

Limelight

Jan 1st, 1923

5¢

Moving pictures!

The hottest new trend that's sweeping the nation! People are flocking in droves to see the newest flick at the local nickelodeon. These movies are so real- it's shocking! Who knows, maybe someday they will be made with sound or color, more realistic than life itself!

All that you know is that there's money to be made here. You may be a nobody now, but out here in Hollywood everybody is a somebody!

Objective-

Players will compete to gain the most victory points by completing movies. Each round consists of three phases. In the Preproduction phase players will buy resources to be used for their movies. During the Production phase movies are assembled. Finally, in the Premiere phase the movies are completed and score points.

1.....Setup

Each player starts with:

- \$1,000
- 1 Starting Director card
- 1 On Location Set Tile
- 5 colored cubes
- a reference card

Decide the first player or whoever watched a black & white film last and give that player the First Player Pawn. Place one cube on the Prestige track (victory points) from each player starting at one for the first player and two for the second etc. Keep the remaining cubes aside for the Award Ceremony track. Place the Gold Meeple on round 1923.

Limelight takes place over 3 time periods with 4 years each: The Silent Era, The Talkies and finally The Golden Age each with different cards.

Shuffle the Movie Poster decks separately into 3 piles, one for each time period. Do the same for Cast & Crew decks. Place Silent Era cards on the board and draw 4 Cast & Crew face up.

Fill each of the spaces for sets on the board with the corresponding genres and Location Sets. Place a number of set tiles equal to the number of players minus one on each space.

Place 3 of each color Prop Cylinder Tokens on the corresponding prop spaces.

Place popcorn tokens equal to the number of players minus one on the Sell Popcorn space on the board.

Set aside the rest of the money, props, and film reel poker chips.

Experienced Players-

Shuffle the Events deck and place it on the board with the top card face up.

Starting with the first player, everyone takes the Draw Movie Posters Action. Draw three Movie Poster cards, keep one, and put the rest on top of the deck. Continue clockwise until all players have one Movie Poster in their hand. For the first round, players will immediately begin the Pre-Production Phase.



2.....Pre-Production

Players will take any of the following actions during each round:

A.....Build Sets

Take one face up Set Tile from the board by paying \$300. Place the tile in front of you. Players may have up to 4 Set Tiles total and can replace them as needed, discarding the old one to the box. The starting On Location tile for each player can not be replaced. Sets can not be bought to replace another set that already has a Movie Poster assigned to it.

Sets are required to make movies. One Set Tile can hold only one movie at a time and must always match the genre of the poster (except On Location Tiles which count as wild).

B.....Hire Cast & Crew




Take one card from the 4 available by paying its cost. Add the card to your hand. There is no limit to the number of cards for a player's hand. Refresh the cards after your action is over.

Cast & Crew cards are played on Movie Posters to complete the requirements of those projects. If the last card for the current Time Period is drawn, shuffle The discard pile then refresh.

Bonus Action- Reset Cast & Crew

Before drawing Cast & Crew, you may discard one Cast & Crew card from your hand to discard the face up cards from the board and draw new ones. Afterwards, you may buy one or end your turn.

There are four types of cards:

-  Director -gain bonus Prestige and are required to make most Movies.
-  Cast - always have a Genre
-  Crew - have abilities that activate when a Movie Poster is completed.
 - Extras - are tucked under the first available card to be bought with that card gaining 1 prestige immediately

Crew cards with abilities that say "Take X Action" allow players to perform that action without paying the (\$) cost.

C.....Draw Movie Posters

Pay \$100 to Draw 3 cards from the Movie Posters deck, keep 1 and place the others on the top of the deck. If the last card for the current Time Period is drawn, then player's may not draw any more Movie Posters until the start of the next Time Period.

D.....Buy Props

Pay \$300 and take 3 different Prop tokens on the board, or 2 of the same color. Do not refresh until the next round. Props are required to make some movies and give Genre Matching bonuses. After making movies Props are discarded.

E.....Pass / Sell Popcorn

Take a popcorn token and gain \$200 now. On each of your next turns gain \$200. You can not take any other actions for the rest of the round.

After all players have passed the Production Phase begins.



