

ROWDY PARTNERS



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| 8+ age | 30-45 minutes |
| 2-4 players | 2.2/5 complexity |

THE TAG TEAM TRICK TAKER

Rowdy Partners is a 2-4 player Wild West Wrestling trick-taking title bout.

Pin the opposing wrestler to win the match. Do this by dealing damage until they are weak enough to pin.

Cards are valued -3 to 6 in four suits, with four cards with wild suits. Rowdy Partners is a "must-follow suit" trick taker.

Tag-team wrestlers rotate between being in the ring or outside of the ring (behind the ropes). Wrestlers in the ring take damage. When wrestlers win a trick from the ropes, they earn their power move and tag into the ring (now they face future damage).

"Headliner" wrestlers accommodate single players without a partner. These wrestlers get a secondary hand that gets strategically revealed during the round.

Trick-Taking

- Variable Player Powers
- Teamwork
- Single-partner mode

COMPONENTS

- 1 game board
 - deluxe mechanical*
 - simple combined
- 55 poker size cards
- 12 wrestler markers
 - deluxe standees*
 - simple hex and trays
- 4 health markers
- 12 wrestler mats

Trick-Taking Twists

Dynamic player order. The lead team goes first and last in the trick. Players can tag their teammate to switch it up.

Lowest value wins the trick. That is how much damage you deal to the opposing wrestler. It is easy to win a trick, but tricky to deal big damage.

Cards of the same value counter each other and get removed from the trick, this means the lead suit can change mid-trick.

You can add your cards to a teammate's card to teamwork, adding them together. This can mean big damage, or clever use with negative values.

*Deluxe component solution pictured.



12 Wrestlers available

Wrestler's Power Move

Yellow -3

Wild 1

Green 6

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