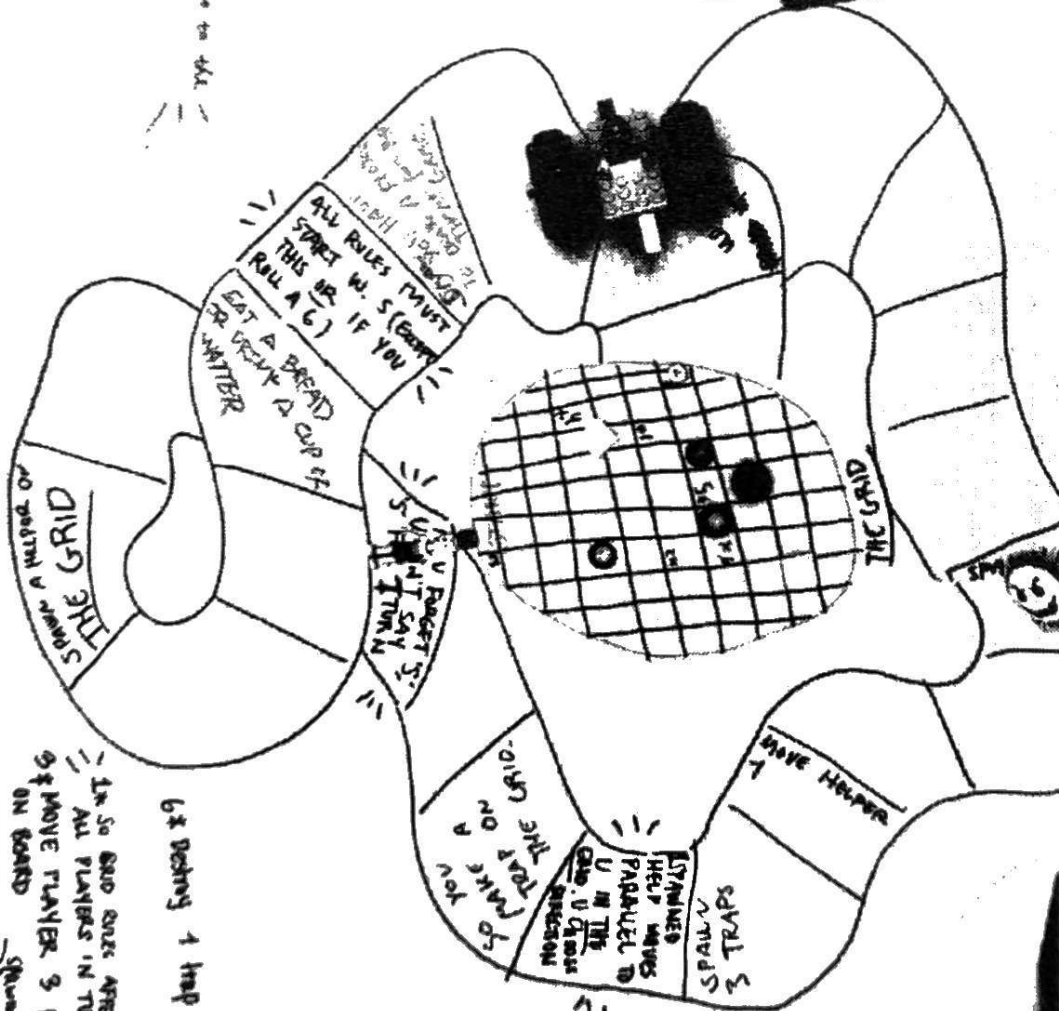


THE

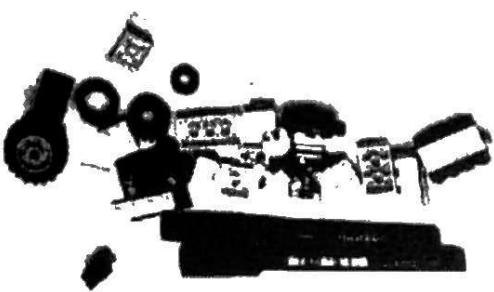
TABLECLOTH

ZINE



6x Destroy 1 trap

- In so GRID GAINS EFFECT
- ALL PLAYERS IN TURN
- 9x MOVE PLAYER 3 BACK WASH ON BOARD

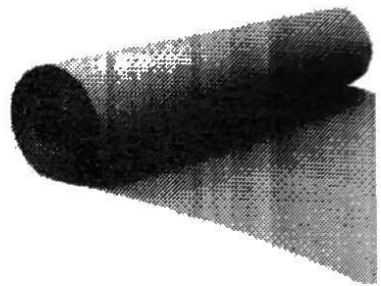


- **Tablecloth** is a fun **improv tabletop**
- **game of design and creativity** that you
- can **play anywhere.**

