

TWO STEP

Two Step

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Overview: A card microgame about country-western line dancing for 2-4 players. Each Dancer has 1 each of the following trait pairs: Dude or Lady, Red or Black, Stars or Stripes. You'll make them dance in patterns that match the secret cards in your hand.

2-4 Players

Ages 5+

Play Time 15 ~ 30 Minutes

Components:

- 1 Miss Wilde card
- 1 Bruno Ender card
- 8 Dancer cards
- 1 First Player card
- 5 Dance Move cards
- 12 Goal cards

Setup:

- Set Miss Wilde on the far right of the Dance Line.
- Place Bruno Ender face down to the far left of the Dance Line.
- Shuffle all of the Dancer cards.
- Deal 4 Dancers off of the top and place them face up in a line to the left of Miss Wilde.
- Place the deck of remaining Dancer cards face down on top of Bruno Ender.
- Shuffle all of the Goal cards.
- Deal 3 Goal cards face down to each player. You may look at your own Goal cards.

- Randomly determine the first player and give them the First Player card.
- Place the 5 Dance cards face up above the Dance Line.

Scoring Points:

- If the pattern of Dancers matches one pictured on your Goal card, slap it down to get a point.
- Yeeha!

End of Game:

- If one player reveals all 3 of their Goal cards or Bruno Ender is at the far right of the Dance Line, the game is over. Whoever has the most matches wins. Ties are broken by an actual dance contest.

On Your Turn:

- If you currently have the First Player card:
 - Flip all of the Dance cards face up.
 - Flip any face-down Dancer in the Dance Line.
 - Draw a new Dancer off of the deck and place it face up to the left of the Dance Line.
 - Pass the First Player card to the left.
 - Flip a Dance Move card and perform the move on that card.
 - If the pattern of Dancers matches a goal on any player's Goal card, they can slap it down face up on the table and earn a point IF:
 - If it correctly matches the pattern.
 - They are the first to slap down a correct card.

Card Descriptions:

- Miss Wilde
 - She counts as any other card for matches. She is a true wild card.
- Bruno Ender
 - He doesn't match with any other card.
 - He cannot be moved backwards (to the left) in the Dance Line. He can only move right.
 - Patterns cannot be made "through" him.
- Dance Moves
 - These moves give instructions on how to move the Dancers in the line:
 - Do-See-Do: Starting from left or right, swap the order of pairs of cards (For example, if there are 4 Dancers, take the first 2 and swap them with the second 2 without changing any other order).
 - New Lead: Pick any Dancer. They're now the leader. Move all cards in front of them the back without changing their order.
 - Swing: Swap any 2 Dancer cards.
 - Side Step: Select a trait (gender, color, pattern). From right to left, swap any Dancer that has this trait with their neighbor to the left.
 - Sit One Out: Select any Dancer. Flip them face down. They don't count for any Goals (but patterns can be made "through" them), and they cannot be moved. The next First Player flips them face up.

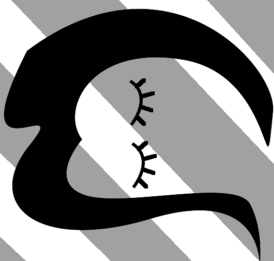
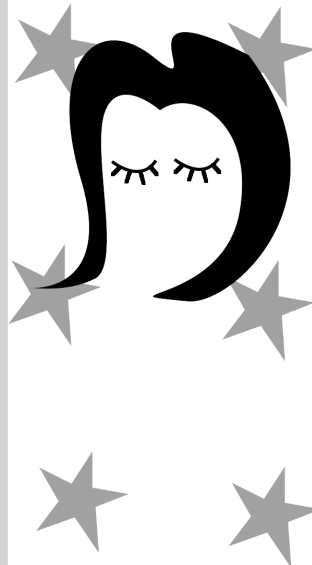
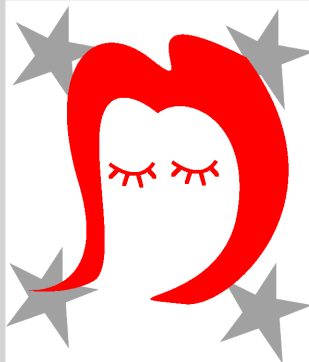
**NEW
LEAD**

