

Harper- Penguin- Schuster- House



A game of pitches, publishing, and pandemonium

You are a writer. HarperPenguinSchusterHouse is the sole publishing unit remaining. Luckily, corporate mergers breed creativity, and HPSH has determined that the novel they want to see from you is what their fancy metrics determined is selling right now. They've got the exact genre, character trope, and tone. Only one problem: they refuse to let you know exactly what these are. HPSH has locked you in the library basement until you figure out this most sellable novel, and pitch it to them. All hail the grand Publisher Papa!

GAME PIECES

1 Game Board
6 Genre Cards
5 Tone Cards
5 Character Cards
32 Pitch Cards
3 Writer Player Tokens
3 Writer Pitch Notepads
1 Red Editing Pen

SETUP

For two players, One player will assume the role of the publishing house (HPSH), and the other will assume the role of the writer.

For 3-4 players, one player will be HPSH, with the others playing as writers.

Separate all of the non-pitch cards into their three categories (genre, character, tone). Keep them face down, then shuffle each of the category decks. HPSH selects one card from each pile, making sure not to show them to any writers. These cards are the "sellable" novel. They will be kept secret from the writers the entire game, but may be referenced by HPSH at any time. Combine the remainders of the three small piles, then shuffle them thoroughly in with the pitch cards. Keeping cards face down, place 20 cards from this new deck next to the library stacks, 10 next to the carrel desks, and the remaining 15 next to the archives section on the board.

OBJECTIVE

The writer(s) want to get out of the basement. If there are more than one, they want to be first. The goal of the publishing house (HPSH) is to keep this from happening. If the writer(s) do not discover what HPSH has deemed the "sellable" novel and pitch to those themes within five rounds, HPSH wins. If the writer(s) discover what the house wants published, and successfully pitch with the correct genre, character, and tone, the writer wins. The first writer to pitch this successfully wins the game.

PLAYING THE GAME

The youngest writer goes first. Writers can choose any place on the board to start at, and may move freely around the library at the start of their turn. Once a writer has chosen their location, they must move their token to that section of the board and draw the card at the top of the stack corresponding to that section of the library.

If the card is an information card regarding what is in the publishing deck, they must keep the specifics to themselves if there are other writers playing. The information card means there is NOT that genre present in the novel HPSH wants written. The writer must keep the card in their personal pile, face down.

If the card is a pitch card, a pitch round begins.

PITCH ROUND

Writer actions: Each writer has 20 seconds to fill out a page from their notepad. Once time is up, they must hand it to HPSH. Refer to the next page for an example pitch diagram.

Remember: earlier in the game, writers might not know anything about the secret sellable novel. However, as time goes on, writers might know one or two of the genres that HPSH wants, and can use the pitch as a chance to guess at other cards.

HPSH actions: Read each writer's pitch aloud, then respond. Take out the red pen and edit. HPSH may make the following types of edits:

1. Cross out a word
2. Circle a word
3. Add a two-word annotation

Crossing out a word means that topic is not in the “sellable” novel.

Circling a word means that topic does appear in the “sellable” novel.

When HPSH edits a pitch, any other writers will see what is included.

A two-word annotation may be provided by HPSH on any pitches, but this can only be done up to three times in any game. HPSH may choose to be more giving with certain pitches that they find more entertaining, or enjoy more than the others. In a single round, HPSH may make up to two edits on a pitch, but these cannot be two circles. Only one circle can be given out per pitch. Once edits have been made, return the pitch to the writer.

MOVING AROUND

Once a writer has drawn an information card, or the pitch round is complete and edits have been made and returned, the next writer (moving clockwise) takes their turn selecting the area of the library they would like to move to.

A writer may remain in any area of the library they wish for as many rounds as they wish, but writers should note that the information cards may be buried at any level in the deck in areas.

A writer moving around may luck out to have each information card taken off the tops of decks.

Writers, as a tip: Take stock of how many pitches are provided at each location! The more pitches for certain locations, the more likely the remainders will be information cards.

A full game round is complete once every writer has drawn a card. If, over the course of five rounds, no novelist has correctly guessed the “sellable” novel and made a “sellable” pitch, HPSH wins and the art of literature dies forever.

GUESSING

If at least one writer has determined what the “sellable” novel is, they indicate their attempt to guess by shouting “BESTSELLER!” at the start of their next turn. At the shout, all writers may pitch to HPSH, though not all writers may be equally privy to the same information. The first writer to turn in the pitch with all topics present in the “sellable” novel wins the game.

PITCH DIAGRAM

A/an lighthearted story of a/an investigator who flies .
(tone) (character) (genre)

Note: Writers may NOT use any of the exact words or language that appears on the cards. Doing so disqualifies the pitch. For example: Instead of writing “detective” in the character slot, writers might use “investigator.”

****A list of every term used for the genre, character, and tone cards is included in the blue box below. It may be referenced by writers at any point in the game.****

EDITING DIAGRAM

A/an ~~lighthearted~~ story of a/an investigator who flies .
(tone) (character) (genre)

Note: HPSH can give up to two edits per pitch, and a total of three two-word annotations within a game. HPSH may choose to be more giving with helpful information for pitches they find amusing, creative, etc. The minimum number of edits that HSPH can make on a pitch is one, with the maximum being three, if they decide to annotate a pitch.

GENRE	CHARACTER	TONE
Sci-fi	Policeman	Friendly
Adventure	Femme Fatale	Optimistic
Mystery	Wizard	Critical
Romance	Knight	Funny
History	Detective	Depressing
Thriller		