



Overview

It is 1939, Hollywood. Evidence of the Great Depression is everywhere. But people want entertainment and here, in Hollywood, is where dreams are made.

You are an aspiring film Director, just looking for the break that will catapult you into the lofty company of the greats.

There are obstacles in your path, however. You have no money, no connections, no contracts with actors or movie production houses. You don't even really have much of a script, just an idea and a burning desire to see it on the silver screen.

You have heard that around lunchtime the sets are not in use, and that extras are on their break and just hanging around with not much to do. Similarly, the matinee idols of the age take a well-earned rest and can be found between sets, always happy to sign an autograph. So here is your cunning plan: to make a movie on the cheap by sneaking into the studio, collecting whatever extras you can find, persuading matinee idols to play along, and then putting them together on whatever set you can find. The script will look after itself. With luck, it may become a success, and then you can take your rightful place in the industry.

Your goal is to herd groups of extras and at least one Matinee Idol on to a set, where you declare that you are 'making a picture'. The effort is then scored and the film, the Matinee Idol and you (the Director) are recognised in the Star system (for example, the 4 star movie is better than a 3 star movie, and so on).

The first player to achieve a personal Five Star rating as Director is the winner.

Parts of the Game

THE GAME TABLE

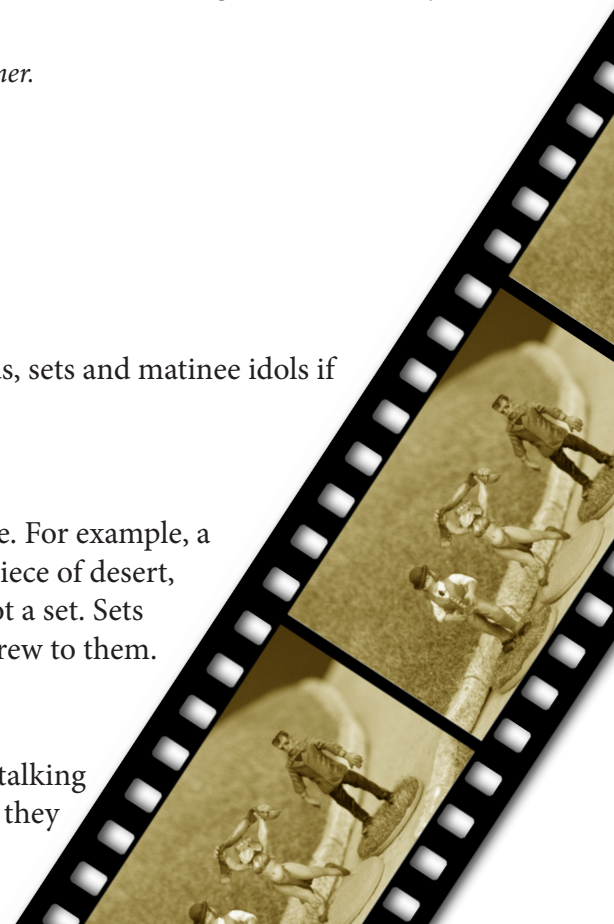
This game is designed for a 6' x 4' table. Adjust the number of extras, sets and matinee idols if you are playing on a smaller or larger arena.

SETS

A set is a specific piece of terrain that makes a backdrop for a movie. For example, a building frontage in model of an Old West town is a set. An open piece of desert, unless it has some specific iconic item in it such as a tall mesa, is not a set. Sets cannot move. You must move your extras, matinee idols and film crew to them.

EXTRAS

Extras are groups of hopeful actors dreaming of the day they get talking parts. They mill about at lunchtime in the costumes of the movies they



are working on. They can be controlled by you, but not reliably. They are not always under your control: sometimes the other players can control them.

Extras are single based figures, but move as a mob.

Extras can be removed from play (combat).

MATINEE IDOLS

Matinee Idols are the darlings of the screen. They have individual star ratings, indicating the value the studio puts on them, and the public perception of their wonderfulness.

Matinee Idols have a personal Star rating, starting at Three. For every movie they make that is greater than three, their rating goes up. Every movie they make that is rated three or less causes their Star rating to fall.

The rating of the Matinee Idol has a big impact on the chance of success for the movie.

