


# HOW THE TABLES HAVE TURNED!

3-8 PLAYERS, IN ABOUT 10 MINUTES

A TINY GAME BY fred  fun

**How to Win** Have the most points after 10 rounds.

**Game Setup** Give someone pen & paper to keep score. Give each player 3 pennies (1¢). Pick someone to **call** first. Spin this card (rules-side down) on the table, then adjust it so the ↓s nearest each player points at them.

**Start Round** The **caller** calls "3, 2, 1, go!" All players then make a hand gesture in front of themselves representing their play. *Movement gestures are free, action gestures cost 1¢:*

## Movement Gestures

*free to play*



rotate 1 space  
clockwise



rotate 2 spaces  
clockwise



rotate 1 space  
counterclockwise



rotate 2 spaces  
counterclockwise

## Action Gestures

1¢ to play



steal points facing  
player on your left  
from their score



steal points facing  
player on your right  
from their score



score double the  
points facing you



block a steal:  
score points facing  
either you or them;  
block nothing: lose  
points facing you

↑ psst! ↑  
scores can go below 0

→ psst! →  
block 2 steals, score twice

**End Round** Resolve all movements, then score the round. Those playing *movements* score the points pointing at them. Those playing *actions* pay 1¢, then score as their gesture describes. (1¢s spent are gone for the game.)

**Next Round** Rotate the **caller** role. Card starts at its current rotation.