

Kadoova Duel!

Sharpen your knives, put on a headband, and grab a beach pail as you duel your way to the winner's circle!

GAME CONTENTS:

4 PLAY MATS
4 SCORING CARDS
36 DUELING CARDS
54 KADOOVA CARDS
28 DICE IN 5 COLORS
1 DRY ERASE MARKER



Requirements



2-4

PLAYERS



12+

AGE



60-90

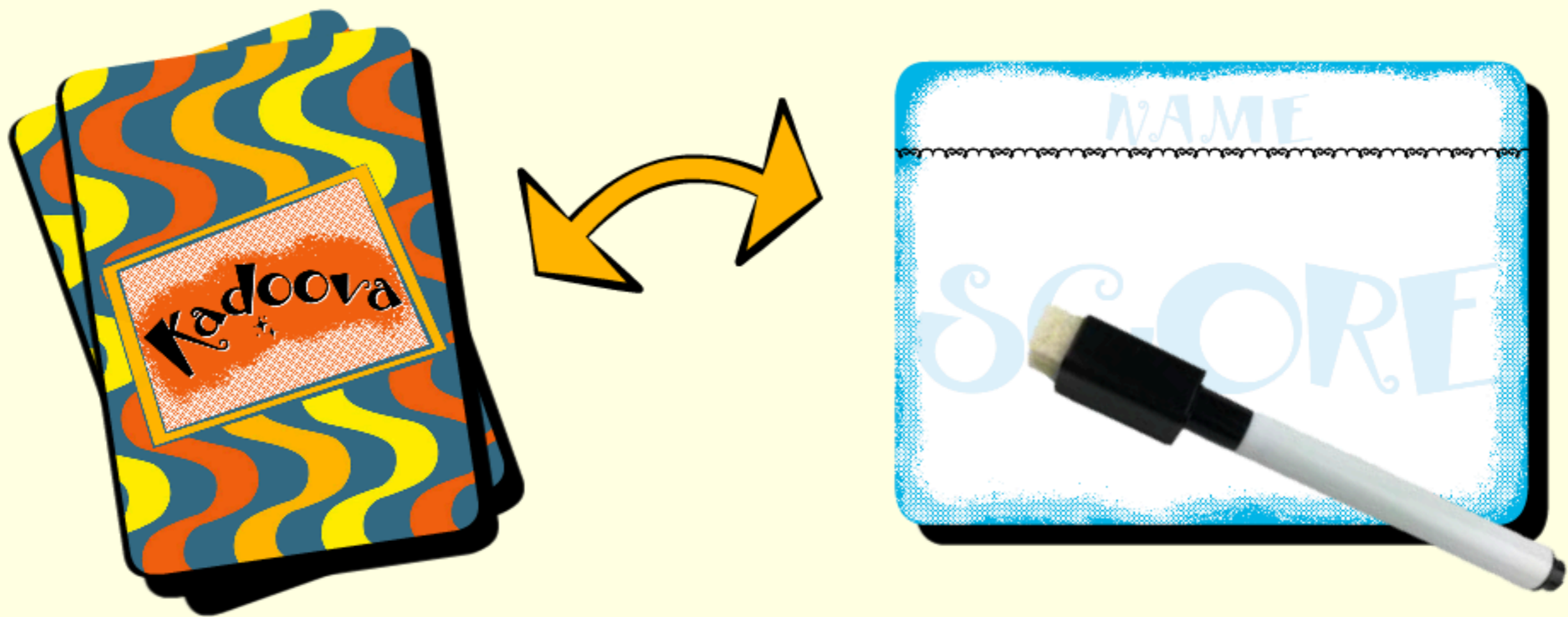
MINUTES

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Getting Ready



- Remove the Score cards from the deck and choose a person to be the Score-Keeper. Hand them the Dry Erase Marker and the Score cards. Write each player's name on separate cards and make sure to write each player's score during the game LARGE so everyone at the table can see them.
- Thoroughly shuffle both the Kadoova and Duel decks.
- Have each player choose the set of 6 colored dice they'll be using for the majority of the game.
- The Score-Keeper should deal 5 Kadoova cards to each player. If any players were dealt a Purple, 'Permanent Upgrade' card they should place it on the table in front of them and receive a new Kadoova card.
- Place both decks, the 6 Play Mats, the 6 large Rule Cards and the 4 grey 'Extra' dice in easy reach of all of the players.

