

Concept

Duke is a game of successive confrontations in which the winner is determined over several rounds. To win a round, simply play your eighth and final card into your tableau. The card value of this last card is scored as victory points.

The first player or team to reach 15 points wins the game.



Card type icon (color blind indicator).

Number of copies of the card in the deck (here, there are 2).

Card value in points (here, 5 points).

FOUR PLAYERS

Set up

Form two teams of two players. The partners position themselves **diagonally** in relation to each other. Determine a first player at random, and have them deal eight cards to each player. (*cf.* exceptions "Demoralized")

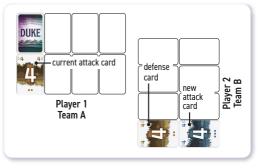
Note: It is forbidden to communicate about your game with your teammate.

Round and Turn

The first player of the round always begins by hiding his first card played on his defense line (at the top). He then places a card face-up on his attack line (bottom), the attack card. The next player in clockwise order may choose to **COUNTER** the attack or **PASS** his turn.



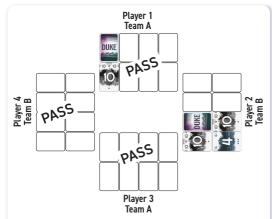
Example: The player places a face down card in the Defense line, and plays a Brown 4 in the Attack line.



COUNTER: Place a **card identical** to the current attack card, face up, on your line of defense (Note: you are permitted to counter your partner). Countering an attack allows you to now place a card on your attack line; which becomes the attack card to be countered for the next player. This player can choose to pass or counter. (cf. exceptions "Duke Card")

PASS: Don't play a card because you can't (you don't have the same card as the attacking card) or because you don't want to (it's a strategic choice). After you pass, the next player now chooses whether to pass or counter the unchallenged attack card.

If everyone passes, the player who played the last attack card plays again, placing a defense card face hidden. He may then play a new card. Now it's the next player's turn to choose whether to pass or counter.



Example: Player 1 hides his first card and attacks with a 10. Player 2 counters with a 10 and attacks with a Blue 4. Following this attack, all other players pass. Player 2 plays again, hiding their first card.

End of round

Rounds continue until a player plays the last card in his hand. This immediately ends the turn and the round.

The player scores the points indicated on his last card played, except in the case of a master stroke (see below).



Master stroke

At the end of a round, if the last two cards played (defense and attack) are identical AND the defense card has been placed face-down (because all other players have passed in response to your previous attack card), the points scored are doubled.

Warning: if the cards are identical but both are placed face-up, the points of the attack card are not doubled.

For the next round, the second player from the previous round becomes the first player and redistributes the 32 cards.

End of game

The first team to reach 15 points wins the game.

EXCEPTIONS

Duke Card, red 2



Very powerful, this card can counter all other attack cards except cards with a Shield icon ● (10 black and 4 purple). There are two Duke cards in the deck. A Duke card can only be placed as an attack card if the other Duke has already been played face-up in defense somewhere on the table, or, if it is the last card in your hand.

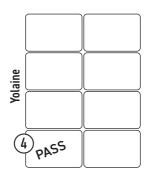
Demoralized



If, after the cards have been dealt, a player has at least five "10" cards in his hand hand, he may ask his partner to choose whether or not to cancel the round. The five "10" cards must then be shown to all players. In the event of cancellation, the cards are redistributed, without changing the first player. This rule only applies to four players.

EXAMPLE OF THE START OF A FOUR-PLAYER GAME

1. Ian is designated the first player. He plays a face-down card in defense (Remember: the first card played is always face-down). He then plays the black 10 to attack.



4. Yolaine passes.

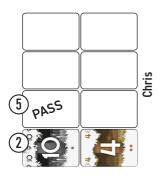


3. Miguel counters the yellow 4 with a Duke (2 red). He can do this because the card played played by Chris is neither a black 10 nor a purple 4 (cards with a shield) and then attacks with a purple 4.



Miguel

2. Chris counters with a defensive 10, then restarts the attack with a yellow 4.



- 5. Ian and Chris also pass.
- **6.** Miguel can then place a new face-down card in defense (since he hasn't been countered) and attack with a new card (here, a yellow 4).

THREE PLAYERS

Set up

The first player deals ten cards to each player and two cards are set aside face down; these cards will not be used in this round. However, the second player may look at one of the discarded cards, while the third player may look at the other. This allows each of these players to have information that the other players don't know.

Round and turn

The rules are the same as for four players, except that you don't play as a team, but as an individual. The "Demoralized" rule doesn't apply.

End of round and End of game

The round ends as soon as a player plays the last card in his hand. The first player to reach **15 points** wins the game.

TWO PLAYERS

Set up

The first player places eight cards face down, side by side, in the center of the table, then places a face-up card on top of each of them (see example). He then deals eight cards to each player.



Round and turn

The rules are the same as for four players. In addition, each player can take and use the central cards face-up, for attack or defense. When a player uses a face-up card, he reveals the hidden card underneath and makes it available. The center is played immediately (and is not added to the hand).

It is possible to end up with an odd number of cards in hand.

The "Demoralized" rule does not apply to two players.

End of round and End of game

The round ends as soon as a player plays the last card in his hand. Please note that the last card placed on the attack line must come from the player's hand, not from the central cards.

The first player to reach 15 points wins the game.



Duke is loosely based on Goita Shogi, a card game derived from Shogi. Shogi, literally "generals' game", is a traditional Japanese board game similar to chess. Duke is an Oka Luda Editions Game, Christophe Fievet and Miguel Wetter, game designers, and beautifully illustrated by Ian Parovel.

