

MANIFESTO

A game by Miles Osgood

www.milesosgood.com/manifesto-game



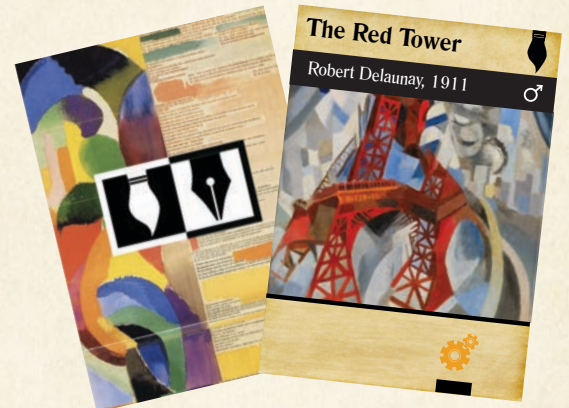
RULES OF THE GAME

The GAME and the GOAL

In **MANIFESTO**, 2-8 players compete as editors of rival avant-garde magazines. The object of the game is to **shock the bourgeoisie!** The player with the most **Shock Points [!]** at the end of the game is the winner.

Over the course of the game, players will develop an artistic **Manifesto**, assemble an editorial **Masthead**, collect visual and literary **Works**, and publish and circulate **Issues** of their magazine.

Players take turns collecting cards by placing Subscription Tokens on the Table of Contents. When one player publishes his/her **third issue**, the final round begins, final bonus points are awarded, and the victor is crowned.



GAME CONTENTS

MANIFESTO contains the following pieces.

- Table of Contents (the main board)
- Additional Board Strip for 5-8 Players
- 1st-Player Marker
- Re-Print Scoring Track
- 4 Reference Cards
- Works deck: 100 cards with visual and literary Works
- Ads deck: 27 cards with historical advertisements
- Manifesto deck: 24 small cards with manifesto quotes
- Masthead deck: 24 small cards with editors

Eight versions of the following...

- Folded magazine Jacket
- Set of 3 colored Subscription Tokens
- Set 2 white Bonus Subscription Tokens
- Set of 2 square Scoring Tokens
- Set of 3 Issue Covers

TABLE of CONTENTS

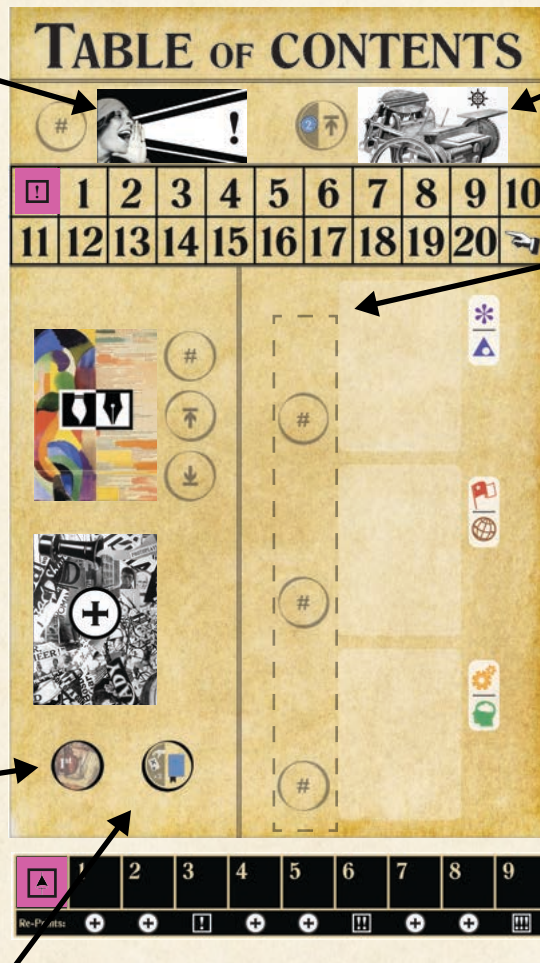
This is the board all players will use.

Manifesto Deck

The deck of Manifesto cards goes here, face down.

Masthead Deck

The deck of Masthead cards goes here, face down.



Scoring Track

This is where you'll keep track of how many Shock Points every player has.

Works Deck

The deck of visual artworks and literary texts goes here, face down.

Ads Deck

The deck of Ads goes here, face down.

First-Player Space

Players place a Subscription Token here to become the first player in the following round.

