AGE OF COMICS
THE GOLDEN YEARS

INFO

2 to 4 players
Duration: 60-110 minutes
Design by Sónia Gonçalves & Giacomo Cimini
Artwork by Laura Guglielmo

Age of Comics: The Golden Years is a worker placement management game in which players will run a publishing company during the golden age of comics (1938-54).

To become the best comic book publisher, players will need to build their fan base by hiring artists and writers, publishing comics, and sending sales agents across Manhattan's newsstands to grab the best sales orders.

For info tutorial and play-through: liriusgames.com

OBJECT OF THE GAME

In each round the players, in turn, place one of their four workers (editor meeples) in the available action spaces to complete various publishing tasks (actions) and create their slates of comic book series.

The total number of action spaces available for each action is equal to the number of players +1.

The sooner the players claim an action space, the greater the benefits that can be enjoyed.

GOAL

The winner is the player who scores the most victory points (VP from now on, represented by a star icon) at the end of five rounds.

VP are awarded both during and at the end of the game by:

- Publishing original comic books
- Accumulating fans
- Being at the top of the comic book chart every round
- Earning money (but pay attention to taxes)
- Generating ideas
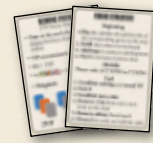- Improving the printing quality

COMPONENTS

1 Board

24 Original comic book cards

24 Rip-off cards

48 Creatives cards
(24 Writers & 24 Artists)

4 cards Overview

4 Player mats

6 Super-transport tickets
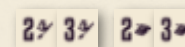
24 Increase-value tokens

24 Mini originals & 24 rip-off comic book tiles

6 Mastery tokens

30 VP tokens

60 Idea tokens

4 Turn order blocks

20 Editor meeples

16 Hype tokens

6 Calendar tiles

42 Sales order tiles

12 Special actions cubes

4 Sales agent tokens

1 Scorepad

16 Better-color tokens

80 Money tokens

COLOURS & GENRE ICONS

Green for Sci-fi / UFO

Gray for Crime / GUN

Red for Romance / HEART

Purple for Horror / ZOMBIE HAND

Blue for Superheroes / SUPERHERO

Orange for Western / BOOT

GAME SETUP

① Place the board in the center of the table and leave enough space on the right to place the cards.

② Randomly place the 6 calendar tiles face down on the round track (place two of them on the space marking round 3).

③ Place the turn order blocks on the track (for turn order see p. 3).

④ Place 6 idea tokens (1 per genre) inside the ideas action space.

⑤ Place one editor meeple per player on the shaped spaces below.

⑥ Arrange the following resources on the left side of the board or where you find convenient. This is the game supply.

Increase-value tokens

VP tokens

Rip-off cards

Mastery tokens

Ideas tokens

Better color tokens

Hype tokens

Money tokens

⑦ Stack all the mini original comic book tiles, grouped per genre, on the top row and do the same for the mini rip-off tiles placing them on the corresponding spaces on the bottom row.

⑧ Place order tiles on the MAP:

4 PLAYERS
Randomly place all the sales order tiles (42) face down on all the spaces (🍺🍺🍺, 🍺🍺 & 🍺 included)*

*Note: there cannot be three or more identical tiles connected to the same circle. If this happens, swap one of those for another at random (see example below).

3 PLAYERS
Remove one tile with value 3 from each genre.

Place the remaining 36 tiles face-down on all white spaces and the ones marked 🍺🍺🍺 (do not use the spaces marked 🍺🍺 & 🍺)*

2 PLAYERS
Remove two tiles, one with value 3 and one with value 4 from each genre.

Place the remaining 30 tiles face-down on all white spaces and the ones marked 🍺🍺🍺 (do not use the spaces marked 🍺🍺 & 🍺)*

⑨ Place every sales agent token 🟡🔴🔵🟤 at the center of the X in the map.

⑩ Place the 6 bonus super transport tickets on the allocated space of the map.

TURN ORDER

⑪ Establish turn order:
In round 1 the player who most recently read a comic book goes first and the turn order goes around clockwise.
In the following rounds, the turn order (tracked on the board) is the **reverse of the ranking order on the chart** (more about the chart on p. 5).
In case of a tie in the ranking order check page 12.

PLAYER SETUP

⑫ Players are identified by the logos and color of the publishing houses.

Yellow *Salmon* *Teal* *Brown*

Each player receives:
- 1 Player mat and 3 small cubes. Place the small cubes in the three available spaces on the player mat (as shown below)

- Four editor meeples
- $5
- One random value 2 writer card
- One random value 2 artist card

Note: *do not show these cards to the other players. The 2 cards cannot be of the same genre/color, if it happens, swap one of them with another from the deck.*

- In turn order:
  - One original face down comic book card of their choice
  - Two idea tokens of their choice
  - The 2nd player gets one additional idea token of their choice
  - The 3rd gets an extra $1
  - The 4th gets one idea token of their choice and $1

⑬ Shuffle the remaining writers, artists, and original comic book cards separately, form 3 decks and place them to the right of the board.
(See next page for cards setup.)

