

Big Easy Busking

1-5 Players, 45 minutes, ages 8+

New Orleans is known for many things; Creole cuisine, a unique dialect, annual celebrations and festivals, and distinct music.

Do you have what it takes to travel to the birthplace of Jazz, show off your skills, and be named King of the Buskers?

Big Easy Busking is a competitive area control game about playing music, matching the mood of the crowd, and knowing when to push your band members to their max.

How the Game Works

In *Big Easy Busking*, players are a group of street musicians (buskers) ready to make it big in New Orleans. They accomplish this by playing songs to different types of adoring crowds.

In the hopes of earning the most money, buskers will compete for attention from the crowds, trying to play songs that match their mood.

The game is played over three rounds; the busker who's earned the most money at the end of the third round wins!

Components

Big Easy Busking consists of:

15 Crowd cards

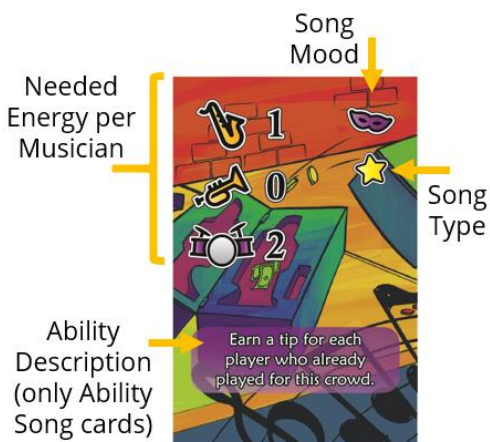


33 Song cards

- 15 Player Song cards
- 6 Ability Song cards
- 12 Hit Song cards

Other Components

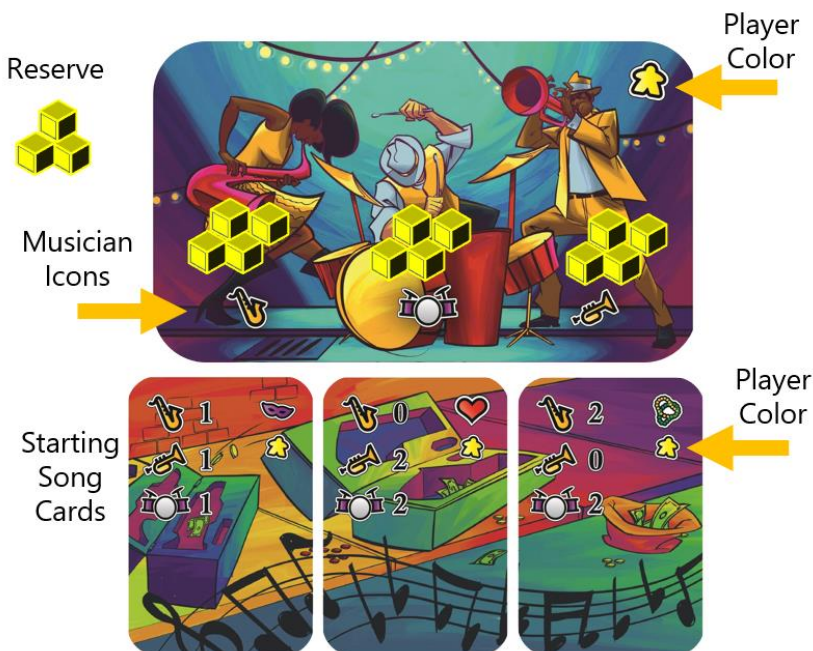
- 5 Player cards
- 5 Reference cards
- 2 Robot cards
- 5 sets of 15 Energy tokens (75 total tokens)
- 13 Mood tokens
- 3 Standards tokens
- 50 dollar tokens: 25 \$1 and 25 \$5




Player Setup

- Give each player:
 - A player card, 15 Energy Tokens, and 3 player Song cards in the color of their choice
 - A reference card
 - 3 \$1 tokens
- Each player places 4 Energy Tokens on each of their band members on their player card and places their remaining 3 Energy tokens in their reserve, which is to the left of their player card.
- Return all unused player cards, energy tokens, player song cards, and reference cards to the box.

