



## INTRODUCTION

Welcome to Hollywood! Your studio is in the tough but glamorous business of making movies. The Object of **Executive Producer** is the same as that of any other major film company: Earn both large box office profits and prestigious awards for your movies. You will do this by purchasing scripts, hiring directors and actors, enhancing your films with Hollywood News! cards and making use of your studio's unique Mogul abilities.

But it's not that simple: Other studios are also after fame and fortune with their own productions and will try to hire talent before you do. They will also have their own Hollywood News! events and Mogul abilities – and may use them to sabotage your productions! As awards become available throughout the season, you'll use your critical acclaim to attempt to take honors, as well as use those box office profits to pay for future films. Can you make the deals and put together the right talent to be the best **Executive Producer**?

## OBJECT

The Object of Executive Producer is to earn the most Victory Points at the end of the game by means of:

- Winning Awards
- Meeting Objectives
- Earning Money

The player with the most victory points at the end of the game is the winner.

## COMPONENTS

**Main Board** - The main play board features different areas for card display, most notably the Talent Pools, where the Scripts, Directors and Actors available for studios are shown. There are also areas for the Hollywood News! and Award decks.

**Studio Boards** - There are five boards that represent the five studios in the game: Bayr Studios, Excelsior Film Company, Pearson Jacobs Productions, MegaMax Films, and Dream Kingdom Entertainment. The boards include two In Production spaces for movies, the list of directors that the studio begins the game with and that studio's five Mogul Token Abilities.

**Script Cards** - The larger cards are Script Cards and represent the screenplays that will form the basis of each movie. Across the top of the card, they show one of six genres, have ratings for Review (Stars) and Box Office (Silver Coins) to represent their respective quality and popularity, and the number of Actor Cards that may be assigned to the movie, all just above the title of the movie. Along the bottom, a tagline or line of dialogue is displayed.

**Actor Cards** - The Actor Cards represent the talented Actors and Actresses who will be cast in your movies. Like the Scripts, they have Review and Box Office ratings, while some have either the Difficult or Professional Trait, and most have a Genre Bonus shown. Some Actors refuse to appear in certain genres of movies, which will also be shown with a red X over the Genre Icon.

**Director Cards** - The horizontal Director Cards represent the minds and visions that bring the scripts to life and the best out of the Actors. Every Script needs one (and only one) Director Card. Like the Actor Cards, they have Box Office and Review ratings and Genre Bonuses. Directors also may have either the Perfectionist and/or Writer Trait.

**Hollywood News! Cards** - The pink-backed Hollywood News! Cards serve as improvements and detractions for movies, adding to or subtracting from the Review and Box Office ratings of the movies. Many Hollywood News! Cards also come with restrictions on the types of movies to which the card can be added.

**Award Cards** - The silver-backed Awards Cards represent the major and minor awards given to deserving movies, Directors and Actors. During the game, they will be up for bids between the players, with the winners receiving the card and its victory points.

**Objective Cards** - The green-backed Objective Cards are goals that players draw for their studios at the beginning of the game and reveal when met. Four of the cards (the two “Rich” cards and two “Acclaimed” Cards) are awarded at the end of the game.

**Box Office Money** - These coins represent money earned by Box Office rolls and spent on obtaining scripts, actors, and directors (In the game, they will be referred to by the shorthand symbol “\$”). Having the most money at the end of the game earns a studio two Victory Points, along with a Victory Point for every \$5.

**Review Stars** - These chits represent acclaim earned by Review rolls and spent on bidding for awards (In the game, they will be referred to as “stars” for short). Having the most Stars at the end of the game earns a studio two Victory Points.

**Mogul Tokens** - Five small colored cubes are Mogul Tokens, which may be spent to use one of a studio’s special abilities. These abilities are printed on the Studio Board.

**Dice** – These are a dozen standard six-sided dice with counts of 0-2 on them. These are always rolled when you release a movie to determine how successful your movies are in both Reviews and Box Office

## **SETUP**

1. Layout the board in the middle of the play area. Next to the **Main Board**, make a stockpile of **Review Stars** and **Box Office Money**, along with the **Dice**.

