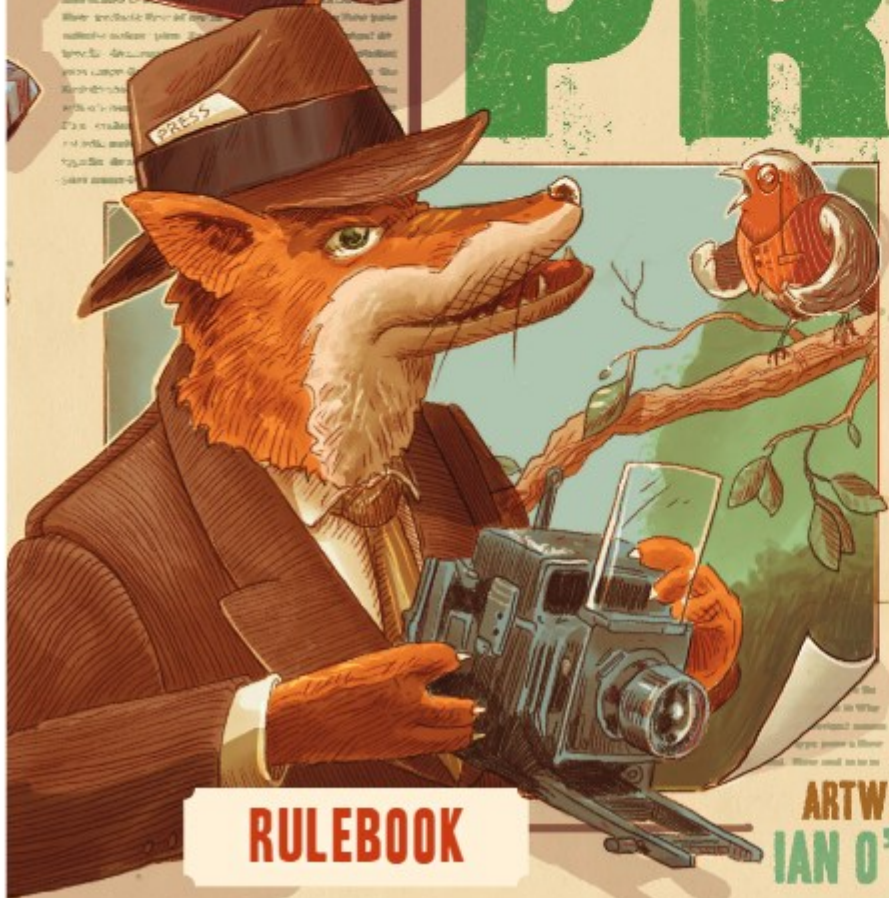


PETER McPHERSON

THISTLEVILLE, SUNDAY, MARCH 20, 2022



FIT TO PRINT™



RULEBOOK

ARTWORK BY
IAN O'TOOLE



unreadable text in top left corner

unreadable text in bottom left corner

FIT TO PRINT™

unreadable text in top right corner

unreadable text in bottom right corner

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 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!

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!

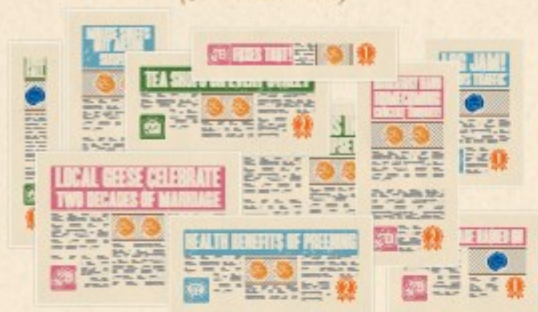


COMPONENTS

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.

1 PLAYER POWERS:

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

2 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



4



5



3



1



2



3



A1



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."

