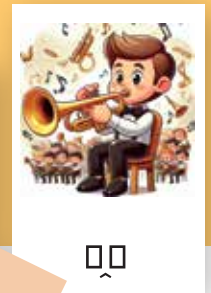
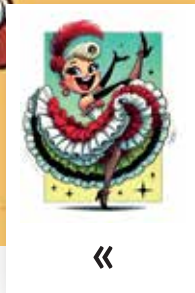




NUMBER OF PLAYERS: 2-10
GAME DURATION: 30 MINUTES
RECOMMENDED AGE: 6+



CAN-CAN

Can a can dance the can-can?

COMPONENTS

- 54 cards
- 1 can (game packaging)

The new theater in town is looking for an artistic director to stage the orchestra and can-can dancers show. Will you and your team be able to remember the most elements and defeat the opposing team?

MAIN MECHANICS

Memory: Players, divided into teams, take turns trying to remember the sequence of face-down cards, which gets progressively longer with each turn.

Each card represents a musical instrument from the orchestra or a move by a can-can dancer: the player on their turn must play or move the packaging can, as depicted by the character on each face-down card.

High interaction and no downtime: The opposing team must always stay alert to spot any potential mistakes made by the current player, which is the only way to earn a point. The current player's team must also stay focused because the player can ask for help. Some cards can be played directly against a player: low blows create memorable moments. Some symbols on the cards can change the sequence of the cards.

Simple rules: The game can be explained in a few minutes and can involve a large number of players.

THE TWIST

The can becomes an essential element of the game: it must be played to make as much noise as possible.