

4.0 STUDIO ACTIONS: Each season starts by announcing completed movies and putting them up for release. Scoring does not happen until the end of the season. In between, there are several Studio Action turns when most of the work gets done.

Each season consists of a fixed number of turns (as indicated on the calendar). Players take turns acting on their studio plans.

4.1 Choose two (2) main studio actions (or same action 2x):

4.1a Production- Now this is where the action really happens. You play a card from your hand for Talent or Advertising.

-Talent: Place Talent cards under a Movie card to attach them to it. Meeple Icons show how much they contribute toward completing the movie. **Bonus:** For *each* Talent's genre specialty that matches the Movie's genre(s), you also choose a staff talent meeple (1) from those available in "unemployed" cafe.

-Advertising is an alternet use available on both Talent (+2 ⚡) and Scheme (+5 ⚡) cards. Turn a card over and pay the cost to add Buzz to any movie. You may continue to advertise for a movie that is already released. Boost the public awareness of your movie past your competitors'. Choose how each card best suits your plans carefully. Once played, a card can't switch its use.

4.1b Network- Spend a turn to meet some talent or maybe find some "hidden talent" from the Scheme deck. Draw a card from the top of the Talent or Scheme deck, or choose a face-up Talent. **OR Open casting-** Discard a card to clear the face-up Talent and refresh the available Talent before drawing.

4.1c Hire Staff- Sometimes you just aren't meeting the big-name talent you need to complete your movie. Get any 2 "unemployed" talent meeples available from the cafe. They don't bump up the movie's final stats, but they get the job done.

4.2 Free Extra Actions: Do any / all / none of these:

4.2a Greenlight a new movie- Choose one of the available movies. When you greenlight a movie, you pay the full budget. The money is now committed to making the movie.

4.2b Sell Contract- Discard a Talent Card and recieve \$10 Million.

4.2c Re-Staff- Trade in any 2 staff meeples for 1 availble "unemployed" meeple of your choice.

4.2d Activate Scheme- Play Scheme card. Do the action.

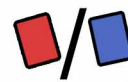
4.2e Wrap Movie- Show you have at least the minimum required talent. Put any staff meeples used into the "unemployed" cafe. Total up the cost of attached talent. If the amount is more than your budget, pay the difference. Flip card over to release (poster) side. Put 3 identical Stat-Track discs on the wrapped movie.

MAIN STUDIO ACTIONS: choose 2

-PLAY 1 card



-DRAW 1 card



-Discard [red card] to cycle Talent, DRAW 1



-GET 2 Staff



FREE EXTRA ACTIONS (optional)

-Greenlight: (buy movie)



-Discard [red card] for \$10 Million



-Re-Staff- 2 for 1



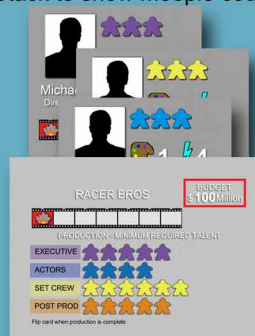
-Activate Scheme [blue card] Resolve action



-Wrap movie: Pay over-budget costs, use staff, then flip movie card over

Talent attached to movie:

-Put Talent under movie card
-Stack to show meeple count



Wrapped (completed) movie:

-Stack Talent under card
-Flip card to poster side
-Put 3 Tacker discs on card

