第九號交響曲

Symphony No. 9

Frank Liu & Hung-Yang Shen

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Players: 2-4 Time: 60-75 min
Designer: Frank Liu & Hung-Yang Shen

Introduction

The 18th century was the age of music. Numerous gifted musicians composed heavenly music performed in royal courts and theaters all over Europe, which was later passed through the ages. But these timeless masterpieces could not be created without the help of their sponsors—rich patrons deeply passionate with the love of music. Our generous support gave musicians financial freedom to purse their Muse, provide opportunities to show off their full potential, so they can continue to produce blissful tunes for the world.

In **Symphony No.9**, you will be one of these patrons that are sponsoring various musicians. Become the most generous supporter to a musician, and in return they will give you ownership to their latest compositions, which will also affect their reputation. But every sheet is inked with the lifeblood of their souls, and could become their very last piece of music if you push them too hard.

When it is time for the Royal Concert, the court will invite musicians to perform according to the popularity ranking of those musicians, and the total money all players have contributed. A successful concert will earn money for people that have stakes in the invited performers, and the biggest donor will get extra benefits. But be careful of your spending! Inadequate funding will earn the wrath of the court, yet an extravagant display of wealth will make the peasants riot!

Can you become the most prosperous patron during the age of music? Will you work them to death and hold on to their final masterpiece? Or do you have to sell your belongings to provide for their talents? Enjoy showing off your wealth in the musician sponsoring and investment game of **Symphony No.9.**

Game Components

1 x Royal Concert Board (dual sided)

4 x Player Boards

6 x Career Tracks (dual sided)

Game Components

6 x Musician Tiles

36 x Composition Tiles (6 each in 6 colors)

6 x Musician Rank Markers

120 x Donation Cubes (20 each in 6 colors)*

6 x 4 Player Scoring Tiles
(dual sided)

5 x 2-3 Player Scoring Tiles
(dual sided)

4 x Money Chests

8 x Royal Budget Tokens

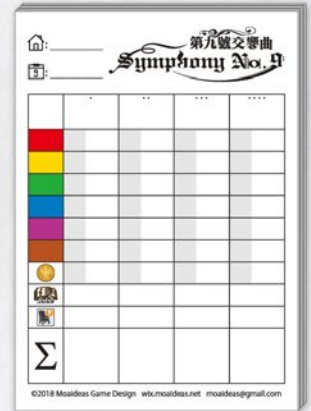| Value	+ $2	± $0	− $2
Amount	4	2	2

12 x Furniture Tokens
(4 each in 3 values)

1 x Starting Player Marker

Big Pile of Coin Tokens**

3 x Virtual Contribution Tiles

1 x Score Pad

1 x English Rulebook

*Only 18 cubes of each color will be used in this game.

**Money is unlimited in this game. An ample amount is included, but if you ever run out of coin tokens, please continue playing with any suitable replacement.
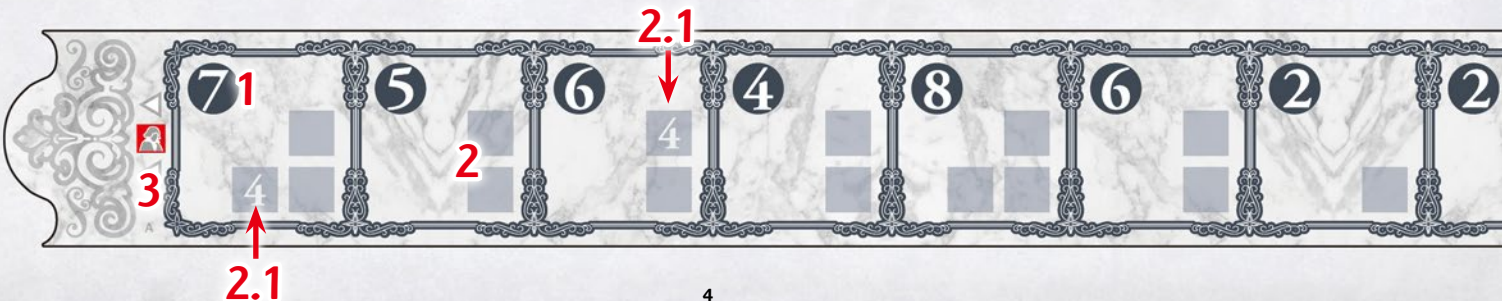
Royal Concert Board

1. High/Mid/Low Fame Level Areas for *Musician Rank Markers*
2. Invitation Range for High/Mid/Low Class Concert
3. Payout for *Donation Cubes*
4. Bonus for biggest Investor
5. Penalty for Failed Concerts
6. Performer Record Area
7. Player count indicater
8. Player Contribution Limit

