

Designed by: Harold Buchanan Trea & Jenny Julander

Gather your friends to help create the soundtrack of your life. Choose your themes and let the party decide which songs fit you the best!

# How to Play

Separate the Theme cards from the Song cards and shuffle each deck into its own pile.



Deal each player 5 Song cards to start the game.

The player who is reading these rules will play first.

# When It's Your Turn...

Draw 2 Theme cards and look at them. Select one to play this round, and discard the other Read the Theme card you selected out loud so everyone can hear. You will be the judge of which



Going clockwise, the player to your left will select one of their 5 Song cards they think best fits your Theme card and play it face up.





For the Theme card, "The song playing in my head when I drive past a cop" - someone might play the Song card, "Blinding Lights" by The Weeknd. Their choice could be based on title, lyrics, or some personal connection.

After the first Song card is played, continue to the left. The next player will make a selection from their 5 Song cards.

With two Song cards played (from the two players to your left), you will choose one of them as a winner and discard the other.



Play continues with the next player selecting a Song card for your theme. You now pick the most fitting

song between the one you

chose from the first set and the new one.

Repeat the selection process until you get to the last player where you will pick the Song card that best fits

your Theme card.



Song

STRESSED OUT

Give the player who played the song you chose a guitar pick to signify that you picked

their song, then put the Song card and your Theme card face up in front of you.

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Play then moves to the player to your left and they will draw 2 Theme cards of their own to start their turn.

All players draw back up to 5 Song cards after playing. If a player doesn't know a song or just doesn't like one in their hand, they may discard it and draw a replacement when drawing.

If either deck of cards ever runs out, shuffle the discard pile to make a new draw deck.

### **Game Over**

When all players have played 3 Theme cards, and have picked 3 Song cards to go with them, the game is over. The player who received the most picks during the game is considered the best Soundtrack Creator.

Each player then reads their 3 Theme cards, along with the Song cards they picked. It's up to the group to decide: who has the best soundtrack to their life?







# **Optional Gameplay Variations**

# This Theme would be perfect for you...

Instead of discarding the Theme card you don't choose on your turn, you may assign it to another player, making them play that theme on their turn.

# It's a Mash-Up!

Sometimes the perfect Song just isn't in your hand, but what if you could combine two songs into one for a wild mix? In a Mash-up, you take words from

any two song titles and combine them into one.

For example, if you had "The Power of Love" along with "Unholy," you could create a new song, "Unholy Power" which might be the perfect

SONS

THE POWER OF LOVE

UNHOLY

BAN SHOTEL

S THE STORY

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song for the Theme card, "If I were a professional wrestler, my theme song would be..."



Mash-up card just for visualization - simply read the title you create to the table.

## Who's the Winner?

My Soundtrack was created as an experiential game. We want players to have a fun experience, rather than focusing on winning or losing. You can say the player with the most guitar picks is the winner, or call the player with the best soundtrack the winner, but most importantly, we want everyone at the table to feel like they won by having fun.

If you'd rather watch a video to learn how to play, scan here or go to: cardlords.com



Had fun creating your soundtrack? Check out these and more games from CardLords:

