TABLETOP AT PLAY / QUICK-START SERIES

That's Not a Hat

BASE GAME • 3–8 PLAYERS • AGES 8+ • ABOUT 10 MINUTES

1. Set up and start 0:32

Shuffle the **110 gift cards**. Deal one face up to each player. Stack the rest **face up** in the middle as the gift shop. Look at the gifts before anyone flips a card.

The last person to receive a real gift starts. Take the shop's top card, show everyone, flip it face down, and offer it to the neighbor the arrow points to. Say what you're giving them.



Gift face: shows the object



Gift back: points left or right

2. Accept and regift 1:05

Say thanks. Put the incoming gift **face down above** the card you already have. Keep the new gift and pass the **old one**, closest to you. Flip it first if it's still face up. Follow its arrow and name the gift, even if you have to bluff. **Never peek.**



NEW GIFT: KEEP

Put the incoming gift above your old one.



OLD GIFT: FLIP & PASS

Example: "I've got a mug for you!"

3. Challenge a gift 2:12

Think the name is wrong? Say so and reveal the card. You don't have to guess the actual object.



Says "mug," reveals pizza:
Giver takes the penalty.



Says "mug," reveals mug:
Challenger takes the penalty.

The player who was wrong keeps the revealed card face up in a separate penalty pile. Unless the game is over, that player draws, shows, flips and passes a fresh gift from the shop. Leave all other held gifts in place.

4. End the game 3:02

Stop as soon as a player gets **3 penalty cards**. Each penalty card is worth one point. **Fewest points wins.**

Two players or a tougher game: Start with two face-up gifts in a column per player. Accept new gifts at the top; always pass the oldest gift from the bottom.

3:19 Two-player example | Watch the full TAP teach | Official rulebook (PDF) | Publisher game page