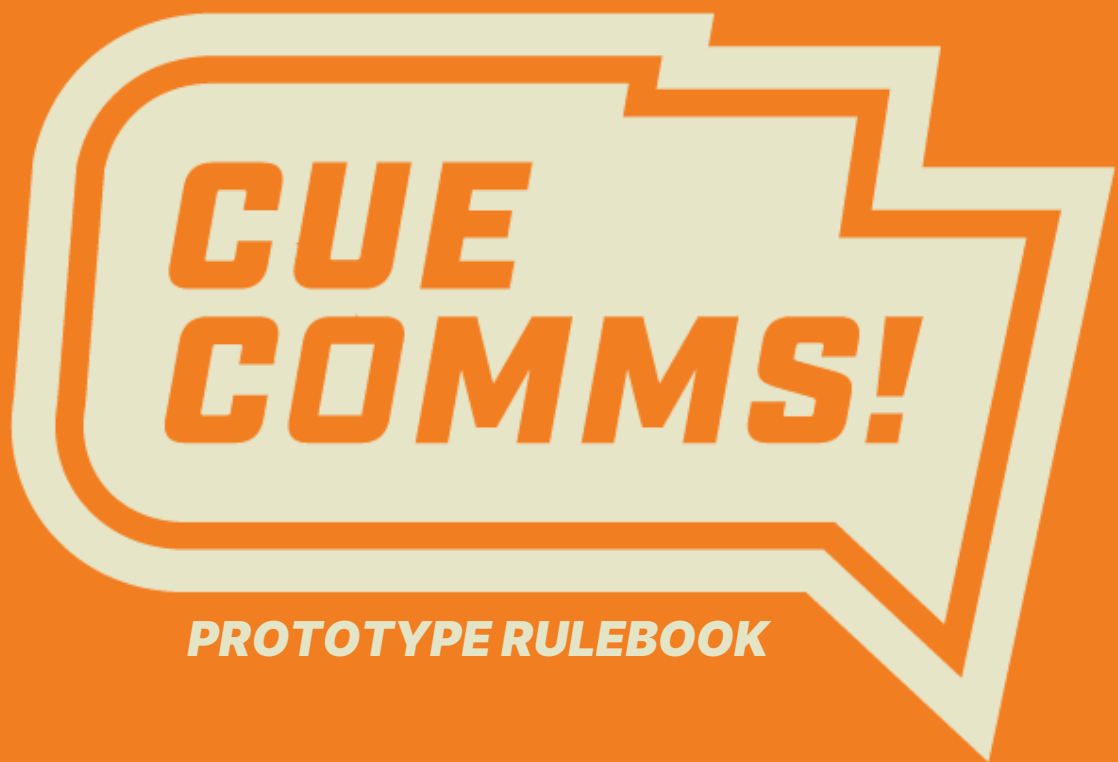




THE SPORTS PRODUCTION BOARD GAME



Overview

Everything works until the whistle blows...

Welcome to *Cue Comms!*, a serious game about the live sports industry. In this game, you and three other players will take command of a sports production company, and aim to keep chaos under control whilst your equipment undermines you at every turn.

You will follow the processes of a real live sports company, from the warehouse to the stadium, and conquer the very real phenomenon that, as soon as the show starts, everything starts to break.

Cue Comms! is a game for four players, and ideal for students and young people aged 13+ who want to try their hand at live sports production. This rulebook contains instructions on how to set up and play, as well as helpful tips for educators who wish to use *Cue Comms!* in the classroom.

enjoy a mix of chaotic, crisis management gameplay, whilst also developing their understanding of the live sports industry and how it functions through critical decision making and questions interlaced throughout the gameplay.

Cue Comms! is ideal for an educational setting as it can take the form of whatever length of time, amount of students and amount of game copies that you have. The game in it's truest form is a campaign style, where the same players play as the same company, saving their progress over multiple game sessions, but this doesn't have to be the case. Players can easily switch in and out of the fast-paced rounds and gigs, meaning everyone in the classroom can easily get a chance to try the game within a traditional lesson hour, especially if more than one copy of *Cue Comms!* is available.

■ Learning Objectives

All good serious games have clear learning objectives, and *Cue Comms!* is no different. This game aims to:

- Immerse players in the fast paced, tense, exciting environment of working in a live television gallery, and see if a career in the industry might be right for them.
- Develop players' understanding of live television's processes, hierarchies, equipment, and workflows
- Allow players to work through scenarios of working in the live television industry, apply their knowledge, recognise patterns of common accepted protocol and behaviour, and revise their errors.

