

Guide to The Networks

SET-UP

- * Place the Left and Middle Scoring Tracks in the middle of the table, being sure to make note that you are using the correct board for your player count.
- * Find the Right Scoring Track that corresponds to the proper player count.
- * Place the Season Marker in the Season 1 space on the Season Track.
- * Shuffle the Season 1 Show Cards. Draw the number indicated on the Right Scoring Track and place them face-up below the Scoring Tracks. Return unused cards to the box.
- * Find the Season 2-3 and Season 4-5 Show Cards. Shuffle each deck separately and set them aside for later.
- * Shuffle the Ad Cards. Draw the number indicated on the Right Scoring Track and place them face-up above the Scoring Tracks.
- * Shuffle the Star Cards. Draw the number indicated on the Right Scoring Track and place them face-up above the Ad Cards.
- * Go through the Network Cards and remove any based on player count (2 or 3p) as well Advanced (if desired) or Interactive cards (if desired or with 1 or 2p). Shuffle the remaining Network Cards and place face-down below the Show Cards. Draw the number indicated on the Right Scoring Track and place them below the Show Cards.
- * Each player chooses a color and takes the Player Board of that color, all 5 Starting Cards (3 Show, 1 Star, and 1 Ad) with the same back, the Scoring Square and the Turn Order Disc of that color, and 4 black cubes.
- * Each player places their Starting Star and Starting Ad in their Green Room.
- * Each player places each of their Starting Shows on a time slot (8pm / 9pm / 10pm). It doesn't matter which show goes where as they are all equally bad.
- * Each player places 1 black cube on the topmost Viewer slot of each Starting Show. The last cube goes by their Player Board for the Scoring Calculator.
- * Each player places their Scoring Square in the 0 space of the scoring tracks and their Turn Order Disc in a random space on the Turn Order track. This establishes starting turn order.
- * Each player takes starting money based on the turn order. Money is open and public.
- * Place the 100 / 200 Viewers Token and the 300 Viewer Token on the Middle Scoring Track.

PLAYER ACTIONS

The game is played over 5 Seasons. Each Season, players will take turns according to the Turn Order Track. At some point, a player may decide that they have no more actions to do. They can then drop out of the Season (Drop and Budget). Once all players have dropped out of the Season, the Season is over. Players must take one action per turn.

1 - Develop Show: To Develop a Show, you **MUST** have the prerequisites for the show (icons at bottom of Show Card – gray means “may have”, colored means “**MUST** have”) and you **MUST** pay its Development Cost (price to left of show name).

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 degrees. You have canceled the discarded Show, and its card will score as a Rerun (👁️) at the end of the Season. You **MAY** have multiple Reruns in a Season.

Discard **ANY** Stars or Ads attached to the canceled Show to the bottoms of their decks. Starter cards go back in the box.

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 Viewer Row of the Show, covering the 👁️ symbol.

The Scoring Cube ALWAYS goes to the Show's top Viewer Row, REGARDLESS of the Season the show was developed.

Stars and Ads may have conditions on the bottoms 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, you **MAY** still place it, but on its less valuable gray side. If the condition changes during the game, the card is not affected – only when it is placed.

Do **NOT** draw a new Show to replace the one that you took. New Shows **ONLY** appear at the beginning of each Season.

Each Show has a preferred time slot in the upper left corner. If you place the show in its preferred time slot, it will score the larger number of Viewers in the first box, otherwise it will score the smaller number. Shows will **ONLY** score at the end of each Season.

You **MAY** cancel a Show in the same Season it was developed. You **MAY ONLY** cancel a Show by replacing it with a new Show. You may **NOT** hold shows without putting them in your Lineup.

Show Prerequisites

★ - This Show requires exactly 1 Star in order to go into your Lineup. You **CANNOT** put more than 1 Star and you **CANNOT** put any Ads on this Show.

 - This Show requires exactly 1 Ad in order to go into your Lineup. You **CANNOT** put more than 1 Ad and you **CANNOT** put any Stars on this Show.

 - This Show **MAY** take **ONLY** 1 Star **OR** Ad. The Star or Ad is **OPTIONAL** and may place the Show in your Lineup without either. If you place it without one, you **MAY** add one **LATER** with the Attach Star or Ad action.

 - This Show **MUST** take **ONLY** 1 Star and **MAY** take 1 Ad. If you put the Show with just the Star, you **MAY** attach the Ad **LATER** with the Attach Star or Ad action.

 - This Show **MUST** take 1 Star and **MAY** take a 2nd Star **OR** an Ad. If you put the Show with just 1 Star, you **MAY** attach the Ad or the 2nd Star **LATER** with the Attach Star or Ad action.

Genre Bonuses

You will score a bonus the moment you have 3 or 5 Shows with the **SAME** Genre across your Lineup, Reruns, and Archives. Once you develop your 3rd or 5th Show of a particular Genre, you **IMMEDIATELY** score 5 Viewers. You also receive a bonus:

3rd Show of a Genre – Draw 3 Star Cards from the top of the Star Deck, keeping 1 in your Green Room without paying and return the others to the bottom of the deck **OR** Draw 3 Ad Cards from the top of the Ad Deck, keeping 1 in your Green Room **WITHOUT** getting its Landing Bonus, instead collecting the **TOTAL** Landing Bonus of the 2 cards you **DID NOT** select.

