

## 7.0 Scoring movies / Ending Season:

You make money when people go to your movie. How many people is based on the audience roll, but it is not entirely up to chance. **Buzz** and **Artistry** stats will affect the results.

**7.1 Buzz and the audience roll:** **Buzz** is the total excitement and awareness around a movie. It could come from an interesting concept, big-name talent, or just a lot of advertising hype. This is a competitive stat. You are not targeting a fixed number, just more than the next movie. **Buzz** totals determine the preference of the audience. All the green dice for the round are rolled by the owner of the movie with the highest **Buzz**. The highest die result is given to the movie with the most **Buzz**. The next highest is given to the movie with the second most **Buzz**, and so on...

**TIP:** During production turns, you can keep adding to the **Buzz** stat for your current releases with advertising.

**7.2 Critic review effect:** Critics can have an effect on a movie's attendance. No matter how excited people were about a movie before it opens, they may change their mind after reading a good or bad review. After the audience dice are distributed, check the critic review and adjust for its effect.

**7.3 Box Office payout:** Check the review-adjusted die value against the Box Office chart and get paid that amount. \$\$\$

## Scoring / Awards



**Audience roll:** studio with the most **Buzz** movie rolls all the audience dice (green die) for the season. Highest die goes to the movie with most **Buzz**, second highest die goes to the next highest **Buzz**, and so on...

Adjust for Critic Review +/-

Check payout on movie's chart and get paid.

### BUZZ tie-break

- ⚡ -most buzz
- 🎬 -genre calendar
- 🎨 -most artistry
- 💰 -biggest budget

**Example scoring**

**Audience roll:**

**Most BUZZ gets highest**

**2nd most gets next**

**Until each movie gets a die**

**Adjust for Critic Effect (ARTISTRY)**

+ 1 = 6

**Box Office payout**

**\$480 Million**

PG	1	2	3	4	5	6	7	8
INCOME \$	70	120	195	280	355	480	610	770

**Adjust for Critic Effect (ARTISTRY)**

- 1 = 3

**Box Office payout**

**\$190 Million**

R	1	2	3	4	5	6	7	8
INCOME \$	55	140	190	270	350	390	510	640

**Adjust for Critic Effect (ARTISTRY)**

+ 0 = 3

**Box Office payout**

**\$110 Million**

PG	1	2	3	4	5	6	7	8
INCOME \$	35	75	110	160	190	275	365	460