



MAIDOPOLY 26 is played with as many players as there are people present.

Each player can move a member of BAND-MAID and their car.

Getting along with the other players is the perfect way to play, po!

Remember, a friendly atmosphere is the key to the game: cakes and chocolates, beer and whiskey, coffee and tea, as well as bananas will be the perfect accompaniments for the players!!!!

The goal is to bring the BAND-MAID flag, the car, and all the band members to the NIPPON BUDOKAN so that we can all raise the band's flag together.

## How do you play?

### Preamble

This game is inspired by \*The Landlord's Game\*, created by Lizzie Magie—let's give credit where credit is due. It's a cooperative game meant to be widely shared to help BAND-MAID take over the world with joy and good cheer. It is not intended for sale.

- **Goal: To enable BAND-MAID to perform at the NIPPON BUDOKAN.**
- **Mechanics:**
  - All actions are performed together. Everyone takes turns, and then we discuss to make the best choices, po!
  - Each MAID is represented by a token in her color.
  - The car carries the flag that must be brought to the NIPPON BUDOKAN.
  - Each player moves the car during their turn.
  - On each space, there's an action to perform—don't miss a thing, po!
  - The universal "Po!" system will be used to calculate scores.  
The Po! has been in existence for 810 years and fosters the sharing of values.
- **Equipment:**
  - The MAIDS are represented by tokens in their respective colors (MISA, purple; Akane, yellow; Miku Kobato, red; Saiki, blue; and Kanami, green).
  - The little car with its BAND-MAID flag.
  - The game board with its spinner.
  - Two dice—ideally one red and one blue. You can use other colors (purple, yellow, green, or even black and white or white and black). The key is to have two different dice, one associated with the MAIDS and the other with the car—po!
  - The cards:
    - 14 PLAYLISTS cards,
    - 16 CHANCE cards,
    - 16 COMMUNITY MASTERS & PRINCESSES cards. Un appareil pour diffuser la musique.
  - Colored pencils and sheets of paper

- Small cubes to build the performance venues, including one with a hole to display the BAND-MAID flag. 200 should be more than enough; 205 is perfect (no, not 4, you loser, po!)

**Result:** When BAND-MAID benefits from our goodwill, all players win together, po!

## A few preparations are necessary:

*To enjoy this game, you'll need:* Petits gâteaux, bonbons et/ou autres petits plaisirs satisfaisants pour chaque participant ;

- Some fruit (especially bananas, po!)
- Various drinks, hot and cold—having a can on hand is essential!
- Black clothes (with a little white, if you like), a headdress isn't required, po!
- Brightly colored clothes, like a "cluppo," are also perfectly fine, po!
- Of course, none of this is essential. It just helps make it more fun ; -)

*A quick start guide:*

- Shuffle the PLAYLISTS, CHANCE, and COMMUNITY MASTERS & PRINCESSES cards separately and place them face down on the board in three separate piles.
- Place the 5 MAIDS and the car on the GO space—go!

*A good playlist:*

Music is our friend, and BAND-MAID is here for us, po! Before you start, draw a SETLISTS card, play it... And enjoy, po!

## How can I win?

The goal is to get the car and the five members of BAND-MAID to the ∞ space so we can perform at the NIPPON BUDOKAN and plant the band's flag there all together, po!

Winning together is the only way out, po!

## Who goes first?

The youngest player spins the roulette wheel and rolls the dice first. He brings Miku Kobato onto the stage. Then, the order of the MAIDS will be as follows: Kanami, Akane, MISA, and Saiki. Once each MAID has joined the race to the NIPPON BUDOKAN, players are free to move the MAIDS as they see fit for the group's benefit.

## When it's your turn:

1. Spin the wheel and roll the two dice, po!
2. Move the car forward the number of spaces shown on the blue die, po! A MAID moves the number of spaces shown on the red die in a clockwise direction, unless U-TURN has made it change direction, po!  
[Be careful—you'll need to remember which direction each MAID is moving in, as well as the car's direction, po!]
3. The space where the MAID lands determines what the player must do. See the "Types of Spaces" section below, po!
4. When the car passes through or lands on the GO space, the group pays the cost of the round to the Bank to fund the rounds, po! See the cost calculation below.

