

INTRODUCTION

Recruit idols and unite them to form the greatest K-Pop group that has ever existed, but be cautious!

Other producers will do their utmost to seize the number 1 spot from you, compete against their groups, and strive for the top. The producers won't be your sole adversaries; your greatest challenge is the cost of fame.

The first player to reach 30 points emerges as the winner.



COMPONENTS





36 IDOLS CARDS

+12 ROOKIES



56 EVENTS CARDS





16 GOALS



4 AWARDS CARDS







GAME SETUP

Every player should share when they began following K-pop, and the individual with the longest history of following Kpop will organize the game and take the first turn.

Take the main deck with pink backs, remove 12 rookie cards from it, and shuffle them.

nookie deck

- Shuffle the rookie cards and arrange them face down according to the image.
- Select 4 rookie cards and display them in the center of the board.
- Each player in a counter clockwise direction chooses one rookie card and places it in front of themselves, then refills the taken card.







Always refill the taken card















MAIN DECK

- Shuffle the main deck with the pink back and position it near the chart board
- Distribute 5 cards face down from the main deck with pink backs to each player.
- Provide each player with 1 quick access card and 1 meeple of the same color. Instruct all players to place their meeples on the purple star on the board.



GOAL DECK

Distribute 3 face-down goal cards with yellow backs to each player.



TAKING A TURN

The game consists of rounds played in a counterclockwise direction. The player who has been following K-pop for the longest time will start each round. In every round, you can go through five phases in the following order:





RECRUIT IDOL

Discard 1 EVENT card and choose 1 IDOI, from the rookies on the table then refill from the rookie deck



ADD OR MOVE 2 IDOLS

During this phase you can perform 2 different actions:

- Place up to 2 idols from your hand into one of your debuted groups or form a new group.
- Transfer up to 2 debuted idols from their current group to another one.



MAKE A DEBUT

If you have on your table 4 IDOLS, composed at least of 1 RAPPER, 1 DANCER and 1 VOCALIST, you can make your group debut.

Calculate the fame points of the group (points are located in the top right corner), consider any upgrades or downgrades, and apply them to the score. Then, move your meeple to the appropriate slot based on the final score of your debuted group.

















DEFEND & ATTACK

Utilize EVENT cards to either attack your opponents' groups or upgrade/ protect your own groups.











You may use ar instant event to remove 1 idol from an opponent's group









You can use a unlock event

You can use event to block the group from the deb

remove 1 permanent event

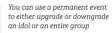
IDOL LOOSES











You can use an unlock event to remove all permanent events from the group.



DRAW OR DISCARD CARDS

Draw cards to bring your hand back to a total of 5 cards, or discard any surplus cards if you have more than 5.



PAY ATTENTION

Each action can be performed only once per turn, and you cannot change the order of the phases or return to a previous one.



IDOLS CARDS



















ROOKIE







ROOKIE IDOL

A single-fame-point idol card.

Players can utilize it to form groups, and, during their turn, select one of those groups from the designated deck on the table.

THE ACTION CAN ONLY BE ACTIVATED WHEN THE IDOL IS INITIALLY PLAYED ON THE TABLE.



BASIC IDOL

An idol card with 2-4 fame points for creating groups.



SUPER IDOL

This card possesses a **special ability** that can only be activated the first time its played. If the card is a **CLASH**, the player has the option to challenge one idol from an opponent. **Both players roll the DIE** and add the result to their respective idol's fame points.

The player with the higher total wins and acquires both challenged idols.





PERMANENT EVENT CARD

Place it on a group or a single idol, and it can only be removed by unlock cards



INSTANT EVENT CARD

Has an **immediate effect on groups or idols** and is then discarded.



TEMPORARY EVENT CARD

The effect lasts for only 2 turns.



UPGRADE/DOWNGRADE EVENT CARD

Can be applied to either an idol or a group, either increasing or decreasing the fame points of the idols.



UNLOCK EVENT CARD

An instant card that can be used to remove all types of event cards from the groups



Can be applied to a group, and the effect is **permanent. You cannot add idols to a blocked group**, but you can move idols from a blocked group to another or create a new group.



Can be applied to a group, and the effect is **permanent**.

The protected group cannot be targeted for attacks.

CLASH EVENT CARD This card initiates a battle between groups (refer to IDOS' CLASH - page 11).





GOALS CARD

The goal cards **award additional points** if the player achieves a group debut meeting the **specified card requirements**.



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The requirements are considered met even if the player debuts with more idols than those requested by the goal cards.

It's possible to **gain extra points** by making groups debut with specific requirements:



If you debut a group formed with cards of the same color, add 1 fame point for each idol.



If you meet the requirements of the goal cards, add the indicated number to the fame points.

PAY ATTENTION

Each goal must be associated with ONLY I group, it's possible to use more than a goal card on the same group. The goal is fulfilled even if there are more idols than requested.



Once you make a group debut, it remains on the table with the **cards turned upside down.**

= 14 POINTS



When a group has debuted, you can no longer add idols to it. However, you can remove idols from that group and have them debut in another one.

Keep in mind that every bonus or penalty will stay with the idol.

THE MUSIC CHART BOARD



IDOLS'CLASH









Each player chooses a group from his own board, even consisting of only 1 idol.

Each player can choose to exchange up to 3 cards from their hand



7 POINTS

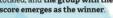
During each player's turn, they can only play I event card either within their own group or in their opponents groups. RESET THE SCORE OF





O POINTS

Once all the events are exhausted, fame points accumulated by the groups are totaled, and the group with the highest score emerges as the winner.





The victor receives a permanent card featuring the crown symbol, which can be used for one of their idols on the board. The idol then becomes the leader of the group!