The Networks: The Executives

An expansion for the hit strategy game.

So you've proven your worth in the past. We know you can run an ordinary TV network. Big deal.

We have a bigger challenge for you. Inside this box are 12 unique Network Executives, each with their own weird characteristics. Every Executive has powers, but they also have significant flaws.

Can you master each Executive's idiosyncrasies, draft the best Pilot Season cards, claim your true status as a Mogul, and come out on top?

Disclaimer

This is a rulebook for a prototype! While this game is very close to completion, rules may change between now and the game's publication. There are still a few Network Executives to tweak, and I may add more Mogul cards. Show titles are not finalized.

There are no diagrams in this draft of the rulebook; they'll likely appear in the next draft.

This prototype rulebook is still being tested. There are definitely some unclear rules within. I would appreciate feedback on what's clear and not so clear.

Please be as specific as possible. "The rule about scoring on Page X, Paragraph Y wasn't clear to me" is much easier for me to act on than "I don't understand scoring."

Here is feedback I'm looking for:

- Unclear wording.
- Confusing diagrams. Please focus on the intent of the diagram, not its actual look.
- Rules that could use a diagram to better illustrate their meaning.
- Unnecessary diagrams.
- Typos, misspellings, and poor or misleading grammar.

Here is feedback I am NOT looking for:

- Specific layout feedback (e.g. "You should put the rulebook into columns," "This section should all be on one page," "The rulebook is ugly," "The game art is ugly."). Graphic design is still being worked on, so right now I am looking for feedback on wording and intent, not on presentation.

- Specific feedback on the look of any given diagram. These will be updated to reflect the game's forthcoming look. The diagrams in this version of the rulebook indicate the intent of the final diagram, not their final look.
- Don't worry about where page breaks fall for now.

You can email feedback to gil@hova.net.

Thank you so much for your time and effort in making *The Networks: Executives* a better game!

Components

- 12 Network Executive cards
- 5 "top" Network Name player boards
- 5 100/200 Viewer markers (that match the new Networks that come with the game)
- 12 "bottom" Network Executive player boards
- 13 Mogul Cards
- 10 Marker Cubes
- 26 Pilot Season Shows
- 48 Season 1-5 Shows
- 15 Sponsorship Tokens (for use with the Telethon Executive)
- 18 Genre Tokens (for use with the Procrastinator Executive)
- 1 Flix Counter (for use with the Flix Executive)

[Diagram of all components]

Overview

The Networks: The Executives is a full expansion for *The Networks*. It changes the gameplay in a few ways:

- The players will all choose a Network Executive at the start of the game. Each Network Executive has their own strengths and weaknesses.
- There is a new deck of Show Cards that replaces the Shows from the base game. Each Genre now has an equal chance of appearing, unlike the base game, where Reality and Sports shows were less common. However, Sports Shows now have a higher upkeep, and you don't receive as many viewers for Reality Shows, on average, as for other shows.
- There are no longer any starting Public Access Shows, and players no longer start with a starting Star and a starting Ad in their Green Room. Instead there is a starting Pilot Season draft in which players choose their starting TV shows. These determine a player's starting resources.

- There are now Mogul Cards. These are supercharged Network Cards that give you significant bonuses. You may only ever get one Mogul Card, and it comes when you get your first 5-Show Genre Bonus, or your second 3-Show Genre Bonus.
- The 5-Show Genre Bonus is different from the base game. Now the 5-Show Genre Bonus works just like the 3-Show Genre Bonus. But you'll get a Mogul Card on your first 5-Show Genre Bonus if you haven't gotten one already!

A note

This expansion is designed for players who have played the base version of *The Networks*. If you have not yet played *The Networks*, we **highly recommend** that you play the base game before proceeding to this expansion. If you're an experienced board game player, you will be able to handle learning *The Networks* with *Executives*, but count on it taking a bit longer.

Executives is meant to be played with Advanced Network Cards in the deck and with Network Cards available in Season 1. Interactive Network Cards are still optional.