Let's Play!

Start the game with an "All Duel" **Quick Draw** * for all the players. The winner adds 1000 points to their score and draws the first Duel card from the Duel deck.

- 1.** Each player's turn begins by drawing a Duel card from the deck. They are considered the challenger they duel the player(s) listed on the Duel card.
- 2.** Before the duel begins each player may play 1 or more Kadoova cards from their hand. Read the card descriptions carefully to determine whether an individual card can be played at this time. Some cards can only be played at the end of a duel, during a duel or on your turn.
- 3.** Review the rules for that duel before the match. When all of the duelists are ready, the challenger starts the match by saying the word "**Duel**".
- 4.** Any cards which can be played after a match are then used and a final winner is determined.
- 5.** If the challenger wins the match, they are awarded 100 extra points. Scoring for each match is dependent on the duel and cards that were played. The score keeper adds points to the players cards. It is possible to have a negative score. **
- 6.** Any players who have less than 5 Kadoova cards in their hand should draw from the deck. If the deck runs out of cards then reshuffle the discard pile.
- 7.** Play begins back at step 1 with the next player to the left.

* See the Quick Draw rule card for 'how to play' info and scoring.

** Some Duels and Kadoova cards allow for multiple players to earn points during a duel

~Winning~

When a player hits 10,000 points or more, that triggers the 'potential' last round. The other players get one more turn to try to get more points than that player. Once everyone has taken their final turn, and at least one player has a score of over 10,000, then the player with the highest score wins!

BUT WAIT!



It's also possible through the use of Kadoova cards, and some duels, to actually lower that player's score back to below 10,000. If that happens, and no one else is over 10,000 points, then the game continues as normal until another player goes over 10,000, which would once again trigger a last round.

Then, just as above, all the other players get one more turn to earn as many points as possible or bring that player's score below 10,000.

Whoever has the highest score, 10,000 or over, once everyone has taken their last turn wins!

**It can be a real nail-biter
right up until the last duel
has been played!**

Kadoova Cards

Unlike other games where you can only play cards on your turn, you can also use Kadoova cards during other player's turns. Some cards can only be used before, during or after a duel. Read your cards thoroughly before playing them.

You can play as many cards as you'd like or as few as you want. Multiple copies of the same card can even be used on the same turn. All used cards should be discarded after the duel and replaced with new cards from the Kadoova deck.

PERMANENT UPGRADES



There are 4 Permanent Upgrade cards in the deck. If you get one, place it face up on the table in front of you.

These cards give you a bonus ability throughout the game. For example, if you have the Side Wager card then every time you lose a duel you still get 100 points!



PLACE YOUR BETS



There are 2 types of **Place Your Bets** cards, one which is used to bet on who will win a duel and the other is used to bet on who will lose a duel.

If you are not dueling, you can place a bet on any other players to win or to lose a duel. If you are one of the duelists then you cannot place a bet that you will lose the duel.

If you picked the winner or loser correctly then those points are added to your score. If your bet was incorrect, those points are subtracted from your score. Betting cards can only be played before the start of a duel, and you can't bet more points than you currently have.

EXTRA DICE & LESS DICE

There are 2 types of these cards, one which you can use on yourself and one which you can use against another player.

When you grant yourself or another player an Extra Dice you will use one or more of the 4 GREY dice. Once all 4 GREY dice are in play then no more Extra Dice cards can be used during that duel.



If you use a Less Dice card, you or the other player will remove one or more of your own dice from play during that duel.

If someone gives you a Roll Less or Roll Extra Dice card you can spend 200 points from your score to buy back a dice or get rid of a dice.

