

1. Intro



This is a game designed to work best with 6 to 8 players, minimum 4. Each player tries to obtain copyright for major and minor Broadway musical shows and rent theatres to put them on, hopefully making a profit. Of course, like the real moguls and investors who back the shows, there is the chance you could have a flop and a short run, or you could be taken over by rivals. Sometimes the cast can change, the leading stars can meet with tragedy, the audience stays away due to hard times, or interest rates change drastically. In this game, after a beating you do get the chance to fight your way back up. Sometimes it could mean employing devious means to do so. As in real show biz, many shady deals are done and you'll need to be suspicious of everyone – trust nobody. Good luck, and may the best entrepreneur rule the roost. Anything can happen, fortunes may change in an instant, but – that's Broadway!

2. Equipment

- The board
- 2 dice
- Fake Money
- Player Tokens – 8
- Essentials Cards – 1 pack
- Events Cards – 1 pack
- Show Cards – 1 pack

3. Set up for play

All players select a coloured token and place it on the corner square marked **“That's Broadway”**.

All players are given **one** set of *Essentials* cards to be able to “put on a show”, these are:

- Orchestra – Conductor - Backstage Crew
- Costumes, Cast, Scenery and Props
- Light, Sound and Front of House staff

The remainder are shuffled and placed face down in two packs in the marked spaces on the board.

The *Event* cards are shuffled and split into two packs placed face down on the designated spaces on the board.

Roll both dice, highest roller has first turn, play moves to the left.

4. Money

Each player receives a starting income of **\$500,000**.

Suggested denominations:

- 6 x \$50,000
- 4 x \$25,000
- 6 x \$10,000
- 6 x \$5,000
- 10 x \$1,000

5. Show Cards

These are shuffled and **one** is given to each player to get them started in show biz. The remainder are put back in the box for later use.

6. Essentials Cards

Each player must at all times hold at least one complete set of three different Essentials cards, and they must be on display. It is possible to lose one or more of your essentials cards, and without a complete set you are severely restricted as follows:

- You cannot collect money from your own shows when landing on them.
- You cannot purchase rights to new shows.
- Players landing on your theatres pay you **no** fees.

An Essential set is not required to acquire money from a Bank square. If short of Essentials, you may pick up the replacement you need by way of landing on an Essentials square, or as directed by an Event card. There is no limit on holding Essentials cards, but a minimum of one of each type is, well, essential to prosper.

7. Colour Groups

Theatres are grouped together in Colour Groups. Certain advantages apply to owners of entire coloured theatre groups, see below. The “Independents” which are black and on opposite sides of the board DO NOT form a colour group, they are, well, independent.

8. Movement

Simple clockwise movement after rolling both dice. When you land on a show of which the rights are not owned by another player, you may buy the rights for the price indicated.

9. Box Office Returns

If you land on your own show, roll both dice and collect as follows depending on how many of the colour group you own:

- Snake eyes – zero.
- If you own only one show of the colour group, the dice value times \$100,000.
- If two shows owned of the same colour group – \$200,000 times dice value.
- If three shows owned of the same colour group – \$400,000 times dice value.

If other players land one of your theatres, they pay you $\frac{1}{2}$ the face value of that theatre (rounded upwards if necessary), regardless of how many of that group you own.

10. Swap

When a player lands on Swap, everybody passes one showcard of their choice to the player on their left. No exceptions.

11. Pirate

Players who land here (or by direction of an event card) can take pirate action against a show by throwing a six on one die. If successful they take from one other player the nominated showcard *plus* \$10,000 court costs. Unowned shows are not subject to this underhanded practice.

12. Events

On landing on an Event space, pick up an Event card, read it aloud, follow its instructions and replace it at the bottom of its pack. The consequences could be good or bad.

13. Hospital

You could be directed here by an event card. Place your token on the Hospital space and miss **two** turns – or as otherwise directed by the event card. While in or visiting hospital you cannot collect any monies unless otherwise directed by the event card. After a hospital stay, resume from the Start position.

14. Jail

You could be directed here by an event card. Place your token on the Jail space and miss **three** turns – or as otherwise directed by the event card. While in or visiting jail you cannot collect any monies unless otherwise directed by the event card. After a spell behind bars, resume from the Start position.

15. Bank

These spaces are self explanatory. There are no restrictions on collecting money from the bank, even if your essentials are incomplete.

16. That's Broadway

If the player does not have a complete set of Essentials cards, move on, nothing to see here, next turn.

If all your Essentials are present, the consequences of landing on *That's Broadway* depend on the number of theatre groups that the player is currently running:

No groups owned: Nothing happens, next please.

One colour group: Roll 2 dice.

- 7: Nothing happens, next please.
- 2 - 6: Pick up an Essentials card plus \$50,000.
- 8 - 12: Pick up \$200,000.

More than One colour group:

Multiply the above by the number of complete groups owned

17. Bankruptcy

If during a transaction, a player runs out of cash, then that player is bankrupt. The consequences of bankruptcy are not particularly serious. The transaction that caused the event is concluded with the short payment and no further money will be owing. The bankrupt player continues to play in an effort to trade out of debt by

- Collecting from others landing their shows
- Landing on the Bank
- Landing on their own shows
- Picking up favourable Event Cards

If a bankrupt player is asked for money, that player is exempt from paying and the debt is wiped. When a previously bankrupt player regains cash, no past debts will be applied and the player resumes normal play.

18. Game End

Overall placings are determined by the amount of money players hold after a suggested minimum of two hours play. Cards have no value at game end, only cash. You may have made a motza, or you may have bought the farm, but hey, *That's Broadway*.