



FIRST PRESSING

a comprehensive how to

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33
LP
Long Play

Game Overview

Vinyl records are back! Actually, they never went away. However, you are beginning to discover the mystique and warmth of music played from a vinyl record. After locating the nearest vinyl record store, you head on down to start building your collection. Upon entering the store, you discover that you are lacking in the knowledge on what to collect. Out of the corner of your eye you notice a magazine rack and begin to thumb through absorbing morsels of knowledge of what to collect. As your move your way through the aisles, you see all kinds of albums ranging across the genres and decades, but you know what you want and zero in on the albums you want. To your demise, other customers are elbowing on your territory trying to acquire albums as well. Will you be able to assemble the most prestigious collection and master the collecting of Vinyl!

Components

72 Album Cards



Album Cards are collected from locations within the store and placed into a player's "Active Collection" or into the player's "Layaway Location". Each album will have a Genre along with other attributes.

72 Magazine Cards



Magazine Cards are used to collect the Albums Cards from the Record Bin, Sale Bin or Clearance Bin. Each card will have a Genre along with other attributes.

4 Genre Tokens



4 Album Dividers



36 Loyalty Cards



Loyalty Cards are for end game scoring bonuses. Each of them will reference different things for scoring that will occur once the game has ended.

44 Collection Reward Tokens



6 Scoring Discs 6 Meeples



5 Player Boards



Game Set Up



There are some changes for a 2-3 player game. They are highlighted with an orange Meeple.



There are some changes for a 4-5 player game. They are highlighted with a blue Meeple.

General Set Up

- 1 Place board in the middle of the table
- 2 Take the 4 Genre tokens and place them on the "GENRE" square putting one token in each circle next to a letter.
- 3 Take the Collection Reward tiles and assemble them into groups based on title and number of records.



Side A for a 2-3 player game.



Side B for a 4-5 player game.

Example: There are three tiles in the Pure category with 5 records displayed.

Then arrange the tiles with the highest score number on the top of the pile and continue in descending order.

Then place each pile on the matching location on the board in the Collection Rewards Section

Player Set Up

- 4 Each player selects a color takes the corresponding player board, meeple and scoring disc. Place the scoring disc on the Zero starting location on the scoring track.

