

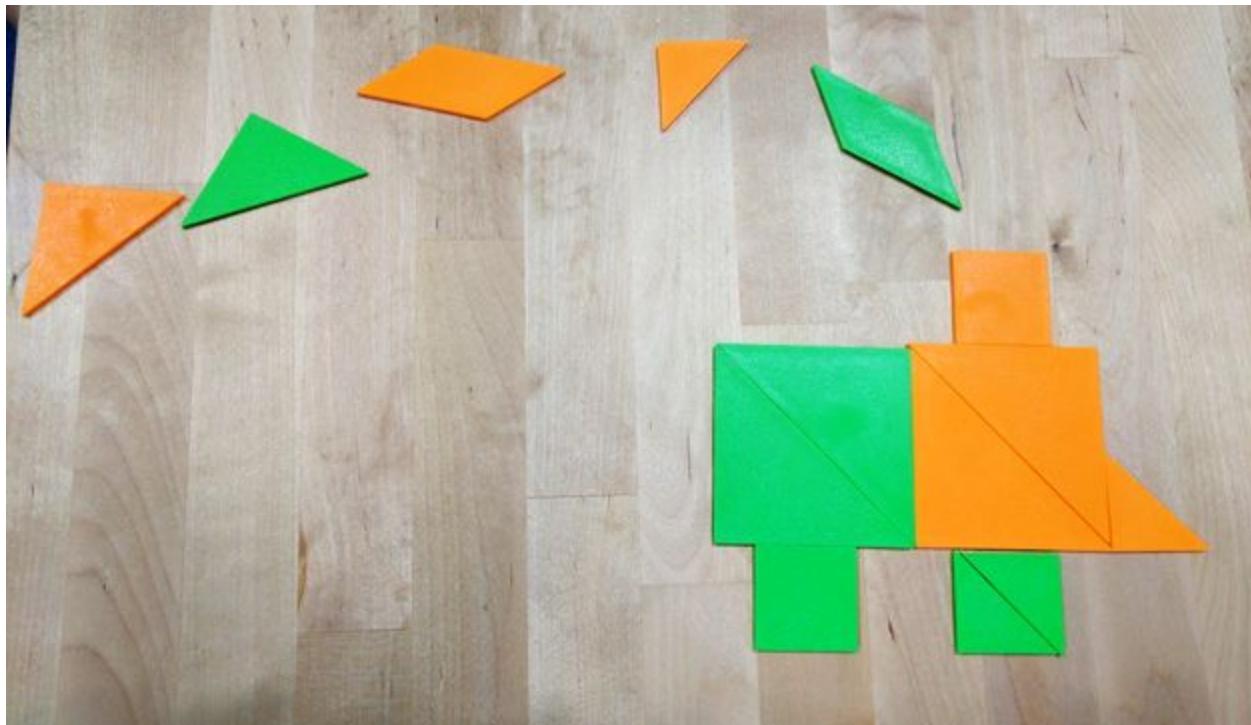
TELL-A-GRAM

by Isaac Shalev & Matt Loomis
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2-5 Players per Set

20-30 Minutes

Ages 8+



Overview

Can't draw? So what! Grab a set of Tangrams and start building! In Tell-A-Gram, you and your friends will secretly pick words from cards, and use your Tangrams to build them. Build, guess, and score!

Components

10 Tangram sets in different colors

100 Tell-A-Gram cards

1 Sand Timer

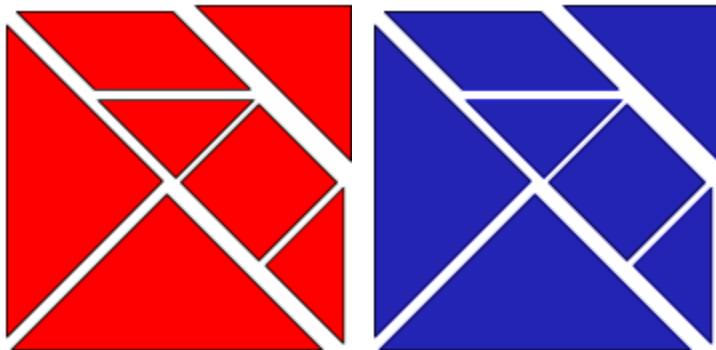
Guess+Score Pad

Object

Score the most points by having others guess your sculpture correctly, and by guessing correctly at what others have built.

Setup

Give each player two sets of Tangrams in different colors. Each set of Tangrams has 7 pieces: 2 Large Triangles, 1 Medium Triangle, 2 Small Triangles, 1 Square and 1 Diamond



Each player draws two Tell-A-Gram cards. The cards each have four words on them. Player secretly choose one of the eight words on their cards. Once everyone has chosen a word, flip the sand timer, and start building!