Low   **Medium**
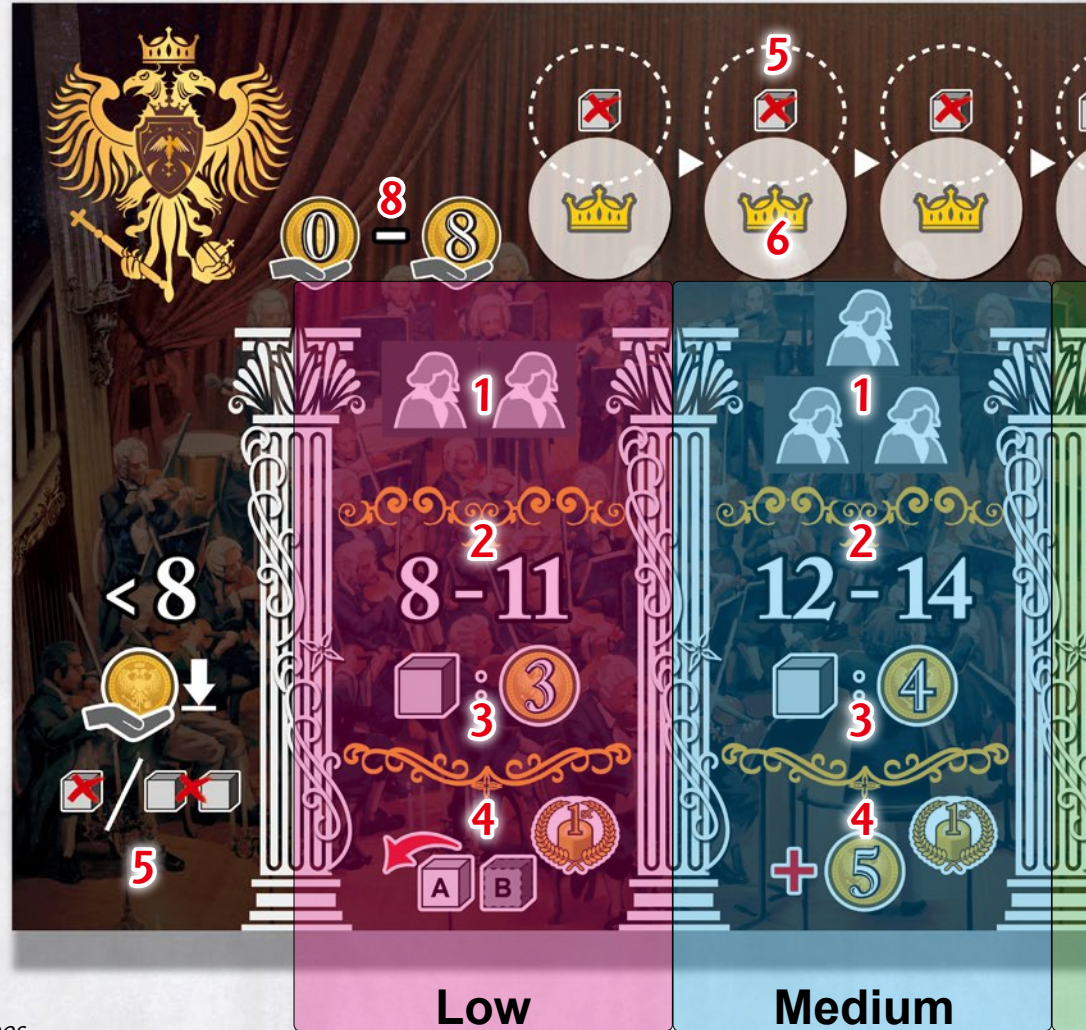
Musician Career Tracks

1. Reputation Value
2. Starting amount of *Donation Cubes*
   2.1   Only place this cube in a 4 player game.
3. Musician Identifier

High

Player Boards

1. Area for *Donation Cubes* obtained this round.
2. Area for *Donation Cubes* previously obtained
3. Area for *Composition Tiles*
4. Round Overview diagrams
5. Scoring reminder

Scoring Method Tiles

1. ID & Side indicater
2. Player count indicater
3. Diagram of scoring method

Virtual Contribution Tiles

1. Low contribution
2. Mid contribution
3. High contribution

Game Setup

1. Place the *Royal Concert Board* at the center of the table with side corresponding to the number of players face up, and all money nearby within easy reach of all players.

2. Place the *Career Tracks, Musician Tiles* and *Composition Tiles* for each musician under the *Royal Concert Board* as shown.

   i. All 6 musicians will be used in a 4 player game.

   In a 2/3 player game you will only use 5 musicians. Put Schubert's components (brown) back in the box, they are not used.

   Refer to Page 18 for rules on 2 player games.

   ii. The *Career Tracks* may be placed at random, or placed on the A side to **reflect the careers** of each musician historically. Match the color of the identifier to the borders of the *Musician Tiles* to do so.

3. Randomly place the 6 *Scoring Tiles* as shown. For your first game, it is recommended to use the A side for all *Scoring Tiles*.

   Only 5 will be used in 2/3 player games. A separate set is provided since the points given are slightly different.

4. Place the indicated amount of *Donation Cubes* on each space of the *Career Tracks*.

   Some squares are labeled "4", meaning this square will not start with a cube in 2/3 player games.

