

Game Name: Two To Tango	Age Range: Everyone
Number of Players: 2	Playing Time: 10 min.
Version: 1	Date: 6/18/21

### **Game Objective**

Complete the whole deck.

### **Game Contents**

1. 10 Dice
2. 24 Monster cards
3. 4 Player cards
4. 2 Dividers

### **Game Assembly**

Set up the dividers to shield player rolls from each other.

### **Game Setup**

The setup is the same for each game. Each player gets 4 dice and draws a Player card. Player with the special Player card gets 2 extra dice (6 total).

### **Game Play**

Draw a monster card and place it face up so that both players can see it. Both players roll their dice behind their dividers so their partner can't see their dice. After rolling and seeing only their own rolls, players form a consensus about whether ("yes") or not ("no") they think their combined rolls of all the dice comply with the rule stated on the Monster card in play. If the consensus is right about their rolls, players leave the card where it is and draw a new Monster card to place on top of the newly formed Success pile. If the consensus is wrong, players set the card aside face up to form a Fail pile and draw a new Monster card to continue. Repeat the process until players run out of Monster cards. After the players finish the Monster card pile, they turn the Fail pile (if any) over to form a new Monster deck. Players have one more chance to complete those cards they got wrong the first time. If they succeed, they win. Otherwise, they lose.

**Turn Sequence** - Both players roll their dice at the same time.

### **Special Conditions**

In the beginning of each game, each player drew a Player card that helps them in some way. The Player card which adds or subtracts 2 from each roll and the Player card which increases the dice count by 2 must be used every turn. The Player cards which enable re-rolls may be used at the players' discretion

from turn to turn. However, any Player card ability must be used before the players reveal their rolls to each other. Once the rolls are revealed, the success or failure to complete the card is determined immediately.

When forming a consensus, players may only say “yes” or “no” as to whether they believe the combined rolls of both players will comply with the rule stated on the Monster card in play. No other hints are allowed.

**Winning/Scoring**

You win if you and your partner can successfully complete the deck in two passes.