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As the head of a rising magazine company, you try to chase stories that will capture the world's attention. From cutting-edge cities and the people who live in them to the wonders of art, nature, and knowledge—explore fascinating and important topics, and turn them into influential articles. Publish your articles in magazines that match their themes, and build your reputation in the competitive world of publishing. The more relevant and well-crafted your issues, the more recognition you'll earn. After two years of fierce competition, the player with the highest reputation will rise as the most promising star in the industry.

COMPONENTS



• Game board x1



• Round marker x1

• Player discs x12
(4 colors x3)



• Extra Action token x1
(white)



• Player Action tokens x8
(4 colors x2)



• Initiative marker x1



• Player markers x4
(4 colors x1)



• Set markers x10



• Topic tiles x65



• Hot Topic tile x1



• Money cards x60
(1K x20, 2K x20, 5K x10, 10K x10)



• Cloth bag x1



• Magazine cards x30

Topic Tiles

Topic tiles represent Story Leads players will collect. They are divided into 5 different categories identified by symbols:



Each topic tile has a cost ranging from 2K to 10K, classified into one of four ranks based on that cost. At the end of the game, players score bonus Reputation Points (RPs) for collecting more higher rank tiles (see "End of Game" on page 10, refer to the table on the game board and below).

	1	2	3	4	5	6	7	...
★	0	1	3	6	10	12	14	12
★★	1	3	6	10	15	18	21	13
★★★	3	6	10	15	21	28	35	15

Each topic tile is double-sided and contains the following information:

Back (Story Lead):



Front (Article):



Season
Each Story Lead has a season when it's most relevant. Once this season arrives, it will be developed (flipped face up) into an Article.

Category icon
Each topic tile belongs to one of the five categories.

Cost & Rank
The higher the rank of a Topic tile, the higher its cost. Rank is indicated by 0 to 3 stars (★).

Rank
Category icon

Note: Topic tiles are stored in the cloth bag and drawn onto the game board face-down. When a player collects one by paying its cost, it is placed in front of them face-down. When the indicated season arrives, it is flipped face-up and considered developed into an Article.

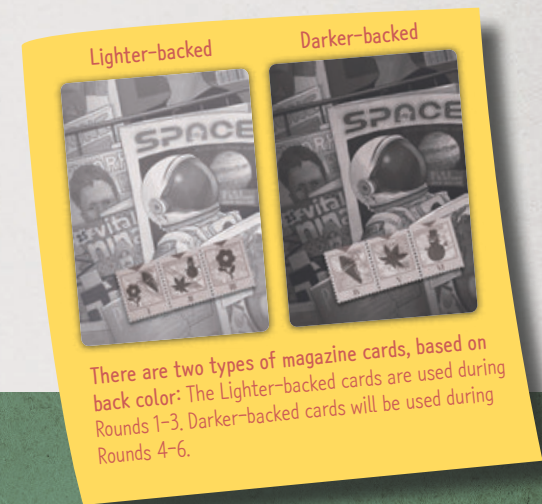
MAGAZINE

Magazine Cards

Players use their collected Story Leads or developed Articles to gain RPs (♥) and Money (💰) by publishing magazines.

Each Magazine card shows the player count it should be played at (e.g., "3+" for 3-4 players).

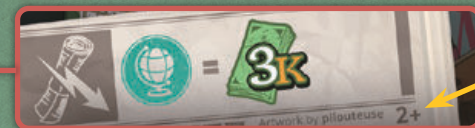
The rewards of the card are listed in the lower part of the card. Each magazine card has two rewards:



There are two types of magazine cards, based on back color: The Lighter-backed cards are used during Rounds 1-3. Darker-backed cards will be used during Rounds 4-6.



One-time issue (Instant) reward: The player who places their token on this space receives the Instant reward **immediately**.



