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Supported by the Division of Dermatology at the Ottawa Hospital and the University of Ottawa and the Canadian Dermatology Association

Overview

You are an aspiring actor, ready for fame and fortune as a TV and movie star! Refine your style, improve your fitness and maximize your all-important suntan to land the best roles in Tinseltown. But just a word of warning - too much time in the Californian sun could pose a risk to your health and jeopardize your quest for screen success.

Objective

To be the aspiring actor with the most Vanity Points and who is not currently undergoing treatment at the end of the game.

Game End

The game ends after the third skin exam card has been drawn and when all players have completed this third skin exam.

Number of Players

This game is for 3-8 players total.

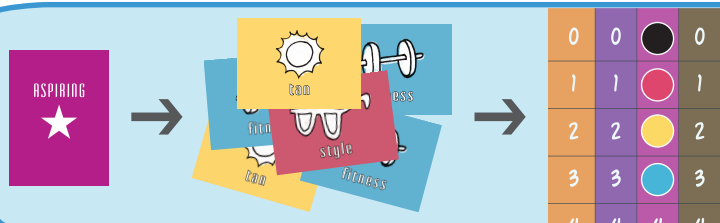
Game Components

- Attribute deck (14 cards with Vanity logo on back)
- Open Call deck (46 cards)
- Agent deck (13 cards)
- Fitness spinner (blue)
- Style spinner (red)
- Outdoor activity spinner (orange)
- Tanning bed spinner (yellow)
- Player status cards (8 different colors)
- Attribute track set #1 (orange, purple, pink, brown)
- Attribute track set #2 (aqua, chartreuse, gray, green)
- Attribute stackers (8 red/style, 8 yellow/tan, 8 blue/fitness, 8 black/health risk stackers)
- Outdoor activity risk die with 6 number stickers (orange)
- Tanning bed risk die with 6 number stickers (yellow)
- 8-sided risk-reduction die (white)
- 6-sided risk-reduction die (white)
- Turn coin (gold)

Game Setup

See "Sample Game Setup" for an example.

1. Shuffle the Open Call and Agent decks and place each one facedown.
2. *For 3-4 players:* Align the two track mats of the same color so the numbers run 0 to 19, and place them on table. *For 5+ players:* Align and place the second set of colored mats so the numbers run 0 to 19.
3. Each player picks a player status card and places it in front of her, star-side up. Each player stacks 1 red, 1 yellow, 1 blue, and 1 black stacker on top of each other and places the stack at the top "0" position of the column that matches the color of her player status card.
4. Each player now takes a turn finding out her starting attribute levels. One player at a time takes the entire 12-card attribute deck and shuffles it facedown. This player selects 6 cards from the deck, looks at them, and counts the number of fitness (blue), tan (yellow), and style (red) cards she has drawn. This player moves each of her blue, yellow, and red stackers the number of spaces corresponding to the number of each color drawn. See "Example 1" below.
5. The person with the tannest arms starts the game with the gold coin.
6. Place the 4 spinners white-side up. Place the orange dice next to the orange outdoor activity spinner and the yellow dice next to the yellow tanning bed spinner.
7. Place the 3 white dice to the side. You'll use one of these when a skin exam card gets drawn.



Example 1: The pink player pulls 3 fitness cards, 2 tan cards, and 1 style card from the attribute deck. This player moves her yellow stacker to the #2 position, her red stacker to the #1 position, and her blue stacker to the #3 position along her attribute column. The black stacker represents health risk and starts at "0" at the beginning of the game.

Sample Game Setup for 5 players

Use 2 sets of attribute tracks with 5 or more players. Each player chooses a status card that matches a color on a visible attribute track. Here players picked: orange, pink, brown, chartreuse, and green. Each player takes a turn shuffling the attribute deck facedown, selects 6 cards, and moves her stacker pieces down the column that matches her player status card, according to the number of blue, yellow, and red cards she draws. The brown player has the tannest arms of the group so she starts with the gold coin.