Through playing *Cue Comms!*, players will

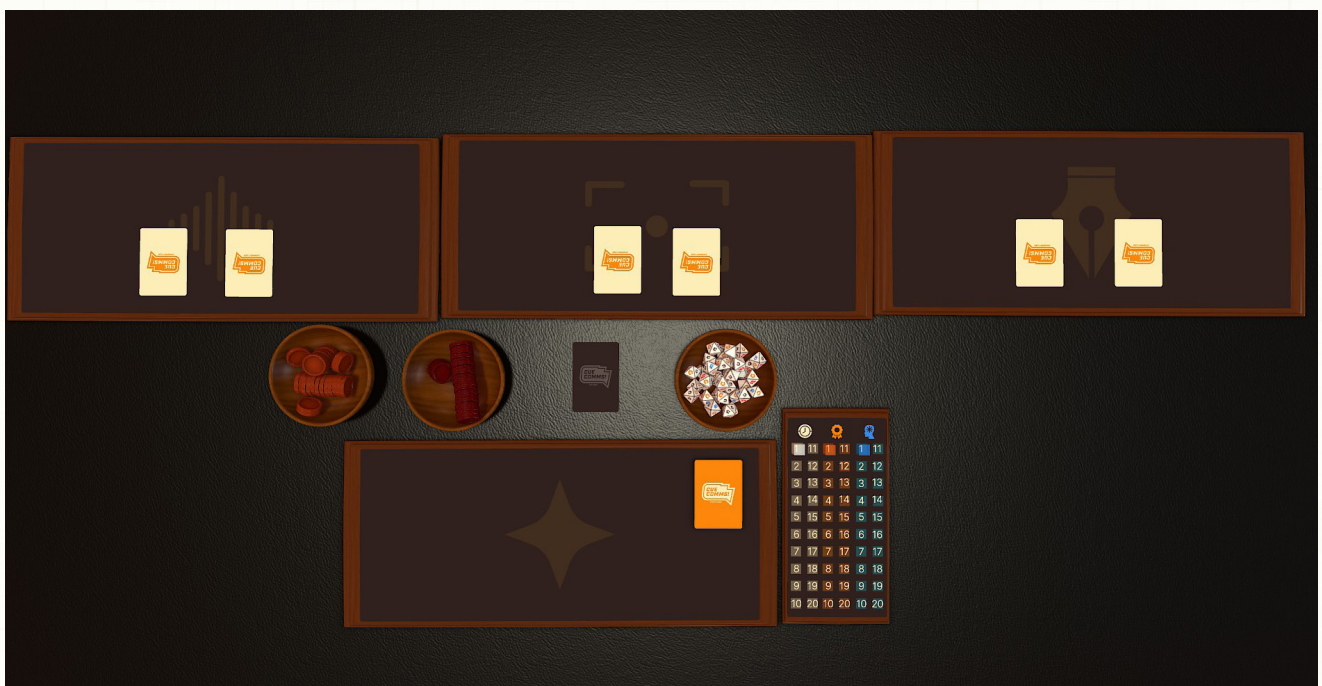
OVERVIEW

IN THE BOX

All the actual kit you need to put on a show.

In the box of *Cue Comms!*, you will find:

- 1 rulebook
- 4 'workstation' play slates: Director, Visual, Audio and VT
- 5 company sheets
- 1 variable tracking sheet
- 3 tracking cubes
- 50 event cards (this demo version contains thirty-one)
- 20 gig cards (this demo version comes with one gigs)
- 45 *Cue Comms!* 8-sided dice (this demo version requires fifteen)
- 30 equipment cards (this demo version comes with ten)
- 30 Fault trackers
- 30 Serious Fault trackers



BUILDING THE BOARD

The rig day before the rig day.

To start, assign each player a department: Director, Audio, Visual, VT.

- **Director:** the arbiter of the game, acting in a 'banker'-esque role. Does not control equipment directly.
- **Visual:** controls the camera equipment and manages visual elements of the broadcast.
- **Audio:** controls commentator microphones, FX microphones and more.
- **VT:** controls graphics and replay systems.

Once decided, hand out each workstation play slate accordingly. On the company sheet, decide on a company name and write it down.

