2 WIN

FLORIAN RACKY

blue orange
Hot Games Cool Planet

7+

2 - 6

15 min

2 WIN is a simultaneous card game in which you form numbers using 2 Digit cards. Each of your numbers may let you draw new cards, giving you more chances to keep playing!

Will you get the better of your opponents and finish as the winner?

COMPONENTS

108 cards in 3 colours: blue, pink, and green. Each card shows a digit from 1 to 9, and a number of stars: 1, 2, or none.
1 Player aid

GOAL OF THE GAME

To be the last one playing, and win the game.

SETUP

- Shuffle all the cards face down, then deal 9 cards to each player. Take your hand and look at it without showing anyone.

- Place the remaining cards in a pile face down in the middle of the table.

HOW TO PLAY

A game takes place over a number of rounds.

Each round is made up of 3 consecutive phases, during which you all play simultaneously.

Play the 3 phases of each round in the following order:

1. PASS A CARD

Select 1 card from your hand and place it face down in front of the first player to your left who is still in the game.

Then pick up the card that has been placed in front of you by the player on your right, and add it to your hand.

➜ *Special case:* If you are the only player to have at least 1 card in your hand during this phase, you are the last player left in the game. See **END OF THE GAME**.

DROP OUT: If you are unable to **PASS A CARD**, you are immediately out of the game. Wait a few minutes to find out who is the winner.

2. FORM A NUMBER

Choose 2 cards from your hand and place them face down in front of you to form a 2-digit number.

The number on one of your cards represents the tens and must be placed to the left of the second card, which represents the units.

When all players are ready, all turn over your 2 cards at the same time.

- In the first round you may form any number you like.

- On each subsequent round you must form a number that is higher than your previous one. Place each new number on top of the last, but make sure you shift the cards up a little so the numbers on previous cards are always visible.

DROP OUT: If you are unable to **FORM A NUMBER**, you are immediately out of the game. Wait a few minutes to find out who is the winner.

3. DRAW CARDS

The number you just formed may let you draw cards this round, according to 4 criteria.

For each of the first 2 criteria, compare the number formed by your top cards with the numbers of the remaining players:

- If you have the highest number, draw 1 card. **A**

In case of a tie, all players with the highest number draw 1 card each.

- If the cards you just played show more stars than the cards your opponents just played, draw 1 card. **B**

In case of a tie, each player involved draws 1 card each.

If none of the cards just played have stars on them, nobody draws a card for this criteria.

For each of the other 2 criteria, only look at your own number:

- If you have formed a number using 2 identical digits, draw 1 card. **C**
- If the number you formed completes a sequence of 3 cards of the same colour in a stack, draw 1 card. This may apply for the tens as well as the units. **D**

➜ **Note**: If you place a fourth card of the same colour on top of 3 others, do not draw another card. It is considered to be the first card of a new sequence. You could move the 3 cards in a sequence slightly to the side in order to differentiate them.

The first card of a new sequence

Previous sequence

You may fulfil multiple criteria in a round and therefore draw multiple cards.

Example: On this round the player who formed "33" draws 4 cards. They draw 1 card for the 2 identical digits **C** *, 1 card because they have the highest number of stars (a tie with the player who formed "22")* **B** *, a third card for completing a sequence of 3 pink cards* **D** *and a fourth card for the sequence of green cards* **D** *.*

The players who formed "22" and "52" draw 3 cards each. The player who formed the number "28" draws 1 card.

➜ If you need to draw a card but the draw pile is empty, first gather the cards of the players who are out of the game. Then, gather the cards in front of the active players, leaving only the top 5 cards in place. Shuffle all the gathered cards face down to form a new pile.

At the end of the **DRAW CARDS** phase, the round is over.

Play as many new rounds as necessary until the end of the game.

END OF THE GAME

The game ends when either of the following occurs:

- There is only 1 player left in the game. They are the winner.

or,

- All the remaining players in the game drop out at the same time. Of these players, whoever has the most cards in their hand wins the game.

  In the case of a tie, the player whose last number is the lowest is the winner.

  If it is still a tie, the remaining players share the victory.

Example: in this round, none of the 3 remaining players can form a valid number. They all have to drop out.

"Player 2" has more cards in hand than their opponents: They win.

Player 1

Player 2

Player 3