

REVENGE OF THE B-MOVIE!

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Introduction

Welcome to the fast paced world of B-Movies, where ridiculous names and outrageous concepts are the order of the day. Sit in the director's chair, invent crazy movie titles and make your fortune. After all, who wouldn't want to see "Killer Tomatoes from Outer Space vs. the Chainsaw Wielding Bikers from Hell"?

Setup

To play 'Revenge of the B-Movie!' you will need 3-6 players, a six-sided die and a method to record the amount of money everyone is making.

When you are ready to play, shuffle the deck and deal one card to each player. The person whose card's name, the word in the middle of the card, starts with the lowest letter in the alphabet, A being low, Z being high, is the first dealer.

Overview of Play

A game of 'Revenge of the B-Movie!' is played in a series of rounds. At the start of each round the current dealer gives 5 cards to each player. There is then a creation phase, where players build film titles, and a selling phase, where they try and sell the movies they have created.

Creation Phase

Starting with the dealer and going clockwise, every player takes one action at a time. As an action a player may:

1) Start a new movie

Play a card in front of them to begin a new film title. Each player may only have 2 film titles in front of them at any one time. You may play any card to start a film title. You can't start a film title for another player.

2) Add to an existing movie

Play a card into an existing film title, either one of their own or one belonging to another player. The card may be played anywhere appropriate, see types below, in the title. A film title cannot contain more than 7 cards.

3) Discard a Card

Discard a card and pass play to the next person. You should only really do this if you find you can't play a card anywhere that would be useful to you.

Card Layout

As well as a name in the middle, every card in 'Revenge of the B-Movie!' has one or more types in the top left hand corner that tells us where it can be played in the film title and any special rules associated with it. You will also find the cult value of the card in the top right hand corner and maybe an edit in the bottom right hand corner.

Card Types

Below is a list of the card types and any special rules associated with them. Some cards will have multiple types, allowing the player who plays such a card to choose which one is relevant.

Connection: A film title may only have 1 connection card in it. Connections may not be played into films with Introductions.

Finale: A film title may normally only have 1 finale in it. Finales are always placed at the end of titles. If the film has a connection card in it there may be a finale on either side of the connection, placed at the end of each side.

Introduction: A film title may only have 1 introduction card in it. Introductions may not be played into films with connections. Introductions are always placed at the start of titles.

Make-up: A film title may have any number of make-up cards in it. Make-up cards are placed before any monster in the title.

Monster: A film may normally only have one card designated as a monster, which may appear anywhere in the film. However, if a film has a connection card in it then you can have a monster either side of the connection.

Special FX: A film title may have any number of special FX cards in it, appearing before the monster card in the title.

Special Case: "The Musical"

The card 'The Musical', has the types Special FX/ Finale. This card can be played at the end of a film title that already has a finale.

Example: When playing the card 'Living Dead', a 'Monster/Make-up' card Cath can choose to make it a Monster, replacing the Monster in the film she is playing it into, or a Make-up, augmenting any Monster card already played.

Cult Value

The cult value of each card tells the player how much of a help or a hindrance a particular card is going to be when it comes to sell his film. Positive values add to the cult value and negative values take away.

Edits

Some cards can change cult value under certain conditions. There are two varieties of these edits in 'Revenge of the B-Movie!'.

+1 edits: These edits are followed by a type or card title, in brackets. They add +1 to the cult value of the title if another card in the same film has the correct type or title.

Example: The 'Monster/Make-up' card 'Swamp Beast/Muddy' has an edit '+1(From the Black Lagoon)'. If this card is in the same title as the card 'From the Black Lagoon' it gains a point of cult.

+ edits: These edits are followed by a type or card title, in brackets. They flip their sign from negative to positive if another card in the same film has the correct type or card title.

Example: The 'Monster/Make-up' card 'Tomato(es)/Tomatoey' has an edit '+ (Killer)'. If this card is in the same film title as the card 'Killer' then it flips from being -1 to +1.

Wrapping & Legality

After taking an action a player may wrap any 1 of their film titles. They turn the last card in the film sideways and no one may now play cards into the film title, including the owner of the title. A film may only be wrapped if it is legal.

A film title is only legal once it has a card in it that is designated as the monster. A film with a connection card must have a monster on either side of the connection to be considered legal.

When a film title hits 7 cards in length it wraps automatically. If playing a given card into a title would make it 7 cards long but not legal, that card cannot be played.

A player does not need to wrap every film every round, they can carry an unwrapped film from round to round. However, once a film has wrapped it cannot be unwrapped.

Rearranging

A player may rearrange the cards in one of their own movies during their turn as long as that movie has not been wrapped. Cards that have more than one type can be chosen to have either one during rearrangement.

Selling

Once everyone has no more cards in their hand, each person, starting with the dealer, gets a chance to try and sell any film they have wrapped.

In order to sell a film the player totals up the cult value of the film in the top right hand corner of each card, taking into account the effect of any edits. The player then rolls a six-sided die and tries to score equal to or less than the amount of cult that film title is worth.

If successful then the film title is discarded and the player gets an amount of money dependent on the total cult rating of the film title and the number of cards in it.

5 or fewer cards = \$ 1,000,000 per point of cult

6 cards = \$ 2,000,000 per point of cult

7 cards = \$ 3,000,000 per point of cult

If the film doesn't sell then the player may keep it or trash it.

Trashing

During the selling phase, a player may trash, discard, any film that doesn't sell or has a cult value of 0 or less. He may make this decision after rolling for all his film titles. A player may only keep one film title from round to round. They must trash one film if they have two at the end of the selling phase.

Round Progression

After the selling phase is complete the role of dealer passes to the left of the current dealer and a new round begins.

Deck Cycling

When you run out of cards to deal simply shuffle the discard pile and put it face down to replace the deck.

Winning

The first player to a certain amount of money, based on the number of players, is the winner:

3 players = \$ 20,000,000

4 players = \$ 15,000,000

5 or 6 players = \$ 10,000,000

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