In the middle of the table, lay down the variable tracking sheet, and place the tracking cubes at 0 on each of the units: Quality, Patience and Round Number. Next to the variable tracking sheet in three communal piles, place the Fault and Serious Fault trackers, and the 8-sided dice. Next to the Director, shuffle and place the decks of event, gig, and equipment cards.

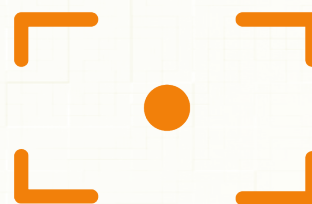
Note for educators: if attempting to print and play without access to the Cue Comms! dice, you can instead use traditional numbered 8-sided dice with the following results:

- 1 - Serious Fault
- 2 - Fix
- 3 - Fault
- 4 - Fix
- 5 - Fault
- 6 - Fix
- 7 - Blank
- 8 - Patience

A useful way to remember this is to remember that odd rolls are negative and even rolls are positive, with the two unique rolls at 1 and 8.



DIRECTOR



VISUAL



AUDIO



VT

LEARNING THE GAME

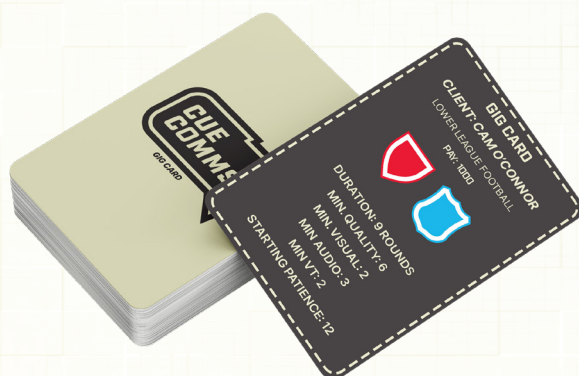
GIG CARDS

Somehow we made client calls into a game...

Gig Cards are the first step to advancing through *Cue Comms!*. Gig Cards are drawn from the Gig Deck, and each card contains the necessary information to play through it:

- **Client:** the name of the Client your company will work for.
- **Pay:** the amount of money rewarded for a successful completion of the Gig.
- **Event:** the sport, competition or fixture that the Gig Card represents.
- **Duration:** the number of rounds that the Gig lasts.
- **Minimum Equipment:** the minimum pieces of equipment for each department required to be brought to the Gig.
- **Minimum Quality:** the minimum Quality that the Client expects that forms the threshold for Patience loss.
- **Starting Patience:** the Client's initial Patience at the start of the Gig.

To begin a Gig, draw four Gig Cards from the Gig Deck. Immediately discard any Gig Cards from a Client who has blacklisted you. From your remaining selection, choose one Gig Card to pursue.



EQUIPMENT CARDS

Pack up your troubles in your old kit bag.

Equipment Cards are the representation of the real kit used by sports broadcasters all over the world. Equipment can be acquired at the Market during the Warehouse Phase. Each Equipment Card contains:

- **Name:** the name of the equipment piece.
- **Value:** the amount of money the equipment can be bought and sold for.
- **Quality:** the amount that equipment contributes to the Quality score each round.
- **Department Icon:** the department the equipment is part of.
- **Storage Space:** the amount of tiles the equipment takes up in a transporter. (feature not included in demo)
- **Flavour Text:** a small passage describing what makes the equipment different.
- **Starting Patience:** the Client's initial Patience at the start of the Gig.

New companies start with:

- 1x Audio Technical Headset Mic
- 1x ROAD FX Stick Mic
- 1x Panasong Camcorder
- 1x Kainen DSLR Camera
- 1x Unprogrammed Graphics System
- 1x Simple Replay Buffer



MECHANICS QUICK REFERENCE

Eight sides, four results.

Faults

Faults are the key mechanic of Cue Comms! They represent the inevitable failure of a piece of equipment, and the game is centred around fixing and managing them.

Faults can occur through two sources: the dice, and event cards.

A piece of equipment harbouring a Fault cannot be selected by the Director to be active.

A piece of equipment with a Fault only contributes half of its Quality attribute (rounded down) to the total Gig Quality.

Serious Faults

Serious Faults are the second degree of severity for Faults, and require more resources to fix.

Serious Faults can occur through three sources: the dice, event cards, and by assigning a second Fault to a piece of equipment that already harbours one Fault.

