



*Rules for the Hollywood! Card Game!*  
*A game for 3-4 players.*

*Welcome to Hollywood!*

*Are you ready for the glamor, the excitement, and the brutal business of making movies in Tinseltown?*

**SETTING UP THE GAME**

Before you start playing, you need to first create the **Star Deck** consisting of the 12 **Star cards** (the cards depicting actors and directors). Then create the **Movie Deck** consisting of the 39 **Film cards** and the 5 **Blockbuster cards**. Shuffle both decks and place them separately on the table so that they do not mix (be

aware that both decks have the same card backs).

In this way, before you begin the game, you will have a Movie Deck consisting of 44 cards and one Star Deck consisting of 12 cards.

Each player now selects a color by taking the two **Studio cards** (the "Clap Board" card and the "Double Reel" card) and the cardboard Movie Reel counters corresponding to one color. If you are playing a 4-player game, players only take 3 Movie Reel counters each (placing the surplus counters back in the box).



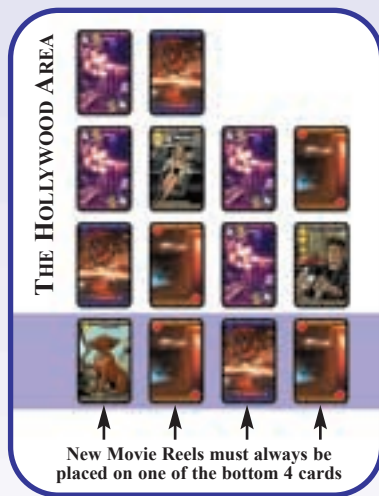
### Before each Game Round

*Hollywood!* is played over a number of **rounds** equal to the number of players (4 rounds in a 4-player game or 3 rounds in a 3-player game).

Before each round begins, you must create the **Hollywood area** for that round. This is done in the following way:

- 1) Draw 3 cards from the Star Deck
- 2) Draw 11 cards from the Movie Deck
- 3) Shuffle these 14 cards together
- 4) Place the 14 cards (one card at a time, starting with the top of the leftmost column) **face up** in four adjacent columns as depicted in the diagram. This is the **Hollywood area** for this round.

After creating the Hollywood area, the game is now ready to begin. Randomly determine which player will start (we will call that player the **first player**).



### THE GAME ROUND

Each round is resolved by players taking turns in clockwise order starting with the first player. Players keep taking turns until the 12th (and last) Movie Reel is placed in the Hollywood area.

### The Player Turn

When it is your turn, you must do one of the following:

- a) Place one of your Movie Reel counters in the Hollywood area
- or
- b) Play a Studio card

If you have no Movie Reel counters remaining, you are *out of the round* and you **do not receive a turn**. The round continues, skipping you, until the 12th Movie Reel counter is placed in the Hollywood area.

### Placing a Movie Reel

The most common choice is to place one of your Movie Reel counters in the Hollywood area. A Movie Reel counter must **always be placed on one of the four bottom cards** of the Hollywood area (see the illustrated example).

If another Movie Reel counter (either yours or an opponents) already exists on the bottom card of your choice, then “bump” the existing counter up one card towards the top of its column. In this way, you cause all preexisting Movie Reel counters in the column to advance one card towards the top of the column (there can never be two Movie Reels on a card).

If every card of a column already contains a Movie Reel counter, the

column is considered **full**. A player may not place a Movie Reel counter in a full column.

See the illustrated example on the next page for placing Movie Reels.

### The Studio Cards

Instead of placing one of your Movie Reel counters, you may instead choose to play one of your two **Studio cards**. Note that you may only use each of these cards **once per game**, and it is placed back in the box after you have used it.

### The “Clap Board” Studio Card

When you use your Clap Board card, you force your turn to be skipped and play proceeds to the player on your left. Place the card back in the box after use.

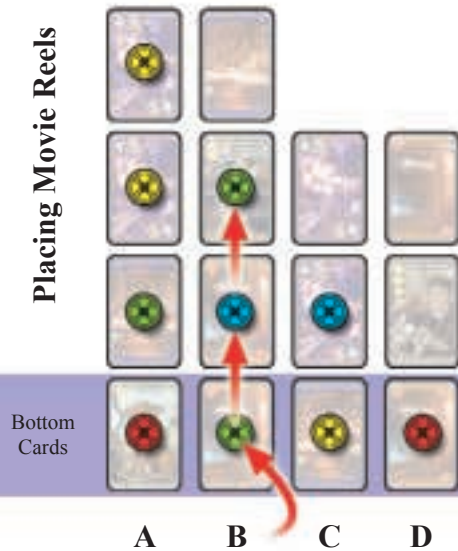
### The “Double Reel” Studio Card

When you use your Double Reel card, you may immediately place **two** of your Movie Reel counters, one at a time, in the Hollywood area, following the normal rules for placing a Movie Reel. If you do not have at least two Movie Reel counters remaining for the round, you cannot play this card. Place the card back in the box after use.

HOLLYWOOD!

HOLLYWOOD!

### Placing Movie Reels



On his turn, the Green player decides to place a Movie Reel in the Hollywood area. He must place his counter on one of the four bottom cards. Column A is full, so Green cannot place a counter there. Instead he places his reel in column B, causing the existing counters here (one blue and one of his own green) to advance one card toward the top of the column.