Just like extras, Matinee Idols can be under your control for short periods, and sometimes under the control of your opponents.

Matinee Idols cannot be removed from play because of 'combat', but they can be displaced to distant parts of the board. They are single figures.



THE FILM CREW

This is the model that you have direct control over. This represents your Director, the cameraman, and any assistants. It may be a combined, scenic base with many characters, or it may be represented by single figures. In either case, the group moves together, is not divisible, and can only be pushed away in 'combat', never removed from play.

The Turn Sequence

1. Draw at random two cards from the Opportunity deck and discard one. This is the additional model(s) that you can move this turn along with your film crew. Keep these cards for the length of the round (all player's turns) until you use one of them – then discard both. You may invoke one of these cards at any time during the round – to draw them to you to make a movie during your own turn, or to 'attack' another player's team to reduce their chance of success in making a movie by interrupting their turn.
2. Action. You may make two actions (Move twice, combat twice, move and combat, or combat and move) with your film crew and your opportunity model(s). You may act with either in any order, but you cannot split your acts, moving with your film crew, then combating with extras, then returning to the film crew, for example.
3. Resolve combat. Combat is a term of convenience here. No one is getting hurt, except emotionally.
4. Make a movie. At the end of your actions you may declare that you are making a movie. The score for the movie is found, combining the values of the set, the extras, the Matinee Idol(s), and your Director rating to find a star rating for the film.

The Elements of a Movie

OPPORTUNITY CARDS

This is a deck of cards listing the extras you have on the table, and the Matinee Idols. You should have at least twice as many of these as there are players. For example, for a six player game, you should have a total of 12 extra and Matinee Idols, each with its own card. Additionally, you should have a Casting Couch card.

At the beginning of each turn, deal each player two cards. During the course of the turn each player may use one of these cards at any time, either during their own turn, or to interrupt another player's turn. The other card is instantly discarded when the first is used.

Should more than one player play a card, the first card played is the one that takes effect. The second card does nothing.

MOVEMENT

All movement is in straight lines up to a maximum of 6". Therefore, if you move twice you may end up moving up to 12"

If your film crew are single based, measure from the Director and place the rest of the models around him.

For extras, identify a leader and measure from that figure. Move this model, then arrange the remainder of the models around it.

COMBAT

Combat can occur between groups of extras, between Matinee Idols, and between film crews, but not between mixed groups.

Combat may be initiated when a group (or any member of the group) is within 12" of another similar group. You can invoke combat in your own turn by using an Action(s) of your film crew, by playing an Extra or Idol card and using them to attack, or by playing a card and interrupting another player's turn to attack with that group of extras or Idol.

Combat essentially consists of shouting matches where the combatants are hurling abuse at each other, disparaging their acting or film making ability.

To resolve combat between extras both sides roll as many dice as there are extra models. For every result that is a 6, an extra has his heart broken and quits the set to find a job as a wine waiter. Remove him/her from play.

To resolve combat between Matinee Idols, both sides roll as many dice as the Matinee Idol's personal Star rating. Compare the results: highest number wins. If a tie, ignore the first pair and compare the next highest, and so on. The loser of the contest has his/her confidence shaken and immediately retires to the Studio Office.

Combat between film crews is similar to combat between Matinee Idols, except that the number of dice you roll is equal to the Star rating of the last movie you made (you're only as good as your last movie). If you have not yet made a movie, roll three dice. The



loser of the contest decides that this was a poor location for a shoot anyway and 'retires' 12" away from the winner.

USING THE CARDS

You have two cards during each turn. You may play only one of these during the full round (all player's turns).

You can move a group of extras or a matinee idol into position for you to shoot a movie with them. This counts as an automatically successful recruitment.

You can use a group of extras or a Matinee Idol to 'attack' in order to spoil a film shoot. This is an interruption, and you can declare it at any time, playing the card (and then discarding the unused one).

The Casting Couch card allows you to nominate any one group of extras and bring them back to full strength.

MAKE A MOVIE

At the end of your turn you may declare you want to make a movie, and have a score assigned. Only through making movies can you achieve victory.

To make a movie you must have at least one of the three following elements, though it is preferable that you have at least all three and perhaps multiples of some: a set, some extras, a Matinee Idol.