5. When a group member lands on the GO space, the player who moved her draws a Chance card, po!
6. When you've finished your turn, pass the dice to the player on your left, po!

## Types of squares

There are four types of squares in the game:



Peaks  
(GO, U-TURN,  
PAUSE et INFINITY)



Countries



Monuments



Travels

Actions to carry out at each square on the board:

PEAKS square :



**GO:**

Every time the car passes, the cost of the trip must be paid to the bank. This is also the time to play a new playlist by drawing a PLAYLISTS card, po!

Every time a member of the group or the car stops, a CHANCE card is drawn and an action must be carried out, po!



### **U-TURN:**

Every time a MAID or the car lands on this square, it moves back in the opposite direction, a COMMUNITY card is drawn, and it's your turn, po!



### **PAUSE :**

Every time a MAID or the car stops on this square, it must wait for another MAID to reach that square before both can set off again. A COMMUNITY card is drawn each time, and it's your turn, po!



### **INFINITY :**

Every time a MAID or the car lands on this square, you must draw a CHANCE card.

Good luck, po!

This is the square where the Okyuji will take place at the Nippon Budokan, for an infinite number of rounds.

To do this, you'll need to set up the NIPPON BUDOKAN. Each time a MAID passes through, you can add cubes (1, then 2, 3, 5, 7 and 8, po!). The number of cubes can only be increased once the car has passed through the GO square again.

No gains are made until the NIPPON BUDOKAN has reached its full potential, po!



**Japan**

### **COUNTRIES :**

Every country is eagerly awaiting an okyuji!

Every time a member of the group stops, a venue welcomes BAND-MAID, po!

To do this, the first MAID to stop in the country places a 'venue' cube.

The size of the venue can only be increased when the car passes the GO square again. For this to happen, two MAIDS must be in the country at the same time.

Please note that winnings are determined by the size of the venues and the numbers rolled on the roulette wheel. (See calculation of winnings)

When all countries of the same colour have a performance venue, the winnings are increased.

The JAPAN square is, of course, special! A single MAID passing through it increases the size of the venue.



### **MONUMENTS :**

The MONUMENTS squares work in the same way as the Countries squares.

When all four squares have a theatre, the winnings are increased.



### **TRAVELS :**

These squares allow you to move faster.



### **helicopter:**

When the MAID lands on this square, it moves to a COUNTRY square of the same colour as the squares surrounding the helicopter. This allows you to perform an Okyuji and, possibly, to increase the size of the room.

If it is the car that lands on this square, nothing happens.



### **Train :**

When the MAID lands on this square, it moves to a COUNTRY square on the train line (6 COUNTRY squares on the same side of the game board). This allows you to perform an Okyuji and, possibly, increase the size of the room.

If it is the car that lands on this square, nothing happens.



### **Boat :**

When the MAID lands on this square, it moves to a COUNTRY square of your choice. This allows you to perform an Okyuji and, possibly, to increase the size of the room.

Please note that this takes longer, and you will have to wait for the car to pass through the GO square before this MAID can move again.

If the car lands on this square, it will be stuck there until a Maid arrives to allow it to move on. The car will move the number of squares indicated by the blue die, whilst the Maid will move to a COUNTRY square of your choice.



### Plane :

When the MAID lands on this square, she moves to a COUNTRY square of your choice. This allows you to perform an Okyuji and, possibly, to increase the size of the room.

Please note: if the car lands on this square, it will be blocked until a Maid arrives to allow the car to move on. The car will move the number of squares indicated by the blue die, whilst the MAID will move to a COUNTRY square of your choice.

