

ONE MILLION ALBUMS

3 to 6 players

Ages 14+

30 minutes

OBJECT OF THE GAME

To win the game, your goal is to be the first player to sell **ONE MILLION ALBUMS**.

You must start by creating an album, which is phase 1, where the first card deck is used. Each album consists of 12 songs, and the cost of producing each song is \$10,000. Throughout the game, various actions are dictated by the dice, and some events are triggered by cards.

Once your album is created, you move on to phase 2, where you must focus on selling your album. This phase takes place with a new die and the second card deck. To sell your album, you need to invest in one of the following options: social media, interviews, or concerts. Investing in these options allows you to gain 100,000 sold albums each time someone rolls the die on the corresponding side.

The ultimate winner will be the first player to reach the milestone of selling **ONE MILLION ALBUMS**. Good luck!

COMPONENTS

1 box

6 giant cards (orange for phase 1 / green for phase 2)

1 white die (phase 1 & 2)

1 blue die (phase 1 & 2)

1 green die (phase 2 only)

25 red event cards (phase 1)

35 green event cards (phase 2)

15 blue event cards (phase 1 & 2)

75 small rounded tokens (song)

6 medium-sized squared tokens (album)

30 bank notes (\$10,000 each)

30 bank notes (\$50,000 each)

30 bank notes (\$100,000 each)

This rulebook

OVERVIEW

The next four pages contain the global rules, providing all the essential information you need to get started.

The next six pages cover the event card explanations, with detailed rules and additional information.

The game contains 75 event cards, each featuring:



The game contains 75 small rounded tokens, each representing a song to be produced.

The game contains 6 medium-sized squared tokens, each representing an album. An album corresponds to 12 songs.

The game contains 90 bank notes, which usually remain in the box.

SETTING UP THE GAME

Before you start playing:

1. Each player rolls the white die. The highest roll will play first, followed by the player on his left, and so on.
2. Each player takes one giant card, and place it in front of him. The player must see the orange color side, for phase 1.
3. Select one trustful player who will act as the bank, responsible for distributing and collecting money to/from the players.
4. Take off one collaboration card from the deck (blue), and keep it in the box.
5. Shuffle the cards (red and blue only) and place the deck in the middle of the table.
6. Each player receives 2 cards from the deck before the first turn.
7. You are now ready to begin. Enjoy the game, and remember, it's all about having fun!

PHASE 1 - GAME TURN

1. The player starts by rolling the blue die.
2. According to the result, the player:



must swap one card with another player.



must play a beneficial card (thumb up).



must play a harmful card (thumb down).



cannot collect his \$10,000 at the end of this turn.



can collect his money twice at the end of this turn (\$20,000).



cannot take any card at the end of this turn.

3. The player must now perform one (and only one) of the following three actions:

- produce songs. For every \$10,000 that the player pays, he gains 1 song.
- play one card previously collected.
- collect an additional \$10,000, on top of whatever money the player can claim at the end of his turn.

4. The player takes one card, unless he cannot for any reason.
5. The player collects his money from the bank: \$10,000 or more, unless

he cannot for any reason.

6. The next player rolls the blue die.

PHASE 1 - MAIN RULES

Except for the three last types of action (you cannot collect your \$10,000, you can collect your money twice and you cannot take any card), which are played at the end of the turn, the other three actions must be played right after the player rolls the blue die.

A player cannot swap a card which has been already played on the giant card.

A player can choose to produce one or several songs. In that case, for every song paid, he must take a small rounded token (song) and place it on the giant card.

When a player has 12 songs, he can exchange his 12 tokens with 1 medium-sized squared token (album) and place it on the giant card.

If a player has completed his album, he cannot produce any more songs. However, he can continue playing to earn more money or collect additional cards.

All cards and tokens must be visible and placed on the table in front of the players.

A player cannot accumulate multiple album tokens.

PHASE 1 - ENDING

Phase 1 ends when half of the players have completed their albums. If there is an even number of players, add one more, e.g. for five players, wait for three players to complete their album).

At the end of phase 1:

1. Remove all red cards (phase 1) from the deck and the players (except the agent or label cards already played and placed on the giant card).
2. Add the green cards (phase 2) to the deck, shuffle the cards, and place the deck in the middle of the table.
3. Everyone at the table must change their seats. The player who has first completed his album will play first, the second will now sit on his left, and so on. The players who have not finished their album will be ranked according to the number of songs they produced.
4. Remove all small rounded tokens (song).
5. Round all the players money stack to the superior \$50,000, e.g. if a player has \$110,000 at the end of phase 1, he should start phase 2 with \$150,000. This will eliminate the \$10,000 bank notes.
6. Flip the giant card to phase 2 (green color side).
7. All other cards, tokens, and money remain in play.

