MADE-UP EDITION

MUSIC TYCOON

IMAGINARY LABELS AND ARTISTS



RULEBOOK

2–6 players · ages 8+ · 60–120 minutes

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Welcome to the Studio!

In Music Tycoon you tour the music scene of a made-up world: buy labels and studios, complete genres, build all the way from the Rehearsal Room up to the Concert Hall, and sign artists who collect their bonus on every visit. And every now and then… it's time to sing!

Goal. Be the last player who hasn't gone bankrupt. In games with a time or round limit, the player with the highest net worth at the end wins.

What's in the Box

- 1 game board, 50 × 50 cm
- 28 title deeds: 22 labels and studios, 4 distributors and 2 streaming platforms
- 31 Remix cards and 31 Event cards (6 are music challenges) + 2 blank cards
- 252 bills: 36 of each value ($1, $5, $10, $20, $50, $100, $500), $24,696 in all
- 28 Rooms (green) and 12 Concert Halls (red)
- 8 tokens, 8 reference cards and the bank tray
- 2 standard six-sided dice (16 mm)
- Optional: a 45-second timer (or your phone) for the challenges

1 Setup

1. Unfold the board. Shuffle the Remix and Event decks separately and place them face down on their spaces in the center.
2. Choose who runs **the Bank** (the banker), keeping the bills, title deeds and Rooms in the bank tray. The banker can also play, but must keep their own money separate from the Bank's.
3. Each player picks a token, places it on Launch and receives **$1,600**:

2 × $500 | 3 × $100 | 4 × $50 | 3 × $20 | 2 × $10 | 3 × $5 | 5 × $1 = $1,600

4. Each player takes a reference card.
5. **Roll for first.** Each player rolls both dice once, going around the table. The highest total goes first; if there's a tie for highest, only the tied players roll again. Play then passes to the left (clockwise).

For **2 to 6** players. With 5 or 6, a game runs past two hours: use the round or time limit (see "End of the game").

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2 THE BOARD

Launch	Collect **$150** every time you pass or land here.
Labels and studios	22 properties in 8 genres of 2 or 3 spaces each. Prices from $40 to $420.
Distributors	The 4 major record companies: World Vinyl Group, Imperial Cassette, United Laser Discs, Comet Music. Price: $190.
Streaming	WavePlay and Loop Music. Price: $160.
Remix and Event	Draw the top card, read it aloud and do what it says. Then it goes to the bottom of the deck (keep a Legal Free Pass card until you use it).
Taxes	Production Tax: pay $130 to the Bank. Tour Expenses: pay $110 to the Bank.
Legal Trouble	If you just land here, you're only "passing by" the lawyers' lobby: nothing happens.
Sued!	Go directly to Legal Trouble. You don't pass Launch or collect anything.
Backstage	Take a break: nothing happens (unless you play the jackpot house rule).

Garage **Indie** **Punk** **Hip-Hop** **Tropical** **Soul & Funk** **Electronic** **Legends**

3 YOUR TURN

1. **Roll both dice** and move your token that many spaces forward, to the right (counterclockwise): from Launch, in the bottom-left corner, along the bottom row toward Legal Trouble.
2. **Resolve the space** you land on: buy it or auction it, pay rent, draw a card, pay the tax…
3. **Doubles:** if both dice match, roll again when you're done. **Three doubles in a row** send you to Legal Trouble without moving the third time.
4. **Before or after you roll** you may build, sell upgrades, mortgage, pay off mortgages and propose trades.
5. Pass the dice to the player on your left.

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Between turns too. Just like the classic, anyone may build, sell upgrades, mortgage or pay off mortgages between turns, as long as the table is calm (not in the middle of a debt or a challenge; during an auction you can, except with the deed being auctioned). You can line up several moves at once (upgrade a whole genre, pay off several mortgages…); in the app you build them into a plan and confirm it in one go. Trades on your turn or during an auction.