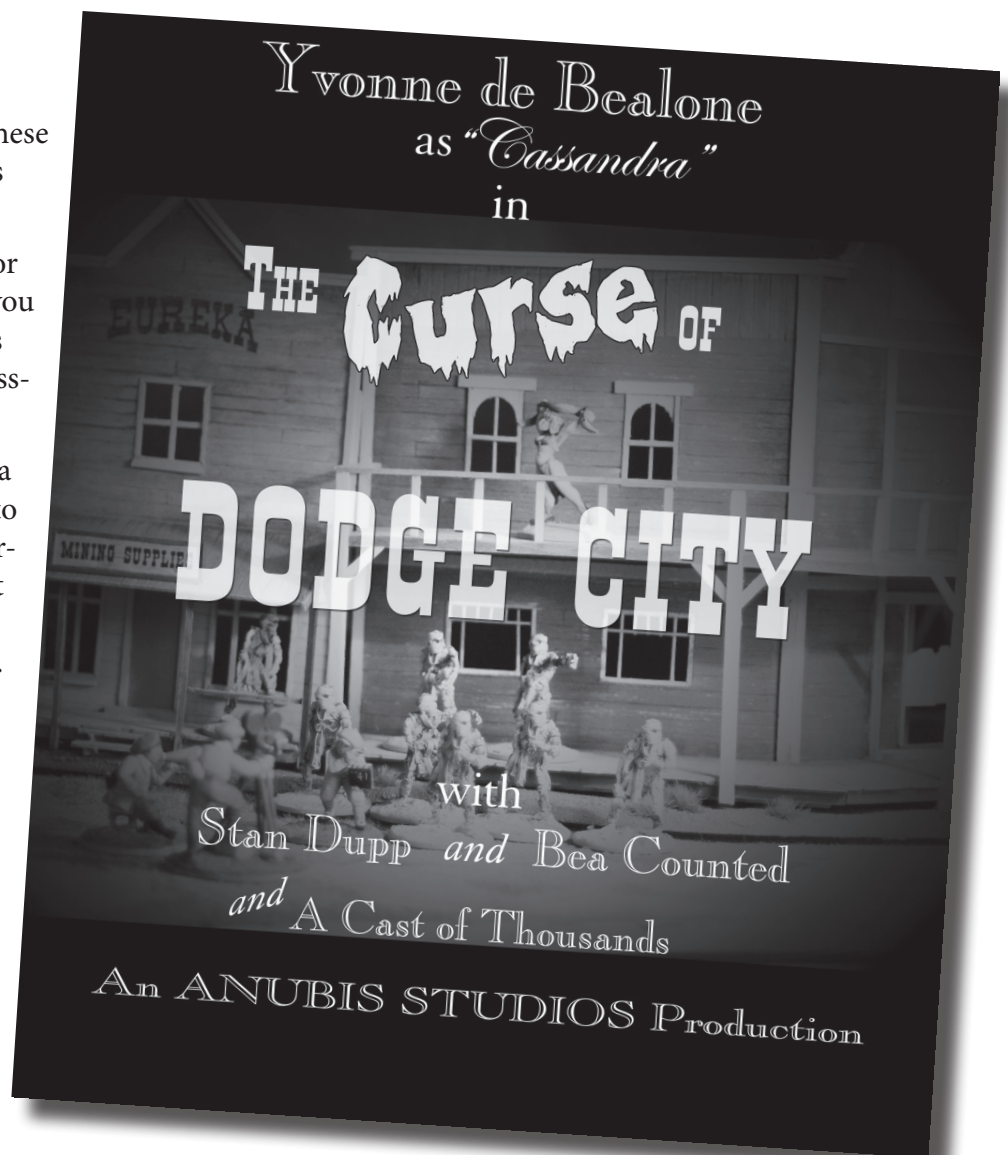
A movie with just a set would be a documentary. A movie with just extras would be an action adventure. A movie with just a Matinee Idol would be a tear-jerker. Combinations of these increase the chances of box office success.

All elements that are being claimed as part of the movie must be within a 45° arc and within 12" of the camera. This counts as being 'in shot'.

