



# KEIKALLA

## GUIDE

### GAME OVERVIEW

The ambition and goal of the bands lead by the players are to succeed in 1) getting a record deal 2) putting out a hit song and 3) headlining a rock festival.

Game turn consists of movement, concert and drawing an action card.

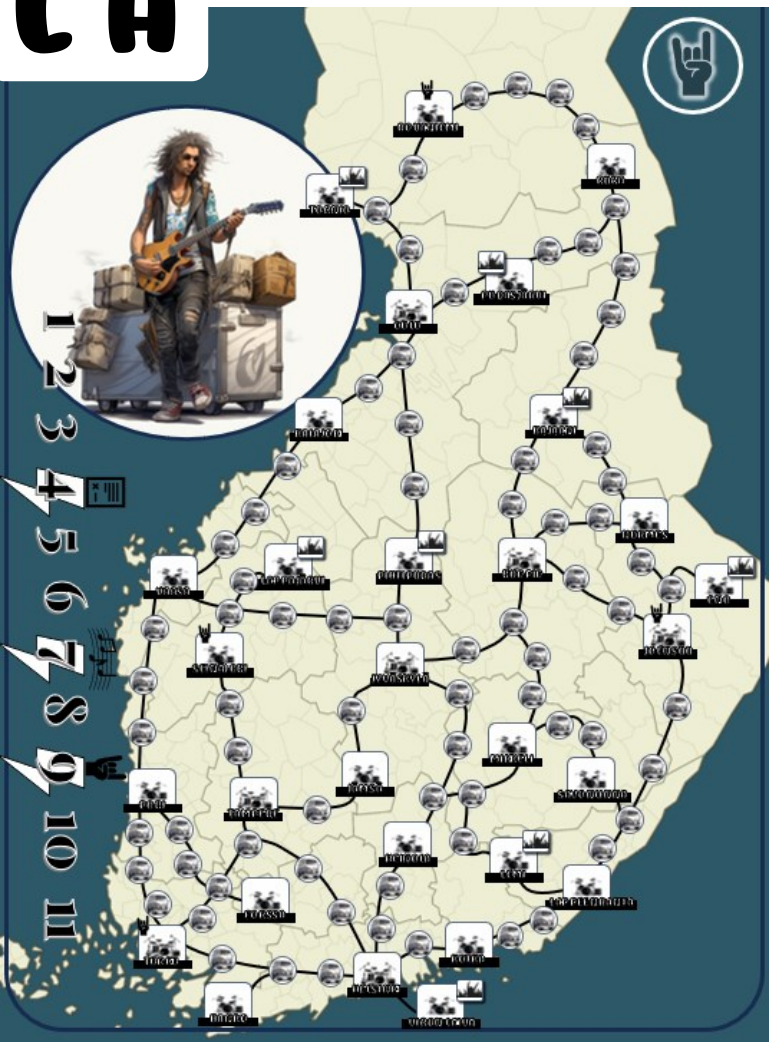
### GAME SETUP

- Put on some rock music to set the mood.
- Deal each player
  - 2 Manager cards
  - Band card
  - 9 Venue cards
  - 5 Movement cards
- Place one randomly selected Venue card on table together with Rehab –card to mark a place where help is available for the first one who needs it.
- Around the game board that represents the tour map, place
  - Action card deck
  - Movement card deck
  - Venue card deck
- Each player plans their tour i.e. organizes their Venue cards in desired order (duplicates must be replaced).
- Place band figurine on the board at the hometown (or in the starting town of the tour, if so agreed.)

After this there should be four Manager –cards in the Action card deck. The rest are put aside.

### TO START THE GAME

- The fastest to name the song that is playing starts:
- By moving from hometown to the location of the first gig\*.
  - Player places the Venue card to mark the played gig.
  - He then draws at least one Action card to see what happens after the gig.



\*In case the band has happened to manage a tour date at their hometown, there is no need to travel first.

Action and Movement cards can be distinguished from one another by graphics (guitar/road) and by color of header text (black/white).

