



BECOMING THE BOSS - CARDS

A FREE PRINT & PLAY GAME

PLAY THE YOUNG BRUCE SPRINGSTEEN
IN SEARCH FOR ROCK & ROLL FAME

It's 1969. You are 19 and left in small town Freehold, New Jersey with a few bucks and a guitar. And the whole life in front of you. You only have one dream; a life of ROCK AND ROLL. You have a notable talent and an untamable will. But New York City is a million miles away and nobody passes New Jersey to spot the next star.

Your first step towards fame is to go to the boardwalk town of Asbury Park where an arising rock and roll community is developing. This is the place to hone your talent, meet fellow die-hard rock and roll musicians, form a band and with a bit of luck and a lot of hard work get that breakthrough?



2-4 players



40 minutes

No Boss knowledge
required

A HEART-STOPPING, PANTS-DROPPING, HOUSE-ROCKING, BOOTY-SHAKING, EARTH-QUAKING SALUTE TO THE JERSEY SHORE



GOAL OF THE GAME

Assemble a band, write songs, play gigs, gain experience - to ultimately become The Boss

HOW TO PLAY

Each player is dealt 5 cards at the start of the game and then picks 2 cards from the remaining draw pile at the beginning of each turn. If a player has no cards in the hand at the beginning of the player's turn, he/she picks five cards from the draw pile.

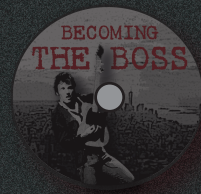
Each player can play up to 3 cards per turn. A play is considered any time a card is played on the table (such as band cards, song cards, action cards) or a card is discarded into the discard pile in the middle.

At the end of each player's turn, he/she cannot have more than 7 cards in their hand. If so, he/she needs to discard the excess cards into the discard pile in the middle.

HOW TO WIN

Play clockwise around the table until someone has (on the table):

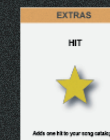
- **4 band members** with 16 stars (only stars from one instrument for each member count) on different instruments
- **4 songs** with 16 quality stars incl. one hit
- **3 gigs** with 6 stars
- **3 experiences**



A **tarot card** can be played to counter an action/event card. Playing a tarot card does not count towards the cards that can be played during your turn.



A **telecaster card** gives your band (collectively) an additional quality star.



A **hit star card** adds one hit to your song catalogue.



With **"Tinker"** in your band, add one star to each of your played gigs - but only if he is among the final 4 selected band members.

With **Margaret Potter** in your band, you have played a 3 star gig at The Upstage Club (counts as 1 gig) - but only if she is among the final 4 selected band members.



You can never have (on the table) more than:

- 5 band members
- 5 songs
- 4 gigs
- 4 experiences

Excess cards need to be discarded at the end of your turn. For example, a player cannot have 6 band members on the table. If so, one band member needs to be discarded. Your choice.

FOR A MORE ADVANCED GAME - requirements

- **4 band members** with 17 stars (only stars from one instrument for each member count) on different instruments + 2 "legendary" band members
- **4 songs** with 18 quality stars incl. one hit
- **3 gigs** with 6 stars
- **3 experiences**
- Only **one telecaster** per band
- Only **one hit star** per band (excluding songs that are already hits)
- To play 2 star **gigs** requires 1 "legendary" band member and 3 star gigs requires 2 "legendary" band members - on top of the standard requirements (see card)



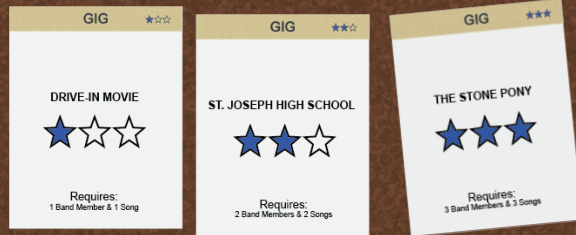
EXAMPLE OF WINNING

Player 1's cards

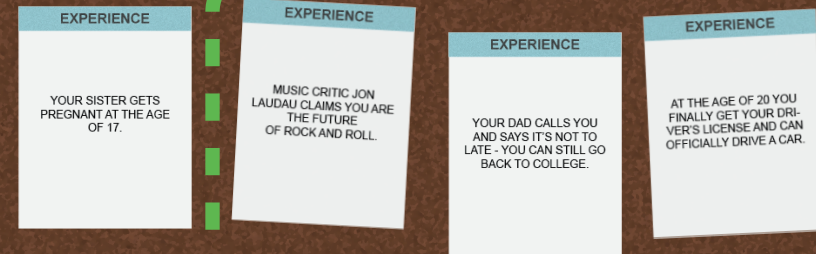
The pile of cards



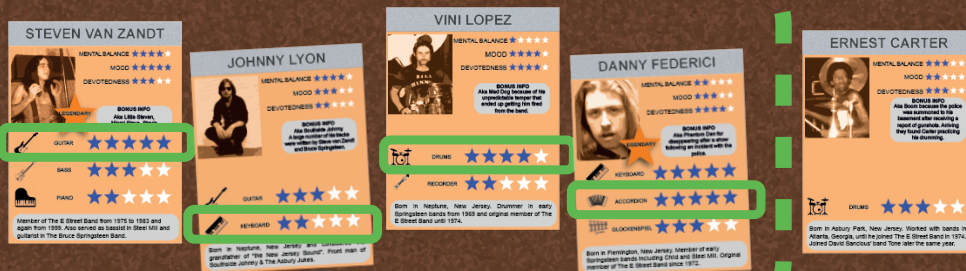
3 gigs of 6 stars



3 experiences



4 band members of 16+ stars on different instruments



4 songs of 16+ stars incl. 1 hit



Player 1



HOW TO BECOME THE BOSS

4 BAND MEMBERS

with a least 16 stars on
different instruments.

Max 5 band members on the table.

4 SONGS

with at least 16 stars,
including at least 1 hit.

Max. 5 songs on the table.



3 EXPERIENCES

Max 4 experiences on the table.

3 GIGS

of at least 6 stars.

Max 4 gigs on the table.

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with at least 16 stars,
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Max. 5 songs on the table.



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3 GIGS

of at least 6 stars.

Max 4 gigs on the table.

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with at least 16 stars,
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Max 4 experiences on the table.

3 GIGS

of at least 6 stars.

Max 4 gigs on the table.

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with a least 16 stars on
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Max 5 band members on the table.

4 SONGS

with at least 16 stars,
including at least 1 hit.

Max. 5 songs on the table.



3 EXPERIENCES

Max 4 experiences on the table.

3 GIGS

of at least 6 stars.

Max 4 gigs on the table.