

TABLOIDS™

GAME DESIGN BY STEVE JACKSON

This is a game for three or more players. You are rival reporters for a sleazy supermarket tabloid, competing to invent . . . err, that is, *research* . . . the hottest new stories every week. The public has a **right** to know that Bigfoot's UFO has abducted Elvis!

This set includes 328 cards and this rulesheet.

THE CARDS

There are three kinds of cards:

“Shocker” cards (black backs) have two exciting and newsworthy words or phrases, facing opposite ways. Only one side of a card can be used at a time . . . the other word(s) will be ignored. (Some have only one word; the other end is blank. The use of the blank end will be explained below.) There are 211 Shockers.

“Filler” cards (white backs) also have two words, but they are little “connecting” words. Some have only partial words; they are used to make other cards plural, change parts of speech, and so on. Some Filler cards also have only one word; the other end is blank. There are 107 Fillers, with many filler words appearing more than once.

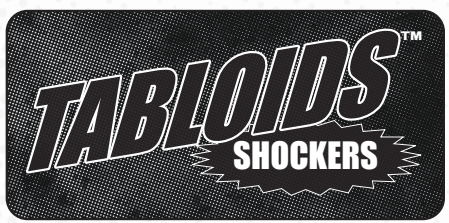
“Scoop” cards are gray on both sides, and used to keep score. There are 10 of these (you should only need seven, but if you want to play a longer game you can).

It's deadline time at the Midnight Sun! Can you come up with a story in the next three minutes?

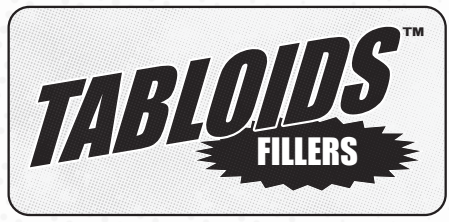
Divide the cards by type. Deal six Shockers and six Fillers to each player.

Set a timer (or just let someone look at a watch) for three minutes. If you have a human timekeeper, they should give a 30-second warning and a 15-second warning.

At “Go!” turn all your cards over and make the best headline you can. It doesn't have to be long – sometimes the funniest headlines are short!



Shocker Cards



Filler Cards



Scoop Cards

CREATING HEADLINES

Headlines are formed by placing the cards on the table. Each card must overlap the one **after** it – that is, the one to its right. Only one side of a card is used. The word facing the other way is ignored. You can never use both sides of a card in the same headline.

Lay the cards out with space between words.



If a card has a phrase on it, you may cover words you don't want to use. Thus, you can use MEN IN BLACK just as BLACK.



You may also play a card so the first part of a word is covered, so that its last letters are added to the end of another word. If you need an S, for instance, you could play the VIRUS card to use the S at the end. Or you could use VIRUS to make RUS (short for Russia, of course!) or US.



If a card has a blank end, you can use it to get rid of unwanted letters or words at the beginning of a word or end of your headline.



You may also make whole new words this way. For instance, you could combine IN and PERFECT to get INFECT, which is a great word for a headline . . .

WHAT IS A LEGAL HEADLINE?

Anything that the other players like. Now, here are some rules . . . which you can ignore if you want to.

Headlines must be grammatical, at least to the extent that real headlines are. It's possible to create a valid newspaper headline without a verb. Something like NUCLEAR PLANT DISASTER or SENATE SEX SCANDAL is completely realistic. A headline like BIGFOOT IN ENGLAND is also legal, because headline writers often leave out IS and similar words.

Headlines must have at least two words! It's hard to come up with a two-word headline that is exciting enough for a tabloid, but ELVIS SPOTTED always works . . .

Headlines must make some kind of sense. CIGARETTE PLANT ABDUCTED IN VAMPIRE is grammatically correct but makes no sense.

A word can be used in any way that works! If you have PLANT, you could use it to make WEREWOLF MASSACRE IN NUCLEAR PLANT, or MUTANT MIRACLE PLANT CURES CANCER, or COPS PLANT EVIDENCE OF MURDER.

Ignore punctuation, just like the real tabloids do. You may assume that any punctuation that you like is added to your headline. If you add an S card to PRESIDENT, it can mean either PRESIDENTS or PRESIDENT'S.

But plurals have to be correct. You can't put an S on WEREWOLF and pretend it's WEREWOLVES. (So some words just can't be made plural in the game.)

JUDGING

Each player in turn reads their headline out loud.

Then the timekeeper counts "3, 2, 1, Vote!" On "Vote," everyone points to the headline they liked best.

If one headline gets the most votes, it goes to press! Move it to the middle of the table, underneath any previous winners. (If there is a tie for most votes, nobody wins.)

The creator of the winning headline gets a Scoop card.

When there are seven headlines on the table, the game is over, and the player(s) with the most Scoops get bragging rights. Otherwise . . .

- Discard the cards you used (unless you had the winning headline, in which case it's already in the middle of the table).
- Discard any unused cards that you just don't like.
- Draw again, so you have six Shockers and six Fillers.
- Play another round!

When a deck runs out, reshuffle the discards. Because there are fewer Filler cards, you might burn through those in a game, but a typical game won't use the whole Shocker deck.

At the end of the game, read all the headlines in your finished tabloid and learn the AWFUL TRUTH!

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