THE NETWORKS

TV FROM PUBLIC ACCESS TO PRIME TIME



Welcome to the TV business! You are the owner of a new television network. All you have are three awful public access shows, a small amount of cash, and endless ambition. Plus, it looks like you're not the only new TV network in town...

Can you snatch up the best Shows with the most popular Stars and the most lucrative Ads? Can you get enough Shows of the same Genre to make your network stand out? Can you best utilize the powers of the handy Network Cards?

Whose network will get the most Viewers and win the game?

COMPONENTS

55 SHOW CARDS

- 15 Starter Show Cards (3 per player, with player-specific backs)
- 8 Season 1 cards
- 16 Season 2-3 cards
- 16 Season 4-5 cards
- Some Shows are marked 2,3; see Setup, page 4 for further Information

48 STAR CARDS

- 5 Starter Stars (with player-specific backs)
- 43 Stars
- Some Stars are marked 1 or 2,3; see Setup, page 4 for further Information



The Show cards for the different Seasons can be told apart by their backs.







42 AD CARDS

- 5 Starter Ads (with player-specific backs)
- 33 basic Ads
- 4 Promo Ads

62 NETWORK CARDS

- 30 basic Network Cards
- 20 advanced Network Cards (marked A)
- 12 interactive Network Cards (marked I)

OVERVIEW

The Networks is played over the course of 5 Seasons. The player with the most Viewers at the end of the game wins.

Each Season, you will take turns choosing one of the following actions: Develop a Show, Sign a Star, Land an Ad, Take a Network Card, Attach a Star/Ad to a Show, or Drop and Budget.

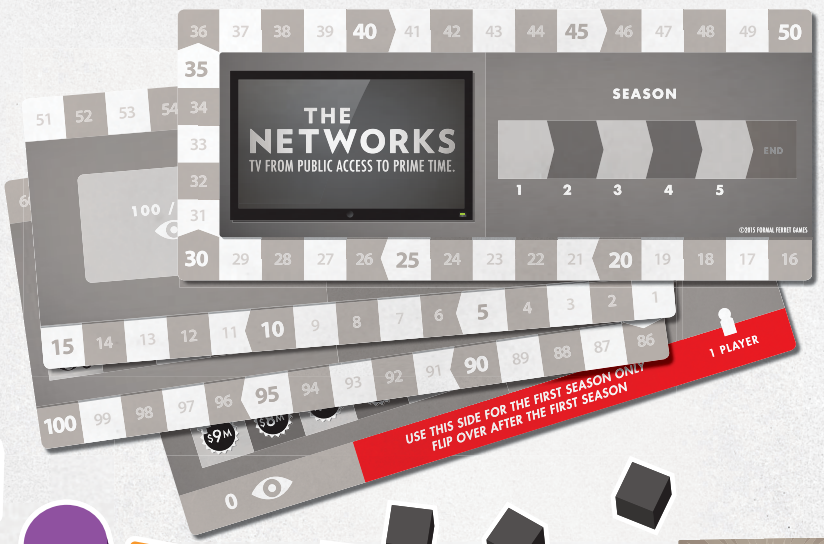
You will get most of your Viewers from Shows at the end of each Season. But most of these Shows will require that they have Stars and Ads first. You will also have to use Ads to manage your money. You can also use Network Cards with special powers during the game.

Finally, you can Drop and Budget each Season, which ends your season and lets you collect more money if you do it before everyone else. But do it too early, and other players will be able to get more cards.

At the end of each Season, you'll score for your Shows and Stars, and see if your Ads pay for your expenses. Then your Shows will age. You'll have to keep your Lineup fresh in the next Season if you want to compete!

7 SCORING TRACK BOARDS

- 1 Left Scoring Track board
- 1 Middle Scoring Track board
- 5 Right Scoring Track boards



5 PLAYER BOARDS





5 WOODEN SCORING SQUARES
5 WOODEN TURN ORDER DISCS

20 BLACK WOODEN CUBES (4 PER PLAYER)

5 100/200-VIEWER TOKENS AND 1 300-VIEWER TOKEN

100 MONEY CHIPS

- 72 $1M wads
- 30 $5M wads



1 SEASON MARKER





Make sure to use the correct Right Scoring Track for your player count. Remove all 4 other Right Scoring Tracks; You will not use them in the game.

SETUP

***NOTE:** These setup rules are for 4-5 players playing the basic game. Changes for 3 players and the advanced game are in the boxes to the right. Changes for 1 and 2 players are found in the section "The 1- and 2-player games" on page 14.*

1 Place the **Left** and **Middle Scoring Track** boards in the middle of the table. Make sure not to use the one-player side of the Left Track or the two-player side of the Middle Track.

2 Find the **Right** Scoring Track that corresponds to the proper player count. Place it next to the Middle Scoring Track, on the side with a 0 for a score.

3 Place the **Season Marker** in the Season 1 space on the Season Track.

4 Shuffle the eight **Season 1 Show Cards**. Draw the number indicated on the Right Scoring Track and place them face-up below the Scoring Tracks. Return the remaining Season 1 Show Cards to the game box; you will not use them this game.

5 Find the **Season 2-3** and the **Season 4-5 Show Cards**. Shuffle each deck separately and place them off to the side. You'll use them later in the game.

6 Shuffle the **Ad Cards**. Draw the number indicated on the Right Scoring Track and place them face-up in a row above the Scoring Tracks.

7 Shuffle the **Star Cards**. Draw the number indicated on the Right Scoring Track and place them face-up in a row above the Ad Cards.



It has proven useful to have the scoring track "cut" your table in half, otherwise you may run into space troubles.



Sample setup of the main area for an introductory 4-player game.



8 Go through the **Network Cards** and remove all the Advanced and Interactive cards (marked A and I). Shuffle the remaining Network Cards and place them in a pile face down below the Show Cards. Do not draw any Network Cards for now. Network Cards will only become available in Season 2 in the basic game.

9 Each player chooses a color and takes the **Player Board** of that color, all 5 Starting cards with corresponding backs (3 Show Cards, 1 Star Card, and 1 Ad Card), the Scoring Square and the Turn Order Disc of that color, and 4 black cubes.

10 Each player places their **Starting Star** and **Starting Ad** in their Green Room.

11 Each player places each of their **Starting Shows** on a time slot (8PM, 9PM, or 10PM) next to their Player Board. This is your Lineup. It doesn't matter which shows go on which time slots; all Starting Shows are equally bad.

12 Each player places one **black cube** on the topmost Viewer slot of each Starting Show. The last cube goes by their Player Board, for the Scoring Calculator.

13 Each player places their **Scoring Square** in the 0 space of the scoring tracks and their **Turn Order Disc** in a random space in the Turn Order track. The player with the leftmost disc will go first, the player with the next disc to the right will go second, and so on.

14 Each player takes an amount of **starting money** indicated on the Right Scoring Track, depending on their turn order. The first player should take the lowest amount of money, the second player should take the second-lowest amount of money, and so on. Place all remaining money in a bank available to everyone. Players' money is public information.

15 Place the **100/200 Viewers Tokens** and the **300 Viewer Token** on the Middle Scoring Track.



An example of how a player will set up her individual player area.

CHANGES FOR 2-3 PLAYERS

Before setup, remove all cards marked 2,3 from from the Show and Star decks. This should be 8 Shows and 4 Stars.

CHANGES FOR THE ADVANCED GAME

- Shuffle in all Advanced Network Cards (marked A).
- If you are playing with at least 3 players and desire a more interactive experience, shuffle in all Interactive Network Cards (marked I). Do not use the Interactive Network Cards with 1 or 2 players.
- Draw the number of Network Cards from the deck indicated on the Right Scoring Track and place them in a line below the Show Cards. These cards will be available in Season 1.

A SHOW CARD



1 **The Show's preferred timeslot**
This Show is best on at 9PM.

2 **Genre icon**
This Show is Sci-Fi. There are 6 different Genres. Some Starting Shows have no Genre at all.



3 **Development Cost**
This Show costs $5M to Develop.

4 **Upkeep Cost**
This Show reduces your income by $2M each Season.

5 **Viewer Row, 1st Season**
This Show will get 8 Viewers if it's put on at 9pm, but 6 Viewers otherwise.

6 **Viewer Rows, Seasons 2-4**
This Show will get 9, 7 and 1 Viewers in its 2nd, 3rd, and 4th Seasons respectively. If it stays on past four Seasons, it will continue to score 1 Viewer per Season.

7 **The Show's Prerequisites**
This Show must have a Star and may have an Ad.

8 **The Show's Rerun Value**
This Show will get 3 Viewers in Reruns.

9 If this Show would be Advanced or not suited for 1 or 2-3 players, it would be marked in this area.

PLAYER ACTIONS

The Networks is played over 5 Seasons. Each Season, players will take turns according to the turn order shown on the Turn Order Track. Once all players have had a turn, the first player on the Turn Order Track takes another turn, and so on.

At some point, a player may decide that she has no more actions to do. She can then drop out of the Season (see "Drop and Budget" action below). Once all players have dropped out of the Season, the Season is over.

Each player must take one action per turn. The available actions to take each turn are:

- Develop Show
- Sign Star
- Land Ad
- Take Network Card
  (not available in Season 1 of a basic game)
- Attach Star or Ad
- Drop and Budget

DEVELOP SHOW

Developing Shows is the most important action of the game. You will score almost all of your Viewers from your Shows, although some will reduce your network's income. Any Show you Develop will go into your Lineup immediately; you cannot save a show for later.

To **Develop a Show**, you must have the prerequisites for the Show (see "Show Prerequisites" opposite), and you must pay its Development Cost in money.

You must take a face-up Show next to the Scoring Track. If there are no face-up Shows available, you may not Develop a Show.

Select a time slot on your board. Move the Show Card on that time slot into your Rerun area, rotated 180°. You have canceled the discarded Show, and its card will score as a Rerun (👁) at the end of the Season. You can have multiple Reruns in a Season.

Discard any Stars or Ads attached to the canceled Show to the bottoms of their respective decks. (Starter Stars and Ads should be returned straight to the game box.)

Now place your newly-acquired Show in the now-vacant time slot. If the show has Star or Ad prerequisites, move them from your Green Room to the Show. Slide the Stars and Ads beneath the Show so that they line up.

Place the scoring cube on the top row of the Show, covering the Viewer (👁) symbol.

IMPORTANT: The scoring cube always goes to the Show's top Viewer Row, regardless of what Season you got the Show in!

The Stars and Ads may have conditions on the bottom of their cards. If they do, and you meet the condition, place the Star or Ad on its more valuable colored side. If you don't meet the condition, place the Star or Ad on its less valuable gray side. If this condition changes later in the game, you do not rotate; you only evaluate the Star or Ad's condition the moment you add it to the Show.

If you do not have the money or the prerequisites necessary for a Show, you cannot Develop it. See the "Show Prerequisites" section below for more information.

Do **not** draw a new Show to replace the one you took. New Shows will only appear at the beginning of each Season.

Each Show has a *preferred time slot* written in the upper-left corner. If you place a Show in its preferred time slot, it will score extra Viewers in its first season. Shows will only score at the end of each Season.

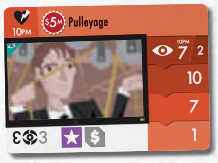
You may cancel a Show that you Developed this Season.

You may only cancel a Show by replacing it with a new Show. If you can't Develop a new Show, you can't cancel an existing Show. You may not hold shows without putting them into your Lineup.

SHOW PREREQUISITES

Each Show in the game has 1-3 Prerequisites. These will be Stars and Ads you will need in order to put the Show on. Some shows have a minimum Prerequisite as well as an additional slot you can optionally fill.





This player is about to get the show "Pulleyage". He wants to put it in his 10PM timeslot. To do so, he will have to move the show currently in that time slot ("Breath Mints Around the Globe") to Reruns. He will then place "Pulleyage" in that time slot and move the Star ("Intense Dramatic Actor") from his Green Room to the Show. Optionally, he may as well move the Ad from his Green Room to the Show. Finally, he puts the scoring cube on the top Viewer Row of the new Show Card.



