

VINYL

RULEBOOK



Game Overview

After the needle reaches the center of the record, you shoot up out of your chair and hop on the computer — you want more! You locate the nearest record store. You jump in the car, not knowing what to expect. After arriving and parking the car, you pull back on the door and enter into a musical paradise.

Vinyl records are back! You are beginning to discover the mystique and warmth of music played from a vinyl record. In Vinyl, players will move about the record store and use the knowledge acquired from magazines to purchase the best albums and assemble the most prestigious collection of Vinyl records!

Game Components

72 Album Cards



64 Magazine Cards



4 Salesperson Dividers



1 Store Closing Divider



10 Meeples



Starting Player Token



Album Target Token



Game Board



27 Easy Listening Collection Reward Tokens



27 Core Collection Reward Tokens



27 Loyalty Cards

Front

Back

Score



Scoring Goals

5 Player Boards



Album Crate



Preparing the Store

- For 2- and 3-player games, read the **Two and Three-Player Rules** section (located on page 21).
- 2 Place the Board in the middle of the table.
- 3 Arrange the Collection Rewards into nine stacks based on the type (*Mixed, Pure, Double Mixed*) and collection length (*3-, 4-, 5-length*). For each stack, arrange the Collection Rewards in descending order with the highest victory point value on top. If playing with the Easy Listening scoring system, separate the Collection Rewards by type (*x2, x3, x4, etc.*) and arrange them in descending order with the highest victory point value on top (See page 12 for the description of both scoring types).
- 4 Shuffle the Albums. Fill the 20 spaces on the Board so that there is one genre per column (a column consists of four spaces in the Record Bin and one space in the Sale Bin).
- 5 For a 2-4 player game, take the remaining Albums and divide them evenly into stacks equal to the number of players (for a 2-player game, divide into four stacks). Place the Store Closing Divider into the Album Crate. Next, place one stack of Albums into the Album Crate in front of the Store Closing Divider. Next, place a Salesperson Divider into the Album Crate. Continue to load the Album Crate by alternating between stacks of Albums and Salesperson Divider cards. After the last stack of Albums has been loaded, the Album deck is complete. Return any unused Salesperson Dividers to the game box. The first card in the Album deck must be an Album and not a Salesperson Divider.
- 6 For a 5-player game, take the remaining Albums and place them into the Album Crate to make up the Album deck. Place the Store Closing Divider card at the very end of the Album deck.
- 7 Each player selects a meeple and corresponding player board.
- 8 The person who recently listened to music goes first or any other suitable method. That player will take the Starting Player token.
- 9 Shuffle the Magazines. Deal five Magazines to the first player, six Magazines to other players, and seven Magazines to the last player (for a two-player game, the last player will only get six Magazines). Players will discard any Wild Magazine(s) and draw replacement Magazine(s) until players have a starting hand without Wild Magazine(s). Shuffle any discarded Wild Magazine(s) back into the Magazine deck and place the deck near the Board. Reveal four Magazines and place them next to the Magazine deck to form the Magazine Rack.
- 10 Shuffle the Loyalty cards and deal three to each player. Place the remaining Loyalty cards next to the Board. From the dealt Loyalty cards, each player selects two Loyalty cards to keep and discards the third to the bottom of the deck. Each player now has two Loyalty cards.



4

2



9



3

EASY LISTENING



CORE



10



In a five-player game, you do not use the Salesperson Dividers.

Game Summary

Vinyl takes place over several rounds. The game ends when the Album Crate is empty. Players select actions to take by moving their meeple to various locations in the music store on the Board. Players may earn Bump Actions if their meeple is "bumped" by another player at a location. Work to acquire Magazines, then spend them to collect Albums with matching icons. Album Collections can earn you Collection Rewards to earn additional victory points. In the end, players will tally the points earned from their Albums, Collection Rewards, and Loyalty Cards.

