

# Rules of the game Ensemble

Ensemble is the basic game or family game of the game set Maestro. It is suitable for children from the age of 7, it takes about 30-45 minutes to play and can be played with 2 to 6 players.

## WHO BECOMES THE MAESTRO OF THE GAME ENSEMBLE?

You are the conductor of your own orchestra: take sheet music, buy musical instruments, form an orchestra, make music and go forward on the staff displayed on the board. The player who finishes first is the maestro!

## HOW TO WIN THE GAME

The aim of the game Ensemble is to make music for exactly 60 minutes as quickly as possible. How? By performing as many music pieces as possible: each piece of music lasts either 4 or 8 minutes and for every 4 minutes you may go one step forward on the staff on the game board. Who finishes first is the winner!

For performing music you need sheet music and musical instruments. At the start of the game you receive a number of sheet music cards. You can take the other cards from the sheet music deck during the game. You can buy musical instruments with money from your starting capital or rent them from other players by paying half of the purchase price. The bank notes are represented by different values in musical notes.

## CHANCE CARDS

The chance cards make the game more exciting: lucky cards can give you money, minutes forward on the board, or a free instrument. The other chance cards are teasing cards and protection cards.

## WHAT DO YOU NEED?

Game board Ensemble



60 sheet music cards



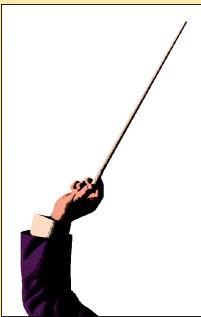
32 musical instrument cards



40 chance cards



6 Maestro cards (starter cards)



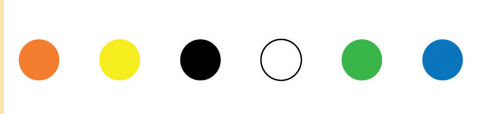
100 musical bank notes with 5 different values: 1/16, 1/8, 1/4, 1/2, 1 note



6 oval Maestro tokens



96 round tokens in 6 different colours



## SETTING UP THE GAME

For setting up the game Ensemble you need to take the following six steps:

1. Every player chooses a colour, takes all the round tokens of their colour and puts the Maestro token on the starting position on the board.



2. Shake the **sheet music cards** and put the deck closed on the right place on the board. Every player receives 4 sheet music cards and does not show them to the other players.



3. Shake the **instrument cards** and put the deck closed on the right place on the board. Take the upper 3 cards and put them open on the designed places on the board.



4. Shake the **chance cards** and put the deck closed on the right place on the board.

5. Appoint one player as the bank. He or she is responsible for the bank notes and checks all transactions.

6. At the start of the game every player receives the following start capital from the bank:

- *Playing with 2 or 3 people, hand out:* ♪ (a full note), for instance divided into ♪ + ♪ + ♪
- *Playing with 4-6 people, hand out:* ♪ + ♪ (a half note and a quarter)

## START OF THE GAME



In order to determine which player will start, Maestro cards need to be drawn. Take as many Maestro cards as there are players and make sure to include the card with the baton printed on both sides of the card. The player who draws this card is the starting player! The other players receive the note value from the bank as indicated on their card.

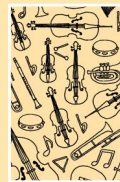
**! Please note:** Every player can use the Maestro card once during the game to carry out two actions per turn instead of just one. It is possible to carry out the same actions. Once the Maestro card has been used, put it back into the box.

## COURSE OF THE GAME

### Which action can you carry out in one turn?

When it is your turn, you can carry out one out of four different actions, which are: buying an instrument, taking sheet music for free, taking a chance card for free or performing a piece of music.

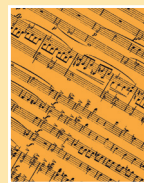
### A. Buy an instrument



This action allows you to buy one of the three open instrument cards on the board. The musical note in the left corner on the card tells you how much money you need to pay to the bank. It also shows in the instrument's colour in the orchestra on the game board. After buying an instrument, you put the card open before you and you put a token of your colour in the right section of the orchestra. The number in the right corner of the card corresponds with the number in the orchestra. This way, all players can see at once which instruments are available. Finally, put a new instrument card on the open space on the board.