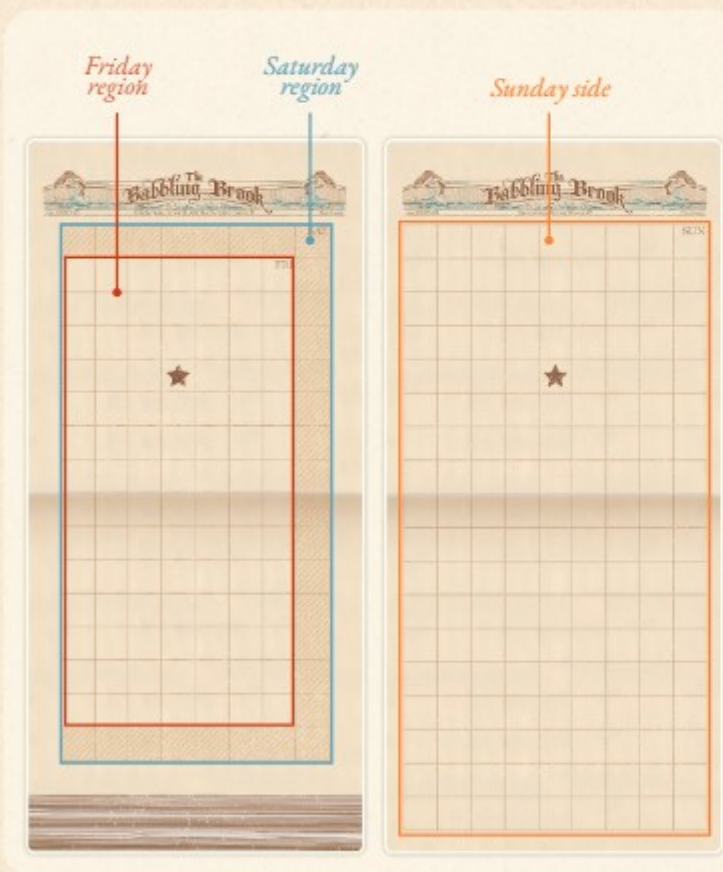
FRIDAY, SATURDAY, & SUNDAY ROUNDS

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



$$5 \text{ ☺} - 3 \text{ ☹} = 2$$

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: I. Vulpine				EDITOR: N. Nutt				EDITOR: I. Gnash			
	PRICE	SALE	SCORE		PRICE	SALE	SCORE		PRICE	SALE	SCORE
ARTICLES	8			ARTICLES	6			ARTICLES	10		
PHOTOS	5			PHOTOS	4			PHOTOS	4		
CENTERPIECE	2			CENTERPIECE	1			CENTERPIECE	2		
WHITE SPACE	3			WHITE SPACE	-1			WHITE SPACE	1		
GOOD NEWS	-2			GOOD NEWS	0			GOOD NEWS	-1		
LEADERS	-2			LEADERS	-1			LEADERS	-3		
ROUND TOTAL	14			ROUND TOTAL	9			ROUND TOTAL	13		
TOTAL	14			TOTAL	9			TOTAL	13		
ROUND AD	\$2			ROUND AD	\$5			ROUND AD	\$3		
TOTAL AD	\$2			TOTAL AD	\$5			TOTAL AD	\$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.

PUZZLE 1 - FRIDAY - S3: STAR PHOTOGRAPHER SHINES

TOP SCORES:

12+ 15+ 17+

NAME _____

SCORE _____

PUZZLE 4 - FRIDAY - S6: SETTING BOUNDARIES

TOP SCORES:

12+ 15+ 17+

NAME _____

SCORE _____

PUZZLE 2 - SATURDAY - 7A: SPACE AT A PREMIUM

TOP SCORES:

20+ 22+ 24+

NAME _____

SCORE _____

PUZZLE 5 - SATURDAY - 4B: PARKING SPACE RUNS SHORT

TOP SCORES:

20+ 22+ 24+

NAME _____

SCORE _____

PUZZLE 3 - SUNDAY - 3A: FLYING CIRCUS FUN FOR ALL

TOP SCORES:

24+ 26+ 28+

NAME _____

SCORE _____

PUZZLE 6 - SUNDAY - 12B: EDGE CASES RULED OUT

TOP SCORES:

26+ 28+ 30+

NAME _____

SCORE _____

PUZZLE 7 - FRIDAY - S5: SPONSORED PHOTOS

TOP SCORES:

13+	15+	17+
NAME	NAME	NAME
SCORE	SCORE	SCORE

PUZZLE 10 - FRIDAY - S1: PRIZED COLLECTION APPRAISED

TOP SCORES:

15+	17+	19+
NAME	NAME	NAME
SCORE	SCORE	SCORE

PUZZLE 8 - SATURDAY - 4A: PARKING SOLUTIONS SOUGHT

TOP SCORES:

17+	19+	22+
NAME	NAME	NAME
SCORE	SCORE	SCORE

PUZZLE 11 - SATURDAY - 9A: SHELVES STACKED FOR HOLIDAYS

TOP SCORES:

18+	19+	21+
NAME	NAME	NAME
SCORE	SCORE	SCORE

PUZZLE 9 - SUNDAY - 2A: LOCAL EXHIBITION GROWS

TOP SCORES:

21+	23+	25+
NAME	NAME	NAME
SCORE	SCORE	SCORE

PUZZLE 12 - SUNDAY - 6B: DISASTER RELIEF EFFORTS

TOP SCORES:

23+	25+	27+
NAME	NAME	NAME
SCORE	SCORE	SCORE

SCENARIOS & ACHIEVEMENTS

Become the top editor by gaining achievements as you play Fit to Print! Achievements can be earned and tracked as you play multiplayer and solo games. Below are the Achievement Desk Tracks where up to 6 players can keep track of their overall progress. You may begin gaining Achievements at any time. To do so, write your name below on any of the desks. Each time you play, choose one of the three Achievement modes: Standard Game (page 18), Rules Modifications (page 18), or Scenarios (page 19) and follow the instructions. From now on, whenever you gain an Achievement (△ ☆ ◆ ◇ ☆ □) from any of the Achievement modes, fill in your shape under the appropriate mode and then come back to this page and fill in a task on your desk! Do you have what it takes to become the next great Thistleville newspaper editor?

△ NAME: _____

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

☆ NAME: _____

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

◆ NAME: _____

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

◇ NAME: _____

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

◇ NAME: _____

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

□ NAME: _____

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

ACHIEVEMENTS

NUMBER	OBJECTIVE	COMPLETED
1	Score 60+ points	
2	Score 70+ points	
3	Score 80+ points	
4	Score 35+ points from articles	
5	Score 40+ points from articles	
6	Score 50+ points from articles	
7	Score 20+ points from photos	
8	Score 25+ points from photos	
9	Score 30+ points from photos	
10	Earn \$15+ in ad revenue	
11	Earn \$20+ in ad revenue	
12	Earn \$25+ in ad revenue	
13	Score 15+ points from centerpieces	
14	Score 18+ points from centerpieces	
15	Score 20+ points from centerpieces	
16	Completely fill your Paper Board on Sunday	
17	Score 5+ points from a single photo	

NUMBER	OBJECTIVE	COMPLETED
18	Score 8+ points from a single photo	
19	Get the lowest finishing token in all three rounds	
20	Earn the top white space bonus in all three rounds	
21	Have no more than -3 points total from mood penalties	
22	Win a game where you lose 12 or more points total from mood penalties	
23	Win a game without having the highest number of points	
24	Win a game where you received 15 or more negative points	
25	Finish a game with no leftover tiles in all three rounds	

RULES MODIFICATIONS

NUMBER	RULE CHANGE	COMPLETED
1	-1 point per empty square instead of white space bonus	
2	Use a 2 minute timer for each round	
3	Play with your Paper Board upside down. All tiles must be placed upside down, relative to you	
4	When one player says "Print", the round ends for all players	
5	At the end of each round, any ads placed on players' papers are discarded from play	
6	Newspaper Tiles cannot be moved once placed on your paper	
7	Use only one hand when laying out your paper	

SCENARIOS

*In order to play scenarios with multiple players, use flip side of Starter Centerpiece Tiles as proxies, but all players score as if they were the specified Centerpiece.

