HORNS UP

Lacuna Coil
OFFICIAL CARD GAME

3 - 9   8+   40'

INTRODUCTION

"Horns Up" is a card game that takes place at a rock concert. The goal of each "Rocker" is to reach the *Stage* starting from the mixer. The first to overcome all the obstacles, reach the front row and high five the band is the winner!

CONTENT

9 pawns

27 "Ballad" tokens

9 Legend cards

9 Entrance cards

1 Vip Pass

12 Stage cards

**137** cards divided in:
   46 Ticket cards (🎫)
   82 Path cards (🎲)
   9 Wall cards (🧱)

MATCH PREPARATION

To begin a **Horns Up** game, shuffle the *Entrance* cards and the *VIP Pass* card. Distribute the cards, one at a time, to each *Rocker*. The *Rocker* who receives the *VIP Pass card* will start the game, then the turns proceed clockwise. Place the *Entrance* cards as shown in the picture. Each *Entrance* card must be eight positions away from the *Stage*. Shuffle the *Stage* deck and place it on the stage. Now shuffle the *Audience* deck made by the *Path*, *Wall* and *Ticket* cards. Taking turns, each *Rocker* draws four cards from the *Audience* deck, and chooses from which *Entrance* card they'd like to start, placing their Pawn on it.

STAGE

ENTRANCE
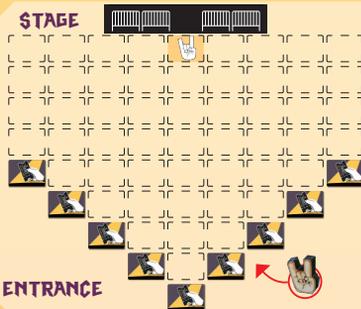
THE TURN

At every turn, each *Rocker* must draw a card, play two *actions* and move their Pawn. To play an action, each *Rocker* can either use one of the cards from their deck or discard a *Ballad* Token. It's not possible to play or discard any cards or move one's Pawn once the turn goes to the next *Rocker*. There is no limit to the number of cards each *Rocker* can keep in their hand.

Ballad Tokens: if a *Rocker* collects one or more *Ballad* Tokens, their priority from that moment will be to discard each token at the cost of one *action*. If at the start of the next turn, the *Rocker* still has *Ballad* Tokens, they can draw a card but must continue to discard Tokens at the cost of one *action*. The penalty is cumulative, but each *Rocker* can hold no more than three Tokens at once and cannot be targeted by cards that add to the level of Tokens if they have reached the maximum quantity and are actively discarding them.

Skip next turn: the *Rocker* will not play the next turn and will not draw a card.

VICTORY

To win, a *Rocker* must be the first to place a *Path* card in front of the stage, with the crowd facing the stage. If there is one (or more) *Wall* cards in front of the *Stage*, a *Rocker* may play a *Crowd Surfing* card to bypass the *Wall* and land directly on stage, winning the game.
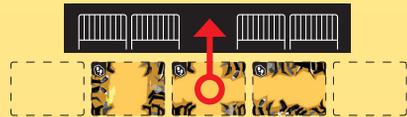
AUDIENCE CARDS

TICKET CARDS

Ticket cards have immediate effect: once used, they should be put in the discarded pile. **Playing a Ticket card always counts as an action.** The symbols on each card are explained in the legend below:

Type of card
Symbol
Name
Motto
Effects

Draw one card		Target one Rocker	
Discard one card		Target all the Rockers	
Remove a card from the game		Discard one ticket card	
Gain one action		Skip next turn	
Collect a Ballad Token		Push another Rocker one position further	
Bypass a wall card		"Or" (the player must choose between the symbols on the left or the right)	
Draw one stage card			

The cards with special effects are:

Pushed Away: this card allows the player to push one *Rocker* and the card they are standing on one step away, horizontally or vertically. It has a chain effect: if there are other *Rockers* in that same direction, they will also be pushed. If a *Rocker* ends up on an *Entrance* card, their card will be discarded. Whereas, if a *Rocker* is crushed on the border of the *Stage*, their *Path* card will not be discarded, but the *Rocker* will skip the next turn. (⏱).

Crowd Surfing: this card allows a *Rocker* to pass over a *Wall* card in a straight line.

