It's the heyday of cable TV, and you've just been hired to run a new network. All you have to work with are three awful public access shows, a little bit of cash, and endless ambition. Let's see what you can do.

1-5

60'

12+

THE NETWORKS
PRIMETIME

COMPONENTS

- **A** 15 Starter Show Cards
- **B** 20 Pilot Season Cards
- **C** 36 Show Cards
  (A and B decks)
- **D** 50 Star Cards
- **E** 35 Ad Cards
- **F** 31 Network Cards
- **G** 15 Solo Cards

- **H** 5 Player Boards
- **I** 2 Setup Boards
  (double-sided)
- **J** 1 Genre Board
- **K** 1 Scoreboard
- **L** 1 Dry-Erase Marker

- **M** 55 Marker Cubes
  (11 per player)
- **N** 5 Turn Order Tokens
- **O** 76 Cash Tokens *(1s, 5s, 10s)*

OVERVIEW

The Networks: PrimeTime is a card drafting game where up to 5 aspiring TV executives compete to sign the hottest stars, land the best advertising deals, and put together a slate of shows that'll blow the socks off the audience.

Your goal each round is to score the most **viewers** 👁 by producing **shows** to fill your lineup. But before you can produce a show, you need to sign **stars** and **ads** to fill its requirements. And somehow, you've got to do it all on a budget.

At the end of each round, you add up your network's total viewers and write them on the scoreboard. After **4 rounds,** each player adds up their viewer scores for the entire game, and whoever has the **highest score** wins!

CREDITS

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1

GAME SETUP

1 Place the **scoreboard** to one side of the play area. *Note: The side that lists "Network, Moguls, & Execs" is used for expansions.*

2 Find the **setup board** for your player count and connect it to the **genre board.**

3 Create supply piles of **cash tokens** where players can reach.

4 Separately shuffle the **star, ad, and network decks** and place them near the genre board.

5 Create the **show deck** by separately shuffling the A shows and B shows, then stacking the A shows on top of the B shows, facedown. *With 3 players, remove all B shows marked 4✚ from the game. With 1-2 players, remove all B shows marked 4✚ and all A shows marked 3✚.*

6 Each player chooses a **player board** and takes the 11 marker cubes in their color.

7 Each player takes the **3 Starter shows** with their network logo on the back and places them faceup to the right of their player board, in any order. Each player places a **marker cube** on the top row of each show's season track *(on the right).*

8 The player who most recently watched a show takes the **1st player token.** *Other turn order tokens are only used in the Classic Turns variant (pg. 14).*

9 Each player takes the **starting cash** listed on the setup board for their position in clockwise turn order. The 1st player takes the lowest amount, the 2nd player takes the next-lowest, and so on.

10 Shuffle the **Pilot Season deck** and deal each player **4** cards. Each player follows the steps on the right to choose which cards they keep. Afterward, return all unselected Pilot Season cards to the game box.

11 Refer to the **card display** section of the setup board. Deal the indicated number of shows, stars, ads, and network cards faceup in the middle to create the display.

BEGINNER PILOT SEASON

When learning the game, remove the 6 show cards from the Pilot Season deck and deal each player 2 Pilot Season cards instead of 4. Each player keeps both cards. Follow the Pilot Season steps on the right, but skip step D.

PILOT SEASON
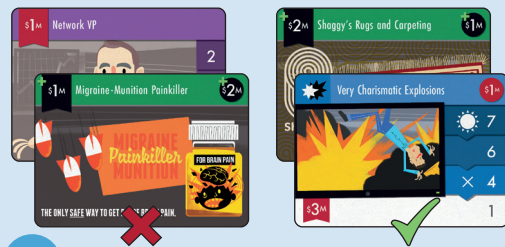
A

Choose **2** of your 4 Pilot Season cards to keep. Return the others to the game box *(they won't be used this game).*
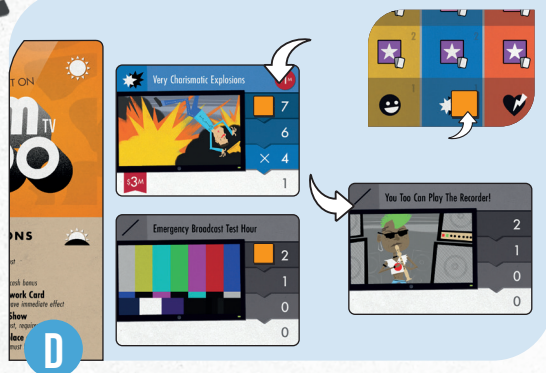
B

Add up the cash bonuses ▮ on each **ad** you kept and subtract the costs ▮ on each **star** and **show** you kept. If the total is positive, gain that much cash from the supply. If it's negative, pay that much from your starting cash.
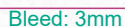
C

Place each **star** and **ad** you kept faceup in your green room *(to the left of your player board).*

D

If you kept any **shows,** follow the steps on pg. 8-9 to produce each of them and add them to your lineup. *Remember to advance on the corresponding genre tracks.*

3

KEY CONCEPTS
GAME BOARDS & DISPLAY

With 4 players, the display is made up of 7 shows, 5 stars, 5 ads, and 4 network cards.

A STARTING CASH

Shows how much cash each player starts with, based on initial turn order.

B DISPLAY REFERENCE

Lists the faceup cards that are dealt to the display at the start of each round.

