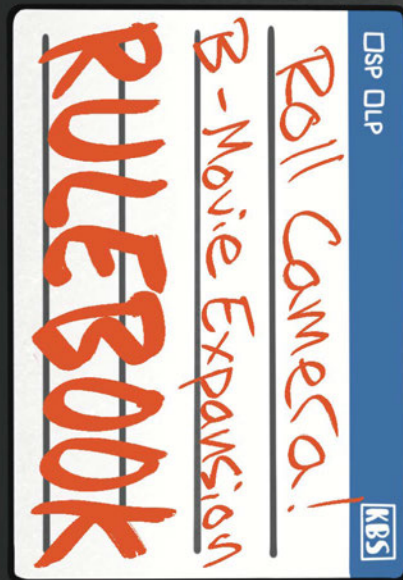


QUICK REFERENCE

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HOW-TO-PLAY
VIDEO!



Insert this side into recorder  Do not touch the tape inside



ROLL CAMERA!

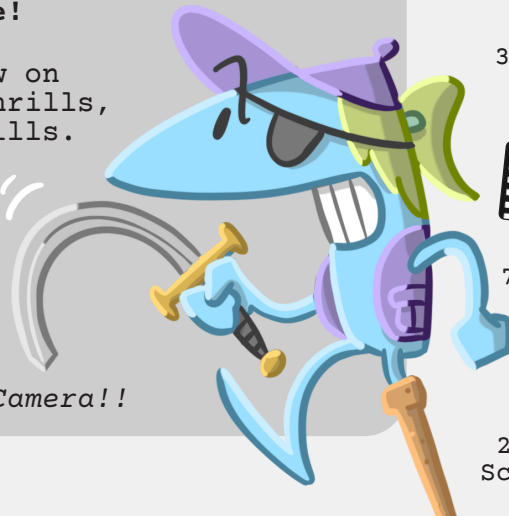
THE B-MOVIE EXPANSION

INTRODUCTION

Congratulations, filmmaker! Your career is finally finding its footing, thanks to your determination, luck, and more than a few questionable scripts. While other filmmakers burden themselves with "important" movies that have "big" budgets and are "good," YOU are wisely blazing a trail in the opposite direction: **the B-Movie!**

Yes, the B-movie - low on budget, but high on thrills, chills, and bloody spills. This may not be the most glamorous side of Hollywood, but if you roll your dice right, it could still be profitable!

There's even less time to waste - Roll Camera!!



NEW RULES AND STUFF

Welcome to Roll Camera! The B-Movie Expansion. B-Movie uses everything from the base game plus some additional rules and a ton of new content mixed in. Unless noted in this rulebook, all rules from the Roll Camera! base game still apply.



NOTE: most components of The B-Movie expansion feature this "B" icon in one of the corners.

OBJECTIVE

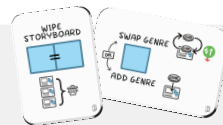
Your goal remains the same as the base game (shoot 5 Scenes and have the Quality marker outside of the red zone), with one important addition: There is a new **middle Script** with specific genre requirements. In order to win, you must satisfy those requirements.

Unlike the top and bottom half Scripts, the middle Script is **mandatory**. If you fail to have its specific Genre tokens in the Editing Room at the end of the game, you lose.

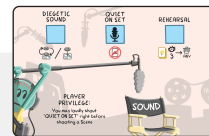
COMPONENTS



30x Genre tokens
(6x per Genre)



