# Typewriter

## Rulebook



Plot, pacing, and character development might be useful, but everyone knows that the **most** important part of becoming a great writer is having the perfect typewriter! In this game, you are wannabe authors doing the freelance writing hustle and rummaging through old parts so you can build a better typewriter than the competition.

You'll be spelling words with your keys, flipping those keys to their alternate side, choosing new keys to spell with, and scoring your keys with keen strategy and crafty word-making.

Score the most victory points by the end of the game to win!

## Components

- 20 Starting keys
- 6 Common keys
  - 5 Common Vowel keys
  - 1 Common Wild key (cardboard token)
- 15 Temporary Wild tokens
- 75 Letter keys, which include
  - 15 2-Letter keys
  - 30 Single letter keys
  - 30 Action keys (with a letter on one side)
    - 10 Blue
    - 10 Yellow
    - 10 Red
- 5 Double-sided Typewriter cards
- 5 Double-sided Player Aid cards
- 5 Typing tokens (1 gold)
- 22 Event cards
- 1 Color Combo card (only used in game variant)
- 1 Shop bag

### Starting Key




### Common Key




### Temporary Wild




### 2-Letter Key




### Single Letter Key




### Action Key




### Typewriter Card




### Player Aid Card



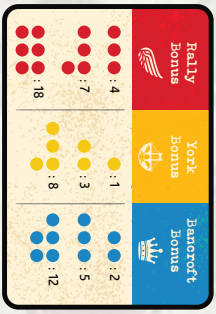

### Typing Tokens



### Event Cards



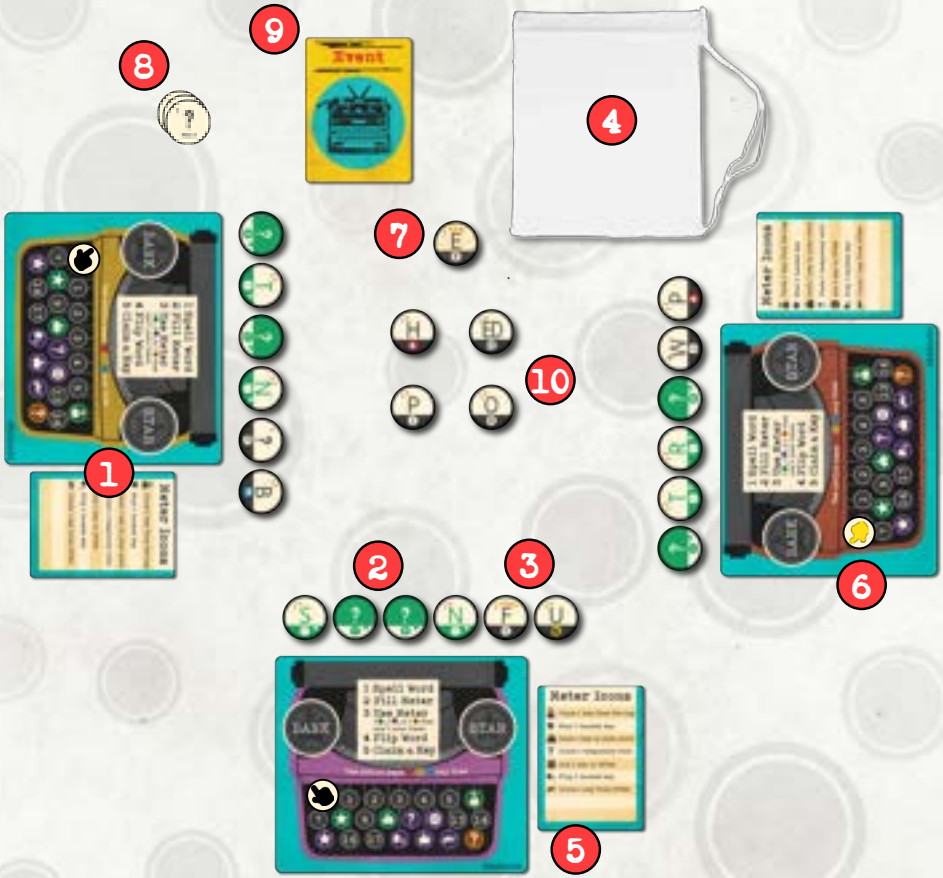

### Color Combo Card



# Setup

1. Each player takes a Typewriter card and the Player Aid card of the same color.
2. Place 4 Starting keys (consisting of the letters **N**, **R**, **S**, and **T**) in front of each player. **Flip over any 2** of your Starting keys to their wild "?" side.
3. Put the 75 Letter keys into the Shop bag and give it a good shake. Each player draws 3 Letter keys at random from the bag, selects 2 to keep, and returns the other key to the bag. Place the kept Letter keys with their **white side face up** next to each player's starting keys. The 2 Letter keys and 4 Starting keys form a player's initial letter pool.
4. Place the Shop bag with the remaining Letter keys in reach of all players.
5. Each player places their Typewriter card in front of them and chooses a side. The **Standard** side is the same for all players, while the other side will have unique abilities for your Typewriter card. **For your first game**, choose the side labeled **Standard** in the bottom right corner. Make sure your Player Aid card matches the side you pick for your Typewriter card—the standard side is the same background color for every Player Aid card, while the unique side will match the color of your Typewriter card instead.
6. Each player places a Typing token on the 0 space of their Typewriter card's Meter. Give the **gold Typing token** to the player who most recently used a keyboard (or choose randomly). That player will take the first turn.
7. Shuffle the 5 Common Vowel keys and stack them on top of one another. Place them on top of the Common Wild key, and then place the stack of 6 keys in reach of all players.
8. Place the Temporary Wild keys in reach of all players as a general supply.
9. Shuffle the Event cards face down. Then draw 9 cards without looking and place them as a face-down pile within reach of all players. That pile is called the Event deck. Return the other Event cards to the box without looking at them.