C PASS TRACK

When a player **passes** during the round, they place a marker cube on this track and earn bonus cash or viewers *(pg. 10)*. Players who pass earlier earn bigger bonuses.
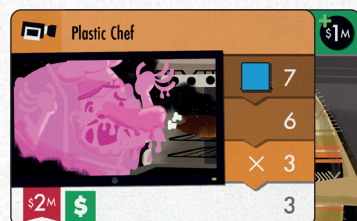
D GENRE TRACKS

Each time you make a show, you advance on the matching **genre track** and collect any genre bonus you land on *(pg. 9)*. You also score bonus viewers at the end of the game based on your progress on each track *(pg. 11)*.

You don't start with any markers on the genre tracks *(unless you produced a Pilot Season show)*. When you advance in a genre for the first time, place a marker on the bottom space of its track. When you advance in that genre again, move your marker up 1 space. *If you reach the top of a track, advancing further has no effect.*

E CARD DISPLAY

The display includes all **shows, stars, ads,** and **network cards** that are available to draft each round. Any player can examine any card in the display whenever they like.

Cards drafted from the display are **not** replaced during the round. At the end of the round, any cards remaining in the display are discarded, and an entirely new display is dealt for the next round *(pg. 10)*.

YOUR NETWORK

$1M Permanent Side Character

$1M

1
2
2
0

4
3
4
1

OR

$3M Finnoula's Fairly-Fragrant Fish **$1M**

FINNOULA'S *Fairly Fragrant* FRESH FISH

Cooking For Your Gerbil

2
1
0
0
0

2
1
0
0

GREEN ROOM

RERUNS

25 26
24 27
23 28
22 29
21 30
20 31
19 32
18 33
17 34
16 35
15 36
14 37
13 38
12 39
11 40
10 41
9 42
8 43
7 44
6 45
5 46
4 47
3 48
2 49
1 50

TONIGHT ON **ICS**

▶▶ ACTIONS

Sign a Star
Must pay cost

Sign an Ad
Free, gives cash bonus

Take a Network Card
Free, may have immediate effect

Produce a Show
Must pay cost, requires stars/ads

Add or Replace a Star or Ad
Free, show must have matching slot

Pass
Free, gives cash or viewer bonus

◉ ROUND END ☾

1 **Upkeep:** *Gain income and pay expenses*
2 **Score Lineup:** *Count total viewers on all shows*
3 **Age Shows:** *Move season markers down 1 row*
4 **Check Genre Tracks**
5 **Clear Pass Track**
6 **Pass 1st Player**
7 **Refresh Display**

😀 How I Left Your Father **$1M** **$2M**

☀ 7 3
▣ 8 4
✕ 4 2
   3 1

$5M ⭐ $

ALS!

🖵 Plastic Chef **$1M**

▣ 7
  6
✕ 3
  3

$2M $

Old Folks Complaining

2
1
0
0

Ⓐ LINEUP

Your lineup is where you place the **shows** currently running on your network. Each of the 3 timeslots in your lineup can hold 1 show. When you produce a new show, you must place it in your lineup and **cancel** the show it replaces *(pg. 8).*

Ⓑ TIMESLOTS

Your lineup has 3 timeslots: daytime ☀, primetime 🌅, and late night ☾. Any show may be placed in any timeslot, but each show has a **preferred timeslot** where it will score more viewers *(pg. 6).*

Ⓒ GREEN ROOM

When you draft a **star, ad,** or **network card,** you place it in your green room. There's no limit to how many cards you can have in your green room, and you can keep them there indefinitely. You don't earn income or pay expenses on cards in your green room *(pg. 10).*

Ⓓ RERUNS

When you **cancel** a show in your lineup, it goes to your reruns pile. At game end, you score bonus viewers for each show in your reruns *(pg. 11).* All shows in your reruns are public *(other players can ask to see them).*

Ⓔ ROUND SCORING TRACK

This is an **optional scoring aid** that you can use to count the total viewers your lineup scores at the end of the round. It does **not** track your score throughout the game *(this is done on the scoreboard).* If you opt to use it, **reset it to 0** at the end of each round, after recording your viewers on the scoreboard *(pg. 10).*

