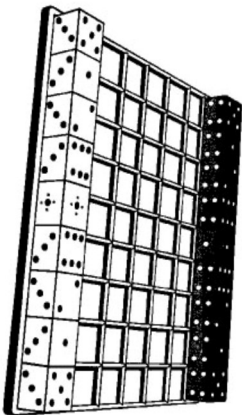


Setup

Begin the game with the pieces arranged as below, with all the number fours facing your opponent.



The Object

Either to capture your opponent's key piece or land your key piece on their key space (center of their home row).

The Play

Players line their pieces up as show at left with fours facing forward.

Players decide who will start the match. Each player on their turn must move one of their pieces by "tumbling" it over one space at a time.

MOVING THE PIECES

1. A piece may be tumbled the number of spaces indicated by the number of dots showing on the top face at the start of the move.

2. Pieces may **change direction**

"once only," in any one move. They may not move diagonally.

3. Pieces may not jump over the other pieces.

4. Pieces may move forward or backward.

5. Pieces may not reverse direction on the same turn.

6. The Key pieces may move only **one** space per turn.

7. Once a move is started it must be completed with the chosen piece.

8. Pieces may be lifted from the board only when captured.

CAPTURING

An opponent's piece may be captured and removed from the game by landing on it by exact count.

PLAYING HINTS

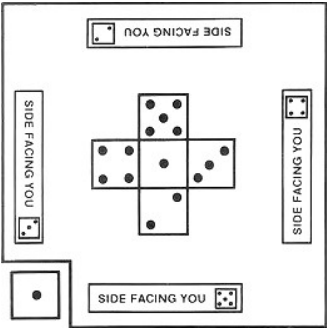
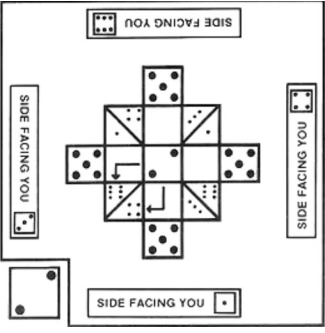
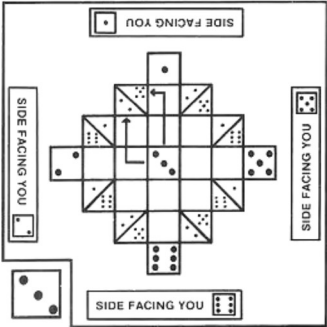
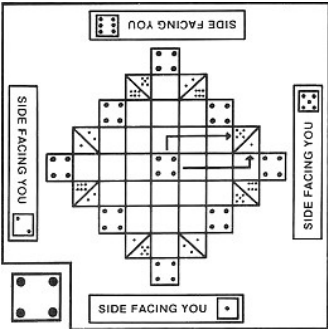
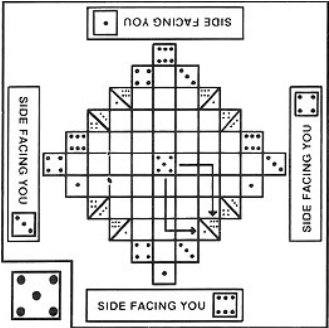
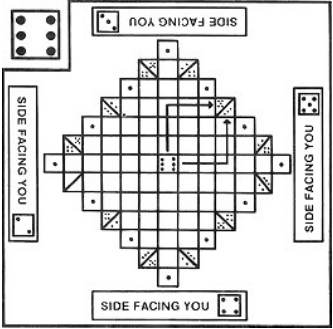
1. It is sometimes possible to approach one square from two different paths.

2. Your choice of path will determine what number will be on the "top face" of your piece at the conclusion of the move.

3. Your strategy can include planning for a subsequent move if you can control the top number and space location.

Designed by Geoffrey Hayes, and previously published in the UK by Denys Fisher (1975) as **Conquest** and **The George v Mildred Dice Game** and in Germany as **Tactix**, in the US by Lakeside Industries as **Duell** and in Portugal by Dinamização/ASA as **The O Game**.

Duell



These rules have been formatted to print on a letter sized piece of paper and then folded by PocketMod's rules.

You'll notice a lack of fold/cut lines, that's because it always works out best to just fold through step 2 below, then unfold it and refold it long-ways to get the center line.

It can take a little practice, but you'll get it to come out nice.

Folding Instructions

Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.

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F	1
B	2
6	3
5	4

1. Start with front page at top left

2. Fold in halves

3. Cut at dotted line in center

4. Fold to opposite ends.

5. Fold in half vertically

6. Fold in half horizontally

done. enjoy!