CINECITTÀ 1937
CHINECITTÀ1937 Rulebook

3~5   **20~30min**   **12+**

Components

See the following figure:

1 **35 Staff cards**
   Occupation: Director / Actor /
   Cameraman / Scriptwriter
   4 types of cards numbered "2" to "9"
   8 cards per type (32 cards in total)
   Occupation: 3 Producer cards

2 **65 "10 Money" notes**

3 **5 Screen folders**

4 **5 seals** (of different colors)
   Stick a seal on each Screen folder.

5 **5 wallets** (of different colors)

6 **1 Destination Change coaster**
   Circular cards for the optional rule.

7 **2 Movie Award cards**
   Mini-expansion cards.
   Golden Doggy Award card, Gray Doggy
   Award card

2 Scorebooks

This rulebook (8 pages)

Objective

This is a movie studio in the suburb of Rome.
Many people from all over the world gather here
to produce their ideal movies.
Among them, you are also employing /
headhunting your staff while managing your
budget in order to produce your film.

In this game, your objective is to gather
capable staff and complete valuable movies
while earning money.
You can also have your talented staff
promote your movies to increase your
earnings.

🎬 Set Up

5-player game:
Use all the Staff cards.

4-player game:
Remove Staff cards numbered "4". Only 2 Producer cards are used.
These cards have the 🏃 icon on them.

3-player game:
Remove Staff cards numbered "4" and "7". Only 1 Producer card is used.
These cards have the 🏃 icon on them.

Deal out 7 cards to each player (8 cards for a 3-player game). The remaining cards will not be used in the current game.

Deal out 10 "10 Money" notes to each player. The rest of the Money notes will be used at the end of the game, so place them together in an area observable from all the players as the Bank.

Each player receives a Screen folder and a wallet of the color matching the seal on the Screen folder. Put your money in your wallet. Do not place your cards in your wallet. Place them face down beside the wallet.

Each player has his/her **Studio** and **Office** areas in front of him/her.
The **Studio** makes movies and the **Office** supports it.

Player

🎬 How to Play

The following actions are performed by all the players at once.
In each step (**1**, **2**, and **3**), **check that all the players have completed their actions** before proceeding to the next step.

1 Put any 1 Staff card and Money note(s) in the Screen folder and hand it to the player to your left. You do not need to put any money into the folder. The money put it into the folder indicates your assessment of that Staff member's value.

* During this action, place the Screen folder upright to conceal your hand's action from other players' view.

2 Check what is in the Screen folder given to you by the player to your right, and choose to perform one of the following two actions.

2-A Securing Funds
Pull out the money from the folder and take it. Put the money into your wallet.
Then return the folder containing the Staff card to the player to your right.

* If the folder you have received does not contain any Money note, you may return the folder containing the Staff card. This counts as having received a 0 Money note.

2-B Headhunting
If you want the Staff card, pull the card out of the folder and put it into your wallet. Then put in the folder **Money note(s) matching the amount of money**

in the folder and return it to the player to your right. (If the folder does not contain any Money note, you can acquire the card for 0 Money.)

The card(s) you have acquired will be placed in Step **3-B**.

* Perform these actions behind the upright Screen folder so that other players will not know whether you have performed **2-A Securing Funds** or **2-B Headhunting**.

3 Check what is in the folder returned from the player to your left and take one of the following actions accordingly:

3-A If the folder returns to you with money in it, take the money and put it in your wallet.

3-B If the folder returns to you with the card(s) in it, place the card(s) in your **Studio** according to the following rules. If you took the card(s) in Step **2-B**, place it likewise. If you have taken 2 cards, you can place them in your **Studio** in the order you like.

