CREDITS & MORE

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Look for Cameo and Naming Rights backers on different Film Clips. They helped raise extra funds for Producer that went directly into improving the quality of the game components.

Cameos (Their picture and name on a Film Clip):
Eli Kosminsky, Jay Shrauner, Allan Freedman, Alan Rose, Linda and Jim Riles, Avi Freedman, Katherine Bausemer, Kumar, Manan Thakkar, Barb Huffman, Lydia Kankkunen, Landis Huffman, Erin Henline Martin, Sean McBride, Gwen Riles

Naming Rights (Their name on a Film Clip):
Karen Yee, Dan Callahan, Jeremy Sacco, Geoffrey Hyatt, Justine Jordan, David Ernst, Will Best, Marianne Trotter, JF Sargent, Tom Rhodes, Marc Tanner, Ethan Trooskin-Zoller, Dewey Spencer, Jason Glass, Ryan Schott

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SEARCHLIGHT GAMES

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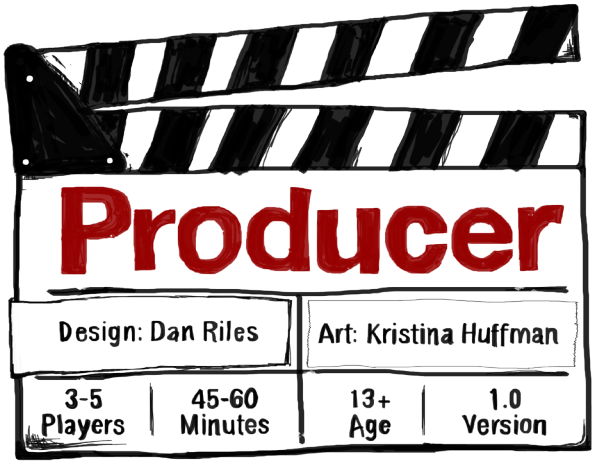


A movie-making, story-telling card game for 3-5 players

Hire a director and some actors. Mash a plot and some characters together. Trade with other producers or do a little sabotage to their productions.

Don't wait too long to wrap your movie. In the end, it's all about the story your movie tells and how many tickets it sells.

Check searchlight-games.com for updated rules, how-to-play videos and more.

OBJECT of the GAME

Produce the best movie by combining interesting Film Clips, and then tell the story of your movie when you **Release the Trailer**.

COMPONENTS

Deck of 105 Film Clips, 1 Wooden Nickel, 6 Admission Ticket/Trade cards, 1 Rule Booklet, and 6 Reference Cards.

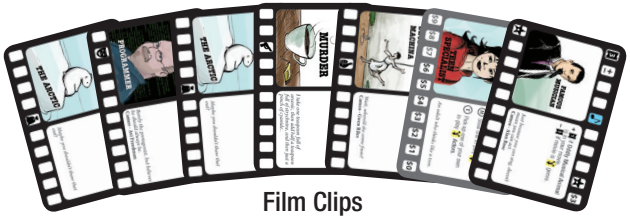
The Film Clips include:

- 8 Directors
- 18 Actors
- 23 Characters
- 11 Conflicts
- 10 Resolutions
- 23 Bonuses
- 12 Actions

Wooden Nickel

Admission Ticket/ Trade Card

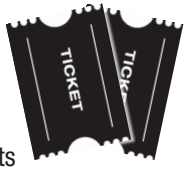
Reference Card



Film Clips

EXAMPLE SCORING

- Sum of all Ticket Sales = 23
- Movie is wrapped + 3
- Movie is Sci-Fi genre. Sum of all = 5
- Film Clip bonuses = 1 (Animal is + 1 because its character is Oddly Musical Animal)



- This movie received 2 Admission Tickets + 4
- Grand total = 36

EXAMPLE TRAILER RELEASE

Using the example filmstrip below, a player might tell this story for her **Trailer Release**.

An Artiste of a director, Akira Kurosawa, made this movie. Set in the Desert, it features an Alien Invasion.

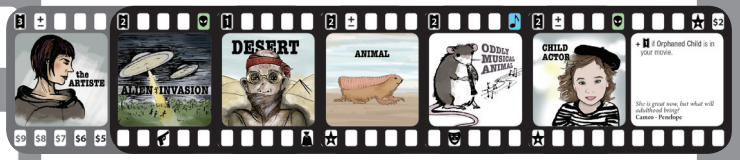
Our protagonist, an Oddly Musical Animal played by a duckbilled platypus, teams up with a sympathetic Alien played by a child actor, a young Drew Barrymore, to fight the aliens. Unfortunately, Drew decided to experiment with drugs to get in character, and this caused some delays!

