

Art Masters

Singers  
Musicians

Visual Artists  
Video \* Film \* TV

SUPERSTARS \*  
SUPERSTARS \*  
SUPERSTARS \*

Actors \* Entertainers  
Dance \* Performance Art

Fashion Design

Storytellers \* Writers  
Publishing \* Literature

# **STARSEARCH**

## ***The Audition Game***

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### **STARSEARCH PLAYBOOK**

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***The STARSEARCH Game can be played in several ways.***

- 1. As an Art Party Game, where players can make the rules***
- 2. Playing with a Starsearch Gameboard and Playbook***
- 3. Art Masters Guidebook (Optional)***

***How to Play.*** *Starsearch can be played anytime, when players invest in their talents. The game begins when players place a coin or personal token on the playing board. When your turn comes around, put on a show of your talents, for a minute or two. The other players, as your critics, decide whether you can move your token.*

***Starsearch: The Audition Game © available online, and from  
Arts Agency, Station A, Box 144, Toronto, ON. M5W 1A2  
info@artsagency.com www.starsearchgame.com***

## **STARSEARCH GAME PLAYBOOK**

### **SUMMARY OF PLAYING RULES**

1. **Players Begin an STARSEARCH Game** by declaring their intention to participate in the artistic life, and by investing in their talents. This is done by placing a token coin, ie. a penny or a dime, or a personal token, on the outer circle of the playing board.

2. **Play a Round.** For every round of play, each player can talk about the artistic life, comment on a famous quote, answer an artlife trivia question, or put on a performance. A performance normally lasts for one or two minutes, plus possible encores.

3. **Voting For Performances.** When a performance is finished, all players evaluate every performance with applause, and thumbs up or down to indicate a Yes or No vote.

**Yes Votes** say a player put on a **Perfect Performance**. After all, Art is the Art of Perfection.

**No Votes** (ie. thumbs down), mean a critic feels it was not a perfect performance. The standards of performance are high in the Artistic Life. A Perfect Performance isn't easy.

If a majority of the players **Vote Yes for a Perfect Performance**, the player moves his or her coin or token one step in the direction of Centerstage. A tie vote leaves the token where it is.

A player who receives a **No Vote** from a majority of the other players (ie. the critics), must move his or her coin or token one step away from Centerstage, on the playing board. **A tie vote, or one with all abstentions, means a players' token or coin stays where it is.**

The active player can vote at the end of voting to break a tie. As Thumbs Up or Down indicate a Yes or No vote, a Flat Hand Vote is neutral. Neutral votes are not counted.

#### **4. Winning Points, Winning Rounds & Winning the Game**

Every successful performance receives a **Token Step Forward**, and **Superstar Points**. Point Scores are normally recorded by a player or scorekeeper, on a visible score sheet.

With a successful performance, you can move your token one step closer to Centerstage.

**The first player with a token or coin to reach Centerstage wins all the coins and tokens on the playing board. Then the game begins again with another round.**

When the game ends, Superstar game points, tokens and coins are all added together. **The player with the grandest total of coins, tokens and points wins the game.**

As an option, games can have one or more winners, ie. Male and Female Winners. Optional playing rules must be decided by a majority of players before the game begins.

For amateur games, pennies or dimes are recommended. Art Masters Games can play with more valuable coins, as they present a broader range of performance challenges.

## **OPTIONAL PLAYING RULES**

### **1. Voting for an Answer, Story or Performance - Thumbs Up or Down**

If you vote Thumbs Up, you're voting Yes. Pointing Down means No. Laying it straight on the line is a neutral vote, which means you're abstaining from the scorecard count.

**Encores.** A Unanimous Yes Vote means a player can continue a performance with a one-minute encore, but this rule is optional. A Majority No Vote means Stop The Show.

### **2. Levels of Play – Amateur, Professional & Art Masters Games**

There's no such thing as normal in the artistic life, so we can choose to play the game in different ways., at different levels of difficulty, ie *Amateur, Professional & Art Masters Games*.

It's assumed all games are played as Amateur Games unless the group votes to play a Professional or Masters Game, when additional coins can be placed in the Starcenter.