If a piece of equipment with a Serious Fault must be assigned a third Fault, that piece of equipment is rendered useless for the remainder of the Gig.

If all equipment in the Gig harbour Serious Faults, the Gig ends in failure.

A piece of equipment with a Serious Fault contributes 0 Quality to the total Gig Quality.

Fixes

Fixes are the primary mechanism by which players repair Faults and Serious Faults.

Fixes, like Faults, can occur through two sources: the dice, and event cards.

Fixes are assigned after the Rolling stage,

either to cancel out Faults rolled in that same Rolling Stage, or to remove Faults from equipment.

Assigning a Fix to a piece of equipment with a Serious Fault reduces the severity to a regular Fault.

Unlike Faults, which must first be assigned to equipment within the player's department, Fixes can be assigned to any equipment in the Gig immediately.

Patience

Patience is the representation of the Client's patience. Push it too low, and your company can end up blacklisted from future Gigs, one step closer to game over.

Patience can change through three sources: the dice, event cards, and the end of each round.

Each Gig Card contains a Minimum Quality and Starting Patience. If Faults are left unresolved, and the broadcast Quality drops below the Minimum Quality at the end of a round, the Client loses the difference between the current Quality and Minimum Quality in Patience.

For example: At the end of a round, the Quality sits at 5, but the Minimum Quality on the Gig Card is 8, the Client loses 3 Patience.

If the Client's Patience falls below the Minimum Quality listed on the Gig Card at any point, the Gig is failed and your company is blacklisted, unable to take Gigs from that Client again, even if drawn from the Gig Deck.

When Patience is rolled on the dice, it increases the Client's Patience by 1.



FAULT



SERIOUS FAULT



FIX



PATIENCE

PLAYING THE GAME

THE WAREHOUSE PHASE

Load...unload...repeat...

The initial phase of the game revolves around spending money to collect equipment for the next job. Each Gig has a Minimum Quality requirement and specific minimums for each type of equipment (camera, microphone, etc). Players can choose to push their luck and bring equipment above the required quality for extra support, but risk adding more points of failure (i.e. more dice rolls) to the operation which may threaten its success.

There are a number of actions players can take in the Warehouse Phase:

■ Going To Market

Players can spend their hard-earned cash on new equipment at the Market. Draw 3 equipment cards from the equipment deck and choose one or more to purchase. The market then cannot be accessed until after the next gig.

If low on cash, players can sell their equipment for half of its listed value.

■ Selecting Equipment

Players can discuss and select their equipment for the next gig. Players are free to bring as much equipment as they wish so long as the total equipment meets the minimum required for the gig.

In the full version of Cue Comms!, players must take into account transport, and can only fit so much equipment in their current transporter. This restriction has been lifted in the demo version.

Once happy with equipment selection, the players can move on site and prepare for the gig itself.

GAME START

And Cue Comms!

Before the start of the first round, set each variable on the variable tracker to:

- Set the Patience tracker to the Client's Starting Patience
- Set the Quality tracker to the total Quality of your equipment
- Set the Round Number tracker to 1

Faults are the key mechanic of Cue Comms! They represent the inevitable failure of a piece of equipment, and the game is centred around fixing and managing them.

■ Round Start

At the start of each round, the Director draws a number of event cards from the Event deck equal to half the round number rounded up, which provides an event or modifier for that round. Event cards can include:

- increasing the number of fault dice rolled
- creating/resolving a fault
- increasing/decreasing minimum quality
- increasing/decreasing client opinion

Note for educators: Half of the Event Deck are 'Scenario Cards', which ask questions in exchange for rewards and are the most potent learning mechanic in the game. To ensure more Scenario Cards are drawn, consider removing some of the duplicate non-scenario cards from the deck to change the odds.

■ The Roll Phase

Players roll a number of eight-sided dice (d8s) equal to the total number of equipment in their department (the Director rolls a number of dice equal to half the current Quality, rounded up) which calculate how many

Faults appear in that round.

Players must then assign each fault they roll to pieces of equipment in their department.

Players may choose to assign two Faults to a piece of equipment, creating a Serious Fault.

Players may also land on a Serious Fault, which require two Fixes to resolve.

Leftover Faults must be assigned across departments. In the event that every piece of equipment has a Serious Fault, all remaining Faults reduce the Client's Patience by 1 (Serious Faults by 2).

Once per Gig, a player may forgo their rolling of the dice to fully fix one piece of equipment, but cannot do so on consecutive turns.

