



TILES

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Play Guide

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Chinese Language Skills

Created with love, Chineasy Tiles has been validated through rigorous user testing in classrooms and homes. Using Chineasy's award-winning methodology - building blocks and visualization - this learning tool introduces more than 10 ways to play with 48 essential characters and hundreds of word combinations.

We've devised more than 10 ways to play Chineasy Tiles (and we believe there's more!) Through play, learners gain a better understanding of the Chinese language through character recognition, correct pronunciation, vocabulary acquisition, and etymology.

We tested learners of all ages to engage Chineasy's large base. Chineasy Tiles is a useful educational tool for everyone—from total beginners to native Chinese speakers.



How to use this guide

This guide contains 12 ways to play Chineasy Tiles, with clear instructions and illustrations. Each page displays the 3 different icons on the left. The blue icon indicates the number of suggested players. The green speech bubble shows the emphasized Chinese language skills. The orange light bulb represents advanced challenge mode.

Imagination and creativity have no limits! We encourage you to create your own way to play Chineasy Tiles and to learn Chinese. Use the hashtag **#PlayChineasy** on Instagram and Facebook and share with the **online community**. We'll feature your creativity on Chineasy. Let's play to learn Chinese together!

Find new phrases that we missed? Email to hello@chineasy.com to let us know!

#PlayChineasy:

<https://www.instagram.com/explore/tags/playchineasy/>

Facebook Online Community:

<https://www.facebook.com/groups/learnchinesewithease/>



Suggested players

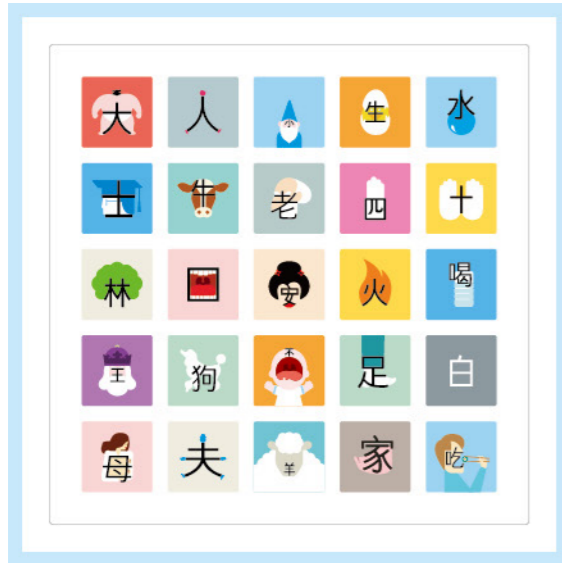


Chinese language skills



Advanced challenge

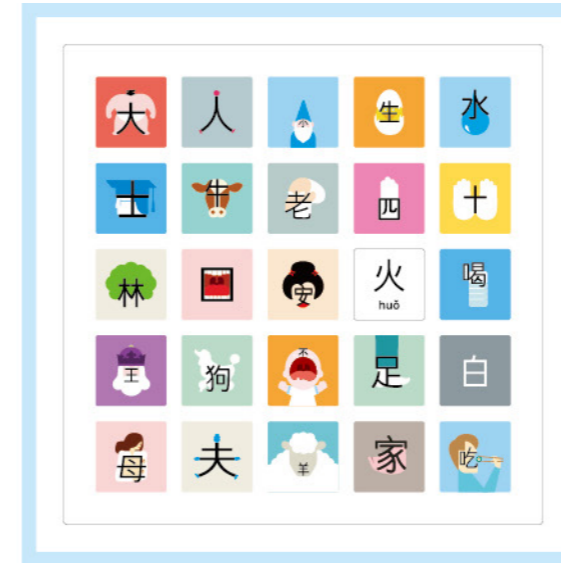
1. Bingo



1. Each player draws 25 tiles and places them on his or her playboard, colored side up.



2. Pick a player to draw a flash card from the bag. Players with that character on their Play Board flip it over.



3. The next player to the left then pulls a flash card from the bag. Hope for matches!



4. Moving around the table, each player draws a flash card until someone gets 3 lines of five in a row—up, down, across, or diagonal. The lucky winner yells “BINGO!”



2-4
players



- When you get BINGO, try to pronounce each character in your line correctly.
- If a player catches you using the wrong tone, flip that tile back over and keep waiting for BINGO.



