

Punk Never Dies

Designer by Lars Wagner Hansen, l-hansen@post4.tele.dk

- Age group: 15+ (mature theme)
- Players: 3-5
- Playing time: 15 minutes

Object of the game

The players are members of an unknown punk group going on their first tour, trying to become notorious or famous for being as punk as punk can be.

After each concert the players have to divide the loot, good or bad, between the band members, and trash/flash/show loot to gain notoriety/fame for the band. But they also have to be aware that no member gets tempted by the cash and sell-out to be big corporations and leave the band to live the easy life in the suburbs.

If the band ever reaches 7 points of notoriety/fame they win. But individual band member can only win if they also have fulfilled their band role and their personal objectives.

A single player can win on his own if he has the sell-out object card, and collect enough cash to fulfill the requirements on the card.

Components

- 5 Band Role Cards
- 36 Object Cards
- 60 Loot Cards
- 1 Counter
- 1 Score Pad
- Rules

The **Band Role Cards** describes what role each player has in the band.

The **Object Cards** describes what loot the players have to collect for notoriety/fame for the band, personal objects the band member has to collect for his personal enjoyment, or the dreaded sell-out cards.

The **Loot Cards** describes what the bands picks up after the concerts. Each loot card can contain many different things (between 2 and 4), but each card can only be used once to fulfill an Object Card.

The **Counter** and the **Score Pad** is used to keep track of the bands notoriety/fame, and see when the band members gain more object cards.

Setup

Put the Score Pad in the middle of the table. Place the Counter on the zero notoriety/fame space of the Score Pad.

Shuffle the Band Role Cards and deal one card to each player. These are public information and describes what role that player has in the band. Players put these face-up in front of them. Never heard of a punk

band with only a drummer, a stylist and a manager? Well then feel free to leave out some of the cards, or swap the cards as you can all agree to, or just let the player pick their favorite role.

Shuffle the Object Cards and deal 3 cards face down to each player. These cards may never be shown, except when cashed in for notoriety/fame.

If a player receives two personal goals, two sell-out or two of the same red objects cards, then the player hands those cards back, shuffles the cards into the Object Card pile, and draws three new cards. Repeat this until the player have three different cards on hand.

Put the rest of the Object cards in a pile face down next to the Score Pad.

Shuffle the Loot Cards and put them in a pile face down next to the Score Pad.

Playing the game

Dividing the loot

After each concert the player have to divide the loot.

Deal one pile of two loot cards in front of each player face up. These two card may not be split up while on the table. The players must now decide how to split these piles of loot, one pile to each player. The players may claim any one pile they would like. If the players can't agree on how to split the piles, they will have to vote. A majority of votes decides how the piles are split. If a majority can't be found, the players can agree to discard all the piles of loot cards.

Repeat this process, until there are no more cards in the Loot Card pile. At that time the tour is over and the game ends. In a 4 player game the last 4 cards are split up in two plies, and only two players will receive loot after that concert.

Cashing in for Notoriety/fame

At any time after the loot cards have been split between the players, they can cash in some of the loot for notoriety/fame. In order to do so, the player puts down a red Object Card, and three Loot Cards with an object matching the Object Card. Move the counter one step up on the Score Pad. If the counter reaches a space with a card symbol, each player receives an extra Object Card. If the counter reaches the final space the band wins as a whole.

Please notice that cash is never good, and although the cash is green, they cannot be used to fulfill a green object card.

Selling Out

If a player has a sell-out object card, and manages to collect enough cash to reach the target on the card, he can sell out. Put down the Sell-out object card and enough cash to reach the goal. That player wins the game on his own.

Ending the game

The game ends either when the counter has reached the top spot on the Score Pad, when the pile of Loot Cards has run out, or when one player plays a Sell-Out object card.

Winning the game

If the counter ever reaches the top on the Score Pad, the band has become notorious/famous enough to win. But each individual band member can only win if they also have a Loot Card that fit with their personal goal cards and the Band Role Card; One Loot Card can be used to fulfill both a Personal Object and a Band Role card. If the player has not fulfilled his personal object cards and/or his Band role card, then that player loses the game.

If a player has a sell-out object card, and manages to collect enough cash to reach the target on the card, he can sell out. Put down the Sell-out object card and enough cash to reach the goal. That player wins the game on his own.