**! Please note:** If you want to buy an instrument but not one of the 3 instruments open on the board, you may replace the 3 instruments by 3 new cards from the deck. Return the old cards to the bottom of the instrument deck. You must buy an instrument now, so make sure you have enough money!

### B. Take a sheet music card



For performing music you need sheet music. The sheet music card tells you which instruments from the orchestra you need and what the revenue is in terms of bank notes and time on the staff. You may hold a maximum of 6 sheet music cards in your hand.

**! Please note:** If you possess 1 to 4 musical instruments, you may take 1 card from the instrument deck. If you possess 5 or more musical instruments, you may take 2 cards from the instrument deck, select one and return the other one to the bottom of the sheet music deck.

### C. Take a chance card

In this game there are 3 types of chance cards:



A **lucky card**: good for you; you receive money, minutes forward on the staff or a free instrument. If you get an instrument card, put it open on the table.



A **teasing card**: a card to tease other players.



A **correction card**: this card allows you to undo a lucky card from another player or protect yourself against a teasing card. You may use a correction card only once. You can play chance cards once you receive them.

You can also save them for later during the game. In that case, using the card does not cost you an action.

**! Please note:** You can save chance cards without limit, but you can only use one *saved* card in one turn. You are allowed to use a saved chance card and take a chance card and use it in one turn.

#### Examples of playing chance cards

- John takes a lucky card and gets a free French horn. He puts this card open near his instrument cards on the table. On the board he puts a token of his colour in the horn section in the orchestra.
- Christina takes a teasing card and is allowed to take away a first violin from another player. She takes away Lisa's first violin, who must remove her token from the violin section. Christina returns the teasing card to the bottom of the chance card deck and puts a token of her colour in the violin section on the board.
- Eve takes a teasing card and wants to take away Christina's flute. However, Christina has a correction card and is protected against Eve's teasing card, so both chance cards end up at the bottom of that deck. If there are more than two players, Eve can use this card to tease John, who does not possess a correction card and must therefore give away his flute.

#### D. Perform a piece of music

First check whether all instruments you need for the piece you want to perform are available. You can do this by looking at the tokens present in the orchestra. You can hire instruments from other players for *half of the purchase price*. If you don't have enough money, you can take a temporary loan from the bank: you can take the money on credit, as much as the revenue indicated on your card. Of course, you must pay the loan back after the performance!

While playing the music the following things happen:

1. You receive the revenue as indicated on your music card from the bank.
2. Your Maestro token may go forward on the staff: 4 minutes is one step, 8 minutes are two steps. Put the music card open on the table, for you can play a piece only once.
3. If you play a piece of music lasting 4 minutes, you may take a chance card, which you can either use directly or save for later. For 8-minute pieces you may not take a chance card.

**! Please note:** You can *hire a musical instrument* from another player for half of the purchase price (divide by 2). If more players have the instrument you need, you are free to choose from which player you will hire this instrument. A player may never refuse the renting out. Musicians always like extra income!

#### HOW TO LISTEN TO THE MUSIC



By means of the **QR code** on the music card you can listen to the music on the card you play through internet. Another way is to type in the card number on the website [maestromusic.eu](http://maestromusic.eu). When another player wants to perform some music, you can change to the next piece.

#### WINNER

The winner of the game is the player who is the first one to perform 60 minutes of music – a true Maestro!

#### SHORTER GAME?

- Would you like to reduce the length of the game? Then give every player one or two free instruments at the start (randomly). You can keep the start capital the same or slightly reduce it.
- If you run short of time during the game, you can reduce its length by agreeing on an earlier finishing time, for instance 40 instead of 60 minutes.