5

3mm
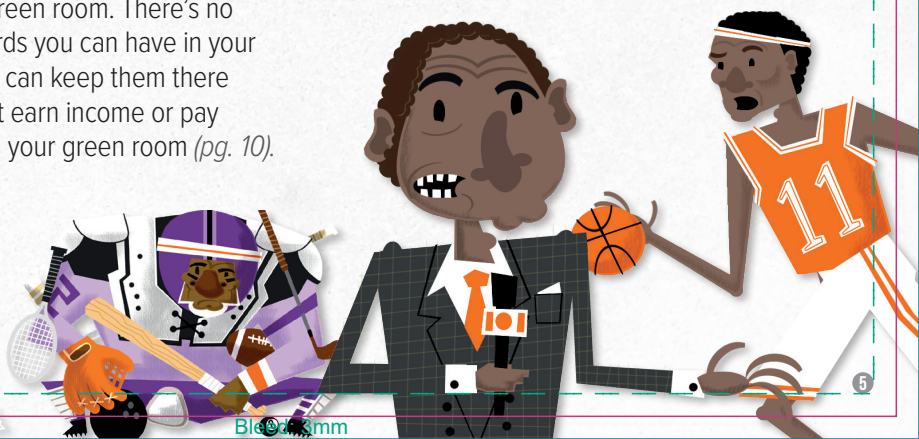
SHOWS

Genre
Which genre this show belongs to

Battlestar Redactica
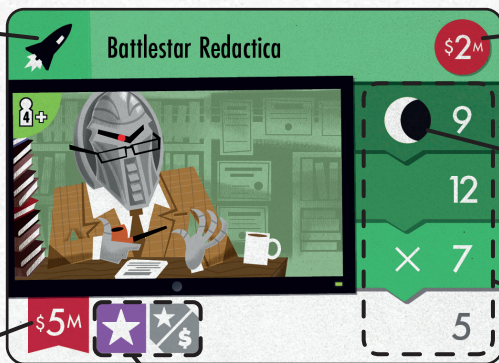
Expenses
The cost to keep this show running at the end of each round

Preferred Timeslot
The timeslot where this show will score the most viewers
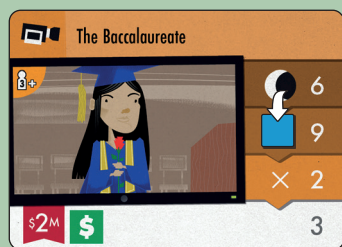
Season Track
How many viewers this show scores at the end of each round you keep it in your lineup

Production Cost
The initial cost to produce this show

Attachments Slots
The number of stars and ads that can be attached to this show

Seasons & Viewers

The **season marker cube** on each show indicates how many viewers it will score at the end of the current round. After scoring your shows, you must move each of their season markers down 1 row, changing the number of viewers they'll score at the end of the following round *(pg. 10)*. If a show's season marker moves off the bottom row, you must **cancel** it *(pg. 11)*.

Season 1 of this show only got 6 viewers, but it took off in the season 2!
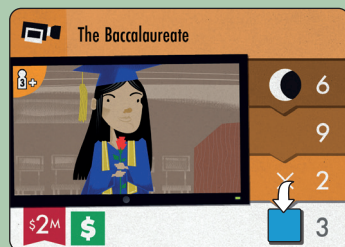
In season 4, it only scores 3 viewers. Time to replace it.

Preferred Timeslots

The **timeslot icon** on a show's season track indicates the time of day your audience wants to watch it. If a show is placed in its preferred timeslot, its season marker starts in the first row, covering the icon. However, if it's in any **other** timeslot, it suffers a **timeslot penalty:** its season marker starts in the third row instead, on the "X" icon *(pg. 8-9)*.

Note: Your 3 starter shows don't have preferred timeslots, so it doesn't matter where you place them.
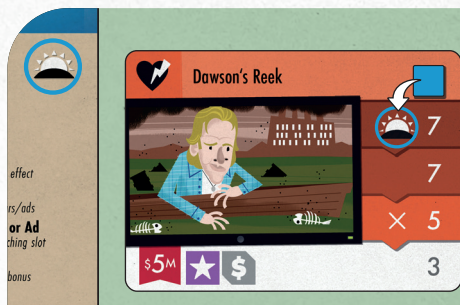
If you schedule Dawson's Reek at primetime, it scores 7 👁 in its starting season and lasts for up to 4 seasons.
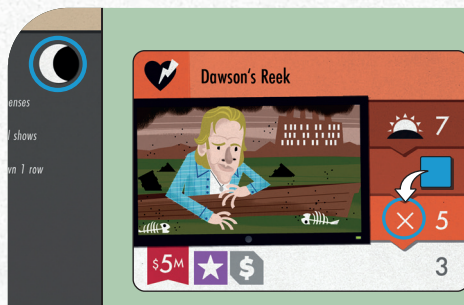
If you schedule it for daytime or late night, it only scores 5 👁 in its starting season, and you'll have to cancel it after 2 seasons.

Attaching Stars & Ads to Shows

You can attach stars and ads to your shows to score more viewers and generate ad income. Whenever you attach a card to a show, slide it behind the show with the viewers and income/expenses showing on the right.

The **attachment slot** icons on each show card tell you how many stars and ads you can attach to it. You can only attach 1 card per slot a show has. Full-color slots are **required** and must be filled when you first produce the show. Gray slots are **optional,** meaning you may fill them when you produce the show, or you may fill them later on by adding new stars or ads *(pg. 9).*

This show requires 1 star and 1 ad. It also has 1 optional slot for a 3rd card of either type.
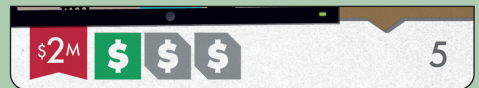
This show requires 1 ad and can have up to 3 ads total. It has no slots for stars, so it can't have any attached.

GAME ROUNDS

Each round, players take turns in clockwise order, starting with the 1st player. On your turn, you must take **1 action** from the list below.

If you use your action to **pass,** you take no turns for the rest of the round. The round continues until all players have passed.

▶▶ Actions

▶ **Sign a Star:** Pay the signing cost ▮ on a star in the display and place it in your green room.

▶ **Sign an Ad:** Earn the cash bonus ▮ on an ad in the display and place it in your green room.

▶ **Take a Network Card:** Take a network card from the display. If it says "Immediate," use its effect and discard it. Otherwise, place it in your green room.

