

HI & WELCOME!

PRINT & PAPER:

best on white paper, size A4 or US Letter, portrait format, black or colored

Only the net-markers have to be in color (print colored or color them yourself).

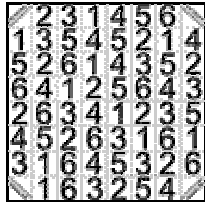
TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST 'NETWORK': (contents for 4 players) - 10 pages

- checklist, contents
 - game rules (1)
 - game rules (2)
 - game rules (3)
 - game rules - summary
 - game board part 1
 - game board part 2
 - game board part 3
 - game board part 4
 - satellites, rockets, net-markers
- Cut **game board** parts & fit to match. Cut **6 satellites & 6 rockets (1-6)**.
 - **Net-markers**: cut or use your own pieces. 6 pieces in one color for each player.
 - **Die**: you also need a die for this game! (or a die for each player).

Contents:

1 Gameboard with 60 numbered spaces. (the 4 corners are NO spaces for playing)



6 Satellites (1-6)  (the other 6 are spare satellites in case you lose some)

6 Rockets (1-6)  (+6 spare rockets)

4x6 Net-markers (6 in one color)  (+ 2 spare markers for each color)

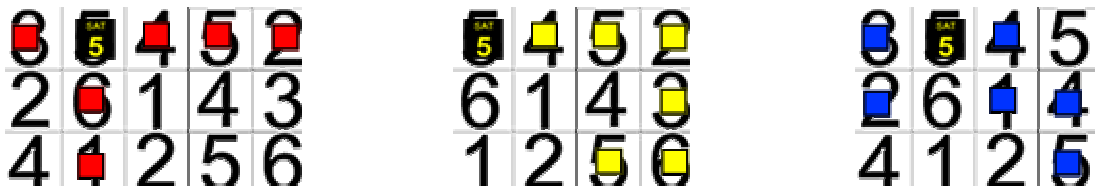
1 Die

NETWORK game rules (1)

Object of the game is creating your own 'Network' by placing Satellites and your Net-markers in the best position: **the first player creating her/his own complete network wins!**

NETWORK: a Network is a satellite connected with all of your own net-markers.
Your net-markers have to be connected HORIZONTALLY or VERTICALLY.

Examples:



At least ONE net-marker has to be connected directly with the satellite.

(a numbered space horizontally or vertically next to the satellite)

All of your net-markers have to belong to ONE satellite.

(In the course of the game the satellites and net-markers can be placed and situated anywhere.)

COURSE OF THE GAME:

Gameboard, satellites & rockets are on the table. Each player receives **6 net-markers** of one color.

At the start the gameboard is 'empty'. You have to 'shoot' the satellites and net-markers on the board by **ROLLING THE DIE and performing different "ACTIONS"**.

Players proceed clockwise: start-player (the youngest, tallest,...) rolls die & performs ONE action, next player to the left rolls die & performs 1 action,

ROLL THE DIE:

The rolled number is your **"ACTION-NUMBER"**. With this number you choose an action:

NETWORK game rules (2)

"ACTIONS":

To create a network you have to try to place satellites and net-markers on the board. In order to do that you first need a ROCKET. With a rocket you can 'shoot' a satellite or net-marker on the board!

1) RECEIVING A ROCKET: Action-number = Rocket-number

e.g.: Action-number is 5. The player may take rocket number 5.

- Place the rocket in front of you (for all to see). Keep it until you want to use it.

- LIMIT: A player must not have more than 2 ROCKETS in front of her/him.

If another player already has the rocket, you cannot receive it. Choose another action.

2) SHOOTING NET-MARKER on the board: Action-number = Rocket-number

e.g.: Action-number is 3 and you have rocket number 3:

You may place your net-marker on a space with the number 3!

You used the rocket for shooting a net-marker on the board. Put it back on the table.

(All players may receive it again.)

SATELLITE: Before shooting a satellite on the board, you first have to receive a satellite!

3) RECEIVING A SATELLITE: Action-number = Satellite-number

e.g.: Action-number is 2. The player may take satellite number 2.

- Place the satellite in front of you (for all to see).

- LIMIT: A player must not have more than 2 SATELLITES in front of her/him.

If another player already has the satellite or the satellite is already on the board, you cannot receive it.

Choose another action.

4) SHOOTING SATELLITE on the board: Action-number = Satellite-number OR Rocket-number

Place the Satellite on a space with the SATELLITE-NUMBER!

Put the used rocket back on the table. (All players may receive it again.)

Examples:

- You have Satellite 2 and Rocket 6. You rolled 6.

