

MOVIE FIGHT



COMING SOON TO ALL B-MOVIE CINEMAS!
DIRECTED BY MICHAL PEICHL
VISUAL EFFECTS BY DANNY PAVLOV





You're a small-town cinema manager locked in competition with rival theaters. To win, you must give the local audience exactly what they desire.

Only the best will become the **Cinema of Our Hearts!**

Movie Fight is a card game for 1-5 players which takes about 20-30 minutes to play. Fill your cinema with movies and equipment to satisfy your audience and earn victory points. After 12 rounds, the cinema with the most points wins!

Game Components



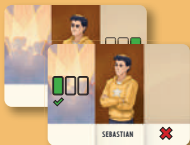
65 entertainment cards



5 double-sided cinema tiles



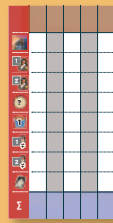
1 goals card



7 solo cards



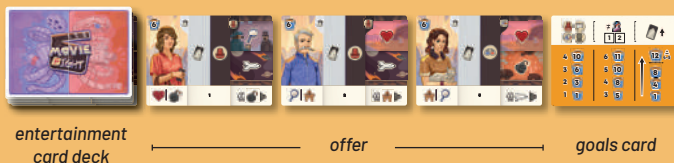
2 solo cinema cards



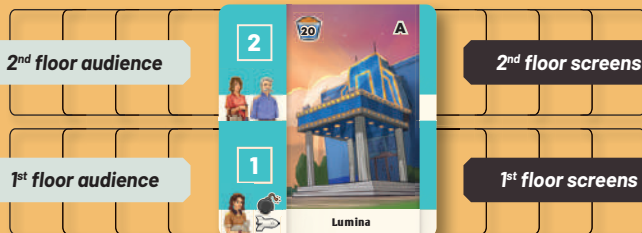
score sheets

Game Setup

Place the **entertainment deck** in the center of the play area. Turn three entertainment cards face-up to create an **offer**. Place the **goals card** to the right of the offer.



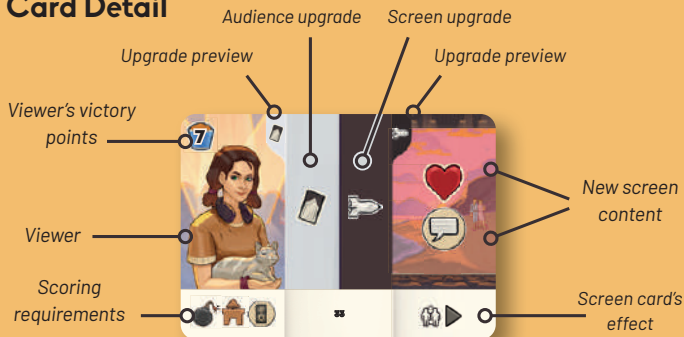
Each player gets a cinema tile. Place it in front of you. It is divided into **2nd floor** on the top and the **1st floor** below. For your first game, use the **A side** of your cinema tile. All players should use the same tile side (A or B) throughout the game. Leave space on both sides to slide cards beneath your cinema. Your **audience** will be placed on the left, and your **screens** will be placed on the right.



Overview

The game lasts for 12 rounds. During each round, you'll take an entertainment card from the offer and add it to your cinema. When every player has 12 entertainment cards, the game is over! The player who has the best cinema with the happiest viewers gains the most victory points and wins the game.

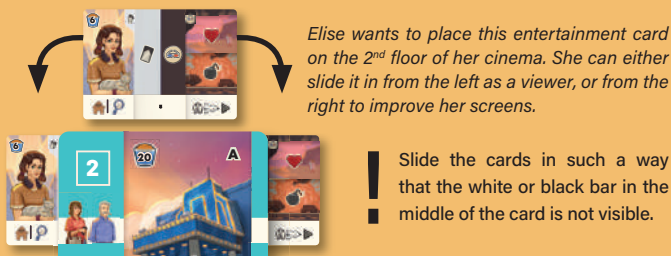
Card Detail



Gameplay

At the start of your turn, take a new card from the offer and play it in any floor of your cinema in the audience (to the left) or on a screen (to the right).

