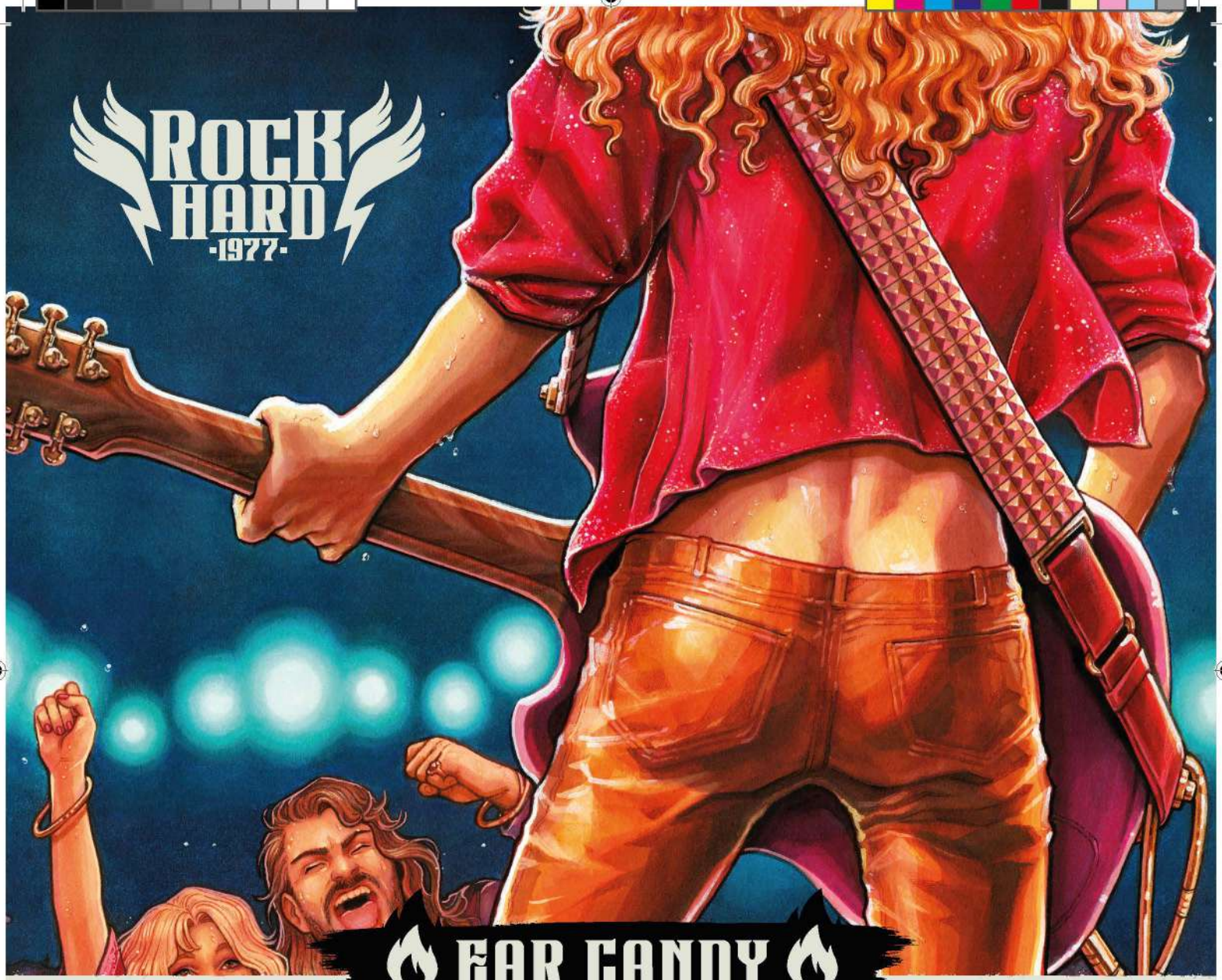


EAR CANDY

*With **Ear Candy**, it's time for your songs to take center stage. You can now use your life experiences to write songs in various styles. These songs can be promoted as Singles that will get played on the radio and move you up the Hit List singles chart, giving you an additional way to gain Fame.*

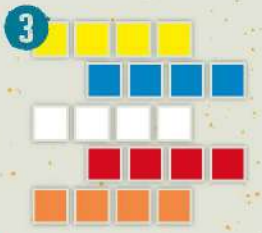
Do you have what it takes to be #1?

