

2CAN™

THE CARD GAME WHERE
"TWO CAN" WIN IT ALL!



AGES
8+



30
MINUTES



2-6
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/2canrules.

OBJECT OF THE GAME

Have the lowest score at the end of five rounds; players add up the values of their cards at the end of each round to determine their scores.

CONTENTS

104 Number Cards,
(8 each 0 – 12)



4 2CAN
Wild Cards



Scorepad

	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
1						
2						
3						
4						
5						
Total						

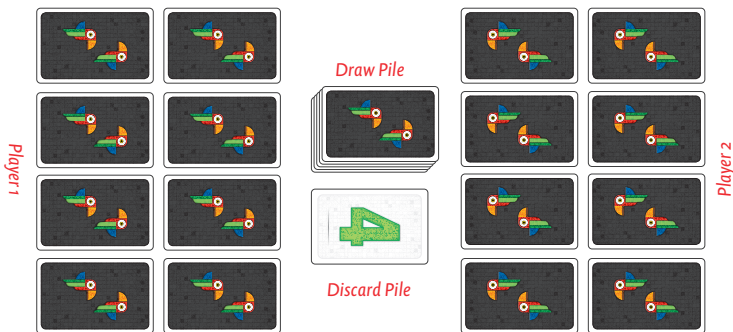
2 Scoring Cards



Instructions

SET UP

1. Shuffle the deck and deal 8 cards to each player, face down, in 2 rows of 4 cards. These cards are called “The Box.”
2. Place the remaining cards in the center of the table, face down, to form the Draw Pile.
3. Flip over the top card from the Draw Pile and place it face up next to the Draw Pile to form the Discard Pile.



Example setup for two players

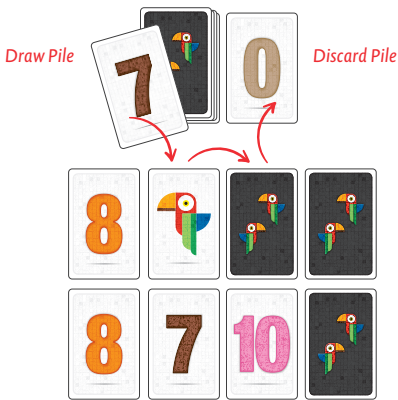
4. All players flip over 2 cards of their choice from their own Boxes.
5. The player with the highest sum of face-up cards plays first. In case of a tie, the player with the closest birthday plays first.

PLAYING THE GAME

1. On your turn, you can either draw the top card from the Draw Pile or the top card from the Discard Pile.
2. Look at the card you chose and do one of the following actions:
 - a. Replace one of the face-up cards in your Box, placing the card you chose face up and placing the card you replaced **face up** on top of the Discard Pile.
 - b. Replace one of the face-down cards in your Box, placing the card you chose face up and placing the card you replaced **face up** on top of the Discard Pile without looking at it.
 - c. If you drew from the Draw Pile and don't want to keep the card you drew, place that card **face up** on the Discard Pile and flip over one of your face-down cards.

Play passes to the left.

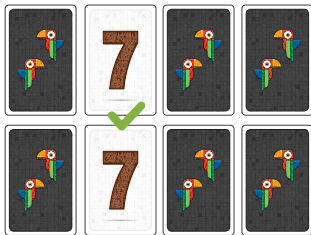
3. The 2CAN card is a wild card that matches the value of any card (see Scoring, below) and the only card that can move within your Box. If you draw a card that matches the other card in a 2CAN's column, replace the 2CAN and "fly" it to replace any other face-down card in your Box (diagram on p. 4). Place the face-down card you replaced on the Discard Pile, face-up.
4. When you have only one face-down card left, you do not have to flip it over when you draw from the Draw Pile and don't keep the card you drew. You can continue to replace face-up cards or discard; you are not required to flip over your last face-down card until you choose to flip it over or until you're forced to flip it over at the end of the round (please see rule #5, below).



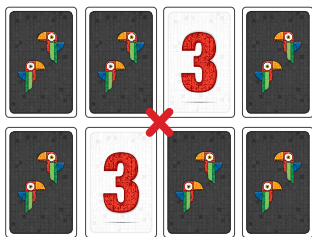
5. Play continues until all of one player's cards are flipped over. Every other player gets one more chance to play, then flips over all remaining face-down cards. This ends the round. Players score their cards, then shuffle and play again.

SCORING

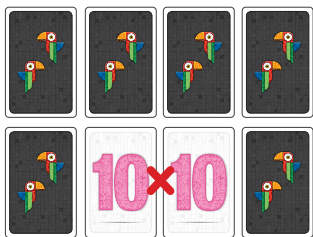
Add up the numbers showing on the cards in your Box to get your score for this round. However, if you have two of the same cards in a column they are a Pair and do not count against your score.



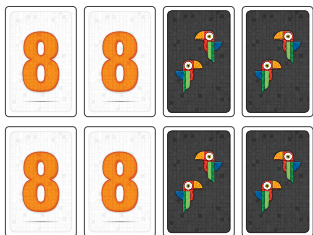
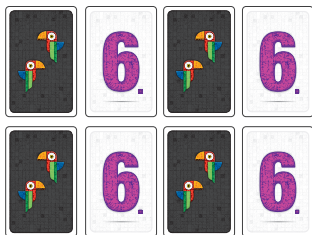
Two identical cards that are side-by-side or are not in the same column are not considered a Pair.



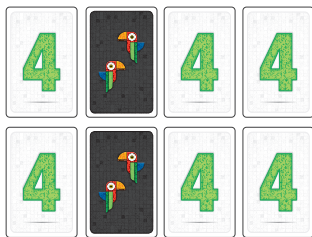
Not
a Pair



Two Pairs with the same number are called a Quartet (the Pairs do not have to be next to each other). When you get a Quartet, subtract 10 points from your score.

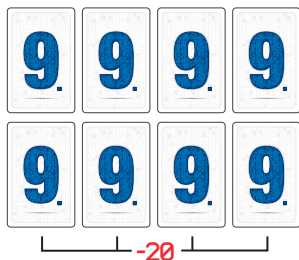
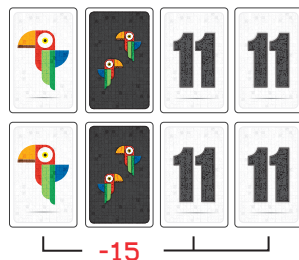
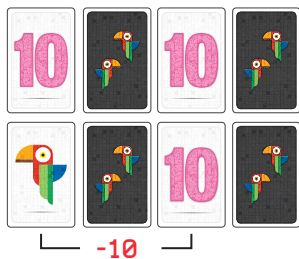
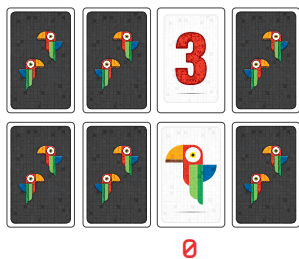


Three Pairs with the same number are called a Sextet. When you get a Sextet, subtract 15 points from your score.



Four Pairs with the same number are called an Octet. When you get an Octet, subtract 20 points from your score.





As a reminder, you may not move number cards within your Box in order to form Pairs, Quartets, Sextets, and Octets (but you can move 2CAN cards, as described in rule #4). We've provided a scoring card to help.

WINNING THE GAME

Write down each player's score after each round on the scorepad. At the end of five rounds, the player with the lowest score wins.

If you have questions on these rules or on any of our products, please call us at

844-962-6446
M-F 9 am – 6 pm
CENTRAL TIME

We'll do our best to help you.

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