



# ID★LS CLASH

The K-Pop game

# 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 IDOLS



**56** EVENTS CARDS



**16** GOALS CARDS



**4** AWARDS CARDS



**3**



## GAME SETUP

Every player should share when they began following K-pop, and the individual with the longest history of following K-pop 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.**

## 1 ROOKIE 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.





Instruction card

Always refill the taken card



## 2 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.

## 3 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**:



TAKE IN HAND

DISCARD



1

## RECRUIT IDOL

- ◆ Discard 1 **EVENT** card and **choose 1 IDOL** from the **rookies** on the table, then refill from the rookie deck

2

## 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.

3

## 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.

4 POINTS  
= 1 POINT + 3 POINTS + 1 POINTS + 2 POINTS + 1 POINTS  
3 BONUS POINTS



= 11  
POINTS



## 4 DEFEND & ATTACK

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



DISCARD 1 IDOL



IDOL LOOSES  
3 POINTS



EVERY IDOLS  
EARN 1 POINT

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

You can use a permanent event to block the group from the debut.

You can use a unlock event to remove 1 permanent event

You can use a permanent event to either upgrade or downgrade an idol or an entire group

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

## 5 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

## POINT OF FAME

FROM 1 TO 4 POINTS

2

## TYPE OF IDOL



VOCALIST



DANCER



RAPPER

4

## COLOR OF IDOL



3

## ROLE OF IDOL



ROOKIE



BASIC IDOL



SUPER IDOL



5

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

## 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.



## 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 it's 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**



## GHOSTING EVENT CARD

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.



## PROTECTION EVENT CARD

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**.

## GROUP DEBUT

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

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



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



- 2 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 1 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.

**7 POINTS**

**+ 4 POINTS**

**+ 3 POINTS**

**= 14 POINTS**

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



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



## LIGHTNING SYMBOL

If a player's meeple lands on the lightning symbol, it triggers an **unexpected action**. The player must **draw a card from the main deck**, show it to all players, and use it **immediately within their own groups** on the table, whether it is a positive or negative card.



## IDOLS' CLASH

When a player passes for the first time on the yellow star on the chart board or plays an event card IDOLS CLASH, it triggers a **battle between groups**.



# 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.



During each player's turn, they can **only play 1 event card** either within their own group or in their opponents groups.

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!**