- Character recognition
- Pronunciation
- Etymology of characters

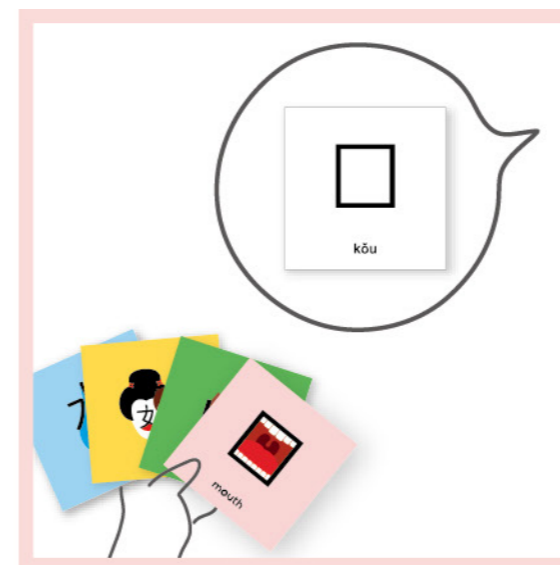
2. Memory Game



1. Set a timer for 3 minutes. Study all 48 flash cards to memorize the meaning of each character.



2. Place all the flash cards, white side up, on the pinyin side of the master board.



3. Choose a player to pick a flash card from the master board and say out loud its English translation. If the player is correct, they can keep the card. If they are wrong, they have to put it back onto the board.



4. Move around the circle until all cards on the master board have been picked. The player with the largest amount of flash cards wins!



1+
players



- Place all the flash cards color side up, on the color side of the master board.
- Move around the circle until all cards on the master board have been picked. The player with the largest amount of flash cards wins!

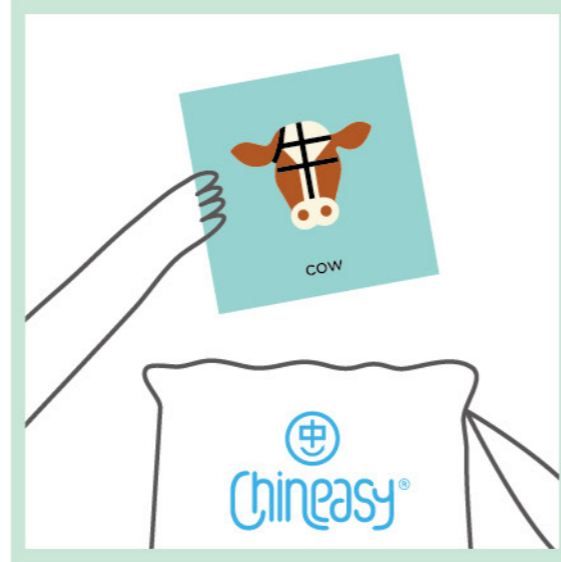


- Character recognition
- Etymology of characters

3. Find it first



1. Lay all 100 Tiles on a flat surface or hide them in different places in a room.



2. Pick a player to draw a flash card and show it to everyone.



3. Everyone searches for the matching tile.



4. Find it and you win!

[Teamwork version]

1. Divide participants into teams.

2. Pick a player to draw a card and show it to everyone. Show the card for **ONLY** five seconds, which forces players to pay attention to the card and apply their memorizing skills.

3. The group that finds the Tile first **AND** gives the right meaning of the character gets one point.

4. The first group to get five points wins!



- When you draw the flash card, don't show it to everyone. Instead, say the pinyin or its meaning.
- The player who finds the matching tile must use the word in a phrase or a sentence to get a point.

