7+

2–6

20MIN

Tear-a-Part

Game rules

Creating can be fun even if you have no actual artistic skill — gather your friends for a TEAR-A-PARTy and you'll see!

Give free rein to your fantasy: rip, crumple, fold and twist a small piece of paper to make the other players guess your secret concept. Most probably you won't became a renowned artist in the process, but you surely will have tons of fun (and maybe even TEARS of joy) while creating your artworks. Get started and TEAR it up!

Before you start playing, grab a pencil or a pen to write down your scores in the score pad!

For playing in the co-operative mode, you'll also need a smartphone with a timer.

COMPONENTS

- 68 double-sided concept cards
- 36 guessing cards
  (6 sets of 6 cards in different colors)
- 6 double-sided canvas sheets
- 6 number cards
- 5 skill tokens
- Paper sheets
- 1 score pad

RED CAT GAMES

YOUR LOGO

OBJECT OF THE GAME

Score as many points as possible by depicting your secret concepts using nothing but a small piece of paper and do your best to guess what your opponents were trying to show.

COMPETITIVE MODE

The competitive mode is suitable for a game with 3-6 players. Rules for a game with 2 players are on the pg. X.

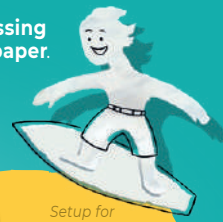
SETUP

1. Shuffle the deck of **concept cards** and place it in the middle of the table.
2. Select the **skill tokens** depending on the number of players and place them next to the deck:

3 players	4 players	5 players	6 players
2 tokens: 2 and 1	3 tokens: 3, 2, 1	4 tokens: 3, 2, 1, 1	All skill tokens: 3, 2, 1, 1, 1

Return the remaining tokens to the box.

3. Place the **box lid** within reach of all players.
4. Each player takes a **canvas** and a set of **6 guessing cards** of the same color, as well as a **piece of paper**.
5. One of the players takes the **score pad** and writes down the names of all players.
6. Place **number cards** nearby.



HOW TO PLAY

The game is played over 4 rounds, with players performing actions simultaneously.

PREPARING

- ★ Turn over the top concept card from the deck and read the words on it out loud.
- ★ Shuffle the number cards and deal one token to each player **face down**. Put aside the remaining tokens (without showing their face side to anyone!).
- ★ On the count of "three" all players simultaneously look at their number cards without showing them to others.

Example: *Josh received a card with the number 4. This means that he needs to depict the concept under number 4 on the card ("Eye").*

Now that you all know which concepts you need to depict, start creating!

CREATING

Unleash your inner artist! Start tearing your paper, then fold, crump and and lay out its pieces on the canvas to depict your concept as quickly and accurately as possible. Use paper sparingly, because you only get one piece for the entire game. You might not believe it yet, but most of the time it's more than enough!

Notes:

- *You can use the landscape side of the canvas, which might add some context and sense of direction to the image, or the neutral black side.*
- *You cannot use scissors or other tools when creating your artwork.*
- *You cannot make a word out of paper that hints at your concept — that would be cheating!*

As soon as you've completed your artwork, hurry up and grab the skill token with the highest number from the middle of the table! This token will bring you the number of extra points indicated on it, but only if all players guess your concept correctly.

Example: *Simon and Tyra have finished their artworks almost at the same time and both reached for the skill token with the number 3. Tyra was a little faster and grabbed the token first, so Simon has to take the token with the number 2.*

When one of the players has taken the last skill token, he immediately starts **counting down to 5**. During this time, the last remaining player must finish his masterpiece. Once the countdown is over, this player must immediately stop. He participates in the scoring with his work of art — even if it's unfinished — along with the others.

Note: *Once you finished creating your piece of art, you may not change it or comment on it anyhow. However, you can carefully turn your image towards the other players, if necessary.*

Josh's interpretation of "eye"

GUESSING

Once all players have finished and presented their artworks, try to guess which concepts (1-6) are depicted on your opponents' canvases. Place a guessing card of your color with the corresponding number face down next to each player's masterpiece.

After everyone has made a guess about all of their opponents' concepts, reveal the guessing cards and the number cards of all players.

Note: *If necessary, carefully turn your image towards the other players.*

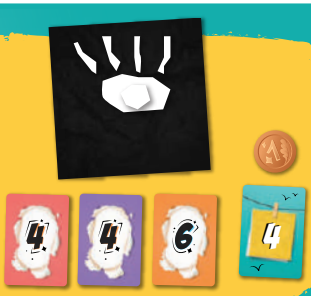
SCORING

Each player adds up the points for their own correct guesses and the number of people who guessed their concept.

As a guesser, you get 1 point for each correct guess.	**As an artist**, you get 1 point for each player who guessed your concept.
If you have **a skill token, and all players have correctly guessed your concept**, you get the number of points indicated on the token.	

