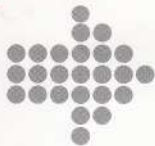


# POPSTARS

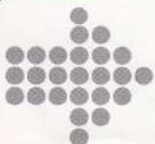
## Auditions



1. Choose the 'Player Card Guide' that is the same colour as your token. Place your token on the arrow on the 'Auditions' ring.
2. Roll the number dice and move clockwise around the 'Auditions' ring.
3. When you land on a coloured space pick up the appropriate colour card from one of the four different coloured packs of 'Play Cards' on the board.
4. Your aim is to collect the six cards of your colour as depicted under the 'Auditions' heading on your 'Player Card Guide'.
5. You may not always pick up your colour card every turn. If you pick a 'Play Card' with an 'Auditions' symbol that belongs to another player [i.e. their colour card], keep the card so you can trade it with your opponents [see 'Trade'].
6. When you have collected all 6 cards move onto the space with the black arrow in the 'Forming the Band' ring.

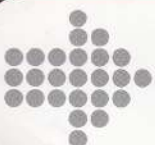
**Note:** If at any stage a player picks up a card that is related to another ring, he/she must place it back underneath the pile and pick up another card until he/she gets the correct ring's card.

## Forming the Band



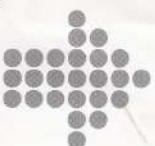
1. Roll the number dice and move around the 'Forming the Band' ring as detailed above.
2. Your aim is to collect the six cards of your colour as depicted under the 'Forming the Band' heading on your 'Player Card Guide'.
3. When you have collected all 6 cards move onto the space with the black arrow in the 'Record and Release' ring.

## Record & Release



1. Roll the number dice and move around the 'Record and Release' ring as detailed above.
2. Your aim is to collect the six cards of your colour as depicted under the 'Record and Release' heading on the 'Player Card Guide'.
3. When you have collected all 6 cards move to the arrow space directly under the number 40 spot on the outer edge of the board.

## Race to Number One



1. Roll the number dice.
2. Add the numbers together to determine the song number that you will have to sing from the 'Karaoke CD'.
3. Play the 'Karaoke CD' and sing your song using the appropriate 'song card'.
4. Roll the number dice and the chart dice to determine how many spots you will move and whether you move up, down or stay where you are on the chart.
5. You may only move to the number one spot in an anti-clockwise direction. The last spot you can move to by throwing a 'down' arrow is the number 40 spot. To move off this spot, you will have to throw an 'up' arrow.
6. Follow points 4 and 5 each turn.
7. If you land on a white star, pick up a 'Chance Card' and follow the directions.
8. First player to the number 1 spot WINS!

### Spot (Star) 13

If you land on spot 13 on the chart, go back to 40, sing another song, and start again!

### Trade

If a player lands on the yellow space marked 'Trade', the player can ask another player for a card of his/her own colour, and can trade any colour card in return. Players may not take another player's colour cards and may not trade if they have no cards.

### Fast Play

To make the game faster, remove any sets of coloured cards not matching tokens being used in the game.