You may include the *On the Air* mini-expansion with this expansion.

Setup

Setup for *The Executives* is the same as for the base game, with some exceptions.

You'll leave the player boards from the base game in the box. Instead, each player takes the top part of a player board from this expansion, with just the Network name, that matches their player color. (You'll get the bottom two-thirds of your board in a moment.) There are different Network names on each side, but the side you pick won't have a mechanical effect in the game.

[Diagram of X-ed out base game player board, and top part of player board]

Leave the base game's starting Shows in the box. Also, leave the starting Star and starting Ad you'd normally begin with in the box.

[Diagram of X-ed out Shows and starting Stars/Ads]

Leave the base game's Shows in the box. Instead, use the replacement deck of Shows from the expansion. If you're playing with 2 or 3 players, you'll have to remove some Shows from the deck. Note that some Shows are only removed in a 3-player game.

[Diagram of X-ed out Show Deck]

Shuffle the Season 1 Shows and deal out the proper number face-up, as you would during normal setup. Shuffle the Season 2-3 and Season 4-5 Shows into their respective decks and set them aside for now.

If you're playing with the *On the Air* expansion as well, shuffle those Shows into the appropriate decks here.

Shuffle the new Pilot Season Shows and keep them nearby; you'll need them in a moment.

[Diagram of set up Season 1 Shows, and other prepped decks]

Don't flip the rightmost Scoring Track to its Season 1 side. Instead, place it so the scoring track wraps to 100. Place scoring markers just off the Scoring Track; you'll put them on the Scoring Track as you start scoring Viewers.

*This means for the whole game, **including Season 1**, the first player to Drop and Budget will collect $10M or 5 Viewers, and the last player to Drop and Budget will only collect $2M. You're pros, you got this!*

[Diagram of x-ed out flipped rightmost Scoring Track board]

Each player gets $2M *less* than the regular starting money from the base game. So the first player gets $3M, the player second in turn order gets $5M, and so on. Note that the Cable Executive breaks this rule.

[Diagram of starting money]

Complete the rest of the setup from the base game. Since you're all experienced players (see *A Note*, above), don't forget to deal out Network Cards, too!

[Diagram of set up game]

Take the Mogul Card deck, shuffle it, and deal out a number of cards *equal to the number of players plus one* face-up near the Network Cards. For example, in a 3-player game, deal out 4 Mogul Cards. Put the remaining Mogul Cards nearby.

In most cases, the face-up Mogul Cards will be the only Mogul Cards available in the whole game. You probably won't need the remaining cards, but there are some situations that allow you to draw extra Mogul Cards.

[Diagram of set up Mogul Cards]

Go through the Executives deck and remove any Executives Cards that do not appear at the current play count. For example, you won't play with Telethon in a 1-player game. Shuffle the remaining Executives Cards.

[Show player restriction on Telethon.]

Deal each player two face-down Executive Cards and four face-down Pilot Season Show Cards. Each player looks at the cards they were dealt, and simultaneously chooses one Executive Card, discarding the other.

[Diagram of face-down Executive and Pilot Season Cards, with an arrow by one Executive card]

Then, each player simultaneously reveals their chosen Executives and takes the associated bottom part of their player board, matching their chosen Executive. Executives boards are double-sided, with a female character on one side and a male character on the other, but both sides are functionally identical. You can slide the top and bottom parts of your player board together now.

[Diagram of face-up Executive card and bottom player board, plus assembled player board]

Once the game begins, keep your Executive Card as a reference. Its face-up side shows the Executive's powers, and the face-down side reminds you about Genre Bonuses and actions in a turn.

Your Executive may have special components. See the "Executives" section below for the extra bits that each Executive should have.

At this point, the Shows, Stars, Ads, and Network Cards you'll need to play Season 1 should be face-up on the table.

Pilot Season phase

Now, you will draft your starting Shows from the Pilot Season cards.

