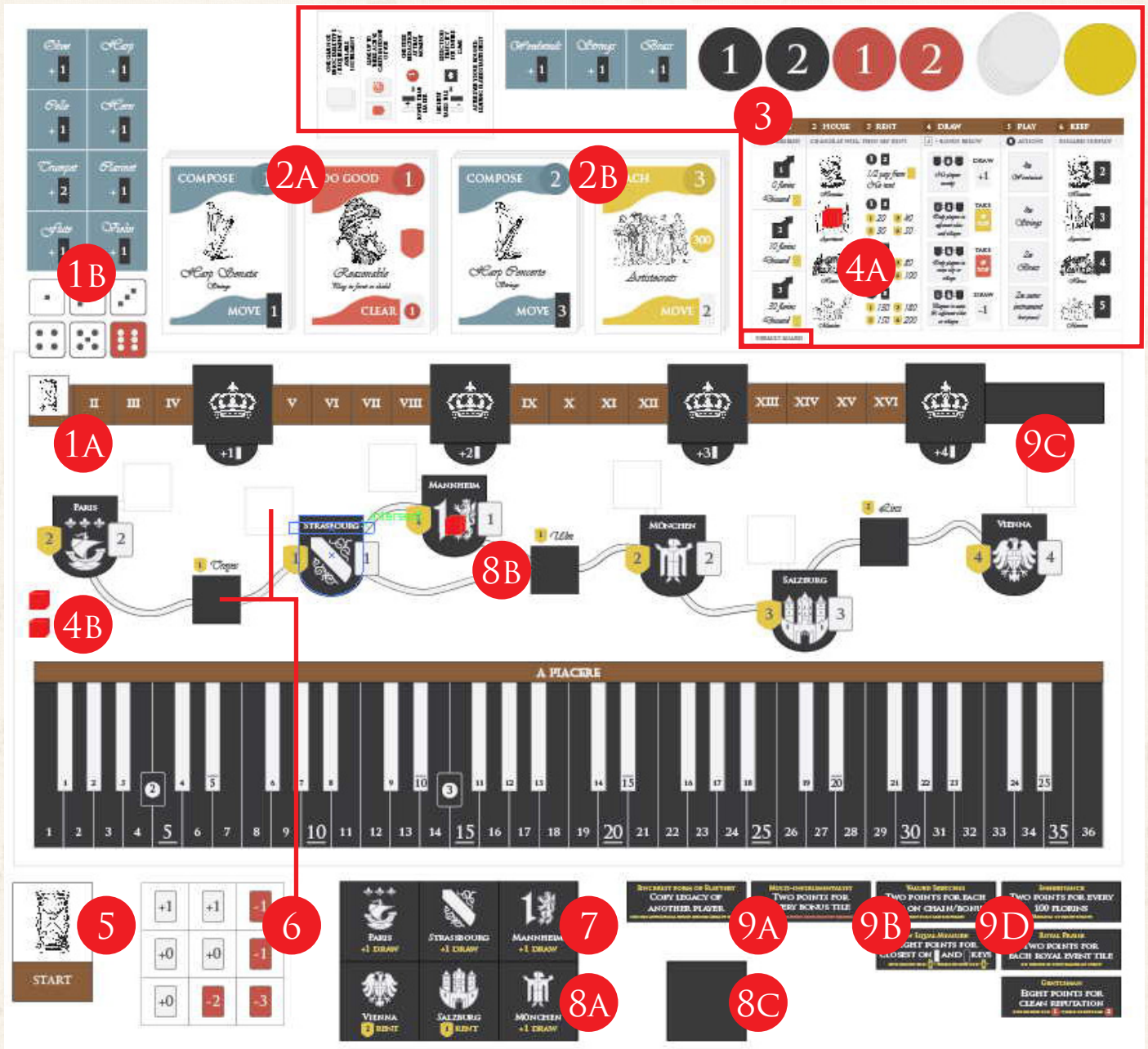# GAME SETUP

1a) Place the game board and put the rounds marker on round I. 1b) Place the instrument bonus tiles, five city dice and one draw variety die next to the game board.

2a) Shuffle and place the level 1 card stacks face down; all level 1 Compose cards in one stack, all level 1 Perform, Teach, Tell Tale and Do Good **(4 and 5 player, add extra)** cards in the other stack. Place the top card of both stacks **face up**. 2b) Place the level 2 and level 3 cards next to the game board.

3) Give every player a (default) player board and one Strings, Woodwinds and Brass bonus tile as well as one each of black and red progress circles numbered 1 and 2. Every player takes 100 florins (gold worth 50 florins, silver worth 10 florins) and the two sided reference card (do-good 1 and actions).

4a) Every player places one of their player cubes marking an apartment on their player boards. 4b) Place two cubes on the game board or left of the black key numbered "1".

5) Determine starting player (player to most recently play an instrument) and give the starting player the Start piece.

