

Elenco

RULEBOOK

BGA EDITION



2-5 players • 30 minutes

The rules of Elenco as played on Board Game Arena



About this edition. This rulebook is written for the digital version of Elenco on Board Game Arena. The game deals the cards, keeps every score and enforces every rule, so the components and the bookkeeping of the printed rulebook are left out. If Elenco is published in English, its printed rulebook will replace this one.

GOAL OF THE GAME

In Elenco, everyone competes to be the most acclaimed actor in the play and **win the audience's** 🍀 **Ovation**. You do this by **having the highest score in each round**, called a **Show**.

Every Show you **choose one** 🧑 **Character**, weighing its starting score against its ability, and **one** 🍀 **Action** to tip the balance in your favour, trying to anticipate what everyone else will do.

At the end of each Show, **the highest score receives an** 🍀 **Ovation and the lowest takes a** 🍀 **Boo**. After five Shows, each Ovation is worth +1 and each Boo -1: the highest balance wins.

THE CARDS

Characters

There are **44 Characters: 11 kinds**, valued **0 to 10**, with **four copies of each**. The value is the Character's **starting score**, shown in its top corner; its name tells you its **ability** (see the card guide).

The score on the card is **live**: Actions and abilities change it during the Show, and the table always shows the current value.



Keep count. Every Character dealt in a Show is removed from the game, and only when the deck runs out are the used ones shuffled back into a new deck. So the cards you have already seen tell you what can still come up — and what your rivals may be holding.

Specialties

Characters of value 1 to 10 come in **four Specialties**, one copy of each value per Specialty, shown as a badge in the bottom corner:  **Comedy**,  **Tragedy**,  **Musical** and  **Epic**. The four **Understudies** (value 0) have no Specialty. Specialties only matter in Team mode and in the Fame variant.



The four Stars: one per Specialty.

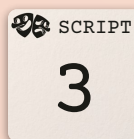
Actions

Each player has their own deck of **6 Actions**, in their colour. Every deck holds **the same six Actions**; only the colour changes.

Actions are single use: once played, an Action stays face up and cannot be used again for the rest of the game.



You have 6 Actions for 5 Shows, so one is always left over. This is on purpose: in the last Show you still choose between two.



Scripts

Five Scripts, numbered **1 to 5**. Every Show each player is dealt one at random, and its number sets the **turn order** of that Show: the **highest number acts first**, then downwards. With fewer than five players some numbers are not dealt.

The Script number is also what the Action *Techie in Cahoots* adds.

Ovations and Boos

They are shown as a counter next to each player's name. The final balance (Ovations minus Boos) is the score BGA displays.



STANDARD GAME · 3 to 5 players

The game lasts **five Shows**. Each Show is played in four phases.

1 Audition

Each player is dealt **two Characters, face up**, so that everyone can see what everyone else has, and **one Script**, which sets the turn order for this Show.

** If there are not enough Characters left in the deck, the ones already used are shuffled into a new deck.*

2 Rehearsal

Once you have looked at everyone's cards, **secretly choose**:

- **one of your two Characters** to act with this Show. The other one goes **face down to the centre** of the table: nobody sees it, but it can come back into play through the Understudy;
- **one of your Actions** still available.

Everyone chooses at the same time, and the phase ends when all players have confirmed.



One Character and one Action, both chosen in secret.

Leaving the game. If a player leaves and is replaced by a zombie, the game makes that player's choices for them, so the Show can go on.

3 Performance

All the chosen **Characters are revealed** at once; the Actions stay hidden for now.

Then, **in Script order**, each player **acts**: their Action is revealed and its effect applied. When an Action or an ability needs a target, its owner chooses it at that moment. A Character ability that works **“before acting”** or **“after acting”** is used during its owner's turn to act.

- **Every Show you must play an Action**, and its effect is applied whenever possible, **even if it harms you**. When there is only one valid target, the game applies it straight away.
- Everything resolves **one turn at a time**, against the table **as it is at that moment**: there is nothing simultaneous and no target is declared in advance.
- Unless a card says otherwise, **a Character's score can never go below 0 or above 10**. Any excess is lost at that moment.

** You have 8 and receive +3: you go to 10, not 11. If you then receive -2, you drop to 8.*

4 Evaluation

Once everyone has acted, the final scores are compared. **The highest score receives an 🍀 Ovation**, and **the lowest score receives a 🍄 Boo**.