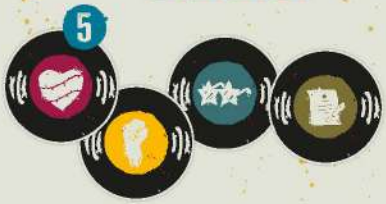
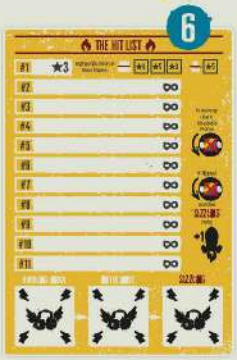


COMPONENTS

1. **5 Flame tokens.** 1 per player color.
2. **15 Rocket tokens.**
3. **20 Extra cubes.** 4 in each color.
4. **8 Song Style tokens.** 2 units for each Style: Power Ballad, Anthem, Glam, Hard Rock.
5. **40 double-sided 45" Single tokens.** 10 units for each Style: Power Ballad, Anthem, Glam, Hard Rock.
6. **1 Hit List chart.**
7. **1 Hire Indie Promo overlay.**
8. **2 Character boards.**
9. **2 Character standees.**
10. **2 Character cards.**
11. **2 Ability tokens.**
12. **2 Sugar Rush cards.**
13. **3 Personal Goal cards.**
14. **2 Manager cards.**
15. **6 Job cards.**
16. **3 Random Gig cards.**
17. **3 Event cards.**
18. **6 Bonus cards.**
19. **13 Hang Out cards.**


















☆ BACKWARDS COMPATIBILITY WITH THE BASE GAME ☆

All cards marked with the ← **icon** are back-compatible with the base game and may be used with it freely, even if you don't want to use all or any of this expansion's new rules. When playing *Ear Candy*, it is highly recommended that you always use the **new Performance Bonuses** (Finish With the Most Chops/Reputation/Songs) and the **new Bud's card** "The next time you Get or Renegotiate a Record Deal..." rather than their equivalents from the base game.

When playing Ear Candy, you may optionally use the original Candy from the base game instead of the Designer Candy and Intense Candy cards, or you may use the new Candy cards with the base game instead of the Sugar Free Candy and one of the Soft Candy cards.

This icon identifies all the cards from this expansion, in case you want to play the base game without them.

SETUP

Set up the base game with the following additions and changes:

1. Remove the following cards from the game and return them to the box:



Candy deck: Remove the Sugar Free Candy and one Soft Candy.



Performance Bonuses: Remove the three Bonuses that say "Finish the game with the most Chops", "Finish the game with the highest Reputation", and "Finish the game with the most Songs".



Bud's deck: Remove the card that begins "A record company bigwig notices the attention you are getting."



Events deck: Remove the card "Annual Venue Closing for a Private Event".

Add all the cards from this expansion to the appropriate decks.

2. Place the Hit List chart on the left side of the board near the Hire Indie Promo spaces or wherever it is convenient. Place each player's Flame token on the #11 space of the chart.

3. Set the Rocket tokens in a supply pile near the Hit List chart.



4. Shuffle the Song Style tokens face-down and randomly draw two. If the Styles are different from each other, place them face-up in the two leftmost boxes on the bottom of the chart (labeled "Bubbling Under" and "On the Move"). If both tokens are the same Style, replace one with a different random token. Shuffle the remaining tokens and place them in a loose face-down pile near the chart.



