

Ending the Game

The game ends as soon as the bank runs out! The network is bankrupt and anyone owed money for existing shows is out of luck. However, there is one last hurrah...

The “Crummies” Award

After the bank is empty, every player gets to assemble a final show from their hand to submit for the coveted Crummies award. This last contest has no audience restrictions. When everyone is ready, you Pitch your own show to your fellow execs, putting as much heart into it as you can muster. Then, everyone writes down a single vote for their favorite and the results are revealed at the same time. (No, you may not vote for your own show. You also can't abstain. If you don't have enough cards to submit, then you only get to vote. Sorry.)

Whoever gets the most votes wins the Crummies award and gets a cash bonus equal to one die roll. (If there is a tie, split the cash bonus equally among the winners.) After this, whoever has the most money wins. The game is over. Thanks for playing!

Optional Rules

Shorter Game (Recommended for your 1st game.)

For a shorter game, use only 1/2 or 2/3rds of the money.

Playing With Young Kids

Kids sometimes have trouble coming up with a show title. Therefore, if you're playing with a group that's mostly kids, simply playing without titles works well. If you have kids who want to play with the adults, then we recommend teaching them to make titles by choosing the two funniest words from their cards. So a show about a “deep sea fisherman seeking out a magical sword with a lasso” could be “Deep Lasso.” (This technique works well for adults with writer's block, too.)

Playing With Very Large Groups

With very large groups, the Pitch can be played in teams. The game is such that even just watching can be a lot of fun.

Playing Until Everyone Gets to Be CEO

If you have a group of seven or less, you can choose to play the game until everyone has been CEO once. This gives everyone a chance to sit in the big chair.

OAQs (Occasionally Asked Questions)

What if There Are No Submissions?

In the rare case that NO shows were submitted for an empty time slot, then the CEO must force his lazy executives to create one. The CEO chooses a different player to submit each of the three cards, and then everyone works together on the title. The final show belongs to the CEO and he or she gets paid for it as usual. If nobody has, say, a character card, then draw one from the deck. Such shows do not have to match the original appeal symbol requirement.

Do You Have to Share How Much Money You Have?

No. People can ask, but you don't have to answer.

Who Gets Paid for the Starting Shows?

The seven example shows that start on the schedule do not have creators. Therefore, no one gets paid for them.

Who Rolls Dice for the Starting Shows?

The CEO, or someone he or she assigns to do so.

Can a Show Have More Than One Audience?

Yes. If a show has inherited an audience as described above, it still gets to vie for another audience like any other 1st Season show, and therefore could gain another.

If I Take Over An Audience From a Show With More Than One, Do I Get Them All?

No. During the Vie For Audience phase you are targeting a single audience, not all of them on the couch.

If I have a show that I can submit, do I have to?

No. You may always choose to save your cards while you think of a good title or to use for the Crummies award.

What if I can't submit a show after all?

If you agree to submit a show but can't come up with a good title or realize that you can't actually match the required appeal symbol, then you can pass, but you don't get to draw your three cards. You can still vote, however.

What if my OAQ isn't on this list?

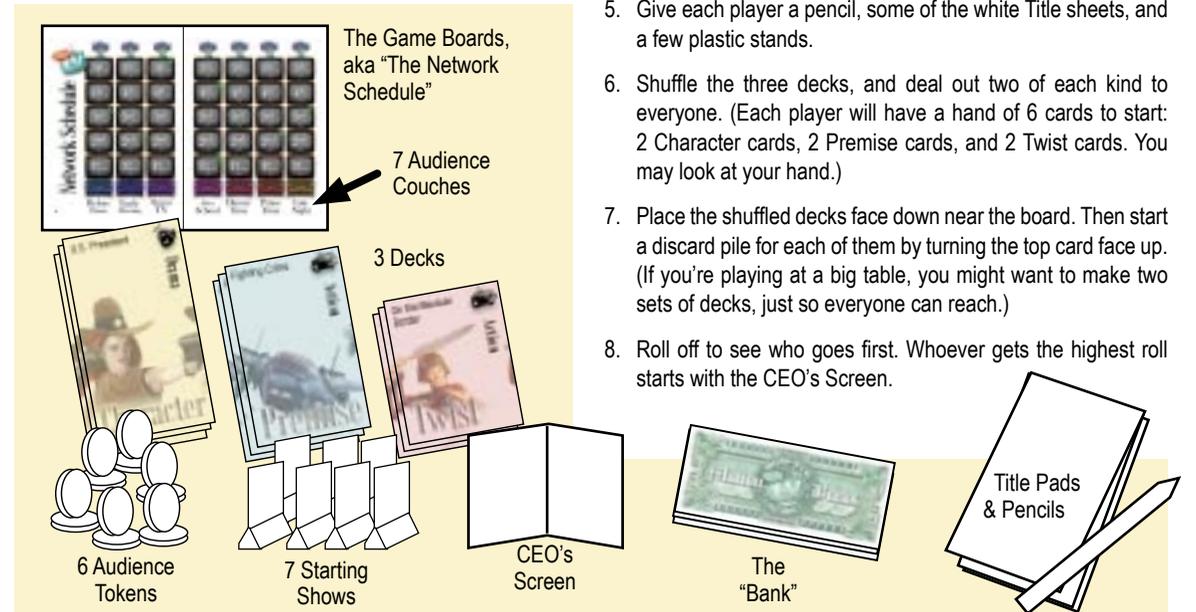
If a rules question comes up that is not made clear by this booklet, then the current CEO makes a call and their ruling stays for the rest of the game.



