

Hollywood Boulevard

Overview:

Players compete as theater owners on Hollywood Boulevard in 1954, screening films to attempt to make the most money. Each turn represents one week. Each player will start with \$25,000. Play begins with each player placing their Player Marker on the board to achieve certain benefits. These include; Genre Selection, Advertising Bonus, First Film Pick, Projectors, Extended Running time, Parties, etc. Some of these are free and some cost money. Chips will be placed in the allotted sections to designate commitments of \$1000 each payable during the Pay Upkeep Phase. Players will then pick films from the array according to both their monetary and time budgets. Players may invest remaining money on advertising in a blind bidding session. Advertising results follow with winners gaining more dice. Players may play Insider Tip Cards to obtain advantages. Each film will generate money by rolling an allotment of dice with the more expensive films, 3-D and Cinemascope films gaining more dice. The more dice, usually the more money. There are various methods of gaining more dice for the films which include; Insider Tip Cards, Genre Selection, Popularity Cubes, and Advertising. Players will roll all their dice, total them and receive income, followed by the Pay Upkeep Phase. Player gaining the most cash is considered to have a Blockbuster film and may place Popularity Cubes on the board. Play can consist of four rounds for a quick game, six rounds for an average game of about two hours, eight rounds for a longer game.

Setup:

There are 2 film decks; first and second. Beginning with the first deck deal out 24 of the cards near the board in 3 rows creating the array.



THEATER SCREEN FRONT

Each player gets \$25,000 in cash
Place 1 marker each on Preview House,
Round Track (on 1), and Advertising
Agency.

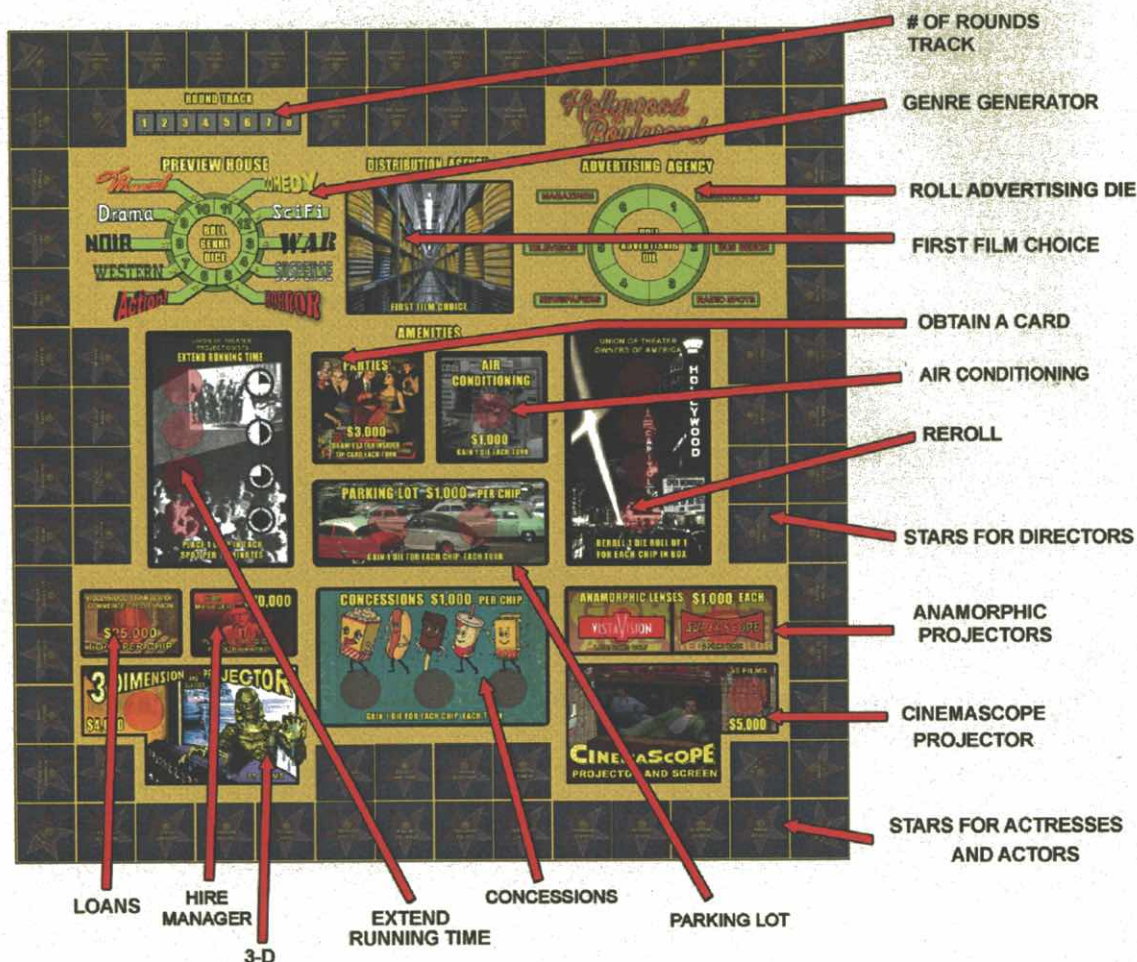
Each player gets 6 Insider Tip Cards,
small chips, a Player Marker of their color,
a handful of dice and a Theater Screen.