Writers deck

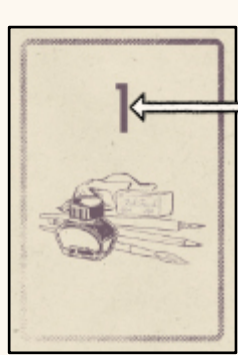Artists deck

Original comic books deck

CARDS SETUP

After the setup, draw three face-up cards for a 2 & 3-player setup or four face-up cards for a 4-player setup respectively from each writers, artists and original comic book decks on the right side of the board (step 13 on p.3), and place them face-up in a row to the right of their corresponding deck as shown in the images on the right.

2 & 3-player setup **4-player setup**

CARDS TYPES

1. CREATIVES cards

There are two types of creative decks

- **WRITERS DECK**
  4 cards (one value1, two value 2 and one value 3)
  × 6 genres per a total of 24 cards

  (Writer icons)

- **ARTISTS DECK**
  4 cards (one value1, two value 2 and one value 3)
  × 6 genres per a total of 24 cards

  (Artist icons)

Value & Cost

The **value** of the creatives is expressed by a number ranging from 1 to 3.

The sum of the values of the two creatives needed to print a comic book give you both the value of that comic book and the cost to print it.

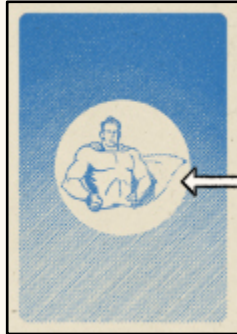*The BACK of the cards*
shows their value and type
(writer or artist icon)
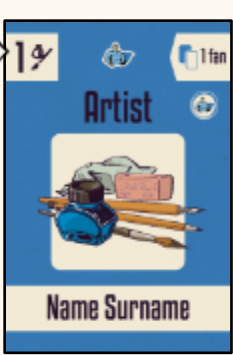
The FRONT of the cards
shows their value, genre specialization
(overall color and genre icon) and bonuses.
Name and surname are only needed to
differentiate cards

Bonuses

1 fan is awarded when the comic book is printed *only* if the creative is specialized in the genre (i.e. the creative card has the same color/genre of the comic book printed - see more on p. 8).

Value 1 creatives represent young people whose perceived value is low but have a good idea so they come with a one-off idea token (placed on the card when it is revealed) that is collected as soon as it is chosen by the player.

2. ORIGINAL comic book cards

There are 24 cards (4 x 6 genres) with 24 original artworks representing imaginary covers of the period on the front and the 6 genre icons and colors on the back.

Genre icon

All originals have 1 fan

The BACK of the cards
shows the genre
(color and icon)
(e.g. blue for superheroes)

The FRONT of the cards
shows the cover, genre
(color and icon),
1 fan and bonuses

Bonuses

The symbol on the lower right corner shows the one-off BONUS that can be collected as soon as the comic is printed.

There are 4 types of bonuses:

- +1 Fan
- 2 ideas tokens (any)
- 1 Super-transport ticket
- +$4

2. RIP-OFF comic book cards

There are 24 rip-off cards. They are plagiarized versions of the original comic books.

They cost only money (no ideas tokens nor development are needed - see more under Print at p. 8) but do not come with bonuses, nor the initial 1 fan and award no VP at the end of the game.

They can contribute to win the mastery token under certain conditions (see p. 5).

In the deck, there's one rip-off for each original comic book.

They are all slightly altered versions of the original comics, in the specific genre color.

The colors on the back of the cards allow you to recognize the genre faster while searching for them.

The BACK of the cards *The FRONT ripoff* *The FRONT original*
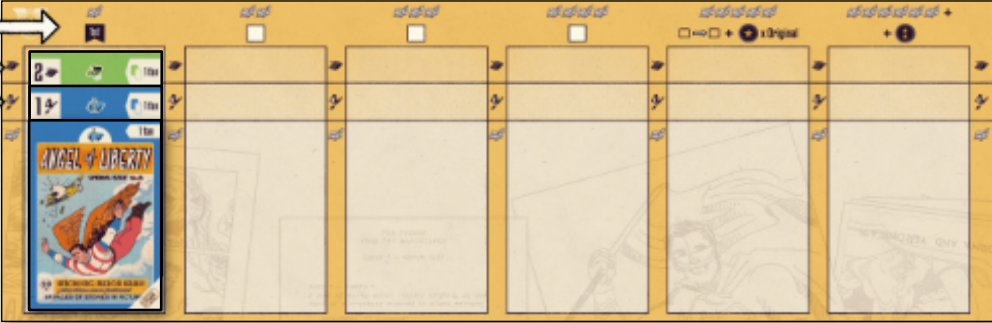
PLAYER MAT

The player mat helps the players organize their printed comic books.

The top row reminds them when to collect the mastery token or activate the special actions (p. 11) based on the number of comic books printed.

The writer/artist icons on the sides mark where to place the respective writer/artist cards when taking the print action.

