paperback

Rulebook



Welcome to **Paperback**! You will take the role of novelists, spelling words to complete paperback novels that add to your growing Fame.

Your goal is to have the most Fame at the end of the game.

The average game takes 60-90 minutes to play.

Component List

Paperback has many modules and variants, and this list shows ***all*** components. Components for your first-time setup are **Bolded**.

- 311 Cards
  - 246 Core Cards
    - **96 Offer Cards**
    - **50 Starting Cards**
    - 39 Unlockable Cards**
    - **28 Fame Cards**
    - 16 Typo Cards
    - 10 Classic Cards
    - **5 Common Card Vowels**
    - 2 Alternate Common Cards
  - 45 Genre Cards
  - 19 Solo Cards
  - **1 Length Card**
- 30 Wooden Cubes
- 3 Wooden Tokens for Solo Variant

Offer Cards



Fame Cards



Length Card



**Unlockable Cards are hidden in 3 envelopes*

Starting Cards



Unlockable Cards (In Envelopes)



Typo Cards



Classic Cards



Common Cards



Cubes



Solo Cards



Genre Cards



Solo Tokens



Setup

- **Give each player their own starting deck.** Each deck will have 10 cards with a matching border color and icon.
  - The 10 cards include:
    - 4 Wilds
    - T, S, N, R, and L cards
    - 1 unique consonant card
- **Place the Fame cards.** These cards are the primary way players gain the Fame they need to win the game.



  - Create a separate, face-up pile for each of the 4 different costs of Fame cards, according to the diagram below.

Fame Card Piles

Player count	5¢	8¢	11¢	17¢
2	4	4	2	1
3	6	6	3	2
4	8	8	4	2
5	10	10	5	3

Number of cards in each pile

- **Create the Offer.** These are cards offered to all players, which they can buy and add to their personal decks.
  - Place the red 2¢ cards in their own pile.
  - Sort the remaining Offer cards into 3 piles, according to the Tier icon in the ***bottom right*** corner: I, II, or III. (Each Tier pile will have 2 different card colors, which are used for setting up the Classic module, see pg. 10.)
  - Shuffle each of those 3 piles and place them face up in the center of the table, forming a row in the following order: 2¢ pile > I pile > II pile > III pile.
  - Take the top 2 cards off the I, II, and III piles, and place them as **alternates** face up and below the corresponding pile, as shown in the diagram on the next page. The 2¢ pile does not have any alternates. All face-up Offer cards, including the top card of the pile ***and*** its alternates, are available to purchase.

- **Place the Common Cards.**
  All players can use the top Common card to help spell words.
  - Place the Length card next to the Offer, with side A face up. (For a more difficult game, use side B.)
  - Shuffle the available Common cards and then draw 4 of them. Return remaining card(s) to the box.
    - We suggest using only the Common card **vowels** in your first few games. Learn more about the *Spacebar* and *Reverse* cards on pg. 11.
  - Place those 4 cards face up on top of the Length card, with the top section of the Length card showing (*7 Letters* on side A or *8 Letters* on side B).



The Offer

New to Deckbuilding Games? Read this.

In a deckbuilding game, a player's deck is a collection of cards that are shuffled and placed face down in a pile. Player decks are personal and are not shared with other players. Each turn, players draw their hand from their deck, choose cards to play, and—at the end of their turn—discard all unused cards from their hand. These unused cards, along with any played cards or new cards you acquired that turn, go into another pile: the discard pile.

The cards in the discard pile are face up. Whenever a player needs to draw cards and their deck is empty, the discard pile is shuffled, placed face down, and becomes a new deck. If shuffling needs to occur in the middle of drawing a hand, just pause to reshuffle and then keep drawing.

Notice how the cards move from the deck into the discard pile and then back into a new deck. You will play the same cards multiple times throughout the game—including your starting cards as well as any cards you add later.

Start of the Game

Everyone shuffles their starting decks face down and draws their first hand of 5 cards. The first player to take a turn is the person who most recently read a novel (or choose randomly). Players then **take turns in clockwise order**, until the game ends (see pg. 8).

Taking a Turn

Your turn consists of the following:

1. Create your word.
2. Check word length.
3. Resolve any abilities.
4. Score your word.
5. Buy cards.
6. Discard cards.
7. Draw your next hand.



1. Create Your Word.

Form a word using the cards you have in your hand, and lay out the cards for your word face up in front of you. No proper nouns, such as names or places, are allowed. No punctuation or contractions are allowed. If you have a doubt about whether a word is valid or not, check the dictionary of your choice—use the same dictionary for all players.