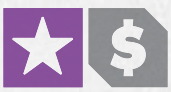
This show requires exactly 1 Star in order for you to put it in your Lineup. You may not Develop this Show without a Star, nor may you put 2 or more Stars on this Show, nor may you put any Ads on this Show.



This show requires exactly 1 Ad in order for you to put it in your Lineup. You may not Develop this Show without an Ad, nor may you put 2 or more Ads on this Show, nor may you put any Stars on this Show.



This show may take 1 Star or 1 Ad. The Star or Ad is optional; you are allowed to put this show in your Lineup without a Star or an Ad. If you do so, you may later add a Star or an Ad to the Show with the **Attach Star or Ad** action (*see page 10*). You may not put both a Star and an Ad on the show; you may only put either one or the other.

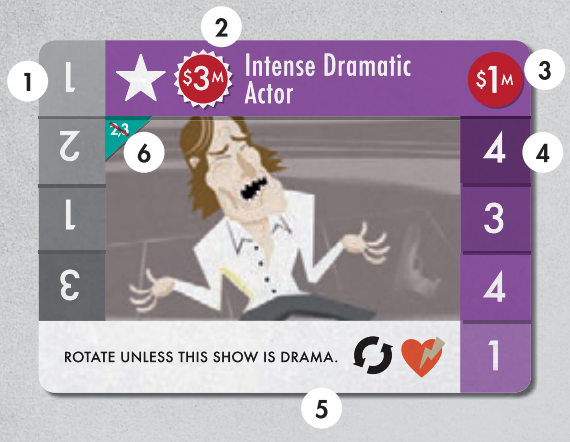


This show must take 1 Star, and may take an Ad. If you put the show on with only a single Star, you may attach the Ad later with an **Attach Star or Ad** action (*see page 10*). You may not put 2 Stars on the show, nor may you put it on with only an Ad.



This show must take 1 Star, and may take a second Star or an Ad. If you put the show on with only a single Star, you may attach the Ad or the second Star later with an **Attach Star or Ad** action (*see page 10*). You may not put 2 Stars and an Ad on the show; either put on 2 Stars, or a Star and an Ad.

A STAR CARD



1 **Viewers per Season - Bad side**
This Star will get 3 Viewers in its 1st Season if it doesn't meet the condition at the bottom of the card. It will get 1 Viewers in the 2nd Season, and so on.

2 **Signing Cost**
This Star costs $3M to Sign.

3 **Upkeep Cost**
This Star reduces your income by $1M once attached to a Show.

4 **Viewers per Season - Good side**
This Star will get 4 Viewers in its 1st Season if it meets the condition at the bottom of the card. It will get 3 Viewers in the 2nd Season, and so on.

5 **The Star's conditions**
This Star wants to be on a Drama. It must be rotated to its bad side if it's not on a Drama.

6 This Star is removed from the game when playing with 2 or 3 players.

GENRE BONUSES

NOTE: *If you are playing the game for the first time and are learning from the rulebook, all you need to know for now is that* ***having a lot of Shows with the same Genre*** *is a* ***good thing****! Now* ***skip this section*** *and go to* ***Sign Star****, below. Return here at the start of Season 2.*

You will score a bonus the moment you have **3** or **5** Shows with the same Genre across your Lineup, your Reruns, and your Archives.

The moment you Develop your third or fifth Show of one particular Genre, immediately score 5 Viewers.

If this was your **third** Show of a particular Genre, **choose one** of the following:

- Draw 3 Star Cards from the top of the Star Deck. Keep one in your Green Room without paying for it. Return the other Stars to the bottom of the Star Deck.
- Draw 3 Ad Cards from the top of the Ad Deck. Keep one in your Green Room without getting its Landing Bonus; instead, collect the total Landing Bonus of the two cards you didn't select. Return those two cards to the bottom of the Ad Deck.

If this was your **fifth** Show of a particular Genre, you may instead take a third option:

- Draw 3 Network Cards from the top of the Network Card Deck. Choose one card. If it is an "!" card, immediately play it and discard it to the bottom of the Network Card Deck. If it is any other kind of card, keep it face-up in front of you. Discard the other two Network Cards to the bottom of the Network Card Deck.

Also, if this was your **fifth** Show of a particular Genre, after you choose one of the three options, you may convert money to Viewers at a rate of $4M to 3 Viewers. For example, if you had $12M after getting your fifth Sci-Fi Show, you could convert $4M to 3 Viewers, $8M to 6 Viewers, or $12M to 9 Viewers.

★ SIGN STAR

As shown above, you will need Stars in order to acquire most of your Shows. The **Sign Star** action allows you to get one Star and place it face-up in your Green Room. There is no limit to the number of Stars you can hold in your Green Room.

As with Shows, you must take a face-up Star next to the Scoring Track. If there are no face-up Stars available, you may not Sign a Star.

Each Star has a Signing Cost between $1M and $5M. You may not immediately place a Star onto a Show with a Sign Star action. The Star must go to your Green Room.

Do **not** draw a new Star to replace the one you took. New Stars will only appear at the beginning of each Season.

Stars in your Green Room do not affect your Viewers or your income; they only have an effect once attached to a show.

$ LAND AD

Ads provide much-needed income to your network; both when you take them and at the end of each Season. Also, some shows require Ads in order to be aired. The **Land Ad** action allows you to get one Ad, collect its Landing Bonus, and place it face-up in your Green Room. There is no limit to the number of Ads you can hold in your Green Room.

As with Shows and Stars, you must take a face-up Ad from the supply next to the scoring track. If there are no face-up Ads available, you may not Land an Ad.

When you Land an Ad, you immediately get money equal to the Ad's Landing Bonus at the top-left of the card.

Do **not** draw a new Ad to replace the one you took. New Ads will only appear at the beginning of each Season.