HOW TO GET FANS

1 fan

1. Print **original comic books.** Original comics get immediately 1 fan when printed.

2. Print **original comic books with bonus+1fan** (available one per genre) (see p.8.)

3. If **the creatives (artist or writer) are specialized** (same genre icon or color as the printed comic book) the comic book (original or rip-off) gets a +1 fan for each specialized creative when printed.

4. Get **mastery tokens**
   A mastery token (one per genre) is awarded if you:
   - are the first to print a specific genre; or
   - printed the majority of comic books of the genre - originals and rip-offs - and you take the token from the player who held it previously. (You must print at least 1 more comic book of the genre than the previous mastery token holder in order to win it)

   Note: *rip-offs alone are not enough for a player to win the genre mastery token. You must have at least one original comic book of that genre printed to earn it.*

   The mastery token awards + 1 fan to every comic book, original or rip-off, of that genre that you have already printed (you can add those fans in the chart as soon as you get the token) and to the ones you will print after earning the token. If another player takes the mastery token from you , you do not lose the fans previously earned. The mastery token also awards 2 VP at the end of the game.

5. Fulfilling **orders collected on the map**
   A sales order tile can be collected with a Sales action (see p.10). Each order tile awards a specific number of fans.

6. Activating **special actions (**see p. 11.)

At the end of each round, all comics on the chart lose one fan.
Slide all the comics tiles down one square as in the right image.
(This represents the fact that is extremely difficult keeping the fan base for an ongoing series and they naturally decrease with time.)
Comic books cannot fall below 1 fan.

Rip-offs can start at 0 fans (off the chart; in case they have no specialized creatives) but once they acquire at least 1 fan they cannot fall back to 0.

CHART

The chart **tracks:**

- overall **number of fans** accumulated by each player's comic books throughout the game.
- The respective **earnings and rankings (VP)** at the end of each round.

Every time a comic book (original or rip-off) is printed, players must position their corresponding mini comic book tile on their tracks in the chart according to its number fans. Players must slide the tile up or down the track as the book gain or loses fans.

Players' earnings (the leftmost column of the chart) are calculated based on all their comic books on chart.

Rankings and the corresponding VP are instead based on each player's best performing comic book only at the end of the round.

At the end of each round, VP are awarded to the players as follows:

- 3VP to the 1st
- 2VP to the 2nd
- 1VP to the 3rd
- 0VP to the 4th

If players tie they will both get awarded the prize and the next place is skipped. *E.g. Two players in first place get both 3VP and the third player gets 1VP.*

Players with no comic book on the chart at the end of the round get 0VP.

Earnings
Example: at the end of the round the yellow player would earn $2, salmon would earn $3, teal would earn $3 (2+1) and brown would earn $5 (4+1)

Fans

If a comic book reaches more than 10 fans, flip the tile over and set it back at the bottom of your track

Ranking and VP at the end of the round
Example: brown player wins the round as their best comic has 8 fans, followed by salmon (4 fans) and yellow (3 fans)

Back of mini comic book tile

Publishing companies logos and tracks

ROUND STRUCTURE

I. BEGINNING

1. **Flip** the calendar tile marking the round and flip all the tiles on the map with the corresponding genre icon.

2. **Refill** the idea tokens on the board putting one token for every genre in the corresponding spaces.

3. **Add** a hype token (2 fans) to any original comic book that you put on the table (see p. 11)

4. **Pay $** to increase creatives' values if desired (see p. 10)

II. MIDDLE (see pp. 7-11)

Take ACTIONS in TURNS on the board.

III. END (see p.12)

1. **Establish ranking** on the chart and **award VP**

2. **Earn $** as shown in chart

3. **Establish turn order** for the next round as reverse of the ranking

4. **Remove 1 fan** from each comic book on the chart

5. **Remove editors** from the board

6. **Discard** the cards and refill the table

There are six actions that can be taken in any order:

## Hire, Develop, Ideas
Print, Royalties, Sales

On their turn, each player chooses an action and places one of their editors on an available action space (the rectangular spaces in each frame).

The action spaces must be taken in order, from top to bottom.

The number of action spaces available is equal to the number of players plus one.
E.g.
- with 2 players, 3 action spaces are available;
- with 3 players, 4 action spaces;
- with 4 players, all the 5 action spaces are available