Number of players

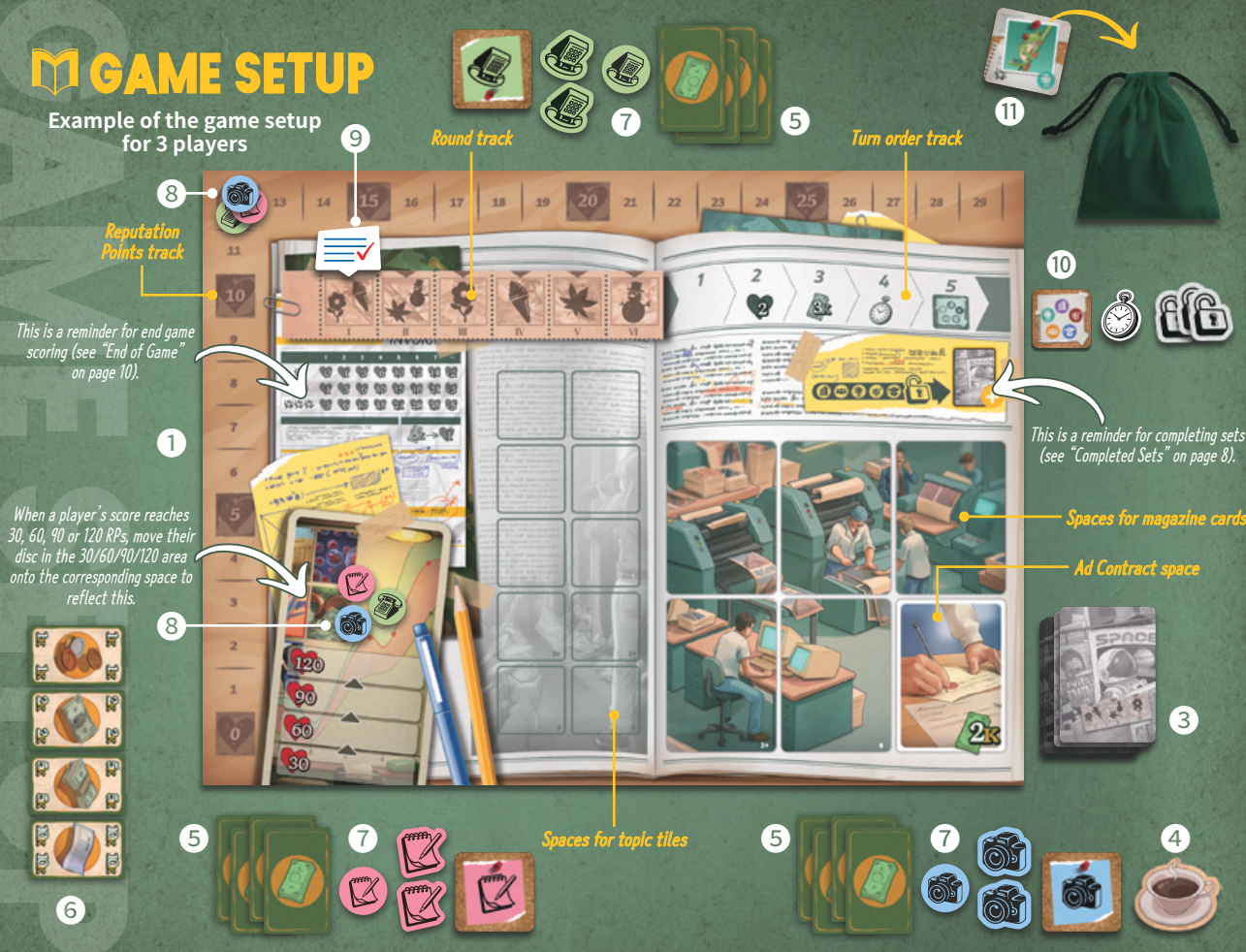


Periodical reward: The player who places their token on this space gains this card at the end of this round and receives the Periodical reward **at the end of each round**.



GAME SETUP

Example of the game setup for 3 players



This is a reminder for end game scoring (see "End of Game" on page 10).

When a player's score reaches 30, 60, 90 or 120 RPs, move their disc in the 30/60/90/120 area onto the corresponding space to reflect this.

This is a reminder for completing sets (see "Completed Sets" on page 8).

