TRAUMFABRIK
DREAM FACTORY

Who can make the best movie?

a game by Reiner Knizia

Players: 2-5
Age: 12 and up
Duration: 45 minutes.

GAME OVERVIEW

You are a movie producer who has just acquired three new screenplays. Your aim – to produce the most valuable movies, winning you the game.

In each game round, one location on the game-board is resolved. On your way through Hollywood you acquire production chips (representing movie stars, directors, camera crews, musicians, special effects and guest stars), allocating them to appropriate positions on your screenplays. A movie is completed when its screenplay is filled entirely with production chips. Then you get a new screenplay and a new movie begins production. Naturally you are competing for prestigious movie awards which boost the success of a movie considerably.

When all locations on the board have been visited, one quarter of the game is concluded, and a new one begins. After the fourth quarter the game finishes. The player with the most points wins the game – and becomes Hollywood's newest super producer.

WHAT'S IN THE GAME

- 1 game-board
- 5 studio screens
- 22 screenplays
- 50 contracts [*Vertrag*] (+1 spare)
- 93 production chips
- 30 movie value tokens
- 11 movie awards
- 1 camera piece
- 1 rulebook

Before the First Game…

Carefully remove the cardboard pieces from their frames. Put the eleven movie awards and the camera piece into their plastic stands. The game box provides separate storage areas for all the game components.

GAME PREPARATION

- Lay out the game-board.

- Sort the movie value tokens in numerical order (values 0-22, with 8-14 twice) and display them face-up next to the game-board.

- Place the three grey Best Movie [*Bester Film*] awards (5 points each) onto the three small spots next to the party location on the lower left of the game-board. Place the eight other movie awards adjacent to the game-board.

- Place the four light-backed production chips (the four-star directors) face-up onto the four spots next to the famous Hollywood sign location on the upper left of the game-board.

- Shuffle the remaining production chips and place them face-down adjacent to the game-board.

- Each player receives twelve contracts [*Vertrag*]. With five players, each player only receives ten contracts. Any remaining contracts are replaced in the game box.

- Each player takes a studio screen with which to conceal his contracts. With two players, studio screens are not required, since it is then obvious how many contracts each player possesses.

- Each player receives the set of three screenplays corresponding to his studio screen (Studio 1 - Studio 5), and displays them face-up in front of him. With less than five players, screenplays belonging to unused studios are returned to the game box.

- Shuffle the seven remaining screenplays (i.e., those without a studio reference) and place them as a face-up stack adjacent to the game-board, so that only the top-most screenplay can be read.

- Keep the camera piece to hand.

GAME PLAY

The game consists of four quarters. During a quarter, each location on the game-board is visited once, in clockwise order. There are six famous locations and two party locations. Each location is resolved in a separate game round.

THE FIRST QUARTER

At the beginning of each quarter production chips are placed in each location of the game-board:

- firstly, move one of the four face-up four-star directors onto the famous Hollywood sign location (marked R);

- secondly, put as many production chips face-up onto each of the other five famous locations as indicated by their numbers (2 or 3); and

- thirdly, put as many production chips face-down onto both of the party locations as there are players in the game.

Select a player to start the game and place the camera piece in front of him.

THE FIRST GAME ROUND

In each game round one location is resolved. In the first game round of each quarter, this is the famous Hollywood sign location.

Resolving the Famous Locations

The production chips on a famous location are auctioned with the players bidding their contracts. The winner of the auction receives all the production chips from that location.

- The starting player, with the camera piece in front of him, makes the first bid. He may pass or bid any number of his contracts; a "zero" bid is allowed.

- Bidding continues clockwise. Subsequent bidders may either pass or must bid a higher number of their contracts.

- A player may not bid more contracts than he possesses.

- A player who passes takes no further part in the auction.

- When all players except one have passed, then the highest bidder receives all the production chips from that location. He then places the number of contracts bid into the middle of the board.

- The contracts in the middle are now distributed evenly among all other players. Odd contracts left over remain in the middle until the next auction.

  Example: With four players, player A wins the auction with a bid of seven contracts. He receives the production chips and places seven contracts into the middle. Players, B, C and D each receive two contracts from the middle; the seventh contract remains there.

