YOUR TURN

1. **Before or after you roll** you may build, sell upgrades, mortgage, pay off mortgages and trade.
2. **Roll both dice** and move. Pass or land on Launch: collect **$150**.
3. **Resolve the space:** buy or auction, pay rent, draw a card, pay the tax…
4. **Doubles?** Roll again. Three doubles in a row: go to Legal Trouble.
5. **Pass the dice** to the left.

Owe more than you have? Check first: cash + 50% of your upgrades + mortgages on everything unmortgaged. Not enough? Bankrupt. Enough? Sell and mortgage until you've paid (or take a loan from the Bank). You can also pay a player with deeds.

The Bank, on your turn: loans up to $1,000 (+10%, due in 2 laps), buyback of deeds at 70%, a storefront at list price and offers on other players' mortgaged deeds.

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MUSIC TYCOON · REFERENCE 1/2

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MUSIC TYCOON · REFERENCE 1/2

MUSIC TYCOON · Made-Up Edition · Reference cards · front · Sheet 1/4
89 × 127 mm + 3 mm · 8 copies (up to 6 players) · Exported 2026-11-19 · RGB: convert to CMYK at the printer

Key numbers

Distributors (1/2/3/4)	$30 / $60 / $90 / $150
Streaming (1/2)	6× / 12× dice
Upgrade per side	$40 / $70 / $110 / $150
Sell an upgrade	50% of cost
Mortgage	50% of price
Pay off a mortgage	+10%
Receive a mortgaged one	10% to the Bank
Get out of Legal Trouble	$50, pass or doubles
Collecting in Legal Trouble	half to the taxman
Bank loan	+10% · 2 laps · max $1,000
Bank buyback	70% of price
Bank pieces	28 Rooms · 12 Concert Halls
Sing	$150
Hum / Name that song!	$100 to both

The artist signs at the Recording Studio: from then on, their bonus is included in the rent.

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MUSIC TYCOON · REFERENCE 2/2

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MUSIC TYCOON · REFERENCE 2/2

MUSIC TYCOON · Made-Up Edition · Reference cards · back (flip on the long edge) · Sheet 2/4
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