

VOL. XII NO. XVIII

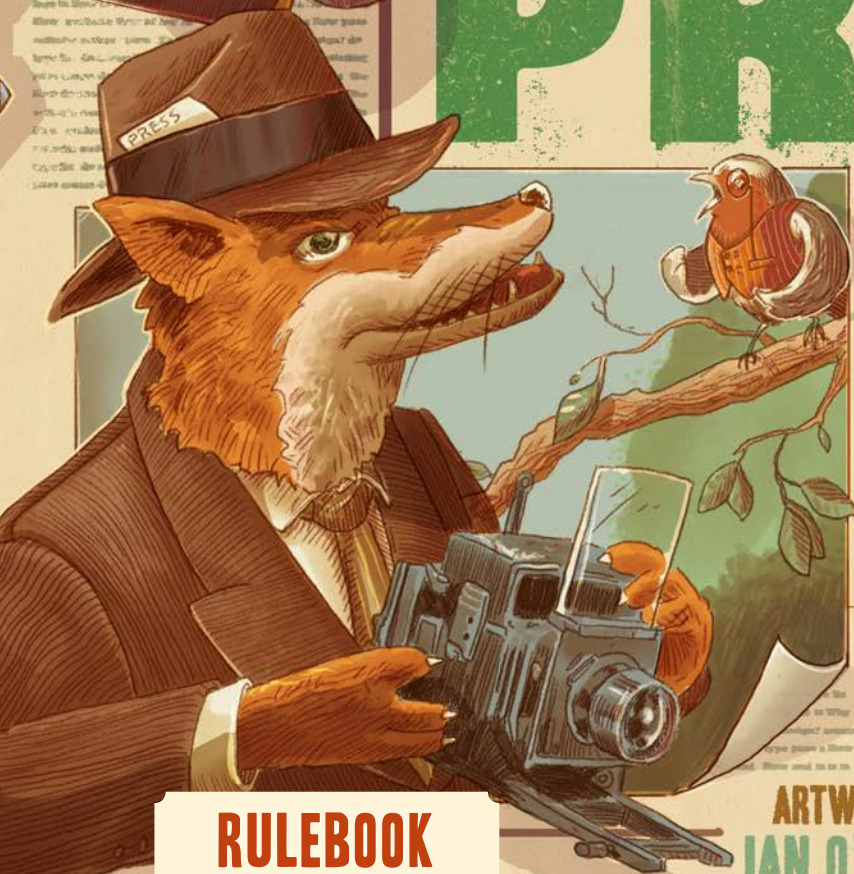
A GAME BY

PETER McPHERSON

TWO ACORNS

THISTLEVILLE, SUNDAY, MARCH 20, 2022

FIT TO PRINT™



RULEBOOK

ARTWORK BY
IAN O'TOOLE



Thistleville is the world's most bustling little town — it's a challenge to keep up with everything going on, from who took home first prize for their baked goods at the community fair to who has been digging in Mrs. Brambleberry's carrot patch.

As an editor at one of the local newspapers, your job is to tell their stories! The Paper is due in just a few hours and you have no time for perfection. Grab the big stories before the other papers get a chance, and make sure you get the right photos too. A newspaper is a business, so the money has to come from somewhere — don't forget the ads! After you've picked out a combination of stories, photos, and ads, it's time to lay out the Paper. Did you take enough tiles to fill the paper, but not so many that things have to be cut? Over the course of three hectic days, your skills will be tested as you compete to be the most newsworthy editor!

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A puzzly tile-laying game about breaking news, created by Peter McPherson and the Flatout Games CoLab, set in a charming woodland world illustrated by Ian O'Toole! For 1–6 players, ages 10+.

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In each timed round, players simultaneously collect newspaper tiles, stacking them on their desks until they think they have what they need to make the perfect Paper. Then, they yell “Layout!” and begin to lay out the page by carefully considering the placement of centerpieces, articles, photographs, and advertisements. When everything is just right, they yell “Print” to be the first off the press and gain their choice of centerpiece for the next round.

Help the creatures of Thistleville tell their stories by creating the best newspaper in town!

