1-5

60'

12+

TV like you've never seen it before!

THE NETWORKS
MEGACORP EXPANSION

COMPONENTS

Moguls (pg. 2)
- **A** 10 Mogul Cards
- **B** 7 Mogul Tokens

Executives (pg. 5)
- **C** 13 Executive Boards
- **D** 12 Genre Tokens
- **E** 2 Superstar Tokens
- **F** 1 Flix Weekend Token
- **G** 4 Anomaly Cards

Telly Time (pg. 17)
- **H** 15 Extra Marker Cubes
  (3 per player)
- **I** 6 Genre Grid Tiles
- **J** 2 Pass Track Tiles
- **K** 6 Pilot Season Cards
- **L** 36 Show Cards
  (18 A shows, 18 B shows)

USING THIS EXPANSION

This expansion is made up of **3 modules** that can be used together or separately.

Moguls and **Executives** add extra content and gameplay to the base game, and are the easiest to combine together.

Telly Time is an alternate game mode that changes a number of base game rules and replaces some components. We recommend playing your first game of Telly Time without Moguls or Executives, and adding them once you are comfortable with it.

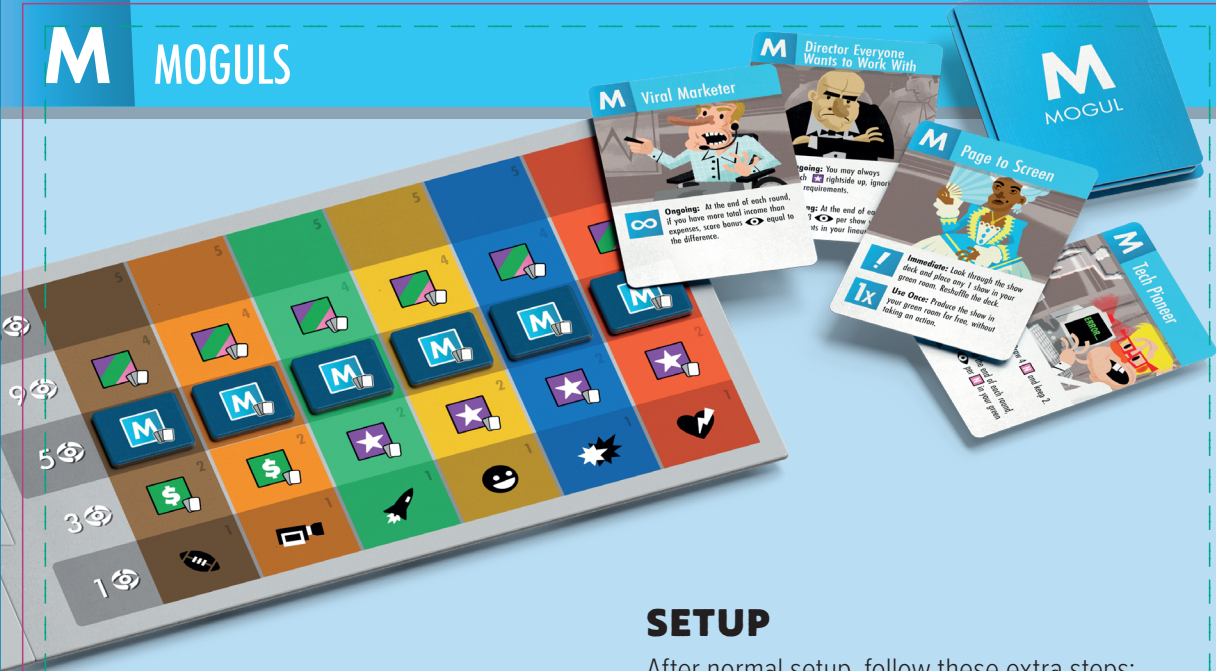# CREDITS

Design: Gil Hova
Illustration: Travis Kinchy
Graphic Design:
  Heiko Günther,
  Anca Gavril & Co.
Development: Jeff Fraser,
  AJ Brandon
3D Artist: Filip Gavril

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M MOGULS

OVERVIEW

Moguls are industry bigwigs who provide major advantages and scoring bonuses – if you can attract them to your network.

Each player can only gain 1 mogul per game. The earlier you get your mogul, the bigger the difference they can make.

SETUP

After normal setup, follow these extra steps:

▶ Flip the **scoreboard** to the side that shows "Network, Moguls, & Execs" in the end-game scoring section.

▶ Shuffle the **mogul deck** and place it with the other game decks.

▶ Place **1 mogul token** on space **3** of each genre track.

ACQUIRING A MOGUL

When you land on a mogul token on any genre track, if you have not yet taken a mogul this game, immediately **remove** the token from the board and gain the mogul bonus below. Do **not** gain the network card bonus the token is covering.

Mogul Bonus:
Draw 3 mogul cards and take 1. Place the other 2 on the bottom of the deck.

Place the selected mogul in your green room. If it has an **"Immediate"** effect, immediately resolve the effect, but **do not discard the card** *(see Using Moguls, next page)*.

If you land on another mogul token after you've taken a mogul, leave the token on the track and instead gain the network card bonus it is covering.

Once the mogul token on a genre track has been removed, any other player who reaches space 3 on that track gains the uncovered network bonus.
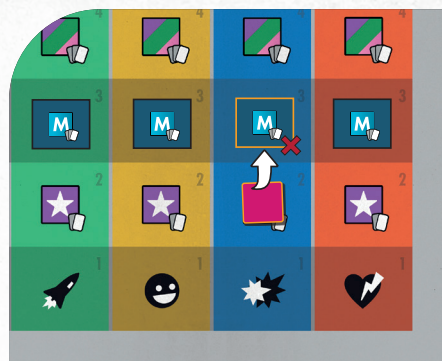
Example:
Isaac advances to 3 in the Action genre. He removes the token, then draws 3 moguls and chooses 1 to keep.