Everyone in shot when you declare you want to make a movie must be recruited, or they stalk off and refuse to be in your picture. If you have a card for that idol or group of extras you can play it and automatically recruit them. Alternately, roll 6d6 dice. Any 6 rolled indicates a successful recruitment and you may count them as part of your movie. If no 6's are rolled the group of extras or matinee idol(s) move out of shot and cannot be used to score.

You can recruit multiple extras and idols to be in your movie as long as you continue to be successful. For example, if there are three groups of extras in shot, you may attempt to recruit one. If successful you may attempt to recruit the second, and so on. But if you are unsuccessful in recruiting the first group, you may not attempt to recruit the second or third group.

Finally, you cannot shoot a picture with a rival player's film team in shot. They must be attacked first, us-



ing an Action, to get them out of the way.

Note: both recruitment and filming are free actions. Combat, like movement, consumes an Action.

RATING THE MOVIE

To rate the movie, count the number of extras (each extra is worth one point), add the personal Star rating of the Matinee Idol, and add three for the set, plus as many dice as your own personal rating.

Number of dice rolled equals:

- 1 for each extra in shot
- dice equal to the Matinee Idol's personal rating
- 3 for the set
- dice equal to your personal Director's rating.

Roll this many six sided dice. For every 6 rolled, the movie has achieved a star. If more than five 6's are rolled, the movie is considered a 'Blockbuster'. If no 6's are rolled the movie has bombed and is a 'Turkey'.

For example, if four 6s were rolled the movie was a 4 star movie in independent cinema polls.

A Blockbuster is recorded as a '+' on the scoreboard and is used to resolve ties in the final score. Turkeys are recorded as a '-' on the scoreboard and are similarly used to resolve ties.

MATINEE IDOLS AND SCORE

A Matinee Idol is only as good as the last movie he or she made. A Matinee Idol starts the game with a personal star rating of 3. For every movie he appears in where the movie rating is equal to or greater than his personal rating, his rating improves by 1.

For example, the movie was a 4 star success. The Matinee Idol was a 3 star actor. After this movie he is now a 4 star actor.

Conversely, if the movie rates less than the actor's personal star rating, he is reduced by 1.

For example, the movie was not well received and scored only 2 stars. The actor had a rating of 3 before the movie: now he has a rating of 2 for his next.

BECOMING A BIG NAME DIRECTOR (Winning the Game)

The purpose of the game is to build up your own personal rating by making good movies. Like Matinee Idols, your own rating improves or deteriorates in relation to the last movie you made.

You start the game as a 1 star director. For every movie you make that is equal to or greater than your personal rating, your rating improves by one. A movie that is less than your rating causes your rating to decrease by 1.

The first Director to achieve a personal rating of 5 wins the game.

Alternatively, you can set a time limit, say one hour, and see who has the highest director score, using the Blockbuster and Turkey modifiers to break ties to see who is the winner.



Movie Title Generator

d20	Title Part A	Title Part B
1	Prisoner of the Underground Kingdom
2	Queen of the Chain Gang
3	Conquest of Baghdad
4	Terror From New York
5	The Wizard of the Jungle
6	It Happened at/in Oz
7	Trouble in the Night
8	All Quiet in/at Paradise
9	The Thief of the Opera
10	The Mystery of the Races
11	Song of the Desert
12	The Monkeys of Zanzibar
13	Mr Smith Goes to Notre Dame
14	Gold Diggers of Tiny Town
15	Mutiny on/at/in Paris
16	The Hunchback of the Schoolyard
17	Revolt of/at/in the Orphanage
18	Murder in/at/of the Sweatshop
19	Deception in/at the Speakeasy
20	Love on/in/at the Rails



CAST

Yvonne de Bealone Cassandra
Seamus “Shameless” O’Toole Himself
Tyrone Shoelaces King Shaka Zulu
Howard Unow The Russian Officer
Wellyn Dowd Sir Wellyn Shaftesbury
Shirley Knott 1920s Woman
Douglas Furball Jr Large Dog
Oliver Sutton The Modern Prometheus

The Mummies
The Winged Fezzed Monkeys
The 1920s Women
The Cultists
The Powhatan Indians
The Looting Cossacks

Casting by Eureka Miniatures
www.eurekamin.com.au

Written and Directed by
ANDREW BOSWELL

Produced by
ANDREW BOSWELL & GREG HALLAM

Set Designs & Cinematography
ALAN HARRISON



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