Hollywood Dream is now live on Kickstarter!
Join the adventure and bring your blockbuster to life!

2 to 4 Players

Ages 10+

60–120 min.





Even as bookstores and video rental shops disappear in the age of digital content, movie theaters continue to draw crowds. There's something timeless and magical about watching a film on the big screen. In this game, you run a film studio wit dreams of creating masterpieces worthy of Hollywood. Compete to produce the most unforgettable films and rise to become the greatest studio of all!



Hollywood Dream is a heavyweight worker placement game where players strategically manage limited actions and budgets to acquire movie scripts and release films.

PINEAPPLE GAMES

WHAT'S IN THE BOX



Worker Pawns
6×4 colors

The Big Pawn is the Director Pawn



Wooden Cubes
30 × 4 colors



49 Movie Scripts

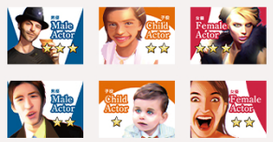


18 Auction Cards



Equipment Cards &
Special Effects Cards

Equipment (7 types × 5 each)
Special Effects (☆×10、☆☆×10)

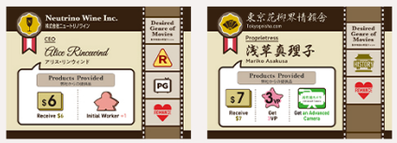


Actor Cards

Male and Female Actors ☆×8, ☆☆×6, ☆☆☆×3
Child Actors ☆×6, ☆☆×5



59 Project Cards



18 Sponser Cards



Scoring Marker
1×4 colors



1 Round Marker



Money Marker
1×4 colors



$ Sticker
4 stickers

Stick it on each Money Marker



1 Game Board



10 Action Cards



1 Voting Bag

SET UP

SORT AND DISTRIBUTE CONTENTS AS SHOWN

Each player place one of their colored wooden cubes on next to the Turn Order track. After that, place the Round Marker on the Round 1 space.

Place the gray worker pawn in the indicated position.

Place the 10 action cards, like shown. Some cards are for 2–3 players, and some are for 4 players only. Please be careful when using them. The number of players each card is intended for is shown in the bottom right corner.

Stack the 7 Equipment Cards and 2 Special Effects Cards next to the game board. Use (Number of players + 1) Equipment Cards during the game. Return any unused Equipment Cards to the box. All Special Effects Cards are in play and considered unlimited. If you run out, use any suitable substitutes.

Each player places their Scoring Marker on the 0/50 spot. Then, place their Money Marker on the 5 spot. Don't forget to attach the "$" sticker to the Money Marker.

Keep track of your victory points and money by moving these markers along the track.





Stack the Movie Script face down next to the game board. Then, reveal 3 Movie Scripts face up.

Please remove the "Starting Script" card in advance.





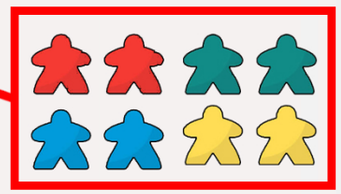
Stack the Actor Cards and Auction Cards face down next to the game board. Then, place 9 Actor Cards face up in the Talent Agency area of the game board.

Place the Voting Bag and the Project Cards face down next to the game board.



Each player places one of their colored wooden cubes on the leftmost space of both the Released Movies Track and the Income Level Track.

Place 2 Worker Pawns next to the game board. Return any unused Worker Pawn colors to the box.



SET UP

ITEMS DISTRIBUTED TO EACH PLAYER

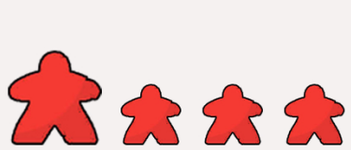
Starting Supplies
At the bigining of the game, each player receives the following supplies.



3 Movie Scripts

One of your Movie Scripts must be the Starting Script.
Draw the other two from the Movie Script Pile.





4 Worker Pawns

One of your Worker Pawns must be the large one.
This large pawn is your Director Pawn.



25 Wooden Cubes

These cubes count as Fan Cubes during the game.