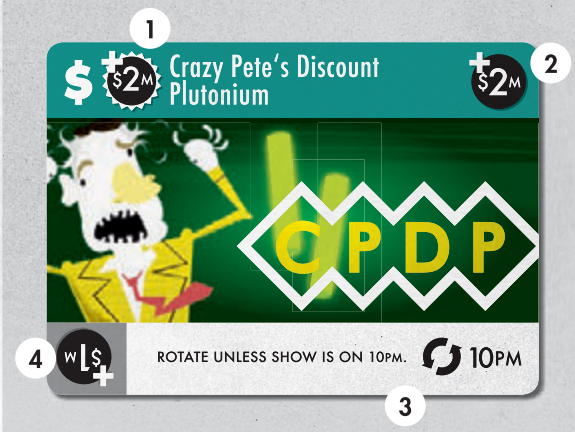
You may **not** immediately place an Ad onto a Show with a Land Ad action. The Ad must go to your Green Room.

Ads in your Green Room do not affect your Viewers or your income; they only have an effect once attached to a show.

PROMOS

Some Ads are Promos. These are Ads that give you Viewers. Their condition is that you must pay money when you attach them to a show (either during the "Develop Show" or "Attach Star or Ad" actions) or rotate them to their gray side.

AN AD CARD



1 **Landing bonus**
When you Land this ad, you immediately get $2M.

2 **Income - Good side**
This Ad increases your income by $2M at the end of each Season if you match its condition.

3 **The Ad's conditions**
This Ad wants to be on at 10 PM. It must be rotated to its bad side if it's on at a different time.

4 **Income - Bad side**
This Ad increases your income by $1M at the end of each Season if you don't match its condition.



Some Ads, as this one, are "Promos". They grant additional Viewers.

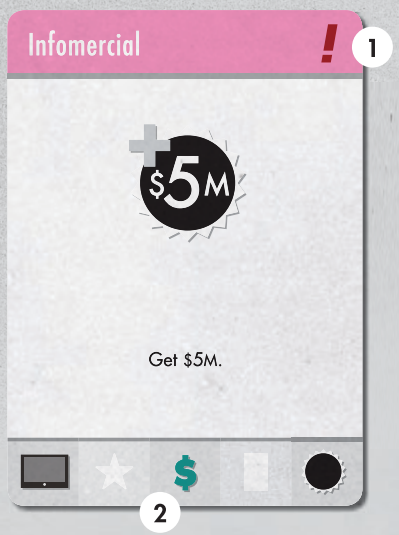
TAKE NETWORK CARD

***NOTE:** If you are playing the game for the first time and are learning from the rulebook, **skip this section now** and go to **Attach Star or Ad** on the next page! Return here at the start of Season 2, when Network Cards become available in a basic game.*

Network Cards give you special powers. There are four kinds of Network Cards, denoted by their timing symbol in the upper right-hand corner of the card:

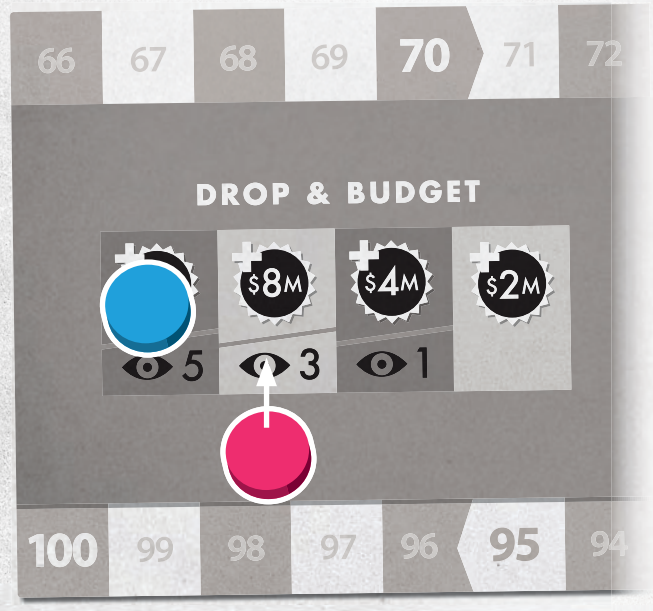
!	When you take one of these cards, immediately use its power and then discard it to the bottom of the Network Card Deck.
×1	When you take one of these cards, keep it face-up in front of you. You may use its power once in the game, at a time indicated on the card. Discard the card to the bottom of the Network Card Deck once you've used it.
→	When you take one of these cards, keep it face-up in front of you. This card only has an effect at the end of the game, during final scoring.
∞	(Advanced game only!) When you take one of these cards, keep it face-up in front of you. It has a lasting effect. Once in the game, you may discard it to the bottom of the Network Card Deck for a special bonus power, but you lose its effect for the rest of the game.

A NETWORK CARD



1 **Timing Symbol**
This Network Card activates the moment you select it, then gets immediately discarded.

2 **Burn symbols**
These symbols only have meaning in a 1- or 2-player-game. They show cards and Budget areas that get removed periodically.



In this example, the Red player has a choice between taking $8M or 3 Viewers.

Network Cards cost no money to take. There is no limit to the number of Network Cards you may hold.

If there are no face-up Network Cards next to the scoring track, you may not Take a Network Card.

If a Network Card contradicts a regular rule, then the Network Card takes precedence.

Do **not** draw a new Network Card to replace the one you took. New Network Cards will only appear at the beginning of each Season.

Each Network Card has a series of symbols along the bottom of the card. These symbols only have meaning in a 1- or 2-player game; disregard them with all other player counts.

ATTACH STAR OR AD

You may spend an action to **attach a single Star or a single Ad** from your Green Room to a Show in your Lineup.

If the Show you are attaching has room for the Star or the Ad according to the Show's prerequisites, you may simply slide the Star or Ad under the Show. If it is at capacity, you must discard a Star or an Ad from the current Show to make room for the Star or Ad you are attaching. The discarded Star or Ad goes to the bottom of the appropriate deck. You may discard either a Star or an Ad when attaching a new card as long as the Show's prerequisites allow the new mix of cards on the Show.

