Ready for a bite-sized battle of words and wits? In Tidbit, Players (or teams) claim cards by identifying words connected to themes in a row (horizontal, vertical, or diagonal). They will need to be clever and pay attention as others may be vying for the same cards!

After a series of 4 rounds, players count up their cards to determine the winner. But that's not all. There's another title up for grabs! With their claimed cards, players create a final word. Whoever uses the most cards earns the prestigious title, "Word of the Day."

**Creative Word Game**

**Good for Laughs**

**Competitive Strategy**

**Social Persuasion**

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**Game Components**

- 67 Tile Cards (Gray)
- 12 Theme Cards (Yellow)
- 10 Tiebreaker Cards (Purple)
- 12 Player Tokens (4 colors)
- 1 Rulebook with different alternative varieties

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**Sellable Qualities**

- Easy to learn, quick to play
- Great gift for families, friends
- Both fun and educational
- Flexible rules and gameplay
- Huge replayability factor with room for expansions

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**The Creators**

GAME GENIUS is a nonprofit that provides play-based experiences to support leaders, organizations, and social initiatives in Washington DC Region. **Design Team:** Claire Natola, Nehal Gandhi, and Peter Williamson

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