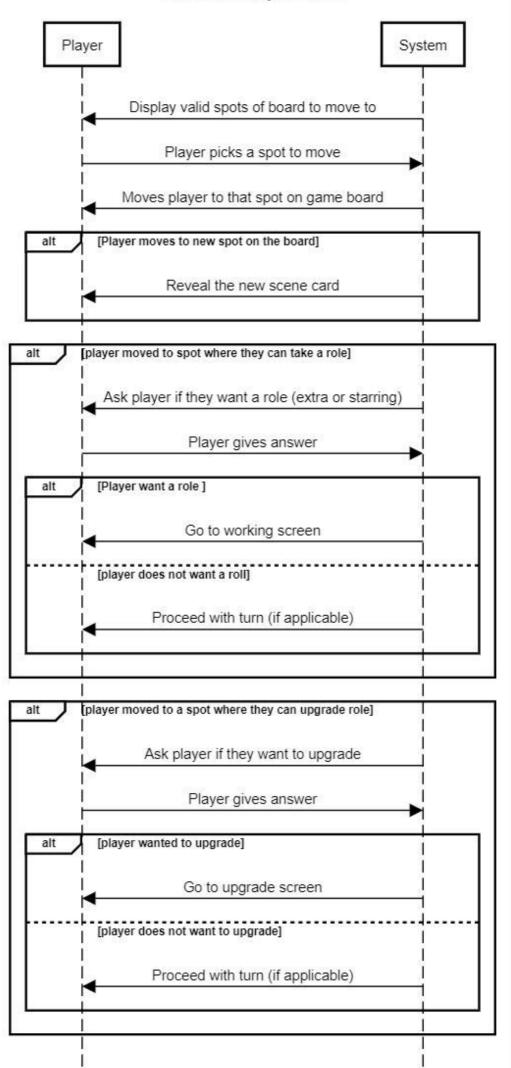
Setting up the Game		Start of Players Turn	
Creating the Board	Start of Players Turn	Let user move	Upgrading
Adjusting Rules		Let user take a role	Moving
Deciding who's first		Let user work	Taking a Role
Starting the game		Let user upgrade	2005 1
and our control of the state of		Let user work on role	
Moving		Taking a Role	
Allow user to move on game board	Start of Players Turn	Show user available roles	Start of Players Turn
Reveal scene card if unknown		Put players dice on scene card	Working on a Role
Ask user if they want a role			
Scene is Wrapped		Upgrading	
Rolling bonus dice	Acting a Role	Show user ranks/prices	Start of Players Turn
Paying out players on scene	Ending the Day	Let user pay credits/dollars	
Removing scene card	100	Take money and upgrade rank	
Scoring		Ending the Day	
Take all of users stats (rank, money, etc)	Ending the Day	Known when to end (1 scene left)	Scene is Wrapped
Use the taken stats to calculate score		Reset all player dice to trailer	Scoring
Show winning player	2	Draw and place new scene cards	
		Replace shot counters	
		Start next players turn	
Working on a Role		Rehearsing a Role	
Allow player to act role	Rehearsing a Role	Give the player a rehearsal counter	Working on a Role
Allow player to rehearse role	Acting a Role	Keep track of users rehearsal counters	Acting a Role
33- 43		Force play to act if applicable	3-34
Acting a Role			
Role dice for the 'act'	Working on a Role		
Add users reheasal counters to die roll	Rehearsing a Role		
Decide if user succeeds or fails	Scene is Wrapped		
Decide if role is wrapped or not			
Take shot counters off scene	L.		

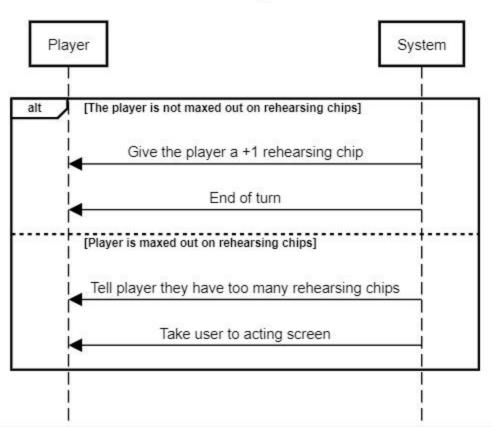
## Acting a role Player System Player roles 6-sided acting dice Players rehearsing chips are added to role total [the dice role total is greater than or equal to the movie budget] alt take a shot counter off the scene Give the player 2 credits if starring, 1 credit+1 dollar if an extra [the last shot counter is taken off] alt Go to Wrapping up a scene screen [the dice role total is not greater than or equal to the movie budget] The role failed Give nothing if starring, 1 dollar if an extra

## Ending the day Player System [It is not the last dau] alt Return all player dice to the trailer Remove the last scene card Randomly select 10 scene cards and place on the board hidden Replace shot counters on each scene Allow the next player to take their turn [it is the last day] Go to the scoring screen