#### HOW MANY INSTRUMENTS ARE IN THE GAME?

No	Instrument	number	value
1	first violin	3	1/2
2	second violin	2	1/4
3	viola	2	1/4
4	cello	3	1/2
5	double bass	2	1/4
6	flute	3	1/4
7	clarinet	2	1/4
8	hobo	2	1/4
9	bassoon	2	1/8
10	trumpet	2	1/4
11	trombone	1	1/8
12	French horn	2	1/4
13	percussion	2	1/4
14	harp	1	1/2
15	piano	2	1/2
16	organ	1	1/2
Total: 32			

#### SCHEME OF NOTE VALUES

Note chart:	
Whole	
Half	
Quarter	
Eighth	
Sixteenth	

Do you have any questions or tips?

Please, visit the website [whatsinagame.eu](http://whatsinagame.eu). You can send any nice ideas to: [info@whatsinagame.eu](mailto:info@whatsinagame.eu).

# Game rules Maestro Symphony

In the game set Maestro, **Symphony** is the classical music game designed for advanced players. Offering more challenge, this game is suitable for players 12 years and older. It takes about 20 minutes per player and can be played with 2 to 6 persons. **Symphony** works with the same principles as the game **Symphony**, but the winner is the player ending with the highest total score.

## HOW TO WIN THE GAME

The aim of the game *Symphony* is to gain as many points as possible and end up with the highest score. How? By offering a varied programme, using different musical instruments and soloists, making money and finishing in the shortest time. Players can earn extra points by using bonus cards. The Maestro is a true master in multitasking and strategic playing!

## WHAT DO YOU NEED?

Symphony game board



140 sheet music cards



52 musical instrument cards



84 chance cards



32 soloist cards



28 bonus cards



6 Maestro cards (starter cards)



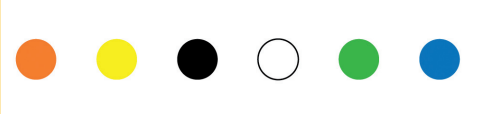
100 musical bank notes with 5 different values: 1/16, 1/8, 1/4, 1/2, 1 note



6 oval Maestro tokens



96 instrument tokens: round tokens in 6 different colours



96 soloist tokens: square tokens in 6 different colours showing a Soloist



6 score cards

Puntentelling • Scoring					
MAESTRO Symphony					
Punten • Points ->	4	6	7	8	10
Verschillende muziekinstrumenten • Different musical instruments	≤ 9	10 - 11	12 - 13	14 - 15	16
Solisten • Soloists	≤ 9	10 - 11	12 - 13	14 - 15	16
Categorieën muziekstukken • Categories of musical pieces	≤ 4	5 - 6	7 - 8	9 - 10	≥ 11
Positie in uitgevoerde tijd • Position in time				2e/2nd	1e/1st
Musieknoden 'Bach' • 'Bach' banknotes	≤ 1	2	3	4	≥ 5
Bonuspunten • Points from bonus cards					



## SETTING UP THE GAME

For setting up the game *Symphony* you need to take the following eight steps:

1. Every player chooses a colour, takes all the round tokens of that colour and puts his Maestro token on the board at the starting position.



2. Shuffle the **sheet music cards** and put the closed deck on the correct place on the board. Each player receives 8 sheet music cards from which he selects 4, which he must *not* show to the other players. All players return their remaining cards to the bottom of the deck. For 2 – 3 players you only use cards Soo1 – So80.



3. Shuffle the **bonus cards**. Each player receives 3 bonus cards, also to be kept *secret*.



4. Shuffle the **instrument cards** and put the closed deck on the correct place on the board. Take the top 4 cards and lay them open on the correct places on the board.



5. Shuffle *all* the **chance cards** (the teasing cards, lucky cards and correction cards) and put the closed deck on the correct place on the board.