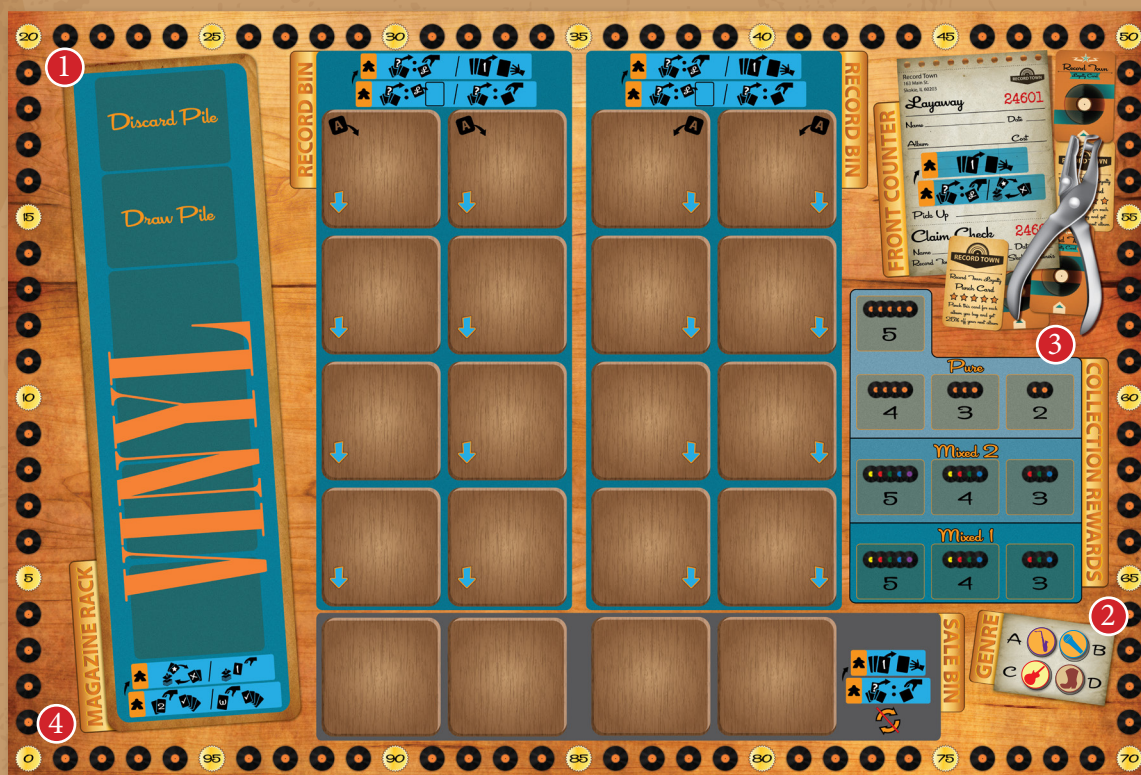
Preparing the Store

- Thoroughly shuffle the Album Cards.
- Reveal Album Cards one at a time and fill the 20 spaces of the Store Board. Be sure to place albums so that each column only contains one genre. Any unused albums are shuffled back into the album deck upon completion.
- Divide the remaining album cards as evenly as possible into stacks equal to the number of players. (for two players — divide into four stacks).
- Load each stack into the Album Box one at a time. After each stack, placed each player's Salesperson Divider, in turn order starting with the player to the left of the Starting Player. After the last stack, place the Store Closed Divider.
- With the Magazine Cards, separate the 12 wild cards from the deck. Shuffle the wild cards and place 6 of them back into the Magazine Card deck. Set the remaining 6 wild cards to the side face down. These will be inserted into the Magazine Card deck when it is reshuffled. (see page 9)
- Shuffle the Magazine Cards. Deal 5 cards to the first player, 7 cards to the last player, and 6 cards to other players (for two players, the last player gets 6 cards).
- With the remaining Magazine Cards, reveal 4 cards and place them in the Magazine Display space on the Store Board. The remaining cards form a deck called the Magazine Stock which is placed on the Draw space located on the Store Board.
- Shuffle the Loyalty Cards and deal 3 to each player. Place the remaining Loyalty Cards onto matching space located in the Front Counter area of the Store Board to form a deck. Each player selects 1 card, then passes 2 cards to the player to the left. From the 2 cards received from the player to the right, the player selects 1 card to keep, and discards the other card to the bottom of the deck. Each player should have 2 Loyalty Cards.

Album Card Set Up



As shown above take the even divided stacks of album cards and in-between them place the Album dividers. At the back of the deck place the Closed Store divider. After the stack is prepared the whole stack goes into the album bin just above the board.



Game Summary

- Vinyl is played over the course of several rounds ending when the last album in the Album Box has been added into store.
- During the game, each player will move their Shopping Meeple to various location spaces within the store. Each location allows the player to perform specific actions. If another player's Shopping Meeple is bumped out of the location's main space and into the bump space, the bumped player may take a "bump action" after the player complete his/her turn.
- Album Cards are primarily collected from the Record Bin(s) and Sale Bin. To collect an album, the player will need to discard Magazine Cards so that ALL of the icons that are depicted on the left side of the album (e.g. genre, decade, mint, limited) are represented in the discarded cards. Collected Album Cards are added to a player's collection crate located to the right of the Player Board following specific rules so as to form a collection that will score the player additional bonus points when the collection is retired.
- When a player is low on Magazine Cards, a visit to the Mag Rack will be necessary to restock the player's hand.
- If a player is not quite ready to collect an album, the album can be set on layaway and acquired later in the game.
- Lastly, players will be able to earn Collection Bonus Tokens when collections are retired and additional points at the end by fulfilling Loyalty Card rewards.
- Player with the most points wins.

Game Play

Vinyl is played over the course of several rounds. Each round is made up of 3 phases. The game ends when the Album Box is empty.

