



Overview

What force does an apple have? How much does a deserted island cost? Identify the secret word by asking questions. If you get the answer right, it's Atetango! The player who guesses the most words wins!

Components



*We will explain the competitive rules for 3 to 6 players here. If you are playing with 2 players or want to play cooperatively, please refer to the "Cooperative rules" on the back page.

Game setup

Shuffle all the word cards face down, and put them in a pile in the center of the table.

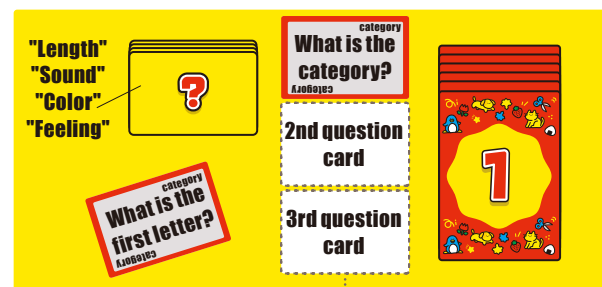
Randomly decide who will be the first active player.

Game flow

Each player will take turns being the active player (the one who knows the word) and rounds continue until each player has been the active player twice. The other players will gain word cards by guessing the word. The person who collects the most word cards will be the winner.

Round setup

Take the "Category" and "First Letter" question cards and set them aside as shown in the picture. Then take the "Length", "Sound", "Color" and "Feeling" cards, shuffle them face down and put them in one pile. You will not use the other question cards.

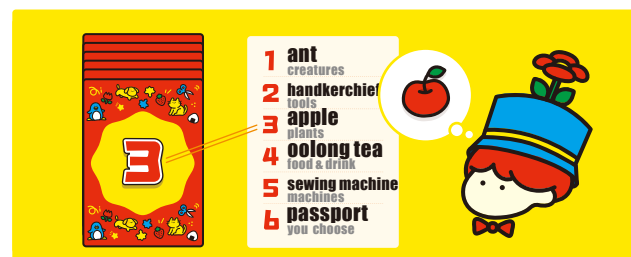


1

Round flow

The active player draws a word card and looks at it, selecting a word as follows:

The word is determined by matching the number visible on top of the word card pile and the front of the word card just drawn.



One of the other players reads the top question card (What is the category?) aloud.

The active player answers that question. The category is written just below the word, so use that answer.

*The "6" word does not have a category. Please use any category that fits your taste. If it is difficult to answer, you can choose a word with a different number.

Now, the game begins!

One of the other players flips over a question card and places it in the question card row. Then that player reads it out loud.

The active player answers the question from a neutral standpoint.

They can answer either subjectively or objectively. They could also say something like "personally, I think it's _____, but generally, it's _____."

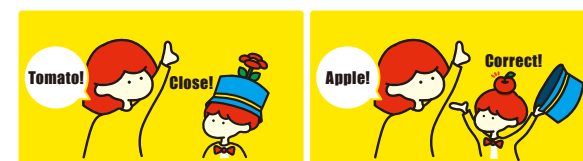
However, they cannot answer using the actual word as part of the answer (e.g. ramen → ramen shop). Please see the back for examples of how to answer.



Then, the other players guess what the word is. As soon as you think of a word, say it. This is called a challenge. For every question, each other player can challenge once. After hearing the answer to the question, each player can challenge one at any time.

2

If a player guesses the word correctly, that player gets the word card. If a player gets it wrong, but is close to the correct answer, the active player should say, "That was close!" Also, even if the word is not the exact same, it is still correct as long as it refers to the same thing as the word. Example: Firefly and Lightning Bug



Once someone has answered correctly, proceed to "End of the round", below.

If all players have tried but still no one has got the right answer, move on to the next question. One of the players flips over a new question card and adds it to the question card row. Then reads it out loud.

Each player may challenge again.

Repeat this until the question card pile is exhausted. Once the pile is exhausted, the next chance is the last! For the sixth question card, use the "First Letter" card that you set aside during setup for the round.

