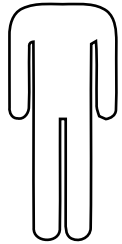
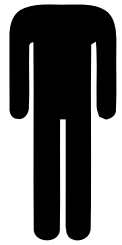


fans:

WHEN A CARD TELLS YOU TO TAKE FANS, IT WILL TELL YOU TO TAKE FICKLE OR LOYAL FANS.



LOYAL FANS WILL STICK WITH YOU NO MATTER WHAT. THEY WILL SUPPORT YOU NO MATTER THE SITUATION. YOU MAY SPEND THEM WITH NO STIPULATIONS.



FICKLE FANS, WHILE EASIER TO ACQUIRE, ARE ONLY INTERESTED IN FADS AND POPULARITY. AT THE DROP OF A HAT, THEY MAY MOVE ON TO THE NEXT BIG THING. BEFORE SPENDING FICKLE FANS, FLIP A COIN. IF HEADS, YOU MAY SPEND THEM. IF TAILS, YOUR ACTION FAILS AND YOU LOSE ALL OF THEM.

[dB]

DECIBEL

A TRADING CARD GAME ABOUT THE SHALLOW NATURE OF POPULAR ELECTRONIC MUSIC.

goal:

THE GOAL OF DECIBEL IS TO CREATE AN ALBUM OF ELECTRONIC MUSIC THAT RESONATES BOTH WITH CRITICS AND YOUR FANS. TO DO THIS, YOU WILL MARKET YOURSELF AND YOUR MUSIC, GET SIGNED TO LABELS, HAVE RESIDENCIES AT CLUBS, AND BUILD RELATIONSHIPS WITH PROLIFIC ARTISTS IN ORDER TO MAKE YOUR ALBUM THE BEST IT CAN BE. WHETHER YOU CHOOSE TO ACCOMPLISH THIS THROUGH SNEAKY BUSINESS TACTICS AND ALIENATING YOUR FANS OR CREATING GOOD MUSIC IS UP TO YOU.

card types:

BEFORE YOU BEGIN PLAYING DECIBEL, IT IS IMPORTANT TO FAMILIARIZE YOURSELF WITH THE FOUR DIFFERENT CARD TYPES:



SOUND DESIGN:

THESE ARE THE INSTRUMENTS THAT WILL END UP AS YOUR FINAL SONGS. THEY ARE A SPENDABLE RESOURCE.



RECEPTION:

THESE CARDS WILL SERVE AS THE REVIEWS AND AWARDS FOR YOUR SONGS AND ALBUM.



CONSTANT: INSTANT:

CONSTANTS REPRESENT LABELS, GENRES, AND CLUB GIGS. INSTANTS REPRESENT PROLIFIC ARTISTS.



PUBLIC RELATIONS:

'PR' CARDS ARE USED TO PROMOTE BOTH YOURSELF AS AN ARTIST AND YOUR MUSIC.

ARRANGEMENT:

NOW YOU MAY FINISH A SONG. A SONG CAN BE COMPLETED WITH A MINIMUM OF 3 AND A MAXIMUM OF 5 SOUND DESIGN CARDS. ONCE COMPLETED, CALCULATE THE SONG'S FINAL COMPLEXITY BY ADDING ALL THE NUMBERS OF THE CARDS USED TO MAKE THE SONG. THIS COMPLEXITY IS NO LONGER ADDED TO YOUR TOTAL AT THE BEGINNING OF EACH TURN.

