

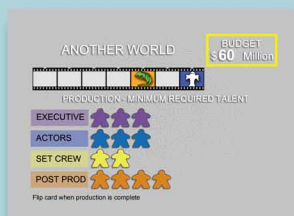
# BOX OFFICE BATTLE

A movie production game - by Glenn Cotter

In a world... where fiction makes fortune, you are the head of an aspiring movie studio. Greenlight new projects and manage your resources to complete them. Focus on ARTISTRY to win awards and avoid negative critic reviews. Invest in high profile talent and advertising to create BUZZ that attracts moviegoers. In this highly competitive industry you'll need to take calculated risks. With a little luck, you will make true movie magic, (and the most money) to become the champion of this Box Office Battle.

**1.0 Movie-making Basics:** To make a movie, you need to attach at least the minimum required talent shown on the production side.

Movie card - Production side + Talent cards + Talent meeples



+



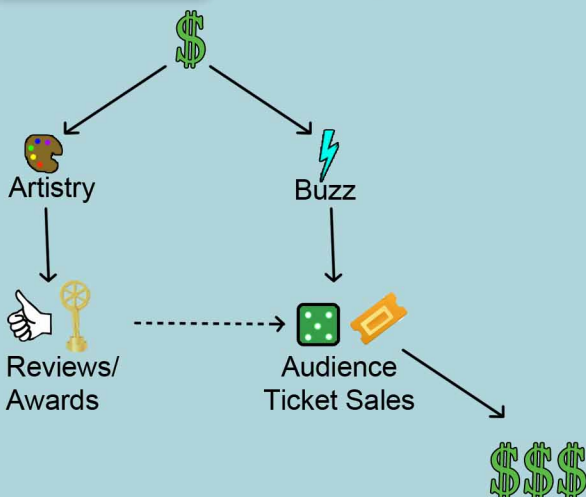
+



Movie card - Release side



**1.1 Customize each project:** Each movie is crafted by the major talent that works on it. While any talent can complete the work, named Talent (cards) represent the guiding vision(s) and bring something a little extra to the movie: Artistry and/or Buzz.



**Goal:** make movies to earn the most money by the end of a calendar year.

**TALENT:** Complete movies with a combination of -named talent (cards) -staff talent (meeples)

The Production side of each movie card lists the minimum talent you need:

- Executive (purple)
- Actors (blue)
- Set Crew (yellow)
- Post Prod (orange)

**Release:** Completed movies are released at the start of a season, and rated by critics.

**Score:** Movies are scored at the end of the season, based on audience.

Each movie has two stats that affect the scoring: Artistry and Buzz

**Artistry:** Quality and craftsmanship (Sets the expectation of the critics).



**Buzz:** Audience excitement (sets priority for the audience).

