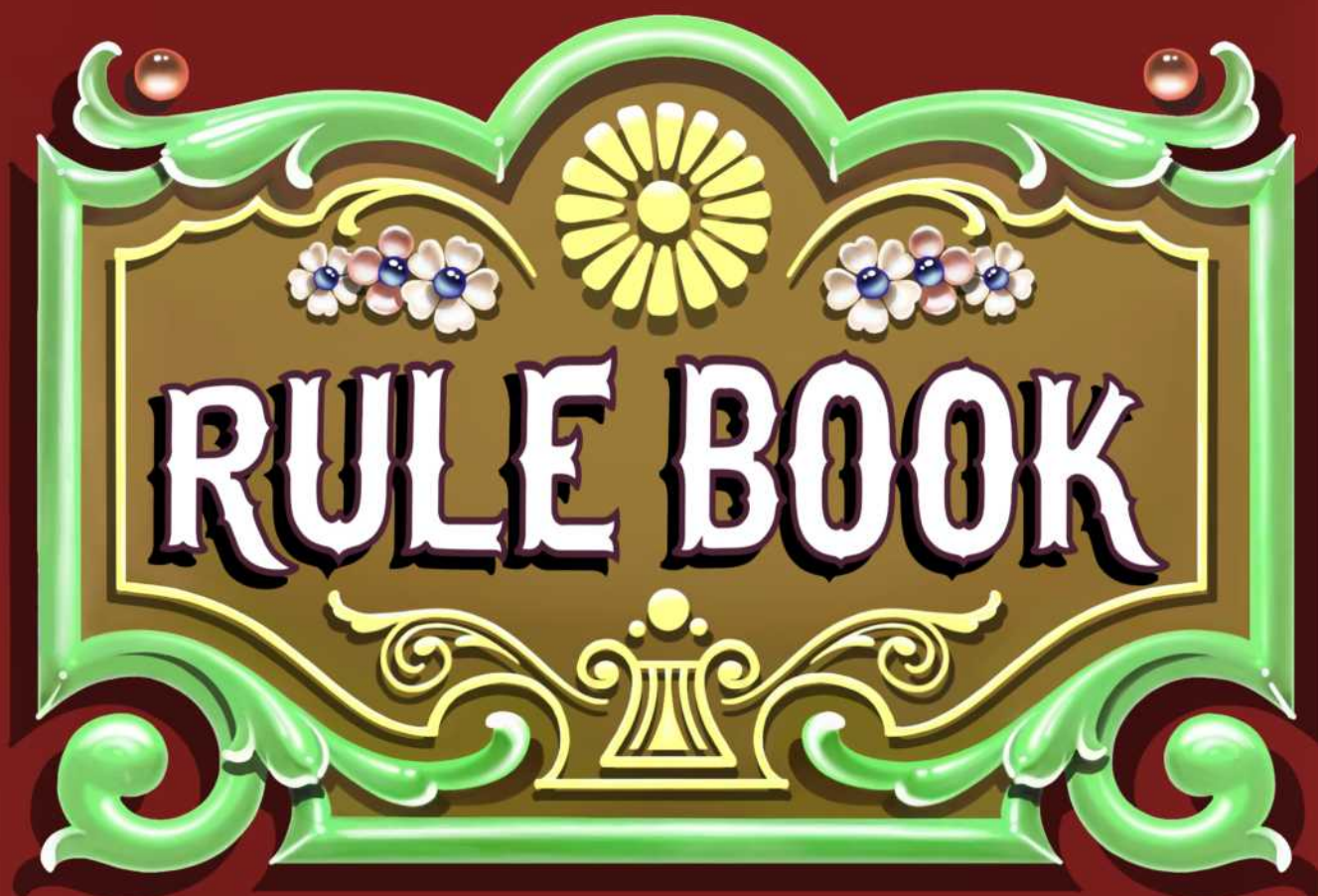


TANQUERO[®]

MUCHO MÁS QUE UN BAILE
MUCHO MÁS QUE UN JUEGO



By
ROBERTO FABBRONI

Revised 20.22.10.02

GLOSSARY

MILONGA	It is the term used to indicate the place where Tango is danced, but it also identifies a musical genre.
TANDA	It is a sequence of songs (usually 4) generally by the same orchestra, which is danced with the same partner.
CORTINA	It is a piece of shorter duration, of a completely different musical genre, which serves to divide the TANDA from each other.
MIRADA	It is a game of glances aimed at establishing the dance couple, that must be paid by both with a nod of confirmation.
RONDA	It describes the circular movement in an anticlockwise direction that the dance couple performs during the development of the Tango figures.
ADORNOS	They are embellishments/grace notes movements performed to make the dance more elegant, and so create a personal interpretation of the music.
VALS	It is one of the three musical genres together with TANGO and MILONGA , it is typical of a dance evening and expresses lightness and fluidity.

