



DAS DUELL

For 2 players, ages 12+

Game Components

- 2 x 52 Tower Cards with four different suits, 0–12
- 21 gold nuggets (9 large, 12 small)

Goal of the Game

You are Builders, working together to build eight towers using cards numbered 0 to 12 (2x book, 2x flag, 2x papyrus, 2x shield). The goal is to collect as many gold nuggets as possible — through clever building moves and achievements. The game ends the moment a player has played all their cards. **Whoever has the most gold nuggets then wins.**

Setup

Each player starts with **3 small gold nuggets**, taken from the Gold Supply in the centre of the board. Above, below, left, and right of the Gold Supply are two **Building Sites** (BS) each for the towers. Each player shuffles their 52 cards well, places 13 face down to their left as their **Initial Stock** (IS), and flips the top card face up. In the centre sits the **Storage** (S), empty at the start. The rest of the cards are stacked face down on the right as the **Supply Pile** (SP). Four cards from the Supply Pile are placed face up next to the Building Sites as **Reserve Pools** (RP) (see Fig. 1).

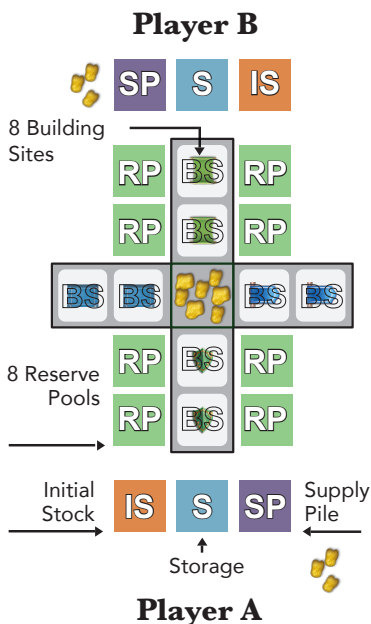


Fig.1

Hot to play

The player with the lower face-up card in their Initial Stock goes first. If tied, the player who was last on a tower goes first. The starting player checks whether they can play the face-up card from their Initial Stock or a card from a Reserve Pool, following the rules below. The more cards played in a turn, the better. If a player draws a card from the Supply Pile that can't be played, it goes into the Storage and their turn ends.

1. Building towers is the top priority

- Cards go on the Building Sites in ascending order, same suit only (e.g. only a „shield 5“ may go on a „shield 4“, see Fig. 2).
- Every tower starts with the „0“ card.
- If the top card of the **Initial Stock** or a **Reserve Pool** fits a tower/Building Site, it must be played right away.
- **Cards from the Storage** can only be played once the Initial Stock is empty.
- **Building towers is compulsory**: if a playable card is missed, the opponent may call „TURM!“ (see rule 7).
- All 8 Building Sites are shared by both players.



Fig. 2

2. Reserve Pools

- If cards cannot be placed on a tower, they may be laid out (so that all cards are visible) on the **Reserve Pools**. This is done in **descending order with a colour change** (suit doesn't matter), e.g. green 10, blue 9, green 8, etc., see Fig. 3.
- Both players may use all 8 **Reserve Pools**.
- A 12 may be placed on a 1, also with a colour change, e.g. blue 1, green 12.
- The **top card of each Reserve Pool** (e.g. Fig. 3: green 6) may be moved:
 - to another Reserve Pool
 - onto a matching Building Site
 - onto the opponent's Storage (see rule 4)
- If a **Reserve Pool is empty**, you may place there:
 - the top card from another Reserve Pool
 - a card from your own Initial Stock, or, if that's empty, from your Storage
 - a card from the Supply Pile
- An empty **Reserve Pool** doesn't need to be refilled straight away.



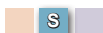
Fig. 3

3. Supply Pile



- If the current card from the Initial Stock can't be placed, draw the top card from the Supply Pile.
- Playable cards must be placed **immediately**. No other card (e.g. from a Reserve Pool) may be moved while doing this.
- If the **Supply Pile runs out**, flip the Storage over (without shuffling) and use it as the new Supply Pile — only allowed during your own turn.
- Cards from the Initial Stock may always be played again, as long as it's your turn.
- If the drawn card can't be placed anywhere, put it in your own **Storage** and **your turn ends**.

4. Placing cards on your opponent's Storage



Cards from the Initial Stock, Supply Pile, Reserve Pools, or your own Storage may be placed on your opponent's Storage (from your own Storage only once your Initial Stock is empty):

- if they show the **same suit** as the top card there, and are **exactly one number higher or lower** (example: a „book“ 5 allows a „book“ 4 or 6)
- 1 and 12 also count as consecutive
- any number of cards may be placed

5. Earning gold nuggets

For certain cards played on towers:

- Playing a 4 = 1 gold nugget
- Playing an 8 = 2 gold nuggets
- Playing a 12 = 3 gold nuggets



5 x small = 1 x large

For game actions:

- First to clear their Initial Stock = 1 gold nugget
- First to play all their cards = 2 gold nuggets



Note: gold nuggets must be taken right after placing the card — if you forget, you miss out.

6. Using gold nuggets

Gold nuggets can be used tactically to:

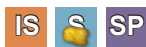
1. Remove a card from your Initial Stock:

- Pay 1 gold nugget (return it to the Gold Supply in the middle)
- Place the card in your own Storage
- Reveal the next card in your Initial Stock and play it immediately if possible



2. Block your Storage (after ending your turn):

- Place 1 gold nugget on your own Storage
- Your opponent may not place any cards there for one turn
- The gold nugget then returns to the Gold Supply in the middle



3. Move two cards together:

- Pay 1 gold nugget
- The top two cards of a Reserve Pool may be moved together onto another Reserve Pool as a unit (following the normal rules, see Fig. 4, arrow 1)

Note: A gold nugget must be paid if the tower can be built further by moving two cards (see Rule 1 and Fig. 4, arrow 2).



7. Special rule: calling „TURM“

- Cards that continue a tower must be played immediately.
- To make this possible, cards may be moved between Reserve Pools or onto your opponent's Storage.
- If **moving two cards** from a Reserve Pool lets a tower be built further, a gold nugget **must** be paid for this (see Rule 6). If the player has no gold nugget, they cannot move 2 cards together.
- If a chance is missed, your opponent may call **„TURM!“**. This means:
 - The current turn ends immediately
 - The card is put back
 - If the player has a gold nugget, they must give it to their opponent
 - If no one calls „TURM!“, nothing happens

Game end

The game ends immediately once a player has played all their cards. The player with the most gold nuggets wins. In case of a tie, the player who played all their cards wins.

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