

Showmanager Rules

GOAL: To put on the best lineup of musicals, based on the ranking of each musical in each city.

SETUP: Shuffle the artiste cards and turn over the top 4, placing them on the four spaces. Each player receives 18,000 marks (4-6 players) or 36,000 marks (2-3 players). Each player chooses a symbol and receives the appropriate cast list and 4 chips. With 2-3 players, each player takes two sets of chips and cast lists (and produces each musical twice). Money and hired artistes are kept hidden.

PLAY: The last player to have seen a musical goes first. Each turn is played as follows:

Required Action: You **MUST** either hire one artiste from the agency or put on a musical.

Hiring an artiste: to hire an artiste, take a card from the board into your hand and pay the appropriate amount to the bank. Then fill the space by moving higher valued cards to the right and filling the left-hand space with the top card. The number of artistes you may hold depends on the musical you want to produce: after putting on a musical, you may only have two cards remaining in your hand, and after putting on your final production, only one card may be left over. *Note that the ONLY way to get rid of cards is by putting on a musical.*

Putting on a musical: To put on a musical:

- (1) Lay down exactly as many artistes as the musical has roles.
- (2) Total the talent numbers for the artistes' roles in the musicals: miscast artistes *always* count zero, and rep actors from the provinces ("Provinzschauspieler") *always* count as 1 point. In addition, if the musical is produced without any miscast artistes, add a bonus equal to the number of roles in the musical. Write the total points on the appropriate musical chip, and lay the artiste cards aside.
- (3) If the musical is the first of its kind to premier, choose the city in which you wish it to premier and place the musical chip on the top-most space for that city. If the musical has already been put on, insert the musical chip according to its rank in points, pushing all lower-ranking musicals down one ranking. If there is a tie, the earlier-debuting musical ranks higher. The city points will determine the winner of the game.

Optional Actions: Borrowing money and changing the artistes

Prior to taking a card or putting on a musical (as required above), a player may:

- (1) Borrow up to 10,000 marks against one already-produced musical. Each show may only be borrowed against once, and only up to 10,000 marks (if the musical is worth at least 10 points). You may borrow 1,000 marks for each point deducted from the score of your musical. To borrow, deduct the appropriate number of points from the musical, write the new value below the "seagull" line on the chip, adjust the ranking of the musical, if necessary, and take the appropriate amount of money from the bank. *If 6 productions of any show have been put on, no money can be borrowed against that title.*

- (2) For 2,000 marks (paid to the bank), a player can discard all 4 artistes and replace them with the top 4 cards in the agency deck (beginning with the zero marks space). If the deck is exhausted, shuffle the discard pile and form a new deck.

GAME END: The game ends when all chips lie on the city board. With 4-6 players, each player will have produced 4 musicals, and with 2-3 players, each player will have produced 8 musicals. Add up the points earned by each player in each different city according to the values printed on the board. (Note that the values of the musicals are of no significance.) The player with the most "city" points wins. If there is a tie, the player with the most money wins.