


BREAKING NEWS THROUGH THE GENERATIONS

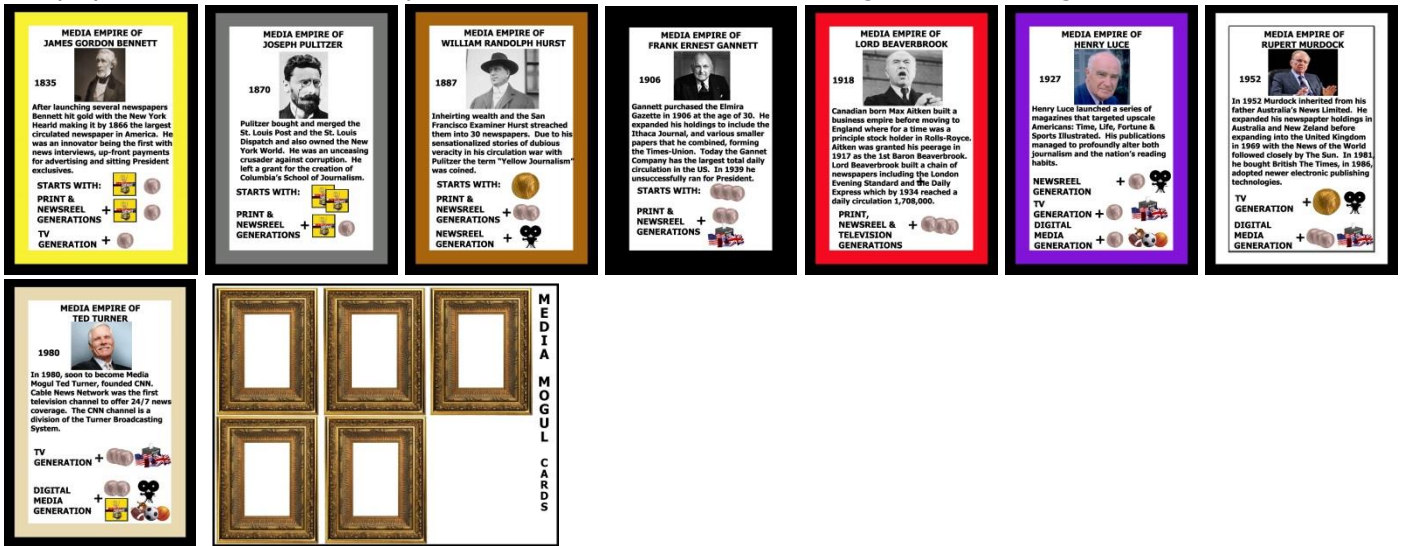
3 to 5 Players

RULES v3.0

OVERVIEW: *Breaking News!* A common phrase heard throughout the generations. In "Breaking News – Through the Generations" a player takes a media empire founded by a Media Mogul and builds that empire through the generations to an even greater empire. It's a game for 3 to 5 players and plays in 60 to 90 minutes. It features Media Resource Assets development and Asset Assignments through worker placement. The game is divided into four Generations where the focus was on a type of news delivery media. The Generations are *Print*, *Newsreel*, *Television* and *Digital Media*. Each Generation consists of three turns. At the conclusion of the final Generation, the Empire which has scored the most points is the winner.

SET UP:

- Each player receives 2 Silver coins. 
- Shuffle deck of 8 Media Mogul cards and place 6 face up in the playing area
- Randomly select a player to go first and then in clockwise order – on a player's turn they select a Media Mogul card which becomes their empire to grow through the ages and places the card on the Media Moguls chart left to right and top to bottom which becomes the Turn Order for the Print Generation
- The player receives 8 Worker Meeples and 10 cubes of the color matching their Media Mogul card border




MEDIA MOGUL CARDS: Media Mogul cards have two purposes:

1. They determine When & What Mogul unique resource assets are received
2. Track Turn Order
 - Print Generation – randomly determined
 - Newsreel, Television & Digital Media – player with lowest score at beginning of Generation goes first progressing to highest score going last – ties players retain order relationship

Mogul Unique Resource Assets



**MEDIA EMPIRE OF
JAMES GORDON BENNETT**



1835


After launching several newspapers Bennett hit gold with the New York Herald making it by 1866 the largest circulated newspaper in America. He was an innovator being the first with news interviews, up-front payments for advertising and sitting President exclusives.