■ Resolving Rolls

Once all the dice have been rolled, the players individually calculate their results, cancelling out Faults rolled with Fixes rolled and coming to a final total. For example: 1 Serious Fault and 1 Patience.

Players then apply their Faults to their own equipment first, before the players come back together to apply any remaining faults across departments.

The Director then collects the total Patience rolled and adds it to the Client Patience Tracker.



GAME START CONT.

And now everything is broken.

■ Calculating Quality

Next, the players calculate the round's Quality score by adding together the Quality score of all their equipment, and taking into account equipment with Faults (half Quality), or Serious Faults (0 Quality).

They then compare this Quality score to the Minimum Quality on the Gig Card. If their Quality equals or exceeds the Minimum Quality, they are free to move onto the next round. If their Quality is less than the Minimum Quality of the Gig, then the Client's Patience is reduced by an amount equal to the difference between the round's Quality and the Gig's Minimum Quality.

For example: At the end of a round, if the Quality sits at 5, but the Minimum Quality on the Gig Card is 8, the Client loses 3 Patience.

Once the loss of Patience has been accounted for, players can move forward to the next round and repeat the process.

■ Ending the Gig

At the end of the last round of the Gig, the players follow one of two processes determined by whether the Client's Patience was ever below the Minimum Quality for the Gig at the end of any of the rounds.

Regardless if the gig is failed or not, all the rounds of the gig must be played. The show must go on.

If the players succeeded, and the Client's Patience never went below the Minimum Quality:

The players collect the Gig's cash reward and return to the Warehouse Phase, where they are free to spend their new

cash on more equipment and pick new Gigs.

If the players failed, and the Client's Patience went below the Minimum Quality:

The players collect half the Gig's cash reward and are blacklisted by the Client, meaning they can not take new Gigs from that Client, even if drawn from the Gig Deck. Clients who have blacklisted your company can be recorded on the Blacklist section of the company sheet.

Players then return to the Warehouse Phase, where they are free to spend their cash on more equipment and pick new Gigs.

If players ever draw 4 Gigs that they either cannot provide the minimum equipment for, or are blacklisted from, and thus cannot choose any from the selection, their company fails and the game ends.

A SAMPLE ROUND

Here's one I made earlier!

It is the start of the first round of a gig. The director draws an event card. They draw the 'Sticky Keys' event card, which demands that two new event cards be drawn for this round.

The Director draws the 'Angry Supporter' and 'Scenario: Beep Beep Beep' event cards

The 'Angry Supporter' card reads that the Audio player rolls twice their usual dice.

The 'Scenario: Beep Beep Beep' card is a scenario event card, meaning that it asks a question in return for a reward.

The Director reads the card out to the players and they discuss what the correct answer may be. They settle on their answer and check the answer of the back of the card.

They get the question wrong, and as such must incur 1 Serious Fault on a piece of equipment of their choice. They decide to place it on one of the Kainen DSLR Cameras they brought to the mission.

Then, it's time for the dice rolling. The equipment list looks like this:

- Audio: 2x Audio Technical Headset Mics
- Visual: 2x Kainen DSLR Cameras
- VT: 1x Unprogrammed Graphics System, 1x Basic Replay Buffer

When the players come to roll the dice, Visual and VT will both roll two dice for their two equipment. Audio will roll four dice, two for their equipment, doubled from the 'Angry Supporter' Event card. The Director then rolls an amount of dice equal to half the current Quality rounded up. The maximum Quality of the equipment at the gig is nine. Removing two for the camera with the Serious Fault, as they score zero Quality, leaves seven. Half

of seven rounded up is four, so the Director rolls four dice.

The players roll:

- Audio scores a Serious Fault, a Fix, a Patience and a Blank, using the Fix so the Serious Fault becomes a Fault.
- Visual scores a Fault and a Fix, which they choose to cancel out.
- VT scores a Fix and a Patience. The Director scores three Fixes and a Serious Fault. They cancel out the Serious Fault with two Fixes.

The players first total up any Patience scored, of which they have two. For this particular gig, the Client has a starting Patience of ten. So, their Patience is increased by two on the tracker to twelve.

Then, Audio announces that they still have a Fault, which VT offers to use their spare Fix to repair. After this, the only unresolved Fix is the Director's, so he chooses to bring the Serious Fault gained on the camera at the start of the round down to a regular Fault.