5. Shuffle all *Royal Budget Tokens* and put 6 face down on the *Royal Concert Board*.

6. All players receive a *Player Board*, a *Money Chest*, $20 *Coin Tokens* and a set of 3 different *Furniture Tokens*.

Money and furniture are **hidden information** in this game. Place them in your *Money Chest* and never show them to other players. But feel free to brag about rich you are.

7. The person who has most recently listened to classical music will be the starting player, and takes the start player marker. Player turns will go in **clockwise direction** in this game.

8. According to the number of players, take one donation cube of each color from the box, and randomly give them out to players according to this chart:

	Starting Cubes in 3 Player Game	Starting Cubes in 4 Player Game
1st Player	1	1
2nd Player	2	2
3rd Player	1	2
4th Player	- / -	1

Players will put their starting cubes in the "previously obtained" area of their boards.

Put all extra donation cubes back into the box, they are not used in this game.

9. You are now ready to play the game!

Ana (Start Player)

Goal of the Game

Players will be competing with each other to gain composition tiles from different musicians. Every musician will give one composition tile to his major patron on each round.

The composition tiles are the main source of VP in this game, and each color will have a different scoring method based on something else players have at the end. This will be determined by the scoring tile placed at the end of each career track.

Round Overview

The game will last for **6 rounds**, and each round consists of 3 phases:

Sponsor Phase: Obtain donation cubes, and composition tiles.

Concert Phase: Finance the royal concert, and earn coins.

Cleanup Phase: Check for dead musicians. Pass start player marker.

Note that during each phase, the turn order goes in *clockwise direction*, but the **Start Player Marker is passed counter-clockwise.** This means the last player of each round will be the starting player of the next round.

Setup for 4-Player Game

Sponsor Phase

During the sponsor phase, players will be taking cubes from the career tracks, and will affect the current reputation of each musician. The player with the most cubes of a color will gain his composition tile this round. (Ties are broken in player order.)

Taking donation cubes

Beginning from the start player and going around the table 3 times, players will take turns picking donation cubes from any career track of their choice.

1. On your first turn, you **must take 2 donation cubes** for free. You may take cubes of the same or different color. You cannot pass on the first turn.

2. On your second turn, you may choose to **pay $4 to take 1 donation cube** of any color. You may also pass.

3. On your third turn, you may choose to **pay $8 to take 1 donation cube** of any color. You may also pass. Even if you did not take a cube on the second turn, you **still have to pay $8** to take a cube on the third turn.

● When taking cubes, you **must** take it from the **leftmost space** containing cubes on each career track. You can always take cubes from any musician as long as there are cubes available.

● If all cubes have been removed from a musician's career track, then that musician has **passed away**. Starting from the **next round**, he will not be providing composition tiles.

When all players have taken 3 turns, determine who will receive the composition tiles from each musician.

Example:
These are the donation cubes the players have at the start of the game:

Since Ana is the starting player, she only has 1 red cube. Ben has 1 yellow and 1 purple, Carl has 1 green and 1 blue, and David have 1 brown cube.

The first 2 donation cubes players take are free. First Ana takes 1 red and 1 blue, then Ben picks 1 yellow and 1 purple, Carl chooses 1 red and 1 blue, finally David gets 1 green and 1 purple.

*On the second turn, donation cubes **costs $4.** First Ana buys 1 blue, then Ben buys 1 green, Carl buys 1 red, and finally David buys 1 green.*

*On the third turn, donation cubes **costs $8.** Ana buys 1 brown, Ben decides to pass, Carl buys 1 red, and David buys 1 brown.*

All players have taken 3 turns choosing donation cubes. Next we will determine which player will receive composition tiles from which musician.

Receiving composition tiles

Starting from left to right (Red to Brown) on the player boards, compare the total amount of cubes each player has in each color.

1. The player who has the **most cubes in a color** will become the major patron and **receive a composition tile** from that musician.

   In case of a tie, the player closest to the start player in clockwise player order will be the major patron.

2. The major patron of each color **must discard 1 cube for every 2 cubes** they have of that color. If the major patron only has 1 cube, then it is not discarded. Players that did not receive tiles will not discard cubes.

3. Composition tiles will be placed on their owner's player board, corresponding to each musician. Player boards are **public information**, and the number of cubes and tiles you have in each color must be kept visible to all players.

Even if a musician dies in this round, **his composition tile is still given out.** Afterwards remove all remaining tiles and put them back in the box.

Example:
These are the donation cubes the players currently have:

1: Ana (Start Player)   2: Ben
4: David   3: Carl

We will check for majority from red to brown. Carl has the most red cubes, so he discards 1 red cube and receives 1 composition tile from Handel(red). Ben has the majority for yellow, so he discards 1 yellow to get 1 composition tile from Bach(yellow).