** Ties are shared: every player tied for the highest score receives an Ovation, and every player tied for the lowest receives a Boo. If everyone ends on the same score, only the Ovations are handed out.*

In the last Show, the fifth, everything is doubled: the winners receive two Ovations and the losers two Boos.

All the Characters dealt this Show, played or not, are then removed from the game and the next Show begins.

END OF THE GAME

After five Shows, **each Ovation adds 1 point and each Boo subtracts 1**. The highest balance wins; if there is a tie, the player with **more Ovations** wins.

Still tied?

If two or more players are tied on balance **and** Ovations, the game asks them whether they want to **share the victory** or play **one extra tie-break Show**. If any of them asks for it, it is played by all the tied players:

- Characters are dealt and chosen as usual, and each player plays the **one Action they have left**.
- No Ovations or Boos are handed out, nothing is doubled and Fame is not used. The **highest Character score** wins.
- If scores are tied, a **Protagonist** or an **Antagonist** beats any other Character, and an **Extra** loses to any other. If they are still tied, the victory is shared. There is only one tie-break Show.

DUEL · 2 players

With two players Elenco is always played as the **Duel**, with its own rules. It is a race to win Shows: **best of 3** or **best of 5**, chosen when the table is created. The match ends as soon as a player has won **2 Shows** (or **3**).

The deck has no Understudies (o) and no Extras (1): **36 Characters**. Only **Scripts 2 and 4** are used.

① Audition

Each player is dealt **five Characters, face up**: this is your **cast** for the Show.

② Rehearsal

Study your opponent's cast and try to **memorise it**. When both of you are ready, the casts are hidden: from then on you only see your own cards and the Characters already played.

③ Performance

This phase is a series of short performances. In each one:

- both players **secretly choose one Character and one Action**, trying to predict the other;
- both Characters are revealed, and the player holding **Script 4 acts first**;
- **the higher score receives an Ovation**. A tie gives an Ovation to each player;
- the Scripts are swapped, and the Characters and Actions played stay face up.

This repeats until both casts have been played, or until a player **concedes the Show**, which is only possible while behind on Ovations.

④ Evaluation

The player with **fewer Ovations loses the Show** and takes a  Boo; each Boo is one Show lost. Then the Characters and Ovations are cleared and **the Actions come back**: in the Duel they are reused every Show.

Tied on Ovations? Each player draws a random Character from the deck and plays it with their one remaining Action. If that is tied too, the Show is **void**: nobody wins it, nobody takes a Boo, and it is played again. So a Duel never ends in a draw.

Abilities in the Duel

- **Supporting** adds the Ovations you have earned so far **in this Show**.
- **Antagonist** removes one of your opponent's Ovations in this Show.
- **Protagonist** only grants the extra Ovation: a performance hands out no Boos.
- The Show's Boo is **never doubled**, not even in the last Show.

TEAM MODE · 4 players, 2 vs 2

The standard rules, played as two **companies** of two players. The pairs are chosen when the table is created: at random or by seats.

- Ovations and Boos stay personal during the game, and are **added up for each company only at the end**. The company with the best balance wins.
- **Extra rule:** if at the end of the Performance, before the Evaluation, **both members of a company have Characters of the same Specialty**, each of them adds **1 point**.
- **No sharing information** with your partner once the Rehearsal begins.
During the Audition you may talk, but the table chat can be read by everyone.

** Because Ovations are personal until the end, the Supporting adds your own Ovations, not your company's. In a tie-break Show, each company adds up its two scores.*

FAME VARIANT · standard game

An advanced rule for the standard game, chosen when the table is created. It adds the ★ Fame marker, which rewards whoever plays alongside the leader and punishes whoever copies them. It cannot be combined with Team mode.



Who holds it

At the start of each Show, **the player in the lead** takes the Fame marker. The lead is decided like the end of the game: best balance, then most Ovations. It is only **drawn at random** among the leaders if both are tied, which is always the case in the first Show.

Its effect

When the Characters are revealed in the Performance, the holder compares their Character with everyone else's, and **applies to the others**:

- the **same Character** (same name): **-2**;
- the **same Specialty**: **+2**.

** The -2 of Fame is neither an Action nor an ability, so the Star does not double it.*

CARD GUIDE

The full text of every card. During the game, hover over a card (or long-press it on a touch screen) to read its short text.