Each player should already have 4 Pilot Season cards dealt to them during Setup. Each player chooses one Pilot Season Show from their hand, puts it face-down in their 8 pm time slot, and passes their remaining cards to the player on their left.

Once everyone has selected an 8 pm Show, everyone reveals it simultaneously, collecting Stars, Ads, or money in any order as needed.

If a Pilot Season Show instructs you to draw Stars, draw them from the top of the Star deck. Your chosen Star goes in your Green Room. If you have to discard any Stars, discard them to the bottom of the Star deck. You do not have to pay for the Star you keep.

If a Pilot Season Show instructs you to draw Ads, draw them from the top of the Ad deck. Your chosen Ad goes in your Green Room. If you have to discard any Ads, discard them to the bottom of the Ad deck. You do not collect Landing Bonuses from Ads unless your Pilot Season Show tells you otherwise.

Once everyone has collected their Stars, Ads, or money, players all pick up the 3 cards they were passed from the player on their right. Each player now selects their 9 pm show in the same fashion, passing the 2 remaining cards to the player on their left, simultaneously revealing their chosen 9 pm shows, and collecting or paying what they must.

From these remaining 2 cards, each player selects their 10 pm show, and discards the Show they do not want face-down into the game box.

Pilot Season Shows that have no Genre give you Stars, Ads, and/or money. Players may take these in any order. Pilot Season Shows with a Genre cost $1M each.

If you have 3 gray “No Genre” Shows, you do *not* get a Genre Bonus. You may only get a Genre Bonus with shows that have a genre.

The Season 1 cards you dealt during setup are unavailable to pick up during Pilot Season, but can help you make a decision about which Pilot Season Shows to choose.

Do not perform Income/Expenses or score Viewers at the conclusion of Pilot Season.

If you are playing the 1p game, note the specific rules in “The 1-Player Game” section.

Now the game can begin!

Mogul Cards

Mogul Cards give you powerful bonuses, extra money, and/or big bumps in Viewership. The moment you get your first 5-Show Genre Bonus, or the moment you get your second 3-Show Genre Bonus, you get to take one of the Mogul Card revealed at the start of the game.

Mogul Cards behave like supercharged Network Cards, and they have the same kinds of timing symbols. However, Mogul Cards are *not* considered Network Cards for the purposes of the game. So Network Cards like Clip Show have no effect on a Mogul Card.

Once a player takes a Mogul Card, do not draw a new one to replace it. The Mogul Cards dealt at the start of the game are generally the only ones available for the whole game. Each player may only ever have one Mogul Card during the entire game. If you use a 1x Mogul Card, flip it in front of you show that you’ve used it, rather than discarding it. You may not get another Mogul Card, even if you score a 5-Show Genre Bonus or your second 3-Show Genre Bonus.

If there’s ever a contradiction between these rules and the individual power of a Mogul Card, the power of the Mogul Card takes precedence.

Genre Bonuses

The 5-Show Genre Bonus in *The Executives* works a little differently than it does in the base game. The first time you get a 5-Show Genre Bonus, you get to take one of the available Mogul Cards in addition to getting Viewers and drawing Stars or Ads. Unlike in the base game, players may not draw Network Cards or convert money into Viewers as part of a 5-Show Genre Bonus, unless they're specifically allowed to with a Mogul Card.

The 1-Player Game

Pilot Season

Start the Pilot Season with 4 cards, as you normally would. Choose one as your 8 pm show, and discard the rest.

Then draw 3 new Pilot Season cards. Choose one as your 9 pm show, and discard the rest.

Finally, draw 2 new Pilot Season cards, Choose one as your 10 pm show and discard the other card.

Mogul Cards

When playing solo, set out 3 Mogul Cards face-up in a line at the start of the game (4 if you have chosen Specialist).

At the end of Season 2, if you are still allowed to take a Mogul Card, discard the leftmost Mogul Card.

At the end of Season 4, if you are still allowed to take a Mogul Card, you will again discard the leftmost Mogul Card.