TANGUERO

Number of players 2-4

Age of the players 14+

Game duration 60 minutes

Materials List

1 GAME BOARD
Dance Floor



4 TOKENS
Dance Couple



20 MIRADA
Cards



7 ORQUESTA
Cards



40 PARTNER
Cards



20 PRINCIPIANTE
Cards



40 TANGUERO
Cards



80 FIGURA
Cards



300 Specialty-colored GEMS



Argentine Tango

Argentine Tango is a dance characterized by elegance and passion, based on improvisation; it is up to the dancers' imagination to create their own dance, as in a dialogue.

A few simple rules, two bodies that meet in an embrace, a unique and always different rendezvous, based on respect and listening to the other.

It is the quintessence of Argentine culture, a concentration of passion hope, anger, of dreams and loves of people of Buenos Aires and Rio De La Plata, but also of all those who are fascinated by it, and as " life" it is always in progress, always in evolution, just like us.

OVERVIEW

The player plays the role of the Tanguero in a classic MILONGA evening. According to the ORQUESTA of the TANDA he invites a PARTNER / PRINCIPIANTE to dance, and he performs the figures on the dance floor.

The Player who does not make a penalty during the execution of a FIGURE receives the SPECIALTY GEMS as indicated by the FIGURE played.

The game ends after 6 Game Turns.

Game Turns Sequence

1st Tanda of Tango	4 Tracks	4 Figures
2nd Tanda of Tango	4 Tracks	4 Figures
3rd Tanda of Vals	3 Tracks	6 Figures
4th Tanda of Tango	4 Tracks	4 Figures
5th Tanda of Tango	4 Tracks	4 Figures
6th Tanda of Milonga	3 Tracks	9 Figures

Purpose of the game

It consists in accumulating the largest number of SPECIALTY GEMS by performing the Dance Figures on the dance floor.

INSTRUCTIONS

Game Board Base Set

- Place the 4 colored **TOKENS** in the appropriate boxes.
- Place the decks of cards
TANGUERO-PARTNER-BEGINNER-ORQUESTA in the reserved spaces on the **GAME BOARD** (ATTENTION remove the MIGUEL FALO' and RODOLFO PIACI cards and keep them aside, we will need them for the TANDAS of Vals and Milonga)
- Place the deck of **FIGURE** cards on the board in a position suitable to all players.

Player Base Set

- Each player takes 5 cards from the **MIRADA** deck (Four cards numbered 1 - 4 , plus the "question of feeling" card)



The Phases of a Game Turn

The Cortina Set up the **BOARD** and distribute the cards

The Mirada Form the dance couple

The Tanda Play the Cards **FIGURE** to move on the **BOARD**

The Cortina - Set Up The Board

- Each player sits around the table and uses the **MARKER TOKEN** on the side of the board in front of him for the duration of the game.
- Each player takes 1 card from the **TANGUERO** deck and adds it to the **TANGUERO** cards already in his possession, without showing it to the opponents (If we are playing the first **TANDA** we will have only one **TANGUERO** card, at the end of the game we will have accumulated 5 **TANGUERO** cards; in the last **Tanda** the **TANGUERO** cards will not be distributed).
- A random player draws 4 **BEGINNER** cards and places them face down on the **BOARD** on the seats facing the letter **P**.
- A random player draws as many **PARTNER** Cards as the number of players (e.g., 4 players / 4 cards, 3 players / 3 cards, 2 players / 2 cards) and places them face up on the **BOARD**, on the chairs facing numbers 1 - 4.