Magazine Bonus Space

Players place a Subscription Token here to search for Works associated with their Magazines.

5-8 Players:

Overlay the strip for 5-8 Players on top of the three Subscription Spaces in the Right Column.

"Right Column"

Works from the Work Deck are placed into the three spaces in this column, depending on the underlined Shock Icon at the bottom of the card.

Re-Print Track

This is where you'll keep track of how many times each player has had a Work Re-Printed.



Subscription Space: This is where you'll place Subscription Tokens to claim future cards on the board.

Explanations of the symbols inside these circles are included in the "Subscribe" and "Collect" sections of the rulebook and on the Reference Cards.



Shock Icons: Works all give different kinds of shock, denoted by six types of Shock Icons. Players will attempt to collect Works with specific Shock Icons to meet the demands of their Manifesto cards.

- Shock Icons are not the same as Shock Points. Shock Points are represented with an exclamation mark [!]



Obscene



Political



Technological



Abstract



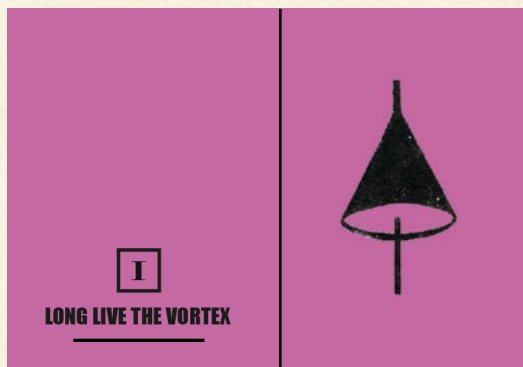
Cultural



Psychological

GETTING STARTED

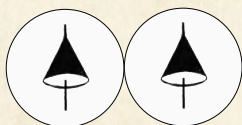
A.



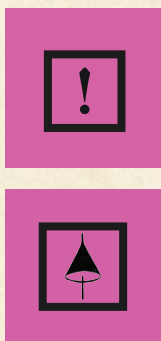
B.



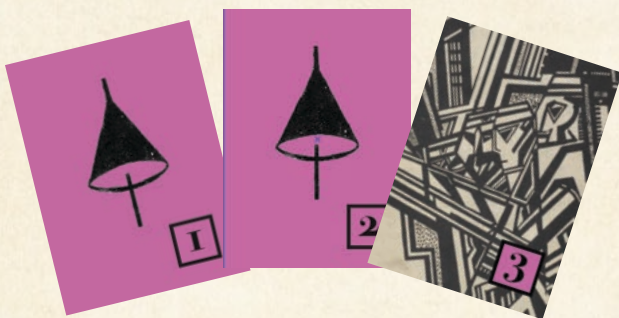
C.



D.



E.



Each player chooses one of eight historical magazines and collects the corresponding materials, as follows.

A. Jacket

This is where you'll keep Works you haven't published, along with Ads you've collected.

On the inside of the Jacket, you'll find directions for each Round and details pertaining to your specific magazine.

B. 3 colored Subscription Tokens

You'll use these to collect Works and other cards by placing them on the Table of Contents.

C. 2 white Bonus Subscription Tokens

These will help you secure Subscription Spaces on the Table of Contents, but each one only becomes active if you take an Ad or earn a Re-Print bonus. (See: "Ads" and "Re-Print.")

These 2 Bonus Subscription Tokens are the maximum available at one time. Any Ads or Re-Print bonuses that would put you over the limit of two active Bonus Subscription Tokens are void.

D. 2 square Scoring Tokens

Put the token with the exclamation mark [!] on the Shock Point scoring track on the Table of Contents. If you score more than 20 points, you can flip it over and return it to the beginning of the track.

Put the other token on the Re-Print Track. This will help you keep track of how many times other players have re-printed your Works and what bonuses you've earned.

E. 3 Issue Covers

These are the covers for the 3 Issues you'll try to publish. Each has different instructions on the back for how many Works you need, how many Shock Points you earn, and which way to pass the Issue when you Circulate it.


The third Issue cover looks different because it signals the end of the game. Any player who publishes his/her third Issue initiates the final Round.

EDITOR IN CHIEF & MAGAZINE BONUS WORKS

Each player starts with a specific Editor in Chief. During the game, each player will also try to collect four specific Works (for a “Magazine Bonus”) to earn bonus Shock Points at the end of the game.