2. Have each player choose a **Studio Board** and place it in front of them. Then each player takes the following and places them on their Studio Board:
  - a. \$10 in Box Office Money
  - b. Five **Mogul Tokens**, placed on the appropriate Mogul Token Abilities spaces.
  - c. The two **Director Cards** found listed on their Studio Boards from the **Director Deck**.
3. Shuffle the **Director Deck**, **Actor Deck**, **Script Deck** and **Hollywood News! Deck**, and place each deck on the appropriate spaces found on the Main Board. Then fill all spaces in the **Talent Pool** with cards from each respective deck face up.
4. Take the **Objective Deck** and remove the “Rich” and “Acclaimed” cards. Display those cards face up near the main board. Shuffle the rest of the Objective Deck, pass three cards to each player, and then return any remaining Objective Cards to the box.
5. Take the **Award Deck** and remove the following cards and place them face up on the space reserved for them on the main board in this order: Best Director (top), Best Actor, Best Picture (bottom).
6. Shuffle the remaining Award Cards and place a number of them face down on top of the face-up Awards Deck based on the number of players and/or desired the length of the game:
  - a. Intro Game: 5 Cards, best for first-time players.
  - b. Short Game: 8 Cards, recommended minimum for 4 players.
  - c. Medium Game: 11 Cards, Recommended minimum for 5 players.
  - d. Full Game: All 14 remaining Award Cards.

NOTE: Feel free to adjust the number of Award Cards however you wish to suit your wishes or time constraints!
7. Each player then draws two “Hollywood News!” Cards and play begins!

## PLAYER ACTIONS

Select the first player by your preferred randomized method (suggestion: the last person to attend a movie in a theater). Starting with them, each player may then perform two of the following actions (or any action twice, if possible):

- Purchase Script
- Hire Actor
- Hire Director
- Release Movie

### **Purchase Script**

To Purchase a Script, the player selects a Script from the Talent Pool and pays the cost shown underneath the card’s space in Box Office Money to the stockpile. They then take that card and place it face-up on one of their Studio Board’s open In Production spaces (A player cannot take the Purchase Script action if both Production spaces are full). Then replace the empty space in the Talent Pool by moving all cards on that track one space to the left and draw a card from the deck to fill the rightmost space.

## Hire Actor

To Hire an Actor, the player follows the same steps as the Purchase Script Action, with the exception taking an Actor Card from the Actor Track. After taking the Actor Card, they then place it on a Script Card on one of their In Production spaces with fewer Actor Cards than the number of Roles shown at the top of that card (A player cannot take the Hire Actor action if they have no Script Cards In Production with an available Role, or only Scripts with all of their actor roles filled). Players may NOT hire an Actor without immediately placing them on a Script.

Also note that an Actor with the “Difficult” Trait cannot be placed on the same Script as a Director with the “Perfectionist” Trait, nor may an Actor be placed on a Script with a genre that is the same as one that has a red “forbidden” symbol on that Actor Card.

**Example:** During Meryl’s turn, she draws a Hollywood News! Card, looks at it and places it face down in front of her. She then uses her first Action to Purchase the drama *A Deadly Dinner* from the Script Track and pays the cost underneath the card space (\$2) to the bank. She then takes the card and places it in one of her “In Production” spaces on her Studio Board, moves the remaining Script cards one space to the left and draws a new Script card to place on the right-most spot on the Script Track

For her second Action, Meryl sees that the Script Card requires three roles, meaning that she needs to hire three actors and a director to complete the movie. Looking at the Director and Actor Tracks, she sees several good options, but notices that the actor Trevor Bryce has high ratings, has the Genre Bonus for Drama, and only costs \$1 to hire. She pays the \$1, takes Trevor and places him on top of “A Deadly Dinner” on her Studio Board, advances the Actor Cards along the track and draws and reveals a new Actor Card for the rightmost and open space on the track.

## Hire Director

To Hire a Director, take a Director Card from the Director Track, pay the cost shown below that space on the track, and then place it on any Script Card In Production that does not already have a Director. Note that a Director with the “Perfectionist” Trait cannot be placed on the same Script as an Actor with the “Difficult” Trait.

