



### **RULES OF ENGAGEMENT**

2 to 6 single players, 2 teams (3 players per team max), Ages 10 to Adult

### **GAME PIECES**

x50 Cards (4 cards of each image, 1 Left, and 1 Right)

x24 Tiles (12 White, 12 Black; 4 of each color)

x6 Chips (1 Red, 1 Orange, 1 Yellow, 1 Green, 1 Blue, 1 Purple)

### **OBJECT OF THE GAME**

The object of the game is to flip over tiles that match your team's colors after collecting 3 matching cards.

### **GETTING STARTED**

**CHIPS:** Let each player choose a chip. This chip represents which team they are on and which character they are. (It also has other advantages when playing with the Expert Rules.)

**TEAMS:** Purple, Red, & Orange are "The Refrain Royalty" team while Yellow, Green, & Blue are the "Quietude" team. There must be at least 1 player representing each team. (For example, 2 or 3 players on one team and 1 player on the other team is acceptable.)

**TILES:** Mix up the tiles well. Randomly place them face down on the table x5 by x5. There will be a blank space in the very center of the tiles.

**CARDS:** Shuffle the deck well. The youngest capable player, at first, will deal out three cards to each player, face down, starting with the player to their left, one card at a time. The dealer will keep the deck.

### **TEAM GAMEPLAY – BEGINNER RULES (PASS ROUND & TILE FLIPPING)**

**PRE-STEP:** If a player receives a card that says 'Trade Left' or 'Trade Right', they have the option to trade their 3 cards with the player designated on the card. If anyone receives both of these cards on the deal before the game begins, they automatically win the pass round without gameplay.

**STEP 1:** The dealer will pick up the top card off the deck and place it in their hand, adding a 4<sup>th</sup> card. The dealer will then pass 1 of their 4 cards to the player on their left. The dealer will continuously repeat this process until someone announces they have 3 cards that match. (There is no speed limit on how fast a player may pass cards...!)

**STEP 2:** The player to the left of the dealer will collect a card from the dealer and place it in their hand. They, too, will decide which 1 of the 4 cards they don't want and they'll pass that chosen card to the player on their left, and so on.

**STEP 3:** The last player at the table to collect cards will discard their 4<sup>th</sup> card face up in front of them so no one else can have them.

**STEP 4:** The first player to collect 3 cards the exact same wins the right to flip 1 Tile over from face down to face up. The player with the 3 matching cards will choose which Tile to flip.

STEP 5: Collect all the cards from all players and reshuffle the deck. Pass the deck to the next player to the left of the previous dealer and begin a new pass round. Follow all steps again until all desired Tiles are flipped up to end the game: all 12 White (4 Purple, 4 Red, & 4 Orange) or all 12 Black (4 Green, 4 Blue, & 4 Yellow).

### **TEAM GAMEPLAY – EXPERT RULES (ALTERNATE TILE FLIPPING)**

Beginner Rules of the pass round are still the same but the 3 matching cards change the Tile flipping.

**ANY MATCHING COLORED MUSIC NOTES:** Win the pass round by collecting 3 colored music notes that don't match the color of your chip and you'll flip over 1 Tile from face down to face up.

**YOUR MATCHING COLORED MUSIC NOTES:** Win the pass round by collecting 3 colored music notes that match the color of your chip and you'll flip over 2 Tiles from face down to face up.

**UP/DOWN ARROWS:** Win the pass round by collecting 3 of these and you'll flip over all Tiles in one row of your choice. Face down tiles will change to face up tiles, and vice versa. Choose a row that matches the direction of your cards with the way you're facing the Tiles.

**LEFT/RIGHT ARROWS:** Win the pass round by collecting 3 of these and you'll flip over all Tiles in one row of your choice. Face down tiles will change to face up tiles, and vice versa. Choose a row that matches the direction of your cards with the way you're facing the Tiles.

**MUSIC CRYSTAL BALL:** Win the pass round by collecting 3 of these and you'll get to flip over all 4 corner tiles from face down to face up. If tiles are already face up, they're not to be touched. If all 4 tiles are already face up, simply choose 1 face down tile to flip face up.

**KEYLOCK:** Win the pass round by collecting 3 of these and you'll get to flip 3 tiles that are face up to face down.

**KEY:** Win the pass round by collecting 3 of these and you'll get to flip 3 tiles that are face down to face up.

**MUSIC SHEET:** Win the pass round by collecting 3 of these and you'll get to flip 1 face down tile to face up. After flipping a tile, the pass round will resume, without the 1<sup>st</sup> pass round winner and their cards, until there is another pass round winner, who'll also get to flip 1 face down tile to face up.

### **HOW TO WIN**

The team with all 12 of their Tiles flipped upward is declared the winner.

### **SINGLES GAMEPLAY – EXTREME EXPERT RULES**

Beginner Rules of the pass round and Expert Rules of tile flipping are the same, but instead of teams, everyone is out to find their own 4 tiles that match the color of their chip. The first player to have all 4 of their character tiles face up is declared the winner! (Choose your tiles wisely...!)

### **DEDICATION**

Battle Of The Ballads™ is dedicated to any and all game players who find fairness in unfairness.

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