


Components:

55 Letter cards
3 Dividers
2 Common cards
12 Typo cards
25 Starter cards
12 Fame cards
Instructions

Welcome to Paperback Unabridged. This expansion requires a copy of the original Paperback game to play. Paperback Unabridged provides several new cards, all indicated by the  icon, including:

- Unabridged Fame cards
- Unabridged Common cards
- Unabridged Starter cards
- Unabridged Trash cards
- Dumpster Diving
- Lowercase Letters
- Asterisks
- Typos
- Misc. letters

Players can choose to play with some or all of the new cards. With the exception of the Fame, Starter, and Typo cards, new cards are shuffled into their appropriate Offer pile during setup.

Unabridged Fame cards

Unabridged Fame cards replace the Fame cards from the original game, and can be used in a variety of ways.

Setup changes

Sort the Unabridged Fame cards into three piles containing the following cost levels:

First Pile	Second Pile	Third Pile
5¢ – 8¢	9¢ – 12¢	13¢ – 16¢

Each Fame pile should then be individually shuffled and placed face-up on the table. For a shorter game, instead of shuffling, sort each Fame pile from lowest cost to highest cost. For a longer game, sort each pile from highest cost to lowest cost.

Gameplay changes

When purchasing or gaining a Fame card, you may only purchase the top card from a pile – you are unable to choose a specific Fame card from a pile. As in the standard Paperback rules, the game ends immediately when two of the Fame piles are emptied or when all Common cards are claimed.

Unabridged Starter cards

Paperback Unabridged includes optional replacements for the wild cards used to form each player's starting deck.

Setup changes

Before creating their starting decks, each player should choose individually whether to use the Paperback or Unabridged starting wild cards. Your starting wilds must consist of all five cards from one game – no mixing wild cards between games.

Gameplay changes

Unlike those found in Paperback, Unabridged starting wild cards do not provide Fame points. Instead, Unabridged starting wild cards provide effects that activate when you use the wild card as a specific vowel in your word, as printed on the card:

- A – You may take the bottom card from one Offer pile and place it on top of its deck.
- E – You may trash one card from your hand.
- I – You may look at the top card from your deck and either put it back or discard it.
- O – You gain 1¢.
- U – You draw +1 card next hand.

While you can use Unabridged wild cards as any letter, you only gain the card's special effect if you use it as the specific vowel shown on the card.

Unabridged Trash cards

Gameplay changes

The new Unabridged Trash cards can trash cards from your discard pile, as well as those from your hand. Follow the instructions on the cards as normal to use them.

Cards from the original Paperback game that have trash abilities don't change. Follow the text on the cards: you can use them only to trash cards in your hand.

Dumpster Diving

Gameplay changes

Dumpster Dive cards can retrieve previously trashed cards into your discard pile. You can dumpster dive for any card that's been trashed, whether or not you're the player who originally trashed the card. Trashed cards include:

- A card trashed from a player's hand or discard pile
- A card trashed using the card's own effect, such as "Double word score, trash after use"
- A card trashed from the Offer

Lowercase Letters

Lowercase Letters are a new type of letter card that provide Fame points at the end of the game.

Gameplay changes

Lowercase Letters provide score (¢) each time they are played. They are also worth a certain number of Fame points at the end of the game, depending on the number of cards with the same letter you have in your deck. To determine the Fame points of a Lowercase Letter card, count the number of cards with that letter in your deck. Include both regular uppercase and lowercase cards, but don't include multi-letter cards:

# Cards	1	2	3	4	5	6+
Fame	1	3	6	10	15	21

For example, if you have 1 lowercase c card, it's worth 1 Fame point. But if you have one lowercase c card and two normal C cards, the lowercase c card is worth 6 Fame points instead. Even if you have the CH card, it doesn't change the Fame of the c card.

Asterisks

Asterisk cards include a letter and an asterisk. The asterisk represents a second, wild letter.

Gameplay changes

When you use an asterisk card in your word, you can choose to either:

- Use the asterisk as any second letter, just like a wild card
- Ignore the asterisk if you do not want an extra letter

If you use the asterisk as a wild letter, the asterisk letter must be in the position indicated on the card. For example, if you play the N* card, it could be used as the letters "NO", but not "ON".

If you use the asterisk as a wild letter, the asterisk counts as a letter for abilities that rely on word length, such as "If word is 4 letters or less, +1 card next hand" or for gaining a Common Card. If used, the asterisk also counts as a wild card for abilities based on wild cards, such as "+1¢ per wild in word."

Typos

Typos are persistent cards that provide score (¢) during play and help you spell longer words. However, Typos are worth negative Fame points at the end of the game. Using Typos is a dangerous game of hot potato: you can score big during the game, but be sure to pass them off to other players before the game ends.

Setup changes

Shuffle the Typo cards. After setting up the Offer as usual, add one random Typo card face-down in front of certain piles of the Offer, depending on the number of players:

Deck	2¢	3¢	4¢	5¢	6¢	7¢	8-10¢
2-player		✓		✓	✓		✓
3-player		✓	✓	✓		✓	✓
4-player		✓	✓	✓	✓	✓	✓
5-player	✓	✓	✓	✓	✓	✓	✓

Gameplay changes

Unlike other cards, you don't purchase Typos from the Offer. Instead, you must accept a Typo card when:

- You purchase or gain a card from a deck in the Offer row that has a Typo card in front of it (placed during setup)
- Another player passes their Typo card to you

When you receive a Typo card, it remains face-up in front of you until you use that card in your word. After using a Typo card, pass it to the player on your right. Typo cards are never removed from play. They can only be passed to another player.

Typos provide score (¢) when you use them in your word. The score earned depends on the total number of Typos you use in the same word:

# Typos Used	1	2	3	4	5	6+
Total Score	1¢	3¢	6¢	10¢	15¢	21¢

Score from Typos cannot be used to purchase Fame cards.

Typos cause you to lose Fame points. The total lost points depends on the number of Typos in front of you at the end of the game:

# Typos	1	2	3	4	5	6+
Total Lost Fame	1	3	6	10	15	21

Fowers & Games

Paperback Unabridged was designed by Tim Fowers and Jeff Beck, with art by Ryan Goldsberry. Special thanks to our backers, playtesters, families, and wives.

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