

Untitled Manuscript Game

Overview

You are a medieval scribe working for a wealthy, aristocratic client. Your task is to compile a beautiful manuscript object full of as many different texts as you can manage. The better your arrangements, the happier your client will be, when you present the final product.

Over the course of the game, you will spend your time purchasing texts from booksellers, cadging texts from other players, copying texts into your book, and decorating your book with shiny decorative features.

Objective

The player with the most valuable manuscript at the end of play wins the game. Value is measured in terms of the manuscript's textual contents, spatial arrangement, and decorative features.

Contents

- 1 Shop Grid
- 4 Stacks of 25 blank manuscript grids
- 32 Action Cubes (8 of each color)
- 61 Text Cards
- 14 Exemplar Cards
- 14 Manuscript Decoration Tiles (one for each Manuscript Card)
- 4 Player Aids
- 1 First Player Quill
- This rulebook

Setup

1. **Materials.** Give each player one tear-off stack of blank manuscript grids, along with eight (8) Action Cubes of a single color. Make sure each player has a pencil.
2. **Starting Player.** Determine the first player using an equitable method; e.g., the person to have made something by hand most recently.
3. **The Shop.** Shuffle all Text Cards and place them face down on the “Draw Pile” space on the Shop Grid. Flip the top five cards into the open shop spaces in the top row. Flip the next five cards into the open shop spaces in the bottom row. These rows will operate separately throughout the game.

DIAGRAM OF A TEXT CARD, IDENTIFYING:

- Title
- Line Length

- Number of Lines
 - Language
 - Points (single-spaced)
 - Points (double-spaced)
4. **Exemplars and Decorations.** Shuffle all Exemplar Cards. Randomly choose two more Exemplar Cards than there are players. Place these face up near the Shop, where all players can see them. Return the remaining Exemplar Cards to the box. Place the Manuscript Decoration Tiles corresponding to the chosen Exemplars near the shop.

DIAGRAM OF AN EXEMPLAR, IDENTIFYING:

- Title
- Component texts [each with:?]
 - [Line length]
 - [Number of lines]
- Number of texts for partial bonus
- Partial bonus amount
- Total bonus amount

PAGE SPREAD OF FULL SETUP

Flow of Play

Play proceeds in rounds. Players take turns in clockwise order over the course of each round until all players have used all of their action cubes. Not all players will take the same number of turns every round. Any time a player is in possession of at least one action cube, they must take an action.

IMPORTANT: Any time a player acquires a new text, they may place the new text in their “Active Text Area” (on their manuscript grid) or in their personal pool of available texts (to the side of their manuscript grid). A new text can be placed in the “Active Text Area” if their “Active Text Area” is empty *OR* if they have not begun copying a text already in their “Active Text Area.” This **cannot be done** if they have begun copying a different text currently in their “Active Text Area.”

Actions

On their turn, the active player may spend any number of action cubes that they have in order to take a single action. Each action has a different cost, and most actions have variable costs.

The available actions are:

1. **Purchase a Text.** Take a Text Card from the shop. Spend the number of action cubes specified by the card’s location on the Shop Grid.

Slide the current face-up cards toward the discard pile to fill any empty spaces, and draw a new card into the space closest to the draw pile. If there are no cards remaining in the draw pile, shuffle the discard pile immediately and place the pile face down in the “Draw Pile” space.

2. **Borrow a Text.** Take a Text Card from another player’s pool of available texts. This cannot be the text in the Active Area of their player mat. *Either* spend two action cubes *OR* give one action cube to the player you are taking the Text Card from. They will spend that action cube as their own this round.
3. **Copy a Text.** Copy some amount of text from the Text Card in your Active Area onto your manuscript grid. If your Active Area is empty, choose a Text Card in your personal pool to place there (at no cost of action cubes).

IMPORTANT: You can only copy one text at a time! Until you have finished copying your current active text, you may not place any other text in your Active Text Area. Upon completion, immediately move your active text to your personal pool of available texts. Do not move any text into your Active Text Area at this time.

The number of action cubes you spend determines how many squares you may fill on your manuscript grid:

- + 1 cube: 1 square
- + 2 cubes: 4 squares
- + 3 cubes: 8 squares
- + 4 cubes: 12 squares
- + 5 cubes: 18 squares
- + 6 cubes: 28 squares

Texts require varying numbers of total cubes and may be arranged many ways on your manuscript grid. When you complete a text, fill the final square with the number of points earned from that text. For a complete description of the mechanics surrounding copying, see **COPYING TEXTS**, below.

4. **Follow Exemplar.** Each Exemplar Card provides a list of Text Cards that correspond to that Exemplar. It also states how many of those texts you must have copied into your manuscript grid, at minimum, in order to receive any bonus from that Exemplar at game end.

