



Distraction: Kung Fu Free-for-All! **SINGULAR EFFECT**

Replaces any other Singular Effect.

Keep this card in play. Players may now fight other players to steal their roles. Both players roll one die and the high roll wins, with ties going to the attacker. The loser gets no penalty for walking off the Scene.



Oh, yes! Everyone now has Masterful Kung Fu. For the rest of the current day, all players get +1 on every roll they make to wrap a Scene, with the exception of Scenes from 2 Million Dollar movies. Discard this card when the current day is over.

Distraction: Lindbergh Baby Kidnapped!

Oh, no! Someone has kidnapped the Lindbergh baby! For the rest of the current day, all Scenes except those from 6 Million dollar movies require one higher roll than usual to advance. For example, if a Scene is a 4, it advances only on a 5 or 6. Discard this card when the current day is over.

Distraction: You Gotta Have Class!



Take this card. You've got Class. You may take one role smaller than your rank with no penalty. Once you do this, pass this card to the player on your right.



Distraction: Spontaneous Action!

Keep this card. Any time you move into an empty set with at least two other Actors in it, you may add a new Scene to that set face up. If the card you draw is a Distraction, discard it and try again. After you use Spontaneous Action, roll a die. On a 4, 5, or 6 you must pass this card to the player on your right.





Keep this card. From now on, you have a small cult of dedicated fans. This means you get paid a \$2 bonus every time you wrap a film.

Distraction: You Gotta Have Style!



Take this card. You've got Style. You may take one role that's larger than your rank. Once you do this, pass this card to the player on your left.

Distraction: The Friendship Conspiracy

SINGULAR EFFECT Replaces any other Singular Effect.

Keep this card in play. Multiple Actors can occupy the same role. Off-card roles behave normally, with one dollar going to each player on the part. On-card roles have to split their payouts evenly, with the odd dollar going to the player who was on the role first.









When you reveal this card, everyone immediately steps off the role they are playing, with no penalty to their rank. You may thereafter hold on to this card and play it once (i.e., discard it) to walk off a role of your own with no penalty to your rank.

Distraction: 'TRAM 'TICKET

Keep this card. You may use it in place of your normal move to jump straight to the casting office.

When you use this card, give it to the player in last place, not counting yourself. "Last Place" means whoever would go first if another day started now.

Distraction: Pennies from Heaven!

Replaces any other Singular Effect. Keep this card in play. During Pennies From Heaven,

any player who wraps a movie rolls a number of extra payout dice equal to his rank. For example, if a player is a 6, he rolls 6 extra dice.

Distraction: Zap! Zap!

Keep this card. You may play it (i.e., discard it) instead of taking your normal move to cause one face up scene to disappear. Players who were working on that scene get no penalty for walking off it.



Distraction: **BOO**



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Take another turn. You can't stay in the set where you found "BOO!" Discard this card.

Distraction: BLOOD OF THE VAMPIRES

SINGULAR EFFECT Replaces any other Singular Effect.

Keep this card in play. During the Blood of the Vampires, no Actor will lose points for having a Scene stolen out from under him.

Distraction: Mirror Universe



At the beginning of the next day of shooting, players will start on the Casting Office instead of the Trailers.

Distraction: Space Odyssey!

At the beginning of the next day, put \$10 on Post Alley. The first player who reaches Post Alley gets the money. It represents some sort of completely undeserved bonus for which he shall be mocked. If you draw this card during the last day of the game, put the money on the Alley right now.

