

TWO WORDS

Artists, Bands, Hits

Rules

2-7 players



12+



15 min



You've listened to it all — radio stations, records, tapes — through and through. You can guess a track by hearing the first few notes and sing any song starting from any line. That means it's time to combine all your favorites into your own mixtape. Everything is laid out before you: famous artists, legendary bands, timeless hits... And just two words to describe them to your friends and add them to your mixtape. Let them guess which band is hidden behind the phrase "four bugs," and who sang about a "holiday gift". Then test yourself by solving other players' musical riddles. And if a clever clue suddenly makes you want to sing the answer... sing together! (And let a friend accompany you on a guitar.)

CONTENTS AND SETUP

3 Cassette cards

Place them face up in order: Artists on top, followed by Bands, then Hits at the bottom. Place the cards on the table so that all players can see the word on the top card — that is the category of the current round.

46 Mixtape cards

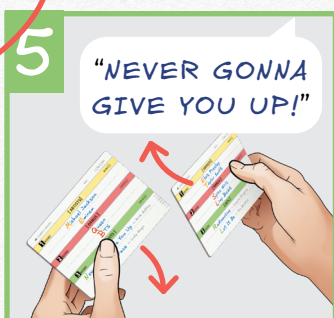
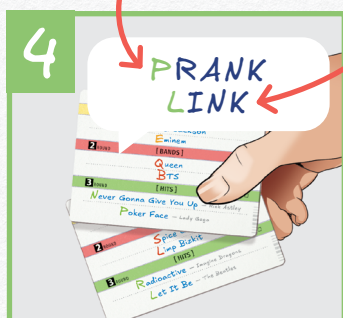
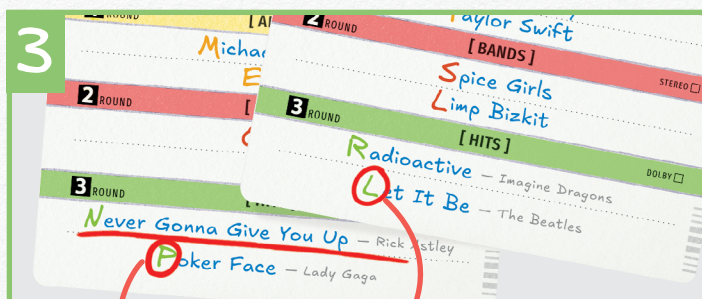
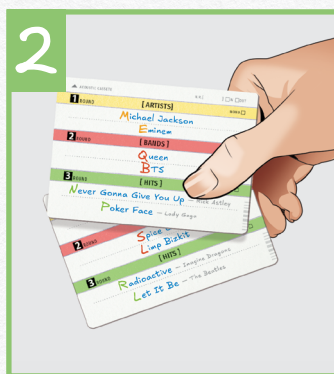
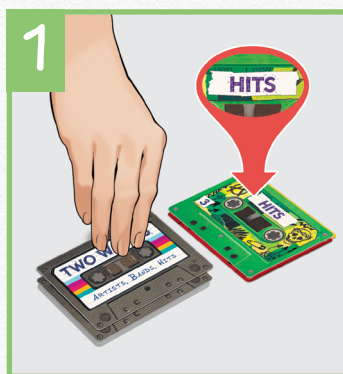
Shuffle the cards thoroughly. Place them face down to form the Mixtape deck. Leave some space for the discard pile beside the deck.

Rules

GAME OBJECTIVE

Guess and describe as many songs and artists as you can using only two words.

GAME FLOW



1 Reveal the top Cassette card and announce the category: Artists, Bands or Hits. This round you will be guessing and describing names from this category.

2 Each player draws 2 cards from the Mixtape deck. Look at your cards, but don't show them to others. Every player now has 4 names that match the current round category. Choose one name to describe.

3 Look at the three names on your Mixtape cards that you did not choose. Each name has a colored first letter. Choose two of them and think of a two-word clue for the chosen name, each word starting with one of your chosen letters.

Giving clues:

You can use articles, prepositions and conjunctions, but they count as words. You can't describe the song Y.M.C.A. with a clue "Fun to stay". That's three words.

You can use the same letter twice — but only if it appears in two different names.

You cannot use any words from the name, or any words that are derived from it. For example, you can't describe the song "Gangnam Style" with the clue "Korean style" or "Girls Just Want to Have Fun" with "Funny ladies".