10. Draw 4 Letter keys from the Shop bag and place them next to the Shop bag with the white side face up. These keys are called the Offer.

The next page shows a game set up for 3 players after these steps.


Event
Meter Icons
1
2
3
4
5
6
7
8
9
10

## Zones of Play

In Typewriter, there is no game board. Instead, you will move your **keys** around the playing space to different zones.

**Offer**: These keys are available for you to acquire on your turn. Whenever a key is taken from the Offer, it is immediately replaced with another key from the Shop bag. When a key is placed into the Offer, it is **always** placed with its white side face up. The other side of Letter keys will either be black, red, blue, or yellow.

**Pool**: Your pool consists of all the keys that belong to you and can be used for either actions (if they have an action side showing) or to help build words (if they have a letter side showing). Keep these keys close to your Typewriter card.

**Word**: On your turn, you will build a word. While keys are in your word, they are not considered to be in your pool. When you build a word, move the keys in your word away from your pool to help you keep track of the separate zones.

**Banked and Starred Keys**: Using actions or your Meter abilities will move keys to these spaces on your Typewriter card (see pg. 10). Banked and starred keys are no longer in your pool and can no longer be used to build words.

## Start of Game and Round Structure

The player with the gold Typing token takes the first turn. Players will then continue to take turns in clockwise order. After all players have taken a turn, a new round starts.

At the start of the game and at the start of every new round—before the player with the gold Typing token takes a turn—draw a card from the Event deck and place it face up next to the deck. The rules on that card affect **all players** for this round and replace any rules from any previous Event cards. If that card has an immediate effect, the effect takes place before the first player takes their turn.

The Event deck also functions as a timer for the game. There are 9 cards in the deck, and you will have 9 rounds before the game ends (see pg. 12). The player with the gold Typing token will stay the first player for all 9 rounds.

# Playing Your Turn

Follow these steps on your turn:

1. Spell a Word
2. Fill Your Meter
3. Use Your Meter (optional)
4. Flip Your Word
5. Claim a Key from the Offer

Use Actions (any time during your turn)




## 1. Spell a Word

Spell a **single** word using any of the keys in your pool with a letter side face up. You may also use the top Common key to help spell your word. Only words found in the dictionary are permitted, though it's up to the players to determine which dictionary to use as a reference.

If you use the Common key in your word, leave it on its stack and simply leave a space in your word for where that letter would go.

If you can't or don't want to spell a word , you can pass your turn and skip directly to step 5—you still claim a key from the Offer.

## 2. Fill Your Meter

After you spell a word, check how much it fills up the Meter on your Typewriter card!

