

GETTING TO THE CONCERT

When you move to Los Angeles, place your character on an empty seat at the concert and then roll the die. Each seat at the concert is worth points—the better the seat, the more points it scores!

For the rest of the game, players in Los Angeles continue to play and collect cards as usual, but **they cannot move**. Instead of moving each round, they roll the die.

Ending the Game

If Powerline reaches Los Angeles, finish the current round and then play one final round. If the Scrapbook deck runs out, move Powerline directly to Los Angeles and only finish the current round. Then the game ends and everyone adds up their points. The player with the most points wins!



Remember to score the points for your seat at the concert and any Bonus tokens you have!

Scoring



CACTUS

Each Cactus card scores 1 point, and the player with the most Cactus cards breaks all other scoring ties in their favor.



CAMERA

The player with the most Camera cards scores 2 points for each of their Camera cards. All other players score 1 point for each.



MICROPHONE

The player with the most Microphone cards scores 5 points. The player with the second most scores 3 points.



FISHING POLE

Each set of two Fishing Pole cards scores 3 points.



CAR

Each set of three Car cards scores 6 points.



BONUS TOKEN

Each Scrapbook card that matches the token scores 2 extra points, in addition to any points it normally scores. The card does not need to be part of a set. If you have no matching cards, the token scores no points.

If there is a tie for the player with the most Cactus cards, or there is still a tie to win the game, the player with the better seat at the concert wins the tie. If there is still a tie, then the tied players share the win!

The player with the most Cactus cards wins any ties for scoring Microphone or Camera cards. They also win if they are tied for the most points to win the game!



Instructions



Game by
Prospero Hall

This game was designed by the road-tripping team at **Prospero Hall**. For more about our games go to prosperohall.com.

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Contents: Game Board, 4 Character Figures, Goofy Figure, Powerline Figure, 50 Scrapbook Cards, 48 Character Cards, 4 Reference Cards, 6 Bonus Tokens, Die, Instructions

Ages 7+
2-4 Players
25 Minutes

Setup

1 GAME BOARD

Place the game board in the center of the play area.

2 BONUS TOKENS

Mix up the Bonus tokens and place **two face down** on each of the three Bonus spaces on the board.

3 SCRAPBOOK CARDS

Shuffle the Scrapbook cards and place them in a **face-down deck** at the top of the board. Flip one **face up** onto each of the four color slots.

4 GOOFY AND POWERLINE

Place the Goofy mover on the left-most Goofy space at the top of the board, and place the Powerline mover on the right-most Powerline space by the bus at the bottom of the board.

5 CHARACTER MOVERS

Each player chooses a character. Place your character's mover on the Start space.

6 CHARACTER CARDS

Take your character's deck of 12 cards. Return any remaining characters to the box.

Shuffle your character deck and draw four cards. You may look at your cards but keep them secret from the other players.

7 Learn how to play with a quick video! Or continue reading these instructions!



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How to Play

The game is played in rounds. In each round:

1 EVERYONE PLAYS A CARD

Each player chooses one card from their hand and plays it in front of them **face down**.

2 REVEAL CARDS

Everyone flips their card face up.

3 COLLECT SCRAPBOOK CARDS

Highest of Each Color

You have two chances to collect Scrapbook cards each round.

The first is based on the number on the Character card you play. The player who played the highest number of each color takes the Scrapbook card from the matching color slot.

4 REFILL COLOR SLOTS

Refill the color slots right away! Whenever a Scrapbook card is collected, immediately replace it by flipping the top card from the Scrapbook card deck.

5 MOVE

Lowest to Highest

Your second chance to collect a Scrapbook card is based on where you move.

From lowest to highest number, each player moves one or two spaces along the black lines, as noted on the bottom of their card, and collects or rolls based on where they stop:



If you land on a colored pin, collect the Scrapbook card from the matching color slot **and refill it**.



If you land on a Die space, roll the die. For each symbol rolled:



Move Powerline one space toward Los Angeles.



Collect the Scrapbook card from Goofy's slot, **refill it**, then move Goofy along the arrow.



If you land on a Bonus space, secretly look at the Bonus tokens on that space, choose one to collect, and return any remaining tokens face down. When all the Bonus tokens on a space are gone, treat the Bonus space as a Die space.

Bonus Tokens score 2 extra points for each matching card you have at the end of the game. The exception is the wild Bonus token, which lets you immediately collect a Scrapbook card from any color slot. Then refill the slot and discard the Bonus token.

6 EVERYONE DRAWS A CARD

Once everyone has moved, each player discards the card they played into a personal discard pile and draws a card from their deck. If your deck runs out, shuffle your discard pile to form a new deck.

Repeat steps 1 through 6 until Powerline reaches Los Angeles or the Scrapbook deck runs out, as explained on the next page.



Collect Example: Roxanne played a green 9 and Max played a green 3. Roxanne's card is higher, so she collects the Scrapbook card in the green slot. Bobby played the only pink card this round, so he collects the Scrapbook card in the pink slot.

When you move, the color of the played card doesn't matter unless there's a tie for number when determining who moves first (remember, movement is from lowest to highest number). The tied players move in the order of the color slots along the top of the board.

BLUE → PINK → ORANGE → GREEN



You can move in any direction, but skip over other characters. Skipping doesn't count as moving, and you can skip over multiple characters in a single move.

Move Example: Bobby played a 1, the lowest card, so he moves first. He can move one or two spaces. He skips over the space with Max to move to the die space. He could stop there, but he decides to move one more space to pink and collects the Scrapbook card in the pink slot.

Object

Travel across the country to Powerline's concert in Los Angeles! The Scrapbook cards you collect along the way will score you points. But hurry to get to the concert, as the best seats score points, too! When Powerline starts his concert, the player with the most points wins!