6. Shuffle the **soloist deck**. Take the top 3 cards and lay them open on the designated places on the board.

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7	Player 8
Instrumenten	10	10	10	10	10	10	10	10
Soloïsten	10	10	10	10	10	10	10	10
Maestro	10	10	10	10	10	10	10	10
Totaal	30	30	30	30	30	30	30	30

7. Place the **score card** near you to see how to earn points; use the side indicating the correct number of players.

8. Appoint one player to be the bank. He or she is responsible for the bank notes, and checks all transactions. At the start of the game the bank give every player the following start capital: *Playing with 2 or 3 people, hand out:* ♯ + ♯ (two full notes) *Playing with 4-6 people, hand out:* ♯ + ♯ (one and a half note) *You may subdivide this amount to make it easier to change money.*

## START OF THE GAME



To determine which player may start, let the bank take from the box as many **Maestro cards** (starter cards) as there are players, and be sure to include the card with a baton printed on *both* sides. Let each player draw one Maestro card. The player who draws the baton card is the *starting player*! The bank gives the other players the note value indicated on their starter card. Keep the Maestro card.

## COURSE OF THE GAME

### Which action can you perform in one turn?

When it is your turn you can *choose two* of five possible actions: buy an instrument, buy a soloist, take sheet music for free, take a chance card for free and perform a piece of music.

Explanation of the actions



#### A. Buy an instrument

You may buy 1 of the 4 open instrument cards on the board. If you buy an instrument, the player comes with it, so in fact you buy an instrumentalist. The musical note on the left-hand corner of the card tells you how much money to give to the bank.

This also shows in the colour of the instrument in the orchestra on the game board.

After you buy an instrument, lay the card open before you and put a round token of your colour in the correct section of the orchestra.



The number on the right-hand corner of the card corresponds with the number in the orchestra. This way all players can see at a glance which instruments are available. Finally, put a new instrument card on the open space on the board.

**! Please note:** If you want to buy another instrument than the 4 instruments open on the board, you may replace them with 4 new cards from the deck. Return the old cards to the bottom of the instrument deck. You must now buy an instrument, so be sure you have enough money!

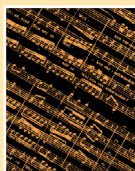


#### B. Buy a soloist

To perform some (not all) pieces of music you need one or more soloists. The soloist cards include the instrument of the soloist. Buying soloists gives you points for a good total score. After buying a soloist lay the card open before you and put a square token

of your colour in the correct place on the board. As soloists 1 – 16 take their place in the orchestra they sit next to the instrumentalists. The higher numbers each have their own space on the board – there are no separate instruments of those in the game, e.g. singers. Soloists can also perform as instrumentalists. Then they function as members of the orchestra. When rented out, they must be paid as soloists. An instrumentalist in the orchestra is not allowed to perform as a soloist.

**! Please note:** If you want to buy another soloist than the 3 soloists open on the board, you may replace them with 3 new cards from the deck. Return the old cards to the bottom of the soloist deck. You must now buy a soloist, so be sure you have enough money!



### C. Take a sheet music card

To perform music you need sheet music. The sheet music card tells which instruments you need from the orchestra, and the revenue in terms of bank notes and time on the staff. You may take a sheet music card free of charge, but you may hold no more than 6 sheet music cards in your hand.

**! Please note:** If you have 1 to 4 musical instruments you may take 1 card from the instrument deck. If you have 5 or more musical instruments you may take 2 cards from the instrument deck; choose one and return the other to the bottom of the sheet music deck.

### D. Take a chance card

If during a turn you choose to take a chance card, you make take 2 cards, keep 1 and return the other card to the bottom of the deck. In one turn you may play only one *saved* chance card. There are 3 types of chance cards:



A **lucky card**: Congratulations! You receive money, minutes forward on the staff or a free instrument. If you get an instrument card, lay it open on the table.



A **teasing card**: a card to tease other players.



A **correction card**: this card allows you to undo a lucky card from another player or protect yourself against a teasing card. You may use a correction card only once.

You can play chance cards as soon as you receive them or save them for later in the game. If you wait you will not lose a turn. After using a chance card, return it to the bottom of the deck, unless it is a card for a free instrument or an 'infinity' card (with the  $\infty$  symbol), which you can use during the rest of the game.

**! Please note:** You can save as many chance cards as you wish, but use *only one saved* card per turn. If you take a chance card as an action, you may use that card plus a maximum of one saved card during your turn.

