The Networks: Executives – Full Print and Play

Version 0.1

This is the full Print and Play for *The Networks: Executives*, an expansion for *The Networks*. You **MUST** have the base game of *The Networks* in order to play. You can use this PNP with the base game PNP, or with the manufactured base game. None of the cards in *The Networks: Executives* get shuffled into any decks from the base game.

You'll also need 10 cubes for the Marker Cubes, each about 8mm wide. Their color isn't important.

Important: This is a preview version of the Print and Play! Design work is done and the game is playable, but there are still a few incomplete graphical items.

- The rulebook still needs to be laid out by our graphic designer, and we still need to create diagrams.
- The Executives Cards will all have text descriptions of the Executives' powers.
- The Executives Cards need player count restrictions on them.
- Flix's marker that covers their 8 pm time slot is not part of the "PNP Markers.pdf" file. It's not necessary for the game.
- The 100/200 Viewer Markers for the new Networks aren't here yet. You can use the old ones from the base game.

Files

Cards Front.pdf

Most of the expansion is in these cards. Here's what you'll find in the file:

- **Pages 1-2 -** Executives Cards. You'll deal two of these cards to each player at the start of the game.
- **Pages 2-3 -** Mogul Cards. These start on the second row of Page 2.
- **Pages 3-6 -** Pilot Season Shows. These start at the bottom-middle card of Page 3.
- **Pages 6-7 -** Season 1 Shows. These start on the bottom row of Page 6.
- **Pages 8-9** - Season 2-3 Shows.
- **Pages 10-11 -** Season 4-5 Shows.

Cards Back.pdf

This file is OPTIONAL. You do not need to print it in order to play.

This file is set up to “mirror” the Cards Front.pdf file. That is to say, you should be able to print the Cards Front.pdf file, and then place the same pages into the Manual Feed tray of your printer. Assuming the pages are in the correct order, you should get the backs printed directly on the same cards as the front.

Of course, all printers will have a bit of offset, and you may encounter bits of the card backs appearing on adjacent cards. Another way to handle this without risking as much bleed is to print the cards fronts and backs on different pieces of paper, slice them out separately, and then place them all in sleeves. If you do this, you may want to add a playing card in between for thickness; it makes shuffling easier.

Player Board Bottoms - Male.pdf
Player Board Bottoms - Female.pdf

The base game came with one player board for each player. The *Executives* expansion comes with modular player boards; the top third is your network name, and the bottom two-thirds is your Executive. These are the various bottom two-thirds; you’ll take the appropriate one when you choose your Executive at the start of the game.

In the manufactured version of the game, these boards are double-sided, with a female character on one side and a male character on the other. There are no mechanical differences between the two sides. Because of this, you only need to print out one set of files (either female or male) at minimum.

Player Board Tops - New Networks.pdf
Player Board Tops - Old Networks.pdf

These are the top thirds of the player boards. In the manufactured version of the game, these boards are double-sided, with the old network name (from the base game) on one side, and a new network name, for variety, on the other.

In the manufactured version of the game, there will be a jigsaw cut for the player board tops and bottoms that will lock the two pieces in place.

You only need to print out one set of files (either new or old) at minimum.

PNP Markers.pdf

This file contains the Sponsorship Tokens (needed for the Telethon Executive) and the Genre Tokens (needed for the Procrastinator Executive). You can print this out onto letter-sized paper.

The Sponsorship Tokens are double-sided; you can fold at the crease, glue them together, and then cut them out individually.

Rulebook.pdf

The rulebook to the game. Its text is close to final, but it is still awaiting diagrams and graphic design layout.

Disclaimers

This PNP contains most of the game's final art and graphic design; however, some art in the released game may differ very slightly.

Please do not share the PNP files with others. You can email info@formalferretgames.com if you have any questions or concerns.

Please look out for The Networks: More Executives, containing two extra Executives and 5 new-but-familiar Pilot Season Shows! Thank you to the 3,063 Kickstarter backers who made this all possible!

Changelog

V0.1 - Original (preview) version.