

# OPENING NIGHT

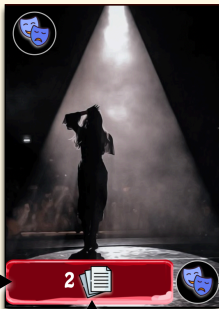
BY ALEXANDROS KAPIDAKIS

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 one to four 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.

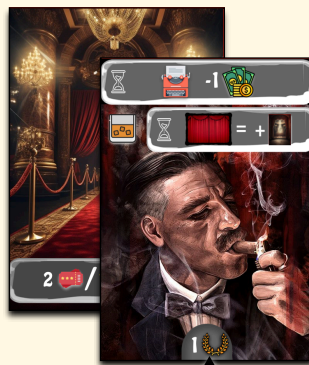
## Components

— 88 Crew cards



Stage → **2** ← Type  
↑ Ability

— 20 Producer / Awards cards



↑ Cost

Passive abilities

— 12 Money tokens



— 12 Fame tokens



— 12 Script tokens



— 4 Meeples



— 4 cubes



— 4 Theater boards

Producer spots



Tickets track →

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	...

Backstage track →

↑ Stages

special ability and ranking

## 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 Producer/Awards cards and reveal three of them, on their Award side, in the middle of the table.
3. Then, make a deck with the rest of the cards, on their Producers side, and place it below the Awards. Reveal 2 cards next to the deck.
4. Shuffle all the Crew cards into a deck and place it below the Producers. Deal 5 Crew to each player.
5. Set all resource tokens aside, within easy reach of all the players.
6. 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.

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. Then, you may spend Fame to attract a Producer to your Theater. Choose one of the three revealed Producers, pay the Fame shown at the bottom, and place the card on any empty spot on your Theater board. These spots don't have any special significance, and you can have at most four Producers. However, you can replace Producers if you wish. Producers offer passive abilities that are always active, so make sure you gather Producers that work well with your strategy. At the end of your turn, reveal a new Producer to fill the empty spot.

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 (lower number is better).

**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 on 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.

The track has two types of spots: some spots have printed bonuses and other spots have a Curtain. As soon as you pass or stop on a spot with a bonus, receive that bonus. If you pass or stop on a Curtain spot, check your gathered Producers for potential bonuses. All Producers will either award you 1 Ticket or allow you to draw 1 Crew card.

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.

## Game End

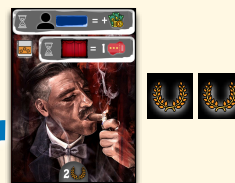
The game will immediately end when a player recruits their 12th Crew. Complete the current player's turn and then proceed to the end-game scoring phase.

Evaluate each revealed Award card separately, and earn Tickets according to their scoring. Add these Tickets to the Tickets you have already earned throughout the game. All ties in the game are broken by the ranking of the Theater boards (lower number is better).

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 2 Fame to gather this Producer and place him on his board.

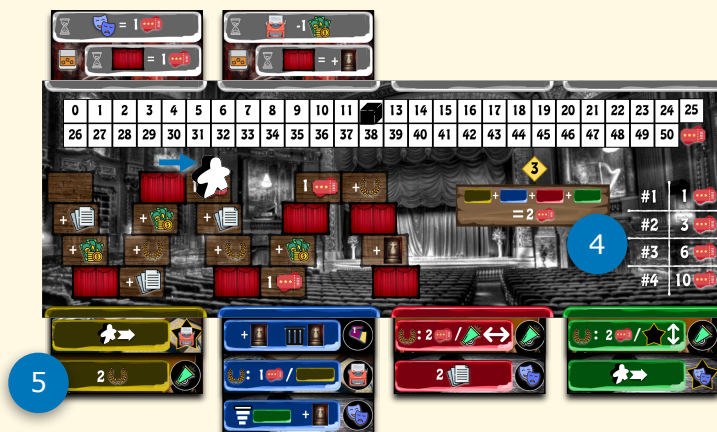


1. Joan will now take her turn. She wants to add a Crew on the Green stage to complete another row. So, she will Recruit this Star Actor from her hand by paying 1 Money since there's already one other Crew on that stage.



2. Because she recruited an Actor she will immediately earn 1 Ticket from the passive ability of this Producer.

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 Curtain spot, so she will earn 1 Ticket and draw 1 Crew from the bonuses of her two Producers.



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. First, she will earn 2 Fame. Then, she will spend 1 Fame to earn 2 Tickets, since there are 2 Crew on the Yellow Stage. Next, she will gain 2 Scripts. Lastly, she will move once more on the Backstage track, earning an additional Ticket. What a productive turn indeed!

## 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 Producer you have gathered
  -  : Get 1 Script per Star in this Stage and/or row
  -  : Pay x Fame to earn x Tickets.
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-  : Every time you Recruit an Actor earn 1 Ticket
  -  : Every time you activate an Actor earn 1 Script (in addition to its written ability).
  -  : All Actors need one less Ticket to be recruited (to a minimum of 0).
  -  : Every time an opponent recruits a Crew on the Blue Stage, gain 1 Money.
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-  : Earn 2 Tickets per Star Crew you have on the Green Stage
  -  : Earn 1 Ticket per Crew you have on the Red Stage
  -  : Earn 2 Tickets per Producer you have gathered
  -  : Earn 6 Tickets if you have the most Crew on the Green Stage, compared to your opponents.
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-  : If you recruit a Crew whose type already exists in the Stage, you will pay 1 Money less (to a minimum of 0).
  -  : 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 exists on the Stage, earn 2 Tickets.