

CONCEPT

Each player, acting as a studio **producer**, chooses what films will attract the best talent, entice the biggest audiences, and generate the most revenue. They do this by picking scripts and using modifiers to elevate the inherent value of those productions; the more resources used, the more money a film stands to make... But **executives** will do what they do best: meddle and mismanage each film to the detriment of auteurs and audiences everywhere. It's up to each producer to preserve and make each film profitable in spite of *Studio Involvement*.

COMPONENTS

Chips

Studio films are a business, which means that **money reigns supreme**. The films you pick, and the order that you play them, have a massive effect on the amount of money you stand to make... or, in this case, **chips**.

Chips come in three varieties: bronze, silver and gold, representing **100 million**, **500 million**, and **1 billion** respectively.

The player with the most money at the end of the game wins.

Film Cards & Dice

The right film can make your career, but the wrong film might make it “fade to black”. Which films you produce isn't always a choice, but as a producer, it's ultimately your job to make them successful.

For a typical game, each player has 4 film cards, decides what order they will release, and presents them one at a time to the executives. This lineup of films is called your slate. “Phase 1” of GAMEPLAY describes this process in more detail.

① Films have a **cost**, shown in red, a **projected box office**, and a resulting **profit** shown in green. Profits range from 0 to 400 million by increments of 100 million.

As a shorthand, the overall color of the card (face up) relates to its profit value. For example, all films with a listed profit of 100 million are blue.

② Films also have one or more **genres**, which may trigger certain bonuses or penalties depending on other cards in play.

③ Each film's strengths are shown using three **attributes**: **INVOLVEMENT**, **EXCITEMENT**, and **RECEPTION**. Each film card has a default value for each attribute; these are called the film's “**starting attributes**”. Each attribute can have a level as high as 5 and as low as 1. The higher each attribute is, the more likely it is that the film will succeed.

④ Finally, each film has a unique **rule** that activates when the card is played.

Three **six-sided dice** are used to determine a film's box office results (explained further in GAMEPLAY). If the roll is high enough, the film is successful and its cost is recouped. If not, the film is at risk of losing money.



Prestige

Along with chips, films can also earn **PRESTIGE**. When a film earns prestige, the player is given a **prestige token**, which can be used to sway the results of future films (see Modifier Cards), or simply kept as a cash bonus; each prestige token still in play is **worth \$50 million** at the end of the game.

Prestige tokens cannot be lost to production costs and cannot be used as currency in place of chips (unless a card says otherwise).

PRESTIGE is earned when...

- Your film **exceeds** its original projected box office by **300 million**.
- An attribute of your film ends at **level 4 or higher** (1 token per attribute).
- A film earns prestige for **all 3 attributes** (earning a 4th).
- You rolled **triples** of any number when rolling for box office.
- You play a **film card** that earns **1 prestige** when played in Q4 (shown on the card); claim the token when the film is presented.

These are also listed on the **reference card**.

Modifier Cards

Players play and draw modifier cards to either bolster their film's attributes, or reduce others' attributes, by increments of 1.

Each modifier card costs **1 Prestige token** to play, but how that token is spent depends on the role of the player using it:

EXECUTIVES spend prestige outright to **negatively affect other player's films**. They have the executive power to sway productions with brute force and **DO NOT RECOUP THESE TOKENS** once spent. **When an Executive plays a Modifier Card, the required token is put back with the other unclaimed tokens.**

PRODUCERS gamble their prestige to positively affect their own films. They put their reputations at risk hoping that favors lead to a better, more successful product. **When a Producer plays a Modifier Card, they place a prestige token with it.** If the film meets its projected box office, any tokens used in this way are recouped.

Draw a MODIFIER CARD if...

- You **do not modify** another player's film.
- Your film **bombs**.
- You **run out** of modifier cards (draw 2).

These are also listed on the **reference card**.

Stat Slider

When a film is presented, its card is place in the Stat Slider, which is then passed around the table. The sliders are adjusted to the film's **starting attributes** (matching in color) and are then shifted to reflect any **Modifier Cards** used for or against it.