2x Action tiles



6x Player boards



75x Scene cards



16x Idea cards



15x Problem cards



15x Equipment cards



20x Middle Script cards



10x Top & Bottom Script cards



5x Production Company cards

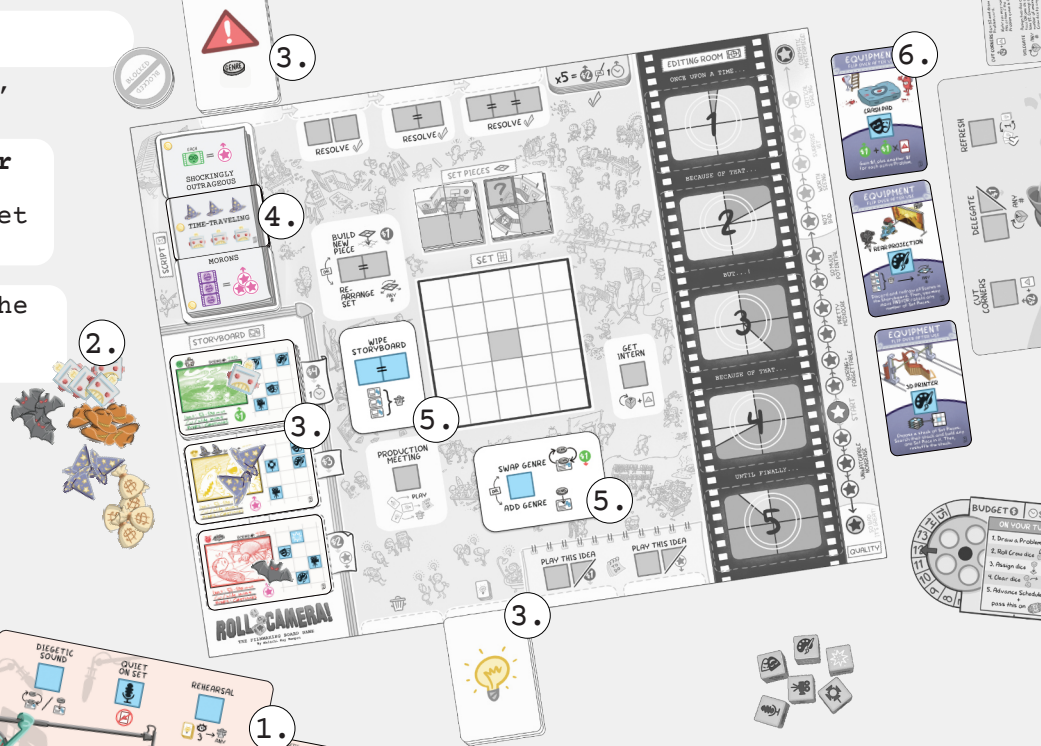


6x Player Aid cards

Perform the same setup as in the base game, with the following changes:

1. You may choose or randomly assign **player boards** from the base game, The B-Movie Expansion, or a combination. Don't forget the corresponding **Player Aid card**.
2. Place the **Genre tokens** to the left of the game board near the Storyboard to form the supply.
3. Make the following changes to the **Problem deck**, **Ideas deck**, and **Scene deck**:

- When setting up the **Problem and Ideas** decks, also shuffle in the **new Problem and Idea cards**.
- When setting up the **Scene** deck, shuffle all the **Scene** cards together (base game and expansion). **Randomly select 25 cards to form the Scene deck**. Return the remaining **Scene** cards to the box.
- Place the **Scene** deck on the topmost **Storyboard** space, "sketch" side up. Draw two **Scenes** from the top of the **Scene** deck and place them in the two empty **Storyboard** slots below the **Scene** deck. If there are revealed **Scene** cards with "**Any Genre**" icons, shuffle those cards back into the **Scene** deck and draw again until no **Scene** cards show this icon.
- Finally, if there are **genre icons** showing on the revealed **Scene** cards, place the matching **Genre tokens** from the supply on top of those cards.



- 
4. Shuffle all the **middle Script cards**, then randomly select five to form the middle Script deck. Make room between the top half deck and the bottom half deck and insert the middle Script deck face up in-between. Together these three Script decks will form the three-part title of your film.
 5. Place the **Swap/Add Genre tile** and **Wipe Storyboard tile** on any empty areas on the main game board (see suggested placement above).
 6. Shuffle the **Equipment cards**, then randomly select three to place face up near the game board. Return the remaining Equipment cards to the box.

GENRES

It's not a B-Movie without heavy and stereotypical theming! There are five genres in this expansion:



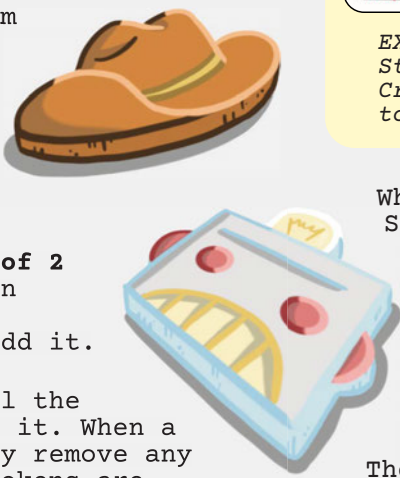
These genre icons appear as physical tokens that you interact with, Starting Genre icons on Scene cards, and middle Script requirements.