$5

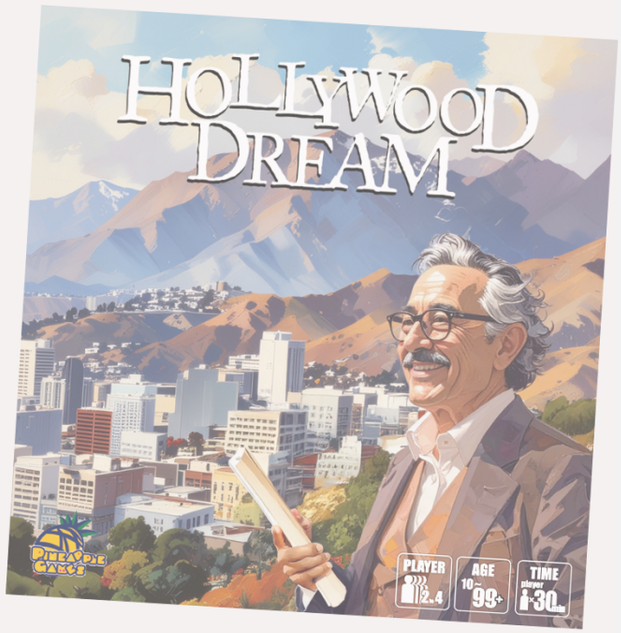
Put the Money Marker on space 5 of the score track.
It shows how much money you currently have.



2 Project Cards



4 Sponser Cards



GAME-PLAY

Objective of the Game

This game is played over 5 rounds, and the player with the most VP wins.
The goal is to complete and release movies by gathering the necessary actors, equipment, and special effects listed on the "script card." This is because by releasing movies, you gain money, VP, and fans.

GAMEPLAY

Each round consists of 6 steps.

1. Sponsor selection and Movie Script selection (1st round only)→ P. 8
2. Each player places their colored cube on the turn order track. → P.11
3. Deploy workers and execute actions → P.13
4. Holding an auction (from the 2nd round) → P.19
5. Earn income and pay expenses → P.20
6. Selection of the Grand Prize (3rd and 5th rounds only) → P.20

Tips



You'll see icons like an auction hammer and a trophy on the Game Board for each round. The hammer means there will be an auction at the end of the round, and the trophy means the Grand Prize will be awarded.

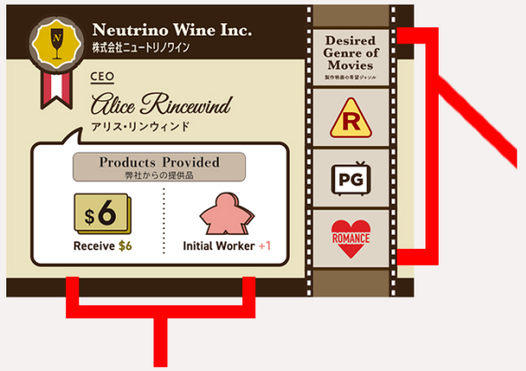






Sponsor selection and Movie Script selection (1st round only)

Sponser Card



The "Desired Genre of Movies" is the type of movie your sponsor prefers. If you release a movie of this genre, you gain 1 bonus VP.

Each player selects 2 of the 4 Sponsor Cards dealt.
You will receive the "Products Provided" listed in them.

Movie Scripts



- You will choose 2 out of 3 Movie Scripts to keep. One of them must be the one labeled Starting Script.

- Once all players have selected their sponsors and movie scripts, each player reveals them and receive their products that are provided from their sponsors.

- Sponsor cards that are not selected will no longer be used in the game. Return it to the box. Script cards that are not selected are discarded. If the script card deck runs out during the game, the discarded pile will be reshuffled and reused as a new script deck.

GAME-PLAY

■About Movie Scripts

In this game, you need to collect actors, special effects, and equipment to make movies.

For example, the script on the right needs a ★2 Male Actor. This means you can use a Male Actor with ★2 or ★3, but not ★1.



Movie Title & Image

Reward and Genre

Requirements for release

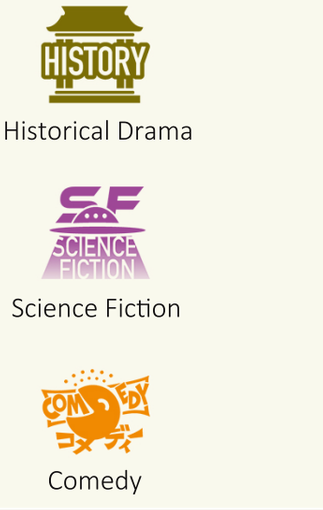




You can move cards placed on a movie script to another script or next to a script at any time.
When a movie is completed, the used Actor and Special Effect cards are discarded.
Equipment cards are not discarded — instead, they are placed face down in your hand.
You can turn them face up and use them again in the next round.
It's okay for a player to own multiple copies of the same Equipment card.

