

Kadoova Duel!

Expansion Pack

Chalk up your pool cue, put on your dancing shoes, and grab your golf clubs as you duel your way to the winner's circle!

GAME CONTENTS:

6 Playmats

5 Kadoova Cards

24 Duel Cards

14 Dice

1 Dry Erase Marker



Requirements



PLAYERS



AGE



MINUTES

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3 Strikes!

2 player duel

6 dice per player

2 play mats

No 'Extra/Less Dice' cards allowed



1. Each player takes one of the 3 Strikes play mats and places it on the table in front of them.

2. Each player takes 3 of their dice and stacks them up in the batter's box on either the right or left side of home plate. This stack is called the Batter. The Batter can be moved to the other side of the plate between rolls.

3. Taking turns, the players roll one dice towards the other player's play mat trying to have their dice stop in the Strike Zone. While rolling they are considered the Pitcher.

- *A dice must bounce at least once before hitting the other player's play mat.*

- *The dice must come to a full stop with at least some portion of the dice still touching the Strike Zone for it to count.*

- *If a strike is thrown then the Batter keeps the dice otherwise they return the dice.*

- *If a Pitcher hits another player's Batter then remove one dice from that Batter's stack. If all 3 of a Batter's dice have been removed then the pitcher must roll a strike with everying remaining roll or it is considered a Grand Slam and the batter wins the duel and 1500 points.*

4. Step three is repeated with alternating players Pitching 1 dice towards their opponent's Strike Zone play mat.

5. The first player to roll 3 strikes wins the duel and 1000 points. If the challenger is the winner of the duel, they receive an extra 100 points.



BINGGO!

2 player duel
28 dice from core game set
2 play mats
No 'Extra/Less Dice' cards allowed



1. Each player takes one of the Bing-Go play mats and sets it in front of themselves. All of the dice are divided up so that each player has 3 of each color; purple, yellow, green and pink. They also take two black dice and set those to the side.
2. The challenger begins the match by saying 'Duel' and both players take all 12 of their colored dice and roll them.
3. Every time you roll the dice you see if you have any color and number matches, then you place those matches on the Bing-Go card. When there are no matches left you re-roll the dice as fast as you can. Repeat step 3 until the top of your Bing-Go card is full.
4. Once the top of the card is full then you can either say 'Bing!' and win the duel or you can pick up your two black dice and try to match the two bottom numbers as well. However, once you pick up those dice you can no longer say 'Bing' to win. You must fill in those 2 spaces and then say 'Bing-Go!' to win. That means that your opponent could potentially finish the top of their card and win the game by saying 'Bing' before you finish the bottom.
5. The first player to finish the top of the card and say 'Bing' wins 1000 points or the first to finish the top and bottom of the card and say 'Bing-Go' wins 1500 points. If the challenger wins the duel, they also receive 100 extra points.



Corner Pocket

2 Player Duel
1 Colored Player Dice
1 Extra Dice



1. Each player takes one of the Corner Pocket play mats and sets it on the table in front of them.

2. The players set their 1 Extra dice on the dice square on the play mat.

3. The Challenger yells out "Duel" and both players attempt to knock their Extra dice onto the black circle on the Corner Pocket play mat. They do that by using their colored dice as a cue ball and rolling it into their Extra dice.

- The colored dice must roll or bounce at least once before hitting the play mat or Extra dice.

- The goal is to be the first player whose Extra dice stops entirely in the black circle with no part of it outside of the circle.

- If a player's shot is unsuccessful then the Extra dice is quickly placed back in its original location, and they try again. Fastest wins!

- If a player's colored dice lands on another player's play mat they immediately lose the duel and 500 points!

5. The first player to have their Extra dice come to a complete stop entirely within the black circle on the play mat wins.

6. The winner of the duel receives 1000 points. If the challenger is the winner of the duel, they receive an extra 100 points



Dance of the Dice



2- player duel

3 dice per player

No Extra or less Dice cards allowed

1. Each player takes one of the 'Dance of the Dice' play mats and places it on the table in front of them.
2. The objective of this duel is to be the first player to have each of their three dice touching different **'purple'** shoes.
3. Each player picks up one of their dice and the challenger starts the match by saying "Duel". Both players then quickly roll that dice onto their mat.
 - *The dice must bounce at least once before hitting the mat.*
 - *If the dice is not touching a **'purple'** shoe or it lands in such a way that it is also touching a **'red'** shoe then the player picks up that dice and rolls it again.*
 - *If a dice is touching a **'purple'** shoe and it is not touching one of the **'red'** shoes the player leaves the dice on the mat.*
 - *If a player knocks one of their own dice off of a **'purple'** shoe or onto a **'red'** shoe, then that dice must be removed from the mat.*
4. Step 3 is quickly repeated by each player using one of their remaining dice.
5. The winner is the first player who has all three of their dice touching a different **'purple'** shoe.
6. The winner receives 1000 points. If the challenger is the winner of the duel, they receive an extra 100 points.



golf hazard

2 player duel

1 of each player's dice

1 extra dice per player

2 play mats



1. Find the 2 'Golf Hazard' play mats and place them end to end between the players. The play mats have 14 outlined spaces each starting with a purple space that acts as a golf tee and a putting green. There are also 4 hazards with yellow backgrounds.

2. Each player places their dice on the golf tee at their end of the play mat. The objective is to be the first player to reach the other end and land in the hole at the other player's starting space.

3. The challenger begins the match by saying the word 'Duel' and both players roll their extra dice as fast as they can. The number on the top of the extra dice is how many spaces you must move.

- If a player rolls a 1, **while they are on their tee**, it's considered a 'Hole in One'. They win the match and 1500 points.

- If a player lands on a space with a green background they are safe. They pick up their grey dice and roll again.

- If a player lands on a space with a yellow background, they must move their dice back to their starting tee.

- If a player lands on a space occupied by their opponent then both players move their dice back to their starting tees.

- A player must roll the exact number needed to land in the hole at the far end. If they roll over that number they remain where they are and roll again.

4. Unless there is a 'Hole in One', the first player to reach the other end wins the duel and 1000 points. If the challenger is the winner of the duel, they receive an extra 100 points.



SHUFFLE SLAM

**2 player duel
6 dice per player
2 play mats**



1. Find the 2 Shuffle Slam play mats, and place them end to end with the '1000' spaces in the center. Then position the play mats between the two players.

2. Each player takes turns rolling one dice onto the play mat starting with the challenger.

- The dice must bounce at least once on the table or slide across the table before hitting the play mat.

- The dice must travel in the direction of the lowest score to the higher scores. For example, a player may not roll the dice from the side of the mat directly onto the higher scores.

- Any dice which does not stop on a play mat is considered to be worth zero points.

- The dice remain on the mat after rolling them. The dice can be bumped onto a higher/lower score or off the mat entirely by another dice.

3. Play is concluded when the last dice is rolled.

4. Each player's points are calculated by adding up their dice which are on the play mat and at least partially touching a color. If a dice is touching 2 colors, then the color with the higher numbered used.

5. The player with the highest score wins and their points from the duel are added to their scorecard. If the challenger is the winner of the duel, they receive an extra 100 points.