NUMBER	DIFFICULTY	CHARACTER	CENTER PIECE	BREAKING NEWS	CENTER PIECE	BREAKING NEWS	CENTER PIECE	BREAKING NEWS	MIN AD VALUE	MIN POINTS	ADDITIONAL GOAL	COMPLETED
1	EASY	Fox	S1	1	2B	4	11A	1	\$12	45		△ ☆ ◇ ○ ★ □
2	EASY	Owl	S2	3	5B	1	9B	2	\$12	47		△ ☆ ◇ ○ ★ □
3	EASY	Bear	S5	5	4A	12	1B	12	\$13	47		△ ☆ ◇ ○ ★ □
4	EASY	Squirrel	S4	7	6B	7	1A	8	\$13	49		△ ☆ ◇ ○ ★ □
5	EASY	Rabbit	S6	10	3B	11	5A	10	\$14	50		△ ☆ ◇ ○ ★ □
6	EASY	Raccoon	S3	9	4B	9	9A	7	\$14	52		△ ☆ ◇ ○ ★ □
7	MEDIUM	Fox	S6	12	3A	8	2B	3	\$15	52		△ ☆ ◇ ○ ★ □
8	MEDIUM	Owl	S5	6	1A	1	8A	8	\$15	54		△ ☆ ◇ ○ ★ □
9	MEDIUM	Bear	S2	8	10A	10	4A	6	\$16	55		△ ☆ ◇ ○ ★ □
10	MEDIUM	Squirrel	S1	4	12B	1	7A	9	\$16	57	No mood penalty greater than -2 in all three rounds	△ ☆ ◇ ○ ★ □
11	MEDIUM	Rabbit	S4	2	6A	12	8B	11	\$17	57	Score 2+ points on white space bonus in all three rounds	△ ☆ ◇ ○ ★ □
12	MEDIUM	Raccoon	S3	11	2A	4	3B	10	\$17	59	Score 20+ points from photos	△ ☆ ◇ ○ ★ □
13	HARD	Fox	S2	7	3A	7	1B	2	\$18	60	You may not play any tiles on their flip side	△ ☆ ◇ ○ ★ □
14	HARD	Owl	S4	11	2B	8	4A	3	\$18	62	Score 25+ points from photos	△ ☆ ◇ ○ ★ □
15	HARD	Bear	S6	12	1A	4	4B	9	\$20	63	Score 40+ points from articles	△ ☆ ◇ ○ ★ □
16	HARD	Squirrel	S5	5	6A	11	7A	12	\$20	65	Score 15+ points from centerpieces	△ ☆ ◇ ○ ★ □
17	HARD	Rabbit	S1	6	2A	10	11B	1	\$15	70	No unplaced tiles in all three rounds	△ ☆ ◇ ○ ★ □
18	HARD	Raccoon	S3	3	9A	9	10B	8	\$15	70	No mood penalty in all three rounds	△ ☆ ◇ ○ ★ □

VARIANTS

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 3D Desks, Finishing Tokens, and Centerpiece Tiles – they will not be used. Randomly give each player a Starting Centerpiece Tile flipped to the side with no scoring, which they will use for all three rounds.

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 Paper Board. Players **MUST** place the tile they select onto their Paper Board, 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 Paper 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.
- There is no mood penalty for having an imbalance of good news and bad news tiles. Some photos still earn points for adjacent articles of a specific mood.
- 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: if a single player has the lowest total ad revenue, they score -5 points.

[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 1 tile of each of the 5 sizes.

