

The Lady and the Tiger: Doors

A bluffing game for 2 players

*He was safe in his choice, for he knew
that the lady was in number two.
When he burst through her door,
he found out by the roar,
that tigers can be ladies too.*

— Tom Lang

Gems used: 20 of any colors

Objective

To win, be the first player to earn **10 gems**. Gems are earned by guessing your opponent's identity, being guessed incorrectly, or scoring a set of cards which match your identity.

Setup

Doors takes place over a series of **contests**. Each contest ends as soon as either player earns gems.

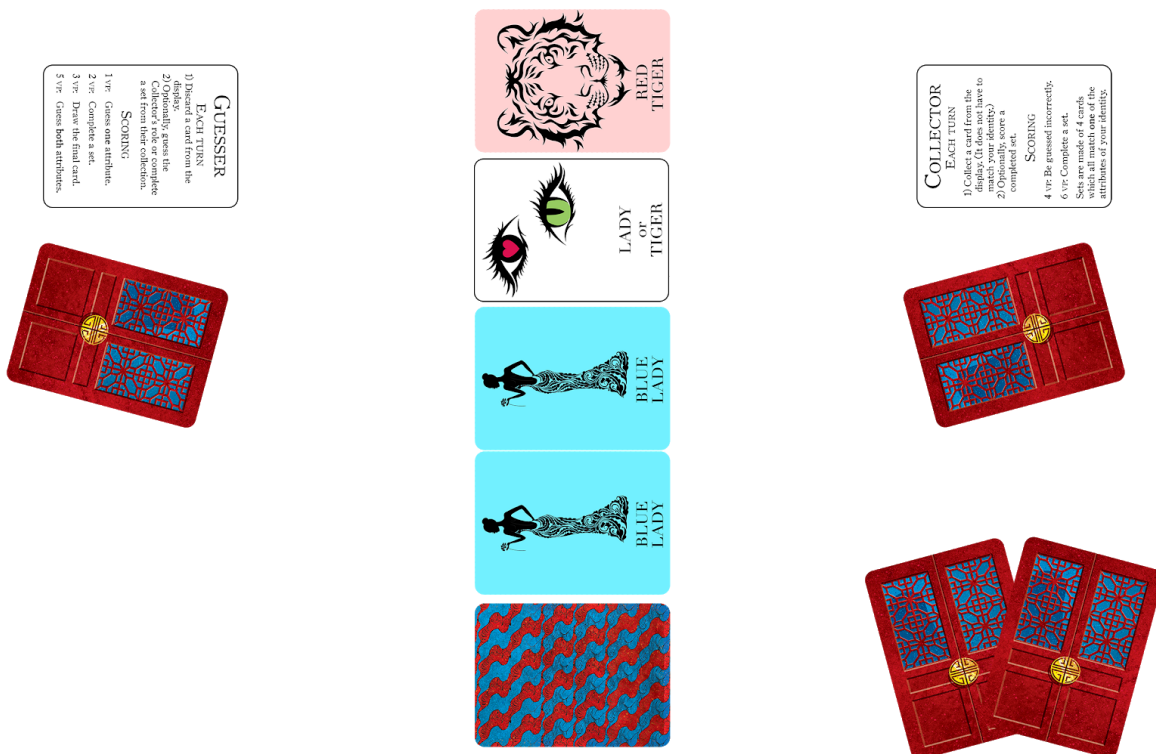
At the start of each contest, shuffle the 4 **Door cards** together, and deal 1 face-down to each player. Place the other 2 Door cards to the side without looking at them. They will not be used this contest.

The card you are dealt is your **identity**. Look at it, but don't show your opponent.

Shuffle the 14 **Clue cards** together to form the **deck**, then reveal the top 4 cards. This is the **display**.

Each player takes a **Reference** card.

The player who last opened a door will be the first Collector.



During each contest, one player is the **Collector** and the is the **Guesser**.