Now, at the end of the round, the players total up their Quality score, which is now eight. The minimum Quality for the gig is 5, so the Client loses no patience this round.

The Director advances the Round Number tracker and the process repeats.

GIG CARD

CLIENT: CAM O'CONNOR

LOWER LEAGUE FOOTBALL

PAY: 1000



DURATION: 9 ROUNDS

MIN. QUALITY: 6

MIN. VISUAL: 2

MIN AUDIO: 3

MIN VT: 2

STARTING PATIENCE: 12

EVENT CARD

STREAKER!

THERE'S A STREAKER RUNNING THROUGH THE EVENT! DO NOT BROADCAST THEM.

VISUAL ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

KEY & FILL ERROR

SOMETHING IS WRONG WITH THE KEY AND FILL IN GRAPHICS. THEY'RE NOT GOING OUT PROPERLY!

VT ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

DRAMA!

THERE'S BEEN A GOAL, A TRY, OR AN OVERTAKE. SOMETHING HAPPENED!

DIRECTOR ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

ANGRY SUPPORTER

A SUPPORTER STANDING NEXT TO ONE OF THE FX MICROPHONES IS VERY PASSIONATELY VOICING HIS OPINION.

AUDIO ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

MONDAY BLUES

SLOW DAY IN THE STADIUM

THERE IS NO EVENT FOR THIS ROUND



EVENT CARD

RAIN COVER

RAIN RAIN GO AWAY!

VISUAL CAN REROLL ALL
FAULTS AND KEEP THE NEW
RESULT

EVENT CARD

STICKY KEYS

ONE TOO MANY INPUTS!

DRAW TWO NEW EVENT CARDS
FOR THIS ROUND (STACKS)

EVENT CARD

SCENARIO: BEEP BEEP BEEP

ONE OF THE MACHINES IN THE PRODUCTION RACK
HAS STARTED TO BEEP CONSISTENTLY.
WHAT IS THIS LIKELY TO BE?

- A. THE CAMERA CONTROL UNIT
- B. THE COMPUTER
- C. THE AUDIO ROUTER
- D. THE UNINTERRUPTABLE PSU

CORRECT: FIX A DEPARTMENT
INCORRECT: 1 SEVERE FAULT

EVENT CARD

STUTTERING

THERE'S SOMETHING NOT QUITE RIGHT
WITH THE FINAL STREAM...

DIRECTOR MUST REROLL ALL
NON-FAULTS AND KEEP THE NEW
RESULT

EVENT CARD

SCENARIO:

YOU'RE ASSEMBLING A REPLAY PACKAGE, AND
THE DIRECTOR IS EAGER TO PLAY IT OUT BEFORE
PLAY RESUMES. THERE IS ONE KEY CAMERA ANGLE
THAT HAS NOT FINISHED PROCESSING.
SHOULD YOU...

- A. SEND THE PACKAGE AS IT IS
- B. ASK THE DIRECTOR TO WAIT
- C. WAIT UNTIL THE ANGLE PROCESSES
- D. SEND AND SAVE THE ANGLE FOR LATER

CORRECT: 3 FIXES
INCORRECT: 1 SEVERE FAULT

EVENT CARD

ANGRY SUPPORTER

A SUPPORTER STANDING NEXT TO ONE OF
THE FX MICROPHONES IS VERY PASSIONATELY
VOICING HIS OPINION.

AUDIO ROLLS DOUBLE THEIR
USUAL DICE



EVENT CARD

STREAKER!

THERE'S A STREAKER RUNNING THROUGH THE EVENT! DO NOT BROADCAST THEM.

VISUAL ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

SCENARIO: SCORING ERROR

YOU'VE INPUTTED THE WRONG SCORE ON THE SCOREBOARD GRAPHIC AND IT HAS BEEN UP FOR SOME TIME. YOU'RE ABOUT TO FIX IT, DO YOU...

- A. LEAVE THE GRAPHIC ON AND EDIT
- B. TAKE THE GRAPHIC OUT AND EDIT
- C. ASK THE DIRECTOR IF YOU CAN EDIT
- D. LEAVE THE GRAPHIC AS IS

**CORRECT: 3 FIXES
INCORRECT: 1 SEVERE FAULT**

EVENT CARD

SCENARIO:

WHICH OF THESE ROLES GENERALLY DOES NOT RIG THEIR OWN EQUIPMENT?

