

Get the Play on the Stage!

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A card game for 2-3 players, maybe 4 😊

Components

Cards (96 pcs)



Reviewer Star tokens (20 pcs)



Overview of the game

Take the role of a theatre producer and scout and hire the best creators for your play, choose a script and get the play on the stage. Gain play money from ticket sales and review stars by making a better play each time. The producer who first collects 5 stars wins the game.

Setup

1. Shuffle the cards and set the shuffled deck face down within reach of all the players.
2. Reserve some space from the center of the table for the scouting area. The scouting area should fit 6 cards in 2-player-game and 8 cards in 3-player-game.
3. Also reserve space for Audience bonus cards (max 12 cards) and for the discard pile.
4. Deal all the players 5 cards face down from the draw pile as play money. These cards are used as currency and their face value may not be viewed.

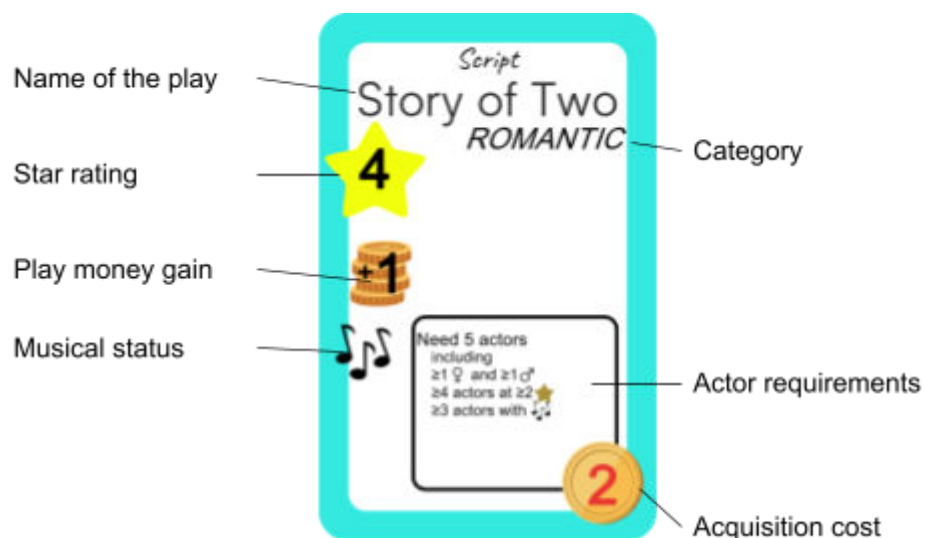


Cards

There are several different types of cards in the game. Some cards are the core elements of the play while others are events and bonuses.

Scripts

Script cards have the basic information and requirements of a play. You need to fulfil all the requirements to be able to get the play on the stage. Scripts are an essential element of any play and each play can have only one script. A play without a script is called an improvisation show.

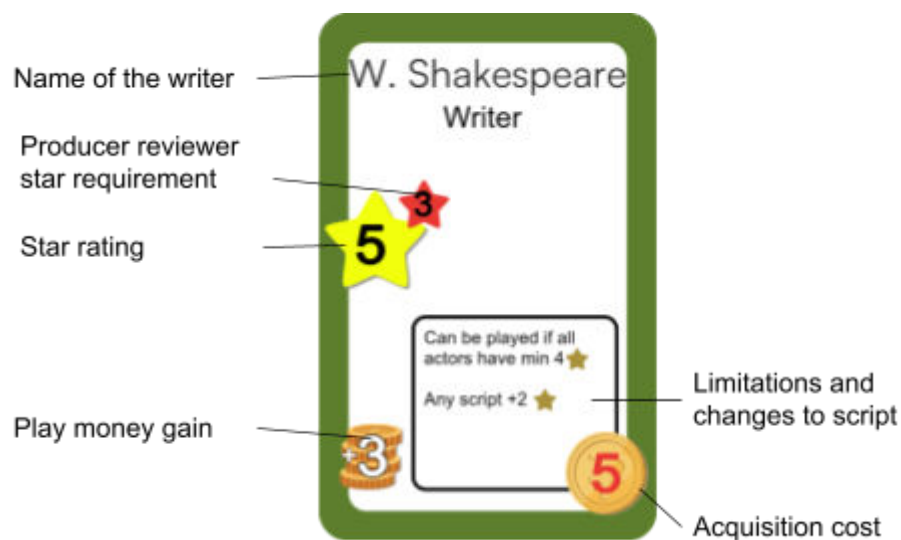


A script may be musical (bottom icon on the left is not crossed out). Musicals may only be directed by directors with musical skills.

Writers

Writers have an ability to modify requirements of a script. You may use a writer or multiple writers or no writers at all when you prepare your play for the stage.