FIRST DECK



SECOND DECK

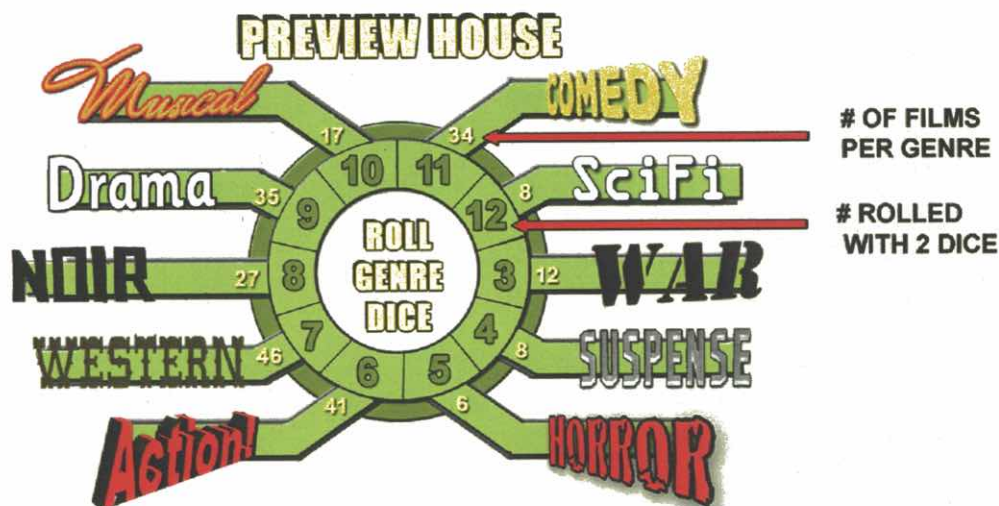


Board Sections:

The top 3 sections may contain only 1 Player Marker at a time:

Preview House /Genre Generator:

One of two ways is utilized to obtain the trending genre for the week. In either case, during the Payout Phase 1 extra die is awarded for every film of the trending genre.



Default generated sequence:

After all films have been chosen by the players, roll two 6-sided dice for all players to see, total them, and place the marker on the resulting number in the generator. With a roll of 2 "Snake Eyes" the genre marker remains in the present section.

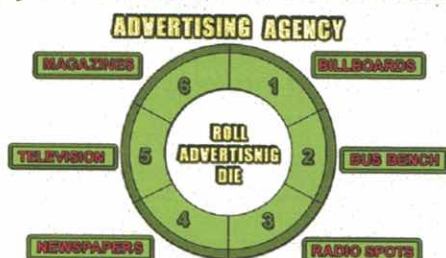
Player generated sequence:

When a player has placed their Player Marker on the Preview House section, the player will roll two 6-sided dice behind his Theater Screen and total them. A roll of 2 "Snake Eyes" allows the player to pick any genre. This player will know exactly where the marker will be placed on the given genre before picking films from the array. After all players have picked their films, their Theater Screens will be lowered revealing advertising budgets, possibly the results of the advertising die and the player generated genre dice results.

Example: Joe rolls 2 dice resulting in 4 and 5 behind his Theater Screen. The resulting Genre is "Drama". When he lowers his screen he places the marker on the board in the Drama section. Each Drama film that any player screens receives an extra income generating die.

Advertising Agency:

The Agency will provide 1 extra die for the winner of the selected section. One of two ways is utilized to obtain this result. In either case, 1 extra die (total of 2) will be awarded to the winner of the designated section.