Orange starts with:
4 fitness
1 tan
1 style



Chartreuse starts with:
3 fitness
1 tan
2 style



Pink starts with:
3 fitness
2 tan
1 style



Green starts with:
1 fitness
0 tan
5 style



Brown starts with:
3 fitness
0 tan
3 style



10-sided die:
Use during Skin Exam # 1



8-sided die:
Use during Skin Exam # 2

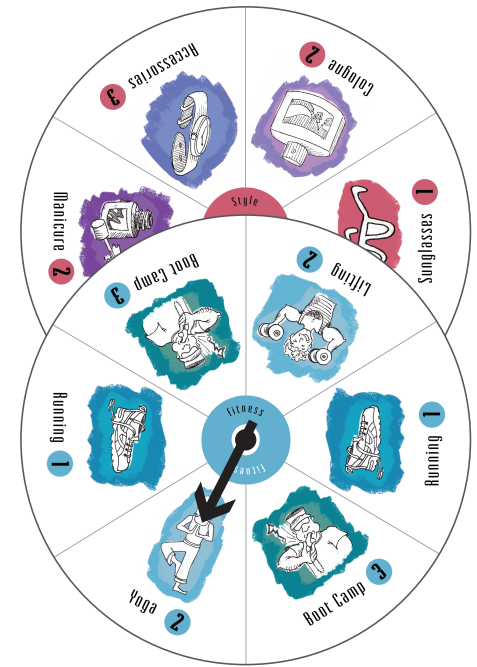


6-sided die:
Use during Skin Exam # 3

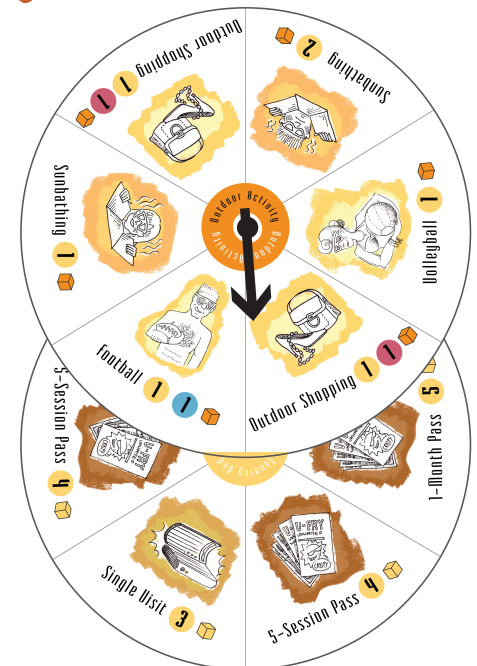


0	0	0	0
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13

0	0	0	0
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13



Outdoor Activity die:
Use with orange spinner



Tanning Bed die:
Use with yellow spinner and Skin Exams

Each Round

1. Each player takes her turn and can take **one** action (see *Actions*). The player with the gold coin takes a turn first and then the other players take their turns in clockwise order.
2. When a "Skin Exam" card is drawn from the "Open Call" deck, the players should complete the Open Call first (see *Open Call*) and then complete the Skin Exam (see *Skin Exams*).
3. Once each player has had a turn, the gold coin is passed one person to the left and a new round begins.

Actions

Each player chooses 1 of the following on her turn:

1. Increase Your Vanity (a.k.a. Fitness, Tan, Style)

Choose one wheel and spin it. Gain attributes by moving the corresponding stacker(s) along your attribute track according to where the spinner stops.