▶ **Produce a Show:** Follow the steps on pg. 8-9 to take a show from the display, produce it, and add it to your lineup.

▶ **Add or Replace a Star or Ad:** Attach a star or ad from your green room to a show in your lineup.

▶ **Pass:** Place a marker on the pass track, in the leftmost empty column. Gain either the cash or viewer bonus in that column.

SIGNING STARS & ADS

In order to sign a **star** from the display, you must pay the **signing cost** in the top left. If you don't have enough cash, you can't sign the star. *If an effect says to sign a star "for free," ignore its signing cost.*

Ads have a **cash bonus** in the top left instead of a signing cost. When you sign an ad, you immediately get its cash bonus from the supply. You can **always** sign any ad in the display on your turn, since it doesn't cost you anything to do so.

If you sign this ad, you get a $3M bonus (and don't pay anything).

TAKING NETWORK CARDS

Network cards have a variety of rule-breaking effects. Like ads, they are free to take from the display *(unless the card's effect otherwise).*

There are 4 types of network cards:

! **Immediate:** When you take this card, use it immediately and discard it. *This includes when you gain an "Immediate" network card from a genre bonus or similar effect.*

1x **Use Once:** You may use this card once per game, then discard it.

∞ **Ongoing:** You may use this card any number of times for the rest of the game.

◉ **Game End:** Score this card's bonus viewers at the end of the game *(pg. 11).*

Using Network Cards

You may use network cards in your green room at any time on your turn, **in addition** to your normal action. You may use any number of network cards in a single turn, either before, during, or after your action.

If a network card conflicts with any rules in this rulebook, the card's text takes priority. *See pg. 15 for a list of network card clarifications.*

PRODUCING SHOWS

When you take a show from the display, you **must** immediately produce it and add it to your lineup, following the steps below. If you can't meet all requirements to produce the show, you **can't take it from the display.** You may **not** place a show in your green room to produce later.

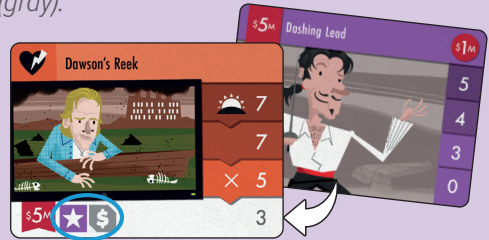**A** **Pay Cost**

Pay the show's production cost ▇ .

Example:
On her turn, Millie decides to produce Dawson's Reek. She takes it and pays $5M for it.

B **Attach Stars & Ads**

Attach stars and ads from your green room to the show, filling its required attachment slots *(full color).* You may also fill its optional slots *(gray).*


Dawson's Reek requires a star, so Millie attaches one from her green room. She could attach an ad as well, but decides not to.

C **Add to Lineup**

Choose a timeslot to place your new show in. Cancel the existing show in that slot *(see next page)* and replace it with your new show.

Millie cancels Plastic Chef to make room for Dawson's Reek. She discards the ad attached to it and places it in her reruns.
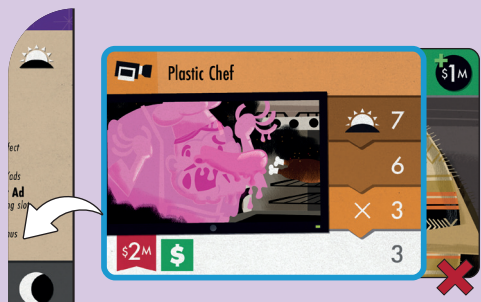
D Place Season Marker

Place a marker cube on your new show's season track. If the show is in its preferred timeslot, place the marker on the timeslot icon. If not, place the marker on the "X" icon.
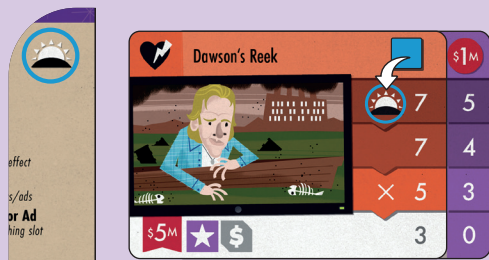
Since Millie placed Dawson's Reek in her primetime slot, its season track marker starts in the 1ˢᵗ row.

E Advance on Genre Track

On the genre board, advance 1 space on the track that matches the show's genre. If you land on a genre bonus icon, gain it immediately *(see back of rulebook for a list of bonuses).*
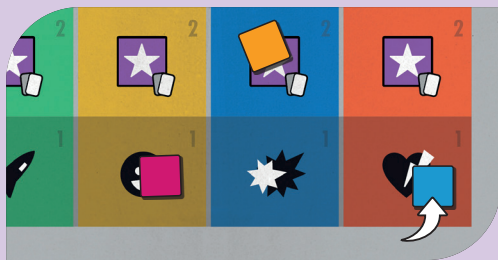
Millie advances on the drama track. She doesn't have a marker there yet, so she places one on the bottom space. There's no bonus on that space, so her turn ends.

Canceling Shows

Whenever you cancel a show in your lineup, follow these steps:

1 Return the **marker cube** from the show's season track to your personal supply. *You may use it again immediately on a new show.*

2 Discard all **stars and ads** attached to the show. *Place them in the public discard area near the supply (pg. 12).*

3 Place the **show card** faceup in your reruns pile.

You can only cancel a show when a rule or effect requires you to do so *(e.g. when you produce a new show, or when a show ages past its 4ᵗʰ season).*

If you're forced to cancel a show without replacing it, leave the timeslot empty until you produce a new show to fill it.

