# Two Tickets

Two secret maps. One evening to find together.



## A complete free starter

**Exactly 2 · adults · 6 cooperative map challenges**

Included expansion for Just Us.

One purchase includes the main game and this expansion. A host can also download during an active All Access membership. No paid guest seats.
Scissors only for the marked piece sheets; ask an adult to cut for children.

# Set up, then play.

Choose a challenge. One person takes only Map A and the other only Map B. Keep the maps private until you finish; on a call, do not share either screen. Each map shows only some blocked squares and stops. Together, trace one route from S through stop 1 and stop 2 in that order to F. You may move one square horizontally or vertically, never diagonally, never onto a block shown on EITHER map, and never revisit a square. Describe what you see and agree on the route. Both people draw the same route on their own page. Reveal maps and compare only when both are ready. Swap roles for the next challenge. Coordinates are allowed.

## What to print

The A and B pages for the same challenge. Each player sees only their own map. Use A4 or US Letter to match your paper. Select Actual size / 100%, single-sided. Print one copy per team. Low-ink editions have the same puzzles and labels.

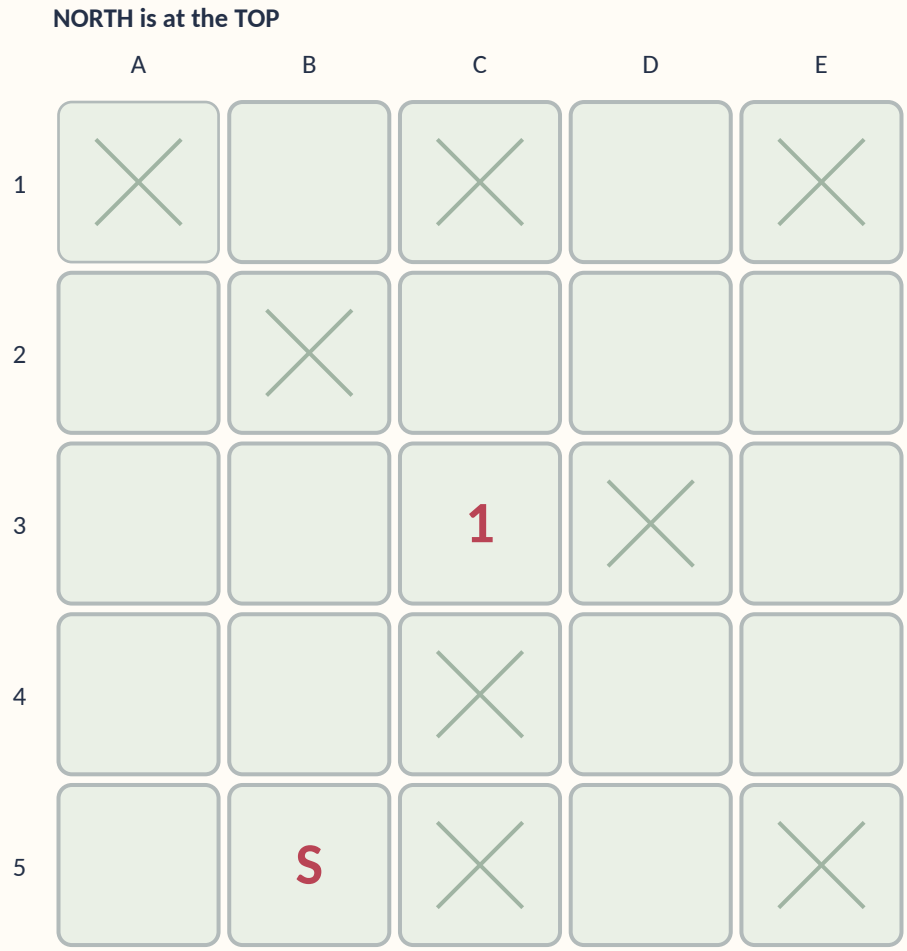
## Make it comfortable

No timer is required. Read aloud if that helps, increase print scale for larger paper, or share the cutting and drawing. Pause between missions. There is no penalty for a hint. Color is decorative: letters, numbers and line patterns carry the rules.

**Use the separate host answer file after you finish. It contains full solutions. The host can play by leaving that file closed. This starter includes its answer on the final page.**

# Challenge 1 · Map A

Keep this map private. Compare directions by talking.