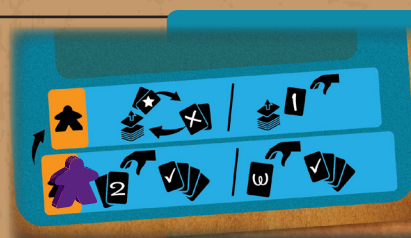
1. Move | 2. Action | 3. Maintenance

Game Round

1. Move

A player will move their Shopping Meeple to a location space on the Store Board. If another player is already at this location that player will be "Bumped" to the Bump Action just above the Primary Action.

There may be times throughout the game when a player moves to a location and both the Primary Action location and the Bump Action location are already filled. When this occurs the player located on the Bump Action will be bumped home to their Player Board. The player that was on the Primary Action will now be Bumped to the Bump Action location and actions will be preform as described above.



The purple player is occupying this location from their last turn.



The red player moves to take the primary action spot at this location and "Bumps" the purple player to the bump action location.



The yellow and purple players are already at this location when the red player becomes the active player and 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 location.

2. Action

The active player will choose and perform the Primary Action before the Bump Action. When the Active player has completed the Primary Action of their choice, the player who was Bumped will now complete choose a Bump Action.

Magazine Rack

Primary Actions: Knowledge



Knowledge

A player draws two Magazine Cards from the Magazine Cards on display or from the top magazine stock. If a card is selected from the display, it is immediately replaced. The player must then check their hand count which may not exceed 10 cards.



Knowledge

If a player elects to draw a Wild Card from the display, that must be the only card drawn during this action — hence only one card may be drawn if a wild is selected from the display.



If a player draws a Wild Card from the top of the magazine stock, the same rules as indicated above do not apply and a second card may be drawn.

Record Bin

Primary Actions: Collect Album, Layaway Album



Collect Album

A player collects an album by discarding Magazine Cards and matching the needed attributes on the Album Card. The collected Album Card is then added to an existing player's active collection or a new collection is started if the player has an open space to do so. Proper album collection is explained on page 6.



Layaway Album

A player selects an album and places it to the left of his/her player board. The player must use at least one Magazine Card from his/her hand. It is not necessary to match any icons to the album. The card used to in the Layaway may have matching attributes to the Album Card. Place the used magazine Card under the Album Card to show what attributes have already been paid towards the purchase of the Album Card on Layaway.

Bump Actions: Loyalty Exchange, Partial Knowledge



Loyalty Exchange

A player draws two new Loyalty Cards from the top of the Loyalty Card deck and adds them to his/her hand. The player must discard two Loyalty Cards to the bottom of the deck. A player may only have two loyalty cards.



Partial Knowledge

A player may draw one Magazine Card from the top of the magazine stock.

Bump Actions: Acquire, Spoils



Acquire

A player collects an album that has been placed into the player's Layaway space by discarding Magazine Cards, including the one with the album. The collected Album Card is added to the player's collection according to the Collection Rules.



Spoils

The bumped player may select one Magazine Card that was used during the active player's Collect action and add that card to his/her hand. The remaining cards are discarded. If the active player takes the Layaway action, draw a card from the top of the Magazine Stock.



If at any point in the game a player is suppose to earn a Spoils and there is no card available the player will draw a card off the top of the Magazine Rack.

Collection Example

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

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



Player's must match all the attributes on the album card in order to collect the album and add it to their active collection.

Scoring an Album

When the album is added to your active collection you will add the score of that album to your score on the score track on the main board.



Front Counter

Primary Actions: Acquire, Loyalty Exchange



Acquire

A player collects an album that has been placed into the player's Layaway space by discarding Magazine Cards, including the one with the album. The collected Album Card is added to the player's collection according to the Collection Rules.



Loyalty Exchange

A player draws two new Loyalty Cards from the top of the Loyalty Card deck and adds them to his/her hand. The player must discard two Loyalty Cards to the bottom of the deck. A player may only have two loyalty cards.

Bump Actions: Spoils



Spoils

The bumped player may select one Magazine Card that was used during the active player's Collect action and add that card to his/her hand. The remaining cards are discarded. If the active player takes the Layaway action, draw a card from the top of the Magazine Stock.



When a card is Acquired from the Layaway slot and added to the Active Collections area it is scored.