IMPORTANT: If the Star or Ad has conditions, evaluate them only at the moment you attach it. If the conditions change later, do not rotate the Star or Ad.

DROP AND BUDGET

When you **Drop and Budget**, you immediately take money or Viewers and end your Season. You may not take any more actions for the rest of the Season.

To perform the action, move your Turn Order disc to the leftmost available space in the Drop and Budget track. Then collect the reward on the space you took. If there are multiple rewards, you must choose only one reward.

In Season 1, you will only get money when you Drop and Budget.

In Season 2 and later, you have the choice between getting money or Viewers (**not both**!) when you Drop and Budget.

If every other player but you has taken the Drop and Budget action, you may take as many actions as you'd like and can afford. Then move your disc to the last remaining space in the Drop and Budget track.

IMPORTANT: Order of passing does **not** determine player order for next Season! See "*Determine Turn Order,*" pg. 13.

Once all players have taken the Drop and Budget action, proceed to the End of Season.

END OF SEASON

Four things happen at the end of every Season:

1 Income/Expenses
2 Score Viewers from Lineup and Reruns
3 Age Shows
4 Set up next Season

INCOME/EXPENSES

At the end of each Season, you will gain or lose money according to your income and expenses. Any Ads you have attached to Shows will provide income. Some Shows in your Lineup (not in your Reruns or Archives) and Stars attached to those Shows require you to pay upkeep.

If your total income is positive, collect it as money from the bank.

If your total income is negative, it is expenses, and you must pay it to the bank. If you do not have enough money to pay, keep all your money and pay your expenses entirely in Viewers! The number of Viewers you have can never go below 0.

Income Example:

The red player is getting $3M from his two Ads.

He has to pay $1M from his 8PM Show and $2M from his 10PM Show and Star.

So his total income is $0M. At least he doesn't have to pay anything!

SCORE VIEWERS FROM LINEUP AND RERUNS

Calculate Viewers from the current Viewer Row of each of your Shows. Add Viewers from Stars and Promo Ads attached to your Shows, as well as the Rerun Value (marked) of any Shows in your Rerun area.

Do not count Viewers from unattached Stars or from any Show in your Rerun area other than its Rerun Value. Also don't count Rerun Viewers from any shows in your Archives.

Don't be afraid to use your personal Scoring Calculator (marked ① in the graphic on the right) to track your running total; that's what it's there for!

If this is a Show's first Season and it is in its preferred time slot, score its higher Viewer value. If it's not in its preferred time slot, score its lower Viewer value.

Add your Viewer total to your score on the Scoring Tracks in the middle of the table. Your Scoring Calculators are only a player aid; they don't track anything during the Season.

If you score at least 100 Viewers, take the 100-Viewer token of your color from the Middle Scoring Track. If you score at least 200 Viewers, flip your 100-Viewer token to its 200-Viewer side. If you score at least 300 Viewers, take the 300-Viewer token from the Middle Scoring Track.

Don't forget: You will perform this step at the end of each Season including Season 5, and then once more at the end of the game.



Scoring Example:

The red player scores 6 Viewers from his 8PM Show: Only 5 from the Show, as it is in the wrong timeslot, and 1 from the Star.

He scores 9 Viewers from his 9PM Show: 8 from the Show, as it is in the correct timeslot, and 1 from the Star.

He scores 12 Viewers from his 10PM Show: 8 from the Show, and 4 from the Star.

Finally, he scores 1 Viewer from his Reruns.

His total Viewer score for this Season is 6 + 9 + 12 + 1 = 28 Viewers.

He does not score any Viewers from the Shows in his Archives or Stars and Ads in his Green Room.



The Wackiness of this TSA Agent captivates your Viewers for roughly two Seasons, after that, only the most hard-core fans will be interested in watching it. Time to cancel this Show!

AGE SHOWS

Move the black scoring cube on each of your shows down one Viewer slot. If it is already at the last Viewer slot, keep it there; it will keep scoring this value until you cancel the show.

It is still important to do this at the end of Season 5, as you will be scoring Viewers from Shows, Stars, and Promos one more time at the end of the game.

SET UP NEXT SEASON

If this is the end of Season 5, skip to End of Game. Otherwise, proceed as follows.

MOVE RERUNS TO ARCHIVES

All players move all Show Cards in their Rerun Areas to the Archives area of their Player Boards. These shows' Genres will still count for the player's Genre Bonus.

DISCARD ALL UNUSED CARDS

Discard all unused Show, Star, Ad, and Network Cards still around the Scoring Track boards to the bottoms of their respective decks.

Don't discard Stars or Ads in your Green Room, or any Network Cards you've taken.

(Note that in a 3-5 player game, it is unlikely that there will be any Network Cards or Ad Cards remaining. Since they are free and there is no limit to the number you can keep, the last player to Drop and Budget last season should have taken them all.)

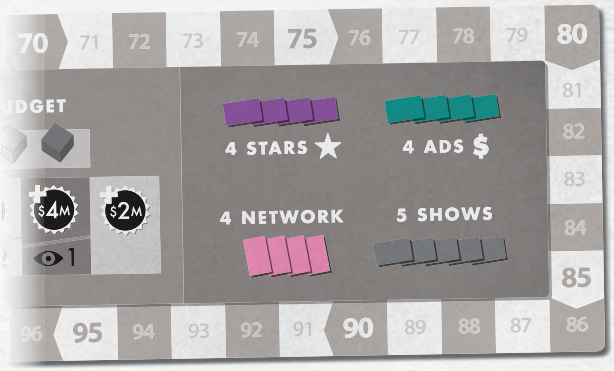
DRAW NEW CARDS

Draw new Show, Star, Ad, and Network Cards face-up. You can see how many to draw from the front side of the Setup Card.

For Show Cards, be sure to use the "2-3" Cards for Seasons 2-3, and the "4-5" Cards for Seasons 4-5.



After a full Season of Reruns, even the all-time favorite Show "Breath Mints Around the Globe" will not attract any more Viewers and must be moved to the Archives.