PHASE 2 - GAME TURN

1. The player starts by rolling both the green die and the blue die.
2. According to the green die result, If one of the players has invested in one of the options: social media, interviews or concerts, he gains 100,000 sales. In that case, he should pay his invested money to the bank, and move up his album token by an additional 100,000 sales on his giant card.
3. According to the blue die result, the player:



must swap one card with another player.



must play a beneficial card (thumb up).



must play a harmful card (thumb down).



cannot collect his \$100,000 at the end of this turn.



can collect his money twice at the end of this turn (\$200,000).



cannot take any card at the end of this turn.

4. The player must now perform one (and only one) of the following three actions:
 - Invest in the following options: social media, interviews or concerts (\$100,000).

- Play one card previously collected.
 - collect an additional \$100,000, on top of whatever money the player can claim at the end of his turn.
5. The player takes one (or two) card(s), unless he cannot for any reason.
 6. The player collects his money from the bank: \$100,000 or more, unless he cannot for any reason.
 7. The next player rolls the two dice.

PHASE 2 - MAIN RULES

During the first turn, if a player has not completed his album during phase 1, he cannot play. He will collect his \$100,000 but must immediately repay the same amount in exchange for an album. After that, he must take a medium-sized squared tokens (album) and place it on the giant card. He must then roll the green die.

If a player has completed his album during phase 1, he can roll the two dice and play as usual.

Except for the three last types of action (you cannot collect your \$100,000, you can collect your money twice and you cannot take any card), which are played at the end of the turn, the other three actions must be played right after the player rolls the blue die.

A player cannot swap a card which has been already played on the giant card.

If the player has not completed his album during phase 1, he takes two cards, unless he cannot for any reason. If he has completed his album, he only takes **one** card.

A player can choose to invest \$100,000 in the following options: social media, interviews or concerts (or \$150,000 if he owns an agent or a label card).

A player cannot invest more than \$100,000 (or \$150,000) per option.

The money invested remains from one turn to the next.

If a player has enough money, he can invest in multiple options.

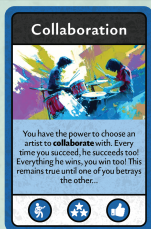
If a player already invested \$100,000 in one option, but then receives an agent or a label card, he must complete his investment with additional \$50,000 before receiving his 100,000 sales when the green die lands on the right side.

All cards and tokens must be visible and placed on the table in front of the players.

ENDING OF THE GAME

The game ends when a player reaches the milestone of selling **ONE MILLION ALBUMS**.

EVENT CARDS



COLLABORATION

Phase 1 & 2 - 6 units

A player can choose to play a collaboration card and select another player to collaborate with (he cannot select a player with an agent or a label card). In that case, he must place the two collaboration cards on each giant card (the one he played and the one remaining in the box).

The two players with a collaboration card will share success in the following ways:

- when a player collects his money (blue die actions, event cards, or at the end of his turn), the other player collects it too.
- when a player produces one or several songs, the other player produces those songs too (Phase 1).

Only one collaboration between two players can exist at the same time. Therefore, to play a new collaboration card, it is mandatory to terminate the current collaboration first.

At any time (phase 1 or 2), and at the beginning of his turn, a player can ask to terminate his collaboration with the other player. Upon doing so, the two players roll the regular die (white), starting with the one who decided to terminate the collaboration:

- if the die of the player on roll is strictly higher, the player will seize half of the other player's money and deposit the remaining half into the bank. The collaboration ends. Therefore, the collaboration cards are removed, and the success-sharing benefits are no longer in effect.
- if the die or the player on roll is equal or inferior, nothing happens and the collaboration is still valid.

A player can still play a collaboration card, even if a collaboration already exists between two players. However, he must first terminate the collaboration in place by doing the same process than above: rolling the regular die (white) higher than one of the two players. He can choose which player he wants to face.

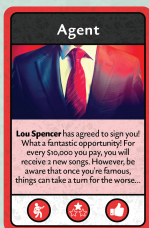
During phase 2, when a collaboration is terminated, the money invested in either social media, interviews or concerts cannot be taken.

A collaboration must last at least one turn. A collaboration cannot be declined.

The two players can talk about their strategies during the collaboration.

EVENT CARDS

In Phase 1:



AGENT & LABEL

Phase 1 - 2 units each

A player can choose to play either an agent or a label card. In that case, he must place the corresponding card on his giant card.

When a player owns an agent card, he can produce two new songs for every \$10,000 paid. The same rule applies to the label cards.

If a player owns an agent card, the subsequent cards become ineffective until this card is taken off the giant card. The same rule applies to the label cards.

