

# Telegram

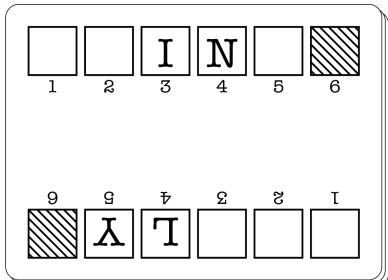
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Designed by Lucas Connors

*The year is 1869. It's your first day as a telegraph operator and this job is not at all what you expected. Learning Morse code was difficult enough, but the hours are long and it's easy to get confused with all of the clicking you can hear from other operators' telegraphs. You may just have to go back and review the paper tape...*

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# Components



30 word cards

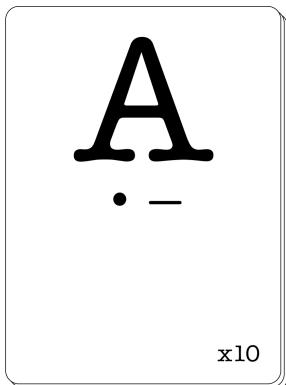
## Mixed Messages

Complete one 4-letter word, one 5-letter word, and one 6-letter word.

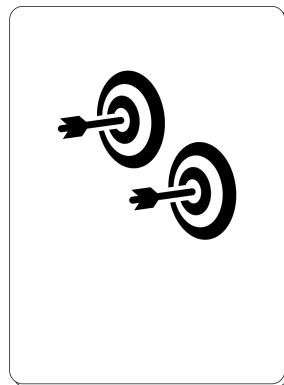
e.g. TREE / WEIGH / SENIOR



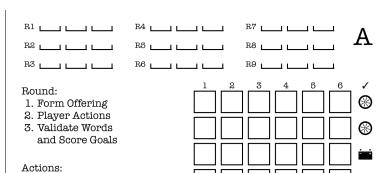
15 goal cards



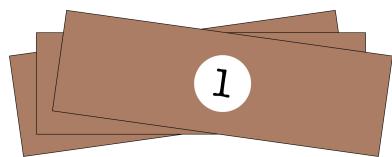
60 letter cards



3 solo cards



100 player sheets



3 number tiles

## Rulebook

# Setup

Divide the goal cards up by the number of target symbols. Shuffle each set separately and draw one goal from each pile, placing them faceup (side with two point values) in the center of the table.

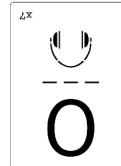
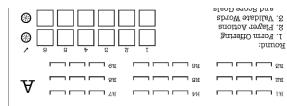
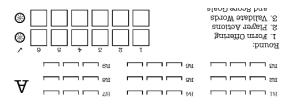
Shuffle the letter deck thoroughly, taking care to flip cards as part of the shuffle (letter cards are double-sided). Leave some space next to the letter deck for the offering.

Shuffle the word deck thoroughly, taking care to both flip cards and rotate cards as part of the shuffle (word cards are double-sided and can be oriented in two directions). Place the tokens with the numbers 1, 2, and 3 next to the word deck. Or alternatively, use the app instead of the word deck and number tokens for even more replayability. The app is available at [telegram.revolutiontech.ca](https://telegram.revolutiontech.ca).

Each player also needs a sheet and something to write with. For a basic game, all players should use the A side of the sheet (recommended for new players).

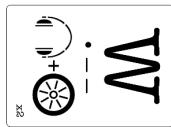
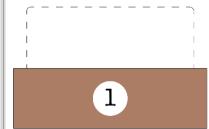
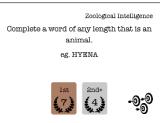
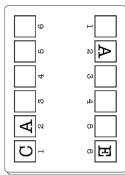
Draw and deal one letter card to each player. Each player chooses one side of the card to place in front of them, starting their reserve (see Reserve).

If setting up for a solo game, note that there are additional setup steps (see Solo Mode).