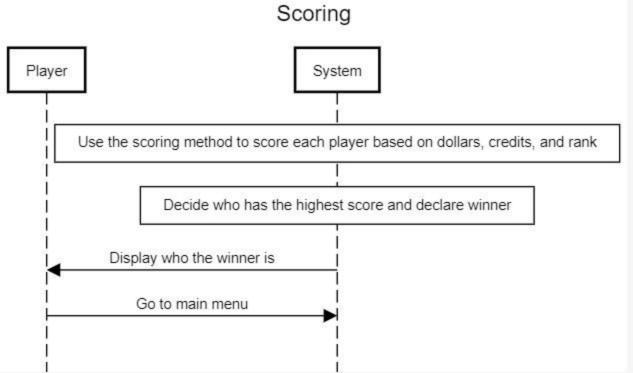
#### Start of Player Turn



### Rehearsing a role



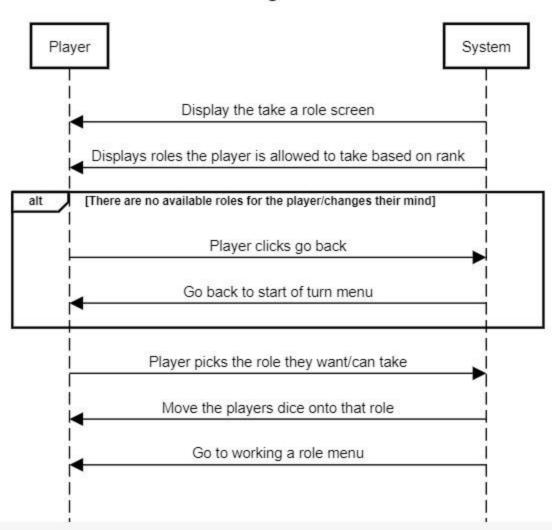
# Scene is wrapped Player System X bonus dice are rolled (X = budget of movie) Dice are automatically distributed to each starring role Give each player money equal to their bonus didce Give each extra role money equal to their rank Remove scene card alt [After current scene is removed, only one scene card remains] Go to ending the day screen Go to next players turn



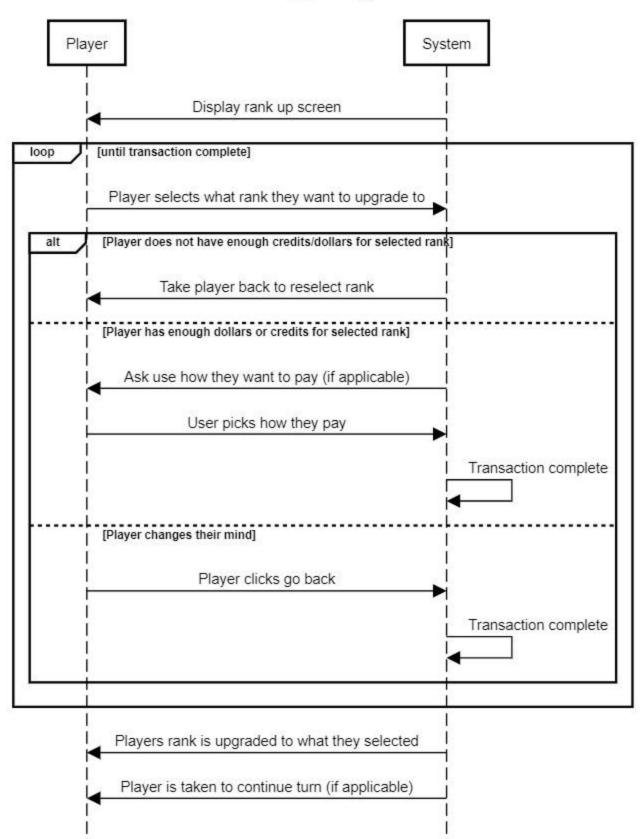
## Setting up the Game System Players Open up the game Open up the game, and display setup menu Start with board layout options [Random board layout selected] Board layout is random Display player options [Default board layout selected] Board layout is default Display player options Player amount selected (2-8) [Player count 2-3] alt Game days set to 3 (From 4) Each player selects a die color [Player count 4] Each player selects a die color [Player count 5] Each player starts with 2 credits Each player selects a die color [Player count 6] Each player starts with 4 credits Each player selects a die color [Player count 7-8] Each player starts at rank 2 Each player selects a die color Decides on which player goes first Start game, give first turn to decided player

## Start of Player Turn Player System Display turn options (Moving, working, upgrading) Player picks one of the options [player decides to move] Display valid spots of board to move to Player picks a spot to move Moves player to that spot on game board player moved to spot where they can take a role] alt Ask player if they want a role (extra or starring) Player gives answer [Player want a role ] alt Go to working screen [player does not want a roll] Proceed with turn (if applicable) player moved to a spot where they can upgrade role] alt Ask player if they want to upgrade Player gives answer alt [player wanted to upgrade] Go to upgrade screen [player does not want to upgrade] Proceed with turn (if applicable) alt [The player chooses to upgrade (if on valid spot)] Go to upgrade screen After upgrade, continue turn of applicable [Player chooses to work on role (if already working)] alt Go to working screen

#### Taking a role



## Upgrading



### Working on a role