6) Place the nine draw variety tiles randomly on the cities and towns; black side up on Troyes, Ulm and Linz, white side up next to each of the cities. **When Kalkbrenner and/or Clementi are in play, draw location tiles of factories.**

7) Randomly draw the first royal event from the royal event tiles and place it on the first royal event space.

8a) Draw a start city for every player from the remaining five royal event tiles. 8b) Place that player's remaining cube on this city. 8c) Shuffle the five royal event tiles and place them face down next to the game board.

9a) Keep the legacy tile "Multi-instrumentalist" only in play when all players use default player boards. 9b) Draw a legacy tile for the overall spot on the game board (9c). *If the legacy tile is "Sincerest Form of Flattery", draw another one and place it on the game board. Shuffle "Sincerest Form of Flattery" back in.* 9d) Every player now draws his own legacy tile and keeps it to themselves during the game.

Give every player a double sided reference card.

Overview of Cards

| ① Compose	② Compose	③ Compose
2x Harp Sonata	2x Harp Concerto	3x Symphony
2x Violin Sonata	2x Violin Concerto	3x Opera
2x Cello Sonata	2x Cello Concerto	5x Sinfonia Concertante*
2x Oboe Sonata	2x Oboe Concerto	- 1x Strings & Brass
2x Flute Sonata	2x Flute Concerto	- 1x Strings
2x Clarinet Sonata	2x Clarinet Concerto	- 1x Strings & Woodwinds
2x Horn Sonata	2x Horn Concerto	- 1x Woodwinds
1x Trumpet Sonata	1x Trumpet Concerto	- 1x Woodwinds & Brass
6x Piano Sonata	3x Piano Concerto	*: can score bonuses for multiple
3x Variation	1x Variation	instrument types

(Harp/Violin/Cello Sonata: Strings; Oboe/Flute/Clarinet Sonata: Woodwinds; Horn/Trumpet Sonata: Brass)

① Income	② Income	③ Income
8x Perform	6x Perform	4x Perform
8x Teach	6x Teach	4x Teach

① Reputation	② Reputation	③ Reputation
2x Tell Tale (Draw)	2x Tell Tale (Draw)	1x Tell Tale (Draw)
2x Tell Tale (Take)	2x Tell Tale (Take)	1x Tell Tale (Take)
2x Tell Tale (Ban)	2x Tell Tale (Ban)	1x Tell Tale (Ban)
3x Do Good	3x Do Good	3x Do Good

# Theorist (2 sets)	# Investor (2 sets)	1x Single Piece Frame (2)
1x Treatise on Tones (1)	1x Piano Pedal (1)	1x Cast Steel Wire (3)
1x Treatise on Melody (1)	1x Chiroplast (1)	# Study Book Writer (1 set)
1x Treatise on Chords (1)	1x Iron Frame (1)	1/9 to 9/9 Study Book (Write) cards
1x Treatise on Instrumentation (2)	1x Steel Piano Wire (1)	# Guitarist (1 set)
1x Treatise on Polytonality & -rhythm (2)	1x Precision Casting (1)	3x Perform (1)
1x Treatise on Composition & Har... (2)	1x The Balancier (2)	5x Guitar Sonata / Compose (1)
1x Treatise on Advanced Musical C... (3)	1x Felt Hammer Coverings (2)	1x Perform (2)
1x Treatise on Opera (3)	1x Sostenuto Pedal (2)	2x Guitar Concerto / Compose (2)

Only use the sets of cards from this table with the character boards that require them, see Character Boards document.

Overview of Legacy Tiles

Inheritance	Two points for every 100 florins Maximum of eight points	Example: You have 260 florins, you get four points. The remaining 60 florins are not a full 100.
Royal Praise	Two points for each royal event tile No points if only played at event	Example: You have two event tiles at the end of the game; you get four points. You don't get any points for events where you got white keys but no tile.
Gentleman	Eight points for clean reputation Five points for ① three points for ②	Example: You have one attacking level 2 card left that you can clear 1 of with the Do Good 1 that's still in front of you, you get five points
In Equal Measure	Eight points for closest on ▯ and ▮ keys Five points for ◄3► three points for ◄5► (also if shared closest)	Example: You are four keys ahead with black (31) compared to white (20), you get three points. If your difference is lowest of all players, you get eight points
Valued Sketches	Two points for each card on chain/bonus Only for cards in hand	Example: You have Strings and Brass bonuses and 2 Strings and 1 Brass cards in your hand, you get six points
Sincerest Form of Flattery	Copy legacy of another player Choose after final royal event and **before** other players reveal legacy tile	Example: You choose a player to copy from, he reveals Royal Praise, you score two points for every royal event tile you have.
Multi-Instrumentalist	Two points for every bonus tile **Only use with only default boards**	Example: You unlocked the Strings, Woodwinds and Flute bonus tiles, you get six points