Look at the inside of your magazine Jacket to find the Editor in Chief and Magazine Bonus Works associated with your magazine.

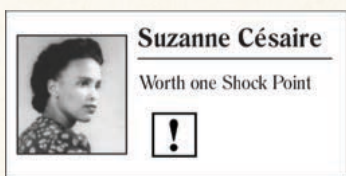
Editor in Chief

Take your Editor in Chief card from the Masthead deck. (Editor in Chief cards are marked with: )



Masthead Cards

Keep your Masthead Card face-down in front of you until you want to take the action written on the card. Reveal the card to take the action. You can do this anytime, but only once per card.



Keep the card face-up after use. At the end of the game, these cards count toward final bonuses.

Some Masthead Cards are worth one Shock Point. When you reveal this card, move your Scoring Token on the Scoring Track immediately.

Magazine Bonus Works

Score extra Shock Points by collecting up to four Works associated with your magazine. (These are works by artists and writers who historically contributed to your magazine.)

You will score these points at the end of the game by counting the matching Works you’ve collected. These can be in your Jacket or in your published Issues.



★ *The underlined Shock Icon next to the list of Magazine Bonus Works on the inside of your Jacket indicates where the card will be placed in the Right Column when drawn from the Works deck. See: “Draw.”*

Works

Over the course of the game, you’ll collect Works to put in your Issues.

Check the reference cards to learn about the distribution of Works in the deck (according to date, gender, work type, and Shock Icons).

Work Title ←



Work Type
(literary text or
visual artwork)

Artist, Publication Date,
Artist Gender

Magazine Bonus
This Work counts
toward the Magazine
Bonus for The Little
Review.

Shock Icons
This Work is worth two
Obscene Shock Icons,
one Political Shock Icon,
and one Psychological
Shock Icon.

★ *This underlined Shock Icon determines where the card should be placed on the Table of Contents. (See: “Draw.”)*

Note: The underline beneath the Shock Icon only affects the “Draw” action. It has no other significance. All other Shock Icons on the Work card are equally valid for meeting the Requirements of a Manifesto. (See: “Manifesto Cards.”)

FIRST MANIFESTO CARD

Before the game starts, each player draws three cards from the Manifesto Deck. Choose one card, put it face-down in front of you, and shuffle the other two back into the deck.

Manifesto Cards

Each Manifesto Card sets a requirement for all future Issues, along with a Shock Point bonus/penalty for meeting/failing this requirement when you Publish.

Requirement

This Manifesto requires that each Issue contain two Obscene Shock Icons and two Political Shock Icons.

Bonus/Penalty

If you meet the requirement when you Publish, gain two Shock Points. If you fail the requirement when you Publish, lose two Shock Points.

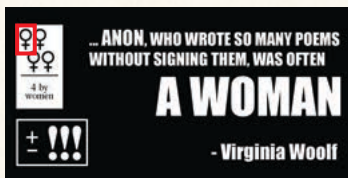
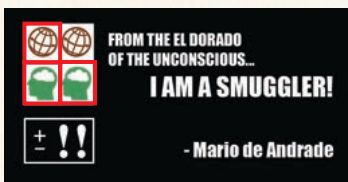


Keep your Manifesto Card(s) face-down until you Publish. When you Publish, reveal all face-down Manifesto Cards and score bonus/penalty for all Manifesto Cards (including those already face-up).

Meeting the Requirements of multiple Manifesto Cards

If you collect multiple Manifesto Cards and they have overlapping Requirements (e.g. the same Shock Icon), you do not need to meet the same Requirement multiple times within the same Issue. A player may use the same Work(s) to meet the Requirements on multiple Manifesto Cards.

Example:



When this Work is Published, it meets all of the Requirements in the red boxes.

The 2 Psychological Shock Icons on The Two Fridas apply to both of the first two Manifesto Cards. The Work also counts for one Cultural Shock Icon and for one Work by a woman.

To meet the full Requirements of these 3 Manifesto Cards, a player Publishing The Two Fridas would also need to Publish a Work with 1 Cultural Shock Icon along with 2 more Works by women.

Note: Manifesto Cards remain in play for the whole game. You must meet the Requirements of your previously revealed Manifesto Cards each time you Publish a new Issue.