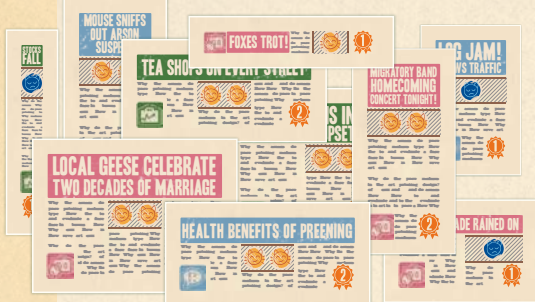


COMPONENTS

Your game of Fit to Print should include the following. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance.

120 Newspaper Tiles

(57 Article Tiles)



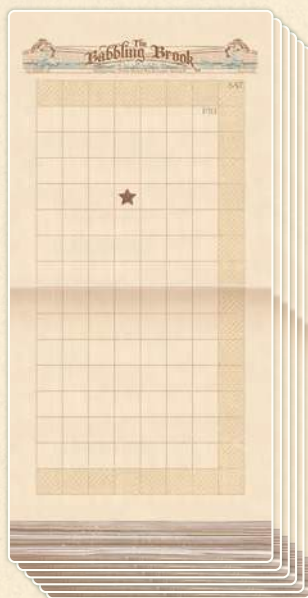
(29 Photo Tiles)



(34 Ad Tiles)



6 Folding Paper Boards



6 Deluxe 3D Desks



[Note: Your first puzzle is to construct your 3D Desks! Take a desk leg piece and fold it at a 90 degree angle at the score joints, then slot it into the underside of the desktop. Once constructed, desks can be nested within one another so that they fit back in the box when you're finished playing.]

6 Finishing Tokens



6 Double-sided Starting Centerpiece Tiles



12 Double-sided Centerpiece Tiles



1 Rulebook



1 Full Color Scorepad



6 Player Aid/Character Cards



Back



Front

12 Friday Breaking News Cards



Back



Front

12 Saturday Breaking News Cards



Back



Front

12 Sunday Breaking News Cards



Back



Front

SETUP

- 1 Give each player a Paper Board, a Player Aid/Character Card, and a 3D Desk. Each player places their Paper Board in front of themselves with the “Fri/Sat” side faceup, unfolded and oriented so that the title of the paper is at the top. Players then put their 3D Desk to either side of their Paper Board. Players flip their Player Aid/Character Card to the side that features player aid text, unless playing with the Advanced Setup (see adjacent).
- 2 Place all Newspaper Tiles facedown in the middle of the table where all players can reach them and shuffle them thoroughly. It does not matter if some tiles are overlapping.
- 3 Shuffle the Starting Centerpiece Tiles and give one to each player — use the side with a scoring condition listed. Players place the Starting Centerpiece Tile directly onto their Paper Board, within the grid covering the square with the star icon (this can be moved later, so position is not important, see p.6). Return any unused Starting Centerpiece Tiles to the box — they will not be used this game. Shuffle the remaining Centerpiece Tiles, flipping them as you do, so their facing is randomized, and set them aside in a stack (these will be used in later rounds, see p.12).
- 4 Use a smartphone or other timer as the round timer, placing it within view of all players. Set it to the desired time, based on the experience you and your group prefer:

3:00 - FRANTIC
4:00 - STANDARD
5:00 - RELAXED*

**If you would like an even more relaxed experience, feel free to set the timer to any length of time your group is comfortable with!*

- 5 Place the Finishing Tokens within easy reach of all players, lined up in order from lowest number to highest. Only use Finishing Tokens equal to the player count. For example, in a 3-player game, only use the 1, 2, and 3 tokens.

ADVANCED SETUP

Once you have played Fit to Print with the standard setup, you can add more challenge and variety to the game by adding Breaking News and Character Player Powers! These can be added together, or individually, to create your desired experience.

A1 PLAYER POWERS:

Randomly deal a Player Aid/Character Card to each player, and use the character side that features a unique player power.

A2 BREAKING NEWS:

Shuffle each of the 3 Breaking News decks separately (Friday, Saturday, and Sunday), draw a card from each deck before players choose centerpieces for the next round, (at setup, just draw a card from the Friday deck) and place it faceup in the play area where all players can see it. These cards present unique restrictions, requirements, and bonuses for each day.