Some duels such as Class Warfare and Bing-Go are played with a set number of dice. If, through the use of Less Dice cards, a player's dice number falls below the minimum dice necessary to play a duel then they will forfeit unless they buy back those dice.

REMATCH!



These are very powerful cards, they not only force you to replay the duel, they make it as though the original duel never happened at all.

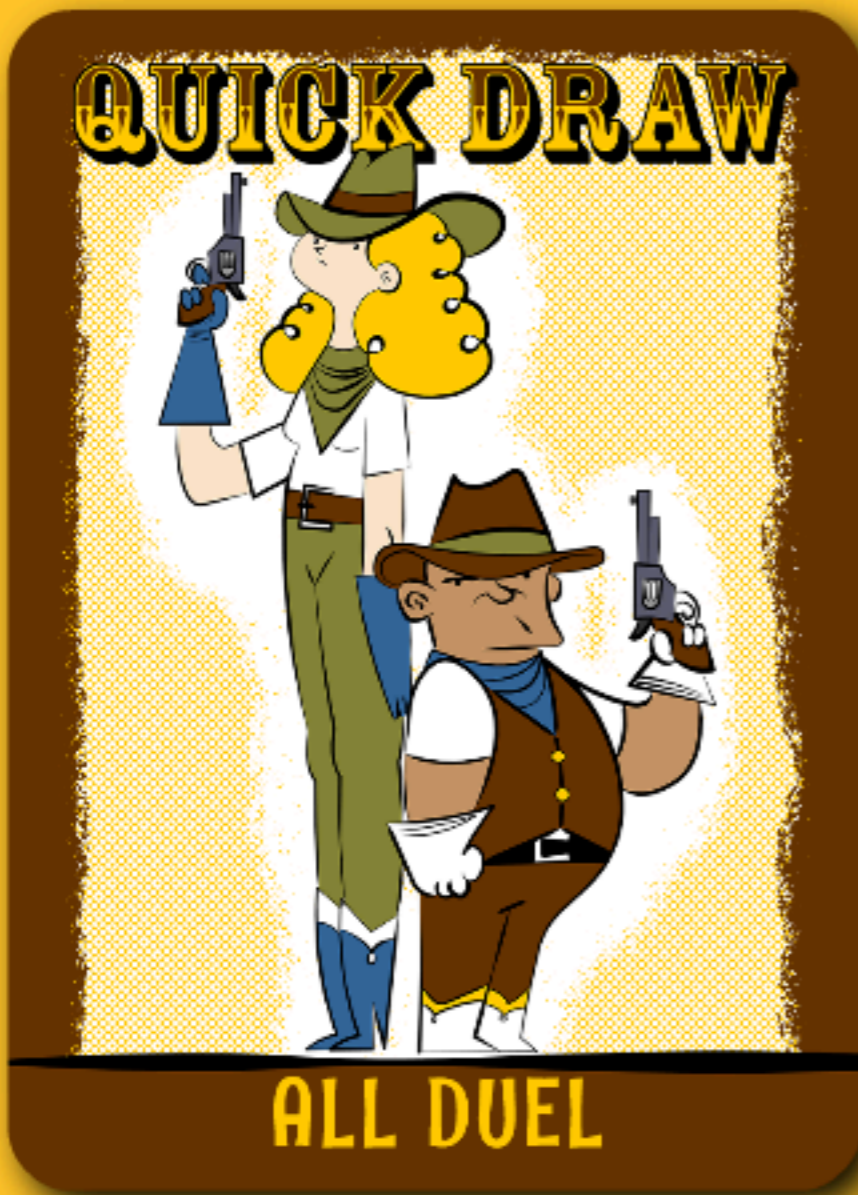
Any cards which had been used during the duel are returned to players hands. Any points which had been won or lost are returned to their previous values. The duel then starts over again as normal.

VIKING INVASION

The Viking Invasion card is intended to be used as a very brief distraction. Quickly place the card on top of another player's dice, and remove your hand. Do not in any other way interfere with their duel.



