

How to Play
**MOVIE
MILLIONS**

PAT. PEND.

The Game of The Big Stars

Dedicated to the millions of screen fans
whose lives are enriched by the thrills,
glamour, joy and romance of the movies.

A Gold Medal Production

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MOVIE MILLIONS

THE GLAMOROUS GAME

Your great moment has arrived! "MOVIE MILLIONS" makes you and every member of your family a Hollywood producer. Screenland's most beautiful and talented stars are under contract to you, ready to step before the camera. Ace directors, script girls, electricians, props and expert technical men of all kinds are yours to command. Scenarios have been prepared for every type of picture and you have but to make your choice. Money is no object. Millions of dollars are yours to gamble wildly or invest prudently as your mood dictates.

Hollywood brought right into your parlor! Hitch your wagon to the dazzling stars of movie land. Let yourself go for a magnificently mad splurge in the Cinema world. Nationally famous magazine critics, columnists and radio commentators are ready to criticize or applaud. Fame and Fortune will be won and lost on the turn of a card. Go behind the scenes of the most thrill-packed, pulse-quickening business in the world. All set, you demon producers? Places, everybody! Quiet, please! Lights! Action! Camera . . .

OBJECT OF THE GAME

The purpose of the game is to actually produce a moving picture with real MOVIE STARS, a real DIRECTOR, and a real SCENARIO. Each player is a producer in his own right. The game is a race against time with each producer trying to complete production on a picture before his rival producers in the game. Each producer completes such a picture after having obtained the necessary

7 cards consisting of MOVIE STARS, DIRECTOR, and SCENARIO, and has advanced the production of his picture to one of the movie studios indicated on his PRODUCTION LOT.

PRODUCERS

The game of "MOVIE MILLIONS" may be played by two to five players who are called PRODUCERS. If there are more than five players, an extra set of "MOVIE MILLIONS" should be procured. The game should then be played with the combined decks of cards from both sets. The same rules would apply.

PLAYING PROPS

"MOVIE MILLIONS" is played with the following implements:

SCREEN DECK: a deck of 53 cards. On the face of each card is the photograph of either a famous MOVIE STAR, DIRECTOR, or the reproduction of an actual SCENARIO.

INDIVIDUAL PLAYING BOARDS: each producer is furnished with an individual playing board, no two of which are alike.

CRITICS CIRCLE: The film which runs around the edge of the PLAYING BOARD.

PRODUCTION LOT: The progressive steps of a movie production illustrated in the center of the PLAYING BOARD.

TOKENS:

ROUND TOKENS: These are moved clockwise from START around the CRITICS CIRCLE.

STAR TOKENS: These are moved progressively in the spaces of the PRODUCTION LOT.

BOX OFFICE: All moneys deposited or withdrawn during the game are kept in the BOX OFFICE.

"MOVIE MILLIONS" PLAY MONEY: \$5,000,000.00 in PLAY MONEY is divided in the following denominators:

10	\$100,000.00 bills
15	50,000.00 bills
50	20,000.00 bills
175	10,000.00 bills
100	5,000.00 bills

Each producer receives \$1,000,000.00 with which to start production and the undistributed balance should be placed aside and not used.

START OF PRODUCTION

Each producer contributes \$50,000.00 to the BOX-OFFICE at the outset of the game. The SCREEN DECK is shuffled by the dealer and is placed face down in the center of the table. The producer to the left of the dealer then takes the top card off the SCREEN DECK and places this card face down in front of him. On the back of each card there are a number of stars ranging from one to five. The number of stars on the backs of the cards are in no way intended to indicate the comparative merits of the actor or actress but to determine the number of moves a producer must make on his CRITICS CIRCLE. For example, if the card drawn has 3 stars, the producer moves his ROUND TOKEN 3 spaces (1 for each star) clockwise from "START" on the CRITICS CIRCLE.

In the third space on the CRITICS CIRCLE the producer might find, "PUBLIC DEMANDS SEQUEL TO MY LAST PICTURE. I DEMAND \$10,000.00." The producer then receives that sum from the BOX OFFICE. On the other

hand, if the card has 4 stars, the corresponding space might read, "I ADVANCE ONE STAGE IN PRODUCTION AND PAY \$10,000.00". In this case the producer puts \$10,000.00 of his money into the BOX OFFICE and moves his STAR TOKEN from "START" to the first space in the PRODUCTION LOT, which is CASTING. He then retains the card in his hand. Whenever the criticism in the CRITICS CIRCLE requires a producer to win or lose money, the producer takes money from the BOX-OFFICE or pays his money into it, as the case may be, unless the producer is directed to receive money from or pay money to his rival producers. The criticisms should always be read aloud to the other producers.

