



paperback

A NOVEL
DECKBUILDING
GAME.



A GAME BY
TIM FOWERS



paperback

- Components:
- 17 Wood Cubes
 - 10 Dividers
 - Length Track
 - 66 Letter Cards
 - 8 2¢ Vowels
 - 20 Two-Letter Cards
 - 11 Attack Cards
 - 50 Starting Deck Cards
 - 28 Fame Cards (Wild)
 - 6 Common Cards
 - 5 Player Powers
 - 6 Theme Cards
 - 4 Award Cards
 - Instructions

Welcome to Paperback! You are a group of novelists writing paperback novels for Fame! The player with the most Fame at the end of the game wins.

Setting up the game

Give each player their starting cards for their deck - these are the 1¢ T,R,S,L and N cards and five of the 2¢ Fame cards. These Fame cards act as “wild” letters.

Starting Deck



Sort the Letter and 2-Letter cards by price (2¢–10¢) and put them into piles. The 8¢, 9¢, and 10¢ cards go into the same pile. If this is your first game, remove the Attack cards - they are recommended for advanced players only. Note: the cards are color-coded to help sorting.

To create the Offer, shuffle each of the seven piles and place them face up in the center of the table. Then take the top card off each pile and place it below the pile (as shown on the next page). Note: the 2¢ pile doesn't get a 2nd card. All face-up cards are available for purchase.

The Offer

8¢, 9¢ & 10¢
Pile



7¢ Pile



6¢ Pile



5¢ Pile



4¢ Pile



3¢ Pile



2¢ Pile



Common
Cards



17¢ Pile



11¢ Pile



8¢ Pile



5¢ Pile

Fame Cards (Wilds)

Shuffle the Common cards (E, I, O...) and deal 4 of them into a face-up pile near the Offer, on top of the Length T track card. Spread out the cards so that they reveal the length track sections one at a time (see image above).

Create 4 piles of Fame cards next to the Offer - one for each cost level (5¢, 8¢, 11¢, 17¢). The number of cards in each pile depends on the number of players in the game:

Fame Card Piles

	5¢	8¢	11¢	17¢
# Players	2	4	4	2
3	6	6	3	2
4	8	8	4	2
5	10	10	5	3

Number of cards



Your personal deck and discard pile

Unlike traditional card games, in Paperback each player has their own personal deck of cards (face down). Each turn you will draw your hand from your own personal deck and choose which cards to play. At the end of your turn you will place this hand of cards, played or unplayed, into your own personal (face up) discard pile. Whenever you need to draw cards and your deck is empty, shuffle your discard pile to create a new deck. Remember, you only shuffle your discard pile when you need to draw a card from an empty deck. This often occurs in the middle of drawing a hand. In this case just pause to re-shuffle your discard pile and then continue drawing. This way, your cards will cycle through your deck and discard pile.

Starting the Game

Everyone draws their first hand of 5 cards. The person who most recently finished reading a novel will play first, and turns will continue in clockwise order.

On your turn, do the following (in order):

- ☞ Discard any Attack cards you played during your previous turn (see “Attack” expansion)
- ☞ Create a word
- ☞ Check the word length
- ☞ Resolve any abilities
- ☞ Score your word
- ☞ Buy cards
- ☞ Discard cards
- ☞ Draw cards

Create a word

Form a word using any number of cards from your hand. Lay those cards out in front of you. Fame cards can be used as any letter. You may also use the topmost Common Card once by referring to it, leaving it on the Length Track. You do not need to use all the cards in your hand. Proper nouns, names or places are NOT allowed.

Check the word length

Count the number of letters in your word, including Fame cards and the Common Card (if you used it). Cards with two letters on them count as two letters. If the word is equal to or longer than the highest number showing on the Length Track, you gain the Common Card: put it into your discard pile. This reveals the next Common Card for everyone to use and increases the length required to gain the next Common Card. When someone gains the last Common Card, the game will end at the end of that player’s turn.

Resolve any abilities

If any of the cards in your word have special abilities, activate them now. The abilities on unused cards (in your hand) are not activated. Some abilities only activate if a condition is met. If an ability says that you “may” do something, it’s optional. Otherwise, you **MUST** use the ability. Make note of abilities that give you extra cards for next turn so that you don’t forget!