- Place the game board in the center of the table.
- Based on player count, return unused magazine cards to the box
 - In 2-player games: only use 20 cards marked "2+".
 - In 3-player games: use 24 cards marked "2+" and "3+" (use all cards besides those marked "4").
 - In 4-player games: use all cards.
- Divide the magazine cards into two decks, each with a specific back color. Shuffle the decks and create a single deck, placing the lighter-backed deck on top of the darker-backed deck. Put the deck beside the game board.
- The player who had most recently read a news article becomes the first player. You may also choose the first player at random. Give the first player the **Initiative marker**.
- Each player receives **20K Money**. In 4-player games, the third and fourth players get an extra **2K** and **4K**, respectively.
- Sort the remaining Money cards by value and place them near the board. This is the **Bank**.
- Each player chooses a color and takes the corresponding **player marker**, **2 Action tokens** and **3 discs**.
- Each player places one of their discs on the '12' space of the Reputation Points track (*Important: Players start with 12 points*), and another disc in the unmarked space of the 30/60/90/120 area. The remaining disc is kept by the player and used each round to determine turn order. The player marker serves only as a reminder of each player's color.
- Place the round marker above the first space of the Round track, making the season icons remain visible.
- Place the **Hot Topic tile** and the **Extra Action token** next to the game board. Also, create a supply of **set markers** nearby.
- Put all **65 topic tiles** into the bag. *"You may now start the game! (Do not forget Round setup, see p. 5.)"*

A game of Magazine is played over six rounds. During a Round, there is round setup, then players take turns Collecting Topics, Publishing Magazines or Signing Advertisements until they all pass. At the end of the sixth round, the player with the most Reputation Points wins the game.

ROUND SETUP

1. Develop Story Leads into Articles

(Skip this step Round 1.) Players **flip over their face-down topic tiles (Story Leads)**, whose season matches the current round's season. This is called "**Developing**."

Note: Some rounds count as two seasons. For instance, Round 2 counts as both Autumn and Winter, so develop all of your Autumn and Winter Story Leads.



2. Refill Topic Tiles

Draw topic tiles from the bag to fill available spaces on the game board:

- For 2 players: fill all 6 unmarked spaces.
- For 3 players: fill all 8 spaces (the 6 unmarked and 2 "3+" spaces).
- For 4 players: fill all 10 spaces.

You may look at the front side of the topic tiles while drawing them, but they are placed face-down on the game board. Do not replace any existing topic tiles—only fill available spaces. The topic tiles on the game board, can only be collected through the Collect action (see "Taking Turns" on page 6) and cannot be removed in any other way.

Example of the round setup for 3 players



3. Reveal Magazine Cards

Draw from the deck and place face-up magazine cards **equal to the number of players + 1** on the game board (e.g., for 3 players, draw and place 4 cards each round).

Important: In a 2-player game, reveal 4 cards instead of 3 in Rounds 3 and 6.

4. Set Turn Order

Starting from the player with the **Initiative marker** and **proceeding clockwise**, each player places their disc on an available space of the **Turn order track** and immediately gains the respective bonus.

Turn order track:

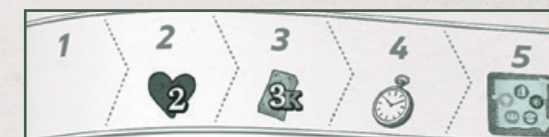
1: No bonus.

2: 2 RPs.

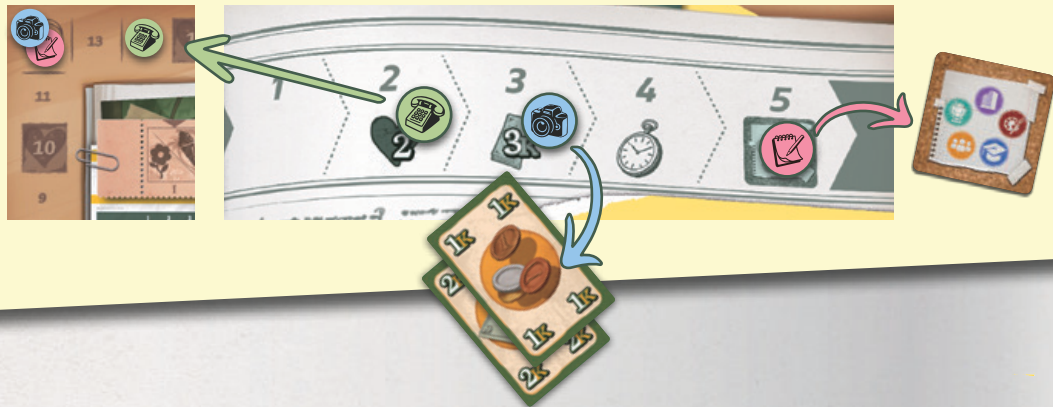
3: 3K Money

4: The Extra Action token (to be added to the two already in possession; return it at the end of the round)