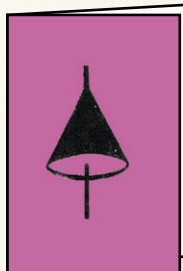
FINAL SETUP

Table of Contents Setup

Shuffle the following card decks and place them on their designated spaces on the Table of Contents: Works, Masthead Cards, Manifesto Cards, and Ads. Make sure each Player has placed his/her Scoring Token and Re-Print Token on the first space of the corresponding Tracks (see: "Table of Contents").

Player Setup

Arrange your personal player materials as shown on the right. Note that your Editor-in-Chief, first Manifesto Card, and Bonus Subscription Tokens should all be face-down, designating that they are not currently active. Keep any Works you collect in your folded Magazine Jacket until you Publish. Keep Issue Covers inside your Jacket or off to the side.



Choose initial First Player

The First Player at the beginning of the game is the player with the loudest clothes. Give this player the First Player token.



GAME ROUND: ORDER OF ACTIONS

During each Round of the game, players take a series of Actions: Fundraise, Subscribe, Draw, Collect, and (when the opportunity arises) Publish and Circulate.

Note: the inside of your Jacket offers a summary of these Actions, for your reference.

1. FUNDRAISE

Starting with the First Player and proceeding clockwise, each player may choose to draw one Ad from the top of the Ad deck. This allows the player to activate 1 Bonus Subscription Token.

If you choose to Fundraise, take an Ad and place it in your Jacket. Flip one of your Bonus Subscription Tokens so that it is face-up. You may use this Bonus Subscription Token during your subsequent "Subscribe" Action or you can save it for a future Round.

Ads

Ads may detract from your magazine! When you Publish, you'll have to include all the Ads you've collected since your last Issue. Most Ads will cost you 1 Shock Icon, but Ads advertising commercial or traditional magazines (roughly 1/4) will cost you a full Shock Point. For lucky players: a few Ads, advertising other modernist magazines and presses, are penalty-free.



Bonus Subscription Tokens

Bonus Subscription Tokens expand your options during the Subscribe Action by allowing you to place tokens on more spaces or concentrate more tokens on the same space. You can also use Bonus Subscription Tokens to **bump an opponent** off of a desirable space that he/she has claimed. See: "Subscribe."



2. SUBSCRIBE

Starting with the First Player and proceeding clockwise, each player places 1 Subscription Token on an available Subscription Space. Turns continue in clockwise order until each player has placed all of his/her available tokens or chooses to stop placing tokens.

When you place a Subscription Token on an empty Subscription Space, that space is considered claimed. When it is your turn again, you may decide to use that turn to add an additional token to this space.

Subscribe:



Subscription and Collection Symbols



During the “Collect” action, before choosing the card you want, you may look at the number of cards from the top of the deck/stack equal to the number of your Subscription Tokens on this Subscription Space. (Therefore, you may want to end the “Subscribe” action with multiple tokens on this space.)



Note: If you place Subscription Tokens next to a deck/stack, you must take one card from that deck/stack during the “Collect” action. This includes the Manifesto Deck. By putting multiple tokens next to this deck, you can make sure you don't get stuck with a Manifesto Card you don't like.



Masthead Deck. A minimum of 2 Subscription Tokens is necessary to collect from this deck. You will collect only the top card. (There is no benefit to placing more than 2 tokens on this space.)



During the “Collect” action, you will only collect the top card from the deck/stack next to this Subscription Space. (There is no benefit to placing multiple tokens on this space.)



During the “Collect” action, you will only collect the bottom card from the deck/stack next to this Subscription Space. (There is no benefit to placing multiple tokens on this space.)



First Player Space. Take the First-Player Token. You will be the First Player for the next Round (and you will continue to be the First Player until the Token is claimed again).



Magazine Bonus Space. During the “Collect” Action, you will have the choice to swap cards to find Works matching your Magazine Bonus. If you proceed: discard 2 Works with the same Shock Icon from your Jacket; then search the Works Deck or any discarded cards for a Work matching your Magazine Bonus.

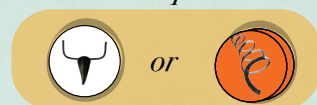
How to Bump an Opponent's Token: If an opponent has claimed a Subscription Space with a single, regular Subscription Token, and if you have an active Bonus Subscription Token available, you may use this Bonus Subscription Token to bump your opponent from the space. To bump an opponent: remove your opponent's token and place your Bonus Subscription Token on the contested space. Your opponent must now immediately place the removed token somewhere else on the Table of Contents, either on an open space or on another space that he/she has previously claimed.