#### Examples of playing chance cards

- John takes a lucky card and gets a free French horn. He lays this card face up on the table near his instrument cards. On the board he puts a round token of his colour in the horn section of the orchestra.
- Christina takes a teasing card and is allowed to take a first violin from another player. She takes away Lisa's first violin card, and Lisa must remove her token from the violin section. Christina returns the teasing card to the bottom of the chance card deck and puts a token of her colour in the violin section on the board.
- Eve takes a teasing card and wants to take Christina's flute. But Christina has a correction card and is protected against Eve's teasing card, so both chance cards end up at the bottom of that deck. If there are more than two players, Eve can use this card to tease John, who does not have a correction card and must therefore give away his flute.

### E. Perform a piece of music

Performing a piece of music gives you both time and money. The revenue is indicated on the card. The pieces last 4, 8, 12, 16, 20, 24, 28 or 32 minutes. Every 4 minutes equals one measure on the staff, or one step forward with the Maestro token. The total playing time on the board is 180 minutes.

First check whether all instruments and, in a number of cases also soloists, are available for the piece you want to perform. Do this by looking at the tokens present in the orchestra. You can hire instruments and soloists from other players for *half the purchase price*. If you don't have enough money, you can take a temporary loan from the bank: you may borrow as much money as the revenue indicated on your card. After the performance you must of course pay back the loan!

While you are performing the following things happen:



1. You receive from the bank the revenue indicated on your **music card**.

2. Your Maestro token may go forward on the staff: 4 minutes equal one step, 8 minutes equal two steps and so on. Lay the music card face up on the table; you may play a piece only once.

3. If you play a piece of music lasting 4 minutes, you may take a chance card; you may use it right away or save it for later. For 8-minute pieces you may *not* take a chance card.

**! Please note:** You can rent a musical instrument or a soloist from another player for half the purchase price (divide by 2). If several players have the card you need, you may choose which player to rent this instrument or soloist from. A player may never refuse to rent out. (Musicians always like extra income!)

### USE OF THE MAESTRO CARD

Every player may use the Maestro card once during the game to perform 3 actions during a turn, instead of 2. It is possible to perform 2 of the same actions, for instance buying 2 instruments. Once the Maestro card has been used, it must be put back into the box.

### HOW TO LISTEN TO THE MUSIC



You can listen on internet to the music on your card. Use the **QR code** on the music card, or type in the card number on the website [maestromusic.eu/Soo1](http://maestromusic.eu/Soo1) or [Soo2](http://maestromusic.eu/Soo2). When another player wants to perform some music as part of the game, you can change to the next piece.

### WINNER

The game ends at the moment when the first player has performed 180 minutes of music. The winner of the game is the player who has the highest score – a true Maestro!

### EXPLANATION OF THE SCORE CARD

Puntentelling • Scoring					
MAESTRO Symphony					
Punten • Points ->	4	6	7	8	10
Verschillende muziekinstrumenten • Different musical instruments	≤ 9	10 - 11	12 - 13	14 - 15	16
Solisten • Soloists	≤ 9	10 - 11	12 - 13	14 - 15	16
Categorieën muziekstukken • Categories of musical pieces	≤ 4	5 - 6	7 - 8	9 - 10	≥ 11
Positie in uitgevoerde tijd • Position in time				2e/2nd	1e/1st
Musieknoten 'Bach' • 'Bach' banknotes	≤ 1	2	3	4	≥ 5
Bonuspunten • Points from bonus cards					

You earn points by:

- the number of instruments: the more *different* instruments you have the more points you gain
- the number of soloists: the more soloists you have, the more points you gain

- the number of categories: the more pieces of music of *different* categories you have performed, the more points you gain. The categories are the following: solo, duo, trio, quartet, quintet, sextet, septet, octet, nonet, orchestra, choir and vocal
  - finishing fast in time: the faster you finish in time on the board, the more points you gain. The player who finishes first ends the game
  - money: the more money you have made, the more points you gain
  - bonus cards: at the end of the game every player checks how many points he has gained by means of the bonus cards. One bonus card can give you a maximum of 3 points
- ! Please note:** There are three different score cards, depending on the number of players: 2 players, 3-4 players and 5-6 players. Make sure you use the right scheme.