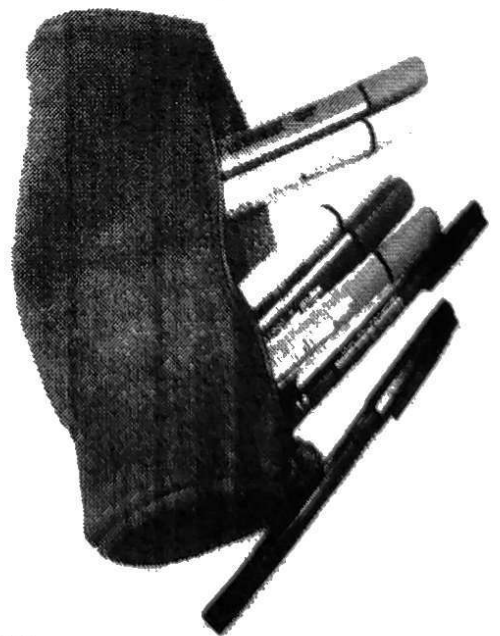
What you Need

Paper tablecloth

(hence the name) or a large piece of paper. Gift wrap works as well.



Something to draw and write with



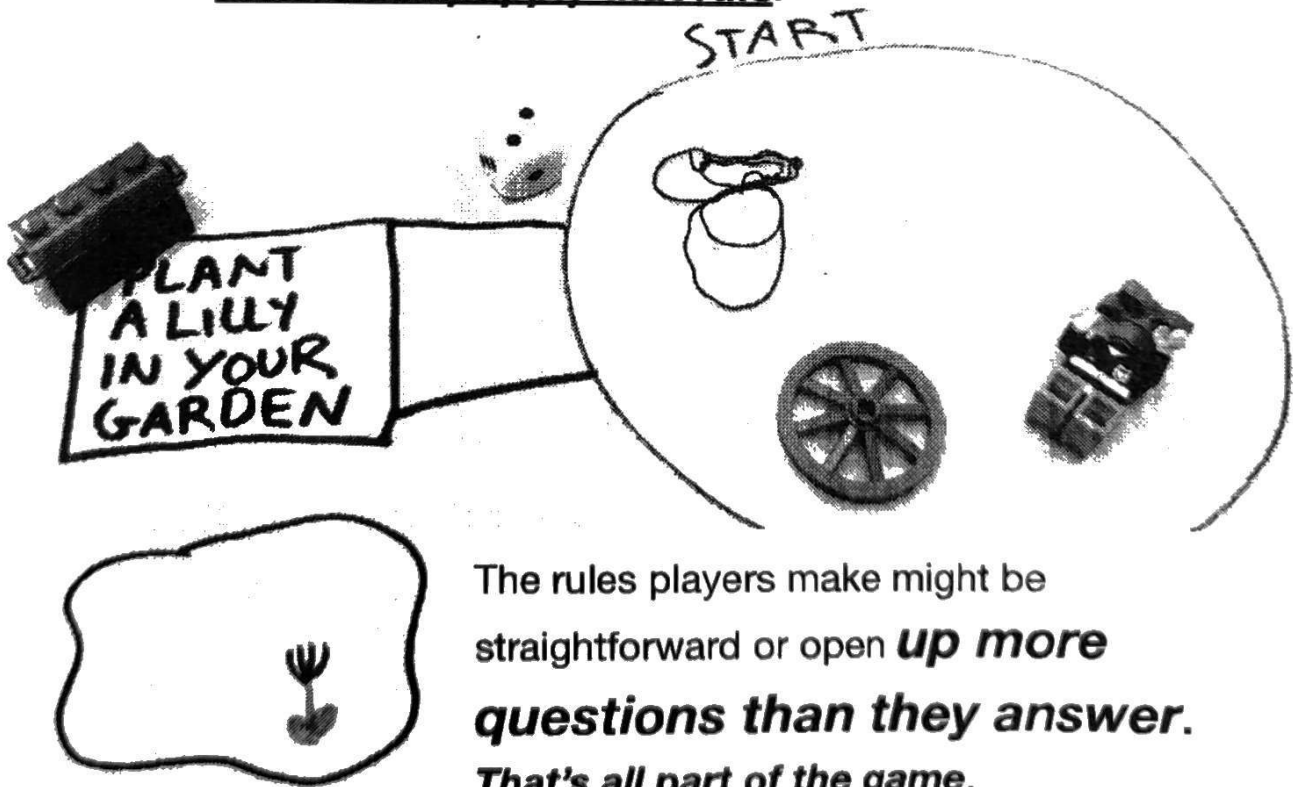
Game pieces representing each player.