A player may not take the Hire Director action if they have no available Script Cards In Production with one exception: A Director with the “Writer” Trait:

**The “Writer” Trait** – When hiring a Director with the “Writer” Trait, the player may also select a Script Card from the Talent Pool if the Script matches the genre of the Director’s genre bonus. The player then pays the cost on the board for *both* cards and places the Script with the Director on one of their Studio Board’s In Production spaces. This allows a player to purchase a Script and hire a Director while only spending one of their actions.

Also note that each player begins with two Director Cards. These may be placed on any of your Scripts in Production during your turn without using an Action or spending any additional money. These are also the only Director Cards that are able to be held by a player.

## Release Movie

If a Script Card has both a Director Card AND Actor Cards equal to the number of Roles shown at the bottom of that Card, you may spend an Action to Release the entire stack, including any Hollywood News! Cards placed on it – now called a “Movie.” To do so, perform the following steps:

1. Announce the name of the Movie that is being released and read the tagline/quotation found at the bottom of the Script Card in your best dramatic voice. **This is mandatory.**
2. Display the cards in the Movie so that the ratings and traits at the top of each card are visible.
3. Total the Review (found in the upper left of each card) and Box Office (found in the upper right of each card) Ratings for all Script, Director, Actor and Hollywood News! Cards (in the case of Hollywood News! Cards with a “/” symbol, the player who placed that card now decides what effect it will have).
4. Add Genre Bonuses from Actor and Director cards that match the Genre of the Script, as well as a Bonus if a Movie has both a “Perfectionist Director” and at least one “Professional” Actor. Each Bonus may be applied to the Movie’s Review or Box Office Rating Total as the player chooses, leaving the player with a Review Total and a Box Office Total.
5. Make a separate Review Roll and Box Office Roll using a number of dice equal to each respective Total. After the Review Roll, place that number of Review Stars on that Movie; after the Box Office Roll,

**Example:** Stanley checks the progress of his movie *Extreme Blue* and sees that it has a Director and two Actors placed on it, meaning that it has been completed. He uses one of his actions perform a Release Movie action and announces that he is releasing *Extreme Blue*. Stanley reads the line from the bottom of the card - to great applause - and then counts the Review and Box Office ratings from the top of each card, coming up with a total of 7 and 6, respectively.

Stanley then checks for any Action Genre Bonus among his Actors and Director (since *Extreme Blue* is an Action Script) and notices that one of his actors has the matching bonus. This allows him to add one to either the Review or Box Office total. Wanting more critical acclaim to win awards, he chooses to add it to the Review, now making that total 8 – if he had wanted to earn more money, he could have instead used the bonus to add to the Box Office.

Stanley then rolls the number of dice matching each rating, starting with 8 dice for the Reviews. He rolls a total of 10, and stacks 10 Review Stars on top of *Extreme Blue’s* stack of cards. Stanley then rolls 6 dice for the Box Office, a disappointing total of 4. He adds \$4 to the money on his Studio Board. Stanley then moves the stack and its Review Stars to next to the Studio Board, opening up the “In Production” spot again, and discard the leftmost card from the Actor, Director and Script tracks, moves the rest of the revealed cards one spot to the left and then draws a card and replaces the rightmost space on each track. Unless Stanley had just released the first or second movie in the game, the top card or the Award Deck would then be revealed and resolved.

place that amount of Box Office Money on your Studio Board. NOTE: if the Review and/or

Box Office is greater than 12 dice included in the game, simply reroll enough dice to match the difference, and add the results to the total of the original roll.

6. Take all Hollywood News! cards in that Movie and discard them off the Main Board next to the Hollywood News! Deck. Then move all cards in that Movie (Script, Director and Actors) from the Studio Board and place it nearby, with any Review Stars earned placed on top of it (it is important to keep the Review Stars earned by a Movie ONLY on that Movie).
7. Discard the leftmost card on each track of the Talent Pool facedown, and then move all other cards on the track one space to the left and draw new cards for the rightmost spaces.
8. If at least three Movies have been released, Players will then present an Award (follow the steps in the “Awards Ceremony” section).

After a player has taken a second action, they then check their Hollywood News! hand and, if they have fewer than five cards, may draw a Hollywood News! Card. If they wish, they may play any number of Hollywood News! Cards before the next player begins their turn.