Sale Bin

Primary Actions: Collect Album



Collect Album

A player collects an album by discarding Magazine Cards and matching the needed attributes on the Album Card. The Sale Bin allows players to collect an album for one less attribute. However, the Genre must be matched.

When you make a collection from the Sale Bin you pay one less attribute, however, you must match the Genre when you collect. The Album Card is scored the same way as any other collected card.

When you move to the Sale Bin and take an action you MUST leave the sale bin on your next action unless you were bumped completely out of the Sale Bin location to your home board. This is the only location with this rule.

This symbol  is shown at this location only to remind players that they MUST leave this location on their next turn when they are at the Primary Action or Bump Action.

Bump Actions: Spoils



Spoils

The bumped player may select one Magazine Card that was used during the active player's Collect action and add that card to his/her hand. The remaining cards are discarded. If the active player takes the Layaway action, draw a card from the top of the Magazine Stock.

3. Maintenance

After the player completes the action for their turn, the active player will access the board and preform any needed maintenance to get the board state ready for the next player.

1



The album is collected out of the Record Bin

2



The Album Card above will slide down to fill the empty space.

3



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

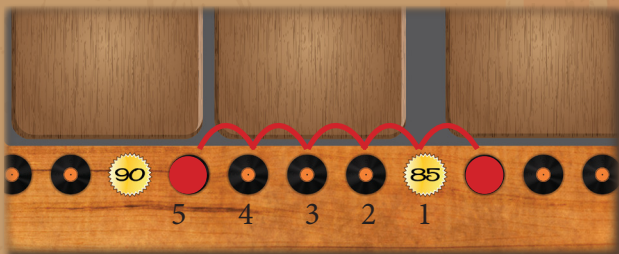
Album Placement and Scoring

Album Cards are placed to the right of your Player board and stacked so that the player can see the icons on the left side of the card.



You may only have two active collections at any time. You may retire one collection as a free action at anytime in your turn!

When your album is placed into the collection you will score the number in the bottom left corner of the card on the score track.



Building Collections

Album Cards can be placed into three different collections:

Pure

A Pure collection must match the GENRE all the way through and one other attribute. In the example below you can see that the genre is Jazz all the way through the collection. However, the only attribute that is consistent all the way through is the mint icon. This would be considered a Pure 1 collection. Meaning the Genre is Pure and there is one matching attribute.



In a Pure collection you must match any other attribute in the collection across all cards not counting the Genre. You could match the Decade, Mint (as shown) or the Limited Edition.

A Pure Collection is harder to do as there are less albums to choose from as you are locking the collection into one Genre. Pure Collections are worth more at the end of the game.

Mixed

A Mixed collection can be broken down into two different kinds. Mixed 1 and Mixed 2.

In a Mixed 1 collection, the Genre can alternate as the collection builds out to the right. You must match one attribute across the entire collection.



In this example above you can see that the Genre is different but the Decade remains constant across the collection. If you were to put another card in this collection it would have to be any Genre except Jazz and it would have to match the 70s Decade attribute.

In a Mixed 2 collection the Genre can alternate as the collection builds out to the right just like a Mixed 1. However, you must match two attributes across the collection. A mixed two can always be dropped down to a Mixed one if needed.



In this example above you can see that the Genre is different but the Decade and the Limited Edition are on every album. The next album to be placed in this collection could be any genre except Country and would have to follow the Decade and the Limited Edition Attribute.

! In a MIXED collection there can never be albums with similar genres directly adjacent to each other.

Retiring Collections

Albums can be Retired as a free action at anytime in your turn, but you may only Retire one collection per turn. This means that you can Retire one collection before your action or after your action. When a collection is Retired you will move it from the Active Collection side of your player board and place it on the Retired Collection side. At this time you will look to see if you match any of the Collection Rewards that are available. These are taken on a first come first served basis. You will score the Collection Reward at the time you Retire the collection on the score track.

! You can Retire a collection as a free action but you may only Retire ONE collection per turn.

Turn the Album Cards over and stack them in a single stack and place them face down next to the Retired Collections location of your player Board.