5. Place the Hire Indie Promo overlay on top of the Hire Indie Promo spaces on the main game board.



6. In step 13 of the base game setup, instead of drawing three Personal Goal cards, draw four and choose two to keep.



7. In step 14 of the base game setup, instead of drawing two Job cards, draw three and choose one to keep.



SINGLES

She had a dream, she wanted the top
He wanted her, he just couldn't stop
Together they rose, together they fell
In a castle so white, down that old wishing well.

– Jacy Nakai, "The ballad of Mato and Macy"

When you Write a Song, you can now use your Life Experience to Write a Single in a particular Style. These Singles will move you up the Hit List chart when you take the Hire Indie Promo action, or as the result of certain card effects.

To Write a Single, you must have a Life Experience card (either a Starting Life Experience or a card from an After Hours venue) that does not yet have a Single token on it.



Then, whenever you Write or otherwise gain a Song, you will still increase the number on your Songs dial by 1, but you will also take a Single token from the supply in a Style that corresponds to one of your Life Experiences as follows:

- **Romance > Power Ballad**
- **Fun > Anthem**
- **Glamor > Glam**
- **Business > Hard Rock**
- **Wild > any Song Style**

You will place the token **face-up** on top of any Starting Life Experience or After Hours card showing the same symbol or a Wild symbol, provided the card does not yet have a Single token on it. This indicates that a Song you have Written is in that Style and can be promoted as a Single.



! It is highly recommended that you increase the number of Songs on your amplifier dial first and place a Single token on your card afterward. Otherwise, when you take the token you may forget to increase your dial.

Note that while you need an empty Life Experience or After Hours card in order to Write a Single, you do not need an empty card in order to Write a Song. You can always simply increase the number on your Songs dial by 1. You have written an album track rather than a Single and there's no shame in that.

Generally speaking, however, if you do have an empty card, you will want to use it to Write a Single, though you may occasionally forgo this if you have an empty Slinky's card and want to keep your options open.

! If you have a choice between Writing a Song on a card with a fixed symbol rather than a Wild one from a Slinky's card, it is recommended that you use the fixed symbol first unless you are trying to achieve a Goal or Bonus specifically related to Slinky's.

You are Writing a Song and want it to be a Power Ballad. You have two cards without Single tokens on them: a Backstage card and a Slinky's card. Since your Slinky's card can be used to Write any Style, you place the Power Ballad token on your Backstage card instead as it can only be used to Write a Power Ballad.



CO-WRITING A SONG



This new Hoover's co-writing card allows two competing players to Write a Single together.

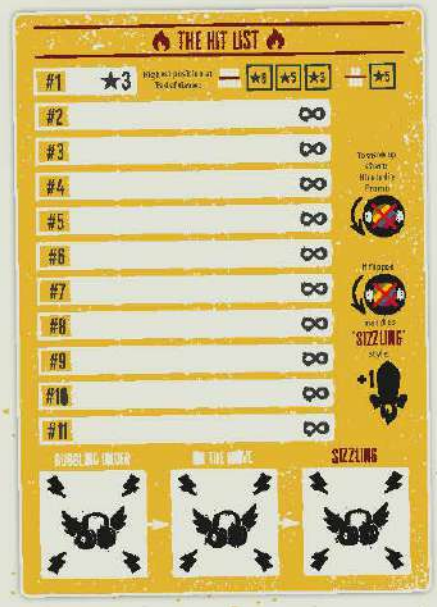
Co-writing a Song using this card is optional for both players and requires that there be at least one other player with a card showing a Fun symbol that does not yet have a Single token on it. If there is more than one such player, you may select any one of them to co-write with. Both you and that player receive a face-up Anthem token.

THE HIT LIST

Bang on the pots
Bang on the pans
Bang Bang Bang Bang
You are my man.

– Jazz Corey, "Bang Bang Bang Bang"

The Hit List tracks the collective performance of your Singles over the course of the game. It is, in essence, a fourth public Bonus for which all players are competing.



