



Have fun playing as your TV transmitter, favorite Create stories quickly to leave your competitors behind. Win the largest audience by creating fantastic stories.

You can compete with up to 10 TV transmitters at the same time. (2 to 10 players)

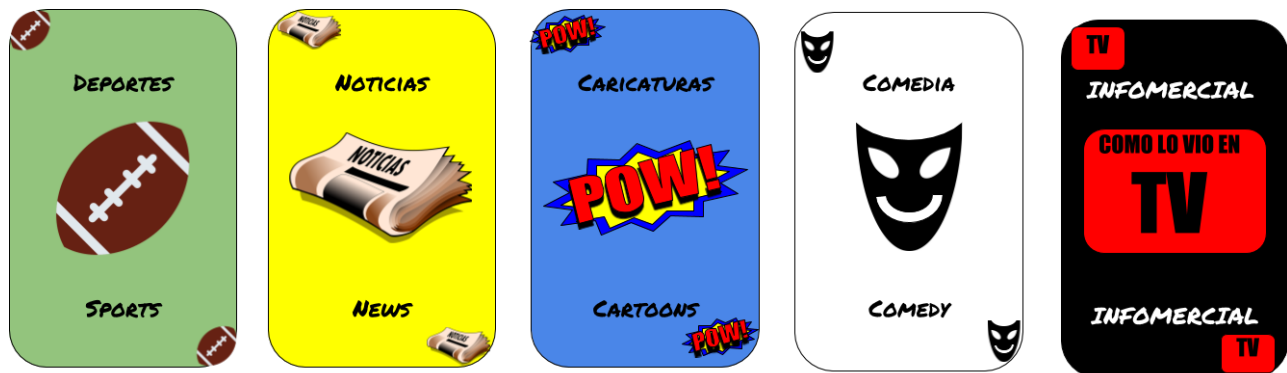
Age: +12

Content of the Game

Gender Letters

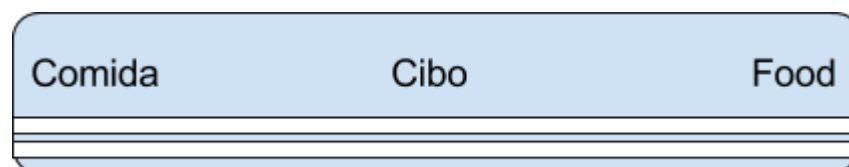
The game will have 50 gender cards which are distributed as follows:

- 12 News Letters
- 12 Cartoon Letters
- 12 Sports Cards
- 10 Comedy Cards
- 4 Infomercial Cards



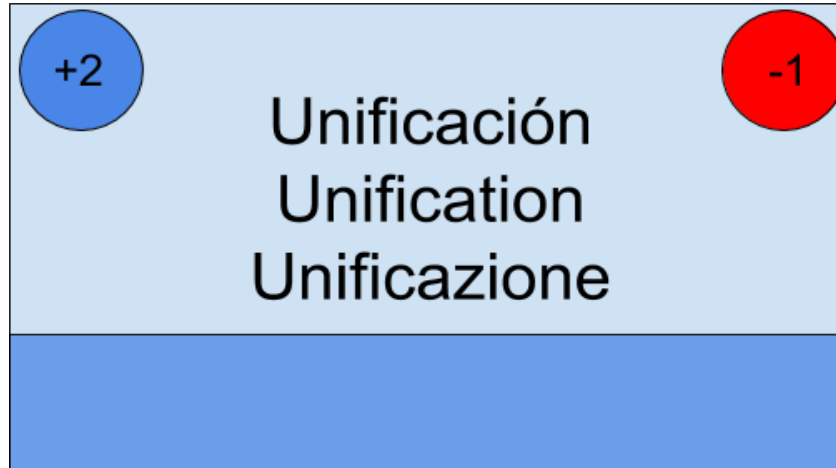
Theme letters

These letters will provide the main theme for transmissions.



Letters of words

Word cards determine the number of audience points a player gets when making a broadcast.



Dice D4

The game has 5 D4 Dice which will be used to determine the gender of each transmission

Dice D20

The game has 4 Dice D20, each die represents a genre except infomercials.

Audience point sheets

The game has chips that represent audience points.

- 1 tokens of 100
- 2 tokens of 50
- 4 tokens of 20
- 6 tokens of 10
- 6 tokens of 5
- 8 tokens of 2
- 14 tokens of 1

Rounds

The rounds represent one week (from Monday to Friday).

At the beginning of the round each player is dealt 5 gender cards.

Subsequently, the 5 D4 D6s are released to define which genre will have the most audience for the transmission of each day of the week.

Transmissions

At the beginning of the day each player must choose one of his gender cards and put it face down. When all the players have chosen a card, the choice of the genre to be transmitted will be made. For this the four dice D20 will be launched and the die with the highest number will be the chosen genre for the transmission

When the theme for the transmission has been chosen, each player will flip his card and the player who has chosen the card corresponding to the genre of the transmission will win the right to make a transmission. In the event that two or more players have chosen the same genre of the winning transmission, each player will roll a D20 die and the one that draws the highest number will broadcast the day.

If the chosen genre matches the genre with the most audience of the day, the points that are achieved will multiply by 2.

The player who performs the transmission should take a topic letter and 3 word cards. The player will have 15 seconds to think what he will say in his transmission, which should last between 15 and 20 seconds.

NOTE: If the other players consider that the transmission is not of the corresponding genre or is not related to the subject, the transmission will be removed from the air and the player will not be able to obtain points.

You will add the points you have made with the transmission and start the next day. The process is repeated for the 5 days of the week until the end of the round.

End of the game

When the 4 rounds are finished (or the rounds that the participants have agreed) each Player makes the sum of their audience points and the one with the most points will be designated as the winner.

Additional rules

Infomercials Infomercial cards can be used on any day of the week which will allow anyone who has played their infomercial card to make an additional transmission. Points earned through an infomercial will be counted in half. (In case of not being a whole number, the smaller number will be taken Example: If the player obtains 4.5 points, they will be given 4 points).

The transmission of the infomercial does not affect the transmission of the day.

Comedy. For the comedy genre the points obtained will only be allocated if the announcer managed to make some of the other players laugh. In case of not doing it, it will not generate any points.