ADDING AND REPLACING STARS AND ADS

You may use a turn action to attach 1 new star or ad from your green room to a show in your lineup. You can either **add** the star or ad to a show with an empty slot of the correct type, or you can **discard** an attachment from a show and **replace** it with another of the same type. Place any star or ad you discard in the public discard area *(pg. 12).*
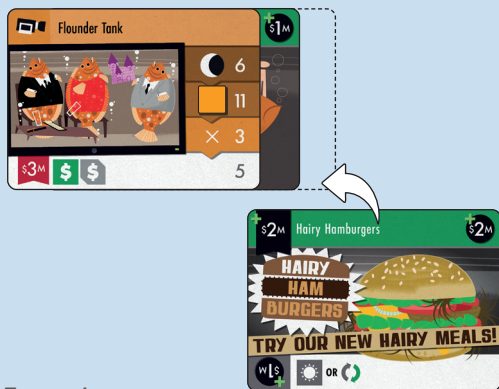
Example:
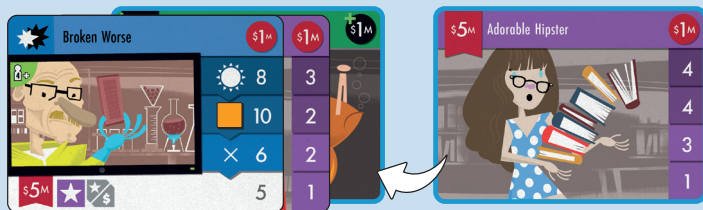*Taio uses an action to add a 2ⁿᵈ ad to Flounder Tank.*
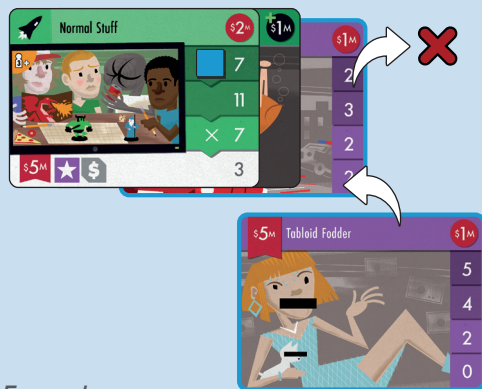
Example:
Millie uses an action to replace a star on Normal Stuff.

Replacing Cards in Wild Slots

If a show has 1 or more wild slots, you may replace a star or ad attached to it with a card of the **opposite type,** as long as the show ends up with a set of attachments that match its slots.
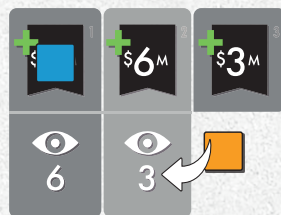

Example:
Taio can replace this show's ad with a star, but he can't replace its star with an ad (since it can't have 2 ads).

PASSING

When you pass, place a marker cube in the leftmost column of the **pass track** that doesn't have a cube yet. Choose either the **cash bonus** or **viewer bonus** in that column and place your marker on top of it.

▶ **Cash Bonus (Top):** If you choose cash, immediately get that much cash from the supply.

▶ **Viewer Bonus (Bottom):** If you choose viewers, add that many viewers to your score at the end of the round *(pg. 11)*. You may want to mark these viewers on your round scoring track as a reminder *(pg. 5)*.

Example:
Taio is the 2nd player to pass, so he places his marker in the 2nd column. He decides to take 3 viewers instead of $6M.

Passing Last

When all players but 1 have passed, the remaining player may take **any number of actions** in any order, including taking any or all **ads** and **network cards** left in the display *(since these are free)*. When finished, they place their marker in the last column on the pass track and take the cash bonus there *(since there is no viewer bonus)*.

END OF ROUND

When all players have passed, follow these steps to end the round.

1 **Upkeep:** Each player earns income and pays expenses for their lineup. *See details below.*

2 **Score Lineup:** Each player adds up the viewers on their shows and writes their total score for the round on the scoreboard. *See details next page.*

3 **Age Shows:** Each player moves the season track marker on each of their shows down 1 row. *If any show's season marker moves off the bottom row, immediately cancel it.*

4 **Check Genre Tracks:** Each player checks whether they remembered to advance on the genre tracks for each show they produced this round. *If a player forgot to collect a genre bonus, they may do so now.*

5 **Clear Pass Track:** Each player takes back their marker from the pass track.

6 **Pass 1st Player:** Pass the 1st player token to the next player clockwise.

7 **Refresh Display:** Discard all cards left in the display. Deal a new display with the full number of cards listed on the setup board.

UPKEEP

To pay your upkeep, first add up the total **income** ⬤ on all cards in your lineup, then subtract the total **expenses** ⬤ on all cards in your lineup. If the result is **positive,** immediately get that much cash from the supply. If it's **negative,** instead pay that amount to the supply. *Do not count income or expenses on cards in your green room.*

Unable to Pay Expenses

During upkeep, if you have more expenses than income and can't pay the difference, you must immediately **cancel** a show of your choice and recalculate your total. If you still can't pay, cancel another show. Continue until you're able to pay or you have no shows left.