Game Play

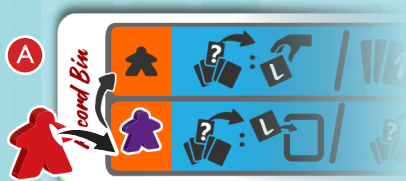
Note: For two- and three-player games, please read the **Two and Three-Player Rules** section located on page 19.

1. Move

Choose an action to perform by moving your meeple to the Primary Action (*bottom*) space at a location of your choice. You may choose an action spot that is occupied by another player's meeple (*or not*). You may move your meeple to the same location to perform the same Primary Action two turns in a row (*regardless if your meeple is still on the primary or Bump Action at the location*) **unless the location restricts this** (see right). If another player's meeple is at the location you moved to, their meeple is "bumped" to the Bump Action (*top*) space. If there is a meeple already on the location's Bump Action space, return that meeple to its owner's player board.



If this icon is showing at a location, you cannot take the Primary Action at this location two turns in a row (*unless your meeple is in your supply after being bumped completely off this location*).



The purple player is already at this location when the red player moves to this location.



The red player moves to take the Primary Action spot at this location and "bumps" the purple player to the Bump Action spot.



The yellow and purple players are already at this location when the red player moves to this location.



The red player moves to take the Primary Action spot at this location and "bumps" the yellow player home and the purple player to the Bump Action spot.

2. Action

After moving your meeple to a location's Primary Action (*bottom*) space, perform the action:

- If there is a 'slash', choose **one** action to perform.
- After you perform your action (*but before Maintenance*), **if you bumped a player** to the Bump Action (*top*) space this turn, they now perform a Bump Action (*then proceed to Maintenance*).

6



Each location has two actions and corresponding spots to place a meeple: the top action is considered the Bump Action, and the bottom action is considered the Primary Action.

Magazine Rack

Primary Action: Knowledge



Draw **two Magazines** from the Magazine Rack or from the top of the Magazine deck. Magazines may be drawn in any combination, but Wild Magazines may not be drawn from the Magazine Rack. After drawing two Magazines, discard any Magazines of your choice until you have no more than 10 Magazines in hand.

Primary Action: Wild Knowledge



Draw **one Wild Magazine** from the Magazine Rack. After drawing two Magazines, discard any Magazines of your choice until you have no more than 10 Magazines in hand.

- Immediately after **each** card from the Magazine Rack is removed, add a new Magazine from the top of the Magazine deck.
- **If the Magazine deck ever runs out**, immediately shuffle the Magazine discard pile to form a new Magazine deck.
- If three Wild Magazines are ever visible in the Magazine Rack, immediately discard all four cards in the Magazine Rack and refill it with four new cards from the top of the Magazine deck.

Bump Action: Exchange Loyalty Cards



Draw two Loyalty cards from the top of the Loyalty deck and adds them to your hand, then discard **any** two Loyalty cards from your hand to the bottom of the Loyalty deck. *You can only ever have two Loyalty cards.*

Bump Action: Partial Knowledge



Draw one Magazine from the top of the Magazine deck.



Magazine Rack

Magazine Deck

Record Bin

Primary Action: Collect Album



Collect an Album by discarding Magazines that match the Album's icons (see example below).

Primary Action: Layaway Album



Select an Album and place it in your Layaway space on your player board. 'Attach' one Magazine from your hand to the Album (It is not necessary to match any of the icons on the Album).

Anytime you collect an Album, add it to your Active Collection according to the **Album Collections** rules on page 12.

Bump Action: Collect Layaway Album



Collect an Album located on the Layaway space on your player board by discarding Magazines that match the Album's icons (the attached card must be discarded, even if no icons match helping you 'pay' for the Album).

Bump Action: Earn Spoils



Select **one non-Wild Magazine** that was just discarded by the player who collected an Album and add it to your hand. If there are none to select from, draw one Magazine from the top of the Magazine deck instead.