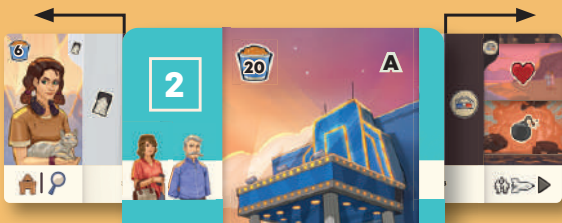
Then, immediately refill the offer with the next card from the entertainment deck and pass to the next player in a clockwise direction.



Your cinema tile forms the center of your play area. When you play an entertainment card, slide it beneath a cinema to improve your screens and expand your audience. Each **viewer** in the audience has requirements to be fulfilled by **movies or equipment** on your screens. Satisfy your viewers to earn **victory points** at the end of the game!

Screen Card Effects

As soon as you play a screen card, **immediately activate its effect**. A card's effect allows one or more players to upgrade cards in their audience or on their screens. To upgrade a card, pull it out slightly so that the upgrade symbol on the middle bar is visible. Some effects have additional requirements to upgrade a card.



You may always upgrade cards in either side of your cinema if they meet the upgrade condition.

You can only upgrade **one card** from playing a screen card.

An effect's symbols indicate which cards can be upgraded and additional requirements, if any, for using the effect. *For example, some screen cards only allow you to upgrade cards with a particular viewer or movie.*

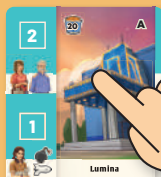


If a screen card's effect has a **group symbol**, it applies to all players. If the effect has additional requirements, each player individually must meet those requirements.

Note: *If a group effect is activated, always announce it aloud so that all opponents are aware and can upgrade one of their cards if they meet the requirement.*

You can find a detailed list of all effects on the back of the rulebook.

Tip: *Each time you add a card to your cinema or upgrade/downgrade, push the cinema tile with one of your hands to the table. Slide the card with your other hand so that your cards won't move or disorganize.*



Screen Cards

Entertainment cards can add movies or equipment to the screen on the right-hand side of your cinema. When you play a card on your screen, you also activate the effect in its bottom-right corner.

1

Movies



Romance



Action



Mystery



Sci-fi



Fantasy



Wild

Viewers want to watch certain types of movies, sometimes in a specific order. Five movie genres can be added to your screen, plus a wild-card symbol. Most entertainment cards feature one or two movies.

2

Equipment



3D



Subtitles



Speakers



VibraSeat

Entertainment cards also feature circular symbols for new equipment which improves the cinema. Some viewers only reward you with victory points if your cinema has the right equipment or is selling a lot of tickets. These enhancements also contribute to your final scoring on the goals card.

3

Others



Tickets sold



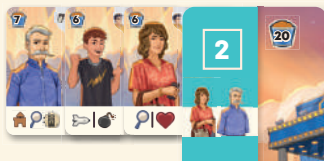
Victory points

Screen cards may also have sold tickets or victory points. You'll earn bonus victory points if you sell the most tickets. See the goals card on page 10.

Audience Cards

Entertainment cards can also add viewers to the audience on the left-hand side of your cinema. Each viewer has their own requirements for content they want in their cinema: movies, equipment, and other viewers. A few movie snobs have even more demanding requirements. Satisfy your viewers, and they'll reward you with victory points!

Audience cards have a scoring condition instead of effects.

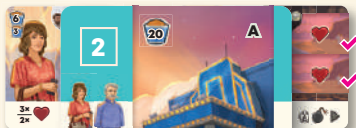


Scoring Examples

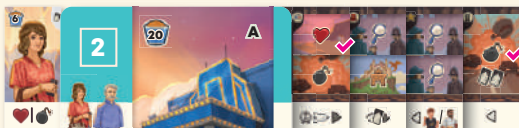
1

Movies

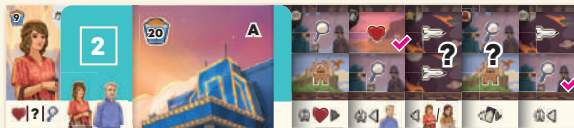
Most viewers want to see a specific type of movie. Some don't mind which card the symbol appears on. Others require movies in a certain order, and some combine movie requirements with other aspects of the cinema.



This viewer wants her cinema to play **multiple movies** of the same genre. You will earn 3 or 6 victory points from this viewer if her cinema floor has two or three (or more) romantic movies.