Wilds, including Fame cards, can be used as any letter. You may also use the topmost Common card once in your word: don't lay that card in front of you, just refer to the card and leave it on the Length card. You do ***not*** need to use all the cards in your hand.

2. Check Word Length.

Count up the number of ***letters*** in your word, including Wilds and the Common card if you used it. If that number is equal to or longer than the highest number showing on the Length card, place the topmost Common card in your discard pile.

This reveals the next Common card for everyone to use and adds to the length required to gain the next card. Move the cards down so the next highest section of the

Length card is showing. You cannot take more than 1 Common card in a single turn, even if your word is longer than the highest number showing on the Length card.

If the last Common card is removed from the Length card, the game ends (see pg. 8).

3. Resolve Any Abilities.

Some of the cards you play have special abilities written at the bottom of the card.

If any cards in your word have special abilities, they activate now in any order you choose. Only cards used to form your word activate their ability—the abilities on unused cards are not activated. If an ability says that you "may" do something, it is optional. Otherwise, you ***must*** use the ability. Make note of abilities that will have you draw extra cards for your next turn.





Here are some **important keywords** you'll find in card abilities:

Hand: In a card ability, "hand" refers to cards that you did not use in your word and were left in your hand.

Cycle: Place the indicated card at the bottom of its corresponding pile in the Offer. The 2¢ Offer cards are cycled after you use them in your word—you only get to use them once.

Trash: Remove a card from the game. This is different from discarding cards or cycling. Each player keeps a personal pile of any trashed cards.

Gain: Take a visible card in the Offer and put it in your discard pile. **This also includes Fame cards** unless the ability specifically restricts it.

Wild: This ability lets you treat a card in your word as if it were any ***single*** letter while creating your word. An invalid word can be formed in the *Create Your Word* step as long as a later ability would turn it into a valid word.

4. Score Your Word.

Add up all the **scores** from the cards that make up your word, including the topmost Common card if you used it. A card's score is determined by the number in the ***top right*** corner of the card. Fame cards and starting wilds provide no score. Remember to apply any score bonuses from the card abilities in your word.

5. Buy Cards.

You may now purchase visible cards in the Offer, as well as Fame cards. The combined score from your word sets your **budget** for buying cards this turn. The cost of each card is found in the ***bottom left*** corner of the card.

If you purchase an alternate card (see pg. 4), immediately replace it with the top card of the corresponding pile. There will always be 3 cards available from each pile in the Offer (except the 2¢ pile).

Multiple cards can be purchased, but the total cost ***must not*** exceed this turn's budget. Any unspent budget is lost at the end of the turn.

Place all purchased cards in your discard pile.

6. Discard Cards.

You ***must*** put all cards from your word and your hand, as well as any cards gained this turn, into your discard pile.

7. Draw Your Next Hand.

Draw 5 cards from your deck, plus any additional cards granted by abilities in your last word. If you run out of cards, shuffle your discard pile and it becomes your new deck to draw from. Now, you can plan your next word as the other players take their turns.

End of the Game

The game ends when any 2 of the 4 Fame card piles are empty ***or*** when there are no more Common cards on the Length card. If a player triggers either of these end conditions, they finish their turn and the game is over.

 < **Fame Points**

To determine the winner, each player adds up the Fame points on the cards in their deck, hand, and discard pile. **The player with the most Fame wins!** If any players are tied, the tied player with the most Common cards wins. If any players are still tied, the tied player with the most Fame cards wins.

Rule Clarifications

• Some cards have 2 or 3 letters on them. You must use ***all*** letters on the card when making words. The letters must be used together and their order cannot be reversed. All letters on these cards count toward your word length.

• The current Common card on the Length card can only be used once per word, and it can ***never*** be trashed or cycled. This doesn't apply to Common cards after you gain them into your personal deck.

• If an ability copies the *double word score* ability, it triples the word score (it does not quadruple it).

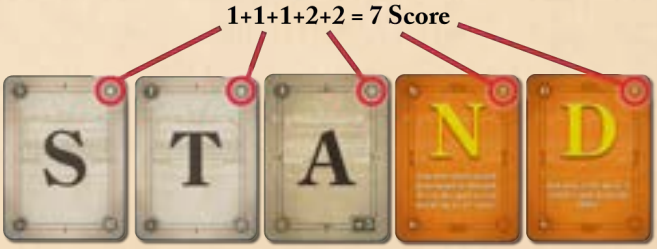
• A Wild cannot be copied as an ability.