102

48



x10

x3

R1	_____	_____	_____	_____	_____	_____	R7	_____	_____	_____
R2	_____	_____	_____	_____	_____	_____	R8	_____	_____	_____
R3	_____	_____	_____	_____	_____	_____	R9	_____	_____	_____

**A**

Round:

1. Form Offering
2. Player Actions
3. Validate Words

R1	_____	B4	_____	R7	_____	
R2	_____	B5	_____	R8	_____	A
R3	_____	B6	_____	R9	_____	
Round:	1.	Form Offering	2.	Player Actions	3.	Validate Words
	<input type="checkbox"/>					
	<input type="checkbox"/>	<input checked="" type="checkbox"/>				
	<input type="checkbox"/>	<input checked="" type="checkbox"/>				

### *Setup of a 4-player game*

# Objective

Earn the most points before the game ends.

## Round

### Start of Round

At the start of the round, reveal 3 new words. If using the word deck, each word card should be placed under one of the number tokens in a random orientation so that only one of the words on the card is showing. If using the app, simply click the “Draw words” button instead.

Draw 4 new letters for the offering. When drawing letters, take care to use the side opposite to what was visible at the top of the deck. If that letter was already drawn this round, flip the card to the other side. If that letter has also been drawn already this round, discard the card and draw the next card from the letter deck. All letters in the offering should be unique. If the letter deck ever runs out, shuffle the discard pile into a new deck.

The new words and letters form the offering for the current round.

### Player Actions

All players perform actions simultaneously. Each player can perform up to 3 actions on their turn, tracking each of their actions in the round track on their sheet. They may perform the same action multiple times.

The two actions players can take are to start a new word and to insert a letter into a word (see Player Actions).

## End of Round

At the end of the round, discard the words and letters in the offering in order to prepare for the next round.

Players should validate any words they have completed this round with other players. For a word to be considered completed, a player must fill in all of the blank spaces *and* spell a real word with what has been filled in. Consult an agreed-upon reference (eg. Scrabble dictionary) to resolve conflicts over whether something is a word or not. If the word is invalid, the player should scratch out the entire row as a reminder that the invalid word will score negative points at the end of the game (see Scoring).

Players may also review each others' sheets and can score goal cards (see Goals) during this time.

## Game End

At the end of a round, if any player has fewer than 3 empty rows remaining in their word grid, this will trigger the end of the game.

Players will play one final round before scoring.

If all players still have 3 or more empty rows remaining at the end of the 8th round, this will also trigger the end of the game as the game can never exceed 9 rounds.

# Reserve

Players have a reserve of letters exclusive to them in their player area. Each player starts the game with 1 letter in their reserve (see Setup).

When adding a letter to the player's reserve during the game, draw the bottom card of the deck, choosing one side to keep face-up. Once the player has decided which letter to keep, the card cannot be flipped later in the game.

Letters in a player's reserve can be discarded at any time to insert the letter into a word as a free action.

## Sections

When activating letters in the offering, players will progress bonus sections on their player sheet. All sections in the basic game are tracks that progress from left to right. When progressing a track, scratch the leftmost empty space. When scratching out a space with a symbol, circle the corresponding reward above the sections. These rewards can be used later at any time as a free action.

### Headpiece Section

The Headpiece section has three rows of tracks, one for each word length in the game. The leftmost visible value in these tracks represent the number of points that will be awarded for each valid word completed at the end of the game. When progressing the Headpiece section, choose any of the rows to advance, increasing the point value of the corresponding word length.



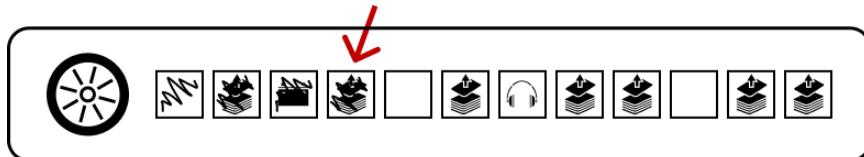
4-letters		3	4	4	5	5	6				
5-letters	5	5	6	6	7	7	8	9	10		
6-letters					9	9	10	11	12	13	14



*Example: Jennifer earns a Headpiece bonus by activating the letter "O". Even though she decided to write the O into a 5-letter word, she decides to use the Headpiece bonus to increase the point values of 6-letter words instead, since she has more 6-letter words than anything else. Jennifer has advanced the 6-letter row four times now (including this time), so now her 6-letter words are worth 9 points each.*

## Wheel Section

The Wheel section provides reserve rewards. When using a reserve reward, the player adds another letter to their reserve (see Reserve). The Headpiece and Battery rewards allow players to progress the corresponding sections.