Album Anthology

Each player may manage up to two collections

Collected albums that are added to a collection are immediately scored

A collection may be retired at any point in a player's turn

Publication Discount

+1 point for each album in active collection

Album Distribution

					Total
50s	2	1	1	1	5
60s	2	1	2	1	6
70s	3	2	1	1	7
Total	7	4	4	3	18

10 cards

Wayway (max 1)

Active Collections



This is an example of a Pure Collection. The Jazz Genre Attribute matches all the way across as well as the Mint Attribute. When retired this would earn a Pure 4 Collection Reward Token



This is an example of a Mixed two collection. The Genres are alternating. The decade is the same across the entire collection as well as the Limited Edition attribute. This collection would earn a Mixed 2 three album Collection Reward Token.

Collection Rewards

Collection Rewards can be taken by a player who retires a collection. The player will take the next available Collection Reward Token in the stack representing the type of collection, Pure, Mixed 2 or Mixed 1.



Pure is represented by the same color albums shown in orange this is to represent that all albums collected must be from the same Genre. Furthermore in a Pure Collection you must match at least one attribute.



Mixed 2 is represented by a show of different colored albums. This is to represent that each album must be a different Genre than the album adjacent to it. In a Mixed 2 Collection you must alternate genres and have two matching attributes.



Mixed 1 is represented by a show of different colored albums. This is to represent that each album must be a different Genre than the album adjacent to it. In a Mixed 1 Collection you must alternate genres and have one matching attribute.



Collection Reward Tokens are scored when the album is Retired from the Active Collection to the Retire Collection.



This example is showing a four record collection that is Pure. That means the Genre is the same through out as shown and there is one other attribute that is consistent on each album.

When this collection is retired is would earn a Pure 4 Collection Reward Token.



When a player Retires a Collection they can take an available Collection Rewards based on the type of collection and the number of albums in that collection. The Collection Reward is scored when you Retire the collection.

Salesperson Action

Keeping the store stock fresh is important to keep the albums moving and giving the players the chance and building the best collection. The salesperson action will be triggered through out the game to freshen the store stock. During the setup of the game Salesperson Dividers were placed into the Album Card deck box and will trigger when they are revealed. If the Salesperson Divider is showing at the star of a players turn the tasks written on the card will be performed in the following order:

- The Mag Rack is emptied and resupplied with new Magazine Cards.
- The Sales Bin is emptied, and uncollected albums are discarded.
- The bottom row of Album Cards is shifted down into the Sales Bin.
- New Album Cards are then added to the top of each of the Record Bins.
- The Salesperson Divider is discarded out of game.
- Play resumes with the active player.

Loyalty Cards

Loalty cards are drafted at the begining of the game, see Set Up. There are two locations on the Store board that allow players to draw Loyalty Cards. The Front Counter has it as a primary Action and the Magazine Rack has it as a Bump Action. Loyalty Cards are used for end game scoring.

Loyalty Card Types

1. Letters A - D



Cards with Letters on them will refer to the bottom right corner of the Store Board. During the Set Up of the game four Genre tokens will be placed at random onto the Genre area. Each letter will then represent a Genre Type. In this example for each set of 4 Genres you have you get 8 points.

2. Late and Early Decade



This will refer to the Late or Early Decade stamp on the album. in this exam- ple you get one point for each Early Decade Stamp you collect.



You can only have two Loyalty Cards. Loyalty Cards are for end game scoring.



Loyalty Exchange

When a player uses this action they will draw two Loyalty Cards from the top of the deck. The player should now have a total of four Loyalty Cards. The player will look at the cards and decide which two cards they wish to keep. once the choice is made, the player will keep two of the four and discard the two unwanted loyalty Cards to the bottom of the Loyalty Deck.

3. Publisher Icons



There are three publishers in the game. This example refers to the number of like Publishers that you collect. For each Electric Records Album you would get 2 points.

4. Album Attibutes



This card refers to the Attibutes on the Album Cards you collect. In this example it shows for each Album that you collect that is in Mint Condition you get one point.

Loyalty Cards are kept secret through out the game. Loyalty Cards are revealed at the end of the game and scored on the scoring track. Because you can draw new loyalty Cards through out the game it is recommended that you do not share with other players which Loalty Cards you discard back to the bottom of the Loyalt Deck.