An Example Turn

You play the word STAND. While resolving the abilities on the cards, you see "You may trash a card from hand or discard. If you do, gain a card worth up to 1¢ more". You decide to trash a 2¢ Wild card that's in your discard pile, removing it from play, and you gain a 3¢ card from the Offer. You take the card you gained and add it to your discard pile.



The next ability you resolve is "You may cycle up to 2 visible cards from the Offer." You look at the Offer and decide to cycle a 6¢ card and a 7¢ card, moving them to the bottom of their respective piles, to reveal new options for your upcoming purchase. You then score the word for 1+1+1+2+2 = 7, which gives you 7¢ to buy any card(s) up to that amount, placing them in your discard pile. You place all cards in your word and your hand in the discard pile, and then you draw your next hand of 5 cards.



Modules

In this section you'll find ***small*** rule changes called **modules**—you can play with as many or as few as you'd like. Larger sets of rule changes are called **variants** (see pg. 12). Variants might require you to use certain modules.

Typos

Play with this module if you want a bit more flexibility in which cards you purchase. However, be prepared to pay for that flexibility with a hard-to-use letter.

We suggest always adding Typos to Paperback if all players are familiar with the game.

At the start of the game, shuffle all the Typo cards and place them face down in a pile next to the Offer. Once per turn, during the *Buy Cards* step, you can gain a Typo to add 1 to your budget for the turn, helping you buy a more expensive card. Draw a Typo from the Typos pile and place it face up in your discard pile.

Typo cards can be used in your word like any other card in your hand, but they do not provide any score and are worth negative Fame if you still have them at the end of the game. Typos ***do*** count as a letter when used in your word for determining things like word length. When you use a Typo in your word, return it to the bottom of the Typos pile during the *Discard Cards* step.

Classic Play

Play this module if you're feeling nostalgic for previous editions of **Paperback**. You can reverse a couple of the key changes made in this edition by using this module.

First, pull out the Classic cards from the game box, which consist of 5 starting letter cards and 5 starting Wilds, all with the word 'Classic' printed on the bottom. When setting up each player's starting deck, replace the unique consonant card with a starting Wild. Also replace the T, S, N, L, or R card that has an ability with the matching card (without an ability) from the Classic cards.

Then, when you set up the Offer, separate all Offer piles by color instead of their I, II, or III icon. So the 3 Tier piles will become 6 piles instead. Those 6 piles will have 1 alternate instead of 2 alternates. The 2¢ pile setup does not change.

6-Player Play

If you want to play with 6 players, one player can use the 10 Classic cards (5 starting letter cards and 5 starting Wilds) as their starting deck. That player will have a slightly easier time building words, but slightly less buying power at the start of the game.

During setup, use the same number of Fame cards as a game for 5 players.

Because 6 players can mean longer rounds, you might want to try the simultaneous Deadline variant (see pg. 14). If you do, you will need to add the *Spacebar* alternative Common card so that you have 6 Common cards in total.

Alternative Common Cards

In addition to the 5 Common card vowels, there are 2 alternative options that you can include once you are familiar with the game.

During setup, add the *Spacebar* and *Reverse* cards to the available Common cards before you draw 4 cards to place on the Length card. Just like the vowels, these alternative Common cards can be used by all players when they are the topmost card and can be gained into your discard pile if you meet the word length requirement.

Spacebar: This card allows you to create 2 words with your hand. If you use this card to make 2 words, you get the combined score of both words, plus 1 for using the *Spacebar*. Combine the length of ***both*** words when determining word length, but do not count the *Spacebar* card.

Reverse: This card allows you to reverse the order of the letters in a multi-letter card. If you do reverse a multi-letter card, add 1 to your score.

House Rules

After you are familiar with **Paperback**, you can try these optional rules. They might help you find your most comfortable playstyle.

Cube Rewards

During setup, gather all the cubes into a shared supply for all players. If you are having a hard time forming a word, reveal your hand and ask for help. Other players can now suggest words for you. If you use a word that someone suggested, the player who suggested the word receives a cube from the ***supply*** (not directly from you). Players may return cubes to the supply on their turn in exchange for +1¢ each when buying cards.

Writer's Block

During setup, gather all the cubes into a shared supply for all players. If you cannot or do not want to buy a letter, you can discard your entire hand instead (not forming a word) and gain a cube from the supply. You may return cubes to the supply on a later turn in exchange for +1¢ each when buying cards.