## Roulette

### Special roulette draws:

*These special roulette draws are linked to specific dates :*

- When the sum of the two squares where the two dice have landed is **39**, everyone must shout '**KURUPPO**'. The last person to do so must end every sentence with 'po!' until the car passes the GO square again, po!
- When the sum of the two squares landed on by the two dice is **33**, everyone must shout '**Pschitttt**'. The last person to do so must continue barefoot to better feel the group's vibe until the car passes through the GO square again, po!
- When the dice are on the squares:
  - **15** and **10** – it's **MISA's** birthday!
  - **14** and **12** – it's **Akane's** 's birthday!
  - **21** and **10** – it's **Miku Kobato's** birthday!
  - **8** and **2** – it's **Saiki's** birthday!
  - **28** and **9** – it's **Kanami's** birthday!

a slice of cake is given to the last player to have moved the group member whose birthday it is!
- When the dice land on squares **8** and **10**, it's '**Pigeon Day**', and the last player to have moved Miku Kobato must sing the chorus of "**PEACE&LOVE**":
 

**Anata ni totte no PEACE&LOVE o**  
**Toki niwa Happy go lucky lives**  
**Kōkaku agete sō Be alright**  
**We can change the world**  
**PEACE&LOVE**
- When the dice land on spaces **1** and **4**, it's **April Fools' Day**, and the last player to have moved Miku Kobato must sing the pre-chorus of "**Secret MAIKO Lips**":
 

**Oh baby me o sorasase to kure**  
**Kotoba no ura no ansan no kokoro**  
**Oh baby wasuretain dosu e**  
**Atama kara hanarehen whoa-ah-ah-ah-ah**

- When the dice land on spaces **8** and **22**, it's the day of their **first concert together**, and all the players sing the ending of the song "**Be Ok**" in unison:  
(Hello, hello, hello, hello, hello, hello)  
I'm gonna be OK!!
- When the dice land on spaces **11** and **19**, a **Thrill** runs through the room; the last person to say "**BREAKING NEW GATE**" leaves the room and comes back saying:  
I've gotta be on my way (HEY!!)  
Kotae no nai kyoufu wa kyouki ni kaereba ii  
Just breakin' new gate (HEY!!)
- When the dice land on squares **5** and **10**, it's the **DAY OF MAID**, and all the players sing the chorus of '**Don't You Tell Me**' (the first song from the okyuji on 10 May 2017) in unison:  
Love me, love me, love me, love me, hey, boy ?  
Give me, give me, give me, give me, hey, joy !  
Whoa-oh-oh-oh, ooh-whoa-oh, ooh-whoa-oh, die for you  
Kiss me, kiss me, kiss me, kiss me, hey, boy ?  
Tell me, tell me, tell me, tell me secret !  
Whoa-oh-oh-oh, ooh-whoa-oh, ooh-whoa-oh
- When the dice land on squares **6** and **9**, it's the **Lady's Modesty** Challenge – all players perform... the intro to '**Ready to Rock**'! The player who rolled the dice sings **Kanami's part**, whilst the others tap the table to **Akane's part**. Good luck, po!

Important note regarding the sung or played sections: it doesn't matter if you sing or play out of tune, or even if it's a complete reinterpretation, po! However, no Akane-style karaoke – there's no Saiki here to save the day, po!

Second important note: this part of the game makes it significantly more challenging; it might be best left for expert mode, po!

## Cards

When a MAID reaches a PEAK, a CHANCE card is drawn if it is U-TURN or INFINITY; a COMMUNITY MASTERS & PRINCESSES card is drawn if it is GO or PAUSE.

You must take the card on top of the relevant pile, turn it over so that everyone can see it, and make sure everyone looks at it at the same time. Follow the instructions on the card. It is then placed face down at the bottom of the pile.

### CHANCE (Cases U-TURN et INFINITY)

*Obligatory travels:*

- **Rendez-vous to the "GO" space with Miku Kobato and Saiki** for a radio show. Collect 5,000 po!
- **Go to the PAUSE square.** Do not go via the Start square, do not collect anything, rest, po!
- **Invitation to Lollapalooza** – head to the USA and win 5,000 po! If the USA doesn't yet have enough cubes for the Festival, add more cubes to make it 5!
- **Concert with The Warning!** Head to the nearest country – either Japan or Mexico – and win 5,000 po! Hugs are a must for all players, po!
- **Move on to France** to see the Arc de Triomphe, the Eiffel Tower and the Champs-Élysées (Note: you must mime the first two monuments and sing 'Aux Champs-Élysées' to receive 5,000 po!).

