

RISE TO FAME: ROCK STAR

The stage is set for you to make your way from an unknown to... A ROCK AND ROLL LEGEND!

Objective: *Be the first player to advance through each level of fame by gaining 'Fame Points' and landing on the space marked 'Legendary'.*

Contents:

60 Progress Tokens	3 Dice	4 Player Pieces	72 Contact Cards	72 Event Cards
39 Fame Counters	4 Agent Cards	4 Manager Cards	1 Game Board	4 Planning Boards

Setup:

- Place the board and position a player piece for each player on the "Start" space in the middle of the board.
- Place the Progress Tokens and Fame Counters next to the board.
- Shuffle the *Event* and *Contact* cards into separate piles, and place them next to the board (face down).
- Shuffle the *Agent* and *Manager* cards into separate piles, and place them next to the board (face down).
- Place a Planning Board in front of each player.
- To determine who goes first, each player rolls one die and the highest number wins. The player turn order is clockwise.
- Before the first turn, each player, starting with the first, chooses to start with either 5 Progress Tokens or two cards (either 2 *Contact* cards, 2 *Event* cards, or 1 card from each deck).

Game Play:

Each player's turn is divided into the following **5 Actions** (each Action will be explained further down). Each action is taken in order and when all actions are complete the turn is over.

Turn Actions:

1. Roll the six-sided die (1D6)
2. Move the number of spaces rolled.
3. May trade Progress Tokens for Fame Counters.
4. Play any cards you wish to play.
5. Announce the end of your turn (it's important!).

Turn Actions (Detailed):

Action 1: Roll the die and make any adjustments using cards or Progress Tokens when applicable (more on that later).

Action 2: Move your piece to the proper space and follow the instructions.

Action 3: You may trade in 10 of your Progress Tokens for one Fame Counter.

Action 4: You may now play any cards from your hand or from your Planning Board (or both). You may also place any Planning Board cards from your hand onto your Planning Board (you can even play those Planning Board cards you just placed!). We will explain what the heck a planning board is below.

Action 5: Once you are finished with all actions, declare your turn over (again, this is important!).

* Cards on your Planning Board (called Planning Board cards) can be played at ANY time during your turn.

So now that you know what to do when, let's begin! On their first turn, each player moves from the Start space onto to lowest level of fame: UNKNOWN. This 'Level Marker' is the actual first space of the game.

Your goal in Rise To Fame: Rock Star is to gain enough Fame Counters to move through each level of fame and eventually to the pinnacle of success and become a Legend by having the required 10 fame counters and landing on the 'Legendary' space on the outer track of the board.

Only 10 needed, that's easy... whoa there partner! You can't become a Rock Legend that easily! You must have a certain number of Fame Counters on each level of the board in order to move to the next. Once you move to the next level of fame you discard all your current Fame Counters and start from scratch!

Everyone starts out on the **Unknown level** of fame.

In order to level up to the **Niche Audience** level of fame you need 4 Fame Counters.

In order to level up to the **Cult Following** level of fame you need 6 Fame Counters.

In order to level up to the **Superstardom** level of fame you need 8 Fame Counters.

Finally, in order to win the game you need 10 Fame Counters.

Once you reach the required number of Fame Counters to level up you also need to land on the level up space. To win the game you need to land on the 'Legendary' space.

Don't forget that you can't make it to the big time without help... Once you advance to the Niche Audience level you obtain an **Agent**. And when you achieve Cult Following status, you get a **Manager**. Your Agent and Manager give you great bonuses and really help you along your path to fame!

Sounds easy! Gain Fame and level up... but how do you get those Fame Counters? There are a few ways...

1. Land on a space called Performance and attempt to wow the audience with a **Performance Roll**. You roll 2D6 (2 six-sided dice), if you roll an 8 or higher you gain 1 Fame Counter! There are ways to add to your roll too (below).
2. **Trade in 10 Progress Tokens for 1 Fame Counter**. If you have the Progress, you can buy as many as you want!
3. The **Award space** on the board.
4. **Certain cards** can give you fame as well.

Now that you have the general idea, let's look at the path you must travel in order to become the best of the best!

