



Game Rules

DUEL

A game for
2 to 5 people,
ages 8+

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Setup

Each player receives a set of action cards (3 x Colt, 1 x Rifle, 1 x Barricade, 1 x Reloading) that he takes in his hand. Each player also receives a duel card, which he lays in front of him with the living side  facing upwards. This indicates that he is alive. But as soon as he is hit, he flips it to its grave side . Place the Dollar cards in the middle of the table. A duelling master for the first round is selected.

Sequence of Play

1) Shootout Each living player selects an action card from his hand, which he lays concealed in front of him. After all players have done so, each player fashions his hand and fingers like a Colt revolver with its barrel pointed into the air.

On the command of the duelling master, all players simultaneously point their Colts at the players they want to attack.

The duelling master is in command, even if he himself is no longer involved in the shootout.

2) Shootout results

Each player uses his other hand to reveal his previously-played action card.

Each card shows which weapon type it deflects:



An action card deflects any number of attacks from the indicated weapon.

A player who shoots a gun cannot be hit by other players, because they shoot wildly when they face an armed opponent.

A player who hides behind a barricade can only be hit by a rifle, because only rifle bullets penetrate barricades.

A player who is reloading is hit by any attack against him, because he is distracted and

unprotected in the field of fire of the attacker.
A player who cannot deflect an attack is hit, and turns his duel card to its grave side.

A player who has played the *barricade card* and was not hit may take this card back into his hand. A player who has played the *reloading card* and was not hit may take all his previously played action cards back into his hand.
All other players must leave their played action cards in front of them and continue playing with the remaining cards in hand.

3) The duel continues ...

... if more than one player are alive at the end of an shootout. All players who are still alive begin a new shootout (see 1).

4) The duel ends ...

... if only 1 player at the end of an shootout is alive. This player wins this turn.

He earns a salary of \$ 1 by either taking a \$ 1 card from the deck or by turning a \$ 1 bill in front of him to its \$ 2 side.

5) A new duel begins

... if no player has a fistful of dollars (\$ 5) after a duel. All players take their complete set of action cards back into their hand and turn their duel card back to its living side.

The winner of the last duel is the new duelling master.

6) The game ends

... if at the end of a duel, a player has a fistful of dollars (\$ 5). This player has won.



Imprint

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