If you have completed at least the minimum number of texts in any Exemplar, you may place one action cube of your color on that card, to be scored at the end of game. (If you only have another player’s cube, exchange this with a cube you have already played.) You will no longer retrieve this action cube at the end of rounds.

You can either score points for a partial completion or full completion of

the Exemplar, as given on the Exemplar Card. Your score is determined *at game end*, not when you place your cube.

Bonus! If you are the first player to place a cube on this Manuscript Card, take the Decoration associated with that manuscript and place it on your manuscript grid. You cannot take a Decoration Tile if there is nowhere to place it on your grid. You may still place a cube to score this exemplar at game end.

5. **Scrape Away.** Erase up to 5 horizontal lines of text from your grid, regardless of how long those lines are. This erases any complete point values, as well. Spend one cube for each line you erase.

Round End

At the end of each round, all players retrieve all of their action cubes still in play. This includes those given to other players using the **Borrow a Text** action. It does not include those placed on Exemplars using the **Follow Exemplar** action.

Then, each player may choose one card in their personal pool to keep for next round. Each player may also spend one action for the *next round* in order to retain an inactive Text Card in their own play area. Each player can use up to three actions to retain up to three Text Cards. These action cubes are not available for use in the next round. All active texts are retained at no cost.

Place all un-retained Text Cards face-up in the Discard Pile space on the Shop Grid. Then, place the two Text Cards nearest to the discard pile in each row of the Shop in the Discard Pile (i.e., all four Text Cards that cost a single action). Slide the remaining cards over, and flip a new card into the space closest to the Draw Pile in each row of the Shop (as in the **Purchase a Text** action).

The Discard Pile is open information.

First player passes counterclockwise (i.e., in reverse turn order), and the next round begins.

Copying Texts

The basics

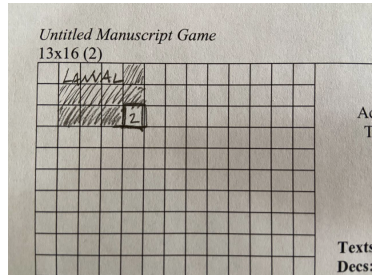
Each card has a line length and a number of lines. When you take the **Copy a Text** action, you will fill cubes in your manuscript grid, using a pencil. These squares represent the text in your Active Text Area. For any single text you copy, all lines must be left-aligned vertically on the grid.

You may only copy any given text one time into your manuscript grid.

The first line (or necessary boxes) of every text you copy will always be the title of the work you are copying. You will shade subsequent boxes to form the remaining lines necessary to complete the text.

In the final square of every text you copy in full, write the amount of points you will earn from that text, as found [where it is found] on the card.

EXAMPLE 1: To copy *Lanval, the Fae-bound Knight*, you will need to fill out 3 lines, each 4 squares long. In the first row of four squares, write “Lanval”. If this takes fewer than 4 squares, shade the remaining squares in that line. Then shade in two further rows of four squares. You score 2 points.



Arrangement

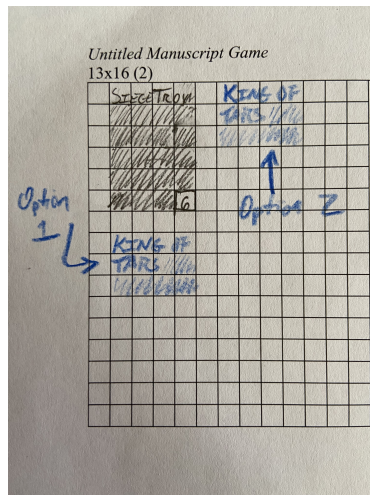
When copying texts, you can start anywhere on your manuscript grid, as long as there is enough space *on that page* to complete the entire text when you begin. It may be possible to fit texts side-by side on the same page.

Texts may not run into one another. At least one square of separation must be maintained both horizontally and vertically between two distinct texts.

Texts may continue from the bottom of one column to the top of the next, on a single page. Texts may not run from the left hand to the right hand page.

(Note: At the end of the game, you will score bonus points for each unused column *surrounding* your completed texts. The columns between texts do not count for this purpose.)

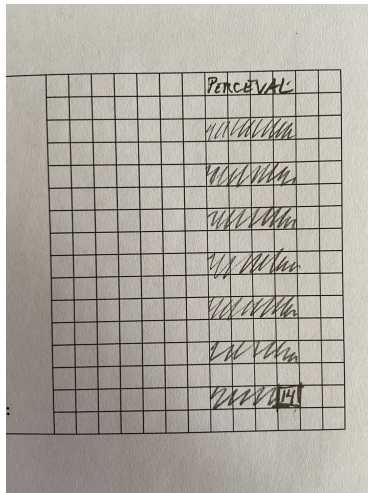
Example 2: You have already copied one prior text, in 6 lines of 4 squares each. You place *The King of Tars* in your Active Area. You could begin copying *The King of Tars* near the prior text in two ways: either below the prior text or next to it. In either case, separating squares must be left blank between the two texts.