- At the end of the game round the camera piece is placed in front of the auction winner. He becomes the starting player for the next game round.

ALLOCATING PRODUCTION CHIPS

As soon as a player receives production chips he must allocate them to one or more of his screenplays.

Directors, Actors, Camera Crews, Musicians and Special Effects

- These production chips are placed face-up onto the corresponding empty positions of the screenplay. A director chip on a director position, an actor chip on an actor position, and so on.

- Production chips may be positioned onto corresponding occupied positions as long as the movie is not yet complete (see below). Only the top-most production chip contributes to the value of a movie.

- White positions on a screenplay may have any of the following production chips allocated to them: actors, camera crews, musicians or special effects. If a production chip is already in place on a white position, then further production chips placed there must be of the same type. Each screenplay may only have one director and one guest-star (see below); therefore white positions may not be occupied by them.

Agencies

Agencies serve as jokers (i.e. 'wild' production chips).

- Agency production chips may be placed on any screenplay position for directors, actors, camera crews, musicians and special effects; however not on guest-star positions.

- As long as a movie is not yet complete, agency chips may be placed onto any occupied position (again, not on guest-stars).

- Once an agency chip has been positioned on a screenplay, then only agency chips may subsequently be placed on top.

Example: A musician chip is played onto a white position. Only musicians may now be placed on top of it. After an agency is placed on top of the musician chip as a joker, then only agency chips may be placed there.

Guest-Stars

The bottom-most position on each screenplay is reserved for a guest-star. A guest-star chip can increase the value of a movie; however it is not required to complete a movie.

- As long as a movie is not yet complete, guest-star chips may be placed onto the corresponding position, irrespective of whether empty or already occupied by a guest-star chip.

- Guest-star chips may only be placed in the guest-star position, and the guest-star position may only be occupied by those chips.

Unwanted Production Chips

If a player prefers not to position a production chip, he returns it to the game box. Production chips may not be kept for later use.

End of a Game Round

When all production chips have been allocated, the game round ends and the next one begins.

Locations are resolved in clockwise order. For each of the six famous locations, proceed as described above. On the two party locations, the procedure is as follows.

Resolving Party Locations

When reaching a party location, all its production chips are now turned face-up.

- Each player may take one of these chips.

- The order in which players choose and allocate their production chips is determined by the total number of their (red) actor and guest-star chips on all their screenplays (completed and uncompleted). The player with the most chooses first, the player with the second-most chooses second, and so on. If two or more players have the same number of red chips, then the starting player, or whoever follows first from him in a clockwise direction, chooses first among them.

  Example: A is the starting player, followed by players B, C and D. A has two (red) actors, B and D have four each, and C only one. B chooses and allocates first, then D, followed by A and finally C.

- As described above, players place their chosen production chip onto their screenplays.

- The starting player does not change when a party location is resolved.

At the end of each of the first, second an third quarters, when all production chips have been removed from all eight locations, a Best Movie [*Bester Film*] award is made. For details see below.

The quarter ends when a Best Movie [*Bester Film*] award has been made, and the next quarter begins:

- As described for the first quarter above, place production chips onto all of the locations.

- The starting player from the previous game round (party location) does not change.

- The starting player begins the next game round – bidding for the director chip on the famous Hollywood sign location.

COMPLETED MOVIES

A movie is complete as soon as all positions (including the white ones) on a screenplay are occupied by production chips. The guest-star position may or may not be occupied; if it is not occupied when all other position on the screenplay are filled, then a guest-star chip may no longer be placed there.

- When a movie is completed, total all the visible stars on the screenplay and its allocated production chips. If more than one production chip has been placed onto a position, only the top-most one is counted. **Note:** The one guest-star chip with a black star is worth -1 and therefore reduces the total value of a movie by 1 point.

- Take the movie value token corresponding to the total as calculated above and place it on the top edge of the screenplay.

- If there are two corresponding movie value tokens, take the one with the '+' sign first. This token is higher than the one without the '+' sign.

- If the required movie value token is no longer available, then take the next smallest movie value token.