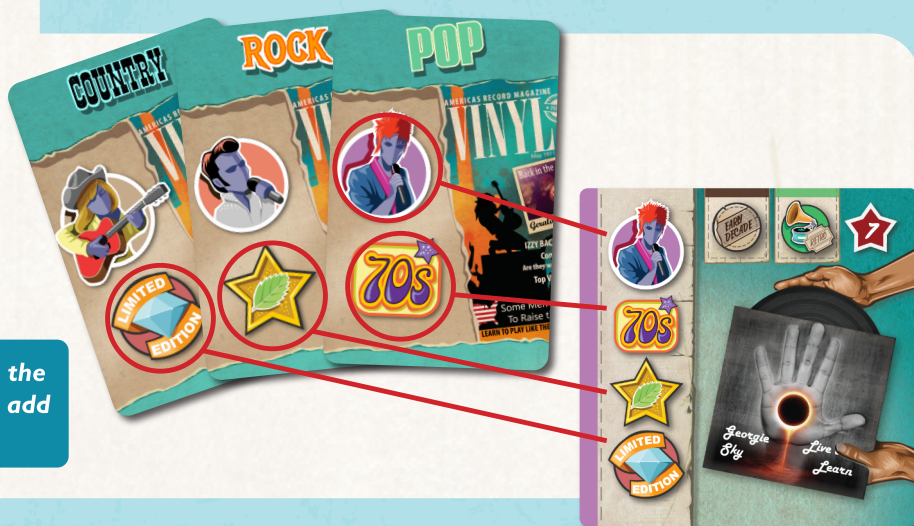
Collection Example

In this example, you can see that the player is using three different Magazines to match all four attributes on the Album.

The other attributes on the Magazines are ignored and not used. All Magazines used in the collection process are discarded.



Players must match all the attributes on the Album in order to collect the Album and add it to their active collection.



Front Counter

If a player has a meeple located in the Front Counter at the start of their turn, they must visit a different location. (You cannot take the Front Counter action two turns in a row).

Primary Action: Collect Layaway Album



Collect an Album located on the Layaway space on your player board by discarding Magazines that match the Album's icons (the attached card must be discarded, even if no icons match helping you 'pay' for the Album).

Primary Action: Exchange Loyalty Cards



Draw two Loyalty cards from the top of the Loyalty deck and add them to your hand. Discard **any** two Loyalty cards from your hand to the bottom of the Loyalty deck (you can only ever have two Loyalty cards).

Bump Action: Earn Spoils



Select **one non-Wild Magazine** that was just discarded by the player who collected an Album and add it to your hand. If there are none to select from, draw one Magazine from the top of the Magazine deck instead.

Layaway Example

Eli takes the Layaway Album action at the Record Bin and selects an Album. They place the Album and Magazine onto the left side of their player board.

In a future turn, they take the Collect Layaway Album action at the Front Counter. They add in two additional Magazines and the attached Magazine to ensure all of the icons match the ones on the Album. The player adds the Album to their collection and discards the used Magazines.



Sale Bin

If a player has their meeple located in the Sale Bin at the start of their turn, they must visit a different location. *(You cannot take the Sale Bin action two turns in a row).*

Primary Action: Collect Discounted Album



Collect an Album by discarding
Magazines that match the Album's icons
(see example below), but ignore any **one
non-genre icon** (on the Album - you do not
need to discard a Magazine for that one icon).

Bump Action: Earn Spoils



Select one **non-Wild Magazine** that was just discarded by the player who collected an Album and add it to your hand. If there are none to select from, draw one Magazine from the top of the Magazine deck instead.

Sale Bin Example

Ari takes the Collect Discounted Album action at the Sale Bin and selects an Album. For their discount, they choose to ignore the Mint Condition icon and discards two Magazines. The collected Album is added to their Active Collection on the right side of their player board.

As part of Maintenance, the Albums will slide down to fill in the vacant spot. An Album (or Divider) is added to the top space in the column from the Album deck.



