

A game designed  
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 30'  
 2-4  
 10+

## WELCOME TO THE GREAT WORLD OF CINEMA!

*In Faux Raccords, you will take on the role of young blockbuster directors. The E2C studios thought of conjugating your talents in order to create a piece of cinematographic work that would enter the Seventh art History... but nothing goes according to plan: egos colliding, abuse of all types, celebrity whims turn the year spent working together into disaster. Despite the chaos of the situation, the team gathers again to, hopefully, edit the movie of the century. It is up to you now!*

This rulebook first explains **the tutorial mode that you will use for your first game**. After this first play, you should be able to take on the challenges offered by the **different playing modes**, which rules are later explained.

## AS A BONUS, VIEW THE TRAILER FOR YOUR MOVIE

After winning the game, view your  
trailer with your Smartphone\*.



\* Not available for the "Specialized  
production studio" mode

[faux-raccords.e2c-jeux.fr](http://faux-raccords.e2c-jeux.fr)

## COMPONENTS



32 Rush  
cards



10 Aléa  
cards



1 Board  
card



1 Genres  
card



12 Clap  
tokens



4 Clue  
tokens



6 Ambiance  
tokens

## TUTORIAL

*You are at the AFI Conservatory, the prestigious film school. For your end-of-term exam, your work group must direct a medium-length movie. However, due to your lack of experience and your excessive partying, there is not enough time and you cannot be sure the result will be any good...*

### AIM OF THE GAME

Your common goal is to direct a medium-length movie, i.e. a line containing exactly 12 cards in strictly increasing order.

### SETUP

In the tutorial, you will not be using either Ambiance tokens or Event cards.

1. Place the Board card on a side of the play area.
2. Remove from the deck of Rush cards **4 cards with a red value**: one of each value (**1**, **10**, **19** and **28**). Then, randomly remove 4 Rush cards. Finally, deal 3 Rush cards to each player.
3. Give each player the three Clap tokens and the Clue token in their color.
4. Line up 4 Rush cards face down, the first card being above the Board card. These scenes are already in the Movie.
5. Use the rest of the Rush cards to make a draw deck, face down, at the reach of every player. The player who most recently went to the movie theater will take the first turn of the game.



3



5



3



3



3





1. Card value (from 1 to 28)\*
2. Ambiance symbol
3. Production member
4. Production member associated

5. Event name
6. Event effect
7. Shows the Discard area
8. Shows the Cut area

Action

\* Some values are printed in red, to show that they are present twice in the game

*“Highly improbable as it is, here comes the credits, right before the movie starts...”*



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## GAMEPLAY

During a game, players are not allowed to share information on the cards they know.

Players take turns clockwise. On your turn, you have to take one action among the four following:

- Placing a Rush card,
- Get help from a production member,
- View a scene,
- End the editing.

Then, once per game, you can play your Clue token. At the end of your turn, **draw a card from the draw deck**, if it is not empty. There is no limit to the number of cards you can have in your hand.

### Placing a Rush card

*Editing is an art form. Where should I stick this bloody clip?*

Take a card from your hand and place it **face down** in the Movie (at the start, between 2 cards or at the end). You are not allowed to show this card to the other players.

Place one of your three Clap tokens  on top of this card; if you do not have any in your supply, you **must** move a token already placed on top of another card. At any time during the game, **you can peek** at any cards with a Clap token in your color.

**Note:** at any time during the game, the Movie line can contain more cards than your goal (12 cards for the tutorial), but you can win only if it contains exactly the right number of cards.



## Get help from a production member

*Making a movie requires many skills, so you'll have to manage your team well in order to make a successful movie.*

Take a card from your hand, put it face up into the Cut (1), then apply its power (see table on the last page). If other cards are already in this area, the new card is added after those. These cards may be reused later on, due to other cards' powers.

If there are more than five cards in the Cut **at the end of your turn**, the cards in excess get discarded face down into the Bin (2), starting with the card nearest to the Board card.

