

# CHARACTER BOARDS

A SHORT DESCRIPTION OF TWELVE BOARDS INSPIRED BY ACTUAL COMPOSERS

*The Character boards are for advanced players or players looking for a different experience. They all differ from the default boards, limiting or expanding options, where six boards even have their own additional deck of cards with new ways to play.*

## MOZART



Strongly limited by not teaching, but helped by gaining white keys through travel and an additional action in an apartment. Stay close to opponents and spend your florins wisely.

## HAYDN



Despite a financially difficult start, makes the most of the middle stage of the game. Extremely expensive to travel, but gains white keys. Symphony cards are important!

## SCHUBERT



Pick the best moment to use the one-time perform bonus! Use the mansion to draw one more card and keep options open. Stay away from other players to avoid dumping cards.

## PAGANINI



Your own deck of (slightly different scoring) guitar cards can be very helpful. The lack of early teaching is compensated by white keys for travel and a performing bonus. You can't play Piano Sonatas and Piano Concertos, but have a Violin bonus from the start.

*Use the deck of guitar cards*

## REICHA & ALBRECHTSBERGER



These music theorists can write treatises to unlock the ability of discussing or teaching counterpoint with/to other players. Performing is limited or not possible. Where Reicha is woodwinds focused, strings are the focus of Albrechtsberger.

*Use the deck of theorist cards*

## BEETHOVEN



Save up early! In the final part of the game you can only earn florins through publishing. Plenty of cards to draw and travel is cheap. Compose Opera only once though!

## SALIERI



Teaching cards are the central part of this character, but income from teaching is limited. A high hand limit makes planning easier and mitigates luck of the draw.

## STEIBELT



You can't reside in an apartment and with one action less in a mansion, a tricky character, only helped by a performing bonus and tell tale cards when close to opponents.

## CZERNY



Play the study book cards in predetermined order. Early books are profitable, later books score big points. When moving discard both blue and yellow cards! Only perform in the early game, the instrument bonus is limited, but the mansion bonus can be very useful.

*Use the deck of study book cards*

## CLEMENTI & KALKBRENNER



Forced by a desire to upgrade housing as the game progresses, balance your income well and find the right time to invest in factories. When both characters are in play, things get more interesting with five factories. Earlier patents can be overwritten by technological advancements of later patents. Don't forget your income from patents and investments!

*Use the factories and deck of patent cards*

## ICONS



Likely lots of player interaction



Plethora of choices to make and paths to explore



More likely to face difficulties and tough decisions



Strong emphasis on developing throughout the game



Likely a slow start



Heavy focus on the midgame



A difficult late game

## CATEGORIES



Income (Perform & Teach)



Composing



Writing



Patents & Investments

**Example: Schubert features difficulties and tough decisions in the income part but a variety of options in Composing part of play.**



# CHARACTER RULES

THE ADDITIONAL RULES FOR EACH OF THE TWELVE CHARACTERS

All character boards have slightly different hand limits than the default board and may have different costs for moving. Haydn, Paganini, Mozart earn **white keys by moving**. Schubert and Steibelt have **more or less actions** and all boards have different **draw bonuses** depending on the proximity of other players. Steibelt, Mozart, Schubert and Czerny may choose between a **white key or an extra draw** when in a mansion.

**Characters who can't play Perform or Teach at some point can't use those cards (anymore) as discard to discard a Tell Tale (Take) card played on them.**

## "PLAY" ABILITIES

The abilities in the play phase for every character board.

### MOZART

Can't play Teach cards. Can play a Perform & Compose chain (see examples 1A & 1B). Play a chain of six different instruments (not piano) to unlock and score Mozart's unique one-time tile. Discard face up Perform card at the start of every turn when no opponents are nearby.

### BEETHOVEN

Can't play Teach cards after scoring past the 2 marker and Perform cards after scoring past the 3 marker (see example 2). Gains income from every Compose card (see example 4). Can only play one opera card (then cover with Beethoven tile).