3. Maintenance

Replace vacant spaces in the Record Bin and Sales Bin with an Album from the Album deck as follows: If the next card to get placed is a Divider, immediately read and process the instructions on it, then discard it (or leave it to the side if its effects are persistent, then continue filling the Record and Sales Bins as normal, unless the Divider states to do something differently). You process the text on a Divider when placed, not when it's just sitting on top of a deck.



An Album was removed due to a player's action.



The Albums above will slide down to fill the space.



Draw an Album from the Album deck and place it at the top of the column filling in space.

Album Placement

When you gain an Album, place it to the right of your player board in an Active Collection of your choice. Splay (pile and slide the top cards right) so the **left icons** of each card in each Album Collection pile are **showing**.

You have room for two active collections at once; however, if you wish to start a new collection (when two active collections are already present, with any number of cards in each), you must **Retire a Collection** (page 15).



A player may only have two active collections and may retire one collection as a free action at any time during their turn.



Album Collections

Players collect Albums to the right of their player board in two separate Active Collection spaces. The relationship between each Album is essential for expanding the Active Collection and the retirement of an Active Collection to earn Collection Rewards (see below).

You can only have **two** Active Collections at once. Each of your Active Collections cannot exceed five Albums each (or four Albums if playing with the Easy Listening Collection Reward tokens).

You may retire an Active Collection during your turn to earn an applicable Collection Reward (see Retiring Collections on page 15).

If a player discovers that one of their Active Collections does not meet any of the Album Collection criteria discussed below, they must immediately retire that Active Collection and **discard the highest valued Album from it**.

The Vinyl Classic game offers two types of Collection Reward sets to play with: Easy Listening and Core.

Easy Listening Collection Set (For Beginners)

Players collect Albums to assemble any collection they wish; however, Collection Rewards are awarded only to matching icons in an Active Collection.

When you retire an Active Collection of two, three, or four Albums, count how many **matching icons** there are, then earn a Collection Reward for the longest one or two sets. A set is either:

- A pair of matching icons (Pair or x2)
- Three matching icons (Three of a Kind or x3)
- Four matching icons (Four of a Kind or x4)

If you only have **one matching** set of icons, collect the top-most Collection Reward token that matches the set:

- One Pair: take the "x2" Collection Reward
- One Three of a Kind: take the "x3" Collection Reward
- One Four of a Kind: take the "x4" Collection Reward



Pair of 50's



Three of a Kind with 70's



Four of a Kind with Mint Condition and a Pair of 70's

If you have **two matching sets** of icons, collect the topmost Collection Reward that matches the two sets together:

- Two Pairs: take the "x2 & x2" Collection Reward
- One Pair and one Three of a Kind: take the "x2 & x3" Collection Reward
- One Pair and one Four of a Kind: take the "x2 & x4" Collection Reward
- Two Three of a Kinds: take the "x3 & x3" Collection Reward
- One Three of a Kind and one Four of a Kind: take the "x3 & x4" Collection Reward
- Two Four of a Kinds: take the "x4 & x4" Collection Reward



Two Albums retired
with Two Pairs



Three Albums retired with
One Pair and Three of a Kind



Four Albums retired with
Three of a Kind and Four of a Kind



Easy Listening Collections are between two and four Album long.
When players retire collections, they will collect a Collection
Reward based on their two longest collection lengths.

Core Collection Set

Players collect Albums and insert them into one of two Active Collections. You must decide when extending the collection what type of collection you wish to construct and adhere to the rules of the collection type. A player may retire a collection that has three, four, or five Albums. *You must retire a collection if the collection rules are broken.*



Two-length Pure
Collection Additional
Album required to retire



Three-length Mixed Collection
May retire or continue to extend
the collection up to five



Invalid collection with the addition of
the last Album. Must retire the
collection and discard the highest
valued Album.