Score your word

Add up all the scores from the letters in your word (including the Common Card, if you used it). Apply score bonuses from the card abilities in the word. Remember - the SCORE is the number in the upper left corner (the lower left number is the COST)!

Buy cards

Using your score, you may purchase as many Letter cards and Fame cards from the Offer as you can afford. The price of a card is shown on its bottom left. The total cost of the cards you buy must not exceed your word's score. If two or more Fame piles are empty after your purchases, the game ends immediately; otherwise, place all purchased cards into your discard pile. If you bought a card from the bottom row, replace it with the top card of the corresponding pile - there should always be two cards available for purchase from each pile (except the 2¢ pile). Unspent money is lost at the end of the turn.

Remember: although purchasing letters will increase your ability to form longer and better words, purchasing Fame Cards is crucial for winning the game!

Discard cards

If you played any attack cards in your word, leave them on the table face up. They remain in play until the start of your next turn. As a courtesy, tell the other players the impact of your attack card(s) in play. Put all other cards from your word and your hand, including any cards gained this turn, into your face-up discard pile.

Draw cards

Draw 5 cards, plus any additional cards granted by abilities this turn. If you run out of cards in your deck, shuffle your discard pile and create a new deck, then continue drawing. Remember, you only shuffle when you must draw a card and there are none left in your deck!

Play then proceeds with the player to your left taking their turn.

Ending the game

The game ends when any two of the Fame piles are empty OR at the end of a turn when someone gains the last Common Card. When the game is over, add up the Fame points on cards in your deck (include all cards in your hand, deck, and discard pile). The player with the most Fame wins the game. Ties are broken by the player with the most Common Cards.

Important Notes

- ⊗ Some Letter cards have two letters on them. Both letters must be used together when making words and their order cannot be reversed. These cards count as two letters toward your word length.
- ⊗ The Common Card can only be used once per player's turn.
- ⊗ You can resolve card abilities in any order you want. For example, apply "Double Word Score" after other score bonuses.
- ⊗ If you copy the "Double Word Score" ability, your score is tripled, not quadrupled.
- ⊗ Any card with a "?" in the upper left is considered "Wild," whether they are starting cards or Fame cards.
- ⊗ "Wild" cards are all cards with a "?" in their top left corner. Those include all Fame cards and some starting cards.
- ⊗ "Wild" is not an ability and cannot be copied.
- ⊗ There are two sets of cover art for each Fame pile. They function exactly the same way, they just look different.
- ⊗ Cards that refer to "+1¢" (for example) add that amount to your word score.
- ⊗ Cards that refer to "+X Card(s) Next Hand" allow you to draw X additional cards at the end of the turn.

Key Words

Hand

Some abilities refer to cards “in hand” or “from hand”. These refer to the cards that you didn’t use in your word.

Trash

Remove a card from the game. Note that this is different from discarding! It may be helpful to make a Trash pile for players to put their trashed cards. Trashing is useful for getting rid of weaker cards, thus increasing your chances of drawing more powerful cards. Trashing happens before new cards are bought. Note: if a card from the bottom row of the Offer is trashed, it is immediately replaced by the top card of the pile above it.

Gain

This means to acquire a card and to put it in your discard pile.

Turn Example

Bob has played the word SMART. Resolving the abilities on the cards, he sees “If you trash a card from hand, gain a card costing 1¢ more”. He decides to trash his 2¢ Fame card and gains a 3¢ D from the supply. Then he resolves “You may trash the top card from two offer piles.” He looks at the offer and decides to trash the 6¢ W and the 7¢ Q to reveal more options for his upcoming purchase. He then scores the word for $1+2+1+3 = 7¢$ and buys card(s) costing up to that amount, placing them in his discard pile. Then he discards all the cards from his word and his hand, draws his next hand of 5 cards, and his turn is over.

Expansions

Spacebar

If Spacebar is the Common Card, you may use or play it to create two words with your hand. Score +1¢ when used. For example, if you use this card to make two words, you get the combined score of both words, plus 1 for the Spacebar. All letters from both words and the space count toward the total word length.

For cards and abilities referring to “a word” or “your word”, treat both words and the spacebar as one word. Remember the Common Card can be used only once per turn, not per word. Wild cards can never act as Spacebar.

Dyslexic

If this is the Common Card, you may play it to reverse the letters in a Two-Letter Card. If you do so, score +1¢. If you gain this card, you may play it with a word to reverse a Two-Letter Card. The Dyslexic card does not contribute to your word length.

