

The logo for 'ENCORE!' features the word 'ENCORE' in a stylized, outlined font with a pink-to-blue gradient. Above the letters is a pink digital waveform. To the right is a large exclamation mark with the same gradient. Below 'ENCORE' is the text 'EXPANDABLE CARD GAME' in a white, bold, sans-serif font.

ENCORE!
EXPANDABLE CARD GAME

The text 'RULE GUIDE' and 'VERSION 2.0' is displayed in a large, bold, italicized white font with a black drop shadow. The background of the entire page is a vibrant purple and pink gradient with abstract, glowing musical notes and lines.

RULE GUIDE
VERSION 2.0

OVERVIEW

In ENCORE!! ECG, You and your opponent are the Lead Talent Managers for rivaling Performing Arts studios, NCO Studios & KJU Works, on a quest to rock the stinking socks off of every crowd from here to the Dread Dimension, strike it rich and go down in history!!



Sign your favorite artists and get them to perform on Main Stages far and wide to earn some cold hard cash and show your opponent just which studio rules the stage!!

**NOW GET OUT
THERE!! THERE'S
MONEY TO BE MADE!!**

HOW TO WIN

THERE ARE TWO WAYS TO WIN A GAME OF
ENCORE!! ECG:

COLLECT 3 VENUES IN
YOUR TOUR HISTORY

OR

HAVE THE HIGHEST
PAYOUT WHEN THE
VENUE DECK RUNS
OUT OF CARDS



CARD LAYOUT

COLOR IDENTITY

CARD TYPE

CARD NAME

SIGNING COST

PERFORMER

KARINA ROSE

SIGNING COST: \$20,000



VIBE INDICATORS

ACT

ACT INTENSITY

"DEVIL'S ADVOCATE" - 1/2

ENCORE!!

Suspend 1 of your Backstage Supporters, earn \$5000 and Active this card.

This card's **ENCORE!!** ability may only be triggered once during each Event.

How
Santiago



CONDITIONAL
ABILITY BOX

ABILITY BOX

*Abilities in small colored bubbles, like the one shown here, are called "Conditional Abilities".

They usually note abilities that trigger when a condition is met, but also note abilities that are continuously active.

CARD TYPES

PERFORMER

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Performers are the catalysts that aid your main win condition! THEY CAN BE STAGED ON THE MAIN STAGE OR BACKSTAGE.

These talented individuals love to strut their stuff on the Main Stage, which pumps Intensity into the crowd!! Intensity is the way to win venues. It is depicted within card text as **!!**.

Main Stage Performers (Performers that are on the Main Stage) may suspend during the Pre-Show and during the Event to **PERFORM**.

Performing consumes a player's action point. When a Performer performs, the intensity value of its Act is added to its Manager's "Intensity Gauge".

You win the Event if your Intensity Gauge is at a higher value than your opponent's!



ACT INTENSITY

Performers have an Act that they can perform during each Event. These acts are the phrases in quotations. The number beside the **!!** symbol signifies how much intensity that particular Act contributes to the total Intensity of the Venue.

ENCORE!! ABILITIES

These are special abilities that unlock once the game reaches the Event!!

ENCORE!! abilities consume an action when they are utilized.

Performers must **SUSPEND** to perform and to trigger their ENCORE!! ability.

CARD TYPES

SUPPORTER

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These workaholics help your Event play out as intended. Supporters chill Backstage and provide (you guessed it) support for your gameplan!!

SUPPORTERS HAVE TWO DISTINCT FEATURES:

PRE-SHOW ABILITIES & BOOST: VALUES

PRE-SHOW

These abilities may only be triggered during the **PRESHOW** phase of the game and only when the Supporter is staged Backstage.

To trigger a **PRESHOW** ability, simply suspend the Supporter whose ability you wish to trigger and state that you are using their ability. This action consumes your action point.

BOOST:

Supporters have the ability to increase the intensity of the act of the Performer that is in the zone directly above them on the Main Stage.

To **BOOST**, suspend the Supporter behind the Performer at the time that Performer is performing. The value beside the **!!** symbol is then added to the intensity of the Performer's Act.