5: The Hot Topic tile (can be used as an Article of ONE category of the player's choice: the player **MUST** declare the category when they USE this tile to get any reward from a magazine card; the category of this tile then remains fixed for the rest of the round; return it at the end of the round)



- **Kevin (Red)**, with the Initiative marker, places his disc on position 5 and gains, for this round, the Hot Topic tile.
- **Marco (Blue)**, the player seated to Kevin's left, places his disc on position 3 and receives 3K from the Bank.
- **Zenta (Green)**, the third player, wants to take her turn earlier, so she places her disc on position 2 and scores 2 RPs, advancing her disc 2 spaces on the RPs track.
- Although **Kevin** has the Initiative marker, turns for this round will be taken in the order of disc placement on the Turn order track: **Zenta, Marco, then Kevin**.



• Collect 1 Topic

Choose one face-down topic tile on the game board. Pay the corresponding cost to the Bank and place it face-down in front of you. Then, if its season matches the current season, flip it face-up (develop it).

For example, if a player collects a Summer topic tile in Round 1 (Spring/Summer), it is immediately developed. If a player collects an Autumn topic tile in Round 3 (Spring), it will be developed at the beginning of Round 5 (Autumn).

Therefore, if a player collects a Spring topic tile after Round 3 (Spring), it cannot be developed through normal means (see "Magazine's Special Rewards" on page 11). However, players can still collect such topic tiles in order to score RPs via ranks (see "End of the Game" on page 10) or to complete more sets (see "Completed Sets" on page 8).

• Publish 1 Magazine (requires an Action token)

Place an Action token to claim any available reward (either Instant or Periodical) on a Magazine card on the game board. Each reward space can only be claimed by one token (from a single player).

- Instant reward: Gain the reward **immediately**.
- Periodical reward: Gain the card **at the end of this round** and place it in your tableau.

Each player may hold up to 3 magazine cards unless they've completed sets (see Completed Sets on page 8). If your tableau is full, you **MUST** discard previously acquired cards to make room for the newly acquired ones.

Note: You can't place a token on a magazine card in any player's tableau.



• Sign an Advertisement (requires an Action token)

Place an Action token in the Ad Contract space and gain 2K from the Bank. There is no limit to the number of Action tokens that can be placed in the Ad Contract space.



• Pass

If a player no longer wishes to take further actions, they pass and retrieve their disc from the Turn order track. They skip all remaining turns this round.

MAGAZINE

TAKING TURNS

Players take turns in order shown on the Turn order track. On your turn, perform one of the following actions:

- Collect 1 Topic
- Publish 1 Magazine (this action uses a token)
- Sign an Advertisement (this action uses a token)
- Pass

Note: Some actions require using an Action token. If you have no tokens remaining, you cannot take actions that require them. The player with the Extra Action token will have - of course - one additional action that uses a token.

Note: Players do not have to reveal how much Money they have during the game.

END OF ROUND

Once all players have passed:

- 1 Retrieve all Action tokens. Players who have placed Action tokens on the Periodical rewards of cards gain the magazine card and place it in their tableaux. Discard all remaining magazine cards with an unclaimed Periodical reward.
- 2 Each player gains the Periodical rewards from EACH magazine card in their tableau. If needed, resolve in clockwise order starting from the player with the Initiative marker.
- 3 Return the Hot Topic tile and the Extra Action token near the Turn order track.
- 4 Advance the round marker and the player with the Initiative marker passes it to the player on their left. If you were not playing round 6, begin the next round. If it's the end of Round 6, the game ends.