STARTS WITH:
PRINT & NEWSREEL GENERATIONS + TV GENERATION

 + 


BENNETT STARTS PRINT GENERATION WITH 4 SILVER COINS - 2 COINS ALL PLAYERS + 1 COIN START GAME + 1 COIN START PRINT GENERATION


**MEDIA EMPIRE OF
TED TURNER**



1980

In 1980, soon to become Media Mogul Ted Turner, founded CNN. Cable News Network was the first television channel to offer 24/7 news coverage. The CNN channel is a division of the Turner Broadcasting System.

TV GENERATION + 

DIGITAL MEDIA GENERATION + 

MOGUL'S NAME

MOGUL'S PICTURE

APPROXIMATE DATE EMPIRE BEGAN

THEMATIC INFO ON MOGUL

STARTS GAME WITH 1 VP AND 1 SILVER COIN

STARTS PRINT & NEWSREEL GENERATIONS WITH 1 VP AND 1 SILVER COIN

STARTS TELEVISION GENERATION WITH 1 SILVER COIN

START OF TELEVISION GENERATION CREDITED WITH REACHING RESOURCE BRANCH LEVEL WITH POLITICAL INFLUENCE

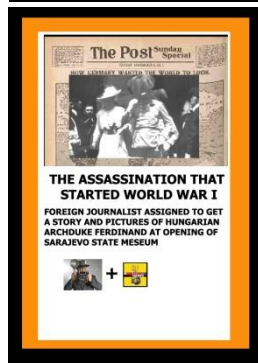
START OF DIGITAL MEDIA GENERATION CREDITED WITH REACHING RESOURCE BRANCH LEVEL WITH FILM INDUSTRY

START OF DIGITAL MEDIA GENERATION CREDITED WITH REACHING RESOURCE BRANCH LEVEL WITH SPORTS WORLD

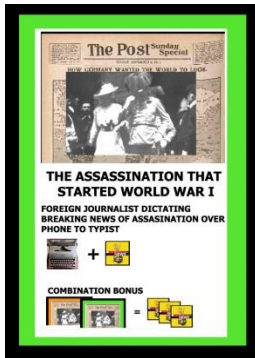
GAME PLAY SEQUENCE:

- **GENERATION**
 - **Set News Lead card stacks & Seed Add Worker box**
 - **Turns (3)**
 - **Turns 2 & 3 Refresh News Lead card stacks**
 - **In Turn Order place 1 Worker**
 - **Repeat Worker placement until all Workers placed**
 - **Clear or Replace Workers with Cubes**
 - **Score/Pay Out & move Turn marker**
 - **At End of Generation**
 - **Score/Pay Out**
 - **Clear Non-Resource Tree Cubes & Add Next Generation Resource Asset Tree board**
 - **Reset Turn Order & move Turn marker**

