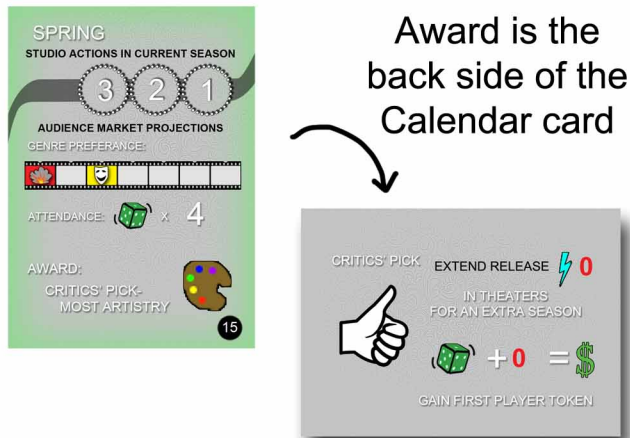


End Season (cont):

7.4 Award winner: Award-winning movies will stay in theaters for an extended release (at reduced stats indicated on award). Put the award card on top of the winning movie. Give the First Player token to the owner of the award-winner. They will be the first to take action in the next season.



7.5 Clean up Season: Take all Talent attached to the currently released movies and put them into the Talent discard pile. Collect stat-track discs from the Artistry and Buzz Tracks. Take your current releases and put them into your “archive” (stack in front of you, but away from other movies) Cycle available projects - put top card of each Movie stack and place on the bottom of the stack. Cycle talent - put the 3 available face-up Talent into the discard pile. Each player draws a Scheme card and 2 Talent cards.

7.6 Extended releases: Award-winning movie stays in theaters for an extra season with adjusted stats (and scores again next season). The “critic effect” is set by the award. **Buzz** is now 0. Put one Extended Release disc on the movie, and the other on the **Buzz track** at 0.

Move the Phase marker to R space of next season and continue.

8.0 End game: After scoring for the summer, pay out any secret agenda bonuses. Then each player counts their money. The winner is the one that made the most!

Award: the movie that best matches the goal of the round is given an award. It also stays in theaters for an extra round.

Best Marketing -Most Buzz

Best Picture - Most Artistry

Best Box Office -Most Money

Critics' Pick - Most Artistry

BUZZ tie-break

- ⚡ -most buzz
- 🎬 -genre calender
- 🎨 -most artistry
- biggest buget

Artistry tie-break

- 🎨 -most artistry
- 🎬 -genre calender
- ⚡ -most buzz
- lowest budget