- **Move on to the UK** for the Download Festival. If you pass the Start square, receive 5,000 po!. If the UK does not yet have enough cubes for the Festival, add cubes until you reach 5! (Attention : chant obligatoire de We Will Rock You Po ! pour recevoir 5000 Po! En plus, po !).
- **Go to the nearest 'Monument' square.** If you pass the 'Start' square, you'll receive 5,000 po!
- **Go back to the square you came** from for another concert and receive the corresponding amount, then roll the dice again.

#### *Earning money:*

- **Revenue doubles at the next concert** thanks to merchandising.
- **Live Nation pays an additional sum** for the tour on top of the amount paid for the previous tour.

#### *Financial losses and taxes:*

- **Guitars lost during the flight.** Pay the hire fee of 1,000 Po!
- **The effects pedals are lost:** pay 1,000 Po!
- **We need to buy more beer:** 1,000 Po!
- **You're being taxed on the next gig,** which will only bring in half as much as expected.
- **Problem with the last venue:** you have to pay back half of what you earned.

#### *Bonus / Spécial :*

- If you can't stand breaks and your urge to play is too strong, you can carry on straight away. (**End of pause**)  
This card can be kept until it is used.

## COMMUNITY MASTERS & PRINCESSES

#### *Le dernier à dire :*

- **KANPAI** has another drink.
- **BANANA** picks up and eats a banana (or, if there's no banana, he'll have a cake or a chocolate bar), or whatever else he can get his hands on. Careful, don't bite the little pigeon, po!
- **HiPPIEPOPO** makes a heart shape with his hands whilst saying '**PEACE&LOVE**'.
- **NO NO NO** is sulking until his next turn, po! NO SMILE, no no no !
- **SAI-CHAN** walks round the table, miming an aeroplane and smiling sweetly, po!!

#### *Action to act out:*

The player who turns over the card must act out:

- **THE BAREFOOT ASSASSIN** performing the opening ceremony (a can of beer is welcome, or another sort of drink for the younger ones, po!)
- **THE GORILLA** eating a banana!
- **THE SMALL PIGEON** shaking itself as it circles the table. For the more playful among you, THE SMALL PIGEON might break into '**Aux Champs Élysées**' or '**We Will Rock You, po**', po!
- **THE ICE QUEEN** looking at the others seriously whilst they're all pulling faces.
- **MINCHO** stands up and, with a big smile, says, 'I'M KANAMI!'

#### *Things to do together:*

- **乾杯 ! (Kanpai!)**: The person who drew the card fills each player's glass with their favourite drink. All the players clink their glasses at the same time and shout '**Kanpai!**'  
[Please note, you mustn't say 'tchin tchin' – that would be rude, you know!]

- **鉛筆ゲーム** (Enpitsu gēmu) : In the 'Pencil Game', the player who has drawn the CHANCE card stands up, raises their arm high in the air whilst holding the pencil vertically, then lets it go whilst saying '**Get Down**'. The player sitting to their left has one hand outstretched in front of them, just below the pencil. They must catch it in mid-air before it touches the floor. They then play with the player to their left in the same way. The game ends when all players have had a go at catching the pencil.  
Every successful attempt is met with a shout of '**Next world!**' and earns you 3,000 po! Every failed attempt is met with a shout of '**We have got to win!!**'; the prize is put on hold and will be won if the next player manages to catch the pencil – otherwise, tough luck, po!
- **Moe Moe Kyun** : The player who drew the card starts the Omajinai Time by shouting 'Moe Moe', and the others join in; they then move on to '**Kyun Kyun**', which the others repeat. If the person who drew the card is satisfied, they finish with '**Zukyun! Bakyun! Dokyun! "Wow! Moe! Moe! Kyuuuuuuuuun!"**', otherwise they start again to get their audience even more enthusiastic, po!
- **ご主人様、お嬢様、一緒に遊びましょう。** (Goshujinsama, ojōsama, issho ni asobimashou) : All the players repeat this phrase together, with their hands clasped, bowing towards the centre of the circle. Remember to bow respectfully, po!
- **KANJI** : Everyone draws a made-up kanji to illustrate their word of the moment. Then everyone presents theirs and explains it. The person who drew the card goes first, then the person on their left, and so on, po! Once the round is over, we clear our throats properly and, together, belt out Miku's '**oooh Yeah**' at the start of '**Why Why Why**'. Don't ask why – it's just for fun, po!
- **勝利への準備は万端** (Shōri e no junbi wa bantan) : The players recite the phrase '**Shōri e no junbi wa bantan**'. Then, each player holds out a hand to form a stack above the centre of the board, before shouting in unison: '**ichi, ni, mi, shi, go, BANDO-MAIDO!!!!**' Their arms are raised towards the sky for '**BAND-MAIDO**, po!'