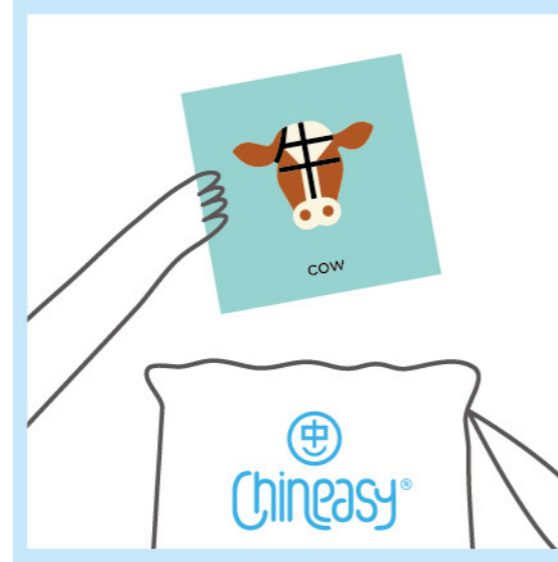


- Character recognition
- Pronunciation
- Etymology of characters

4. Charades



1. Place all flash cards into the bag and shuffle.



2. A player draws one card from the bag.



3. The player acts out the meaning of the character (without making a sound!).



4. Whoever guesses the correct word gets a point. Each player takes turns drawing a card and acting it out.

 3+
players

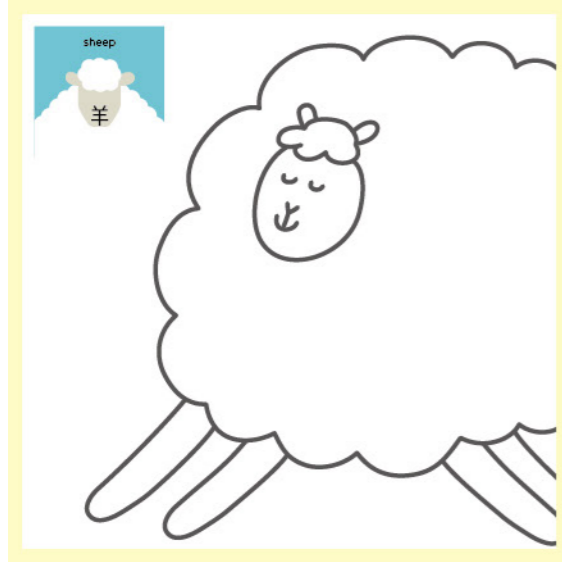


- Act out phrases or idioms using the card you picked, and make people guess the phrase.
- Make teams of two and play-act the phrase!
- Ask the player one to three yes/no questions related to the character. The first player getting the correct answer wins a point!

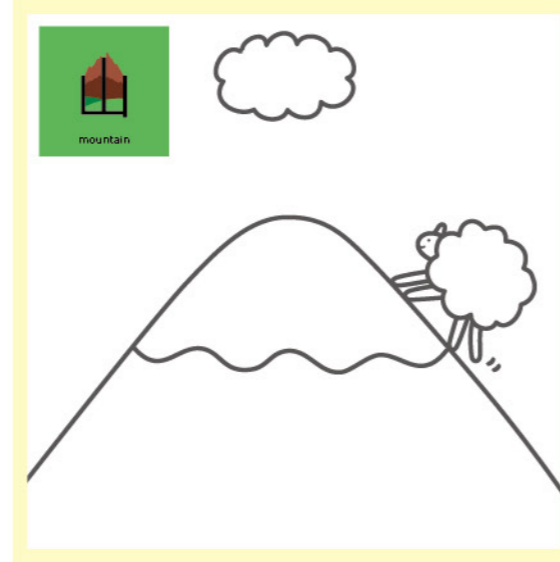


- Character recognition
- Vocabulary acquisition
- Pronunciation
- Etymology of characters

5. Storytelling



1. Spread all flash cards on the table.



2. Pick a player to randomly choose a character and start a story, 2 sentences max (Ex: The sheep climbs up the mountain 山 [shān]), then picks a character for the next player.



3. The second player continues the story with the new character, then picks another for the next player.



4. What stories can your beautiful imagination dream up?



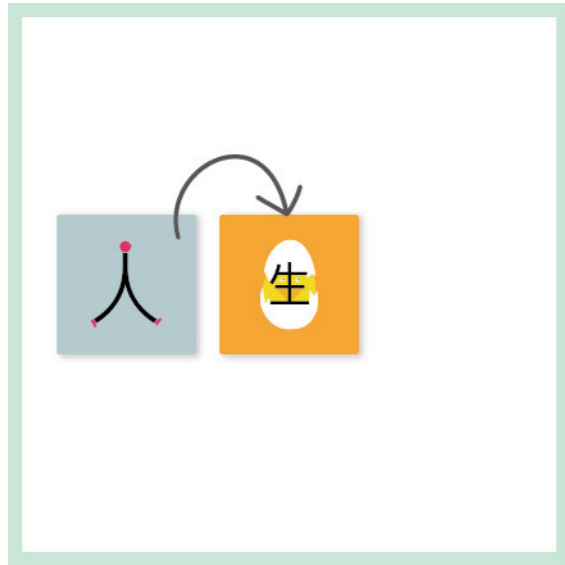
Tips: Choose a theme before making the story.

- Use Tiles if you run out of cards.
- Nominate a player to end the story before playing.
- Reverse the order of storytelling occasionally.
- Act it out!

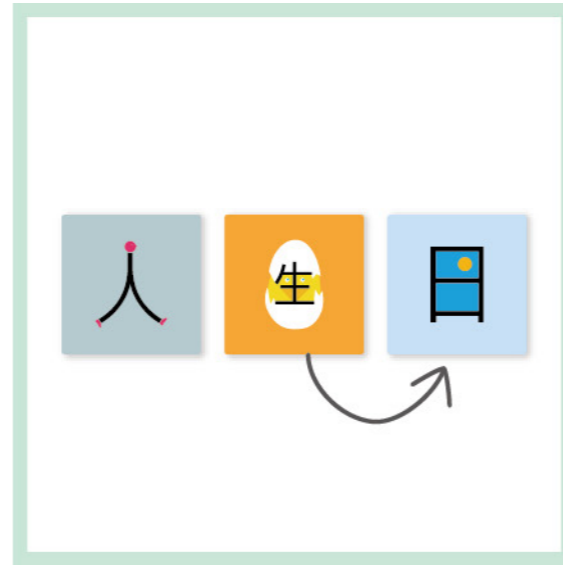


- Character recognition
- Vocabulary acquisition
- Pronunciation
- Etymology of characters