You cannot bump an opponent from a space that has been claimed with a Bonus Subscription Token or a space claimed with multiple tokens. As such, when claiming an open Subscription Space, you may choose to place a Bonus Subscription Token pre-emptively to avoid getting bumped. Note also that, because bumping requires a player to claim a space with his/her Bonus Subscription Token, that space cannot be bumped a second time during the same Round.

Bump:



Unbumpable:



Example: Zora, Pablo, and Jorge are in the first Round of their game. Due to their (hidden) Manifesto Cards, all of these players are interested in collecting Works with Psychological Shock Icons. During the Fundraise Action, Jorge drew an Ad, so he has one Bonus Subscription Token active.



1. Zora places a regular Subscription Token on an open Subscription Space at the bottom of the Right Column, in the hopes that a Work with a Psychological Shock Icon will land on top of this space during the "Draw" Action.



2. Pablo was interested in the same Subscription Space, but he has no way to bump Zora's token. Instead, he places a Subscription Token next to the Works deck, hoping that he'll get lucky and draw a useful card during the "Collect" Action.



3. Jorge decides to bump Zora, using his Bonus Subscription Token. Zora takes her removed token and places it at the top of the Right Column, as she's also trying to collect Works with Obscene Shock Icons.



4. The three players continue to take turns, one by one. Zora gets another turn after being bumped by Jorge: she claims the remaining space in the Right Column. Pablo adds another token to the space he has claimed so as to look through the top two cards in the Works deck during the "Collect" Action. Jorge claims the First Player space with a regular Subscription Token so that he'll get to be First Player in the next Round.

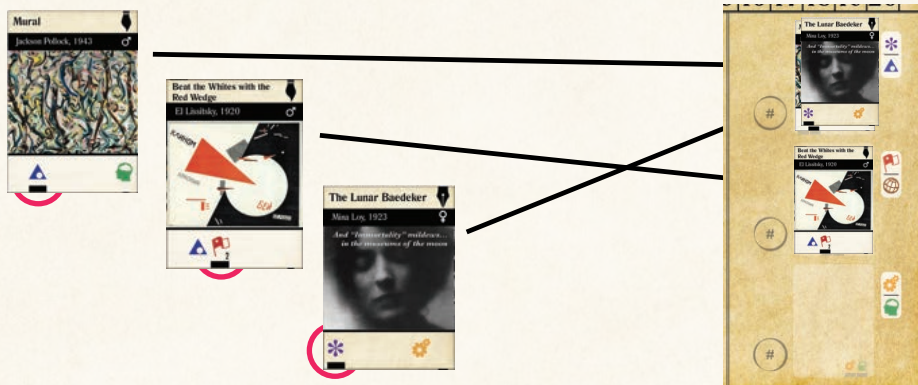
3. DRAW

For the Draw Action, one player (any player) draws 3 cards from the Works deck and places them face-up on the corresponding spaces in the Right Column. Keep drawing until each space in the Right Column contains at least one card.

To place a card, match the Shock Icon underlined on the bottom of the Work card to the corresponding Shock Icon printed on the Table of Contents.

5-8 Players: When playing the game with 5-8 players, continue to draw a minimum of 3 cards, but draw until there are at least 2 cards on each space in the Right Column.

Example: If you draw these 3 works, place them as follows. Mina Loy's The Lunar Baedeker, drawn last, would go on top of Jackson Pollock's Mural. Continue to draw until there is a card in the bottom space.



Note: Players may look through the stacks in the Right Column at any time to see what cards are covered up, but they may not re-arrange the order of the cards in the stacks.

4. COLLECT

All players now collect cards from their subscriptions (i.e. from the decks/stacks next to their Subscription Tokens). You will collect one card for each space in which you have Subscription Tokens.

In cases where several players have claimed different Subscription Spaces next to a single deck or stack, proceed from top to bottom: the player who has claimed the Subscription Space highest on the board collects first. (*Otherwise, players may Collect from their subscriptions simultaneously to save time.*)

If you have Subscription Tokens on several spaces, you may collect from these spaces in any order. The first card you collect (e.g. a Manifesto Card) may affect the other cards you choose or actions you take (e.g. searching for a Magazine Bonus Work).

As outlined in the “Subscribe” section, spaces work differently according to their symbols.



Count the number of Subscription Tokens you have on this Space. You may look at this number of cards from the top of the deck/stack before choosing the card you'll keep. Shuffle remaining cards back into the deck/stack.



Take only the top card from the deck/stack.