4 Buying and auctions

If you land on an **unowned** label, studio, distributor or platform, you may buy it for the price on the board: pay the Bank and take its title deed. If you don't want it (or can't afford it), **it goes up for auction** among all players, you included: bid in turn **starting at the deed's price** (its mortgage value if it's mortgaged), raising by at least $5. Anyone who passes is out. The highest bid wins; if nobody reaches the price, it stays unowned, for sale in the Bank's storefront. **Split:** the deed's price goes to the Bank and anything bid above it goes to the player who didn't buy it (if that same player wins, it all goes to the Bank). **Auctioning your own:** on your turn you can auction a deed with no upgrades in its genre to the others, at the starting price you choose (from its price): **everything bid is yours**. If it's mortgaged, the Bank first gets what it costs to lift the mortgage and the rest is yours; it's handed over mortgage-free. While the auction runs, anyone can mortgage, sell upgrades, sell to the Bank, take a loan or negotiate to raise cash, except with the deed being auctioned. Whoever is winning can't spend the cash behind their bid.

5 Paying rent

- **Label or studio with no upgrades:** the base rent on the deed; **double** if the owner has the whole genre.
- **With upgrades:** the rent for the level built. From the Recording Studio on, the **artist bonus** is added (the deed already includes it, marked with ★).
- Mortgaged properties collect no rent. A player in Legal Trouble still collects, but gives half to the taxman.

Distributors owned	**1**	**2**	**3**	**4**
Rent	$30	$60	$90	$150
Streaming platforms	**1**	**2**		
Pay	6 × dice	12 × dice		

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Example. You roll an 8 and land on WavePlay, and its owner has both platforms: you pay 8 × 12 = $96.

6 Upgrades: From the Rehearsal Room to the Concert Hall

Once you own **a whole genre** and none of its spaces is mortgaged, you may build by paying the Bank (on your turn or between turns). You build **freely**: upgrade whichever space you like, no need to keep them even; all your upgrades can go on the same space. Selling works the same way. If you prefer the classic even building, see "House rules (optional)".

	1. Rehearsal Room	First rent increase.	**1 Room**
	2. Recording Studio	Big jump, and the artist signs: their bonus is collected on every visit.	**2 Rooms**
	3. Production Studio	High rent.	**3 Rooms**
	4. Concert Hall	Top rent.	**1 Concert Hall**

Each level costs the same along a whole side of the board: **$40 / $70 / $110 / $150** (the Launch, Legal Trouble, Backstage and Sued! sides). Selling an upgrade back to the Bank returns **50%** of its cost.

Limited pieces. The Bank has only **28 Rooms** and **12 Concert Halls**. Each level from 1 to 3 takes one Room (a space with a Recording Studio holds 2). When you upgrade to a Concert Hall, return its 3 Rooms and place a red piece. If the pieces run out, nobody can build until someone sells. To sell a Concert Hall you need 3 free Rooms; if there aren't enough, drop down as far as the remaining Rooms allow (even to 0) and collect 50% for every level you remove.

Some cards make your next upgrade cheaper: keep them face up until you build. Repair cards charge for every level built, plus extra for each Concert Hall.

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7 PROPERTY TABLE

Rent with no upgrades (double with the full genre) and at each level. ★ = artist bonus already included. "Mtg." = what the Bank pays you to mortgage it.

Property	Price	Rent	🥁	🎤 ★	🎛 ★	🏛 ★	Upgrade	Mtg.
Home Tape Records	$40	$5	$25	$90	$195	$305	$40	$20
Basement Studio	$50	$5	$30	$100	$210	$325	$40	$25
Moth Records	$70	$5	$35	$110	$225	$340	$40	$35
Haze Studio	$80	$5	$40	$120	$240	$360	$40	$40
Lunar Vinyl	$90	$5	$45	$135	$260	$385	$40	$45
Safety Pin Label	$110	$10	$60	$175	$370	$560	$70	$55
White Noise Studio	$120	$10	$60	$190	$390	$590	$70	$60
Torn Jacket Records	$140	$10	$70	$215	$430	$640	$70	$70
Block Beat Records	$160	$15	$75	$215	$425	$625	$70	$80
Corner Studio	$170	$15	$75	$230	$445	$650	$70	$85
Golden Rhyme Music	$190	$20	$85	$250	$485	$700	$70	$95

