FIT TO PRINT

DRAFT RULEBOOK

ARTWORK BY
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FLATOUT GAMES

FIT TO PRINT

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+.

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 front page 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 front page. 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!

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 front page. 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!
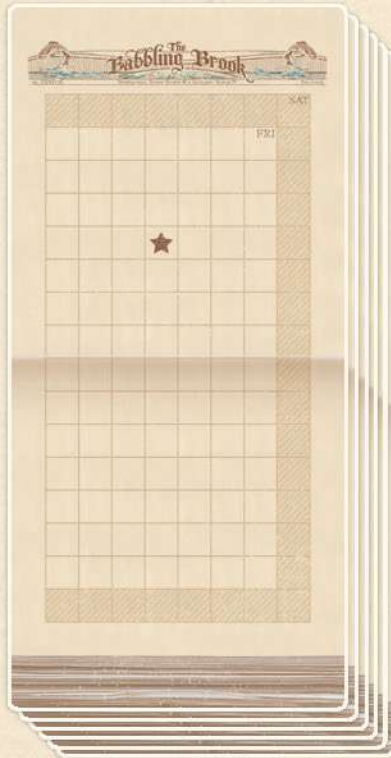
COMPONENTS

126 Newspaper Tiles

(63 Article Tiles)   *(29 Photo Tiles)*   *(34 Ad Tiles)*

6 Double-sided Front Page Boards

6 3D Desks

[Note: Your first puzzle is to construct your 3D Desks! Take two opposite desk leg pieces, fold them at a 90 degree angle, and slot them 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

1 Scorepad

6 Double-sided Starting Centerpiece Tiles

12 Double-sided Centerpiece Tiles

6 Player Aid/Character Cards

Back   *Front*

10 Friday Breaking News Cards

Back   *Front*

10 Saturday Breaking News Cards

Back   *Front*

10 Sunday Breaking News Cards

Back   *Front*

SETUP

1 Give each player a Front Page Board, a Player Aid/Character Card, and a 3D Desk. Each player should place their Front Page 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 should then put their 3D Desk to either side of their Front Page Board. Players should flip their Player Aid/Character Card to the side which 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 Front Page Board, within the grid covering the square with the star icon (this can be moved later, so poition 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.11).

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

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 above 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:

Players flip their Player Aid/Character Card to the character side which 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 at the beginning of each day, (at setup, just draw a card from the Friday deck) and place it face up 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.14.]
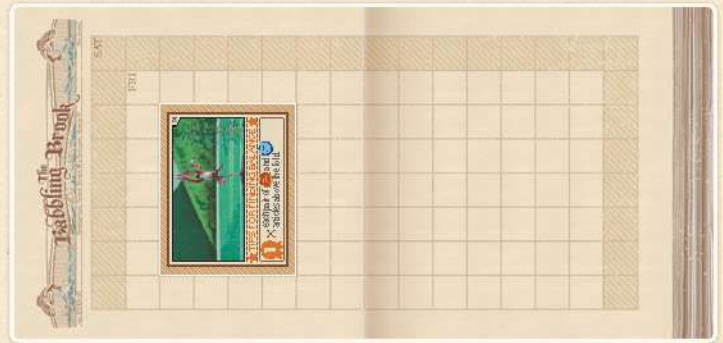
3-PLAYER SETUP EXAMPLE
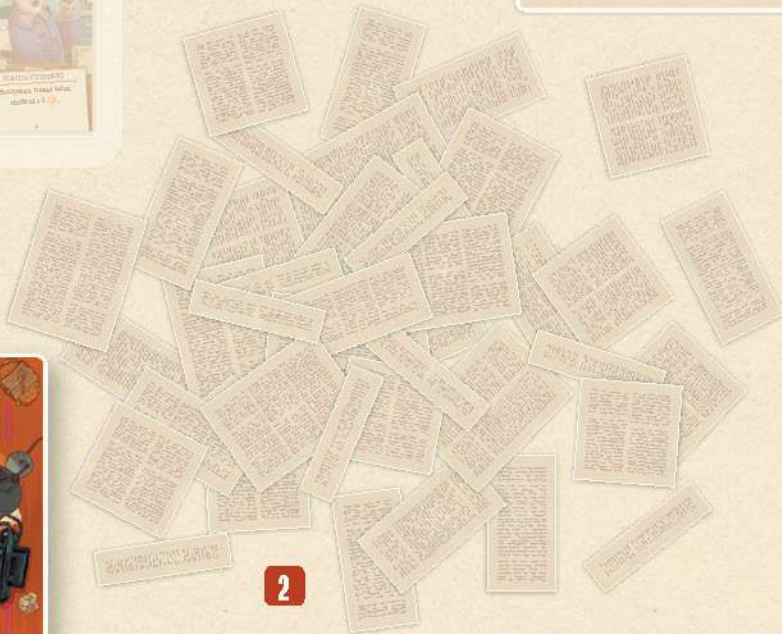
A2

Friday　　*Saturday*　　*Sunday*

4

5

3

1

2

3

A1

THE EVENING HOOT

THE CHESTNUT PRESS

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 Front Page 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.11). 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!