Sample Player Setup



Game Setup

- Shuffle all Crowd cards and place 3 cards face up in a horizontal line to form Royal Street.
- Place all Mood tokens face down and draw 3, placing each one on a Crowd card in Royal Street. Set the remaining Mood tokens to the side, out of the play area. These will be used in later rounds.
- Separate the Ability Song cards from the rest of the Song deck, reveal one Ability Song card, and place the card at the end of Royal Street. Return the rest of the Ability Song cards to the box.
 - Ability cards are marked with a  icon
- Shuffle the Hit Song deck. Draw two cards and add them to the Ability Song card to create the Standard Songs.
 - Hit Song cards do not have an icon in the Song Type location.
- Draw three cards from the Hit Song Deck and Place them above the Standard Songs. This is the Melody Market, the songs that players can learn during the game.
- Place the Hit Song deck next to the Melody Market.
- Place the 3 Standards tokens with -1 facing up on the first row of song cards; these are the Standard Songs for the game
- (Optional) Use the game's box top as a bank for the dollar tokens and place it above Royal Street. Place all extra dollar tokens in the box top.

Sample Game Setup



Melody Market



Standard Songs



Goal

The goal is to be the player with the most money at the end of three rounds. Players earn money by playing songs for crowds. At the end of each round players will earn money based on what crowds they performed for and how much energy they put into each performance.

Gameplay

The player who has most recently tipped a street musician goes first in the first round. Play proceeds clockwise.





Turn Structure


Starting with the first player, on their turn each player completes the following actions.

1. Finish Playing a Song (mandatory)
2. Tip (optional)
3. Perform Turn Action (mandatory)



Moods

Icon	Mood
	Chill
	Party
	Romantic
	All (matches all moods)

<div data-bbox="75 99 107 159" data-label="Text"> <h1>1</h1> </div> <div data-bbox="55 207 133 233" data-label="Text"> <p>Finish</p> </div> <div data-bbox="63 276 126 305" data-label="Text"> <p>Song</p> </div>	<p>If you played a song on your previous turn (<i>see Play a Song</i>), you must finish playing the song at the beginning of your turn.</p> <p>Moods do not Match</p> <p>If the song's mood and crowd's mood do not match, place all the Energy from the song onto the Crowd card.</p> <p>Moods Match</p> <p>If the song's mood and the crowd's mood match, do one of the following:</p> <ul style="list-style-type: none"> • Place all the Energy on the Crowd card and receive \$1 from the supply. • Place 1 or more Energy on the Crowd card, returning any unplaced energy back to your band members. The returned energy can be distributed among your band members in any way you wish. <p>Once all energy has been removed from the Song card, place it face down in your discard pile unless the song is a Standard. Standards are returned to their lineup and the Standard token is set to -2.</p> <p>Note: If the song or crowd mood is the  mood, the moods match.</p>
<div data-bbox="75 1170 107 1230" data-label="Text"> <h1>2</h1> </div> <div data-bbox="71 1279 116 1312" data-label="Text"> <p>Tip</p> </div>	<p>Tipping band members money is optional. Band Members can be tipped to increase their Energy.</p> <p>Return money to the bank equal to the amount of Energy tokens you wish to transfer from your reserve to the Band Members of your choice.</p> <p>Players cannot tip more than the number of available Energy tokens in their reserve. There is no limit to the amount or number of Band Members you can tip other than the amount of Energy in the reserve.</p>

3

Perform

Action

You must perform **one and only one** of the following actions: Learn a Song, Play a Song, Pass.

Learn a Song

To learn a song, place 1 Energy from each of your Band Members into your reserve. Select a song from the Melody Market or from the top of the Hit Song deck and put it into your hand.

After you learn a song from the Melody Market, immediately draw a song from the Hit Song deck to replace it. Players cannot learn Standard songs.

Note: If there are no more songs in the Melody Market, players can no longer learn songs.

Play a Song

To play a song, select a song card from your hand or a Standard song that isn't currently being played. Move the Energy required by the song from your Band Members to the Song card.