In this case, you would draw 4 Star, 4 Ad, 4 Network and 5 Show Cards and place them in the middle for the next Season.

DETERMINE NEW TURN ORDER

Move each player's Turn Order disc from the Drop and Budget track back to the Turn Order Track. The player with the fewest Viewers will go first, the player with the second-fewest Viewers will go second, and so on. The player with the most Viewers will go last.

If there is a tie in Viewers, then the player who took the Drop and Budget action earlier in the previous Season will go first.

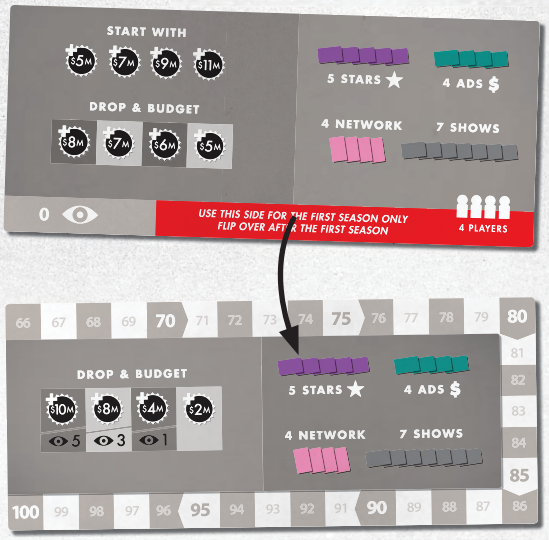
FLIP THE RIGHT-HAND SCORING TRACK (END OF SEASON 1 ONLY)

If this is the end of Season 1, then flip the Right Scoring Track so the scoreboard wraps at 100. The Drop and Budget area is different on this side of the board.

MOVE SEASON MARKER

Move the Season Marker to the next space on the Season Track.

IMPORTANT: *If you are playing the game for the first time and are learning from the rulebook, this is now a good time to go back and review the* ***Genre Bonus*** *(page 8) and* ***Network Card*** *(page 9) sections!*



Remember to flip the Right Scoring Track at the end of Season 1.

END OF GAME

Once you have handled scoring for Season 5, score Viewers from your Lineup one more time. Do not collect income, pay expenses or score Reruns. Note that your shows will have aged after scoring in Season 5.

Once that is done, each player scores one Viewer for every Star he has in his Green Room. Then score any Network Cards that score Viewers at the end of the game.

The player with the most Viewers wins. If there is a tie, the tied player with the most remaining money wins. Any remaining ties stand.

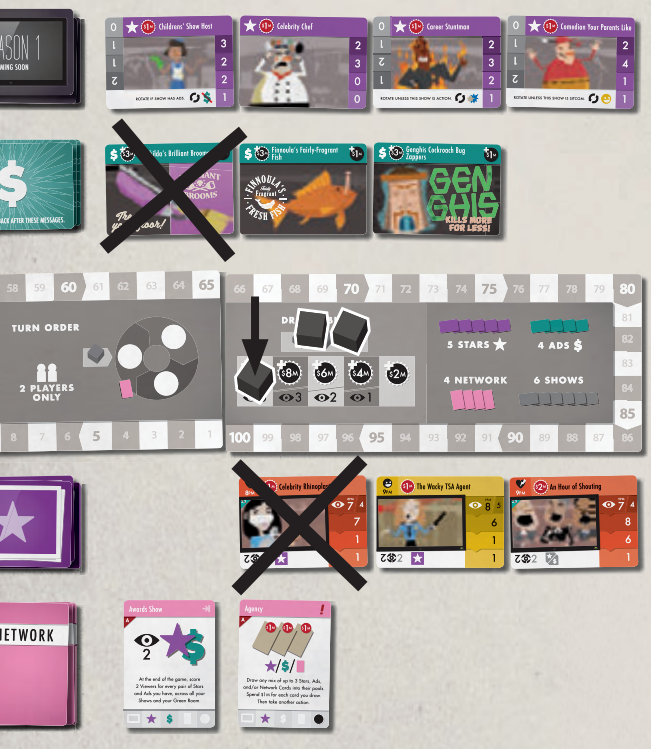


THE 1- AND 2-PLAYER GAMES



In this example, there are already a few Show and Network cards gone. It's time to perform a burn.

The player draws the Network card above and ignores everything but the icons at the bottom. They discard the leftmost Show and Ad available on the board. Then they block off the leftmost budget space.



BURNING ACTIONS

The 1- and 2-player games work just as the regular game does, with one major exception. At certain points, you will **burn** certain actions, which means you'll discard some available face-up cards and cover available Budget spaces.

You'll do this by revealing the topmost Network Card and looking at the "Burn Icons" along the card bottom. You will discard cards or cover a Drop and Budget space based on the icons revealed. Then discard the Network Card to the bottom of the Network Card Deck.

The card in each line closest to its respective draw pile is considered the "leftmost" card, and will be first to be burned. This means that the order in which face-up available Show, Star, and Ad cards appear is important.

If you have not revealed any Network Cards in Season 1 because you're playing the basic game, you will still need to reveal Network Cards for burns. Remember that for burns, you are only looking at the Burn Icons at the bottom of the Network Card.

	Burn the leftmost Show Card to the bottom of its respective Show Card Deck.
	Burn the leftmost Star Card to the bottom of the Star Deck.
	Burn the leftmost Ad Card to the bottom of the Ad Deck.
	Burn the leftmost Network Card to the bottom of the Network Card Deck.
	Burn the leftmost available Drop and Budget space by blocking it with a black cube. However, there can never be fewer open spaces than players still in the Season. During Setup, place 3 (or 4 in a 1-player game) of the spare black cubes on the space above the Budget track and use only these cubes to block Drop and Budget spaces when you perform a burn. So, if this icon appears in a 2-player game, there are two spaces left, and neither player has performed Drop and Budget, disregard it. Likewise, in a 1-player game, the rightmost space can never be burned.

If you're learning the game for 2 players, skip to page 16 now.