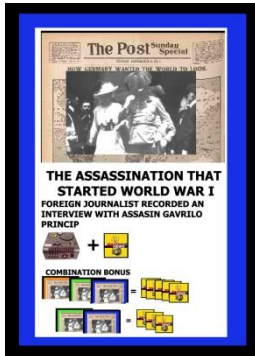
Set or Refresh News Lead cards stacks



Shuffle deck of Orange News Lead cards and display # equal # of players



Shuffle deck of Green News Lead cards and display # equal # -1 of players



Shuffle deck of Blue News Lead cards and display # equal # -2 of players

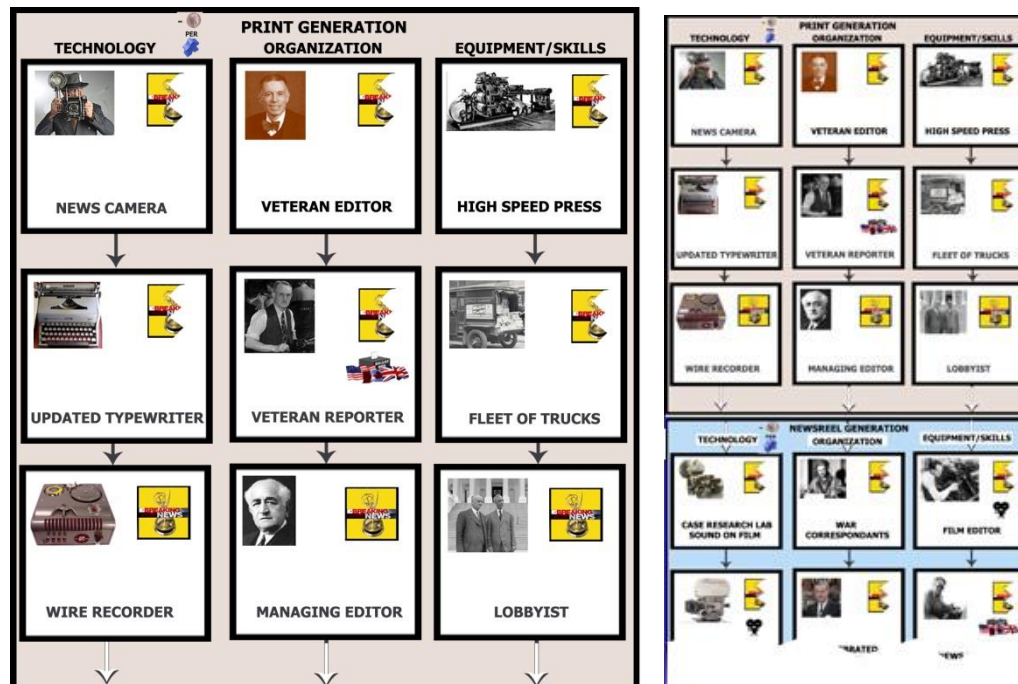
Turn Order place 1 Worker

There are two areas in which to place Workers

1. Resource Assets Tree
2. Turn Modifiers

Players place 1 Worker in either area in Turn Order repeating sequence until all Workers have been placed

Resource Assets Tree



The media Resource

Assets Tree has 3 separate branches on which Worker placements must advance from top to bottom vertically only. Each Generation has the same 3 separate branches which are unique to the Generation but procede out of the previous Generation. At the end of a Turn Workers are

replaced with a Player's Cube. If there is already one of the Player's Cubes on a preceding level of the same Resource Asset Tree branch, then move it to replace the Worker; otherwise use a Cube from the Player's source pool. If at the beginning of a Generation a Media Mogul card indicates the Media Empire has achieved a Resource Asset, place the Player's Cube on that level and the Media Empire is considered to have already achieved that level and all preceding levels of that branch of the Tree. Media Resource Assets are required to earn Victory Points and Pay Outs from News Lead cards. Each level achieved scores Victory Points at end of Generation.

Cost of Worker Placement:



If there are no Workers on the level where the Worker is being placed there is No Cost. If another Player's Worker is already placed on the level it would cost 1 Silver coin. If two Players' Workers are already placed on the level it would cost 2 Silver coins. Another Player's Cube does not count as a Worker.

Turn Modifiers

The diagram shows a 'RACK' of resource asset levels (50, 65, 70, 75) and various turn modifiers. The modifiers include: EXCLUDE (costs 1 silver coin), NEWS POOL (No Cost), ADD WORKER (costs 1 silver coin plus 1 silver coin per player's cube), BUY RESOURCE DEVELOPMENT (costs 1 silver coin), PROFITS UP (No Cost), and three NEWS LEAD cards: BLUE (costs 1 silver coin), GREEN (costs 1 silver coin), and ORANGE (NO COST). Below the modifiers, it lists 'SCORING/PAY OUTS' for 'END OF TURN' (News Lead Cards, Advertising, Profits Up) and 'END OF GENERATION' (Resource Trees, News Lead Combinations).

News Lead Cards

The diagram shows three vertical boxes representing News Lead Selection Order. The first box is blue and labeled 'NEWS LEAD BLUE SELECTION ORDER' with a '1st' marker. The second box is green and labeled 'NEWS LEAD GREEN SELECTION ORDER' with a '1st' marker. The third box is orange and labeled 'NEWS LEAD ORANGE SELECTION ORDER' with a '1st' marker and 'NO COST'.