### EXAMPLE SETUP OF A PLAYER

Stored action cards

Active action cards

Reputation cards

Achievement card (or a Groupie-card!) stashed in Tampere

Upcoming and played gigs

Active movement card

### DRAWING ACTION CARDS

After each gig player draws at least one Action card. The card can be kept from others unless ruled otherwise (text TABLE AT ONCE on the card) In case player draws an Action card that is a special Achievement card (e.g. Record Deal) that they already have, in such case the card must be stashed (placed on the table facing down with Venue card on top). Any other player may then come pick it up. General markings on the cards and the specific instructions per each card are described in more detail later in this guide.

### REPUTATION

When the reputation of the band builds up more things happen after each gig, meaning that **player may draw as many Action cards as they have Reputation cards placed on the table**. Also, the player's ability to avoid any undesired consequences of drawn Action cards is in direct proportion to the amount of Reputation cards visible. However, piling up too much Reputation results in trouble:

- 3: Movement cards are reduced to three. Band may not perform in large festivals or in towns with fanatic audience. (Both are marked on the board)
- 4: Tour is on hiatus until the band's reputation is cleared using Manager card.



## MOVING ON THE BOARD

- ♪ Before the start of the tour, each player may replace any Movement cards marked with: ! , which are then shuffled back to the deck.
- ♪ In case player wants to assure at the beginning of the movement turn that all the band members are in the tour bus, they must state so prior to playing a Movement card and by placing a Manager card in front of you.
- ♪ Movement is carried out by placing Movement cards on the table one at a time, moving your figurine the number of steps defined in the card and then drawing a new card from the deck. (Player does not have to use all the steps of their Movement card.)
- ♪ Once the player arrives at the destination the movement part of the turn must end with drawing of Movement card(s) so that the hand size is matched (default being 5 cards) and any potential consequences of last drawn cards must be applied.

## WINNING THE GAME

The player who first signs a record deal, composes a hit song and headlines a rock festival in the town defined in their Achievement card, wins.

## MARKINGS ON THE CARDS

SAVE  
FOR  
LATER

Card with such marking is placed in player's hand to be used at a later convenient time point or at once. No need to show the card to others until it is taken to use.

PISTÄ  
TALTEEN

TABLE  
AT  
ONCE

The card becomes effective immediately and must be therefore placed on table. Some such cards will stay on table until properly removed, others may be placed in discard pile at the end of the turn. Remember to table Movement card with such marking also after having reached the destination.

PÖYTÄÄ  
HETI

STASH  
AS A  
DECOY

Placed on the table facedown with a Venue card in question on top. The purpose is to let other players believe that this is an Achievement card. The effect of the decoy becomes effective at once if a player checks the card.

JEMMAA  
HOUKUT-  
TIMEKSI



The card may have unwanted consequences to the player that has drawn it. Confirm from the card description what the consequences are and how they could potentially be avoided.



Fanatic audience. Card with this icon can be utilized only in town with a matching marking.



Possibility to lose one (or more) turn(s).

## ACTION CARDS

Action cards consist of four basic categories:

- ♪ Achievement cards that are needed to win the game.
- ♪ Help available cards that get you ahead on the tour.
- ♪ Oh Troubles cards, which may hinder the progress.
- ♪ Reputation cards that make life easier when applied fittingly, but causing issues if overblown.

### Achievement cards (12 in total)

**Record Deal (Levytili 4)**

**Hit Song (Hittiilisi 4)**

**Headliner (Festarin päälavalle! 4)**

Player may have only one of each achievement cards. If any extra achievement cards are drawn, such cards must be placed on table facedown with the Venue card on top of it to indicate the location where it is available for other players to check and possibly to draw.

### Action cards, Oh Troubles (6)

**There's This promo gig (...ois  
tää yks promoteikka 2)**

Draw a new Venue card and include it in your tour calendar as the next gig or the one after the next one.

**Excessive Rider (Bileet  
pitkäksi bakkärillä 2)**

When player the ends their next movement phase of the turn, one of their actions cards are randomly drawn from their hand and placed facedown (Venue card of previous location on top) on the table. Player must decide if they want to use their next turn to return to the location to recapture the card.