Examples:

*During this round, **Josh** managed to take the last skill token with the number 1. His number card is 4: **Tyra** and **Rebecca** correctly guessed Josh's concept, however **Simon** made a mistake and placed the guessing card with the number 6.*



*In this round, **Josh** gets **5 points**:*

- ***3 points** for his own correct guesses (he correctly guessed the concepts of all other players);*
- ***2 points** for each person who correctly guessed his concept (**Tyra** and **Rebecca**);*
- ***0 points** for the skill token, as **Simon**'s guess was incorrect. Otherwise, Josh would have received 1 additional point.*

*Tyra was luckier this round: all players guessed her concept ("seashell") correctly. Thus, she gets **8 points**:*

- ***2 points** for her guesses (she guessed 2 of the 3 concepts of other players);*
- ***3 point** for players who guessed her concept (everyone);*
- ***3 points** for the skill token.*

*Keep it up, **Tyra**!*

PREPARING FOR THE NEW ROUND

When you've tallied and written down the scores of all players, prepare for a new round:

★ The box lid in the middle of the table now becomes the art supplies storage: put all scraps of paper that you have used in this round into it. Keep the paper that you did not use for the following rounds, even if you have just small scraps left.

Sometimes thinking inside the box might be useful too!

The art supplies from the box lid are available for everyone to use in new rounds: at any time, you can take one of the scraps for your new work of art, which might save you a great deal of time. Remember to be fair to your opponents and take only the scraps that you really need!

★ The players take back their guessing cards.

★ Return all skill tokens to the middle of the table.

★ Turn over the concept card from the top of the pile (or discard and open a new one if you used the both sides of the card), then read the words on it aloud.

★ Collect and shuffle the number cards, then deal one token to each player face down, just like before the previous round. Place the remaining tokens back in the middle of the table face down.

END OF THE GAME

The game ends after the 4th round.
Sum up the points for each player — the player with the most points wins and is proclaimed the winner and the superior artist!

In case of a tie, the tied player who scored more points in the last round wins.

If the tie persists, all tied players win.

CO-OPERATIVE MODE

The co-operative mode is suitable for a game with 2-3 players.

Test whether you and your friends can collaborate as a team of artists! In this mode, each round you will be creating several images at once in a limited time, and all points for correct guesses will be added up to make up the team's score.

SETUP

Follow the setup for the competitive mode with the following changes:

- ★ You're going to need **a timer** — use the one on your smartphone and put it in the middle of the table, so that everyone can see it.
- ★ Give the players canvases and set the timer depending on the number of players:

	2 players	3 players
Canvases per player	3	2
Time limit	2 minutes	1,5 minutes

- ★ Give each player 1 piece of paper. (When playing with children, give each player **2 pieces of paper**.)
- ★ Give each player any **2 sets of guessing cards**.
- ★ You **won't need the skill tokens and the number cards** in this mode — put them back in the box.

HOW TO PLAY

PREPARING

Take one of your guessing cards sets and draw one card for each of your canvases. Don't look at the numbers yet — just place the cards **face down** next to the canvases.

Each player takes **1 random concept card**, then reads the words on it.

CREATING

On the count of three, start the timer! First, look at the numbers on the guessing cards next to your canvases — these words from your private concept card you need to depict. Each player must depict 3 (in a 2-player game) or 2 (in a 3-player game) different concepts at the same time, so hurry up before the time runs out!

GUESSING

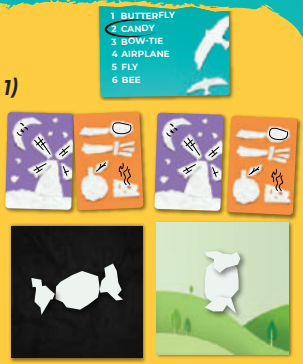
When time is up, the players move on to guessing. In a 3-player game, each player will be guessing what their **neighbor on the left** was trying to depict. In the next round, switch direction: the players will now be guessing the concepts of neighbors to the right, etc. Use your second set of guessing cards to make your guesses: place one guessing card for each of your neighbor's canvases (next to their own guessing cards).

SCORING

Reveal your own guessing cards and your companion's guessing cards next to each canvas. Each correct guess is worth 1 point! (The maximum of points a team can get in one round is always 6.) Add up the points for all the correct guesses in the round and write them down in the score pad.

***Example:** Monica, **Ruby** and Steven are already done with their artworks (they have made two each) and have moved on to guessing. Monica is guessing **Ruby's** concepts, **Ruby** is guessing Steven's, and Steven, in his turn, is guessing Monica's. Steven reads the words on Monica's concept card and places two guessing cards — one for each of Monica's canvases (1). Once all players have made their guesses, they reveal all guessing cards, including the ones with the right answer (2). Both of Steven's guesses are correct, so he brings the team 2 points!*

1)



Monica's images

2)

END OF THE GAME

The game end after 4 rounds, like in the competitive mode. Add up the points you've scored for all of the rounds and check your result with the following table:

0-12	13-16	17-21	22+
Beginners	Amateurs	Skilled artists	World-renowned masters

Practice makes perfect! Keep playing to get the highest result possible. If you have managed to score the maximum of 24 points, try reducing the time limit to 1 minute and 30 seconds for 2 players and 1 minute for 3 players.

Play Tear-a-Part with your friends online: take pictures of your artworks, post them on social media with hashtag

#tear_a_part

and let everyone make a guess about the concepts behind them!

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