Drew and the Alien confront the alien leader, a Giant Bunny played by Lucy Lawless, and an epic battle takes place.

During the the filming, salmonella infested pâté sickened all the actors including the platypus. The writers had to change the ending, and in the movie, all the characters die!

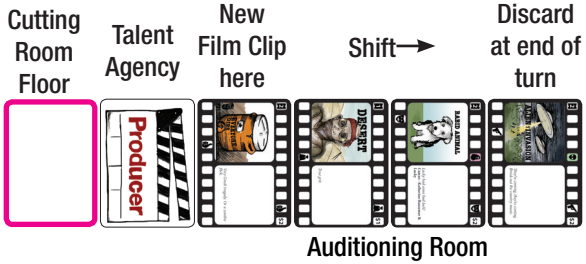
Luckily all the actors made a full recovery.

EXAMPLE FILMSTRIP



SETUP

- Give each player a reference card as needed. Set remaining reference cards aside. If this is your first time playing, take a minute to look over the reference card.
- All players receive 1 **Admission Ticket** and place it Ticket side up in front of them. Set remaining **Admission Ticket** aside.
- Separate **Directors** (gray border Film Clips) from deck and deal one to each player.
- Players place this **Director** face-up on the table in front of them. It is now **In-Play**.
- Shuffle the remaining **Director** Film Clips back into the deck.
- All players receive 5 **Film Clips** from the deck to form their hand.
- Place 4 **Film Clips** face up next to the **Talent Agency** (draw deck) to form the **Auditioning Room**.
- If the **Talent Agency** runs out, shuffle the **Cutting Room Floor** (discard pile) and replenish the **Talent Agency**.
- The player who has seen a movie most recently goes first. Pass the **Wooden Nickel** to this player to show whose turn it is.



FILM CLIP ANATOMY

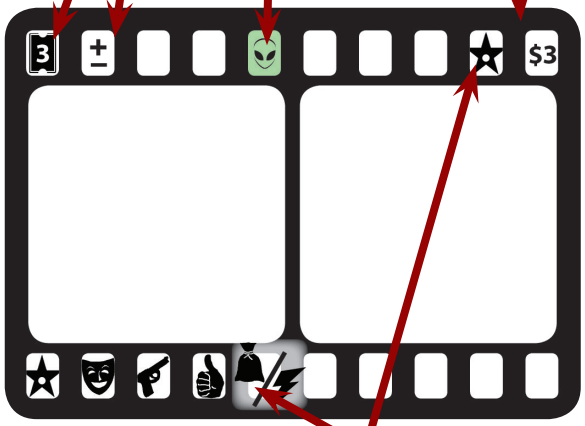
Extra Ticket Sales: Indicates possible bonus Ticket Sales in the text on the left side of the Film Clip. Can be positive or negative.

Film Clip Cost: To play a Film Clip, this cost is paid from **Director's Budget.** See ***Director Film Clip***

Ticket Sales: Add all Ticket Sales together as part of final score. See ***Scoring.***

Genre: Film Clips can be multiple **Genres**. **Genre** can affect final score. See ***Scoring.***

Sci-Fi Horror Musical Teen



Actor
Character
Conflict
Resolution
Action/ Bonus

• **Film Clip Type** appears below the image. The **Film Clip Type** icon also appears next to **Film Clip Cost** for easy viewing when clips are in a player's hand. The **Bonus** and **Action** icons share the same location. **Director** Film Clips have a gray border. Film Clips can only be one **Type**.

GLOSSARY OF TERMS AND ICONS

Admission Ticket: The card that has Ticket on one side and Trade on the other.

Auditioning Room: The four face up Film Clips next to the Talent Agency.

Cutting Room Floor: The discard pile.

Film Clip: One card.

Film Clip Effects: Anything that happens as the result of text on a Film Clip including Director Film Clips

Film ClipType: Director, Actor, Character, Conflict, Resolution, Bonus, Action. Indicated by an icon except for Directors.

Film Strip: A strip of Film Clips forming a Movie.

Final Round: After the first Movie Wraps, players gets one more turn to try to wrap their movies.

Genre: Four genres represented by icons. Sci-Fi, Horror, Musical, and Teen

In-Play: When a Film Clip is played from a player's hand, it is considered In-Play.