1: Ana (Start Player)   2: Ben
4: David   3: Carl
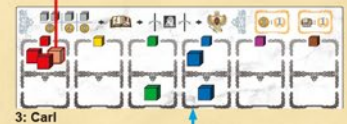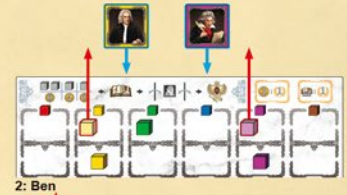
The majority of green goes to David, blues goes to Ana, purple to Ben, and brown to David. They each discard 1 cube in the color they received a composition tile from.

Concert Phase

During the concert phase players will finance the royal concert using a blind bid. The combined total from all players will be added to the royal budget, and determine which musician's works will be performed.

A successful concert will earn money for all players that have donations cubes from the performers; but a failed concert will have penalties for the most avaricious or most extravagant player.

Adjust Popularity Ranking

By removing cubes from the career track, the reputation of each musician will be changed. This will be used in determining which musician will be invited to perform their works.

1. The rightmost uncovered space on the career track will be the **current reputation** of each musician.

2. Rank all musicians into **3 Fame levels**, High, Medium and Low. There will be 1 spot on the High level, 3 spots on the Medium level, and 2 spots on the Low level.

   The musician with the highest reputation standing will be placed in the High fame area, the lowest 2 will be placed in the Low Fame level, and remaining 3 in the Medium fame area. (Note: in 2-3 Player games, there are only 2 spots in the Medium area.)

3. In case of tied reputation, the musician who has the **rightmost empty space** on the career track is senior and will be ranked higher. In case they have the same seniority, then the musician closer to the concert board ranks higher.

Even a dead musician will have seniority in ties.

Finance Royal Concert

The royal court needs your financial help to hold a successful concert. The concert may be held at 3 different classes: High, Medium and Low, corresponding to the 3 fame levels. Each class will have a different non-overlapping budget range. Follow these steps to determine who gets invited.

Thus a High class concert will have 1 performer, Medium class will have 3 performers, and the Low class will have 2 performers. (Note: in 2-3 Player games, there are only 2 performers in a Medium class concert)

1. Reveal a royal budget token, and place it on the designated location on the concert board for each round. The amount shown will be added to the total funds players contribute later. NOTE: Sometimes the court will be insolvent and decides to embezzle money from your funds!

2. All players should take some time to **discuss how much money they will contribute**. Each player will then secretly decide to contribute $0 to $8 coins for the fund, and hold the bid in their hands. (Note: in 2-3 Player games, the contribution range is $0 to $7 coins)

3. After all players have made their decision, put money in your hands and open them at the same time. Add all players' contributions with the royal budget revealed for this round, and the sum will be the total funds used for invitations.

4. Check which range the total fund is in to determine the class of the concert, and who gets invited to perform their works.
   NOTE: Works of dead musicians will still be performed.

	Low	Medium	High
4 Player game	8 ~ 11	12 ~ 14	15 ~ 17
2-3 Player game	7 ~ 10	11 ~ 13	14 ~ 16

5. If the total is inside any of the 3 ranges, then the concert is successfully held. Players **will pay their contributions** to the bank, and follow the next section on ***successful concerts.***

6. **If the total is out of range (too low or too high), then the concert fails.** Players **take back their contributions**, and follow the section on ***failed concerts.***

Example:

This is the current state of the career tracks. The current reputation of Handel(red) is 5, Bach(yellow) is 4, Hayden(green) is 1, Mozart(blue) is 4, Beethoven(purple) is 3, and Schubert(brown) is 5.

Since Handel is closer to the top of the board, he will have seniority over Schubert. Mozart's reputation space is to the right of Bach, so Mozart will have seniority. Thus the 6 musicians are ranked as following:

Place their rank markers on the 3 corresponding areas on the royal concert board. Then reveal the royal budget for this round, which is +2 coins:

Now players take a moment to discus how much money they are planning to contribute to the concert. After everyone has made up their minds, they put coins in their hands and reveal them at the same time:

This is added to the budget of 2, so the total is $13. A medium class concert is successfully held!

Successful Concert

If the concert is held, then players will earn money and may receive a bonus effect. Remember to pay your bid to the bank before following these steps.

1. **Income** will be given to all players that have donation cubes belonging to the musicians invited to perform.

   a. Depending on the class of the concert, players will receive 3/4/9 coins (Low/Mid/High class) for each corresponding cube they have. (In 2-3 Player games, the payout is 4/5/9 coins)

   b. If a player receives income for a musician, they must discard one cube from each color that paid out. Players cannot choose to keep the cube and skip income. Both are mandatory.

   Works of dead musicians **are still performed**. Income is paid and discard cubes normally.

2. **Record Performers**

   a. Slide the budget token upwards and cover the dotted circle to record a success on the concert board.

   b. Take one cube from each color that was discarded, and place them on the designated area under the budget token.

   c. If no cubes were discarded for a given color, use the extra cubes left in the box.