Variants

In this section you'll find ***whole new ways*** to play **Paperback**! You always use the same rules as standard **Paperback** unless a new rule in the variant contradicts those rules.

Cooperative Variant

Work ***with*** the other players instead of competing against them in the cooperative variant. **All players win** together if they buy ***all*** the Fame cards before any card gets 5 cubes on it. Set up the Fame cards in a pyramid pattern (see diagram) and gather the cubes nearby. You can only buy Fame cards that are completely uncovered by other cards.



Each turn you do ***not*** buy a Fame card, you must place a cube on an ***uncovered*** Fame card. If any card gets 5 cubes on it, **all the players lose**! For an extra challenge, have players lose if 4 cubes are on a card. You can even try your own Fame card layouts for a different challenge.

Genres Variant

Genres provide more asymmetric gameplay in the form of a set of 4 cards—separate from your deck—that give you one or more additional letter(s) to work with and powerful one-time or ongoing bonuses if you use those letters.

Setup

Start by setting up a standard game of **Paperback**, but ***make sure*** that the Length card has side B face up. Gather all the cubes into a shared supply for all players.

Next, each player receives a genre, which can either be chosen by the players or randomly assigned by shuffling the 9 genre Rules cards facedown and dealing them out.

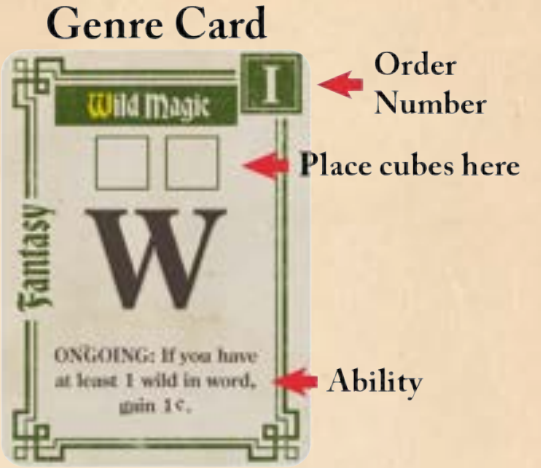
Once a genre is assigned, that player takes the Rules card and the 4 Genre cards associated with that genre. Place the Genre cards face up near your playing space—they will ***never*** go into your hand, deck, or discard pile, but you may pick them up and use them to plan out your word.

The Rules card will have any specific rules for that genre on the front, as well as a player aid for the basic genre variant rules on the back of the card.

You may always set up this variant with the *Typos* module (pg. 10), but the following genres ***require*** the *Typos* module: Time Travel, Horror, Romance, and Science Fiction.

Using Genre Cards

The roman numeral in the t***op right*** corner of each Genre card is called its **order number**. A card with an order number of I is **active** from the start of the game. A card with II needs all cards with I to be completed and flipped over in order for the II card to be active. A card with an order number of III or IV needs all cards with lower order numbers to be completed and flipped before it is active. Some genres will have multiple cards active at once.



If a Genre card is active, you can use its letter(s) once during your turn as you spell a word. That word does not need to be related to the genre itself. Some Genre cards might have an additional requirement, such as a minimum word length, which will be listed directly to the ***right*** of the letter. If the additional requirement is not met, you cannot use that Genre card as part of your word.

If you successfully use a Genre card in your word, place a cube on one of the empty squares on that card. Once ***all*** squares are filled, you complete that Genre card. When you complete a card, take all cubes off of it, activate the listed ability (if applicable), and flip it over. It is no longer active.

Genre Card Abilities

Some Genre cards have a one-time ability, which you perform immediately when you complete the card. Other cards provide an ongoing ability after they are completed or give you additional Fame points at the end of the game.

Unless a card says otherwise, you do ***not*** get the listed ability when putting a cube down on the card—**you get the ability only when you complete the card**. For ongoing abilities, you only start to receive their effect ***after*** you complete the card, but that effect can be used on the same turn it was completed.

There is no penalty for failing to fulfill a Genre card by the end of the game—you just miss out on its effect. If a Genre card gives you Fame points, you don't get those points unless the card was completed during the game.

When you flip ***all 4*** of your Genre cards, you get a prize of extra Fame points. You can use a number of cubes equal to your extra Fame points to help you remember. The first player to flip all 4 cards gets 5 Fame points. The second player gets 3 Fame points. Any other players to flip all 4 cards get 1 Fame point. (*Note: the Science Fiction genre does not allow you to flip all of your cards over, which means that the Science Fiction player cannot earn these extra Fame Points.*)

Some Genre cards have 2 or 3 letters on the card. Just like the 2- and 3-letter cards in standard **Paperback**, those letters must be used together ***and*** in the same order when making words, and each letter counts as a separate letter for determining word length.

