

# WHO'S NEXT?

## RULEBOOK

### THE CONCERT

Ladies and gentlemen, welcome to **Who's Next?**

From now on, you'll be playing the role of a famous musician who's about to give a wonderful concert with their band. I'll be your conductor this evening.

We'll start slow and build up from there so that all players can learn the rules gradually.

### CONTENTS



7 Wrong note cards



1 Don't Panic card



84 double-sided Musician cards



1 rulebook (12 pages)

### OVERVIEW

Play your **Musician** cards at the right time as indicated by the previous card. Each card played incorrectly results in a wrong note for the player who played it. The player with the fewest wrong notes at the end of the concert wins the game.

# SET-UP

- ▶ Discard all **Musician** cards that indicate a number equal to or greater than the number of players present for this game.

*Example for a game with 5 players: discard all cards numbered (5) and (6).*

- ▶ Distribute the same number of **Musician** cards of each number to the players. Discard any excess cards, as they will not be used for this game.

*Example for 5 players: deal 2 of each card numbered from (1) to (4)..*

Number of players	Distribution	Total cards per player
3	4 cards of numbers 1 and 2	8
4	3 cards of numbers 1 to 3	9
5	2 cards of numbers 1 to 4	8
6	2 cards of numbers 1 to 5	10
7	2 cards of numbers 1 to 6	12

- ▶ Each player takes a **Wrong Note** card and places it with the 0 facing them.

**Wrong Note** cards are used to keep track of your mistakes throughout the game. Turn the card so that the current score is facing you. Flip the card to go from 3 to 4.



2 wrong notes

3 wrong notes

4 wrong notes

# THE STOPWATCH

On the **Level** pages, «the stopwatch» represents the allotted time to play a card. It is managed by the players.

Each round, players must start an oral countdown (after reading the card aloud) as detailed on the **Level 0** page.

*Example : Player 1 plays a **Whoot** and announces it, designating Player 2 in turn order for this round. He then begins an oral countdown « 14, 13, 12...» (corresponding to the time on the **Level 0** page).*

If the player who must play a card exceeds the time limit, they get a wrong note.

## LEVELS OF DIFFICULTY

There are **6 levels** of play, with progressive difficulty from **Level 0** to **Level 6**.

- ▶ Read the **Level 0** page out loud for your first game.
- ▶ Each player begins by composing a hand of 8 **Musician** cards from those received during set-up. Place any unused cards to your left. You can change the composition of your hand between rounds.

Read the **Level 0** page to start playing!

## IMPORTANT

As you progress, the rules of previous level(s) still apply.  
Make sure to keep them in mind!

# LEVEL 0

14" 

At Level 0, cards are played only on their “Whoot” sides.

- ▶ The first player indicates the initial direction of play by pointing to their neighbor on the left or right.
- ▶ The designated person must then play a **Musician** card from their own hand. The card played will designate the next player who must play a card (see diagram on next page).

Each time a player plays a **Musician** card, they must read it aloud and restart the oral countdown (14, 13, 12...). Players place the cards they play staggered in front of themselves, so that all cards played previously are visible.

- ▶ And so on, until:

## → One of the players makes a mistake:

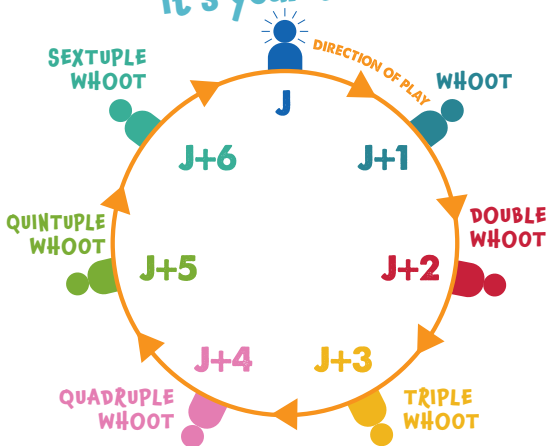
If a player plays when it is not their turn or does not play within the time limit when it is their turn, the other players can report them. The offending player rotates their **Wrong Note** card to the next number. Everyone then takes their cards from the start of the round and the player who made the mistake starts a new round of play.

## → One of the players plays their last card:

In this case, the entire round was played without a **Wrong note**. Everyone takes back their cards and recomposes a hand of 8 cards.

Then read the **Level 1** page if you wish, or play another round at the current level.

It's your turn!