[Note: For additional game variants, see the Variants section on p.20]



3-PLAYER SETUP EXAMPLE

A2

Friday

Saturday

Sunday

BREAKING NEWS

1

FRI

BREAKING NEWS

2

SAT

BREAKING NEWS

3

SUN

Keep it tidy!

FRI DAY'S MEMO

Ties may not cross the belt.

Searchy and Gooey

SAT DAY'S MEMO

The ghostly with the most also we don't recognize name: 6666

Strike the correct tone

SUN DAY'S MEMO

The mood possibly is doubtful.

4

4:00

5

1

2

3

1

2

3

1

2

3

1

2

3

1

2

3

3

NEW SEASON SHAKE-UP

Articles of the same color may be adjacent.

1

1

2

3

1

2

3

1

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3

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3

GAMEPLAY OVERVIEW

Players earn points by laying out their newspapers with articles and photos and keep the business running by maintaining ad revenue. At the end of three rounds, or days (Friday, Saturday, and Sunday), the player with the lowest ad revenue goes out of business and the remaining player with the highest score wins!

In a 2-player game, if one player has more than \$5 less ad revenue than the other player, they receive a 10-point penalty.



ROUND OVERVIEW

There are no turns in Fit to Print. You grab Newspaper Tiles from the center of the table and place them on your 3D Desk in the first phase (the Reporting Phase), then place the tiles you have taken on your Paper Board in the second phase (the Layout Phase).

These two phases will end and begin at different times for different players. When you choose to end your Reporting Phase, you go into the Layout Phase and cannot take any more tiles. However, other players may still be in the Reporting Phase. When you have completed laying out your paper, you take a Finishing Token and immediately stop playing for that round.

Scores are tallied and reported to all players between rounds.

Before the next round begins, players choose centerpieces (more on p.12). For the first round, players start with a random Starting Centerpiece Tile. Players can move their centerpiece around as much as they like later during the Layout Phase, as long as it still covers the square with the star.

To begin a round, make sure that all players are ready, then start the timer!



STAFF BIOS



Boris Erenstein

News Reporter

When not on the downtown beat investigating all things business and Thistleville politics, Boris Erenstein is likely camping or hiking in the mountains. Starting out as a copyeditor, they have covered

everything from town hall meetings to arson cases over a 20-year tenure as a news reporter. They enjoy their honey with a bit of tea.

"My least favorite words are 'off the record.'"



Lee Vulpine

Staff Photographer

Lee Vulpine captures moments of joy, tragedy, and wonder among the citizens of Thistleville. Never caught without a camera, Vulpine is known for photographing news as it happens, even off the clock, and enjoys nature

photography in their spare time. Vulpine has won several awards and honors, including the Woodward Prize for Feature Photography and eight consecutive Evergreen Awards for Excellence in Photojournalism.

"Behind every picture is 30 pictures that weren't the right shot."



Indy Gnash

Content Editor

Indy Gnash is an accomplished content editor, reliably finding the best headlines to put front and center on A1. Though they are scrupulous in the newsroom, they enjoy working in the garden and canning vegetables

and jams with their two children. Gnash has worked at the paper for eight years, having moved to Thistleville from the city after leaving the publishing industry.

"A good story is better than any statistic."



Grady Arbidge

Managing Editor

G. Arbidge has the big-picture perspective needed to get the Paper done by 8 o'clock sharp. Known in the newsroom for their constant snacking and chipper attitude, Arbidge lifts the team up even when deadlines are

approaching. Arbidge spends their precious free time baking, thrifting, and upcycling.

"Sloppy and printed is better than perfect and late."



Nikola Nutt

Advertising Director

No one knows better than Nikola Nutt that ads keep the presses running. As the advertising director, they work with local businesses to put their goods and services in front of readers. Nutt is a retired gymnast with three gold medals

from the Pan Animal Games and can still perform a back handspring with grace.

"Where do you think your salary comes from?"



Orla Towles

Layout Editor

Getting the layout just right is a labor of love, as layout editor Orla Towles will tell you. From their experience working for their father's bicycle shop, Towles always puts every piece where it belongs. Though they are often at odds

with the ad department, Towles brings humor to the office and is a close friend and mentor to many colleagues. They started in the newspaper business at the age of 19 as an intern and were quickly offered a full-time position. Towles is a music lover and always turns up the radio when The Chickadees come on.