In an Amateur Game, which can use tokens instead of coins, there's no Prep Time, and play begins as soon as a player chooses a question or a performance. In a Professional Game, which only uses coins, a player is allowed one or two minutes to prepare for a question, and 5-10 minutes to prepare for a performance. Art Masters Games are like Professional Games, only Art Masters Games are played with an Art Masters Guidebook. (optional)

### **3. Amateur, Professional & Art Masters Games - Timing Rounds**

A player starts his or her turn by saying "Ready" or touching the playing board. Then play must begin, and the timer starts watching the clock.

The person who played last is Timer for the next turn. He or she can indicate one and two minute marks by raising a finger or a hand. or calling out "One Minute" or "Two Minutes".

For Artlife Trivia Questions, players have one minute max to answer a question, or they can simply say they don't know, and stop the play. Until a question is answered, a player has a minute before the Timer calls "Time" and other players can vote to end the player's session.

In a Professional Game, the player can be given extra time to prepare for performances. This extra time is called Rehearsal or Prep Time. Rehearsal Time is normally one minute, or it can last until a majority of players vote to Start Play.

A player can perform uninterrupted for 1 or 2 Minutes. At the one minute mark, the Timer indicates that one minute has passed by raising a finger or a hand in the air.

After the one minute mark, voting with thumbs up or down can begin. Players indicate their desire to vote by extending a thumb or a hand in the air. When a majority of fingers or hands are in the air, players can count thumbs up or down, to continue or stop the performance.

If a majority indicate thumbs up, then the performance can continue. When a majority vote NO, (ie. a majority of thumbs are pointing down), then the performance must end. If a player doesn't start a turn when other players want (as per a vote), the turn goes to the next player.

**4. Five Steps to Centerstage.** On the Gameboard, there are five steps, or stages, to the STARCENTER - 1. Amateur, 2. Professional, 3. Art Masters, 4. Star, 5. Superstar. These Audition stages are represented by the five colors on the playing board.

#### **5. THE STARSEARCH GAME – All Players Vote, Tie Votes, Ending Rounds**

In voting, the performing player can vote, and this vote can be the winning vote in a tie of the other players. If the player's vote creates a tie, then the vote of all the players is NO or neutral, and that player's turn ends. Players can vote to end a player's turn, even after a question is successfully answered, by voting thumbs down to end his or her turn.

#### **6. Game Options - Art Masters Games (played with an Art Masters Guidebook)**

Art Masters Games are played like Professional Games, only with one difference. In a master game, an Art Masters Guidebook is used, which contains quotes from famous artists, and a wide range of questions about the artistic life. Art Masters Guide is presented as an optional game book, that players can use with a Starsearch Game.

#### **7. Professional Games - Players Can Add Token Coins to the Starcenter**

A player can raise the stakes when his or her turn comes around, by challenging other players to add a coin or token to the Starcenter. If a player issues a challenge and adds a coin to the Starcenter, all other players can also add a coin to the Starcenter or they can opt out of the ante. When players are finished contributing in turn to the Starcenter Talent Bank, the player who issued the challenge takes his or her turn.

#### **8. Starsearch Players Can Make Up The Rules, As The Game is Played**

If you can't find a written rule, make up a rule and vote on it. Find out how life is lived in the art world. Explore your creative energies with audiences telling you when to stop.

The artistic life is forever fascinating, because there are no rules, other than the big one - don't make God angry. Beyond that, there's plenty of advice, but in the end, you are managing your own performance. If you start a performance and don't know where you're going, just keep going. Getting there is half the fun. Go with the flow. Allow yourself to be fully filled with the spirit of divine creation. Keep going until someone puts up a stop sign.

#### **9. You can choose fame or fortune, or you can play to win both.**

Fame is measured in awards, popularity, media attention, and how people talk about you after the game is over and everyone goes home. You might also take home some change. We wish for you both fame and fortune in your pursuit of the artistic life.

#### **10. Don't worry about winning. In the Artistic Life, everyone's a winner.**

Some people will win more popularity points and some will win more money. Fame and fortune come to us in different ways, at different times. Playing the game is the real prize.

