

**KICKSTARTER
SPECIAL EDITION**



Instruction Book

Contents

**YOU THINK
YOU'RE A
RAP GOD?**

PROVE IT.

Now is your time.

Let the world know
who you are and
where you're from.

Flex your SWAG.
Show your SKILLZ.
Run the STREETZ.

There's more than
one way to the top.

You have three
albums to make it
happen.

Are you ready?

This is RAP GODZ.



1 Game Board



1 Metallic Gold
Rap Godz Medallion



2 Crossfaders



84 Plaques (36 Bronze, 33 Gold, 15 Platinum)



4 Player Markers
(4 Colors)



12 Rap Resource
Tracking Cubes
(4 Colors)



8 Rap Resource Upgrade Cubes (4 Colors)



3 Album Decks
(155 Album Cards)



3 Come Upz Decks
(65 Come Upz Cards)



25 Rapperz Cards



25 Citiez Cards



9 Pick Upz Tokens



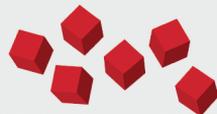
8 Goalz Tokens



12 Citiez Tokens



5 Beef Dice



12 Beef Victory Cubes

The Setup

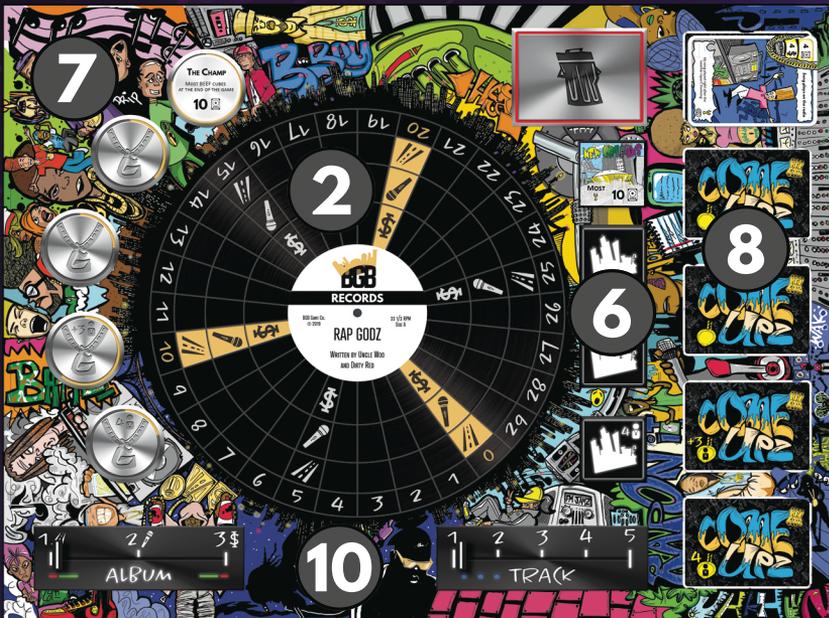
1a



1c



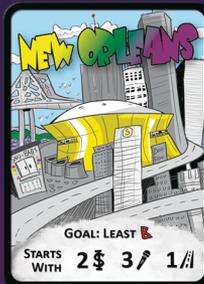
1b



1d



3



4



5



1. Place the 3 Album Decks (a), 3 Come Up Decks (b), Bronze/Gold/Platinum Plaques (c), red Beef dice and Beef cubes (d) next to the board.

2. Shuffle the Pick Upz and place them randomly on the matching symbols.



3. Each player chooses a set of colored player pieces and beef die.

4. Deal each player two Rapperz and two Citiez, then each player selects one of each and returns the others to the appropriate deck.



5. Each player places their Rap Resource Cubes on the board based on the starting values listed on their Citiez cards.



6. Place the selected Citiez tokens onto the board on the city tiles.
Note: In a 2 player game place one extra city randomly on the board.

7. Place "The Champ" Goalz token on the board and select random Goalz tokens to fill in the Goalz spaces based on the number of players.
Note: All Goalz should be face up when placed



8. Flip Come Upz cards face up onto the board from Come Upz 1 deck based on the number of players.

9. Deal 5 Album 1 cards to each player (or based on Rapper Ability)

10. Place the Crossfaders on Album 1 and Track 1

11. Give the Rap Godz Medallion (1st Player) to the player with the most Streetz.
Note: Roll a dice if there is a tie.



How to Play

For instructional video on how to play visit: rapgodzboardgame.com



The Objective

You are an up and coming rap artist who is determined to become a RAP GOD. Win the game by playing cards, collecting record sales plaques, and earning the most points after three Albums.



Bronze



1 Point

Gold



5 Points

Platinum



25 Points

On your turn...

Get a card....then play a card

Draw a card
from the current
Album deck

OR



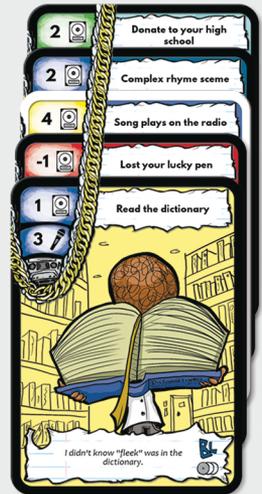
Spend 3 cards
from your hand to
take a Come Upz
card from the board



Play a card
face up in your
career timeline

OR

Start BEEF!
by playing a
Beef card against
another player



Example Album 1
Career Timeline

You **CAN'T** draw **AND** get a Come Upz card on your turn unless you are drawing a card with a **Rapper Ability** or a **Pick Upz** token!





Album Tracker



Drawing Cards

- **Always** draw cards from the deck that corresponds to the current album.
- Anytime a Come Upz card is taken from the board, replace it **immediately**.
- If a Rapper Ability tells you to "Draw a card" or you use a "+1 Card" Pick Upz token, **you may also** draw a card as part of your normal turn.

