Bonus for Off-Card Roles: When bonuses are paid, the off-card roles receive a *windfall bonus*. This is money equal to the *rank of the role* (not the actor's rank). So, for example, an actor working on an off-card role of rank 2 makes a windfall bonus of $2.

Remember, if no one was working on the card, wrap bonuses are not paid, so there is no windfall bonus.

After all the bonuses have been paid, discard the scene card. When there is only one scene card left on the board, the day is over.

Upgrading:

At the Casting Office, you can pay to improve your rank. You must go to the Casting Office to do this, and you can upgrade as soon as you step in.

The cost to upgrade is shown below, and can be paid in money or fame (but not both):

New Rank:	2	3	4	5	6
Price (Money):	4	10	18	28	40
Price (Fame):	5	10	15	20	25

Note that the price to reach a new rank is the same *no matter what rank you are now*. This means you can skip ranks and save some expense. However, it can be hard for a low rank to earn enough for a big jump.

Ending the Day:

The day ends when only one scene is left on the board. *The last scene of each day does not finish.*

At the end of the day, get ready for the following day as follows:

Advance to the next day card.
Return everyone to the Trailers.
Discard the final scene card from the previous day.
Reset all the Shot Markers.
Deal ten new scene cards onto the board, face down.
Play continues with the next player.

At the end of the final day, proceed to Scoring.

Scoring:

Your score is calculated as follows: you score one point for every *dollar*, one point for every *fame*, and five points multiplied by your *rank*.

For example, if you have $35, 10 fame, and you are rank 6, you have 35 + 10 + (5 x 6), for 75 points.

The player with the highest score wins. If there is a tie, the advantage goes to the player who went *later* on the first round of play. (Ties are pretty rare.)

Quick Reference:

Turns:

If you are *not working*, you can move one space and/or take a role.
If you are *working*, you can *roll* or *rehearse*.
  Rolling, On the Card:
    Failure: Collect nothing.
    Success: Advance the scene.
      Collect 2 Fame.
  Rolling, Off the Card:
    Failure: Collect $1.
    Success: Advance the scene.
      Collect $1 and 1 Fame.
  Rehearsing:
    Take a Rehearsal Marker and do not roll.
You can *upgrade* at the Casting Office.

Wrap Bonuses: Pay only if someone was *on the card*.
  Roll dice to determine money for on-card roles.
  Off-card roles receive money equal to the role.

Day Ends when there is one scene left.
Game Ends after 4 days, or 3 days with 2-3 players.

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DEADWOOD STUDIOS USA™

The Board Game of Acting Badly

Welcome to Deadwood Studios, home of the million-movie month. You're a bit actor with a simple dream. The dream of getting paid.

You and your friends will spend the next four days dressing up as cowboys, falling off the occasional roof, and pretending you can act.

Your goal is to be the studio's best actor, earning money, status, and fame. So strap on your chaps and mosey up to the roof. Your line is "Aaaaiiiigggghh!"

About the Game:

Deadwood Studios, USA is a board game about actors, acting, and the thrill-filled life of a wandering bit player. It's great for 2 to 6 players, and even playable with 7 or 8.

You will play several "days," moving from stage to stage across the backlot, and taking the best roles that your rank will allow. You start as rank 1, but you can upgrade at the Casting Office and then take better-paying roles.

At the end of the game, you'll score points for your rank, your money, and your fame. So let's get started!

Components:

Game Board: There are four board sections, which represent the ten *sets* (stages) of Deadwood Studios. They can be arranged in many configurations, but we suggest using a default setup for your first game.

Find the screw in the corner of each section. Arrange the boards so that the screws are all in the middle, as shown below. This can actually result in two different permutations, which are both good starting layouts.

Dice: There are two sets of dice. The large colored dice represent the players. The number on top shows the player's current *rank*. Higher-ranked actors can take better roles. Players begin with a rank of 1.

The small white dice are for rolling.

Cards: There are four *day cards* and 60 *scene cards*.

The day cards help you count the days. Keep them separate from the rest of the deck.

The scene cards represent individual scenes that are being shot at Deadwood Studios. Along with lots of descriptive text, each scene card has the following important information: *Roles* and *Budget*.

Roles: The dice icons represent different roles in the scene. Additional roles are printed on the board. Players can work on any role that is *equal to or lower than* their rank.

Budget: The budget of each film varies between $2M and $6M. This number shows how hard it is to succeed when you are working on this scene: You must roll equal to or higher than the budget number to advance the scene. The budget also shows how many dice will be rolled when the scene wraps, which determines how much money the on-card actors earn.

Counters: The game uses several different counters, as follows:

Money: In denominations of 1, 2, 5, and 20. You earn money by working on scenes, and you can spend it at the Casting Office to raise your rank. In your final score, money is worth 1 point per dollar.

Fame (Stars): In denominations of 1, 2, 5, and 20. Fame is earned and spent like money, and is also worth 1 point each.

Rehearsal Markers: You use these markers to show that you are rehearsing a scene. Each marker is worth +1 to the acting rolls you make on that scene.

Shot Markers: These track how many shots have been completed at each set. To start, place one shot marker on each shot mark on the board, with the clapper side up.

As you complete shots, flip these to the blank side. Then flip them all back over to start the next day.