Property (cont.)	Price	Rent	🥁	🎤 ★	🎛 ★	🏛 ★	Upgrade	Mtg.
Tumbao Records	$210	$20	$115	$335	$690	$1,030	$110	$105
Palm Tree Studio	$230	$25	$125	$365	$735	$1,095	$110	$115
High Tide Records	$250	$25	$135	$390	$780	$1,155	$110	$125
Velvet Records	$270	$30	$165	$465	$925	$1,360	$110	$135
Copper Studio	$290	$30	$175	$495	$975	$1,435	$110	$145
Imperial Groove	$310	$35	$190	$520	$1,030	$1,505	$110	$155
Digital Pulse	$330	$40	$275	$770	$1,580	$2,360	$150	$165
Neon Studio	$350	$40	$295	$810	$1,655	$2,465	$150	$175
Synth Factory	$370	$45	$310	$855	$1,735	$2,570	$150	$185
Cathedral Studio	$390	$50	$250	$705	$1,405	$2,060	$150	$195
Crown Records	$420	$55	$275	$760	$1,495	$2,190	$150	$210

Distributors and streaming	Price	Mtg.
World Vinyl Group	$190	$95
Imperial Cassette	$190	$95
United Laser Discs	$190	$95
Comet Music	$190	$95
WavePlay	$160	$80
Loop Music	$160	$80

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Artists (sign at the Recording Studio)

- **The Loose Wires** +$10
- **Mina Distortion** +$10
- **Ana Polar** +$15
- **Fog Duo** +$15
- **The Paper Moons** +$20
- **The Broken Pins** +$20
- **Kaos Kiko** +$25
- **Gray Fury** +$30
- **MC Asphalt** +$30
- **Lyrika South** +$35
- **Don Cadence** +$40
- **La Sonora Cometa** +$40
- **Coco Malecón** +$45
- **Marisol Clave** +$50
- **Velvet Ramírez** +$55
- **The Brass Kings** +$60
- **Baron Groove** +$60
- **DJ Kilowatt** +$65
- **Neon Nadia** +$70
- **Circuit Ama** +$75
- **Aurora Orchestra** +$80
- **Estela Real** +$85

8 Mortgages

You may mortgage a property if its genre has no upgrades: the Bank pays you **50%** of its price (shown on the deed) and you turn the deed face down. A mortgaged property collects no rent and blocks building in its genre. To pay it off, pay the mortgage **plus 10%**.

> **Example.** Home Tape Records costs $40. Mortgaging it gets you $20; paying it off costs $22.

9 Trading between players

On your turn you may offer another player a trade of properties, cash and Legal Free Pass cards, in any combination. Only properties in genres **with no upgrades** can change hands (sell the upgrades first). Mortgaged properties change owners still mortgaged, and **whoever receives them pays the Bank 10% of the mortgage** right away; if they pay it off later, they pay the usual amount (mortgage + 10%). If they won't have the cash for that fee, the trade is off.

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Advanced deals

A trade can also carry **deals**, signed when it's accepted (all or nothing) and open to counteroffers:

- **Whole genre:** one tap asks for or offers everything someone owns in a genre, with a suggested price (list, premium for completing the group and expected rent). Not with upgrades.
- **Partnership:** one side pays and collects a **% of the rent** (10–90%) on some of the other side's spaces for a number of rounds or forever; it's split when the rent is actually paid. It can include a **buyout**: the owner ends it on their turn by paying the agreed price. A deed in a partnership can only go to the partner; mortgaged, it pays nothing.
- **Immunity:** for a number of rounds one side pays no rent on some of the other side's spaces.

Rounds count from the current one. Deals end when they expire, when a space changes hands or when either side goes bankrupt. Max 4 partnerships and 4 immunities per player, one partnership per space.

10 Legal trouble

You get there from the Sued! space, from a card, or by rolling three doubles in a row. You go straight there without collecting for passing Launch. To get out, at the start of your turn:

- pay **$50** to the Bank and roll as usual, or
- use a Legal Free Pass card (it goes back to the bottom of its deck), or
- roll: if you get **doubles**, you're out and you move (no extra roll). On your 3rd failed try, pay $50 and move what you rolled.