Deadline Variant

Play **Paperback** at a quicker pace! This variant gives you a hard deadline of 12 turns. Additionally, everyone plays simultaneously, using a drafting system to buy new cards instead of a shared Offer.

Setup

Shuffle ***all*** Offer cards (not Fame cards) into a single pile at the start of the game, and deal 12 cards out to each player. Then shuffle the Common cards and deal 1 to each player. These 13 cards are not part of the player's hand, and are considered the player's personal Offer. Return any unused Offer cards and Common cards to the game box. Fame cards and personal decks are set up like standard **Paperback**.

Drafting and Purchasing Cards

Players all take their turns at the same time, following all the steps of a standard turn, except when it comes to the *Buy Cards* step. Instead, you ***choose a single card*** from your personal Offer. You can either purchase it (following normal rules), or you can save it to purchase on a future *Buy Cards* step. Keep a separate pile of saved cards.

There is no limit on how many cards you can have saved. You can buy as many saved cards as you want on your turn, but you can only buy a single card from your Offer.

The Common card in each player's personal Offer can be used by that player to build a word, and it provides its score. You ***cannot*** gain Common cards—they stay in their respective Offers all game.

Fame cards can be purchased from their piles as in standard **Paperback**.

At the end of the turn, you pass your remaining Offer cards (plus Common card) to the player on your right and wait for the other players to finish. Once ***all*** players are done with their turn, play proceeds to the next turn.

Fewer and fewer Offer cards will be passed around as the game progresses. When all players either purchase or save the last Offer card in their personal Offer, **the game ends** after that turn and each player totals their Fame points to determine the winner.

Rules Clarification: If there are not enough cards of a Fame card pile for all players during a turn, then no players gain the Fame cards from that pile this turn (but they still spend score). Instead, trash the cards in that pile and each player takes note of the number of Fame points they would have earned from buying them—those points are added to their totals at the end of the game.

Solo Variant

Play out a classic spy novel in a thrilling new solo player variant for **Paperback**. Build your deck up to a point where you are powerful enough to enter the villain's **Secret Lair**, but beware! The villain will be moving from location to location creating pressure. You'll need to take care of that pressure or risk blowing your cover and losing the game.



Solo Variant Setup

Gather the red X token and cubes—keep them within reach. Place the player aid card and 4 spy action cards in front of you. Place the Secret Lair card on the table. Then place four 11¢ and four 8¢ Fame cards in the pattern below, with the innermost cards resting ***underneath*** any cards to the outside. Other Fame cards stay in the box.

Place a cube on each of the 8¢ Fame cards. In this variant, these cubes are called **pressure cubes**.

Next, place the purple enemy token on the 8¢ card at the ***top*** of the circle of Fame cards. Then place the blue spy token on the 8¢ card at the ***bottom*** of the circle.



Gather the 9 basic enemy cards (they have a skull watermark), and add a single special enemy card that represents a unique **villain**. The special enemy cards are ranked from level 1 to level 4, with level 4 being the ***hardest*** enemy to face. Once you have 10 enemy cards, shuffle those cards and place them face down, forming the enemy deck.

Set up the Offer and the player deck just as you would in standard **Paperback**. You will also need to set up and use the *Typos* module (see pg. 10).

Objective

To **win**, you need to buy the Secret Lair card at the very center of the circle. That card costs 40¢ at the start of the game, but every time you reveal one of that card's corners (through buying the card on top of it) the cost is reduced by 10¢ for the rest of the game. If you manage to reveal all 4 of its corners, which would mean you bought every Fame card, you also win the game.

The enemy, represented by the enemy token, moves around the Fame cards, leaving pressure cubes on those cards. If at any point a Fame card has 4 pressure cubes, you immediately **lose**.

Sequence of a Round

1. Draw a card from the enemy deck and place or remove the X token when applicable.
2. Play a turn like standard **Paperback**.
3. Execute a spy action (cannot have X token) at any point ***during the step above***.
4. Execute the actions on the enemy card.

Player's Actions

You have 4 spy action cards. At the start of each round, draw a card from the ***enemy*** deck. Remove or place the X token on one of your spy action cards as indicated by the enemy card, but do ***not*** perform any of the enemy card's other actions yet (those trigger at the end of the turn).