Setting Up:

Arrange the board however you like. If this is your first game, you should use one of the default arrangements described on page 1. If you have played before, feel free to get creative. *(You don't even have to arrange the board in a rectangle, as long as all the doorways line up.)*

Each player chooses one of the large colored dice as a pawn, and places it in the *Trailers*, with a rank of 1.

Place a Shot Marker, clapper side-up, on each of the 22 shot marks on the board.

With 4 players, you do not start with any money or fame; see the list below for changes if you don't have exactly 4 players.

Place the day cards in a stack near the board, with Day 1 on top. You will play 4 days.

Shuffle the scene cards and deal one scene into each set, face down.

Determine randomly who will take the first turn. Play will proceed clockwise.

Modifications: The above is for exactly four players. The changes for other group sizes are as follows:

2 or 3 players: Play only **3 days**.
4 players: Default setup (start with nothing).
5 players: Players start with **2 fame.**
6 players: Players start with **4 fame.**
7 or 8 players: Players start as **Rank 2.**

Game Overview:

Players move around the board and work on *scenes*, most of which require multiple *shots* to complete.

The game lasts for several *days*. Each day ends when there is only one scene left. (This means that the last scene of each day doesn't finish.)

After the final day, your score will be the total of your *money*, your *fame*, and five times your *rank*.

On Your Turn:

On your turn, you can do different things depending on your situation. Possible turn actions include:

Move: If you are not working on a role, you can take a step and/or take a role. Both of these are optional.

Work: If you are working on a role, you must either *act* (roll a die), or *rehearse* (take a Rehearsal Marker). You can't move off a role once you are on it.

Upgrade: At the Casting Office, you can pay money or fame to raise your rank.

Details on all of these actions are below. There is also a quick reference list on the back page.

Moving and Taking Roles:

Moving: If you are not working on a role, you can *move*. Take a step from one set to any adjoining set, through any doorway, such as stepping from the Trailers to the Saloon. You may take a role there, but you don't get to work on it until your next turn.

If you move into a set with a face-down card, turn that card face up. You must do this even if you know that you don't want to take a role there.

Moving is optional. You could choose not to move, perhaps if you decide to take a role where you start.

Taking a Role: Taking a role means placing your die on that role, either on the board or on a card.

If you don't want to take a role, leave your die in a blank area of the set. Multiple players can work on the same *scene*, but not on the same *role*.

There are two types of roles. Roles *on a card* are starring roles. Roles *on the board* are extras. (We just call them on- and off-card roles.) The two types have the same rules for acting, but they are paid differently.

You can take roles that are *equal to or lower than your rank*. High-numbered roles tend to pay better, but not always. You'll figure that out as you play.

Working on a Role:

Once you have a role, you will spend time working on it. This is how you earn *fame* and *money*.

When you are working, you have two choices: you may *act* or *rehearse*. (You can't move off a role until the scene has wrapped.)

Acting: Acting means performing your role, or at least trying to. *(Be sure to read your line out loud. We hear it's good luck to deliver it well.)*

To act, roll one die and compare it to the budget of the movie. If you roll *equal to or higher than* the budget, you *succeed*. If you roll *lower than* the budget, you *fail*.

Every scene requires several *shots* to complete (one, two, or three), which are represented by clappers on the board. Each shot you complete *advances the scene*. Use the Shot Markers to track your progress, turning them blank side up as you complete each shot.

An Example: The General Store requires two shots to complete. In the photo above, one shot is complete, and one shot remains.

Rewards for Acting: The rewards for success and failure depend on whether you working *on* or *off the card*.

On the card: If you fail, you get *nothing*. If you succeed, advance the scene and earn *two fame points*.

Off the card: If you fail, earn a *dollar*. If you succeed, advance the scene and earn *one dollar and one fame*.

When all the shots are complete, the scene *wraps* (see "It's a Wrap!" below).

Rehearsing: Instead of acting, you can *rehearse*. When you rehearse, you don't roll and you don't advance the scene.

To rehearse, place a Rehearsal Marker on your die. This gives you +1 to *all your acting rolls on this job*.

You can collect several Rehearsal Markers if you want, until you reach the point of guaranteed success. (After this, you have to act.)

Rehearsal Markers remain through multiple *shots*, but go away when the scene *wraps*, so rehearsing can be more valuable on the scenes that have more shots.

It's a Wrap!

When a scene's final shot is finished, the scene *wraps*.

If no one was on the card, just discard the scene card and you're done. However, if anyone was on the card, there is a "wrap bonus" for everyone on the set.

The wrap bonus pays money to the on- and off-card roles, as follows:

Bonus for On-Card Roles: The *active player* (that is, whoever just wrapped the scene) rolls a number of dice equal to the *budget of the movie*. For example, you would roll 4 dice for a $4M movie.

These dice are distributed among the roles on the card, with the highest die going to the best (rightmost) role, the next die going to the next role, and so on. If there are more dice than roles, start again at the top.

The players on these roles receive money equal to the value of the dice. *If no one is working on a particular role, that money goes to no one.*

Example: For a $5 million movie, roll five dice. They are distributed from largest to smallest, *starting with the best (rightmost) role. In this example, the top role makes* **$7**, *the middle role makes* **$6** *(no one collects that), and the lowest role makes* **$3**.