



# Hollywood

1947

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 9).

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

## 15 GENRE POSTERS



## 9 FILM STRIPS



## 9 DICE



## 9 LOYALTY CARDS



## 60 PROPAGANDA CARDS



## 9 JOB CARDS



## 4 TOKENS

# SET UP

1. Shuffle the job cards and give one face up to each player. Place remaining job cards into the center of the table face up.
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  | 2       | 1         | 1           |
| 5 PLAYERS  | 3       | 2         | -           |
| 6 PLAYERS  | 3       | 2         | 1           |
| 7 PLAYERS  | 4       | 2         | 1           |
| 8 PLAYERS  | 4       | 3         | 1           |
| 9 PLAYERS  | 5       | 3         | 1           |

\*SEE 1-3 PLAYER ADJUSTMENTS ON PAGE 11

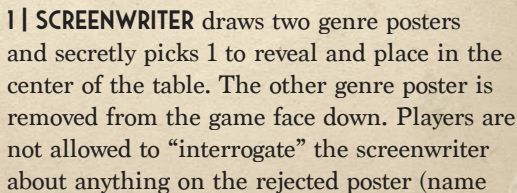
3. All players close their eyes and the dealer directs the communists to open their eyes to see each other and then close their eyes.
4. Shuffle the propaganda cards and give three to each player. Players may view these cards but cannot show them to other players. These cards form a player's hand. Unless 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. Give each player a die. Each player should roll their die and place it in front of them.
6. Shuffle the genre posters and place them in a face-down deck in the center.
7. Place all tokens and filmstrips into the center.



## PRODUCTION

## OPTION 1: PERFORM YOUR JOB

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



of the genre, details about the picture, etc) besides the symbol in the bottom corner.

**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** swaps any 2 job cards. These can include jobs from the center as well as any jobs currently owned by players, including their own. If the producer swaps their own job with another player, the (former) producer may immediately perform the new job if it has not yet been performed this round.



**3 | DIRECTOR** gives any player a token. The same player cannot receive a token in consecutive rounds (tokens are explained in “Post” section on page 7).



**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.



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



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



**7 | ACTOR** allows any player to draw 2 cards & then discard 2 cards.



**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 moving their job card closer to the center (described more on page 7).

## 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. In a 9-player game, the job-swap action is unavailable.



## 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. **EACH PLAYER WITH A STAR ON THEIR DIE MUST ADD 1 CARD FACE DOWN INTO THE MOVIE**

Next, any player with a token (given to them by the director) may return it to the center to add an extra card face down directly into the movie (even if they do not have a star showing on their die).



2. **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.

3. **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), 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!

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. Note: in 1, 2, 3, and 5-player games there is no rising star and the seventh round is scored normally.



RISING 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, 2 players have stars showing on their dice so those 2 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 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 producer 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 that job this round, draw a genre at random to start the round.
- Like the normal rules, players can instead use a turn to re-roll any 2 dice or swap either of their jobs (including one they already used that turn) 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, but 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 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.



# 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.

**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).

**RANDOM LOYALTIES:** 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!



**STUDIO ORDER:** Instead of taking clockwise turns, take turns in the number order listed on the job cards. If the producer swaps with a number later than their own, the swapped player will not get a turn that round. If a player swaps their job with a later number from the center they will get to perform the later job when it becomes their turn again.

**UNION STRIKE:** Each time a neutral poster is active for the round the players with stars on their dice may each play any number of cards (0-3) at the end of the round and then draw back up to 3 cards.



# 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.

**DIRECTOR:** The director can give themselves a token, but only every other round (since the same player can't receive a token in consecutive rounds, even if the director changes). If all tokens have already been assigned, the director may move a token from one player to another for their job. In 1-3 player games if the director gives a token to a ghost, the ghost will spend one token to play their card the next time they don't have a star on their dice.

**EDITOR:** If the editor chooses to edit but then loses their editor job because of the producer (or a job swap in a 1-3 player game), they may still edit that round.

**PRODUCER:** The producer may swap any two job cards, including their own producer job, jobs belonging to other players, or jobs from the center. Swapped players who have not had their turn yet during the round may perform their new job on their turn. However, the same job cannot be performed twice in the same round, so a player receiving an already-performed job (including a player receiving the producer job) can only use their turn to re-roll dice or swap their job with one from the center. If the producer swaps their own card with another player (not with one from the center) they may immediately perform their new job, unless their new job has already been performed that round, in which case the (original) producer's turn ends. See "Editor" and "Screenwriter" sections for further details.

**SCREENWRITER:** The screenwriting job can only be used on the first turn of a round, so if someone becomes the screenwriter mid-round (because of a job swap or producer swap) they will not be able to perform that job until the beginning of the next round.

**TOKENS:** A player does not need to have a star showing on their die in order to spend a token to add a card into the movie. A player is allowed to spend multiple tokens in the same round. If there is a debate about the order

in which tokens should be played, play all tokens in turn order (starting with the lowest number and proceeding clockwise).

## 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.

## CREDITS

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