

BANG YOUR HEAD: A ROCK N' ROLL N' WRITE

game by Jan Musielewicz & Stan Olano

You're a rock band playing a show. Hopefully you'll get enough booze to drown out the boos. Will you have enough moments of glory to have people talking or will you be left walking to the van in shame? What am I some kind of psychic? Find out for yourself in the game. First you'll need a band name. Most likely it'll be a combination of: Skull, Vulture, etc. Heck you could even call your band Strawberry Sprinkles. It doesn't matter as long as you have Rock n' Roll in your heart...wait that doesn't sound right...on second thought don't call your band Strawberry Sprinkles... what a lame name.

Rules

Start at the space 1

(You get 3 rolls per game, if necessary. One main roll and two rerolls. If by the 3rd roll you don't clear the task, you mark off one fail at the top of the game card. Five fails, game over.)

1. First you must Get the band.

Roll 2 dice and choose a starting location and club location by circling the houses with the corresponding numbers. Then Roll 6 dice and use 1 at a time to move that many spaces in any direction. You need to pick up 1 guitar player, 1 singer, 1 drummer, and 1 amp before going to the club. Beers give you an extra dice to roll. If you need additional dice to complete the task you can do so, but must mark an X in the Fail section and -2 points for each extra dice you need. So if you can do it with 6 dice you get 9 points, 7 would be 7, 8, would be 5 points, etc.

Example Playthrough:

1. First roll two dice to choose starting and finishing position

[A] You roll a [2][3] and choose 5 to be your starting location and two to be your finish location (the club)

2. Then you roll all six dice at once.

You roll a [2][3][4][1][2][3]

You then choose one dice at a time and assign it a direction starting at your starting location.

You choose to assign the dice in this order with these directions:



And pickup one singer.



And pickup one drummer.



And pickup one beer and amp
Note: When you get to the edge of the map, and you still have movement left, you loop around the other side.



And pickup one guitarist.

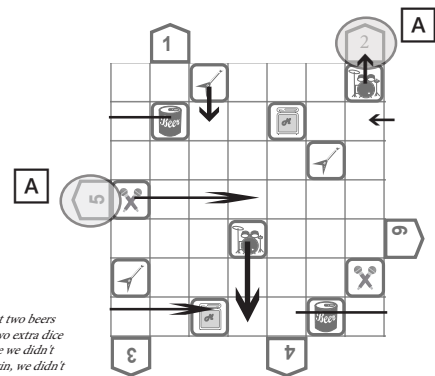


And pickup another beer.



And pickup the drummer and make it to the club.
Note: Going over the value of where the club is still counts. Don't need exact value.

Since we did get two beers we would get two extra dice to roll, but since we didn't need them to win, we didn't use them. When you get an extra die from picking up a beer, you can roll it immediately.



3. Now we write our 9 points in the score tracker, #1 slot.

Since this game has a bonus icon , it means we get to choose one of the bonus upgrades from the "Bonus Icons" box at the top of the play card, to use for later games.

* The reroll and change die face are self explanatory.

* The extra die allows you to roll seven dice instead of the usual six (can only be used one time).

* The music icons are used to score bonus point towards the end of the game. If you collect all three you get ten points at the end of the game (No points for collectiong just one or two).

2. Songs:

Choose song from the set list: Accomplished by rolling a certain combo. Future songs must be better in terms of difficulty so choose wisely. Next you have song tasks that are explained. Roll six dice and reroll up to two more times to accomplish tasks set on the space. Then circle the points icon if successful or mark an X in the FAILS category. Stars at the end of tasks indicate that you get a bonus roll icon if you complete them. Bonus icons include: Reroll, Change 1 dice face, 1 extra dice, and an extra 2,3, or 5 for one turn. Circle your choice of bonus icon and then mark it out when you use it in the game. Move to next spot.

3. Mosh Pit:

Roll 6 dice and group off in pairs and mark off those numbers together on the grid. Repeat 2 more times (reroll all six dice). Each time you roll, you will roll six dice and pair them off into three groups and mark off those groups on the number grid. You will repeat this full process two more times [so you end up with nine pairs in total when your finished] and the pairs must be next to each other adjacently on the grid to mark them off. If you end up with a pair that does not exist adjacently, on the grid, you don't mark any number off. Your score comes from the largest continuous block size, marked off on the grid. For example, if you marked off a block that was 3 wide by 2 high, it would be six points, 3x3 would be nine, 4x2 would be eight etc..