The vertical line between the movie symbols indicates the movies must be on **different screen cards**. They do not have to be in the same row of the screen, but they must be in this sequence (even with a gap between) and on the same floor of your cinema. You will earn 6 victory points from this viewer if her cinema has a romance and then an action movie on two different cards.

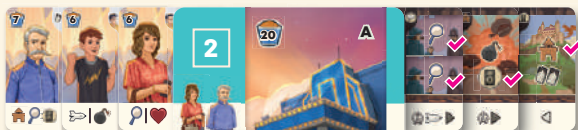


A **question mark** indicates there must be at least one other movie in between two movies. As shown in the example, the sequence doesn't have to be consecutive. You will earn 9 victory points from this viewer if her cinema's screen shows movies in the following order: romance, any, mystery.

2

Equipment

Some viewers require that movies be shown with subtitles, in 3D, with a VibraSeat, or with speakers. Others consider the cinema to be high quality if there are many occupied seats, represented by the tickets sold.

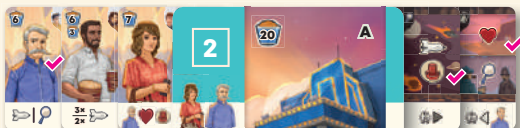


You will earn 7 victory points from this viewer if his cinema has a fantasy movie, a mystery movie, and speakers. They **don't need to be in a particular sequence**. The movies may even be on a single card!

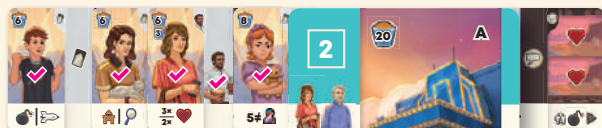
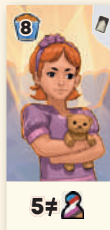
3

Viewers

Some viewers require specific audiences to be present in the cinema in order to feel comfortable.

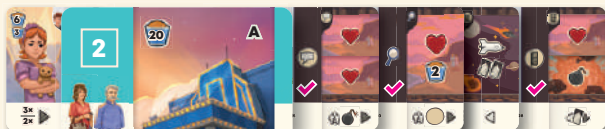
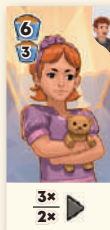


This viewer wants the man in a blue shirt to also be in her audience. Adding him to her cinema's audience, having a VibraSeat **on the same floor**, and showing a romance movie will earn you 7 victory points.

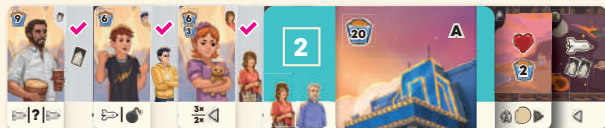
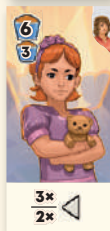


You will earn 8 victory points from this viewer if you have **five or more different viewers** in her audience. She counts as one of these viewers. Therefore, you need four additional different viewers to satisfy her.

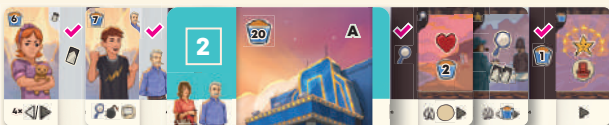
There are also more demanding viewers. For example, the playful girl has specific requirements, such as diversity in movies, visitors, or even upgraded cards.



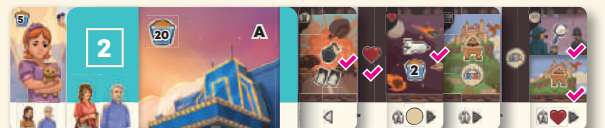
You will earn 3 or 6 victory points from this viewer if you have two or three **upgraded screen cards** on the floor with her.



You will earn 3 or 6 victory points from this viewer if you have two or three **upgraded audience cards** on the floor with her.



You will earn 6 victory points from this viewer if you have **four upgraded cards** on the floor with her.



You will earn 8 victory points from this viewer if you have **five different movie genres** on the floor with her. You may also count wild-card symbols (star), but each must be defined as one movie genre as usual.

Wild-Card Symbol



The wild-card symbol represents any type of movie, but **only at the end of the game**. During the game, this symbol is not considered a movie, and doesn't count toward requirements to activate a screen card. At the end of the game, you will determine which movie genre each of your wild-cards represents, allowing you to satisfy viewers in your audience.

A wild-cards symbol can't count as different genres to satisfy different viewers!