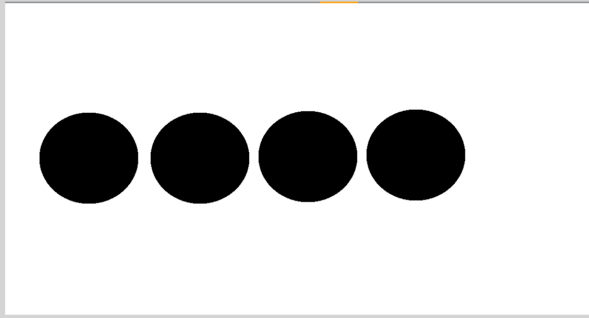
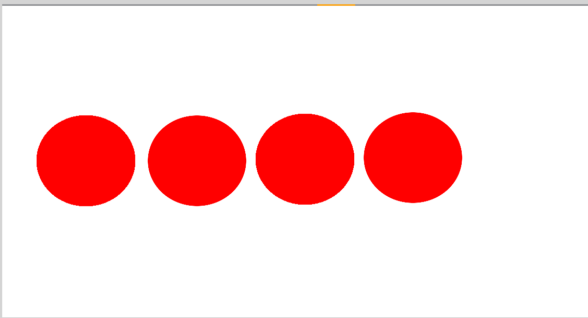
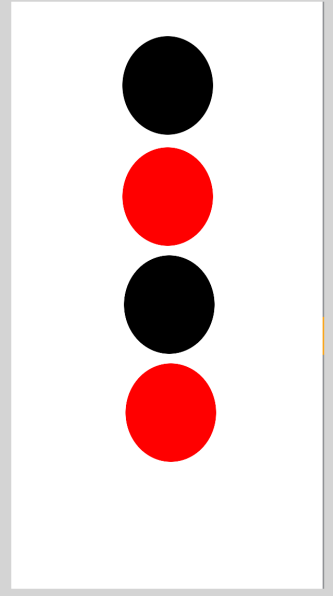
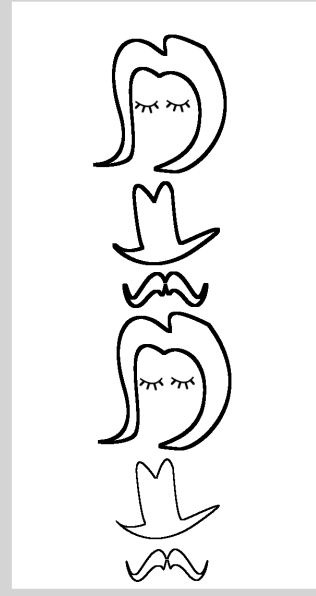
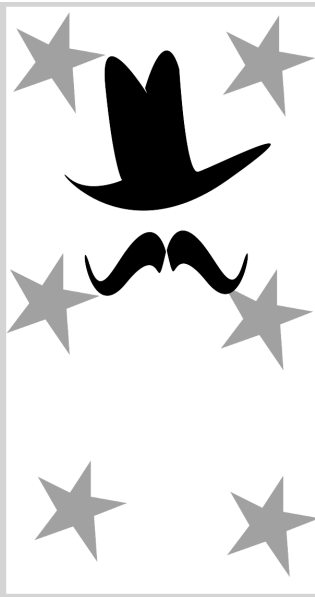
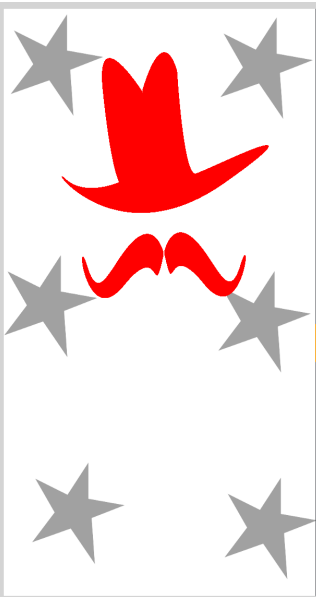