Building

Use your tiles any way you want. You can place them flat, pile them on top of one another, or stand them on edge. You do not have to use all of your tiles. Set aside any tiles you don't use so everyone can clearly see which tiles are part of your sculpture. The only rules are that you must only use your own tiles, and that you may not touch any of your tiles during judging.

Once the timer has run down, the first player to notice can start counting down from 10 seconds to give everyone a chance to complete their structure. When time is up, players must put down their tiles and stop building.

Judging and Guessing

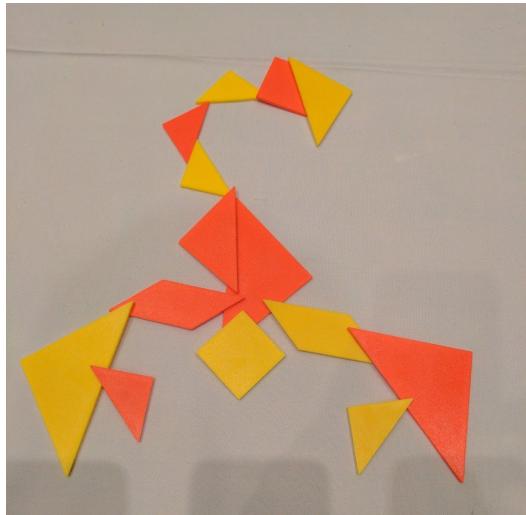
Take a guessing and scoring sheet and examine the sculptures of your opponents. It will help to stand up and walk around to see each sculpture in the right perspective. Write down your best guess for each sculpture.

When everyone has completed writing down their guesses, pick a sculpture, and go around the room, with each player saying their guess. All players who guess correctly get 1 point. As long as any player guessed correctly, the artist gets 3 points for the round.

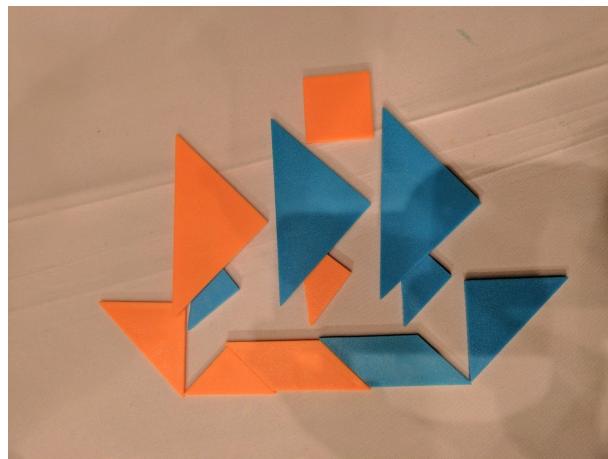
If nobody guessed correctly, the artist may give a one-word hint, after which players can call out one guess each. The first person to guess correctly gets 1 point, and the artist gets 2 points. If nobody guesses correctly, the artist scores no points.

Repeat this for every sculpture on the table, until the round is complete. When the round is over, draw 2 new cards and start a new round!

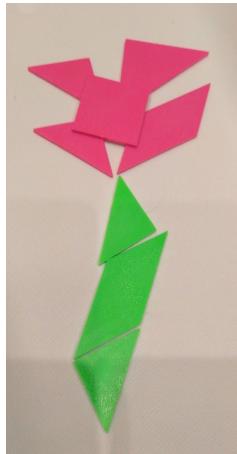
Gallery of Examples From Real Players!



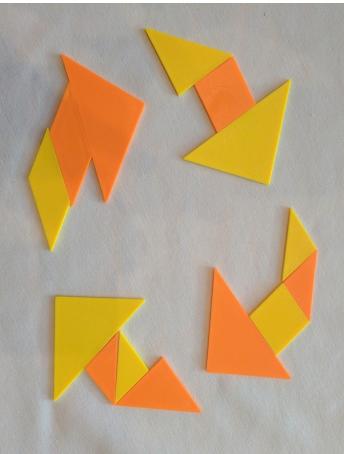
Scorpion



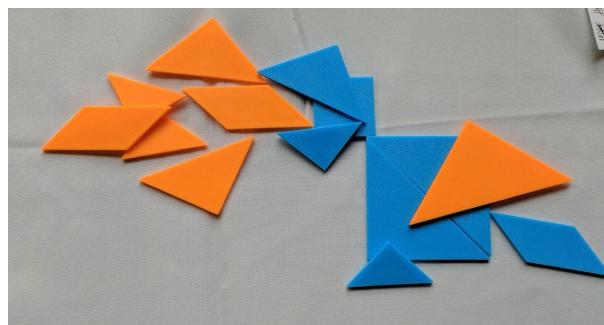
Ship



Rose



Recycling



Dragon

Game End

Continue playing for a fixed number of rounds. The player with the highest score at the end of the game wins!

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