

Two-Man Show! Rules

Set Up

All players get into teams of two. Say hello to your new scene partner! You will be using **Interference (red)**, **Paired Role (blue)**, and **Objective (green)** cards in this game. Shuffle each card type into its own respective deck. Every player begins by drawing 3 **Interference** cards in their hand.

Rounds and Point-Scoring

- ★ Play 3 total rounds, where a round consists of each team taking their turn. Decide team order by house rules, or going right from the team that has collectively seen the most movies in the last 2 weeks.
- ★ During a team's turn, the team will play as the Actors. The other team(s) will play as the Audience. Actors have 3 minutes to act out their scene. Flip the hourglass when the Actors are ready to begin. Be sure to keep track of time!
- ★ Points are gained by fulfilling the **Objective** cards your team is given when you play as the Actors. At the end of each turn, the Actors should tally up their points and keep track of them until the end of the game.
- ★ The team with the most points at the end of all 3 rounds is the winner!

The Actors

- ★ As a team, draw one **Paired Role** card. Decide who will play which role. You may act out the suggested scene or come up with your own scene!
- ★ Each acting team member draws one **Objective** card. Don't show these to your partner! Without knowing each others' objectives, your goal is to accomplish them within your 3 minute scene. Completed objectives give points to the whole team!
- ★ Each **Objective** card has Taboo words. You cannot say these words in your scene! Work together with your scene partner to creatively reach your objectives. If you slip up, subtract 2 points from your team per Taboo word spoken.

- ★ Take some time to cement your roles, objectives, and words in your head. Then, show both of your team's **Objective** cards to the Audience.
- ★ Start acting!
 - You have 3 minutes to act your scene, no more and no less! The turn only ends when the timer is up.
 - When the Audience yells "FREEZE!", freeze! You must pause your scene to hear what **Interference** card they play and the context given. For example, you might hear, "FREEZE! A pineapple falls out of the sky!" Once done, unfreeze and then incorporate what you just heard into your scene meaningfully!
- ★ Some important tips to remember are:
 - Don't reveal your objectives or say the Taboo words!
 - The mantra of improv is "yes, and"! This means you shouldn't deny or just get rid of any additions to the scene, whether it's from your partner or the Audience. Incorporate them!
 - Some additions may be really unexpected! Try your best to stay consistent within your scene and character.

The Audience

- ★ All players in the Audience get a chance to see the Actors' **Objective** cards.
- ★ Designate one Audience member to keep track of time. They should start the timer when the scene begins and pause during **Interference** cards.
- ★ Any player in the Audience has the chance to interrupt the scene and play one of their **Interference** cards. Only one may be played at a time.
- ★ To play the card, first yell "FREEZE!" Next, read aloud the object or event on your card and give its brief context in the scene. For example, to play the Pineapple card, you might say "FREEZE! A pineapple falls out of the sky!" or "FREEZE! You have a pineapple, ripe for eating!" Actors must then incorporate what the Audience player has stated into the scene.
- ★ Make sure to pause the timer when "FREEZE!" is shouted, and unpause it when the scene continues!

- ★ You only have a limited amount of chances to interfere with the scene! As such, be strategic about when and how to prevent the Actors from accomplishing their objectives!
 - In a 4-player game, each Audience member can only play 2 **Interference** cards per scene.
 - In a 6-player game, each Audience member can only play 1 **Interference** card per scene.
- ★ At the end of each round, all Audience players can refill their hand of **Interference** cards by drawing from the deck or completely swap out their hand for new cards one time. Your hand may have a maximum of 3 cards.
- ★ Enjoy the show!