USING MOGULS

Mogul card effects follow the same rules as **network cards** *(base game rulebook, pg. 8),* with the following exceptions:
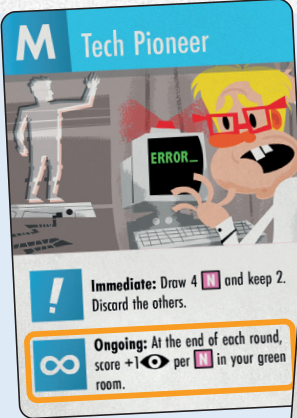
▶ After you use an **"Immediate"** mogul card effect, keep it in your green room *(unless it says otherwise)*. You may use its other effects while it remains faceup.

▶ After you use a **"Use Once"** mogul card effect, flip it **facedown** and keep it in your green room. You may no longer use its effects, but it still counts toward your limit of 1 mogul per game.

SCORING MOGULS

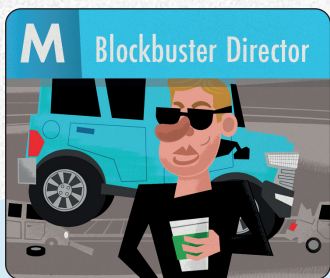Moguls may grant bonus viewers at the end of each round **or** at the end of the game:

▶ 👁 **End of Round:** If your mogul has an "Ongoing" effect that grants viewers at the end of each round, add these to your viewer score for the round, along with any bonus viewers from the pass track.

▶ ◉ **End-Game:** If your mogul has a "Game End" effect, add its viewers to your "Network, Moguls, & Execs" end-game viewer bonus at the end of the game.

Tech Pioneer scores bonus 👁 at the end of each round.

Tech Pioneer

! Immediate: Draw 4 **N** and keep 2. Discard the others.

∞ Ongoing: At the end of each round, score +1 👁 per **N** in your green room.

Penny Pincher

∞ Ongoing: During upkeep, ignore all expenses on 1 show of your choice (including ⭐). You still get its income.

◉ Game End: Score ◉ equal to the total expenses in your lineup.

Penny Pincher scores bonus ◉ at the end of the game.

MOGUL CLARIFICATIONS

M Blockbuster Director

▶ When scoring the show again, include all end-of-round **viewer bonuses** and **penalties** that normally apply to the show and its stars.

▶ After re-scoring the show, it ages again normally during the "Age Shows" step.

▶ ⭐ **Surpriser:** You may not re-score this show after using its effect.

M Celebrity Whisperer

▶ **N** Writeoff / 🔲 Surpriser / **M** Blockbuster Director: Count bonus viewers from your bottom effect.

M Director Everyone Wants to Work With

▶ You may ignore **any** condition or other effect that would force you to attach a star upside down.

▶ ⭐ **Industry Veteran /** ⭐ **Versatile Actor:** You must choose to rotate these stars to use their effects.

▶ **N** Writeoff / 🔲 Surpriser / **M** Blockbuster Director: Count bonus viewers from your bottom effect.

③

M Host Turned Tycoon

▶ If you choose to keep this card faceup when you acquire it, you may **not** flip it later to gain cash.

▶ Cash you spend when you resolve your bottom effect is not scored as leftover cash, including when scoring **N Corporate Takeover.**

M Page to Screen

▶ You may use your bottom effect at any time on your turn, either before, after, or during an action *(just like a "Use Once" network card).* You must fill the required slots on the show you produce.

▶ **N Exclusive Rights:** If you have multiple shows in your green room, you may use your bottom effect to produce any one of them.

M Penny Pincher

▶ When resolving your bottom effect, do not ignore any of your shows. Include extra expenses added by effects like **Cheapo's** drawback.

▶ **Reinfeld / Cheapo:** Count shows and stars with expenses you've ignored as having "no expenses."

M Reboot-o-mancer

▶ It doesn't matter what order you return shows to the deck *(players never draw fewer than 3 shows at a time).*

M Viral Marketer

▶ You can't lose viewers from this effect.

▶ **Telly Time:** Do not count cash from empty genre grid squares as income *(pg. 18).*

M Voice of a Generation

▶ You may use the show you attach to fill a **star requirement** on the show you produce. The attached show adds its viewers and expenses to the new show, just like a star. If you cancel the new show, place **both** shows in your reruns.

▶ The attached show loses any **show effect** it has. The new show does not gain that effect.

▶ **N Award Show / N Spinoff / Cheapo:** The attached show does not count as a star. It still counts as a show for Cheapo's effects.

M Tech Pioneer

▶ When resolving your bottom effect, only count network cards **in your green room,** not ones you've used and discarded.

Executives are personas that players take on with unique and asymmetric ways of playing the game. Each executive has one or more **abilities** they can use, as well as a **drawback** they must deal with throughout the game.

Complexity Ratings

Executives have a complexity rating between 1 and 3. More complex executives require you to learn more new or unintuitive rules.

SETUP

During setup, leave the base game player boards in the box and instead give each player 2 random **executive boards** to choose from. Each player may use any color of marker cubes and either side of their board *(only the artwork is different on front and back).* Return unused executives to the box.

Executive Setup

Executives that aren't listed below don't have any extra setup.

BEEB

Place a marker cube on the START circle in the center of your **rondel.**

GENERIC
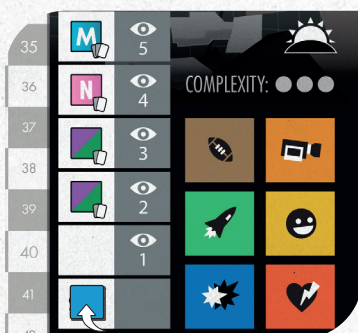
Place a marker cube on the START space on of your **bonus track.**

STARRYEYE

THEA CODA
COMPLEXITY: ●●○

Stack your **2 superstar** tokens on your board.

CABLE

You get the **1st player** token *(instead of choosing a 1st player normally).* Take **$20M** starting cash instead of the normal amount for 1st player.

PROCRASTINATOR

MS.
LOGO_PROCRASTINATOR.JPG NOT FOUND
JESSICA CARTER
COMPLEXITY: ●●○

Stack your **12 genre** tokens on your board. Take **half** the normal amount of starting cash for your turn order position.