3. A **Bonus** will be given to the players that have donated the most money, even if they don't have corresponding cubes to the performers. In case of a tie all players will get the bonus.

   a. **High Class:** Choose and take 1 donation cube from any musician's career track and add it to your player board. Removing the last cube now will kill the musician this round.

   b. **Medium Class:** Receive $5 from the bank .

   c. **Low Class:** You may keep one of the cubes you have to discard during income payout.
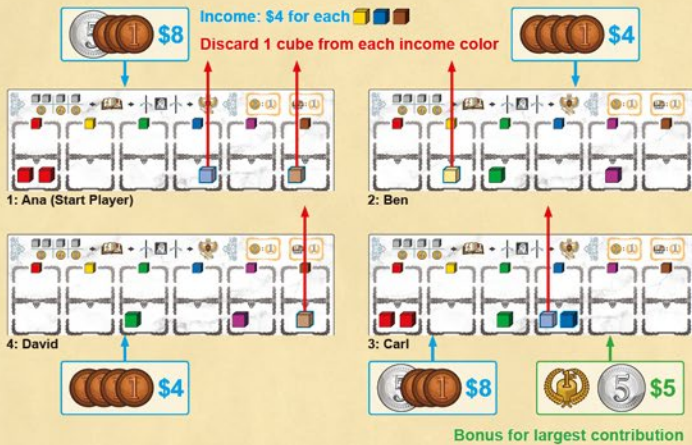
A medium class concert is held, and players will receive income.

$$4 + 0 + \overline{5} + 2 + 2 = 13 \rightarrow \text{Medium}$$

Bach(yellow), Mozart(blue) and Schubert(brown) are invited to perform. All players will receive $4 for each cube in these 3 colors; then they will have to discard 1 cube from each color they have received money from.

Since Carl has made the largest contribution, he will get the medium class bonus of an extra $5 from the bank.

Finally, move the budget token upwards and take 1 yellow, 1 blue, 1 brown cube from the box, and place them below to record the performers for this round.

Failed Concert

If the concert has failed, then someone will have to take the blame! **You don't have to pay for a failed concert.** All players retrieve coins in their hand before following these steps.

1. If the total is **higher than** the upper limit, then the players (including ties) who contributed the **most money will be punished.** *Peasants are rioting due to the extravagant display of wealth by players, so the concert could not be held.*
2. If the total is **lesser than** the lower limit, then the players (including ties) who contributed the **least money will be punished.** *There is not enough money to fund the concert. The Court is not pleased.*
3. Refer to this chart and determine how much cubes the punished player must discard.

Round 1-3	You must **discard any 1 cube** of your choice from your player board.
Round 4-6	You must **discard any 2 cubes** of your choice from your player board.

4. Leave the budget token in place to record a failure on the concert board.

Example:

A -2 budget token is revealed and the player's contributions are not enough to cover the expenses.

$$1 + 1 + 4 + 3 - 2 = 7 \rightarrow \text{Failed}$$

First all players take back their contributions, then Ana and Ben is punished for bidding $1. They choose and discard one of the donation cubes they have on their player boards.

Afterwards, players record a failure on the concert board.
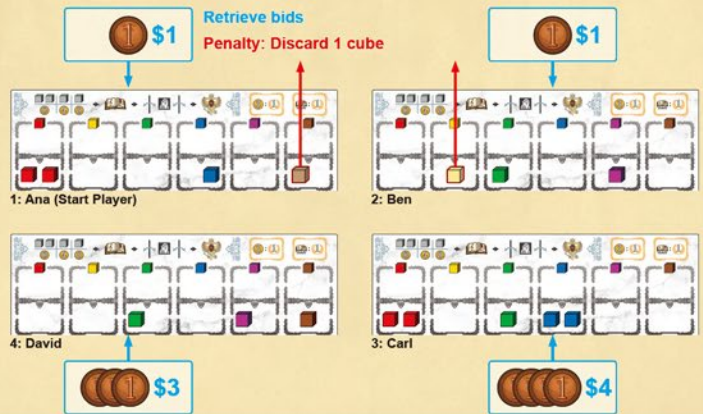
Cleanup Phase

After the concert, there are some upkeep before continuing.

Check for Dead Musicians

If any musician has all of their donation cubes removed from their career track, then he will pass away at the end of this round. Flip his Musician Tile to the other side to show that he has passed away. Discard all unclaimed composition tiles he has and return them to the box.

Check for Game End

The game **ends after 6 rounds.** If this is the sixth round, the game ends immediatily and players count their points (Page X).

Pass Start Player Marker

Pass the Start Player Marker counter-clockwise to the next player. Note that during each phase the player order goes in *clockwise direction* from the start player, so this means the last player of this round will become the starting player for the next round.

Example:

This is the fifth round. All cubes are removed from Bach and Hayden's career tracks, so they will pass away at the end of this round.
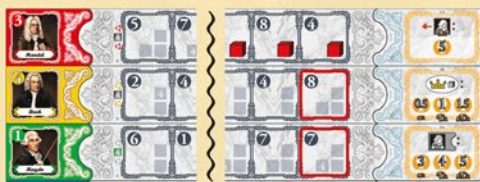
Flip their musician tiles to the R.I.P. side to show they are dead. They each have one unclaimed composition tile left on the table, and is discarded to the game box.

