

ONE  
NIGHT  
ONLY



**THE LORDS OF  
ROCK**

*Featuring the music of*  
**THE GREEKS • AZTECS  
• NORSE • EGYPTIANS  
• ELDER GODS • CHINESE**

## ROCK 'N RULE

After millennia of ruling the universe, the various gods find their powers diminishing and are feeling irrelevant. The gods with remaining power come together and have agreed to wage a battle for the control of the universe. They have realized the only way to do this is by adapting to the modern age, taking part in a mystical battle of the bands. Battling across time and space, they have agreed that the band with the most fan's souls at the end of the tour will hold dominion over the universe – *FOREVER!*

For two (2) to five (5) players (ages 8 and up).

## WHAT IS IN THE BOX:

12	Band Leader God Cards
60	Band God Cards
90	Set List Cards
37	Venue Cards
12	Pantheon Power Cards
20	Large Soul Stones
50	Small Soul Stones
1	Game Manual

## OBJECT OF THE GAME:

When you are playing *The Lords of Rock* the goal of the game is to win the battle of the bands at the various venues and gains the most number of soul stones. Whoever has the most soul stones at the end of the game controls the universe.

## TYPES OF CARDS:



### BAND LEADER CARDS:

Each Pantheon has two (2) Band Leader cards. These cards show the name, pantheon, image, primary skill and secondary skill point values for the god. The star, under the pantheon symbol, indicates the band member is a lead god.

### BAND GOD CARDS:

Each Pantheon has ten (10) Band God cards. These cards show the name, pantheon, image, primary skill and secondary skill values for the god.



## SET LIST CARDS:

The Set List cards are held in your hand and are played on your turn during a concert. The cards display a name, an image and how they affect the game.

There is a special Set List card called "Roadie." This special Set List card can be played on your Set List pile, face down, and it cancels one negative card of your choice, when the Set List cards are resolved at the end of that Venue play.



## PANTHEON POWER CARDS:

The Pantheon Power cards are special cards that are given to the players. Each player receives the cards that have the pantheon symbol that matches their pantheon. Each Pantheon Power card has its special ability explained on the front of it. Each power can only be used one time per game. Once a player uses a Pantheon Power card they flip it facedown and it cannot be used again this game.

The players decide how many of the cards they want to use in the game, from zero (0) to two (2), per player.



## VENUE CARDS:

The Venue cards are the locations where the bands hold their concerts, competing to win the souls of the fans. The Venue cards list the venue, skill(s) needed and the number of soul stones awarded based on the bands finishing place during that venue's competition. It also denotes venue size as either (S)mall, (M)edium, (L)arge, or (XL) extra large which can affect some Set List cards.

## THE ICONS



## THE TOKENS:

The **Lords of Rock** comes with fifty (50) small acrylic tokens and twenty (20) large acrylic tokens. The tokens represent soul stones. The stones are formed as the bands collect fan's souls at the various venues at which they are performing.

The smaller tokens represent one million souls, worth one (1) point. The larger tokens represent five (5) million souls, worth five (5) points.

## THE VENUES:

In **The Lords of Rock**, the ultimate goal is to gain the largest amount of fan's souls by being the best band in a series of concerts played at various venues.

At the beginning of the game, each player has four (4) Venue cards. During a player's turn they will pick one of those venues and lay it in the center of the play area. The venue provides information about what kind of concert in which the bands will be competing. The Venue card designates the size of the venue, what skills need to be used to compete and generate skill points, and how many millions of fan's souls you will collect; depending on what position your band finishes in (1st through 5th place).

When you are playing a venue, look at the Venue card to see what skills are needed for the concert. This is indicated by yellow highlighted skill icons. These are the active skills. You will look at your god cards and engage (use) all the

gods whose primary skill matches the highlighted skills (yellow) on the venue card.

You then look at the gods that are not engaged, at that point, and check their secondary skills (**see example on page 3**). You are looking to see if any of their secondary skills match the highlighted skills (yellow) on the venue. If any of them match, you can engage that god in the concert with their secondary skill.

The players now add up each engaged skill for their gods, limited to one skill per god, and this is their starting skill value. *Note that if both of the skills on a god card are used in the venue, you will only count their primary skill, since once a primary skill is engaged you cannot use the secondary skill.*

## THE SET LIST CARDS:

To "play" during a concert, the players take turns laying down Set List cards from their hand. Each player starts the game with seven (7) Set List cards. A player can play as many Set List cards as they would like during each venue concert, but are only allowed to draw up to a limit of three (3) new Set List cards before the next venue. A player may only have a maximum of



ten (10) Set List cards in their hand. If a player has over ten (10) cards, after drawing, they must then discard down to ten (10).

There are certain venues where, if you were the winner in the previous turn, you can draw up to four (4) Set List cards before the next venue. Some Venue cards, if won on the previous turn, will allow a player to exceed the ten (10) card hand limit as well for one turn.

The Set List cards have various positive and negative effects on the player's concert. The cards show the name of the card and what possible effects they have on the band.