**SUPPORTERS
MUST BE STAGED
BACKSTAGE**

NEVER MAIN STAGE.

CARD TYPES

SURPRISE



SURPRISES ARE A ONE-TIME USE CARD TYPE

Surprises may only be triggered from a Manager's hand during the Event!

To trigger a Surprise, pay the Signing Cost and place them anywhere on the game board.

Once the ability of a Surprise has fully resolved, the card is placed in its Manager's "Removed From Game" zone.

Triggering a Surprise from the hand consumes an action point.

CARD TYPES

VENUE



1. Vibe Indicator

These indicate the Vibe Type of the Venue. Performers with Vibe Indicators that match that of the Active Venue give their Manager the potential to earn an extra \$5000 when they perform!

2. Payout

Awarded to the loser of the Venue. Managers add the value of the Event Payout to their current \$ total. In the case of a tie, both Managers receive the Payout and the Venue is placed on the bottom of the Venue Deck.

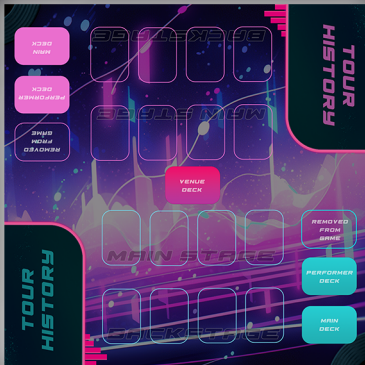
3. Intensity Star ★

Once both Managers collectively contribute an amount of **!!** that meets or exceeds the threshold in the Intensity Star, the PRESHOW has ended and the Event begins.

4. Active Ability

All Venue cards have abilities that affect the game when they are the Active Venue. The Active Venue is the Venue that is face-up on top of the Venue Deck.

THE GAME BOARD



EACH MANAGER HAS 4 MAIN STAGE ZONES AND 4 BACKSTAGE ZONES TO STAGE THEIR PERFORMERS/SUPPORTERS IN AND A TOUR HISTORY ZONE FOR THE VENUE CARDS THEY'VE WON.

CARDS THAT ARE REMOVED FROM THE GAME GO INTO THEIR RESPECTIVE MANAGER'S "REMOVED FROM GAME" ZONES.

THE SHUFFLED VENUE DECK IS PLACED IN THE CENTER OF THE BOARD. THE TOP CARD OF THE VENUE DECK IS FLIPPED FACE UP AND PLACED BACK ONTO THE DECK AS THE ACTIVE VENUE.

ONLY 1 CARD MAY OCCUPY EACH MAIN STAGE ZONE AND BACKSTAGE ZONE AT A TIME.

PREPARATION

WHAT YOU NEED:

- ★ The Main Deck, Performer Deck and Venue Deck.
- ★ Ways to measure your contributed intensity, Priority and payout.

OPTIONAL BUT HELPFUL:

- ★ The Game Board
- ★ Dice

BEFORE THE GAME BEGINS:

- BOTH MANAGERS SHUFFLE AND CUT THE MAIN DECK AND PERFORMER DECK. BOTH MANAGERS SET THEIR INITIAL PAYOUT TO \$80,000 AND SHUFFLE THE VENUE DECK.**
- PRIORITY IS DETERMINED VIA DIE ROLL. HIGHEST ROLLER IS GRANTED PRIORITY FIRST.**
- STARTING WITH THE PRIORITY MANAGER, MANAGERS ALTERNATE CHOOSING 1 COLOR DECK UNTIL BOTH MANAGERS HAVE 2 COLOR DECKS. THESE DECKS WILL BE THE PERFORMER/MAIN DECKS USED FOR THE REST OF THE GAME.**
- EACH MANAGER SEPARATES THE 5 PERFORMERS FROM EACH COLOR DECK AND COMBINES THE CARDS OF THEIR CHOSEN COLORS TO MAKE THEIR 10 CARD PERFORMER DECKS. THEY THEN COMBINE ALL REMAINING CARDS OF THEIR CHOSEN COLORS TO MAKE THEIR 30 CARD MAIN DECK.**
- ALL DECKS ARE SHUFFLED AND PLACED IN THEIR PROPER ZONES ON THE GAME BOARD. THE TOP CARD OF THE VENUE DECK IS THEN FLIPPED FACE-UP.**

Your Studio Card will help you keep track of who has Priority. "Priority" determines which Manager takes the first action during each Event.