You may not make gestures, sounds, or comments on the name or guesses until the name is guessed or you decide to pass.

Can't come up with a clue?

Try a different name within the same category. Still stuck? You can pass and discard both of your Mixtape cards. For the rest of this round, you will only be guessing.

4 When you're ready, announce that you're giving a clue, then say your two-word clue out loud. Other players try to be the first to guess the name by shouting out their ideas. For example, "Is it Michael Jackson?" "Is it Eminem?" "Is it 2Pac?"

Guessing:

A player can make multiple guesses. However, you cannot make two guesses in a row; let someone else make a guess after you've made one.

The name is correctly guessed when a player says the exact name as it appears on the Mixtape card. The Clue Giver may accept a slightly different but clearly correct answer, for example, Gaga instead of Lady Gaga.

During the "Hits" round we recommend you accept any sung lyric from the song as a correct guess.

5 When a name is correctly guessed, the Clue Giver places both of their Mixtape cards face up on the table: one card is placed in front of the player who guessed correctly, and the other goes to the Clue Giver. Each card is worth 1 Victory point. The player with the most points wins.

What if nobody can guess the name?

Give your fellow players a minute to think and if everyone passes, the Clue Giver discards both their cards. This player is only allowed to guess for the remainder of the round.

Now any other player with cards in hand can give a clue.

The round ends when all players have no cards left in hand. Discard the current round card and begin a new round following the same rules.

ROUNDS AND NAMES

The game is played over 3 rounds. During each round, players give clues and guess names based on the category of the round card:

	Artists Names and stage names of various music artists
	Bands Names of music bands
	Hits Names of popular songs

EXAMPLE TURN

It's the first round – "Artists". Phil looks at his two cards. He has to choose one of the four artists under the current category to give a clue for. He chooses Michael Jackson. Then he looks at the first letters of the rest of the artists names: "E", "T" and "W". Phil remembers the artist signature move and gives the clue "Extraterrestrial walk".



END OF GAME

Once the third round is over, the game ends. Each player counts the total number of their cards in front of them, and the player with the highest number of cards wins. If multiple players have the same number of cards, they share the victory.

TWO-PLAYER GAME (DUET MODE)

In a two-player game, the Guesser has a maximum of two attempts to guess correctly. If they do so, the Clue Giver places both cards into a shared pile. If both attempts fail, discard both cards.

At the end of the game, count your cards and see your result:

	Gold record Welcome to the Hall of Fame! There is no room for any more trophies but please accept another one!
	Packed stadium Almost perfect! Tickets are sold out, the audience is ecstatic – you are about to become a legend!
	High school prom A solid result! You are bound to get some recognition soon!
	Garage practice The voices are shaky and the instruments are out of tune but no worries – practice makes perfect!

EASY MODE OR «FREESTYLE»

For a faster, easier game, use these rules to modify standard gameplay:

- At the start of each round, each player draws 1 Mixtape card instead of 2 and chooses one of the two names.
- Your first clue word must begin with the colored letter from the unchosen name. For your second word, you may choose any letter of the alphabet you wish.
- When a name is guessed correctly, place your card in front of the guessing player, draw a new one from the top of the deck and place it in front of yourself.

LOOKING THINGS UP

There is no shame in looking stuff up, it's educational! You can use search engines when giving clues: they can help you broaden your horizons, find out new things and come up with clues for a band you don't know. Who knows, it may even become your favorite!

CREDITS

Game Designer: Damir Khusnatdinov • **Game Development:** Ekaterina Reyes
Producer: Artem Shorohov • **Creative designer:** Artem Shorohov • **Design and Layout:** Yulia Kalinovskaya • **Executive Editor:** Ilya Drozdov • **English Translation:** Angelina Lyakutina, Luiza Kretova • **Editorial Director:** Alexander Kiselev • **Head Playtester:** Elena Vornoskova • **Lead Playtesters:** Egor Berezkhov, Andrey Vinner, Marina Kuznetsova, Andrey Ramodin

PUBLISHER: HOBBY WORLD

General Manager: Mikhail Akulov • **Production Manager:** Ivan Popov
Prepress: Ivan Sukhovey • **Creative Director:** Nikolay Pegasov • **International Distribution:** Kristina Kirpikova

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international@hobbyworldint.com

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