Abilities are applied at their moment. A label next to each Character tells you when:

- **BEFORE ACTING** / **AFTER ACTING**: during its owner's turn in the Performance;
- **ALWAYS**: for the whole Performance, even out of turn;
- **EVALUATION**: when Ovations and Boos are handed out;
- **COMBO**: only together with a given Action.

** A Character that arrives through It's My Role or Bribe keeps the score it has at that moment, and its ability is applied on its new owner's turn. If that player has not acted yet, its "before acting" ability can be used as normal; if they have, it is lost.*

CHARACTERS



0 Understudy BEFORE ACTING

Be ready for anything.

Before acting you **must** swap it for one of the Characters in the centre, of your choice. You cannot take back the one you left there yourself, nor another Understudy. The new Character takes over with its own score, and if it has a “before acting” ability, you can use it as normal.



1 Extra EVALUATION

You won't get noticed there...

With an Extra you receive **neither an Ovation nor a Boo**, whatever your final score. Useful when you know you are going to lose anyway, or to drag others down with you.



2 Ornament COMBO

Take advantage of them not looking at you.

If you play it with the Action **Sabotage**, the penalty becomes **-8** for whoever receives it.



3 Incidental COMBO

With money, everything gets sorted.

If you play it with the Action **Bribe**, instead of giving the target a random Character, **look at the top three Characters of the deck and choose** which one to give. You can do this to yourself.



4 Supporting BEFORE ACTING

Make the most of your past successes.

Before acting you may add to yourself **as many points as Ovations** you have earned in previous Shows, regardless of your Boos.



5 Narrator BEFORE ACTING

Change the story on the spot.

When your turn to act comes, you may **swap the Action you chose** for another one you still have, and play that one instead. If you lose the Narrator before acting, you cannot make the swap.



6 Veteran ALWAYS

You know every trick.

Only players who, when they act, have **as many points as you or more** can target you with their Action. It only protects you from Actions: the abilities of other Characters can still affect you.



7 Antagonist EVALUATION

The power of a good villain.

If you win the Show with it, and so receive an Ovation, you may **remove one Ovation from another player** of your choice. It also works if you win tied with someone.



8 Standout AFTER ACTING

Don't let anyone upstage you.

Once your Action has been resolved, if anyone has a higher score than you, you may **subtract 1 point** from them. Only from one player, even if several are ahead of you.



9 Protagonist EVALUATION

A great role carries great responsibility.

If you win with it, you receive **one extra Ovation** on top of the usual one (or the two of the last Show), even if you are tied for the win. But the same happens if you lose: you receive **one extra Boo**.



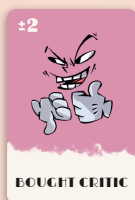
10 Star ALWAYS

From the very top, the fall can be much worse.

Every loss of points caused by an Action or an ability is **multiplied by 2**, whoever causes it, yourself included. In exchange, the Star can reach a score of **12**, beyond the usual limit.

** Sabotage (-3) on a Star takes 6 points, whoever plays it.*

ACTIONS



Bought Critic

An "honest" opinion.

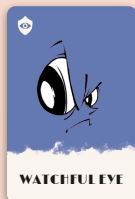
Add or subtract 2 points to the player of your choice. You decide whether to add or subtract when you play it.



It's My Role

I was born to play it.

You must **swap your Character** with another player's. Each one keeps the score it has at that moment: the starting values are not restored.



Watchful Eye

I've got my eyes on you.

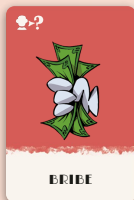
From the moment you act with it, you can **no longer be the target** of other players' Actions. The abilities of other Characters can still affect you. It does nothing until it is played, so it never protects you if you act last.



Sabotage

Make it look like an accident.

Subtract 3 points from the player of your choice, yourself included. (*With the Ornament: -8.*)



Bribe

Oops, you dropped this cash.

You must **replace any Character in play**, yours or another player's, with a **random one from the deck**. The target takes the new Character and its score, whatever the old one was worth. (*With the Incidental: choose among the top three.*)



Techie in Cahoots

Have friends everywhere.

Choose any player, usually yourself, and **add as many points as the number on their Script**, from 5 down to 1.

CREDITS

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Where to buy Elenco: ludoli.com/donde-comprar