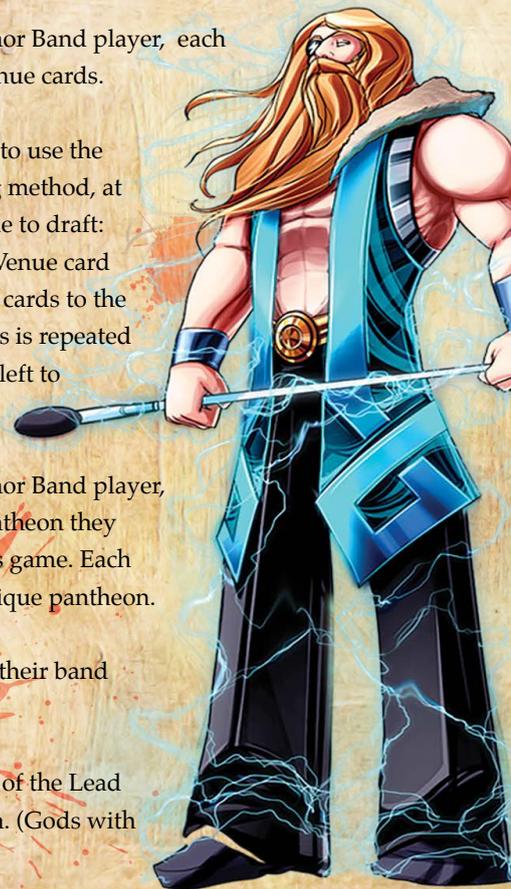
Positive cards are only played **face down** in front your band, while negative cards are only played **face up** in front of other player's bands. No more than two (2) negative cards can be played on each band, during each venue.

## **SOUND CHECK (GAME SET-UP): PREPARE THE CARDS**

- 1) Separate the 12 Band Leader God cards: 2 for each pantheon.
- 2) Shuffle the 37 Venue cards and set them aside.
- 3) Shuffle the 89 Set List cards and set them aside.
- 4) Separate the 60 Band God cards and set them aside: 10 per pantheon.
- 5) Separate the 12 Pantheon Power cards and set them aside: 2 per pantheon.

## **GETTING READY**

- 1) The person who most recently attended a concert goes first, or your choice.
- 2) This person, in most games, would be 1st player but in **Lords of Rock** that player becomes the "Anchor Band" and will be the last player to play a venue for each round of concerts.
- 3) Clockwise, from the Anchor Band player, each player is dealt four (4) Venue cards.
  - a. The players can choose to use the optional Venue drafting method, at this point. If they decide to draft: Each player keeps one Venue card and passes the left over cards to the player on their left. This is repeated until there are no cards left to pass.
- 4) Clockwise, from the Anchor Band player, each player chooses a pantheon they would like to play for this game. Each player has to choose a unique pantheon.
- 5) Each player then recruits their band members simultaneously.
  - a. The player chooses one of the Lead Gods for their pantheon. (Gods with the star symbol)



- b. The player looks to see what the primary skill is for their Lead God (vocals, guitar, bass or drums).
- c. The player then looks at all the other gods available from their pantheon that have the remaining skills they need (the three not represented by their Lead God's primary skill).
- d. The player then chooses a god to fill each of the empty band slots. The band must consist of four (4) band members and they all must have different primary skills, and there cannot be two gods in your band with the lead god star symbol.
- e. Players place the gods in front of themselves facedown.
- f. Once all players are finished selecting their band, they all turn their band members faceup.

6) Each player then draws seven (7) Set List cards.

7) ROCK!



## BATTLE OF THE BANDS (PLAYING):

- 1) The player to the left of the Anchor Band picks one of their Venue cards and plays it faceup, revealing the venue and what target skills are needed to perform at that venue.
- 2) The next player can choose to play one of their Set List cards, or to pass their turn.
  - a. Playing a Set List card: Positive set list cards are laid facedown in front of their own band, while Negative Set List cards are laid faceup in front of other player's bands. No band can have more than two (2) negative cards played on them during each venue they play.
  - b. Passing: If the player passes, they can no longer lay down Set List cards at this venue. **EXCEPTION:** A passed player may play a single non-negative Set List card on their own band in response to another player playing a negative card on them.
- 3) The turn proceeds to the next player and they repeat Step 2. Play continues until all players have passed.



4) Once all players have passed, the players flip their Set List cards over and determine the value of the skills used to compete at the Venue card. Only the skill values that apply to the current venue are counted.

5) Determine the order in which the players finished the performance by calculating the relevant Skill Points.

- a. Add all the active primary skill points of your gods that apply to the venue.
- b. Add any secondary skill points that apply to the venue. A god's secondary skill may ONLY be counted if their primary skill is NOT used in that venue, but their secondary skill IS used.

c. Each player takes one (1) soul stone for each point awarded for where they finished in that venue competition. In the case of a tie, refer to "Breaking Ties" on page 14.

6) Was the player who just played the Venue card the Anchor Band?

