Casting by Blue Cocker Games 2015

A game by Romaric Galonnier for 4-8 players aged 14 and up

You're in Hollywood…dream beaches, year round sunshine, your "killer" smile and pretty girls in bikinis! But Hollywood is also the ruthless world of cinema…and with it, it's "clichés"!

Eight casting agencies are competing for the next great movie by acclaimed director Steven Spielberg. Each agency represents the interests of an actor and will attempt to make him or her win the role of their life. The agencies that best stick to what the director wants will get the "juiciest" contracts!

Components

48 candidates (tiles) for casting (two-sided…actors & actresses)
8 agency screens
32 director cards
8 agency pads
8 pencils
49 contract fees (1's, 2's, 3's, 5's & 10's)
64 betting chips in 8 colors (each set numbered 0 to 7)
7 tickets each showing a letter of the word "C A S T I N G"
1 framework (clapper board) for presentation of actors & actresses

Overall Description of the Game

In turn, each player will be the Director and will cast either 7 actors or 7 actresses. All other players will act as "artistic agents" and only they will know the actor or actress they are attempting to cast with the Director.

By asking questions, the Director will try to determine which actor or actress belongs to the appropriate agents, and the agents will try to determine how many correct selections the Director will make from the participating agents. The ideal situation will be that all agents have their actors or actresses selected!!

Preparing the Game:

- Assemble and install the "clapper board" in the center of the table.
- Each player chooses one of the eight Casting agencies and takes the corresponding screen.
- Each player should also take the appropriate betting chips, notepad and pencil.
- With less than 8 players, unused equipment goes back in the box.
- Mix the "C-A-S-T-I-N-G" tickets face down in the center of the table.
- Shuffle the "Director" cards and place them in a face down stack in the play area.
- Place the candidate tiles and contract fees near the "clapper board."
- The last player to go the movies is the Director for the first round.
- Other players start as "casting agents" for the candidates.

Gameplay:

1. Select the Artists

The Director randomly draws 7 candidates for casting and places them in the clapper board. Each of the 7 candidates correspond to one letter of the word "CASTING."

Ladies First – In the first round, place all candidates on their "pink" side. In the second round, flip these tiles over and use the "blue" Men side. Continue this pattern in subsequent rounds by selecting 7 new tiles for the 3rd round, using the "pink" side.

2. Distribution of Tickets

Mix the "CASTING" tickets face down. Each player draws one randomly and places it behind their screen. Each player should look at the ticket to learn which acting "candidate" they will represent as an agent.

If there are less than 8 players, leave the undistributed tickets in the center of the table. Some acting candidates will not be represented during the round.

3. The Director's Question

The Director draws the top card from the director cards, chooses one of the three questions, and reads it aloud.

4. <u>The Agent's Answers</u>

Each player writes an answer to the Director's question that is most appropriate or suitable for his or her candidate (actor or actress). *Note – the response should not be directly related to the physical appearance of the candidate*.

The player's objective is to guide the Director to "cast" his or her candidate. When the player has written an answer, they give their written response to the Director, who should read each one aloud as they are provided, without waiting for all responses to be submitted.

5. <u>Distribution of Roles</u>

The Director then places, one at a time, each written response underneath one of the candidates for casting who seem to best match each response. The Director may place them anywhere, change his or her mind, etc. The Agents (players) should give no indication as to whether the Director is right or wrong during the distribution. When the Director is satisfied with the distribution of the roles (responses), he/she should announce: **"It's in the Box!!"**

6. <u>The Bets</u>

Each player will secretly try to guess how many candidates that the Director picked correctly from the agents. Each player should place a betting chip (0, 1, 2, 3, 4, 5, 6 or 7) face down near the clapper board with their guess.

7. <u>Signing of Contracts</u>

After all bets have been placed, each player now reveals his ticket from behind his screen to show which candidate he represents placing it on or below his answer sheet.

For each candidate the Director correctly picked, he or she receives $1m per correct pick. Each player (Agent) whose candidate was picked correctly receives $2m.

In addition, each player who correctly predicted the total number of candidates correctly identified by the Director wins a contract with a value of $1 to $3 million, based on the number of players:

- 4 players - $1m
- 5 or 6 players - $2m
- 7 or 8 players - $3m

End of Round:

Each player takes his/her pad and betting chips behind their screens. All tickets are again shuffled face down in the center of the table. Shuffle the director card that was used back into the deck of director cards. The player to the left of the previous Director becomes the new Director.

End of the Game:

Play as many rounds as there are players. Each player adds together all of their contracts and the highest value is the winner!

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