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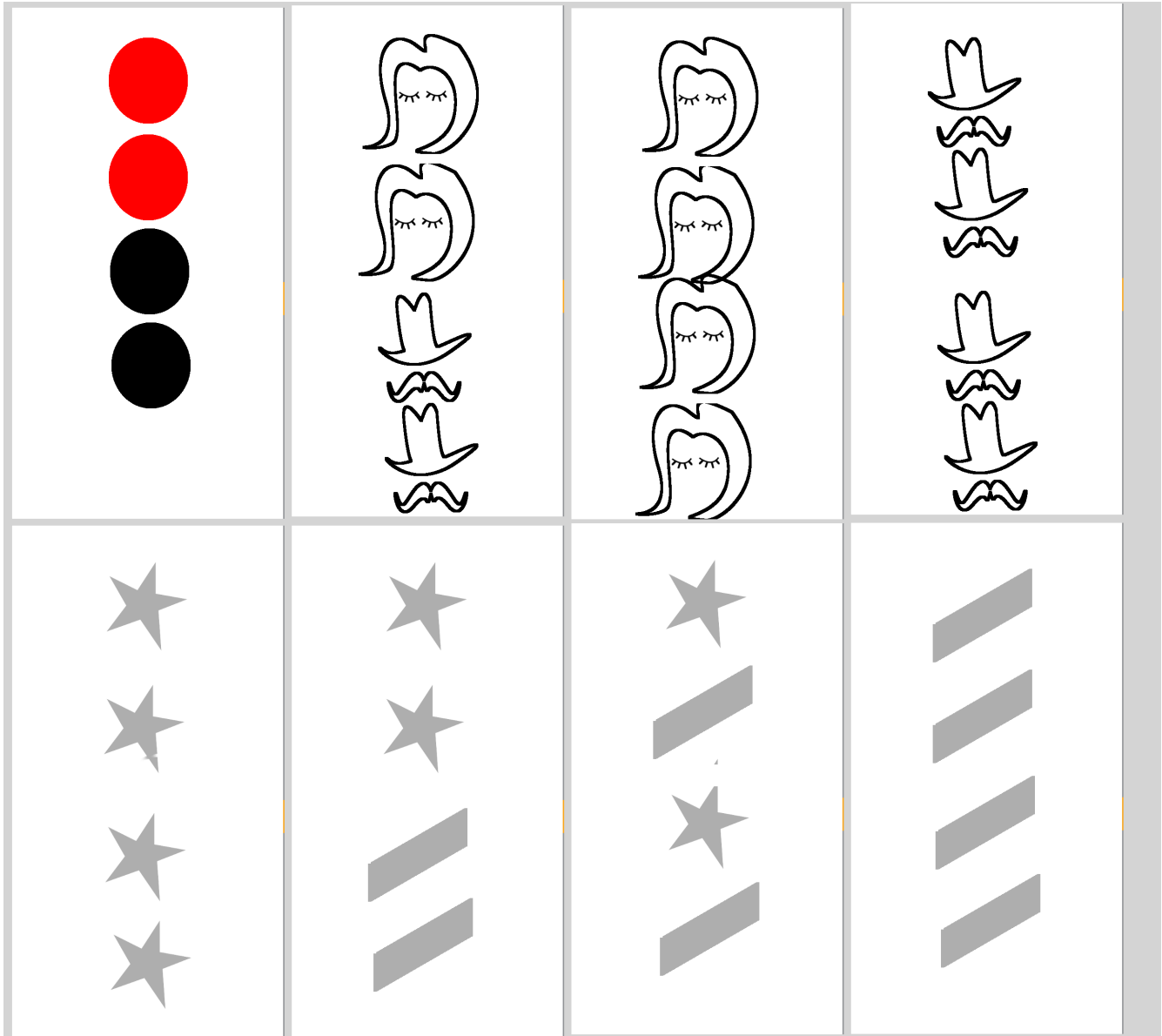
**SIDE
STEP**

**SIT
ONE
OUT**

SWING







INSTRUCTIONS: GLUE TO CARDSTOCK AND THEN TRIM WITH A SHARP HOBBY KNIFE.