**Default generated sequence:**

After all players have lowered their Theater Screens and paid their advertising budgets, roll a 6-sided die for all players to see and using the numbers surrounding the generator, place the marker in the designated number section of the Advertising Agency on the board.

Player generated sequence:

When a player has placed their Player Marker on the Advertising Agency section on the board, the player will roll one 6-sided die behind his Theater Screen. This player will know exactly which section he will place the marker before spending money on advertising. After all players have picked their films, their Theater Screens will be lowered revealing advertising budgets, the results of the advertising die and possibly the player generated genre dice results. Player will place the marker on the applicable advertising section.

Distribution Agency:

A player placing their Player Marker in this section will gain the first pick for a film card this round, with other players following in a clockwise order.

If no player places their Player Marker here, then the player with the First Player Token picks a film card first with other players following in clockwise order.

Amenities Boxes:

The Amenity Boxes may have more than one Player Marker or chips in them at any time.

Hire Manager Box:

A Player Marker placed in this box entitles a player to an extra Player Marker for a \$10,000 initial buy in fee paid to the bank. This can be used immediately and is placed on the board during a second round of Player Marker placement. A player chip will be placed in the box which will indicate a fee of \$1000 per turn payable to the bank during the Pay Upkeep Phase. The extra Player Marker is then available throughout the rest of the game. The two Markers may not switch places during Place Marker Phase.

Hollywood Chamber of Commerce Credit Union Box:

A Player Marker placed in this box entitles a player to a cash loan of \$25,000 with no initial buy in fee. A player chip will be placed in the box indicating an interest due of \$1000 per turn payable to the bank during the Pay Upkeep Phase. When the principal is paid off, the chip is removed during the Place Player Marker Phase. At end game, players will subtract any loans from their cash totals.

Running Time Box:

A player placing his Player Marker in the Running Time Box entitles him to place 1 to 4 chips in the box with no initial buy in fee. Each chip will allow an extra 15 minutes running time and the player may use the extra time immediately on that turn. The extended running time is available throughout the rest of the game as long a chip(s) remains in the box. These chips will cost an additional \$1000 apiece payable to the bank during the Pay Upkeep Phase. The chip(s) may be removed during the Place Player Marker Phase.

Projection Equipment Boxes:

Players placing their Player Marker in the 3-D, Anamorphic Lenses, or Cinemascope boxes may purchase the appropriate equipment for the cost printed on the board paid to the bank. It may be used immediately on that turn. Place a player's colored chip in the box to designate. The Projection equipment is then available throughout the rest of the game as long a chip remains in the box. These chips will cost an additional \$1000 apiece payable during the Pay Upkeep Phase. When a player is in the Anamorphic Lens box he may purchase either or both lenses. These are only available during the second deck play. Chip(s) may be removed during the Place Player Marker Phase.

Reroll Box:

Players placing their Player Marker in this box may place 1 to 4 chips in the box on that turn with no initial buy in fee. For each chip placed, they may reroll an income generating die roll of a "1" once. The chip(s) may be removed during the Place Player Marker Phase. Players must pay \$1000 to the bank per turn per chip in the box during the Pay Upkeep Phase.

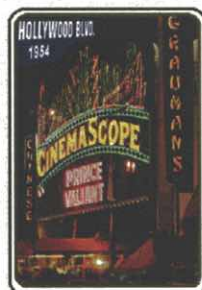
Example: Tay had 3 chips in the Reroll Box and rolled 2 "1's". She may roll the 2 dice over. If she got another "1" she could roll that over as well since she had 3 chips in the Reroll Box.

Parties Box:

Players placing their Player Marker in the Parties Box must pay \$3,000 to the bank, place a chip in the box, and be entitled to draw 1 extra (2 total) Insider Tip Cards per turn. Players must pay \$1000 to the bank per turn for the chip in the box during Pay Upkeep Phase.

Insider Tip Cards:

This card may be saved or played on the same round. Played cards are used once only, then discarded. There is no hand size limit. Players may play as many cards as they choose during a round. Most are played to increase payout by gaining more dice on specific films, a few are played during film pick and advertising. There are some duplicate cards for the purpose of their availability to more players; only one of each kind (except cartoons) may be played by a single player during a round. If exhausted, shuffle discard pile and reuse deck.