CONTINUUM

CONTINUUM
CERA KONNOR
COMPLEXITY: ●●○

START OF TURN →

Place a marker cube above the ∞ symbol on your **time machine track.**

BEEB ●●●

You're used to working within the system. You can take unique bonus actions, but your rondel limits what you can do each turn.

Abilities

At the start of your **first turn** each round, move your marker from the START space in the middle of your rondel to any of the 5 surrounding spaces. You may then take the **action** and/or **bonus action** on that space, in any order.

At the start of each following turn for the rest of the round, you must move your marker **1-2 spaces clockwise** *(or pay cash to move further; see Drawback below).* You may then take the action and/or bonus action where you land, in any order.

Both the action and bonus action on each space on your rondel are **optional,** meaning you may choose to take only one of them, or you may take neither of them *(i.e. move and end your turn without taking an action).*
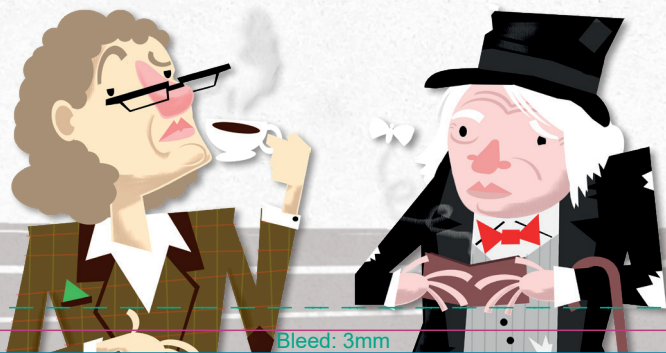
In order to **pass,** you must land on the space with a pass icon *(bottom right of your rondel).* If you can't reach this space, you must spend a turn moving toward it, even if you can't take the action you land on. When you pass, move your rondel marker back to START so you may again move to any space on your first turn next round.
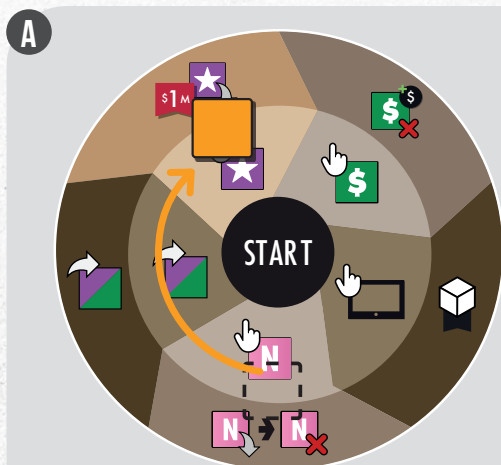
Drawback

You must move at least 1 space on your rondel each turn. To move more than 2 spaces, you must pay **$1M** per additional space, up to a total of 5 spaces *(returning to where you started to repeat your last action).*

Rondel Spaces

| Action		Bonus Action
Sign a Star		Pay $1M to add 1 new star from the deck to the display. *You may do this even if there are no stars in the display.*
Sign an Ad		Discard 1 ad of your choice from your lineup or green room to immediately get cash equal to its income.
Produce a Show		Pass and move your marker back to START. *Gain bonus cash or viewers as normal.*
Take a Network Card		Add 1 network card from the deck to the display, then discard 1 network card from the display. *You can only do this if there is at least 1 network card in the display.*
Add or Replace a Star or Ad		Take another Add or Replace action.

Example Turns

A

Soap Opera Star
0 / 1 / 1 / 2
3 / 2 / 2 / 1

Socially Conscious Star
2 / 2 / 3 / 1

Creepy Vampire
1 / 3 / 2 / 1
3 / 4 / 4 / 1

Dr. Carla moves 2 spaces to sign a star. She first pays $1M to add a star to the display. She decides she likes the new one better than the others, so she signs it.

B
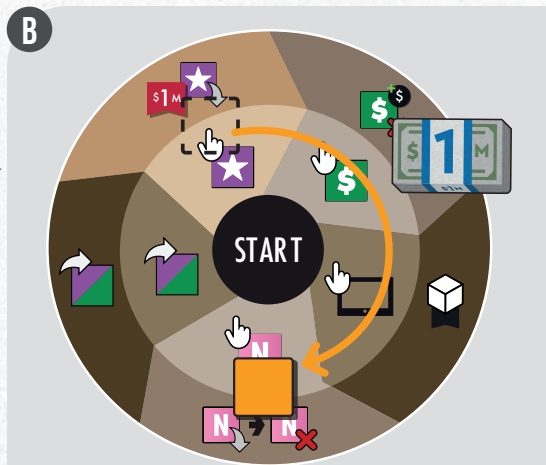
Online Advertising
∞

Ongoing: During upkeep, get +$1M income per 💲 in your green room.

N24

Awards Show

1 ⊙ ✕ ▨

Game End: Score 1 ⊙ per ⭐/💲 in your lineup and green room.

N27

On her next turn, Dr. Carla pays $1M to move 3 spaces, so she can take another network card. She likes what's in the display, so she doesn't use her bonus action.

Clarifications

▶ **N Talent Agency / 🔵 Continuum (Anomaly):** When you gain an extra action during your turn, you may use it to take **any** normal action, regardless of which space you occupy. Do not take an extra bonus action.

▶ **N On-Set Accommodation / M Page to Screen:** You may use these effects while in any space on your rondel.

BUTCHER ●●●

You understand the importance of quantity. You excel at pumping out new shows, but your viewership declines a lot faster after the first season.

Abilities

When you produce a show, you may pay $3M to treat all of its attachment slots as **optional.** *Recall that if all of a show's slots are optional, you don't have to attach **any** cards when you produce it.*

During end-game scoring, score 2 bonus viewers for each **rerun** in your reruns pile, including your starter shows.

Drawback

When scoring your lineup at the end of each round, each of your shows that is **not in its 1st season** suffers a viewer penalty based on how far down the season track its season marker is. Shows with a **timeslot penalty** count as starting in their "3rd" season for the purposes of your drawback.