■About Movie Genre

This game has 9 movie genres.
At the start of the game, you choose a sponsor — if you make movies in the genres they like, you' ll earn bonus VP!





The sponsor on the left is looking for PG and Documentary movies.
You get 1 VP each time you release a movie in one of those genres.
If your movie fits both, you get 2 VP !

If both of your sponsors like the same genre, you'll earn 1 VP from each of them when you release a matching movie — that's 2 VP total !

GAME-PLAY

2. Each player places their colored cube on the turn order track

After obtaining starting resources, the player with the lowest VP places his or her color cube on the Turn Order track. You will receive a bonus that corresponds to the icon in the placement space. You cannot place the cube on the same space as another player.
If the VP are tied, the player with fewer project cards in hand
place the cube first. If there is a tie again, chose first player at random.



Choose one bonus from the 7 options. Bonuses on the left tend to be weaker, while those on the right are generally stronger. Starting with the player who placed their cube furthest to the left on the turn order track, players take their actions first in the next phase.

■Icon Effects

First Player
You don't gain any bonus, but you get to place your Worker Pawn first this round.

Get Money $2
Gain $2.

Draw a Card
Gain 1 Project Card.
If it does not say "Draw a Card," you may choose to play a project card.

VP +1
You gain 1 VP.

Sign a Contract
You may sign a contract (for a fee) with 1 Actor Card placed at the Talent Agency.

Buy a Script
Buy 1 Movie Script for $4.

Temporary Worker
Gain a Temporary Worker. It functions the same as a regular Worker Pawn, but only for this round. At the end of the round, pay $1 in wages for the Temporary Worker.

■Icon effect on the Action Card



$1 $2 Gain $1 or $2.

Draw a project card or playone.

You may sign a contract (for a fee) with 1 Actor Card placed at the Talent Agency.

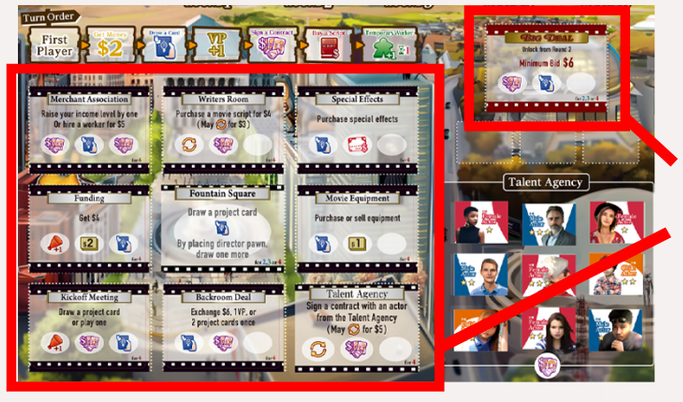
+1 Gain 1 Fan.

You may buy a Special Effect.

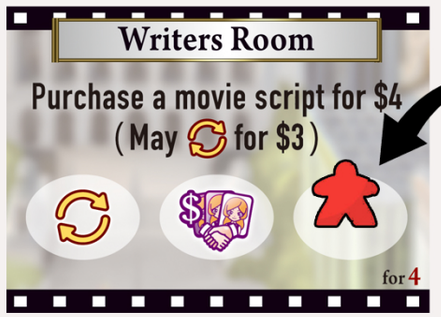
Refresh the displayed Movie Scripts or Actor Cards at the once for free.
The "Writers Room" action card lets you reset movie scripts, and the "Talent Agency" action card lets you reset the actors in the Talent Agency area.

3. Deploy workers and execute actions

When its your turn, you place your worker pawn on the action space. If there is no worker that can be placed, declare a "Pass". A player who declares a pass will wait until all other players have passed. Once all players have declared a pass, the next phase begins.



There are 10 types of action spaces where you can place pawns.
The action space "Big Deal" on the right side of the game board can be placed from Round 2.



Worker Pawn

When it's your turn, place your worker pawn in the desired action space (on the oval space).