The *Rocker* playing this card must land on a *Path* card: if there isn't one available, they must play a Path card. To play *Crowd Surfing*, the first *Path* card must have the crowd open towards the *Wall* card; the position of the crowd doesn't matter on the arrival card. If there are two or more *Wall* cards close together in a row, with *Crowd Surfing* one can surf over them as long as the path is in a straight line. If playing a *Path* card is not possible because it would need to be positioned behind the *Stage* line, then the *Crowd Surfing* card cannot be played. If a *Rocker* can't play a *Path* card because it would have to be placed on the stage, they can play a *Crowd Surfing* card and win the game. Playing a *Path* card to land after a *Crowd Surfing* card is counted as an action.

WALL CARDS

Wall cards are permanent: they block passage for *Rockers* and can be played anytime during the concert as long as they are placed next to a *Path* card or another *Wall* card. It's not possible to play other cards on a *Wall* card. To bypass *Wall* cards, *Rockers* must move around them, discard them if allowed, or play a *Crowd Surfing* card. There are three types of *Wall* cards:

Troublemakers: can be removed if someone discards a *Ticket* card.

Headbangers: can be removed if someone discards a *Path* card or a *Ticket* card.

**Mosh Pit:** can be removed if the *Encore* card is placed on the *Stage*.

PATH CARDS

Path cards allow each *Rocker*'s Pawn to advance through the crowd. In order to step from one card to another, the cards must be adjacent, and there must be an open *path* from the first to the second. **Moving one's Pawn through an open path is a free action and it can be repeated several times during one's turn. The picture below shows an example of three paths.** Position the cards horizontally, one after the other, to allow each *Rocker*'s Pawn to progress towards the *Stage*. At the end of each *Rocker*'s action, all the *Path* cards that don't have a Pawn on them must be flipped. After each *Rocker*'s passage, the audience regroups. If another *Rocker* wants to take the same way, they have to play another *Path* card. **Playing a Path card counts as an action.** A *Path* card can be played over another *Path* card to change the direction of the Pawn's movement. This action can be played on one's own, to bypass a *Wall* card, or it can be played against another *Rocker* to send them in the wrong direction. The crowd image on the cards can be facing forward or backwards - it doesn't matter - but the card must be played horizontally. **Multiple Rockers are allowed on the same Path card**, and during one's turn, a *Rocker* can move to any *Path* card close to them that is already occupied by another *Rocker*, and this doesn't count as an action. You can play *Path* cards outside the border of the concert, but you can't play cards behind the stage line (behind the barriers).

Type of card Symbol

Path
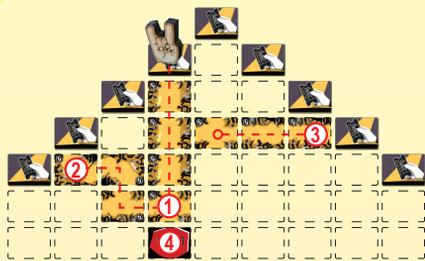
Three examples of routes.
The rocker may immediately reach point ① or point ②. They can't reach ③ because there is no connection between the paths.
The card ④ is upside down: to walk on it, the rocker must play a new *Path* card on its top.

STAGE CARDS

This card is drawn and can be changed when a *Rocker* plays a *Horns Up* card. The cards with special effects are:

Stage Cards special effects
Fire Explosion: all *Path* cards must be rotated by 180°.
Encore: all *Mosh Pit* cards played are discarded.
Scream for me: all *Rockers* exchange cards by passing their own hand anti-clockwise to the next *Rocker*.
Wall of Death: all the *Path* and *Wall* cards already in the concert area are affected. The effects of this card are divided into two phases. The first is the *division phase*, and the second is the *approach phase*. **1. The division phase:** this phase starts immediately. All the cards on the right side from the central line move one position to the right, the cards on the left move one position to the left. The movement is horizontal. The cards in the central column can move either left or right (the *Rocker* playing the *Wall of Death* card decides). Pawns follow the movement of the card on which they're placed. If a card reaches an *Entrance* card, it is discarded and the *Rocker*'s Pawn is placed on the *Entrance* card. The game continues normally. **2. The closing phase:** when a *Rocker* plays a new *Horns Up* card, the *closing phase* begins. All the cards involved move one position toward the central column. The *Rockers* closer to the central column are crushed and skip the next turn. If some cards overlap in the central column, the Path card wins over *Wall* cards, which will be discarded. If the overlapping involves cards of the same type, the *Rocker* playing the *Wall of Death* card decides which ones to discard.

ENTRANCE CARDS

Entrance cards are the starting point of the game. They can never be discarded or moved. From this card, a *Rocker*'s Pawn can move in any direction. If a Pawn falls upon an *Entrance* card by means of a *Path* card or *Wall* card overlapping, such card will be discarded, but the Pawn will be placed on the remaining *Entrance* card.