5th Show of a Genre – If this was your 5th Show of a Genre, you have a 3rd option – Draw 3 Network Cards from the top of the Network Deck. Choose 1 card and if it is an “!” card, immediately play it and discard it to the bottom of the deck. If it any other type of card, keep it face-up in front of you. Discard the other 2 cards to the bottom of the deck.

Also – if this was your 5th Show of a particular Genre, you MAY convert money to Viewers at a rate of \$4M to 3 Viewers.

2 – Sign Star

This action allows you to get 1 Star and place it face-up in your Green Room. There is no limit to how many your Green Room can hold.

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 (price to left of Star’s name) which you **MUST** pay. It does **NOT** go right onto a Show, it goes into your Green Room.

Do **NOT** draw a new Star to replace the one that you took. New Stars **ONLY** appear at the beginning of each Season.

Stars in your Green Room do NOT affect your Viewers or your income – ONLY if attached to a show.

3 – Land Ad

Ads provide income both when you take them **AND** at the end of each Season. When you get an Ad, collect its Landing Bonus (amount to left of Ad’s name) and place it face-up in your Green Room. There is no limit to how many your Green Room can hold.

You **MUST** take a face-up Ad next to the Scoring Track. If there are no face-up Ads available, you may **NOT** Land an Ad.

Do **NOT** draw a new Ad to replace the one that you took. New Ads **ONLY** appear at the beginning of each Season. It does **NOT** go right onto a Show, it goes into your Green Room.

Some Ads are Promos. These are Ads that give you Viewers. Their condition is that you must **PAY** money when you attach them or you rotate them to their gray side.

Ads in your Green Room do NOT affect your Viewers or your income – ONLY if attached to a show.

4 – Take a Network Card

Network Cards give you special powers. They cost **NO** money to take and there is **NO** limit to how many you can hold. You **MUST** take a face-up Network Card next to the Scoring Track.

If there are no face-up Network Cards available, you may **NOT** Take a Network Card.

Do **NOT** draw a new Network Card to replace the one that you took. New Network Cards **ONLY** appear at the beginning of each Season.

Each Network Card has symbols at the bottom, but these are **ONLY** used in the 1 or 2p game

There are 4 kinds of Network Cards, denoted by their symbol in the upper right.

 - You **IMMEDIATELY** use its power and discard it to the bottom of the deck.

 - Keep it face-up in front of you. You may use its power once in the game as indicated. Discard it to the bottom of the deck once used.

 - Keep it face-up in front of you. This card only has an effect at the end of the game, during final scoring.

 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 deck for a special bonus power, but then you lose its effect for the rest of the game.

5 – 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 has room for the Star or Ad, simply slide it under. If the Show is at capacity, you **MUST** discard a Star or Ad to make room for the one you are adding, discarding it to the bottom of the deck. You may discard the Star or Ad as long as the attaching card is allowed by the Show's prerequisites.

If a Star or Ad has conditions, evaluate them ONLY at the moment you attach it. If conditions later change, do NOT rotate it.

6 – Drop and Budget

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

To perform this, move your Turn Order Disc to the leftmost available space in the Drop and Budget track. Collect **ONE** of the rewards on the space that you took.

In Season 1, you will ONLY get money. In Seasons 2-5, you may choose between money OR Viewers.

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.

- Income/Expenses
- Score Viewers from Lineup and Reruns
- Age Shows
- Set up next Season

1 – Income and 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 these Shows require upkeep (cost in upper right).

If total is positive, collect it as money from the bank. If the total is negative, pay it to the bank. If you cannot pay the

full amount, keep all your money and pay entirely in **VIEWERS**. You **CANNOT** go below 0 Viewers.

2 – Score Viewers from Lineup and Reruns

Calculate Viewers from the current Viewer Row of each Show. Add Viewers from Stars and Promo Ads attached to your Shows as well as Rerun Value 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. Do **NOT** count Rerun Viewers from Shows in your Archives. Use your personal Scoring Calculator to track your running total.

If a Show is in its first Season **AND** in its preferred time slot, score the higher Viewer value, otherwise score the lower.

Add your Viewer total to the Scoring Track in the middle of the table. If you score at least 100 Viewers, take the 100-Viewer token in your color. If you score at least 200 Viewers, flip it to 200. Take the 300-Viewer token if 300.

You Score Viewers even after Season 5!

3 – Age Shows

Move the black scoring cube on each Show down 1 Viewer slot. If it is already on the last slot, keep it there, scoring this value until you cancel the show.

Do this after Season 5 AS WELL as the shows will score again at the end of the game.

4 – Set Up Next Season

Skip if this is the end of Season 5. Otherwise:

- Move Reruns to Archives – these shows will still help for Genre Bonuses.
- Discard ALL unused cards around Scoring Tracks.
- Draw new cards as shown for each deck
- Determine new turn order – this is determined in reverse order of Viewer score, least to most. Ties are in order of Drop and Budget.
- Flip the Right Hand Scoring Track at the end of Season 1 **ONLY**.
- Move Season Marker

END OF GAME

Once you have handled scoring for Season 5, score Viewers from your **Lineup ONLY ONE MORE TIME after they have aged at the end of Season 5**. Do **NOT** collect income, pay expenses or score Reruns.

Score 1 Viewer for each Star left over in Green Room. Score game end Network Cards. Most Viewers wins. Only tiebreaker is money. If still tied, the tie stands.