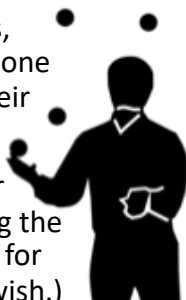


Duel of the Prestidigitators

You are dueling prestidigitators, juggling magical orbs to attack one another. The first to destroy their opponent's Phylactery wins.

Assembly – Cut out 9 cards per sheet, folding each in half along the dotted line. (One card is blank, for you to later customize as you wish.)



Setup – Each player takes a Phylactery card. Arrange the other cards so that the text can be seen by both players. Players alternate selecting a card, until both players have 9 cards in total. If the meaning of any selected card is unclear, agree to your interpretation before starting [and provide us feedback!]. Remove the remaining cards from play. Each player sits across from one another and then arranges their cards as desired into 3 stacks of 3 cards, each stack in a row across from an opposing stack and each oriented so that only they can see the words of their cards. Further, each stack is collapsed so that only the wording of the top card is visible to its owner.

Play

The player who selected second goes first. On a player's turn they may move or attack.

Move:

The player may do one of the following:

- Slide the top card of a stack to the right slightly, so that the title and energy number of the card beneath it is visible. This creates a cascade of cards.
- Move a visible cascaded card to the top right of the cascade on its stack.
- Move the top card of any stack to the top of any other stack, cascading it to the right in the process.
- Move the top card of a stack to an empty row (if the stack that was there was destroyed or moved).
- Sink a card, by moving it from the top of any stack to the bottom of that stack (so that it is hidden; i.e., uncascaded).

A player can peek at any cards hidden under the top card of a stack while planning their move.

Attack:

Reveal the top card of one of your stacks and follow its instructions. If your action can destroy a card, the opponent must reveal their opposing topmost card and tell you the total energy of cascaded cards (which do not have to be shown; be honest). If the opponent's card has a Reaction, resolve that first.

Specialized terms used in the actions:










- **Cascade** - The topmost cards on a stack, splayed.
- **Cascade energy** - The total value of the cards splayed in a cascade.
- **Collapse** - Slide the topmost card back so that no cards are visible underneath it.
- **Destroy** - Remove the card from play.
- **Energy** - The value of a card (0 to 3).
- **Once per game** - This power can only be used one time.
- **Reaction** - A power resolved only when this card is attacked.
- **Sink** - Move the top card of a stack to the bottom of that stack.
- **Stack** - Cards placed one on top of one another.










Players alternate turns.










Winning – The winner is the first player to destroy an opponent's Phylactery.

Feedback – Please provide feedback to <http://troypress.com/duel/> and check for answers to frequently asked questions. Thanks!

Acknowledgments – Designed by Jeffrey Henning. Thanks to Tim Whitehurst and Rick Dakan for brainstorming the basic mechanics and to Tim for playtesting. The 2018 Global Game Jam theme of "transmission" inspired the cascade energy mechanic (with a hat tip to Carl Chudyk). The juggler illustration is licensed from Evgeni Moryakov.

		
<p>1 Phylactery Double cascade energy; if greater then destroy opposing card. Reaction: Double cascade energy. You lose if destroyed.</p>	<p>1 Bubble Bubble up bottommost opposing card to top. If alone, destroy it. Reaction: Move to another stack (once per game).</p>	<p>1 Mirrorball Reveal every card in the opposing cascade, then destroy this. Reaction: Reveal the opposing cascade, then resolve normally.</p>
		
<p>1 Boomerang Destroy the opposing topmost card if cascade energy is greater, then collapse your cascade. (This card remains on top.)</p>	<p>2 Discharge Collapse the opposing cascade, then sink this. Reaction: Collapse the opposing cascade before tallying energy.</p>	<p>3 Fireball Destroy the opposing topmost card if cascade energy is greater, otherwise sink it. Then destroy this card.</p>
		
<p>1 Magic Missile Destroy the opposing topmost card if cascade energy is greater, then collapse your cascade and sink this card.</p>	<p>2 Thunderbolt Destroy the opposing topmost card if cascade energy is greater, then collapse your cascade and sink this card.</p>	<p>3 Lightning Destroy the opposing topmost card if cascade energy is greater, collapse your cascade and sink this card.</p>

		
<p>Phylactery 1</p> <p>Double cascade energy; if greater then destroy opposing card.</p> <p>Reaction: Double cascade energy. You lose if destroyed.</p>	<p>Bubble 1</p> <p>Bubble up bottommost opposing card to top. If alone, destroy it.</p> <p>Reaction: Move to another stack (once per game).</p>	<p>Mirrorball 1</p> <p>Reveal every card in the opposing cascade, then destroy this.</p> <p>Reaction: Reveal the opposing cascade, then resolve normally.</p>
		
<p>Boomerang 1</p> <p>Destroy the opposing topmost card if cascade energy is greater, then collapse your cascade. (This card remains on top.)</p>	<p>Discharge 2</p> <p>Collapse the opposing cascade, then sink this.</p> <p>Reaction: Collapse the opposing cascade before tallying energy.</p>	<p>Fireball 3</p> <p>Destroy the opposing topmost card if cascade energy is greater, otherwise sink it. Then destroy this card.</p>
		
<p>Magic Missile 1</p> <p>Destroy the opposing topmost card if cascade energy is greater, then collapse your cascade and sink this card.</p>	<p>Thunderbolt 2</p> <p>Destroy the opposing topmost card if cascade energy is greater, then collapse your cascade and sink this card.</p>	<p>Lightning 3</p> <p>Destroy the opposing topmost card if cascade energy is greater, collapse your cascade and sink this card.</p>

 <p>1 Gnaremoob</p> <p>Destroy the opposing topmost card if cascade energy is greater, then sink this card on opposing stack.</p>	 <p>2 Decoy</p> <p>Sink the opposing topmost card. Reaction: Optionally move to your phylactery's stack (once per game).</p>	 <p>1 Mine</p> <p>No action possible, only the reaction. Reaction: Destroy the opposing topmost card, then destroy this card.</p>
 <p>3 Battery</p> <p>Destroy the opposing topmost card only if cascade energy is greater than opposing cascade by 4 or more.</p>	 <p>1 Ground</p> <p>Collapse the opposing cascade. You may then sink this card. Reaction: Collapse the opposing cascade before tallying energy.</p>	 <p>0 Grenade</p> <p>Destroy the opposing topmost card regardless of cascade energy, then destroy this card.</p>
 <p>0 Fan</p> <p>Cascade all cards in this stack then sink opposing card if energy is greater. If it is alone, then destroy it.</p>	 <p>2 Guided Orb</p> <p>Destroy the opposing topmost card if its energy is 0 or 1, then sink this card.</p>	 <p>1</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>