

THE Gazette

TM

BOARD GAME

the **RULES** of the game

- * Every player is the publisher of their own paper.
- * You can have up to six players.
- * Select your game piece.
- * Collect two of each denomination (total \$3360) from the bank.
- * Roll die to see who goes first (highest roll wins).
- * Hire an advertising sales rep by drawing card from the pile.
- * Roll die and follow directions for the square you land on.
- * If you land on the "?", draw from "?" pile and follow directions.
- * Every time you land on or pass a "\$" square, collect the average sale amount on the bottom of your ad sales rep card from the bank.
- * If you land on "Extra", draw from the "Extra" pile and follow directions on the card.
- * If you moved backwards during a turn, as you move forward, follow directions on squares, even if you land on a repeat.
- * If you go broke before getting your paper out, welcome to the real world and quit whining.
- * The first publisher to get their paper out without going broke wins!
- * You are automatically disqualified if you throw things, hit another publisher or jump out the third story window.

by



This game,
and other products,
available from
www.digiversity.tv

the **Making** of the game

- * This game was invented during a rare fever, when the author was delirious.
- * The box and board were created using Adobe® Illustrator® on a Macintosh® Powerbook® G3, 333.
- * All logos were created in Illustrator®.
- * Film negative background on board and box were created in InDesign®, saved as PDF, opened in Photoshop® for manipulation and placed in Illustrator®. Ruby lithe tape was created in Illustrator®.