



Hollywood

1947

Deluxe

1-9 PLAYERS
AGES 14+
20-40 MINUTES

OVERVIEW

The year is 1947 and you are a member of the thriving movie-making industry of Hollywood. You've landed a job in a world-famous production studio, and your career is taking off! However, it is suspected that there are communists hiding among your film studio slipping "unpatriotic propaganda" into the movies, and Congress isn't happy. Will you be able to find the alleged communists before your studio is shut down? Or will you be suspected yourself and blacklisted from the industry?

Your crew will produce one movie in each round of the game (games will have 4-7 rounds). A genre poster will kick things off by showing the type of movie being made and revealing its inherent bias (does it lean patriotic, communist, or remain neutral?). During the **PRODUCTION** phase, each player will have the opportunity to either perform their unique job or attempt to manipulate theirs and other players' chances of influencing the movie by rerolling players' dice. In **POST**, players with stars on their dice will play cards into the movie to influence the movie bias (patriot, communist, or neutral) while players who have been blacklisted watch on. Then comes the **PREMIERE**, when the cards are revealed and the final bias tally is totalled. The team with the most symbols wins the round, and tints the movie by overlaying their film strip on the poster.

OBJECTIVE

PATRIOTS



your goal is to make 4 movies that have a majority of patriot symbols.

COMMUNISTS



your goal is to make 4 movies that have a majority of communist symbols (communists also win ties).

RISING STAR



your goal is to keep the score as close as possible up until the very end (more details on page 10).

The game ends as soon as one team has reached their goal.

This game is part strategy and part social deduction. You must never show your cards or loyalty to anyone, but you may say whatever you'd like about the cards you put into a movie, or about your loyalty. **Open discussion and strategizing throughout the game about which cards were added into a movie is encouraged.** However, if you are a communist or the rising star, lying will often help you accomplish your goals since the majority of players will be patriots.

CONTENTS

18 GENRE POSTERS



9 FILM STRIPS



9 DICE



13 JOB CARDS



9 LOYALTY CARDS



60 PROPAGANDA CARDS



9 COSTUME CARDS



5 MOVIE TOKENS



9 PROPAGANDA TOKENS

SET UP

1. Shuffle the job cards, give one to each player face up, and place 3 face up in the center. Remove remaining job cards from the game.
2. Create a deck of loyalty cards based on the table below. Shuffle and give one to each player face down. Players may view this card but must not show it to other players. Remove remaining loyalty cards from the game.

	PATRIOT	COMMUNIST	RISING STAR
1 PLAYER*	1	-	-
2 PLAYERS*	1	1	-
3 PLAYERS*	2	1	-
4 PLAYERS	3	1	-
5 PLAYERS	3	1	1
6 PLAYERS	4	2	-
7 PLAYERS	4	2	1
8 PLAYERS	5	3	-
9 PLAYERS	5	3	1

*SEE 1-3 PLAYER ADJUSTMENTS ON PAGE 13

3. If there are 6 or more players, all players close their eyes and the dealer directs the communists to open their eyes to see each other and then close their eyes.
4. Shuffle the propaganda cards and give three to each player. Players may view these cards but cannot show them to other players. These cards form a player's hand. Unless otherwise stated, references to "the deck," "cards," and "hands" refer to these propaganda cards. Place remaining cards in a face-down deck in the center.
5. Shuffle the costume cards and place them face down in the center.
6. Give each player a die. Each player should roll their die and place it in front of them.
7. Shuffle the genre posters and place them in a face-down deck in the center.
8. Place all tokens and filmstrips into the center.



HOW TO PLAY

Each round, a movie will be made. For each movie the following process (**PRODUCTION**, **POST**, and **PREMIERE**) occurs. Playing cards “into the movie” refers to adding propaganda cards face down into the center.

PRODUCTION

Starting with the player with the lowest number on their job card and **proceeding clockwise around the table**, each player takes a turn. On your turn you may select **one** of the following three options, or pass.

OPTION 1: PERFORM YOUR JOB

If any job is not currently filled by a player in the game, that job will not be performed this round.

When the rules say “any player” it includes yourself.



1 | SCREENWRITER draws two genre posters and secretly picks 1 to reveal and place in the center of the table. The other genre poster is removed from the game face down. Players are not allowed to “interrogate” the screenwriter about anything on the rejected poster (name of the genre, details

about the picture, etc) besides the symbol in the bottom corner. Some posters will have special text at the top that will affect the nature of the round.