Movie: The In-Play Film Clips in front of a player.

Pick Up: Put one of your In-Play Film Clips into your hand.

Releasing the Trailer: Telling the story of the movie to win Admission Tickets from other players.

Ridiculous: A Wrapped Movie that has all 4 genres represented and no more than 6 genre Film Clips.

Talent Agency: Stack of Film Clips from which the Auditioning Room is filled.

Ticket Sales: Victory points indicated by small ticket icons in the upper left corner of each Film Clip.

Wooden Nickel: The coin used to indicate the active player and to perform coin flips.

Wrapping: The moment a player has 1 Director, 1 Conflict, 1 Resolution, 3 Actors, and 3 Characters In-Play.

Movie Genres

Film Clip Types

SCORING

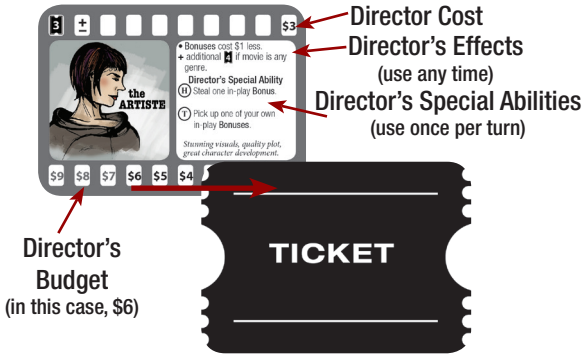
All movies are scored as follows:

- **Admission Tickets** count as 2 each.
- Add all Film Clip **Ticket Sales** together.

- **Wrapped Movie** + 3
- **Genre**: At least 5 Film Clips in one genre and no more than one in each other genre.
  - Each of that **genre symbol** counts as 1.
  - There are other special genre **Ticket Sales** in Film Clip descriptions.

- **Ridiculous:** 4 different genres represented in the movie and no more than 6 total genre Film Clips. Only applies to **Wrapped Movies**. Does not count as a genre. Add 7 to score.
- The game can end in a tie.

DIRECTOR FILM CLIP



- The **Director's Budget** has black numbers to represent a Director's normal Budget. There are gray numbers to accommodate an increased budget.
- At the beginning of a turn, the player places the **Admission Ticket** over the bottom of the **Director** Film Clip revealing the current **Director's Budget**.
- Slide the **Admission Ticket** to the right to track the **Director's Budget** as it is spent.
- If a **Director** is replaced, the new **Director's Budget** starts on the next turn.

- Players may use **Director's Effects** any time during their turn.
- Players may only use **Director's Special Abilities** once during their turn. **Director's Special Abilities** count as **Film Clip Effects**. See ***Final Round***.

- Pay **Director Cost** to replace your **Director** during your turn. You immediately have access to the new **Director's Effects** and **Special Abilities**.

ACTIVE PLAYER'S TURN

- Place your **Admission Ticket** on your **Director's Budget** to show your turn budget. See ***Director Film Clip***.
- Take any number of **Turn Actions**.
- Take **Turn Actions** in any order.
- Cost of all **Turn Actions** taken during your turn may not exceed your **Director's Budget**.

Turn Actions

- Play a **Film Clip** from your hand by paying its cost from **Director's Budget** and placing it on the table face up. The clip is now **In-Play**. Your **In-Play** Film Clips are your **Movie**.
- Swap a **Film Clip** from your hand with one in **Auditioning Room** at a cost of $1.
- Discard a **Film Clip** from your hand to the **Cutting Room Floor** and draw the top Film Clip of the **Talent Agency** at a cost of $1.

End of Turn

Do these five things in order:

- Draw new **Film Clips** from the **Talent Agency** and add them to your hand until you have 5 total. Do not draw if you already have 5 or more Film Clips.
- Flip your **Admission Ticket** to show the **Trade** side.
- Discard the last **Auditioning Room** Film Clip to the **Cutting Room Floor**.
- Shift **Auditioning Room Film Clips** away from the **Talent Agency**. Place a new **Film Clip** from the **Talent Agency** into the **Auditioning Room**. See ***Setup***.
- Pass the **Wooden Nickel** to the left.

Make sure someone is in charge of shifting the Auditioning Room throughout the game.

Sample Filmstrip

- Line up your Film Clips with only the images showing to create a **Filmstip** that visually represents your **Movie**.