Once you may no longer take Mogul Cards, discard all remaining available Mogul Cards.

Executives

Each Executive gives its owner player specific advantages and disadvantages:

Beeb

Start the game with $3M extra. You will use the rondel each turn. Every time you make a lap around the rondel, gain 1 Viewer. Gain $3M extra when selecting Drop and Budget.

...but...

The space you choose on the rondel determines your action that turn. You may move one or two spaces for free, but each additional space costs $1M or 1 Viewer.

Setup

When you get your starting money, collect $3M extra.

Take a Marker Cube. You'll use it to track your position on the rondel (we'll call it your "Rondel Cube"). Leave it by the side of your player board for now.

Notes

The first time you take an action in a Season, place the Rondel Cube on the corresponding area of the rondel.

For your next action, you must move the Rondel Cube at least 1 space clockwise and perform the corresponding action. You may move 1 or 2 spaces for free. If you wish to move any extra spaces, you must spend $1M or 1 Viewer for each skipped space. This means if you wish to repeat the same action as last turn, you must spend $3M, 3 Viewers, or some combination of the two!

[Diagram: Rondel graphic]

Every time you cross the line on the Rondel between the Land Ad and Develop Show spaces, immediately score 1 Viewer.

If you have 0 Viewers, then you may not spend Viewers to move extra spaces. If you have 0 Viewers and no money, you must Drop and Budget (see below).

You may not move more than 3 extra spaces in a turn. So the furthest you can go in one turn is a full lap, duplicating your previous turn's action.

You may not choose an action you can't execute. For example, you may not choose the Sign Stars action if there are no Stars available to Sign. You must spend money or Viewers to pass that spot on the rondel. If you can't or don't wish to, you must Drop and Budget.

There is no space on the rondel to Drop and Budget; you may do that for free regardless of the location of your cube on the rondel. When you Drop and Budget, gain an extra $3M in addition to the money or Viewers you selected. In other words, if you select the first Drop and Budget space, either get $13M or $3M and 5 Viewers.

After collecting your money and/or Viewers, remove Rondel Cube from the Rondel.

At the start of next Season, you may select any action as your starting action, and place your Rondel Cube there.

If you play the “Sweeps Week” or “Agency” Network Cards, you must still follow the rondel..

Butcher

Your Reruns score 3 extra Viewers each.

When Developing a Show, you may pay $3M to ignore all prerequisites (Stars and/or Ads) on it.

...but...

Shows score -2 Viewers in their 2nd Season, -4 Viewers in their 3rd Season, and -6 Viewers in their 4th Season.

Notes

It’s possible for a Show to score negative Viewers. For example, Pilot Season Shows with no Genre will score negative Viewers in their second Seasons and beyond.

You’ll still apply this Viewers penalty during endgame scoring.

Cable

You start the game with a *lot* more money than everyone else!

When you Drop and Budget, your Season is not over; you still get one more action.

...but...

Never get money when performing Drop and Budget; you must choose Viewers. If you go out last, you get nothing!

Setup

Do not take the regular starting money. Instead, if you’re first in turn order, take $16M. If you’re last in turn order, take $20M. Otherwise, take $18M.

Also, at the start of the game, take a Marker Cube and put it by your marker on the Turn Order track.

[diagram]

Notes

When you perform Drop and Budget, instead of moving your Turn Order Marker, move your Marker Cube to the proper Drop and Budget space. Score the Viewers immediately.

[diagram]

On your next turn, take one action, and then replace the Marker Cube in the Drop and Budget track with your Turn Order Marker. Keep the Marker Cube by the Turn Order Track for next Season.

[diagram]

Of course, if you're last to Drop and Budget, this special power will not help you this Season!

Cheapo

During scoring, score 2 extra Viewers for every Show that doesn't require upkeep, and 1 extra Viewer for every Star that doesn't require upkeep.

...but...

Every Show and Star in your lineup that requires upkeep costs $1M more.