Premise of the Game

As players of The Pitch: TV Edition, you are pretending to be executives at the ailing BlindLuck TV network. Through the course of the game, you will be competing against one another to get your shows onto the air. Whoever has *their* shows on the air will make money, and whoever has the *most* money at the end of the game wins. That's all there is to it.

The diagram below shows the components of the game. Take a moment to look at them and get your bearings.



Setting Up

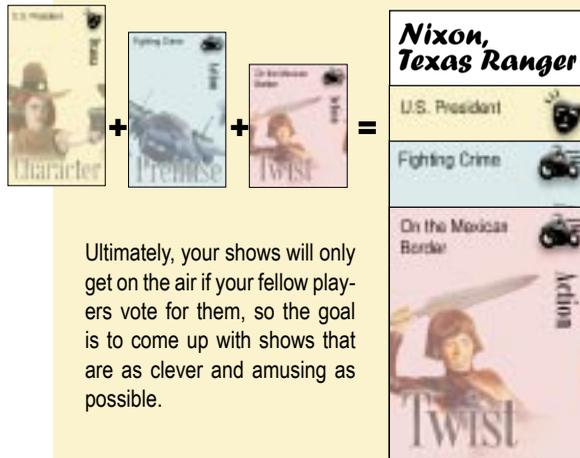
1. Place the game boards in the center of the table.
2. Place the seven Starting Shows into plastic stands, and position them randomly on the green stars.
3. Place the six Audience tokens randomly onto the couches, one token per couch. (One couch will be unoccupied.)
4. Gather the money into a pile. This is the Bank. (Use only 2/3 of the money for a shorter game.)
5. Give each player a pencil, some of the white Title sheets, and a few plastic stands.
6. Shuffle the three decks, and deal out two of each kind to everyone. (Each player will have a hand of 6 cards to start: 2 Character cards, 2 Premise cards, and 2 Twist cards. You may look at your hand.)
7. Place the shuffled decks face down near the board. Then start a discard pile for each of them by turning the top card face up. (If you're playing at a big table, you might want to make two sets of decks, just so everyone can reach.)
8. Roll off to see who goes first. Whoever gets the highest roll starts with the CEO's Screen.

CREDITS ©2005 BlindLuck Studios. All rights reserved. Game design, art, and layout by Scott Lininger (Scott@BlindLuckStudios.com). Playtesting by Heather Barnhorst, Jason Camp, Phill Challis, Laura Gordon, Wick Gordon, Mark Hughes, Dean Kimes, Graig MacHendrie, Kris Marquardt, Mark Morehead, Shayna Reibman, Christina Sears, Tyler Stevens, Dyan Stevens, and Erich Wambach (Erich@BlindLuckStudios.com)

How to Make a Show

TV Shows in The Pitch are made up of four parts: a Character Card, a Premise Card, a Twist Card, and a Title that you make up.

On the board you'll find seven example shows. Take a look so everyone can get the idea. Then take a look at your own cards and try to build a show with a killer title. Here's an example...



Ultimately, your shows will only get on the air if your fellow players vote for them, so the goal is to come up with shows that are as clever and amusing as possible.

Appeal Symbols

Each card has an symbol on it that indicates which of the six Audiences it appeals to:

-  Romance appeals to the Lonely Losers
-  Violence appeals to the Wackos
-  Comedy appeals to the Morons
-  Drama appeals to the Bleeding Hearts
-  Action appeals to the Jocks
-  Science Fiction appeals to the Nerds

For example, if your show contains three Science Fiction symbols, it stands an excellent chance of attracting and holding onto the Nerds. (See *Phase 3: Vie for Audience* for details on how this actually works.)

The Turn Sequence

The game is played in turns. Each turn represents one season at the network. When it is your turn, you are the CEO and get the CEO Screen. It's your job to take control and walk the other players through the following Four Phases.