## HOLLYWOOD NEWS! CARDS

Representing the events that can take place when producing movies, Hollywood News! Cards may be played to improve or degrade a movie. The ratings at the top of the Hollywood News! Card works identically to those found on the top of Actor, Director and Script Cards, with the exception that Ratings icons with a negative red number over them **subtract** from the Review and/or Box Office Totals when determining the number of dice to roll.

Hollywood News! Cards may only be played on Movies that are In Production on a player’s Studio Board. They may not be played on Movies already released or on cards on the Talent Pool.

A Hollywood News! Card with an “~OR~” between two ratings means that the player of the card may choose which of the ratings will be used when the Movie is released.

Any text or genre icons at the bottom of a Hollywood News! Card restricts that card to being played only on Movies that meet those conditions or Scripts of the same genre shown on the card. Please also note that these icons do NOT count as Genre Bonuses when determining Review or Box Office Totals.

Any number of Hollywood News! Cards may be played during the cardholder’s turn and do not count as an Action. They may not be played during an opponent’s turn.

**Example:** Denzel has 3 Hollywood News! Cards: “Inaccuracies”, “Classic Soundtrack” and “Fanboy Love”.

Denzel wants to improve his movie *Jugular* currently In Production, so he plays the “Classic Soundtrack” card on it, which will add a 1 to the Review Total.

Although “Fanboy Love” would also add 1 to both the Review and Box Office Totals as well, it can only be played on scripts with a Sci-Fi or Action icon, which *Jugular* does not have. Denzel must keep this card in his hand until he begins production of an Action or Sci-Fi Script.

However, Quentin currently has a movie In Production on his Studio Board – *Trail of Tears*, which has a Drama icon on its Script Card. Denzel’s “Inaccuracies” card can only be played on a Script with a Drama icon, and he chooses to play it on Quentin’s *Trail of Tears*. Whether or not Quentin seeks revenge is up to him.

At the end of a player's turn, they must have four or fewer cards in their hand to draw an additional card.

## MOGUL TOKENS AND ABILITIES

Each Studio has five different Mogul Abilities printed on their Studio Boards and begin the game with Mogul Tokens in their color placed next to each one. When these abilities are used, the player removes the token on that space from their Studio Board to indicate that they have used that ability. Abilities may only be used during a player's turn. Unless indicated, Mogul Abilities do NOT cost an action to activate.

Any Mogul Token Abilities that allow a player to remove cards from the Talent Pool do not replace cards until AFTER all cards have been removed.

## OBJECTIVE CARDS

At the beginning of the game, each player receives three Objective Cards that they must keep secret. These award two Victory Points to players for meeting the criteria on the card related to releasing a Movie. When the condition shown on a card is met, the player immediately reveals it. At the end of the game, it is added to that player's Victory Point total. **Only TWO Objective Cards may be revealed by each player during the game, with the third card being immediately discarded.**

## BANKRUPTCY RULE

If a player finds themselves in a position where they are out of money AND do not have a Mogul Ability that allows them to draw a card without cost AND are not able to release a movie with their next Action, the following rules then apply to that player:

1. If they have taken an Action this turn, their turn ends.
2. When starting a turn, they are allowed only one action per turn. That action MUST be spent either taking the leftmost card (without cost) on any of the Talent pools and placing them on a Movie In Production OR Release a Movie once able to.
3. This restriction continues until the player has earned money by releasing a movie.

NOTE: No game assets (money, review stars or cards) may be exchanged or loaned between players.

HINT: The only way to earn money in the game is by releasing movies. Therefore, we strongly suggest that players focus on releasing their first movie before beginning production on a second.