Player Boards and Wild Cards

Player Board

As described in the set up each player will take a player board that matches their color of Meeple and scoring token. This board will provide the player some basic information as well as a place to play cards and keep their area organized for game play.

There are three areas for card placement on the Player Board:

- Layaway Location
- Retired Collections
- Active Collections

Album Anthology

Each player may manage up to two collections

Collected albums that are added to a collection are immediately scored

A collection may be retired at any point in a player's turn

Publication Discount

+1 point for each album in active collection

Album Distribution

					Total
50's	2	1	1	1	5
60's	2	1	2	1	6
70's	3	2	1	1	7
Total	7	4	4	3	18

10 cards

Layaway (max 1)

Active Collections

Retired Collections

Publication Bonus

The Publication Discount is awarded when you place albums with like publishers in successive albums. If the newly placed album has the same publisher as the album that was previously placed into the collection that you gain a plus one addition point when you place the album. You can continue to build adding plus one each time you increase the string of publishers in a collection. Example below:

5 points when placed, +3

5 points when placed, +2

5 points when placed, +1

5 points when placed

4.

3.

2.

1.

This collection is a mixed two collection and the player has placed the same publisher all the way through. Each time they score the album placed the player adds another point for the continued chain of the same publisher.

Wild Card

When a wild card is played it is not discarded in the discard pile like other Magazine Cards. It also can not be taken as a Spoils action. When a Wild Card is played by a player in use of a collection action or Layaway Collection action the wild card is removed from play and placed on the players tableau. Each While card played is work one point at the end of the game if used. Any wild cards left in the players hand at the end of the game is worth 2 points.

A Wild card can be used to replace any of the attributes. When the Wild card is used in a collection of an Album Card it can replace one attribute in that collection action. It can act as a genre, decade, mint, or limited attribute.



There are a total of 12 Wild Cards for the game. Shuffle 6 into the Magazine Rack Cards during set up. Save the other 6 off to the side and add these into the Magazine Rack Cards when the deck is milled shuffled and the discard pile is reset as draw cards.



Non-Playable Customers 2 - 3 Player Game Only

To help with game play at a lower player count and increase the level of complexity, a non-player customer is added to the game. This will only be added to a 2 or 3 player game and is not needed at higher player counts.

Set Up

During Set Up choose a meeple and scoring token for a color that is not being used by a player. This color will now become the NPC for your game. At the start of the game, the NPC will start in Record Bin; place the NPC meeple on the primary location space of the Record Bin. Next, place the NPC scoring token on the highest album (Target Album) in the first column of that Record Bin.



Game Play

At the start of a player's turn, the NPC is advanced clockwise to the next store location. If during the move, a player is bumped, that player performs the associated bump action. The player then continues with their turn.



If the NPC moves back into the Record Bin, the Target Album is removed from game. The NPC scoring token is moved into the next column to the right or back to the first column if the token is in the last column. Perform the Record Bin Maintenance step. Play continues with the active player's turn.

The target album is removed from play!



If during the round, a Target Album is purchased before the NPC returns to the Record Bin, then just place the NPC scoring token next to the game board until the NPC returns to the Record Bin.

Game End

When the Store Closed Divider has been revealed, the will move into the final round of play after the current round is completed. This will depend on how the divider is revealed and where in the current round the first player is located. The current round will be completed so that every player has a turn in the round when the Store Closed Divider is revealed. Then the game moves to final round and each player will have the chance to complete one final action in the store. During the final round of play the Sales bin is not refilled with the sliding action that takes place during regular game play.

End Game Scoring

- After the final round has concluded, each player will retire one at a time and in player order and remaining active collections. You must go in player order so that players can take Collection Rewards for completed collections. Players will score the Collection Rewards as they are taken like normal.
- In player order, players will reveal and score the Loyalty Cards
- The player with the highest score wins the game
- If there is a tie, the following are tiebreaker conditions:
 1. The player with the least number of albums wins; if still tied
 2. The player with the most albums in the longest genre; if still tied
 3. The player with the most albums in the shortest genre; if players are still tied it is a shared victory.