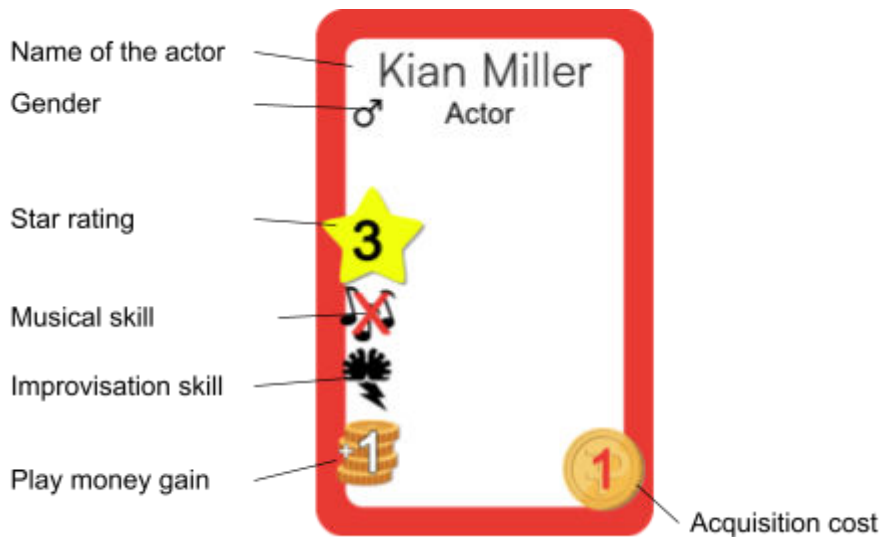
Some writers have a producer reviewer star requirement, which means that you may not use the writer to alter your script unless you have collected at least the required amount of reviewer stars beforehand.



Actors

Actors are the main element of any play. Without an actor there is no play you can get on the stage. A play must have as many actors as the script requires. The script also defines the number of actors needed with specific skills and properties.

Each actor has a gender they can play and musical skill or improvisation skill. If a skill icon is crossed over it means that the actor is lacking that skill. Actors without improvisation skill cannot be used in improvisation shows.



Directors

Directors are another main element of a play. Each play needs exactly one director to get on the stage. Directors have musical and improvisation skills just like the actors. A director without a musical skill cannot direct a musical and a director without an improvisation skill cannot direct an improvisation show.

Some directors have a producer reviewer star requirement, which means that you may not direct a play unless you have collected at least the required amount of reviewer stars beforehand.

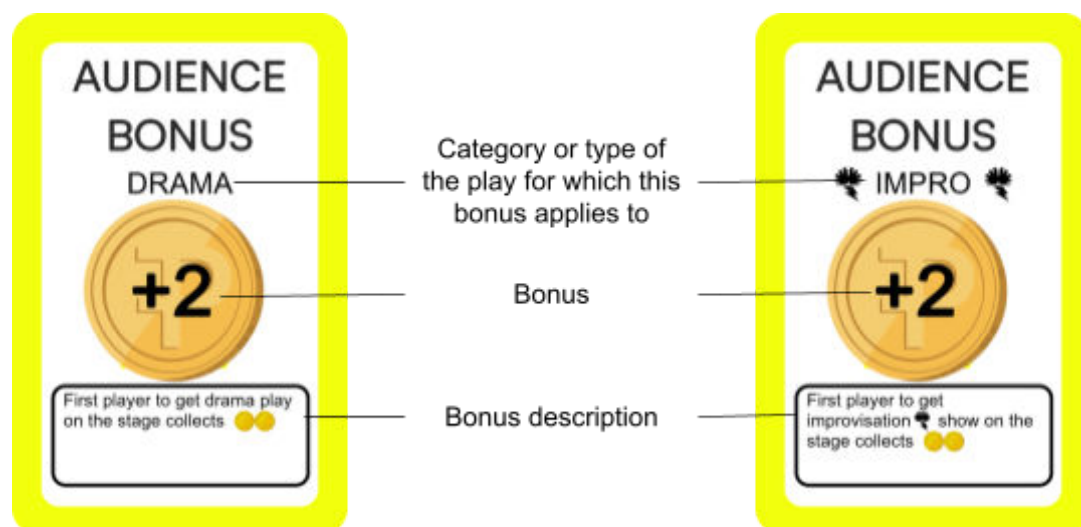


Audience bonuses

Whenever an audience bonus card is drawn from the draw pile it is immediately set aside on the table so that every player can see it. Audience bonuses are given to players when they get a play with the category or other feature that the audience bonus is for.

Bonuses with star rating can be used to raise the star rating of a card in play. These star ratings can be used to help the player to gain reviewer stars for the play but they cannot be used to increase card's star rating to meet the script requirements.

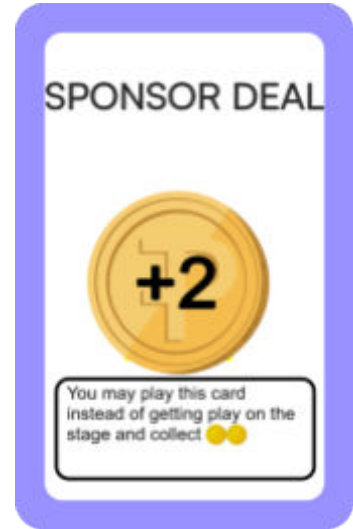
Bonuses with play money give extra ticket income from the play on the stage.



