

Million Hit Chart

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What game is this?

This is a solo och cooperative game in which the goal is to see to that the idol group Prism Five Plus sells as many copies as possible of their debut CD.

Players will exchange and move the appeal cards that the idols have, and play further appeal cards from hand onto the idols, with the goal to have as high an appeal as possible when the game ends.

However, there are still trends, and appeal points on idols that don't conform with the trend will be ignored. Ignored idols in the group, will of course affect sales. If the *center*, the two main members, are ignored, the group is largely doomed.

The trend will become more and more clear throughout the game, so players must try to foresee and guess and adapt as much as they can.

Your goal is to overcome these obstacles and sell as many CDs as possible.

Victory conditions

To sell as many CDs as possible.

There is no specific goal of sales, but the typical challenge is to reach above one million.

Cards used in this game

26 appeal cards

Front

Back

1 Leverage card

6 Idol (icon) cards

Only the front side is used in the game. On the back you find the backdrop for the idol, which is only flavour and has no effect on the game.

1 Trend sheet

1 Record card

12 vote cards from Idol Conclave

These are used to count the remaining number of appeals you can do. They just work as counters, hence any cards will do, or any other counter for that matter.

How to play

1 Preparations

1-1 Preparing the game area

* Line up the six idol (icon) cards. It's recommended that you line them up in number order.

* Shuffle the appeal cards and form a face down deck. Then line them up in the following manner:

[1] Draw the top 3 and place them face down on the Trend sheet in the designated spaces. However, cards with the [trend] mark on the back side (and green back) shouldn't be placed there, instead they are reshuffled into the deck. The three cards placed here are the Trend cards.

[2] Place three appeal cards in a vertical column below each of the 6 idols, one column per idol, a total of 18 cards. These cards are called the *appeal columns*.

[3] The 5 cards that are left, and the Leverage card, will be hand cards. Hand cards are kept face up and belong to all players simultaneously. There are no personal cards in hand in this game.

* Place the 12 vote cards (or other suitable counters) on the bottom of the Trend sheet. These counters/cards are "number of remaining appeals".

1-2 Determining leader player

The player who most recently was the leader of an idol group is the start player. In case of a tie, determine with rock-paper-scissors or any other suitable method.

* If you're playing this game after having a game of Idol Conclave, the winning player is the leader of Prism Five Plus and will hence be the leader player for this game. In case there were more than one leaders of the Idol Conclave game, then all those players are leaders, and they will have to vote on the decisions done.

The leader player's role is to have the final say when deciding actions in the game.

1-2' For solo games: A leader player

If playing solo, this sole player is naturally the leader player.

1-3 Determining center idols (the main two)

In this game, two of the idols will be the center of the group. Players may decide this as they wish. If you want to decide randomly, use the "identity" cards from Idol Conclave and draw two at random.

The 6 identity cards

* If you are playing this game after a session of Idol Conclave, the *center* is the top two characters as per the voting results. If there were more than two in the center of that game, then as an exception you will play with all those as centers.

1-4 Flip the first row of appeal cards face up

From the appeal columns, flip face up the one closest to each idol. You will have 6 faceup appeal cards, one below each idol, and 12 face down (two more below each idol).

* If the players agree, you can instead flip the second or the third row face up.

1-5 Determine difficulty

The leader player now determines the difficulty of the game. There are two difficulties

* Real game (hard)

* Easy game

* If you're playing an easy game

When do do the "look at an appeal card (section 2-3), you can, on step [5] turn the cards face up instead of face down. That way, you won't have to memorize each card's position.

However, your base value will be lower in the end game (so your sales will be lower).

2 Flow of the game

The leader player chooses one of the three actions and announces what will be done. This is repeated until you get to section 3 (Results).

Possible actions in the game

* Look at an appeal card

* Play an appeal from the hand cards

* Proceed to section 3 (Results). This may be announced when you have no remaining appeals to do. You may announce this while you still have cards left in hand, but if you do, your hand cards will be put back in the box.

2-1 Look at an appeal card

Overview: You look at an appeal card of an idol, and gives it to another idol or switches places with it and another card.

[1] The leader player selects one player.

* The leader player may select himself.

[2] The designated player chooses one of the appeal cards of any idol.

* The player may choose a face up card.

[3] The designated player looks at this card.

* He may show it to all the other players.

[4] The designated player chooses one of three actions:

Exchange places with another idol card of his choice.

Move the card to a different place

Return it to where it was.

[5] Wherever he places the card, it doesn't change its facing.

[6] Remove one of the cards/counters from the Trend sheet and place in the box.

