



CONCERT



for 2-4 players

Those nasty Misfits are challenging Jem and the Holograms to a Battle of the Bands. The Holograms are trying to collect all their records and bring them to the battle. But the Misfits are blocking them at every turn. The only way to outwit the Misfits is for the Holograms to split up and each try to get as many records as possible. Which Hologram will make it to the Battle of the Bands first with the records she needs to win?

Contents

1 cassette tape, 1 gameboard, 1 plastic turntable spinner, 24 Jem cards, 4 plastic bases, 4 playing pieces, 24 record tokens, 1 label sheet

Object

Collect at least 2 record tokens before you reach the Battle of the Bands Space. Then spin the number you need to win.



Play the game with or without the cassette: Watch for special rules on cassette play in these instructions. Side A is used during the game. Side B is just for listening fun and not used during game play. Why not play side B while you're setting up the game—or any other time, just for fun!

Game Set-Up

1. Follow the Assembly Instructions inside the box cover.
2. Each player takes a playing piece and places it on the Start Space.

3. Shuffle the Jem cards and deal each player 2 cards. Place the remaining cards next to the gameboard.

4. Separate the record tokens into piles by song title. Place the piles on the gameboard spaces that match the song title printed on them.



5. If you're playing the game with the cassette tape: put the tape into your cassette player with side A ready to play. It doesn't have to start at the beginning.

Game Play

1. Youngest player starts the game and play continues to the left of the starting player.

2. **ON A TURN:** Spin the turntable spinner and do the following for whatever you spin. Your turn is then over.

• **IF YOU SPIN A NUMBER:** Move your playing piece on the path the full number of spaces shown on the spinner.

• **IF YOU SPIN JEM:** Draw a Jem card from the deck and add it to your hand.

On either of the two actions above you may play one or more Jem cards. (See Rule 5 "Playing Jem cards" for details.)

3. **GAMEPATH:** The path is looped and forked in many places. When you spin a number, count out your playing piece's movement before you actually move your piece. You can travel in any direction but you cannot double back during your move. If

you come to a fork, you have to choose which path you wish to take before you move your piece.

Choosing a path: The path you choose depends on the game spaces you will encounter when you move your piece.

Record Spaces: If you land on or pass a Record Space, you can collect one record token from that space. You will want to choose the path that makes you pass one of these spaces. You can only collect one token from each pile, even if you pass that Record Space more than once during the game.



Pizzazz Spaces: If you land on or pass a Pizzazz Space, you must play a Jem card. If you don't have a card or if you don't wish to play one at this time, you cannot choose the path that makes you land on or pass a Pizzazz Space.

Count a Record Space and a Pizzazz Space as one space when you move your playing piece.

4. LANDING ON ANOTHER PLAYING PIECE: If you land on a space occupied by another playing piece, go to the next open space on the path in the direction you were moving. Note: Two or more playing pieces can be on the Battle of the Bands Space at the same time.

5. PLAYING JEM CARDS: You can play one or more cards at any time during your turn. Each card has two options. You choose which option you want to use when you play the card. After a card is played, discard it in a separate pile off the gameboard.

Option 1 always allows you to pass a Pizzazz Space.

Option 2 is different on every card. You can either:


• **RETURN AN OPPONENT'S TOKEN:** Take one record token from any opponent and return it to its original pile on the gameboard.

• **OR SPIN AGAIN:** You can spin the spinner again for another turn.

• **OR TRADE PLACES:** Trade places with any other playing piece.

• **OR SEND AN OPPONENT TO A RECORD SPACE:** Move any opponent's playing piece to a Record

Space. You can do this in two ways—either by playing the cassette or not playing the cassette:

 **If you are playing the game with the cassette:** Play the cassette and move an opponent to the Record Space on the board that matches the song played. When moved to a Record Space, a player cannot collect the record token for that space. Instead, she must move off the space then pass or land on the space again to collect the token. Note: Be sure to shut off the tape player when you hear the pause after the song is played. Each song plays for approximately 10 seconds.



If you are not playing the game with the cassette: Send an opponent to the Record Space printed in parenthesis on the card.

6. BATTLE OF THE BANDS SPACE: After you have collected at least two record tokens, you can try to win the game.

Move to the Battle of the Bands Space by spinning and moving your playing piece as you would on a regular turn. You do not have to land on this space by exact count. Once on the space, you must spin the spinner and try to win immediately.

7. Spinning to Win:

• Spin the spinner

• Add the number you spin to the number of record tokens you have collected

• If the total is 12 or greater you have won the game!

Example: If you have four record tokens you must spin the number 8, 9, or 10 to win the game.

If you try spinning to win but don't win, remain on the Battle of the Bands Space and try to spin to win on your next turn. You are not safe from other player's Jem cards while on the Battle of the Bands Space.

If you spin Jem when you are spinning to win, draw a Jem card and play it if you wish.