*Examples of scores*

- John has bought 10 instruments, but 2 of them are the same: he has 2 French horns. This means that 1 French horn does not count for points. In a game with 3-4 players he earns 6 points in this category.
- On Eve's bonus card it says she receives 1 point for every clarinet. She has bought 2 clarinets and 1 solo clarinet. This will give her a total of 3 bonus points.

**USEFUL TIPS**

- When choosing sheet music cards at the start of the game, you may not want to include too many cards that need soloists, since they are costly and are not always present in the game. Later on in the game this is no longer a problem.
- When choosing sheet music cards, pay attention to the different categories indicated (solo, duo, trio etc.) as well as the bonus cards you have received which may relate to the categories.
- At the beginning of the game it is useful to buy instruments because you will need them to perform music. When you own 5 instruments, you can take 2 sheet music cards, keep 1 and put the other one back in the deck.
- You can make money by performing music and by renting out instruments and soloists. It can be strategic to buy cards which are not yet in the game, because all instruments and soloists will eventually be needed! Also, lucky cards can give you money (subsidies, prizes).
- A mixed choir is a separate soloist card, but can also be composed of a male chorus plus a female chorus.

**SHORTER GAME?**

- To shorten the game, give each player one or two free instruments at the start (randomly). You can keep the same start capital or slightly reduce it.
- If you run out of time during the game, you can shorten it by agreeing on an earlier finishing time on the staff, for instance 120 instead of 180 minutes.

**PLAYING IN TEAMS**

- If you play the game *Symphony* with an even number of players, you can decide to play in teams, for instance with two or three duos. The additional rules are as follows:
- Renting instruments and soloists within the team is free of charge
  - Team members may view each other's cards and confer about which cards to buy and what actions to take
  - Chance cards must be played individually, but you can discuss them as a team. It goes without saying that you don't tease your fellow player!
  - Bonus cards give individual scores: these points do not give extra points for the other team member(s). For instance: your

- clarinet only gives extra points for you, because you own the bonus card, not your fellow player.
- At the end of the game, first calculate the score of each individual player. Then add up the scores of the players from each team. You will have an individual winner as well as a winning team!

**52 instruments in the game**

Nr	Instrument	Number	Value
1	first violin	4	1/2
2	second violin	5	1/4
3	viola	5	1/4
4	cello	6	1/2
5	double bass	3	1/4
6	flute	3	1/4
7	clarinet	3	1/4
8	hobo	3	1/4
9	bassoon	3	1/8
10	trumpet	3	1/4
11	trombone	3	1/8
12	French horn	3	1/4
13	percussion	3	1/4
14	harp	1	1/2
15	piano	2	1/2
16	organ	2	1/2
There 32 different soloist in the game.			

**SCHEME OF NOTE VALUES**

**Note chart:**

Whole

Half

Quarter

Eighth

Sixteenth

Any questions or tips?  
 Visit the website [whatsinagame.eu](http://whatsinagame.eu). Please, send good ideas to: [info@whatsinagame.eu](mailto:info@whatsinagame.eu)

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Not suitable for children < 3 years

Spelers • Players ->												
Verschillende muziekinstrumenten • <i>Different musical instruments</i>												
Solisten • <i>Soloists</i>												
Categorieën muziekstukken • <i>Categories of musical pieces</i>												
Positie in uitgevoerde tijd • <i>Position in time</i>												
Muzieknoten 'Bach' • <i>'Bach' banknotes</i>												
Bonuspunten • <i>Points from bonus cards</i>												
<b>Totaal • Total -&gt;</b>												

Spelers • Players ->												
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<b>Totaal • Total -&gt;</b>												

Een leeg scoreformulier kun je downloaden op [www.maestromusic.eu/puntentelling](http://www.maestromusic.eu/puntentelling).  
• A blank score form you can download at [www.maestromusic.eu/puntentelling](http://www.maestromusic.eu/puntentelling).