"We'll fill every inch, even if it takes a few wire stories."

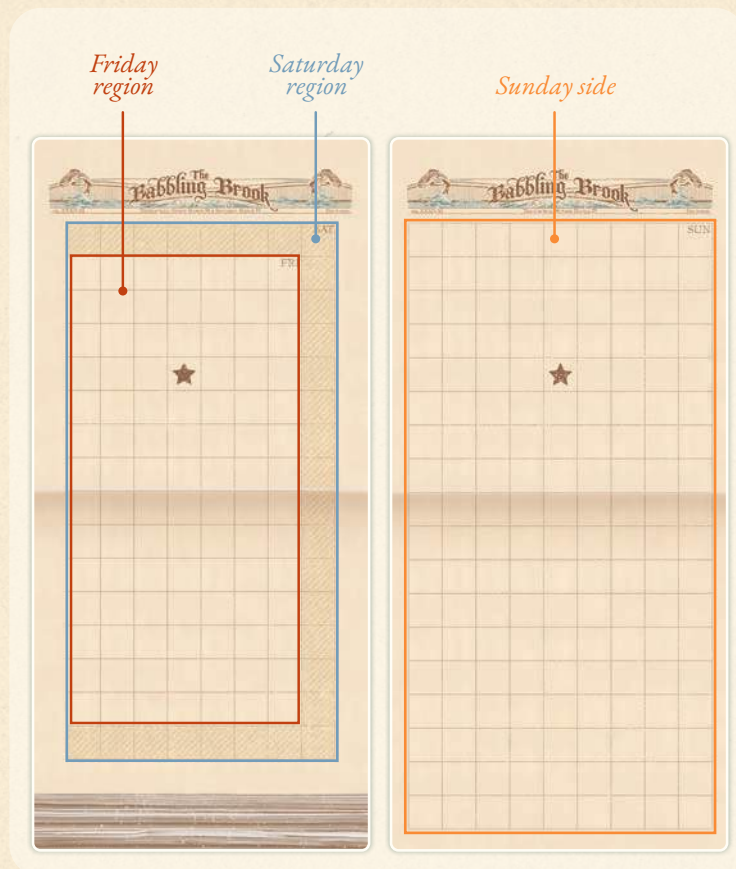
FRIDAY, SATURDAY, & SUNDAY ROUNDS

The three rounds, or days, are played on papers of different sizes.

The first round is Friday. Players may only place tiles within the lighter “Fri” region of the grid on their Paper Board.

In the second round, Saturday, players may place tiles on the entire Paper Board grid, including the shaded “Sat” region.

For the final round, players flip their Paper Boards over to the “Sun” side and may use the entire grid here, as well.



THE REPORTING PHASE

In this phase, you must take tiles from the center of the table.

To do this, follow these steps:

1. Using only one hand, pick up a tile from the center of the table. It may be either faceup or facedown. If facedown, **bring it above your 3D Desk or Paper Board and flip it faceup.**



2. Decide whether you will keep this tile or put it back. If you choose to put it back, place it back in the middle of the table **faceup, so other players can now see what is on the tile.** If you choose to keep it, place it on your 3D Desk faceup. You may look through the tiles on your 3D Desk at any time, but you may never return them to the middle of the table once you have decided to keep them. Tiles must remain on your 3D Desk during the Reporting Phase.



When you are content with the number of tiles you have taken and think they will fit well on your Paper Board, say “Layout!” You now enter the Layout Phase and cannot take any more tiles.