Season Row	Penalty
1st	None
2nd	-2 👁
3rd	-4 👁
4th	-6 👁

Clarifications

▶ 🅽 **Writeoff** / ⭐ **Surpriser** / Ⓜ **Blockbuster Director:** Apply your viewer penalty when calculating the show's score.

▶ If a show's viewer value is **negative** *(after counting stars and bonus viewers),* subtract its value from your score for the round. Your total score for the round can't be less than 0.

CABLE ●○○

You've been at this while, and you're used to being on top. You start with full coffers, but you can't take bonus cash when you pass at the end of the round.

Abilities

You start the game with the **1st player marker** and you get **$20M** starting cash instead of the amount printed on the setup board. *At the end of the first round, pass the 1st player marker to another player normally.*

After taking an action on your turn, you may immediately **pass.** This does not count as an action.

Drawback

When you pass, you may **only** choose bonus viewers, not bonus cash. If you pass last, you get **no** bonus from the pass track.

Clarifications

▶ 🅽 **Preempted Timeslot:** If you pass last, this has no effect.

▶ 🇬🇧 **Telly Time:** Start with $30M instead of $20M. In addition to your normal drawback, you do not get cash from empty spaces on the genre grid *(regardless of the pass track bonus you choose).*

CHEAPO ●○○

You specialize in making a little go a long way. You score bonus viewers for shows and stars that don't have expenses, but you pay more for those that do.

Abilities

When scoring your lineup at the end of the round, score 2 bonus viewers for each **show** card with no expenses and 1 bonus viewer for each attached **star** with no expenses.

A card has no expenses if it does not have an **expenses icon** ● visible in the top right. This includes stars that have been attached upside down. *(Note: If a star's condition is fulfilled, you must attach them rightside up, even if you don't want to.)*

Drawback

When paying your upkeep at the end of each round, you must pay an extra $1M for each **show** and **star** in your lineup with at least $1M expenses.

+2 👁   +1 👁 $1M

Example:
During upkeep, Virginia must spend $2M to pay for this show's star. When scoring her lineup, she scores 15 👁 for the show (12 printed + 3 from her bonus).

Clarifications

▶ **N Writeoff / ⭐ Surpriser / M Blockbuster Director:** Count bonus viewers from your ability.

▶ **M Penny Pincher / M Voice of a Generation:** See Mogul Clarifications *(pg. 4)*.

FLIX ●○○

On the Internet, no one cares what time it is! You get to ignore preferred timeslots, but you need more variety in your lineup to hold viewers' attention.

Abilities

When you produce a show, you may place it in **any** timeslot without suffering a timeslot penalty. When you attach an ad with a timeslot condition, it always counts as being in the correct timeslot.

Note: Your Flix token is only used with Telly Time (see Clarifications below).

Drawback

When you produce a show that has the **same genre** as another show in your lineup, you must either pay an extra **$3M,** or suffer a **timeslot penalty** *(place the show's season marker on the X in the 3rd row)*.

Clarifications

▶ When you produce a show with **"ANY"** as its preferred timeslot, ignore your drawback *(the show cannot suffer a timeslot penalty)*.

▶ **N Flexible Schedule:** You may use this to ignore your drawback.

▶ **🇬🇧 Telly Time:** Use your Flix token to cover the weekend icon on your genre grid. Treat your weekend timeslot like your other timeslots. You may place **Kids** shows in any timeslot.

GENERIC ●●●

You're not especially good at anything, but you're a little good at everything. You get bonuses for making sets of shows of different genres, but you don't advance on the genre tracks.

Abilities

When you produce a show, if the matching genre on your executive board is not covered with a marker cube, place a marker on it and advance 1 space on your **bonus track.** If you land on a bonus icon, gain the bonus immediately.

When your bonus marker reaches the topmost empty space on your track, clear all genre markers from your board and return them to your supply. Leave your bonus marker at the top of the track and place a **new** bonus marker on START. The next time you produce a show, cover its genre as before and advance your new marker. The empty space below your previous marker is now the "top" of your track.

When scoring your lineup at the end of the round, add the bonus viewers beside **each marker** on your bonus track to your viewer score.

Drawback

You never advance on the genre tracks, and you don't earn any bonuses or end-game viewers from them.

Generic Bonuses

M — Draw 3 mogul cards and take 1. Place the other 2 on the bottom of the deck. *If playing without moguls, treat this as a 3-color genre bonus, like the one on space 4 of each genre track.*
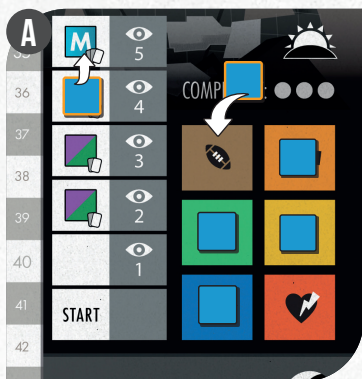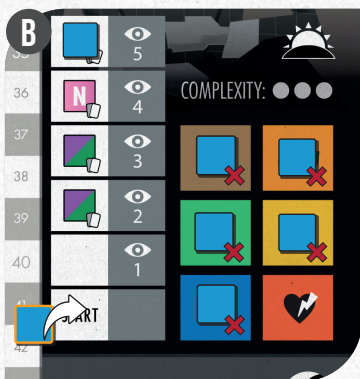
N — Draw 2 network cards and take 1. Discard the other.

(star/ad icon) — Draw 1 star and 1 ad. Either sign the star for free or sign the ad and get its cash bonus. Discard the other card.

Example

A *Jerome covers a 5ᵗʰ genre and reaches the top of his track. He gets his mogul bonus immediately.*

B *He then clears all 5 genres and adds a new marker at the bottom of his track.*

C *He makes 2 more shows before the end of the round (Reality and Sci-Fi). During scoring, he gets +7 (eye) from his bonus track.*

Clarifications

▶ **N** Market Research / (tablet) Waterbug / **M** Reboot-o-mancer: Instead of advancing on the indicated genre track, cover that genre on your board. If that genre is already covered, this has no effect.

▶ 🇬🇧 Telly Time: Do not place any markers on your genre grid during the game. When you pass, instead of getting +$1M per empty space on your grid, you get a fixed **+$5M.** When you produce a Kids, Chat, or Quiz show, you may cover **any** genre on your executive board.

