

HOW THE TABLES HAVE TURNED!

PRINT & PLAY EDITION

A TINY GAME BY fred fun

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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.

