

# DISC COVER™



Rules



## GAME CONTENTS

- 100 Record Sleeve cards
- 8 Selection Disks
- 56 Points tokens (16 tokens with a value of 5 and 40 tokens with a value of 1)
- 4 Record cards
- 1 First Player Record token
- 1 Artists Booklet



**Music brings people together, and the music you listen to says a lot about you! In Disc Cover, turn up the volume and travel through images across the musical universe of your friends and family. Match the sleeves with the songs you have chosen or work out which sleeve was chosen by the other players. Will there be a cacophony or harmony as you try to find the perfect sleeves for your playlists?**



((( In order to play Disc Cover, you will need to have access to a tablet, smartphone or other means of playing music. )))

It is recommended to put the playlist you will use on shuffle. You can also scan the QR code for pre-made playlists especially for you!

## OBJECT OF THE GAME

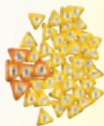
Play together and try to win the most Points by choosing the best sleeve for each title you hear.

## SETUP

- Place the 4 Record cards in order, from smallest to largest, in a line in the center of the table.
- Shuffle the Sleeves together and place these in a pile face down at the end of the line of Record cards.
- Each player takes a Selection Disk.
- Place the Points tokens next to the pile of Sleeve cards.



*Example 4 player setup.*



## HOW TO PLAY

The game is played in 9 turns.

### Turns:

One player presses shuffle to start a song.

The player turns over 4 Sleeve cards and places one face up under each Record card.

While listening to this song and without speaking, all the players decide which of the 4 Sleeves they feel best matches the music being played.

Players use their Selection Disk to show the number of the Record card above the Sleeve they have secretly chosen. They do this by placing their chosen Selection Disk face down in front of them.

When all players have chosen, you can wait for the music to end or stop it manually. Flip over the Selection Disks at the same time.

• **If there is a majority vote**, where one Sleeve has received most of the votes, the team wins as many Points as votes for this card.



• **If there is a tie** between one or more Sleeves, players must agree together which they like best.

### Note:

- The music should be audible for all players.
- Players should choose the playlist they will use in the game together.





Place the chosen card on the table to start a 3 x 3 grid of your chosen Sleeves. Place the corresponding Points won for this cover on the Sleeve. At the end of the game, players can admire their mosaic of sleeves.

Discard the 3 remaining Sleeve cards and draw 4 new ones to replace these.

**Note:** Players can pick any Sleeve card, for a number of different reasons: feelings, emotions, words, style, memories, details in the artwork etc.



## END OF THE GAME



The game ends when there are 9 Sleeves in the grid. Players count the Points they have won together and check the table to see their score:

	Cacophony 	Wrong Notes 	Right Notes 	On the beat 	In sync 	Perfect harmony 
3 players	< 10	10-12	13-17	18-21	22-23	24
4 players	< 13	13-16	17-22	23-28	29-31	32
5 players	< 16	16-20	21-28	29-35	36-39	40
6 players	< 19	19-24	25-34	35-42	43-47	48
7 players	< 22	22-28	29-39	40-49	50-55	56
8 players	< 26	26-32	33-45	46-57	58-63	64

## COMPETITIVE VARIATION: everyone for themselves!

This game is played in the same way as the original but with the following changes:

### OBJECT OF THE GAME

Be the player with the most Points at the end of the game.

### SETUP

The player who listened to music most recently is the Leader and takes the First Player Record token.

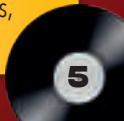


### HOW TO PLAY

#### Turns:

Turns are played in the same way but Points are distributed differently.

If there is a majority vote, where one Sleeve has received most of the votes, each player who chose this cover wins one Point.



If there is a tie, the Leader decides which sleeve will be used to win Points.

Once the card has been placed on the 3x3 grid, discard the 3 remaining cards and draw 4 new Sleeve cards to replace these. The Leader now passes their First Player Record token to the player on their left.

A new round can start.

## END OF THE GAME

The game ends when there are 9 Sleeves in the grid.

The player with the most Points wins the game.

In the event of a tie, players who are tied share the victory.



### Suggestions:

- At the start of the game, players can choose a themed playlist (Film scores, Kid's music, 80s, Pop, Rock, Disco etc). The game will be played using this playlist.
- If you are playing during a meal or party, you can leave each song to play until it ends. The game will not move as quickly but will add a bit of fun to the evening!