

GAME ELEMENT ANATOMY



The Piece cards

The Piece cards are central in the game; many actions rely on the Pieces' repertoire that each player will create. A Piece card looks like this:



A THE PERIOD OF THE PIECE

There are 5 different periods:



Cards from the Contemporary period act as wild cards that can replace any other period.

B THE SEATS

They allow the seating of the audience in the concert hall. They also exist as tokens that can be earned in the conservatory.



C THE KEYS

They allow the musician to enter the orchestra. There are 7 of them and a wild key that can replace any other key.



The notes "min", "MAJ", "b" and "#" are not used in the game.

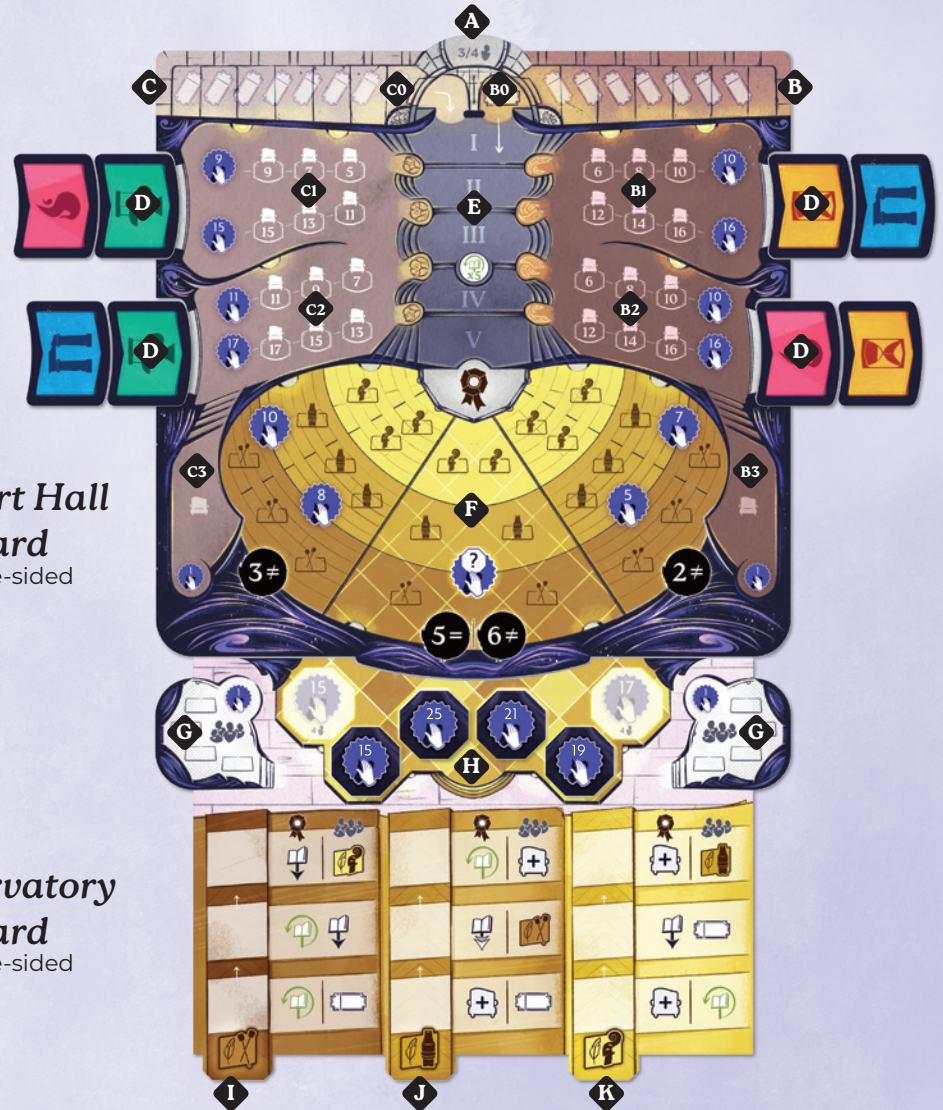
D TITLE, COMPOSER, AND DATE OF THE PIECE

Concert Hall board

Double-sided

Conservatory board

Double-sided



A Side matching the number of players for the game

B Even side:
B0 Beginning of the queue
B1 Gallery
B2 Parterre
B3 Side stage (unlimited seating)

C Odd side:
C0 Beginning of the queue
C1 Gallery
C2 Parterre
C3 Side stage (unlimited seating)

D Trend tokens

E Stairs (Round count)

F Orchestra area: It is divided according to the instruments composing it and the requirements to be met in the "Enter a competition" action.

More explanations can be found on page 6 of the rules.

G Quartets

H Soloist tokens

"Train" action tracks of the conservatory:

I Percussion instruments
J Wind instruments
K String instruments

More explanations can be found on page 5 of the rules.