GENRE TOKENS

Each genre type has 6 physical Genre tokens. Genre tokens enter play from the supply and are placed on Scene cards. Genre tokens are super important as **you'll need them to complete your middle Script requirement**. They can be added, moved, swapped, and discarded from Scene cards in a variety of ways.

Each Scene card can have a maximum of 2 Genre tokens on it. If a Genre token would ever be added to a Scene that already has 2 Genre tokens, don't add it.

When a Scene card is moved, move all the Genre tokens on the Scene card with it. When a Scene card is discarded, immediately remove any Genre tokens on it. Removed Genre tokens are returned to the supply. You cannot remove Genre tokens whenever you like; they must be removed by an effect.



This is the icon for Genre tokens which you will find on various components in this expansion.

STARTING GENRE ICONS

Each Scene card has 0, 1, or 2 **Starting Genre icons** printed on the top left of the card, next to its tone color icon. All Scenes from the base game have 0 Starting Genre icons.

When a Scene card is revealed during the game, **immediately place the indicated Genre tokens from the supply onto the Scene card, if possible.**



EXAMPLE: this Scene was just revealed in the Storyboard. It features Western (cowboy hat) and Crime (money bag) genres. Place 1 Western Genre token and 1 Crime Genre token on the Scene card.

When the **Any Genre** icon appears as a Starting Genre icon during the game, the current player must place any available Genre token of their choice from the supply onto that Scene. If there are other Starting Genre token icons on the Scene card, place them before placing the Genre token for Any Genre.



The Starting Genre icons on Scene cards are only relevant when a Scene card is revealed, and after that point can be ignored. In other words, **only the physical Genre tokens on top of a Scene card matter** when it comes to determining the genre of that Scene.



MIDDLE SCRIPT GENRE REQUIREMENTS

The new middle Script deck is placed between the top and bottom script decks during Setup, and is initially randomly determined.

Each middle Script card contains the middle part of the film's title and the film's specific genre requirements. **You must fulfill the current middle Script's genre requirements at the end of the game or you lose.**

A middle Script's genre requirements are shown as a number of icons:

- For each Genre icon present, you must have 1 of the matching Genre tokens in the Editing Room at the end of the game. Any Genre tokens past the required number are allowed and do not help or hurt you.
- For each  covering a Genre icon present, you cannot have ANY of the matching Genre tokens in the Editing Room at the end of the game.



EXAMPLE: this middle Script requires there to be at least 4 Western tokens and no Fantasy tokens on Scene cards in the Editing Room at the end of the game.

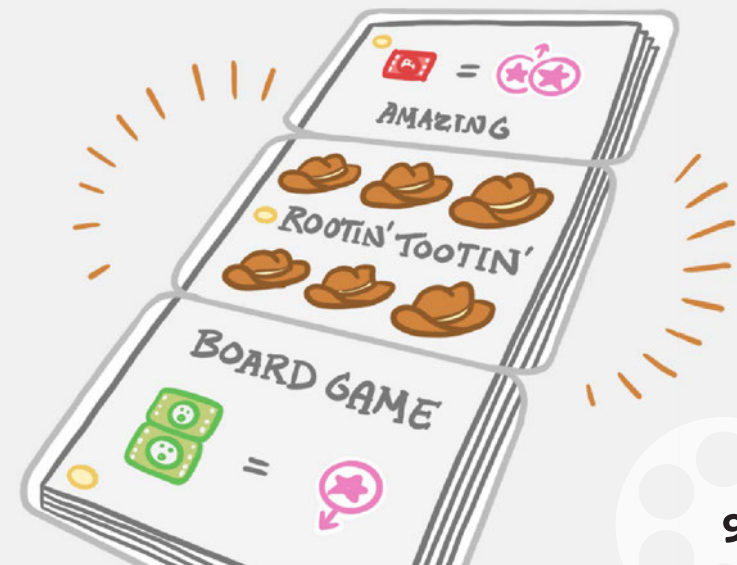
CHANGING THE MIDDLE SCRIPT

The middle Script initially starts as random. However, just like the other Script halves, the middle Script can be changed by certain Problems, Ideas, and/or player board actions.