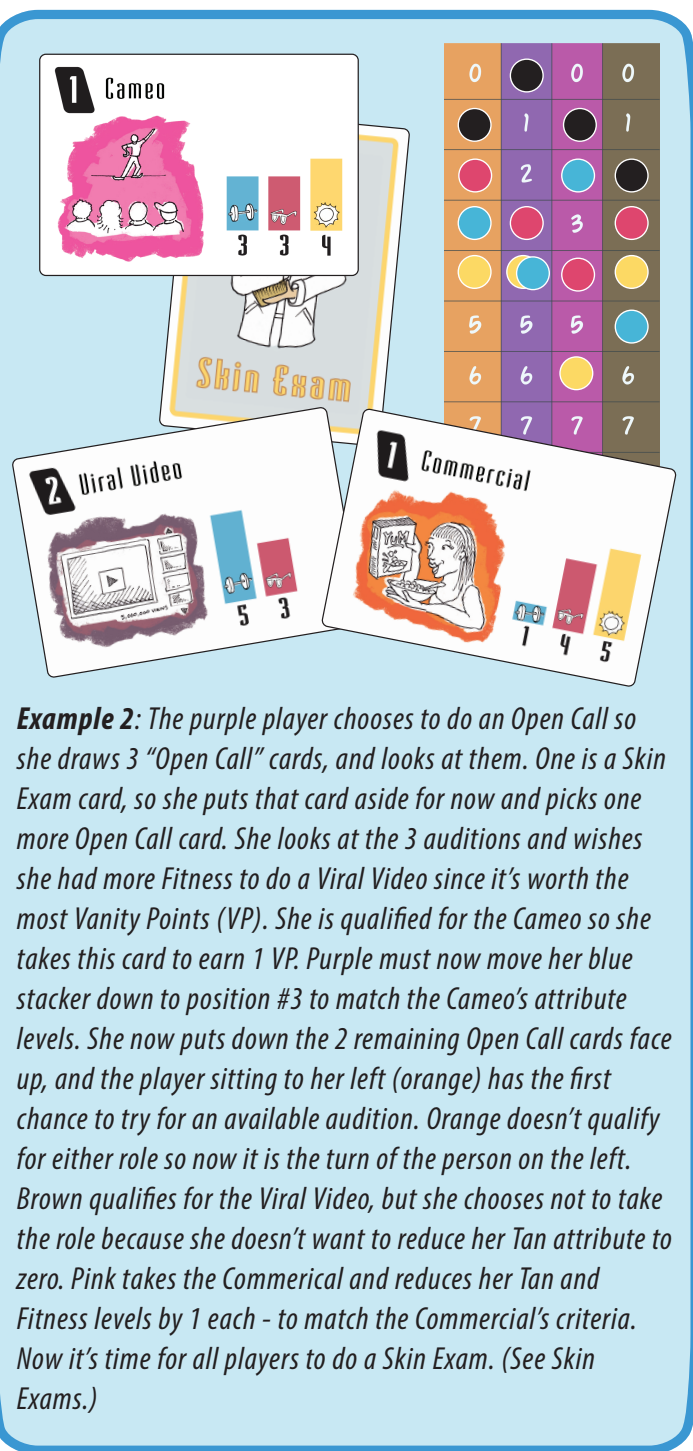
- Example: The green player spins the Fitness spinner and it lands on Yoga (marked with "2" in blue). She moves her blue fitness stacker, which was on #4, 2 spaces down to #6 along her green track.

If a player chooses to spin the **Outdoor Activity** or **Tanning Bed** wheel, she first moves her attribute stacker(s) and then must roll the orange or yellow die respectively to see how much risk she has assumed from sun exposure.

- Example: The brown player spins the Tanning Bed spinner and it lands on Football (marked with "1" in blue and "1" in yellow). She moves her blue fitness stacker and her yellow tan stacker *each* down 1 space. She then rolls the orange Outdoor Activity die, which lands on "1". She now moves her black risk stacker down 1 space.

2. Open Call

- a) Draw from the open call deck until you have 3 *audition* cards total and look at them. (If you draw a Skin Exam card, put this aside and address it after the Open Call is complete.)
- b) If your attribute levels (as marked by the red/yellow/blue stackers on your colored attribute track) meet or exceed the criteria listed on an audition card, you can accept this acting job and take this card to earn the number of Vanity Points marked in black box in the top left corner. You can only take up to 1 audition card per Open Call.
- c) If you accept an acting job, you must reduce your attribute levels to meet the levels marked on this audition card. See "Example 2" (left).
- d) Any audition cards that you did not keep are placed faceup for the rest of the players to see.
- e) In clockwise order (starting with the person to the left of the player who started the Open Call), each player can take up to 1 of these audition cards if she meets or exceeds the attribute criteria listed on the