## END OF GAME

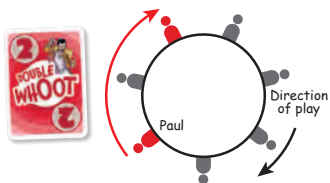
The game ends when a player reaches **7 Wrong notes** on their counting card. The player or players with the fewest wrong notes wins the game.

Once all players are comfortable with the rules of the current level, you can move on to the next level.

# LEVEL 1

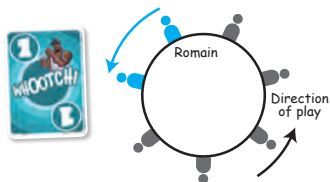
10” 

- ▶ Play your cards on the “Wootchi” side in addition to the “Whoot” side!
- ▶ “Whootchi” sides change the direction of play of the current round until another “Whootchi” is played.

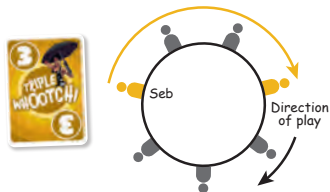


Example:

Paul plays a **Double Whoot** card.



Romain plays a **Whootchi** card which changes the direction of play.



Seb plays a **Triple Whootchi** card which changes the direction of play again!

# LEVEL 2

8" 

- ▶ A player cannot play the same **Musician** card on the same side twice in a row, otherwise this player must take a wrong note.
- ▶ This rule does not take into account cards played by other players.



# LEVEL 3

7" 

- ▶ A card cannot appear 3 times on the table as the last card played, otherwise the player who played the 3<sup>rd</sup> identical card gets a wrong note.
- ▶ A covered card no longer counts, it is only the last card played for each player. A **"Whootchi"** side does not count as a **"Whoot"** side!



# LEVEL 4



Place the **Don't Panic** card in the center of the table, green side up. As soon as a player makes **a mistake**, they get a wrong note and receive the **Don't Panic** card.

If this player makes a **2<sup>nd</sup> error in a row**, they take 2 wrong notes instead of just one and turn the card over to its red side.

If this player makes a **3<sup>rd</sup> mistake** in a row, then they get 3 wrong notes and put the **Don't Panic** card back in the center of the table, green side up.

If ever a player were to make **a mistake** while another player has the **Don't Panic** card in front of them, that offending player collects the **Don't Panic** card and places it on its green side in front of them.

Mistake 1



Mistake 2



Mistake 2



Mistake 3





# LEVEL 5

5" 

Same constraints as in previous levels, but you have **5 seconds** to play a card when it is your turn to play.

# LEVEL 6

4" 

Each time you finish a round, take **1 second** off the timer.

The very last round is played in **1-second** turns!



# GENERAL FAQ

## ► **What happens if an error is not reported?**

An error is not validated until it is reported.

If nobody notices it, it does not count.

However, it can be reported as long as the round has not ended.

## ► **What happens if an unreported error is discovered after a second reported error?**

From the moment an error occurs, it is no longer possible to report previous errors.

## ► **What happens if two mistakes are made at the same time?**

If 2 errors occur at the same time, and they are both signalled, the 2 players are penalised with a wrong note.

If the **Don't Panic** card is in play, it also applies to both players.

The last player to play a card before the errors starts the next round.

## ► **What happens if there is a disagreement about who is at fault?**

If you do not agree on who is at fault, you can retrace the actions of the players by replaying the cards placed in front of you.

This will make it easy to identify who made the mistake.

# APPRENTICE VARIANT

**If player level is unbalanced (for example, if you are playing with children), you can play using the apprentice musician rule.**

The player or players with the fewest wrong notes cannot play a card targeting the player with the most wrong notes. That person is the current apprentice musician.

The apprentice can change during the course of the game.

If no player can target the player with the most points, then there is no apprentice.

There can only be one apprentice at a time.

If more than one player is in last place, there is no apprentice for the round.

## CREDITS

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# REFERENCE

## END OF GAME

The game ends when a player reaches 7 Wrong notes on their counting card.

The player or players with the fewest Wrong notes wins the game.

## SUMMARY OF WRONG NOTES

- Playing a card when it is not your turn.
- Not playing when it's your turn, not playing within the time limit.
- Making a mistake in the name of the card played.
- Wrongly interrupting the game. Be careful, the slightest announcement like "it wasn't your turn" counts as an interruption of play.
- **Level 3:** playing the same side twice in a row (for a given player).
- **Level 4:** playing a card when it already appears twice on the table (only uncovered cards count).
- If a mistake is not reported, it does not count as a wrong note. However, it can be reported even after several turns have been played. Only the last wrong note can be reported (one error covers another - the audience did not hear the first wrong note, so it didn't count).