Each producer follows the same procedure in turn, each time making the appropriate moves required by the stars on the backs of the cards drawn. This continues until each producer has 7 cards in his hand. Play now begins in earnest, with each producer trying to be the first to produce a complete picture of a particular type. To complete a production and win the game, a producer must have 7 cards consisting of 5 MOVIE STARS, a SCENARIO, and a DIRECTOR, and his STAR TOKEN must be in one of the studios in the PRODUCTION LOT. No picture can be completed unless the STAR TOKEN is in a studio.

There are 7 different kinds of pictures than can be produced: MYSTERY, DRAMA, COMEDY, ROMANCE, OPERETTA, WESTERN, and MUSICAL. Each of these types of pictures is distinguished by symbols in the corners of the cards. All cards of the same production have the same symbol. The producers have the opportunity to produce any one of these types of moving pictures.

If for example, a producer wants to produce a DRAMA,

he must have 5 DRAMA stars, any DIRECTOR, and a SCENARIO. The SCENARIO must be a DRAMA SCENARIO. No other SCENARIO may be used. If, however, the producer were trying to complete a ROMANCE, he would have to obtain a ROMANCE SCENARIO before he could complete a ROMANCE PICTURE. The DIRECTOR Card may be any DIRECTOR Card in the deck, since a good DIRECTOR is capable of directing any type of picture.

The MOVIE STARS that are used to complete the production of any picture must be STARS of the particular kind of classification that the producer is using for that type of picture. In other words, if the producer is producing a MYSTERY PICTURE, his stars must be MYSTERY STARS.

The same applies to all other types of pictures except in the COMEDY and MUSICAL PICTURES. A COMEDY ORCHESTRA in the COMEDY PICTURES, and a MUSICAL ORCHESTRA in the MUSICAL PICTURES, may be used in place of a STAR CARD.

DISCARDS

After the producers each have 7 cards, they then group the suits in their hands so that they can plan the picture they wish to produce. The first producer now draws his eighth card from the SCREEN DECK. After making the appropriate moves on the CRITICS CIRCLE, which are determined by the number of stars indicated on the card, he picks up the card. If it helps to complete the production of a picture he can retain the card. If not, he can discard it. In any event, he must now discard one card from his hand since no producer may at any time have

more than 7 cards. The discard is placed **face up** in front of the producer and near his own PLAYING BOARD. The next producer now has the option of either drawing the top card from the SCREEN DECK or else buying the previous producer's top discard. If he desires the discard, he announces his intention and pays the owner of the card \$10,000.00 for each star on the back of this card. He then must make as many moves on his CRITICS CIRCLE as are indicated by the number of stars on this card. Producers who buy the discards of rival producers cannot first ascertain how many stars are on the back of the discard. They must take their chances on this.

This move is strategically important to the aspiring producer. If, for example, the top card in the SCREEN DECK has four stars and the player sees from the position of his ROUND TOKEN on the CRITICS CIRCLE that four moves forward in the CRITICS CIRCLE would land in the box "ADVANCE TWO STAGES IN PRODUCTION," and such advance would land his STAR TOKEN in a higher studio, he might prefer to take that card. On the other hand, the discard might be necessary to complete the production of a picture. A fortune hangs in the balance, but the decision must be made.

The producers continue playing in this manner, making their discards as they go along. Each discard of a producer is placed on **TOP** of his previous discards so that only his top discard is visible at any time. Only the **TOP** discards of rival producers can be bought by a producer in his regular turn. A producer may buy the top discard of any other producer except his own top discard.

HOLLYWOOD NIGHT CLUBS

At each corner of the PLAYING BOARD there is a repro-

duction of a famous Hollywood night club frequented by famous movie stars. These are counted as spaces in making moves around the CRITICS CIRCLE. If a producer's ROUND TOKEN comes to rest in one of these spaces, it remains there. The player receives no penalty or bonus. If, however, a winning hand is played out before the player is able to move out of the space on his next regular turn, he must pay the winner double the amount that the other producers are required to pay. Thus, if a winner is in MAMMOTH STUDIOS, he receives all the money in the BOX OFFICE plus \$50,000.00 from each player. The player with his ROUND TOKEN in a night club, however, pays the winner \$100,000.00. He pays the price for making whoopee when he should have been attending to business.

NOTE

If all the cards are exhausted before the game is completed, the dealer picks up all the discards on the table, shuffles them, and places them face down in the center of the table. The producer, whose turn was reached when the cards were shuffled, selects the top card from the SCREEN DECK and the game continues until a winning hand results.

JOKERS

Four JOKERS are provided. The number of JOKERS to be used is optional. Beginners should use all four while more experienced players may play with only one or two. JOKERS may be used in place of any card in the deck, including SCENARIOS.

