

# Celebrity

The goal of the Celebrity board game is for each player to recognize a celebrity by a number of known parameters before any of their opponents manage it.

**GAME PIECES**  
96 cards (four sets of 24 cards)  
Rules of the Game

## PREPARING FOR THE GAME

Sort the cards into four separate decks according to their type: Activities, Facts, Letters, and Countries. Shuffle each deck and place them all at the center of the table face down. Leave enough space next to each of the decks to have a discard pile on one side and to be able to place the corresponding card in play (ongoing quests) on the other side.



The player who got an autograph from a celebrity or sang something him or herself last goes first.

## PLAYING THE GAME

The player turns over the top card from one of the four decks, places it in the quest slot and reads out loud the quest on the card. Then the players try to remember and name a famous person whose biography fits the quest parameters.

The first player to name a celebrity that fits the criteria of the quest proceeds to turn over another card from any of the other decks on the table, places it in the quest slot and reads out loud the quest on the card. Now the players must race to complete a more difficult task: each of the players must attempt to remember and name a celebrity that would fit the criteria on both of the quest cards. For example, if one of the cards reads "Religious Figure" and the other one reads "Commemorated in monuments," one could name Jesus Christ and Martin Luther King.

The process repeats for the third and the fourth quest cards: the player that names a celebrity fitting the uncovered cards gets to flip over the top card from any of the remaining decks, and all of the players attempt to come up with the name of a celebrity that would fit the criteria listed on all of the uncovered quest cards. The maximum number of uncovered quest cards is four—one from each deck. For example if the cards read: "Writer, Poet," "Used a pseudonym," "Austria, Hungary, and Switzerland," and letter "E," one could name Erich Maria Remarque.

A situation may arise at some point in the game when none of the players are able to name a celebrity that would conform to all of the open quest cards.

## TYPES OF QUESTS

### DECK OF ACTIVITIES



Players have to name a celebrity whose occupation corresponds to the criteria listed on the card.

For example, if the card says "Musician, Composer, Performer," one could name Peter Tchaikovsky or Michael Jackson.

### DECK OF FACTS



Players have to name a celebrity whose biography fits a given criterion. For example, if the card says that the celebrity "Was imprisoned or exiled," one could name Vladimir Lenin or Al Capone.

### DECK OF LETTERS



Players have to name a celebrity whose name (first or last) or nickname/pseudonym begins with the given letter. For instance, the letter R will fit Richard Wagner, Ronaldo or Peter the Great (from the Romanov dynasty).

### DECK OF COUNTRIES



Players have to name a celebrity associated with a given country in some way. This person could have been born, lived, studied, or worked there, or he or she could have participated in some war efforts that took place in this country. For example, if the quest card reads "South and Southeast Asia," one might name Tamerlane (who is known for having pillaged India), or Ferdinand Magellan (who died in the Philippines).

We recommend leaving players no more than a minute worth of time to try thinking up of a name. Players can speed up the process by refusing to name a celebrity (by saying "I don't know" or "I give up"). When the time is up or when all the players have given up trying to come up with a name, the last card that was opened is placed in the corresponding discard pile. The player who had named a celebrity whose biography corresponded to the criteria on the previously opened cards takes all of the remaining quest cards, and the turn ends. If a player was able to name a celebrity that fits the criteria on all four cards, he or she collects all four cards, and the turn ends.

The player who takes the cards at the end of the turn begins the new turn.

## SIMPLIFIED VERSION OF THE GAME

If the players find the quests too difficult, they can try removing the deck of Countries from the table. The cards from this deck limit the players' choices the most. In this case:

- You need to prepare only three decks of cards before starting to play
- Players can open a maximum of three quests per turn
- Players will need only 3 cards to earn a point at the end of the game: one for each of the decks (Activities, Facts, and Letters).

## TIPS AND ADDITIONAL RULES

- Players should agree ahead of time whether the names of fictional characters from books, movies, songs etc. can be used during game play.
- It helps to have access to Wikipedia during the game. You can use a desktop, laptop, or a handheld device for this purpose. Wikipedia can only be used to check whether or not a celebrity actually fits the criteria on the cards. Using Wikipedia to search for an answer to a quest is strictly prohibited.
- If a player names a celebrity, but the other players have doubts as to whether or not the celebrity in question fits the criteria from one or more open quest cards, the player needs to provide proof by using a dictionary or the Wikipedia.
- If a player names a celebrity that no other player has ever heard of, the players use a simple majority vote to decide whether or not the answer qualifies (if no one has heard of this person, does he or she even qualify as a "celebrity").
- All the quests contain gender-neutral criteria. This should prevent the players from being biased one way or another.
- If several players name a celebrity simultaneously, the winner is the last player to have turned over a quest card.
- A celebrity can only be named once in a given game. For instance, one may name Eduard Streltsov if an athlete is called for, but if the next open card requires for the celebrity's name to begin with an S, players cannot use Streltsov's name again. The players will have to come up with the name of another athlete whose name begins with the letter S.

## END OF THE GAME

Once the last card of either one of the four decks is uncovered, the last turn of the game begins. At the end of the turn the players proceed to tally up their scores.

A player receives one point for a full set of four cards, which must include one card from each of the decks in play. Incomplete sets of cards do not earn points. If several players end up with the same score (the same number of full card sets), the player with the most cards wins. Should both players also have the same number of cards on hand, they must then shuffle the decks with all of the quest cards and play a tiebreaker round. The first player to collect quest cards will be declared the winner.

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