- A. DIRECTOR
- B. VISUAL
- C. AUDIO
- D. VT/GRAPHICS

**CORRECT: 2 FIXES
INCORRECT: 2 SEVERE FAULTS**

EVENT CARD

DRAMA!

THERE'S BEEN A GOAL, A TRY, OR AN OVERTAKE. SOMETHING HAPPENED!

DIRECTOR ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

SCENARIO:

WHAT IS A 'SURFACE' THAT A GRAPHICS OPERATOR MIGHT USE?

- A. A LAPTOP THAT HOLDS THE GRAPHICS
- B. A GRAPHICS EDITING SOFTWARE
- C. THE TABLE SURFACE THEY WORK AT
- D. A GRID OF PROGRAMMABLE BUTTONS

**CORRECT: 3 FIXES
INCORRECT: 1 SEVERE FAULT**

EVENT CARD

STICKY KEYS

ONE TOO MANY INPUTS!

DRAW TWO NEW EVENT CARDS FOR THIS ROUND (STACKS)



EVENT CARD

STRONGLY WORDED TEXT

THE CLIENT IS NOT BEST PLEASED.
THEY MAY NOT BE RIGHT, BUT THEY
ARE PAYING YOU.

**PATIENCE LOSS IS DOUBLED
THIS ROUND**

EVENT CARD

OPTIMISM

THE CLIENT HAS FAITH IN YOU,
OR JUST HAS NO CLUE. WHO KNOWS.

**PATIENCE LOSS IS HALVED
(ROUNDED UP) THIS ROUND**

EVENT CARD

SOFTWARE CRASH

NOT RESPONDING...

**VT MUST REROLL ALL
NON-FAULTS AND KEEP THE NEW
RESULT**

EVENT CARD

PERFECT CUE

TAKE A SECOND TO THINK BEFORE YOU
CUE CAMERA 3

**DIRECTOR CAN REROLL ALL
FAULTS AND KEEP THE NEW
RESULT**

EVENT CARD

UNINTERRUPTABLE POWER SUPPLY

BACKUP GENERATOR ONLINE

**RECOVER TWO FAULTS FROM
EACH EQUIPMENT IN A
DEPARTMENT. IF IMPOSSIBLE,
CHOOSE ONE DEPARTMENT.
THEY ROLL DOUBLE DICE
THIS ROUND.**

EVENT CARD

WATER DAMAGE

EVERYTHING'S WET!

**APPLY A SEVERE FAULT TO ALL
EQUIPMENT IN A DEPARTMENT.
IF IMPOSSIBLE, CHOOSE ONE
DEPARTMENT. THEY DO NOT
ROLL THIS ROUND.**



EVENT CARD

STICKY KEYS

ONE TOO MANY INPUTS!

DRAW TWO NEW EVENT CARDS
FOR THIS ROUND (STACKS)

EVENT CARD

KEY & FILL ERROR

*SOMETHING IS WRONG WITH THE KEY AND
FILL IN GRAPHICS. THEY'RE NOT GOING OUT
PROPERLY!*

VT ROLLS DOUBLE THEIR USUAL DICE

EVENT CARD

SCENARIO: ANGRY SUPPORTER

THERE'S A RATHER PASSIONATE FAN STOOD NEAR
ONE OF THE FX MICROPHONES IN THE STANDS.
AS THE SOUNDIST, SHOULD YOU...

- A. MUTE THE MICROPHONE
- B. GO OUT AND ASK THE FAN TO MOVE
- C. BURY THE FAN IN THE AUDIO MIX
- D. LET HIM TIRE HIMSELF OUT

CORRECT: 2 FIXES
INCORRECT: 2 SEVERE FAULTS

EVENT CARD

SCENARIO: MISCUE

YOU MISHEARD A DIRECTOR'S CUE AND AREN'T
SURE IF IT'S FOR YOU. SHOULD YOU...

- A. TAKE THE CUE
- B. ASK IF THE CUE WAS FOR YOU
- C. WAIT FOR A SECOND CUE
- D. WAIT FOR SOMEONE ELSE TO ACT

CORRECT: 2 FIXES
INCORRECT: 1 SEVERE FAULT

EVENT CARD

MONDAY BLUES

SLOW DAY IN THE STADIUM

THERE IS NO EVENT FOR THIS ROUND

EVENT CARD

SCENARIO:

DURING A POST MATCH INTERVIEW, THE
INTERVIEWER'S WIRELESS MIC STOPS SENDING
SIGNAL, BUT THE INTERVIEW HAS ALREADY
STARTED. SHOULD YOU...

