

Hollywood Sensation

Designer: しぶ (Shibu)

Players: 2

SETTING: It was the late 1920s, a time of change from silent films to talkies. The president of W Company, a film distribution company, was having a hard time. He couldn't decide on the lead actor for his next film. To be more precise, he and his wife were torn between two. Both are at the peak of their popularity and their acting skills are unmatched. The two actors heard such a rumor and decided to start a press war in the tabloids to earn the heroine's spot.

OVERVIEW: Hollywood Sensation is a trick-taking game for two players. Players take on the roles of two actors vying with each other for the title of leading lady, and promote the four qualities (suits) indicated on the cards to the public: coquettish, mode, scandal, and holic. Through the media, you can emphasize your own beauty and expose your opponent's vices. Winning cards will gain you notoriety in these topics, but if you make it too well known, it is no longer interesting - "Her spending habits are nothing new, are they?" and so on.

Therefore, in order to win the game, you have to get enough cards to interest people (or push the negative qualities to your opponent), but maybe not all of them. The game is played over a maximum of three rounds, but the winner can be determined earlier.

CONTENTS: 28 cards (ranks 1 to 7 in each of four colors); 4 suit cards (one of each color; colored side is front, monochrome side is back); 2 red carpet tiles; 1 pawn; and 1 rulebook.

GLOSSARY:

- *Trick* - Both players take turns playing one card at a time, face up. The unit of this procedure for such a mini-game is called a trick.
- *Round* - During the game, players play 14 tricks, replenishing their hand from the deck. This series of tricks is called a round. During the game, the number of cards in each player's hand may differ, but a round always consists of 14 tricks.
- *Color Strength* - Each color of card has its own strength, which is indicated by the order in which the suit cards are stacked on top of each other.
- *Shared Deck and Private Deck* - There are two types of decks in the game: shared and private. As long as there is a shared deck, both players replenish their hands from it. When the shared deck is exhausted, only the player with the private deck replenishes their hand.

PREPARATION: Place the two red carpet tiles side by side on the table and place the pawn in the center of the tiles.

Shuffle the suit cards and splay them on the table so that their ranking can be seen.

Shuffle the 28 cards and place them in a face down shared deck. Both players draw six cards from the top of the shared deck to make a hand. The cards in your hand are not visible to the opponent; only you can see them. The top card of the shared deck is revealed face up. After that, the start player is decided by any method.

PROGRESSION OF THE GAME: The game (likely) consists of three rounds: in a round, 14 tricks are played and then the winner of the round is determined.

TRICK-TAKING: The lead player plays a card from their hand face up, and the other player does the same according to the "must-follow" rule.

MUST FOLLOW: The second player is obligated to follow the "lead color" according to the following rules. The color of the card played by the lead player is the lead color for this trick. If the other player has a card of the lead color, they must play a card of that color. If the other player does not have a lead color card, they may play a card of any color.

WINNING or LOSING a TRICK: A trick is complete when both players have played a card. If the cards are of the same color, the player who plays the card of "stronger rank" (higher) wins the trick. If the cards are of different colors, the player who plays the card of the "stronger color" (suit card is above the other) wins the trick. The top most suit card is the strongest color, etc.

WINNING CARDS: The player who wins the trick gets all the cards that were played in the trick. Place the cards in front of you face up, separated by color (be careful not to mix them with your hand). It is better to put them on top of each other so that you can see how many cards you have acquired and their rank. You can also make a row of cards near the suit cards.

REPLENISHING YOUR HAND and NEW LEAD PLAYER: After the winner has been decided, the players' hands are replenished. If there is no shared deck remaining, only the player with a private deck will replenish their hand, and if there is no private deck, neither player will replenish their hand.

1. When There is a Shared Deck -

- The player who wins the trick adds the face-up card from the top of the shared deck to their hand.
- The player who loses the trick then adds a card from the top of the shared deck *that is not revealed* to their hand.
- If there are any cards left in the shared deck, the top card of the deck is revealed.

2. When There is No Shared Deck, but There is a Private Deck -

- Regardless of whether the player wins or loses the trick, the player with the private deck adds the top card of the deck to their hand.
- The player who does not have a private deck does not replenish their hand, and continues the round with only the remaining cards in their hand.
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3. *When There is No Shared Deck, and No Private Deck -*

- Neither player will replenish their hand, and they will continue the round without drawing additional cards.

The player who wins one trick becomes the new lead player and starts the next trick.

After 14 tricks, all the cards in the deck(s) and hand(s) will be gone, and it is time to move on to determining the winner of the round.

DETERMINING THE ROUND WINNER: Both players compare the number of cards they have acquired in each suit, and gain or lose fame points as follows. If a player wins all the cards in a certain suit, they will not be credited with any fame points (thematically, this “news” about that actor is so well known that it isn’t “news”); this is the same for both suits that gain fame points and those that lose fame points.

- Win more "Coquettish" cards than your opponent: + 1 fame point
- Win more "Mode" cards than your opponent: + 1 fame point.
- Win more "Scandal" cards than your opponent: -1 fame point
- Win more "Holic" cards than your opponent: -1 fame point

MOVING the PAWN: The player with more fame points moves the pawn on the red carpet tiles by a number of spaces equal to the difference in fame points earned. If the two players have the same number of points, the player with more "coquettish" cards moves the pawn one square closer to themselves.

(When moving the pawn, the ○ area where the pawn was placed during setup is ignored. In other words, once a pawn leaves the ○ area, it will not return to the ○ area.)

END of GAME and GAME WINNER: The game ends when the pawn lands on the furthest space of a red carpet tile, or when three rounds have been completed. In either case, the player who has the pawn on their side wins the game.

STARTING A NEW ROUND: If one of the end conditions of the game is not fulfilled, the game moves to the next round.

Follow the steps below to prepare for the next round.

- Shuffle the suit cards as during setup, and splay them face up in the center of the table.

- Shuffle the 28 cards face down and then make a shared deck.
- Each player draws 6 cards from the shared deck to make a hand.
- The top card of the shared deck is revealed.
- According to the placement of the pawn, the inferior player reduces the number of cards in their hand to form a private deck. (See below.)

When preparation is complete, the next round begins. Play begins with the “superior” player, the one whom the pawn is closer to on the red carpet.

DECREASING THE NUMBER OF CARDS IN HAND (PRIVATE DECK): The player who does not have the pawn on their side (inferior), plays the next round with a reduced handsize. The superior player's starting hand remains at 6 cards.

For each square a pawn moves away from the inferior player, the player chooses a card from their hand to put face down. The cards which are placed face down in this way form a “private deck”. If the players run out of cards in the shared deck when it is time to draw cards, the inferior player continues to replenish their hand from the private deck.

This process is done every round. The superior player always has 6 cards in their hand, while the inferior player reduces the number of cards in their hand according to the position of the pawn, creating a private deck.

Tip! The fewer cards in your hand, the easier it is to not follow suit. However, it also narrows your options. Having fewer cards in your hand does not give you a strict advantage.