THE ROUND

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A completion of the phases below is called a "Round".
At the end of each Round, Priority is transferred between Managers.

1

DRAW PHASE

Starting with the Priority Manager, both Managers draw 2 cards from either their Performer Deck or Main Deck, or 1 from both decks.

2

ACTIVE PHASE

Starting with the Priority Manager, both Managers Active all of their suspended cards.

3

PRE-SHOW

Starting with the Priority Manager, Managers use their Action Points to stage Performers/Supporters, perform, and trigger PRE-SHOW abilities (See "Action Points" for more information).

Every 1 card staged during the PRE-SHOW and the EVENT increases its Manager's contributed  by 1.

The PRE-SHOW ends and the EVENT begins once the  value in the  of the Active Venue has been reached.

THE EVENT!

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Managers continue as they did in the PRE-SHOW, alternating turns spending their Action Points. Encore!! abilities and Surprise cards, new ways to spend your Action Points, unlock here! The Event ends once both Managers choose to spend their Action Point by passing to the opponent.



5 THE AFTERSHOW

The Manager that contributed the most  to the Active Venue places that Venue in their Tour History, the other Manager receives the Payout, and the next Venue is flipped to become Active!



ACTION POINTS

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Each Manager is allotted 1 Action Point that refreshes after each use during the PRE-SHOW and the EVENT. Each one of the actions below consumes your Action Point, then passes to the opponent. During the PRE-SHOW and the EVENT, you and your opponent must alternate choosing one of the following actions:

- 1. STAGING A PERFORMER**
- 2. STAGING A SUPPORTER**
- 3. TRIGGERING A PRE-SHOW ABILITY**
- 4. PERFORMING WITH A PERFORMER**
- 5. TRIGGERING AN ENCORE!! ABILITY***
- 6. TRIGGERING A SURPRISE CARD***
- 7. PASSING (DOING NOTHING)**

*** THESE ARE ONLY AVAILABLE DURING THE EVENT.**

**IF BOTH MANAGERS PASS FOR THEIR ACTION
BEFORE THE ★ VALUE HAS BEEN REACHED**

**THE EVENT BEGINS IMMEDIATELY. MANAGERS
DO NOT NEED TO EXHAUST THEIR
PERFORMERS AT THE END OF AN EVENT THAT
DID NOT PASS THE ★ VALUE THRESHOLD.**

UNDERSTANDING 13 PERFORMING



When you Perform with a Performer with a Vibe Type that “passes the Vibe Check” (matches the Vibe of the Active Venue), you earn \$5000 for the performance!

+ \$5000

WHEN A PERFORMER PERFORMS:

- The Performer must suspend.
- Its Manager adds the **!!** value beside the Act to their contributed Intensity (this includes BOOST from Supporters).
- If the Performer passes the Vibe Check (see above), its Manager adds \$5000 to their \$.

UNDERSTANDING EXHAUST

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**BE MINDFUL OF WHAT YOU
SUSPEND DURING THE EVENT!**

**DURING THE AFTERSHOW,
SUSPENDED PERFORMERS
HAVE THE "EXHAUST"
MECHANIC TRIGGERED
ON THEM!**

**EXHAUST - move the
Main Stage Performer
to the zone directly
behind them
Backstage.**



PERFORMER REMOVED



MANAGER'S CHOICE



**If the zone behind them is
occupied by an Active card,
the Performer is removed
from the game!**



**If the zone behind the
Exhausted Performer is
occupied by a Suspended card,
the Manager chooses which
of those suspended cards is
removed from the game.**

**BACKSTAGE PERFORMERS MAY MOVE BACK TO MAIN STAGE
DURING THE PRESHOW WITHOUT CONSUMING AN ACTION POINT!**