FRIDAY, SATURDAY & SUNDAY ROUNDS

The three rounds, or days, are played on different-sized papers.

The first round is Friday. Players may only place tiles within the lighter "Fri" region of the grid on their Front Page Board.

In the second round, Saturday, players may place tiles on the entire Front Page Board grid, including the shaded "Sat" region.

For the final round, players flip over and use the "Sun" side of their Front Page Board, and may use the entire grid here, as well.
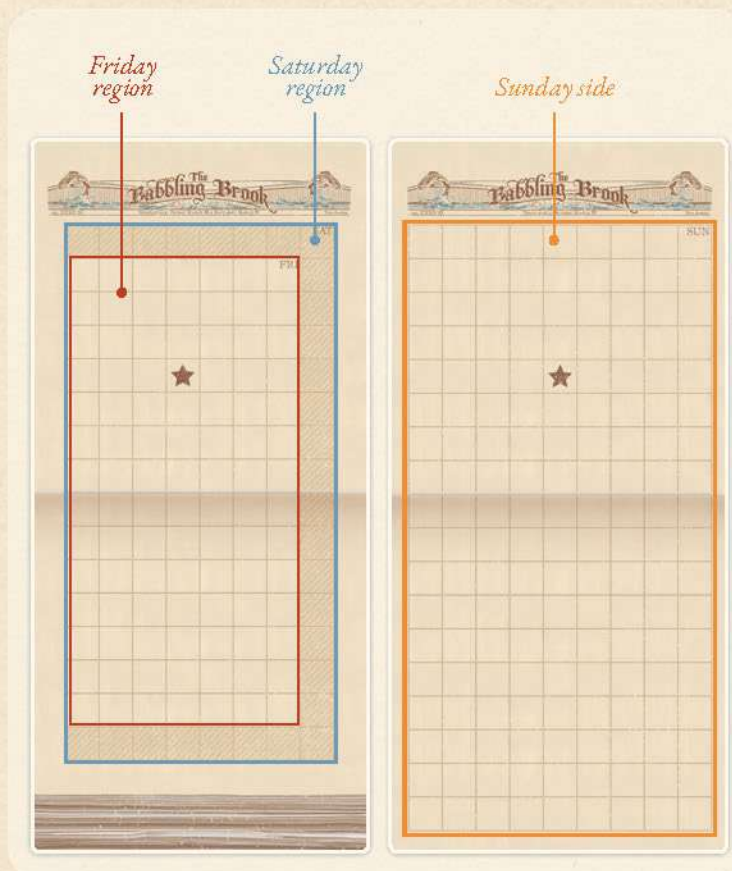
THE REPORTING PHASE

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 Front Page 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 that 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 that they will fit well on your Front Page Board, say "Layout!" You now enter the Layout Phase and cannot take any more tiles.

*Friday region* *Saturday region* *Sunday side*

THE LAYOUT PHASE

In the Layout Phase, you place tiles from your 3D Desk onto your Front Page Board. You may now remove the tiles you collected from your 3D Desk and lay 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 front page.

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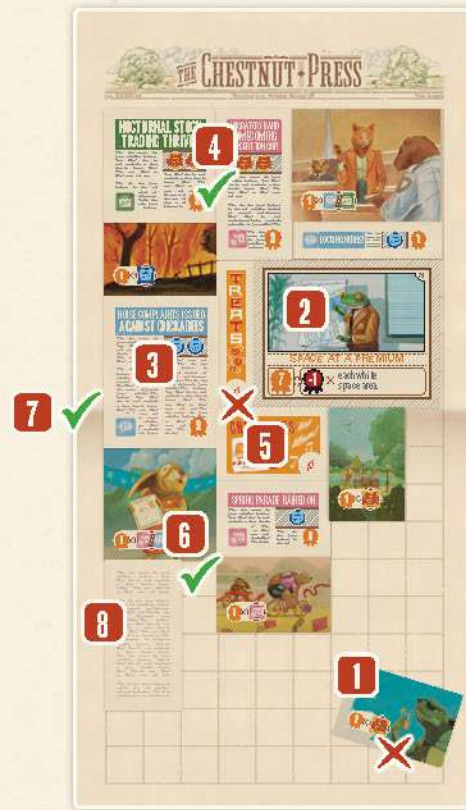
When you are finished laying out your paper (which does not require you to place all of your tiles), say "Print!" Take the lowest unclaimed Finishing Token. Once you have taken a Finishing Token you are not permitted to touch your Front Page Board in any way. Keep your unplaced tiles (if any) on your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