	$
2 Players	$4
	$3
3 Players	$3
	$2
4 Players	$1
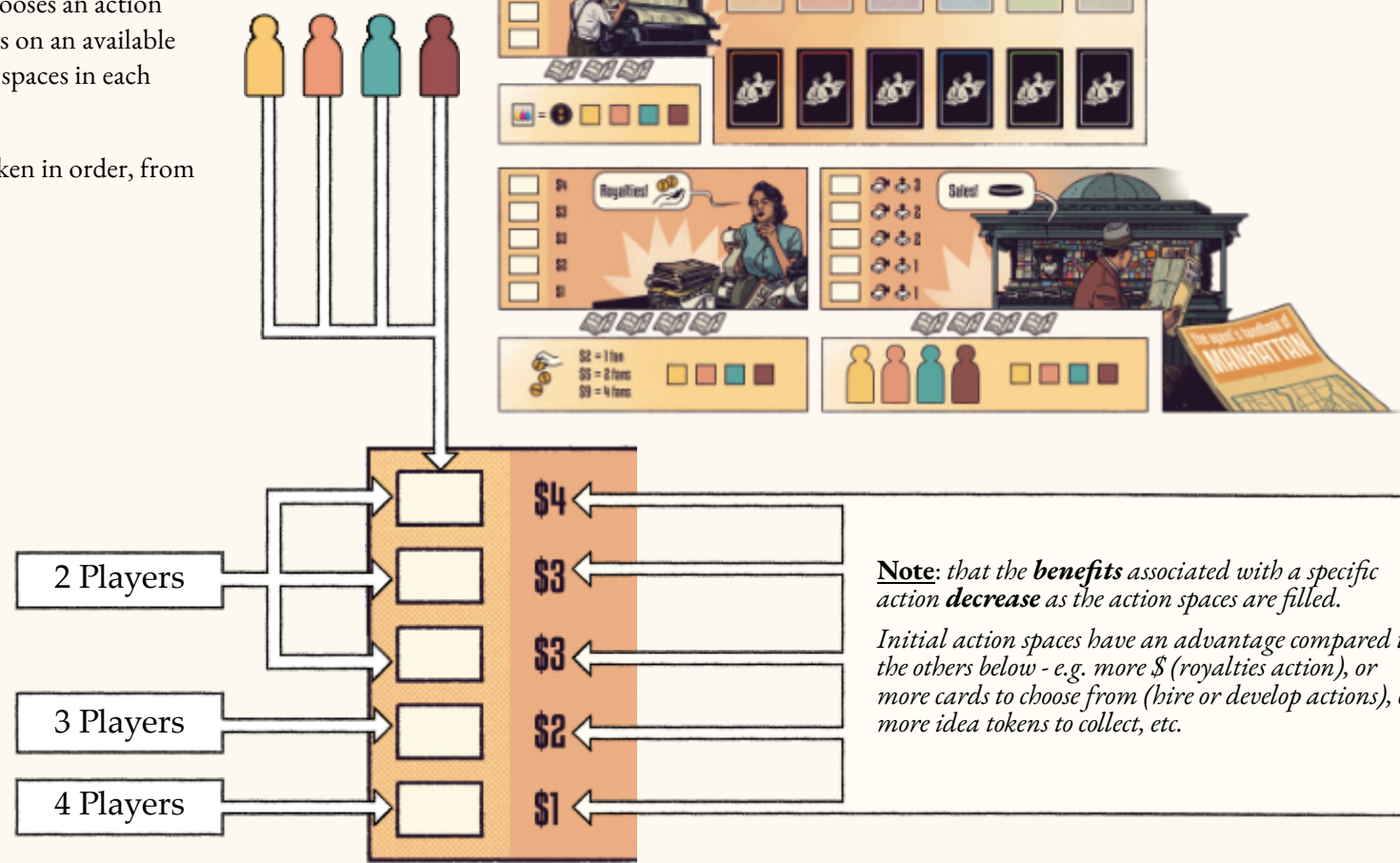
Note: that the **benefits** associated with a specific action **decrease** as the action spaces are filled.

Initial action spaces have an advantage compared to the others below - e.g. more $ (royalties action), or more cards to choose from (hire or develop actions), or more idea tokens to collect, etc.

ACTIONS

Hire*

Add 1 writer card and 1 artist card from the first two rows of creatives cards to your hand.

You can start by choosing either an artist or a writer.

You can draw any of the cards on display including the top face-down cards from each deck.

E.g. You can first draw 1 face-down writer card and then proceed with either a face-up or face-down artist card.

You cannot select two artists or two writers. It must always be a combination writer + artist.

Note: *creatives value 1 come with a one-off idea token that is collected as soon as the card is chosen by the player.*

***A player cannot have more than 6 cards in hand.**

If the players choose to play actions that allow new card selection when they already have 6 cards in hand, they are allowed to draw first, and then discard the surplus cards so that they never total more than 6.

The cards on display are replenished only at the beginning of the following round.

The ones that are not selected are discarded and form three piles (one per each row).

Players can always check the discarded cards during their turn.

The discarded cards will get back into the game when the main decks of creatives and original comic book cards are depleted.

Develop*

Add **one comic book card** to your hand. You can choose among the face-up cards or, or draw the top card from the deck.

Alternatively you can **choose to pay $4** and select a genre of your choice from the deck (discarding cards off the top of the deck until you find the genre you want).

Ideas

Take as many idea tokens as specified by the **first number** next to your action space from the ones available on the board, **plus any 2 tokens** of your choice from the supply.

E.g. Yellow player would take two tokens from below and two from the supply. After, teal would take 1 token from below and 2 from the supply.

The 6 idea tokens (1 per genre) on the board are replenished only at the beginning of the following round.

Royalties

Place an editor in the action space and collect the money specified next to that action space.