PROCRASTINATOR ●●○

You're a creative spirit who struggles with punctuality. You can permanently change the genres of shows, but you missed the budget meeting, so you start with half the normal cash.

OUT OF OFFICE CHECK IN TOMORROW

Abilities

When you produce a show, you may use an available **genre token** to permanently change its genre. Place the token in the top left, covering the show's genre icon. The token stays on the show for the rest of the game *(even if the show is canceled).*

You must decide whether to change the genre of a show **before** attaching stars or ads. Use only the **new** genre to determine whether to rotate the stars and ads you attach, and which genre track you advance on.
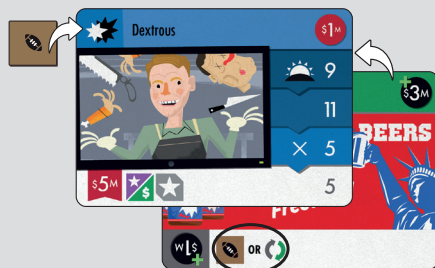
You can only use each of your 12 genre tokens **once per game.** If you run out of tokens for a genre, you can no longer change shows to that genre.

Drawback

During setup, take **half** the amount of starting cash for your position in turn order, rounded down.

Example:
Jessica changes Dextrous to sports and attaches a sports ad to it. She advances in Sports instead of Action.
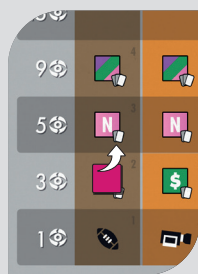
Clarifications

▶ 🇬🇧 **Telly Time:** You can't change shows to Kids, Chat, or Quiz genres. You may change Kids, Chat, or Quiz shows to genres you have tokens for.

RICH ●○○

You're a self-made executive who just happens to come from money. You get a windfall at the start of each round, but you can't score end-game network cards.

Abilities

At the start of each round, 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.

You may see the display before deciding, but you must do so before the 1ˢᵗ player takes their turn.

Drawback

During end-game scoring, all network cards with "Game End" effects in your green room score **0** viewers. You may score **moguls** normally. You may still draft "Game End" network cards, even though you can't score them.

Clarifications

▶ ⭐ **Bollywood Star /** Ⓜ **Tech Pioneer:** Count "Game End" network cards in your green room.
▶ 🔲 **Gorilla:** Resolve your start-of-round ability before Gorilla.

SPECIALIST ●●○

You're the fixer they bring in to handle tricky situations. You can recruit 2 moguls to create unique combos, but you get fewer normal genre bonuses.

Abilities

Note: This Executive requires the Moguls module.

You can gain up to **2 moguls** during the game:

▶ **1st Mogul:** The first time during the game you reach space **2** on any genre track, instead of gaining the printed genre bonus, draw **2** moguls and choose 1 to keep. Place the other on the bottom of the deck.

▶ **2nd Mogul:** The first time during the game you reach space **4** on any genre track, instead of gaining the printed genre bonus, draw **4** moguls and choose 1 to keep. Place the others on the bottom of the deck.

1st Mogul   2nd Mogul
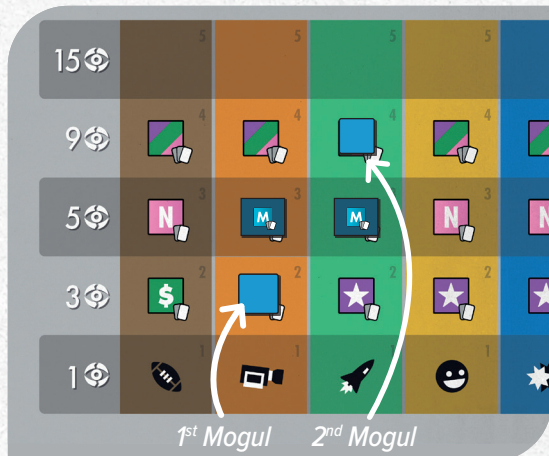
You may gain both bonuses from the same genre track, or from different tracks. When you reach space 2 on any genre track **after the first,** you get the normal printed genre bonus. Likewise, when you reach space 4 on any track after the first, you get the normal printed genre bonus.

Drawback

When you land on space **3** of any genre track, if there is a **mogul token** there, you must treat it as an empty space. Do **not** remove the token or gain the network card bonus underneath it.

If you land on space 3 **after** another player removes the mogul token, you gain the the network card bonus there as normal.

Clarifications

▶ 🇬🇧 **Telly Time:** Gain your 2 moguls as follows:

◆ The **first** time you complete a line of 3 squares, gain your **1st mogul** *(draw 2 and take 1).*

◆ The **second** time you complete a line, gain **no** bonus.

◆ The **third** time you complete a line, gain your **2nd mogul** *(draw 4 and take 1).*

STARRYEYE ●●○

TV isn't just about eyeballs – it's about glamor and fame! You can make stars into superstars, letting you ignore their conditions and expenses, but you get less income from ads.

Abilities

Whenever you attach a star to a show, you may use an available **superstar token** to make them into a **superstar.** Place the token in the top right of their card, covering any expenses they have.

When you make a star into a superstar, you may **ignore** any condition or effect that would force you to rotate them upside down and attach them rightside up instead. While in your lineup, they generate **$2M** income each round.

When you **discard** a superstar from a show for any reason, remove their superstar token and return it to your executive board. You may use it again to make a new superstar. You must have at least 1 superstar token on your board to make a new superstar.

Drawback

When you attach an ad with a **condition** of any kind, you **must** rotate it upside down, even if the condition is met.

Example:
Hawkini attaches the Cheeky Friend to a new show and makes her a superstar, baby! She stays rightside up even though there's no other star on the show.

Clarifications

▶ **N** **Big Game /** **▭** **Monday Night Foosball:** Do not count superstar income as ad income.

▶ **▭** **Reinfeld:** Count superstars as stars with "no expenses."

▶ **★** **Industry Veteran /** **★** **Versatile Actor:** You must choose to rotate these stars to use their effects.

