



CHILDREN

WORLD

Jellybean

SHOW + TILE

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, in the following pairs of colors:

Blue/Red Blue/Yellow Blue/Green Red/Yellow Red/Green Yellow/Green

Each set includes

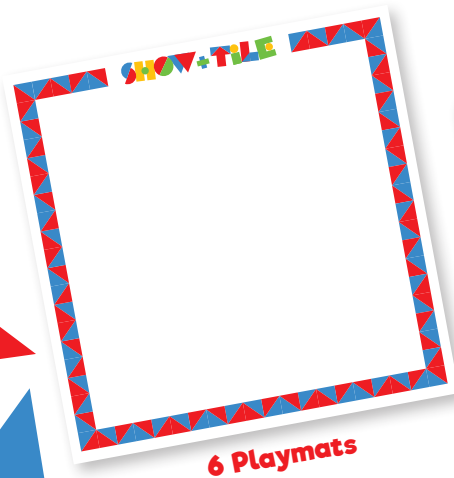
4 large triangles

2 medium triangles

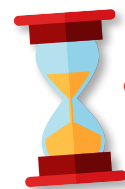
4 small triangles

2 squares

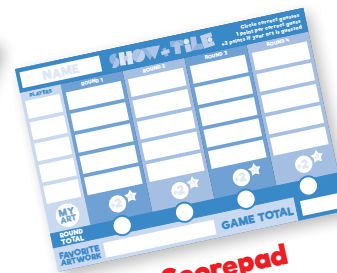
2 rhombuses



105 Word cards



90-sec Timer





SETUP

Shuffle the Word cards. Place them in a face-down deck in the center of the table. Give each player a playmat and 14 tangram tiles of matching colors, 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, flip the timer and start creating!

BUILDING

Use your tiles to build your artwork on your mat. When you notice the sand timer has run out, count down from 5 out loud. Everyone must stop building and put down their tiles when the time runs out.

GUESSING

Turn your mat around and display your artwork to the other players.

Flip the timer and write down your best guess for each player's artwork on your 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 that 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!

TIPS

Each player's set of tiles includes 2 colors - e.g., all the tiles with RED fronts and BLUE backs.

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.

Visit www.showandtilegame.com for a video tutorial!

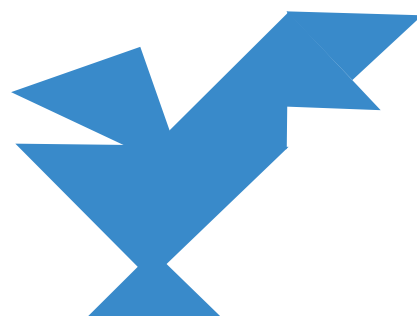


SHOW + TELL

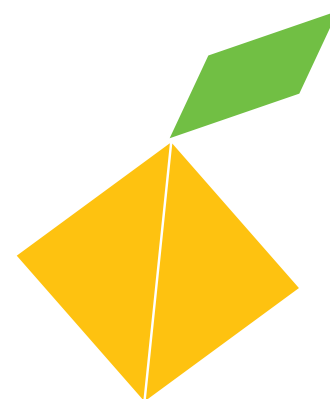
GALLERY



Ship



Duck



Orange



Rain



Trumpet



Jellybean-Games.com

GAME DESIGN

**Matt Loomis
Isaac Shalev**

GRAPHIC DESIGN

Tania Walker

DEVELOPMENT

**Peter C. Hayward
Tom Lang**