Print

Print comic books (see in detail p.8):
- **ORIGINALS**
- **RIP-OFFS**

With this action you must:

1. **Play** a writer, an artist, and comic book card in the corresponding slots on the player mat (fill slots from left to right)

2. **Pay** the resources needed:
   - the sum of the creatives values
   - 2 ideas tokens of the genre(s) printed

3. **Take** the corresponding mini comic book(s) tile(s) and place it (them) on the chart according to its number of fans

x2: the first player that takes this action can print 2 comic books in one move (otherwise only 1 comic book can be printed per action). In this case you can use the bonus of the first comic to print the second one or even activate the special actions with the first and use its benefit for the second print.

Sales

With this action, you interact with the map to sell your comic books, collect sales orders and fans (see in detail p.9). You can:

- **Move** your sales agent token
- **Flip** as many sales order tiles as specified on the action space
- **Collect** as many sales order tiles as specified on the action space

PRINT

A. ORIGINALS

To print an original you must:

1. **Select from your hand:**
   - 1 writer card;
   - 1 artist card;
   - the comic book card that you want to publish.

   Place them on your player mat on the first available slot from left to right (as per the image on the right.)

   <u>Note</u>: *the value of the comic book is given by the sum of the values of the creatives (2+1 = 3 in this case) and is crucial to fulfill sales orders (more on this on p. 10).*

2. **Pay ($) money** to the supply equal to the value of the comic book (e.g. on the right pay $3, which represents the salary of the creatives)

3. **Pay 2 idea tokens** of the genre you want to print to the supply (e.g. on the right you would need to spend 2 superheroes tokens)

4. **Take the bonus** illustrated in the lower corner of the card (in the example on the right, a super transport ticket)

5. **Get** the corresponding **mini comic book tile** from the board and **6. place** it on your track on the chart according to its number of fans.

   Recall: if you are the first to print a comic book of any genre or you have the majority of printed comic books of that genre, you also get the corresponding mastery token, which gives you an extra +1 fan and 2 VP at the end of the game
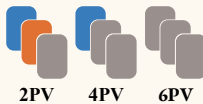
   *In the example shown on the right the "Angel of Liberty" comic book would start with a total of **2 fans:***

   - 1 fan *for being an original*
   - 1 fan *because one of its creatives (the artist) is specialized in the superheroes genre*

   *If "Angel of Liberty" (e.g. on the right) was also the first superhero book printed in the game, it would have gained an extra fan and therefore it would have a **TOTAL OF 3 FANS***

<u>Note</u>: *at the end of the game each original comic book printed will give you extra victory points:*

- **2 VP** if none of its creatives is specialized - they are not the same color/genre of the comic book
- **4 VP** if only one is specialized - only one is the same color of the comic book
- **6 VP** if both creatives are specialized - both are same color of the comic book

① *Select the creatives and comic book cards and place them on player mat*

②③ *Pay resources*

④ *Take bonus*

⑤ *Get mini comic-book*

Take Mastery token (if conditions are met)

⑥ *Place the mini comic-book on the chart*

2PV 4PV 6PV

$2 3
$2 2
$1 1

B. RIP-OFFS *(For the first few games, to make the game less complex, players can decide to play without rip-offs)*

<u>You can print a rip-off of an existing original comic book printed by one of the other players in previous rounds.</u>
For that you do not need to spend idea tokens or to have previously "developed" a comic book.
You only need a pair of creatives and the money to pay them.
<u>Note</u>: *only 1 rip-off per original comic book is allowed.*

Thus, **to print a rip-off** you must:

1. **Search** the rip-offs' deck for the comic you want to print
2. **Place the 2 creatives cards** and the **rip-off comic book card** on your **player mat**
3. **Pay ($)** the creatives: pay money to the supply equal to the value of the comic book
4. **Get the corresponding mini rip-off tile** and position it on the chart according to the number of fans

If after printing the rip-off you achieve the majority of printed comic books of that genre in the game, get the corresponding mastery token. (Recall that to get the mastery token of a genre you must have printed at least 1 original of that genre. Rip-offs alone cannot get you the mastery token.)

<u>Note</u>: *rip-offs do not come with 1 fan (or any bonuses) and at the end of the game they do not award extra VP. However, they can still get fans and make money by helping you get the mastery token of a genre, fulfilling orders on the map (p.9), or through marketing (p.11).*

SALES AGENTS

When playing SALES action you can use your sales agent token on the map to visit newsstands and - in any order:

- **MOVE** by walking one block only, taking a cab(s), using the super transport ticket or any combination of these
- **FLIP** as many order tiles as specified on the action space where you placed your editor
- **COLLECT** as many order tiles as specified on the action space where you placed your editor

Note: *you can combine and repeat these actions (up to the maximum specified on the action space). E.g. You can move 1 block, flip and or collect, move another block, flip and or collect other tiles and so on (see example in the FLIP & COLLECT section below).*

MOVE

- **Walking:** You move your sales agent token ⬤⬤⬤⬤, in any direction, from a circle to an adjacent one as in the example on the right.

  1 🚕 = $0   You can take a **walk for free every time you take the sales action**, and may combine the walk with a cab and/or a super transport tickets.

  The first time you interact with the map your sales agent token must start from the X at the center of the map (and move to a connected circle). After the first movement the X can be crossed without stopping at the center.