At the end of the game, players score points for their position on the Hit List as shown on the top right of it:



- **2- or 3-player game:** 5 points to the player in the highest position.
- **4- or 5-player game:** 8 points for highest position, 5 points for second highest, 3 points for third highest.

If players tie for a position, they are considered to hold that and the next lower position(s). Add the points for each together and divide them equally among the players, rounding down.

Note that each space of the Hit List other than #1 is an Open Space. That is, all players may share all spaces other than #1. Do not skip over occupied spaces.

A player who hits #1 on the Hit List will be the sole person there. They will lock in the End-Game Bonus for finishing highest and will also immediately score 3 additional points for making it to the top.

! Pay attention to Turn Order if you are shooting for #1!

MOVING UP THE HIT LIST

There are three ways to move up the Hit List:

- **Taking the Hire Indie Promo action and flipping any face-up Single token to its "promoted" side (the side with a cross on it), as discussed below;**
- **Playing certain Random Gigs; or**
- **As a result of some After Hours card effects.**

HIRING INDIE PROMO

Hire Indie Promo spaces work exactly the same as in the base game, only instead of gaining Fame, you move up the Hit List.



Both spaces still cost money and require either a Demo (lower space) or Record Deal (either space). Each space still increases your Reputation by 2 but now also moves you up the Hit List chart either 2 positions (lower space) or 3 positions (higher space).



You do not need to move the exact number of spaces to hit #1 or #2. However, there is no Bonus for "overshooting".

FLIPPING A SINGLE TOKEN

In order to take the Hire Indie Promo action, you must meet the requirements listed on the space AND you must have a face-up (unpromoted) Single on either a Starting Life Experience or a card you obtained from Hanging Out.



The face-up token represents a Single you and your record company have designated as a potential hit. By promoting it, the Single moves you up the chart. Once you have promoted a Single, it may not be promoted again. Additionally, you may not take a Hire Indie Promo action if you have no cards with face-up Single tokens to flip.

You may use both Hire Indie Promo action spaces on your turn (once each, in either order) if both are available and you have extra actions and more than one face-up Single in your play area.

MATCHING THE "SIZZLING" SONG STYLE

On the bottom of the Hit List is a row of boxes showing which Song Style is the hottest this month. The rightmost Style is designated "Sizzling."

If the Single you are promoting matches the "**Sizzling**" Style, in addition to moving up the Hit List and gaining Reputation, you will take a Rocket from the supply. Rockets score 2 points each at the end of the game and are also required to achieve certain public Bonuses and Personal Goals.

