

1

We take turns clockwise. On your turn, pick a card and read it out loud.

2

You've been handed the keys to produce to a storied franchise with a rabid fanbase.

3

You are a crew of filmmakers who have worked with each other for years. Writers, directors, producers, actors, and artists.

4

Over the years, you have had your ups and downs with each other, building beautiful work together while creative differences have slowly fermented into personal resentment.

5

But you've stuck together. Until now.

6

The studio wants a new take. Something to freshen up the franchise, yet will bring back old fans. And it's up to you to deliver.

7

Let's start with the franchise. What is it called?

8

When was the original released? What medium? And what genre?

9

Was it initially successful? Or was it a cult classic? Something in between?

10

Now, who are you? Name? Age? Gender identity? Look? Most importantly - what is your job within the crew? Are you the Director? Producer? Writer? Actor? Production Designer? SFX?

11

What was the last movie your crew made? The one that landed the crew the biggest break of their life. It must've been good, right? Right?!

12

Okay, let's go over the rest of the game.

13

When the Instructions cards are all read, we continue to take turns playing with the Questions cards.

14

Read your card aloud and answer the question.

15

Other players can ask you questions or make suggestions. But they can't answer for you and it's up to you to decide whether or not you take their comments into account

16

When you answer a question, don't hesitate to involve the characters of the other players in your answer, while letting them describe how they react.

17

This is the X Card. Place it in the middle of the table where everybody can reach.

18

If there is a card or answer that you do not want to include in the story, touch the X card. This content is removed from the game.

19

If your card is removed from the game in this way, draw a new one. You can use the X card on your own card.

20

On your turn you may pass. Give your card to the next player and say, I'd like to hear your answer to that question.

21

A Questions card can thus be passed from player to player until it is cancelled by the X card.

22

Continue to answer, pass or use the X card until the The movie's out at last! card is drawn.

23

You must answer the last five questions. Everyone answers the last question. Then the game is over.

24

Time to play! The first player may draw the next card.

What did another person that still makes you angry to this day?

What is the biggest creative difference you have with someone?

Who did you have an intimate relationship with and why did it end?

Who developed a bad habit while making the movie?

What changed in the last minute rewrites and who ordered the changes?

What did you say on the press tour they weren't supposed to?

What is the project you lined up next year without telling anyone?

How did the fans react to the first trailer?

Who was hurt while shooting the movie?

What is your biggest flaw?

What is the side project you haven't showed the rest of the crew?

What happened when one of you slept with the talent?

When did you feel disrespected by someone else?

Who vetoed your vision of the project?

What piece of gossip did the audience get ahold of?

What happened when the original creator of the franchise visited set?

What was the most egregious use of special effects in the film?

What classic scene did you remix from the original? Did it work?

What happened when one of you went on late night talk show?

What piece of merchandise hurt your artistic sensibilities the most?

Why did you break down during production?

How do you cope with stress?

Why did one of you walk out on set?

Someone managed to get the entire crew banned from a location. Who and why?

What compromise did you have to make to appease the fans?

Who did corporate demand be sexed up or down and why?

Whose criticism hurts you the most?

What was the most blatant piece of fan service included in the movie?

Corporate insisted on including an actor you really don't like in the cast. Who was it?

How did reshoots completely change the ending?

What about your film created a schism in the fanbase?

What did the fans hate about your movie?

What obscure character did you bring back and what was the reaction?

You caught two other members of the crew mocking you while on craft services. How did you react?

Who had the biggest breakdown on set?

What scene or image became a meme?

Who abandoned the project in post?

How did you have to change the film in order to be shown in China?

Who was fired from the film halfway through and why?

One of you didn't want someone to join the crew back in the day? Who, who, and why?

Whose significant other tried to seduce a member of the crew? What happened?

What scene had to get cut or shortened and why?

What was the worst acted scene in the movie and why was blue screen responsible?

What happened at Comic-Con?

What scene made everyone on the crew clap after cut was called?

What bit of continuity did you have to hand-wave away?

When did you movie premiere and what counterprogramming did the other studios create?

What theme was the movie trying to convey?

Why did your agent have to get involved?

Who is your closest friend or biggest rival on the crew?

What chance encounter did you have that led to the pitch meeting?

How did you feel about the franchise before starting on the movie?

What are you known for artistically?

What personal sacrifice did you make in order to make this film?

A fan came up to you during the premiere. You'll never forget what they said to you. What was it?

Someone in your family really cares about the franchise. Who is it?

Why was the premiere date moved?

What notes came down from corporate after the first cut and how did you have to change the film?

The movie's been out for a while now and the dust has settled. Was the movie a financial success? And what about the fans? EVERYONE: Did you stick together with the crew? And for those that stuck around, did you make the sequel? What did the critics think?