

TWO SOME



Buffalo
GAMES & PUZZLES

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© Buffalo Games, LLC
By Ken Gruhl
Game Art by Nim Ben-Reuven

Buffalo Games, LLC
220 James E Casey Drive
Buffalo, NY 14206

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TWOSOME

A 2-player conversation starter game!

2, 4, 6 or 8 PLAYERS ♥ AGES 14+ ♥ 20 MINUTES

OBJECTIVE

Two can play at this game! Play against other couples—or just play together—and break the ice!

Players pair up and answer the ultimate “me or you” questions and see how well you know each other... for better or for worse. If your team is on the same wavelength, you score! After the game is over, check your scores to find out if you are the perfect pair, or perfect strangers.

SET UP

- Separate all the Quirk cards from the Voting cards. Shuffle the Quirk cards and place them face-down to form a draw pile.
- Players split into teams of 2. No third wheels in this game.
- Each team takes one set of 4 Voting cards. There are 4 sets to choose from. Once you've chosen your set, be sure each player on your team has a yellow and a blue card.
- Place the Game board on the table so it's visible to all.

GAME CONTENTS

100 Quirk cards
16 Voting cards
(4 cards for 4 teams of 2 players)
1 Game board
Instructions

Game Board



4 sets of Voting Cards





HOW TO PLAY

The game is played in rounds. In each round, all teams play at the same time, and in the following order:

A 2-player game follows the same flow but with some subtle differences (see A GAME FOR 2-PLAYERS?)

- 1 Draw two Quirk cards from the deck. Place one on the blue space and one on the yellow space on the Game board for all to see. Read the categories on each card aloud.
- 2 Now all players vote. Each player simultaneously chooses which of the two Quirk cards they feel they are **better at than their partner**. Each player selects the yellow or blue voting card that matches the Quirk card they feel they are better at, and places it face-down in front of them.

Your goal is to have you and your teammate vote a YELLOW and a BLUE card to score.

Teammates may not discuss how they are going to vote or what is shaping their decision until the vote is revealed.

- 3 When all players have made their selection, teams take turns revealing their choices one at a time.
- 4 Teams score their results:
 - If both teammates chose different color cards (one yellow and one blue) they have chosen wisely. They are on the same wavelength and score 1 point!
 - If both players voted with matching cards (both yellow or both blue), they are not on the same wavelength, and do not score any points for the round.
 - If only one team manages to score a point in a round, they then gain 1 additional bonus point for the round!
- 5 After scoring, Quirk cards are discarded and a new round begins.
- 6 Keep playing in this manner until there is a winner!



WINNING THE GAME

The first team to score 10 points, wins! If there is a tie, those tying teams keep playing until one team can break the tie and win.

A GAME FOR 2-PLAYERS?

Absolutely! During set up, randomly deal 24 of the Quirk cards into a deck and remove the rest from the game.

You and your teammate play 12 rounds. However, in every round you score, remove those 2 Quirk cards and place them in a score pile. If you do not score, place the 2 Quirk cards into a penalty pile.

After the 12 rounds of play count the cards in your penalty pile and use the diagram below to see if you're the perfect pair, or perfect strangers:

PENALTY CARDS COLLECTED	YOUR RESULTS
0-4	Ahhhhmazing! You are kindred spirits and soulmates.
6-8	You are true companions and confidants.
10-12	Acquaintances at best.
14+	Complete and total strangers. It's not you, it's... the both of you.