

SUPERFAN CONVENTION

2-5 players 60 minutes ages 14+
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OVERVIEW

Welcome to the biggest pop culture convention of the year! You and your friends represent fan clubs competing to meet your favourite celebrities, collect selfies, and become the most legendary convention crew.

Over 5 rounds, you'll dispatch your crew members to queue up at various halls, navigate the crowded convention centre and position yourselves to meet celebrities as they appear at scheduled events. Build networks of volunteers to help your crew move efficiently, upgrade your badges for priority access, and time your breaks strategically to maximize your achievements.

The fan club with the most Victory Points at the end of the convention wins!

COMPONENTS

Common

- 1 Game Board
- 1 Pass Card
- 18 Celebrity Cards
- 3 Celebrity Figures (1 of each colour: green, red, orange)
- 2 Destination Markers (matching celebrity colours)
- 1 First Player Marker

- 6 Volunteer Pieces (T-shirt shaped)
- 1 Coffee Dial (tracks 0-12 coffee)
- 1 Pass Marker

Cards:

- 9 Club Cards (unique player powers)
- 40+ Achievement Cards
- 40+ Swag Cards

Player Components (per player):

- 8 Crew Meeples
- 3 VIP Hats
- 1 All-Access Box

Tokens:

- Selfie Tokens (green/thumbs up, red/heart, orange/star)

SETUP

1. Board Setup:

- Place the game board in the centre of the table
- Place the Pass Card nearby with space for 4 pass markers

2. Celebrity Setup:

Sort the Celebrity cards into 3 decks, based on their level – A/B/C. Shuffle each deck separately and then draw 2 cards from each deck.

Arrange them face-up in this order:

- Round 1: A-rank celebrity
- Round 2: A-rank celebrity
- Round 3: B-rank celebrity
- Round 4: B-rank celebrity

- Round 5: Both C-rank celebrities
- Place the matching celebrity figure on the board at the starting position shown on each card (Rounds 1-3 only)
- Place a destination marker on the board at the final hall shown on each celebrity's path (Rounds 1-3 only)
- Return unused celebrities to the box

3. Swag Card Market:

- Shuffle the Swag cards
 - Deal 4 face-up in a row at the bottom of the board
- Place the deck nearby

4. Achievement Card Setup:

Shuffle Achievement cards

Deal 2 to each player (keep secret)

Place the deck nearby

5. Player Setup:

Each player:

- Takes 8 crew meeples, 3 VIP hats, 1 All-Access box, and 6 volunteers in their colour.
- Takes 1 coffee dial and sets it to 12.
- Draws 1 random Club Card which is placed in front of them, face up.
- Receives starting 3 selfies: 1 green, 1 red, 1 orange.

6. First Player:

Randomly determine the first player and give them the First Player marker.

7. Starting Positions:

In reverse turn order (last player first):

- Each player places 2 crew members (General Admission only) in the Ticket Hall – but not in the queue.

GAME OVERVIEW

The game is played over 5 rounds. Each round has three phases:

- Income Phase - Players receive coffee
- Action Phase - Players take turns performing actions or passing
- Celebrity Phase - The celebrity for this round moves and scores

ROUND STRUCTURE

PHASE 1: INCOME PHASE

At the start of each round, ALL players gain coffee equal to the amount shown on the next celebrity who will score this round.

Important: Coffee is capped at 12. Any excess coffee over 12 is lost.

PHASE 2: ACTION PHASE

Starting with the first player and going clockwise, players take turns performing ONE action each turn OR passing.

Once you pass, you cannot take any more actions this round, but you continue to participate in turn order (see Passing, below).

QUEUE RULES

Crews queue up in halls in the order they arrive, but

badge type determines priority:

Queue Hierarchy (front to back):

- All-Access Pass
- VIP Pass
- General Admission

Within each badge class, crews queue in order of arrival.

Security Volunteer Override:

If you have a Security volunteer in a hall, all YOUR crews in that hall go to the front of their badge class (but never ahead of a higher badge class).

