Show & Tile Print-and-Play

A creative party game for 3-6 players By Isaac Shalev and Matt Loomis

Can't draw? No problem! Anyone can create unique works of art with a few simple shapes. Build your secret word with tangram tiles before the time runs out. Earn points when someone guesses your artwork or you guess theirs. The player with the most points at the end of 4 rounds is the winner!

Components:

- 6 sets of 14 double-sided tangram tiles. Each set includes 4 large triangles, 2 medium triangles, 4 small triangles, 2 squares, and 2 rhombuses in the following pairs of colors:
 - Blue/Red
 - Blue/Yellow
 - Blue/Green
 - Red/Yellow
 - Red/Green
 - Yellow/Green
- 105 Word cards
- Scorepad
- 90-second timer (or a timer app)
- 6 pens
- Rules

Objective:

The player with the most points at the end of 4 rounds is the winner!

<u>Setup:</u>

Shuffle the Word cards. Place them in a face-down deck in the center of the table. Give each player a set of 14 matching tangram tiles, a scoresheet, and a pen. Everyone writes the names of the other players in the left column on their scoresheet.

Gameplay:

All players play simultaneously. Draw 2 Word cards at the start of each round. Secretly choose a word from one of your cards, then place that card face-down next to your mat. Discard your other card face-down.

Once everyone has chosen a word, start a timer and start creating!

Building:

Use your tiles to build your artwork on your mat. When the timer runs out, everyone must stop building and put down their tiles.

Guessing:

Everyone writes down their best guess for each player's artwork on their pad. When everyone has finished writing down their guesses or the timer runs out, it's time to reveal! Everyone reads out their guesses for a single player's artwork, then the artist reveals their word.

- Players who guessed correctly receive 1 point
- The artist gets 2 points if ANYONE guessed their word, no matter how many players got it.
- They get an extra +1 point if the word has a star.
- If no one guessed the word, no one scores.

After everyone's artwork has been scored, begin a new round. At the end of the 4th round, everyone writes down their favorite artwork from the game. Finally, add up your scores and share your favorite artworks.

The player with the highest score is the winner!

<u>Tips:</u>

- Each player should have a set of 14 tiles in just two colors, e.g. RED front and BLUE back.
- Artwork must be judged by its appearance alone. No hints, sound effects, or gestures!
- You do not have to use all of your tiles. Leave unused tiles off your mat.
- Use the logo on your mat to show which side is the top of your artwork
- Each word in the game is unique, and all words are nouns.
- You can place tiles flat or layer them on top of each other.

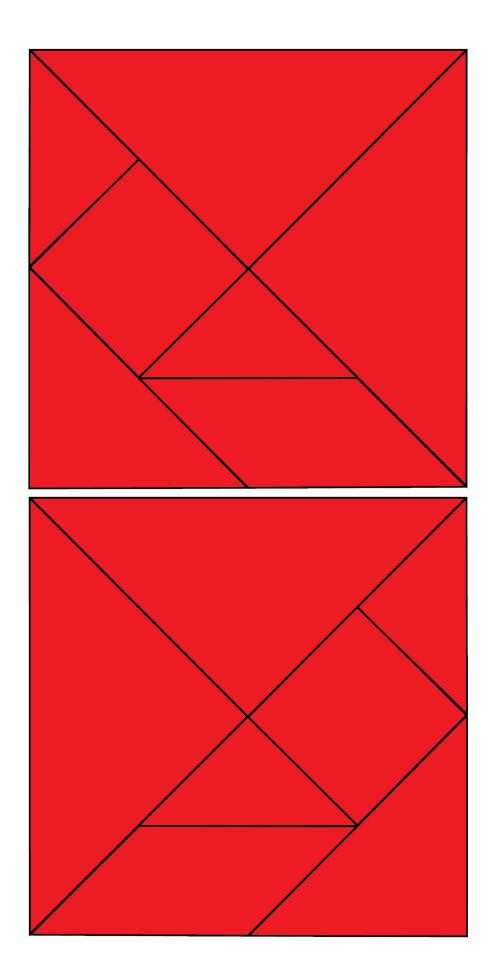
Print-and-Play:

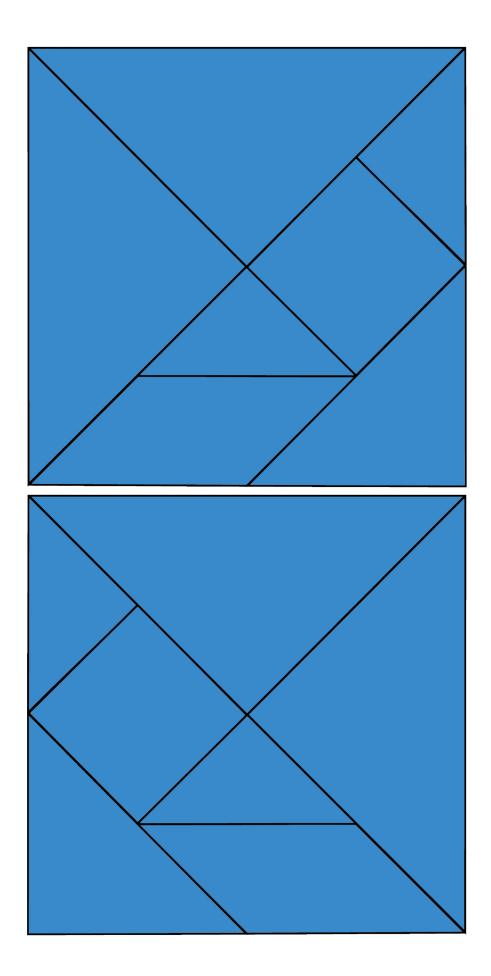
To print and play **Show & Tile**, you will need to print the word cards, and double-sided tangram tiles. Print out pages 3-14, and assemble all 12 sets of double-sided tangrams. Each player uses two sets of matching colors.

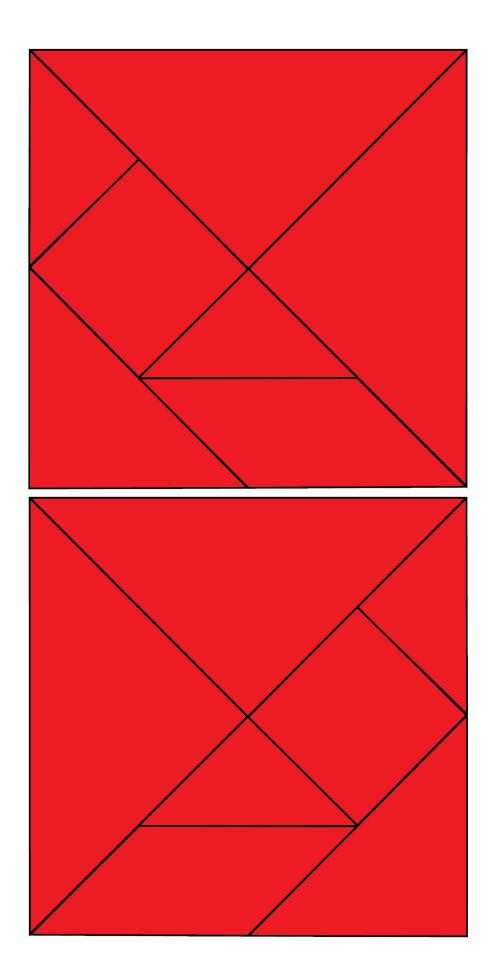
If you are unable to print in color, use colored pens or pencils on a print-out of page 15.

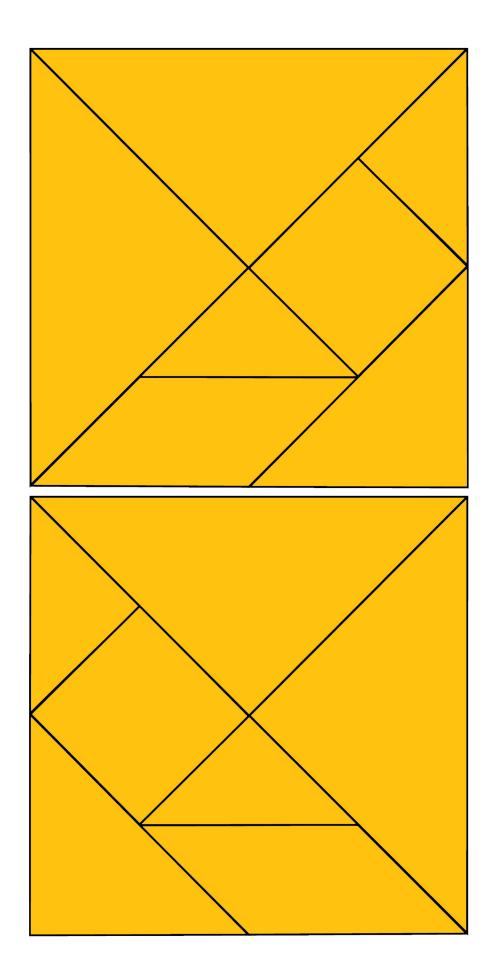
The published game will include a 90-second sand timer. If you don't have one, simply set a 90-second alarm on your phone.