- **Taking a cab:** If you want to move the agent token further than an adjacent circle you may take a cab by paying $2 per each additional movement

  +1 🚕 = $2   (every ride circle to circle = $2). There is no limit to the number of spaces ("blocks") you can travel as long as you can afford it. In the example on the right you'd pay $4 to move your agent those 2 "blocks" by cab.

- **Using a super transport ticket:** the one-off super transportation ticket can only be collected as a bonus when printing and allows you to move your agent anywhere on the map. In the same action, you can combine this ticket with your free walking movement and cab trip(s). Once the ticket is used it must be discarded.

- **Note:** *moving to a circle already occupied - You can place your sales agent token on a circle occupied by another player's agent but must pay that player $2 and you can flip / collect any available tiles if you wish so. Note also that you can pass through circles occupied by other players' agents by cab or using super transport tickets without paying those players.*

  ⬤ = 2$

FLIP & COLLECT

You can **flip (turn a tile face-up)** and **collect (put it next to your player mat)** as many sales order tiles as specified on the action space where you placed your editor. You can also leave the tiles on the map if you prefer.
Note: *in the example the yellow player can flip 3 tiles and collect 3. Teal can flip and collect 2 and so on.*

To flip or collect an order tile, the tile must be connected to the circle on which your agent is placed.

<u>Once collected, the orders are stored next to your player mat ready to be fulfilled.</u>
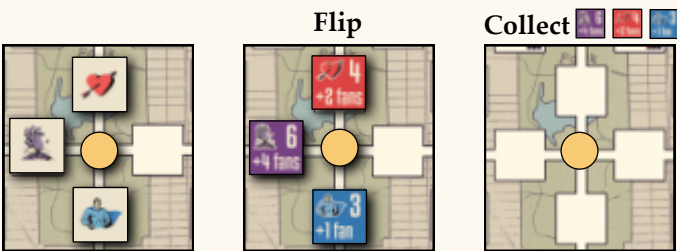
Flip   Collect

Note: *In the example above the yellow player can flip and/or collect up to 3 orders. The player can also flip/collect only some of the 3 tiles, then move and flip/collect the remaining one(s) connected to the next circle to where the player moved.*
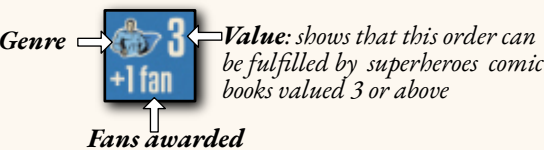

FULFILL AN ORDER

The sales order tile represents an order available on the market that you can fulfill with a comic book (original or rip-off) to gain immediate fans.

The **BACK** of an order tile shows the genre requested by that specific location

The **FRONT** of an order tile shows:
- The **genre** (icon and color) of the comic book needed to fulfill the order
- The minimum **value** of the comic book needed to fulfill the order
- The number of **fans** that the comic book will gain

Genre → 3 +1 fan ← *Value*: *shows that this order can be fulfilled by superheroes comic books valued 3 or above*

Fans awarded

To fulfill an order you need to:
1. <u>Collect or have previously collected</u> the order tile
2. <u>Have printed or print</u> a comic book that satisfies the order requirements (genre and value) *(E.g. the superheroes comic book on the right.)*

The fans are gained, *i.e. added to the comic book on the chart:*
- <u>Immediately</u> if the comic book is already printed, or
- <u>As soon as</u> the comic book is printed, or
- <u>As soon as</u> the comic book value increases and reaches the order requirements <u>through creatives' "learning", "training" (p.10) or "re-assignment" (p.11).</u>

Note: *If you have multiple comics in the same genre which meet the value requirements of an order token you have to choose which one gets boosted with the extra fans.*

Once fulfilled, the order tile must be flipped to mark the fact the order has been satisfied. One single comic book can fulfill multiple sales orders.

<u>Be aware</u>: At the end of the game, any **unfulfilled order tiles become negative victory points** - the (potential) number of fans awarded by the unfulfilled sales order tile will be subtracted from your total VP *(e.g. if the superhero order tile above remained unfulfilled, you would lose 1 VP)*

3{
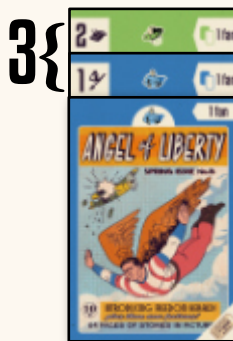
VALUE OF COMIC BOOKS (ORIGINALS and RIP-OFFS)

The **total value** of the comic book is given by **the sum of the values of its creatives**. In the example on the right, the total value is 3. (This is also the price to pay to print.)

HOW TO INCREASE THE VALUE OF THE CREATIVES using increase-value tokens

At the beginning of each round, the creatives of printed comic books (i.e. those on the player mat) can:

1. LEARN

If **both creatives in the team are specialized** (same genre/color of the comic book printed) but have different values, the one with the lowest value can increase its value through **learning** from their creative partner.

To do so you must pay $1 for each increment and place an **increase-value token** with the new value on the card.