### SALIERI

Gains half pay from Teach (rounded up, see example 3), but gets extra white keys depending on the level of the Teach card. You can make Teach & Compose chains (see examples 1A & 1B), or only a chain for Woodwinds.

### STEIBELT

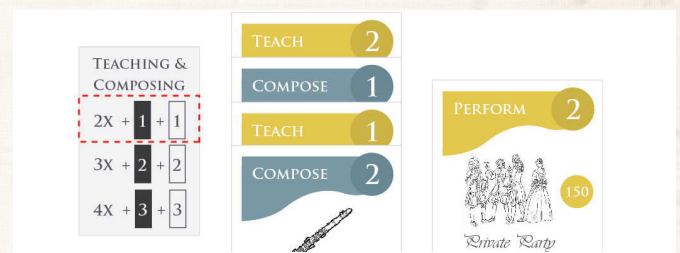
Steibelt does not have an apartment housing option. Performing gives twice the white keys and (depending on the level of the card) extra florins. You can build a chain of six Piano and/or Strings cards to unlock Steibelt's unique tile. "2x same instrument" bonus only counts for strings.

### HAYDN

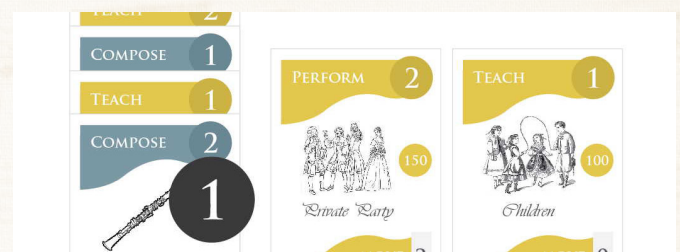
Until scoring past the 2 marker (see example 2) you only get  $\frac{1}{2}$  the amount of florins (rounded up) for Teach and Perform cards. Between the 2 and 3 marker you get  $\frac{1}{2}$  pay extra, also rounded up, for every Teach and Perform card (see example 3). Gains income from every Compose card (see example 4). Playing a Symphony card costs one action less.

### SCHUBERT

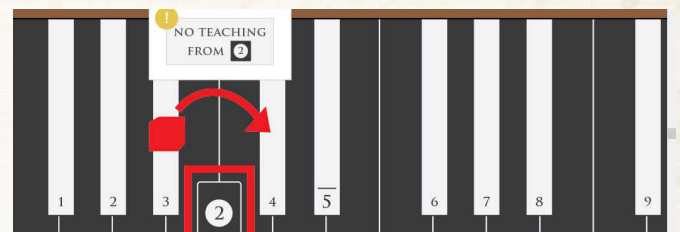
Can only play a perform card once; then cover this ability with Schubert's tile. Schubert has two tiles for instrument types which can be filled by either Woodwinds or Brass, or Strings or Brass. Can also collect a chain of six different instruments (not Piano) to unlock Schubert's unique one-time tile. Discard one Perform or Teach if face up at the start of every turn.



**Example 1A:** Play a chain of Teach & Compose cards (start with any, then alternatively the other). You choose when to score the chain. So if you have a Perform 2 ready and/or need points, you may score one black and one white key (marker in red).



**Example 1B:** When playing another card (for, or outside of, the chain) before the current chain is finished, you break the chain, scoring without the unfinished card.



**Example 2:** Scoring past a 2 (shown above) or 3 marker may result in not being allowed to play Perform or Teach cards, or get different payouts.



**Example 3:** For Perform 1: half pay of 50 is 30 florins (rounded up), extra half pay for a Perform 2 makes 230.



**Example 4:** You have three actions this turn: for Compose 2 you gain 10 florins and 1 black key, for the Compose 3 you will get 50 florins when you finish it.



## EXTRA CARDS

The following six characters all have additional cards. Only the player using that character can draw and play these cards.

On scoring past the 2 marker on the game board (see example 2), add level 2 cards to your personal draw pile (add level 3 when scoring past 3) and shuffle it immediately (all in one stack). Only reveal the top card at the start of your next turn.

