

OPENING NIGHT

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Welcome to the world of the theater, where the lights shine bright, and the drama is as real backstage as it is onstage! As the manager of your own grand theater, you'll compete to produce the most breathtaking performances across your four stages. From casting star performers to hiring talented crew members, every decision you make will shape the success of your productions. Choose wisely, adapt to the twists of the theatrical world, and strive to create shows that leave audiences in awe. Will your theater become the talk of the town, or will the curtains fall before your time?

"Opening Night" is a hand management and set collection game for 2 to 4 players that lasts about 40 minutes. In this game, you'll be tasked with staffing four different productions at your Theater. Throughout the game, you'll have the chance to audition and recruit new crew members, and by skillfully combining their talents, you'll earn money, fame, and most importantly, attendance! The player with the most successful theater at the end of the game will win.

Components

— 96 Crew cards



— 24 Poster cards



— 15 Money tokens



— 15 Fame tokens



— 15 Script tokens



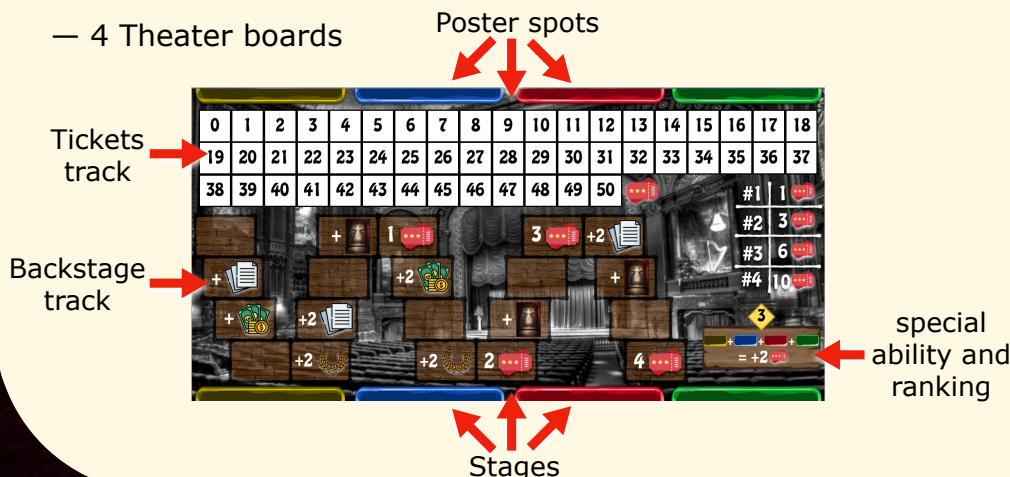
— 4 Meeples



— 4 cubes



— 4 Theater boards



Setup

1. Give to each player 1 Theater board, 1 Meeple, and 1 cube. Place the Meeple on the 1st spot of the Backstage track, and the cube on the "0" spot of the Tickets track.
2. Shuffle all the Poster cards and create a face up deck. Place the deck in the middle of the table and reveal 2 cards next to it.
3. Shuffle all the Crew cards into a face down deck and place it below the Posters. Deal 5 Crew to each player.
4. Set all resource tokens aside, within easy reach of all the players.
5. The player with the lowest ranking will begin the game.



Gameplay

This game doesn't have rounds, only turns. So players will keep taking turns, in clockwise order, until the end game trigger is met.

During your turn you will either Audition or Recruit, and then you may claim an available Poster.

— To **Audition**, draw Crew cards from the main deck and add them to your hand. Each new Crew costs x Script, where x is the number of Crew you have already taken this turn. So the 1st Crew you take is free, the 2nd Crew costs 1 Script, the 3rd Crew costs 2 more Script, and so on. There's no hand limit.

— To **Recruit**, reveal a Crew card from your hand and place it on the corresponding Stage (color), by paying Money. The new Crew will be added at the bottom of that column, and each new Crew costs x Money, where x is the number of Crew above them on that column. So the 1st Crew you place is free, the 2nd Crew costs 1 Money, the 3rd Crew costs 2 Money, and so on. There is no limit to how many Crew you can have on a Stage, but you can recruit only one Crew each turn.

Then, you will activate all the Crew on that Stage, in order from top to bottom. You may choose not to activate a Crew. All ties in the game are broken by the ranking of the Theater boards (the lower number wins).

When you complete a new row of Crew (so one from each Stage), you will firstly score Tickets based on the different types of Crew on that row, using the chart found to the right of your Theater board. Crew with same types don't offer any Tickets. Then, activate each Crew on that row, in order from left to right. You may choose not to activate a Crew.

Important: **At any point during your turn, you may discard a Crew card to take any one Resource from the token pool. You can perform this multiple times during your turn.**

Stars ★

Throughout the game you can add Stars to your productions! Stars are recognised by the Star icon behind the Crew type. These Crew function as any other Crew but might give you extra bonuses based on other abilities and scorings you might utilize.

Backstage track

The *Backstage track* represents your journey through the backstages of your productions and is a great way to earn bonus resources and Tickets. As soon as you pass or stop on a spot with a bonus, receive that bonus. If you ever reach the end of the track, simply move your Meeple to the start of the track when you have to move again.