If we are preparing a **TANGO** Tanda

- A random player shuffles the 5 **ORQUESTA** cards with **Tango** genre and draws one, arranging it uncovered on the game board (the base of the box can be used as a turn counter to put the **ORQUESTA** cards)
- According to the color of the extracted **ORQUESTA** card place the bag of gems of the same color on the **BOARD**.
- Each player takes 4 cards from the **FIGURE** deck and places them face down in front of him.



If we are preparing a **VALS** Tanda

- A random player places the **ORQUESTA** card with **VALS** genre face up on the **BOARD**.
- Each player takes 6 cards from the **FIGURE** deck and places them face down in front of him.



If we are preparing a **MILONGA** Tanda

- A random player places the **ORQUESTA** card with **MILONGA** genre face up on the **BOARD**.
- Each player takes 6 cards from the **FIGURE** deck and places them face down in front of him.





The Mirada - Form the dance couple






- Each player must choose one of the **TANGUERO** cards available for him and one of the **PARTNER** cards on the **BOARD**, to form the dance couple, without letting his opponents understand.
- Each **PARTNER** card on the **BOARD** is put on a chair with a number in front of it (1, 2, 3, 4).
- Each player chooses the number of the desired **PARTNER** using the **MIRADA** card with the same number, holding it in his hand together with his chosen **TANGUERO** card, without showing them to the opponents.
- When all the players have made their choice, the **MIRADA** cards and the **TANGUERO** cards in each player's hand are revealed simultaneously and it is checked whether the player wins the chosen **PARTNER**.

ALL PLAYERS HAVE CHOSEN A DIFFERENT PARTNER

- The player who has chosen the **PARTNER** with the lowest number, places his **MARKER/TOKEN** in one of the two boxes on the **BOARD** with the star in front of the number of the **PARTNER** chosen (Figure Page 7).
- The player retrieves the **PARTNER** Card and places it face up in front of him.
- He goes on with the player on his left.
- When all players have completed this phase, the next one is the **TANDA**.

TWO OR MORE PLAYERS HAVE CHOSEN THE SAME PARTNER

- Each **TANGUERO** card has 5 characteristics with 5 different values and, at the bottom center, the name of his favorite **ORQUESTA**.
- Each **PARTNER** card has only 1 characteristic, highlighted at the top right.

SIN	ELE	TEC	INT	ESP
				
TUNING	ELEGANCE	TECHNIQUE/SKILL	INTERPRETATION	EXPERIENCE

- The player who wins the Partner has in his **TANGUERO** card the same **ORQUESTA** of the **TANDA**.



PARTNER



ORQUESTA



**TANGUERO
PLAYER 1**



**TANGUERO
PLAYER 2**




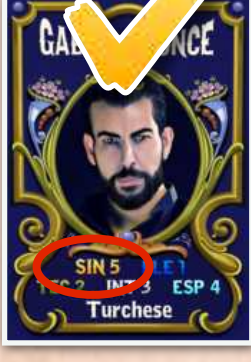
- If more than one player has the same **ORQUESTA** in his **TANGUERO** card, the player who wins the **PARTNER** is he who has the highest value in the characteristic corresponding to that of the **PARTNER** card.

 <p>PARTNER</p>	 <p>ORQUESTA</p>	 <p>TANGUERO PLAYER 1</p>	 <p>TANGUERO PLAYER 2</p>
---	--	--	---

- If the players have accumulated Specialty **GEMS**, the corresponding **GEMS** must be added to the Specialty of the **TANGUERO** card.

 <p>PARTNER</p>	 <p>ORQUESTA</p>	 <p>TANGUERO PLAYER 1</p>	 <p>TANGUERO PLAYER 2</p>
--	---	---	--

- If none of the players has the **ORQUESTA** of the Tanda in their **TANGUERO** card, the player who wins the **PARTNER** is he who has the highest value in the characteristic corresponding to that of the **PARTNER** card, always adding to it any accumulated **GEMS**.

 <p>PARTNER</p>	 <p>ORQUESTA</p>	 <p>TANGUERO PLAYER 1</p>	 <p>TANGUERO PLAYER 2</p>
---	--	--	---

THE CARD- A QUESTION OF FEELING



- It must be played hidden together with a numbered **MIRADA** card and it gives the right of absolute priority in choosing the **PARTNER**.
- It can be played only once in the whole game.
- If it is played simultaneously by several players on the same **PARTNER** it loses its effectiveness efficacy value.