*Example: Chris marks the fourth space on the wheel track, which earns him a reserve reward. He draws the bottom card of the deck, which has an "H" on one side and an "N" on the other. He decides to keep the "H" side face up in front of himself. Chris can discard the "H" on this turn or any future turn to activate it as a free action.*

## Battery Section

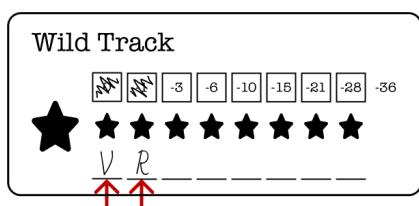
The Battery section provides rewards of common letters and wilds. A spring allows the player to insert any vowel into one of their words. A bolt allows the player to insert a common consonant (either L, N, R, S, or T) into one of their words, and a wild allows the player to insert any letter into one of their words. The Headpiece and Wheel rewards allow players to progress the corresponding sections. In the basic game, the Battery section is a track that progresses from left to right, although it works a bit differently in the advanced game (see Advanced Game).



*Example: Katrina marks the third space on the battery track, which earns her a bolt reward.*

## Wild Section

The Wild section is a special track that can be progressed at any time as a free action in order to gain a wild letter that can be inserted into any word in progress. This benefit comes at the cost of points however, as the leftmost visible value represents a point penalty at the end of the game.

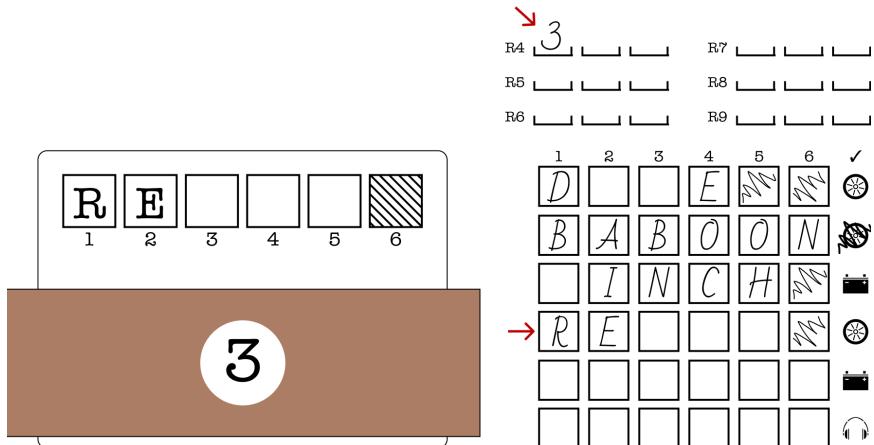


*Example: Nicolai was hoping for a "V" and an "R" to be drawn in the offering this round, but no such luck. He wants to finish the word CAVERN this turn, so he advances the wild track twice to gain those two letters. This move will cost him 3 points at the end of the game, but on the other hand he has all three of his actions for the round still available.*

# Player Actions

## Start Word

For an action, a player can start a new word by activating one of the words from the offering. First, the player writes the number under the word into the active action of their round track. Then, the player copies the word onto their player sheet in the next empty row of the grid. When a word is copied into a row, players should take care to copy the letters in the exact spots they appear and scratch out any unused cells as it appears on the card. This action can only be taken when a player has two or fewer words in progress as players may only have up to three words in progress at a time. Additionally, players cannot activate the same word multiple times in a turn.

