

CLAIM TO FAME™

For 4 or More Players
Ages 13 to Adult
60 minute playing time

Object of the Game:

Win by being the first team to reach the Claim to Fame™ space in the center of the gameboard. On each turn, one player is the "Clue-Giver" for his or her team and draws a card that features the name of a celebrity, historical figure or famous fictional character. Clue-Givers progress their pawns along the track by getting their team members to correctly yell out the listed noteworthy facts on the back of each card. Can you get your team to call out every fact that made each famous moniker a household name?

Contents:

- 1 Gameboard
- 900 Famous Names on 450 Cards
- 2 Pawns
- 1 Dry Erase Board
- 1 Dry Erase Marker
- 1 60-second Sand Timer
- 1 Card Holder



Set Up:

Divide into two teams of roughly the same amount of players. Each team places one of the two pawns on the Start star on the gameboard. The team with a player who most recently met a celebrity goes first.

Game Play:

Play alternates between each team for each turn. On a turn, the Clue-Giver from the active team will take a card and place it into the Card Holder with the side that says a famous name facing the rest of his/her team, while he/she sees the list of famous facts about that person (their "claims to fame"). The Clue-Giver must only look at the side with the names on it, NOT the side with the clues, before deciding which name to place upright in the Card Holder.

A member of the opposing team then turns over the 60-second Sand Timer to start the time limit. The Clue-Giver must then give clues by drawing on the Dry Erase Board, performing charades, and/or giving verbal clues in order to get his/her teammates to yell out as many of the five facts on the back of the card as possible. Note that certain spaces on the gameboard will limit what type of clues the Clue-Giver can use that turn (see Gameboard Spaces below).

When teammates guess the facts, the wording they use should be as close as possible to what is written on the back of the card in order to score a point. For example, "Raiders" would not be sufficient for Raiders of the Lost Ark but "Oliver Twist" would be enough for (The Adventures of) Oliver Twist. Teammates can make as many guesses as they want as there is no penalty for a wrong answer.

When the sand has run out in the Sand Timer, the active team's turn ends and moves its pawn clockwise around the board, dependent on how many facts were guessed correctly (see Scoring below). Note that both pawns may occupy the same space at the same time.

Two laps around the board are required before a team is able to move their pawn onto the red star track leading to the final Claim to Fame space.

Gameboard Spaces:



Start/Blank: The Clue-Giver may do whatever he or she wants in order to give clues (draw, do charades and/or give verbal clues, either separately or in combination). Note that the Clue-Giver cannot say any of the actual words printed on the card unless a teammate has already said it. Also, using clues such as “sounds like,” “rhymes with,” or “starts with” are NOT allowed.



Draw: Use the Dry-Erase Marker and Board to draw visual clues. Note that drawing numbers or letters is NOT allowed. Speaking and performing charades are also NOT allowed.



Charades: Act out or perform clues, but speaking, making noises, and/or drawing are NOT allowed.



No Speaking: You may draw and/or perform charades but making any noises or speaking is NOT allowed.



?: After the name for the turn is announced by the active Clue-Giver, the opposing team chooses the method in which he/she is allowed to give clues (drawing, charades, or verbal clues).



Red ?: Teams may only move their pawn onto these spaces after completing a second lap around the board. These spaces are considered “?” spaces when giving clues.

Note that even when speaking or making noises is not allowed, the Clue-Giver may say “pass” to let his/her teammates know that he/she is abandoning the current fact and is moving on to giving clues relating to the next fact. Saying “yes” is also allowed to let teammates know that the current fact has been stated and the Clue-Giver is moving on to the next fact.

Scoring:

Score 1 point for each fact guessed correctly by the team

Score 1 bonus point if all 5 facts were guessed correctly (move ahead a total of 6 spaces)

Every error made by the Clue-Giver (such as giving a verbal clue while performing on a Charades space) means that the team receives no points for correctly guessing that fact.

Winning:

The first team to move their pawn onto the Claim to Fame space wins the game.

Tie Breaker:

It is possible that the team that goes first at the beginning of the game will reach the Claim to Fame space first. If this happens, the opposing team has a chance to reach the same space on the next turn if they are within scoring distance on the gameboard. If both teams occupy the Claim to Fame space at the same time, the teams each play an additional round, drawing cards and having teammates attempt to correctly guess the five facts on the cards. The team that guesses the most facts correctly on their turn wins the game.

Variant:

For a shorter game, teams may complete only 1 lap around the board before entering the Red ? spaces leading to the Claim to Fame space.

Tips:

When performing charades, it is helpful to know some classic charades gestures. To indicate a book, hold your hands together, palms up. To indicate a song, hold an imaginary microphone while making singing gestures. If the fact is a film title, pretend to crank an old-fashioned movie camera. When acting out a title of a play, pretend to pull on a theater curtain rope. For a TV show title, draw an imaginary square around your head. To indicate a quote or a phrase, make quotation marks in the air with your fingers.

Credits:

Game Design: Jody Ipsen, Robert Codish, Garry Donner, and Michael Steer

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