WINNING THE GAME

In order for a producer to win, he must have produced

a complete picture of one of the seven varieties and must have his STAR TOKEN in one of the four studios on the PRODUCTION LOT. In connection with advances in production, if a producer is required by his instructions in the CRITICS CIRCLE to make one, two or three moves, he must make the full number of moves. He cannot make one or two moves and stop when the instructions call for three moves, even though a lesser number of moves would land him in a studio. Where the required moves would carry the producer's STAR TOKEN beyond COLOSSAL STUDIOS (the highest possible), the producer must remain where he is until he gets the opportunity to make just enough moves to take his STAR TOKEN into that studio. If a producer lands in COLOSSAL STUDIOS before completing production of a picture, and the subsequent criticisms in the CRITICS CIRCLE requires an advance in production, the producer remains in COLOSSAL STUDIOS but must nevertheless pay the penalty required.

WINNING HANDS

A producer holds a winning hand when he has four STAR cards of the same kind of picture, such as a DRAMA, a COMEDY, etc., a SCENARIO card of the same kind, any DIRECTOR, an "INTERCHANGEABLE" STAR card and his STAR TOKEN is in a studio on the PRODUCTION LOT. The DIRECTOR may be any DIRECTOR card. Thus, if a player is producing a DRAMA he may use a ROMANCE DIRECTOR card. The SCENARIO must, however, be a DRAMA SCENARIO. The "INTERCHANGEABLE" STAR card is a card that may be used to complete either of the two kinds of pictures indicated on it. If, for

example, the producer has a DRAMA-ROMANCE card, he may use this card to complete either a DRAMA or a ROMANCE picture. The following are examples of some winning hands:

DRAMA PRODUCTION

Dolores DelRio (Drama Star)
Melvyn Douglas (Drama Star)
Frances Dee (Drama Star)
Anita Louise (Drama Star)
Preston Foster (Western-Drama Star)
Richard Wallace (Comedy Director)
Drama Scenario

COMEDY PRODUCTION

Martha Raye (Comedy Star)
Edward Everett Horton (Comedy Star)
Patsy Kelly (Comedy Star)
Benny Goodman (Comedy Orchestra)
Bob Burns (Comedy-Mystery Star)
James Hogan (Western Director)
Comedy Scenario

MUSICAL PRODUCTION

Burns & Allen (Musical Star)
Shirley Ross (Musical Star)
Bing Crosby (Musical Star)
Joan Blondell (Musical-Comedy Star)
Ann Sothern (Operetta-Musical Star)
Roy Del Ruth (Musical Director)
Operetta Scenario

DOUBLE-VALUE WINNING HANDS

A producer may also have a double-value hand, which

means, that in addition to winning all the money in the BOX OFFICE, he receives from each producer double the bonus indicated by the studio in which his STAR TOKEN is when he completes his picture. No JOKERS may be used in a double value hand. The DIRECTOR, SCENARIO, and four STAR cards must all be of the same kind of picture. The "INTERCHANGEABLE" card must have the name of that type of picture uppermost on the card. In other words, if a player has four DRAMA STAR cards, a DRAMA DIRECTOR, a DRAMA SCENARIO, and a DRAMA-ROMANCE or "INTERCHANGEABLE" STAR card. (DRAMA being on top), he holds a double-value hand. If his STAR TOKEN were in GIGANTIC STUDIOS he would win \$300,000.00 from each player.

EXAMPLE OF ROMANCE PRODUCTION DOUBLE-VALUE WINNING HAND:

Mary Carlisle (Romance Star)
Wayne Morris (Romance Star)
Frances Farmer (Romance Star)
Fred MacMurray (Romance Star)
Olivia de Havilland (Romance-Operetta Star)
Mitchell Leisen (Romance Director)
Romance Scenario

FOR WOMEN ONLY

Other types of pictures may be produced. If a producer acquires one male STAR of each of the seven different types of moving pictures and his STAR TOKEN is in a studio, he wins. No JOKER, SCENARIO, DIRECTOR or "INTERCHANGEABLE" card may be used. This picture is called "FOR WOMEN ONLY." It is not a double-value hand.

FOR MEN ONLY

Similarly, a hand with seven female stars, one of each type, is called "FOR MEN ONLY" and is a winning hand.

LOANS

If a producer loses all his money during the course of the game, it is optional with the other producers whether to loan him money individually or from the BOX OFFICE, if at all.

At the end of each complete game each producer passes his PLAYING BOARD to his left and contributes \$50,000.00 to the BOX OFFICE. The fun and thrill of producing a picture keeps right on going at a fast and exhilarating pace. Even if you do not produce an epic the first time, keep right on trying. You have just as good a chance to make it as the other producers. Sit on the MAGIC CARPET of "MOVIE MILLIONS" and let this Glamorous Game take you instantly through Hollywood where you become a part of the most breath-taking business. Will your picture be a brilliant smash-hit or a dismal flop? It depends entirely upon you. The Camera is in focus, the Kleigs' glaring lights have been turned on and the stage is set. It's "MOVIE MILLIONS" making Movie-Make-Believe come true.

FINIS

A "GOLD MEDAL" PRODUCTION

Manufactured by
Transogram Company Inc.
Charles S. Raizen, Pres.
200 Fifth Avenue
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