E.g. on the right, the creative value 1 can become value 2 at the beginning of the next round (if you pay $1) since the teammate is value 3. At the beginning of the following round they can become value 3 (if you pay another $1).

The creative can only increase value progressively, i.e. 1 increment per round, and the maximum value they can reach is that of their teammate.

2. TRAIN

If **only one creative is specialized** or **both specialized creatives have the same value**, the specialized creative(s) can still increase their values through **training**.

To do so you must pay the following incremental value and place an **increase-value token** that shows the new value on the card.

E.g. on the right, the specialized creative value 1 can become value 2 at the beginning of the next round if you pay $2. Then, at the beginning of the following round, it can become value 3 if you pay $3.

If instead both creatives are specialized but have the same value (e.g. 1) you can train both and make them reach value 2 by paying a total of $4 ($2 for each creative). At the beginning of the following round you can choose to train them again by paying $6 and make both reach value 3.

The creatives can only increase value progressively, i.e. 1 increment per round.

Note: *in case your creatives are both at value 1 or 2 you can mix the options above, but if at the beginning of a round you train a creative you must wait until the beginning of the next round to increase the value of the other one by learning - e.g. if the specialized creatives are both at value 1, you can first "train" one of them (e.g. the writer) to reach value 2 paying $2, and then in the following round increase the value of the other creative (the artist) through "learning", therefore paying only $1. If you want, by paying another $3, in the same round, you can train again the writer to reach value 3.*

Flip

Beginning of round · Beginning of round

Increase-value tokens have the creatives icons plus a 2 on one side and a 3 on the other side.

Note: *a creative that is not specialized is never able to increase its value.*

SPECIAL ACTIONS

Once you print the 2nd, 3rd, and 4th comic book (either originals or rip-offs) you unlock different **special actions**. These are located below the main actions spaces. To choose a special action you move the first available cube from your player mat to the corresponding space under the main action (e.g. on the right). From then on, **every time you play the main action, in the same turn you can also play the associated special action immediately after.**

Note: *the cube stays in the same space for the rest of the game. However, after printing your 5th comic book, you can choose to reallocate one of your 3 previously placed cubes.*

E.g. on the right, the teal player has printed 2 comic books, therefore can move the teal cube from the player mat to the teal space in the chosen special action. The player chose the special action "re-assign" which from then on can be played immediately after the main action "hire".

These icons tell you how many comics you must have printed to be able to choose this special action. *In this example this specific special action can be chosen once you print 2 comic books.*

Special actions that can be chosen once you print your 2nd comic book:

1. After **Hire**:
RE-ASSIGN ("swap") the creatives:

After you hire, you can also swap one artist and one writer already on the player mat with:

1. The newly hired (just drawn) creatives, or
2. Other creatives previously hired (still in your hand), or
3. Other creatives already on the player mat, or
4. A combination of the above

Swap

Note: *when you swap creatives you must pay / receive any difference in their value. In the example above, you would pay $1 to swap the value 2 writer on the player mat with a newly/previously hired value 3 writer.*

2. After **Develop**:
Get some **HYPE**:

After you develop, you can also get one comic book "hyped" (either the comic book just drawn or one previously "developed" but not yet printed). To do this you must put that comic book down next to your player mat and place a **hype token** (2 fans) from the supply on top of it at the beginning of the following round.

As long as the comic book is getting "hype" (i.e. you are delaying its printing), it will collect a new hype token at the beginning of every round. The accumulated hype will be converted straight into fans when that comic book is printed.

Note: *you can hype only 1 comic book per action. To have more than one hyped per round you have to repeat the "Develop" main action.*

Accumulate hype
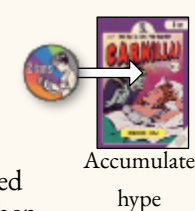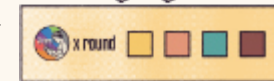
3. After getting **IDEAS**:
CONVERT IDEAS into fans:

After you collect ideas, you can also convert a max of 3 ideas tokens into fans, 1 per comic book already printed

1 idea token = +1fan in a comic book of the same genre. You can convert the idea tokens just collected or any you already owned. Once you convert them into fans they must be discarded.

Note: *you can boost up to 3 comics by 1 fan each, but not a single of 3 fans.*

Discard the token returning it to the supply
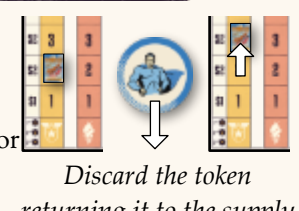
Special actions that can be chosen when you print your 3rd comic book:

1. Any of the previous 3 special actions or
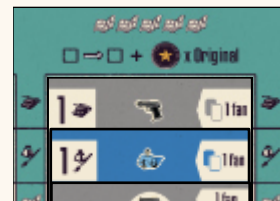2. After **Print** get **BETTER COLORS**:

After you print a comic book you get a **better-color token** from the supply and put it on the freshly printed comic book. This token will award you 2VP at the end of the game.