**Now the Roadies go on strike  
(Roudarit lakkoilevat 2)**

Player must discard all Roadie –cards and top two movement cards (Helicopter or On the Road). Movement cards hand is restocked only once player either reaches the next destination or the travel is interrupted.

Action cards, Help Available (25)	
Manager Earning Their pay (Manageri hoitaa homman 14)	Several uses: <b>1.</b> Clear the reputation (discard all reputation cards). <b>2.</b> Assure that all band members are in the tour bus when taking off. <b>3.</b> Pick Rehab card from another town without the need for travelling to the location.
We Have Two Gigs! Back-to-back (Kaksi settiä 3)	Player is allowed to play a gig on sequential turns at the same location, as long as it is a town known for its fanatic audience (marked on the map).
You've got a guest star (Vieraileva stara 3)	Two alternate uses: <b>1.</b> Band gets an opportunity to optimise their tour calendar by drawing 3 new Venue cards. Now also duplicates are allowed.  <b>2.</b> After a gig player draws 3 actions cards out of which one may be kept and two others are shuffled back into deck.
Time to look for Rehab (Siltä varalta, jos päästävä katkolla 3)	Eliminate Messed Up card. The rest of the band's reputation stays untouched.  There are three ways of getting to Rehab: Player may move to the town where rehab card is available, and do it so freely without a threat of a police bust, if they inform about this intention before start of the travel. In other two options there is no need of changing the current location: Player may play either a Helicopter card or a Manager card.
You've got a TV interview (TV haastattelu 2)	Two alternate uses: <b>1.</b> Band gets an opportunity to optimise their tour calendar by drawing 3 new Venue cards. Now also duplicates are allowed.  <b>2.</b> By rectifying rumours during the interview, band may discard one of their current Reputation cards. (excluding Messed Up card).

Action cards, Build That Reputation (11)	
Stage Presence (Vokalistin lavatempu 2)	This card builds the band's reputation and rock credibility by one.
Guitar Antics (Kyytiä kitaralle 2)	This card builds the band's reputation and rock credibility by one.
Bar Fight After the show (Baarinujakka keikan jälkeen 1)	If the first card drawn from the movement card deck at the beginning of the next turn is Police, the turn ends and the player is moved back to the previous town.
Breaking news: Trashed hotel room (Hotelli-huoneessa pientä epäsiisteyttä 2)	There is no possibility of back-to-back gig in this town. The next turn's first movement card is drawn randomly.
Band's Getting Messed Up (Häirähdys 2)	Player with a Messed Up card on the table is at risk of losing a) achievement card, b) random action card, c) their next turn. This becomes effective if the player draws a Police card during their movement phase of the turn.  This card may be eliminated by moving to town where Rehab card was placed in the beginning of the game, or by playing a Rehab card they have drawn. When utilizing a Manager card all reputation cards are discarded.
In the Headlines with a Groupie (Bändäri saavuttaa tavoitteensa 2)	This card <b>can be placed as a decoy for other players</b> (table facedown with Venue card on top, similarly as achievement cards). <b>The tour is paused</b> as the band must move directly to their home town to sort out the media commotion that the news headlines have caused. Player loses the next turn and will continue the tour by starting the travel from home town.

## TIPS

**Lost turns**  
 When losing a turn (see e.g. Groupie card's description above) it is practical to place the card in question on top of the movement cards as a reminder.

**Guest star or Reputation?**  
 Playing a Guest Star card is especially beneficial for a band just getting started, or whose reputation has been just recently cleared out by Manager.  
 E.g. in case that player has two reputation cards on table, they may not take advantage of both cards. Player either draw one to two cards from Action card deck or utilize Guest Star card to view and select one out of three Action cards from deck.

**Recycling discard piles**  
 Reshuffle the movement cards discard pile when the deck is running out of cards. Sometimes this is also needed for the action cards. Consider your tactical timing of playing certain cards in relation to reshuffle. You should always leave couple of top On the Road cards in the discard pile to accommodate the playing of New Tour Bus card.