RELEASING the TRAILER

Each player tells the story of her **Movie** starting with the first wrapped. All **In-Play Film Clips**, including **Actions**, must be included in the story. Use **Actions** to describe the process of making the **Movie**. After all movies are described, players simultaneously give their **Admission Ticket** to the movie, other than their own, that they liked best.

Tip!

- When creating your **Trailer**, think about the **Actors** playing **Characters** in the movie such as a Tough Gal actor playing the character of a Programmer.

WRAPPING

- **Wrapping** your **Movie** ends the movie-building phase of the game.
- Nine Film Clips are required to **Wrap**:
  - 1 **Director**
  - 1 **Conflict**
  - 1 **Resolution**
  - 3 **Actors**
  - 3 **Characters**
- As soon as you have the nine required Film Clips **In-Play** your **Movie** is **Wrapped**.
- A **Wrapped Movie** may not be modified by any player.

Tip!

- Keep an eye on other players' film clips to judge when they are close to wrapping their movies. Guage your pace of play accordingly.

FINAL ROUND

When the first **Movie** is **Wrapped**, a **Final Round** is initiated. During this round, players have one more chance to **Wrap** their **Movies**.

- No **Film Clip Effects** may target other players' **Movies** during the **Final Round**.
- No players may trade **Film Clips** during the Final Round
- Each player takes a last turn to try to wrap her movie.
- After the last turn, players arrange their **Film Clips** into a **Filmstrip** to tell a story. See ***Sample Filmstrip*** on next page.

TRADING

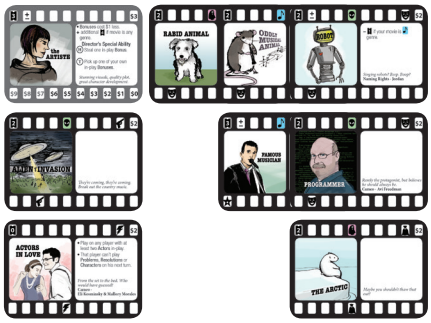
- You may only trade when not the **Active Player**.
- You may only trade if your **Admission Ticket** shows the **Trade** side. You cannot trade until after your first turn.
- You may only trade **Film Clips** from your hand. **In-Play Film Clips** may not be traded.
- Traded **Film Clips** go into your hand.
- After trading, all players participating in a trade flip their **Admission Ticket** to the **Ticket** side.
- **Admission Tickets** are flipped back to **Trade** side during the end of your turn. See ***End of Turn***.
- Multiple players may participate in a single trade.
- You may trade for as many or few Film Clips as you want.
- You may have a hand of over 5 Film Clips.

PLAYING FILM CLIPS

In-Play Film Clips

- Once you play a **Film Clip**, it is considered **In-Play**.
- You may organize and reorganize your **In-play** Film Clips at any time.
- All information on your **In-Play** Film Clips must be visible to all players.
- You may have a maximum of 1 **Director**, 1 **Conflict**, 1 **Resolution**, 3 **Actor**, 3 **Character**, & 3 **Bonus** Film Clips **In-Play**. There is no limit on **Action** Film Clips other players may play on your movie.
- Players may replace any **In-Play** Film Clip, except **Actions**, by playing a Film Clip of the same **Type** and discarding the replaced Film Clip to the **Cutting Room Floor**.

Example of In-Play Film Clips



In-Play Film Clips organized by type.

This **Movie** is close to **Wrapping**. It needs one more Actor and a Resolution. Somebody played an Action on it, and it has a Bonus, as well.

Action and Bonus Film Clips

Action Bonus

- When you play **Action** Film Clips, place them **In-Play** on other players' **Movies**.
- **Bonus** and **Action** Film Clips are one-time effects unless otherwise stated.
- **Bonus** and **Action** Film Clips remain **In-Play**.
- You may not play **Action** Film Clips during the **Final Round**.

Film Clip Effects

- **Film Clip Effects** are described by the text to the right of the Film Clip image.
- **Film Clip Effects** that reduce Film Clip costs cannot cause the cost to fall below $1.
- **Film Clip Effects** that target the **Director's Budget** happen instantly.
- Some **Film Clips Effects** let you steal other players' Film Clips. Stealing Film Clips puts them into your hand unless otherwise specified.
- Fractional costs are rounded up.

Coin Flips

- The Coin Flip icon (H)(T) indicates the option to flip the **Wooden Nickel**.
- Flipping the **Wooden Nickel** on all Film Clips is optional.
- Once you flip the **Wooden Nickel**, you must take the result.