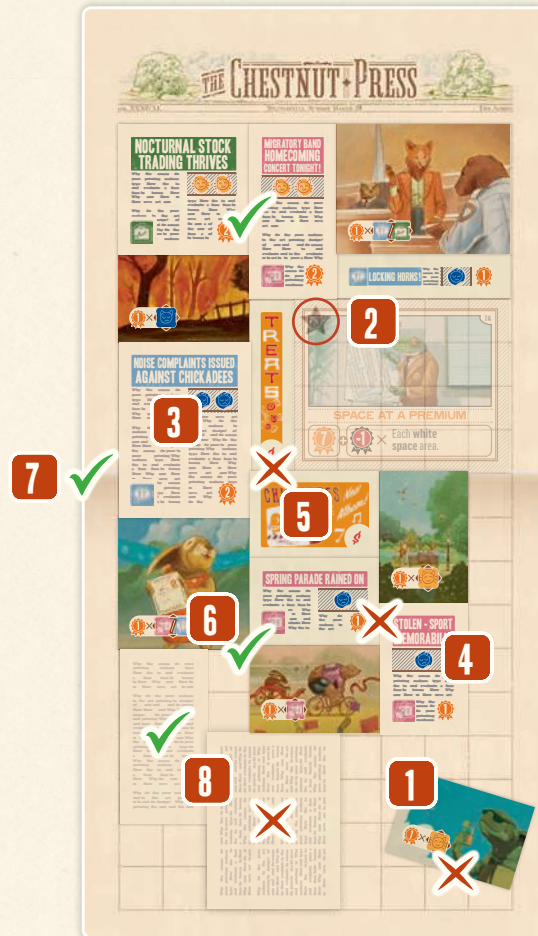
THE LAYOUT PHASE

In the Layout Phase, you place tiles from your 3D Desk onto your Paper Board, using both hands. You may now remove the tiles you collected from your 3D Desk and spread them out on the table in front of you to see them more easily. You may rearrange tiles as much as you like during the Layout Phase.

The following placement rules must be followed:

- 1 Tiles must be placed in alignment with the grid and cannot go over the boundary of the grid for that round.
- 2 Your centerpiece must cover the star square on the top half of the paper.
- 3 Centerpieces, Articles, Photos, and Ads must be placed in the correct orientation. Tiles may never be rotated in any way — there are words and pictures on them that need to remain readable!
- 4 Articles of the same color may not be adjacent on any sides or you will have to flip tiles to resolve this issue during scoring.
- 5 Ads may not be adjacent on any sides or you will have to flip tiles to resolve this issue during scoring.
- 6 Photos may not be adjacent on any sides or you will have to flip tiles to resolve this issue during scoring.
- 7 Tiles may go over the fold of the newspaper (the shadow line in the middle of the Paper Board).
- 8 Tiles may be flipped over and placed facedown with their tile back showing. They must still be placed in the correct orientation.

[Note: Facedown tiles are not worth any points, but they may help you to fill in white spaces and avoid having leftover tiles on your desk. You will want to place all tiles faceup if possible, but in some instances, if you cannot play a tile faceup without a conflict, it is advantageous to place it facedown to avoid the penalty of having to leave it on your 3D Desk.]



When you are finished laying out your paper (which does not require you to place all of your tiles), say “Print!” Take the lowest unclaimed Finishing Token. Once you have taken a Finishing Token you are not permitted to touch your Paper Board in any way. Keep your unplaced tiles (if any) on your 3D Desk, as you will receive a penalty for them when scoring, but they stay there to be used in the following round.

When the timer runs out or all players say “Print!” the round ends and each player’s paper is scored. If the timer runs out and forces you to go to print, you must immediately stop playing and take the next available Finishing Token.

NEWSPAPER TILES

ARTICLES

Articles are the most important part of any newspaper — they contain the stories! Article Tiles have a point value of 1 or 2, based on their size. Articles come in three types denoted by their color/icon — Sports and Entertainment (📺), News (🗞️), and Business and Technology (💻). Articles of the same color may not be placed orthogonally adjacent to one another. Articles also have a mood — “good news” (😊) or “bad news” (😞) — and feature icons to denote how “good” or “bad” they are (this is discussed on p.10 in the “Mood” section).

PHOTOS

Photos pair with certain stories and add visual interest to your newspaper! Photos are worth 1 point per orthogonally adjacent Article Tile of a specific color or mood, indicated by an icon on each tile. No Photo Tiles may be placed orthogonally adjacent to one another, regardless of their type.