**INSIDER
CARDS
BACKS**

Parking Lot:

Players placing their Player Marker in this box may place 1 or 2 chips in the box on that turn for a \$1,000 initial buy in fee per chip paid to the bank. For each chip placed, they will gain an extra income generating die each week. Players must pay \$1000 to the bank per turn per chip in the box during Pay Upkeep Phase.

Concessions Box:

Players placing their Player Marker in this box may place 1 to 3 chips in the box on that turn for a \$1,000 initial buy in fee per chip paid to the bank. For each chip placed, they will gain an extra income generating die each week. Players must pay \$1000 to the bank per turn per chip in the box during Pay Upkeep Phase.

Stars surrounding the board:

Player placing their Player Marker on any star entitles the player to place a Popularity Cube there immediately. The Actors/Actresses are on the outside track, the Directors are on the inside track. Both are in alphabetical order by their first names. When screening a film starring an actor/actress or a director with a cube or cubes on the board, each player is permitted to obtain 1 additional die per cube for income rolling.

Air Conditioning Box:

Players placing their Player Marker in this box may place 1 chip in the box on that turn for a \$1,000 initial buy in fee paid to the bank. They will gain an extra income generating die each week. Players must pay \$1000 to the bank for the chip in the box during Pay Upkeep Phase.



15 MINUTES



30 MINUTES



45 MINUTES



60 MINUTES

Running Time:

Each theater starts with 3 hours of running time. No theater may exceed their allotted running time. The running time icons on each film card are calculated in 15 minute increments as shown.


Place Player Marker Phase:

Beginning with the player with the Start Player Token and following in clockwise order, each player will place their Player Marker on the board. In later rounds all markers must be moved to a new spot. Only one Player Marker may be in any one of the top 3 sections (Preview House, Advertising Agency, and Distribution Agency). Any amount of Player Markers may be in any of the lower sections which are called the Amenities Boxes.

Players who hired a manager will have a second Player Marker which will be placed on the board in a second round of placement.

Film Cards:

Price: Amount paid to bank to obtain film
Color **COLOR**, Technicolor **Technicolor**, Black and White **B&W**: (these integrate with Insider Cards, Color and Technicolor are not interchangeable)

of dice: Amount of dice rolled to generate income (1 pip  equals 1 die)

Special: Foreign (French, UK etc.), **3D**, BAFTA , CinemaScope **CINEMASCOPE**, Oscar , Superscope **SUPERSCOPE**, and Vistavision **VISTAVISION**.

Running Time: Each Theater starts with 3 hours, more is available on the board.

Star: Cast or director followed by a star ☆ designates that the celebrity is on the board and available to place Popularity Cubes.

Genre: 10 different categories, one will gain extra dice per week.



Pick Film Cards Phase:

Starting with the player on Distribution Agency, each player will pick one film card from the array and pay the printed price indicated on the film card to the bank. Picking continues around the table in clockwise order. Players may choose only one film at a time, but they may continue picking in clockwise order obtaining one film card in each subsequent round of choosing for multiple rounds until no player has enough remaining running time or cash to choose another film card.

If no player is on the Distribution Agency, the player with the Start Player Token picks the first film.

Players may only select film cards if they have enough money and running time. If the film is a Cinemascope, Vistavision, Superscope, or 3-D film, the player must have the projection equipment available to pick the film card.

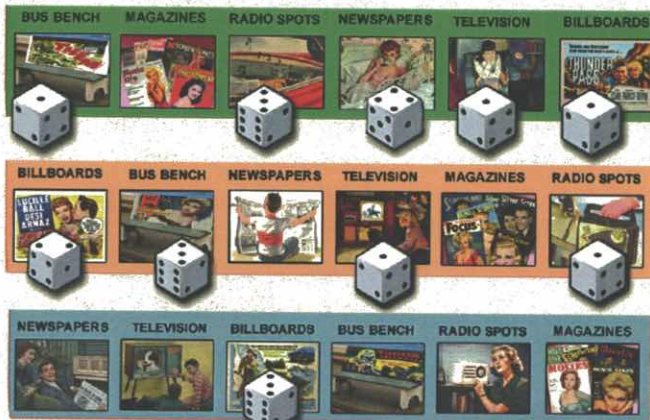
Advertising Phase:

Players may try to gain more dice by advertising. They will place one 6-sided die behind their Theater Screen on any, none, or all of the six Advertising Boxes. Each die will have the pips face up representing the investment of \$1,000 per pip. Thus an investment spread of \$0 to \$36,000 is attainable by each player. A player may not represent more money than his available cash holdings.