Nobody will be able to gain composition tiles from them on the next round, but their works may still be performed at the concert.

There is still one last round in this game, and the start player marker is passed counter-clockwise from Ana to David.

Selling Furniture

Whenever you need more money, you can sell your belongings to the bank. However, each unsold furniture token will be worth points at the end of the game, and you can never buy them back.

Each furniture token will have the money value listed on one side, and the point value listed on the other side. Each player will receive 3 different furniture tokens at the start of the game:

	Point Value	Coins Worth
	2 VP	$4
	3 VP	$6
	4 VP	$8

- You can sell furniture **anytime during the game**, even if you still have enough money to use.
- You can **never buy back** furniture you sold to the bank.
- Although furniture and money are secret information, you should **publically declare** when you are selling furniture to the bank.

Contributing Furniture for Concerts

If you do not wish your opponents to know you need to sell furniture before a concert, you can also hold furniture tokens in your hand directly as part of your contribution.

All furniture tokens used for contributions **must be paid in full** to the bank. You are not allowed to declare a lower amount in your hand and make change.

- **Success:** The furniture token(s) is paid directly to the bank. **You cannot make change.** Please decide on an exact amount.
- **Failure:** Since no actual payment is made, you will retrieve the furniture token(s) held in your hand.

Scoring Method Tiles

There are 2 sets of scoring method tiles, one set for 4 player games, and another for 2/3 player games. In addition to the identifier, each set will have a different color to help you separate them.

Each scoring method tile is dual sided, and ID 2~5 will have a different scoring method on each side.

Players are free to use any combination of scoring methods for each game, but we strongly suggest to use A side for your first game.

Scoring Levels

Most scoring methods will get stronger as you collect more composition tiles of the same color. There are 3 levels and will be marked on the bottom half of scoring tiles.

Lv I : You have 1 composition tile in this color

Lv II : You have 2 composition tiles in this color

Lv III : You have 3+ composition tiles in this color
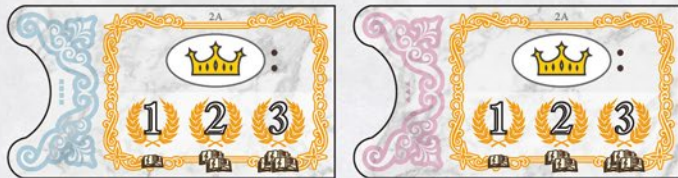
1A & 1B

This scoring method does not have scoring levels.
Every tile from this color provides a **fixed amount** of points:

4P	Get **5 points** per tile.
2/3P	Get **4 points** per tile.

2A

Count the **total number of successful concerts** throughout the entire game, each success provides:

4P	Lv I Get **1 point** for each successful concert.
	Lv II Get **2 points** for each successful concert.
	Lv III Get **3 points** for each successful concert.
2/3P	Same as above.

2B

Count the **total number of performers invited** throughout the entire game, each provides:
(the same musician may be counted more than once)

4P	Lv I Get **0.5 point** for each performer.
	Lv II Get **1 point** for each performer.
	Lv III Get **1.5 points** for each performer.
2/3P	Same as above.

3A

Count the **number of dead musicians** at the end of the game, each provides:

4P	Lv I Get **3 points** for each dead musician.
	Lv II Get **4 points** for each dead musician.
	Lv III Get **5 points** for each dead musician.
2/3P	Lv I Get **2 points** for each dead musician.
	Lv II Get **3 points** for each dead musician.
	Lv III Get **4 points** for each dead musician.

3B

Count the **total number of cubes** across all colors remaining on your player board at the end of the game, each provides:

4P	Lv I Get **1 point** for each cube.
	Lv II Get **1.5 points** for each cube.
	Lv III Get **2 points** for each cube.
2/3P	Same as above.

4A

Count the **number of furniture you have sold** at the end of the game, each provides:

4P	Lv I Get **5 points** for each furniture you sold. Lv II Get **6 points** for each furniture you sold. Lv III Get **7 points** for each furniture you sold.

2/3P	Lv I Get **4 points** for each furniture you sold. Lv II Get **5 points** for each furniture you sold. Lv III Get **6 points** for each furniture you sold.

4B

This scoring method does not have scoring levels.
Compare the amount of tiles in this color with all players. First, Second, Third place gets different points. In case of ties, average across ranks.

Examples

	Tiles	Rank	VP		Tiles	Rank	VP
Ana	3	1st	20	**Ana**	3	1st	15
Ben	2	2nd	10	**Ben**	-	-	-
Carl	1	3rd	6	**Carl**	3	1st	15
David	-	-	-	**David**	-	-	-

	Tiles	Rank	VP		Tiles	Rank	VP
Ana	2	1st	15	**Ana**	-	-	-
Ben	2	1st	15	**Ben**	2	1st	12
Carl	1	3rd	3	**Carl**	2	1st	12
David	1	3rd	3	**David**	2	1st	12

	Tiles	Rank	VP		Tiles	Rank	VP
Ana	1	3rd	6	**Ana**	1	2nd	8
Ben	2	1st	15	**Ben**	1	2nd	8
Carl	2	1st	15	**Carl**	3	1st	20
David	-	-	-	**David**	-	-	-

5A

For each **tile of different color** you have, each different color provides: *(each color is counted only once)*

4P	Lv I Get **1 point** for each different color. Lv II Get **2 points** for each different color. Lv III Get **3 points** for each different color.