ADS

Ads are not worth any points but generate ad revenue for your newspaper. An Ad Tile’s ad revenue value is indicated by the number of dollar signs on the tile. Ad Tiles may not be placed orthogonally adjacent to one another. At the end of the game, the player with the lowest ad revenue total goes out of business! (See clarifications and exceptions on p.13)



Sports and Entertainment



Business and Technology



News



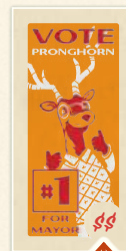
Color

Mood

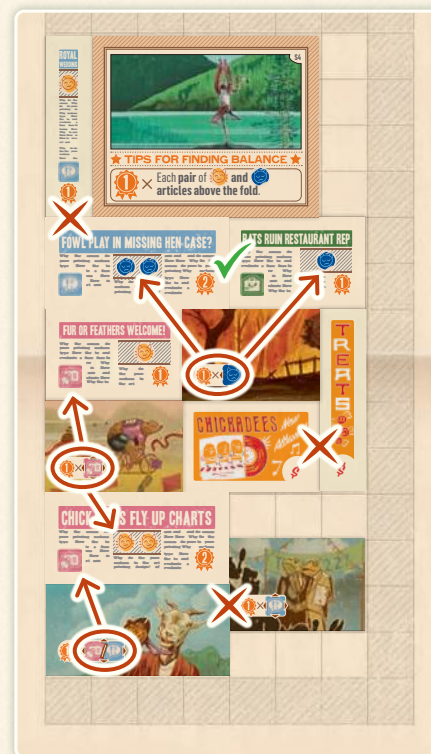
Points



1 point per adjacent Business and Technology Article Tile



Ad Revenue (\$2)



MOOD

Article Tiles have a “Mood” — they are either “good” news or “bad” news.

Good news is denoted with an yellow smiley face icon, and bad news is denoted with a blue frowny face icon. Some larger articles may have multiple smiley or frowny face icons.

Your paper has a mood, determined by the difference between your smiley face and frowny face icons. Unless your mood is perfectly balanced, you receive a mood penalty: negative points equal to the difference between your total smiley face and frowny face icons.

[Note: Some photos score for good news or bad news articles. Do not count these photos when determining your mood penalty. The icons on these tiles do not influence your paper’s mood.]

Example: A paper with 5 smiley face icons and 3 frowny face icons would have a mood of 2, resulting in a penalty of -2.

Good News

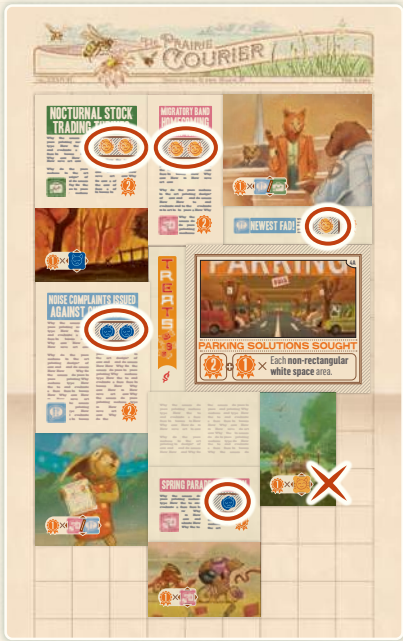


Bad News



5 ☺ - 3 ☹ = 2

Mood penalty = -2 points



WHITE SPACE BONUS

This bonus rewards or penalizes players for the size of their *largest area of adjacent empty squares of the grid*. All players count and compare their largest white space area — that is an area of their board that does not have any Newspaper Tiles on it.

Players compare their *largest area* of adjacent empty squares of the grid and score based on the adjacent chart. If tied, players *each* receive the reward or penalty.

Size of largest white space among all players	Points
Smallest	+3
Largest	-1
Neither	+1



Count only your *largest* contiguous area of white space. In this example it is 6.

ROUND END & SCORING TILES

Once all players have finished their papers, each player should check the board of the player to their left for conflicts. If any Article Tiles of the same color are adjacent on any sides, you must flip over tiles until the conflict is resolved. The same goes for adjacent ads and adjacent photos. Any articles, photos, or ads that are rotated or go off the edge of that round's grid must be removed and placed onto your 3D Desk.

Choose a player to be the scorekeeper. They will record scores for each category of scoring for each player.

Articles earn points equal to the total of the numbers shown on each tile.



Photos earn points equal to the number of orthogonally adjacent Article Tiles of a specific color or mood. **Each adjacent tile only scores 1 point, regardless of its mood or point value.** Multiple photos can earn points from an Article Tile that is adjacent to both.



