

# BRING THE NOIZE



*Push your luck and bluff as you bid on how loud the band is!*

Bid on how many cards of a band member are held between all the players combined.

## The Game Consists Of

80 cards split between four Instruments:

- 20 Vocals cards
  - 19 Keyboard Cards
  - 18 Guitar Cards
  - 17 Drums Cards
- And also
- 6 Groupie Cards



## To Play

Agree how many cards you will all start with, & how many signify the end of the game.

**We recommend the following, but it's up to you (depending on time available etc):**

| Number of Players            | 2  | 3  | 4 | 5 | 6 | 7 |
|------------------------------|----|----|---|---|---|---|
| Cards each in 1st round      | 4  | 4  | 3 | 3 | 2 | 1 |
| Finish when a player reaches | 12 | 10 | 8 | 7 | 6 | 5 |

Shuffle and deal cards to each player.

Players look at their cards but must not reveal them till the end of the round.

The player clockwise from the dealer starts.

Bid a number of cards from a particular instrument below or equal to how many of that instrument you believe is held between all the players. Include Groupie cards in your estimate. Groupie cards always count towards a total.

The next player along now has a choice.

**1.** You can **raise** the bid.

- To increase the bid you must bid a stronger (louder!) instrument or a higher number of any instrument.
- The instrument strengths reflect their rarity in the pack and are:

**Drums** beats **Guitar** beats **Keyboard** beats **Vocals**

- Jump bids are allowed.
- You cannot bid Groupies – these just make instruments louder!
- For Vocals (or any instrument) to beat Drums (the strongest instrument), you must increase the number on your bid.

2. You can **challenge** the bid if you believe there are overall fewer cards of that instrument held between all players than was claimed.

- Only the next player along can challenge. The challenge is between two players and is done instead of raising a bid.

When a challenge is issued, all players reveal all their cards. The number of cards of that instrument PLUS the number of Groupie cards are added up.

- If the bidden amount is reached or exceeded then the challenger loses. They are dealt an extra card in all the next rounds.
- If there are not enough cards to reach the bid, then the bidder loses and is dealt an extra card in all the next rounds.

Therefore, in a round, bids escalate and pressure builds till a player is challenged because they were forced into a risky bid or are suspected of bluffing.

**For example.** We are part way through a 4 player game:

Angie deals 3 cards to Bob, 4 cards to Cass, 3 to Devang and then 3 to herself.

- Bob bids "1 Guitar".
- Cass bids "2 Keyboards". *She has to increase the number as Keyboards is weaker than Guitar.*
- Devang bids "2 Guitar". *He didn't have to increase the number: Guitar is louder than Keyboards.*
- Angie bids "3 Vocals".
- Bob jump bids to "4 Keyboards". *This is a strong jump bid – he could have bid 3 Keyboards. He is bidding to Cass's apparent strength. Is he bluffing? Was Cass bluffing???*
- Cass challenges!
  - She reveals 1 Groupie card (and 2 Vocals and 1 Drums).
  - Devang reveals 1 Keyboards, 1 Groupie, 1 Vocals.
  - Angie reveals 2 Vocals, 1 Drums.
  - Bob reveals 2 Keyboards, 1 Guitar.

Overall there are 3 Keyboards and 2 Groupie cards.  $3 + 2 = 5$  so Bob wins the challenge with room to spare! Cass will have a fifth card in the next round onwards. (Note there was also a possible 7 (5+2) Vocals bid.)

### Play the Next Round

After instruments have been counted, gather all the cards and place them face down under the dealing stack.

Deal all cards needed for each player to them in turn. This method is easier when players have different hand sizes!

**DO NOT SHUFFLE.** Dealing one player at a time and not shuffling means elements will start to bunch as you rotate through the pack over the rounds and bids will start getting more dangerous as the game progresses!

Rotate through dealers and starters so the player who started the last round deals the next.

### To Win

Before starting you agreed a number of cards to reach. Keep playing rounds until someone loses a challenge to hit this number of cards. The winner is the player or players with the fewest cards in your hand when this happens.