

GAMEPLAY: TRUMP CARD

The aim: Win all the influencers of the other players.

- 1 Shuffle and deal the cards face down.
- 2 Hold your cards face up in a pile so you can see the top card only.
- 3 The person who was last “online“ starts and reads out one of the stats from the top card (e.g. “Followers: 1.2M”). The other players then read out the same stat of their card.
- 4 The player with the highest value wins the round (for “Born” the oldest influencer wins). The winner takes all the visible top cards, including their own, and puts them at the bottom of their deck.
- 5 It’s the winner’s turn to choose the stat from the next card.
- 6 If two or more cards share the highest value, then all the cards of this round are placed in the middle. Only the players with the same value battle for these cards. The last winner reads out the same stat from the next card. The winner of this round takes all the cards of this round.
- 7 The person who has won all the cards at the end wins the game.

Activity cards:

To spice it up even more, we included 4 unique special cards. How to use them is stated on each card.

Fast game:

If you like to play a very quick game, you can remove the losing cards from the game after each round.

GAMEPLAY: QUARTET

The goal: Win as many quartets (sets of four) of the different categories as possible. Take out the activity cards for this game.

- 1 Each card has a category in the bottom left corner (e.g. “Ambassador” or “Music”).
- 2 Shuffle and deal the cards. They’re held face up as a card fan in the hands.
- 3 The person who was last “online“ starts and asks one of the others for a certain category (e.g. “Music“) in order to form a quartet.
- 4 If the other player has this card, then they hand it over. If the other player doesn’t, then it becomes their turn to ask for a category they need.
- 5 When a quartet, consisting of 4 equal cards, is created, then these cards are placed in front of the player for all to see.
- 6 The game ends when one player has created quartets from all of their cards and has no card left.

GAMEPLAY: LIVE GUESS

Shuffle and put only one pile of cards face up in the middle of the table. Now all players guess the current “live” stats of the game characters using the QR codes on the back of each card. Who is closest wins the card. Once all cards are played, the person with the most cards wins.