**Rule interpretations**  
 Have you faced ambiguity when interpreting the game rules in this guide? We encourage you to decide together the approach that feels most sensible and logical. Is it possible for one Roadie to fill in during the gig both Kimi and Timi? If you get Reputation later on, can you still get rid of Artistically Ambitious Lover already sabotaging the chemistry?





# KEIKALLA

## movement cards

- ♪ Play one card from your hand and apply the action defined in the card.
- ♪ Draw another card from the deck and check immediately for possible consequences.
- ♪ Repeat until
  - ♪ You have reached the desired destination or
  - ♪ Some ramification interrupts the travel.

### Movement cards, Forward! (42)

#### on the road (Tien päällä, yksi 12)

Player moves their figurine on the board in maximum the number steps shown on the card.

#### on the road (Tien päällä, kaksi 12)

The movement may be stopped already before all the steps on the card are used.

#### on the road (Tien päällä, kolme 8)

#### on the road (Tien päällä, neljä 4)

The total number of steps to be moved per card may be also affected by a Roadie card or Police card that has been possibly played earlier.

#### on the road (Tien päällä, kuusi 2)

#### Manager got us a Helicopter Ride (Managerin järkkäämä helikopterikyyti 4)

Player moves directly from a town that is not more than the distance of the card's short edge apart from another town.

This card may be played also to pick a Rehab card from another town.

Player may also travel by bus (play On the Road cards) both before and after the helicopter ride.

### Movement cards, Help on the way (9)

#### Road service (Tiepalvelu 3)

Play this card when you draw a Tour Bus Malfunction card and you are back on the road again without delays. Move used card to discard pile and draw another.

#### New Tour Bus (uusi keikkabussi 2)

Placing this card on the table the player may increase their hand size by one card. The additional card(s) are the top most On the Road cards from the discard pile. The new tour bus breaks down only from two consecutive Tour Bus Malfunction cards. You save this card for later use when seen needed, for example as the old bus breaks down.

#### We can always rely on our obliging roadie (Roudari avuksi 4)

Two alternate uses: **1.** Roadie get's behind the wheel, which adds two extra steps to all 1,2 & 3 step On the Road cards. **2.** Roadie may fill in for a band member that has been left behind. In this case the whole band does not have to return back to pick up the lost band member, but the band does have to wait for them to catch up after the gig (lose the next turn).

### Movement cards, Ball and chain? (11)

#### Oh no! it's a TOUR BUS malfunction (keikkabussi leviää 4)

The turn stops here as repairs are needed. You'll be able to continue during your next turn.

#### Hey! where's Jimmy? (Hei, jimi jäi! 3)

This hindrance may be avoided by playing a Road Service card or a New Tour Bus card. This card can also be discarded if you have already reached your destination (the repairs are done during the gig.)

Player's figurine is placed directly back at the starting point of the turn's movement.

By playing a Manager card before taking off the effects of this card can be avoided. It is also possible to continue the travel by playing a Roadie card. This however means that after the gig player misses the next turn while waiting for the lost band member catch up with the rest.

#### Police (poliisi 4)

A) Police convoy: add +1 step on every one- or two-step On the Road cards until the next town.

B) Raid: In case the player has Messed Up card on the table the band loses one of the following (depending on what action cards they have) a) Achievement card, b) random Action card (Both are shuffled back into the deck) c) next turn.

C) If the band's Roadie is speeding the player loses the next turn and their best On the Road card.



# KEIKALLA

## Bands

### Järkäle

This Thrash metal –band is fully committed to their cause. The members have past roadie experience and therefore their own roadies never go on strike.

Home town : Vaasa

### Hiän

Gothic lyrics with thick Savo dialect is this heavy metal band's hallmark. Thanks to their jovial nature they receive special attention from their manager in tough situations. (Regain Manager card when last of them is played).

Home town : Kuopio

### Teenkeitin

Melancholic glam rock bands experienced manager has above average skills in arranging the tour dates. Player may draw and swap two extra Venue cards if they wish.

Home town : Eno

### Liekehtivät Takajeejeet

Punkish rock band's vocalist is known for dazzling stage presence. Thus the player has one in three chance of having Stage Presence Reputation card from the get go.