Your Centerpiece Tile earns points according to its value and must be placed so that the star square is covered. Some Centerpiece Tiles may grant additional bonuses which can affect other parts of your score. *[Note: a tile is "above the fold" if any part of the tile is above the fold line.]*



White space is determined by counting the largest area of adjacent empty squares on the grid. Players compare their largest areas of white space. The player(s) with the smallest area of squares receive 3 points, the player(s) with the largest area of squares receive -1 point, and all other players receive 1 point.

Mood balance is determined by finding the difference between your smiley face and frowny face icons of the articles on your paper. Unless perfectly balanced, this difference is your mood penalty and is a negative number.



Unplaced Tiles left on your 3D Desk count as -1 point each, regardless of their type or size. *[Important Note: Any unplaced Newspaper Tiles remaining on each player's 3D Desk stay there and may be used in the following round.]*

Ads do not earn points but earn ad revenue equal to the number of dollar signs on the tile.



Points and ad revenue are totaled from one round to the next so that players know their standings going into each round.

It is not possible to have a negative total round score or negative ad revenue. If this occurs, the player simply receives 0 points or \$0 for that round.

After each round, set aside the used Centerpiece Tiles and place all Newspaper Tiles from players' Paper Boards facedown in the center of the table, shuffling them thoroughly.

CHOOSING CENTERPIECES FOR THE NEXT ROUND

At the end of the Friday and Saturday rounds, lay out 1 Centerpiece Tile (not the Starting Centerpiece Tiles) per player (in a two-player game, lay out 3 Centerpiece Tiles). The player with the lowest numbered Finishing Token (the player who finished first) gets the first choice of the available Centerpiece Tiles, followed by the player with the next lowest numbered Finishing Token, and so on.

[Note: Centerpiece Tiles must be used on their faceup side.]

Players will use these Centerpiece Tiles in the following round and should place them on their Paper Board. All players return their Finishing Tokens, lining them up from lowest to highest. You are ready to play the next round.

GAME END & SCORING EXAMPLE

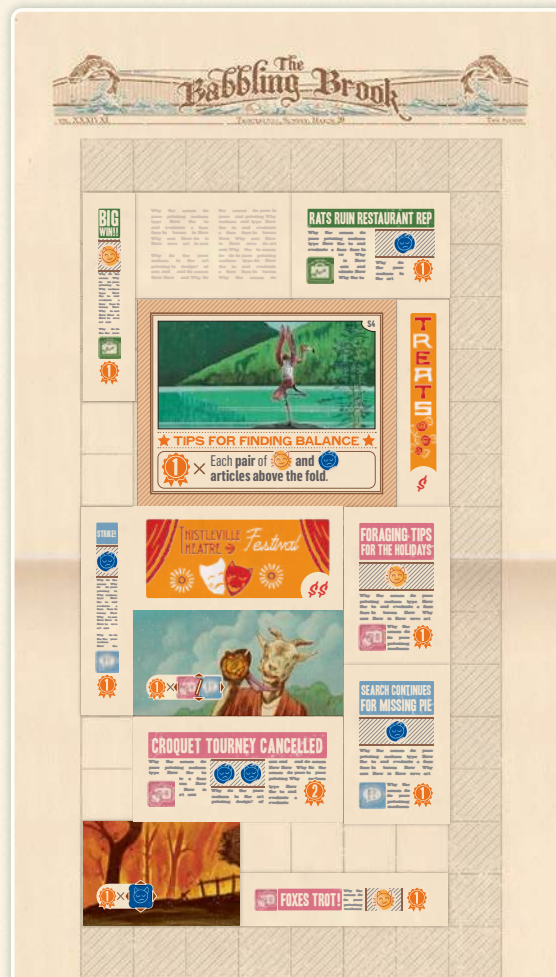
After the Sunday round, the game ends. If a single player has the lowest total ad revenue, they go out of business and are not eligible to win. The remaining player with the highest score wins!

[Note: In a two-player game, if one player has more than \$5 less ad revenue than the other player, they receive a 10-point penalty, but are still eligible to win.]

In the case of a tie for points, the tied player who took the lower Finishing Token on Sunday wins.

