

Movie Maker

The Board Game of Making Movies

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1 Object of the Game

The object of the game is to finish with the most money by making movies. Movies are made by collecting cards that represent the essentials - producer, director, stars, script.

2 Time Limit

Two hours should be allowed for a solid and effective game.

3 Equipment

- Movie Maker game board
- 8 player tokens
- 2 Dice
- Fake money
- 1 Pack of Movie cards
- 1 Pack of Director cards
- 1 Pack of Producer cards
- 1 Pack of Female Star cards
- 1 Pack of Male Star cards
- 1 Pack of Fortune & Fate cards
- Substitute, Double Profit, Studio and Insurance cards (limited amounts)
- These rules

4 Preparation and Deal

First turn is determined by roll of the dice, then turns pass to the left. Assemble player tokens on the Start square. Shuffle all the card packs separately and deal each player 1 Studio card, then 3 each of Movie cards, Female Stars, Male Stars, Directors and Producers.

Appoint a player to act as banker and distribute \$1,000,000 to each player, suggested denominations:

- 1x \$500,000
- 2x \$100,000
- 4x \$50,000
- 4x \$25,000

The Fortune & Fate cards, plus leftover Movies, Stars, Producers and Directors are placed face down on the appropriate places on the board. The bank holds the Double Profit and Substitute cards.

5 The Box Office and How to get there

The object of the game is to make movies - this is done by moving to the Box Office area and rolling a die to determine the level of profit returned by the movie as indicated on the board. In order to reach the Box Office, one must have a complete set of cards for a movie, ie; Movie (the script), Producer, Director, Male Star and Female Star. Once your set of cards for a movie is complete, divert from the main board path onto the Yellow Brick Road until the Box Office is reached, an exact throw is not required. There are some short cuts available for this process as follows:

5.1 Substitute Cards

These can be acquired from the bank by landing on certain squares. A substitute card can be used to replace any part of a set except the movie script itself (the Movie card). A maximum of 2 substitute cards are allowed in a full production which excludes the "Rush Release" and "Lights, Camera, Action" processes - see below.

5.2 Rush Release

Landing on this square enables one to proceed directly to the Box Office with a reduced set of cards. You must have a minimum of Movie, one Star (male or female) and a Director. Only one substitute card is allowed.

5.3 Lights, Camera, Action!

As above for Rush Release, except two substitute cards are allowed.

6 Studio Cards

Each player owns a studio as indicated on the studio card dealt. The outcome of some Fate & Fortune cards sometimes affects only one studio. But the main advantage of a studio card is that when you make a movie with a star that is contracted to your own studio (as indicated on the Star card) you don't have to pay the amount indicated on the Star card when you ante up the

production cost before rolling the Box Office die, although movie profits are calculated as though the star was in fact paid for.

7 Double Profit Cards

Landing here gets you a Double Profit (DP) card. The DP card is used when you attend the Box Office to make a Movie. The important thing is to remember to use it, because if you fail to nominate that you are using it before the roll of the Box Office die, then it remains inactive in your hand. If a DP card is nominated, the resulting profit is doubled. If the movie breaks even, you get to keep the DP card for a subsequent Box Office session. If the movie flops or makes a profit, the DP card is surrendered to the bank. More than one DP card can be held, but only one can be used per Box Office session.

8 Board Meanings

8.1 Stars, Producer, Director

Landing on one of these squares allows you to pick up a card from the relevant pack. Sometimes alternatives are specified such as *Substitute* or a cash amount.

8.2 Swap

Another way to acquire cards, landing here allows you to swap up to three cards with any one other player. This can be a time-consuming process, so don't be surprised if play continues while you are still haggling with your chosen swap partner.

8.3 Wizard Bank Yellow Brick Bank

Self explanatory, see the board.

8.4 Insurance

Landing here allows you to buy an Insurance Policy for \$100,000. Although expensive, this could be a life saver if you draw a bad Fate card later. Insurance policies are worthless at the end of the game.

8.5 Jail

Landing in Jail will cost \$100,000 for an immediate release, or if you're short of cash, miss two turns. There is also a "Get out of Jail" card in the Fortune & Fate pack.

8.6 Seven or Snake-Eyes

Landing here lets you optionally indulge in a straight gamble with the odds in your favour. First, you must put up \$1,000,000 to play, then roll two dice. Snake-eyes (odds 1:36) will see your million disappear into the bank, but rolling a seven (odds 1:6) will win you a million. Any other throw is void.