Director Pawn (Big Pawn)

Director Pawn (Big Pawn) follows the rules for regular worker pawns, but also has a special ability.
Director Pawn can be placed on the action card (not in the oval), even if the ovals are completely filled, and do the action written. Even if a Director Pawn is already placed, other players can still place their own Director Pawn there as well.

After placing the worker, perform the action written in the text. If an icon is shown inside the oval, you can also obtain that effect (Text effects and icon effects can be processed in any order). The text written on the action card must be executed. On the other hand, icon effects are optional. If a text effect cannot be executed, workers/directors pawn cannot be placed in that action space in the first place.

You cannot place a worker on an oval that already has a worker pawn on it. However, Director Pawn (large pawn) can be used like other workers, but they have a special ability. Even if it is an action where the workers are already placed and there is no room on the oval, you can place the Director Pawn next to the oval to perform the text effect.

About Actions



Merchant Association

Raise your income level by one. Or hire a worker for $5. Hired workers cannot be used during this round and can be used from the next round. Place the acquired worker pawn at a suitable location on the game board. Labor costs will be incurred for this acquired worker.



Increases your Income Level on the game board by one. Move the wooden cube on the Income Level track to the right.



Funding

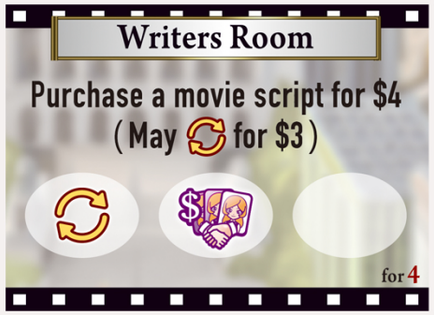
Gain $4.

GAME-PLAY



Kickoff Meeting

Draw or play 1 project card. The played cards will be discarded. If the project card deck is depleted, reshuffle the discarded pile to create a new deck.
There is no hand limit.



Writers Room

Purchase a movie script. The price is $4. You may purchase one of the 3 scripts revealed next to the game board or the script at the top of the movie script deck.

If you don't like the scripts shown, you may pay $3 to discard the displayed scripts and reveal 3 new scripts. This can be done as many times as you like in the same turn as long as you can pay.

If you want to purchase the top script in the script deck, you must purchase that script at the time you draw it.



Important:
Players can hold up to 3 movie scripts. When you get a 4th script, you must discard one of your existing scripts.
If the discarded script is a starting script, it will not be used during the game, so please return it to the box.



Fountain Square

Obtain 1 project card.
If you place a Director Pawn, you will also receive another project card.

In this action space, players can place as many workers and director pawns as they like. However, you can only place one worker per turn. Please note that you cannot place multiple workers in a single turn.



Backroom Deal

By discarding any of the listed amounts of "Dollars, Victory Points, or Project Cards", you will obtain either "Dollars, Victory Points, or Project Cards".



Special Effects

Purchase 1 special effect.
There are ☆1 and ☆2 special effects.
The price will be twice the number of stars.





Movie Equipment

You may buy or sell one equipment.

- Equipment that is not in stock cannot be purchased.
- Used equipment (flipped-over equipment) can also be sold. It is sold at the regular price.
- Please refer to the other page for equipment price.







Talent Agency

Sign a contract with one actor from the talent agency. After player's turn ends, the Talent Agency's actor cards will be replenished to 9.

If you don't like the actors shown, you may pay $5 to discard the displayed actors and reveal 9 new actors. This can be done as many times as you like in the same turn as long as you can pay.



Important !

This game features Male Actors, Female Actors, and Child Actors. When the word "Actor" is mentioned in the game, it includes all three types mentioned above.

Actors, Special Effects, and Equipment gained during the game can be placed on a Movie Script to help complete it. If you change your mind, you're free to move them to a different Movie Script or simply keep them in front of you without placing them. Feel free to rearrange them however you like to organize your strategy.



Big Deal

Workers and Director Pawns can be placed in this action space from the 2nd round.
From the second round onward, before the round begins, place 3 Auction Cards in the rectangular spaces below the Big Deal action space.

Tips : Exceptionally, the Director Pawn cannot be placed outside the oval in the Big Deal action space. It must be placed inside the oval on the Action Card, just like a regular Worker Pawn.