The small number on the **top left** of a key is called its **value**. A key's value shows how much that key fills your Meter when used in your word. Ignore any stars next to that number when filling your Meter (learn more about stars on pg. 10).

Add up all the numbers on the keys in your word, including the value of the top Common key if you used it, and then move the Typing token that many spaces on the Meter of your Typewriter card. You cannot move the Typing token past the last space on the Meter.

## 3. Use Your Meter (Optional)

After filling your Meter, you may reset your Meter to zero in exchange for potent abilities. You do not have to reset—you can choose to leave the Typing token on its current spot and wait to reset on a future turn.

When you reset your Meter, you may use **up to 3 abilities of different colors** (a maximum of 1 green, 1 purple, and 1 orange) on your Meter, as long as the abilities are either on the space with your Typing token or on a space behind your Typing token. You may use the abilities in any order. After using those abilities place the Typing token back on zero (unless an action or event tells you to reset at a different amount).

Your Player Aid card shows what the icons for each Meter ability mean.

Typewriter cards have 2 sides. A standard side, which is the same for all players, and a character side that lets you play as a unique character with a distinct array of abilities. Keep your Typewriter on the same side for the duration of the game.

With your Typing Token on the 19th space, you can use any green action, as well as any purple action **except** the  action on the 20th space. You cannot use the orange action.




## 4. Flip Keys in Your Word

To prepare for your next turn, you **must** flip any keys that are still in your word (if you banked or starred keys to your Typewriter card they are no longer in your word). Then return the keys you just flipped to your pool.

## 5. Claim a Key from the Offer

If it is not the final round, you **must** choose a Letter key from the Offer and add it to your pool. Then, draw a new key from the Shop bag to replace the one you take, placing it with the white side face up.

As soon as you finish this step, your turn is over! It is now the next player's turn.

## Use Actions

If you have one or more Letter keys with an action face up in your pool, you may use that action at **any time during your turn**. However, there are 2 exceptions:

> **First**, any actions that refer to your word must be used while you still have a word—that means after the "Spell a Word" step and before the "Flip Your Word" step. For example, banking a key in your word cannot happen after you have flipped the keys in your word.
>
> **Second**, each key may only be used once each turn, even if it gets flipped. If you use a key as a letter in your word, you cannot use its action in the same turn. Likewise, if you use a key's action, you cannot use it as a letter in your word. It might help to set aside any used keys from the other available keys in your pool.

After using the action, flip the Letter key over (so its letter side is face up). You will need to include the Letter key in a future word to regain access to its action.

You may use any number of actions on your turn. Many actions combine with each other to provide powerful interactions.

Letter keys on their action side will have one of 3 colors. Each color pushes toward particular playstyles. Those colors matter for the Color Combo variant (see pg 12).

If you have more questions on how any action works, see the appendix (pg. 14).

## While You Wait for Your Next Turn

You don't need to wait for your next turn to begin thinking about your next word. While other players are taking their turns, you can start planning what your next word will be, using the letters in your pool. The top Common key might be banked on another player's turn, so you might need to adjust your word if that happens.

## Banking Keys

The primary way to score victory points is by banking keys for your personal typewriter. Though banked keys are no longer available to be used in future words, they will provide victory points at the end of the game—so make sure you are banking often.

When you bank a key, place it (with the same side facing up) on the "Bank" section of your Typewriter card.

At the end of the game, all of your banked keys will give you victory points equal to their value—the same number that fills your Meter.

## Starring Keys

As you're banking keys for your personal typewriter, some keys might just ***click*** with you more than others. Starred keys may give you bonus victory points at the end of the game.

Certain actions on keys or Meter abilities will allow you to star a key. When you do, place it (with the same side facing up) on the "Star" section of your Typewriter card

At the end of the game, your starred keys will add their value (just like saved keys), **as well as any golden stars next to that number**, to your victory points.

## Word Length and Common Keys

After you spell your word, you can also see if you **bank the top Common key**. You can never bank or star the top Common key using an action or a Meter ability. However, whenever you spell a **word with 9 or more letters**, you can immediately bank the top Common key (placing it on the "Bank" section of your Typewriter card). You don't need to have the Common key in your word to bank it this way.