A die or any other generator of randomness:
playing cards, coin flip, drawing numbers from a hat.
Be creative on this one.



LET'S GET STARTED

- I. **Draw a start square** and place all game pieces on it.
- II. **Take turns** rolling the die and moving that many squares. If the **squares don't exist** yet you'll need to **draw them**.
- III. Whenever a player lands on an **empty** (or newly drawn) **square**, they **write a rule** on it and **immediately apply that rule**.



The rules players make might be straightforward or open **up more questions than they answer**. **That's all part of the game.**

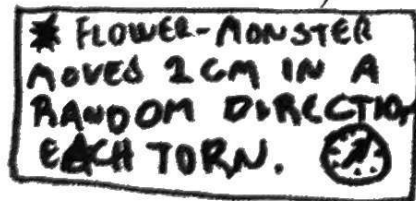
Play fair and build on each others' ideas. Say **"yes and"** rather than "no" or "but".¹

Play until a winner is found (someone will need to make that rule) or just follow the game wherever it ends up taking you. **It's legit to stop at any time.**

Tips and Tricks for a Good Play Experience

Try to focus rules around similar themes and mechanics. It might be tempting to branch out or even go FULL CHAOS MODE but this can easily dilute the game to meaninglessness.

Example: If the game grants you "a lilly in your garden" think about what that lilly could be used for and what else could be put into that garden. You could make a square that says:



Having **MANY SIMPLE SQUARES** is often **BETTER THAN** having few very **COMPLICATED SQUARES**.

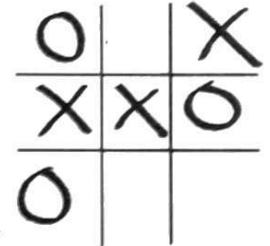
Use the space around the squares to write additional global rules

Example: "Landing on the same square as another player results in a duel" – whatever that means.

Coming up with rules can be difficult and a game can quickly draw out. If you can't come up with something try to **come up with something simple**. Maybe even just copy what someone else did. It's not a competition of creativity.

Squares don't have to be unique.

Get physical, move about!



Use known mini-games to your advantage

Examples: Categories, Never Have I Ever, Roshambo, game of dice, poker, quiz questions.

Use whatever

you have at hand to build props for your game. Pennies could be in-game currency. Spinning a bottle is a perfect way to determine a random direction or a random player.