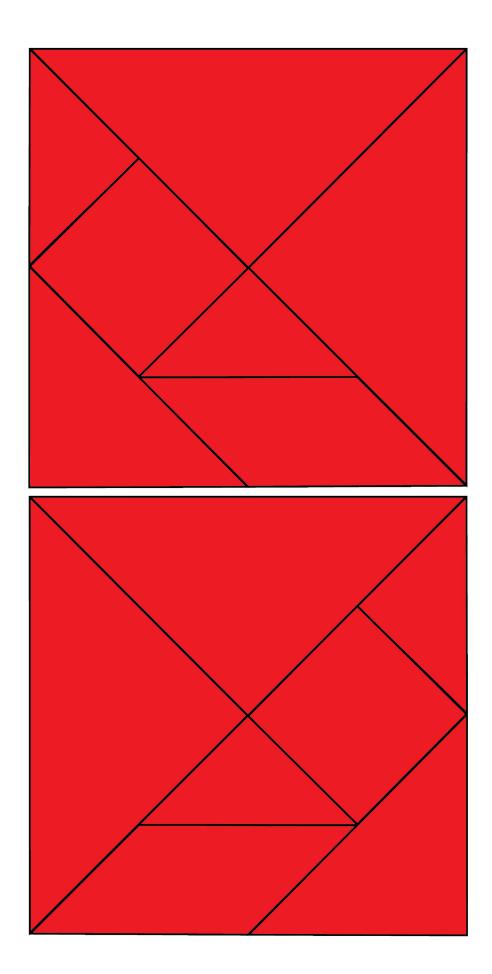
Each player will need a scorepad (2 copies of the scorepad are on page 16) and a pen.