- A. WAIT FOR THE MIC TO RECOVER
- B. SWITCH TO THE CAMERA MIC
- C. SIGNAL THE DIRECTOR TO PAUSE
- D. RECONNECT THE RECEIVER

CORRECT: 3 FIXES
INCORRECT: 1 SEVERE FAULT



EVENT CARD

STICKY KEYS

ONE TOO MANY INPUTS!

**DRAW TWO NEW EVENT CARDS
FOR THIS ROUND (STACKS)**

EVENT CARD

SURFACE OPTIMISATION

EVERY BUTTON IN ITS RIGHT PLACE

**VT CAN REROLL ALL
FAULTS AND KEEP THE NEW
RESULT**

EVENT CARD

LIVE CRASH ZOOM

**YOU DIDNT REALISE YOU WERE STILL
LIVE AS YOU WHIPPED YOUR CAMERA
AROUND**

**VISUAL MUST REROLL ALL
NON-FAULTS AND KEEP THE NEW
RESULT**

EVENT CARD

MIC FEEDBACK

**I'D WRITE SOMETHING BUT YOU
WOULDNT BE ABLE TO
HEAR ME**

**AUDIO MUST REROLL ALL
NON-FAULTS AND KEEP THE NEW
RESULT**

EVENT CARD

MIC CHECK

DO NOT TOUCH THOSE SLIDERS BEFORE LIVE

**AUDIO CAN REROLL ALL
FAULTS AND KEEP THE NEW
RESULT**

EVENT CARD

STICKY KEYS

ONE TOO MANY INPUTS!

**DRAW TWO NEW EVENT CARDS
FOR THIS ROUND (STACKS)**



EVENT CARD

SCENARIO:

IT'S A HORRIBLE, RAINY DAY AND DESPITE YOUR EFFORTS, THE LENS OF A CAMERA HAS GOTTEN WET. THE DIRECTOR ASKS YOU TO WIPE YOUR LENS. SHOULD YOU...

- A. WIPE WITH YOUR SLEEVE
- B. WIPE WITH A PAPER TOWEL
- C. WIPE WITH YOUR CAMERA TOWEL
- D. TILT YOUR CAMERA DOWN AND ROCK IT

CORRECT: 3 FIXES

INCORRECT: 1 SEVERE FAULT

EQUIPMENT CARD

AUDIO TECHNICAL HEADSET MIC

LOREM IPSUM LOREM IPSUM LOREM IPSUM
LOREM IPSUM LOREM IPSUM

QUALITY: 2

EQUIPMENT CARD

UNPROGRAMMED GRAPHICS

LOREM IPSUM LOREM IPSUM LOREM IPSUM
LOREM IPSUM LOREM IPSUM

QUALITY: 2

EVENT CARD

SCENARIO: GAME TEMPERATURE

THE FOOTBALL MATCH YOU'RE BROADCASTING HAS BROKEN OUT INTO A FIGHT AMONGST THE PLAYERS. WHAT SHOULD YOU DO AS THE CAMERA OPERATOR?

- A. CAPTURE THE FIGHT AS USUAL
- B. FIND OTHER SHOTS FOR THE DIRECTOR
- C. ASK IF YOU SHOULD WATCH
- D. LISTEN FOR THE DIRECTOR'S CALL

CORRECT: 3 FIXES

INCORRECT: 1 SEVERE FAULT

EQUIPMENT CARD

ROAD FX STICK MIC

LOREM IPSUM LOREM IPSUM LOREM IPSUM
LOREM IPSUM LOREM IPSUM

QUALITY: 1

EQUIPMENT CARD

SIMPLE REPLAY BUFFER

LOREM IPSUM LOREM IPSUM LOREM IPSUM
LOREM IPSUM LOREM IPSUM

QUALITY: 1



EQUIPMENT CARD

KAINEN DSLR CAMERA

LOREM IPSUM LOREM IPSUM LOREM IPSUM
LOREM IPSUM LOREM IPSUM

QUALITY: 1

EQUIPMENT CARD

PANOSONG CAMCORDER

LOREM IPSUM LOREM IPSUM LOREM IPSUM
LOREM IPSUM LOREM IPSUM

QUALITY: 2