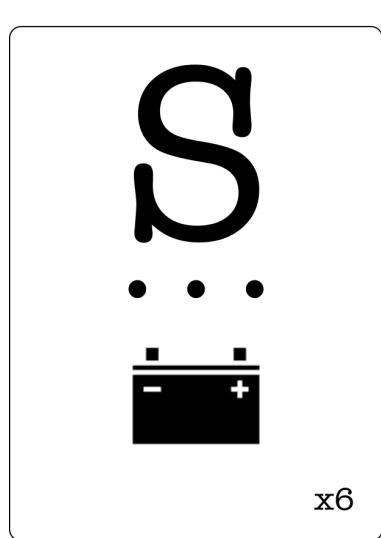


*Example: On the first action of the fourth round, Katrina decides to activate one of the words from the offering. She writes the number 3 into the first space of the fourth round in the round tracker and copies the word exactly into the next available row. She cannot take this action again until she finishes one of the three words she has in progress.*

## Insert Letter

For an action, a player can insert a letter into a word in progress by activating one of the letters from the offering. First, the player writes the letter into the active action of their round track. Then, that player copies the letter onto their player sheet into a non-empty row. Each letter may contain bonuses on it as well. For each bonus, the player immediately progresses in the corresponding sections (see Sections). A player may choose to activate the same letter multiple times in a turn for separate actions.

If a player completes a word during their turn, the player may mark the corresponding bonus to the right of the word to use it.



R1	1	C	2		R4			
R2	S				R5			
R3					R6			
	1	2	3	4	5	6	✓	
	C	A			N			✖
			U	S	E	M		✖
								✖
								✖
								✖
								✖
								✖
								✖
								✖

*Example: Nicolai decides to activate an S for his first action of the second round. He writes the S into the first space of the second round in the round tracker and writes the letter into a word he figures could eventually be either CAUSE or MOUSE. He then progresses the Battery section (not pictured).*

## Goals

Your client has specific expectations for the message you are transcribing. These are represented by the Goal cards, which provide players with an objective such as completing a certain number of words of a particular length.

The first player(s) to complete a goal score the higher value visible on the card (noting this in the bottom right of their player sheet). The goal card should then be flipped to the facedown side for future rounds. Any other player that completes the goal in a future round scores the lower point value.

A goal may not be completed by the same player multiple times.

Zoological Intelligence

Complete a word of any length that is an animal.  
eg. HYENA

1	2	3	4	5	6	✓
D			E	M	M	
B	A	B	O	O	N	
	I	N	C	H	M	
						Total

→ **7** ↵

**Example:** Katrina spelled the word BABOON this turn, so she can claim the goal Zoological Intelligence at the end of the round. Nicolai spelled the word MOUSE on the same turn, so both Katrina and Nicolai will enter a 7 into the triple target box of the scoring section on their player sheets. The goal card is flipped over to remind other players that if they spell an animal in a future turn, they are only eligible to earn 4 points instead of 7.

# Scoring

To determine your score, first count up all of the points earned from completed words. Count the number of valid 4-letter words you've completed and multiply the result by the number in the 4-letter row in the Headpiece track. Do the same for your 5-letter words and 6-letter words.

Count the number of invalid words. Each one is worth -5 points. Incomplete words are only considered invalid if a player cannot propose any valid word that the incomplete word could eventually become with additional hypothetical turns.

Additionally, subtract points for wilds used and add any points obtained from completing goals during the game.

*In the age of the telegraph, telegraph companies charged for telegrams by the word. To improve efficiency and reduce costs, telegraph operators would write telegrams in abbreviated messages known as "telegram style" or "telegraphese". The Adams Cable Codex was a telegram style that used English words as shorthand for full expressions (eg. "Baker" → "Will send draft (or check) by first post.").*

1	2	3	4	5	6	✓
C	A	V	E	R	N	
M	O	U	S	E		
L	E	A	N			
R	A	X				
T	R	I	L	L		
C	A	S	T			
			D	E		
S	H	O	N	E		
W	A	C	K	Y		

	4
	-
	7
4-Letter Words	$2 \times 3 = 6$
5-Letter Words	$4 \times 10 = 40$
6-Letter Words	$1 \times 7 = 7$
Invalid Words	$1 \times -5 = -5$
★	-3
Total	56