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/pattern - Sports and Entertainment ( ), News ( ), and Business and Technology ( ). Articles of the same type 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 add color and visual interest to your newspaper! Photos are worth 1 point per orthogonally adjacent Article Tile of a specific type 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.12)

Sports and Entertainment

Business and Technology

News

Type   *Mood*   *Points*

1 pt. 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 newspaper'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 pts

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 **10**.*

10

ROUND END & SCORING TILES

Once all players have finished their papers, all boards are checked for errors. Each player should check the board of the player to their left. If any Articles Tiles of the same type/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 type/color or mood. Each adjacent tile only scores 1pt, regardless of its mood or point value.

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.

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 front page board. Unless perfectly balanced, this difference is your mood penalty and is a negative number.

Unplaced Tiles left on the 3D Desks 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' Front Page 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 Front Page Board.

GAME END & SCORING EXAMPLE

After the Sunday round, the game ends. The player(s) that have the lowest ad revenue, go out of business and are not eligible to win and 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 with the most ad revenue wins. If the players are still tied, the tied player who took the lower Finishing Token on Sunday wins.

SCORING EXAMPLE

8 points for the 7 Articles

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 good news Photo earns 1 point for being adjacent to 1 good news Article.

2 points for the Centerpiece Tile for having two pairs of good news and bad news Articles above the fold. *[Note: a tile is 'above the fold' if any part of the tile is above the fold line.]*

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.]*

This paper has 5 bad news frowny face icons and 3 good news smiley face icons for a difference of 2 or -2 points.

$3 in ad revenue for the 2 Ads.

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, they will not be used.

Selecting Centerpiece Tiles for Saturday and Sunday: randomly draw 2 Centerpiece Tiles and select one.

The White Space Bonus is scored as follows:
- Largest white space area of **0-1 squares = 3 pts**
- Largest white space area of **2-3 squares = 2 pts**
- Largest white space area of **4-5 squares = 1 pt**
- Largest white space area of **6-7 squares = 0 pts**
- Largest white space area of **8 or more = -1 pt**

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 an exact set of tiles and tasks you with finding the optimal way to lay out your Front Page Board. 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 will need to be flipped in order to resolve the conflicts before scoring.]

SCORING SUMMARY

Players score their Front Page Board 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.

PUZZLE 1 - FRIDAY - STAR PHOTOGRAPHER
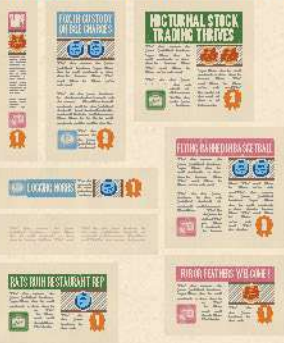
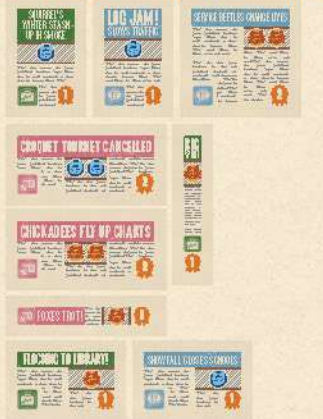TOP SCORES:

PUZZLE 4 - FRIDAY - SETTING BOUNDARIES

TOP SCORES:

PUZZLE 2 - SATURDAY - SPACE AT A PREMIUM

TOP SCORES:

PUZZLE 5 - SATURDAY - PARKING SPACE RUNS SHORT

TOP SCORES:

PUZZLE 3 - SUNDAY - FLYING CIRCUS FUN FOR ALL

TOP SCORES:

PUZZLE 6 - SUNDAY - EDGE CASES RULED OUT

TOP SCORES:

FAMILY MODE

The Fit to Print Family Mode introduces streamlined rules that reduce the complexity so that those who want a simpler experience can still enjoy the game. Family mode is also great for introducing younger and less experienced gamers to the game!

Follow the standard game setup rules, except set aside the Desks, Finishing Tokens, and Centerpiece Tiles – they will not be used.

GAMEPLAY AND SCORING SUMMARY

The game is played the same as the standard rules, with the following exceptions:

- Reporting and Layout occur within the same phase – players may decide whether or not they would like to keep a tile, (if not, they place it back faceup in the middle of the table as in the standard mode) and then simply place it onto their Front Page Board. Players MUST place the tile they select onto their newspaper grid, but they may rearrange tiles at any time. Once a tile is taken, it may not be removed, it may only be moved to another location on the Front Page Board.