You then play a normal turn of **Paperback**, spelling a word, executing card abilities, and buying cards. At ***any point*** during your turn, you can use any single spy action, unless that action has the X token on it. You cannot use multiple spy actions in a single turn. If an action refers to "this space" that means the card that token is on.

Most spy actions allow the player to move at least 1 space, which means to move the spy token to an adjacent Fame card. **Adjacent** cards include any card touching the card that the token is currently on, including the Secret Lair card.

Buying Fame Cards

You can only buy a Fame card if the following 2 conditions are met:

- The spy token is on that card (unless the *On the Move* action is upgraded).
- The Fame card has ***no*** other cards on top of it.

The Secret Lair card in the very center of the circle is not a Fame card and these conditions do not apply to it—refer to the rules for that card in the *Objective* section.

When you buy a Fame card, it goes into your discard pile, just like standard **Paperback**. Discard any pressure cubes on the card. If a spy or enemy token is on that card, move it to an adjacent card of your choice.

Enemy's Actions

The last part of each round is to execute any actions listed on the enemy card. Because you take your turn first, you can plan around what the enemy will do!

Most enemy cards will have moving the enemy token as one of the enemy's actions. When moving the enemy token, always follow these 2 rules:

- The enemy moves clockwise in a circle, moving to the ***nearest*** 8¢ or 11¢ card in its path. That card does ***not*** have to be touching the card the token is currently on.
- The enemy can ***never*** be on the Secret Lair card and always ignores it when moving. This rule does not apply to placing pressure cubes, only movement.

Along with moving, execute the other actions on the enemy card. Always execute all listed actions. After the enemy actions are complete, place that enemy card in a ***separate*** discard pile next to the enemy deck.

Some enemy cards have the **reshuffle** icon on the ***bottom right*** corner of the card. After you finish executing that card's actions, shuffle all other enemy cards in the enemy deck and the enemy discard pile together to form a new, face-down enemy deck. Then place the card that triggered the reshuffle at the bottom of that deck.



Reshuffle Icon

Upgrades

You can upgrade your spy actions during the game! Whenever you **gain** a Common card (by satisfying the word length requirement) you ***immediately*** upgrade one of your spy actions, turning it 90°. That action stays upgraded for the rest of the game.

Action Clarifications

On the Move: Unless you upgrade this action, you can only buy the Fame card your spy token is on. When upgraded you still ***cannot*** buy a Fame card if it has another card on top of it.

Counterintel: You can remove a pressure cube from any Fame card, no matter where your spy token is, and place it on one of the 4 empty squares on this action card. If all 4 squares already have a cube, you ***cannot*** take this action. When you upgrade this action, first remove any cubes on those 4 squares. Then for each cube removed that way, you may also remove a pressure cube from a Fame card (return them to the supply).

Cloak & Dagger: All adjacent spaces means cards that are **directly touching** the card the enemy token is on (even though the enemy spy can skip empty card slots when it moves).

Evade a Tail: If there are fewer than 3 cards to move to, the enemy still moves 3 times and places a cube each time they move.

On the Offensive: After placing a cube on the enemy token's current space, you place a cube on one of the 4 empty squares on your Counterintel action. If all 4 squares already have a cube, you place ***another*** cube on the enemy's current space instead.

Earthquake: For example, if one Fame card has 3 pressure cubes on it, two Fame cards have 0 cubes on them, and the rest of the Fame cards have 2 cubes on them, then you would add 2 pressure cubes to the two Fame cards with 0 cubes.

Cat-astrophe: This villain's cat foils the enemy's plans—this card's actions will help ***you*** out by removing pressure cubes from a space of your choice.

Unlockable Cards

What's inside those envelopes?

The game box contains 3 envelopes. Each envelope has a set of 13 new Offer cards that you can add to your games. In order to unlock an envelope you need to complete the achievement listed on the envelope.

All unlocked cards in an envelope are cards that can be shuffled into their respective Offer piles at the start of a game. We suggest using all of the unlocked cards in all your future games, but if you wish to separate them out, they will all have this icon on the bottom of the card: 

Credits

Game Design: Tim Fowers

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Additional Art: credited on individual cards

We want to thank all our backers and fans who helped make 10 years of Paperback possible. Additionally, we are grateful for the help of a plethora of playtesters and proofreaders: Caroline, Leo, Moritz, Riley, Kimmy, Kos, Andy, James, Jeff, and many others. Finally, we also offer a special thanks to Donald X. Vaccarino for creating a wonderful genre.

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