Example 2: The purple player chooses to do an Open Call so she draws 3 "Open Call" cards, and looks at them. One is a Skin Exam card, so she puts that card aside for now and picks one more Open Call card. She looks at the 3 auditions and wishes she had more Fitness to do a Viral Video since it's worth the most Vanity Points (VP). She is qualified for the Cameo so she takes this card to earn 1 VP. Purple must now move her blue stacker down to position #3 to match the Cameo's attribute levels. She now puts down the 2 remaining Open Call cards face up, and the player sitting to her left (orange) has the first chance to try for an available audition. Orange doesn't qualify for either role so now it is the turn of the person on the left. Brown qualifies for the Viral Video, but she chooses not to take the role because she doesn't want to reduce her Tan attribute to zero. Pink takes the Commercial and reduces her Tan and Fitness levels by 1 each - to match the Commercial's criteria. Now it's time for all players to do a Skin Exam. (See Skin Exams.)

card. If a player takes a card, she must reduce her attributes - by moving her attribute stackers accordingly - to match the criteria on the card.

- f) After each player has had one chance to take an audition card, any remaining audition cards are put in the discard pile.
- g) If a Skin Exam card is drawn during this Open Call, each player must complete a Skin Exam (see *Skin Exams*).

3. Agent

- a) Draw 1 card from the Agent deck and look at it.
- b) If your attribute levels (as marked by the red/yellow/blue stackers on your colored attribute track) meet or exceed the criteria listed on this card, you can accept this acting job and keep this card to earn 3 Vanity Points.
- c) If you accept this role, you must reduce your attribute levels (move your stackers) to match the levels marked on the card.
- d) If you decide not to take the role, discard the card.

4. Undergoing Recovery

A player who is "Undergoing Recovery" (see Skin Exams) cannot do any auditions or work on her attributes. She must continue to get medical treatment until there is no evidence of disease.

- a) On your turn, roll the 6-sided die.
- b) Move your set of red/yellow/blue stackers up the column, equal to the number you rolled. See "Example 3" (below).
- c) If your set of red/yellow/blue stackers reaches the top space marked "0" then great news: your cancer is in remission! You can work on your attributes and try to get acting roles again.

Example 3: When you start undergoing recovery, your set of 3 stackers moves to the square marked "12". On your next turn, you roll a 3 and therefore can move these stackers up 3 spaces to the square marked "9". On your next turn, you roll a 6 and can move these stackers up 6 spaces to the square marked "3". On your next turn, you roll a "5" and can move these stackers to the top of the attribute track, to the square marked "0". Your cancer is now in remission and regular gameplay is restored to you.



Skin Exams

When a Skin Exam card is drawn, all players must do the following steps after completing the Open Call (i.e. after the Open Call cards have been passed around and potentially claimed).

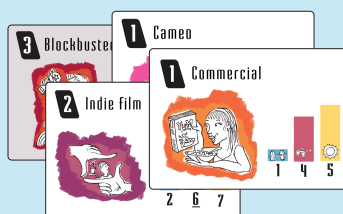
1. Each player takes a turn rolling the 8-sided die (except when more than 1 Skin exam card is drawn in the same turn, in which case players take a turn rolling the 6-sided die).
2. If a player rolls a *number less than* her current risk level, then unfortunately, she has skin cancer and must undergo treatment until there is no evidence of disease.
 - This player must stack her red, yellow, and blue stackers, and she places this stack on the "12" square in her respective color column.
 - The player's black risk stacker stays where it is.
 - The player is now undergoing recovery (see *Undergoing Recovery*).
3. If a player rolls a *number higher than* her current risk level (marked by black stacker), then the doctor found nothing serious and nothing changes.
4. Once the Skin Exam is finished, discard all Skin Exam cards drawn during this turn.

Game End

After the last Skin Exam is completed, all players may take one more turn and then the game is over. Each player now adds up her Vanity Points by adding up the numbers that appear in the top left corner of her claimed audition cards. See "Example 4" below.

The player who has the most Vanity Points and who is *not* currently "Undergoing Recovery" wins!

And if everyone is undergoing recovery then technically no one wins (however, you can choose to declare the person with the most points the winner if you so choose.)



Example 4: This player ends the game with 7 Vanity Points total - Blockbuster (3), Indie Film (2), Cameo (1), Commercial (1).