For all game purposes, **the middle Script counts as a "Script half"**. Yes, that means you have 3 Script halves in the game. That's how ridiculous things are getting.

Any game effect that refers to interacting with a Script card also applies to the middle Script deck:

- If a game effect refers to a single Script half, such as The Star's player board power New Sides, the player can choose which single Script deck to apply the effect to (top, middle, or bottom).
- If a game effect refers to both Script halves, like the Problem card "The script fell into a paper shredder!", then the effect is applied to all three Script decks.



SHOOTING SCENES WITH GENRE TOKENS

When a Scene card is shot, flip it over to the full color side and move it to the Editing Room. Take any Genre tokens that were on the card and place them anywhere on top of the full color side.

Some Scenes have bonuses. Bonuses are shown on both sides of a Scene card (though are only applied once). In the base game, the only bonuses were to gain 1 Quality and gain 2 Quality. There are now more types of bonuses, such as gain \$1. After moving a Scene to the Editing Room, immediately apply the Scene card's bonus.



EXAMPLE: you just shot this Scene with a Horror Genre token and a Western Genre token on it. You flip the Scene card over to the full color side and place it in the next available slot of the Editing Room.

Then you place the Horror Genre token and Western Genre token on top of the full color side. While entirely optional, you know that lining up the Genre tokens with the Scene card art will make your Scene look extra snazzy! Just look at that zombie showing off his cowboy hat!

Finally, you get this Scene's bonus, which is to gain \$1.



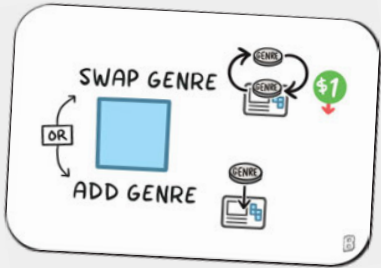
NEW MAIN BOARD ACTIONS

B-Movie includes additional main board actions. These actions appear on the new tiles that are placed on the main game board during Setup.

SWAP GENRE / ADD GENRE

Choose to EITHER:

Pay \$1 to swap out a Genre token on any of the three Scene cards in the Storyboard with a Genre token from the supply.



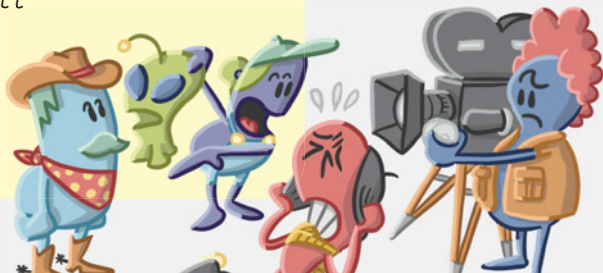
OR:

Add a Genre token onto any of the three Scene cards in the Storyboard (as long as this does not exceed the limit of 2 Genre tokens per Scene card).

WIPE STORYBOARD

Discard all three Scenes in the Storyboard in any order to the bottom of the Storyboard deck. Any Genre tokens on the discarded cards return to the supply.

You cannot take the Wipe Storyboard action if any of the Scene cards have a Blocked token on them.



EQUIPMENT CARDS

Equipment cards are powerful, single use cards. You'll get three random Equipment cards at the start of each game.

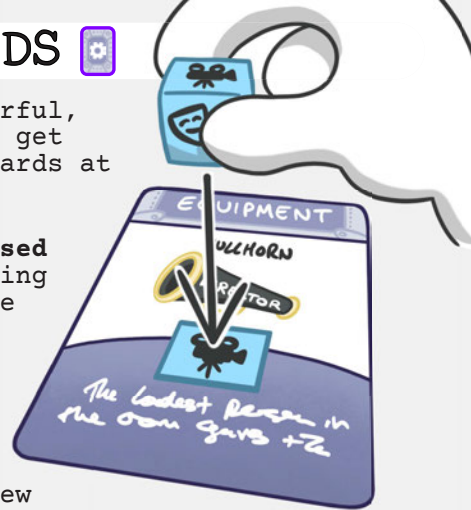
Equipment cards can be used on any player's turn during the "Assign the Crew dice and take actions" step. Each card has its own unique action and a Crew dice requirement to take that action.