Take only the bottom card from the deck/stack.



Take the First-Player Token. You are now the First Player for the next Round and you continue to be the First Player until the Token is claimed again.



Optional swap: Discard 2 Works with the same Shock Icon from your Jacket; then, search the Works deck or any discarded cards for a Work matching your Magazine Bonus.

As you collect, place any collected Works in your Jacket. Place any collected Manifesto or Masthead cards face-down on the table in front of you, beside existing Manifesto and Masthead cards.

Remove all Subscription Tokens from the Table of Contents and return them to their appropriate players. Turn any used Bonus Subscription Tokens face-down: these are now inactive.

5. PUBLISH

Starting with the First Player and proceeding clockwise, players may elect to Publish an Issue of their Magazine, using the Works that they've collected. Each player announces the intention to Publish or not before anyone shows what is in his/her Magazine or reveals Manifesto Cards.

You can publish up to 3 Issues in a game. You'll find instructions for publishing each Issue on the backs of your 3 Issue Covers. Each of the 3 Issues requires an increasing minimum number of Works, confers an increasing number of Shock Points, and is Circulated around the table in a different direction.



- For the first Issue: you need at least 3 Works, you gain one Shock Point, and you Circulate your Issue clockwise.

- For the second Issue: you need at least 4 Works, you gain two Shock Points, and you Circulate your Issue counter-clockwise.

- For the third Issue: you need at least 5 Works, you gain three Shock Points, and you Circulate your issue clockwise.

You do not have to publish all the **Works** currently in your Magazine Jacket. But you must publish all the **Ads** that you've collected since your last Issue.

Reminder: You may not want to Publish a Work that counts toward your Magazine Bonus, because you will lose the bonus if another player takes the card to Re-Print during the Circulate Action.

Show the Works in your Issue to other players and place them under the Issue Cover.

Score Manifesto Cards & Ads. If any of your Manifesto Cards are face-down, reveal them now (and proclaim the slogan aloud!). Tally your relevant Shock Icons (and/or any other relevant Work details), making sure to account for any Ads that subtract from your Shock Icons.

Score bonuses or penalties for each of your Manifesto Cards, including those previously revealed, based on whether your Issue meets their Requirements. (See: "Manifesto Cards.")

If any of your Ads cost you Shock Points, account for those penalties.

Use your Scoring Token on the Scoring Track to keep count of your score as you go, making sure to include the Shock Points that you scored for Publishing this Issue.

Note: You may Publish multiple Issues on the same turn, if you have collected enough Works.

Example: Shih elects to Publish his second Issue. He reveals the following 4 Works from his Jacket and one new Manifesto card (bringing him to a total of 2 Manifesto cards).



Shih needs 2 Abstract and 3 Cultural Shock Icons to meet the Requirements of his Manifesto cards. He has the 2 Abstract Shock Icons, but he's missing 1 Cultural Shock Icon. He gains 2 Shock Points for his first Manifesto card ("Make it new"), but he loses 1 Shock Point for his second ("Cannibalism..."). He also gets 2 Shock Points for Publishing his second Issue. His net score, therefore, is 3 Shock Points (+ 2 - 1 + 2).

Shih takes the 4 Works and stacks them under his Issue Cover. This stack is his complete Issue: it is now ready for Circulation.



6. CIRCULATE

After each player has elected whether to Publish and revealed the contents of his/her Issue, pass all Published Issues around the table according to the direction indicated on the back of each Issue Cover. Opponents now get the opportunity to Re-Print Works in these Issues.

Re-Print

When a circulating Issue reaches you, you may choose to Re-Print one (and only one) Work. Take the Work, show it to the other players, and place it in your Jacket.



You may not Re-Print a Work that is a Magazine Bonus Work for the player who originally Published the Issue. This Work must return to the original player to be counted at the end of the game. (Other Magazine Bonus Works, however, may be Re-Printed.)

“Re-Print” refers to the act of taking the card from the Published Issue and putting it in another Jacket. A Work is considered “Re-Printed” whether or not it ends up being Published again in an Issue of another magazine.

The player who originally Published the Issue (i.e. the player whose Work is being Re-Printed) now advances one space on the Re-Print Track and collects a bonus. There are two kinds of bonuses:



: Activate one Bonus Subscription Token (turn token face-up for future use)



: Score Shock Points (update Scoring Track immediately)

*Example: **Marianne** publishes an Issue, and 3 of the Works are Re-Printed by opponents. She advances 3 spaces on the Re-Print track and collects the appropriate bonuses: she activates two Bonus Subscription Tokens and scores one Shock Point.*



If multiple Issues are Circulating, you may pass them around the table simultaneously to save time.