The Duels



When you draw a card from the Duel deck you announce which duel it is and who your opponent(s) will be.

The name of the duel is written at the top of the card and the opponent is written on the bottom of the Duel card.

We recommend keeping the rules out on the table until everyone becomes familiar with each of the duels.

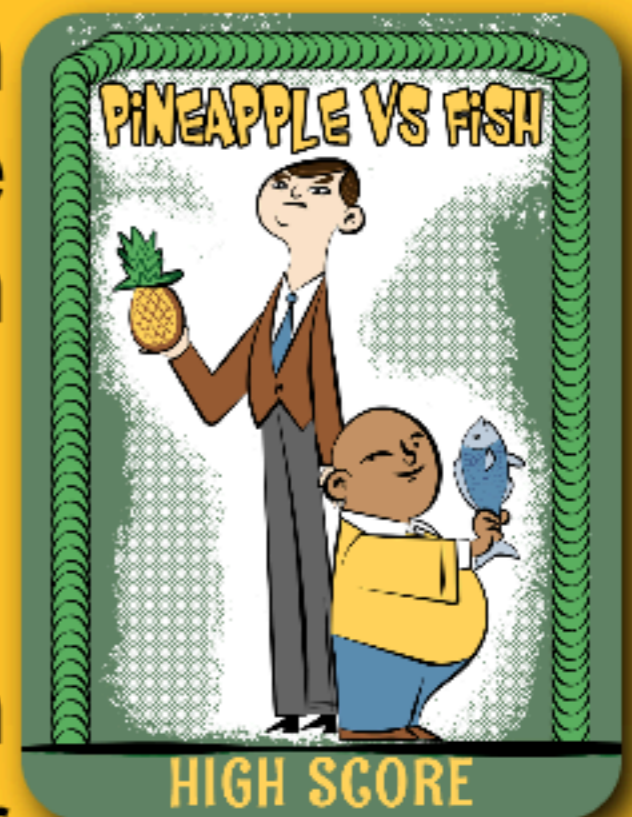
Finding Your Opponent

All Duel -

As the name suggests, all of the players at the table will be dueling against each other during an All Duel match. An example of 'All Duel' is on the Quick Draw card above.

High Score -

This duel will be fought against the player with the current high score, or the player with the next highest score or the player to their left in case of a tie.



Low Score -

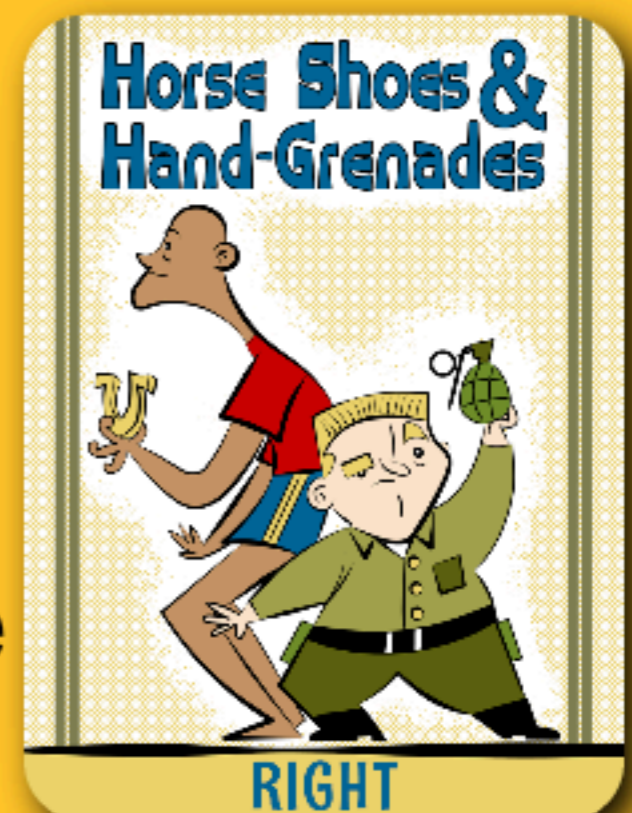
This duel will be fought against the player with the current low score or next lowest score or the player to their left in case of a tie.