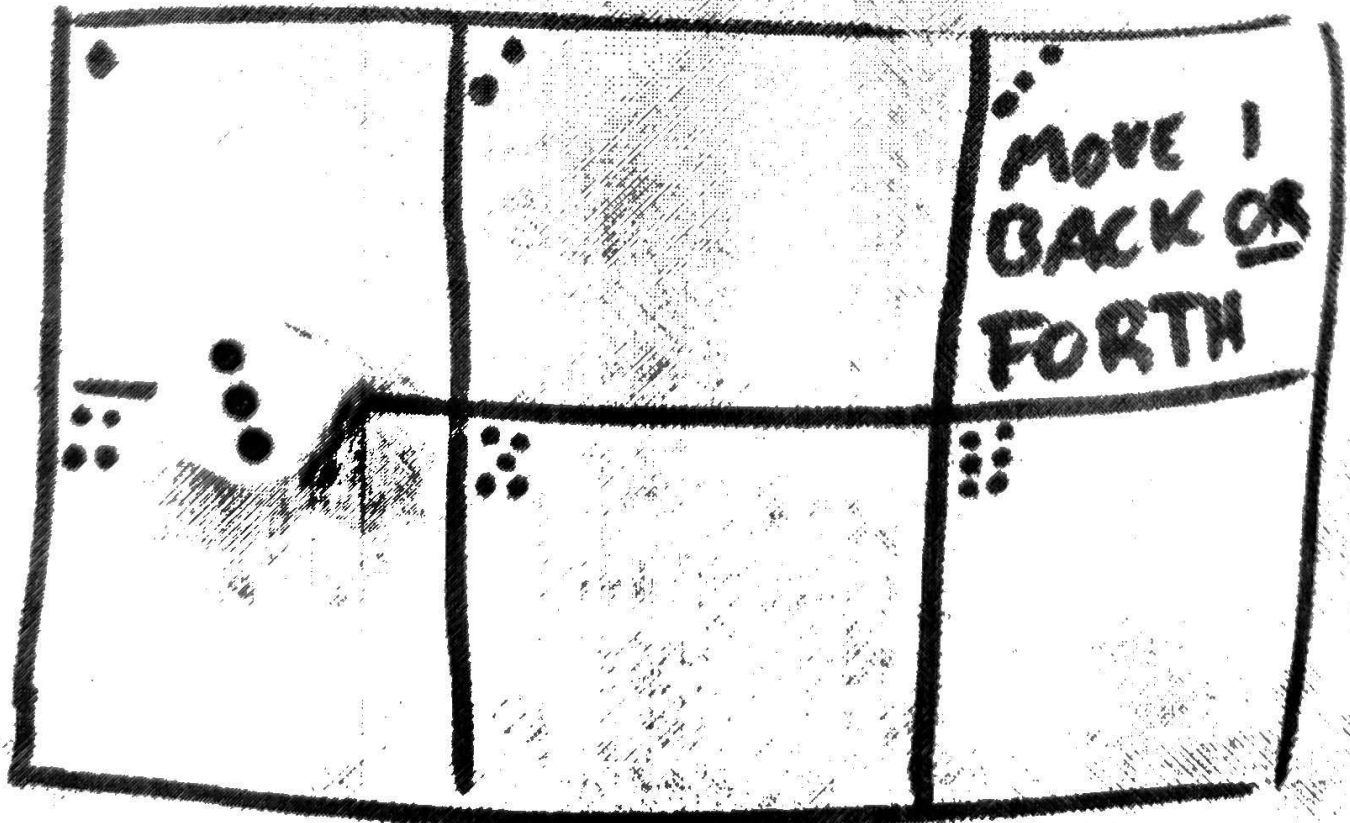
Variations

This is where it gets **really fun**. The basic rules are just – well – the basics. **Come up with variations** or add them as you go to vary the play experience.

THE DICE LEGEND

Instead of just moving your piece the amount shown rolled with the die, create a blank legend to fill in with rules for each possible die roll.

Tip: Make all or most of the rolls about movement.



THEMIE



Come up with a theme or pick one randomly at the beginning of the game.

START RULES

Each player gets to write an extra rule down before the game starts.

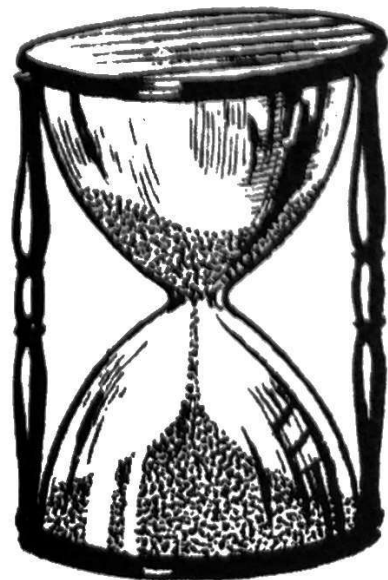
Achtung!

Things to be aware of!



If the game gets boring, **!don't fret!**, you'll do much better on the second try!

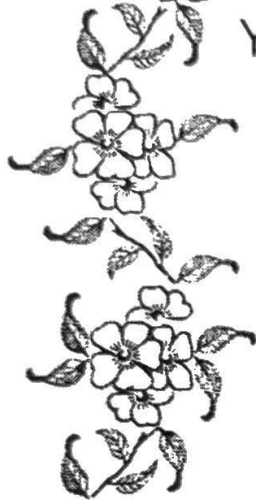
Use a timer. People are slow. But also don't stress them out.





Your own notes

A series of ten horizontal lines for writing notes, positioned in the center of the page.



FIN!