THE PLAYER WHO WINS THE MIRADA

- He wins the **PARTNER** and follows the instructions on page 8, paragraph:

ALL PLAYERS HAVE CHOSEN A DIFFERENT PARTNER

THE PLAYER WHO LOSES THE MIRADA

- He must choose a **BEGINNER** from the hole cards on the **BOARD**.
- After having revealed the **BEGINNER** card, the player places his **TOKEN** in one of the two boxes with the green circle in front of the chosen **BEGINNER** card (Figure Page 7).
- The player retrieves the **BEGINNER** card and places it face up in front of him.
- If the player who lost the Mirada is more than one, the **TANGHERO** to the left of the player who has chosen the **PARTNER** with the lowest number, has priority of choice.

The Tanda OF TANGO

- Each player takes the 4 **FIGURE CARDS** already received in his hand.
- The player who has chosen the **PARTNER** with the lowest number starts the match.
- He plays a **FIGURE** card leaving it clearly visible on the table.
- He moves the **TOKEN** as indicated by the **FIGURE** Card.
- He collects the number of **GEMS** indicated by the **FIGURE** Card played, of the color showed by the **ORQUESTA** Card.
- If the **FIGURE** card played has the same name as the **ORQUESTA** of the **TANDA**, the player is entitled to an additional **GEM**.
- The **FIGURE** just played ends up in the common deck of the discards.
- He passes his hand to the player on his left.
- When all the **FIGURE** cards have been played, the **TANDA** ends, and the turn begins again starting from the game Phase of the **CORTINA**.



The Tanda of VALS

- Each player takes the 6 **FIGURE CARDS** already received in his hand.
- The player who has chosen the **PARTNER** with the lowest number start the match.
- He plays a **SERIES** of 2 **FIGURE** cards one after the other leaving them clearly visible on the table.
- He moves the **TOKEN** as indicated by the **FIGURE** Cards.
- He collects the **GEMS** indicated in the **FIGURE** Cards already played, in a color of his choice.
- The **FIGURES** just played end up in the common deck of the discards and he passes the hand to the player on his left.
- When all the **FIGURE** cards have been played, The **TANDA** ends.



N.B. Both figures must be valid to obtain the **GEMS**.

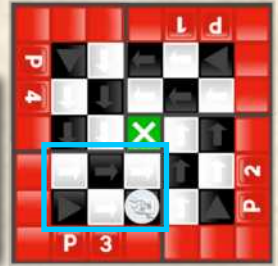
The Tanda of MILONGA

- Each player takes the 9 **FIGURE CARDS** already received in his hand.
- The player who has chosen the **PARTNER** with the lowest number starts.
- He plays a **SERIES** of 3 **FIGURE** cards one after the other leaving them clearly visible on the table.
- He moves the **TOKEN** as indicated by the **FIGURE** Cards.
- He collects the **GEMS** indicated in the **FIGURE** Cards played, in a color of his choice.
- The **FIGURES** just played end up in the common deck of the discards and he passes his hand to the player on his left.
- When all the **FIGURE** cards have been played, The **TANDA** ends.



N.B. All the three figures must be valid to obtain the **GEMS**.