THE 1-PLAYER GAME

At the start of the game, take 5 of the spare cubes. Put them just above the Turn Order track. Place 4 more of the spare black cubes on the space above the budget track.

Choose one neutral player color to be the Season 2 tokens, another neutral player color to be the Season 4 tokens, and a third neutral player color to be the endgame tokens.

Put the Endgame Turn Order Disc on the End space of the Season track, and the Endgame Scoring Square on the 65 space of the score track. This shows that you will need to score 265 Viewers to win the game.

Put the Season 2 Turn Order Disc on the Season 2 space of the Season track, and the Season 2 Scoring Square on top of the Endgame Scoring Square on the 65 space. This shows you will get a bonus if you reach 65 Viewers at the end of Season 2.

Put the Season 4 Turn Order Disc on the Season 4 space of the Season track, and the Season 4 Scoring Square underneath the Season 2 disc on the Season 2 space. The number of Viewers you'll need for a bonus at the end of Season 4 depends on your score at the end of Season 2.

In this diagram, the orange tokens are the Season 2 tokens, the green tokens are the Season 4 tokens, and the blue tokens are the Endgame tokens. The red square is your scoring token.



Remove the "Charity Infomercial Mainstay" Star Card (marked) from the game.



Play as normal, except that you will burn something at the end of every turn. You do not have to burn after you Drop and Budget, though.

If you ever cannot perform a burn, either because there are no cards in a pool left to discard or only the last Drop and Budget space remains, place a cube into one of the spaces of the Turn Order track. If there is more than one icon you can't execute, place multiple cubes. If you ever place the fifth cube onto the Turn Order track, you immediately lose the game!

At the end of Season 2, if you have at least 65 Viewers, you may move a cube back out of the Turn Order track. Whether you did or didn't, take the Season 4 Scoring Square from the Season track and place it underneath your Scoring Square; this shows that you will need to score 100 more Viewers by the end of Season 4 to move another cube. Remove the Season 2 tokens from the board.

At the end of Season 4, if you have gained at least 100 Viewers since the end of Season 2 (lapping your Season 4 Scoring Square), you may remove a cube from the Turn Order track. Then remove the Season 4 tokens from the board.

If you make it to the end of the game and you have at least 265 Viewers, you win!



THE 2-PLAYER GAME

During setup, take 3 of the spare cubes. Put them on the spots above the budget track. These are used to burn Drop and Budget spaces.

Remove all 2/3-player cards (marked 2/3) from the game.

Flip the middle board to the 2-player side. Randomly determine a turn order. Place the Turn Order Discs for the two players in a stack in the leftmost spot in the Turn Order Circle, with the first player's disc on top. Place one of the unused black cubes on the arrow spot next to the Turn Order Circle.

After the first player takes her turn, she moves her disc to the next space clockwise in the Turn Order Circle, and then moves the other player's disc on top, effectively flipping them. The other player, whose disc is now on top, takes his turn.

When he is finished, he flips the stack of turn order discs and moves them to the third spot clockwise in the Turn Order Circle.

GAMEPLAY

After the first player takes her second turn, she will pass the small Network Card icon when she moves the discs. This is her cue to burn something (see "Burning Actions", page 14). Then, once all cards have been discarded, the second player will take his turn.

Keep playing in this fashion, performing a burn every three turns. If a player performs the Drop and Budget action, he moves his turn order disc into the leftmost available space on the Drop and Budget track, and then blocks off the leftmost Turn Order space with the black cube from the arrow spot. For the rest of the Season, the remaining player will get only two turns between burns, skipping the space blocked by the cube when moving his disc.



Discarded drafts for starting "Stars."



CREDITS

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For more information about the game, go to http://**networksgame.tv**

SHOW GENRES

Icon	Genre	Tip
	Action	$1M upkeep. Loses 3 Viewers if put on wrong timeslot. Takes Stars and Ads.
	Drama	No upkeep, but loses 5 Viewers if put on wrong timeslot. Takes Stars and Ads.
	Sports	$3M upkeep. Only loses 1 Viewer if put on wrong timeslot. Usually takes only Ads. Less common than other genres.
	Reality	No upkeep, but loses 5 Viewers if put on wrong timeslot. Less common than other genres.
	Sitcom	No upkeep, but loses 5 Viewers if put on wrong timeslot. Takes Stars and Ads.
	Sci-Fi	$2M upkeep. Loses only 2 Viewers if put on wrong timeslot. Takes Stars and Ads.

CARD ALMANAC

STAR CARDS

Always Dies in Everything: When you put this Star on a show, it is up to you which side to rotate it to.

Charity Infomercial Mainstay: If you are tied for the lead, you are considered to be in the lead.

Cheeky Friend: Rotate if you have no Stars in your Green Room after putting all Stars on the Show this Star is in.

Fierce Drag Queen: Note that no Reality Show takes Stars. However, the Fierce Drag Queen may go on a Reality Show anyway, taking up one of the Ad slots.

Reality Show Vote Collector: Note that no Reality Show takes Stars. However, the Reality Show Vote Collector may go on a Reality Show anyway, taking up one of the Ad slots.

That Person From the Commercial: Rotate if you have no Ads in your Green Room after putting all Ads on the Show this Star is in.

NETWORK CARDS

Ad Acquisition: Collect the Landing Bonus (in the top left of the card). The Ad you choose to get money from goes to the bottom of the Ad Deck.

Agency: You are drawing cards into their respective card pools, not to your player board. You may choose to spend $1M, draw one card and add it to its pool, and then choose to spend more money or not. In a 1p or 2p game, add the new cards to the right of existing cards. You may use this card's power to add cards to empty pools.

All-Star Cast: If using this card to Attach Stars, you may add both Stars in the same Attach action.

Awards Show: For example, if you end the game with 6 Stars and 4 Ads across your Shows and your Green Room, you get 4 x 2 = 8 Viewers.

Big Game: Upkeep costs from Shows and Stars do not count when scoring this card.

Budget Overrun: Your opponents do not get your Ad income; they must pay your upkeep costs as well as all of theirs. Your costs are unaffected; you must still pay your upkeep yourself. Your opponents may take their Ad income before paying for this card.

