

■ BATTLE OF THE BANDS ■

TopThis! — Rock Edition Rulebook

THE SCENE

Every band wants to own the stage. In this cutthroat battle of the bands, you'll play sets that hit harder than the last — but your setlist is locked in the moment soundcheck ends. No rearranging the lineup. The crowd decides who reigns.

THE GEAR

The deck contains **45 dual-sided setlist cards**, each showing a different number on each half — every combination of 1–10 is represented. Think of each value as the *energy level* of that song: a 1 is a sleepy acoustic opener, a 10 is a face-melting finale.

SOUNDCHECK (Setup)

Whoever's running sound shuffles the deck, randomizing both the **order** of the cards and their **orientation** — some songs go on the setlist upside-down. Deal every card out until each band has a full hand.

Once your setlist is in your hands, **that's your setlist**. You cannot reorder it. You may flip your *entire* hand end-for-end to use the values on the other side of each card — but the running order stays locked.

SHOWTIME (On Your Turn)

Each turn, choose one of two moves:

■ PERFORM

Choose one or more **adjacent songs** in your setlist that are either all the same energy level (*a tight, cohesive set*) or in consecutive order up or down (*a dynamic set*). Take the stage and play them.

You can only perform if the **stage is empty** (opening act) or your set **outranks** the one currently up there. A set outranks another if it:

- has **more songs**, or
- is **cohesive** (all same value) vs. the previous set's dynamic (consecutive), or
- is the **same size and type** but with **higher values**

When you blow the previous band off the stage, you **claim their cards** as trophies — place them face-down in front of you.

■ POACH

Instead of performing, you can **poach a musician** — take a card from either end of the set currently on stage and slot them anywhere in your setlist, in whichever orientation you like. The band you just poached from collects a **1 VP token** as consolation: hey, at least people were listening.

■ **ENCORE RULE:** *Once per round, instead of choosing between performing and poaching, you may poach first, then immediately perform.*

LAST SONG (End of Round)

The round ends when a band **plays their last card** and leaves the stage empty-handed — or when **all but one band** have been poaching instead of playing (the crowd's grown restless).

Score the round:

+1 VP	per face-down trophy card
-1 VP	per card still stuck in your setlist (<i>you never got to play those songs</i>) — unless you were the one left on stage while everyone else poached, in which case, no penalty; you held it down.

HEADLINER (Winning)

Play a number of rounds equal to the number of bands. When the tour ends, whoever has the **most VP** is crowned headliner. ■

May the loudest band win.