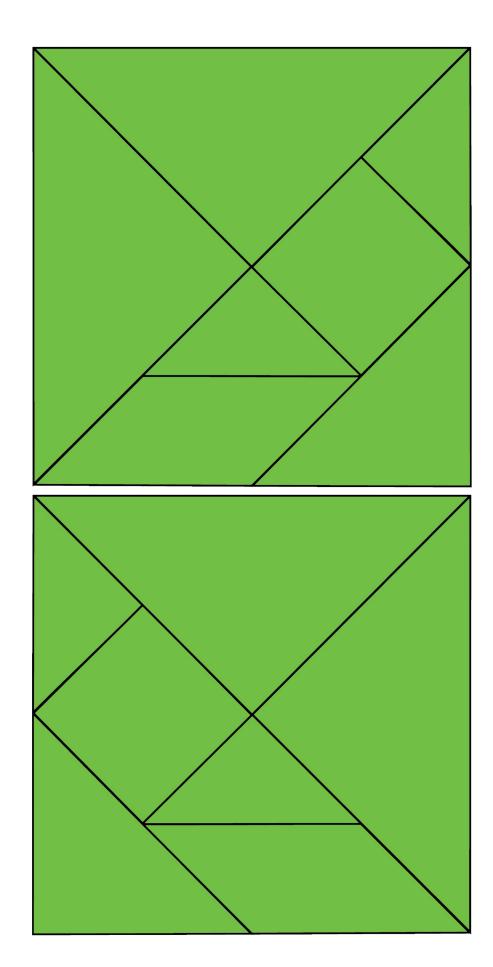


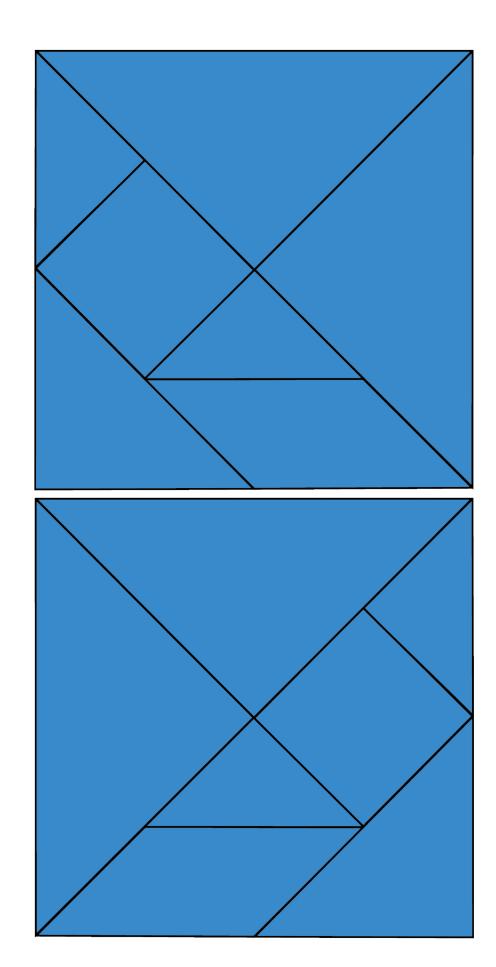


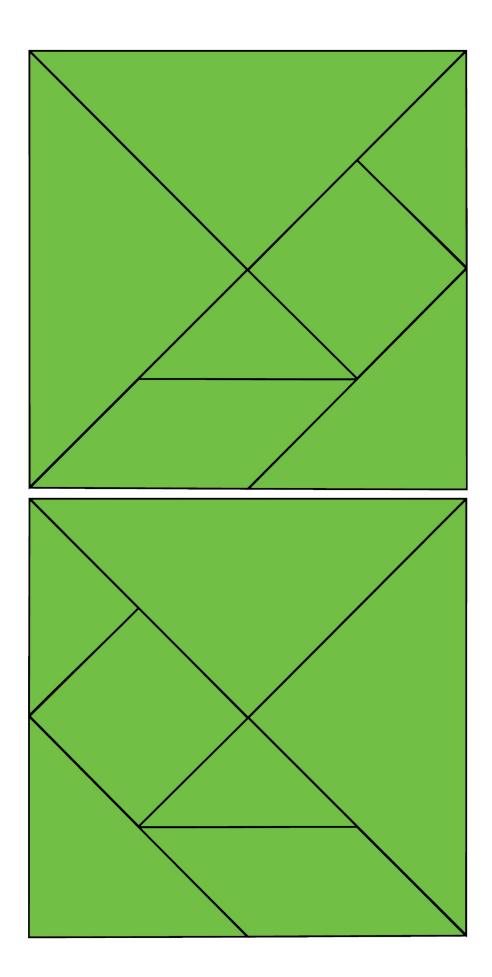


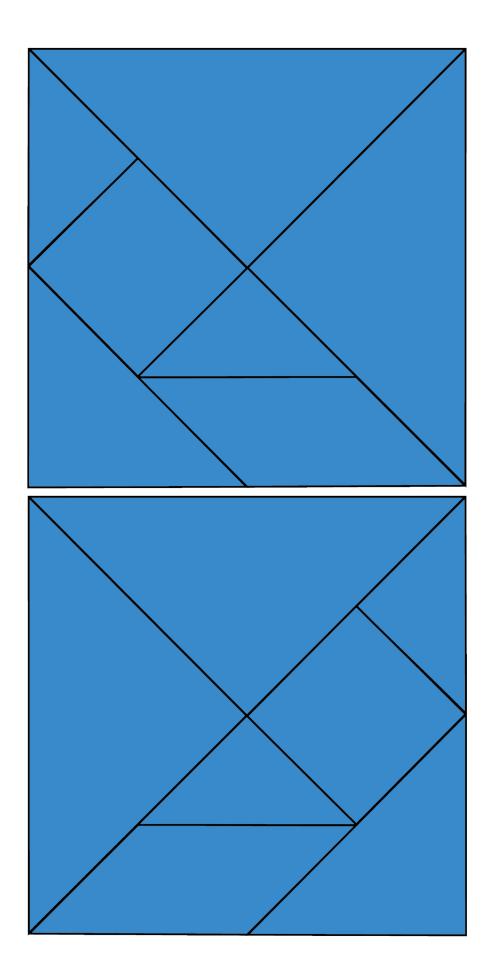


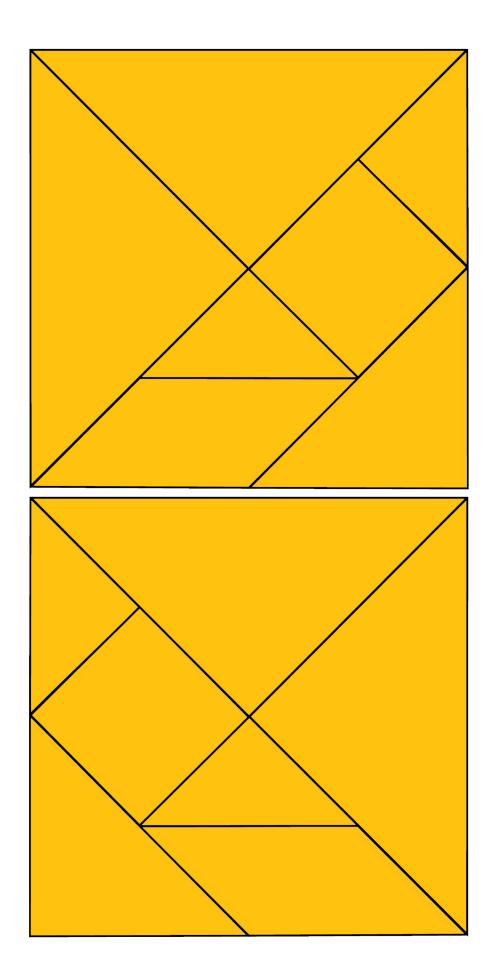