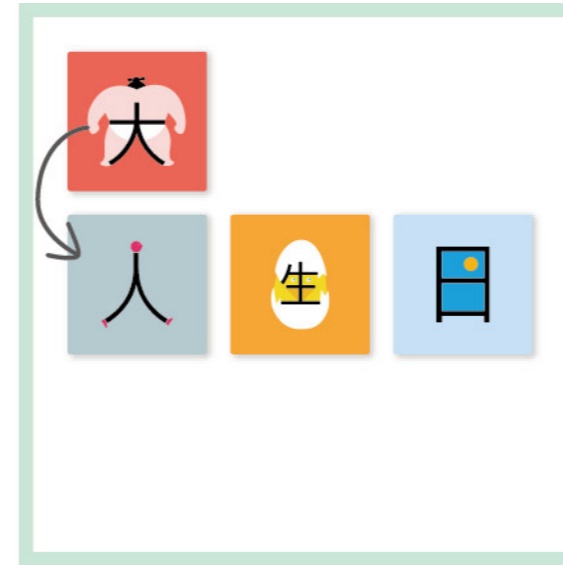
6. Connect the Tiles



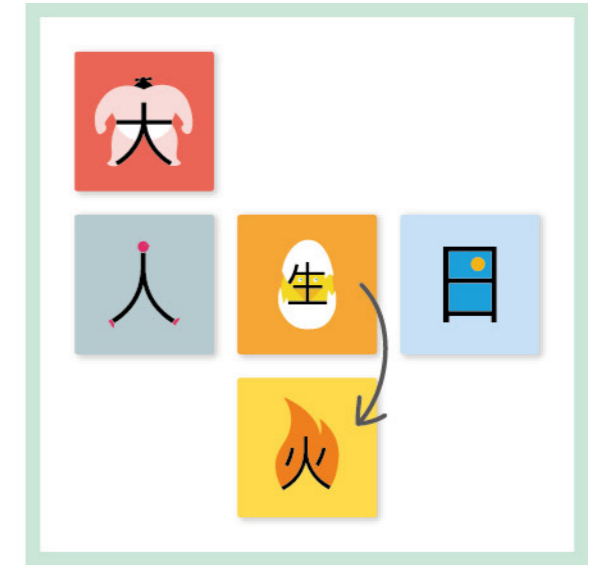
1. Put all play boards together to form a 10 by 10 surface. Each player randomly draws 10 Tiles.



2. Pick a random player to make a phrase by placing 2 or more characters on the Play Board. You can connect the Tiles from the left, right, up, down, or diagonal (Tip: Beginners can start on any empty space if they cannot build off of existing Tiles on the Play Board). Translate the phrase.



3. After your turn, draw a Tile from the bag. Players take turns making phrases. Each phrase, no matter how long, is 1 point.



4. If they can form multiple phrases, they get the same amount of points as phrases they made. Whoever runs out of Tiles first wins.



2+
players

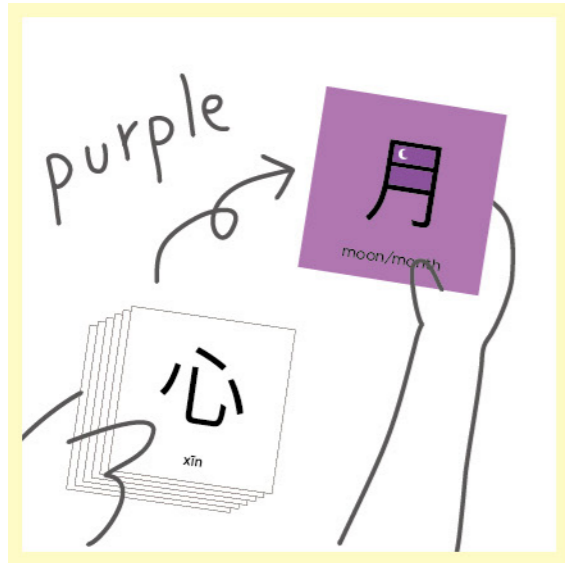


- Each player has to build off of existing words/phrases on the play board. You can 'PASS' if you cannot put down any Tiles by drawing another piece of Tile.
- Use only 3, 2 or 1 play board to limit the Tile space!



- Character recognition
- Vocabulary acquisition
- Etymology of characters

7. Slapjack



1. Distribute 48 flash cards amongst the players.



2. Decide a category you want to call "slaps" (Ex: Slaps for words describing people, animals or nature).

[Category suggestions]

- Background color
- Cards with human characters
- Cards with animals
- Cards related to nature



3. One player places a card in the center and reads the English meaning of the character aloud. If the card matches the category you assigned, shout out "slaps" and slap the card. The last person to put his/her hand on the card has to take the whole pile.