Select a Crowd to play the song for, then move the Song card next to the selected crowd. The Song card with the energy on it will remain there until the beginning of your next turn.

When playing a Standard song, you must pay the dollar cost currently represented on the Standards token (\$1 or \$2) before continuing. You **cannot** play the same Standard song in the same turn you finished playing it.

For example, if the song requires 2 trumpet energy and 1 drum energy, you must spend 2 energy from your trumpet player and 1 energy from your drummer.

	Pass
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	To pass, state out loud you are passing or “taking a break” and flip over your player card. Once you pass you no longer get a turn for the rest of the round. If a player is unable to learn or play a song, they must pass.
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End of Round

The round ends when each player has taken the pass action. At the end of a round, perform the following steps.

Note: Only the first step needs to be performed after round 3.

- Pay out each Crowd card. (see Payout Crowd cards)
- Set all Standard Tokens to -1
- Each player returns all played Song cards to their hand.
- Each player places 4 Energy on each of their Band Members and 3 Energy in their reserve.
- Return the scored Crowd cards to the box.
- Reveal new Crowd cards.
 - **Reveal 4 Crowd cards in round 2.**
 - **Reveal 5 Crowd cards in round 3.**
- Draw a Mood Token for each revealed Crowd card and place it face up on the Crowd cards.

The player with the most money is now the Starting player. If there is a tie, the player with the most Mood tokens is the Starting player. If there is still a tie, the player who last played a song is now Starting player.

Pay Out Crowd cards

There are two ways to get a payout from a Crowd card.

1st Place Payout

The player with the most Energy tokens on a Crowd card at the end of a round collects the amount of money equal to the 1st player payout and takes the Mood token from the Crowd card. If there is a tie, both players collect the payout and the Mood token is returned to the box.

Threshold Payout

If any player has Energy tokens equal to or greater than the crowd threshold, they collect the amount of money equal to the threshold payout.

Note: The player who collected the 1st Place Payout can also collect the Threshold Payout, if they have enough Energy tokens on the crowd.

End of the Game

The game is complete after 3 rounds. The player with the most money wins. In case of a tie, the player with the most song cards wins. If there is still a tie, the player with the most mood tokens wins.

Solo Game

The Solo Games adds an automated Robot player. This player does not take a turn like a regular player or make choices, but it does use energy tokens and gains dollar tokens.

Solo Setup

- Follow the Player Setup for only you.
- The Robot is the first player during each round.
- Follow the Game Setup.
- Choose a Robot Player to battle against and take the corresponding card.
- Choose a set of Energy tokens for the Robot Player to use and set it aside, along with \$3 in money tokens.
- Create a deck of Song cards made up of all of the player Song cards not currently being used. This is the Robot's Song Deck.

Solo Gameplay

- The Robot player takes their turn first. Follow the text on the chosen Robot card.
- Then the player takes a turn as described in the multiplayer rules.
- Play continues going from the Robot player's turn and to your own until you pass. The Robot takes one last turn, then the round is over.
 - For example, if you pass, the typical Robot will finish playing their current song and the round will then be over.
- At the end of the round, take all of the Robot's played songs and shuffle them back into the Robot Song Deck.

Note: if the Robot player runs out of energy tokens, give it another set of energy tokens from the box.

Solo Scoring

Count up your money and the Robot's; if you have more money than the Robot Player, you win!

Solo Scaling Difficulty

Easy: The Robot does not start with any dollar tokens.

Medium: Play using the normal solo rules.

Medium Advanced: When the Robot finishes playing a song and the mood matches, tip the robot \$2 instead of \$1.

Advanced: The Robot takes two turns at the end of the round.

For example, if you pass, the typical Robot will finish playing their current song, start playing another song, then finish that song, and the round will then be over.

Professional: The Robot takes two turns at the end of the round AND gets \$2 in tips instead of \$1.

Ability Clarifications

Earn a tip for each player who already played for this crowd.

- After you start playing the song, count the number of different energy colors on the crowd and on the song cards that are currently being played for the crowd. Gain that many \$1 tokens.

After finishing playing, you may tip a band member and receive 2 energy from the reserve instead of 1.

- This can only be done one time.

Credits

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