4. MERCH:

Roll 6 dice and reroll if desired then pair off in \$totals of 3, 6, and 10 to get 1, 2, and 4 points respectively.

5. Stage Dive:

Roll 6 dice and set 3 aside to total for the jump: Roll the remaining 3 dice up to two times to match the total for the catch.

6. Getting Paid:

Try to get an equal or higher amount on 2 dice than the bookies 4 dice. Roll 6 dice, set aside for you and 2 for the bookie. Repeat the process with the remaining 3 dice. If you're 2 dice total to equal or higher than the bookie's 4 dice you accomplished the task and get the points.

7. Game Ends if: You get a 5th FAIL, or get past all the tasks ending with getting paid. Tally up your score.

BAND Name: _____

SET LIST:

Icons	Song Name	Points
3x icon/ 2x icon	LOVE RASH	7
4x icon	BERSEKER	8
4x icon/ 2x icon	VULTURES	10
5x icon	HEAVY STORM	12
6x icon	EPIC SONG	15

BONUS ICONS ☆

Reroll	Extra Die	Change Dice Face	1x
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Fails: Game Over

THE LEGEND

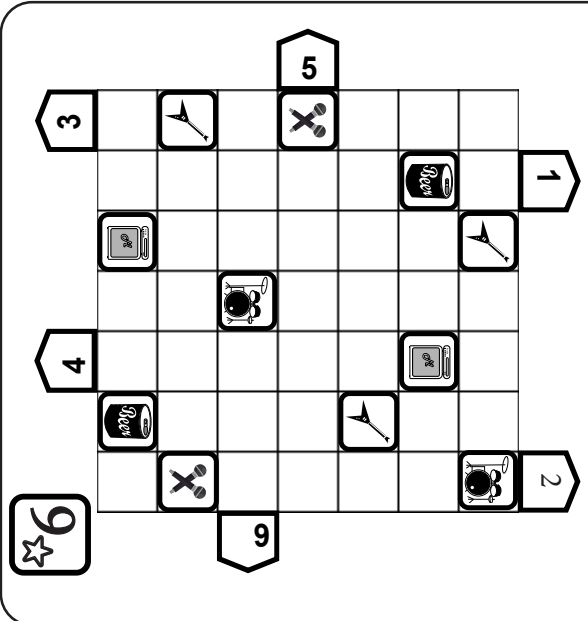
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TOTAL SCORE

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Game # 1 2 3 4 5 6 7 8 9 10 11 12

1. Get the Band:
Pickup 1 guitar, 1 mic, 1 drum and 1 amp. Roll 2 dice to choose starting and finish point. Roll 6 dice and assign a direction.



4. The LOUDEST:
Add total on dice and score 1 point per each # over 20.

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5. New SONG: *(Look at set list and step 2)*
Must be higher than "First Song"

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6. Crowd Pleaser: Get one of each icon.

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7. Mosh Pit:
Roll all dice and group into pairs. Then mark off the pairs on the sheet. (Score highest block)

4	3	6	4	2	1
5	2	1	4	6	3
3	6	2	5	5	4
2	4	3	1	2	6
6	1	5	3	4	2

9. Last SONG: *(Look at set list and step 2,5)*
Must score higher than previous songs.

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10. Stage Dive:
Part 1: Roll dice set aside 3 in ascending order.
Part 2: Roll remaining and = amount of first part.

11. Selling MERCH:
Roll dice and group pairs:

Stickers \$3 / 1 Point
CD's \$6 / 2 Points
Shirts \$10 / 4 Points

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12. Getting Paid for the Show:
Roll 6 dice, take 1 die for your side and 2 for the bookie side. Repeat again with remaining 3 dice. Your total must be = or > than the bookies side.

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2. FIRST SONG: *(Look at set list)*

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3. Bang your Head:
Dice total must equal 21. Any more or less won't cut it.

8. Half Stack Tightrope:
Stack 4's on top of each other. If after the end of the third roll there are any 1's, you fail. Otherwise 4 points per cab in stack.