

TLA

(Three Letter Acronym)

Happy Holidays!

As we at Rattlebox Games say goodbye to our first year we also want to say thank you to all of the wonderful people who made this year so **FAE**. (Fun And Exciting.) Being a game company, we only have one way to say thank you -- with a game. With two games, actually, that can be played with the same cards.

These are silly party games to be played with mothers-in-law and uncles Bob while the food settles. They are not extensively play tested games, nor need they be. Think, 'fun distractions' not '4X masterpieces.'

To prepare the cards simply print them and cut them out. They needn't be prettily printed or perfectly cut to work. The games do work better when the card's backs are printed and we recommend printing each type of card on a different color of paper/ cardstock for ease of sorting. (Some of the Naughty cards are indeed quite naughty and should be removed when playing with gentle souls.) Finally, do avoid reading the cards as you prepare them, especially if you have a good memory or a sense of fair play.

These games should encourage laughter and good cheer, so keep your spirits high and your intensity light. If you're finding elements of either game stressful, we suggest liberal application of eggnog to ease your way.

Many sincere thanks from Rattlebox Games to you!

(We'd love it if you sent us pictures of you playing these! #Rattleboxgames)



(The Rattlebox Games Holiday Party, 2015.)

IAE - (I'm an Acronym Expert)

4-88 players (104 with the Naughty and Medical Cards)

Brainstorm and debate what the three-letter acronyms mean. Being right is good, but being convincing is better!

GGG (Get the Game Going)

This game uses the two-sided **TLA** cards and the of disposable Answer Cards with blank backs. Place a draw pile of **TLA** cards, plenty of Answer Cards, and pencils in the center of the table.

The player whose initials come last alphabetically is the first Speaker. All other players start as Scribblers.

KIM (Keep In Mind)...

1. During play and in resolving any disputes, the point is to have fun. Keep your cool.
2. Everyone must keep their cards secret.

HTP (How to Play)

Each round, the group proposes and debates the meaning of one TLA (Three Letter Acronym).

- Speaker: take the top card from the draw pile and read aloud ONLY the letters of the TLA.
 - Scribblers: write your guess at the meaning of the **TLA** and your name on a blank answer card.
NOTE: These guesses will almost never be right, all of the TLAs are specious internet acronyms.
 - Speaker: write the correct answer on your answer card. You can probably skip the name part.
- Speaker: collect all the cards and read all of them silently to yourself.
 - If any are confusing, seek clarification from that Scribbler.
 - Mix up the cards and read them all aloud, including the "correct" one.
 - *NOTE: Read the cards evenly to hide the identity of each card's author.*
- Scribblers: now it's time to debate, argue against, and or advocate for any answer or answers.
 - Speaker: when you are done listening to these conversations, call for a vote. You can use a timer, your judgement, or your boredom to decide when to cut off conversation.
 - Scribblers: In turn order vote for someone else's answer you think is correct. (Or best, or funniest.)
 - **You are not allowed to vote for your own answer, deal with it.**
 - Speaker: record the votes on the answer cards.
- Scribblers: Once the voting is complete, guess whose answer was which.
- Speaker: Count the votes tallied on the answer cards and announce the winner or winners (but not the scores).
 - Add two extra votes/points to the winning answer card(s).
 - If one answer was unanimously the funniest, announce it and add three points to that answer card.
 - Return the answer cards to players, face down. The speaker does NOT earn any points this round.
- The role of Speaker then passes to the left.

MHG (The Master of Holiday Games)

The game ends after each player has been Speaker twice (or as many as you like, though we recommend only one round for the full 88 player game). Add up the scores on your answer cards.

The player with the highest score is declared '**MHG**' 'The Master of Holiday Games.'" If there's a tie, those players share the title and all of its attendant glory.

YTM - (Yes That's Me)

3-29 players (35 with the Naughty and Medical Cards)

Setup

You will just need the two-sided **TLA** cards. Deal each player a hand of three cards and place the rest in the center of the table as the draw pile.

The first Sharer is the player whose initials come first alphabetically. Other players are Guessers. During play and in resolving any disputes, the point is to have fun. Keep your cool.

Sharing:

Sharer: Place one card, facedown, on the table in front of you. Claim that the **TLA** (Three Letter Acronym) on that card does apply to you. (e.g. say, "I am a **BMI**.")

Guessers: Starting with the player to the left of the Sharer, guess aloud what the **TLA** means. (e.g. you might guess "Bad Mannered Individual?" or "Bully with Mother Issues?")

- These guesses will almost never be correct, as the **TLAs** are all internet and chat abbreviations--largely ridiculous nonsense that often means the opposite of what you'd expect.
- These guesses will often be better than the correct answer. Good on you when they are.

Sharer: Announce again that the card applies to you, this time with both the **TLA** and its printed meaning. (e.g. you might announce "I am a **BMI**, a Big Mouthed Idiot.")

Guessers: In turn order, declare whether you agree or disagree with the sharer's statement.

- If a majority of guessers disagree with the statement (you think it DOES NOT apply to the sharer), the card is discarded and the sharer **does not draw a new card**.
- If a majority of guessers agree with the statement, the Sharer scores the played card and draws **two** cards from the draw pile into their hand.
 - The first guesser who disagreed with the statement is proven wrong, and must discard a random card from their hand.
- Some cards just won't work, this is why having choices is good. So is having chutzpah.
- No player shall end their turn with a hand of less than one card, regardless of any game effect.
 - That wouldn't be fun.
 - Having one card can have amusing results.
- The Speaker may now discard one card and replace it with one card from the top of the draw pile, if they choose to.
- Play then passes to the Sharer's left.
- If there was no contest, the Sharer:
 - Places the card they just played in front of themselves in their score pile,
 - draws one card from the draw pile into their hand.
- The Speaker may now discard one card from their hand and replace it with one card from the draw pile, if they choose.
- Play then passes to the player to the Speaker's left.
- Repeat until:
 - One player has 10 cards in their score pile.
 - Or when the draw pile runs out.
 - Or when one player reaches another score that was agreed upon before play began.