### END OF A ROUND

After the 12th Movie Reel counter has been placed, the round is over. Players now **receive the cards** upon which their Movie Reels ended. Start with the top card of the left column and its owner one at a time. **Note that the order in which players receive cards is important.**

After all cards with a Movie Reel counter have been claimed by their players, place the two unclaimed cards aside—they are no longer used in the game. There will always be two unclaimed cards every round.

### RECEIVING CARDS

As you receive a card from the Hollywood area, you must immediately **assign** it to your play area before you are allowed to receive your next card. Cards are assigned in the following way, depending on type:

**The Blockbuster cards:** When you receive a Blockbuster card, simply place it face up in front of you. At the end of the game, you receive 2 points for every Blockbuster card in your play area.

**The Film cards:** When you receive either a “Horror,” “Action,” or a “Romantic Comedy” Film card (each type separated by color) you must do one of the following:

- If you **do not** already have a Film project in this color, you must place the card in front of you, forming a new **project** of that color.
- If you already **have** a project of this color, simply add the new card face up to your existing project. In this way, your projects can grow to many cards of the same color.

*Example: Bill receives a Horror Film card. In his play area, Bill already has a project of two Horror Film cards and a project of one Action Film card. Bill must add his new Horror Film card to his existing Horror project, which then has three cards.*

**The Star Cards:** When you receive a Star card you must immediately assign it to one of your existing projects to **make a movie**. Decide which one of your projects the Star will be assigned to, and then take all these cards (the Film cards of the chosen project and the Star card) and place them together to the side of your

HOLLYWOOD!

HOLLYWOOD!



**A movie will always consist of exactly one Star card and one or more Film cards of the same color.**

play area. This collection of cards now represents a **finished movie** for which you will receive points at the end of the game. Other players are always allowed to inspect your projects and finished movies.

In this way a movie will always consist of exactly one Star card and one or more Film cards of the same color. A finished movie is no longer considered to be a project, thus so you may start a new project of the same color when receiving additional Film cards.

*Example: Bill receives the Star card "Tom Strong." Bill must immediately assign this card to one of his two projects (either his project of three Horror Film cards, or his project of one Action Film card). Bill decides to assign Tom Strong to his Horror project. Bill has now made a finished movie consisting of three Horror movie cards and the Tom Strong Star card. He places them together to the*

*side of his play area indicating that they now form a finished movie.*

Since cards are received and assigned **one at a time**, it is possible that you will receive a Star card without having any projects in your play area. In this case, the Star card is worthless and placed back in the box. Note that you **must** assign a Star card to one of your current projects, even if you don't wish to. Hollywood can be a ruthless place you know!

### PROCEED TO NEXT ROUND

After all the cards in the Hollywood area are gone, players now retrieve their Movie Reel counters and proceed to the next round by building a new Hollywood area.

The first player of the new round is the player to the left of the last first player. In this way, every player will be the first player once per game.

### END OF THE GAME

After the last round of play, the game is over. To determine the winner, each player now counts their number of scored points. The player with the most points is the winner. Points are scored in the following ways:

#### 1) Blockbuster Cards

A player receives 2 points for every Blockbuster card in his playing area.

#### 2) Movies

Each of a player's finished movies is worth a number of points equal to **its number of Film cards multiplied by the rating of its Star card**. (A Star card's rating is equal to its number of yellow stars.)



**Award Film cards:** The **award symbol** is printed on one Film card of each color. Such a card is

**counted twice** for the purposes of scoring.

#### 3) Largest Project

You score one point for each Film card in your **largest** project (i.e., your largest unfinished movie). If you do not have a single largest project, you do not receive these points.

See the back page of this rules booklet for a complete scoring example.

### Ties

If two players are tied for first place, the player with the most valuable single movie is the winner.

### Advanced Rules

When scoring a movie at the end of the game, multiply its point value by the number of unclaimed Film cards of the same color.

### Film Symbols

As some individuals may find differentiating between some colors difficult. We have added symbols to the Film Cards. These are:



Horror Film Card



Romantic Comedy Film Card



Action Film Card

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### Example of Game End Scoring 3 Players (3 rounds)

**John scores 15 points**

John's game end scoring layout shows the following items and points:

- 4 points (represented by two movie cards)
- 6 points (represented by three stars and a movie card)
- 1 point (represented by one star and a movie card)
- 2 points (represented by two stars and a movie card)
- Unfinished Projects: 2 points (represented by two movie cards) and 0 points (represented by one movie card)

**Lisa scores 20 points**

Lisa's game end scoring layout shows the following items and points:

- 2 points (represented by one movie card)
- 12 points (represented by three stars and a movie card)
- 4 points (represented by two stars and a movie card)
- 2 points (represented by two stars and a movie card)
- Unfinished Projects: 0 points (represented by one movie card), 0 points (represented by one movie card), and 0 points (represented by one movie card)

**Brad scores 13 points**

Brad's game end scoring layout shows the following items and points:

- 8 points (represented by three stars and a movie card)
- 2 points (represented by one star and a movie card)
- Unfinished Projects: 3 points (represented by three movie cards) and 0 points (represented by one movie card)

Lisa wins this game! Note that her powerful Horror movie gave her an impressive 12 points on its own.