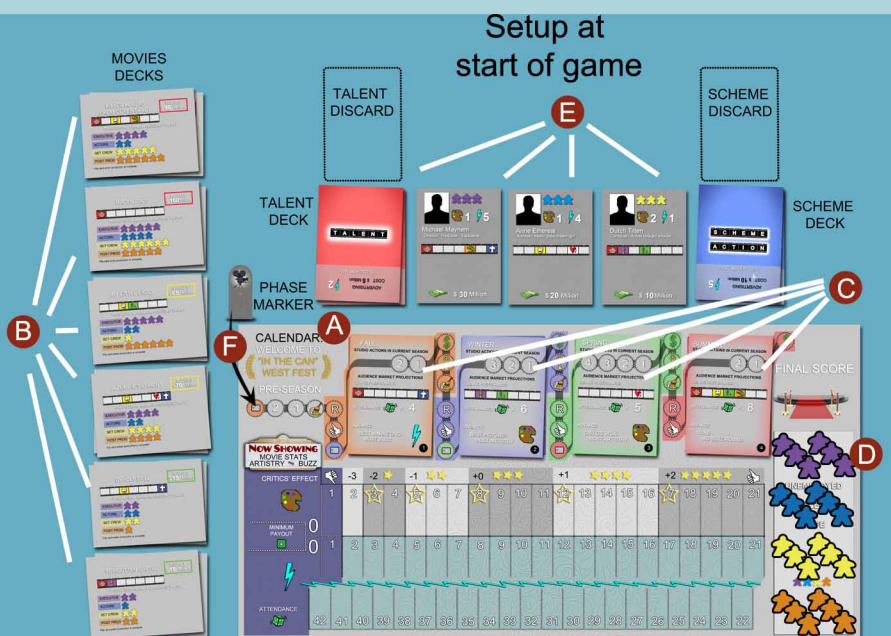


3.0 Setup

3.1 Players: Give each player/studio starting \$200 million, 4 staff talent (one meeple of each talent branch), and 14 stat-track discs in their color. Deal each player 3 Talent cards. Give each player a random secret agenda card, then shuffle the rest into the scheme deck.

3.2 Board: **A** Place the main board in the center of the table.
B Shuffle the movies and split into 6 stacks. Place the stacks to the left side of the board (production side up).
C Place a calendar card for each season (Fall, Winter, Spring, Summer), on the board, random or set scenario (see sect 10.0)
D Put 24 “unemployed” meeples on the board (6 of each).
E Place the Talent and Scheme decks at the top of the board, then reveal 3 Talent cards face-up.
F Place the Phase Marker on the first “festival” pre-season space.



3.3 First player: Whoever saw a movie most recently (in a real theater) starts as first player. They hold the First Player token. Each time it is their turn, slide the Phase Marker to the next calendar space/phase.

3.4 Getting started: From humble beginning to blockbuster finish, you play through a calendar year a season at a time. Fall, Winter, Spring, Summer

Get your first big break by attending a pre-season film festival and greenlighting (see 4.2a) your first project. Use your named talent (cards) and starting Staff (meeples) to complete a movie before the Fall season begins. Or you may want to make it even better and wait to release in Winter. (full production see 4.0 - 4.2)

Each studio starts with:

- \$200 million 
- 4 staff talent meeples (one of each talent branch) 
- 14 movie stat-track discs (for up to 4 new releases + 1 extended release) 
- 3 Talent cards 
- 1 random secret agenda (from the Scheme deck) 



First Player Token