After all players have passed during the round, an auction will be held in which only players who placed workers in this action will participate. The winner of the auction acquires all the cards. For details, please refer to the page explaining the auction rules.



From the second round onward, place three auction cards in the designated positions at the start of each round.

■Price list for making movies



Notice !

Please note that if equipment is sold out during the game, you will not be able to purchase it. There are an infinite number of Special Effects cards. If the Special Effects are sold out, please substitute something else and continue playing.

Actor Cards

There are Male Actors (☆, ☆☆, ☆☆☆) , Female Actors (☆, ☆☆, ☆☆☆), and Child Actors (☆, ☆☆).

Male and Female Actors ☆×8, ☆☆×6, ☆☆☆×3
Child Actors ☆×6, ☆☆×5



Special Effects Cards

Special effects and equipment are two different things.
Special effects cannot be sold during the game.



Equipment Cards

There are 7 types of equipment in total. Standard equipment costs $5 each, and high grade equipment costs $8 each. In principle, when equipment is sold, it is traded at the same price.



4. Holding an Auction (from the 2nd round)

Starting from Round 2, players can place Pawns on the Big Deal Action Space. At the beginning of each round from Round 2 onward, randomly place 3 Auction Cards in the three rectangular spaces below the Big Deal Action Card. These cards will be bid on during the auction. Don't get me wrong, we are not trafficking actors at auction. Please avoid any misunderstandings as we are bidding for the right to enter into a lump sum contract for actors, equipment, etc.



Bid

I pay $6 !

I pay $8 !

I win the bid for $9.

Auction Results

Gain $4 (half of $9).

Gain $4 (half of $9).

Pay $9 and
gain 3 Auction Cards.

Auction Rules

In the image on the left, the Red, Yellow, and Blue players have placed their Worker Pawns on the Big Deal Action Space. The 3 items up for auction are "Female Actor☆3," "Special Effects☆2," and "Makeup Team."

Once all players have no Worker Pawns left, the auction begins. The leftmost player places a price. The first player to bid cannot declare a "pass". The minimum bid is $6, so the initial price must be at least $6.

Suppose the Red player declares $6. The next Yellow player can then declare an amount $7 or more, or declare a pass. Suppose that the Yellow player declares $8. The last Blue player can then declare an amount of $9 or more and win. Or can choose to declare a pass and let the Yellow player win the bid. Let's assume that the Blue player declares $9 and wins the bid.

Blue player (winner of the auction) pays $9. Payment will be made to the Red and Yellow players who participated in the auction. Red and Yellow players each get $4 each, half of $9 (rounded down). If you are unable to pay, you will have to borrow money (see for debt rules). After paying, the Blue player gets the 3 action cards. If you want, you can put then on the movie script and release the movie imidiate.



5. Earn income and pay expenses

After the auction, each player receives dollars based on their "Income Level."
After that, pay the amount of dollars equal to "the current number of pawns" each player owns. Includes workers and temporary workers obtained during the same round.
If you can't pay, you must borrow money to pay.



In the image, you can see that the red player's income is $4.
If you have 6 Worker Pawns, you lose $2.

6. Selection of the Grand Prize (3rd and 5th rounds only)

Fan cubes earned during the game will be used to select the grand prize.
The more fans you have, the more chances you have to earn VP.



Fan Cubes gained during the game are placed into the Voting Bag.

Selection Method

At the end of the 3rd and 5th round, Fan Cubes will be drawn from the voting bag. After Round 3, draw a number of cubes equal to 6 times the number of players; after Round 5, draw a number of cubes equal to 8 times the number of players. Players receive 1 VP for each of their Fan Cubes drawn. After the grand prize is selected, all drawn cubes will be returned to their owners hand, not in the Voting Bag. Any remaining cubes in the bag will be carried over.

If you run out of cubes during the game, you will not be able to put any more into the Voting Bag. Before the Grand Prize selection in the 5th Round, each player may use their money to repay debt and convert it into Fan Cubes. You can repay 1 level of debt for $20, and you can place 1 Fan Cube into the Voting Bag for $10.

Preparation for the next round
(in the case of the final round, the final score will be calculated)

When moving to the next round, do the following:
1. Retrieve all Pawns placed on the Game Board. Return the Temporary Worker to the Turn Order track.
2. Discard the 3 displayed Movie Script cards and place 3 new ones.
3. Auction cards in the action space Big Deal will be newly arranged.
4. Move the round marker to the next round.