[7] When the third, sixth or ninth card/counter has been removed from the Trend sheet, flip face up the leftmost face down card of the trend cards on the Trend sheet.

[8] Return to step 2.

2-1-1 [4] Exchange places with another idol card

Choose any other idol card (face up or face down) and switch places between them.

The cards should keep their facing.

2.1.2 [4] Move the card to a different place

Move the chosen card to a different place. Choose any appeal card of any idol, and insert the chosen card before or after it, sliding the other cards down if necessary to supply place. The empty space in the column the card was taken from is filled by sliding up the cards below.

* Do not rearrange the order of the cards in the columns under each idol unless the rules allow you to. The order of the cards is important.

[4] Move the card to a different place

Fill up
Open up
Hand
Play an appeal card from hand onto an idol.

Image of completed setup
The idols' appeal columns
Hand cards

2-2 Play a hand card onto an idol

Overview: Add one of the hand cards to a idol appeal column.

- [1] Leader player chooses one of the hand cards.
- [2] He then chooses one card in an idol's line and places the hand card *face up* before or after in the column, sliding the necessary cards down to open up space.
- [3] Return to section 2.

3. Results

3-1 Flow of calculation

The appeal numbers are calculated one by one.

- [1] Put all remaining hand cards in the box.
- [2] Flip all the appeal cards face up.
- [3] Total the number of each type of Trend icons in the Trend line (Pretty, Performance or Tie-up).

If there are most of [pretty] or [performance], look at the bottommost face up appeal card in each idol's appeal column. If that does not correspond with whatever trend symbol was in majority, that idol has failed to grab the hearts of the audience and all her appeal cards are flipped face down.

* If the bottommost card is a Pretty & Performance, it counts as both and will be valid whatever the trend was, provided it wasn't tie-up

If it was a tie for Pretty and Performance, or if there was at least one [Tie-up], then look at all cards in each idols appeal column. Idols that have no face up tie-up appeal card in their column have failed, and all their appeal cards will be flipped face down.

- [4] One idol at a time, check whether their individual appeals worked.

How to check if an appeal worked.

The idol (icon) card itself counts as the top card.

Starting with the top appeal card (the one lying directly below the idol (icon) card) and going down the column, compare the number (in a hexagon) with the card above. If the card you check has a higher number than the one above, that appeal has succeeded. If not, that appeal has failed.

* The topmost appeal card is compared with the idol card's number.

If the appeal failed, flip that card face down.

Face down cards count as "having no number to compare with", so the card below them is instead compared to the closest face up card above them.

* Face down cards are still important for some special score calculations, so don't

remove them from the columns.

[5] Now, as some cards have been flipped, return to step [3] to re-check if the idol qualifies at all. If she doesn't any longer, flip all her appeal cards face down.

Example of checking appeal success

This card's number is 7, which is higher than the above card's 5, so this card is a success.

This card's number is 7, which is the same as above card's 7, so this card is a failure and will be flipped face down.

This card's number is 6, which is compared to the card above the previous card (as the previous card is face won). It's lower than that card's 7, so this also fails and will be flipped face down.

In this case, this idol's bottommost faceup card is a number 7, value 7,000, Pretty. Unless the Trend is Pretty too, she will thus have failed completely and all her appeal cards will be flipped face down. Also, her tie-up card is also now face down, so if the Trend is tie-up, that's also a complete failure.

[6] Add up the appeal total, bonus and base value

* Appeal value

The total of all face up idols' appeal cards' values.

* Negative cards decrease the total.

* Face down cards count as 0. Their effects are also ignored.

* Some special cards value might change.

* Bonus

Add to that the bonus from special ability cards.

* Base value

The base value is the number of idols that has at least one face up appeal card.

If both/all the center idols (as determined in section 1-3) have at least one face up appeal card, the group gets a bonus of +2 extra base value.

* If you have more than 2 idols as centers, they all must have at least one face up appeal card, or the bonus will not be given.

If you are playing the real game (hard difficulty), you get an extra +1 in base value.

[7] Calculate the CD sales.

Calculation of sales

(appeal value + bonus) x base value

Example: If the appeal value total is 42,000, the bonus is 30,000 and the base value is 6, that would be $(42,000 + 30,000) \times 6 = 432,000$

* Bring a calculator if you haven't mastered counting in your head.

This is the total sales you mustered.

Sales evaluation

0–200,000 Department idol

201,000–400,000	Anachronistic idol
401,000–600,000	Major idol
601,000–800,000	National idol
801,000–999,000	Large TV show regular idol
1,000,000–	Major artist
1,500,000–	International super idol

3-2 Keeping Game records

Record the result on the Million Hit Chart record sheet

Get Flying

Atsuko Maeda

Sailor suit revolution

Akaneru, Ayayaya

The date you played

Your hit song

CD sales

Center members

Name of leader or leader character.