Note: If an opponent Publishes a Work that was a Re-Print from your earlier Issue, you may Re-Print and use the Work again. When you Re-Print the Work, your opponent moves up the Re-Print track as normal.

Reminder: If you have already activated both of your 2 Bonus Subscription Tokens and receive Re-Print bonuses to activate more, these bonuses are void. You can only have a maximum of 2 active Bonus Subscription Tokens.

After the Published Issue has Circulated all the way around the table, return it to the original player. These Works are no longer in play, but they remain with the original player for possible Magazine Bonus points.

NEXT ROUND

The player holding the First-Player Token goes first in the following round. This player begins a new “Fundraise” action, and players continue to go through the “Subscribe,” “Draw,” “Collect,” “Publish,” and “Circulate” actions again.

Rounds continue until one player publishes his/her third Issue. The following Round is then the Final Round of the game.

ENDGAME

Final Round

After any player Publishes his/her third Issue, the following Round becomes the final Round of the game.

Note: Most players will continue to try to publish their final Issues in this final Round. Players who have already published all 3 Issues can try to collect Works for their Magazine Bonus, add editors to their Masthead, or interfere with their opponents' objectives.

Endgame Bonuses and Penalties

Masthead Shock Points

If you have collected any editors for your Masthead that are worth Shock Points and you have not yet revealed them, reveal them at the end of the Final Round and update your score.



Magazine Bonus

At the end of the Final Round, look to see if any Works you've collected in your Jacket or retained in your Published Issues match the Works listed for the "Magazine Bonus" inside your Jacket.

If you haven't collected any Magazine Bonus Works, subtract one Shock Point from your total score. Otherwise, add Shock Points to your total score based on how many Magazine Bonus Works you have.

- 0:
- 1:
- 2:
- 3:
- All 4:

Example



If Salvador is playing with the magazine Minotaure and has these three cards in his Jacket or Published Issues at the end of the game, he adds 6 Shock Points to his total score.



THE WINNER

The player with the most Shock Points wins the game!

In the case of a tie, the victor is the player who has advanced more spaces on the Re-Print Track.

If the players are still tied, they win together!

!	+20	2	3	+20	+20	6	7	8	9	10
11	12	13	!	!	16	!	!	!	20	!

FREQUENTLY ASKED QUESTIONS



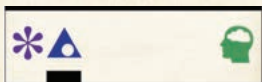
I placed multiple tokens on one of these arrow spaces. Do I collect multiple cards?

Nope: just take the top card or bottom card.



After looking through multiple cards adjacent to this space, what do I do with the cards I don't want?

Shuffle them back into the deck/stack.



Is there any difference between underlined Shock Icons and non-underlined Shock Icons?

The underline only determines where the card is placed in the Right Column during the "Draw" action. After that, there is no difference.



If I choose not to place an activated Bonus Subscription Token during the "Subscribe" action, can I use it in a future turn?

Yes. An activated Bonus Subscription Token only returns to being inactive after being used and removed from the board during the "Collect" action.



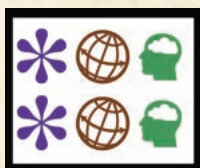
Do I need to put all the Works I've currently collected in my Published Issue?

No: you only need to reach the minimum number of Works assigned on the back of the Issue Cover. You may save some Works for future Issues or your Magazine Bonus.



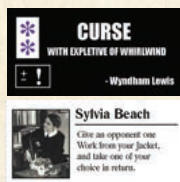
If I have a combination of Manifesto cards with Requirements like these, do I need to aim for two Abstract Shock Icons (blue triangles) in my Issue, or do I need four?

You only need two. Your Issue satisfies or fails each Manifesto card Requirement independently.



If an Ad costs me a Shock Icon but I don't need that particular Shock Icon to meet the Requirements of my Manifesto, how does it affect my Issue when I Publish?

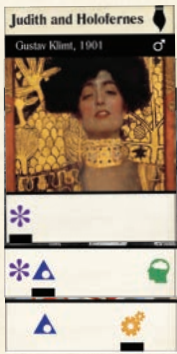
You lucked out! You must include this Ad in the next Issue you Publish, as usual, but it has no effect.