- Completed movies may not be altered.

As soon as a player has completed one of his movies, he takes the top-most screenplay from the stack and displays it in front of him. If the stack is used up, no further screenplays are available. After completing one of his movies, if a player still has production chips left to allocate, he may place them on his newly-received screenplay as well.

Example: A player has acquired three production chips. By placing the first chip he completes a movie and thereby receives a new screenplay. The remaining two chips he may allocate to any of his screenplays, including the new one.

MOVIE AWARDS

There are eleven movie awards. Six awards are made during the game – each counting 5 points.

First Movie [*Erster Film*] Award (in Three Genres)

Movies are in one of three genres: drama, adventure and entertainment. The first completed movie in each genre receives an award. The award is given as soon as an appropriate movie is completed. Awards are placed on the relevant screenplay.

Best Movie [*Bester Film*] Award

This award is made at the end of each of the first three quarters. The award goes to the completed movie with the highest value token, and is placed on the corresponding screenplay.

It is possible that a movie receives this award more than once.

Note: A movie value token with a '+' counts higher than the same value token without a '+' sign. If two movies show the same highest value token, then the one with the '+' sign receives the award.

MAJOR MOVIE AWARDS

The remaining five awards are made at the end of the game after the fourth quarter – each counting 10 points. Only completed movies are eligible to receive awards.

a) Best Movie [*Bester Film*] Award
(in the Drama, Adventure and Entertainment genres)

This award goes to the highest value movie in each of the three movie genres.

b) Worst Movie [*Schlechtester Film*] Award

This award goes to the overall lowest value movie. **Hint:** The '-1' value guest-star and zero value production chips come in very useful for this honour.

c) Best Direction [*Beste Regie*] Award

This award is made to the player with the highest total number of stars represented on all his director chips (on completed movies). Agency chips in the director positions are not counted. If two or more players have the same number of stars, no award is made.

GAME END

The game ends after four quarters are complete and the major movie awards have been decided.

Now each player totals up the points on his movie value tokens and his movie awards, and adds the number of his remaining contracts. Incomplete movies do not count.

The player with the highest total value of points is the winner.

CREDITS

The game designer and publisher would like to thank all the playtesters who contributed to the development of this game; in particular Chris Bowyer, Dave Farquhar, Martin Higham, Ross Inglis, Kevin Jacklin, Chris Lawson and Ivan Towlson.

Appendix - The Movies of *Traumfabrik*

Studio	Movie Type	German Title	English Title	Stars
1	Adventure	Der Hofnarr	The Court Jester	★★
2	Adventure	Der König und ich	The King and I	★★
3	Adventure	Der Herr der sieben Meere	The Sea Hawk	★★
4	Adventure	Die 3 Musketiere	The Three Musketeers	★★
5	Adventure	Frankenstein	Frankenstein	★★
-	Adventure	12 Uhr mittags	High Noon	★★★★
-	Adventure	King Kong	King Kong	★★★★
-	Adventure	Verdammt in alle Ewigkeit	From Here to Eternity	★★★★
1	Drama	Vertigo	Vertigo	★★★
2	Drama	Die Früchte des Zorns	The Grapes of Wrath	★★★
3	Drama	Casablanca	Casablanca	★★★
4	Drama	Der unsichtbare Dritte	North by Northwest	★★★
5	Drama	Im Westen nichts Neues	All Quiet on the Western Front	★★★
-	Drama	Citizen Kane	Citizen Kane	★★★★
-	Drama	Die Faust im Nacken	On the Waterfront	★★
1	Entertainment	Die zehn Gebote	The Ten Commandments	★★★★
2	Entertainment	Blondinen bevorzugt	Gentlemen Prefer Blondes	★★★★
3	Entertainment	Arsen und Spitzenhäubchen	Arsenic and Old Lace	★★★★
4	Entertainment	Vom Winde verweht	Gone With the Wind	★★★★
5	Entertainment	Mein Freund Harvey	Harvey	★★★★
-	Entertainment	Bambi	Bambi	★★★★
-	Entertainment	Ben Hur	Ben Hur	★★★

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