Note: When you cancel a show, you lose its income AND expenses, including its attachments. Since scoring happens after upkeep, you score 0 viewers for shows you cancel during upkeep.

SCORING YOUR LINEUP

To get your score for the round, add up the current viewers on **all shows** in your lineup, as well as any bonus viewers you gain from the **pass track.** Record your score for the round on the scoreboard.

Example
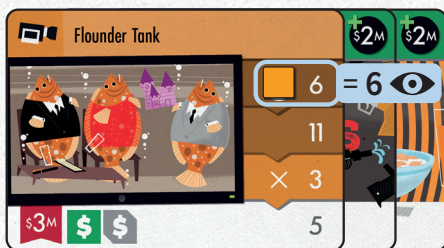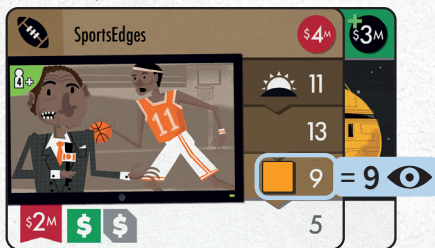
During upkeep, Taio makes $7M from ads, but his shows and stars cost $8M. He pays $1M to keep his network running.

He then adds up his score. His big hit, Throne of Games, scores 13 + 4 + 5 = 22 viewers. SportsEdges scores 9 and Flounder Tank scores 6. He adds +3 viewers from the pass track for a total score of 40 viewers.

Pass Bonus: +3 👁

TOTAL: 40 👁

GAME END

At the end of the 4th round, each player pays upkeep, scores their lineup, and ages their shows normally.

Afterward, each player scores the **end-game viewer bonuses** listed below and records them on the bottom half of the scoreboard. When finished, each player adds up their round scores and end-game bonuses to get their **final score.** The highest final score wins. In a tie, victory is shared.
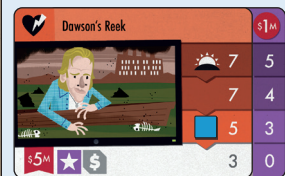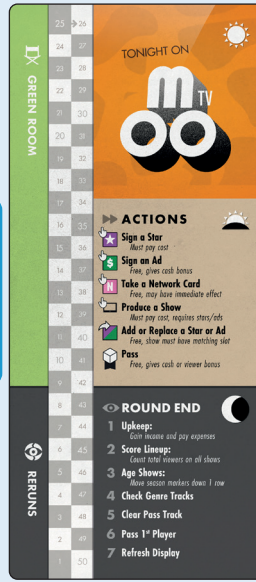
👁 End-Game Bonuses

A Genres: For each genre track where you have a marker on 1 or higher, score the number of viewers shown on the left side of the genre board *(see example next page).*

B Reruns: Score the viewers on the bottom row of each show in your reruns pile.

C Network: Score all "Game End" effects on network cards in your green room.

D Cash: Score 1 viewer per $3M unspent cash you have, rounding down.

End-Game Scoring Example

Millie adds together her 4 end-of-round scores, totaling 129 viewers, and her end-game bonuses, totaling 32 viewers. Her final score is 161!

ROUND 1	23	
ROUND 2	32	
ROUND 3	38	
ROUND 4	36	
ROUND SUBTOTAL	129	
GENRES	10	A
RERUNS	6	B
NETWORK	14	C
CASH	2	D
ENDGAME SUBTOTAL	32	
TOTAL	**161**	

International Audience

5 👁

Game End: Score 5 👁. N25

Awards Show

1 👁 ×

Game End: Score 1 👁 per ★ / $ in your lineup and green room. N27

ADDITIONAL RULES

✖ Discarding Cards

All discarded cards are placed faceup in a **public discard area** near the genre board. If any deck ever runs out, shuffle all discarded cards of that type to make a new deck.

Stars and **ads** you remove from shows in your lineup are always **discarded.** They do not return to your green room, and are never placed in reruns *(unless a special effect says otherwise).*

Shows can only ever be discarded from the **display** *(e.g. when the display is refreshed).* Shows in your lineup are always **canceled** rather than discarded. In the rare event the show deck runs out, shuffle the discarded A and B shows together indiscriminately.

🔄 Star & Ad Conditions

If a star or ad has **condition icons** in the bottom left, it only provides its full value if it is attached to a show that meets the condition. If attached to a show that does **not** meet its condition, the star or ad must be **rotated** upside down and attached with the gray values on the left side showing *(see example next page).*

Conditions on stars and ads only matter **when attaching them to shows.** Once a star or ad is attached, it stays in the position it was attached in, and can only be rotated using special effects.
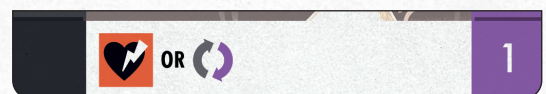
If this ad is attached to a sports show, it stays rightside up and has $3M income.

If it's attached to a show of any other genre, it rotates upside down and has $1M income.