Immediately after any Crew dice is removed or cleared from a used Equipment card, flip the Equipment card face down. Face down Equipment cards cannot be used for the rest of this game (sorry, union rules) unless an effect allows otherwise.

MULTI-COLOR SCENE CARDS

Some new Scenes have multiple colors, shown by multiple tone icons and shades of tinted art. Cards with multiple colors can count as either of their colors at any time during the game, as chosen by the current player.

At the end of the game, the players must designate each multi-color card as a single color from the two shown. Use the designated single color when scoring Script bonuses / penalties and for any other end of game effects (such as relevant Production Company cards).



EXAMPLE: This multi-color Scene card can count as either Green or Blue any time during the game. At the end of the game, you must designate it as either Green or Blue.

GAME END

As in the base game, if you run out of Budget or Schedule at any time, you lose. Otherwise, the game ends once the Editing Room is filled with five scenes. Remember to apply any top and bottom Script bonuses and penalties based on the number and arrangement of certain colors of Scenes in the Editing Room.

You win at that point if the Quality marker is outside of the red zone AND you have fulfilled your middle Script genre requirements. Otherwise you lose!

CUSTOMIZING DIFFICULTY

As an alternative to the default Easy, Normal, and Hard difficulties, feel free to customize your game and difficulty as you see fit! This can be great if you are looking for an in-between difficulty or just a unique challenge. Here are some possibilities you might adjust to make for an easier or harder game:

FOR AN EASIER GAME	FOR A HARDER GAME
Start with even more Budget	Start with even less Budget
Start with even more Schedule	Start with even less Schedule
Lower the highest amount of Quality you need to win	Raise the highest amount of Quality you need to win
Start with more Equipment cards / choose your Equipment cards	Start with fewer Equipment cards, or none at all
Choose your Script cards	Select top and bottom Scripts with Quality penalties
Play the game with helpful, cooperative friends	Play the game with bumbling, antagonistic strangers

In addition, for an extra challenge you can play with a Production Company card. All Production Company cards from the base game can be played with The B-Movie Expansion (though some might be easier or harder). There are also new Production Company cards you can choose to play with.

WHAT DO THEY DO?

Roll Camera! and the B-Movie Expansion feature a combined total of 12 playable filmmaking roles. You've probably seen them in the credits of your favorite films. But what do they actually DO?

PRODUCER

The "boss" of the film production. Makes sure the film is completed on time and under budget. TRIVIA: if you see a film credit for "Associate Producer," that person probably didn't actually do anything. It's usually a vanity credit.

DIRECTOR

Responsible for the film's vision and explaining that vision to the other crew members and actors. OPTIONAL: pointing off into the distance importantly.

CINEMATOGRAPHER

Head of the camera and lighting departments. Enacts the director's vision in terms of the film's visual language - lighting, composition, etc. Must wear a vest with cargo pockets.

PRODUCTION DESIGNER

Responsible for the overall physical aesthetic - the sets, costumes, props, etc. Permanently has paint under their fingernails.

EDITOR

Assembles the sprawling mess of footage shot on set into a coherent story. Used to literally cut the film together with scissors and tape. Now it's all digital.

THE STAR

The lead actor. All the stereotypes about movie stars are true.

SOUND

Operates the mics on set (including the "boom") and records sound. Edits and mixes in post-production. Sorely under-appreciated in this visual medium.

VFX SUPERVISOR

Makes magic happen. Hates the phrase "fix it in post" with a fiery passion.

MAKE-UP ARTIST

Responsible for hair, make-up, prosthetics, fake wounds - anything that makes an actor physically disappear into their role. Buys or makes fake blood by the gallon.

STUNT COORDINATOR

Helps the actors do dangerous things without dying. Usually succeeds.

COMPOSER

Creates original music for the film's soundtrack. Often found humming to themselves.

PRODUCTION ASSISTANT

Every film's magic elves that get all the little thankless tasks done. Also known as "gophers," as in, "go for..."

CREDITS

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To everyone who playtested this game and backed it on Kickstarter:

THANK YOU!



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