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3.....Production

Each player may play Movie Poster cards from their hand in turn order if they have the requirements. The Movie Poster's Genre must match one of the empty Set Tiles they own. Movie posters start with Film Reel tokens to be removed one round at a time.

Movie Posters gain Film Reels based on their length:

Shorts - gain no film reels

Feature - gain 1 film reel

Epic - gains 2 film reels

On Location - gains 1 extra film reel

Players stack Cast & Crew Cards from their hand and place Prop Tokens on top of each Movie Poster to complete all of the requirements pictured at the bottom of the card. There is no limit of cards or props on a Movie Poster. However, only one Director may be played on each Movie Poster. Once Cast & Crew cards and props are assigned to a Movie Poster they must stay on that movie until it is completed.

Cast & Crew cards or props do not have to match the genre of the movie poster they are assigned to.

Once all players have played their Movie Posters, the Premier Phase begins.

4.....Premier

In turn order, players score any Movie Posters without Film Reel Tokens on them. Each Movie poster awards a cash bonus (\$) and/or Prestige bonus (Victory Points) at the top of the card.

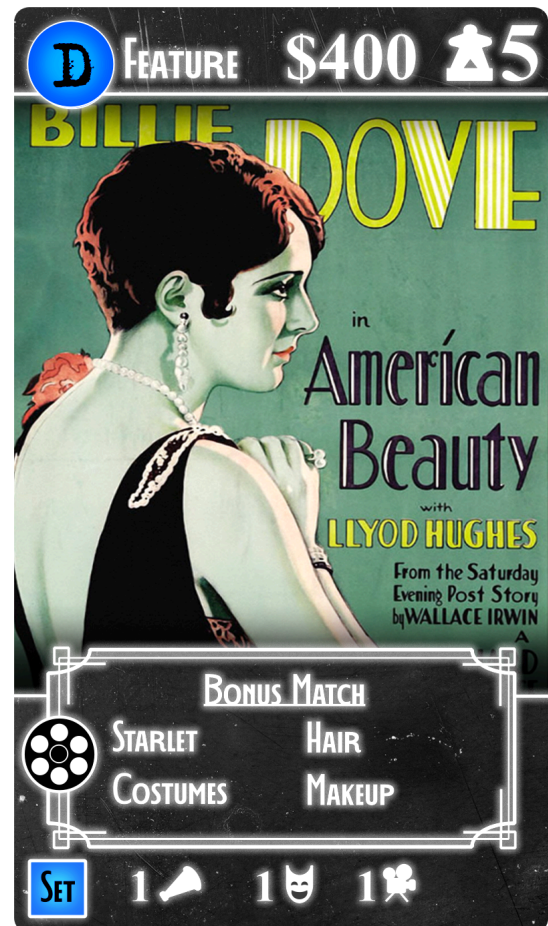
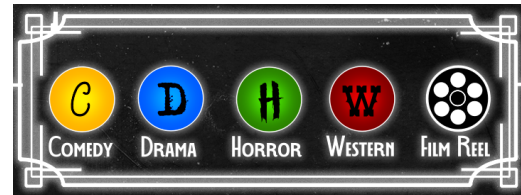
Activate special abilities on cards when Movie Posters are completed. Any ability on a Cast & Crew card is considered to only affect the Movie it is assigned to unless stated otherwise.

Genre Matching

In turn order, count the total number of sets, cards and props that match the Genre of the Movie poster they are assigned to. Players move their cube markers up that many spaces on the Award Ceremony board for that Movie's genre. Players can score on the Award Ceremony track for multiple movies in a single round. Players can only pass another player when they have a higher match score; they can not tie. Matching scores continue until the end of the time period.

Bonus matches are added for any cards listed by name in the Bonus Matching section of the Movie Poster. Move your cube that many extra spaces.

Discard the completed Movie Posters and props but return their Cast & Crew Cards to the player's hand.



5.....Upkeep

Remove one Film Reel Token from each Movie Poster that is already in production.

Move the gold meeple to the next year space on the board.