Playing Cards

For cards that are any of these 5 colors...



When you play a card, collect **plaques & rap resources**



For BEEF cards...



1. Choose a player to start BEEF with
2. If you played the BEEF card, roll your color die and the red BEEF die
3. Your BEEF target rolls their color die
4. The **winner** is the player who has the **highest number on a single die**
If there is a tie, reroll ALL dice
5. **Loser** puts the BEEF card in their career timeline and gives **plaques & resources** to the **winner**
6. **Winner** collects a BEEF cube

BEEF Dice Roll Example

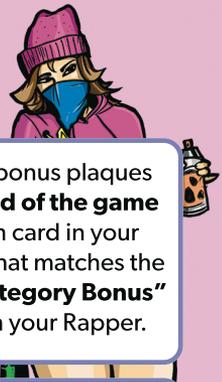
Player 1 starts BEEF and rolls:		Player 2 rolls:		Player 2 WINS the BEEF!
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A card with a lock & key has a **requirement**. You can only play this card if you have an **equal** or **greater** number of the specified rap resource.

When you reach 30 on any rap resource, swap your standard cube for an Upgrade cube.



Rapperz & Abilities



Rapper Abilities are unique to each Rapper and can be used as stated on the card.

If an ability can be used "**Once per Album**" cover your ability with your **player marker** until the end of the Album.



Rapper Difficulty Level

◆ Easy ♠ Medium ♣ Hard

Tim

Official Rapper Licence

CARD CATEGORY BONUS

+2 🎧 FOR EACH 🎧 🎧 🎧

30 OR MORE 🎧 TO EARN 10 🎧

RAPPER ABILITY & GOAL

ONCE PER ALBUM, EXCHANGE HANDS WITH ANOTHER PLAYER. BOTH PLAYERS CHOOSE ONE CARD TO KEEP AND RETURN THE REST.

30 OR MORE 🎧 TO EARN 10 🎧

Collect bonus plaques **at the end of the game** for each card in your timeline that matches the "**Card Category Bonus**" listed on your Rapper.

If you have completed your unique Rapper Goal **at the end of the game**, collect the number of plaques listed on the the bottom of the card.

Pick Upz



When you reach a Pick Upz token on the resource track, collect it.

"**+1 Card (Draw a card)**" and "**+3 Resources (Add to one resource)**"

Pick Upz can be used at any time on your turn.

"**+2 on Beef (Add to Beef dice value)**" can be used after any Beef dice are rolled.



Goalz

Collecting Goalz tokens will allow you to **earn additional plaques at the end of the game**.

Some Goalz can be collected **during the game** by being the first to complete it (i.e. Platinum!).

Other Goalz will be collected **at the end of the game** by the player who successfully completes it.

If there is a tie for one of the Goalz, split the points evenly between the players (rounding down for odd number).

PLATINUM!

FIRST PLAYER TO GO PLATINUM (REACH 25 PLAQUES)

10 🎧

HOMESLICE

WIN (OR TIE) YOUR HOMETOWN

10 🎧

Tracks and Albums

Next Album

Next Track

When all players have taken a turn and it gets back to the player with the Rap Godz Medallion move the Crossfader to the next Track

- At the end of the 5th Track, move to the next Album
1. Refresh Rapper Abilities by removing player marker
 2. Replace all Come Upz with cards from the next deck
 3. Each player draws cards from the next Album deck up to 5 cards (unless an Ability gives more or less)
 4. Give the Rap Godz Medallion to the player with the most Skillz in Album 2 or most Swag in Album 3



The game ends when the last player has taken their turn on Track 5 of Album 3



The Rap God

(End Game Scoring)

1. Collect Goalz

If you successfully complete one of the Goalz, collect it. If there is a tie, split the points evenly (rounded down) and collect plaques equal to that point value.



2. Collect Citiez

If you are the winner of one of the Citiez, collect it. If there is a tie, split the points evenly (rounded down) and collect plaques equal to that point value.



3. Collect bonus plaques for Rapperz

Collect plaques for Card Category Bonus and for your Rapper Goal if it was completed successfully (see Rapperz).

Stack up the plaques to find out who is the RAP GOD!

The winner of the game takes the Rap Godz Medallion and tells their story of their rise to the top!



Quick Start Guide



Setup:

1. Deal Rapperz and Citiez cards to players and place Pick Upz
2. Players select Rapperz and Citiez, then place Rap Resource Cubes
3. Place Goalz, Citiez, and Come Upz on the board
4. Deal Album cards to each player

On your turn:

1. Draw Album Card OR buy a Come Upz card (by spending 3)
2. Play a card
3. Collect plaques and Rap Resources OR resolve BEEF

BEEF!

1. Choose a player to start BEEF with
2. Roll two die (red & player color) if you started BEEF
3. Roll one die (player color) if you are the target of BEEF
4. Winner has the highest number showing on a single die (Reroll ALL dice on a tie)
5. Loser takes BEEF card and gives the winner the plaques and resources
6. Winner collects a BEEF cube

New Album

At the end of the 5th Track, move to the next Album

1. Refresh Rapper Abilities
2. Replace Come Upz with cards from the next deck
3. Draw from next Album deck up to hand size
4. Give Rap Godz Medallion to the player as determined by most resources for the new Album

The Rap God

(End Game Scoring)

The game ends at the end of the 3rd Album

- A. Winners of Citiez, collect city token and plaques
- B. Winners of Goals, collect goal token and plaques
- C. Collect bonus plaques for Rapper Goalz and Category Bonus

The winner of the game takes the Rap Godz Medallion and tells their story of their rise to the top!