4. The first person to clear out all the cards in their hand wins the game.



3+
players



- Call slaps when the pronunciation of the word matches the 1st (2nd, 3rd, or 4th tone)
- Call slaps when the character has less than five strokes/lines in it

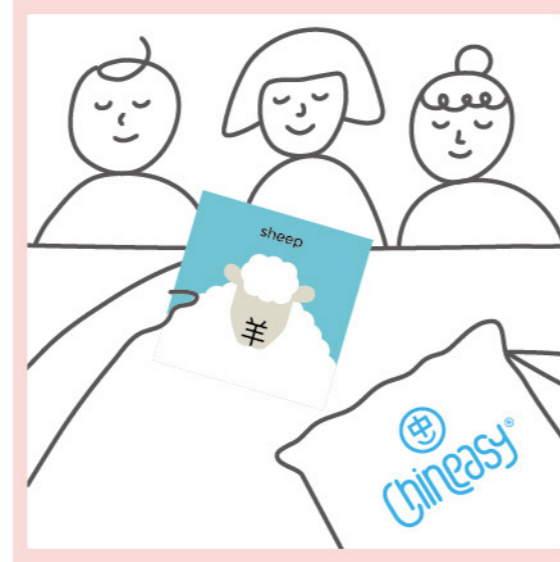


- Character recognition
- Pronunciation

8. Hint Hint



1. Shuffle all 48 flash cards in the bag.



2. Pick a random player to draw a flash card. Do not show this card to anyone.



3. Describe the character to help others guess what it is. (Example: "It is an animal", "It has four legs", "It likes to chew on bones")



4. Other players point to the character on the master board. Whoever hits the right character first wins one point. First to five points wins.



3+
players



- Use the plain side of the master board instead of the illustrated side.
- Whoever points to the character has to pronounce it correctly.



- Character recognition
- Vocabulary acquisition
- Pronunciation
- Etymology of characters

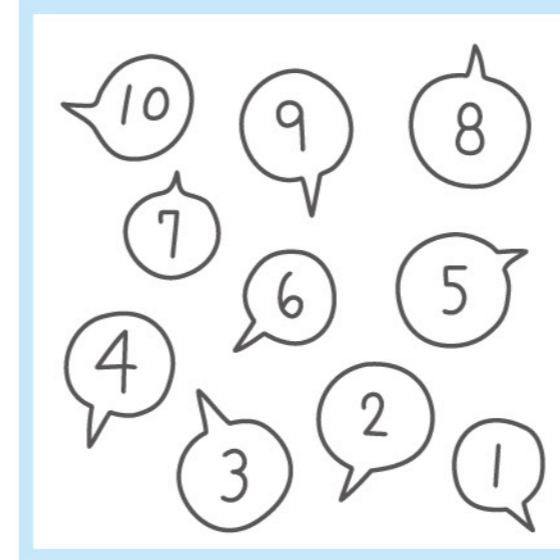
9. Spot the Twins



1. Distribute all 48 flash cards amongst the players. No peeking at your cards!



2. Pour all Tiles into the middle. One player looks at the top card from his/her stack, and tries to find the matching Tile in the middle.



3. The clock is ticking! Other players countdown from 10 to 1 in Chinese. Each player takes turns getting 10 seconds to match all of their cards.



4. The first person to finish matching all of their cards wins.



2-4
players



- Flip all the Tiles to the white side (without illustration) to increase the difficulty of recognizing the characters!
- Try pronouncing each word as you find its twin.