THE DANCE FIGURES



CHARACTERISTICS OF THE FIGURES

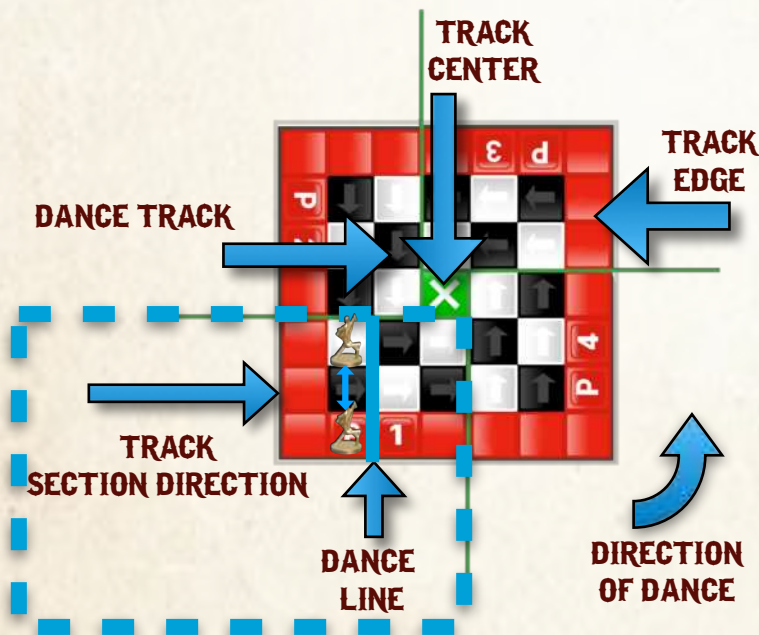
- The box marked by the white token represents the **START** position of the figure and corresponds to the current position of the Token.
- The box marked by the black X represents the box on which the Token will move at the end of the **FIGURE**, distinkted as **END**.
- The red boxes represent the **INGOMBRO/SPACE** of the **FIGURE**, i.e., the free space required to perform it.
- The name of the reference **ORQUESTA** is indicated in the lower center.
- At the bottom right there are the gems that can be earned by performing the **FIGURE**.
- The white arrow at the bottom right indicates the direction in which the **FIGURE** is played, which must be aligned with the **TRACK SECTION DIRECTION**.

8 RULES FOR THE EXECUTION OF THE FIGURES

- Before being executed the **FIGURE** card must be rotated by aligning its white arrow with the **DIRECTION OF THE TRACK SECTION** where your **TOKEN** is located.
- **IT IS FORBIDDEN TO GO BACK**; the **END** position cannot be behind the **DANCE LINE** of the starting position of the token.
- The figure **CANNOT**, with its **SPACE** or **END**, engage the green box in the center of the board or leave the **TRACK EDGE**.
- The figure **CANNOT**, with its **SPACE** or **END**, engage a box occupied by another **TOKEN**.
- The figure **CANNOT END** in a box that goes beyond the **DANCE LINE** of another **TOKEN** it is **FORBIDDEN TO PASS SURPASS**.
- The figure **CANNOT END** on **THE TRACK EDGE** but **CAN** engage it with its **INGOMBRO/SPACE**.
- The figure **MUST** be performed considering the possible penalty provided expected by the **PRINCIPIANTE/BEGINNER** Card.
- The figure **CAN** be performed using the ability of the **PARTNER** Card.

THE GAME BOARD

DIRECTION OF DANCE	THE TOKENS move counterclockwise.
TRACK SECTION DIRECTION	The TOKEN performs the FIGURE in the TRACK SECTION DIRECTION in which it is located, as indicated by the arrows on the DANCE TRACK .
DANCE TRACK	The black and white boxes that can be occupied by the SPACE OF A/ONE FIGURE and on which the FIGURE can END .
TRACK CENTER	It can never be engaged by the SPACE OF a FIGURE , nor FINISH on it.
TRACK EDGE	The red boxes can be occupied by the SPACE OF A FIGURE , but the FIGURE cannot END on them.
DANCE LINE	Imaginary line that orizontally projects on the track the TOKEN position.



ATTENTION

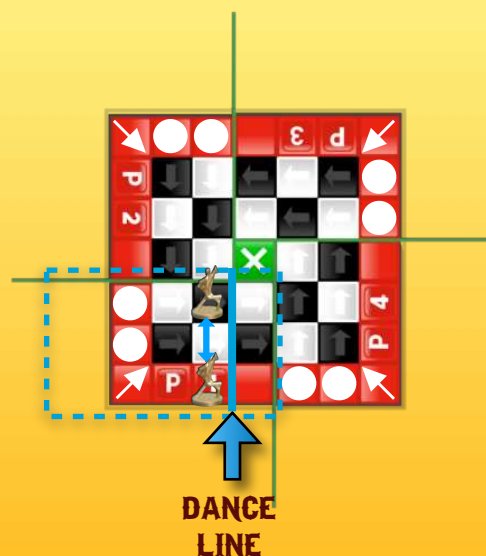
If even just one of these **8 RULES OF EXECUTION OF THE FIGURES** is broken/is not respected, you will not be able to execute the **FIGURE** and you will have to:

- Discard the **FIGURE** card (s) as if you had performed the **FIGURE**.
- Move the **TOKEN** to the **RUNWAY EDGE** box on the **DANCE LINE**.
- You can be overtaken by any other **TOKEN**.
- You will not be able to collect any **SPECIALTY GEMS**.
- You will finally pass your hand to the player on your left.

