PERFECT PITCH

SETUP

Shuffle the deck and place it facedown. Choose randomly which player goes first as the Studio Executive. The rest are Producers.

GAMEPLAY

Form teams based on the number of players, starting at the Studio Executive's left and moving clockwise:

NUMBER OF PLAYERS	STUDIO EXECUTIVE	TEAM 1	TEAM 2	TEAM 3
3	1	1 Producer	1 Producer	
4	1	1 Producer	1 Producer	1 Producer
5	1	2 Producers	2 Producers	
6	1	3 Producers	2 Producers	
7	1	2 Producers	2 Producers	2 Producers
8	1	3 Producers	2 Producers	2 Producers
9	1	3 Producers	3 Producers	2 Producers
10	1	3 Producers	3 Producers	3 Producers

Deal each team six cards.

The Studio Executive chooses one element that must be used in each movie. This can be a character, prop, wardrobe item, location, set piece, animal, vehicle, etc.

The Studio Executive sets a timer for one minute and thirty seconds. Each team chooses at least two cards from its hand to be in the title of the movie it is pitching.

Once the time is up, or when Team 1 is ready, Team 1 begins pitching its movie to the Studio Executive. Once Team 1 has finished its pitch, Team 2 begins pitching its movie.

Play passes to the left in this manner until all teams have pitched. The Studio Executive chooses the best pitch and green-lights that movie. Each of the Producers on the team whose movie was green-lit earns a point. (To keep track of points, you may use any worthless token, such as a Golden Globe.) The Producers discard all their cards.

Now that a movie has been green-lit, the Studio Executive is immediately fired and the Producer to his/her left is promoted to Studio Executive. The new Studio Executive's first action is to pull the plug on all green-lit projects. The teams are re-formed based on the chart, and a new round begins.

Play continues in this manner until each player has been Studio Executive once. The player or players with the most points win.

RULES FOR PITCHES

The movie's title must contain at least two cards from your team's hand. The movie's title may contain other words that aren't on the cards.
Different forms of the card's word will count. For example, "RINGING" counts as using the "RING" card.
Compound and hyphenated words containing a card's word will count. "SELF-ESTEEM" counts as using the "SELF" card.
If there are different possible interpretations of the cards, any may be used. For example, "DESERT" can mean "to abandon" or "a dry region."
Any player on the team may add information to the pitch at any time, provided it doesn't conflict with what others on the team have said. There is no time limit for pitches, but brevity is the soul of wit.

RULES FOR THE STUDIO EXECUTIVE

The Studio Executive must impartially choose the player who gives the best pitch, regardless of the movie's potential quality or success. Producers and Studio Executives may not negotiate deals - there is no loyalty in the entertainment industry.

perfectpitchgames@gmail.com

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