

# 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. You can start easy and work your way up in one game.

Note on the tabletop version: Normally Band Room Blitz includes sand timers and dry erase answer cards. Tabletopia's chat window can be used in place of answer cards. Enable turn-based mode to activate tabletopia's timers

### Just Jammin' - Easy

Set Up: For this game mode only the category cards are needed. Each player draws a hand of four 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 it down (so they don't forget it).

A band name may have more words than the ones that meet the categories in play, and sometimes 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 a timer to declare that answers must be submitted in 30 seconds. 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 their favorite as the winning band name. The winning player takes one of the 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.

Player's hands consist of 4 category cards and 3 modify cards.

After the category cards are played 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 you have a modify card that requires another modify card already be in play (like Remove Modify). 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 takes a card from their hand and puts it with their winnings. Only one bonus point may be given per round.

For an existing band to qualify for this bonus point at least one other player has to have heard of them AND that band needs 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.

### 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 a one minute countdown immediately after playing the category cards. Each player has to come up with their band name in that time span. An existing band may only be declared for bonus points within the first thirty seconds of the round. At the end of the minute players must submit their band names.

If a modify card is played at any time within the round, the one minute time limit resets. 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 starts the 1 minute countdown.

A player adds the modify card Make it Rhyme. The Band Leader stops the timer and starts it again at 1 minute.

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.

## 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

played in a turn. The exception being modify cards that require a modify already be in play, like Remove Modify.

**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.

## I don't listen to X, how do I make up a name?

Use these tricks to make a band name fit a specific genre

**Blues** - Put "Blues Band" at the end or include the word "blues" in some other way

**Boy-Girl Band** - Can't go wrong by just putting "Boys" or "Girls" in the band name. For mixed gender groups use collective nouns like club.

**Childrens** - Rhyming and silly nonsense words work well.

**Country** - Typically most country bands just use the singers name. Ones that don't usually refer to frontier or rural culture. Family is also a common trope.

**DJ Duo** - Put "Brothers"/"Sisters" at the end. DJ teams often don't conform to any tropes though. Get Creative!

**Folk** - Usually many of the tropes used for country work well for american folk music. International Folk can reference the culture it originates from.

**Funk** - Try to jam in the words funk or groove. Or make references to heat, high energy, or being unrestricted.

**Goth** - end with the suffixes "-ia" or "-ica". Or references to darkness, undeath, or the victorian/enlightenment era

**Jazz Quartet** - Put "Ensemble" or "Quartet" at the end.

**Metal** - References to death, religion, violence, war, lord of the rings, and the lower intestines.

**Punk** - References to politics or political figures, rebellion, pop culture, violence, and obscene or uncouth things.

**Rap** - References to the four elements (Rapping, Turntableism, Dancing, and Graffiti) and gang and hood culture. Deliberate misspellings are common.

**Rock and Reggae** - Really anything goes with these two. Get creative!

## Frequently Asked Questions

**Q:** If I played the category cards do I come up with a band name too?

**A:** No. If you played the category cards your job that round is to monitor the sand timers, judge the band names submitted, and choose the round's winner (which can't be you).

**Q:** How many Modify Cards can be played in a round?

**A:** Only one Modify card can be played per round unless a card specifically says otherwise, such as the "Fusion Genre" card.

**Q:** When do I draw new cards?

**A:** At the end of the round any players not holding four category cards and three modify cards draw up until

they are.

**Q:** If someone plays "remove modify" can someone play a new modify card?

**A:** Yes, but only if nobody has finished writing down their band name yet.

**Q:** How does the "make it local" card work when we're all from different places?

**A:** Inspiration can be from what is local to your home or to where the game is being played. Whichever is most convenient to you. Ultimately, the Band Leader decides.

**Q:** What is a genre Modify Card?

**A:** A Modify card that forces the band name into a certain genre. The various genres are listed under "I don't listen to X, how do I make up a name"

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