**Note:** you may play a card into the Cut without applying its power.



## View a scene

*What on Earth could they put there?*

Discard a card from your hand, face down, into the Bin, then choose a card in the Movie. Peek at this card and place one of your Clap token on top of it. If you do not have any Clap token in your supply, you **must** move a token already placed on top of another card.



## End the editing

*Your movie is done... Congratulations! Will it be successful, though?*

This action puts an end to the game and you will now reveal all cards and check if the Movie is well made. You cannot discuss with other players before making your decision.

## Play a Clue token (optional)

*With their limited skill, if I don't help them, we'll never be done!*

Once per game, in addition to your action, you may place your Clue token, either face up, on top of one of the cards in the Movie. You can thus indicate to the other players that you think the card is placed either in a good ( \* ✓ \* ) or bad ( \* ✗ \* ) position.

The Clue token remains on top of the card until the end of the game, unless the card is removed from the Movie. The token is then also discarded.

## END OF THE GAME

The game ends if either of these conditions is met:

- A player uses the “End the editing” action,
- The player whose turn starts has **no more cards in hand**.

Reveal the face down cards in the Movie. You win the game if:


- The Movie contains **exactly 12 Rush cards**, and
- All Rush cards are **in increasing order**.

*Congratulations! Thanks to the consistency in your work, your medium-length movie is a success. You graduate from the AFI Conservatory with honors. The world of cinema opens up to you.*



# PLAYING MODES

*Your medium-length movie has been noticed. Critics praise your teamwork. The telephone rings! It is time to choose your next project.*

Once the tutorial is over, Faux Raccords offers 5 different playing modes. You can edit a **full length movie**, two **short movies**, a **series**, a **movie with several narrative arcs** and even **set up your own production studio**. The modes' level of difficulty is variable; it is indicated by  icons. You can play the modes in any order you want, and replay them as you will. Other challenges are also available on E2C's website: [e2c-jeux.fr/fr-defis](http://e2c-jeux.fr/fr-defis).

The rules for the playing modes are based on those for the tutorial, with the following additions.

**Note:** in case of conflict, the rules for each mode apply.

## RUSH CARDS

In the playing modes, all 32 cards are used. There are four double values: the **1**, the **10**, the **19** and the **28**. Two cards with the same value represent the same scene in the Movie. Hence, they must not be together in the Movie (the value of the cards in double is printed in red).

## MOVIE GENRE

Is the movie you are directing a romantic comedy or a thriller? The Ambiance tokens indicate, at the beginning of the game, the Genre of the movie you will have to edit. You will have to respect this Genre to convince producers and win the game.

### Setting up the Genre of the Movie


Randomly draw two Ambiance tokens and place them face up on the Board card. Together, they define the Genre of the movie you are directing (see Genre card).





## Calculating the Genre of the Movie

At the end of the game, to calculate your Genre score, add up:

- the number of cards in the Movie which Ambiance symbol matches the Genre of the Movie,
- the number of cards in the Movie showing the Joker symbol: .

If you do not reach a **Genre score of 7**, you fail to achieve your goal and you lose the game.



*In this example, Lana and Lilly direct a dramatic comedy.*



*Three cards show one of the matching symbols (cards 6, 15 and 16) and there is one Joker symbol (second card from the left). The Genre score is thus equal to 3 (symbols) + 1 (Joker) = 4.*

## EVENTS

Events will happen during the game. Their setup and triggering depend on the playing mode.

The events will only trigger once per game. They **always** happen before the player on turn draws a card. If an event can be applied in different ways, players choose how to apply it.

**Default event:** if an event cannot be applied, the player on turn discards a card from their hand. If they have no more card in hand, one card is discarded by the first player after them in the turn order who has any.



# FULL-LENGTH MOVIE



*You are entering the big league after one year spending more time hitting on the producers' doors than shooting scenes for your movie. This is the last step before the world knows what a genius you are. Kubrick had better watch out!*

## AIM OF THE GAME

Your common goal is to direct a full-length movie, i.e. a line containing **16 cards** in strictly increasing order while respecting the Genre.