SCORING EXAMPLE

- 1 8 points for the 7 Articles.
- 2 5 points for the 2 Photos. The Sports and Entertainment/News Photo earns 4 points for being adjacent to 2 Sports and Entertainment (pink) Articles and 2 News (blue) Articles, and the bad news Photo earns 1 point for being adjacent to 1 bad news Article.
- 3 2 points for the Centerpiece Tile for having 2 pairs of good news and bad news Articles above the fold.
- 4 This paper's largest white space area is 4 squares. *[Note: this player scored +3 points because their largest white space area was the smallest of all players.]*
- 5 This paper has 5 bad news frowny face icons and 3 good news smiley face icons for a difference of 2 or -2 points.
- 6 -2 points for having 2 unplaced tiles.
- 7 \$3 in ad revenue for the 2 Ads.



EDITOR: L. Vulpine				
	FRI	SAT	SUN	
ARTICLES	8			
PHOTOS	5			
CENTERPIECE	2			
WHITE SPACE	3			
MOOD	-2			
LEFTOVERS	-2			
ROUND TOTAL	14			
TOTAL	14			
ROUND ADS	\$2			
TOTAL ADS	\$2			

EDITOR: N. Nutt				
	FRI	SAT	SUN	
ARTICLES	6			
PHOTOS	4			
CENTERPIECE	1			
WHITE SPACE	-1			
MOOD	0			
LEFTOVERS	-1			
ROUND TOTAL	9			
TOTAL	9			
ROUND ADS	\$5			
TOTAL ADS	\$5			

EDITOR: I. Gnash				
	FRI	SAT	SUN	
ARTICLES	10			
PHOTOS	4			
CENTERPIECE	2			
WHITE SPACE	1			
MOOD	-1			
LEFTOVERS	-3			
ROUND TOTAL	13			
TOTAL	13			
ROUND ADS	\$3			
TOTAL ADS	\$3			

SOLO MODE

Fit to Print can be played Solo! Follow the standard game setup rules, with the following exceptions:

During setup, shuffle the Newspaper Tiles thoroughly and remove 5 tiles of each of the 5 sizes of tiles at random. Set these tiles aside, as they will not be used.

Choosing Centerpiece Tiles for Saturday and Sunday: randomly draw 2 Centerpiece Tiles and choose 1.

The White Space Bonus is scored as follows:

- Largest white space area of **0-1 squares = 3 points**
- Largest white space area of **2-3 squares = 2 points**
- Largest white space area of **4-5 squares = 1 point**
- Largest white space area of **6-7 squares = 0 points**
- Largest white space area of **8 or more = -1 point**

In Solo Mode, you must have ad revenue of at least \$12 at the end of the game.

You may play solo mode to compete against yourself, or challenge your friends to see who can achieve the highest scores. Share your solo experiences on social media with #FitToPrintGame!



PUZZLE MODE

This mode introduces an alternative solo gaming experience that provides you with a specific set of tiles and tasks you with finding the optimal way to lay out your paper. There are many unique puzzles to solve and space to record your various attempts — compete with others to see who can get the highest score!

See the following pages for Puzzle Mode puzzles.

To set up, find the appropriate tiles listed under the puzzle.

[Note: Puzzles 1-6 use unique tiles, so you can set up for all 6 puzzles by dividing the tiles once. The Centerpiece Tiles to use are included in each puzzle's title.]

Since you already have all of the tiles that you need, you'll only need to complete the "layout" phase.

The placement rules for Puzzle Mode are the same as a standard solo or multiplayer modes with the following exception:
All ads MUST be placed in Puzzle Mode. Failure to place an Ad will result in an "incomplete" score for the puzzle.

[Note: Players will not be able to play all of the tiles provided. There is no penalty for unplaced tiles (except ads — see above). Tiles with conflicts must be flipped in order to resolve the conflicts before scoring.]

SCORING SUMMARY

Players score their paper for a single round much the same as the standard mode:

- Articles, photographs, and centerpieces score the same as in the standard game mode.
- White Space Bonus: Follow white space scoring rules for Solo Mode.
- Mood penalty is calculated the same as in the standard mode.
- Ads are not scored but must all be placed without conflict.