⚠ How to place the Staff card(s)

For movie production, you need to place the card(s) in your **Studio** at first.
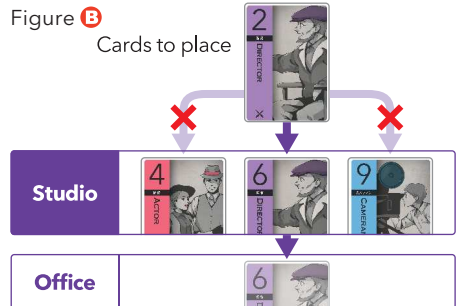
Figure **A**

Cards to place
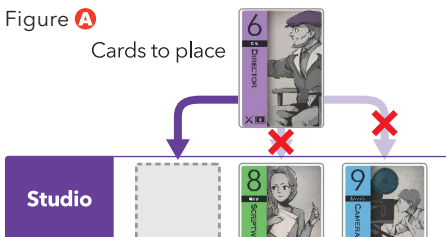
➡ Place the Staff card(s) in an unoccupied space.

If the number of cards in the **Studio** is 2 or less and there is any unoccupied space, you must place the card(s) in the **Studio**. (See the Figure **A**.)

Note that **you can place only up to 3 Staff cards of different professions in the Studio**.

➡ Can place only 1 card of each profession.

If the card of the same profession as the one you want to place is already in your **Studio**, move that profession card in the **Studio** to the **Office** and place the new card in your Studio. (See the Figure **B**.)

Figure **B**

Cards to place

* This rule is applied even if the number of cards in the **Studio** is 2 or less and there

Figure **C**
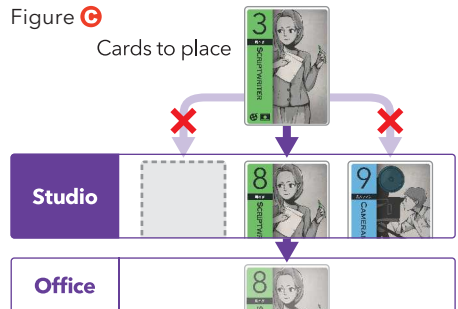
Cards to place

is any unoccupied space. (See the Figure **C**.)

➡ **If the** `Studio` **is occupied:**
Move the card in the `Studio` **to the** `Office`**.**

If the `Studio` is occupied by 3 cards and none of them matches the card you want to place, move any one of them to the `Office` and place the new card in the space which became unoccupied. (See the Figure **D**.)

Figure **D**

Cards to place
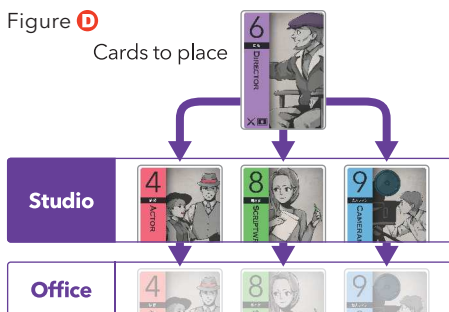
Studio

Office

* Note that you must place any card first in the `Studio`.
Any card moves to the `Office` **only when its space in the** `Studio` **is newly occupied by another card.**
There is no limit as to how many cards may be placed in the `Office`.

All the cards in the `Studio` and `Office` areas of all the players must be visible to other players.

4 Repeat Steps **1** to **3**, and the game ends when all the players have used up the cards from their hands.

Movie's Quality

You have made the movie yourself for yourself! Now, it is time to hold a preview to check its quality.
In this phase, check the numbers on the Staff cards participating in filming at the `Studio`.
Arrange them in ascending order from the left. The numbers on the cards counted in order indicate your movie's quality.
If you have 3 Staff members in the `Studio`, the quality is indicated by a 3-digit number.

If the cards in the `Studio` are as shown,

The quality is **"249"**.

Less than 3 cards in the `Studio` **!**

You may have less than 3 cards in the `Studio`, although this rarely happens.
You have tried but failed to gather the Staff to complete your movie. In this case, you drop out of the game without completing your movie.