Queue Limits:

- 4-5 players: Maximum 7 crews per hall
- 3 players: Maximum 6 crews per hall
- 2 players: Maximum 4 crews per hall

Available Actions:

MOVEMENT ACTIONS

Move 2 Spaces (1 Coffee)

- Move one of your crew members up to 2 spaces
- Movement is orthogonal (no diagonals)
- Usher Bonus: When you move through one of YOUR Usher volunteers, immediately gain 1 coffee (see Volunteers section)

Move 3 Spaces (2 Coffee)

- Move one of your crew members up to 3 spaces
- All rules for movement apply
- Usher Bonus applies

DEPLOYMENT ACTIONS

New Arrival (4 Coffee)

- Place a new crew member (General Admission) from your supply into the Ticket Hall queue
- The crew enters the queue following normal queue hierarchy rules
- If Ticket Hall is full: You may place the crew in any hall adjacent to Ticket Hall (Food Trucks, Photo Ops, or Main Hall) for free
- If all adjacent halls are also full: Place in any hall with space

Upgrade Badge (5 Coffee)

Upgrade one crew member already on the board:

- General Admission → VIP Pass: Place a VIP hat on the crew member
- VIP Pass → All-Access: Place the All-Access box under the crew member (also under the VIP hat)

You cannot skip levels (must upgrade through VIP to reach All-Access)

When upgraded, the crew member immediately moves to their new position in the queue (see Queue Rules)

VOLUNTEER ACTIONS

Place Volunteer (2 Coffee)

Take one volunteer from your supply and place it in one of three locations:

Security (on a Hall):

- Place next to a hall's queue, on the clip board space
- Effect: ALL of your crews in this hall go to the front of the queue within their badge class
- Example: You have 2 General Admission and 1 VIP in a hall. Another player has 1 All-Access, 2 VIPs, and 1

General Admission. With Security, the queue is: Their All-Access, YOUR VIP, their 2 VIPs, YOUR 2 General Admission, their General Admission.

Usher (between two Halls):

- Place on the connection between two orthogonally adjacent halls – on the space marked with a velvet rope
- Effect: When YOU move a crew through this connection, gain 1 coffee immediately
- Example: You move a crew 2 spaces through 2 of your Ushers. You spend 1 coffee, pass through both Ushers, and gain 2 coffee (net: +1 coffee)

Photographer (on a Hall):

- Place next to a hall's entrance
- Effect: Whenever a celebrity enters this hall, you gain 1 selfie (matching the celebrity's colour)

Volunteer Limits:

- Each location can hold only ONE volunteer (any player)
- Once placed, volunteers cannot be moved (except via Swag cards)

SELFIE & SCORING ACTIONS

Take a Selfie (1 Coffee)

- If you have a crew in the same hall as a celebrity figure currently on the board, gain 1 selfie matching that celebrity's colour

Use a Swag Card (0 Coffee)

- Spend selfies as shown on any face-up Swag card to activate its effect
- Immediately replace the used card with a new one from the deck. If the deck runs out, shuffle the discard pile to form a new deck
- Only ONE player can use each Swag card (first come, first served)

Pass (0 Coffee)

- See Passing section below

CLUB CARD POWER (Variable Cost)

- Once per round, you may use your Club Card's special power
- The cost and effect are shown on your Club Card
- Note: Some club cards have ongoing effects, rather than actions

PASSING

When you pass:

First Time Passing (Slot 1):

- Place your pass marker on the first slot of the Pass Card
- If you're the FIRST player to pass this round, gain 2 coffee
- You may either:
 - Score one Achievement card from your hand (gain VP shown), then draw a new Achievement card
 - OR Discard one Achievement card from your hand to gain 2 coffee, then draw a new Achievement card
 - Exception: In Round 5, do not draw a new Achievement card

Continuing After You've Passed:

When your turn comes around again after passing:

- You do NOT take an action
- Instead, advance your pass marker to the next slot and gain its reward
- Choose either coffee OR VP (your choice):

Slot 2: 1 coffee OR 1 VP

Slot 3: 2 coffee OR 2 VP

Slot 4: 3 coffee OR 3 VP

If you're already on Slot 4, gain the Slot 4 reward again each turn

End of Action Phase:

Continue until all players have passed.

PHASE 3: CELEBRITY PHASE

The celebrity scheduled for this round now moves along their path and scores:

1. Celebrity Movement:

The celebrity moves from their current location along the path shown on their card, entering each hall in sequence.