RECEPTION:

RECEPTION CARDS MAY BE PLAYED DURING THIS PHASE. TO PLAY A RECEPTION CARD ON YOUR OWN SONG, THE COST OF THE CARD MUST BE BELOW OR EQUAL TO THE COMPLEXITY OF THE SONG YOU WISH TO APPLY IT TO. TO PLAY A RECEPTION CARD ON AN OPPONENT'S SONG, TREAT THE CARD AS IF IT WERE A PR OR CONSTAT CARD.

winning:

ONCE ONE PLAYER COMPLETES 5 SONGS, THE OTHER PLAYER MAY TAKE ONE MORE TURN BEFORE THE GAME ENDS. AFTER THAT TURN, BOTH PLAYERS MUST CALCULATE THE AVERAGE SCORE OF THEIR ALBUM. FIRST, FIND THE MEAN SCORE OF EACH OF YOUR SONGS. THEN FIND THE MEAN OF EACH OF THOSE SCORES. THE HIGHER SCORE WINS! MAKE SURE TO REMEMBER THAT THE SCORES ARE OUT OF TEN, NOT DEVIDED BY TEN.

gameplay:

THERE ARE FOUR PHASES OF PLAY IN DECIBEL:

DRAW PHASE:

TO BEGIN, DRAW 7 CARDS. AT THE BEGINNING OF EACH SUBSEQUENT TURN, DRAW A CARD. THIS IS ALSO THE TIME WHEN YOU CALCULATE HOW MANY FANS YOU HAVE ACCUMULATED FROM YOUR CONSTANT CARDS.

SOUND DESIGN:

IN THIS PHASE, YOU MAY PLAY SOUND DESIGN CARDS. YOU MAY ONLY PLAY ONE PER TURN. AT ANY POINT, YOU MAY HAVE NO MORE THAN 5 SOUND DESIGN CARDS IN PLAY (SEE RECEPTION PHASE). DURING THIS PHASE, CALCULATE THE TOTAL ADDED COMPLEXITY (NUMBER ON THE CARD) OF ALL YOUR SOUND DESIGN CARDS. THIS NUMBER IS THE AMOUNT OF CO-PLEXITY YOU HAVE TO SPEND EACH TURN.

PR:

ONCE YOU KNOW HOW MUCH COMPLEXITY YOU HAVE TO SPEND, IT'S TIME TO USE IT! IN THIS PHASE, YOU MAY PLAY ANY CARD THAT IS NOT A RECEPTION OR SOUND DESIGN CARD. CONSTANTS REMAIN IN PLAY UNTIL DESTROYED. PR CARDS ARE DISCARDED AFTER SINGLE USE. INSTANTS MAY BE PLAYED DURING EITHER PLAYER'S PR PHASE.

MAIN TEXT. THIS TELLS YOU WHAT THE CARD ACTUALLY DOES.

FLAVOR TEXT: FUN TEXT ABOUT THE CARD.

CARD TITLE.

CARD TYPE.

CARD ART.



COMPLEXITY COST: THIS IS THE AMOUNT OF COMPLEXITY, THE MAIN RESOURCE OF DECIBEL, YOU WILL NEED TO SPEND TO PLAY A CERTAIN CARD.

FAN COST: THE AMOUNT OF FANS YOU WILL NEED TO PLAY A CERTAIN CARD.

Layout:

DECK. YOU MAY ALSO PUT THE DECK ON THE RIGHT SIDE OF THE SOUND DESIGN CARDS.

PR AND INSTANT CARDS ARE PLAYED HERE.

COMPLETED SONGS ARE PLACED HERE WITH RECEPTION CARDS ON TOP. EACH SONG IS PLACED VERTICAL TO THE LAST.

DISCARD PILE.

CONSTANT CARDS REMAIN IN THIS SPACE UNTIL DESTROYED OR REMOVED FROM PLAY.

SOUND DESIGN REMAIN IN THIS SPACE UNTIL MADE INTO COMPLETE SONGS.



NOTE: YOU MAY ONLY PLAY ONE OF EACH TYPE OF CONSTANT AT ONE TIME. TO PLAY ANOTHER, FIRST DISCARD THE EXISTING CARD OF THE SAME TYPE. MAIN CONSTANT TYPES ARE GENRE, LABEL, AND VENUE.