## SETUP

1. Place the Board card vertically on a side of the play area.
2. Shuffle the 32 Rush cards and deal 3 to each player.
3. Give each player the three Clap tokens and the Clue token in their chosen color.
4. Above the Board card, place:
  - For 2 or 3 players, 8 Rush cards face down,
  - For 4 players, 6 Rush cards face down.

Then, place 3 Event cards face down above the line (see figure).

5. Use the rest of the Rush cards to make a draw deck, face down, at the reach of every player.
6. Randomly draw two Ambiance tokens and place them face up on the Board card.



## Placing a Rush card

The placement rule for a Rush card is identical to that for the "Tutorial" mode except for a 2-player game (see below).

## Triggering Events

Two Rush cards take place under each Event card. At the end of a player's turn, if both spaces below an Event card are occupied, the matching Event is triggered. So, the Events are triggered the first time the Movie will reach a length of 10, 12 and 14 cards. Flip the Event card and apply its effect before drawing a new card.

## END OF THE GAME

You win the game if:

- The Movie contains exactly **16 Rush cards**,
- All Rush cards are **in increasing order**, no value being present twice, and
- The Genre score of the Movie is **equal to or higher than 7**.

## 2-player game

In Full-length Movie mode, when you **Place a Rush card**, you may not place your card next to another card on top of which one of your Clap tokens sits.

When **Viewing a scene**, the card you are viewing may not be next to a card on top of which one of your Clap tokens sits.

If you cannot place or move a token when needed, **you lose the game**.



## TWO SHORT MOVIES



*The Absurd feature festival ordered two short movies to you. You chose two radically different genres. You lead both projects simultaneously with the same actors and the same technicians. Now at the editing phase, you may have mixed up the rushes. A new challenge for you to tackle!*

### AIM OF THE GAME

Your common goal is to direct a short movie, i.e. two lines containing 8 cards in strictly increasing order while respecting both Genres.

### SETUP

1. Place the Board card horizontally on a side of the play area.
2. Shuffle the 32 Rush cards and deal 3 to each player.
3. Give each player the three Clap tokens and the Clue token in their chosen color.
4. To the right of the Board card, place:
  - For 2 or 3 players, 2 lines of 4 Rush cards face down,
  - For 4 players, 2 lines of 3 Rush cards face down.Then, place 2 Event cards face down for each line (see figure).
5. Use the rest of the Rush cards to make a draw deck, face down, at the reach of every player.
6. For each line, randomly draw two Ambiance tokens and place them face up above the leftmost card in the line.





## Placing a Rush card

The placement rule for a Rush card is identical to that for the "Tutorial" mode except for a 2-player game (see below).

## Triggering Events

Two Rush cards take place under each Event card. At the end of a player's turn, if both spaces below an Event card are occupied, the matching Event is triggered. So the Events are triggered the first time each Movie will reach a length of 5 and 7 cards. Flip the card and apply its effect.

**Note:** the Editor's action allows transferring cards from one Movie to the other.

## END OF THE GAME

You win the game if:

- Each short movie contains exactly **8 Rush cards**,
- The Rush cards in each short movie are **in increasing order, no value being present twice in all Rush cards used for both short movies**, and
- The Genre score of each short movie is **equal to or higher than 5**.

## 2-Player game

In Two short movies mode, when you **Place a Rush card**, you may not place your card next to another card on top of which one of your Clap tokens sits.

When **Viewing a scene**, the card you are viewing may not be next to a card on top of which one of your Clap tokens sits.

If you cannot place or move a token when needed, **you lose the game**.