**If a player discovers the collection is invalid, the player must
retire the collection at the start of their turn, does not earn a
Collection Reward, and discards the highest valued Album.**

There are three types of collections in the Core Collection Set: **Mixed**, **Pure**, and **Double Mixed**.

MIXED COLLECTION

In a Mixed collection, players add Albums to an Active Collection using these rules:

- One **non-genre icon must match** on all of the Album (Decade, Mint Condition, or Limited Release).
- The same Genres **cannot be adjacent** to each other but you may have more than one copy of the same Genre in the same Collection.



Three-length Mixed Collection with Mint Condition as the matching icon in the series



Four-length Mixed Collection
(note: Jazz is not adjacent)



Collection started Pure (all genres match), but the last Album is illegal. The player must retire immediately and discard the highest value Album.



In a Mixed or Double Mixed collection, the same Genres cannot be adjacent to each other (but you may have more than one copy of the same Genre in the same Collection).

PURE COLLECTION

In a Pure collection, players add Albums to an Active Collection using these rules:

- One **non-genre icon must match** on all Albums (Decade, Mint Condition, or Limited Release).
- The **genres must match** on all Albums.



Three-length Pure Jazz Collection with 70's as the matching icon in the series



Four-length Pure Jazz Collection with Mint Condition as the matching icon in the series



Collection started Pure with either 70's or Mint Condition as the matching icon. The last Album is illegal. The player must retire immediately and discard the highest value Album.

DOUBLE MIXED COLLECTION

In a Double Mixed collection, players add Albums to an Active Collection using these rules:

- **Two non-genre icons must match** on all of the Album (Decade, Mint Condition, or Limited Release).
- The same Genres **cannot be adjacent** to each other but you may have more than one copy of the same Genre in the same Collection.



Three-length Double Mixed Collection with 70's and Mint Condition as the matching icon set in the series



Four-length Double Mixed Collection with 70's and Limited Edition as matching icon set (note: Jazz is not adjacent)



Double Mixed Collection started. Downgrade to Mixed Collection due to the addition of the last Album Card. May continue to add Album to Mixed Collection.



The player may downgrade a Double Mixed Collection to a Mixed collection so long as the collection meets the Mixed Collection rules.

Retiring Collections

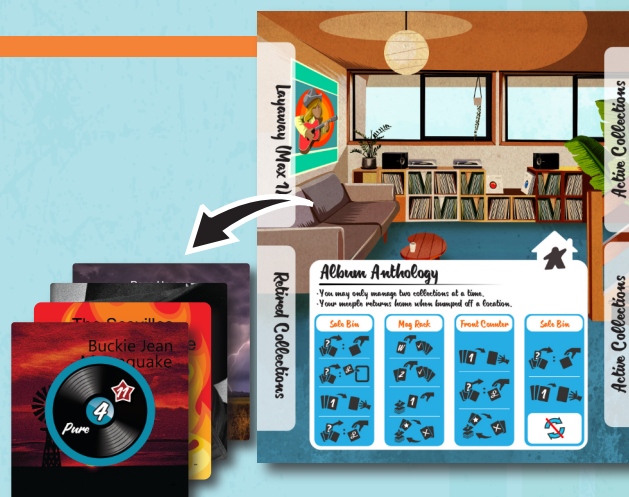
A player may only have two Active Collections, and each may not exceed five Albums (or four Albums if playing with the Easy Listening Collection Reward tokens).

A player may retire an Active Collection during their turn and earn an applicable Collection Reward.

The Retired Collection is placed on the left side of your player board in the Retired Collections space, along with the Collection Reward.



If you meet the requirements for multiple Collection Rewards, you can choose which one to take (you can choose the one that provides more victory points, rather than the one that matches your collection 'better').