Notes

You don't have to pay upkeep for Stars in your Green Room, nor do you have to pay any extra penalties.

If you play the "Budget Overrun" Network Card, the other players must pay your raw expenses. They do not have to pay the extra $1M that you must pay for each Show or Star with upkeep.

Flix

Your timeslots are not considered to be at 8 pm, 9 pm, or 10 pm. Your new Shows are always considered to be in their "proper" timeslot. Always rotate Ads with timeslot conditions to their good sides.

...but...

Every time you replace one of your Shows with a Show of a different genre, immediately lose 1 Viewer.

Setup

Take the Flix counter and put over the “8 pm” text of the top third of your player board, to remind you that your timeslots are different now.

Notes

When you replace a Show of no Genre (like a Pilot Season Show), you do not lose any Viewers.

Any Ad with timeslot conditions (like Ads that go on their good side at 8 pm, 9 pm, 10 pm, or “? pm”) will automatically go on their good side. All other Ads (like Promos or Sports Ads) must have their conditions met.

In the rare case you must take the -1 Viewer penalty and you have 0 Viewers, your score may go negative.

The “Flexible Schedule” Network Card is useless to you!

Generic

Score your Genre Bonuses when you get 5 shows of *different* Genres.

...but...

You do not score a Genre Bonus when getting 3 or 5 Shows of the same Genre.

Setup

Take 5 Marker Cubes from supply and put them by your player board.

Notes

Every time you Develop a Show (including the Pilot Season), and the Show’s Genre icon on your player board is empty, take one of your Marker Cubes and place it onto the corresponding Genre icon on your player board.

[diagram]

If you place your fifth Marker Cube, immediately score a 5-Show Genre Bonus. If this is your first 5-Show Genre Bonus, take a Mogul Card. Then remove the 5 Marker Cubes from your player board. From here on in, you can start placing Marker Cubes back on your player board every time you Develop a Show, and go for multiple 5-Show Genre Bonuses. Of course, you will only get a Mogul Card on your first 5-Show Genre Bonus.

You do not get anything when you place your third cube. Generic gets no 3-Show Genre Bonuses.

Shows with No Genre (i.e. gray cards, like the Pilot Season Cards that give you Stars, Ads, or money) do not count as a Genre, so they do not apply when counting how many Genres you have.

If you take the “Ambitious” Mogul Card, you may only take another Mogul Card on your next 5-Show Genre Bonus, as you cannot get 3-Show Genre Bonuses.

If you’re playing with 2 or 3 players, there will be no Dramas in the game.

Procrastinator

When Developing a Show, you may pay $3M to consider it to be any Genre of your choice instead of its listed Genre.

...but...

You may not Develop a Show in Season 1.

Notes

There is no limit to the Shows you can choose in the Pilot Season.

When you use your power to change a Show’s Genre, indicate the new Genre by placing a Genre Tile on the Show Card’s top-left corner.

You are limited to the Genre Tokens that come with the game. For example, if you have used all your Action Show tiles, you may not use your power to change any more shows to Action.

You may reserve a show with the Exclusive Rights Network Card in Season 1, but you may not Develop that Show into your lineup until Season 2 at the earliest.

Rich

(Do not play at 1p)

At the start of each Season, choose one of three things:

- Draw 3 Stars and keep one for free.
- Draw 3 Ads, keep 1, and get the Landing Bonus from the other 2.
- Spend $3M to discard and immediately replace 1 Network Card from the available Network Card pool. You may continue to discard and replace as many Network Cards as you’d like and can afford.

...but...

You may never take [endgame icon] Network Cards.

Notes

If Gorilla is also in the game, at the start of each Season, draw your cards before Gorilla decides whether to use their power.

You may not use your power to discard Network Cards belonging to another player. You may only discard Network Cards available to be taken this Season.

When discarding and replacing Network Cards, always discard the chosen card to the bottom of the Network Card deck and replace it with the top card of the Network Card deck. You may choose to discard and replace a card that replaced another card.