# SERIES



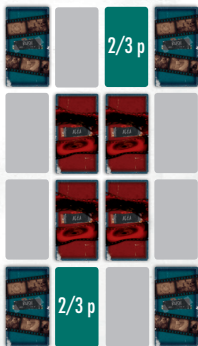
*AmaFlix offers you to direct a series. An unpromising scenario, mediocre actors, technicians hired on the cheap, all the ingredients were there to make an unforgettable series. The producers now trust you to make it a financial success.*

## AIM OF THE GAME

Your common goal is to direct a series, i.e. four 4-card lines in increasing order while respecting the Genre.

## SETUP

1. Place the Board card horizontally on a side of the play area.
2. Shuffle the 32 Rush cards and deal 3 to each player.
3. Give each player the three Clap tokens and the Clue token in their chosen color.
4. Depending on the number of players, put to the right of the Board card:
  - For 2 or 3 players, 4 Event cards face down in a square. Place 6 Rush cards face down as shown in the figure,
  - For 4 players, 4 Event cards face down in a square. Place 4 Rush cards faces down in the 4 corners of this square.You thus get a 4x4 grid.
5. Use the rest of the Rush cards to make a draw deck, face down, at the reach of every player.
6. Randomly draw two Ambiance tokens and place them face up on the Board card.



## Placing a Rush card

When placing a Rush card in the Movie, put it on **one of the free spaces in the grid (without moving other cards)**. You may not place a Rush card on an Event card.

## Triggering Events

The Events are triggered when they are surrounded on all 4 sides, by Rush cards and/or Event cards.

At the end of the player's turn, flip the Event card, apply its effect, then discard it.

A Rush card may be placed in the space freed as soon as the next player's turn.



## END OF THE GAME

You win the game if:

- All spaces in the grid contain one Rush card,
- The cards values are **in increasing order vertically** (for each column, from top to bottom) **and horizontally** (for each line, from left to right),
- No value is present twice in the Series, and
- The Genre score of the Movie is **equal to or higher than 7**.



## MOVIE WITH SEVERAL NARRATIVE ARCS



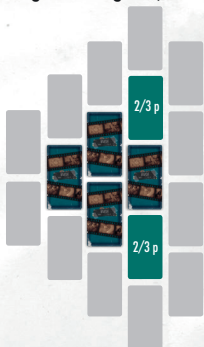
*Finally, an endeavor matching your excessive ambition. Star Wars, the Lord of the Rings: a beginning, an end and a thousand stories to tell. The greatest stars begged you to participate; magnanimous, you yielded. After touring the world to shoot the different scenes, the rushes come back from all over the world. It is now time to achieve fame.*

### AIM OF THE GAME

Your common goal is to direct a movie with several narrative arcs, i.e. 16 cards in a diamond shape while respecting the Genre.

### SETUP

1. Place the Board card horizontally on a side of the play area.
2. Shuffle the 32 Rush cards and deal 3 to each player.
3. Give each player the three Clap tokens and the Clue token in their chosen color.
4. To the right of the Board card, place:
  - For 2 or 3 players, 6 Rush cards face down in a triangle (see figure),
  - For 4 players, 4 Rush cards face down in a diamond (see figure).
5. Use the rest of the Rush cards to make a draw deck, face down, at the reach of every player.
6. Randomly draw two Ambiance tokens and place them face up on the Board card.
7. Place 3 Event cards to the Cut's left, facing the 4th, 5th and 6th spaces.





## Placing a Rush card

The playing field is not defined at the start of the game. Players define it as they place cards.

When playing a Rush card in the Movie, you must place it next to a card already in place. Vertically, cards are placed so as to form columns. Horizontally, cards are placed with a half-card offset.

## Removing/moving a Rush card

At the end of a player's turn, the Movie must not be cut in several Rush card groups, be it through the effects of a Production member or an Event. The Editor and the Star can momentarily cut the Movie into several groups, but the Movie must consist of only one group at the end of their effects.

## Triggering Events

The first time the Cut reaches 4, 5 or 6 cards, the matching Event takes place. Flip the card and apply its effect. This is checked just before drawing a new card and discarding the possible 6th card in excess from the Cut.