Salesperson Action

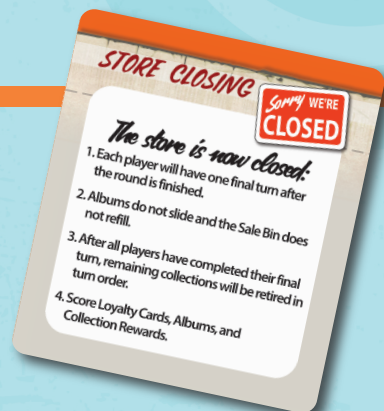
Keeping the store stock fresh is essential to keep the Albums moving and giving the players the chance to build the best collections. When a Salesperson Divider would be **placed** (during *Maintenance*) - instead of placing it - immediately read and process its text, then discard it.

- Discard all Magazines in the Magazine Rack.
- Refill the Magazine Rack with new Magazines from the top of the Magazine deck.
- Discard all Albums in the Sale Bin.
- Slide all Albums down from the Record Bin to fill the Sale Bin.
- Add new Albums to the top of each column in the Record Bin from the top of the Album deck.
- Discard the Salesperson Divider.
- Now, the next player takes their turn in clockwise order as normal.



Store Closing Event

Placing the Store Closing Divider triggers the end of the game. Complete the current round so that **all players have an equal number of turns**; then, each player takes **one additional turn**. Do not fill any empty spaces in the Record or Sale Bin after the Store Closing Event has been placed. Once all players have had their additional turn, the game moves to **Game End** (see page 18).



Loyalty Cards

Players select two Loyalty cards at the beginning of the game (see *Preparing the Store*) and keep them secret until the end of the game.

There are two locations on the board where you may Exchange Loyalty cards:

- Bump Action at the Record Bin
- Primary Action at the Front Counter



A player draws two new Loyalty cards from the top of the Loyalty card deck in their hand, examines which to keep, and then discards two Loyalty cards to the bottom of the deck. A player may only have two loyalty cards.

During End Game Scoring, players score their two Loyalty cards. All Albums, on the left or right sides of your player board, are considered to be in your collection. Anything that scores or references Albums in your collection includes all of your Albums.



You can only have two Loyalty cards. Loyalty cards are for End Game Scoring.

Loyalty Card Details



Each Genre - Receive two victory points for each Album you have that matches the depicted genre *not to exceed 20 victory points*.



Each Decade - Receive two victory points for each Album you have that matches the depicted decade *not to exceed 20 victory points*.



Each Mint (or Limited Edition) - Receive two victory points for each Album you have that matches the depicted Mint (or Limited Edition) attribute *not to exceed 20 victory points*.



Each Genre/Limited Edition Pair - Receive three victory points for each pair of Albums you have that match the depicted pair *not to exceed 21 victory points*.



Each Genre/Genre Pair - Receive five victory points for each pair of Albums you have that match the depicted pair *not to exceed 20 victory points*.



Each Decade (or Genre) Set - Receive five (or seven) victory points for each set of Albums you have that match the depicted set *not to exceed 20 (or 21) victory points*.



Each Genre/Mint Pair - Receive three victory points for each pair of Albums you have that match the depicted pair *not to exceed 21 victory points*.



Most Albums - If you have the collected the most Albums (compared to other player's Collections), receive 18 victory points. If there is a tie between two or more players, the player with this Loyalty card receives 12 victory points (the other player(s) receive nothing).



Most Collections - If you have the most Collection Rewards (compared to other players), receive 18 victory points. If there is a tie between two or more players, the player with this Loyalty Card receives 12 victory points (the other player(s) receive nothing).

Wild Magazine

A Wild Magazine has a genre and a Wild Icon. A Wild icon replaces any Album icon (*genre or attribute*). The player may use either the Wild, the genre, or both to collect an Album. When taking a Collect Action, discard any Wild Magazines that were used immediately (*Bumped players may not select these cards during the Earn Spoils action*).

Also, any three Magazines maybe discarded and treated as a Wild.

Player Board

As described in the Preparing the Store section, each player takes a player board. The player board provides the player a reference of the actions at each location on the main board. The player board also has text to remind you where to place Active Collections, Album on Layaway, and Retired Collections.