## PLAYLISTS

PLAYLISTS cards are drawn every time the car passes the GO square, po!

Each playlist is a sequence of songs played in the year shown on the card, enjoy po!

## Venues

Each time a MAID visits a country for the first time, a 'performance hall' cube is placed.

To perform in a larger venue, two MAIDS must be in the country at the same time.

Venues are expanded at the following rate:

- Club (1 cube)
- Zepp (2 cubes)
- Arena (3 cubes)
- Festival (5 cubes)
- Stadium (7 cubes)
- Nippon Budokan (8 cubes)

[Please note that there will never be 4 or 6 cubes in a country. When two MAIDS are together in a country that already has an Arena (3 cubes), two cubes are added to reach Festival level (5 cubes). And so on! The maximum is 7 cubes, except for the NIPPON BUDOKAN!]

## Calculating tour earnings

The roulette wheel lets you work out the winnings for each okyuji – if you want them to happen – po!  
The spaces marked COUNTRY, MONUMENTS and INFINITY let you create okyujs and win prizes.

Size matters, po!:

| Size of the venue (cubes) | 1  | 2  | 3  | 5  | 7  | 8  |
|---------------------------|----|----|----|----|----|----|
| Winnings                  | X1 | X2 | X3 | X5 | X7 | X8 |

To work out the winnings for each Okyuji, you need to use three numbers:

- The size of the venue.
- The number of the slot on the roulette wheel where the red die came to rest.
- 100 po!

Multiplying these three numbers gives the payout.

For example, for a Zepp (2 cubes) and a red die on slot 10 of the roulette wheel, the payout is  $2 \times 10 \times 100$ , or 2,000 po!

When you land on a COUNTRY square, if all three countries of the same colour have a venue, the prize is tripled.

When you land on a MONUMENT square If all four monuments have a venue, the prize is quintupled.

For the final Okyuji at the NIPPON BUDOKAN, the prize is multiplied by 8, plus the size of the venue in Japan.

For example, if the venue in Japan is at Festival level, the prize will be multiplied by 8 plus 5, i.e. by 13, po!

## Calculating the cost of the tour

Each roll of the blue dice determines the amount to be set aside to fund the tour.

To calculate the expenses for each journey the car makes, two numbers are required:

- The number of the roulette pocket on which the blue dice came to rest.
- 100 po !

For example, if the blue die lands on square 10 on the roulette wheel, the cost is  $10 \times 100$ , or 1,000 po!

The cost is only calculated when the car lands on a square where a room exists.

The 'PEAKS' and 'MOVEMENTS' squares incur no cost when the car stops on them.

## FINALE :

Playing at the NIPPON BUDOKAN isn't the end – it's just the start of what's to come...

Onwards to BAND-MAID WORLD DOMINATION!!!!

At the end of the game, you can count your winnings and start a new game to try and do better.

But the main thing is to have had a brilliant time together playing and listening to BAND-MAID... and to keep playing again and again, po!

It's your turn – invite some new friends round the table and lead them on a quest to conquer the world, po!