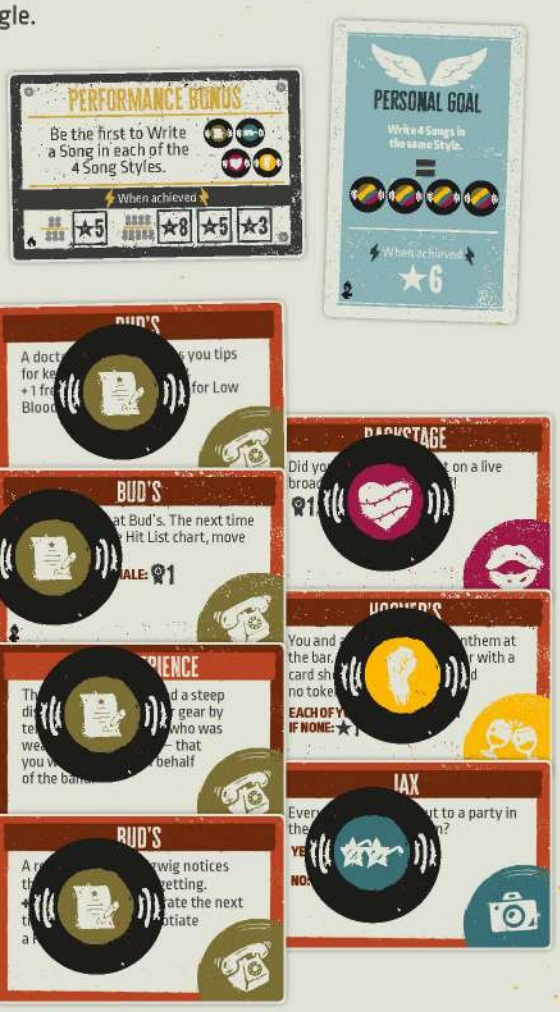


At the end of each round, the Song Styles will shift to the right and a new Style will enter the chart in the "Bubbling Under" box. There will always be non-repeated Styles on the track. Remember — you do not need to match the "Sizzling" Song Style in order to take the Hire Indie Promo action. You may always take the Hire Indie promo action as long as you can pay the costs on the space and you are able to flip a Single of any Style.

> **!** Keep an eye on the Styles that are "On the Move" and "Bubbling Under" as well as "Sizzling". This can help you plan ahead when deciding what Song Styles to Write and whether to promote a Single now or save it for a later round in order to obtain a Rocket.

GOALS RELATED TO SONG STYLES

The same Single(s) may be used to satisfy multiple requirements. For purposes of Song Style Writing Goals, it doesn't matter whether or not the Song has been promoted as a Single.



This Performance Bonus is in play and one of your Personal Goals is to Write 4 Songs in the same Style. You may use one of the Songs you Write to satisfy both Goals. So, for instance, you may Write 1 Power Ballad, 1 Anthem, 1 Glam Song, and 4 Hard Rock Songs, using all 4 of your Hard Rock Songs to achieve your Personal Goal and one of them toward the Performance Bonus.

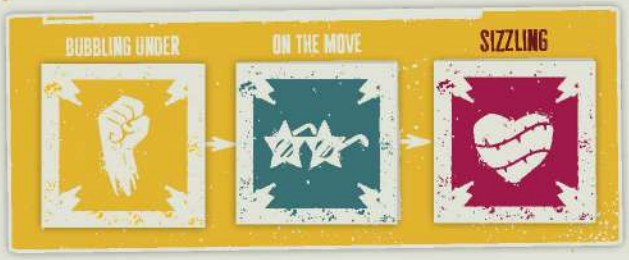
CLEAN-UP PHASE

Add the following steps to the end of the Clean-Up Phase:

Slide all the Song Style tokens on the bottom of the Hit List chart one box to the right, i.e., slide the "Bubbling Under" Style to the "On the Move" box and slide the "On the Move" Style up to "Sizzling." The "Sizzling" Style will come off the chart — temporarily set it aside.



Then randomly draw one of the remaining Song Style tokens. As long as it is different from the other Style(s) already on the bottom of the Hit List, place it on the "Bubbling Under" box. If it matches a Style already present, set it aside and draw a new token. Repeat until all the Styles on the track are different, then shuffle the set-aside Song Styles back into the pile.



To make Clean-Up move more quickly and ensure that steps aren't skipped, you can have different players handle specific items of Clean-Up simultaneously. If one person is handling clean-up, working from right to left across the board can be helpful, beginning with moving the round marker, then setting the new Turn Order, collecting Royalties and paying Managers and continuing from right to left.

END-GAME SCORING

Score the game as you would for the base game, with the following additions:

POSITION ON THE HIT LIST

The player who has reached the highest position on the Hit List at the end of the game gains the following amount of Fame:

- **2- or 3-player game:** 5 Fame.
- **4- or 5-player game:** 8/5/3 to the players with the highest, second highest and third highest position, respectively.

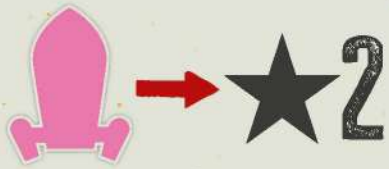


If players tie for a position, they are considered to hold that and the next lower position(s). Add the points for each together and divide them equally among the players, rounding down.



ROCKETS

2 Fame per Rocket you have at the end of the game. These Rockets may also be used when counting Rockets for Personal Goals or public Bonuses.





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