3-2-1 The hit song

The title of the hit song that Prism Five Plus sang to sell the CD is the combination of words that you find on the three Trend cards. The first word is the bottom of the first card, the second (if any) on the side of the second card, and the last on the top of the third card.

* Some cards don't have a word on the side. In that case, it's a two-word song.

Example: If the Trend looked like this...

Your hit song name is Love in Memory

4 Details on the appeal cards

4-1 Details on the cards

Number

There are four possible icons

This counts as BOTH Pretty AND Performance,

4-2 The bonus frames

Bonus frame

If a card with this frame is in the appeal column of an idol with the same number as this card, the bonus is valid. There is also a picture of the relevant idol in question.

Do note: As is explained in section 3-1 (step [4]), cards that have a lower or equal number to the card above, will be flipped face down and their value will be 0. So in order to actually gain a bonus like this, either the bonus frame must contain an [infinity] mark, or you must have a lower card above, something which is only possible if that card in question has the [infinity] mark.

4-3 Details on the special icons

[Infinity] Cards with this icon will not be compared to the card above, and will never be flipped face down during the step [4] in the check in section 3-1, regardless of

their number. They are always face up.

* It doesn't matter if the previous card has a larger (or equal) number.

* When a card *below* this card is compared to this card, this card's real number is used.

* If the [infinity] icon is in the "bonus" field, the [infinity] isn't valid unless the bonus is valid.

[+10,000] This gives a 10,000 bonus when calculating sales.

* It's not valid unless you fill the conditions for the bonus.

4-4 Details of special effects

Appeal miss!?

Idols with this card will have the value of their highest numbered card(s) reversed (+ turns into – and vice versa).

* This is applied during step [6] section 3-1.

* If the highest numbered card doesn't have a + or – sign, ignore this effect.

* Signs for special abilities do not change.

* This card corresponds with the "Scandal!?" cards in Idol Conclave.

Style Confusion

Idols with this card will have the value of ALL their cards reversed.

* Cards that don't have a + or – sign ignore this effect.

* If it pairs with "Appeal miss!?", apply one card at a time (in order) (In effect, it will mean that the highest numbered card won't change, but all others will).

Cheer fever

The '?' on this card is the same number as the number of appeal cards for the idol who has most.

Please note that this number will also be doubled by this card.

Example: If the idols have these many appeal cards:

Akaneru: 6 cards Kana-chan: 1 card Sayayaya: 6 cards

Tanimie: 1 card Nakonako: 1 card Marisan: 1 card

the value of the Cheer Fever card will be "most cards in a single column = 6) x 2 = 12,000.

* This card corresponds with the "Group vote" cards in Idol Conclave.

Friend's Power

This card's value doubles the value of all cards in the same horizontal line.

Example: If this card is the second card in one idol's appeal column, all other idol's second cards' values will be doubled.

* Cards that don't have a value printed on them ignore this effect.

* Note that this card has a + sign on it, and can hence be changed into a minus by "Appeal miss!?" or "Style confusion". If it is, it will negatively double all cards on the same horizontal line.

(Math reminder: The product of two negatives is a positive. The double negative of a –4,000 card is +8,000)

It doubles the value of all cards on the same line.

Leverage

This card is among the hand cards from the start of the game.

It can be played on an idol like any other hand card in section 2-2, but when played, it must always be played as the top appeal card of that idol.

When this card has been placed, the active player must then take one of the other appeal cards on this idol, and switch its place with any of the face up Trend cards on the Trend sheet. After the places have been switched, the card that is now on the Trend sheet should be flipped face up.

* You cannot place the Leverage card on the Trend sheet.

* You may move a face down appeal card onto the Trend sheet. If you do, flip it face up.

* You may move a card with the Trend icon on the back onto the Trend sheet.

* You cannot move the face down cards on the Trend sheet. So if there are no face up cards on the Trend sheet, you cannot play this card.

This card cannot switch places or be moved in step [4] of sections 2-1-1 or 2-1-2.

Also, no card can be placed above this card in the column where it lies.

* During the Results section, this card counts as having no number, and will not be checked and will always be face up. The card below this will instead compare its number of the card above this (the idol (icon) card).

* If this card is the only card in its idol's column, it counts as the bottommost card, and it has no icon, and hence this idol will have automatically failed with grabbing the hearts of her audience, and this card will be flipped face down.