RULES FOR WHO ENDS ON THE TRACK EDGE

(It happens to those who failed to perform a Figure, or it is due to the special ability of a PARTNER)

- You can be overtaken as if you were not on the dance floor.
- Whoever is on a white circle box can only re-enter the track on the adjacent box.
- Whoever is on a corner box can only re-enter only in the black box on the diagonal.
- Whoever is on any other box can re-enter one of the 2 adjacent boxes of his choice, as it happens at the beginning of the game.



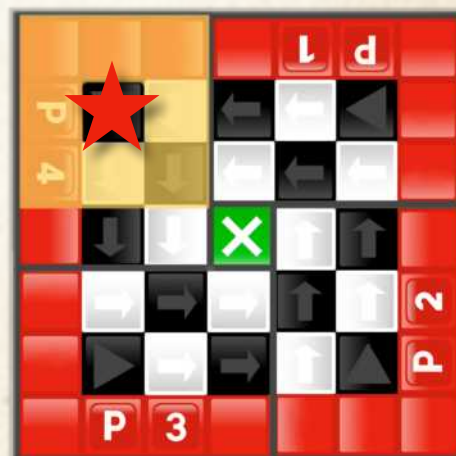
ATTENTION – If during your turn it will not be possible to re-enter the track, because the right boxes are already occupied by another **TOKEN**, the player remains stays where he is, discards the **FIGURE** card and loses the turn, as it happens when it is not possible to perform the **FIGURE**.

Special rule **THE ADORNOS**

The player who, after having performed the **FIGURE**, reaches a corner box with his **TOKEN** and has only free boxes around him, earns an additional gem.

ATTENTION

This rule can be applied only if we are dancing with a **PARTNER**; it is not possible to do **ADORNOS** with a **PRINCIPIANTE/BEGINNER**.



HOW TO SOLVE ALL THE CASES OF EQUALITY

The contenders shuffle four **MIRADA** cards numbered 1 – 4, then without looking at them, they choose one each and whoever draws the highest card wins the contest.

End Of The Game

- After having completed all the six **GAME TURNS**, all the **GEMS** collected are counted and the player with the highest number of them will be declared the winner of the Game and named **TANGUERO**.
- **EARLY GAME END**: if a player collects enough gems to raise all the characteristics of one of the **TANGUERO** in his possession reaching the number of 10(points), he declares it and the game ends immediately.

SIMPLIFIED GAME “THE PRACTICE”

Only the **TANDA** Phase is performed

- **TANGUERO-PARTNER-BEGINNER** card decks will not be used.
- From the deck of **MIRADA** cards, only four cards numbered 1 -4 are needed; they will be used to decide the player who starts the game.
- Each player places his **TOKEN** in the white box of the **TRACK**, in front of the red boxes with the numbers 1 - 4, on the side of the **BOARD** in front of him.
- Each player receives only the **FIGURE** Cards provided expected for the current **TANDA**.
- A random player draws the **ORQUESTA** of the **TANDA** to establish which color the **GEMS** won will be.
- To decide who starts the game, 4 **MIRADA** cards numbered 1 - 4 are shuffled at each **TANDA**, each player chooses one and whoever draws the highest card starts the game and the player on his left will go on.
- **END OF THE GAME** at the end of the 6 **GAME TURNS** the player who has accumulated the highest number of Gems wins the game.
- All the rules already set out in this rule book are valid.

SPECIAL ABILITIES of PARTNER Cards



Effects can be used only for 1 **FIGURE**

After using the effect the **PARTNER** card is turned upside down.



You can move an opponent's **TOKEN** forward 2 boxes on the dance line. **NO OVERTAKING** allowed.



You can move an opponent's **TOKEN** to the track edge on his dance line



You can remove your **TOKEN** from the track and reposition it in any free box, then perform the **FIGURE**.



You can replace a **FIGURE** in your possession with one of your choice from the **FIGURES** already played by any player.