2/3P	Same as above.

5B

For each **pair of same colored tiles** you have, each pair provides: *(each tile can only be part of one pair, but may have 2 pairs of the same color)*

4P	Lv I Get **2 points** for each pair. Lv II Get **3 points** for each pair. Lv III Get **4 points** for each pair.

2/3P	Lv I Get **1 point** for each pair. Lv II Get **2 points** for each pair. Lv III Get **3 points** for each pair.

6A & 6B

Count the **total number of tiles**, in the other 5 colors excluding this color you have at the end of the game, each tile provides:

4P	Lv I Get **1 point** for each tile. Lv II Get **1.5 points** for each tile. Lv III Get **2 points** for each tile.

2/3P	There is no 6A/B scoring tile for 2/3 player games.

Game End Scoring

The game **ends after 6 rounds.** Players will receive points from the different scoring methods of each musician, remaining furniture, remaining money, and composition tiles from dead musicians.

1. **Scoring Tiles:** See the detailed list of explanations to each scoring method on page 14.

2. **Furnitures:** Each unsold furniture token will be worth the **point value** printed on it.
   You can **never** buy back furniture sold to the bank.

3. **Money:** Receive 1 point for every $3 coins you have left. (1/3 rounded down)

4. **Last Works:** Receive 1 point for each composition tile you have that belongs to a dead musician.

The player who has the highest points wins the game!

In case of a tie, the player who has more composition tiles wins the game. If there is still a tie, then the players share a joint victory.

Scoring Example:

First, use the score pad and write down how many tiles each player has in the gray boxes. Write the ID of each scoring method in the colored boxes.

Note that since Bach and Hayden died on the fifth round, only 5 tiles were given out for those 2 colors. Mozart also died on the sixth round, but after giving his last composition tile to David.

Mark dead musicians with a "X" in front of their row.

		Ana	Ben	Carl	David
		.	..	...	....
		🏠: Gramp's 📅: 7/25			
	1A	3	2		1
X	2B	1	2	2	
X	3A	2	1	1	1
X	4A		3	2	1
	5A		1	2	3
	6B	1	2	1	2
	🪙	12	2	19	8
	📖				
	🪑				
	Σ				

第九號交響曲
Symphony No. 9

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1A provides a fixed amount of points for each tile. Ana gets 15, Ben gets 10, David gets 5 points. 2B needs to count the total number of performers:

There were 5 successful concerts in this game, with a total of 11 performers. Ana gets 5.5, Ben gets 11, Carl gets 11 points.

3A counts dead musicians. There are 3 dead musicians, Ana gets 12, Ben gets 9, Carl gets 9, David also gets 9 points.

		Ana		Ben		Carl		David	
	1A	3	15	2	10			1	5
✗	2B	1	5.5	2	11	2	11		
✗	3A	2	12	1	9	1	9	1	9

4A counts how many furniture each player sold. Only Ana has any furniture left, the other players sold all 3. Ben gets 21 points, Carl gets 18, David gets 15.

5A counts how many colors each player has. Ben have all 6 colors, Carl and David both have 5 colors. Ben gets 6 point, Carl gets 10, David gets 15.

6B counts how many tiles each player has in colors other than brown. Ana has 6, Ben has 9, Carl has 7, David has 6. Thus Ana gets 6 points, Ben gets 13.5, Carl gets 7, David gets 9.

		Ana		Ben		Carl		David	
✗	4A			3	21	2	18	1	15
	5A			1	6	2	10	3	15
	6B	1	6	2	13.5	1	7	2	9

Ana has $12 and gets 4 points, Ben has $2 and gets 0 points, Carl has $19 and gets 6 points, David has $8and gets 2 points.

Ana has 3 composition tiles belonging to dead musicians and gets 3 points. Ben has 6, Carl has 5, David has 3. Only Ana still have two furniture worth 7 points.

	Ana		Ben		Carl		David	
🪙	12	4	2	0	19	6	8	2
📖		3		6		5		3
🪑		7		0		0		0

The total score is 52.5 for Ana, 76.5 for Ben, 66 for Carl, and 58 for David. Ben is the winner!