▶ **N** **Redemption Arc /** **★** **Cross-Promoting Star:** You may use these effects to rotate ads rightside up. If you rotate a superstar, move their token to the top right after rotating them.

▶ **N** **Spinoff /** **★** **Rerun Guy:** When you return a superstar to your green room, they keep the token *(only remove it when they are discarded)*.

UNDERGROUND ●○○

No one knows where you came from or what you're all about, but that just makes you cooler. Stars flock to your network, but you lose viewers if you can't get them in your lineup.

Abilities

When you use an action to sign a star, you may sign **any number** of stars, instead of just 1. If you sign at least 2 stars, replace all but 1 star you took with new stars from the deck.

You get a **$1M** discount on every star you sign. You may sign stars that cost $1M for free.

Drawback

When scoring your lineup at the end of each round, you suffer a viewer penalty of **-2 viewers** per star in your green room.

Example

A

Tiradonna signs 3 stars from the display, paying a total of $6M. She then adds 2 new stars to the display.

B

-4 👁

At the end of the round, Tiradonna has only attached 1 of the 3 stars she signed. She gets -4 👁 for the 2 in her green room.

Clarifications

▶ **📱 Continuum (Anomaly):** You may use an action to either sign 1 anomaly **or** sign any number of stars, but **not** both at the same time. Anomalies in your green room count as stars for your drawback.

GORILLA ●●○

You're a 500-pound gorilla. Each round, you get to either take a turn ahead of the 1st player, or skip your first turn to get a cash bonus. Everyone else can deal with it.

Abilities

At the start of each round, after the display is dealt, you must decide whether to take an **extra turn** or get **extra cash.** Place a marker cube on the left or right space on your executive board to show your choice, then resolve the chosen ability. You may choose the same ability as last round.

Extra Turn: Immediately take 1 extra full turn, before the 1st player. After you finish, the 1st player takes their turn, then players continue in normal turn order. You take all your following turns in normal turn order. *If you are the 1st player, you take 2 turns in a row.*

Extra Cash: Immediately get $2M per opponent in the game, not counting yourself.

Drawback

Your drawback depends on which ability you choose:
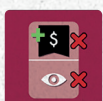
**Extra Turn:** When you pass this round, you get **no** bonus cash or viewers from the pass track.
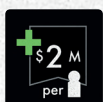
Extra Cash: You must **skip** your first turn this round. Take your next turn in normal turn order.
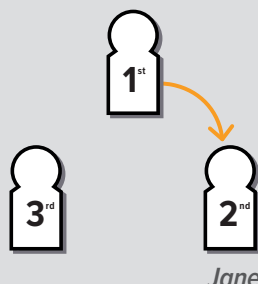
Example:
Jane is 2nd player in a 3-player game. She decides to take $4M and skip her first turn. Although it isn't much cash, she doesn't want to forfeit her passing bonus and be broke next round.

A TURN 1
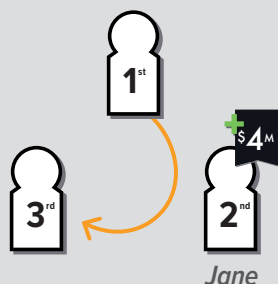
B TURN 2

Jane

Jane

A *The 1st player takes their first turn, then Jane's turn is skipped, and the 3rd player takes their first turn.*

B *The 1st player then takes their second turn, and finally Jane can take her first turn.*

Clarifications

▶ **Solo Mode:** When you choose extra cash, get $2M total.
▶ 🎩 **Rich:** Resolve your start-of-round ability after Rich.
▶ 🇬🇧 **Telly Time:** When you take an extra turn, you get a pass track bonus of your choice, but you get no cash or viewers from your **genre grid** *(pg. 18).*

CONTINUUM ●●○

You invented time travel for one reason: so you could go back to the '90s and make TV. Unfortunately, using your machine creates anomalies in the timeline.

Abilities

At the start of your turn, advance the marker on your time machine track 1 space to decrease its **cost.** If it is already at $1M, it does not advance.

At any time on your turn, you may pay the cost on your track and place an **anomaly card** on top of the star deck to use your time machine. You may then take an **extra action** of your choice. Afterward, reset your machine to "∞" *(you can't use it again until it advances next turn).*

Drawback

Anomalies act like stars with **no signing cost.** Any player *(including you)* may use an action to sign an anomaly from the display for free. If a player draws an anomaly while resolving a genre bonus *(or similar effect),* they may choose the anomaly as the card they keep.

Anomalies can't be attached to shows. Instead, a player may **discard** an anomaly from their green room at any time on their turn to take an **extra action** of their choice. Discarded anomalies return to your supply.
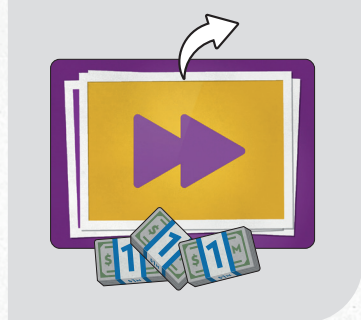
Mikey decreases his time machine's cost at the start of his turn, then decides to use it. He pays $3M and adds an anomaly to the star deck.

He uses his 2 actions to take an ad AND a network card from the display. He then resets his time machine.
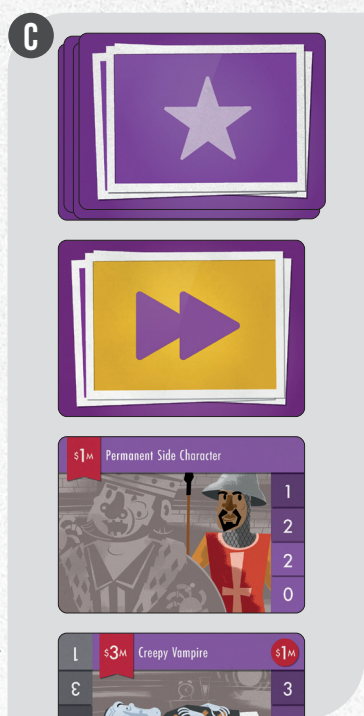
When the display is refreshed at the end of the round, Mikey's anomaly is dealt as 1 of 4 new stars.