There are many different types of spaces you can land on. Some are good for your growing career (**Promotion** or **Networking**) while some are bad (**Bummer**). There are also spaces where you simply take a break from the madness (**Hiatus**). You have the chance to earn fame from the **Performance** spaces and there are also **Level up/Level Marker** spaces (and of course the **Legendary** space). Let's look at the different spaces:

Promotion: These spaces will allow you to gain Progress Tokens. Some of them also allow you to sell cards or skip turns to gain even more Progress Tokens! If a Promotion space says: '**Gain 3 or 7 Progress**' that means you can immediately gain 3 Progress Tokens or skip your next turn to gain 7 Progress Tokens... the choice is yours! If you want to skip to gain more, simply lay your player piece on its side and your turn is immediately over (you do not perform Actions 3 or 4). On your next turn, you place your player piece upright and gain the number of Progress Tokens the space tells you to and take no Actions this turn. Once your next turn comes around you play normally again.

Networking: These spaces will allow you to draw (or even buy) cards from either the Contact, Event, or both decks. Some of them allow you to skip turns to gain even more cards (see the skipping process above in the Promotion section).

Bummer: These spaces represent setbacks in your career. Simply follow the instructions on the space.

Hiatus: These spaces represent you taking a little break from the action and some of these give a little extra!

*** Every Hiatus space has the following feature (that can really help you out)... On your next turn (after the turn you landed on Hiatus) you may skip Actions 1 and 2 and simply move forward or backward one space.**

Level Up/Level Marker: This space is where you must land in order to proceed to the next level of fame. Remember, you must have the correct number of Fame Counters to move onto the next level of fame. Sound hard to land on that once space to level up, right... WRONG! There is a neat little feature we will talk about below that makes it easier.

Performance: As stated above: roll 2D6 and if you roll an 8 or higher you get 1 Fame Counter. Don't panic though, if you roll less you can spend some hard earned Progress Tokens to bump up your roll. Simply pay 2 Progress Tokens to increase your Performance Roll by 1. You can increase it all the way up to 12. You cannot spend Progress Tokens to adjust an **Ultra Performance** roll.

* If you roll a 2 you lose 1 Fame Counter (what a bad Performance!).

* If you roll a 12 (or you bump up your roll by spending Progress Tokens to 12) you gain 2 Fame Counters! Wahoo!

* Sometimes you will see the term 'natural roll', it simply means the number you actually rolled with no bonuses or additional (paid for) additions.

Legendary: This is the space you need to land one (with 10 Fame Counters) to win the game.

Landing on that pesky Level Up space

Remember that once you gain enough Fame Counter to level up, you have to land on the Level Up space. Sounds tough but you get a little help! Once you gain enough Fame Counters to level up you have a special ability that lasts until you actually move to the next level of fame. Once you roll (Action 1) you may now pay 1, 2, or 3 Progress Tokens to move forward 1, 2, or 3 spaces beyond you roll. This ability will come in SUPER helpful when it is time to move on up!

Running out of Progress

There is a limited number of Progress Tokens. Once they are all gone players cannot gain any until the pile is replenished.

The Card Decks

When you draw cards (unless instructed otherwise) you may choose either deck of cards to draw from. Also, when all the cards in a deck run out, shuffle the discarded cards and make new decks.

Event Cards – These cards have a red back and represent the situations around you. Some affect you, another player of your choice, or all players. They usually involve gaining or losing Progress Tokens, helping or hindering players, etc.

Contact Cards – These cards have a blue back and represent the people you meet and how they help you. They are usually similar to Event cards, but the more people you know, the better!

* When you draw a card it is put in your hand. You may not do anything with a card in your hand until Step Four of your turn, unless the card indicates a different time that the card can be played. Both the Event Deck and the Contact deck contain cards that are key-worded “Hand Card” and “Planning Board.” Planning Board cards must be placed on your Planning Board. You may only do this during Step Four. You cannot use a Planning Board card while it is in your hand.

* **Hand cards** may only be played **during your 4th Action** on your turn, unless otherwise stated on the card.

* **Planning Board cards** may be used **during any Action** on your turn, unless otherwise stated on the card.

* There are a few cards that can be played on another player's turn. Follow the instructions on the card.

Planning Board and Hand Limits

You may only have five cards on your Planning Board. You may have as many cards in your hand as you wish.