IMPORTANT! If there is no screenwriter (or that player chooses a different option on their turn) a genre is simply revealed from the top of the genre deck and placed in the center of the table at this time.



2 | PRODUCER places one card into *next* round's movie. Indicate this by placing the card face down on top of the genre poster stack. If it is the 7th round (or 6th round for 3-4 players) the Producer may perform any job from the center.



3 | DIRECTOR gives one movie token to any player. Movie tokens are explained on page 8.



3A | PROP MASTER reveals the top card from the deck and gives one propaganda token that matches the symbol on the card (neutral = yellow token) to any player. Propaganda tokens are explained on page 8.



4 | GAFFER performs 3 total re-rolls. Unlike other players' dice rolls (described more in Option 3), the gaffer is allowed to spend 2 or 3 of their re-rolls on the same player's die.



4A | GRIP same as gaffer.



5 | CINEMATOGRAPHER forces any player to discard their hand and draw 3 new cards.



5A | COSTUME DESIGNER views the top costume card and gives it to any player. Costume cards can be played on a recipient's future turn, but only one costume can be used per player per round.



5B | MAKEUP ARTIST forces any other player to discard their hand. Then, the makeup artist draws 3 cards and gives any 3 of their 6 to that player.



6 | ACTRESS allows any player to draw 2 cards & then discard 2 cards.



7 | ACTOR same as actress.



8 | COMPOSER draws 2 cards, puts 1 face down into the movie & discards the other.



9 | EDITOR indicates whether they would like to edit the upcoming movie by turning their card sideways. Editing is explained on page 8.

OPTION 2: SWAP YOUR JOB WITH ONE FROM THE CENTER

Swapping your job costs your turn, so you will not be able to perform your new job until the next round.



OPTION 3: RE-ROLL ANY TWO DICE

Roll each die one at a time and then return it to its owner. You may not re-roll the same die more than once. You may select your own die as one of the two. If you would prefer, you may re-roll only one die.



POST

After everyone has had a turn:

1. **IN TURN ORDER EACH PLAYER WITH A STAR ON THEIR DIE MUST ADD 1 CARD FACE DOWN INTO THE MOVIE**
2. **IN TURN ORDER EACH PLAYER MAY SPEND TOKENS (IF APPLICABLE)**



If a player has a star on their die, they may spend a movie token (by placing it back into the center) to add one extra card into the movie. Only one movie token may be used per player per round.



Regardless of if a player has a star, if they have a propaganda token they may add it to the movie to count that symbol towards this round's total. If a yellow propaganda token is played, the player must declare if it counts as a communist or patriot symbol. Only one propaganda token may be used per player per round.

3. **ADD 1 CARD FROM THE TOP OF THE DECK FACE DOWN INTO THE MOVIE**
Skip this step if the composer used their turn to add a card to the center.

4. **SHUFFLE ALL CARDS IN THE MOVIE AND DISCARD ONE AT RANDOM**

Do not view the discarded card. If the editor chose to perform their job, instead of discarding this card give it to the editor to view. The editor can either discard the card or place it back into the movie. If they placed it back the movie cards are again shuffled and a random card is discarded.

PREMIERE

1. REVEAL THE REMAINING CARDS FROM THE MOVIE TO DETERMINE THE ROUND'S WINNER

The team with the majority of revealed symbols (including the symbol on the bottom corner of that round's genre poster and symbols from propaganda tokens), wins the round! If the total number of symbols are tied, the communist team wins the round. Indicate the winning team for the round by placing the winning team's filmstrip on top of the genre poster.



2. CHECK FOR CONGRESSIONAL HEARING AND SHAKE-UP CARDS

If one or more “Congressional Hearing” cards were revealed in the movie, re-roll all dice, otherwise leave them as they are. If one or more “Shake Up” cards were revealed in the movie all job cards (including those from the center) are shuffled and re-distributed.



3. DRAW

Finally, everyone with less than three cards should draw back up to three.

Discard all played cards from the round and continue the game by repeating the steps above and making a new movie.

AN IMPORTANT NOTE ABOUT THE DISCARD PILE

This game does not use a standard discard pile. Instead, whenever the rules say to “discard” cards you must place them face down in an area away from the table, so that they are never seen or accidentally re-drawn by other players. If the deck runs out, shuffle discarded cards to reform the deck.

WINNING THE GAME

As soon as either team (communist or patriot) has won 4 rounds, that team wins and the game is over!



PATRIOTS WIN!