For virtual play, a Stat Slider board is provided for each player. Executives may refer to the active player's Status Board while the film is in play, or follow along and adjust their own to match (whichever is easier).

SETUP

First, each player collects...

- 1 **reference card**.
- 4 gold **Prestige tokens**.
- 4 bronze **chips**.

The **Stat Slider** is set aside for Phase 2.

Next, separate and shuffle the **Industry**, **Modifier**, and **Film** cards. Each player is dealt 4 **Modifier cards** and the player to the right of the dealer draws one **Industry card**, placing it face up for all players to see. The condition(s) on this card are in effect for the remainder of the game.

Finally, 6 **film cards** are drawn FACE DOWN and placed in a grid within reach of all players. The rest of the film cards are set aside in a draw pile.

GAMEPLAY

PHASE 1 - PICKING FILMS

Turns go clockwise. The first player (to the dealer's left) takes 1 **Film card** from the grid and examines it privately. They can either **keep that card** and put it in their hand, or **put it back**—now facing up—and choose a different card, but they **MUST** keep the second card. Whenever a card is chosen, place a new **Film card** face down to fill the vacant space.

On subsequent turns, players may examine any face up card and take it for themselves, or they may examine a face-down card as the first player did. They must either keep that card or choose another card, face-up or face-down (which they **MUST KEEP**). This continues until all players have **4 Film cards**, at which point all remaining Film cards (including the deck) are removed from play.

For virtual play, the remaining film cards are collected and ignored. The grid board (used for virtual games) can now be flipped over to reveal a dice mat.

Next, each player decides the order that their films will release, laying theirs in front of them, face down, in release order from left to right. This is called their "**slate**".

For virtual play, a "Year Slate" board is provided for the players' convenience.

PHASE 2 - PRODUCTION

The first player of *Phase 1* also starts *Phase 2* and is given the Stat Slider.

Consisting of 4 rounds (1 for each quarter, or "Q"), the active player, or "**producer**", places their leftmost film card from their slate into the top of the Stat Slider face up. They then adjust the sliders to match the film's **starting attributes**, stack **chips** near the center of the table equal to the cost of the film, present the Film Card by name, and pass the Stat Slider to the first **executive** (the player to their left).

For virtual play, place the card near the center of the table so that other players can reference it.

What if I don't have enough chips?

If a film costs **more chips** than what you currently have, just use your remaining chips. The studio will (reluctantly) front the remaining costs.

Once presented, the other players take on **executive roles**. In turn order, each executive may sabotage the producer's film by spending prestige tokens to play **modifier cards** from their hand, reducing the film's attributes by increments of 1 and adjusting the **Stat Slider** accordingly. When the final executive "signs off" (unable or unwilling to play more modifier cards), play reverts back to the producer who may then gamble their own **Prestige tokens** (alongside the cost of the film) to restore or further bolster their film's attributes using **modifier cards** from their own hand.

Next, the producer rolls all **3 dice** to determine the film's box office revenue; the film's **final attributes** (shown on the Stat Slider) affect the total result. For every attribute at Level 3 or 4, add **+1** to the total, and an **additional +1** for each attribute at Level 5. If the total equals **12 or more**, the film meets its **projected box office**, the producer earns its listed profit, its cost and prestige tokens are recouped, and they roll again, gaining an **additional 100 million** for every consecutive 12+ roll after.

BUT if the initial, total roll is **less than 12**, the producer rolls **one more time**.

If they reach 12 on the second roll, their film makes its projected profit, cost and prestige are recouped, and their rolls end. If that second roll is **ALSO less than 12**, the film **bombs**; any prestige tokens used by the producer are **lost**, and the **highest single die value** of that roll (x100 million) is subtracted from the film's projected box office, which may absorb its profit and even take some or all of the film's cost.

A film cannot lose more money than its projected box office (cost + profit).

Once a film's box office has been resolved, the active producer's turn ends. Play continues clockwise until all films are presented, at which point all chips and remaining prestige (worth \$50 million each) are counted.

The player with the most revenue is the winner.