Knowing you can do something is worth more than money. Artistic energy sometimes combines with a creative spirit to produce great performances. Artists live for the love of another perfect performance, and for the ever-elusive appreciative audience. Are you curious to see what can happen next?

## **THE STARESEARCH GAME \* PLAYING PROCEDURES**

### **A. Who Stars, Who Starts, Who Decides, On Which Way to Play**

The person who owns the game (or the host of the party) starts the game by playing first. Every player takes turns, going left or right, depending on which way players want to play.

If there's a difference of opinion on how to interpret the rules, a majority of players decides. If players can't agree on which way to play, it's probably a good idea to cancel the game as the audience may be too critical that day. Some audiences aren't worth the effort. That's the artistic life for you.

### **B. Place a Token or Coin on the Outer Circle and Work Your Way Up.**

Every player begins a game by placing a coin or token on the first step of the Playing Board.

This outer circle is the first step on the path to Center Stage. This is the Amateur Circle. Everyone begins the artistic life as an amateur. We've all been there. We have to start somewhere. Welcome to the club. There's nowhere to go but up, in an artistic life.

With every successful performance, a player moves their token/coin one step up the ladder toward the Starcenter. A few flawless performances can take you all the way to the Inner Circle. When you make it to Superstar Centerstage, you can win some fame and fortune.

### **C. Artlife Trivia Questions, Art Masters Quotes & Art Performances**

With a token/coin on the playing board, each player takes turns entertaining the other players with 1. Artlife Trivia Questions, 2. Art Masters Quotes, or 3. A Talent Show Performance. Your playing options are, to answer a question, talk about a quote, or put on a performance.

Artlife Trivia Questions explore the artistic life, with questions about famous people, famous films, and famous tv stars, singers, musicians, actors, dancers, painters & graphic designers.

Art Masters Quotes reveal the heart of humanity, as perceived by the world's most famous artists. Recite a quote, and comment on what you think the artist was trying to tell the world.

Art Performance Cues suggest things players can try to do, to entertain the other players.

All the players are invited to ask Artlife Trivia Questions and suggest Art Performance ideas. A player chooses which questions, quotes or performances to act on. If you can't think of a question to ask a player, do some research, or consult Art Masters Guidebook (optional).

- D.    *Fame =        How many Staresearch Points a player collects.***  
      ***Fortune =      How many coins and tokens a player collects.***

Answering Trivia Questions gives a player Staresearch Points, but does not move tokens.

Performances approved by a majority of players accumulate one point per performance, plus Successful performances move a player's token one step closer to Centerstage (ie. fortune).

The total of artistic points and playing tokens (ie. coins), is a player's total score. When a game ends, the player with the most tokens & points wins the game, just like in the Artlife.

## ***THE STARSEARCH GAME \* PLAYING PROCEDURES (Continued)***

### ***E. Artlife Trivia Questions and Entertaining Performances***

**Artlife Trivia Questions.** Artlife Trivia Questions can be found anywhere in life and in the minds of all the players. You can talk about Art History, Artworld Tours, Culture, Superstar Bios, with facts and figures, tidbits and gossip from the cultural community.

Who's succeeding, and who's failing, and who's being seen where, and when and how? There are so many questions. Sometimes we have answers for questions they ask us.

**Special Performance Requests** - Players can ask any Artlife questions they want, Or they can request a special performance. That's the artlife for you. A player can choose to answer a question, or put on a performance when he or she is asked.

Although a player can respond to any trivia question at any time, the choice of which question to answer must be made within one or two minutes, and the answer has to be completed within one or two minutes. If the player turns a question into a performance, the judges can decide to award a point, and move the token/coin toward center stage.

When a player chooses to put on an art performance, the player must perform within 5-10 minutes, or forfeit the turn. If you can't think of what to do, simply talk about your artistic life.

It's easy to cancel a performance. A player can stop a turn at any time simply by touching the playing board. When a player stops a turn, there is no scoring, and no points, plus or minus.