- Since there are no Finishing Tokens, and no Centerpiece tiles, there is no bonus for finishing a round first - all players take the full amount of time to perfect their paper. Players will use the Starting Centerpiece Tiles, flipped to the side with no scoring, for all 3 rounds/days.

- There is no mood penalty for having an imbalance of good news and bad news tiles. Players may simply ignore the mood on tiles.

- There is no white space scoring. Players may simply try their best to fill their board to gain the most points from their tiles.

- Ad revenue is scored in the following way - the player with the lowest total ad revenue at the end of the game scores -5 pts. [*Note: you may record this on the 'Centerpiece' section of the Scorepad*]

TURN-BASED MODE

Not feeling up to the frenzied pace of the Fit to Print standard realtime mode? Fit to Print can be played as a turn-based puzzle game as well! Turn-based Mode is played over a single day – Saturday.

SETUP

Turn all tiles facedown and shuffle them thoroughly. Then, randomly flip over and reveal one tile of each of the 5 sizes.

Give every player a 3D Desk and Front Page Board and set it to the 'Saturday' side.

[*Note: Breaking News and Advanced Player Character Abilities are not used in Turn-based Mode*]

Players may play the game with either side of the Starting Centerpiece Tiles, or Advanced Centerpiece Tiles (use ONLY side A of Centerpiece Tiles 1-9, though). Randomly select a number of Centerpiece Tiles equal to the number of players plus one and place them in the play area within easy reach of all players. Randomly determine a starting player. Starting with the player to the right of the starting player, and proceeding in counterclockwise order, players take turns selecting a Centerpiece Tile to use for the game.

Players then select any 2 facedown Newspaper Tiles from center of the table, flip them over, and place them on their 3D Desk.

GAMEPLAY SUMMARY

Play proceeds with the starting player taking their first turn. On a player's turn, they will take the following actions in order:

1. Place a Newspaper Tile from their 3D Desk onto their Newspaper Board following typical placement rules.

2. Flip over up to 2 Newspaper Tiles in the center of the table, revealing them to all players. *[Note: players may choose to skip this step.]*

3. Select any faceup Newspaper Tile from the center of the table and place it on their 3D Desk. *[Note: players may choose any faceup tile, either one they flipped this turn, or another.]*

Once tiles are placed onto a player's Newspaper Board, they may not be moved on future turns (with the exception of special actions, see below). *[Note: Centerpiece Tiles may always be moved, as long as they are able to be placed legally on the Newspaper Board in another configuration.]*

SPECIAL ACTIONS:

Rather than placing a Newspaper Tile onto their Newspaper Board, a player may elect to discard a Newspaper Tile from their Desk, allowing them to perform one of the following actions:

- **Rearrange** - remove 3 Newspaper Tiles from their position on your Newspaper Board and place them back anywhere.

- **Search** - flip over up to 3 Newspaper Tiles in the center of the table, revealing them to all players. *[Note: this does not replace the typical action of revealing up to 2 Newspaper Tiles - if you perform this action, you may reveal up to 5 Newspaper Tiles on your turn.]*

[Note: If a player takes a special action, they will still carry out the second part of their turn and flip over tiles and select a Newspaper Tile from the Tile Market.]

GAME END

When a player wishes to say 'Print!' - they may do so on their turn, either before or after placing a tile, as long as they have no space remaining to place the remaining Newspaper Tile(s) that are on their 3D Desk.

When they do so, their turn ends immediately, and they do not flip over or select a Newspaper Tile from the center of the table. At this time, all other players may simultaneously play any tiles remaining on their 3D Desks onto their Newspaper Boards. The player that triggered the end of the game, does not get to place any more tiles. The game then proceeds to final scoring.

[Note: Even if a player does not have room for their remaining Newspaper Tile, they may choose to take a special action on a future turn rather than saying 'Print!', in which case, the game end will not be triggered.]

SCORING

Scoring is the same as the standard version of the game, with the only exception being how ad revenue is scored. The player with the lowest total ad revenue at the end of the game scores -5 pts.

FLATOUT GAMES COLAB

CREATING GREAT GAMES, TOGETHER

In early 2019, Flatout Games opened its doors to create the Flatout Games CoLab. The CoLab is an opportunity for the founding members of Flatout Games to team up with awesome folks in the board game industry and make cool things together. Our approach is to build the best possible experiences by involving everyone in the entire process. We strive to build passion and excitement in each of our collaborators through shared efforts and shared profits. This CoLab publication of Fit To Print is a passion project for everyone involved, and we are all part of an interconnected team - we take risks and are rewarded together.

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