

**PARTY GAME**

BY

**BICYCLE**  
™

# Tattoo

★ **STORIES** ★  
™

**GOOD INK OR BAD INK...  
THE ART IS HOW YOU SELL IT!**



**12+**



**4-6**



**30 MIN**

## OBJECTIVE:

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Win by creatively combining your customer's tattoo elements into a single design and selling the customer on why your tattoo drawing best appeals to their life.

## SET UP AND HOW TO PLAY:

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- 1 Every player is given one dry erase marker and one dry erase board.

The eraser should only be used to clean off the dry erase boards between rounds. **ARTISTS CANNOT ERASE DURING THE DRAWING PHASES.**

- 2 The TATTOO card box should be placed in the center of the table where it can be reached by all players.
- 3 Choose a player to go first. That person will be the "customer" for that round and will not be drawing.
- 4 The customer draws 10 cards from the front of TATTOO card box. From this selection, they choose 5 cards that they wish to combine into their tattoo design and reveal these elements to the other players without telling them how they would like the elements to be utilized. The remaining 5 cards will be discarded to the back of the box.

- 5 All other players are "tattoo artists" and must compose a tattoo using the 5 elements the customer chose. During the drawing portion, the tattoo artists are encouraged to ask the customer questions that will bring their vision to life and help them improvise stories that justify their tattoo. *i.e. Which sport mascot is your favorite? What does a T-Rex symbolize for you?*
- 6 At the end of the drawing period, the tattoo artists Pitch their drawings one by one to the customer and explain the rationale for why they drew what they did and why they believe it will appeal to their customer.

The customer reveals the winner(s) by awarding each individual TATTOO card to the person who used it best/most creatively. One person may be given multiple cards or none at all.

- 7 The player to the left of the customer is now the new customer and play continues in a clockwise fashion until the end of the game.

### **WIN:**

The player that has the most TATTOO cards after each player has been the customer twice WINS the game. In the event of a tie, play another round...or call it a draw!