IMPORTANT! In 3 and 4-player games, the communist only needs to win 3 rounds instead of 4 to win the game!

In games that include a rising star loyalty (5, 7, 9-player games) if seven total movies are made (meaning after six movies the score was tied three to three) and in the seventh movie the symbols are either tied, +1 patriot, or +1 communist, the rising star wins alone. If the patriots or communists win the seventh round by +2 or more, that team wins alone and the rising star loses. In games without a rising star the seventh round is scored normally.



RIISING STAR WINS!



You are now ready to play!
Example Rounds, 1-3 player
adjustments, nitty gritty rule
clarifications, and optional rules
can be read below as needed.



EXAMPLE ROUNDS

At the end of a round, 3 players have stars showing on their dice so those 3 players each add 1 card face down to the center. A random card is not added from the deck since during the round the composer added a card to the center when they performed their job. The editor chose to perform their job so they shuffle the 4 cards, draw and view 1 and decide to discard it. The remaining 3 are revealed. The cards show double patriot, neutral, and communist symbols and the genre poster shows a patriot symbol. The patriot team wins the round (3 total patriot symbols vs 1 total communist symbol). The double patriot card was a “Congressional Hearing” so all dice are re-rolled before starting the next round.



At the end of a round, 4 players have stars showing on their dice so those 4 players each add 1 card face down to the center. A random card is added from the deck since the composer did not perform their job this round. The editor chose not to perform their job so the 5 cards are shuffled and 1 is discarded at random. The remaining 4 cards are revealed. The cards show neutral, neutral, double communist, and patriot symbols, and the genre poster shows a patriot symbol. The communist team wins the round (it was a tie with 2 total communist symbols vs 2 total patriot symbols, and tied rounds go to the communist team). The double communist card was a “Shake-Up” so all jobs are shuffled and re-distributed before starting the next round.



At the end of the 7th round in a 5-player game, 2 players have stars showing on their dice so they both add 1 card face down to the center. A random card is not added from the deck since during the round the composer added a card to the center when they performed their job. The editor chose to perform their job so they shuffle the 3 cards, draw and view 1 and decide to put it back in the pile. The pile is shuffled again, 1 card is discarded, and the remaining 2 cards are revealed. The cards show communist and communist symbols, and the genre poster shows a patriot symbol. Even though the communists had more symbols (2 total communists vs 1 total patriot), the rising star wins the game since it is the 7th movie and the score was only +1 for the leading symbol.



1-3 PLAYER ADJUSTMENTS

For 1-3 player games follow all rules in the main game, applying the following adjustments:

- Remove the Disaster, Fantasy, and Sports genre posters from the game.
- Give each player 2 dice and 2 random jobs.
- Start each round with the player who owns the lowest-numbered job and proceed clockwise around the table 2 times (for 1-player games take 2 consecutive turns). Players may perform either of their jobs on their turn, but no job can be performed twice in the same round.
- The screenwriter job can only be used on the first turn of the round, so if the screenwriter is in the center to start the round or the screenwriter does not want to use it, draw a genre poster at random to start the round.
- Like the normal rules, players can spend a turn to re-roll any 2 dice or swap either of their jobs (including one they used on their first turn of the round) with one from the center.
- If a player has two dice showing stars at the end of a round, they must add two cards to the center.

- Place 1-3 “ghost” propaganda cards (3 for 1-player, 2 for 2-player, 1 for 3-player) face down in the center of the table and roll 1 die next to each of them. If at the end of a round any of those dice show a star, its matching card will be shuffled into the movie and then it will be replaced by a new random face-down card. Cards without stars are not added, and will remain in place for the next round. You can spend a turn to view all current ghost cards. At the start of each round you must re-roll each of the ghost’s dice. If you spend a turn re-rolling dice you may select ghost dice as one or both of your re-rolled dice.

For 3-player games the communist only needs to win 3 rounds instead of 4 to win the game.

For 2-player games remove the “Monster” and “Horror” genres (in addition to the Disaster, Fantasy, and Sports posters you already removed) from the game and the 6 non-Shake Up double communist cards from the deck. In 2-player games if a round ends in a tie the round counts as a victory for both players. If both players reach 4 victories simultaneously the game ends in a tie.

For 1-player games remove the makeup artist and costume designer from the game.