You Choose -

The challenger may choose their opponent.

Left / Right -

The duel will be fought against the player to the left or right of the challenger.





AXE VS DAGGERS

2 player duel

1 dice for Axe

3 dice for Daggers

2 play mats



1. Find the 2 'Axe vs Daggers' play mats and place them side by side between the players, forming 3 circular rings.

2. The challenger chooses which player will be Axe and which will be daggers.

3. Daggers always plays first and they will roll each of their dice, one at a time. Axe plays next using only one dice.

- *A dice must bounce on the table at least once before hitting the play mat.*

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

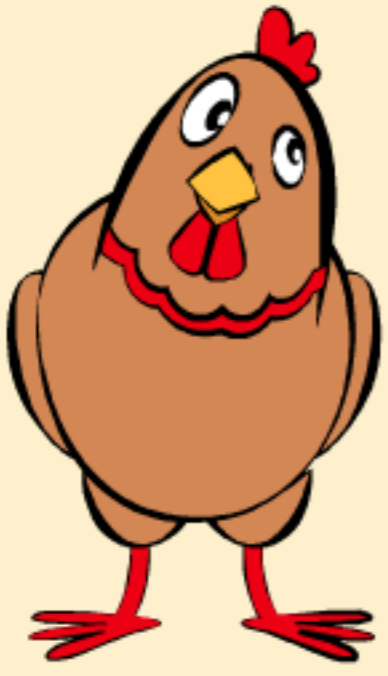
- *The dice for the Daggers player remain where they land as they are rolled. They can be bumped up to a higher score by another dice. Those dice are then removed from the play mat prior to Axe's turn.*

4. Points for each player are calculated differently.

- *Daggers player's points are totaled by adding up the spaces that their dice are on at the end of their turn.*

- *For the Axe player you take the space that their dice landed on and multiply it by 3. For example, if they landed on the 500 space, then multiply that by 3 for 1500 points.*

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.



Chicken!

2 player duel
6 dice per player
2 play mats



1. Find the 2 'Chicken!' play mats and place them end to end.
2. The player who was challenged plays first, and may move the mats to any place in front of them on the table they'd like.
3. One at a time the player rolls their dice onto the playmat.
 - *A dice must bounce at least once 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 where they land after rolling them. They can be bumped up to a higher score by another dice.*
4. If a dice lands on or anywhere past the "Bust" line then all currently rolled dice are removed from the mat and the player's points are set to zero. If the player has any dice left then they roll them as above, if not then their turn is over.
5. The player's points are calculated by adding up the dice which are on the play mat and are at least partially touching a color. If a dice is touching 2 colors, then the color with the higher numbered is used. The first player's dice are removed.
6. Play passes to the challenger who repositions the mat in front of themselves and follows steps 3 - 5 above.
7. 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.



Class Warfare

2 player duel
3 dice per player



1. The challenger chooses whether they will be playing High Class or Low Class. The other player will be taking on the opposite role during the duel.

2. When the challenger says "Duel" both players roll all 3 dice as fast as possible in an attempt to get those 3 dice to add up to one of the following numbers:

- High Class is trying to have the tops of their dice add up to a target number of 15, 16, 17, or 18.

- Low Class is trying to have the tops of their dice add up to a target number of 3, 4, 5 or 6.

4. If a roll does not add up to one of their target numbers then the player picks up all 3 dice and shakes them again.

3. The first player to have a single shake add up to one of their four target numbers is the winner, and they will have points added to their scorecard. The loser of this duel will have points removed from their scorecard.

- **If High Class wins**, their score goes up by 1500 points and the Low Class player's score is reduced by 500 points.

- **If Low Class wins**, their score goes up by 1000 points and the High Class player's score is reduced by 1000 points.