Advertising Resolution:

Once all players have finished advertising, they all lay down their Theater Screens keeping them lined up with the dice they have committed to specific Advertising Boxes. All players will each pay to the bank the total amount of their advertising budget. When revealed, each box will be resolved individually by one player calling out the name of each box, with each player responding with their investment. One die is awarded to the player with the highest investment per box. Ties are resolved by a further die roll off going to the highest roller. One Insider Tip Card will break a tie. If any player has bid for the selected section of the Advertising Agency on the board, 1 extra die (total of 2) will be awarded to the winner of the selected section.

Example: Joe (green) Placed 5 dice for a cost of \$10. Tay (red) placed 4 dice for a cost of \$7. Sam (blue) placed 1 die for a cost of \$3. Tay wins Bus Bench. Nobody wins Magazines. Joe wins Radio Spots. Joe wins Newspapers. Television is a tie so Joe and Tay roll off. Sam wins billboards.



Payout Phase:

Players will figure the total dice to roll by counting the pips on each film card, with any additional dice added for Genre, Insider Tip Cards, Advertising or Popularity Cubes on the board. Roll all the dice and collect income equal to the roll gaining \$1000 for each pip rolled.

Blockbuster:

Whoever gains the most money per turn for films screened, is considered to have a blockbuster film. Players designate by keeping their current payout cash separate from their unused cash holdings by placing it on their Theater Screen. This entitles the player to place Popularity Cubes on the board for any actors/actresses or a director that have a star on the film card from any one of their films. In case of a tie, all tied players are eligible to add Popularity Cubes to the board. When screening a film starring an actor/actress or a director with a cube or cubes on the board, each player is permitted to obtain 1 additional die per cube for income generating dice rolling.

Pay Upkeep Phase:

Players will pay a fixed cost of \$1000 plus \$1000 for every one of their chips on the board. Players may remove any unwanted chips from the board during the Place Player Marker Phase.

End game:

The game ends after completing an agreed on amount of rounds. After the last payout, players must pay their upkeep costs. There is no need to get another Insider Card or place Popularity Cubes. Players total their cash, subtracting any loans. Each unplayed Insider Tip Card is worth \$2000. Highest total holdings wins. Ties are ties indeed.

Turn Sequence:

Determine a start player. (Player who has seen the latest film in a theater.) This player obtains the Start Player Token.

1. Deal out the 24 film cards (array) near the board.
 2. Place Player Marker Phase - In clockwise manner starting from the player with the Start Player Token, each player places their Player Marker on any board section, only one marker may be in any of the top 3 sections (Preview House, Advertising Agency, and Distribution Agency). No limit for markers on the lower sections which are called the Amenities Boxes or the Stars surrounding the board.
 3. Roll 2 genre dice behind Theater Screen - keep hidden until #7 or roll 2 genre dice at end of #7.
 4. Pick Films Phase - Starting with the player on Distribution Agency, each player will pick one film card per round. Continue around the table in clockwise order for multiple rounds until no player has enough remaining running time or cash to choose another film. If no player is on the Distribution Agency, player with the Start Player Token picks the first film.
 5. Advertising Phase - All players simultaneously set any advertising dice with selected pips behind their theater screen - Once all are set, players each announce that they are finished and prepared to lower their Theater Screens.
 6. Play Insider Tip Cards (a very few are played earlier or later)
 7. All players simultaneously lower their Theater Screens revealing advertising budgets, possibly the results of the advertising die and the player generated genre dice results.
 8. Payout Phase - Players each roll all their dice, adding advertising, genre bonus, bonuses from Popularity Cubes and Amenities Boxes on the board, and Insider Tip Cards. Collect income from bank.
 9. Blockbuster: Player with highest paying film places Popularity Cubes on the board.
 10. Pay Upkeep Phase - players will pay upkeep money of \$1000 for each of their chips on the board plus \$1000 standard fee.
 11. Discard all screened and unselected film cards and deal out a new array of 24 film cards and 1 Insider Tip card to each player.
 12. Advance the round marker to the next available turn box.
 13. The new first player is the player with the least available cash. In case of a tie, a high die roll off is rolled. This player obtains the Start Player Token.
- Repeat steps 2 through 13.
- After 3 rounds (more or less for a longer or shorter game), replace the first film deck with the second film deck.

Courtesies: Amount of available cash is common knowledge.

Design by Patrick Stevens

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Holly Silva



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