- Character recognition
- Pronunciation

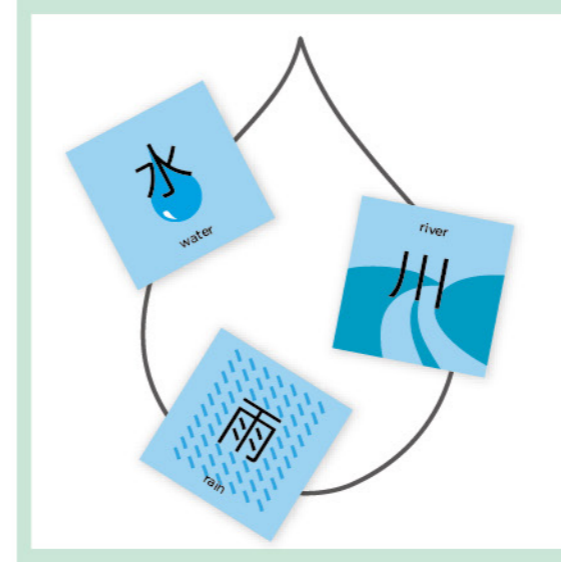
10. Bundle Up



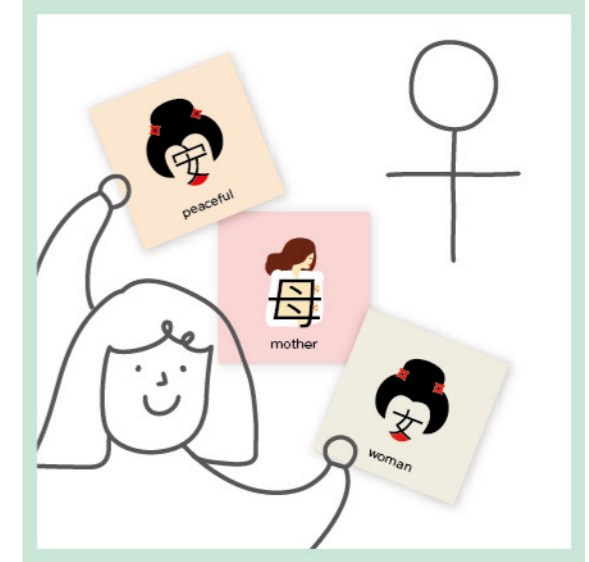
1. Spread all the cards on a surface.



2. Start with a single player, identify similarities between any 2 to 4 cards (Example: 羊 & 牛 are both animals).



3. Each player can keep the group of cards they bundled up.



4. Take turn playing until all cards are gone. See who has the most cards in their collection!

2-5
players



- Count the strokes of the characters as one of its similarities
- Use Tiles if you run out of cards.



- Character recognition
- Pronunciation
- Etymology of characters

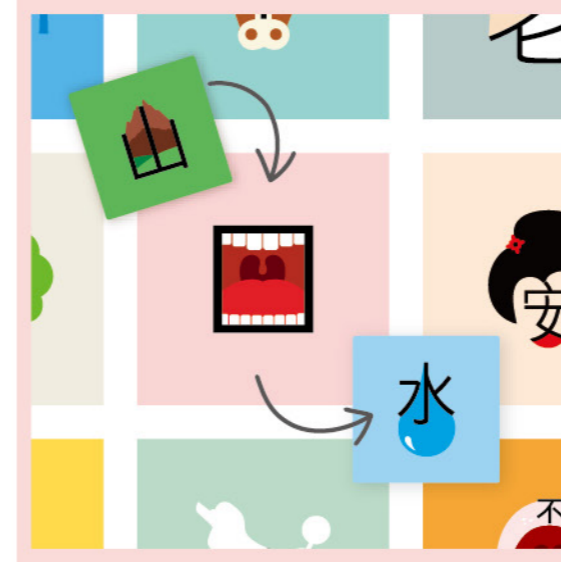
11. Word Park



1. Distribute all Tiles amongst all players.



2. Take turns placing your tiles on the master board by matching the same character (Ex: placing 人 on top of 人) or creating phrases (Example: putting down 好 and 人).



3. You can put down more than one tiles at a time if they are part of a phrase (Example: 山 + 口 or 口 + 水).



4. Whoever runs out of Tiles first wins.



2-10
players



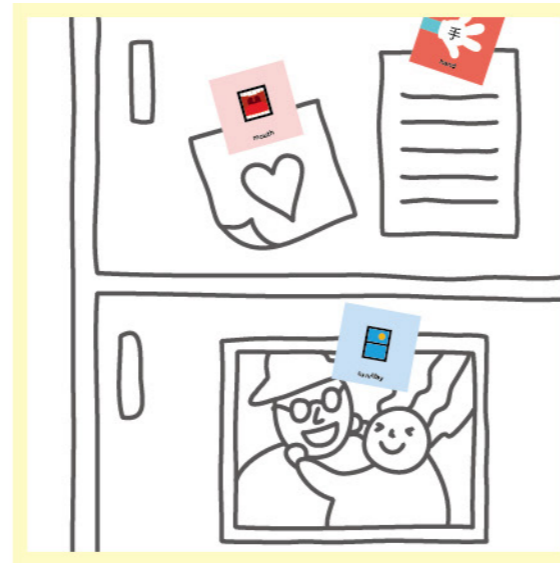
- Use the backside of the master board without illustrations.
- The longer the phrases, the faster you can clear your hand of Tiles!