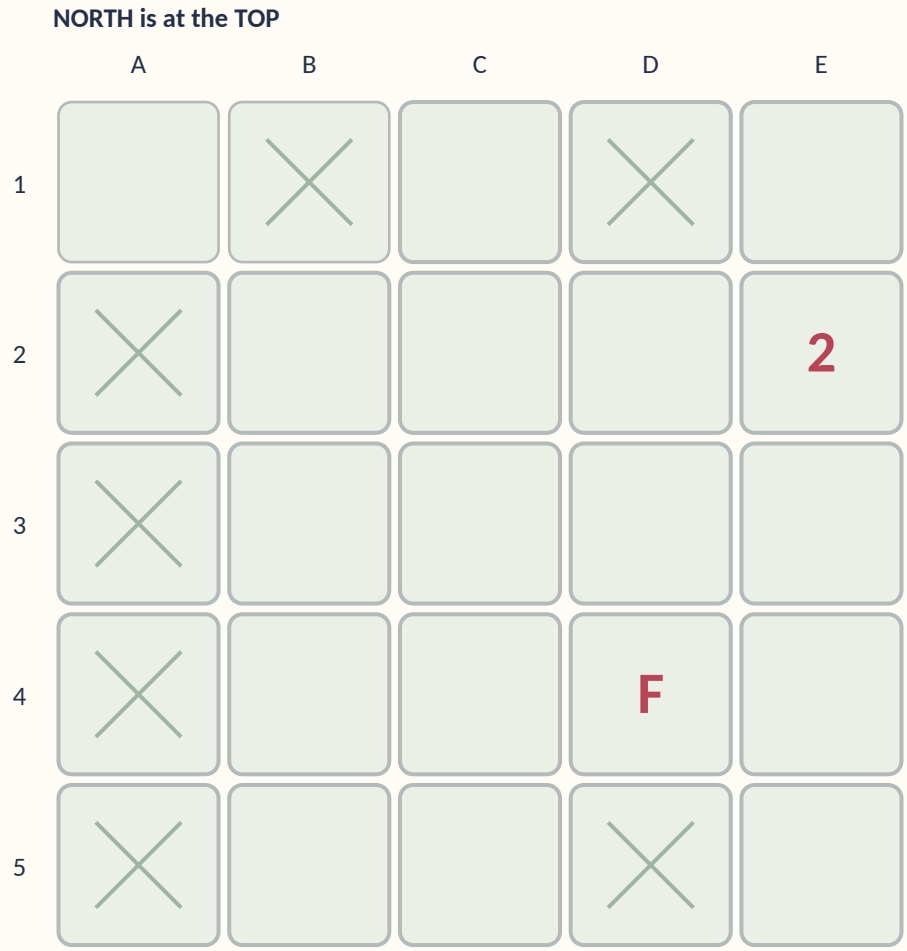

Crossed squares are blocked. Your partner has more blocks and the other stops. A route is safe only if neither map blocks it.

Our route: _____

Finished? Check both maps together.

# Challenge 1 • Map B

Keep this map private. Compare directions by talking.



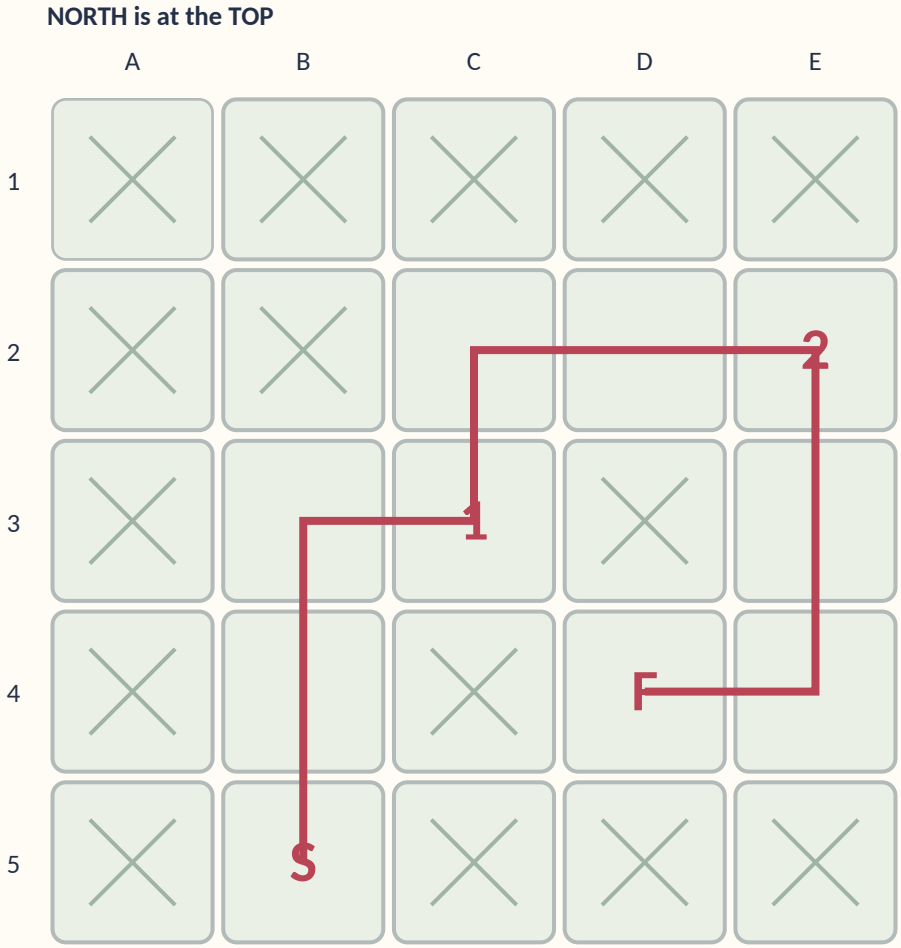

Crossed squares are blocked. Your partner has more blocks and the other stops. A route is safe only if neither map blocks it.

Our route: _____

Finished? Check both maps together.

# Challenge 1 · answer

Host page. Keep separate until the players finish.




Route: B5 / B4 / B3 / C3 / C2 / D2 / E2 / E3 / E4 / D4

10 visited squares. Hint: describe the blocks next to the current stop before moving. Any proposed route must obey every printed restriction.