Clarifications

▶ 🛈 **Underground:** See pg. 14 for Underground's unique interaction with anomalies.

▶ N **Awards Show:** Count anomalies in your green room as stars.

▶ If you have no anomalies in your supply, you may use your machine without adding one to the star deck.

TELLY TIME

This UK-themed alternate game mode expands each player's lineup to **4 timeslots** and adds **3 new genres** with special effects. It also shakes up genre scoring – instead of climbing the genre tracks, each player must mix and match genres to fill out their unique **genre grid** and earn bonuses for completing rows, columns, and diagonals.

SETUP

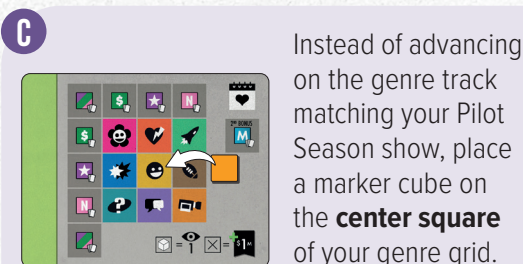During normal setup, make these changes:

▶ Leave the base game **genre board** and **show cards** in the box. They will not be used.

▶ When setting up the **setup board,** cover the pass track with the **pass track tile** marked with your player count.

▶ When setting up the **show deck,** use only the Telly Time show cards, stacking the A shows on top of the B shows as normal. *With 1-3 players, remove all A shows marked* 4+ *from the game.*

▶ Each player takes the extra **3 marker cubes** of their color *(so they have 14 total).*

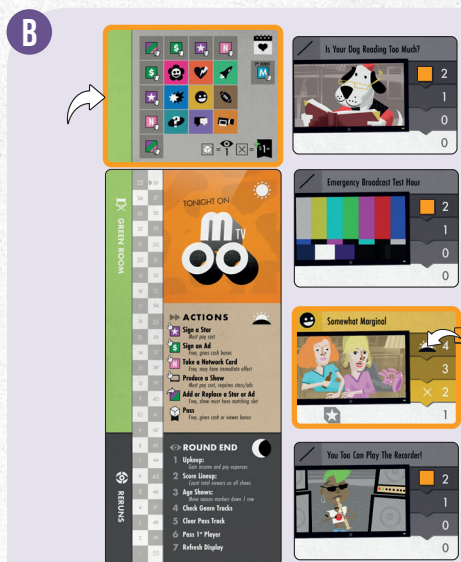▶ Instead of dealing **Pilot Season cards** normally, follow the alternate steps below.

Telly Time Pilot Season

A

Shuffle the **6 Telly Time Pilot Season shows** and deal 1 to each player. Each player looks at the genre of their show and takes the **genre grid tile** that has that genre in the center square.

B

Place your genre grid tile above your player board to create a **4th timeslot.** Place your Pilot Season show in its preferred timeslot and fill your other 3 slots with your starter shows.

C

Instead of advancing on the genre track matching your Pilot Season show, place a marker cube on the **center square** of your genre grid.

D
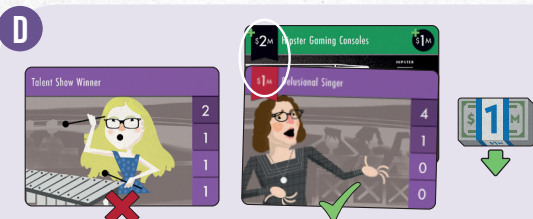
Remove the **6 show cards** from the base game Pilot Season deck. Shuffle the remaining 14 stars and ads and deal 3 to each player *(or 2 with 5 players).* Each player chooses 2 to keep, earning cash bonuses and paying costs normally.

YOUR GENRE GRID

The first time you would advance on each genre track during the game, instead place a marker cube on the matching square of your genre grid.

Each time you complete any **line of 3 squares** on your grid *(a row, column, or diagonal),* immediately gain the **genre bonus** at the end of that line. If you complete multiple lines at the same time, you gain the bonus for each completed line.

Once you've filled a genre square on your grid, you may still produce shows of that genre, but you do not fill any new genre squares when you do.
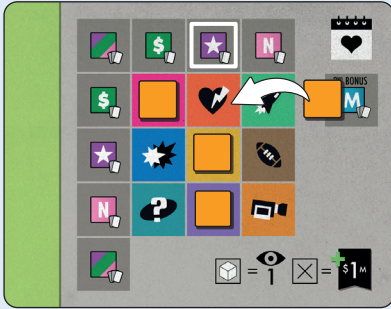
Example:
Arkady produces a drama show and completes a column. He draws 2 stars and signs 1 for free.
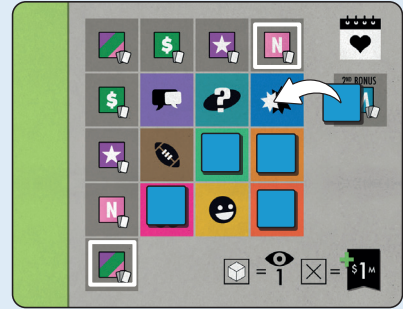
Example:
Virginia completes both a column and diagonal at the same time. She gains both a network bonus AND wild bonus. (Moguls aren't being used; see next page.)
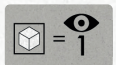
Empty & Filled Squares

Each player gains bonus cash and viewers from their genre grid each round, based on the number of squares they have filled. You always receive **both** bonuses each round, regardless of what you select on the pass track.

Cash Bonus:
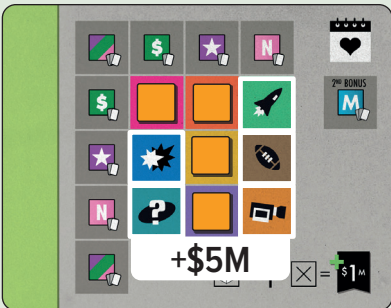When you pass, get $1M per **empty** square on your genre grid.