When the current Common key is banked, the Common key underneath is revealed and it becomes the new Common key for everyone to use. The very last Common key is a wild instead of a vowel, and it can never be banked or starred, even if someone spells a word with 9 or more letters.

For an easier game, you can try adjusting this rule to 8 or more letters instead. If you want a more difficult game, try 10 or more letters.

# Example Turn

You decide to spell the word "FEAT" with the help of the top Common vowel "E" and a starting key that is on its wild "?" side, which means it can be any letter. You leave the Common vowel on its stack, but leave a space for the "E" in your word.




After filling your Meter, your Typing token is on space number 10. You decide to use your Meter, choosing the ability on space number 10: "Bank 1 key in your word." You move your "F" to the "Bank" space on your Typewriter card. Then you reset your Typing token to zero.




The "F" key is worth 2 victory points if it stays in the "Bank" space, but it's worth a lot more if you can star it. You decide to use an action on one of the keys in your pool: it says "If you bank a key, star it." You move your "F" to the "Star" space on your Typewriter card instead, and then you flip the action key back over to its letter side.




Before you can claim a key and end your turn, you must flip any keys left in your word. The "F" from before doesn't flip, and you leave the Common vowel "E" on its stack, so you only need to flip the wild "?" and the "T" that were in your word. They flip to their opposite sides: an "R" and another wild "?" that you will be able to use to spell your next word.

# End of Game and Victory Points

If the Event deck is empty when you start a new round, the game immediately ends.

Each player counts up the number of victory points they obtained throughout the game, coming from 2 sources:

> Keys on the "Bank" space of your Typewriter card are worth victory points equal to their value (the number on the top left corner of the current side of the key).
>
> Keys on the "Star" space of your Typewriter card are worth victory points equal to both the key's value **as well as** the number of golden stars next to that number.

The player with the most victory points is the winner! In the case of a tie, the tied player with the most banked keys is the winner. If still tied, the tied player with the most starred keys is the winner. If players are still tied, the tied players share victory.

# Color Combo Variant

Add a little extra player interaction and strategy to the game with this variant. You will have a new way to gain victory points, but it will require planning, skill, and a bit of luck.

During setup, place the Color Combo card near the Event deck for all players to see.

Action keys have one of 3 colors on their action side of the key, which represent 3 unique brands of Typewriters:




Keys in your pool **with their color side face up** are worth victory points at the end of the game, depending on how many keys of that color you have collected—check the color scoring info on the Color Combo card to know how many points you score, and add that number to the rest of your victory points.

# Quick Play Variant

If you want to play a faster game you can use this variant, which has one simple change. Instead of drawing 9 cards to create the Event deck during setup, **draw 6 cards instead**. This means the game will end after 6 rounds instead of 9.

# Credits

**Design and Development**: Tim Fowers, Jeff Beck, and Skye Larsen

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**Rulebook Editing**: Benjamin Kocher and Lines J. Hutter

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# Appendix: Actions and Meter Abilities

**+1 Meter per key in word** – When filling your Meter this turn, move your Typing token forward an additional space for each key (not letter) in your word. If you used the Common key, it counts as a key in your word. You still need to wait for the "Use Your Meter" phase to use any Meter abilities.

**+3 Meter** – Move your Typing token forward on your Meter 3 spaces. You still need to wait for the "Use Your Meter" phase to use any Meter abilities.

**Add 1 key to Offer** – Draw 1 key from the Shop bag and add it to the Offer with its white side face up. When you take the "Claim a key from the Offer" step of this turn, **do not** replace the key you claim with a key from the Shop bag (whether or not you claim the key generated by this ability).

**Bank 1 key in your word** – Bank a key in your word. You cannot use this if you do not have a word.

**Claim 1/2/3 temporary wild(s)** – Take up to 1/2/3 temporary wild key(s) from the supply and add them to your pool. Temporary wild keys can be used in your word as any single letter of your choice. After using a temporary wild key in your word, return it to the supply instead of returning it to your pool. You may never have more than 3 temporary wild keys at one time.

**Claim 2 temp wilds IF you have a 4+ value key in word** – You can only use this Meter ability if you have at least 1 key in your word with 4 value or higher (the number in the top left corner). Take 2 temporary wild keys from the supply and add them to your pool. Temporary wild keys can be used in your word as any single letter of your choice. After using a temporary wild key in your word, return it to the supply instead of returning it to your pool. You may never have more than 3 temporary wild keys at one time.

