



DUEL



2 PLAYER SCENARIO

Japan is known for many things – cuisine, distinctive clothing, great movies and manga, but also for its famous martial arts. When conflict arose between the neighbouring empires, it was Japanese recruits who were the first to be sent to the front to show off their skills to their enemies.

NOTE: This is a special 2-player scenario. It cannot be played solo or by more than two players.

SETUP CHANGES:

1. Use only 8 Event cards when creating the Event deck.
2. Use the black Surface board and any 2 Progress markers in other colors.
3. Each player takes ~15 identical Personal markers with a color matching their Progress marker and places them in their supply. Personal markers are not included in the game box, you may use any suitable markers: gems, dice, cubes etc.
4. Use **MARTIAL ART** Progress board printed on the next page, **MILITARY** Progress board and 1 other random Progress board.








RULE CHANGES:

1. Players build together 1 big shared Mine, therefore there is only 1 Surface board used.
2. Each time a Player places a card in the Mine, they mark it with a Personal marker.
3. When a Player wants to activate an effect of a card belonging to their opponent, first they have to give them a number of or equal to the level of that card. If they do not have enough / they may not activate such an effect.
4. Players alternatively resolve their turns, beginning with **Player A**. Then their turn resolves **Player B**. In the next round **Player B** will play first, and **Player A** second etc., until the End of the Game. Once first player resolves both Event phase and Mine phase, the second player proceeds. Only the first player draws an Event card in their Event phase, but they both resolve its effect.
5. Both players may activate the same card in the same round.



VICTORY CONDITIONS:

Gain as many  as possible. At the End of the Game, sum up all  for  markers in your supply. Then gain 1  for each completed  on each of your cards.



Gain 2 

Spend 4/8  to advance up to 2/5 spaces.

Draw 3 cards (check hand limit and discard down to 8).

QUICKSAND

Gain 1 .
OR
Spend 1  to advance 1 space.

A

MUSHROOM FA

Gain 1 .
OR
If you have another **Japanese** card in your Mine, gain 2 .








B

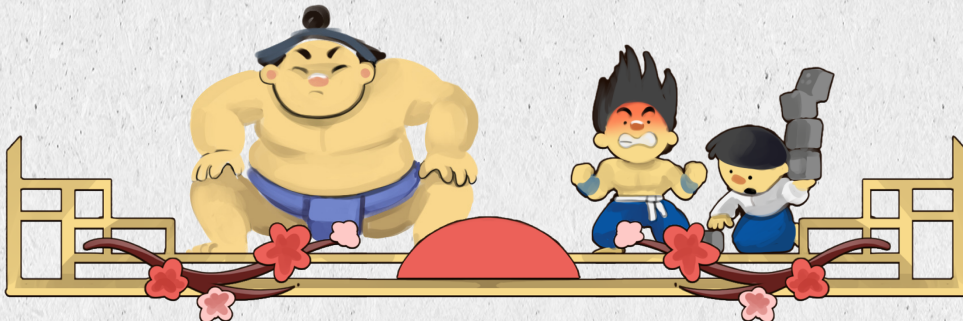
BUG CATCH

Gain 1  for each different Faction in your Mine.



Example: Cart A is on 2 cards belonging to **Player A**, so they score 2 . Cart B is on 1 card belonging to **Player A** and on 1 belonging to **Player B**. Both Players score therefore 1 .


After counting up your final score, compare your . Player with most  wins, in case of a tie Player with most  wins. If the tie remains, Players share the victory.




Replace 1 Personal marker of your opponent with your Personal marker.

Place your Progress marker on the bottom space of any other Progress board.





Gain 3 .


Move your opponent's Progress marker up to 2 spaces down.


Gain 4 .


Discard a number of cards, your opponent discards the same number of cards.

Draw 1 .

Gain 2 .

Gain 2 .

Place a  on any card in the Mine.

Gain 2 .