Attacks

If you want more direct conflict in the game, add the Attack cards to the Offer piles when setting up the game. When you use Attack cards in a word, they stay in play until your next turn. Attacks only affect other players while in play, limiting them in different ways. At the start of your next turn, discard any of your Attack cards in play.

Player Powers

To play with Player Powers, deal one randomly face-up to each player during setup to give each player a unique power to use during their turn.

Award Cards

During setup, shuffle the Award cards and reveal one. This card is awarded at the end of the game based on the conditions listed on the card.

Theme Cards

During setup, shuffle the Theme cards and reveal one. This card is given to the player who forms a word that fits the theme of that card (some examples are provided on the card). When you try to claim the Theme Card, all players get to vote whether the word fits that theme. If a majority agree, then take it and put it in your play area face up (Theme cards are not added to your deck). If another player forms a word fitting the Theme Card later in the game, they take the card from the previous player. At the end of the game, the player in possession of the Theme Card adds its value towards their Fame total.

Optional Rules

Use any of these rules to spice up your game.

Optional Rule: Cubes as rewards for advice from other players

During set-up, place the cubes as a supply beside the Offer. If you are having a hard time forming a word, reveal your hand and say that you're offering a bounty in exchange for some help. Other players may suggest words for you to use. If you use a word that someone suggested, the player who suggested the word receives a cube from the supply. Players may cash in cubes at any time on their turn for +1¢ each. Cashed-in cubes are returned to the supply.

This rule can also be played with a turn timer, where you must reveal your hand and offer a bounty when the time is up.

Optional Rule: Discard hand for a cube

During set-up, place the cubes as a supply beside the Offer. If you can't or don't want to buy a letter, you may discard your entire hand (not forming a word), and gain a cube from supply. You may cash in cubes at any time on your turn for +1¢ each. Cashed-in cubes are returned to the supply.

Optional Rule: Cubes as discount tokens

During set-up, place the cubes as a supply beside the Offer. When a card is purchased off the top of a pile in the Offer, the other card gets a cube as a discount token. For each token on top of a card, the card's price is reduced by 1¢ (to a minimum 0¢). Remove the tokens when the discounted card is purchased. Cubes are returned back to the supply.

Optional Rule: Recycle the 2¢ cards

If the 2¢ pile runs out, take all the 2¢ cards in the Trash, shuffle them, and re-create the 2¢ pile.

Game Mode: Cooperative

In Cooperative mode, the players work together to win as a team. The goal is to buy all the Fame cards before you lose the game. The Fame cards start in a pyramid pattern (see below).

You may only buy cards that are uncovered. During any turn in which you don't buy a Fame Card, you must put a cube on an uncovered Fame Card. If any card gets 5 cubes on it, then all players lose! For an extra challenge, have players lose if 4 tokens are on a card. Also, try different Fame Card layouts for a new challenge.



Game Mode: Simultaneous play - Created by Dave Campbell

During setup, remove the cards with the “trash cards from the Offer” ability. Shuffle all the 2¢–10¢ cards together. Replace the Offer with 10 cards dealt from this deck. Fame and Common cards are used as normal.

First each player drafts two starting cards from the offer. To do this, discard and replace cards 8¢ or higher until there are none in the offer. Then have players take turns choosing a card from the offer in A-B-C-C-B-A order. (Player A, then Player B, then Player C, then Player C again, etc), Once everyone has two cards, shuffle them into their normal starting deck cards. Players start with a 12-card deck and have a base of 6-card hands instead of 5. Replenish the row to 10 cards before starting your first round.

When drawing cards for your turn, do not look at them until everyone is ready. All players race to make a word for the round. Make a note of the order in which players announced their words; once everyone has made a word, players buy cards in that order. The Offer replenishes only after the last person has bought cards. This rewards fast play, though it is still worthwhile to take your time if it means you can make a better word. If someone announces an invalid word, they get bumped to the end of the buy order and must make a valid word in order to buy anything.

Thanks:

Donald X. Vaccarino for creating a genre

Ryan Goldsberry for the amazing art

My friends for playtesting and ideas

Tom Mason for the digital version coming to mobile

Brandon Waite for proofreading

My many supportive Kickstarter Backers

My 3 awesome kids

My muse and wife, Nikki

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