

RULES

2-6 Players - Ages 8+ years

Contents:

Playing board, 125 NOW Music Cards, 25 Wild Cards, 30 second timer, 6 play pieces, 1 die.

To start:

- Separate out the NOW Music Cards and the Wild Cards, shuffle, and split the NOW Music Cards into two roughly equal packs. Put the three packs face down on the board.
- 2. Each player puts their piece on the large silver-disc at the outside of the record to start.

To play:

- 1. The youngest player rolls first, and moves their piece the number of spaces shown. After their turn, play passes to their left.
- 2. If a player lands on a plain coloured space, that is the end of their turn.
- 3. Spaces with a picture of a pig on them are Wild Card spaces; a player landing here should pick up a Wild Card. The player should follow the instructions on the card. That is then the end of their turn. Wild Cards should be replaced at the bottom of the pack after they have been used.
- 4. Spaces with a CD on them are Play spaces. If a player throws a 1, 2, 3 or 4 to land on one of these, then the player to their left should pick up a **NOW Music Card** from either pack and ask the relevant question:
 - 1 1980s question
 - 2 1990s question
 - 3-21st Century question
 - 4 Titles question

If the active player answers the question correctly, their piece remains where it is.

If they answer incorrectly, they go back to where they started their turn. This is the end of their turn.

If a player throws a 5 or a 6 to land on a Play space, then they pick up the card themselves. Once they have read the relevant category, the timer is turned over and the player has one minute to convey the information to all the other players:

- 5 **Song Charades** the active player is not allowed to use any words to convey the song title (not the artist) the other players try to guess the title. The first to call out the right answer within the minute moves their piece forward two spaces. If the answer is guessed correctly in the time, the active player also moves their piece forward two spaces. If no one answers correctly in the time, then no action is taken and the turn passes to the next player.
- 6 **Oldies** the active player must follow the instructions on the card as they try to convey a song title (not the artist) to the other players. The first to call out the right answer within the minute moves their piece forward two spaces. If the answer is guessed correctly in the time, the active player also moves their piece forward two spaces. If no one answers correctly in the time, then no action is taken and the turn passes to the next player.

After use, replace the card at the bottom of the pack.

5. NOTE: For any piece that is moved as a result of a Wild Card or because of a 'Song Charades or Oldies, that is the only action taken: no card is picked up, even if the piece lands on a Wild Card or Game Card space.

To win:

The aim is to reach the centre of the record and to answer a final question. (Note: it doesn't require an exact number to be thrown to land on the centre.)

The player to the left of the active player chooses 1, 2 or 3 to select the era for the final question. The next card is then picked up and the relevant question is asked.

If the active player gets the question right, they are the winner.

If they fail to get it right, they remain where they are, and – unless someone else has won in the interim – the procedure is repeated when it is their next turn. This continues until one player correctly answers a final question: this player is then declared the winner.

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