

Award Show™

Contents:

6 Company Identification Cards

36 Company Award (Category) Cards (Six each of six categories)

57 Vote Cards (Vote Cards plus Event Cards)

1 Dealer/Host Card

Objective:

The goal is to be the coolest company (player) ever by winning the most statues (Company Award Category Cards).

Setup:

- Separate the Dealer/Host, Company Identification, Company Award Category and Voting cards according to the backs of the cards. Separate the Company Award Category cards and place them in separate stacks face down by category near the playing area.
- Randomly choose a player to be the first Dealer/Host and give them the Dealer/Host card.

Playing the game:

1. The Dealer/Host takes a random Company Award Category stack and places the six cards in a row, face up within easy reach of all players. (See illustration.)
2. The Dealer/Host shuffles the six Company Identification cards and deals one to each player (two per person for a two player game). The company cards remain hidden from other players until the end of the round. Company Identification Cards may NOT be revealed to any other player until the end of the Award Presentation. Each player is trying to win Awards for this company for this round only!
3. The Dealer/Host shuffles the vote cards and deals eight cards to each player (10 cards per person for a two player game). The remaining cards are placed to the side. Event Cards (vote cards with special abilities and no vote value) are played out of the players' hands at the appropriate times as noted on the card but may be used as face-down bluffs (see below).
4. **The Voting Round:**
 - a. The player to the left of the Dealer/Host gets to vote first by choosing one of the voting cards from their hand and playing it face down below one of the Company Award Category cards. A player may choose to play Event Cards face down as a bluff, but it does not count as a vote or take effect if revealed later.
 - b. After the first player has voted or passed, the player to the left may then vote or pass. Once a player has passed, they may not play any further cards on the Company Award Category cards.
 - c. The round continues until each player has passed or has run out of cards.
5. **The Award Presentation:**
 - a. To begin the Award Presentation, the player with the Dealer/Host card chooses one of the Company Award Category cards and begins to count the votes below it by turning the voting cards face up, one at a time, starting from the top of the stack. Remember, Event Cards turned up this way have no effect!
 - b. Players may interrupt the vote count at any time by playing appropriate Event Cards from their hands. Only the Event Cards played out of a player's hand will have an effect.
 - c. After any Events are resolved, voting continues until all votes in that stack are counted. The total is then noted.
 - d. Once the Dealer/Host has finished counting the votes in a category, the player to the left chooses the next Company Award Category for vote counting.
 - e. This process continues until either all Company Award Category votes have been counted OR a total of 8 votes have been cast. If a category winds up with a negative total, it does not count for purposes of the 8 votes rule (*EX: The Dealer/Host counts votes for Well-Grounded Games as best game and it receives 5 total votes (8 positive and 3 negative votes). There are now 5 votes cast. The next player counts votes for Twilight*

Recreations and it receives -1 vote. This still means 5 votes have been cast, since negative total votes do not count in the total. The third player begins counting votes for A-Man Games who receives 4 votes. The Award Presentation round is over after A-Man Games has been completely counted.)

f. Once voting has ended, all players reveal their Company Identification cards. The player who has the Company that matches the Company Award Category that has the most votes wins the Award for this round.

g. The winner gets to keep the winning Company Category Card and all other Company Category cards that were counted. Company Categories with face-down, uncounted votes or no vote cards are discarded. (EX: In the above example, where Well-Grounded Games received 5 votes, the player who revealed the Well-Grounded Games Identification card keeps the Company Award Category cards for Well-Grounded Games, A-Man Games, and Twilight Recreations. The Company Award Category cards for 9th Circle, Great Shark, and Paradise Studios are discarded.)

6. All vote cards are gathered including any unused vote cards.

7. The six Company Identification cards are gathered. At the end of the round, the players will have no cards in hand and no Company Identification Cards.

8. If there are any Company Award Category stacks left, the Dealer/Host marker passes to the left and a new round begins with step 1 above.

And the winner is...

After all the Company Award Category stacks have been used the award ceremony is over. The player who accumulated the most Company Award Category Cards wins the game!



Vote Card



Company Award Category Card



Company Identification Card



Event Card

Sample Play Area



Game Concept and Design: Todd A. Breitenstein
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