



# Dave Garroway's Rules for today\*

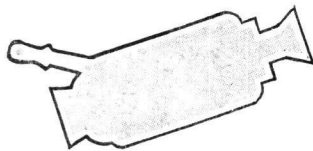
The game TODAY is a new and fascinating game for children and adults. You will enjoy the fun of actually producing this show within the simulated studio and on remote pickups; thus encountering some of the problems and technical situations that are experienced in producing TODAY'S live NBC-TV Show.

Before play begins, remove Control Panel unit (Spinner, Time Signal Tones, Cards, and Cameras) from underneath the playing board and place cards in file box and tone striker in hole provided. Playing board remains in the box, and the small end is opened to upright position to allow one wall of studio to fold out into dimensional effect.

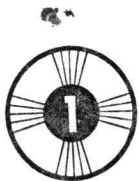
Two, three or four players may play at one time. Each player selects the camera color of his choice, and play begins with the player who spins the highest number. Cameras are then placed at starting Camera Position on the playing board, and each player takes his turn after spin is completed. Play positions are as follows:



A Wave-Length, Camera Position, Test Pattern, or Station Break symbol counts as one jump. The Control Panel Spinner indicates number of jumps from one to six. All Red Wave-Lengths indicate action taking place inside the TODAY Studio. The Black Wave-Lengths indicate remote action taking place outside the studio.



Play starts and ends on Camera Positions in front of Dave Garroway. While TODAY is being produced, a player who lands on a Camera Position at the end of his move, jumps automatically to the next Camera Position and skips the Wave-Lengths and other symbols between Camera Positions. He remains on this Camera Position until his next turn.



The Test Pattern symbol indicates some condition that has developed in the production of the program. Most of these slow the progress of the player's camera around the studio, hence they may be considered as PENALTIES. The player who lands on one of the Test Pattern symbols must look up the number on it in the Flip Cards on file in the Control Panel unit, and follow the instructions written on the card.



A Station Break is indicated by the clocks on the board. If a player lands on a Station Break or passes over a Station Break, he must ring the Time Signal Tones to properly identify the network. If he fails to do so, he is penalized by moving his camera back 15 spaces on the board.

The game ends when a player spins the exact number it takes to go out. If a player should land on the next to the last Camera Position (Guest Celebrity) he cannot jump to the final Camera Position as in paragraph 5 and end the game. He must spin the exact number of Wave-Lengths to finish and become the winner.