You may shoot the Satellite on the board: place the satellite on a space with number 2 and put the used rocket back on the table.

- You have Satellites 2 and 4, and Rocket 6. You rolled 6.

You may choose which Satellite you want to shoot on the board!

(Satellite 2 on a space with number 2 or satellite 4 on a space with number 4!)

- You have Satellite 2 and Rockets 4 and 6. You rolled 2.

You may choose with which rocket you want to shoot the satellite on the board!

With these actions it's possible to create networks.

If there are more satellites on the board you will try to place your net-markers in good positions - if not directly connected, then at least close to a satellite resp. other of your net-markers.

NETWORK game rules (3)

Except these actions there are 4 more:

- 1) shift your own net-marker to another space on the board
- 2) take your own net-marker from the board
- 3) shoot an opponent's net-marker from the board
- 4) shoot a satellite from the board

1) SHIFT YOUR OWN NET-MARKER: Action-number = Number of a space with your net-marker
e.g.: Action-number 3. Your net-marker is placed on a space with number 3.
You may place this net-marker on another space with number 3.

2) TAKE YOUR OWN NET-MARKER FROM THE BOARD:
Action-number = Number of a space with your own net-marker
e.g.: Action-number 3. Your net-marker is placed on a space with number 3.
You may take this net-marker from the board and place it in front of you.
(You may shoot the net-marker on the board again in another turn).
This action may be of help if a net-marker is in an unfavorable position.

3) SHOOT AN OPPONENT'S NET-MARKER FROM THE BOARD:
Important: you may only shoot opponent's markers which are NOT connected to a satellite - either directly or connected with same colored markers belonging to a satellite. (see graphics game rules 1: the markers are ALL connected to a satellite.)

Action-number = Number of a space with an opponent's marker AND space with your net-marker!!!
e.g.: Action-number is 3. One of your net-markers is on a space with number 3
and an opponent's net-marker is on a space with number 3:
You may shoot the opponent's marker from the board with your marker:
Your marker takes the opponent's marker's place.
The opponent takes her/his 'attacked' marker and puts it back in front of her/him.
(You may shoot the marker on the board again in another turn).

4) SHOOT A SATELLITE FROM THE BOARD:
Action-number = Rocket-number and number of a satellite on the board
e.g.: Action-number 5. You have a rocket number 5 and the satellite number 5 is on the board:
You may shoot the satellite from the board!
Put the satellite and the used rocket back on the table. (All players may receive them again.)

IMPORTANT GENERAL RULES:

- **If your action-number equals the number of your own rocket: you HAVE TO USE THE ROCKET!**
(Actions with rockets are: shooting a satellite or net-marker on the board - see game rules 2 - and shooting a satellite from the board)
Remark: if shooting a satellite from the board is the only possibility, it could happen you have to shoot a satellite from the board which was in a good position for you!!!
- **You don't have to shoot an opponent's marker from the board. (even if you could)**
- **It happens that no action at all is possible. Then it's the next player's turn...**
- **There must not be more than one piece (satellite, net-marker) on a space.**

NETWORK - Summary "ACTIONS"

1) Receive ROCKET: Action-number = Rocket-number

Place the received rocket in front of you for all to see until you can use it.
(If another player has that rocket you can't receive it - choose another action)
- LIMIT: a player must not have more than 2 rockets in front of her/him.

2) Receive SATELLITE: Action-number = Satellite-number

Place the received satellite in front of you for all to see until you can shoot it on the board.
(If another player has that satellite you can't receive it - choose another action)
- LIMIT: a player must not have more than 2 satellites in front of her/him.

3) Shoot your SATELLITES and NET-MARKERS on the board:

is only possible if you have a ROCKET!

SATELLITE: Action-number = Satellite-number OR Rocket-number (pieces in front of you!)

- Place satellite on any space with the SATELLITE-NUMBER!
- Put back rocket. (all players may receive it again)

NET-MARKER: Action-number = Rocket-number (of a rocket in front of you!)

- Place your net-marker on any space with the ROCKET-NUMBER!
- Put back rocket. (all players may receive it again)

4) SHIFT YOUR NET-MARKER: Action-number = Number of space with your own net-marker.

- Place net-marker on another space with the same number.

5) SHOOT OWN NET-MARKER FROM THE BOARD: Action-number = space with own net-marker.

- Take net-marker from the board and place it in front of you. (shoot on board again later)

6) SHOOT OPPONENT'S NET-MARKER FROM THE BOARD:

Action-number = space with opponent's marker AND space with own marker!

