

FAME & FORTUNE — OFFICIAL GAME RULEBOOK

1. COMPONENTS

- Game Board
- Category Cards
- Specialty Cards
- Fortune Tokens
- Fame Points
- Player Pieces
- Dice
- Score Sheets
- A phone or tablet to record performances

2. SETUP

1. Choose a Starter Icon.
2. Place all pieces on either Audition space.
3. Everyone rolls; highest roll goes first.
4. Re-roll ties.
5. Play proceeds clockwise.

3. TAKING A TURN

1. Roll the die.
2. Move left or right along the outer ring.
3. Choose the direction that lands you on the category you want.

4. LANDING ON A CATEGORY SPACE

You become the Director/Producer for that turn.

1. Draw the top card.
2. Run the Trivia Question.
3. Run the Bonus Question.
4. Run the Performance Prompt.
5. Award the Fortune Tokens and Fame Points shown on the card.

5. TRIVIA PHASE

Trivia Question

- Director/Producer reads rewards.
- Reads the question aloud.
- First correct answer earns the Trivia rewards.
- That Player becomes eligible for the Bonus Question.
- If no correct answer in 10 seconds, say “Cut!”

Bonus Question

- Director/Producer reads Bonus rewards.
- Trivia winner attempts the Bonus.
- If no Trivia winner, the first correct answer earns the rewards.
- Correct answer earns the Bonus rewards.
- Incorrect after 10 seconds, “Cut!”

Background Info

Director/Producer reads the correct answer and background information.

6. PERFORMANCE PHASE

Director/Producer reads the Performance Fortune Tokens, Fame Points, and Performance Prompt.

The part is offered in this order:

1. Trivia winner
2. Bonus winner
3. Director/Producer
4. Any other Player (Fame Points only)

Use the same phone or tablet to record all performances.

Performances may be done immediately or before the Awards Show.

7. MOVING TOWARD CENTER STAGE

A Player may move inward only when:

- They land on a Specialty Space
- Trivia and Bonus Questions are read as regular Trivia Phase
- Director/Producer has first opportunity to accept the part, and does so
- Movement inward begins on the next turn.

If Director/Producer declines part.

The part is offered in this order:

1. Trivia winner
2. Bonus winner
3. Any other Player (Fame Points only)

Movement inward is not allowed on the next turn.

8. CHALLENGES

If you land on an occupied space, you may initiate a Challenge.

Trivia & Bonus Face-Off

- A different Player becomes the Director/Producer and reads Trivia + Bonus.
- First correct answer from the challenging players wins the rewards on the card.

Performance Showdown

- Both Players perform the prompt.
- Votes occur during the Awards Show.
- Only one wins the associated rewards.

9. SPECIALTY SPACES

Audition

Small Fortune Tokens and Fame Points.

Cutting Room Floor

Same Fortune Tokens as regular categories; reduced Fame Points.

Director's Cut

Increased Fortune Tokens and Fame Points.

10. ENDING THE GAME

The game ends when the first Player reaches Center Stage. They take one card from any category and conduct the final turn as Director/Producer.

The winner is determined at the Awards Ceremony.

11. AWARDS CEREMONY

- All performances are shown.
- Players and registered online audience members vote.
- Awards categories appear on the Score Sheets.

Game Awards Fame Points:

- 10 Fame Points per vote
- 100 Fame Points per category win

12. YEAR-END FAME & FORTUNE AWARDS

Fame Points earned throughout the year contribute to the Annual Awards.

Annual Awards Fame Points:

- 10 Fame Points per vote
- 10,000 Fame Points per category win

13. STARTER PLAYER PIECES

Each player selects one **Starter Icon Card** at the beginning of the game.

Starter Icons determine the **colour of the player's pawn**.

Starter Icons are not purchased and have no cost.

Starter Icons:

- Skateboard
- Scooter
- Roller Skates
- Bicycle
- Inline Skates
- Taxi
- City Bus
- Subway Token
- Delivery Bike
- Walking Shoes

Place your coloured player piece on an **Audition** space to start.

Place your Starter Icon card in front of you.

14. FORTUNE ICON CARDS

Players may purchase **one** Fortune Icon Card at the **beginning of their turn**, before rolling the dice.

Icons are collected as cards and placed in front of the player.

These cards represent lifestyle, status, and net worth.

The app tracks all Fortune Tokens and Fortune Icons to determine total net worth automatically.

Fortune Motors

- Ride Share Car — 40,000 FT
- City Hatchback — 75,000 FT
- Sports Coupe — 125,000 FT
- Luxury Sedan — 175,000 FT
- Red Carpet Limo — 250,000 FT
- Tour Bus — 350,000 FT
- Studio Motorcoach — 500,000 FT

Fortune Design

- Rolex Watch — 75,000 FT
- Cartier Bracelet — 125,000 FT
- Chanel Handbag — 175,000 FT
- Gucci Sunglasses — 225,000 FT
- Louis Vuitton Travel Set — 300,000 FT
- Tiffany Diamond Necklace — 400,000 FT
- Prada Couture Ensemble — 500,000 FT

Fortune Exotics

- Lamborghini Huracán — 600,000 FT
- Ferrari 488 — 700,000 FT
- McLaren 720S — 800,000 FT
- Porsche 911 Turbo — 900,000 FT
- Aston Martin Vantage — 1,000,000 FT
- Bentley Continental GT — 1,200,000 FT
- Rolls-Royce Wraith — 1,500,000 FT

Fortune Pleasure Crafts

- Jet Ski — 100,000 FT
- Speedboat — 500,000 FT
- Sailboat — 600,000 FT
- Luxury Yacht — 1,000,000 FT
- Private Jet — 2,000,000 FT
- Helicopter — 3,000,000 FT
- Superyacht — 5,000,000 FT

Fortune Real Estate

- Modern Condo — 1,000,000 FT
- Beach House — 1,500,000 FT
- Penthouse Suite — 2,000,000 FT
- Mountain Chalet — 2,500,000 FT
- Hollywood Home — 13,000,000 FT
- Luxury Mansion — 5,000,000 FT
- Mega Estate — 10,000,000 FT

15. QUICK REFERENCE

Turn Flow

1. Roll
2. Move
3. Trivia
4. Bonus
5. Performance
6. Award Tokens & Points

Performance Priority

1. Trivia Winner
2. Bonus Winner
3. Director/Producer
4. Anyone (Fame Points only)

Specialty Summary

- Audition: Low rewards
- Cutting Room Floor: Same FT, reduced FP
- Director's Cut: Increased FT & FP