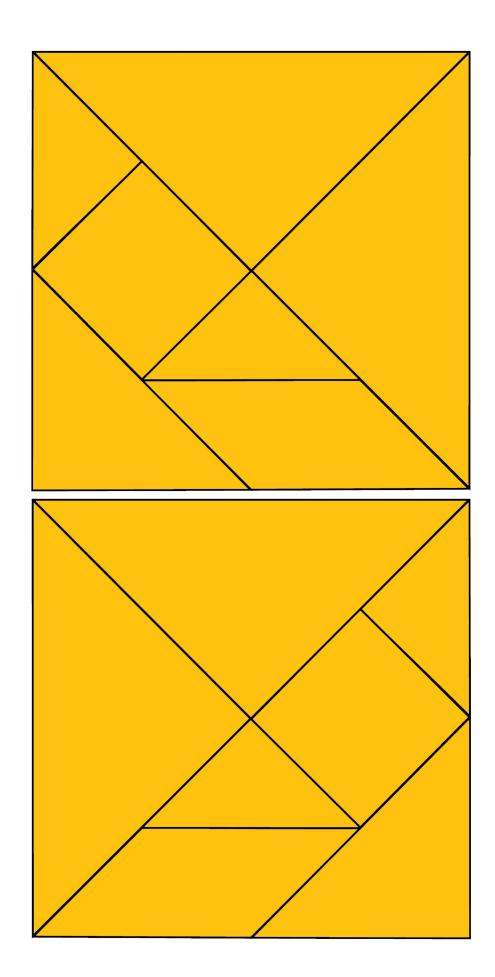


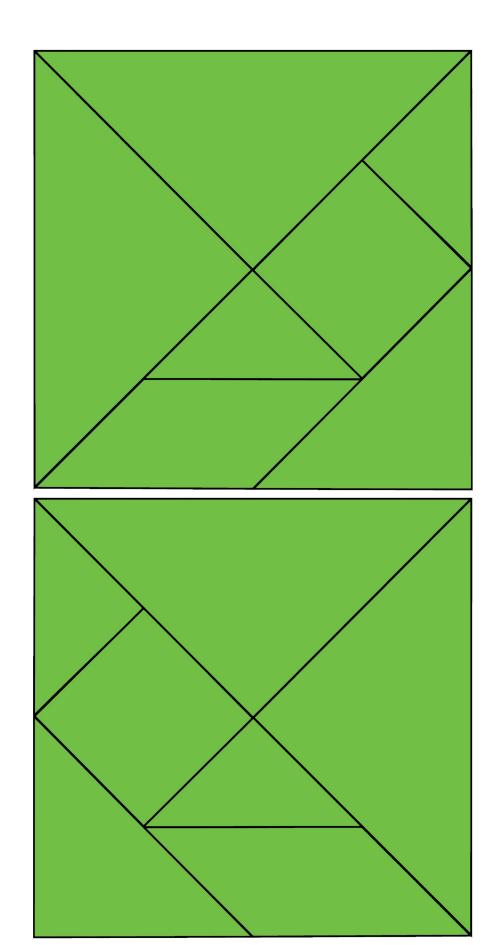




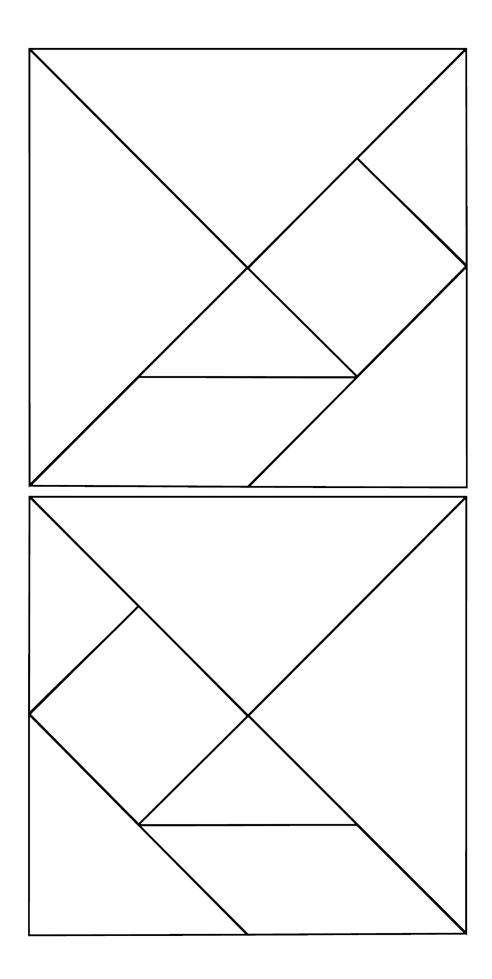


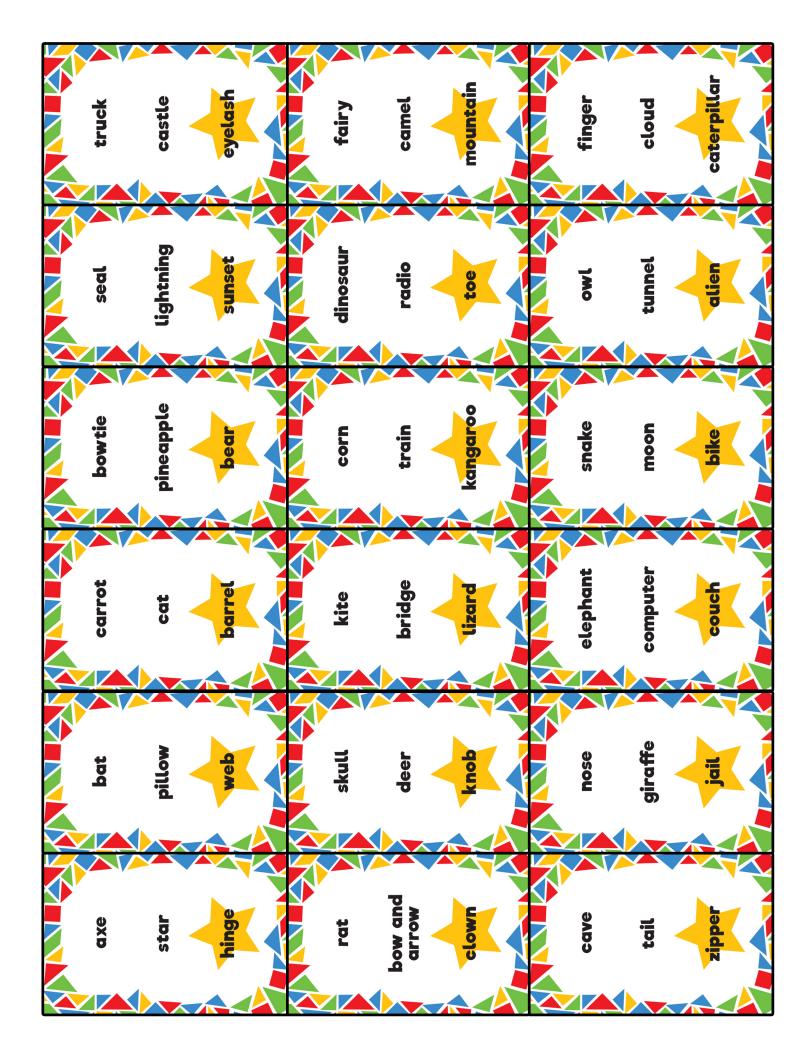