Specialist

You do **not** score a Genre Bonus at 3 or 5 Shows. Instead, you score Genre Bonuses at 4 and 6 Shows. Your 4- and 6-Show Genre Bonuses work just like a 5-Show Genre Bonus; each lets you get a Mogul Card.

You may hold 2 Mogul Cards, not just one. These may be acquired by getting a 4-Show and a 6-Show Genre Bonus, or by getting two 4-Show Genre Bonuses.

...but...

You may not score the 3-Show or 5-Show Genre Bonus.

Setup

Draw one extra Mogul Card into the Mogul Card pool.

Starryeye

When Signing a Star, you may spend $2M to also draw the top Star of the Star deck and add it to your Green Room, ignoring its printed Signing Cost.

When taking a Develop Show or Attach Star action, you may put one extra Star on a Show.

Once in the game, you may collect a $5M bonus. If you do not do this by the end of the game, score 5 Viewers.

...but...

During Income/Expenses, you must pay $1M for every 2 Stars in your Green Room, rounded down. This applies to all Stars, whether or not they have upkeep costs.

Notes

Shows don't need to have a Star icon for you to put an extra Star on it. However, you can't place more than one extra Star on a Show beyond its listed capacity. In other words, if a Show's maximum capacity is 2 Stars, you can't put more than 3 Stars on it, unless you use a power such as the All-Star Cast Network Card or the Star-Powered Mogul Card.

When Signing a Star, if there are no Stars available to take, you may still spend $2M to draw the top Star of the Star deck.

Telethon

(Do not play at 1p)

Once per Season, as an action, you may run a Telethon to collect money or Sponsorship Tokens. Other players may gain Sponsorship Tokens too.

Players may spend Sponsorship Tokens to activate certain special effects.

...but...

You may never have any Ads in your Green Room.

Setup

Place a Marker Cube on the green space of your player board. This will indicate that you have not yet run a Telethon this Season.

Start with one Sponsorship Token.

Notes

When you run a Telethon, slide your Marker Cube from the green space to the white space. Collect $2M, and then politely ask two other players, one at a time, if they would like to give you $2M.

Each player who pays you $2M gets a Sponsorship Token from the bank. For each player who declines to give you money, you get a Sponsorship Token from the bank.

Any player may spend a Sponsorship Token on their turn to get one of the following powers:

- Spend 1 Sponsorship Token when Developing a Show to ignore 1 Star or Ad requirement.
- Spend 1 Sponsorship Token at any time to rotate one Star or Ad on one of your Shows to its good side.
- Spend 1 Sponsorship Token during Income/Expenses to ignore income and expenses for one of your timeslots.
- Spend 3 Sponsorship Tokens at any time during your turn to take one extra action.

You can spend multiple Sponsorship Tokens at the same time. For example, you may spend 2 Sponsorship Tokens to ignore 2 requirements when Developing a Show.

If using a Sponsorship Token to ignore income and expenses, you ignore both income and expenses for a timeslot. The Show and all Stars in that timeslot cost $0, but all Ads on that timeslot gain you $0 as well.

You may also get a Sponsorship Token by Landing an Ad. However, you must collect the Ad's Landing Bonus minus $1M, and immediately discard that Ad.

When scoring a Genre Bonus, you may choose to draw 3 Ad Cards. Choose 1 card, and get its Landing Bonus. Then discard all 3 cards to the bottom of the Ad deck, and take a Sponsorship Token from supply.

When holding a Telethon, ask any 2 players for money, even players who have already performed the Drop and Budget action this Season.

When playing with 2 players, ask their opponent for $2M twice. This means that either one player will gain two Sponsorship Tokens, or both players will gain one Sponsorship Token each.

Underground

You may sign multiple Stars in a single Sign Star action, as long as their total cost is $4M or less.

...but…

When Landing an Ad, collect $1M less.

Notes

If you sign multiple Stars in a single Sign Star action, then after you have collected and paid for all your Stars, redraw that number of Stars *minus one* from the Star deck face-up to the available Stars pool.