**You may draw multiple cards in one turn from your personal stack if you may draw multiple cards.**

## PAGANINI

You may draw from your own Guitar cards. Upon playing or discarding a Guitar card, put it on a separate discard pile. When the draw pile runs out, shuffle the discard pile and put the top card face up. Perform bonus does not count for Guitar cards.

**Tell Tale Take doesn't work on the Perform cards from the guitar deck. The Perform 1 (no payout) card can also not be used to discard a Tell Tale Take.**

## ALBRECHTSBERGER, REICHA theorist

Depending on the number of players (see game setup, additional setup) opponents can also control dice to act as an opponent for the counterpoint actions (see example 5).

You may draw from your own Treatise cards. You have to play a level 1 Treatise card to unlock any higher level Treatise cards and "Teach Counterpoint" abilities (see example 6 and 7). The bottom ability has to be played in one turn. Every Treatise card requires a set of specific compose cards from a specific level.

Treatise cards are played **before** playing the required cards and are only scored when the required cards have been played. This can be a separate active chain from other chains.

**Remove finished Treatise cards from play. Only play one Treatise card at a time (you may discard it again).**

## CZERNY

You may draw from your own Study Book cards. You may only play a Study Book card **after** playing the required card(s). Study Book cards require a Teach card **and** a Compose card, or only a Teach **or** Compose card.

When played, score the Study Book card and remove it from play. Discard the (other) required card(s), or continue a chain with the Compose card. When discarding Study Book cards, put them face up back on the draw pile in ascending order.

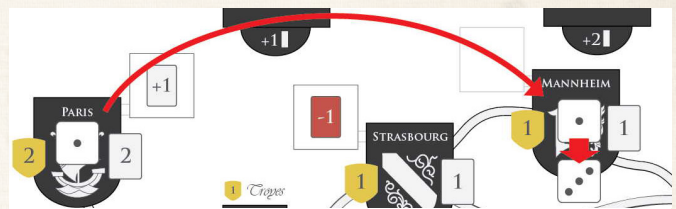
**Study Book cards are drawn and played in their exact order (1 to 9).**

## KALKBRENNER, CLEMENTI investor

You may draw from your own Patent cards. When played they pay out every turn for the remainder of the game until a higher level patent (requiring the lower, then replacing that) is played by yourself or another player (see example 8).

You may play either Perform & Compose or Teach & Compose chains (see example 1A & 1B) **only with instruments of the factories you invested in** and can get publishing income (see example 4). At the end of your turn you may choose to invest in factories if you are in the city of the factory (see example 9).

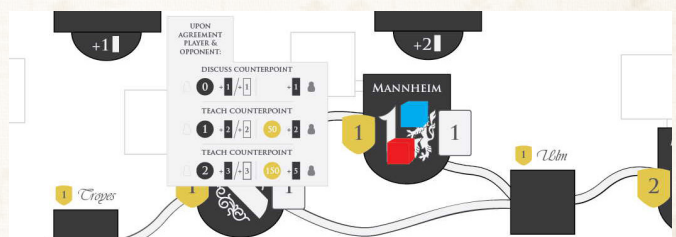
**Make sure you collect your investment and patent incomes at the start of the "Play" phase of your turn (patents played only score from next turn on).**



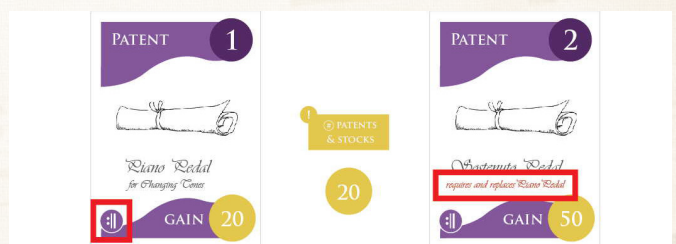
**Example 5:** Your opponent(s) may move your die one to three spaces per turn, move the die up when moving 2 or 3 spaces; it can't go past 6. It can only move to or be on cities with a positive draw variety tile where no players or die reside. After you move the die, give the card to the player left of you, but **a theorist never controls his own die. Dice only count for draw bonuses for that theorist.**