You can end a turn by saying, "I'm Done", "That's it", "That's all folks." Or you can say nothing at all, and touch the playing board to symbolically end your turn.

### ***F. WINNING THE STARSEARCH GAME \* STAGING A GRAND FINALE***

**How to Win.** You win The STARSEARCH Game by performing for an audience of critics. The other players are the judges. At the end of every performance, the judges decide.

When the critics vote Yes, a player moves his or her token one step closer to Centerstage. The first player to reach Centerstage is the winner of the game. The winner gets to keep all the money and tokens on the playing board, and then a new round can begin.

Time lasts forever when you're having fun but there comes a time when all games must end. There are numerous SUPERSTAR Conventions for ending a game, as games can go on forever. especially. when players help each other, by finishing each others turns.

The way to end a game is for someone to announce FINAL ROUND, for a grand finale.

When **Final Round** is called, players take an immediate vote on whether the current round is the final round. If a majority of players vote yes for a Final Round, the current round of play continues until the last player plays his or her turn for that round.

Scores are added, and winners can be announced. Awards to all, and money is collected. Hugs and kisses all around. It's a grand finale. Ah yes, the artistic life. There's no life like it.

## **ARTLIFE SURVEY**

### **DO YOU HAVE A CREATIVE PERSONALITY?**

*How creative are you on a scale of one to a hundred?*

*Answer these questions and explore your creative talents.*

*Choose one number (1, 2, 3 or 4) for each question.*

*Then add up all your choices for a total score.*

**A \* Are you a creative person?**

**1. No. 2. Sometimes. 3. Often. 4. Usually.**

**B \* How many personalities do you have?**

**1. One. 2. Two. 3. Three. 4. More**

**C \* Do you enjoy being the center of attention?**

**1. No. 2. Sometimes. 3. Often. 4. Always.**

**D \* Do you enjoy singing, dancing or playing music for an audience?**

**1. No. 2. Sometimes. 3. Often. 4. Always.**

**E \* Do you have a visual imagination?**

*(ie. Are you able to see pictures in your mind when you close your eyes?)*

**1. No. 2. Sometimes. 3. Often. 4. Always.**

**F \* Are you able to articulate what you are thinking?**

**1. No. 2. Sometimes. 3. Often. 4. Always.**

**G \* Can you make people laugh when they are unhappy?**

**1. No. 2. Sometimes. 3. Often. 4. Always.**

**H \* Do you ever feel inspired, or guided to do things?**

**1. No. 2. Sometimes. 3. Often. 4. Always.**

**I \* Do you consider yourself a beautiful person?**

**1. No. 2. Sometimes. 3. Usually. 4. Always.**

**J \* Do you enjoy playing more than working?**

**1. No. 2. Sometimes. 3. Often. 4. Always.**

### **INSTRUCTIONS**

*When you've added up your Artscores,*

*Read the Artscore Interpretations which follow.*

*Don't go any further until you've completed the survey.*

## ***ART SCORE INTERPRETATIONS***

There are ten questions. If you awarded 4 points for every question, your total score is 40 points. If you score 1 for every question, your total score is 10 points.

With a score of 40 points, you may have a superstar personality, and should be aiming for a career in entertainment. Everything you do is probably done in a creative manner, and you may be divinely inspired as well.

If your score is in the thirties, (ie. 30-39), you have a star personality, which means you can seriously consider pursuing a career in showbiz. Whether your talent is singing, dancing, playing music, acting or writing, you might be able to make a respectable living as a professional artist.

A score in the twenties (20-29) means you have an artistic personality. Perhaps there's enough creative energy to be a professional artist, but not quite as much as a superstar. You might earn good money in a creative profession, but you might want to also study business admin on the side.

If you achieved a score in the teens, (10-19) you probably have an amateur artistic personality. Perhaps you watch television and listen to music, more than creating music and performing in public.

Not everyone wants to be a superstar or even a professional artist. The world also needs audiences and mothers and dads and doctors and accountants and lawyers, politicians and community leaders, as well as firemen, farmers and bank managers. The world wouldn't be as interesting if everyone were an artist. It takes all kinds to make a world, and artists are only part of the show.

