

EN

SPOTIFY

Spotify account and

internet connection required



CONTENT:

- 230 cards with music theme
- 4 pawns
- 1 game board
- 1 hourglass
- 1 dice
- Game rules

ONE MINUTE OF FAME® - GAME RULES

Are you ready for your One Minute of Fame®? Step into the spotlight with your team and find out who the true music expert is! Choose your favourite team, flip the hourglass, and guess as many songs as you can in just one minute. One Minute of Fame® guarantees a party and brings back your favorite music memories. So turn up the volume and please don't stop the music!

OBJECTIVE OF THE GAME

The goal of the game is to be the first team to reach the finish line. Teams can advance their playing figure by correctly guessing as many hits as possible. In each round, you may guess a maximum of 10 hits. The One Minute of Fame® app determines how many spaces you may advance.

SETUP

1. Make sure you have a Spotify account to play the playlists.
2. Divide players into teams of at least 2 people and choose a pawn. The more players per team, the more fun the game! You need at least 4 players to play One Minute of Fame®.
3. Place the game board in the middle of the table. Shuffle the theme cards and place them face up with the QR codes visible in the Pick Your Card area. Also set out the hourglass, theme cards, and dice.
4. The team with the oldest player goes first.

* The game includes Local Heroes cards with hit lists of favourite local hits. Look at the flag icon to see which country the music comes from. If you don't want to play with these cards, remove them from the game before you start.

WHAT DOES A GAME ROUND LOOK LIKE?

Each turn consists of four steps:

1. Roll the dice.

2. Choose a theme and scan it with the app.

3. Flip the hourglass and guess as many hits as

possible in one minute.

4. Move the pawn.

1. ROLL THE DICE

The turn starts by rolling the dice. The outcome determines the event for that turn. Here are the possible results:



Pick an extra theme card from the deck.



Oops! Skip your turn.



Take one fewer theme card.



The other team decides which theme your team must play.



Lucky you! Move one extra space forward.

Bonus! Keep one theme card and use it in any future round of your choice.

After rolling the dice, the team draws 3 theme cards and chooses one theme to play, taking into account the dice result.

2. CHOOSE A THEME AND SCAN

One player from the team takes three theme cards and picks one. The two unselected cards go on the discard pile. Another player from the same team is the DJ and scans the QR code on the chosen theme card using the One Minute of Fame® app. The app opens a playlist with hits from the selected theme.

3. ONE MINUTE TO GUESS

The player who chose the theme now steps into the spotlight! The goal is to guess as many hits from the theme card as possible within one minute.

- A player from another team flips the hourglass and shouts: "PLAY THE MUSIC!"
- The DJ plays the hits. After each correctly guessed title, the DJ clicks the to move on to the next snippet.
- If the player doesn't know the hit, the DJ may click the to skip to the next hit.

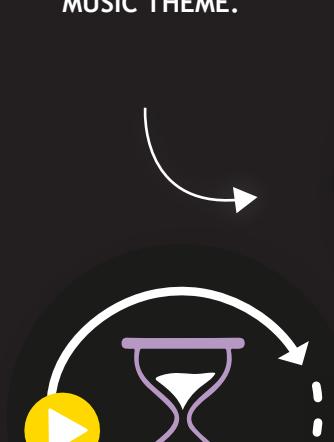
IMPORTANT: To count as a correct answer, you must guess the title of the hit. The DJ may not give any hints during guessing!

4. MOVE THE PAWN

The app automatically calculates how many spaces the team may move forward based on the number of hits guessed correctly.

END OF THE GAME

The team that reaches the finish line first wins the game!



1. CHOOSE YOUR FAVORITE MUSIC THEME.

2. SCAN THE QR CODE WITH THE ONE MINUTE OF FAME® APP.



3. FLIP THE HOURGLASS TO START THE MINUTE.



4. GUESS AS MANY HITS AS YOU CAN IN ONE MINUTE.



5. BE THE FIRST TEAM TO FINISH.