5. If the challenger is the winner of the duel, they receive an extra 100 points.



CON VS COP

2 player duel

28 dice

Both box lids

No 'Extra Dice' cards allowed



This is a dice bluffing duel. May the best Con-Person win!

1. Each player takes 12 of the colored dice and 2 of the Black Extra dice. They also each take one of the Kadoova Duel box lids which they will set upright on its long edge to block the view of the other player.

2. Each player then rolls all 14 of their dice behind the box lid and sorts them out by number. 1s go with 1s, 2s with 2s, etc.

3. The challenger will then state how many of one of those numbers they think are currently on the table between both player's dice.

- They will want to start with a low number such as saying that they believe that there are at least two 6s on the table.

4. Then the other player needs to increase by at least one the number of that dice or different dice that they think are on the table.

- They could say that there are at least three 6s on the table, or they could say that there are at least four 2s. The amount of dice estimated must always increase.

5. Play continues to alternate between opponents until one player claims that the other player is trying to con them.

6. Both players then reveal their dice. If there were at least that many dice on the table then the player who made that guess wins. If there are fewer than that number then the one who called their bluff wins the duel.

7. The winner gets 1000 points plus 100 times the actual dice count of that final number. For example, if there were four 6s then it would be 4 x 100 for an extra 400 points. If the challenger wins the duel, they also receive 100 extra points.

DAY AT THE BEACH



2 player duel
6 dice per player
12 Kadoova Cards



This is a cooperative duel and both players will receive points at the end of the duel.

The goal of the duel is to create a tower made up of alternating layers of 1 dice and 1 card.

1. One of the players will take 12 Kadoova cards out of the discard pile or off the top of the deck if there are not enough discards. The other player will take all their dice and the other player's dice.
2. The player who has the dice plays first and places one of them on the table between the two players.
3. The player who has the cards will place one card on top of that dice.
4. Play continues with the dice player placing a dice on top of the previous card and then the other player placing a card on top of that dice and so on until they've either placed all 12 dice and 12 cards or the tower tips over.
5. The number of cards in the tower prior to it tipping over are added up.
6. Both players receive 100 points for each card and this is added to their scorecards. There is a maximum potential of 1200 points if all of the cards were used. The challenger receives an extra 100 points.



Hare vs Tortoise

2 player duel

2 dice for Hare

3 dice for Tortoise

1 Extra dice per player

2 Play Mats



This duel is a race to the finish line. The players must land on every numbered space and cannot skip over any.

1. Each player takes one of the Hare vs Tortoise play mats and one of the Extra dice which they place on the START space on their race track.
2. One player will be the Hare, the other will be the Tortoise. The challenged player decides who plays which role.
3. To move around the track a player must roll their dice and get the number of the next space on one of their dice. They can also add the numbers on the top of the dice together.

Example: A player rolls a 2 and a 4, that would allow them to move the Extra dice to an adjacent space marked 2 or 4 or an adjacent 6 space by adding the two dice together.

4. The Hare uses 2 dice and the Tortoise uses 3 dice. The Hare can move as many spaces as the dice allow but the Tortoise can only move one space per shake.

Examples: If Hare is on Start and rolls a 1 and a 2. Hare can move from the 1st, to the 2nd, and to the 3rd space on the board.

If Tortoise is on Start and rolls a 1, 2, and a 4 they can still only move one space per roll. However, the Tortoise can add the top of the dice together in any combination of 1, 2 or 3 dice. That roll would allow them to move one space to any adjacent 1,2,3,4,5 or 6 spot on the board by adding the dice together.

5. The winner receives 1000 points plus 100 points for every space left on their opponent's track. If the challenger is the winner of the duel, they receive an extra 100 points.

