

→ THE MOVIE STAR EXPANSION ←

FOR

PICTURE PERFECT

Did you see who just arrived?!

Famous stars of the silver screen are mingling with the party guests! The celebrities have become the talk of the party.

Who can get closest to their idols and perhaps even speak with them?

→ GAME COMPONENTS ←

4 sets of 3 figures with stands

3 envelopes

12 preference cards

4 exchange cards: 2 cards for 2 players, 2 cards for 3-4 players

2 auction cards: 1 card for 2 players, 1 card for 3-4 players

Additional components for use with the separately available 5-6 player expansion:

2 sets of 3 figures with stands

2 exchange cards for 5-6 players

1 auction card for 5-6 players

→ GAME SETUP ←

When playing with this expansion, perform the following additional setup before step 1:

Randomly select 3 of the base game guest envelopes and remove them from the rest. Each player should also remove their 3 guest figures that match these guests. Additionally, remove all preference cards showing the image of each of these 3 guests. (Note: The 3 base game guests pictured below each have 2 preference cards, while the remainder have 1.) Return these components to the box - they will not be used in this game.



Now shuffle the preference cards and randomly remove additional cards until 12 total cards (including those with the pictured guests) have been removed from the game. Return these cards to the box without looking at them.

Shuffle the 12 new preference cards from this expansion into the remaining preference cards. Add the 3 new envelopes to those remaining from the base game. Shuffle the new exchange/auction cards appropriate to your player count into their decks. Add 3 movie star guest figures to each player's figure set (each set should still have 14 figures).

You may then continue to set up the game as normal.

→ CLEANUP ←

It's not necessary to sort the expansion components back out of the game. The next time you play, just randomly remove 3 guests from the total (remembering to also remove their matching preference cards). Then, after filling the envelopes with 3 cards each, just return the remaining preference cards to the box without looking at them.

→ GAMEPLAY ←

The game plays exactly as before. The following sections describe the new components.



→ GUEST DUO ←

These 2 count as 1 guest. If a preference depends on the guest's face, both faces must meet the preference in order for it to count as fulfilled.

→ AUCTION CARD ←

Autobiography:

The active player chooses 1 of their own envelopes to auction, and names a price.

The other players decide whether they will work together to pay the named price, and how much each player will pay. If the price is paid, the active player looks in the envelope and describes 3 preference cards to the other players. The active player must tell the truth about at least one of the cards in the envelope, but may choose to lie about the other 2. None of the cards are shown to the other players. Regardless of whether or not all players participated in paying the price (or 1 player paid it all), all players get to hear the results.

If the players choose not to pay, proceed to the next player's auction (or end the round if this was the last auction).

— PREFERENCE CARDS —

I want to speak with a man/woman

This preference is fulfilled if the guest is facing a man/woman. (See next section for complete definition of "facing".) Facing is determined by the specific guest's envelope, and not the facing indicated on the preference card (which is just an example). The man/woman does not need to also be facing this guest. Each envelope shows whether the guest is considered a man or a woman for purposes of gameplay. The dog and the plant do not count as either a man or a woman.

Facing

This expansion introduces a new concept called "facing" that can be used on preference cards. Each guest is facing a certain direction (front, back, left, or right). All guest envelopes (including those in the base game), have a black dot on one side of their picture indicating the direction that guest is facing. A guest is considered to be facing another guest, if that other guest is in the adjacent space (sharing an edge) in the facing direction. *To help visualize facing, imagine a mini version of the guest envelope lying flat on in the space on which that guest is standing (with the bottom envelope edge closest to you). The edge with the dot closest is that guest's facing direction.*

Diagonal spaces are never facing, and if a guest has no space in their facing direction they will never count as facing.

SPECIAL CASE: The plant counts as facing in all 4 directions (and has dots on all 4 sides). A preference card requiring facing counts as fulfilled for the plant if any 1 of its facing spaces meet the requirement.

I want a picture of me with "this star"

This preference is fulfilled if the following conditions are met:

- The faces (eyes, nose, and mouth) of both the guest AND the star pictured on the preference card are completely visible (not covered) in the photo.
- In the final photo, the face of the this guest is closer to the pictured star's face than any other guest. This is measured as distance apart in the photo, and players may use camera angle and perspective to make the guest appear closer than other guest that are actually closer on the floor mat.

Covered faces do not count as closer. If 2 guests' faces are equally close, then the preference does not count as fulfilled.

SPECIAL CASE: Any part of the plant may be closest to the star's face in order to fulfill the preference.

EXCHANGE CARDS

Autograph:

In player order, each player gives another player 2 of their envelopes, and chooses 1 of that player's envelopes to take for themselves. If a player has only 1 envelope, then they may trade 1 for 1 instead. The same envelope may be traded multiple times in the round, so players may lose envelopes they have taken without ever looking in them.

Gossip:

In player order (beginning with the start player as the active player), the non-active players together choose 1 of the active player's envelopes. The active player then secretly (behind the player shield) removes the preference cards from the envelope. If the envelope contains any VIP cards, they are left in the envelope without letting the other players know. The 3 preference cards are then shuffled facedown and one is randomly drawn and shown to the other players. If the other players are unable to agree on which of the active players envelopes to choose, then play proceeds to the next player's turn.



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