The Collector collects cards, and earns gems by being guessed incorrectly.

The Guesser discard cards, and earn gems by guessing the Collector's identity correctly.

Either player can earn gems by claiming a **set** from the Collector's cards.

A contest ends as soon as either player earns gems.

At the end of each contest, players switch between being the Guesser and the Collector.

Sets:

A set is **4 Clue cards** that all share the same 1 trait with your identity.

Wild Clue cards:

- The **Blue/Red** card counts as either color but not as a Lady or a Tiger.
- The **Lady/Tiger** card counts as either role but does not count as Red or Blue.

*For example, the **Red Lady** below has a set of 4 **Red** cards:*

*2x **Red Lady**, 1x **Blue/Red**, 1x **Red Tiger***



RED

RED

RED

RED

Players take turns, starting with the **Collector**.

Collector:

On your turn, take any 1 of the 4 cards from the display and place it face-up in front of you. Refill the display from the deck immediately.

You do not need to choose a card which matches your identity.

Then, if you have a set that matches 1 of the traits of your identity, you must reveal your identity to earn **6 gems** and end the contest.

Otherwise, the contest continues with the Guesser's turn.

Collector Scoring:

Earn **4 gems** when guessed incorrectly.

Earn **6 gems** by completing a set.

Scoring Sets:

To score a set, it must match either your identity's **color** or **role**.

*For example, if you are the **Red Tiger**, you can match a set of 4 **Red** cards or a set of 4 **Tiger** cards. You could not reveal to score a set of 4 **Blue** cards or a set of 4 **Lady** cards.*

Guesser:

On your turn, discard any card from the display, placing it face-up beside the deck. Refill the display from the deck immediately. Players may look through discarded cards at any time.

Then, you may choose to end the contest by **guessing your opponent's identity** or **matching a set**.

Otherwise, the contest continues and the Collector takes another turn.

Guessing

As the Guesser, you may either:

Guess their color OR their role: <ul style="list-style-type: none">• "You are Blue."• "You are Red."• "You are a Lady."• "You are a Tiger."	Guess their color AND their role: <ul style="list-style-type: none">• "You are the Blue Lady."• "You are the Red Lady."• "You are the Blue Tiger."• "You are the Red Tiger."
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If you correctly guess only their color OR their role, you earn **1 gem**.

If you correctly guess **both** their color AND their role, you earn **5 gems**.

If **any part** of your guess is incorrect, you earn **nothing** and the Collector earns **4 gems**.

*For example, if the Collector was the Red Tiger, and you guessed that they were the **Blue Tiger**, your opponent would earn **4 gems** and you would score **nothing**.*

*If you simply guessed that they were the **Tiger** (and didn't guess a color), you would earn **1 gem** and your opponent would score **nothing**.*

Guesser Scoring:

Earn **1 gem** by guessing color OR role.

Earn **2 gems** by matching a set.

Earn **3 gems** when the deck runs out.

Earn **5 gems** by guessing color AND role.

At the end of the turn when the last card of the deck is revealed, you earn **3 gems** and the contest ends.

Scoring Sets:

On **your turn**, you can score a set from the **Collector's cards**. If the Collector has created a set that matches your **role** or your **color**, you may reveal your identity to earn **2 gems** and end the contest.

Contest End:

A contest ends when either player earns gems.

Both players reveal their identities, the Reference cards are flipped, shuffle the Clue cards and the Door cards, deal each player a new identity, and start a new contest.

Game End

The first player to get 10 gems wins!

Turn structure:

- 1) Collector takes a card.
- 2) Refill the display.
- 3) OPTIONAL:
Collector reveals a set.
- 4) Guesser discards a card.
- 5) Refill the display.
- 6) OPTIONAL:
Before or after they discard a card, the Guesser may **guess** or **score a set**.
- 7) If the deck is empty, the Guesser scores 3 gems.
- 8) Otherwise, a new turn begins.