Worker placement on one of these 3 boxes allows the Player at the end of all Worker placements to select a News Lead card of the color indicated by the box. Order of placement within the box determines Order of card selections. The first Player to place a Worker in the box places it on the Worker labeled "1st". Subsequent Workers are placed below preceding Workers. If a Player chooses to place a second Worker in a box, it does not get him a second News Lead card, but may move them up in the Selection Order or secure their present place in the Order. The additional Workers are placed to the left in the box. Adjustments to Selection Order does not take place until all Worker placements have been completed. A Player's number of Workers in the box must exceed the number of Workers of

another Player to move up in the Selection Order. The play process of all 3 boxes is the same. The only difference is the color of the cards to be selected and the Cost for Worker placement. **Costs:** To place the initial Worker in the Blue card box is 2 Silver coins, for the Green card box is 1 Silver coin and for the Orange card box is 0 Silver Coins. There is no Cost for additional Workers placed in a box only the value of a Worker's Action. If more Players have Workers in a selection box than there are displayed cards, the Players in the later Selection Order must take the top card from the source deck "sight unseen".

News Assignments

Required asset to obtain Score/Pay Out

If there are no Workers on the level where the Worker is being placed there is No Cost. If another Player's Worker is already placed on the level it would cost 1 Silver coin. If two Players' Workers are already placed on the level it would cost 2 Silver coins.

Advertising

No Cost

Allows Player to exchange up to 2 VP for 3 Silver Coins per VP at end of Turn – only 1 Worker may be placed in Advertising per Turn – Worker placement at No Cost

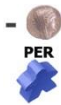
Empire Turn Profits

No Cost

Player receives Profit Pay Out of 2 Silver Coins at end of Turn – only 1 Worker may be placed in Profits Up per Turn – Worker placement at No Cost

No Cost

Allows Player to move up 2 Levels on a Resource Tree Branch – Player may only place 1 Worker per Turn



If there are no Workers on the level where the Worker is being placed there is No Cost. If another Player's Worker is already placed on the level it would cost 1 Silver coin. If two Players' Workers are already placed on the level it would cost 2 Silver coins.

Add Worker

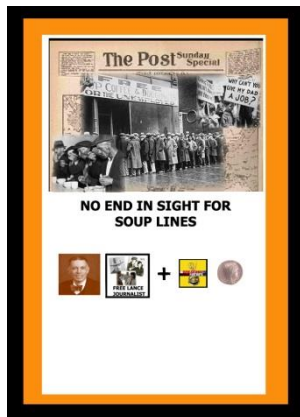


This box starts a Generation with 2 X # of Players of neutral Workers.

A Player may pay 1 Silver coin, remove 1 neutral Worker from the box and replaces it with a Cube of his color. He immediately takes 1 of his Workers from his source pool and places it in play. Play then passes to next Player. When Play return to them, the Player may buy another Worker; however, in addition to paying 1 Silver coin to Add a Worker they must pay 1 Silver coin per Cube of their color in the Add Worker box. The Added Worker is only active during the Turn they were bought. No additional Neutral Workers are added until the beginning of the following Generation.

Score/Pay Out

- At End Of Turn
News Lead cards:



If Player has all the Asset displayed to the left of the + the Player scores 1 VP and receives Pay Out of 1 Silver coin



If Player has all the Asset displayed to the left of the + the Player has a choice to scores 3 VP's or receives Pay Out of 1 Gold coin (1 Gold coin = 5 Silver coins)

Advertising



Player may exchange up to 2 VP's for 3 Silver Coins per VP

Profits Up



Player receives 2 Silver Coins

- At End of Generation
Resoure Assets Tree
Only score VP's obtained during current Generation



= 1 VP



= 1/2 VP (rounded down)

Combination Bonus



HINDENBURG BLAST KILLS 35

Generation Icon and News Lead Text must match on all Combination cards



Only the highest Combination in a Set scores

- **At End of Game Coins**

=

 (rounded down)

GAME END/WINNING:

The game ends at the conclusion of Scoring after Digital Media Generation. The Player who scored the most points Wins. If there is a tie, the Player with the highest total of Gold and Silver coins Wins.