

MANGO TANGO

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A jaunty card game for 2 to 7 players, ages 10 and up

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Contents:

108 playing cards. 9 suits of cards in different colors, each suit comprising 12 cards numbered 1 to 12.

Aim of the game:

The players want to send as many dancers as possible to a dancing contest. The game is played in two sequences: Firstly there has to be elected, which kind of dancers are to participate in the contest. Secondly the players count up the number of their dancers which are matching the determinations and finally are sent to the contest.

Every Player starts with 10 "dancer" cards in his hand. During the game some of these cards have to be used to bid for the contest cards.

This process continues until there are 5 cards placed face up on the table and every player has 5 cards left in his hand. At the end, each player compares the cards left in his hand with the contest cards on the table. The one with the highest value of cards matching will be the winner.

Preparation:

The dealer is chosen. He shuffles the deck and deals 10 cards face down to each player, starting with the player at his left. The rest of the deck is then stacked face down in the center of the table. The game is played in several rounds. The number of rounds is determined before starting the game.

Game play:

The game is played in two sequences:

1) Bidding for Contest cards:

Each round consists in at least 5 or more turns of elections, which take place as follows:

- a) The top card of the deck is turned face up. All players have to bid for the right to elect this card as a contest card or to reject it.
- b) The bid. Each player selects one of his "dancer" cards in his hand and puts this card face down in front of him.

- c) **The decision.** When all players have made their bids, their bid cards are turned up. The player who has placed down the card with the highest value checks with his dancer cards and decides if the contest card is elected or rejected.

Note: If two or more players bid with cards of the same value, their cards are not considered. The player with the highest single bid prevails. If there is no single bid, all the bidding cards are discarded. Every player draws another card from the deck and makes a new bid for the same contest card.

- If he **elects** the card, it stays face up on the table. All bidding cards are discarded. And the next card from the deck is turned face up.
- If he **rejects** the card, it is discarded along with the bidding cards and all players draw a new card from the deck. A new card from the deck is turned face up.

The bidding process continues until there are 5 contest cards placed face up on the table. These are the Contest cards

Example:

Contest Cards



2) Sending dancers to the contest:

When the elections are over, each player has 5 cards left in his hand. These cards are his dancers. He uncovers his 5 dancer cards and checks how many of them are matching with at least one of the 5 contest cards on the table.

A match could be:

- **Same color:** the card has the same color as one of the Contest cards
- **Same value:** the card has the same value as one of the Contest cards

Example:

Player A



Example:

Player B



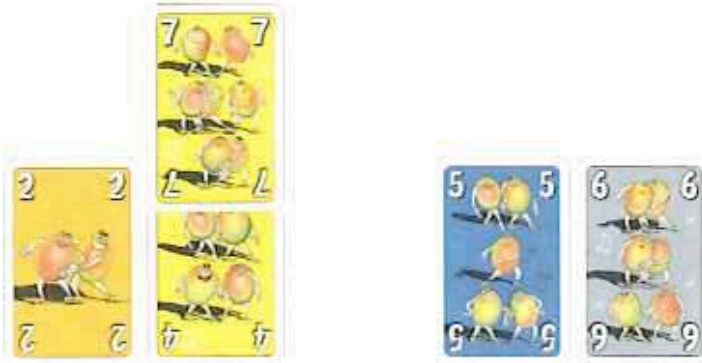
Player A:

All cards are matching; the orange 2 matches with green 2, the yellow 7 and 4 match with yellow 3, the blue 5 matches with light blue 5 and the gray 6 matches with red 6.

Player B:

4 cards are matching. The blue 7 matches neither in color nor in number and is discarded.

Player A



Contest Cards



Player B



Players sum up the values of all their matching dancer cards and write down the result.

*Example: Player A $2 + 4 + 7 + 5 + 6 = 24$ points
 Player B $3 + 3 + 9 + 4 = 19$ points*

All cards are shuffled and a new round is started.

End of Game:

After the last round has been played, all players add up their points. The player with the highest result wins the game.