Survey scores under 10 points indicates that culture is not your field. Perhaps you're more mature than artistic, more disciplined than creative. More like a bank president than a DJ. Someone has to manage the Artistic Society and it could be you, but your talents may work better behind the scenes.

Or perhaps your talents need practice and a little coaching. Consider yourself as a student of the arts. You could find that your creative phase is merely beginning. You may be an artist wanting to express yourself, but you'll never know until you explore your talents and bring them out in the open for everyone to see.

In the Artworld, as in life, everyone can feel like a winner, no matter what we do. Truthfully, scores don't matter when we're having fun. And by the way...

A Perfect Score in an Artlife Survey is 100 Percent. That's when you can do it all. A forty percent score is just a beginning.



## *Sample Art Performance Cues*

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***Performance Instructions. Find an audience and perform one of the following Art Performance Cues. You can also ask for performance suggestions or Artlife Trivia Questions from other players. Maybe you can put on a show demonstrating the following instructions...***

Act creatively  
Describe creativity  
Perform a creative act  
Demonstrate the Creative Spirit  
Show some spirit

Share a thought  
Speak your mind  
Express yourself fully  
Describe your feelings  
Feel inspired for a moment

Demonstrate the Artistic Life  
Describe The Art of Living Fully  
Tell others about your life, with feeling

Create a performance from something around you  
Use body language to communicate with someone  
Use body language to express your feelings  
Make a dramatic movement  
Make a dramatic moment  
Make a moment dramatic

Make someone happy  
Teach someone some dance moves  
Lead other people in a dance choreography  
Dance, alone or with a partner, with or without music  
Put on a dance performance, moving your body expressively

You're performing in a talent show. Introduce yourself and your act  
You're an MC (Master of Ceremonies) for a talent show. Introduce one of the players  
Act like an MC (Master of Ceremonies) for a TV show and introduce someone  
In your imagination, present an award to someone famous

Face everyone  
Put on a face  
Paint your face  
Laugh spontaneously  
Do something wholeheartedly

Sing up a storm  
Swing from a star  
Raise your hands up in the air  
Do a little dance and get down tonight  
Dance like the wind

## ***Public Announcement***

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### ***Starsearch \* The Artistic Audition Game***

You are invited to join the Superstars on center stage.  
by playing the Starsearch Game. Explore your creative talents in  
a world of arts and entertainment, culture, music, video, and literature.

Talk about the artistic life for a minute or two, and see if anyone applauds.  
What is art, for you? What is great art? Describe art as an artist, ie. Madonna  
or Shakespeare might understand it. Everyone has a story about the artistic life.

Starsearch is played with a Starsearch Game Play Board and Game Book, plus  
Artlife Trivia questions and Art Performance cue cards. When your turn comes,  
you talk about The Artistic Life, or put on a show until the critics tell you to stop.

The goal in the Starsearch Game is to begin as an amateur, in the outer circle,  
and work your way up to center stage, talking, performing & answering questions  
about the artistic life. To become a star on center stage is the aim of the game.

**Show your talents. Win fame & fortune. Join the Superstars on Centerstage.**

Art is how culture expresses itself. The world thrives on creative energy which  
arises from people's differences. In our daily lives, we have enough drama for  
a lifetime of TV, as we follow the path of life, with a few detours for the fun of it,  
performing as best we can, aiming for a full life, and maybe even a creative life.

Playing the Starsearch Game can help a person develop their cultural talents.  
The more artistic we are, the more creative we become. Even you may be an  
inspired artist, with a story to tell the world. Who knows how far you can take it.

Playing Starsearch Games is an opportunity to create something wonderful,  
maybe a memorable moment, and an entertaining experience for you and your  
friends. Develop your talents for fun and profit, and fame and fortune.