Goals Card

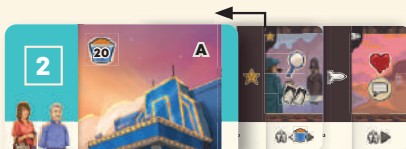
Players have the opportunity to earn additional points at the end of the game by fulfilling conditions on the goals card.

1. You will earn 1, 3, 6 or 10 points if you have 1, 2, 3, or 4 **different equipment** symbols anywhere in your cinema.
2. For **each floor of your cinema**, you will earn 5, 8, 10 or 11 points if you have 3, 4, 5, or 6 **different viewers** on that floor.
3. You will earn 8, 4, or 1 point if you are the first, second, or third player with **the most tickets sold** at the end of the game. In a 4- or 5-player game, the top four places earn points. First place earns 12 points and the last place 1 point.



Refreshing the Card Offer

Once at the beginning of each of your turns, you may downgrade any of your upgraded cards to refill the entire card offer. Slide one upgraded card back so the middle bar is not visible.

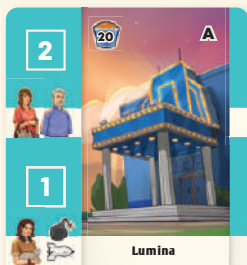


Place all three cards from the offer on the bottom of the deck and lay out three new cards in the offer. Afterward, choose a card from the offer and play your turn as usual.

Cinema Requirements

Each cinema tile also has requirements which, if met, earn you 20 victory points. You have to meet **the requirements of both cinema floors** to gain the points!

For your first game, we recommend playing with the A side of your cinema tile.



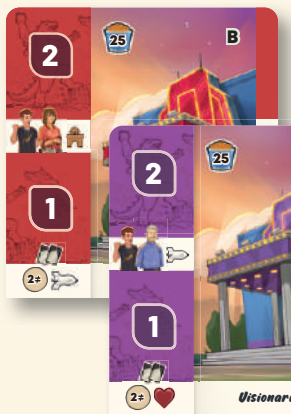
Alternative Cinemas

Once you've played *Movie Fight* a few times, try flipping your cinema tiles over to the B side.

The B side's victory point requirements are more difficult, creating a more challenging game. If you meet the requirement, you will gain 25 points.

These cinemas may require you to sell a certain number of tickets, have a wild-card symbol, bonus victory point symbols, and so on. To keep the game balanced, all players should play with the same side of their cinema tiles.

Note: You can also recognize B sides by the tile's motif and the dark background of the cinema number.



B Side Requirements



Sell at least two tickets on this floor. Any tickets are valid, those on non-upgraded cards and those on upgraded cards.



Have at least two different equipment symbols on this floor.



End of the Game

The game ends after the twelfth round, when each player has 12 entertainment cards across both floors of their cinema. To determine the winner, write down your victory points on a score sheet. Score the following:

1. Fulfilling bonus conditions on both floors of your cinema tile.
2. Satisfying viewers in your audience.
3. Bonus victory points on screen cards and upgraded cards.
4. Your results on the goals card.

The player with the highest score wins, and their theater is declared the Cinema of Our Hearts!

Scoring Example:

1. Elise earned 20 victory points for fulfilling both **cinema conditions**.
2. Elise satisfied both viewers on her **top floor**. She earned 10 points.
3. Elise satisfied both girls on her **bottom floor**, but didn't provide subtitles for the boy in the black shirt. She earned 15 points.
4. Elise earns **3 bonus victory points** from her entertainment cards. 1 victory point comes from an upgraded viewer, and 2 victory points come from one of her screens. Both cards are on the top floor.



	Cam	Sophia	Elise		
	20	0	20		
	9	22	10		
	23	14	15		
	0	1	3		
	6	1	3		
	5	10	5		
	8	5	8		
	1	8	4		
Σ	72	61	68		

- Elise earns 3 victory points from the goals card because she has two types of **equipment** in her cinema (3D and speakers).
- She earns an additional 5 points on the goals card because Elise's audience on her second-floor cinema has three **different viewers**.
- For the four **different viewers** in her first-floor cinema, she earns 8 points.
- Finally, Elise's cinema has five **tickets** sold. She's in second place for tickets, so Elise earns 4 more victory points on the goals card.