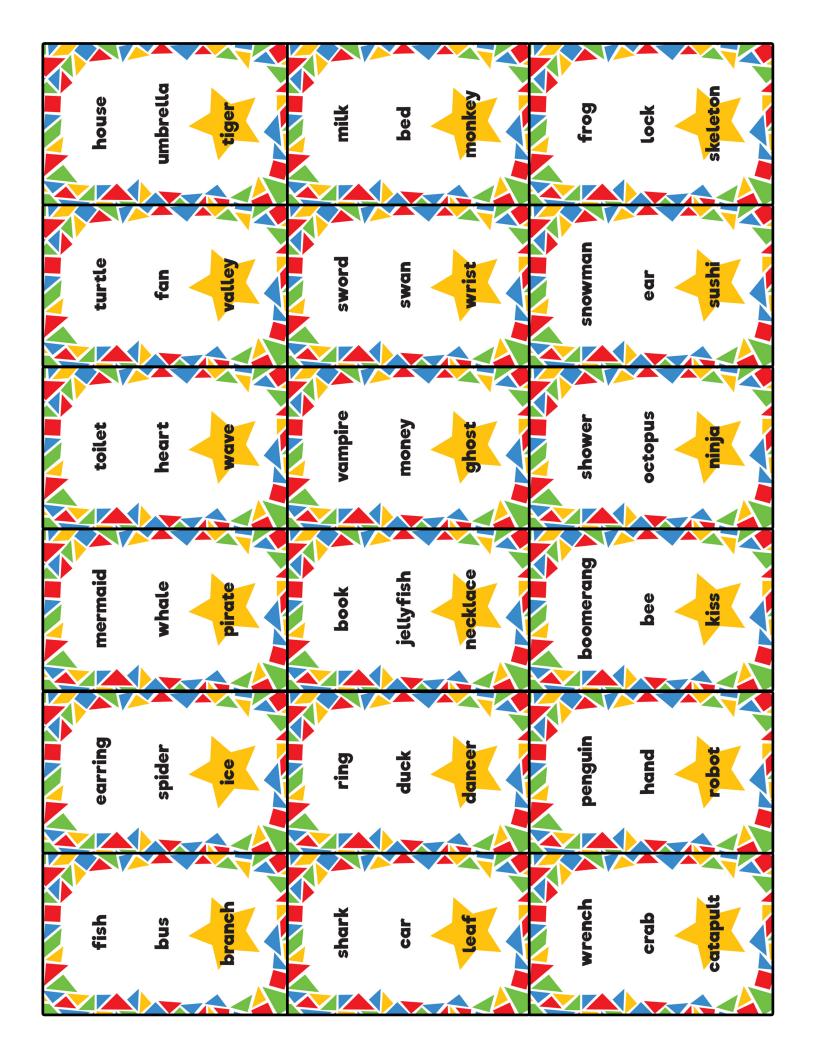












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PLAYERS	ROUND 1	ROUND 2	ROUND 3	oint per correct guess if your art is guessed ROUND 4
			1 points	oint per correct guess if your art is guessed
PLAYERS		ROUND 2	ROUND 3	oint per correct guess if your art is guessed ROUND 4
PLAYERS	ROUND 1	ROUND 2	ROUND 3	oint per correct guess if your art is guessed ROUND 4