## AWARDS CEREMONIES

After the Release Movie action has been taken for the third time, there is an Awards Ceremony after each Movie Release action. The Awards Ceremony is done in the following steps:

1. Reveal the top card of the Awards Deck, read the name of the Award, the Victory Points value, and the qualifications at the bottom of the card (if any)

2. Beginning with the current player, each player nominates one (and only one) of their already-released Movies with at least 1 Review Star on its stack. After announcing each nominee, all players should give a “golf clap”. Any nominated Movie must meet the requirements listed on the Award Card (if any). If a player has no Movie that qualifies for the Award, they may not make a nomination.
3. After all nominees have been announced, players may then bid for the award using ONLY the Review Stars currently on their nominated movie, secretly concealing the Review Stars they are bidding in their hand (or other preferred means). All players then reveal their bid simultaneously. Note that a Movie may NOT win an award if it has no Review Stars remaining to bid.
4. In case of a tie for the highest bid, count the total Review rating on the cards attached to each movie (script, director and actors). The movie with the highest total review rating wins. If this also results in a tie, all players involved in the tie roll 2 dice – the high roll wins the Award.
5. After the winner has been determined, they must discard the Review Stars they bid from that Movie and then place the Award on that Movie’s stack (as well as make a brief but emotional acceptance speech).
6. If an Award is revealed that no currently released movie qualifies for, leave the Award Card face-up and continue with the game. The first Movie that qualifies for that award may immediately discard one Review Star (and it must have at least one) and claim the Award.

**Example:** After releasing a movie and resolving the rolls, Katharine draws and reveals an Award Card: The “Comic Expo Convention Award” worth 1 point. Katharine has released two movies: *The 12<sup>th</sup> King* and *Firecrackers*. According to the card, the Award can only be given to a Sci-Fi, Animated or Action movie; thus, *Firecrackers* (a Comedy) cannot be nominated for the Award, but *The 12<sup>th</sup> King* (a Sci-Fi) is eligible. Katharine nominates it to polite applause.

Continuing around the table, Meryl nominates her Sci-Fi movie *Heart of the Nebula*; Stanley has no eligible movie to nominate; Denzel nominates the Action movie *Karmageddon*; and Quentin also has no eligible movie to nominate.

Katharine, Meryl and Denzel all take the Review Stars stacked on their respective nominees and secretly place the number they are willing to bid in a closed hand, which they then hold out – Katharine bids 4 of the 8 stars on *The 12<sup>th</sup> King*. After revealing their bids, Katharine’s bid is the highest. Meryl and Denzel return their Review Stars to their nominee’s stack, while Katharine discards her 4-star bid, adds the Comic Expo Convention Award to *The 12<sup>th</sup> King*’s stack and gives a heartfelt thanks to everyone involved in the movie.

## **END OF THE GAME**

If, after an Award has been revealed and resolved, the “Best Director” card is displayed face-up on the Awards Deck, the End of the Game has been triggered. Follow these steps:

1. The round continues until all players have gone, giving everyone an equal number of turns, i.e. if the first player in turn order revealed the face-up Award Cards, all other players will



- get a turn, whereas if the last player in turn order has revealed the face-up Award Cards, the game ends immediately.
- a. During any final turns, a player takes their two actions as usual. However, if they did not release a movie with their first action, they may use their second action to release a movie even if there are not the required number of actors and/or a director placed on the movie. The review and box office rolls are done as usual, although possibly with fewer dice than the player would have hoped. The Talent Pools are advanced and discarded as usual, although no Awards are given at this time.
  2. After the final round has been completed, resolve the final three remaining Awards in turn order (starting with the player whose turn would have been next). Keep in mind that each of the final three movies have criteria that must be met in order for a Movie to be nominated for it.
  3. After those final three awards have been given, then award the public Objective Cards:
    - a. Acclaimed – to the player with the most total Review Stars remaining on their movies (i.e. not spent on winning awards)
    - b. Rich – to the player with the most Box Office Money on their Studio Board
    - c. In case of ties for the most overall, each one involved in the tie is awarded 2 points.
  4. Each player receives one Victory Point for every \$5 in Box Office Money they have at the end of the game (Hint: change \$1 coins for \$5 coins and use each as Victory Point markers).
  5. Total up all victory points from Awards, Objectives and Money. The player with the most points wins. In case of a tie, the player that won the Best Picture Award is declared the winner. If none of the players involved in the tie won Best Picture, the winner goes to the Best Actor recipient, then Best Director. If none of the tying studios won any of these awards, the winner is the first player who, upon this rule being read at the table, shouts “I Win!”