

# Actors



## AUTHOR

The player moves their disc forward two spaces on one track, or one space on two tracks of their choice.

**Dress rehearsal:** the player moves one space forward on the red track.



## FALSTAFF

The player moves their disc forward two spaces on their ambiance track.

**Dress rehearsal:** the player moves forward one space on the yellow track.



## ROMEO

The player moves their disc forward one space on the yellow track. In addition, the player takes one or more set dressing elements, with a total value of 2 (if any remain) and places them on their set while applying their effects.

**Dress rehearsal:** the player moves forward one space on the yellow track.



## IAGO

The player moves their disc forward one space on the red track and the yellow track.

**Dress rehearsal:** the player moves one space forward on the blue track.



## CLEOPATRA

The player moves forward one space on the track of their choice. In addition, the player takes one or more costume elements (no gold), with a total value of 3 (if any remain) and immediately places them on their actors or extras.

**Dress rehearsal:** the player moves one space forward on the red track.



## PUCK

The player moves their disc forward one space on the blue track. In addition, the player moves their disc forward one space to the right on their ambiance track.

**Dress rehearsal:** the player moves one space forward on the blue track.



## BEATRICE

The player moves forward one space on the track of their choice. In addition, the player takes one **green costume** element (if any remain) and immediately places it on an actor or an extra.

**Dress rehearsal:** the player moves one space forward on the red track and the blue track.



## TITANIA

The player moves their disc forward one space on the track of their choice. In addition, the player moves their disc one space towards the right on their ambiance track.

**Dress rehearsal:** the player moves forward one space on the track of their choice.



## JULIET

The player moves forward one space on the red track. In addition, the player takes one or more costume elements, with a total value of 2 (if any remain), and immediately places them on their actors or extras.

**Dress rehearsal:** the player moves one space forward on the red track.



## VIOLA

The player moves their disc forward one space on the track of their choice.

**Dress rehearsal:** the player gains 2 Pounds.



## OTHELLO

The player moves their disc forward one space on the track of their choice. In addition, the player takes one or more set dressing elements (no gold), with a total value of 3 (if any remain), and immediately places them on their set while applying their effects.

**Dress rehearsal:** the player moves forward one space on the yellow track.



## LADY MACBETH

The player moves their disc forward one space on the track of their choice.

**Dress rehearsal:** the player moves one space forward on all 3 tracks.



## LEAR

The player moves their disc one space forward on the track of their choice. In addition, the player takes one blue set dressing element (if any remain) and places it on their set while applying its effect.

**Dress rehearsal:** the player moves forward one space on both the yellow track and the blue track.



## HAMLET

The player moves their disc forward one space on the yellow track. In addition, all other players move back 1 space on their ambiance tracks (towards the left).

**Dress rehearsal:** the player gains 1 Prestige point.



## Objectives

*Note: the players can reveal Objective cards in the order which benefits them the most.*



If the player's set dressing elements have a value of at least 26, the player scores 1 Prestige point. If the player's set dressing elements have a value of at least 40, the player scores 2 Prestige points.

*Reminder: yellow set dressing elements are worth 3.*



For each set dressing element placed on the central part of the set's upper line, the player scores 1 Prestige point.



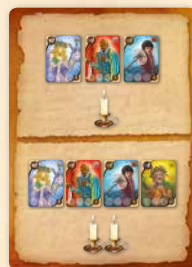
If the player has 4 complete costumes (3 elements each on four different Characters), they score 1 Prestige point. If they have 5 complete costumes, they score 2 Prestige points.



If the player has recruited 2 extras, they score 1 Prestige point. If they recruited 3 extras, they score 2 Prestige points.



If the player's Character cards have a total value of at least 13 Pounds, the player scores 1 Prestige point. If the player's Character cards have a total value of at least 18 Pounds, the player scores 2 Prestige points.



If the player has recruited any 3 actors (not including those on their individual board), they score 1 Prestige point. If they've recruited 4 actors, they score 2 Prestige points. Extras do not count.



If the player has recruited 3 Character cards which are not actors (workmen, assistants, jewelers) they score 1 Prestige point. If they have recruited 4, they score 2 Prestige points. Duplicate characters are allowed.



For each act where they are in first place, the player scores 1 Prestige point.

*Reminder: if multiple players are on the same space, the first player to have reached that space (at the bottom of the pile), is ahead.*



The player scores 1 Prestige point if they discard 2 Pounds. The player scores 2 Prestige points if they discard 5 Pounds.



The player fires a Character of their choice without having to pay its cost.

## Rules to remember

- Phase 2: as soon as a player **activates an actor for the first time** on a given day (including Falstaff), they place their disc on the **first available space** of the **Initiative track**.
- Phase 3: **unused purple set dressing** elements at the end of the day **lower the ambiance of all players**.
- The yellow elements can only be acquired by the jeweler. In end game, they score **1 Prestige point**.

*Two last bits of advice to help read the game: place your workmen to the right of your individual board and the actors and extras to the left of it; place the amassed money on the Character cards in order to better foresee the payment at the end of the game.*