Give each player a 3D Desk and Paper Board and set it to the “Saturday” side.

[Note: Breaking News Cards can be used in Turn-Based Mode if you wish. However, due to the nature of some of the Advanced Player Character Abilities, they are not used]

Players may play the game with either side of the Starting Centerpiece Tiles, or 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 Paper Board following standard 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 or facedown 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 Paper 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 3D Desk, allowing them to perform one of the following special 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 center of the table.]

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 Paper 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 Tiles, they may choose to take a special action 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. If a single player has the lowest total ad revenue, they score -5 points.



NEWSROOM MODE

This team-based mode supports 4 to 12 players in teams of 2. Two tables are required to play, and they should be spaced apart by around 12 feet, or even placed in different rooms if possible.

SETUP

Assign one player in each team the role of Reporter (who will collect tiles) and one the role of Layout Editor (who will put tiles onto their paper).

Follow the standard setup rules, but put the Newspaper Tiles on one table and the Paper Boards, shuffled Centerpiece Tiles, and Finishing Tokens on the other table, where the Layout Editors are seated.

Select the length for the rounds (frantic, standard, or relaxed) as in the standard game.

GAMEPLAY OVERVIEW

The Reporter begins standing next to their Layout Editor, who should be seated in front of their Paper Board.

There are no Reporting and Layout phases. Instead, the Reporter must walk between the two tables while holding their desk, putting tiles onto their desk at one table and carrying the tiles on the desk to the table with the Paper Boards. The Layout editor may begin laying out tiles as soon as they receive them from their partner, and the Reporter may go back for more tiles as often as they choose.

The Reporter reveals tiles as in the standard mode, flipping them above their desk and either keeping them or returning them to the table faceup. They may place any number of tiles on their desk before bringing them to their partner. Once a player puts a tile on their desk, they must keep it and cannot return it to the table. When they carry their desk with tiles on it back to their partner, they must hold the desk by its legs and cannot touch the tiles on top. If any tiles fall, they must pick them up and return them to the desk. When they reach their partner, they may dump the tiles on the table.

The Layout Editor places tiles as normal and does not need to place all of their tiles before their partner brings them more.

Both players are allowed to communicate as much as they like. The Layout Editor must remain seated, and the Reporter may not place tiles on the Paper Board, though they may give placement advice.

The Layout Editor decides when to say “Print” and takes a Finishing Token as normal.

Scoring works as in the standard mode.



CLARIFICATIONS

CENTERPIECES

S4 - Tips for Finding Balance - Tiles may be any number of spaces above the fold to count for this centerpiece. Count the number of articles, not the number of (happy) and (sad) faces on articles.

S5 - Sponsored Photos - Each photo only counts once for this centerpiece, even if it is adjacent to multiple ads.

3A - Flying Circus Fun for All - At the end of the round, choose 1 article color for this centerpiece to score as if it were a photo. For placement purposes, this tile is still considered to be a centerpiece, not a photo.

3B - Travelling Circus Arrives - This centerpiece must still fit within the region of the current round.

4A - Parking Solutions Sought - Square areas do not count toward this centerpiece.

8B - Top ways to Declutter - You may not place tiles on your paper during the reporting phase.

10A - Election Campaign Ramps Up - You may flip any number of tiles before taking up to 2 tiles during the layout phase.

CHARACTER CARDS

Owl - You may flip any number of tiles before taking one during the layout phase.

Bear - If you have multiple white space areas of the same size that are your smallest, subtract 1 from all of them for purposes of the White Space Bonus.

Rabbit - Your mood penalty is reduced to a minimum of 0.

BREAKING NEWS

Breaking News cards are revealed before players have chosen centerpieces for the next round.

When applicable, Breaking News cards score in their most relevant category on the score pad.

If a player places tiles that violate the Breaking News card for a round, they must flip over tiles to resolve the conflict.