While you're in, you still collect rent, build and make trades. But the **taxman** keeps half of every rent you collect (into the pot in the middle if you play with one, otherwise to the Bank) until you get out.

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11 The Bank

Every payment goes to or comes from the Bank. The Bank starts with **$24,696** (36 bills of each value). The Bank **never goes broke**: if it runs out of one bill, it makes change with others; if it runs out of everything, it writes what it pays on the bank tray (or on paper) as "issued" and keeps paying. Players may ask the Bank for change at any time.

The counter: storefront, loans, buyback and mortgaged deeds. The Bank's **counter** opens on your turn, with the table calm (to raise cash, also while you decide on a purchase or when you owe).

- **Storefront.** Deeds nobody buys (passed without an auction, or an auction with no bids) and deeds the Bank buys back go up for sale, unmortgaged. On your turn you can buy one at its **list price**. Landing on one offers the usual purchase.
- **Loans.** One at a time, in steps of $50, up to half the value of your unmortgaged deeds and upgrades (max $1,000). Flat **10%** interest (borrow $300, repay $330); you can repay early, all or part, with no discount. It's due after passing Launch **2 times**: the Bank collects from your cash and, if that's short, mortgages and sells just enough; if even that falls short, you owe the Bank. The loan counts against your net worth; if you go bankrupt, the Bank collects first what it can.
- **Buyback.** The Bank buys a deed from you on the spot for **70%** of its price: no upgrades in its group and not mortgaged. It goes to the storefront.
- **Buying mortgaged deeds.** On your turn you offer the Bank a price for someone else's mortgaged deed (no upgrades in its group). The Bank accepts from what it costs to pay off the mortgage plus **20%** of the price; below that it asks for that minimum. If it accepts, the owner has **until the end of their next turn** to pay off the mortgage and keep it; otherwise you pay: mortgage + 10% to the Bank and the rest to the owner, and the deed becomes yours mortgage-free. One offer per deed and per player. If someone runs the Bank, they accept, reject or counter (if they don't answer within 35 s, or they're a party to the deal, the automatic Bank decides).

12 Debts and Bankruptcy

First, check whether you can pay. The most you can raise is: your cash + 50% of all your upgrades + the mortgage value of everything you own that isn't mortgaged. If that **isn't enough**, don't sell anything: declare bankruptcy right away.

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If it **is enough**, raise the money doing the least damage: first mortgage stray properties (from genres you don't fully own), then distributors and streaming, then complete genres without upgrades (cheapest first), and only if you must, sell upgrades, starting with the cheapest genre. At each step, pick the smallest piece that covers what you still owe.

Or ask the Bank for help: a loan or a buyback of one of your deeds (see "The Bank").

Paying by negotiation. If you owe a player, instead of going to the Bank you can offer them deeds (plus cash or passes) and say how much of the debt they cancel. They accept, reject or ask for other deeds of yours; at most 3 offers and counteroffers per debt. No genres with upgrades; whoever receives a mortgaged deed pays 10% of the mortgage. If it doesn't cover the whole debt, the rest is paid as usual.

When you go bankrupt, your upgrades go back to the Bank (you collect 50%), and your cash, properties and passes go to whoever you owed. If that's a player and they receive mortgaged properties, they pay the Bank 10% of each mortgage (if they can't cover it, they owe the rest). If you owed the Bank, **the Bank auctions your properties one by one** to everyone else, each starting at its price (mortgaged ones at what it costs to lift the mortgage, handed over mortgage-free): all the money goes to the Bank and anything nobody wants stays unowned, in the Bank's storefront. You're out of the game.

13 Music challenges

6 cards (3 Remix and 3 Event) ask you to do something at the table. While a challenge is on, nothing else happens. Whoever draws the card can always **pass**, and then collects nothing. Singing the lyrics never counts when you're supposed to hum.

Sing

Sing a chorus out loud. Everyone else votes at once: thumbs up ("Bravo!") or thumbs down. If **at least half** vote yes, collect **$150** from the Bank.

