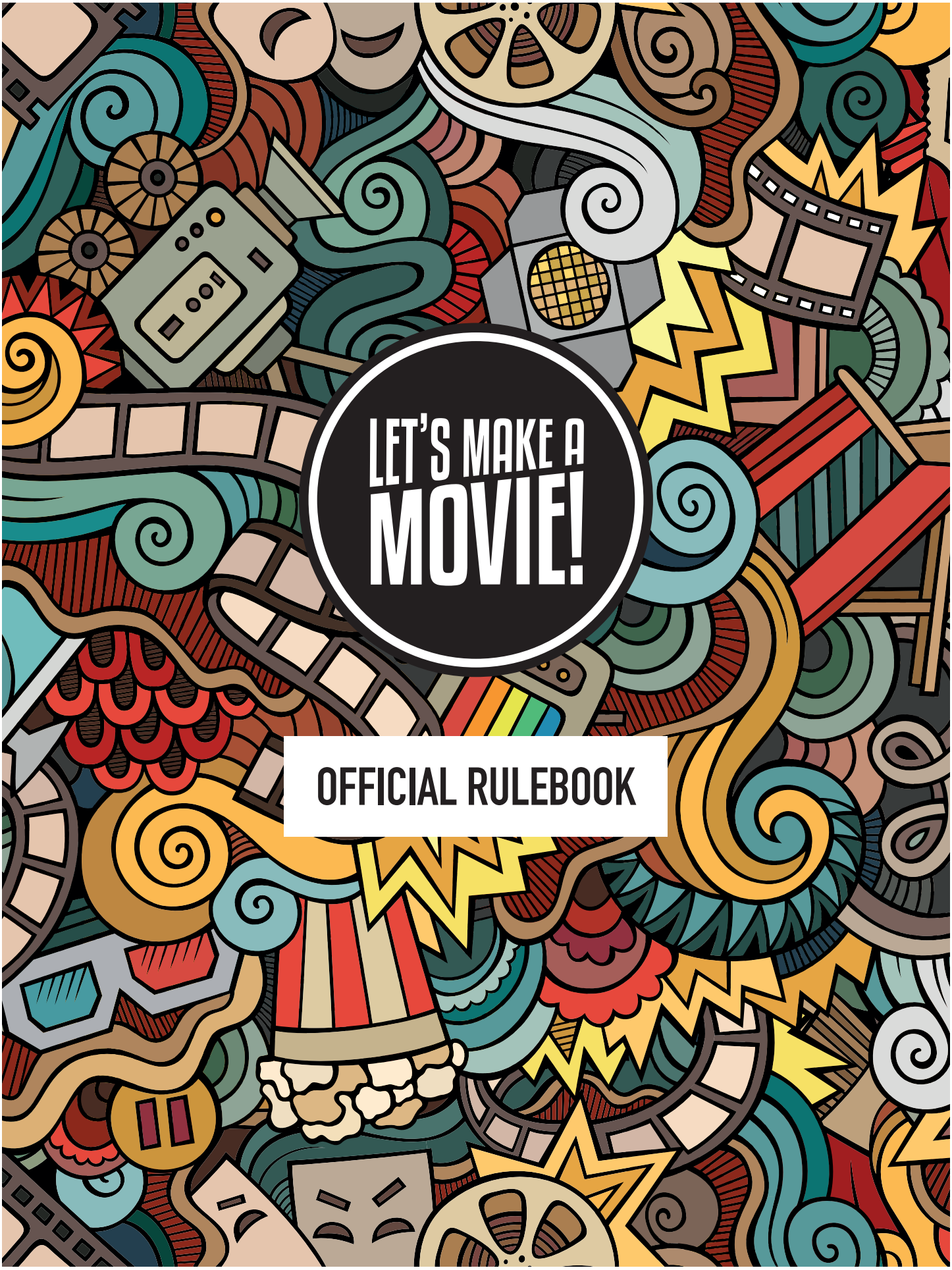
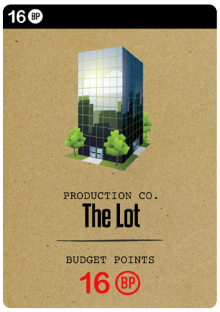

LET'S MAKE A
MOVIE!
OFFICIAL RULEBOOK



TYPES OF CARDS

There are 5 types of cards: Production Company Cards, Script Cards, Character Cards, Situation Cards, and Genre Cards.



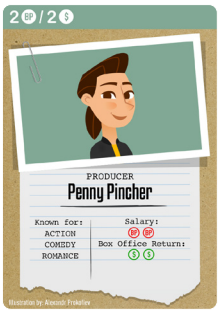
PRODUCTION COMPANY CARDS

Production Companies determine how many Budget Points you have to work with (See Budget Points). **Hint:** Companies with higher budgets give you more options.



SCRIPT CARDS

There are 4 different Script Cards: Action, Comedy, Drama, and Romance. Just make sure, when you go to make your movie, all your Characters are "Known For" this type of movie (See Known For).



CHARACTER CARDS

There are 4 different Character Cards: Actor, Writer, Producer, and Director. Each Character uses Budget Points but earns you points for their Box Office Return (See Budget Points, Box Office Return).