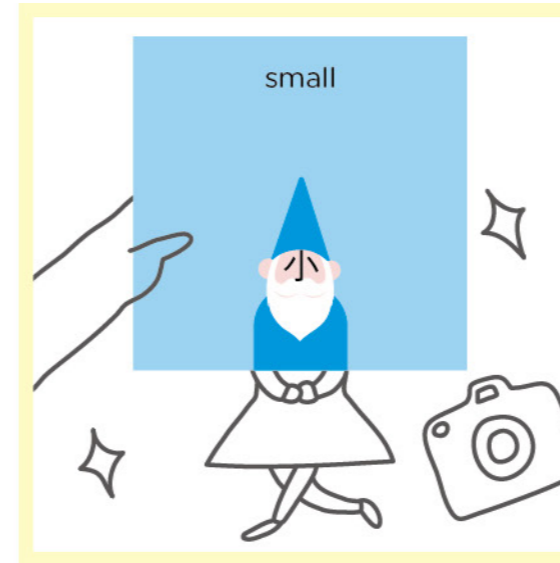
- Character recognition
- Vocabulary acquisition
- Pronunciation



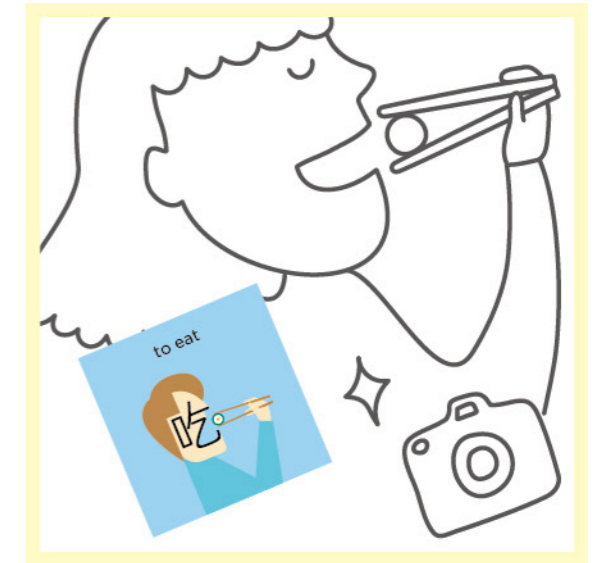
Our master board contains 48 different Chinese characters. By displaying the board on your wall, desk, or bookshelf, you'll hardwire your memory.



Decorate your room with Chineasy Tiles and cards.



Visual cues boost memory retention!
#PlayChineasy



Visual cues boost memory retention!
#PlayChineasy



1+
players



Imagination and creativity have no limits! We encourage you to create your own way to play Chineasy Tiles and to learn Chinese.



- Character recognition

Full list of phrase combinations

1	人人	Everyone	31	天王	Emperor	62	生女	To give birth to a baby girl	94	女生	Girls
2	人口	Population	32	天生	Innate	63	生火	To make a fire	95	女王	Queen
3	人大	National People's Congress of the People's Republic of China	33	天父	Heavenly Father	64	生人	Stranger	96	女王好	Hello Queen
4	人士	Person, figure	34	天天好天	Every day is a fine day	65	生手	Novice	97	手工	Handmade
5	人手	Staff, manpower	35	天天雨天	Every day is a rainy day	66	生父	Biological father	98	手心	Palm
6	人生	Human life	36	天天好日子	Every day is a good day	67	生母	Birth mother	99	小手心	Small palm
7	木工	Wood work, carpenter	37	水牛	Buffalo	68	生米	Uncooked rice	100	元月	First month
8	日子	Day	38	水母	Jellyfish	69	生肉	Raw meat	101	父母	Father and mother
9	大日子	Big day	39	小牛	Calf	70	主人	Host	102	父子	Father and son
10	好日子	Good day	40	工人	Worker	71	女主人	Hostess	103	父女	Father and daughter
11	大人	Adult	41	人工	Artificial	72	水手	Sailor	104	母子	Mother and son
12	大火	Big fire	42	雨天	Rainy day	73	水火	Water and fire, disaster	105	母女	Mother and daughter
13	大手	Big hand	43	雨林	Rainforest	74	山人	Hermit	106	母牛	Female cow
14	大雨	Rain shower	44	雨水	Rainwater	75	山水	Scenery	107	母羊	Female sheep; ewe
15	大狗	Big dog	45	小心	Careful	76	山川	Mountains and rivers	108	母狗	Female dog
16	大王	King	46	子女	Offspring	77	小丑	Clown	109	不好	No good
17	大米	Rice	47	王子	Prince	78	小人	Villain	110	不大	Not big
18	大好	Very good	48	小王子	Little Prince	79	小子	Brat	111	不小	Not small
19	大小	Size	49	好人	Good person	80	小雨	Light rain	112	不大不小	Not big not small
20	林林	A great number	50	大好人	Very nice people	81	小手	Small hand	113	不足	Inadequate
21	月子	Confinement	51	好大	Very big	82	小狗	Small dog, puppy	114	不吃	Not eat
22	士人	Scholar	52	好手	Expert	83	小羊	Lamb	115	足球	Football, soccer
23	口水	Saliva	53	好天	Fine day	84	小火	Small fire	116	手球	Handball
24	天天	Everyday, every day	54	好心	Good intention	85	小米	Millet	117	月球	The moon
25	天人	Heaven	55	好心人	Kind-hearted person	86	火大	Angry	118	好球	Good shot!
26	天大	Extremely big, as large as the heavens	56	好吃	Delicious, tasty	87	火山	Volcano	119	口吃	Stammer, stutter
27	天日	Light	57	好好吃	Very tasty, finger-licking good	88	火山口	Crater	120	大吃	Gobble
28	天牛	Longhorn Beetle	58	好小子	Good boy, Kung Fu kids	89	女人	Woman	121	小吃	Street food, snack
29	天子	The emperor	59	好山好水	Beautiful Mountains and Rivers (Beautiful Scenery)	90	大女人	Mature woman	122	牛肉	Beef
30	天女	Heavenly maiden	60	山羊	Goat	91	女工	Female worker	123	羊肉	Lamb meat
			61	生日	Birthday	92	女士	Lady, madam	124	一月	January
						93	女子	Woman	125	一天	A day