= 2VP

Note: *If you print the 3rd and 4th comic book together in one action (x2) the 4th gets the better colors token.*

Special actions that can be chosen when you print your 4th comic book:

1. Any of the previous 4 special actions or
2. After collecting **Royalties** invest in **MARKETING**:

After you collect royalties you can convert money into fans as follows:
$2 = **1 fan**
$5 = **2 fans**
$9 = **4 fans**
You assign these fans immediately to your comic books on the chart (you can distribute them across your comic books or place them all in a single book as you wish).

Note: *max $9 per action*

3. After doing **Sales** get an **EXTRA EDITOR**:

After you do the sales action, you get an extra editor for that round only.

Note: *the end of that round, the editor is re-positioned on the board in the allocated space just below the sales action space as per image above.*
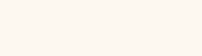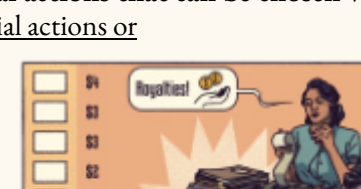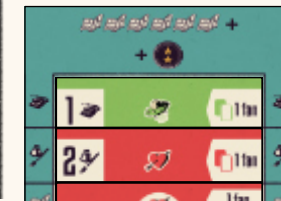
When you print your 5th comic book:

You can **re-position** one of your cubes and choose a different special action.

Note: *in addition to that, printing 5 comics grants you another reward at the end of the game: you will get +1VP extra for every original comic book printed.*
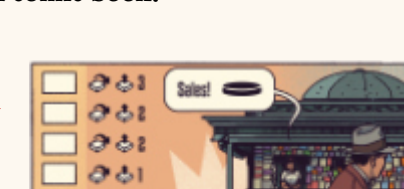
When you print your 6th comic book or more:

You will earn **+2VP for every additional comic book (original or rip-off)** that you print from the 6th book onward (6th included).

Note: *if you manage to print more than 6 comic books just place them next to your player board.*

END OF ROUND

1. ⭐⭐⭐ **Establish the ranking** based on each player top performing comic book on the chart and award VP tokens. In case of a tie the same VP award is given to both players. Players with 0 comics get 0 VP.

   E.g. On the right, the salmon player would be 1st with 3 VP (3 stars VP token), yellow would be 2nd with 2VP (2 stars VP token), teal would be 3rd with 1VP (1 star VP token) and brown would be 4th with 0VP.

2. 🪙🪙🪙🪙 **Pay out the earnings** from all the comics on the chart.

   E.g. on the left, yellow earns $2, salmon $5, teal $2 and brown $1.

3. **Establish turn order** as the **reverse** of the ranking order on the chart.

   E.g. In the following round Brown would start 1st, Teal 2nd, Yellow 3rd and Salmon 4th.

   Note: *In case of a **tie**, swap the players' turn order with respect to the previous round. In a 3 player game, if all three players are in a tie swap 1st with 3rd . In a 4 player game, if all four are in a tie swap 1st with 4th and 2nd with 3rd.*

4. **−1 fan** **Subtract 1 fan** from each mini comic book on the chart **except in the last round (5th).**

5. 🧍🧍🧍🧍 **Remove the editor meeples** from the board and put them next to your player mat (ready for the next round)

6. **Discard** the remaining face-up cards (e.g. next to each respective row) and **refill** the table.

   The discarded cards are put back into the game as soon as a deck is depleted.

END GAME SCORING

The game ends in round 5 and all the points are calculated as follows for each player:

1. **Fans at the end of round 5:** count all the fans accumulated on the chart, subtract the fans of the unfulfilled orders (if you have any) and convert the result to VP with a ratio of 1 to 1 so that 1 fan = 1VP
   Recall: *at the end of round 5 comic books do not lose fans*

2. **VP accumulated:** sum all the VP accumulated throughout the game: VP tokens (from rankings), mastery tokens (2VP each), better color tiles (2VP each), and all the extra VP given by printing 5 comic books or more (see bottom of p. 11)

3. **Money ($):** is converted in VP with a 4 to 1 ratio (think of it as taxes) so that $4 = 1VP

4. **Idea tokens:** are converted in VP with a 4 to 1 ratio so that 4 idea tokens = 1VP

5. **Originals:** each original comic book gives 6VP if both creatives are specialized (same color/genre of the comic book), 4 VP if only one is specialized and 2 VP if none is specialized (as per icons on the right)

In case of a **tie**, whoever has the most printed comics wins. If the tie persists, whoever has the highest total value of the comics printed wins. In the event of a further tie, the victory is divided.

Originals score example

2VP   **4VP**   **6VP**

PLEASE NOTE in the rare event:
1. **the creative cards decks are depleted** and you have none in hand, you can still print a comic book by repaying an already hired team and applying the standard rules (2 idea tokens, fans, and bonuses) to the newly printed comic book placing it on on top of the printed one. The value of this newly printed book would still be given by the sum of the creatives values;

2. **the original comic book cards deck** is depleted you can still print rip-offs.

VARIANTS

- Players at their first game can decide not to use the Rip-offs cards to simplify the strategies.
- Players who want a tighter game can reduce the number of cards on display.
- Players who prefer a more competitive and aggressive game can subtract 1 fan to any original comic book if it gets ripped-off.