For example, if you signed 3 Stars, then after you take them, draw 2 new Stars from the Star deck and add them back to the available Stars pool.

[diagram]

You'll only draw these Stars *after* you pick up all your Stars for that Season. You won't be able to Sign any of these newly-drawn Stars until your next turn at earliest.

Stretch Goal Executives

Thanks to all our generous Kickstarter backers, we were able to make two extra Executives! They don't come with the base game, but if you poke around enough, you should be able to get your hands on them. Here they are:

Continuum

(Do not play at 1p)

Once per Season, you may spend money to run your time machine. This lets you take two actions during your turn.

If you do not use your time machine during the season, you may use it for free during Show scoring to consider one of your Shows not in its proper timeslot to be in its proper timeslot.

...but…

Every time you run your Time Machine, place an Anomaly Card on top of the Star Deck.

Setup

Take the deck of Anomaly Cards and place them somewhere on the table.

Take a Marker Cube and put it on the $5M spot of your Time Machine track.

Notes

At the start of each Season, place a Marker Cube on the $5M space of your time machine track. At the end of each of your turns, if you have not yet used your time machine, slide the cube one space to the right, unless it's already at $1M.

Once you've used your time machine, remove the cube from the track.

Every time you run your Time Machine, place an Anomaly Card on top of the Star Deck. A player who gains an Anomaly Card may spend it in a future turn to get an extra action on their turn.

Any player can gain an Anomaly Card through any action that would get a Star, like Signing a Star, drawing 3 Stars and keeping 1 during a Genre Bonus, Starryeye's special power, or the Audition Network Card. Anomaly Cards do not cost money to gain during a Sign Star action.

When a player gains an Anomaly Card, they place it in their Green Room. They spend it on their turn to get an extra action that turn. They then discard the Anomaly Card.

Continuum may use Anomaly Cards themselves.

Gorilla

(Do not play at 1p)

When determining turn order for next Season, you will choose to go first or last. If you choose to go last, collect $1M for each player in the game, including yourself.

...but...

If you choose to go first in a Season, you do not collect money or Viewers when you Drop and Budget that Season.

Notes

Gorilla does not follow regular turn order rules. You must choose to go first or last at the start of each Season.

If you are playing with Rich, choose whether to go first or last after they make their decision.

The "Executive Producer" Network Card takes effect after you choose whether to go first or last.

Mogul Card Almanac

Generally speaking, you'll pick up one Mogul Card when you reach 5 Shows of the same Genre, and you may only ever have one in the game. If you use a Mogul Card with a 1x power, flip it instead of discarding it, to show that you cannot get another Mogul Card.

There are exceptions to these rules, based on Executive and Mogul Card powers. If any Executive or Mogul Card powers contradict the general rules of acquiring a Mogul Card, follow the individual Executive or Mogul Card power.

Ambitious

> Immediately draw an extra Mogul Card into the available pool. You may take another Mogul Card on your next 3- or 5-Show Genre Bonus.

> Get 10 Viewers at the end of the game.

With this Mogul Card, you could conceivably have two Mogul Cards. If you are the Specialist Executive, you could even have three.

When you take this card, draw a new Mogul Card into the available Mogul Card pool. Any player eligible to take a Mogul Card may take this newly-drawn card.

Generic may only get an extra Mogul Card on their next 5-Show Genre Bonus, as they do not get 3-Show Genre Bonuses.

Blockbuster

> During scoring at the end of a Season, play this to double the Viewers of one of your Shows. For every $5M extra you spend, double one Star or Promo on that Show as well.

This Mogul Card allows you to double the Viewers from one of your Shows. If a Show would give you 10 Viewers at the end of the Season; then playing this Mogul Card would get you 20 Viewers.

For every $5M you spend, you may also double one Star or Promo on that Show. To continue the previous example, if a Star on the 10-Viewer Show would get you 2 extra Viewers for a total of 12, you would now score 24 Viewers for that Show.