Debt Level

Players can borrow money during their turn or during the auction. Borrowing money is a free action. Each time you borrow, you place 1 Fan Cube on the Purple debt area on the game board. In return, you will immediately receive $10.
Each fan cube on the Purple debt area, you lose 3VP at the end of the game.



In the image on the left, the yellow player has placed 3 Fan Cubes in the debt area. This means the yellow player will lose 9 VP at the end of the game.

- If you have no Fan Cubes in hand, you may take your own cubes from the Voting Bag and place them in the Debt Space.
- Before the Grand Prize selection in the 5th Round, each player may use their money to repay debt. You may remove one Fan Cube on the debt area for $20, removed cubes goes back into players hand.

Tips

In this game, borrowing money to get a quick start is a great strategy. There is a good chance that you can win even if you have 6 debt cubes on the game board. On the other hand, it's entirely possible to win without going into debt even once.

It all depends on your tactics.



How to compleate a movie

You can compleate a movie by placing the necessary cards on all squares of the Movie Script as shown in the image on the left. It is not necessary to compleate it immediately upon completion, but the timing at which it can be launch is as follows.

- Before placing pawns during your turn.
- After completing an action during your turn.
- The timing of winning the auction and acquiring the auction cards.
- The timing when you play a Project Card that allows you to launch a film.

You cannot compleate movies during the action. You have to compleate your action, and icon bouns before you release a movie.
The exception is when releasing due to the effect of a Project Card.

Benefits upon completion

When you release a movie, you will receive "Dollars, VP, and Fans" listed in the top left of the movie script. If the genre of the released movie matches the "Desired Genre of Movies" of the sponsor you selected at the start of the game, you will receive 1 additional VP for each matching icon on the movie script.





If you select the sponsor on the left, the desired genre includes a "History" icon, so if you release the movie on the left, the VP you will receive will be 4 + 1 (5 points).
Two sponsor cards are selected at the start of the game, so if the other sponsor's desired genre is also "History", additional VP will be added.



Furthermore, each time you launch a movie, you advance the track of Released Movies on the game board and receive the shown icon bonus.

After releasing a film, the Actors and Special Effects used in that Movie Script are discarded.
Leave only the equipment with you and turn it face down.
Equipment are kept face down in front of you instead of being discarded.
These equipment cannot be used during the current round, but they can be flipped face up and reused at the beginning of the next round.

Tips: When discarding an Auction Card, do not place it in the discard pile. Instead, return it to the box, as it will not be used again during the game.

Final Score Calculation

After the 5th round, the following VP will be added to calculate the final score.
- Bonuses from project cards.
- Minus victory points depending on the number of debts.

The player with the most victory points wins. In case of a tie, the player with the most fan cubes in the voting bag wins. If it's still a tie, play the game again to settle it !

2 Player Rule

- The "First Player" square on the Turn Order track will be unusable.



Advance Rule

- Starting Cash: $0 (instead of $5). Place 1 Debt Cube in the Debt Area (no $10 received).
- Project Cards: Draw 2 additional cards (total 4). Place 2 Fun Cubes into the Voting Bag.

Rules that are Easy to Forget

- You can only have up to 3 movie scripts. If you obtain the fourth script, you must discard one you own. At this time, if you want to discard the starting script, remove it from the game and return it to the box.

- Actors and equipment placed on a script can be relocated to another script at any time. There's nothing wrong with putting it outside the script.

- Things expressed as "Actors" in the game include "Male Actors, Female Actors, and Child Actors."

- When placing a pawn on the action space, the text content must be executed, but the icon bonus is optional. Text and icons can be executed in any order you desire.

- You cannot launch a movie in the middle of the action. You can launch before performing an action or after completing action on your turn. Other than this, you may launch after winning an auction, or due to the effect of a project card.

- You can place a Director pawn on the Big Deal action space, but like the regular small pawns, it can only be placed within the oval. Placement outside the oval is not allowed.

Game Designers

Original author P.H. Neena Tepplico



It's truly a pleasure to be part of the Hollywood Dream project. The manager of Pineapple Games, Mr. Nagaoka, is also fluent in English, so I'm really hoping he'll help promote this game overseas as well!