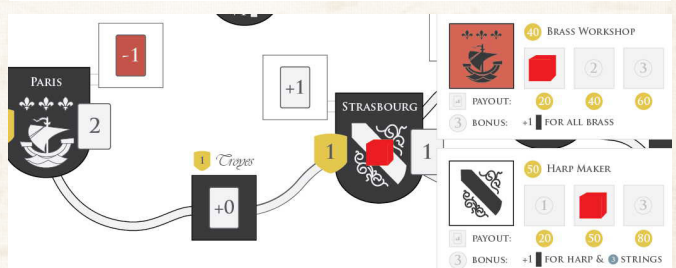
**Example 6:** Upon finishing a Treatise you remove the tile covering the "Teach Counterpoint" ability. Add the unlocked Treatise cards to your personal draw pile.



**Example 7:** You (red) are in Mannheim, where Blue is as well. You may ask him during your play phase if he wants any of the interactive options. If so, Blue then pays you the corresponding florins and you both move the keys; only you choose to move either all white or black.



**Example 8:** You play Piano Pedal. This card pays out 20 florins every next Play phase. Will, being the other investor, then plays Sostenuto Pedal, which requires Piano Pedal. Remove Piano Pedal from play, it does no longer pay out. Will gets 50 florins every next turn.



**Example 9:** You invested in Paris earlier and invested in Strasbourg last turn. You don't get the 20 florins from Brass Workshop since Paris has a negative draw variety. You do get 50 florins from the Harp Maker.



# GAME SETUP

## ADDITIONAL SETUP, ONLY FOR CHARACTER BOARDS

### REMOVING CARDS FOR CONFLICTING CHARACTER BOARDS

It can be frustrating to play with a combination of characters who both (or all) can't either (or both) Teach or Perform from the start or after moving past a point on the scoring track. Therefore the following is recommended for these combinations:

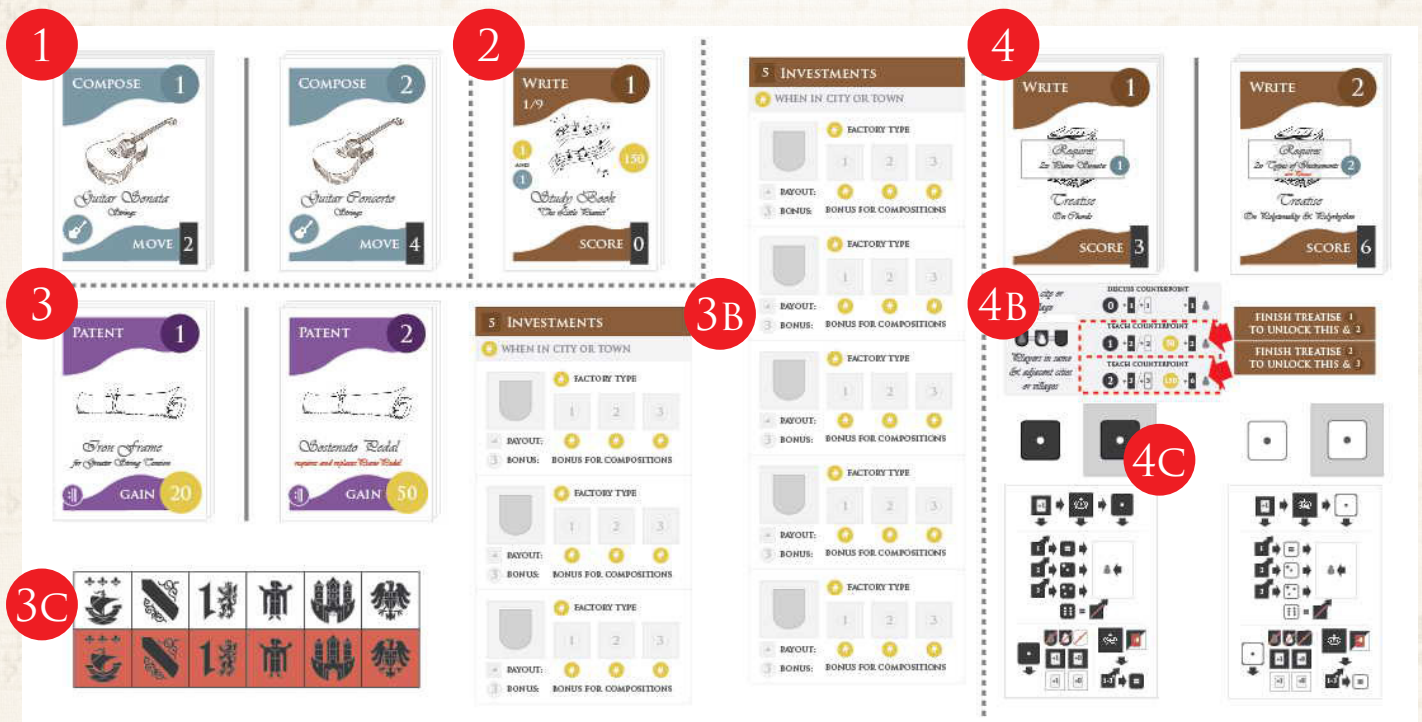
For every board of:	Schubert, Czerny, Albrechtsberger, Reicha	Beethoven, Paganini, Mozart
Two players	Remove 3x Perform 1, 2x Perform 2, 2x Perform 3	Remove 3x Teach 1, 2x Teach 2, 2x Teach 3
Three players	Remove 2x Perform 1, 2x Perform 2, 1x Perform 3	Remove 2x Teach 1, 2x Teach 2, 1x Teach 3
Four players	Remove 2x Perform 1, 2x Perform 2, 1x Perform 3	Remove 2x Teach 1, 2x Teach 2, 1x Teach 3
Five players	Remove 1x Perform 1, 1x Perform 2, 0x Perform 3	Remove 1x Teach 1, 1x Teach 2, 0x Teach 3