Condition Icons

🏈 OR ↻	Attach this to a show of the indicated **genre.**
❤️ OR 😀 OR ↻	Attach this to a show of either indicated **genre.**
☀️ OR ↻	Attach this to a show in the indicated **timeslot.** *Use the timeslot the show actually occupies, not its preferred timelot.*
⭐ OR ↻ 💲 OR ↻	Attach this to a show with at least **1 (other) star/ad** attached to it. *Stars and ads never count themselves toward their own condition.*
⭐̸ OR ↻ 💲̸ OR ↻	Attach this to a show with **NO (other) stars/ads** attached to it.
N N OR ↻	Have at least **2 network cards** in your green room when you attach this to a show.
$3M OR ↻	When you attach this, you may choose to pay this amount, or rotate this card *(see Promo Ads below).*

Promo Ads

Promos are ads that advertise your own network. When you attach a promo to a show, you can either pay cash to keep it rightside up, or you can choose not to pay and attach it upside down. If attached rightside up, it adds **viewers** to the show as well as income. If rotated, it still provides income, but no viewers.
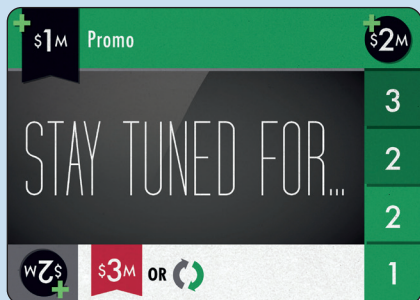
When you sign this ad, you get a $1M cash bonus. When you later attach it, you can either pay $3M to keep it rightside up, or rotate it.

SHOW & STAR EFFECTS

Some shows and stars have special effects printed on a black background at the bottom. Effects on **shows** are active while they are in your lineup. Effects on **stars** are resolved when you attach them to shows, or in some cases when you discard them. *See pg. 15 for clarifications on specific show and star effects.*

⑬

SETUP

Follow normal setup, using the 1-2 player setup board.

To set up your solo opponent, shuffle the 15-card **solo deck** and choose a single marker cube of a different color than yours to act as their pass marker. Your opponent does not use any other components.

Randomly decide whether you or your opponent gets the **1st player marker.** Take starting cash based on whether you are 1st or 2nd player.

When dealing the **display,** deal each type of card in a **horizontal row** and do not rearrange any cards after dealing.

OPPONENT TURNS

On your opponent's turn, reveal the top card on the solo deck. Your opponent discards 1 faceup card from the display of the type shown on the revealed solo card, choosing based on the **preference** listed at the bottom. If multiple display cards best satisfy your opponent's preference *(or none do),* discard the **leftmost** tied card of the indicated type.

If all cards of the indicated type have already been taken from the display, place the solo card faceup near the **pass track,** then reveal and resolve a new solo card.

Produce Show

Prefers show with most wild slots

If you draw this solo card, your opponent discards the show with the most wild slots, choosing leftmost if tied. If none of the shows have wild slots, they discard the first (leftmost) show in the row.

PASSING

If your opponent places a **2nd solo card** near the pass track, they pass and claim the first column on the pass track *(instead of discarding a display card).* Do not draw any more solo cards for the rest of the round.

If you pass before your opponent does, the round ends immediately.

END OF ROUND

Follow the normal End of Round steps for yourself only. If you have the 1st player token, pass it to your opponent; if they have it, they pass it to you.

Before starting the next round, reshuffle **all 15 solo cards** to refresh your opponent's deck.

SOLO SCORING

At the end of the game, add up your score and see how you rank:

Intern	0-149
Production Assistant	150-179
Line Producer	180-199
Executive Producer	200-219
Vice President	220-239
Chief Executive	240-259
Industry Legend	260+

CLASSIC TURNS VARIANT

In multiplayer games, experienced players can opt to take their turns in **variable order,** based on their scores for the previous round. This makes drafting more strategic, but can significantly increase playtime, especially at larger player counts.

For the first round, choose a 1st player and assign turn order tokens in normal clockwise order. At the end of each round, rank each player based on their **viewer score** for the round, from lowest to highest *(don't count previous rounds).* Assign each player a turn order marker in rank order, giving 1st player to the lowest-scoring player, 2nd player to the next-lowest, and so on. In a tie, the player who was later in the previous turn order goes first.

CARD CLARIFICATIONS

🅽 Network Cards

▶ **Big Game:** Only count income from ads in your lineup. Ignore expenses.

▶ **Creative Accounting:** This reduces the cost of each show you produce. It does not affect your expenses.

▶ **C-Suite Connections:** If you take an "Immediate" network card, resolve it now and discard it.

▶ **Ensemble Cast:** You may use this when producing a show or adding a star to a show. If you use this when taking an Add or Replace action, you may still only add or replace 1 star. Any stars you attach in the extra slots remain on the show after your turn ends.

▶ **Exclusive Rights:** You must still use an action to produce the show. When you do, you must pay its cost and fill its required slots, as normal.

▶ **Mid-Season Refresh:** Deal 3 new shows from the deck faceup in the display. When you have seen all 3 shows, choose any 3 shows in the display and discard them *(you may choose shows you drew)*. If you use this before taking an action, you may use your action to produce a show.

▶ **On-Set Accommodations:** You may use this to attach any number of stars to your shows each turn, at any time on your turn, in addition to your normal action. You must follow all other rules for adding and replacing attachments *(pg. 9)*.

▶ **Preempted Timeslot:** You may use this when you pass to double the normal cash or viewer bonus you would get.

▶ **Spinoff:** You do not have to cancel a show if you return a star or ad that filled a required slot. You may play this immediately before canceling a show on your turn.