- Your marker takes the opponent's marker's place.
- The opponent takes her/his 'attacked' marker and puts it back in front of her/him.

You cannot shoot opponent's markers which are connected to a satellite!

(directly or with other same-colored markers which are connected to a satellite).

7) SHOOT SATELLITE FROM THE BOARD:

Action-number = Rocket-number (in front of you) AND Satellite number (on the board)

- Take satellite from the board. (all players may receive it again)
- Put back rocket. (all players may receive it again)

gameboard part 1

"NETWORK" www.printgames.net copyright by manuela&wiesl www.wiesl.net	2	3	1
1	3	5	4
5	2	6	1
6	4	1	2

gameboard part 2

4	5	6	"NETWORK" www.printgames.net
5	2	1	4
4	3	5	2
5	6	4	3

gameboard part 3

2	6	3	4
4	5	2	6
3	1	6	4
"NETWORK" www.printgames.net	1	6	3

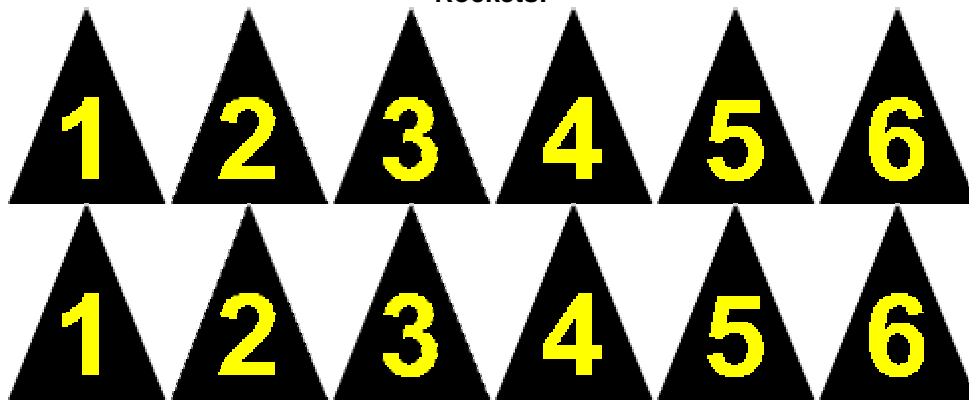
gameboard part 4

1	2	3	5
3	1	6	1
5	3	2	6
2	5	4	<p>© copyright by manuela&wiesl www.wiesl.net</p> <p>www.printgames.net</p> <p>NETWORK™</p>

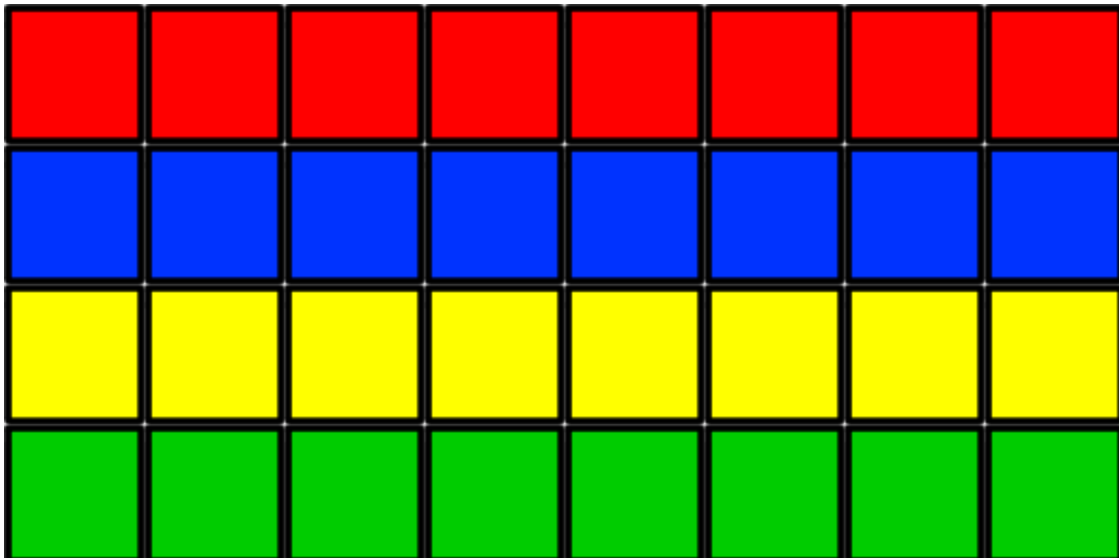
Satellites:



Rockets:



Net-markers:



FINISHED! Thank you for using our services. HAVE FUN!