Horse-Shoes & Hand-Grenades



2-4 player duel
3 dice per player
1 play mat
3 Extra dice



1. Place the Horse-Shoes & Hand-Grenades play mat in a central location between all of the players.
2. The challenger stacks two of the black dice on the center of the play mat and rolls the third black dice which is then placed on top of the other two. This stack of dice is called the Post and the number on the top of the dice is the target number.
3. One at a time the players roll one of their 3 dice onto the playmat. The Challenger rolls last.
 - *A dice must bounce at least once before hitting the play mat.*
 - *The goal is to be the player with the dice closest to the Post at the end of the duel.*
 - *If a player's dice hits the Post without knocking it over, the score keeper immediately adds 100 points to that player's score card.*
 - *If a player's dice knocks over the Post, that is called a "Hand Grenade". The scorekeeper immediately removes 500 points from that player's score card. The post is then restacked on the center of the card with the top dice reset to the target number.*
 - *The dice are left on the play mat after each roll.*
4. Repeat step 3 until every player has rolled each of their dice onto the table.
5. At the end of the match whoever's dice is closest to the Post wins the duel and 1000 points. Additionally, any player whose dice matches the target number on top of the Post receives 100 points. If the challenger is the winner of the duel, they receive an extra 100 points.

PINEAPPLE VS FISH



2 player duel
6 dice per player
1 play mat
3 Extra dice



Each player has a different goal on this duel. The Pineapple player is attempting to build a sturdy tower that uses all 12 of the player dice. The Fish player is attempting to build a wobbly tower that the Pineapple player will knock down.

1. Set the Pineapple Vs Fish play mat between the two players.
2. The challenger chooses who plays as Pineapple or Fish.
3. Pineapple places the three black Extra dice in a stack on the center of the play mat. This will be the base of the tower and does not count towards the final points.
4. The players then take turns placing one of their dice on the tower. Fish always places the first dice. This continues until either both player's run out of dice or the tower tips over.
5. Whoever knocks over the tower loses, but the winning score is determined differently between Pineapple and Fish.
 - *If all of the dice are used then Pineapple wins 1500 points.*
 - *If Fish knocks over the tower, then Pineapple receives 100 points for each colored dice that was in the tower.*
 - *If Pineapple knocks over the tower, then Fish receives 100 points for each colored dice that lands outside of the play mat. The higher the tower the more dice that will fall outside the mat.*
 - *If Pineapple knocks over the tower on their very last dice, then Fish wins 1500 points regardless of where the dice land.*
7. If the challenger is the winner of the duel, they receive an extra 100 points.



PLAGUE DOCTOR

**2 player duel
6 dice per player**



The goal of the duel is to be the first player to get rid of all of their dice.

1. The challenger begins the match by saying 'Duel' and both players begin rolling all 6 of their dice.
2. If a player rolls a 1 then that dice is set aside and is now out of play for the rest of the duel.
3. If a player rolls a 6 then they slide that dice over to the other player who now has to pick it up and roll it along with all of the rest of their dice.
 - *If a player slides a 6 over to their opponent, but that dice slides onto the floor, it is the responsibility of the player who slid it to pick up the dice and give it to the opponent.*
4. Once a player has moved any 1s or 6s then they pick up their remaining dice and roll them again as fast as possible.
5. Play continues until one player has moved their last dice either into the group of 1s or has passed it over to the other player as a 6.
6. The player who gets rid of all of their dice first wins the duel and 1000 points, plus an additional 100 points for each dice remaining on the other player's side. Those points are then entered onto the winner's scorecard. If the challenger is the winner of the duel, they also receive an extra 100 points.



QUICK DRAW

2-4 player duel
1 dice per player
1 extra dice



1. The challenger rolls one of the extra dice and leaves it on the table. The number on that dice is the target number.
2. Each player grabs one of their personal dice and waits for the challenger to say "Duel".
3. All of the players then roll their dice as fast as possible until the number on their dice matches the target number.
4. When a player matches the target number, they must then slap their hand on the table and say the word "Bang!".
5. In the case of a tie, where 2 or more players say "Bang" at the same time then those players have a rematch duel until there is only one clear winner.
6. The winner of this duel receives 1000 points which are added to their scorecard. If the challenger is the winner of the duel, they also receive an extra 100 points.

Ties & Disputes

Quick Draw duels can be used to deal with any ties, or disagreements, that may happen during the game.