OPTIONAL RULE VARIANTS

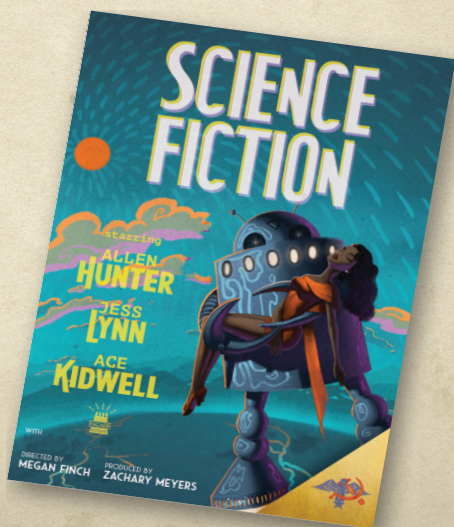
Your group is welcome to try out any of these advanced variants of the game!

HANDPICK JOBS: Remove any particular jobs from the game, as long as there are at least enough jobs for each player to have one and to have at least one in the center.

JUSTICE SERVED: In the 7th round, do not add a random card (though a card may still be added by the Composer on their turn) and do not remove a random card (though a card may still be removed by the Editor).

STUDIO ORDER: Instead of taking clockwise turns, take turns in the number order listed on the job cards (1, 2, 3, 3A, etc). If a player uses their turn to swap for a job with a later number from the center, they will get to have another turn when play order reaches their new number.

UNION STRIKE: Deal out random loyalties from the 9 available so that nobody will know exactly how many patriots, communists and rising stars are in the game. Some games may be very one-sided, but that will make unlikely victories all the sweeter!



NITTY GRITTIES

ACTRESS/ACTOR: The player who draws 2 cards is allowed to discard cards they just drew as part of their 2 discarded cards.

COSTUMES: The recipient of a costume cannot show their costume to other players until it is used. The Costume Designer may use a Costume that they gave to themselves in the same round. Remove used costumes from the game. Here are more details about some of the specific costumes:

Knight | in games with 6+ players, communists don't get to see each other before resuming play.

Blue Dress | if necessary, players will redraw cards at the end of the round in turn order.

Green Dress | the player of the card does not view the 3 cards before assigning them.

DIRECTOR: If a token is unavailable from the center you may steal the needed token from another player. All movie tokens are the same, regardless of their sculpted design.

EDITOR: In a 1-3 player game if the editor uses their first turn to choose to edit but then swaps out their editor job on their second turn, they may still edit that round.

NO CARDS IN MOVIE: If no cards or propaganda tokens remain in the movie by the end of "Post," the round is determined by the symbol on the movie poster. Communists would win neutral movies since they win ties.

PRODUCER: The Producer can use their job to add a card into *next* round's movie. Place this card face down on top of the movie stack so that you will remember to place it into the movie at the beginning of the next round.

PROP MASTER: If the needed propaganda token is unavailable from the center you may steal one from another player. If you draw a double-Patriot or double-Communist card, you still only assign one propaganda token of that symbol. You will rarely play a propaganda token that does not match your loyalty,

but sometimes they can be played to gain the trust of an enemy.

SCREENWRITER: The screenwriting job can only be used on the first turn of a round, so if you become the screenwriter mid-round (because you use the job swap action) you will not be able to screenwrite until the beginning of the next round (unless you lose the job due to a Shake Up).

SPORTS POSTER: Movie and propaganda tokens may be used during the round that the Sports poster is active, though only one card will be revealed (and added with played propaganda tokens, if any). Discard unrevealed cards without viewing.



HISTORY

In the early years of the second red scare and McCarthyism, the US government suspected that the Communist Party had infiltrated the Hollywood entertainment industry. They worried that movie-makers would fill the screens with “un-American” messages and undermine the values of capitalism and freedom. The Motion Picture Alliance for the Preservation of American Ideals issued a pamphlet advising movie-makers to avoid “subtle communistic touches” in their films. It recommended that studios “Don’t smear the free-enterprise system ... Don’t smear industrialists ... Don’t smear wealth ... Don’t smear the profit motive ... Don’t deify the ‘common man’ ... Don’t glorify the collective,” etc.

This paranoia led to the “Hollywood blacklist” in which prominent actors, directors, screenwriters, and other crew members were denied employment based on their membership, alleged membership, or sympathy with the Communist Party. Some of the most famous victims of the blacklist were known as “The Hollywood Ten,” writers and directors who refused to testify at a congressional hearing and were subsequently imprisoned. The blacklist was a dark chapter in Hollywood where finger-pointing and whispers shattered lives and careers.



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AND OUR THOUSANDS OF
KICKSTARTER BACKERS!



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