🎞️ Calculating the Box-Office Revenue

Each completed movie goes on a road show to movie theaters across the country. Calculate your movie's box-office revenue in the following order.

1 Movie promotion

Your movie's box-office revenue increases by the further effort of the staff involved in movie production.

Count the number of 🎬 icons on the cards in your Office. For each icon, you receive 1 "10 Money" note.

Example. If the cards in the Office are as shown below, each of the 4 cards, excluding the Scriptwriter, has 1 🎬 on it, so you receive money notes worth of **40 Money**.

2 Paying the Staff wages

In compensation for your Staff's labor, you must pay 10 Money for each Staff member in your Studio and Office.

Pay the Staff wages from the money you have.

❗ If you have a Director or Producer (with a Pen icon - ✂️) in your Office (not the Studio), you do not need to pay your Staff wages.

A capable Producer or Director does more than movie production. If they devote themselves to Office work, they can earn enough to cover the Staff labor cost by negotiating with concerned parties and sponsors and by adjusting the budget (or cut down the expenses).

❗ Lacking the money to pay the Staff wages!

Your Staff members, not receiving the rightful compensation for their labor, become enraged, scream, run riot, and rob you of the completed film to destroy it...no, it's just a joke. Nonetheless, you fail to release the completed movie and drop out of the game.

3 Final box-office revenue

If you manage to release the movie, count the number of ✴️ icons on the cards in your Office.

➡️ **The total of the money in your wallet multiplied by the number of the ✴️ icons is your movie's final box-office revenue**.

There is not any money in the wallet, or there is not any ✴️ icon in the Office. Your box-office revenue is **the total of the money in your wallet multiplied by the number of the ✴️ icons**, so if either of them is **"0"**, your **box-office revenue** is **"0"**.

Much to your surprise, not many people appreciate your movie. Regardless of your movie's quality, it has flopped to be a box office hit.

You might as well be relieved that it did not run a deficit.

🎞 Movie's Value

Calculate your **movie's value** by adding **its quality** to its **final box office revenue**. The player who with the movie of the highest value wins the game!

**Example.** Calculate a movie's value when finishing the game in the state as shown below.

← Studio
↓ Office

← Money you have at the end of the game
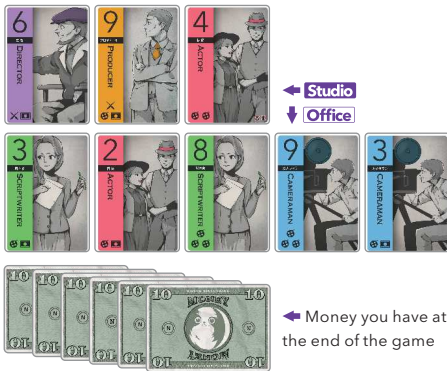
First, calculate the **movie's quality**. Arrange the Staff cards in the `Studio` in ascending order from the left. The resulting number **"469"** is the movie's quality.

Next, count the number of 📷 icons on the cards in the `Office`.

There are 3 📷 icons, so receive money notes of **"30 Money"**. You have money notes of 60 Money at the end of the game, so the total adds up to **90 Money**.

Next, calculate the Staff's wage. In this example, the Director and Producer (with the ✕ icon) are in the `Studio` **but not in the** `Office`. So you must pay your Staff's wage. You have 3 Staff members in the `Studio` and 5 members in the `Office`, so

you must pay for 8 members = **80 Money**. After the payment, you have **10 Money** left.

Lastly, count the number of 🎯 icons on the cards in the `Office`. There are 9 🎯 icons, so the **final box-office revenue** is 10 Money x 9 = **90 Money**. Adding that to **"469"**, your **movie's value** is **"559"**.

Note that whether you have a Director or Producer (with a ✕ icon) in the `Office` is a major issue.

Example. In the previous example, let us see what happens if we swap the Director in the `Studio` with the Cameraman in the `Office`.