Total Score:

- Cinema Conditions:** 20 victory points
- Second-Floor Viewers:** $7 + 3 = 10$ victory points
- First-Floor Viewers:** $9 + 6 = 15$ victory points
- Card Bonuses:** 3 victory points
- Goals Card:** $3 + 5 + 8 + 4 = 20$ victory points

Elise earned 68 victory points!

The average score ranges from 55 to 70 points. If you manage to gain more, you might consider yourself a successful filmographer!

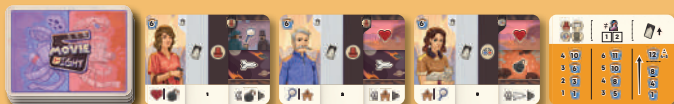
Solo Game Rules

There is a new cinema owner in the city, young and demanding! His name is Sebastian and he listens to every viewer and runs his cinema with the best possible movies—and tons of popcorn! You compete against him in this game mode.

Game Setup

Set up the game as normal. Take a cinema tile as usual. Put Sebastian's cinema card on the table with **Side 1** face-up. Sebastian plays with only one cinema tile.

Shuffle the deck of seven solo cards and put them face-down nearby. Without looking at it, draw the top card and set it aside face-down. That card isn't used in the first half of the game.



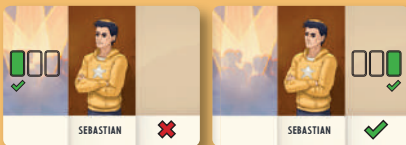
Sebastian's Cinema



Game Play

You start the game and Sebastian continues. You play as usual. On each of Sebastian's turns, flip the upper card of his deck and resolve its effect.

Sebastian always takes the shown card from the offer and then plays it on his screen or in his audience. If he plays a screen card with the **group symbol**, you may upgrade a card, if you meet the conditions as usual.



Sebastian's card always shows which card he takes from the offer and whether or not he activates its effect.

Sebastian never upgrades or downgrades any entertainment cards.



Sebastian has one special card. If he plays it, he refreshes the offer. Then, he takes the lowest-numbered card and plays it in his audience.

Note: An entertainment card's number is at the bottom-middle of the card.

After six turns, shuffle all seven of Sebastian's solo cards and create a new deck for the second half of the game. Set aside the top card face-down, then continue to play.

End of the Game

The game ends after 12 rounds, and you score as usual.

Sebastian earns points from:

1. **All viewers**, regardless of whether or not he fulfilled their conditions.
Note: Sebastian always scores the **higher amount** of points!
2. Points on his **cinema card** (15, 20, 25 or 30 on levels 1, 2, 3, or 4).
3. Visible **bonus points** on his entertainment cards.
4. Upgrade all of Sebastian's cards with **tickets sold** on their middle bar. Then, count up Sebastian's tickets (including those on his cinema tile). Compare the amount to your tickets sold. The winner gains 8 points, loser 4 points.

Sebastian ignores the goals card's scoring for equipment and different viewers.

If you want, you may try more difficult versions with the higher-level sides of Sebastian's cinema cards. Side 2 provides him 5 more points and one more ticket sold. The second cinema offers levels 3 and 4, giving Sebastian even higher points and three tickets. Beat him at all levels to prove you are a true movie fighter!



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Overview of Screen Card Effects

Whenever you can upgrade a card with an effect, you may choose a card in either cinema. You must always follow the effect's arrow. The left-pointing **white arrow** symbol means you can upgrade any card in your audience. The right-pointing **black arrow** symbol means you can upgrade any card on your screens. The three-person **group symbol** means the effect activates for each player, if they meet its requirements.



Upgrade one card in your audience.



Upgrade one card on your screens.



Each player can upgrade one card in their audience.



Each player can upgrade one card on their screens.



Downgrade any card in your cinema (slide the upgrade back so the bar is not visible), and upgrade one other card. If you have no cards to downgrade, you can't use this effect.



Upgrade one card in your cinema with a ticket on it (on the upgrade bar or on the screen).



Upgrade one audience card with one of the specified viewers (on the upgrade bar or in the audience).



Each player can upgrade one audience card with the specified viewer (on the upgrade bar or in the audience).



Each player can upgrade one card in their cinema with bonus victory points on it (on the upgrade bar or on a screen card).



Each player can upgrade one screen card with any type of equipment (on the upgrade bar or on the screen).



Each player can upgrade one screen card with the specified movie genre on it (on the upgrade bar or on the screen).