

How to play Song Saga™

Use the cards to spark memories of the music and moments that have meaning to you. Then use your music app to share the songs that go with your stories and get talkin' and rockin'.

SONGSAGA





All players must make the following pinky promise:

I, do solemnly swear that what happens on tour, stays on tour.

The Song Saga™ Non-Disclosure Agreement

All players agree that any and all stories, anecdotes, or personal details shared throughout the course of play shall be treated confidentially and may not be disclosed to outside parties. Unless it's just too good not to share, but even then, any really embarrassing or personal stuff should probably be kept just between yourselves.

Pre-game

- Make sure all players can access your music library or streaming app.
- Hook your speakers up so everyone can hear.
- Prepare ample liquid (and/or other) refreshment.
- Get everybody to pinky promise to honor the Song Saga NDA (reverse).
- Read or ignore these rules.



Cards

There are three kinds of cards:

1. Green prompt cards - these spark the songs and stories of your life.
2. Gold award cards - what you get for being (mostly) awesome.
3. Blue “You Rock!” cards - what you get for a winning song/story “set.”

Game guidelines

The person with the largest wallet or handbag is the Band Manager and is in charge of dealing cards and keeping score.

Opening act

- To start, all players get dealt three green prompt cards and two gold award cards.
- Players take turns using one of their prompt cards as inspiration to play a song and tell a story. This is called a “set.”
- If nobody wants to go first, then the person with the coolest hair, gnarliest scar, or dumbest tattoo starts.
- For best effect, get your song ready to play in the background while you tell your story.
- After finishing a set, players should place their green prompt card on the table in front of the Band Manager.

- Once everyone has shared, the person with the best set by majority vote wins a blue “You Rock!” card.
- In the event of a tie, the Band Manager has the final say.



Encore

- The next round begins with players picking up a new prompt card to replenish their hand. They can either grab a previously played prompt card off the table or ask for a new one from the Band Manager.
- Repeat until someone wins an agreed number of points or throws a TV out the window.
- The player with the most “You Rock” cards and gold award cards (see reverse) at the end of the game wins.*

Scoring

Blue “You Rock!” cards - 1pt.

Gold award cards - 1pt.

Optional rules

Bullshit

Players who can't think of a song/story to share can either “bullshit” (make something up) or sit out the round. If they bullshit and nobody calls BS by the end of the round the bullshitter can confess and win a blue “You Rock!” card, or let it slide. If someone calls BS on a true story they lose a point card.

Dance Bonus

If everyone starts dancing the person who played the song wins a blue “You Rock!” card.

Double Veto

Two or more people can agree to veto any song or story at any time.

Gold Award Cards



Whether you're playing to win or not, gold award cards are the perfect way to give props to your fellow players.

- Each player should start the game with two or more gold award cards.
- Gold award cards can be given to anyone by anyone at any time.
- At the end of the game, any players with unawarded award cards can give them to the most deserving person, or they may be withheld.
- Each gold award card is worth one point.
- Once a gold award card has been awarded, it's out of play and the recipient should put it to the side to keep score.

Two other ways to play

Hit Single version

Band Manager pulls one green prompt card

and everyone shares a set based on that single card.

Super Solo version

Band Manager deals everyone their own green prompt card and each player shares a set based on the card they were dealt.

Play it your way

You've got the tunes. You've got the stories.

And you've got the cards.

So do what you want and have fun.

We love you.

**When it comes to winning, we think time sharing great stories and great music with great friends is gold. Not to mention creating a killer playlist every time you play. But if you want to add "Song Saga Champ" to your social media profile, we're fans of the idea.*

The Snore

If you have friends who talk a lot or tell boring stories you can invoke “The Snore.” which is just a slightly nicer way of telling someone to hurry the fuck up. Or you could use a timer.

Pro Deal

Deal more than three green prompt cards and/or two gold award cards in each round. Just make sure everyone has the same amount.

Joker Swap

If someone hates all their prompt cards they can tell a joke for a chance to swap them for new ones. If everyone laughs or the Band Manager gives the OK, the swap is on.

You (really) Rock!

Make the Band Manager give someone a “You Rock” card for any reason at any time.

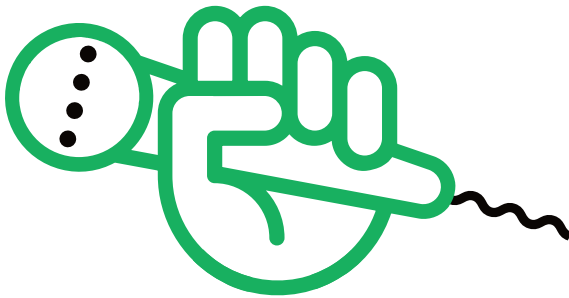


Storytelling tips

Here's our top tips to telling a good tale:
song-saga.com/storytelling

Step up to the mic

Got an idea for a card? Or a rule?
Or a great cocktail recipe? Share it:
song-saga.com/suggestions



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