At the start of every round from 1924 onward discard all Cast & Crew cards and refresh them. If the current time period of Cast & Crew cards is empty, shuffle the discard pile and reset it. Replenish all of the Props back up to 3 each. Discard the current Event. Draw a new Event Card and place face up on the Event Deck for the round. Pass the First Player Pawn to the player on the left.

On rounds 1927 and 1931 remove any remaining Cast & Crew Cards from the board including the discard pile of the previous Time Period. Place the next Time Period on the board and draw 4 new Cast & Crew Cards for the next round. Remove the previous Time Period of the Movie Posters deck and replace it with the next Time Period.

6.....Award Ceremony

At the end of each Time Period, players score victory points for the most matched genre cards. Four awards are given in each round, one for each Genre. Score each player according to the time period and remove all cubes from the Award Ceremony track.

- Silent Era each award is worth 3 Prestige
- Talkies each award is worth 4 Prestige
- Golden Age each award is worth 5 Prestige

7.....Game End

After the final player passes their last action, then all players Premier their movies one last time before participating in the Golden Age Award Ceremony.

Finally, gain Prestige equal to half (rounded down) for each movie poster still in production at the end of the game. Money (\$) is not worth victory points but will be used in the case of a tie. The player with the most Prestige wins!

ACTIONS

- **DRAW MOVIE POSTERS**
DRAW THREE, KEEP ONE, PUT OTHERS ON TOP OF THE DECK
- **DRAW CAST & CREW**
BUY ONE FACE UP CARD TO KEEP IN YOUR HAND THEN REFRESH
- **BUILD SETS**
BUY ONE SET TILE AND PLACE IN FRONT OF YOU
LIMIT FOUR
- **PROPS DEPT.**
SPEND \$300, TAKE THREE DIFFERENT PROPS OR TWO OF THE SAME COLOR. DO NOT REFRESH
- **PASS / SELL POPCORN**
TAKE POPCORN TOKEN AND GAIN \$200
CAN ONLY USE POPCORN ACTION UNTIL NEXT ROUND

PHASES

- **UPKEEP**
PASS FIRST PLAYER TOKEN, DRAW EVENT CARD
RESET: CAST & CREW, PROPS AND POPCORN
- **PRE-PRODUCTION**
TAKE ACTIONS TO GATHER RESOURCES
UNTIL ALL PLAYERS PASS
- **PRODUCTION**
REMOVE ONE FILM REEL FROM EACH MOVIE
PLAY NEW MOVIES IN TURN ORDER
- **PREMIERE**
MOVIES WITHOUT FILM REELS:
COLLECT REWARDS
RESOLVE CAST & CREW ABILITIES
SCORE GENRE MATCHING AND MATCHING BONUS
DISCARD MOVIE POSTERS AND PROPS
RETURN CAST & CREW TO YOUR HAND
- **AWARD CEREMONY**
END OF EACH TIME PERIOD:
SCORE PRESTIGE FOR HIGHEST SCORE
IN EACH GENRE
REMOVE PREVIOUS TIME PERIOD CARDS
FROM THE BOARD AND REFRESH

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Events

Black Listed *	All Players discard one Cast & Crew card from their hand or movie poster
Black Out	Add one Film Real token to all genre set tiles
Budget Cuts	Players can only play movie posters this round with matching requirements only
	(can not play more than symbols listed at bottom)
Casting Call	Discard Cast & Crew from the board and shuffle the discard pile into the deck, then draw four new cards
Cameo*	All players return one cast card to their hand from an active movie poster
Dust Bowl	Reduce popcorn rewards by \$100
Earthquake*	All players discard one genre set tile
Film Festival	All players gain one Prestige for each cube on award ceremony track
Forest Fires	Remove one prop from each genre space on the board
Hurricane	Add one Film Real token to On Location Movies
Internships	Play up to one Movie Poster without a Director card this round
Market Crash	The richest player loses \$300
Roaring' Decade	All players gain \$200 for each movie premiered this round
Sequels	Players may keep up to one Movie Poster after they premier it this round
Strike	No Award Ceremony this round
The War is Over	Gain an extra \$100 from all Popcorn Actions this round
Writer's Block	All players Draw one fewer Movie Poster each action this round

* Any required elements removed from a Movie Poster do not affect the ability to premier that movie