🏠: Gramp's
9: 7/25

第九號交響曲
Symphony No.9

		Ana		Ben		Carl		David	
1A		3	15	2	10			1	5
✗ 2B		1	5.5	2	11	2	11		
✗ 3A		2	12	1	9	1	9	1	9
✗ 4A				3	21	2	18	1	15
5A				1	6	2	10	3	15
6B		1	6	2	13.5	1	7	2	9
🪙		12	4	2	0	19	6	8	2
📖			3		6		5		3
🪑			7		0		0		0
Σ		52.5		76.5		66		58	

Winner is Ben

2 Player Rules

Setup

Follow Setup rules for 3 players, except

1. Prepare an extra player board for a Virtual Player aka The Bot.

2. The bot will not receive any money or furniture.

3. Randomly give the bot 2 starting donation cubes. The other players each receive 1 starting donation cube.

Sponsor Phase

Donations

Players still have 3 turns to take donation cubes, but after the mandatory first turn players will choose cubes for the Bot:

1. The start player takes 2 donation cubes from the board and gives them to the Bot.

2. Then, the next player takes 2 donation cubes from the board and gives them to the Bot.

3. Players continue on with their 2nd and 3rd turn of paying money for cubes.

Compositions

● In case of a tie for the major patron with the bot, the **Bot gets the tile** regardless of player order.

● The Bot also needs to discard donations cubes when receiving composition tiles.

Concert Phase

Financing

In addition to the royal budget and contributions of the players, the Bot will also contribute to the royal concert using random tiles:

1. Each tile will have 3 different values which is the possible amount the Bot will contribute.

2. **After** both players have revealed their contribution, shuffle the *Virtual Contribution Tiles* and reveal one randomly.

3. The Bot's contribution will be determined as following:

   a. **Check the Bot's player board, and see which color has the most cubes.**

   b. If the color belongs to a High fame level musician, then the bot will contribute the highest amount. Medium Fame, middle amount. Low Fame, lowest amount.

   c. In case of a tie, the bot will contribute the **lower amount marked on the tile.**

Success

● Players take income, discard cubes, and earn bonus normally.

● The bot will **also have to discard cubes** for the invited colors, but does not receive money.

Failure

● The bot will **not take the blame** when he contributes the least or most.
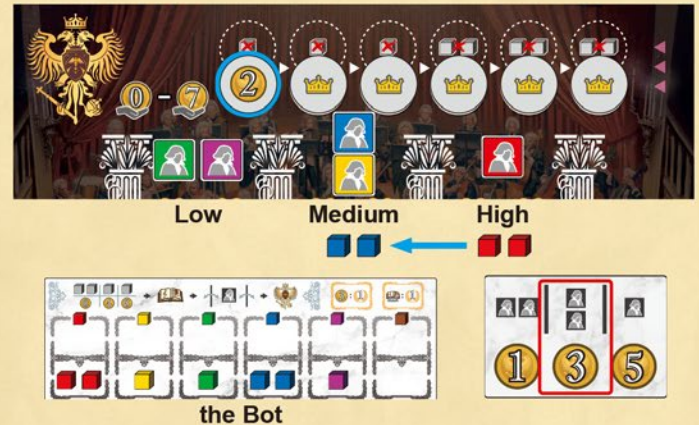
Cleanup

● The start player marker will only be passed between the 2 players.
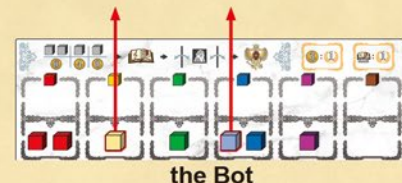
Example:

The fame levels of the 5 musicians are as below. The Bot has 2 red and 2 blue cubes, so it will choose the lower level between red & blue, which is blue = medium level.

When the 1/3/5 tile is revealed, the Bot's contribution for this round is $3 coins.

Assume that a medium class concert is held, the Bot will also have to discard 1 yellow and 1 blue cube, even if it does not receive money for it.

At the end of the round, pass the start player marker to the other player.

第九號交響曲
Symphony No. 9

MOAIDEAS GAME DESIGN

MADE IN TAIWAN

Quick Reference

ID	Scoring Method	Lv I	Lv II	Lv III	Lv I	Lv II	Lv III
1A/B	Every tile from this color provides a **fixed amount** of points:	5			4		
2A	Count the **total # of successful concerts** throughout the entire game, each provides:	1	2	3	1	2	3
2B	Count the **total # of performers invited** throughout the entire game, each provides: *(the same musician may be counted more than once)*	0.5	1	1.5	0.5	1	1.5
3A	Count the **# of dead musicians** at the end of the game, each provides:	3	4	5	2	3	4
3B	Count the **total # of cubes** across all colors remaining on your player board, each provides:	1	1.5	2	1	1.5	2
4A	Count the **# of furniture you have sold** at the end of the game, each provides:	5	6	7	4	5	6
4B	**Compare the amount of tiles in this color** with all players. First, Second, Third gets: *(In case of tie, average across ranks)*	20	10	6	15	9	6
5A	For each **tile of different color** you have, each different color provides: *(count each color once)*	1	2	3	1	2	3
5B	For each **pair of same colored tiles** you have, each pair provides: *(each tile can only be part of one pair, but may have 2 pairs of the same color)*	2	3	4	1	2	3
6A/B	Count the **total number of tiles**, in the other 5 colors **excluding this color** you have at the end of the game, each tile provides:	1	1.5	2			

Please refer to page 14 for a detailed explanation.