When entering each hall (including final destination):

- The crew in Prime Position (first in queue, any player) gains 1 selfie matching the celebrity's colour
- Each Photographer volunteer owner in that hall gains 1 selfie matching the celebrity's colour

Example: A celebrity moves through 3 halls. You have:

- A crew in prime position in Hall 1
- A Photographer in Hall 2
- Nothing in Hall 3

You gain 1 selfie from Hall 1 (prime position) and 1 selfie from Hall 2 (Photographer) = 2 selfies total.

2. Celebrity Scoring:

When the celebrity reaches their final destination (marked with a destination token):

- They trigger the effects above (selfies for prime position and Photographers)
- Then they score according to the method shown on their card
- Different celebrities score in different ways - read each card carefully!

3. Celebrity Removal:

- Remove the celebrity figure from the board
- If it's Round 3 or earlier, place the NEXT celebrity figure on the board at their starting position
- Place a destination marker at that celebrity's final destination hall

SCORING TYPES

Celebrities score in various ways. Here are the types you'll encounter:

Ranked Scoring:	Points are awarded to crews in queue order. Example: "12, 8, 5, 3, 2, 1, 1" means 1st place gets 12 VP, 2nd gets 8 VP, etc.
Everyone Scores:	Every crew in the hall scores the same amount. Example: "Everyone: 6" means each crew scores 6 VP.
Badge-Based Scoring:	Different badge types score different amounts. Example: "General Admission: 4, VIP: 6, All-Access: 8"
Ranked, Excluding General Admission:	Only VIP and All-Access crews score, in ranked order. General Admission crews score 0.
VIP and All-Access Only:	Only VIP and All-Access crews score the listed amount. Example: "7 VP for everyone. Only VIP and All-Access score."
Scaling by Total Crews:	Scoring depends on how many crews are in the hall. Example: "1-2 crews: everyone scores 12. 3-4 crews: everyone scores 5. 5+ crews: everyone scores 3."

SELFIES

Selfies come in three types (colours):

- Green (thumbs up icon)
- Red (heart icon)
- Orange (star icon)

Celebrities give selfies matching their colour.

Selfie Conversions (anytime):

- 2 selfies (any type) → 1 coffee
- 2 selfies (any type) → 1 selfie (different type)
- 4 selfies (any type) → 2 VP

These conversions can be done at any time, even during final scoring.

SWAG CARDS

Swag cards represent special one-time actions you can purchase. Each costs 1-3 selfies of a specific colour.

To use a Swag card:

- Pay the cost (selfies shown)
- Resolve the effect immediately
- Discard the card
- Immediately replace it with a new card from the deck

Only ONE player can use each Swag card. Once used, it's gone from the market.

The full list of Swag card is in the appendix

ACHIEVEMENT CARDS

Achievement cards are personal goals that score Victory Points.

During Play:

You hold 2 Achievement cards in hand. When you pass, you may score one and draw a replacement (except Round 5).

Scoring an Achievement:

- Count how many times you meet the criteria
- Multiply by the unit value shown
- Gain that many VP immediately

Example: "Row: Pick a row of halls. Score for each of your crew (3 VP per crew)"

- You have 4 crews in the top row
- Score: $4 \times 3 = 12$ VP

Final Scoring:

After Round 5's celebrity scores, all players score their one remaining Achievement card at TRIPLE value.
[Full Achievement card list would go in appendix or reference]

CLUB CARDS

Each player has one unique Club Card giving a special power usable once per round.

END GAME & FINAL SCORING

After Round 5's celebrity phase:

Final Scoring:

- Each player scores their remaining Achievement card at 3× value
- Players may convert remaining selfies to VP (4 selfies = 2 VP)
- Leftover coffee scores 0 VP

Determine Winner:

The player with the most Victory Points wins!

Tiebreaker:

- If tied, the player closest to the first player marker (in clockwise order) in Round 5 wins.

Changes 15-Jan-2026

- Currency is just "coffee", not Mojo
- Everyone starts at the Entrance
- New meeples enter at the entrance only
- Move 2, instead of Move 1
- Move 3, instead of Move 2
- Ushers give 1 coffee