Viewer Bonus:
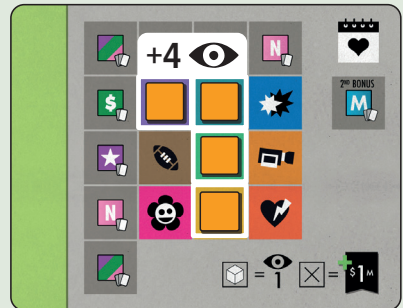When scoring your lineup, score +1 viewer per **filled** square on your genre grid.

Example

A

Arkady passes and selects the 6 👁 bonus on the pass track. He has 5 empty squares, so he gets $5M immediately.


B

When the round ends, he scores +6 👁 from the pass track, and +4 👁 from filled squares.

Mogul Bonus

When playing with the Moguls module, the **second** time you complete a line of 3 squares during the game, gain a mogul bonus instead of the genre bonus at the end of that line. Draw 2 moguls and choose 1 to keep *(just like when you land on a mogul token; see pg. 2).*

If you complete your first 2 lines at the **same time,** choose which of them you complete "first" and gain its printed bonus, then gain a mogul bonus instead of the printed bonus for the other line.

When playing **without** the Moguls module, ignore the mogul bonus icon on your genre grid tile. When you complete your second line, gain the bonus for that line normally.
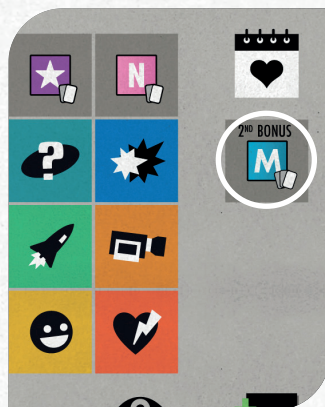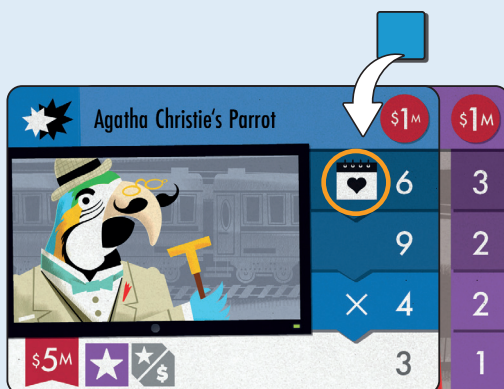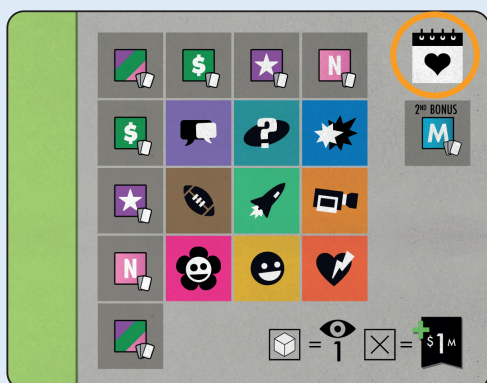
End-Game Scoring

When scoring end-game viewer bonuses, ignore the "Genres" row. Score all other end-game bonuses normally.

WEEKEND TIMESLOTS

Your new **weekend** 📅 timeslot acts the same as your other 3 timeslots. Some shows in the Telly Time deck have weekend as a **preferred timeslot.**

Wild Timeslots

If a show has **2** preferred timeslot icons, it can be placed in either timeslot without penalty. If it says **"ANY"** where its preferred timeslot would be, it can be placed in any timeslot without penalty, and you ignore any timeslot penalty it would suffer due to other effects.

This show's audience wants to watch it at primetime OR late night.

This show's audience will watch it no matter when it's on.

NEW GENRES & SHOW EFFECTS

Telly Time introduces 3 new genres of shows, each with a unique **show effect** that appears on all shows of that genre.
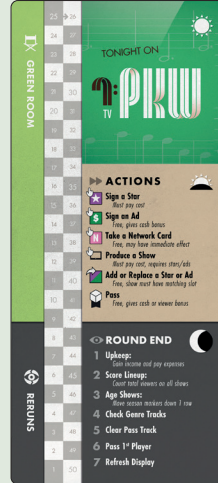
Kids: You can't place Kids shows in your primetime or late night timeslots *(even using network cards).*

Quiz: When you score a Quiz show, you may pay cash to score up to 5 bonus viewers at a cost of $1M each.

Chat: When you score a Chat show, add up the current viewer values of all stars on all other shows in your lineup. The show gains that many bonus viewers *(example right).*

"Lay All Your Chat On Me" scores a total of 9 👁 (3 for the show itself + 6 from 2 stars on other shows).

SOLO MODE

If your opponent draws a solo card that says "Prefers show of YOUR best genre," it chooses the leftmost show that would allow you to **complete a line** on your grid. If there isn't one, it chooses the leftmost show in the display.

Prefers show of YOUR best genre

Uses highest position on genre track, ties broken left to right

TELLY TIME CLARIFICATIONS

For interactions with moguls, see Mogul Clarifications, pg. 3. For interactions with executives, see each executive's clarifications section.

▶ **N Big Game:** Cash from your genre grid does not count as ad income.

▶ **N Catalog Buyout:** You may place a marker on any empty genre square, including Kids, Quiz, or Chat.

▶ **N Flexible Schedule:** This effect can't be used to place Kids shows in primetime or late night timeslots.

▶ **N Market Research:** Place a marker on the genre of the show you discard. If all 3 genres you draw already have markers, discard a show without placing a marker.

▶ **N Preempted Timeslot:** Only double the cash or viewers you get from the pass track, **not** your genre grid.

▶ **N Variety Channel:** Instead of resolving this effect as stated, score 2 👁 for each genre that appears on at least 2 shows in your lineup and/or reruns. Include Kids, Quiz, and Chat genres.

▶ **★ Versatile Actor:** You may change a show to Kids, Quiz, or Chat. The show does **not** gain that genre's show effect.

▶ **★ Writeoff:** When counting viewers on a Chat show, count bonus viewers from other stars in your lineup. When counting viewers on a Quiz show, don't count any bonus viewers.