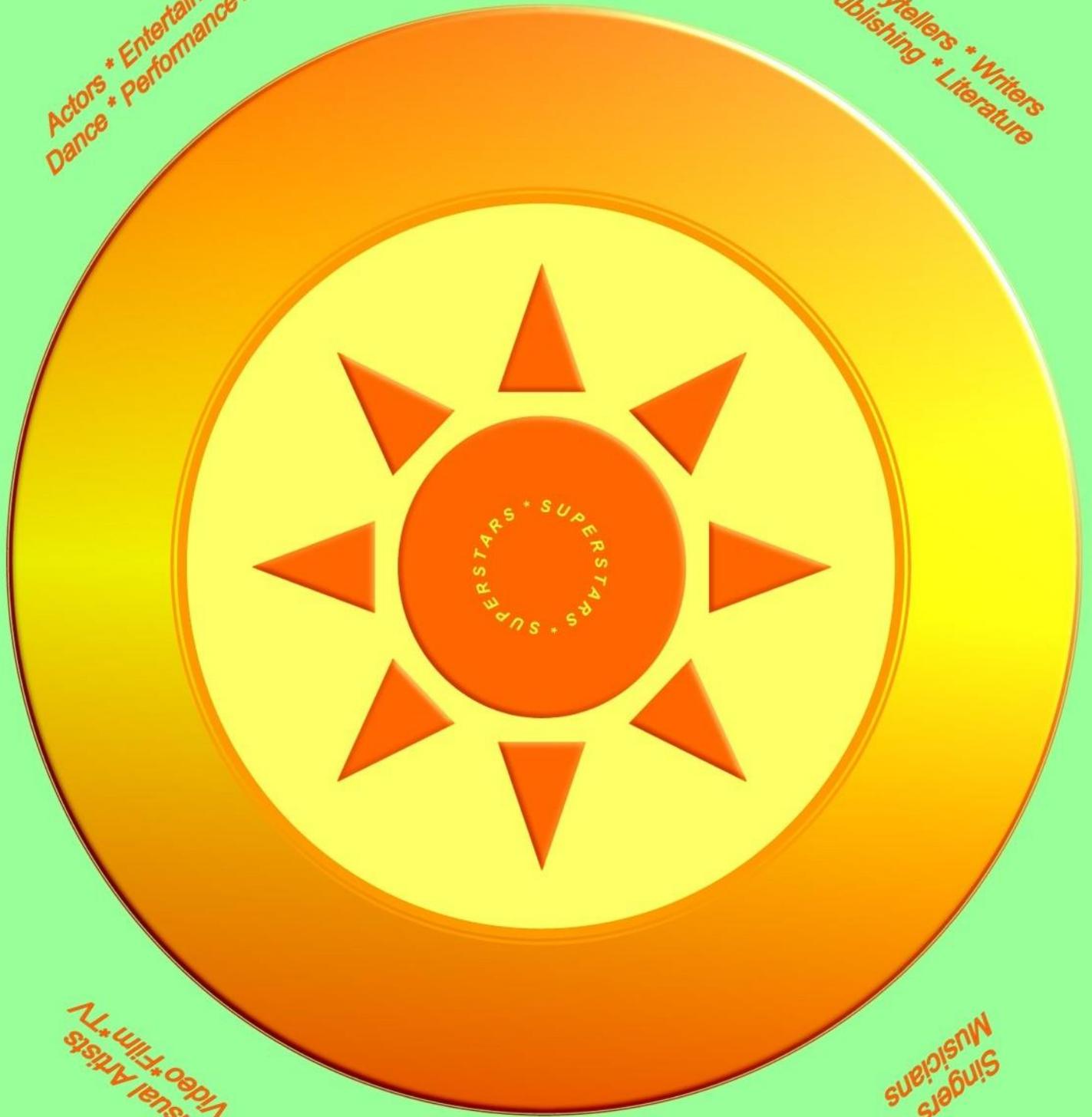
**Public Announcement:** Everyone is invited to participate in an **Art Party** by  
Playing **Starsearch: The Artistic Audition Game** with friends and strangers.  
Anyone can host an Art Party. All you need is a game board and players.

***Starsearch: The Artistic Audition Game is available online and from  
Arts Agency, Station A, Box 144, Toronto, ON. M5W 1A2  
info@artsagency.com www.starsearchgame.com***

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Singers  
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Art Masters

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