← Studio
↓ Office

← Money you have at the end of the game
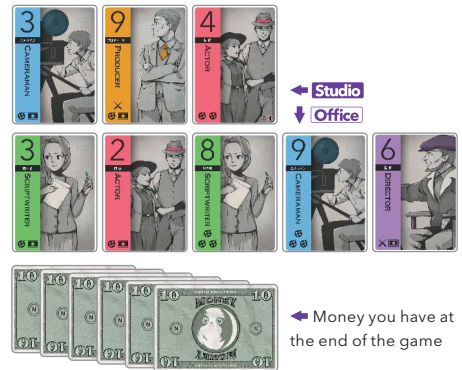
In this case, the **movie's quality** is **"349"**, which is lower than that in the previous example... **a**

The number of 📷 icons is 3, the same as the precious example, so you have **90 Money** in your hand.

However, in this example, you have a Director (with the ✕) in the `Office`, so you do not need to pay the Staff wages.

The number of 🎯 icons in the `Office` is

8, so the **final box-office revenue** is 90 Money x 8 = **720 Money**. Adding that to 🅐, your **movie's value** is **"1069"**.

Through the competence of the Director, you have managed to cover the Staff labor cost and reduce the expenses, consequently almost doubling the movie's value.

Thus, by allocating your Staff members properly, you can have them produce a movie with a high quality and high revenue! Together with your capable Staff, you have managed to complete a superb movie and achieve a successful box-office hit.

🎞 Game Tips and FAQs

1 Which card should I release at first?

Multiple cards of the same occupation are likely to be dealt to you, so we recommend releasing one of them to assess the market tendency.

2 How much money should I put into the folder at first?

This varies depending on other players. Taking whatever actions to assess the market tendency in this phase can bring fun in this game.

3 Is the money I have counted as my score?

The money you have at the end of the game is counted to calculate the **final box-office revenue**, but the money is not counted directly as the score.

Even if you have 500 Money in your wallet at the end of the game, if you do not have any ⚽ icon in the ⸢Office⸥, your **final box-office** revenue is **"0"**.

4 I have run out of money!

If you do not wish to put money into the folder at **Step 1 in "How to Play"** or you run out of money during the game, you can proceed the game without putting any money into the folder. (Remember to pay the Staff's wage at the end of the game!)

It means that the player at your left can headhunt the Staff for free. (The player can also choose not to headhunt the Staff.)

5 The Bank has an infinite amount of money.

If the Bank runs out of Money notes for the box-office revenue, substitute some chips etc. for the Bank notes.

Optional Rule

⚠ Headhunt as you please!
   (4- to 5-player game)

This optional rule allows you to pass the Staff and money between all other players. Try this rule only after playing the game with the standard rule a few times.

Place the Destination Change coaster in the center of the able.
The coaster is printed on both sides. For a 4-player game, place the coaster with the side divided into 4 colors face up. For a 5-player game, place the coaster with the 5-color side face up.
Check the color of the part of the coaster in front of you. Receive the Screen folder of the same color and the wallet with the seal matching the color, and start the game.

At the start of the game, turn the coaster counterclockwise by 1 segment, and give your folder to the player of the coaster's color in front of you.
After dealing with that player, turn the coaster again by 1 segment and deal with the player of that color. When your color comes in front of you, turn it again by 1 segment.

⚠ Winners of movie awards!

The mini-expansion cards allows a game play focusing on the movies' quality.

Place the 2 **movie award cards** in the center of the table to indicate that they will be awarded.

Golden Doggy award: Given to the player with the movie of the highest quality. **Receive 200 Money**.
Gray Doggy award: Given to the player with the movie of the lowest quality. **Discard 100 Money**.

Movie's value
=
Movie's quality
+
Final box office revenue
+

The Golden Doggy Award   Golden Doggy award
+200

or

Gray Doggy award
−100   The Gray Doggy Award