126	一元	One dollar	153	老天	God, Heavens	182	本月	This month	210	好喝	Very delicious to drink
127	一日	A day	154	好老	So old	183	本子	Notebook	211	好小	So small
128	一生	One's life	155	老好人	Softie	184	工本	Cost of production	212	生子	To give birth
129	一手	Skill	156	元老	veteran, Grandee, founding	185	山本	Yamamoto	213	四川	Sichuan
130	一口	A mouthful			member, chief figure (in a	186	日本人	Japanese	214	一家老小	Whole family
131	一球	Scoop			gerontocracy)	187	日本女人	Japanese woman	215	大半	In large measure
132	小一	The first grade in elementary	157	白白	In vain	188	本人火大	I am furious	216	半月	Half-moon
		school	158	白人	Caucasian	189	元元本本	From start to finish	217	吃一半	Half-eaten
133	大一	Freshman; first-year	159	白日	Daytime (white sun)	190	一半	One half	218	半口	Half-bite
		undergraduate	160	白天	Daytime	191	半天	Half a day	219	大半生	My whole life
134	四月	April	161	大白天	In broad daylight	192	大月	A month of 31 days in the lunar	220	半生	Half a life time
135	四天	Four days	162	大白	Become known			calendar	221	一家人	Family
136	四元	Four dollars	163	白羊	White sheep	193	小月	A month of 30 days in the	222	不吃生牛肉	I don't eat raw beef
137	四大天王	Four Heavenly Kings (Hong	164	白米	Polished rice			lunar calendar	223	不吃狗肉	I don't eat dog meat
		Kong)	165	安心	Contented	194	老女人	Old woman	224	不吃羊肉	I don't eat lamb
138	十月	October	166	心安	Peace of mind	195	小女人	Little woman	225	不吃牛肉	I don't eat beef
139	十天	Ten days	167	日安	Good day	196	小女	(Humble way) my daughter	226	四川女人	Sichuan Women
140	十元	Ten dollars	168	安家	Settle down	197	吃牛肉	Eat beef	227	天山	Tianshan Mountain
141	十四	Fourteen	169	不安好心	Up to something bad or evil,	198	吃羊肉	Eat lamb	228	天子	Emperor
142	四十	Forty			has bad or evil intentions	199	月老	A Chinese god that specializes	229	手足	Close friends (as close as
143	十四天	Fourteen days	170	家人	Family member			in matchmaking			siblings)
144	四十天	Forty days	171	人家	Other people	200	生吃	To eat things raw	230	足心	Sole
145	夫人	Madam	172	好人家	Good family	201	生牛肉	Uncooked beef	231	士大夫	Scholar-officials
146	大夫	Doctor	173	女家	The wife's family	202	生羊肉	Uncooked lamb	232	好丑	Very ugly
147	工夫	Effort, Time spent doing	174	家父	(polite) my father	203	老四	The fourth	233	女人心	Woman's heart/ mind
		something	175	家母	(polite) my mother	204	老子	Lao Tzu	234	一心	Wholeheartedly
148	喝水	Drink water	176	大家	Everybody	205	不老	Ever-young	235	一米	One meter
149	大吃大喝	Make a pig of oneself	177	大家好	Hello, everyone!	206	生水	Unfiltered water			
150	吃吃喝喝	Indulge oneself in eating and	178	大家小心	Everybody be careful	207	大口吃肉	To eat without restraint			
		drinking	179	本人	One's self	208	小生	Young man's role in Chinese			
151	老人	Old people	180	日本	Japan			theatre			
152	老大	The oldest (among siblings)	181	本日	Today	209	四川人	Sichuan person			