If a player owns an agent, and decides to play a collaboration card, the agent card must be taken off first. The same rule applies to the label cards.

If a player owns a collaboration card, and decides to play an agent card, the collaboration card must be taken off first. The same rule applies to the label cards.

If a player owns an agent card, he cannot own a label or a collaboration card. The same rule applies to label and collaboration cards.

In Phase 2:



AGENT & LABEL

Phase 2 - 3 units each

A player can choose to play an agent or a label card. In that case, the corresponding card goes directly to the player with the highest sales. Therefore, this delivers the previous owner from his card.

The owners of these cards are now required to invest \$150,000 instead of \$100,000.

EVENT CARDS

If the leading player already owns a similar card (agent or label), this one will be granted to the next player.

In the event of a tie (two players with the same sales), the player who plays this card makes the decision.

If the leading player already owns a collaboration card, these two cards will be exchanged. Therefore, the player who plays this card will own a collaboration card, unless he is the one with the highest sales.

If a player owns an agent or a label card, and decides to play a collaboration card, the agent or label card must directly go to the player with the highest sales (see above). The player must win with the regular die (white) first.

If a player owns an agent card, he cannot own a label or a collaboration card. The same rule applies to label and collaboration cards.



OPENING ACT

Phase 1 – 3 units

If the player on roll already has at least 6 songs, he can collect an additional \$20,000. Collaboration does not work.



FESTIVAL

Phase 1 – 3 units

If a player already has at least 6 songs, he can collect an additional \$10,000. Collaboration does not work.

EVENT CARDS



NEW TAX

Phase 1 – 3 units

If a player already has at least 6 songs, he is required to pay \$10,000 to the bank without delay.



NEW FUND

Phase 1 – 3 units

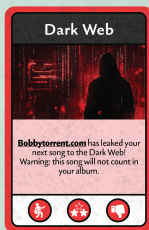
If a player does not have at least 6 songs, he can collect an additional \$10,000. Collaboration does not work.



FAMOUS SINGER

Phase 1 – 3 units

When the player on roll produces new songs, the first song for which he pays \$10,000 will not be considered. This card remains effective until the player on roll produces at least one song.



DARK WEB

Phase 1 – 3 units

When the player on roll produces new songs, the first song for which he pays \$10,000 will not be considered. This card remains effective until the player on roll produces at least one song.

EVENT CARDS



MOVIE DIRECTOR

Phase 1 – 3 units

When the player on roll produces new songs, he will be required to pay an additional \$10,000 for the first song. This card remains effective until the player on roll produces at least one song.



ALBUM SUCCESS

Phase 2 – 20 units

The player must first collect these cards. Once he has 3 in hand, he can play them during his turn to gain 100,000 sales. A player can collect and play different album success cards (streaming, podcast, magazine and award).



SOCIAL MEDIA DOWN

Phase 2 – 3 units

All players must immediately pay their invested amounts of either \$100,000 or \$150,000 to the bank if they have any funds invested in Social Media.



INTERVIEWERS ON STRIKE

Phase 2 – 3 units

All players must immediately pay their invested amounts of either \$100,000 or \$150,000 to the bank if they have any funds invested in Interviews.

EVENT CARDS



CONCERTS CANCELED

Phase 2 – 3 units

All players must immediately pay their invested amounts of either \$100,000 or \$150,000 to the bank if they have any funds invested in Concerts.



FIGHTING AFFAIR

Phase 1 & 2 – 3 units

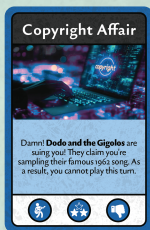
When this card is played, the player on roll cannot play during this turn. He cannot take an action. He cannot take his event cards. He cannot collect his money.



DRUNKARD AFFAIR

Phase 1 & 2 – 3 units

When this card is played, the player on roll cannot play during this turn. He cannot take an action. He cannot take his event cards. He cannot collect his money.



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Phase 1 & 2 – 3 units

When this card is played, the player on roll cannot play during this turn. He cannot take an action. He cannot take his event cards. He cannot collect his money.

NOTES

The masculine form is used throughout this rulebook to designate players of both genders (he/him = she/her = they/them).

ONE MILLION ALBUMS is a game developed by **LES JEUX DU NEUF** designed and illustrated by David Habib.



<https://lesjeuxduneuf.com/>



This project is still in development. Anyone interested in participating is welcome, especially if you are an illustrator, game designer, game tester, or financial partner. A Kickstarter campaign will be launched soon (2025). Participate, share, and spread the word. Stay tuned!



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For any questions, comments or suggestions: info@lesjeuxduneuf.com.

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