**Note:** the Production Manager makes you discard a card from the Cut. No Event will ever be triggered through its play.

## END OF THE GAME

You win the game if:

- The Movie contains exactly **16 Rush cards** in staggered rows on seven columns (see figure),
- The cards horizontally touching are **strictly in increasing order from left to right, no value being present twice**, and
- The Genre score of the Movie is **equal to or higher than 7**.



## SPECIALIZED PRODUCTION STUDIO



Now you've earned your reputation. You're even nicknamed Goldfingers! Directing movies poses no challenges to you anymore, and you're tired of obeying financial sharks. Your new endeavor: buying a building in Los Angeles to create your own production studio. Hire the best technicians to make movies worthy of you.

### AIM OF THE GAME

Your common goal is to organize your studio, i.e. place the 8 different Ambiance symbols on the different levels of a 15-card pyramid.

**Note:** in this mode, card values are not used at all.

### SETUP

1. Place the Board card horizontally on a side of the play area.
2. Shuffle the 32 Rush cards and deal 3 to each player.
3. Give each player the three Clap tokens and the Clue token in their chosen color.
4. To the right of the Board card, place:
  - For 2 or 3 players, 6 Rush cards face down so as to start a pyramid (see figure),
  - For 4 players, 4 Rush cards face down in a pyramid (see figure).

Then, place an Event card face down facing each of the first 4 levels of the pyramid to create (see figure).

5. Use the rest of the Rush cards to make a draw deck, face down, at the reach of every player.



## Placing a Rush card

The playing field is not defined at the start of the game. Players define it as they place cards. However, the first level of the pyramid may never contain more than 5 cards.

In this mode, the scenes' order does not matter. When playing a Rush card in the Pyramid, you must place it next to a card already in place. Moreover, it must be:

- Either at the lowest level in the pyramid, or
- over two other cards on the level below.

## Removing/moving a Rush card

At the end of a player's turn, be it through the effects of a Production member or an Event, no support card may be missing (1), and the pyramid must not be cut in two groups (2).

**Note:** the Editor and the Star can momentarily cut the pyramid into several groups, but the pyramid must consist of only one group at the end of their effects.



## Triggering Events

The first time one of the first four levels in the pyramid reaches its maximum size (e.g. 5 cards for the first level), the matching Event takes place. At the end of the player's turn, flip the Event card, apply its effect, then discard it.

## END OF THE GAME

You win the game if:

- The pyramid contains exactly **15 Rush cards**,
- Each level contains **at most two of the eight Ambiance symbols**, and
- No ambiance symbol is present on **two different levels**.



## DESCRIPTION OF THE PRODUCTION MEMBERS

### Production Manager

Choose a card in the Cut, discard it and apply its effect.

*"There's more work for you, buddy!"*

### Producer

Take a card from the Movie, face up or down, and give it, without looking at it, **to another player**. If a Clap token is on the card taken from the Movie, its owner takes it back.

*"No. This scene is definitely out of place. Here, take care of this!"*

### Star

Swap a card in the Cut with a card in the Movie. The card moved to the Cut is revealed and takes the place of the card coming from the Cut, which remains face up. If a Clap token is on the card taken from the Movie, its owner takes it back.

*"My good man, do swap these scenes, it will give me more screen time!"*

### Editor

Take one or two cards in the Movie, without looking at them if they are face down, and place them back where you want in the Movie.

*"A scene is out of place? No problemo! I'll cut it out and stick it back."*

### Script

Place a card from your hand, face down, into the Movie.

*"Nobody knows of me, but the team relies on me to make sense out of this scenario."*

## PLAYER AID

1

Take **one action** amongst:

- Placing a Rush card
- Getting help from a production member
- Discarding a card to peek at a card in the Movie
- Ending the editing

2

**Optional bonus action:** Place the Clue token

3

**Event:** Apply the effect of any Event

4

**End of turn:**

- Draw a card, if possible
- Discard the first card in the Cut if it contains 6 cards