

DUEL LIST

Game Overview:

Each player chooses a knowledge deck, then rolls two 6 sided dice to determine the category and topic. Players have one minute to list as many items as they can in that topic. Play as many rounds as there are players, so that each player has a chance to choose a knowledge deck. At the end of the game, the player with the most points wins.

2-8 Players

5 minutes per player

Ages: 12+

Components included:

- 9 Knowledge Decks of 6 cards each (54 cards total)
- 1 Rulebook

Components needed but not included:

- Two 6 sided Dice
- Notepads or Paper
- Pens
- 1 Minute Timer

Setup:

Players lay out each knowledge deck in a pile ordered from one to six in the center of the table. Each player takes a notepad and a pen. Select the first player by rolling the two dice; whoever rolls lowest goes first. Give the dice and timer to the first player.

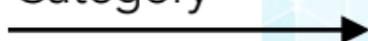


Example Setup

Choosing the Topic:

The active player chooses a knowledge deck, then rolls the dice. Choose a die to be 1st and the other die to be 2nd. The 1st die determines the category card within the knowledge deck, and the 2nd die determines the specific topic on the card. If the 2nd die is a 6 (wild), then the active player can choose any of the topics on the category card that was rolled by the 1st die.

Category



ADVENTURE



Theme Parks



**Adventurous
Activities**



Water Parks



National Parks

Topic



Adventure Gear



Wild

Example: The active player picked the Lifestyle knowledge deck, then rolled a 1 and 5. They pick the first Lifestyle card (Adventure) and the 5th topic on the back (Adventure Gear). This round everyone lists Adventure Gear. 5

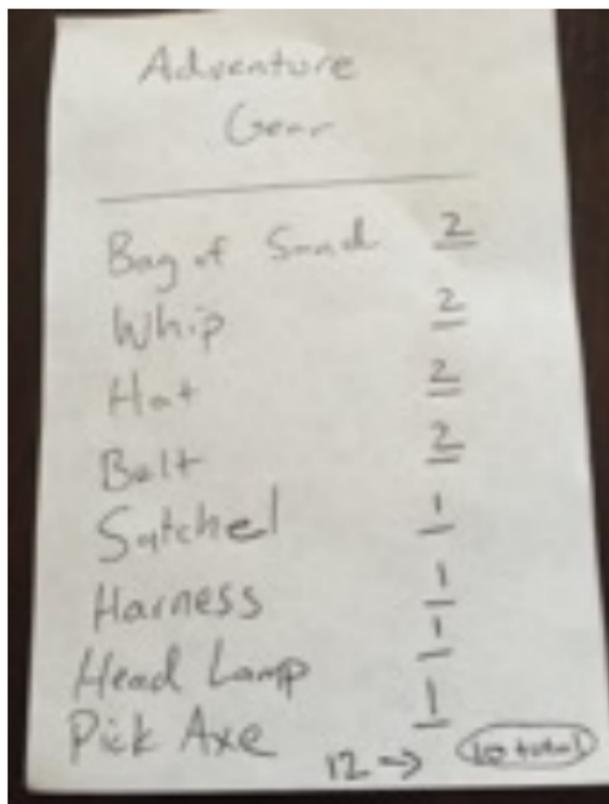
Gameplay:

Once the category and the topic have been read aloud to the other players, the active player calls out "3,2,1, GO!" and starts the 1 minute timer. Players write as many items in the topic as they can in 1 minute. When the time runs out, active player yells "STOP". Players may finish writing an item they started before time ran out.

Then, the active player begins listing the answers they wrote. This continues until every player has listed their answers and confirmed the validity and point value of each answer.

See valid answers on pg. 11

Example of a Player's List:



A handwritten list titled "Adventure Gear" on a piece of paper. The list includes the following items and their quantities:

| Adventure Gear | |
|----------------|-----------------|
| Bag of Sand | <u>2</u> |
| Whip | <u>2</u> |
| Hat | <u>2</u> |
| Belt | <u>2</u> |
| Satchel | 1 |
| Harness | 1 |
| Head Lamp | 1 |
| Pick Axe | 1 |
| | 12 → (12 total) |

"Adventure Gear could range from a pick axe all the way to a bag of sand, because how else could you swap the idol?"

Scoring:

Players receive 2 points for any unique, valid answer. (an answer is unique if no other player listed that answer). Players receive 1 point for every answer that is not unique.

Players add up their points. The maximum score is 10 points, with the exception of the player that received the highest total points that round. That player receives 3 bonus points, making their maximum 13. Players write their score on the round sheet, then receive a new sheet for the next round.

Scoring Example 1: Players James and Tessa scored 15 and 17 points, respectively. Because Tessa has the highest points, she gets a 3 point bonus. Since there is a 10 point cap, she would receive a total of 13 points for the round (10 pt cap + 3 pt bonus). James would get 10 points as he also reached the 10 point cap.

Scoring Example 2: Players Kevin, Julie, and Landon scored 8,9, and 7 points, respectively. Because Julie had the highest points in the round, she gets 3 bonus points in addition to her 9 for a total of 12. Kevin and Landon would receive 8 and 7 points respectively.

New Round:

The Active Player now gives the two dice and timer to the player on their left, who becomes the new Active Player.

Game End:

The game ends after each player has been the Active Player. Thus, if there were 4 players in the game, there will be 4 rounds. Players add up their scores from each round. Whoever has the highest score, wins. If there is a tie, the player with the most valid answers wins. If there is still a tie, there is shared victory.

Valid Answers:

The answer has to be either validated by the other players, by the rules below, or by checking on the Internet. There is no penalty for challenging a player. If the answer is determined to be invalid, it is crossed out and not counted.

➤ Designer's Note: Players are encouraged to discuss the answers and their validity. Take a vote for a consensus if there is still debate on validity.

Valid Answers Continued:

In order to encourage creativity in the answers, players must use *unique names* when listing items in a topic, not just add a number to the end of the name. However, using the full name or subtitle to avoid numbering is allowed.

Validity Example: If the player listed Super Hero 1 and Super Hero 2, Super Hero 2 would be invalid, because the only change in the name is the number. However, Super Hero Galaxy and Super Hero World would be valid, because the names have more than just a number different.

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Art:

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<http://delapouite.com/>. Available on
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For video how-to-play and FAQ, visit boardgameduel.com