Home town: Helsinki

### Fertilizer

Punk trio known for their tight beat and collaboration do not leave a buddy when travelling. Thus the player may discard the first 'Hey! Where's Jimmy?' card.

Home town : Heinola

### Sewage Main Drain

This band combining progressive elements into their rock is breaking ground with thier artistic and lyrical strengths. The drummer's carpentry experience from the past becomes an asset when the band's tour bus malfunctions for the first time. The card is discarded as the drummer fixes the bus in no time.

Home town : Tornio

## variations & new challenges

When looking for new variations you may agree at the start of the game to apply any of the features described here:



### Thresholds for receiving achievement cards

In this variation the players must reach a certain number of performed gigs before they may hold on to the achievement cards that they draw from the deck. Unless the player has four played gigs they must table the Record Deal card facedown with Venue card on top. Corresponding thresholds for Hit song (7) and Headliner (9) are applicable. In this variation the achievement cards are made visible once received. The board's scale is utilized for keeping track of the number of gigs played.

Consider also these additions to the basic game:

- ♪ Each player is dealt 11 Venue cards, out of which at least nine must be toured to win.
- ♪ TV Interview card and Song Muse card (in Joker cards) allows player to table achievement cards without paying attention to the played gigs.

### Two decks of movement cards

This variation allows player to have at all times movements cards that take them forward. All special event movement cards and On the Road 6 cards form Event deck and the rest of the cards Move deck. Four cards from Move deck are dealt to all players. Each turn the player must try to make it to the destination without drawing new cards from Move deck. After each played Move cards, player must draw a card from Event deck. Only at the end of the turn player draws hand full from the Move deck. Any number of Event deck cards may be kept in addition to the four On the Road cards (5 in case of New Toure Bus being in use.)

**joker cards and two action card decks**

The game approach varies a bit with introduction of 6 extra joker cards that are shuffled evenly distributed (3 each) between two separate action card decks. In the beginning Player may draw from either deck but they must move on to the deck number two once they table the Record Deal card. Deck two cards are marked with an identifier: **//**

**joker cards (6)**

**i'm so inspired by my song muse (muusa 2)**

Two alternate uses: **1.** Receive Hit song without gig count limitation (7).OR **2.** Get rid of Artistically Ambitious Lover card.

**artistically ambitious lover (taiteellisesti kunnianhimoinen rakastaja 2)**

Before every gig player must flip a guitar pick to determine if the band is ready to go on stage despite of the disagreements and ill will. Player has four ways to discard this card: 1) Reputation, 2) Playing Song Muse card, 3) After a minimum of three gigs by playing a Manager card, 4) The player with the least number of gigs played avoids the interest of the lover.

Joker cards for Reputation, 'Bar Fight After the Show' and 'Messed Up' are described already earlier in this guide.

**venues known for their fanatic audience**

Tour date planning becomes a tad bit trickier with this rule:

- ♪ The last three dates of the tour may not be in these small Venues.
- ♪ Player should therefore carefully plan their tour dates and optimally arrange them accordingly.
- ♪ However, if player decides to perform at these venues in the beginning, they may not be able to make use of Back-to-Back Gig cards.



**more players?**

If there are more than four players participating, the rules are applied as follows:

- ♪ When the last Record Deal card has been tabled, the rest of the players get theirs by returning to the previous Town and playing Manager card. (Note that in this case the achievement cards must be made visible when received.)
- ♪ There is a thin chance of achieving fifth Hit song by playing a Song Muse card. Otherwise their game is over.
- ♪ For the Headliner of a festival the player on the last place must table both TV interview and Manager card. Then the band's festival location is determined by randomly drawing one out the Venue cards listed here: Kuusrock, Kalmo Fest, Puska, Ilosaarirock, Tulivuorirock, Provinssi, Pelimanni-ilkamat, Simerock, Hiirirock.

**hampering of others allowed?**

Players may agree in the beginning of the game session to allow hampering of a competing band. When three played gigs separate the first and the last player, the one on the last place may start storing both movement cards and action cards that would otherwise cause them harm. They may then hinder the progress of the leader by playing these cards.