4-letters		3	4	5	5	6
5-letters						
6-letters		7	7	8	8	9

### Wild Track

		-3	-6	-10	-15	-21	-28	-36
★	★	★	★	★	★	★	★	★

Example: Nicolai finished two 4-letter words and each of his 4-letter words are worth 3 points each, so Nicolai scores 6 points for 4-letter words. Since Nicolai spent most of his headpiece bonuses on improving his points of 5-letter words, Nicolai earns 10 points per 5-letter word! Fortunately he has four of them, so he'll earn 40 points from 5-letter words. This is where most of his points will come from. Nicolai also scores 7 points for a 6-letter word. As far as incomplete words go, Nicolai has two. For the first one starting with RAX, Nicolai can't come up with any possible word that could become so he scratches it out and takes a -5 point penalty. The other incomplete word he just started could have become SPADES or many other possible words with additional turns so this incomplete word won't count against him. Nicolai adds the 11 points and subtracts the 3 points from the wild track to get a total of 56 points.

# Advanced Game

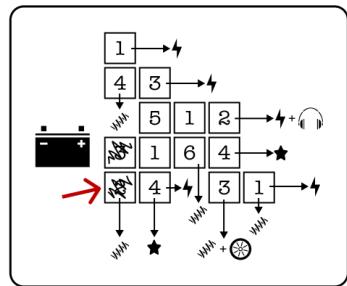
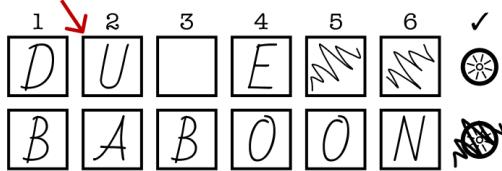
When playing an advanced game, all players should use the B side of the player sheet. The advanced game introduces two major changes to the basic game.

## Player Action: Start Word

In the advanced game, players are not required to start words from top to bottom. Instead, when taking the Start Word action, players may copy the word onto their player sheet in *any* empty row of the grid. The game still ends when a player has two or fewer empty rows in their word grid at the end of a round, but these empty rows could be anywhere.

## Bonus Section: Battery

In the advanced game, the Battery section consists of rows and columns of numbers. When a Battery bonus is earned from activating a letter, mark off a space with a number corresponding to the position the letter was entered into in the main word grid. When the Battery bonus is earned elsewhere, any space of the player's choice can be marked. Completing rows and columns in this section provides rewards. The rewards function the same as in the basic game.



*Example: Katrina inserts a "U" into the 2nd position of one of her words. Since the "U" provides a Battery bonus she marks a space with the number 2 in it and completes a column, earning her a spring reward.*

# Solo Mode

To play solo, first shuffle the letter deck thoroughly and draw a letter to start your reserve as described in the setup (see Setup). Then, shuffle the three solo cards. Next, split the letter deck into four piles of equal size. Shuffle two of the solo cards into the second pile and shuffle the other solo card into the third pile (without flipping as you shuffle this time). To form the letter deck for the solo game, stack the first pile on the second, second pile on the third, etc. so that the first pile is on top and the fourth pile is on the bottom. Proceed with the remaining setup as normal.

When drawing letters for the round, set aside any solo cards drawn and draw additional letter cards to replace them. Before the round begins, reveal these solo cards one at a time and flip the corresponding goal to the claimed side (if it is not claimed already). You will not have access to the higher point value for this goal if you haven't already claimed it.

The goal of the solo mode is to score as many points as possible. A player can evaluate their final score using the following table:

Points	Level
>120	Legendary
100-120	Genius
80-99	First-class
60-79	Model employee
40-59	Part-time operator
25-39	Trainee
<25	Poor listener

# Credits

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Special Thanks: Katrina Connors, all of the great folks in the Golden Gate Gamemakers community

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# Letter Frequencies

A	•—	x10	N	—•	x7
B	—•••	x3	O	———	x7
C	—•—•	x5	P	•——•	x4
D	—••	x5	Q	——•—	x0
E	•	x14	R	•—•	x10
F	••—•	x2	S	•••	x6
G	——•	x3	T	—	x7
H	••••	x3	U	••—	x5
I	••	x7	V	•••—	x1
J	•———	x1	W	•——	x2
K	—•—	x2	X	—••—	x1
L	•—••	x7	Y	—•——	x3
M	— —	x4	Z	——••	x1