Posters

The *Posters* represent the marketing campaign of your productions and will give a named play to each of your stages!

At the end of any of your turns you may choose to claim any one of the 3 available Posters from the middle. To claim a Poster you must choose a free Stage to place it on (top of your board), and you must fulfil its requirements on that Stage specifically. Many Posters also require Fame token to be spend, and you must spend them immediately. Each Stage can have at most one Poster, and you cannot replace already placed Posters. You can claim only one Poster per turn.

Posters will immediately reward you with Tickets and movement on the *Backstage track*. They may also offer passive abilities that are always active, but these abilities only affect the Stage the Poster is placed on.

Game End

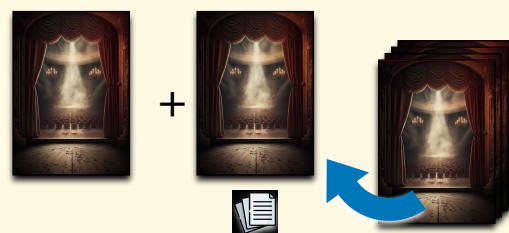
The game will immediately end when a player recruits their 12th Crew. Complete the current player's turn and then proceed to the end game scoring.

Add to the Tickets you have gained throughout the game 1 Ticket per 3 leftover resources + cards in hand.

The player with the most Tickets is the winner, and the most esteemed Theater owner in town. Congratulations! In case of a tie, the player with the lowest numbered Theater board, among those tied, will be the winner.

Example of a turn

1. It's Paul's turn. As he doesn't have any cards in hand, he will *Audition*. So he draws the top Crew card from the deck for free, and he will spend 1 Script to draw an additional Crew card.



2. Then, he will spend 1 Fame to claim this Poster and place it on his board. He will place it at the Yellow Stage as he has an Actor there, fulfilling the requirement of the Poster. He will then score 1 Ticket and move once on the Backstage track.



1. Joan will now take her turn. She wants to add a Crew on the Green stage to complete another row. So, she will Recruit this Star Actor from her hand by paying 1 Money since there's already one other Crew on that stage.



2. She will immediately score 2 Tickets from the passive ability of this Stage's Poster.

3. Next, she will activate all the Crew on the Green stage, starting from the top. First, she will spend 1 Fame to earn 2 Tickets since she now has a Star on that stage. Then, she will activate the newly placed Actor, and move once on the Backstage track. She moves onto a bonus spot, so she will draw 1 Crew.



4. Since she has completed a new row of Crew, she will earn Tickets based on the different types on that row, as shown on the chart of the Theater board. There are three different types, so she earns 6 Tickets, plus 2 Tickets from the special ability of her Theater board.

5. Finally, she will activate all the Crew on that row, starting from the Crew on the Yellow Stage. So she will earn 2 Fame. Then, she will spend 1 Fame to earn 2 Tickets (Blue Stage) since there are 2 Crew on the Yellow Stage. Next, she will gain 2 Scripts (Red Stage). Lastly, she will move once more on the Backstage track (Green Stage), earning an additional Ticket. What a productive turn!

Glossary



: Actor



: Director



: Lights Technician



: Writer



: Tickets



: Money



: Fame



: Script



: Crew card



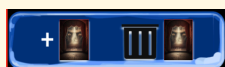
: Passive ability



: Get 1 Script and 1 Money



: Move once on the *Backstage track*



: Draw a Crew card and then discard a Crew card



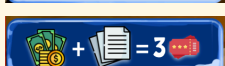
: Pay 1 Fame: Get 2 Tickets per Director in this row (including this Crew).



: Pay 1 Fame: immediately activate a Crew on the Red Stage, following its instructions.



: Move twice on the *Backstage track*, and choose an opponent to receive 1 Fame.



: Spend 1 Money and 1 Script to earn 3 Tickets, once.



: Pay 1 Fame: Get 2 Tickets per Writer on this Stage (including this Crew).



: Pay 1 Fame: Get 1 Ticket per Crew you have in the Yellow Stage



: If you have the most Crew on the Green Stage, compared to your opponents, draw 1 Crew.



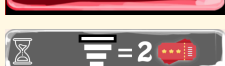
: Pay 1 Fame: Get 1 Ticket per Poster you have claimed (in all Stages).



: Get 1 Script per Star in this Stage and/or row



: Pay x Fame to earn x Tickets.



: Every time you activate one or more Crew of this Stage, earn 2 Tickets if you have the most Crew on this Stage compared to your opponents.



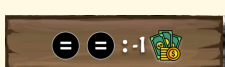
: Every time you Recruit an Actor on this Stage, earn 2 Tickets.



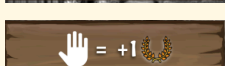
: Every time you activate an Actor on this Stage, earn 1 Ticket (in addition to its written ability).



: All Actors on this Stage need 2 less Money to be recruited (to a minimum of 0).



: If you recruit a Crew whose type already exists in that Stage, you will pay 1 Money less (to a minimum of 0). Applies to Star Crew as well.



: Every time you Audition, gain 1 Fame.



: Every time you complete a row of Crew, earn 2 additional Tickets



: Every time you recruit a Crew whose type doesn't already exist on that Stage, earn 2 Tickets.