Any tiles that cross the fold are considered to be both above and below the fold.

Fri 1 - Keep it tidy! - Tiles may be placed above or below the fold, but any tiles on the fold itself must be flipped over.

Fri 12 - Build on what we've started! - Tiles must be adjacent to one another in a single group. If a player has more than 1 contiguous group of tiles, they must flip any groups that do not contain their centerpiece. Tiles that have been flipped over may be a part of a contiguous group.

Sat 2 - Quality, not quantity! - Facedown tiles count toward this Breaking News.

Sat 3 - Quantity, not quality! - Facedown tiles count toward this Breaking News.

Sun 10 - Give it prime position! - If a player's centerpiece is adjacent to an edge of their paper, they must shift the centerpiece so it is not adjacent to any edge, removing tiles and placing them on their desk if necessary.

Sun 12 - Every space counts! - The White Space Bonus is still scored this round.

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.

The Flatout Games CoLab for *Fit To Print™* is:

Molly Johnson - development, art direction, writing, editing, administration, marketing

Dylan Mangini - graphic design, production

Peter McPherson - design, development, art direction, writing, editing, marketing

Robert Melvin - development, writing, logistics

Shawn Stankewich - development, project management, art direction, writing, editing, graphic design, production, marketing, crowdfunding

Illustration and Graphic Design - Ian O'Toole

Solo and Puzzle Mode Design - Shawn Stankewich

AEG Credits:

Nicolas Bongiu - director of projects

David Lepore - production

Adelheid Zimmerman - production

We would like to say thank you to the people who have supported Flatout Games and helped make *Fit to Print™* the game that it is today:

Marleen Arenivar, Kimberley Bamburak, Joshua Beauregard, Nicolas Bongiu, Haley Shae Brown, Victoria Caña, Brian Chandler, Joseph Z. Chen, Ross Connell, Jeremy Davis, Chris Domes, Malcolm Eustis, Justin Faulkner, Randy Flynn, Kevin Grote, Erin Harrington, Spencer Harris, Patrick Hayden, David Iezzi, Ashwin Kamath, Anuj Khattar, Charlotte Kyle, Carla Kopp, Nick Kopp, Emma Larkins, Jacqueline Layman, Laura Lewis, Gavin McGruddy, Griffin McPherson, John McPherson, Tony Miller, Mark Minick, Indiana Nash, Robert Newton, Vladimir Orellana, Elisabeth Posthill, Michael Ringquist, Lucas Roby, Kevin Root, Aaron Russin, James Salaway, Michelle Salaway, Allie Tessier, Cody Thompson, Alex Uboldi, Samantha Vellucci, Josh Williams, Kyndra Williams, and John Zinser.

Arcane Comics, Blue Highway Games, Old Man Games, Playtest Northwest, Seattle Area Tabletop Designers, and Zephyr Workshop.

Flatout Games would also like to express immense gratitude to the *Fit to Print* Founders whose early support helped make this game possible:

Dan Banach, Tyler and Jess Barber, Ryan Bell, BoWaverly Cross, Ryan Dickinson, Leigh French, Lars Hffimnn, Jai and Sena, Gregg Kamei, Charlotte Kyle, Chad and Jan Martinell, Aaron M. Pope, Jafar Qasim, R A N D A L, Chris Rohde, Jesse Saland, Briella Snyder, CJ Stambaugh and Charlotte George, Jeff Tjaden

LOVE FIT TO PRINT?

PLEASE #FITTOPRINTGAME

FOLLOW US @FLATOUTGAMES

WWW.FLATOUT.GAMES



©2023 Alderac Entertainment Group.
2505 Anthem Village Drive, Suite E-521,
Henderson, NV 89052, USA. *Fit to Print* and
all related marks are ™ or ® and © where
indicated Alderac Entertainment Group, Inc.
or Flatout Games. All rights reserved.
Made in China.

Questions? alderac.com/customer-service | alderac.com/fit-to-print