When a decision just can't be reached then play a Quick Draw duel. No cards are allowed for this duel, including Two Guns McGee.

The winner does not get any points from the Quick Draw, but they do win the dispute and everyone can get back to the fun.



Skeptic VS Psychic

2 player duel

4 Extra dice

6 colored dice for Skeptic

3 colored dice for Psychic

No Extra Dice cards allowed



1. The goal of this duel is to be the first player to get rid of all their dice by matching them to either 1 or 3 target numbers.

2. The challenger chooses whether to play as the Skeptic or as the Psychic. The other player will be taking on the opposite role during the duel.

- The Skeptic takes three of the extra dice, rolls them and sets them to the side. The numbers on the top of the dice are their 3 potential target numbers for this duel.

- The Psychic takes the remaining extra dice and rotates it until the number that they would like to have as their target is on the top. They then set this dice to the side.

3. The challenger begins the match by saying 'Duel'.

- *The Skeptic grabs their six colored dice and rolls them as fast as possible. When a dice matches one of the target numbers on top of their three extra dice, they set that dice aside.*

- *The Psychic grabs their three colored dice and rolls them as fast as possible. When a dice matches the target number on top of their extra dice, they set that dice aside.*

4. The player who has matched all of their dice first wins the duel and 1000 points. They also get an additional 100 points for each dice the other player has not yet matched. If the challenger is the winner of the duel, they receive an extra 100 points.



WAR!

2-4 player duel
6 dice per player
1 Extra dice per player



1. Each player sets their Extra dice to the side and picks up one of their own colored dice.
2. The Challenger says 'Duel' and all of the players roll the single dice they are holding. The player who rolled the highest dice number collects all of the colored dice rolled that round and sets them aside.
3. If there is a tie then each player grabs their Extra dice and rolls it. The highest dice number from that roll collects not only the all the colored dice from the current round but also all of the dice their opponent may have won in previous rounds. If there was another tie then repeat step 3 until there is a single winner for that round.
4. Play continues by following steps 1 through 3 until the players have rolled all six of their dice.
5. The winner is determined by counting the total number of dice that each player has collected. Whoever has the most dice wins the duel. In the case of a tie, a final roll off is conducted between those players with their Extra dice.
6. Points are calculated by adding up the number of dice that the winning player has collected and multiplying it by 100. For example, if the winning player has collected 8 dice, then it would be 8×100 for a total of 800. The Extra dice are not calculated in the total.
7. The winner receives 1000 points plus the total from step 6 above. If the challenger is the winner of the duel, they receive an extra 100 points.

THE OTHER KADOOVA CARDS

The rest of the Kadoova cards are fairly self-explanatory, however, there are likely situations or combinations where you may be uncertain what to do. While we could never write enough rules to cover every possible scenario, we do have some advice for those rare moments.

1. Try as best as possible to follow the intention of each card. If one card was played before another then follow the actions on that card first and then the actions on the next card.
2. If a card combination seems too disruptive or unworkable then it probably is, so don't do it.
3. When in doubt always choose the option which is more fun and inclusive of all of the players.

Ties & Disputes

To deal with any ties, disputes, disagreements, arguments, tiffs or squabbles we've come up with a simple solution.

Quick Draw duel to the rescue!

When a decision just can't be reached, then play a Quick Draw duel. No cards are allowed for this duel, including Two Guns McGee.

The winner does not get any points from the Quick Draw, but they do win the dispute and you can get back to the fun.

Cheating

If you are caught cheating you instantly lose the duel and 1000 points from your score. I hope you've learned your lesson. I'm looking right at you cousin. You know what you did.

Two Player Variant

If you're short on players, and time, then why not play a streamlined game of Kadoova Duel?

Rather than randomly drawing Duel cards from the deck, instead remove a copy of each duel from the deck and shuffle into a much smaller 12 duel deck.

The rules are the same with each player taking turns drawing Duel Cards.

At the end of the 12 matches the player with the highest score wins!