Game End

Players will be able to retire any remaining Active Collections and earn a Collection Reward token if applicable. Perform retirements one at a time, one per player, until each player has no remaining valid Active Collections left to retire.

Players add the following:

- The victory points from each Album located in the Active Collection or Retired Collection spaces.
- The victory points from earned Collection Rewards.
- The victory points from their Loyalty cards.

Players **subtract** victory points for an **Album on Layaway** on their player board.

The player with the most victory points wins the game. If there is a tie, the following are the tiebreaker conditions:

- The player with the least number of Albums.
- The player with the most number of Collection Reward tokens.
- The player with the most Magazines remaining in their hand.



In the final round, the Sale Bin will not refill and Albums do not slide like usual.

Two and Three Player Rules

Vinyl relies on players interacting at each of location on the Board. To facilitate these interactions, for two- and three-player games, each player will control two meeples of their color using the following rules:

ADDITIONAL SETUP RULES

- Each player will take two meeples (*instead of one*) to use during the game.
- For two-players, set the Album deck using a four-player setup (*four equal stacks using three Salesperson Divider cards*).
- For three-players, set the Album deck using a three-player setup (*three equal stacks using two Salesperson Divider cards*).

ADDITIONAL GAME PLAY RULES

A player may choose to use either of their meeples to activate a location. However, the player may not have both of their meeples in the same location. Hence, a **player may not bump their own meeple**.

- Also, a player does not have to vacate the Sale Bin on their next turn, but instead they can move a different meeple they control.
- Also, a meeple must be “bumped” in order to for the player to take a Bump Action.
- If a player has a meeple on their player board, they may elect to move that meeple or the one that is on the main board.



Two Player Example

Sam (playing as blue) moves their blue meeple to the Sale Bin. The red meeple was already “bumped” from a previous turn and does not receive a “Bump Action” (because they are being bumped off the board back to the player).

Lisa (playing as red) moves their red meeple to the Magazine Rack. Even though they have a meeple in the Sale Bin, they are not required to move it (you can always choose which meeple to move on your turn). Lisa “bumps” Sam’s blue meeple at the Magazine Rack, Lisa finishes their action, then after, Sam performs the Bump Action there.

Credits

Game Design: Eric Alvarado

Game Development: Jason Washburn

Editing and Proofreading: Eric Alvarado, Jonathan Bobal

Graphic Design: Jon Merchant, Tristam Rossin, Jason Washburn

Art: Tristam Rossin, James Churchill

Album Art: Dana Washburn, Dakota Mositer, Daniel Dufford, Darin Mosier, Isaac Salazar, Ariel Jimenez, and the Kickstarter Backers

3D Sculpting: Max Hergenrother

Kickstarter Video: Kagan Studios

Vinyl Consulting: Gary Young

Playtesters: Jason Hancock, Maurice Fitzgerald, Nathan Kohatsu, Lisa Washburn, Levi Mote, Sarah Sharp, Nick Skrotzki, Max Hergenrother, Angie Lahman, Jerry Stuckart, Barb Ladd, Meredith Davis, Emerson Matsuuchi, Zach Connelly, Eric Buscemi, Taylor McCauley, Brenna Wilday, Jessica Ern, Tina Autera, Danielle Magana, Jackie Mazzone, Gary Young, John Malandrakis, Justin McClure, Mahina McGarry, Padric French, Rosalie Messina, Vincenzo Albanese, Doug Badzik, Cardboard Edison Testers, UnPub Testers, Metatopia Testers

©2022 Talon Strikes Studios, LLC all rights reserved.

No part of this product may be reproduced without specific permission. Talon Strikes Studios, Vinyl logos are trademarks of Talon Strikes Studios, LLC.

The game, all names, characters, and incidents portrayed in this game are fictitious. No identification with actual persons (living or deceased), albums, band names, places, buildings, and products is intended or should be inferred.