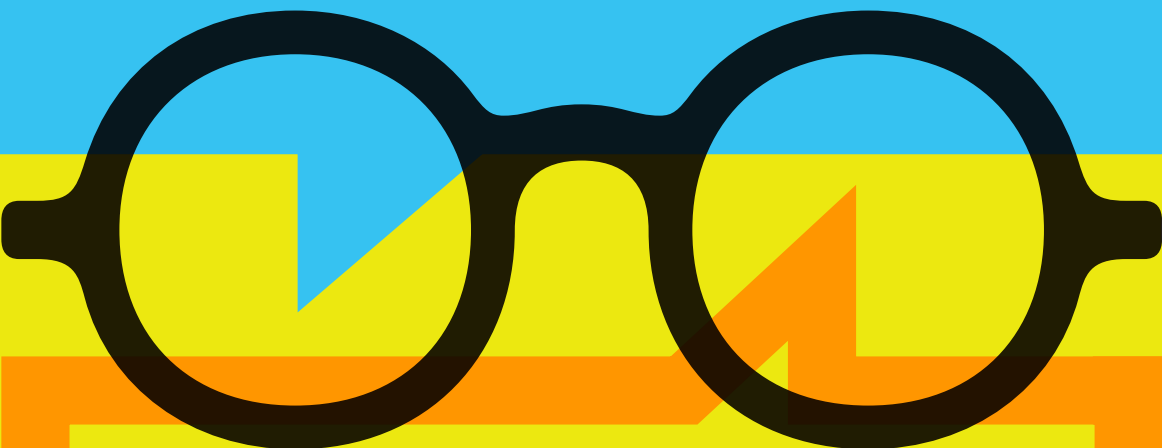


A FRIENDLY GAME OF OBSERVATION AND PERSUASION

# Everyone's a Critic



**You can't please everybody.  
Luckily, you don't have to.  
You just have to please the Critic.**

**2 PLAYERS, SEE BACK / 3+ PLAYERS, SEE INSIDE**  
[www.jsigbar.com](http://www.jsigbar.com)

# WOMEN AS GAMES



HARMONY

TRAGEDY

PEACE

HUMOR

UNIQUENESS

AWE

LUST

INFINITY

BIRTH

REVOLUTION

FEAR

TURMOIL

THEMES

TRUST

DARKNESS

ZEST

LIGHT



LONELINESS

CONTROVERSY



RADICALISM

DEATH

FREEDOM

INSANITY

ILLUSION

TACKINESS

LOVE



# 2 PLAYERS

 **Play time per round: 5-7 minutes**

Developed by The Museum of Modern Art,  
New York, and Institute of Play  
[instituteofplay.org](http://instituteofplay.org)

**THE MUSEUM OF MODERN ART**  
11 WEST 53 STREET  
NEW YORK, NY 10019-5497  
[MoMA.org/games](http://MoMA.org/games)

Share your experience online, using  
the hashtag #criticgame.