**Claim a 2+ value key in Offer** – Choose a key with 2 value or higher (the number in the top left corner) from the Offer and add it to your pool. The white side stays face up. Immediately replace it with a new key from the Shop bag.

**Claim a key from the bag/Claim 1 key from the bag** – Pull a random key from the Shop bag and add it to your pool with the white side face up.

**Claim a key from the Offer/Claim 1 key from Offer** – Choose a key from the Offer and add it to your pool. The white side stays face up. Immediately replace it with a new key from the Shop bag.

**Double 1 key's Meter value this turn** – When filling your Meter this turn, double the value (the number in the top left corner) of any single key in your word. The doubled value only lasts for this turn, and doesn't affect end game victory points.

**Draw 3 keys from the bag, keep 1, and return others** – Pull 3 keys from the Shop bag, and choose 1 of those keys to keep. Add the chosen key to your pool with the white side face up. Then return the other 2 keys to the Shop bag and give it a good shake.

**Flip 1/2/3 key(s) in your pool** – Flip up to 1/2/3 key(s) in your pool to their other side. You still cannot use a key more than once on your turn. You cannot choose to flip this key as part of this action.

**Flip a banked key/Flip 1 banked key** – You may flip a key that is on the "Bank" space of your Typewriter card. It can be a key that was banked on a previous turn.

**Flip and star a banked key/Flip and star 1 banked key** – Flip a key that is on the "Bank" space of your Typewriter card, and then star that key. It can be a key that was banked on a previous turn.

**If 7+ letters and you bank a key, star it** – Star a key you just banked if your word this turn had 7 or more letters (not keys) in it. You cannot use this if you do not have a word, and you cannot use this on a key that was already banked on a previous turn.

**If you bank a 2-letter key, star it** – Star a key you just banked if it is a 2-letter key on its current face-up side. You cannot use this on a key that was already banked on a previous turn.

**If you bank a 4+ value key, star it** – Star a key you just banked as long as it has 4 value or higher. (the number in the top left corner). You cannot use this if you do not have a word, and you cannot use this on a key that was already banked on a previous turn.

**If you bank a key, star it** – Star a key you just banked. You cannot use this on a key that was already banked on a previous turn.

**If you bank, bank a key in pool instead** – If another Action key or a Meter ability would have you bank a key in your word, you may bank a key in your pool instead.

I**f you bank your first key, star it** – Star a key you just banked if it was the first key in your word this turn. You cannot use this if you do not have a word, and you cannot use this on a key that was already banked on a previous turn.

**If you bank your last key, star it** – Star a key you just banked if it was the last key in your word this turn. You cannot use this if you do not have a word, and you cannot use this on a key that was already banked on a previous turn.

**Make a key wild this tur**n – When building a word, you may treat any single key as one letter of your choice this turn. It still fills your Meter according to its printed value and can be banked or starred like any other Letter key. A 2-letter key can only be turned into a single letter of your choice.

**Refresh all Offer keys** – Set aside all keys in the Offer. Pull keys from the Shop bag to replace each key you set aside. Then place all the keys you set aside inside the Shop bag and give it a good shake.

**Star 1 banked common key** – Star any **common key** that is on the "Bank" space of your Typewriter card. It can be a common key that was banked on a previous turn.

**Star 1 key in your word** – Star a key in your word (it doesn't need to be banked first). You cannot use this if you do not have a word.

**Star a banked key/Star 1 banked key** – Star any key that is on the "Bank" space of your Typewriter card. It can be a key that was banked on a previous turn.

**Swap 1 non-starter key in your pool with 1 in Offer** – Move any non-starter key (starter keys are the green keys with a flag icon) in your pool to the Offer, and move one of the keys in the Offer to your pool. Both keys keep the same side face up. You may use the key you moved to your pool this turn.

**Swap a key in pool with a banked key/Swap 1 key in your pool with 1 banked key** – Move any key on the "Bank" space of your Typewriter card to your pool, and move one of the keys in your pool to the "Bank" space of your Typewriter card. Both keys keep the same side face up.