Sponsor deals

Sponsor deals are special cards that you can play during your turn. You play them at the same step as you would get a play on the stage. You cannot play sponsor deals during the same turn you get a play on stage). You may play as many sponsor deal cards at the same time. For each sponsor deal card you play (and place into the discard pile), you can draw 2 cards from the draw pile to your money pile.

Note: Sponsor deal cards can be acquired for free from the scouting area.



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Royalty payments and Strike

Whenever a royalty payments or a strike card is drawn from the draw pile it is resolved immediately and placed into the discard pile.

When a strike card is drawn all players with more than 8 cards in hand must discard half of their hand cards (rounded down).

When a royalty payments card is drawn all players with more than 12 play money must pay half of their play money (rounded down) as royalties.



Game play

The player who has last been in theatre begins the game. If more than one player has been in theatre at the same time the youngest one from these players begins.

Players have a money pile in front of them where the cards are face down and hand cards in their hand. You may never view the faces of the cards in the money pile. The hand owner may always view the face values of the cards in hand, but the cards should be kept secret from other players.

Player turn

Players take turns in clockwise order. Each turn consists of the following steps:

1. Scout

Draw the number of players +1 cards from the draw pile into the center of the table face up as a scouting area. If the draw pile is empty, shuffle the discard pile to form a new draw pile.

Whenever you draw an Audience Bonus from the draw pile, put that card aside for everyone to see and draw a new card to the scouting area.

Whenever you draw a Royalty Payments card or a Strike card resolve the effects stated on the card. After that, place the card on the discard pile and draw a new card from the draw pile to the scouting area.

2. Either meetup with sponsors or do more scouting

a. Meet up with sponsors

Place the top 2 cards from the draw pile face down into your money pile.

b. Do more scouting (repeat step 1)

3. Either acquire or get the play on the stage

a. Acquire up to 2 cards from the scouting area to your hand

You have to pay the cost of the cards (marked on the bottom-right corner of the card) by moving the cost amount of cards from your money pile to the discard pile.

NOTE: Sponsor deal card is free and you don't need to pay for it, but you cannot acquire another card with it.

b. Get the play on the stage (or play Sponsor deal cards)

If you have all necessary creative components to get the play on the stage, place the related cards from your hand to the table face up and collect the rewards (see Getting the play on the stage)

Afterwards you can reclaim up to two cards (from the actor, director and writer cards) from your play back to your hand.

Place any cards from your play still remaining on the table to the discard pile.

4. Recruit remaining assets

In clockwise order starting from the next player, other players may recruit and obtain one card each from the scout area into their hand by paying the cost of the card from their money pile.

5. Cleanup

Place cards remaining on the scouting area to the discard pile face down.

6. Pass turn clockwise to the next player

Getting the play on the stage

When you have all ingredients of a play in your hand you may put the play on the stage on your turn at step 3.

Normally a play has a script that tells you how many actors you need, how many actors need to be men or women and how many actors should have musical skills (if the play is a musical). A play may also have a writer whose abilities can modify script requirements. All plays must have actors and a director.



Example play on the stage: Romantic play “Love on the Boat” directed by A. Gemini and T. Bruce, M. McCoy and J. Denmark in the roles. It’s a 2-star play that gives the producer 6 play money as ticket income. If the player has collected 1 or none review stars before they also get a star.

After you have gotten a play on the stage you may recollect up to two cards from the play back to your hand. Place the rest of the cards used in the play and all used audience bonus cards into the discard pile.

Improvisation show

You may also get a play on the stage without any script. In this case you are producing an improvisation show. Improvisation shows require at least 3 actors and a director who all have improvisation ability. You may not include a writer in your improvisation show.

Ticket income

Whenever you get a play on the stage you can collect ticket income. Sum the income values of the cards in the play and collect that number of cards from the draw pile to your money pile. Also collect play money for all audience bonus cards that have the same category as the play. Place the used audience bonuses into the discard pile.

Review stars

If the lowest star value on the cards in the play is greater than the number of the review stars you have collected so far you gain one review star. The star value may be altered by applicable audience bonuses.

Example: If you get the play on the stage where the lowest star rating on a card is 3, and you have collected 0 to 2 stars earlier during the game, you will receive one review star. If you have already collected 3 or more stars, you won’t receive any stars from the play.

Winning and end of the game

The game ends at the end of the round during which any player achieves their fifth review star. The player with five review stars is the winner. If more than one player has five review stars the player with most play money wins.

Additional game resources

You can find any updates to the game on the game's website:

<https://wannabeboardgamedesigner.com/get-the-play-on-the-stage>. On the same site, you'll also find links to the game's design diary videos and other resources.

There is also an unlisted Tabletop Simulator version of the game. The TTS mod can be accessed via this link: <https://steamcommunity.com/sharedfiles/filedetails/?id=3672404584>.

Acknowledgments

This game was designed as part of a BGG's 24-hour design challenge. Thanks to UberDante for once again organizing this great contest.

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