Hum

Hum a well-known song, no lyrics, for 45 seconds at most. You and the first player to guess it (by saying the title) each collect **$100**. If nobody guesses, nothing happens.

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Name that song!

1. **Pick the song.** The player who drew covers their ears or steps out for a moment. Everyone else secretly picks a song. The **DJ** is the next player in turn: they suggest one (the "Ideas for the DJ" list below helps) and can hand the job to someone else.
2. **Play it!** The DJ hums, whistles, claps or plays it, **no lyrics**, for 45 seconds.
3. **Got it?** The player who drew says the title. Everyone else votes (the DJ too). If at least half say yes (**a tie counts as correct**), the guesser and the DJ each collect **$100**.

"No-brainer" variant (the one the app uses with bots): instead of picking a song, **the person on your right hums a tune from the list further on** (picked at random, say with the dice) and you guess it. Get it right and you collect $100. Handy with kids, or when the table runs out of ideas.

Ideas for the DJ

- One from your childhood
- A stadium anthem
- The wedding song
- A cartoon theme
- A Christmas carol
- The song of the summer
- One from a TV commercial
- A TV show theme song
- A movie song
- One your grandparents dance to
- A tearjerker
- The karaoke sure thing
- One from a school dance
- The road-trip song
- One you hate but know by heart
- A lullaby
- A sports team anthem
- A club banger
- A game-show theme
- The birthday song

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Well-known songs to hum

- Happy Birthday
- Twinkle, Twinkle, Little Star
- Frère Jacques
- Jingle Bells
- Silent Night
- Ode to Joy
- Für Elise
- Here Comes the Bride
- Beethoven's Fifth
- The Can-Can
- Turkish March
- The Tetris song
- Greensleeves
- Oh! Susanna
- Old MacDonald Had a Farm
- Row, Row, Row Your Boat
- London Bridge Is Falling Down
- Swan Lake
- The Blue Danube
- Radetzky March
- The Nutcracker
- The Four Seasons
- Brahms' Lullaby
- Pomp and Circumstance

Tunes for the "no-brainer" variant

1. Ode to Joy (Beethoven)
2. Für Elise (Beethoven)
3. Fifth Symphony (Beethoven)
4. Bridal Chorus (Wagner)
5. In the Hall of the Mountain King (Grieg)
6. Morning Mood (Grieg)
7. Brahms' Lullaby
8. Spring (Vivaldi)
9. Eine kleine Nachtmusik (Mozart)
10. Turkish March (Mozart)
11. Symphony No. 40 (Mozart)
12. Minuet in G (Bach)
13. Toccata and Fugue in D Minor (Bach)
14. Can-Can (Offenbach)
15. William Tell Overture (Rossini)
16. Happy Birthday
17. Twinkle, Twinkle, Little Star
18. Frère Jacques
19. Greensleeves
20. Oh! Susanna
21. Auld Lang Syne
22. Amazing Grace
23. London Bridge Is Falling Down
24. Mary Had a Little Lamb
25. Old MacDonald Had a Farm
26. Row, Row, Row Your Boat
27. Korobeiniki (the Tetris song)
28. Jingle Bells
29. Silent Night
30. O Come, All Ye Faithful
31. Deck the Halls
32. We Wish You a Merry Christmas

All of them are public domain or traditional. Songs the table picks are only hummed or sung at home; nobody records or posts them.

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14 End of the game

The **last player who hasn't gone bankrupt** wins.
Time or round limit. Before you start, you can set a time limit (60, 75 or 90 minutes) or a number of rounds (15, 20, 30 or 40). When it's over, the highest **net worth** wins: cash + the price of each property (minus its mortgage, if any) + 50% of what the upgrades cost.