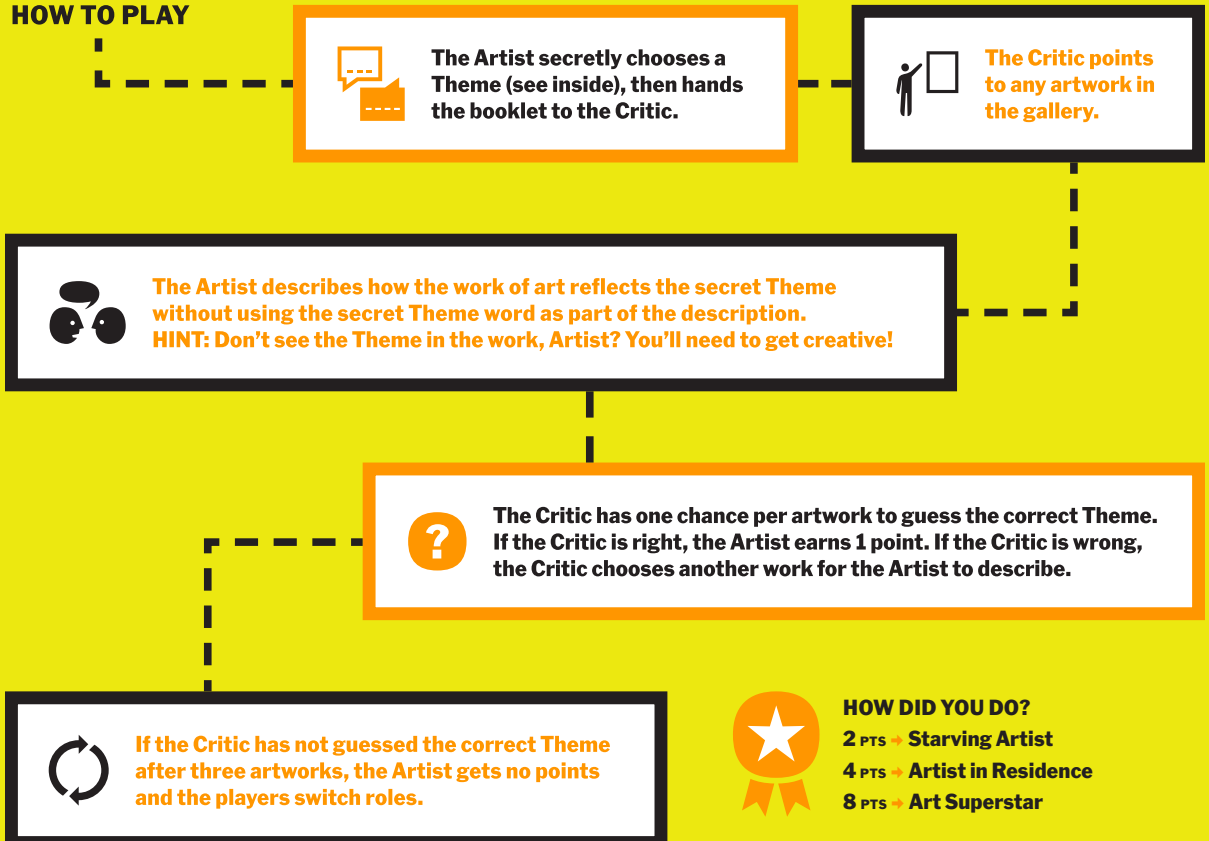
## THE CHALLENGE

Through careful description and clever wordplay, the Artist must get the Critic to guess the secret Theme without using the Theme word itself.

## THE SETUP

This game is designed for two players—one playing the Critic and the other playing the Artist. The game can be played in any gallery.

## HOW TO PLAY



## HOW DID YOU DO?

**2 PTS → Starving Artist**

**4 PTS → Artist in Residence**

**8 PTS → Art Superstar**



# 3+ PLAYERS

 Play time per round: 5-7 minutes

## THE CHALLENGE

The art world can be brutal. In this game, Artists must outwit and outplay their rivals by persuading the Critic that their artwork best exemplifies the Theme.

## THE SETUP

For each round, one player is the Critic and everyone else is an Artist. The game can be played in any gallery.

## HOW TO PLAY



The Critic chooses a Theme, then demands that each Artist find and present an artwork that reflects the Theme.



The Artists explore the gallery, each in search of one exemplary artwork. After a few minutes, the Critic gathers the Artists.



Taking turns, each Artist tries to persuade the Critic that his or her artwork is the best reflection of the Theme.  
**HINT: It's all in the details!**



The Critic quiets the bickering Artists and picks a winning artwork. The triumphant Artist earns 1 point. Another player becomes the Critic for the next round. At the end of game play, the player with the most points wins!



### HOW DID YOU DO?

2 PTS → Starving Artist

4 PTS → Artist in Residence

8 PTS → Art Superstar