



Number of players: 2+

Duration: 10min.

Designed by Locomuse studio - locomuse.com/t2w

Thought 2 word is a 2-player play words cooperative roguelike game where you'll need to be in sync! The game is played with only one card.

Setup:

Place the card in the middle of the play area and select an active player who will then “mark” any word on the card.

NOTE: To “mark” a word, use any small objects (or your fingers) to track which one has been used. A word may only be used once during a game.

Play:

The active player thinks of 2 unmarked words on the card that may logically follow up to the last marked word. He doesn't say anything, he just thinks about them. The association needs to be about the meaning/signification of the word. The other players must collaboratively guess one of the 2 words by pointing on the card. If they choose one of them, they succeed and continue the game. The next player in clockwise order becomes the active player. If they choose a wrong word, they lose. They must restart a game and they cannot start with the same word as the previous game.

EXAMPLE: The last marked word was DOG, the first player thinks that the word CAT or WOLF may be a good follow up. His fellow players agreed on the word CAT and pointed it out. They got it! They mark the word and another player takes the role of the first player.

Winning the game:

If you reach 10 marked words, you win the game! Once you win you can pass this card to anybody so they can enjoy the game too!