15 House rules (optional)

- **Launch payout:** 100, 150 (standard), 200, 250 or 300.
- **Starting cash:** 1,200, 1,600 (standard), 2,000 or 2,400.
- **Legal Trouble bail:** 25, 50 (standard), 100 or 150; and 1 to 4 tries to roll doubles.
- **No auctions** or **no trading**, for quicker games with kids.
- **Even building** (the classic way): within a genre, no space may be more than one level ahead of another, when building and when selling.
- **Deal cap** (on by default in the app, at 2): at most 2 deals closed with the same player in one turn. An extra deal still stands, but whoever made the final offer gets a **strike**; at the third they go to Legal Trouble and their count resets (if it was their turn and they hadn't rolled yet, they lose the roll).
- **Unlimited upgrades** (ignore the 28 + 12 piece limit: use coins or whatever you have handy).
- **Backstage jackpot:** taxes, bail, card fines and the Legal Trouble taxman's share go into a pot in the middle, and whoever lands on Backstage takes it. Makes the game longer.
- **Always play challenges "no-brainer" style** (the tune variant), or skip challenges if nobody wants to sing: put the card on the bottom and draw another.

Amounts are in this edition's currency (Tour Chips). Agree on house rules before dealing out the money.

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16 FAQ and tricky cases

Do I collect for Launch if I land right on it?
Yes, $150, same as passing it.

What if a card moves me back past Launch?
No: you only collect when moving forward.

I'm sent to Legal Trouble from the other side of the board. Do I collect for passing Launch?
No. You go straight there without traveling around the board.

I'm in Legal Trouble. Do I still get paid when people land on my properties?
Yes, but the taxman keeps half of every rent until you get out. You can also build, mortgage and trade.

Is rent doubled if I own the genre but one space is mortgaged?
Yes: base rent is doubled on the unmortgaged spaces as long as you own the whole genre. The mortgaged one collects nothing.

Can I build if one space in the genre is mortgaged?
No. Pay off the mortgage first.

Can I mortgage while the genre has upgrades?
No. First sell all the upgrades in that genre.

Can I put all my upgrades on one space of the genre?
Yes: you build freely, so you can take one space all the way to a Concert Hall without touching the others. Not with the even-building house rule.

A card sends me to the nearest distributor and nobody owns it.
You may buy it (or it goes to auction). If it has an owner, you pay double the normal rent.

A card sends me to the nearest streaming platform and someone owns it.
Roll the dice again and pay 12 times the result, whether the owner has one platform or two.

The Bank is out of Rooms.
You can't build until someone sells or upgrades to a Concert Hall (which returns 3 Rooms). If two players want the last one at the same time, whoever asked first gets it.

When is rent collected?
As soon as the player lands. Ask for it before the next player rolls: if nobody remembers, it's lost.

Can players lend each other money?
Not between players: only what's in a trade (cash, properties and passes) changes hands, on the spot. Loans come only from the Bank.

Who votes in a challenge?
Everyone except the singer or guesser, the DJ included. With two players, the other player's vote decides.

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Can I sell a Legal Free Pass card?
Yes, in a trade, for whatever price you agree on.

I lose my next turn and I'm in Legal Trouble.
You don't roll or pay on that turn; on the next one, you carry on from where you were.

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Before going to market: trademark search for the product name and the fictional names, publisher details, toy-safety marking (CE / UKCA) and a small-parts warning for children under 3.

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Quick Reference

Turn	Roll, move, resolve the space. Doubles: roll again. Three doubles: Legal Trouble.
Launch	+$150 for passing or landing.
Buy	At the board price; otherwise auction starting at that same price.
Rent	Base ×2 with the full genre. Distributors $30/$60/$90/$150. Streaming 6×/12× dice.
Upgrades	Full genre, no mortgages; build freely. Cost per side $40/$70/$110/$150. Sell back: 50%.
Pieces	28 Rooms · 12 Concert Halls. No pieces, no building.
Mortgage	50% of the price; pay off +10%; receiving a mortgaged one: 10% to the Bank.
Legal Trouble	$50, free pass or doubles (3 tries). Inside you collect, but half goes to the taxman.
Debts	Check first: cash + 50% of upgrades + mortgages. Not enough? Bankrupt. You can pay a player with deeds.
The Bank	Loan up to $1,000 (+10%, due in 2 laps). Buyback at 70%. Storefront at list price. Others' mortgaged deeds: make the Bank an offer.
Challenges	Sing $150 · Hum and Name that song! $100 each · 45 s, no lyrics.

MUSIC TYCOON

All names are fictional parodies. Made-Up Edition.