P.H. Neena Tepplico currently lives in Connecticut, USA. Her well-known book, Far East of Hollywood, has a loyal following. She also has deep knowledge of Japanese geisha culture—especially the geisha communities of Asakusa and Mukojima in Tokyo, which she's particularly fond of.



Game Design Hiroki Nagaoka

Hello, and thank you so much for purchasing Hollywood Dream: The Board Game.
Having spent my childhood in the United States, I've been lucky to receive support from many people both in Japan and around the world, making this release possible.

If you ever visit Japan, please stop by Pineapple Games in Asakusa, Tokyo. We'd love to welcome you with board games from all over the world.

P.S. The photo is from my university days — haha.

Graphic Design NITOYA

The commentis being prepared.



Special Thanks

Itaka, Non-chan, Beshi, Moda, Kou, 723, Kotona, Keiko, Ichiro, Shinya, Kazunori, Jun, Toshiaki, Yufu, Sho, Nakano, Davis, Peter, Mikky, Nao, Aya, Akari, and to all our Kickstarter backers, and more.

P.H. Neena Tepplico is an anagram of "Pineapple Tercio," which means "manager of Pineapple Games" in Japanese.
Just a heads-up: she is completely fictional, and you won't find any books by her anywhere in the world. Trust us — we looked everywhere.

Bonus Feature

This doesn't affect gameplay, it's just a flavor element. Each Movie Script that appears in the game comes with a unique plot created by the game designer. You can read the synopsis of each featured story below, and if one catches your interest, follow the link to read the full storyline.

Plot summary of the script



King of Pioneers

Exiles. Four nations. One dream of freedom.
On an island fiercely claimed by four powerful kingdoms, political exiles and outcasts are sent to the so-called Frontier. Among them, Leon Marley rises—not with swords, but with soil, strategy, and a vision: to build a land free from flags and kings. A tale of survival, rebellion, and the birth of a new nation begins.



Her Star on Mars

One small step for her… one giant leap into chaos!
Sarah — an average small-town girl with one BIG dream: to go to Mars. But when a mix-up lands her in a shady "Mars mission" scam instead of NASA's official program, her interplanetary adventure quickly spirals into a hilarious, out-of-this-world disaster. From ill-fitting space suits and questionable space food, to an unexpected crew of oddballs and her clueless hometown fans cheering her on, Sarah's wild ride to "Mars" is anything but smooth. Can she survive the madness, win the heart of her biggest fan, and maybe—just maybe—find her star among the stars?
Get ready for a cosmic comedy that proves sometimes you don't have to go to space to find your place in the universe!



Pineapple Farm Story

Jake, a city guy with zero farming experience, suddenly inherits his grandfather's pineapple farm in a tropical American territory. The farm is rundown, and to make matters worse, a giant agricultural corporation is trying to buy up the land. With the help of a quirky group of locals, Jake launches the "Perfect Plan" to save the farm and protect the land. Their wild and clumsy attempts keep failing—but somehow, each failure leads to an unexpected miracle.

Can Jake and his oddball team pull off the impossible and save the farm?
A hilarious and heartwarming story of friendship, determination, and tropical chaos!



Welcome to Our Board Game Café

Ethan's life is going nowhere — until he walks into a rundown café with a dusty shelf full of forgotten board games. There, he meets Lily, a bold dreamer trying to turn the place into something magical. With a ragtag crew — a design-savvy dropout named Max and a former banker named Kenny who treats every game like life or death — they bring the café to life. As the shop grows, so do Ethan's unexpected feelings for Lily. But when a greedy developer targets their building and secrets from Lily's past threaten everything, Ethan must risk it all — and play for keeps. Because in this game, love and friendship are the real winning moves.



A Time Bomb Orange

Ethan's life is going nowhere — until he walks into a rundown café with a dusty shelf full of forgotten board games. There, he meets Lily, a bold dreamer trying to turn the place into something magical. With a ragtag crew — a design-savvy dropout named Max and a former banker named Kenny who treats every game like life or death — they bring the café to life. As the shop grows, so do Ethan's unexpected feelings for Lily. But when a greedy developer targets their building and secrets from Lily's past threaten everything, Ethan must risk it all — and play for keeps. Because in this game, love and friendship are the real winning moves.

Only a few story summaries are up for now—more will be added soon. Stay tuned!