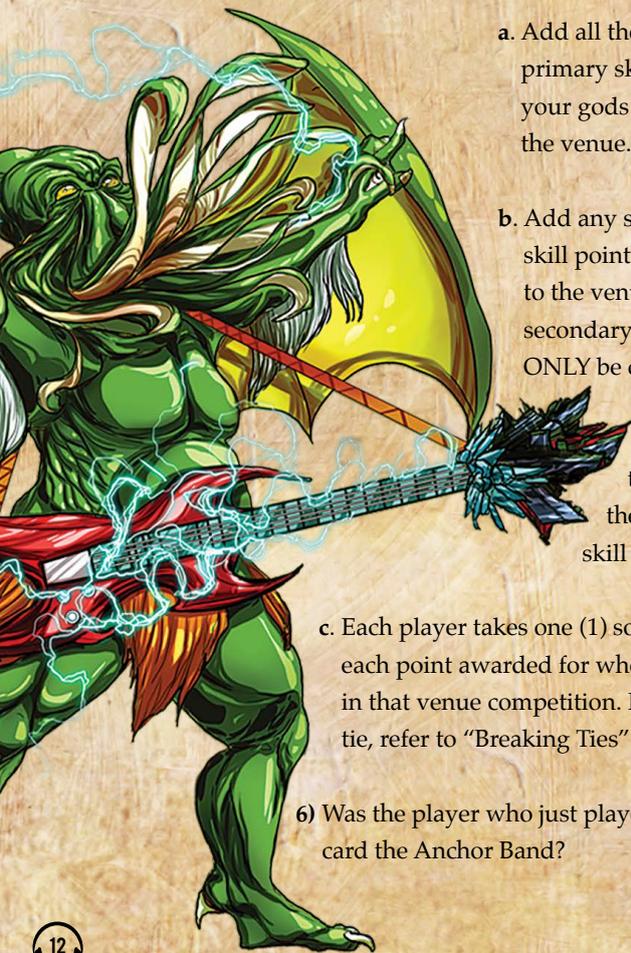
a. No - all players draw three (3) new Set List cards, and discard down to the hand limit of ten (10) (Note that some Venue cards can increase the amount of cards drawn or temporarily increase the hand limit). Then the next player lays down their Venue card.

Once the new Venue card is laid down, each player has the choice to discard up to two (2) of their Set List cards. Each player can draw a replacement Set List card for every card they discard. Once all players have discarded and drawn, if they choose to do so, go to Step 2.

b. Yes - if the Anchor Band has played two venues, the battle for the Universe is over. Refer to the "Winning" section for determining the winner.

If the Anchor Band has NOT played two venues, all the players can discard any number of their remaining Venue cards. The players then draw Venue cards until they have four (4) Venue cards each. Then the next player plays a Venue card and the players proceed to Step 2.

*Note: For two (2) player games, each player should play four venues each.*



## WINNING:

The player with the most soul stones (points) after all the venues are completed wins control of the Universe.

*Go to the back cover for our QR Code link to a how to play video.*

## BREAKING TIES

### BREAKING VENUE TIES

#### TIE BREAKER 1:

When the battle for a venue is tied the first tie breaker is done by comparing the tie player's primary skill point totals. The players add up their engaged primary skill (no secondary skills) points and compare. The player with the higher point total finishes above the player with the lesser point total. If the players are still tied, proceed to Tie Breaker 2.

#### TIE BREAKER 2

Soul stones for ties are awarded by totaling the soul stones available to the tied positions, and dividing then equally between the tied players, rounding up.

**Example:** The Gods have just finished playing Circus Maximus. Player 1 has 14 skill points, Players 2 and 3 have 12 skill points each, and Player 4 has 10 skill points.

- Player 1 would be awarded 1st place (5 soul stones)
- Players 2 and 3 would be awarded the points for 2nd and 3rd place combined, divided by 2, and rounded up ( $4 + 3 = 7$ ).

Divided by 2 equals 3.5. Rounded up to 4 soul stones each)

- Player 4 would be awarded 4th place (2 soul stones)

## BREAKING GAME TIES

If there is a tie after all venues are played, tied players discard all remaining cards. They each then draw four (4) Set List cards. Draw and play one random venue card from the deck, and the tied players compete for this final venue. Repeat as necessary until there is a winner.

## GAME NOTES:



This symbol on a Set List card indicates a card that affects soul stone count. When the Set List cards are resolved a card with this symbol will increase or decrease a player's soul stone count directly by the amount indicated.

There are a few Set List cards in the game where the bottom of the card looks like this four (4) piece pie. This indicates that that card provides the indicated bonus value for each skill required by the Venue card. For example, for a Small (S) Venue the card is worth a +1 or -1 or, for an Extra Large (XL) Venue, the card would be worth +4 or -4 depending on if the the Set List card's bonus is plus (+) or minus (-).



## CREDITS:

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*Check our website for Frequently Asked Questions (FAQ) at  
<http://solarflaregames.com/the-lords-of-rock/>*

## HOW TO PLAY:

