difficult game.)



How to play

Dice are rolled to determine the Audience/POWER SUPPLY position.

Roll the dice **one at a time**.

The first roll is the OVER position (starting from the left)

The second roll is the UP position (starting from the bottom)

A 2 followed by a 3 would be the RED highlighted position >>>

Because this is a 5 x 5 grid, 6s are special.

Place the Singers in the Audience:

Players can take turns rolling to determine the Chair for each Singer.

If a 6 is rolled, roll that die again. If the position is the POWER SUPPLY, roll again. If a Chair already has a Singer on it, roll again.

Place the Players in the Audience or on the POWER SUPPLY:

Have each Player roll to find their token/coin starting position.

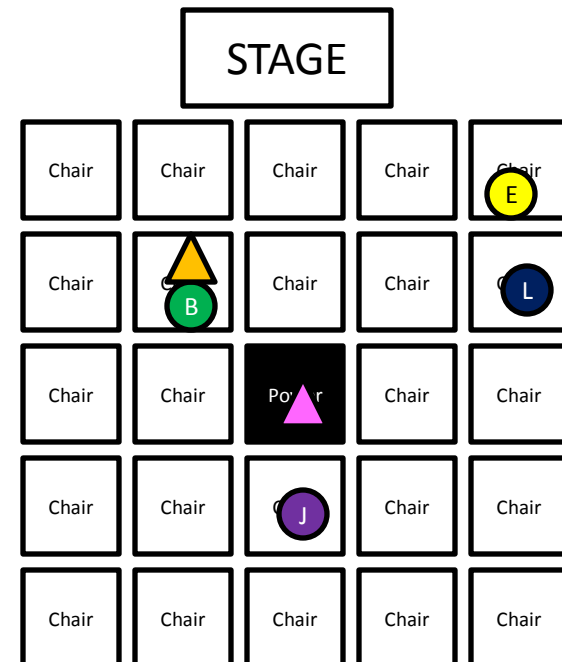
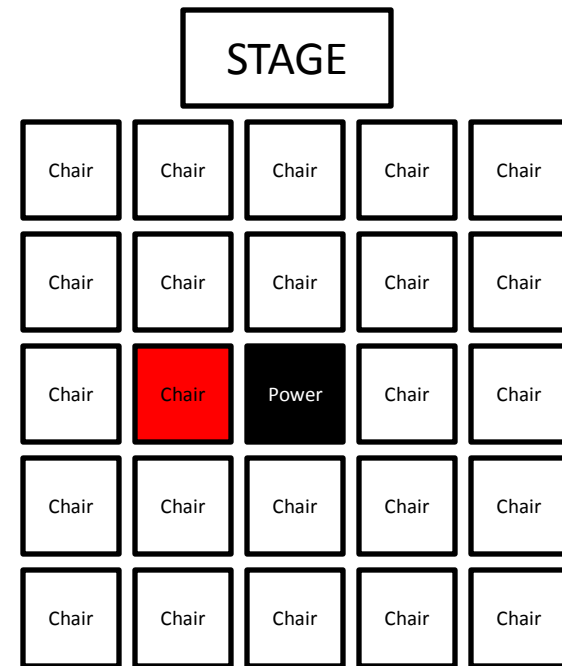
If a 6 is rolled, roll that die again. It is OKAY if the position is the POWER SUPPLY. It is also okay to be on the same Chair as a Singer.

So, a board set up for 2 players could look like this: >>>

The Audience

During the game, the Chairs (Chair Cards) will be flipped over and then possibly removed from the Auditorium (see Noise Level Rolls).

The POWER SUPPLY can also be flipped over, but if it is removed, the game ends.



How to play

START the GAME

Decide or roll to see who starts.

Each Player will take turns that include Actions and Noise Level Rolls.

ACTIONS (Movement, Flipping Chairs upright, Moving Singers to the STAGE)

Take 3 Actions per turn.

-Move to an adjacent Chair for 1 Action. (Only a Producer may move diagonally.) A Player may sit on or move across a flipped Chair. A missing Chair is a blocked path - a Player cannot jump across a gap to another Chair.

-Flip a Chair upright for 1 Action: A Player can flip the current Chair they are sitting on or flip an adjacent Chair for 1 Action per flip. (Only the Producer may flip neighboring Chairs on the diagonal. Only the Maintenance Player can flip more than 1 Chair per Action). The same rules apply to the POWER SUPPLY.

-If on the same Chair as a Singer, roll a die to a 6 to move the Singer directly to the STAGE. Each roll of the die counts as 1 Action. **The Chair must be upright to move a Singer to the Stage.**

NOISE LEVEL ROLLS (Flips or Removes Chairs/POWER SUPPLY and Increases the Noise Level)

The Noise Level determines the number of Noise Level Rolls a Player must make AFTER taking Actions.

If the Noise Level is 1, the dice are thrown only once (one die at a time) and the Chair/POWER SUPPLY at the roll position is influenced. If the Chair or POWER SUPPLY Card at that position is upright, flip the Card over. If the Card is already flipped over, remove the Card. (If the Noise Level is 6, then six sets of Rolls occur and up to six positions are influenced.) If a Chair has already been removed from the Roll position, the position remains unchanged and that particular Noise Level Roll is considered completed, but continue until the completed Rolls match the Noise Level.

(Noise Level Roll instructions continued on next page ...)

How to play

NOISE LEVEL ROLLS continued:

If a 6 is rolled during a Noise Level Roll, move the Noise Meter Toggle UP 1 level. This new Noise Level will impact the **next** Player, so keep track of the Noise Level BEFORE you start.

If the first die rolled is a 6, move the Noise Meter Toggle UP 1 level. That particular Roll is considered completed; however, roll the second die to see if it is also a 6 (see Doubles section). Note: the second 6 of a Double 6 does not affect the Noise Level. If the first die rolled is not a 6, but the second die is a 6, move the Noise Meter Toggle UP 1 level. (For a different game, move the Noise Meter Toggle UP only once per Player turn: re-roll additional 6s to remove Chairs instead).

BE CAREFUL NOT TO LOSE YOUR SEAT OR THE POWER!

If the POWER SUPPLY is removed, GAME OVER.

If the Chair a Singer is on is removed, GAME OVER.

If the Chair a Player is on is removed, GAME OVER.

If a Player becomes isolated and unable to move to an adjacent Chair, GAME OVER.

If Players can no longer reach the Power Supply, GAME OVER.

Moving a Singer to the STAGE

Move to the same Chair as a Singer.

If the Chair is flipped, it must be flipped upright as an Action.

Roll a die as an Action. A 6 must be rolled to move the Singer directly to the STAGE, (unless one has the

Sophie's Backstage Pass Awesome Card).

How to play

Awesome Cards

You may play a **Ben Cleans Up**, **Frau Jaeger Complains**, **Hotte's Séance**, or **Sophie's Backstage Pass** Card at **ANY** time. A played Card must be discarded to the pile of Awesome Cards and the pile should be shuffled. Awesome Cards can be obtained again when a Double is rolled. A **Frau Jaeger Complains** Card can immediately lower the Noise Level and thus the Noise Level Rolls count.

Doubles

Rolling any Double during Noise Level Rolls allows the Player to close eyes and select one Awesome Card from the stack **AFTER** flipping or removing the associated Chair Card or flipping the POWER SUPPLY Card for that Double.

Rolling a Double 6 allows the Player to **also** move to any Chair in the Auditorium, but **NOT** the POWER SUPPLY.

Power Supply

It is essential to keep the POWER SUPPLY card face up. Players can only win by gathering on an upright POWER SUPPLY. If a Double 3 is rolled during Noise Level Rolls and the POWER SUPPLY is flipped, it must be re-flipped as soon as possible to avoid having the POWER SUPPLY removed from the Auditorium (this is when a **Ben Cleans Up** Awesome Card is useful).

WINNING the Game

Once **ALL** the Singers are on the **STAGE**, all Players must then reach the **POWER SUPPLY** to **SAVE** the **SHOW** and **WIN** the **GAME!** (The Noise Level magically becomes **ZERO** and all Chairs appear back in the Auditorium ;D).

Enjoy! Good luck!

Note: Game is loosely based on Forbidden Island. Recommended.

Game Variations

For a more challenging Game experience ...

Print and cut out the Game Variation pieces.

Once you have mastered the main Game and understand how easy -or difficult- it can be, try playing with the additional Game Variation pieces.

Add or replace 2 Control Cards for a variety of specialty Actions.

The Information Technician can move across gaps, but must land on a Chair. Similar to all other Players, if the Chair an Information Technician is sitting on is removed, GAME OVER.

The Bouncer can (once per turn) move another Player's token to an adjacent Chair for 1 Action.

Add 2 to 4 more Singers for the ultimate Challenge!

("T"imo, "La"ra, "S"ophie, and "H"otte)

Add 4 Mischief Cards to the Awesome Card Stack

If a Mischief Card is selected upon rolling a Double, the Card must be played immediately and then discarded to the pile of Awesome + Mischief Cards. Reshuffle the stack. A **Bea Sings Karaoke** Card immediately raises the Noise Level and thus also immediately raises the Noise Level Rolls count. For an easier Game, do not replace Mischief Cards to the stack once played.

Due to a potentially more difficult Game, consider increasing the Actions to 4 per turn.

Good Luck!

Game Variation Pieces

Information Technician

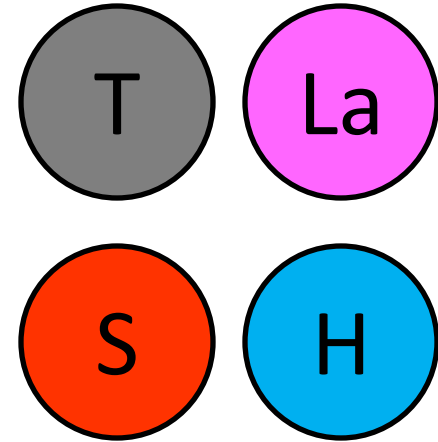
Can move across missing Chairs. Must stop on a Chair.

(Empty spaces count as 1 Action)

Bouncer

Can move another Player to an adjacent Chair (only once per turn)

(Counts as 1 Action)



BEA SINGS KARAOKE

Move Noise Level UP 2 Levels

Must use new Level Immediately

BEA SINGS KARAOKE

Move Noise Level UP 2 Levels

Must use new Level Immediately

CARO MICRO-MANAGES

Move a Singer from the STAGE to the POWER SUPPLY

If no Singer is on STAGE, disregard

SOPHIE WANTS TO PARTY

Remove yourself from the Auditorium.

Must roll a 6 during next turn(s) to re-enter. Go to POWER SUPPLY position.