Remember: all remaining Topic tiles on the game board stay in place!

COMPLETED SETS



When a player has one Topic tile (either a Collected Story Lead or a Developed Article) from each category, they complete a set. They take a set marker from the supply to indicate this. Each set marker allows the player to hold one additional magazine card. A reminder of this effect is shown above the magazine card space on the game board. **The Hot Topic tile does not count toward sets.**

Note: If set markers run out, use any suitable substitute.



MAGAZINE REWARDS

Most rewards are based on the number of Articles (developed topic tiles) a player has in a specific category.

- A/B: Choose one of the two categories shown and count how many Articles you have in that category (in other words, the number of Articles in the category where you have more).
- A + B: Count how many pairs of Articles you have across both categories (in other words, the number of Articles in the category where you have fewer).

Note: Story Leads (undeveloped topic tiles) do not count.



EXAMPLE 1.

Kevin (Red) has 3 Articles.

He places his token on the Instant reward to gain 3K and 6 RPs.



Note: If Kevin holds the Hot Topic tile and declares it as Nature, he gains 4K and 8 RPs instead. Once the category of the Hot Topic tile has been chosen, it remains fixed for the rest of the round.

EXAMPLE 2.

In a later round, Kevin has 4 Articles and 2 Articles. During the end of round phase, he resolves the Periodical rewards on each magazine card in his tableau:



For the Periodical reward shown above, Kevin chooses and gain 4K.



For the Periodical reward shown above, Kevin has two pairs of and Articles, so he scores 6 RPs.



Note: If Kevin holds the Hot Topic tile in Example 2 above and has not yet chosen its category:

- He can declare it as Nature to gain 5K instead of 4K (5 Articles) for the first card, and 6 RPs for the second card.
- He can declare it as Knowledge to gain 4K for the first card, but 9 RPs instead of 6 RPs for the second card (3 pairs of and Articles).

END OF GAME

After Round 6, the game ends. Score additional Reputation Points (♥) according to the chart below the Round track:

	1	2	3	4	5	6	7	...
☆	0	1	3	6	10	12	14	+2
☆☆	1	3	6	10	15	18	21	+3
☆☆☆	3	6	10	15	21	28	35	+5

Score 1 RPs for every 5K you own at the end of the game.

Score RPs based on the number of topic tiles (Story Leads and Articles) you have in each rank.

= ♥ 0
 = ♥ 3
 = ♥ 10
 = ♥ 6

The player with the highest total of Reputation Points wins. Ties go to the player with more topic tiles. In case of a tie still, the tied players share victory.

MAGAZINE SPECIAL REWARDS

Some magazine cards include special icons:



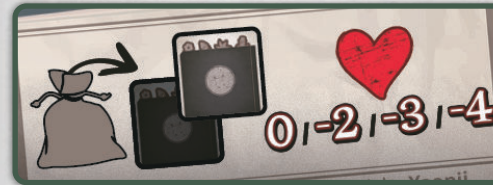
This magazine card does not take up space in your tableau.



Develop 1 of your Story Leads, regardless of its season OR Score 4 RPs.



Develop 2 of your Story Leads OR Develop 1 of your Story Leads and gain 5K.



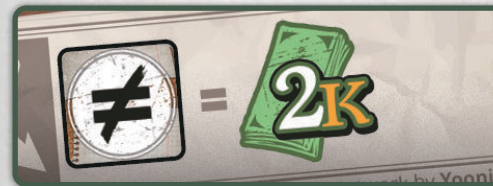
Draw 2 topic tiles from the bag. You may choose 1 to collect by paying RP instead of Money. Place it on its Story Lead side and immediately develop it if it is in season. Return the tile you didn't collect — or both tiles, if you choose not to collect any — to the bag.
 3☆: -4 RPs, 2☆: -3 RPs, 1☆: -2 RPs, 0☆: -0 RPs



Gain 1K for each of your Story Leads (undeveloped topic tiles).



Score 2 RPs for each of your Story Leads (undeveloped topic tiles).



Gain 2K for each different category of your Articles (developed topic tiles, including the Hot Topic tile) (max. 10K).



CREDIT

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MAGAZINE



Magazine was the top-ranked game
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