Spacing

Any text can be copied double-spaced by inserting a horizontal line of its line length between each of its lines. When you complete a double-spaced text, score the appropriate amount of points, as found on its Text Card. Every line of a given text must be double-spaced in order to receive the higher point value.

Example 3: You have significant space remaining on your first page and want to copy *Perceval, The Grail Knight*. Rather than copying in 8 lines of 4 squares each one after the other, you decide to double-space this text and round out the page. Being sure to leave space between *Perceval* and any prior texts, you begin the first line as normal. Then, rather than shading in blocks on the next line below, skip that line, and shade the following line instead. Repeat for the whole poem, as shown. You score 14 points for double-spacing, rather than the standard 8.

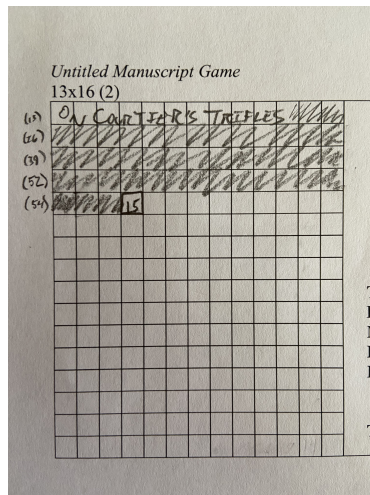


Prose Texts

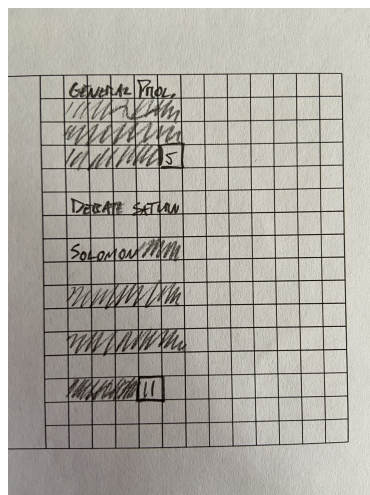
Some texts have the letter “P” and a total number of squares, rather than a line-length and number of lines. These are **prose texts** and they follow slightly different rules for the **Copy a Text** action.

The line length for a prose text is determined by the player copying that text. Each line of a single prose text should be the same length – with the exception of the last line, which may be shorter (to accommodate uneven division of blocks into lines). A prose text is completed when the total number of squares has been shaded.

Example 4: At the start of the game, you place *On Courtier’s Trifles* in your Active Area, a prose text requiring 56 total squares to copy. You decide to cram as much text into your manuscript grid as possible, starting at the leftmost square of the top row and copying all the way to the right margin of the page, single-spaced. You use nearly five full horizontal rows to complete your 56 total squares, scoring 15 points.



Example 5: You have already copied one prior text, in four lines of five squares each. You place *Debate Between Saturn and Solomon* in your active area, a prose text requiring 24 total squares to copy. You decide you want to maintain a single-column appearance on your page, and you decide to double-space this text. You leave one horizontal row of five squares blank below the prior text, then copy *Debate Between Saturn and Solomon* in lines of 5 squares each, skipping rows as necessary, scoring 11 points.



End of Game

Conditions

The game end is triggered when any player has at least some text (i.e. one or more shaded squares) in every quadrant of their two manuscript pages AND has finished copying at least 8 total texts. Gridlines separating rows and columns in separate quadrants are somewhat darker, and run between the midpoints of opposing borders.

When game end is triggered, finish the current round, taking turns and spending action cubes as usual. It is not necessary proceed to **Round End** when all action cubes have been spent.

Scoring

Your manuscript grid has a section for scoring the following categories:

1. **Texts.** Sum the total number of points from texts you copied throughout the game. These should be written in the final square of each completed text.
2. **Decorations.** Each decoration has a different point value. Each decoration can only be scored by one player. A single player may score more than one decoration.
3. **Exemplars.** Each Manuscript Exemplar has different point values for partial and total completion. Manuscript exemplars can be scored by any number of players. A single player may score more than one exemplar. You may not score any exemplar more than once.
4. **Luxury.** You receive points for pairs of unused vertical columns bordering all of the texts you copied on each page (i.e. the left and right sides of your manuscript grid). A pair consists of a wholly blank vertical column to the left of all copied text matched with a wholly blank vertical column to the right of all copied text, such that all text on the page can be found in-between the left and right sides of a single pair.

You may score up to two pairs of vertical columns on each page. Then, add your pairs together and score according to the following table:

- 1 pair = 2 points
- 2 pairs = 5 points
- 3 pairs = 12 pts
- 4 or more pairs = 20 pts

To calculate your final score, sum each of the categories above. The player with the highest point total wins.

Tiebreakers are, in order: the player with the most decorations, the player with the most texts copied, the player with the most unused columns. In the case of a tie after all these conditions are checked, the victory is shared.