

# BAND ROOM

## BLITZ

### Winning the Game

The goal of Bandroom Blitz is to create the most round winning band names. You can play to a predetermined win limit or for a set amount of time with the winner having the most rounds won. For Large groups a limit of five wins is recommended, eight to ten for small groups. If playing by time limit one to two hours is ideal.

Bandroom Blitz can be played with several degrees of difficulty

### Just Jammin' - Easy

Set Up: For this game mode only the category cards, answer cards, a sand timer and pens are required. Place the category deck in a central location. Each player takes one answer card, a pen, and draws a hand of four category cards.

The player who has most recently done a performance (of any kind) is the first player as Band Leader, everyone else is a Band Member.

The Band Leader starts the round by selecting two category cards from their hand and placing them face up on the table for the other players. Band Members must come up with an original band name that fits these two categories and write them on their answer card.

A band name may have more words than the ones that meet the categories in play, and it's possible for one word to fit both category cards.

If a player is taking too long or players have lost focus the Band Leader may use one of the thirty second sand timers to declare that much time is left in the round. All band names must be submitted before the time limit is over. If the Band Members feel the Band Leader has abused this rule, it can be overruled with a unanimous vote among the band members.

Once all players have written down their band names the round is over. Each player reads their

band name to the Band Leader, who selects the winning band name. The winning player takes one of the category cards in play and puts it aside in a winnings pile to mark their victory. The leftover is put in a discard pile.

The Band Leader then draws back up to four category cards in hand. If you run out of deck, shuffle the discard pile into a new one. The Band Leader role shifts one player to the left and the next round begins.

### Band Practice - Medium

Set Up: All the rules listed in Just Jammin' are also used in Band Practice, except the modify deck is also used. Each player draws three modify cards in addition to the four category cards in hand.

A Band Member (not the Band Leader) may play a modify card before another player has finished writing their band name down. Only one modify card may be played in a round, unless a modify card that says otherwise is played. If more than one player puts down a modify card too quickly to tell who was first then the Band Leader decides which stays.

Before the next round any players that have played cards this round replenish their hand back to the starting four categories and three modify cards.

### On Tour - Hard

All the rules listed in Just Jammin' and Band Practice are also used in On Tour.

If a player recognizes that an existing band (that qualifies - see below) has a name fitting all the cards currently in play; they may declare that band's name out loud and gain a bonus point. To indicate this point the player removes a card from their hand and places it into their winnings pile.

For an existing band to qualify for this bonus point at least one other player has to have heard of them AND they need to have released at least three songs.

Players may not look up band names using any device. Players may ask "Is [band name] a

band?" And if another player answers yes, asking the question is considered declaration of the existing bands name.

Only one player may get a bonus point per round.

### Blitz Mode - Expert

All the rules listed under Just Jammin', Band Practice, and On Tour are also used in Blitz Mode with exception to the time limit.

In Blitz mode the Band Leader will start the thirty second sand timer at the beginning of every round. Each player has only one minute to come up with their band names. An existing band may only be declared within the first thirty seconds of the round. At the end of the minute players must stop writing.

If a modify card is played at any time within the round, the one minute time limit resets. The second sand timer can be used for the new time limit. Existing bands may be declared during the first thirty seconds of this new one minute time limit.

### Example Round

This example round is played in Blitz mode. The band leader puts down the category cards Animal and Electricity and flips over a sand timer.

A player adds the modify card Make it Rhyme. The Band Leader stops the sand timer and uses the second to start the new one minute countdown.

The players each come up with the following band names: Mike Fats and the Lightning Cats, The Magic Tick, and Electric Fox Hawks.

The Band Leader likes Mike Fats and the Lightning Cats the best. The player who submitted that name takes the animal card to indicate the win. Make it Rhyme and Electricity are put in separate discard piles.

Players that played cards this turn draw back up to four category and three modify cards and the next round begins with the next Band Leader being the player to the old band leaders left.

### Tiebreakers

If the leader can't decide which name they like best, a tiebreaker round begins. The leader decides which and how many band names enter the tiebreaker round. Players participating in the tiebreaker come up with an album title and three songs by their fictional band. The leader must choose a winner from these albums. In Blitz Mode the players have only one minute to come up with their albums.

### Notes

**Category cards:** These are meant to be interpreted loosely. For example the Metal category card may be interpreted as the material and as things popular in heavy metal music. The only exception is category cards with quotes (like "The"). These category cards require that exact word or phrase be in the band name.

**Modify cards:** Be sure to read each one closely. Not all modify cards behave the same. Some force the band name into a certain format, others change the cards in play. And remember, only one modify card may be placed per round unless a modify card that says otherwise is played as well.

**Answer Cards:** Make sure you only use dry erase markers to ensure continued use. Be aware the dry erase marker may not erase 100%. Glass cleaner and a rag every so often can remove excess ink.

**Band Leader:** Your word is law! It's up to you if a word fits a category in play. If any confusion should arise on how a situation should be resolved then you have final say. Use this power wisely.

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