SITUATION CARDS

When a Situation Card is drawn, it must be played immediately. These cards can stir things up and change the course of the game.

GENRE CARDS

These cards are used for the Advanced Game and add a level of difficulty by limiting your options (See Advanced Game).





STANDARD GAMEPLAY

GAME SETUP

Remove all the Situation Cards from the deck and set them aside. Shuffle the deck and deal 7 cards to every player. Once all the players have their cards, shuffle the Situation Cards back into the deck. Turn over the first card and place it in the discard pile. If the first card is a Situation Card, pick another card. You cannot start the game on a Situation Card.

START THE GAME

The player to the right of the dealer goes first. Players start their turn by drawing a card from either the deck or the discard pile. Once they've drawn a card, they must discard a card so they always have 7 cards in their hand. Play continues in this manner until a player can make their movie and end the round.

Note: You should always start your turn with 7 cards in your hand (See Replacing Cards).

Once you pick your cards, you need to decide what kind of movie you're going to make. There are several things to consider when choosing what kind of movie to make. For example, if you pick an Action Script and most of your Characters are known for Action movies (See Know For), then you might want to consider making an Action Movie. It all depends on what cards you start with and what cards you pick throughout the game. You may need to switch your strategy several times as the game progresses.

SITUATION CARDS

If a player picks a Situation Card from the deck, they must play it immediately and follow the instructions on the card.

REPLACING CARDS

With Situation Cards, there will be times when you'll start your turn with less than 7 cards. You should pick enough cards so you're starting your turn with 7 cards. Once you have 7 cards again, you can take your normal turn - drawing and discarding.

You can replace your cards by taking the top card from the discard pile (unless otherwise stated by a Situation Card) and as many cards as you need from the deck. For example, if you need to draw 3 cards, you can take the top card from the discard pile then 2 cards from the deck.

If, while replacing your cards, you pick a Situation Card, you should stop drawing cards and play it immediately. This may leave you short-handed again but you'll have a chance to get back up to 7 cards on your next turn.

KNOWN FOR

All the Character Cards need to be "Know For" whatever movie you're making. For example, if your Script Card is a Comedy, all Characters must be "Know For" Comedy.

BUDGET POINTS (BPs) & BOX OFFICE RETURN ($)

Every Character has a Salary that will effect how you play the game. Their Salaries use up your Production Company's Budget Points (BPs) and you can't make your movie if you're over budget. Their Box Office Return ($) is how many points they'll earn you for making your movie.



HOW TO WIN & SCORE POINTS

HOW TO WIN THE ROUND

To win the round and score points, you need to be the first player to make your movie. To make your movie you need:

- 1 Production Company Card
- 1 Script Card
- 2 Actor Cards
- 1 Writer Card
- 1 Director Card
- 1 Producer Card

You also need to meet the following requirements:

- All the Character Cards are "Known For" whatever movie you're making (See Known For).
- You haven't gone over budget (See Budget Points).

If you lay down your cards but fail to meet any of the requirements, then play resumes until a player can successfully make their movie.



HOW TO SCORE POINTS

Once you have met all the requirements to make a movie, you announce that you can make your movie, lay down your cards, and end the round. Add up your Budget Points (BPs) and Box Office Return ($) from your Character Cards. If your total BPs are under your Production Company's BPs, then you've successfully made your movie and can score your total Box Office Return ($). All other players receive $0 for that round. Use a scrap piece of paper to keep track of your score after each round. To begin a new round, just follow the steps as if you were starting a new game.

HOW TO WIN THE GAME

After 4 rounds of play, total up all the scores and the player with the most money ($) wins the game.

Note: 4 rounds is the recommended number of rounds but feel free to play as many rounds as you'd like.



EXAMPLES

EXAMPLE 1

In this example, the player **CAN** make their movie. They're making a Drama, all the Characters are "Known For" Drama, and they're under budget.

Total Budget Points Available = 18 BPs

Total Budget Points Used = 8 BPs



EXAMPLE 2

In this example, the player **CANNOT** make their movie. They're under budget but the Writer is not "Known For" Comedy.

They would have to keep playing until they pick a Writer who's "Known For" Comedy.





EXAMPLE 3

In this example, the player **CANNOT** make their movie. All the Characters are "Known For" Action but they are over budget.

Total Budget Points Available = 10 BPs

Total Budget Points Used = 12 BPs

They would have to keep playing until they can get the movie under budget or find a Production Company with a bigger budget.



OTHER GAME OPTIONS

BEGINNER

This simplified option is recommended for younger players. For the Beginner Game, remove the Situation Cards and Scoring. You just have to be the first to make your movie to win the game.



ADVANCED

For an added level of difficulty, use the Genre Cards to keep track of the movies you've already made. Once you've made one type of movie, you cannot make that type of movie again. For example, if during the first round you make an Action movie, you earn the Action Genre Card and can no longer make an Action movie. This makes for more challenging rounds later on since it limits the player's options. With the Advanced Game, there are no set number of rounds. Play continues until one player earns all 4 Genre Cards and can no longer make movies. Once the game is over, the player with the highest score wins.



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