You may spend an additional $5M for each Star or Promo on the Show, but you may not double the same Show, Star, or Promo multiple times. In the example above, you would not be allowed to spend $10M to score the same 2-Viewer Star a second time.

[diagram example]

Crossover

> Play when Developing a Show. Instead of discarding the old Show to Reruns, count the old Show as a Star on the new Show.

When you play this card, the Show you're currently Developing will not go into Reruns. Instead, you'll put it underneath the new Show, as if the old Show was a Star. Of course, this means the new Show must have a Star slot available to put the new Show on. The old Show now counts as a Star for the purposes of any Network Cards or other cases.

For the first Season, use the lower number of the old Show, regardless of what time it's on.

If you cancel the new Show, put both old and new Shows in Reruns.

[diagram example]

Guest Stars

> When you get this card, immediately draw the top 2 Stars from the deck and place them in your Green Room for free.
>
> For the rest of the game, when Developing or Attaching, you may add one extra Star on each Show.

The extra star may be added to any Show, beyond its listed capacity.

Starryeye still gets their power, so if Starryeye gets the Guest Stars card, they may now have 2 extra Stars beyond the show's listed capacity on each show; however, if they are using the Attach Star/Ad action, they must still attach only one Star per action.

Hip

> When you get this card, rotate all Stars and Ads on your Shows to their good side.
>
> For the rest of the game, Stars and Ads will always go on their good sides.
>
> Score 10 Viewers at the end of the game.

If you have this Mogul Card, you are immune to the "Investigative Journalism" Network Card.

Imaginative Writers

> When Developing a Show, flip this card to Develop any Show not already in the game.
>
> Get 10 Viewers at the end of the game.

Play this card when Developing a Show. You get to select any Show Card from the game box that belongs to a past or future Season deck (e.g. a Season 4-5 Show when you're still in Season 3), or a Show from the current Season deck that is not already available to Develop. If you're playing with 2 or 3 players, you may use this card to take any cards that wouldn't otherwise be available in a 2-3 player game.

You may not use this card to take a Show from anyone's Lineup, Reruns, Archives, or "Exclusive Rights" Network cards.

Network Master

> At any point in the game, play to gain 4 Viewers for every Network Card you have, to a maximum of 24 Viewers.

This card only applies to Network Cards you have at the moment you choose to play it. This means you can never use Network Master to get points from “!” cards, as you never have them in front of you.

You also do not score for “x1” Network Cards you’ve already played and discarded, so the timing of when to play Network Master is important.

Mogul Cards are not Network Cards, so this card does not score itself.

Retrospective

> At the end of the game, the first 5 Shows in your Archives are worth 1 Viewer each, and all other Shows in your Archives are worth 2 Viewers each.

For example, if you finished with 9 Shows in your Archives, you’d score 13 Viewers.

[Diagram example]

Star-Powered

> Once during scoring at the end of a Season, play to add 3 Viewers to all your Stars.

You may choose to play this card during endgame scoring.

Tax Write-Off

> For the rest of the game, during Income/Expenses, ignore Show and Star Expenses from a single time slot. Score 10 Viewers at the end of the game.

At the end of each Season, during Income/Expenses, ignore Show and Star Expenses from one time slot. You still get income from Ads in that time slot.

Tycoon

> You may either immediately flip this card to convert money to Viewers at a rate of $1M to 2 Viewers, or else keep it face-up and convert at a rate of $1M to 1 Viewer at game end. You may score no more than 26 Viewers from this card.

You must make the decision to either score immediately or at the end of the game as soon as you take the card.

Viral Marketing

> For the rest of the game, during scoring, your Ads generate 1 Viewer for every $1M of income they generate.

Do not count expenses in this calculation. For example, if you have an Ad that gives you $2M at the end of a Season, it will now also generate 2 Viewers, regardless of the expenses on the Show it's on or the expenses of any Stars also attached to the Show.

Credits

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