Clip Show: This card only applies to x1 cards; it may not be used for any other cards. You may not play the card you kept until your next turn at earliest.

Corporate Espionage: If multiple players want to use Corporate Espionage, the first player in turn order has the first opportunity to play it.

Daytime Soaps: You may not keep the same Show on this card for two consecutive Seasons. The Genre of the Show on this card counts for Genre Bonuses.

Director: Using this card does not count as an action.

Executive Producer: You must use this card before anyone has taken an action in a Season. If multiple players want to use this card, the first player in turn order uses it, then the next player in turn order uses it. If the first player decides to not use it this turn, he may not change his mind and use it again this Season.

Exclusive Rights: If there are no Show Cards available that you want when you take this card, you may spend a future Develop Show action to reserve a Show with this Card. You would then use another Develop Show action to Develop the show you reserved.

The Genre of the Show on this card does not count towards Genre Bonuses.

Discard this card once you have Developed the Show you reserved with it. If you choose to keep Exclusive Rights with Clip Show, you do not get to immediately reserve a Show. You must spend a Develop Show action in a future turn to reserve a Show.

Knockoff: You must choose an opponent's Show in the same timeslot as the show you are disregarding. You score their Show, Stars, and Promos. You do not get their income or pay their upkeep.

Market Research: This card adds another Genre icon of the show you are Developing for the purposes of a Genre Bonus. This allows you to get a 3-icon Genre Bonus when you have only 2 icons, or a 5-icon Genre Bonus when you only have 4 icons.

You may only play this card as you are Developing a Show. It cannot be used to change your Show's Genre.

It's possible to use this card to get extra Genre Bonuses for a given Genre during the game. For example, if you use this card to get a 5-icon Genre Bonus when you only have 4 icons, you may still get the bonus again for 5 icons later in the game.

Preempted Time Slot: You may immediately use this card after taking it to Drop and Budget.

Spinoff: You may put the saved Stars on the Show that replaced the Show they were just on.

Split Season: Score Viewers for the Show, Stars, and Promo. Do not get income or pay upkeep for the Show.

Star Sponsor: This card does not reduce the number of Stars or Ads you must put on a Show. It simply allows you to use Ads for Stars or vice versa.

Sweeps Week: Play this card at the start of your turn. Its effect is not an action, regardless of what effect you pick. If you choose to draw Network Cards, the card you do not pick goes to the bottom of the Network Card Deck.

Syndication: During Rerun scoring, score 4 extra Viewers for each Rerun you had this Season. If you have a Rerun on Daytime Soaps, it counts for this card. Rerun Guy counts as a Rerun.

ON THE AIR EXPANSION CARDS

OTA

IMPORTANT: These cards are not included in the base game but available separately. They have been made possible thanks to our lovely Kickstarter backers.

STAR CARDS

Cross-Promoting Star: If you put a Promo on this show, you may place it without rotation for free. This is an ongoing effect for as long as this Star is on the Show.

Gray Fox: The first time you put this Star on a Show, it goes on the show rotated. If it is still on its gray side when you cancel the Show it is on, it returns to your Green Room instead of being discarded. The second time you put it on a Show, it goes on the show without rotation.

Industry Veteran: When Developing a Show, if you place this Star on its rotated side, you do not have to pay the show's Development cost.

Product Placement Master: When you Sign this Star, immediately draw 1 Ad from the top of the Ad deck. Do not get the Landing Bonus for the Ad you drew.

Rerun Guy: When the Show Rerun Guy is on is canceled, Rerun Guy goes to your Rerun area, counting as a Rerun Show of 5 Viewers. Discard Rerun Guy to the bottom of the Star deck after scoring it.

Seductive Foreign Star: Rotate if you have no Network Cards after playing all Network Cards for your Develop Show action.

Versatile Actor: If you spend $3M during any Develop Show action while this Star is on one of your Shows, the Show this Star is on is considered to be of any one Genre of your choice. You may only use this power once per Develop action.

NETWORK CARDS

Lawsuit: Any players with less than the amount they must give you give whatever they have with no further penalty. Players with no money give nothing.

Network Shakeup: You may move any number of Stars or Ads across Shows in your Lineup. You may do this with multiple Stars and Ads across multiple Shows. You must honor the destination Shows' Prerequisites, unless you played All-Star Cast on a Show, in which case that Show may still hold 1-2 extra Stars. You may not change the rotation of a Star or an Ad with this card.

Reboot: Choose any single Season from any Show in your Archives and score that number of Viewers. Of course, you will not score Stars or Promos. If choosing a value in the Show's first Season, use the higher number.

Sound Editor: This card may seem silly at first. But it is the most accurate depiction of life as a sound editor that you'll find anywhere.

SHOW CARDS

Angry as Heck: You may only double this Show's value and discard its Stars if you are scoring during Seasons 4 or 5. You may not do this during endgame scoring. You must discard these Stars, even if they would normally go somewhere else (Gray Fox and Rerun Guy, for example).

Car Chases Without Context: All Stars and Ads must go with any Show you move between timeslots. Do not rotate any Stars or Ads you move using this card, even if they now meet their condition.

Eternal Zest: Only score the bonus for 5 Shows of the same Genre when Developing this Show; you do not get the bonus for 3 Shows of the same Genre as well.

National Rain Delay League: If you have 2 Ads, and at least one of them is a Promo, you still score the Promo's Viewers as normal, as well as its income as both money and Viewers.

Plaster Piece Theater: You may draw the third Star the moment you get two Stars on this Show. Do not pay for the third Star. You may have to rotate the third Star to its bad side, if you do not meet its condition. If you use an Attach action to discard the third Star, you may not immediately draw a new replacement; you must replace from your Green Room.

Truly Annoying Show: If this Show has 2 Stars with no upkeep, they score a total of 7 Viewers instead of their printed value. Stars rotated to their bad side count as Stars with no upkeep.











1P GAME LOG

Date	Name	Final Score

Second Printing