It doubles the number of **GEMS** obtained from the performance of a **FIGURE**.
This is not valid for **ORQUESTA TANDA**.



You can play the **FIGURE** card without making any movements the **TOKEN** stays where it is.



You can immediately receive 1 additional **FIGURE** card. You can play it together with another **FIGURE** card or discard it at the end.



You can exchange your position for another **TOKEN** of your choice before performing the **FIGURE**.



At the beginning of **TANDA**, you can ask your opponents for the figures with **ORQUESTA** of the **TANDA** in their possession, and exchange them for you.



You can make the **FIGURE** by moving another player's **TOKEN** instead of yours.

SPECIAL ABILITIES of PARTNER Cards



The effects can be used for all the **FIGURES** of the **TANDA**; in the Special **TANDA** of **VALS** and **MILONGA** the effects can only be used for one **FIGURE** of the **SERIES**.



You can finish the **FIGURE** on the track edge boxes, the rules of the track edge are valid.



You can shorten the **END** of a vertical box only if it remains inside **INGOMBRO/SPACE**.



You can move your **TOKEN** to the box on your side before playing the **FIGURE**.



You can decide the position of **END** of the **FIGURE**; the **BEGINNING** position or the **RETROWAY** one is forbidden.



You can overtaking the **Token** of the couple before you without overlapping with **INGOMBRO/SPACE**.



You can reduce **INGOMBRO/SPACE** to the only necessary boxes to connect link **START** and **END**.



You can randomly choose an opponent's **FIGURE** card and swap exchange it for one of your choice.



You can assign the **ORQUESTA OF THE TANDA** to the **FIGURES** in your hand. **NO Milonga - NO Vals**



When you perform a **FIGURE**, you can steal 1 gem from an opponent of your choice.



You can move your **TOKEN** back one box before performing **FIGURE**. **NO TRACK EDGE**.

Penalty For PRINCIPIANTI/BEGINNERS Cards

ATTENTION

In the VALS and MILONGA Special TANDA, the penalties of the PRINCIPIANTI/BEGINNERS cards are applied only to the last played Figure of the SERIES.



No penalty, the FIGURES remain unchanged/the same.



In all the FIGURES, the START box marked with the TOKEN symbol always moves on the base, in consideration of the INGOMBRO/SPACE on the shortest line.



THE INGOMBRO/SPACE of the FIGURE expands to fill the virtual rectangle of the FIGURE itself.



All the FIGURES extend one box to the left as compared to the END marked with the X.



All the FIGURES extend one box in a vertical direction as compared to the END marked with the X.

NOTE FOR 2 or 3 PLAYERS

- ⌞ All rules for 4 players remain are valid.
- ⌞ During the **CORTINA** Phase, place as many **PARTNER** cards as there are players (as already specified on Page 6)
- ⌞ **4 TOKENS** are always required on the game board.
- ⌞ During the **MIRADA** Phase, when all the players have completed the regain of **PARTNER** / **PRINCIPIANTE** and have placed their **TOKENS**, place the **TOKEN** (s) missing in the white box (s) in front of the numbered boxes of the **SECTIONS** of the track still free.
- ⌞ During the **TANDA** Phase the so-called **ROBOT TOKENS**, which replace the missing players, will perform an automatic movement, after the real players have performed their figures.
- ⌞ **ROBOT TOKENS** move one box diagonally, always remaining on the white boxes.
- ⌞ **ROBOT TOKENS** follow all the rules provided for the real players, if they cannot perform their movement, they will have to leave the floor on their dance line and always re-enter on the white box.



THANKS

Isabella Teresi / Veronica Genco / Adele Teresi / Samuele Ravaioli / Maria Antonietta De Bella / Sandro Silenzi / Eleonora Salvato / Luca Borneo / Chiara Benati / Andrea Vighi / Matilde Beccaria / Dennys Fernandez / Gioia Abballe / Simone Facchini

For a more immersive experience and to see all the tutorials, go to
WWW.TANGUEROGAME.COM

Attention ! Not suitable for children under 36 Months. This Game contains small parts that could be easily swallowed.



Produced and distributed by:

IL PAESE DEI BALLOKKI acsd
Via Mazzatinti n.9
47121 Forlì FC (ITALY)