### When characters from both columns are in play:

If equal amount, don't remove any cards. For example for **Schubert, Czerny, Beethoven and Mozart** in a four player game. The same goes for combinations with default boards, like **Albrechtsberger, Paganini** and two default boards.

If not equal amount, for example **Czerny, Reicha, Mozart and a default board** in a four player game: move down one row in the dominant column (so for **Czerny and Reicha**, each remove 1x Perform 1, 1x Perform 2, 0x Perform 3 from "Five players"; moved down one from four players). **In a five player game with two and three from each column**, don't remove any cards.

### SETUP FOR CHARACTER BOARDS WITH OWN SET OF CARDS



**Paganini (1):** Shuffle the level 1 Guitar cards and place the top card face up. Put aside the level 2 Guitar cards.

**Czerny (2):** Place the Write Study Book cards in order 1 to 9, all cards face up, with 1/9 on top.

**Kalkbrenner and/or Clementi (3):** Use one set of 10 Patent cards for each. Shuffle the level 1 Patent cards and place top card face up. Put aside the level 2 and 3 Patent cards.

**With one of these characters in play:** place three random factories and the invest tiles next to your player board (3b).

**With both characters in play:** place all five factories and the invest tile next to the game board. Draw location tiles (3c) for them at the start of step 6 of the game setup (see other side).

**Reicha and/or Albrechtsberger (4):** Use one set of 8 Write

Treatise cards for each. Shuffle the level 1 Treatise cards and place the top card face up. Put aside the level 2 and 3 Treatise cards. Cover the two "Teach Counterpoint" abilities on your player board with the brown tiles (4b).

**If one of these characters is in play with two or three players:** give a theorist die and reference card to the player left of the player with Reicha or Albrechtsberger. **If both Reicha and Albrechtsberger are in play with two or three players:** give the player left of you each the die and the card for your die, take the corresponding die tile (4c). Place dice in turn order. **If both are in play with four players:** use only one die. Give the first non-theorist player to start the first round the die and reference card. **With five players:** no dice are used.