- Phase 1: Pay Royalties & Cancel Shows
- Phase 2: Pitch New Shows
- Phase 3: Vie for Audience
- Phase 4: CEO Bonuses

Phase 1: Pay Royalties & Cancel Shows

Checking the status of the Network lineup is done one time slot at a time, starting with the earliest slot and working your way across the schedule. For each slot, one of three situations will occur:

■ Situation 1 – This Show Has an Audience!

If the show has at least one audience token on its couch, then it has a loyal fan base and it stays on the air. The CEO advances the show into the next season box and immediately pays royalties to that show's creator from the Bank. The amount of royalties you get is printed on the new season box the show advances into.

■ Situation 2 – This Show Has NO Audience!

If the show has no audience tokens on its couch, then it must be cancelled. The CEO removes the show and places its cards into the discard piles.

■ Situation 3 – End of a Five Year Run

No show can ever go into a 6th season. If the show starts the turn in the "5th Season" box, then it has reached the end of a prosperous run and must be cancelled. The CEO removes it and places its cards into the discard piles. The creator of the show immediately receives one die roll worth of royalties from the DVD sales.

The show's audience tokens stay on the couch... these suckers are stuck watching whatever replaces it.

Phase 2: Pitch New Shows

Any time a show is cancelled, it must be replaced. This is done one time slot at a time, starting with the earliest slot and working your way across the schedule. For each slot without a show, the CEO goes through the following steps:

■ Step 1: CEO Declares Their Requirements

If they want, the CEO may choose to place one restriction on the type of shows they will accept for this slot. This restriction can either be that the shows MUST have a certain appeal symbol or that they CANNOT have a certain appeal symbol.

For example, the CEO could declare "Your show must have Violence!" or "Your show cannot have Romance!" The CEO could not declare "Your shows must be a Violent, Sci-Fi show," or "You show must have 2 Actions", because that puts restrictions on more than one element.

■ Step 2: CEO Calls for Submissions

Starting with the player on his or her left, the CEO asks each executive whether they have a valid show that they would like to submit. If the player says YES, they can start assembling their show and giving it a title while the CEO moves on. (See the "How to Make a Show" box on the left.)

If the player says NO, they may instead draw three cards from any deck or from the top of a discard pile. They can mix and match draws of different types, so long as they only take three cards. For example, you could take a two Character cards from the deck and a Twist card from the discard pile, or three Premise cards from the deck, or any other combination you like.

■ Step 3: CEO Pitches the Candidates

Once the submitters are done assembling and titling their shows, they hand them to the CEO, who places them behind the CEO Screen. The CEO then reads them out loud in a random order. It is important that the CEO takes care to do this in such a way that nobody knows which player made each submission. NOTE: It is usually funnier to read the *title* of the show last.

■ Step 4: The Vote

Only players who did NOT submit a show are eligible to vote. Starting with the player on the CEO's left, each voter declares which show they think is best and why, or they may choose to abstain. Whichever show gets the most votes is the winner.

Once you make a vote, you cannot change it. In the case of a tie or a situation where no one voted, the CEO decides who wins. This is the only time the CEO gets a vote.

■ Step 5: Reward the Winner

The winning show is placed on the 1st Season box in the appropriate time slot. Losing shows are discarded. The creator of the winning show is immediately paid royalties. The amount paid out is different for each slot as noted on the boards.

Phase 3: Vie for Audience

Now is when the actual TV Season begins, and new shows vie for audience. Starting again at the earliest time slot and moving across the schedule, the creator of each 1st Season show chooses an audience they are going after and immediately rolls to see if they can attract it to their couch.

The new show is considered the attacker and the show that already has the target audience is considered the defender. The attacker rolls one die for each matching appeal symbol their show contains, and the defender does the same. The highest number rolled among all of the dice wins and moves the audience to their couch. (If you have no matching appeal symbols, you automatically roll a zero.)

You do not add the dice together; you're just trying to get the highest single number out of all of your dice. If the highest number rolled is a tie, the attacker wins.

Please note: it is perfectly legal for a show in a later time slot to capture an audience that was JUST captured by an earlier show.

Phase 4: CEO Bonuses

If you are the CEO, your last task is to give out bonuses to people who you think contributed to the health of the network, or at least to whomever brown-nosed the most. You have \$2 million bucks for this. You can give all \$2 million to one person, or you can split it between two. You may not keep the money for yourself.

You then collect a salary of \$1 million bucks and draw three cards of your choice from the decks or the discard piles. Finally, you select a successor to be the next CEO. This can be anyone who has not yet been CEO this go around. (In other words, everyone gets a first term before anyone can have a second term, and so on.)