If no one can get the right answer after the sixth question card, the active player says the word. The used word card should be returned to the box.

End of the round

The active player moves clockwise. Return to "Round setup" and begin the next round.

End of the game

The game ends when each player has been the active player twice. Count the word cards you collected, and the player with the most is the winner. In the case of a tie, players share the victory.

*You cannot challenge the first "Category" question card. You can only challenge from the second question card onwards.

*If no one looks ready to challenge after the active player has answered a question, the active player counts to five and moves on to the next question.

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Advanced rules

Change "Round setup" as follows:

Prepare "Category" and "First Letter" as usual. Add "Location", "Frequency", "Price", "Lifespan", "Movement", "Touch", "Material" and "Force" to the four question cards for "Length", "Sound", "Color" and "Feeling" and shuffle them (12 cards in total).

Randomly take out four cards face down and use them as the question card pile. This procedure is repeated each round, so the questions will change every round in the advanced rules.

Cooperative rules (2 to 6 players)

In the cooperative rules, you randomly take 4 cards from the 12 question cards and make a question card pile, just as in the advanced rule, and begin the game. Prepare the "Category" and "First Letter" as usual.

The changes are as follows:

-You can only challenge each question once. Each time a question card is turned over, the other players can discuss together and then make a single challenge.

-If you get the answer right, return the most recently used question card to the box. This question card will not be used in the future.

After that, the active player moves clockwise.

**If you get the answer right with the "First letter", return the "First letter" to the box. In this case, the question card pile made in "Round setup" will be 5 cards from now on.*

-If you do not get the answer right after the last question card, everyone will lose.

-If you get the answer right for 9 consecutive rounds, you should not have enough question cards for the next "Round setup".

Congratulations! You've cleared it! Continue playing the game with fewer question cards. At the end, you will be challenged with two question cards, one for "Category" and one for the other. If you get this right, you're Atetango masters!

Travel Rules

You can actually play this game with just the question cards only! The active player can think of suitable words and use them as the word. The words could also include "board games" or "manga." Just take the question cards with you on your trip or during your free time!

Question Card Details

Here are some examples of how to answer the question cards.

The active player answers from a neutral position, but also sets an appropriate level of difficulty to liven things up.

Category

For words 1-5, the category is written under the word, so answer that as it is. For word 6, the active player needs to answer according to their own sensibility. In that case, a broad category like "matter" is too difficult, and a narrow category like "celestial bodies" is too easy. It is necessary to choose an appropriate category. If it is difficult, you can choose another word.

First letter

Answer the first letter of the word. However, please note that if there are multiple ways to refer to the word, a player's correct guess may not use the provided letter. Example: Firefly and Lightning Bug

You can basically answer the following questions freely. If you are having difficulty answering, please refer to each.

Sound

You can answer in a variety of ways, such as the sound when the object is shaken, hit, or dropped; onomatopoeia; etc.

Color

You can answer one or more of the colors it has, the color it gives the impression of, etc.

Feeling

There are various ways to answer, such as happy, sad, painful, etc.

Length

You can answer the size by length, width, or height. Or you can answer "very big" or "about the size of an ant".

Force

Answer the various forces that the object has. A car has the power to move quickly, and an orange has the power to bear fruit. You can also answer with vague expressions such as "moderate force", influence, or instantaneous force.

Lifespan

Not only living things but also objects have lifespans. If it is food, you can answer the expiration date, and if it is a qualification, you can answer the validity period.

Material

You can answer one or more of what it is made of.

Touch

Answer with the impression when you touch it, such as rough or smooth.

Movement

Express the movement of the object with gestures. Or you can explain it verbally.

Price

You can answer with a range, such as "\$ xx if it is cheap, \$ xx if it is expensive". For items that do not normally have a price, think about how much they are worth to you.

Frequency

How often you see the thing. Answer with specifics, such as once a week or every day.

Location

Answer the location where the thing is usually found. Answers that include the actual word in the question are not allowed. For example: ramen → ramen shop, banana → banana orchard.

Credits

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English Rules Available!

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