

# TWO STACKS

  A cooperative thinking game.

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## INTRODUCTION

**Two Stacks** is a game where players use *teamwork* to play all the cards in their hands. Start with four cards each and play with them face up so you can work together.

The game is played with the deck in the middle of the table and two “stacks” on either side of it that each begin with a single card face up.

Take turns playing your cards onto the stacks to get rid of them from your hand. Players have a lot of freedom to decide how they want to draw, play, and pass cards.

**The main rule is that you have to play at least one card before you can pass cards.**

## TURN ORDER

Each player’s turn takes place in three phases:

**Draw** as many cards as you like up to the hand limit of seven cards.

**Play** as many cards as you like. If you play at least one card then you may do the pass phase.


**Pass** up to one card to each other player. Players with seven cards in their hand cannot receive cards.


\*\*Players also have the option of skipping their turn since none of the phases are mandatory

\*\*Share ideas openly but each player gets to decide how to use their own turn.


## PLAYING CARDS

The deck consists of orange and blue cards numbered 1-12 as well as bridge cards.


 **Numbered cards** can be played on stacks if they are one above or below the stack’s top card. For example, you can play a 6 or a 4 on top of a 5. Also, a 1 can be played on a 12 and vice versa.

 **Special cards** are played like normal number cards but then they allow you to play out of order. Play any odd number on even special cards. Play any even number on odd special cards. However, you must still follow the limits of your role.

If a bridge is played on a special card then the special is treated like a normal number card.

 6’s and 7’s are **Switch Cards**. As soon as they’re played on a stack, all the players must switch roles in a clockwise direction.

If a stack starts with a switch card then rotate roles before the first turn.

 **Bridge cards** are colorless and can be played on any number. Place bridge cards sideways so that you can still see the card underneath. The color and number of the underlying card determine what can be played on the bridge. Bridge cards skip a number up or down. You can play a 3 or a 7 on a 5 that’s been bridged. Bridge cards can be stacked on each other. A 5 with 2 bridge cards can have a 2 or an 8 played on it. If a stack begins with a bridge, then that bridge can have any 12 or 1 played on it by anyone regardless of their role.

## ROLE CARDS

Roles limit what cards you can play from your hand onto the two stacks.

In 2-player mode, use the **SAME COLOR** and **ALTERNATING** roles. The Same Color role limits you to playing cards that are the same color as the top cards on the stacks. The Alternating role limits you to playing cards that are the opposite color.

For 3 and 4-player games the roles of **UPWARD** and **DOWNWARD** are added. The Upward player can play a higher number card on a stack regardless of color (ex. Play a 6 on a 5).

The Downward player can play a lower number card on a stack regardless of color (ex. Play a 4 on a 5).

3-player games still cycle through all four roles. One role is left unused to the side, cycled back into play whenever a Switch Card is played.

For upward/downward players, a 12 is considered below a 1 and a 1 is considered above a 12.

## SETUP

**Determine** the number of Bridges to use in the deck to set the difficulty level. Fewer bridges will make the game harder.

**Distribute role cards** to each player. Use the role cards to keep track of role changes throughout the game.

**Deal** one card for each of the two Stacks and four cards to each player.

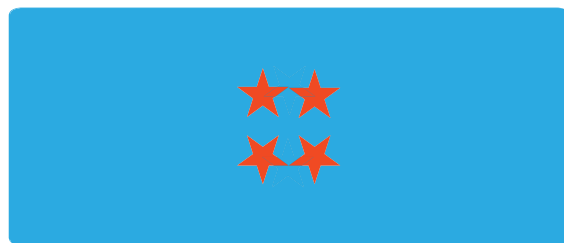
**Decide** together who will go first.



## Setting the Difficulty Level

BRIDGES	2 PLAYERS	3 PLAYERS	4 PLAYERS
12	Simple	Novice	Beginner
10	Novice	Beginner	Easy
8	Beginner	Easy	Medium
6	Easy	Medium	Hard
4	Medium	Hard	Expert
2	Hard	Expert	Ridiculous
0	Expert	Ridiculous	Impossible

## TwoStacks.net



## GAME END

There are two ways a game can end:

**Victory!** All players have successfully played all of their cards in their hands. If there are no cards left in the deck, players are allowed to keep passing cards so long as they play at least one card on their turn.

**Stuck!** Players are stuck with cards they cannot play, so the game is a loss.

## GAME VARIANTS

**Secret Mode:** players keep their cards secret and only talk during the pass phase.

**Ultra Win:** a harder mode where a win only counts if all the cards in the deck are used.

**Single Player:** just like two player but one person controls both hands.

## Resources

Check out our our website for info such as: FAQ's, reviews, instructional videos, or to play the game online.