What happens to Manifesto cards and Masthead cards after I play them?

Manifesto cards remain active. Every future Issue you Publish will still need to meet the Requirements of this Manifesto, even if you also reveal new Manifesto cards. Keep played cards face up.

Masthead cards are only used once. Keep played cards face up.



Help! As the game goes on, I have too many Works in my Jacket and I can't keep track of them all. This becomes especially tricky when I'm trying to figure out if I'm meeting my Manifesto card Requirements. Any suggestions?

Consider organizing your cards in a vertical stack, as in the two options to the left. This will help you get a quick glimpse of which Shock Icons you have. You can also make the tops of the cards visible to see what dates and artists you have.



What happens if we run out of Works or Ads?

This is very unlikely, but if it does happen, you can continue to acquire Works and activate Bonus Subscription Tokens through Re-Prints and the Re-Print Track.



In a deck of 100 cards, it seems unfair that some players' Magazine Bonus cards will get drawn and others will remain stuck at the bottom of the deck! Is there a way to fix this?

Remember that any player can use the Magazine Bonus Space to search the Works deck for a Magazine Bonus card. But for maximum fairness, you can take a little extra time during setup to shuffle all the Magazine Bonus cards into the top half of the Works deck.



If I have an Ad in my Jacket at the end of the game with a negative Shock Point, and I don't Publish, do I still have to subtract a point from my score?

Nope. Penalties associated with Ads only take effect when Publishing.

REFERENCE NOTES

100 Works

I chose 100 works for this game, from the years 1900 to 1950. Of these, 50 are artworks and 50 are literary texts; two thirds are by men and one third are by women. I limited myself to one work per artist, and I tried to choose one of the artist's best-known works.

I assigned Shock Icons based on what I thought viewers and readers of the time would have found most striking about this work, while also balancing the proportions of different Shock Icons across the game.

DECK OF WORKS REFERENCE SHEET			
	SHOCK TYPE	★	★ ₂
✱	Obscene	17	1
▲	Abstract	17	1
📰	Political	16	7
🌐	Cultural	17	3
⚙️	Technological	16	7
🧠	Psychological	17	5
♂️ 2/3	♣️ 50%	1900s	7
		1910s	29
		1920s	36
♀️ 1/3	♠️ 50%	1930s	15
		1940s	12
		1950s	1

Shock Icons

Roughly speaking, the six Shock Icons may represent any of the following features and themes, in form or content.



Obscenity, eroticism, innuendo, taboo subjects, queer sexuality and identity, hereticism, profanity



Abstraction, non-representational aesthetics, self-reflexivity, meta-content, interrogations of medium or of “Art” itself



Politics, propaganda, ideology, militarism, protest, polemics on injustice and inequality, accounts of current events



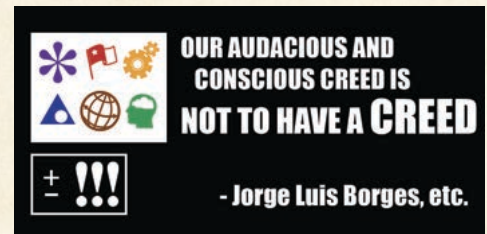
Cultural exchange across national and continental boundaries, between disparate traditions, through translation and allusion, between the highbrow and the lowbrow



Technology, machinery, inventions, urbanization, modern warfare, imagined futures, utopias and dystopias, scientism, new media, experiments in photography and film



Psychology, psychoanalysis, the unconscious, dreams and fantasies, memory, subjectivity and intersubjectivity, angst and neuroses, stream-of-consciousness prose, expressionist portraits



Magazines

All 8 magazines in the game are real, historical publications, but I took some liberties with their design and with their associated works.

- The icons and colors associated with each magazine did genuinely appear on at least one cover, with the exception of Minotaure: the use of Picasso’s “Bull’s Head” and the purple background is my own combination.

- For the “Magazine Bonus” selections, I picked authors and artists who appeared in these magazines (in a few cases, posthumously and/or in translation). The works themselves are not always a match.

- A few of these magazines (BLAST and Fire!!) never made it to three issues. (I chose Fire!! over other possible Harlem Renaissance periodicals because of its focus on the arts and its own striking aesthetics.)

>> In the latest edition of the game, I’ve added a **Hogarth Press** expansion set of materials as a 9th player option. Works and Masthead cards have been updated in the base game accordingly.

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For the design of the game itself:

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