▶ **Sponsored Content:** You may use this when producing a show from the display or adding a star or ad to a show. Any stars or ads you attach remain on the show after your turn ends. You may use this to ignore all required slots when producing a show.

▶ **Streaming Deal:** Count all cards in your reruns.

▶ **Talent Agency:** Draw 1 card at a time and place it faceup in the display. You may see each card before deciding what to draw next. You may use your extra action to take 1 of the cards you drew.

▶ **Trendy Showrunner:** You may move a show's marker off the bottom of its season track to cancel it.

▶ **Writeoff:** Count viewers from attached cards and show effects. In a tie, choose which show to cancel.

🖵 Show Effects

▶ **Car Chases Without Context:** You can place this show in any timeslot without penalty.

▶ **Reinfeld:** Count all stars with no visible expenses, including stars that are upside down.

▶ **Surpriser:** This effect is optional. If you choose not to use it, keep the show in your lineup and age it normally.

▶ **Upton Crabby:** If you draw a star with a condition that this show doesn't meet, attach it upside down. You do not have to attach 2 stars at the same time to trigger this effect.

⭐ Star Effects

▶ **Brand Ambassador:** You may attach 1 more ad to the show than its printed slots allow. If you attach this with an Add or Replace action, you may attach the extra ad as part of that action.

▶ **Charity Infomercial Mainstay:** When you attach this star, if your viewer score for the previous round was higher than any other player *(not tied)*, rotate it upside down.

▶ **Cross-Promoting Star:** When you attach this star, rotate all upside down promo ads attached to the same show rightside up, without paying for them.

▶ **Famously Famous / Fierce Drag Queen:** This star may be attached in an empty ad slot on any show. It is still considered a star for other effects.

▶ **Gray Fox:** When you discard this star for any reason, place it in your green room instead of the discard area.

▶ **Industry Veteran:** This only reduces the show's production cost, not its expenses. If you attach this star to an existing show, ignore its effect.

▶ **Rerun Guy:** When you discard this star for any reason, place it in your reruns instead of the discard area. While in your reruns, treat it as a rerun for all effects.

▶ **Versatile Actor:** This effect permanently changes the show to the genre you choose. Advance on the genre track matching the show's new genre *(instead of its printed one)* and treat the show as having the new genre when attaching conditional stars or ads to it *(now and on future turns)*. If you attach this star to an existing show, ignore its effect.

FAQ

When I sign a new star or ad, can I attach it directly to a show?
No. All stars and ads you sign must go to your green room first. If you want to attach one to an existing show, you have to use an action (or special effect) to add or replace it.

When I cancel a show, do I get its stars and ads back?
No. You must discard them to the public discard area.

How many stars and ads can I attach with an Add or Replace action?
Just 1 per action. It's almost always more action-efficient to attach stars when producing a show, since you can attach as many as you want.

Do I have to pay expenses on stars in my green room?
No. During upkeep, you only count expenses and income in your lineup.

Can I sign stars and ads this round and attach them next round?
Yes. Your green room has unlimited space, and you can keep cards there indefinitely.

If a show has only optional slots, can I produce it without attaching anything?
Yes. If a show only has optional slots, you only have to pay its cost to produce it. You can still produce it even if your green room is empty.

What happens if I reach the top of a genre track?
You don't get any immediate bonus, but you score 15 👁 at game end. If you advance on that track again, nothing happens. Other players can share the top space with you.

Steps to Produce a Show

Ⓐ Pay Cost
Ⓑ Attach Stars & Ads *(must fill required slots)*
Ⓒ Add to Lineup *(cancel show you replace)*
Ⓓ Place Season Marker *(if in wrong timeslot, place on X)*
Ⓔ Advance on Genre Track *(get any genre bonus you land on)*

Genres

🏈 Sports   🚀 Sci-Fi   💥 Action
🎥 Reality   😃 Sitcom   💓 Drama
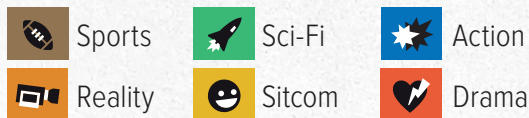
Genres Bonuses

Spaces 1 and 5 do not grant genre bonuses.

⭐	Draw 2 Stars and sign 1 for free. Discard the other.
💲	Draw 2 Ads, sign 1, and get its cash bonus. Discard the other.
N	Draw 2 Network cards and take 1. Discard the other.
⭐💲N	Draw 1 star, 1 ad, and 1 network card. Either sign the star for free, sign the ad and get its cash bonus, or take the network card. Discard the others.

Attachment Slots

⭐ 💲	**Required:** You MUST attach a star/ad to produce this show.
⭐ 💲	**Optional:** You MAY attach a star/ad when you produce this show.
⭐💲 ⭐💲	**Wild:** This slot can hold 1 star OR ad.

Star & Ad Conditions

When you attach a star/ad, if you don't meet its condition, rotate it upside down.

🏈 OR ↻	Attach this to a 🏈 show.
☀ OR ↻	Attach this to a show in your ☀ timeslot.
⭐ OR ↻	Attach this to a show with at least 1 *(other)* star attached.
🚫💲 OR ↻	Attach this to a show with NO *(other)* ads attached.
N N OR ↻	Have at least 2 network cards in your green room.
$3M OR ↻	*(Optional)* Pay $3M when you attach this.