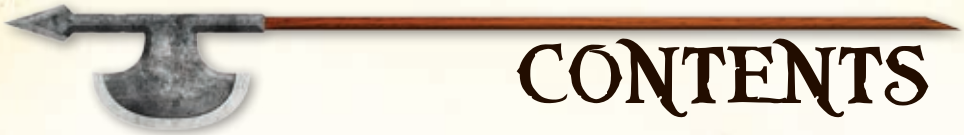
THE DUKE™



The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your own.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!



CONTENTS

The Duke contains everything you need to play, for 2 players.

Gameboard

The gameboard is where the action of *The Duke* takes place.

Rules Booklet

The Rules Booklet is what you're reading right now.

Bags

The two bags hold each player's Troop Tiles during game play (and can be used to store the tiles between games).

Terrain Tiles

These tiles modify game play on the board and how the Troop Tiles interact:

- Mountain
- Dragon
- 2 Flags

Troop Tiles (2 Sets)

There are two sets of the following identical tiles, in light and dark wood:

- Duke
- Knight
- Seer
- Champion
- Dragoon
- 3 Footmen
- Wizard
- General
- Marshall
- Assassin
- 3 Pikemen
- Ranger
- Priest
- Bowman
- Longbowman

Enhanced Tiles (2 Sets)

These tiles include additional rules beyond those found in the standard set-up (see p. 7)

- Duchess
- Oracle

Customization Tiles (2 Sets)

These tiles, along with the sticker sheets, allow players to create their own, unique, custom tiles (see p. 17)

Reference Cards

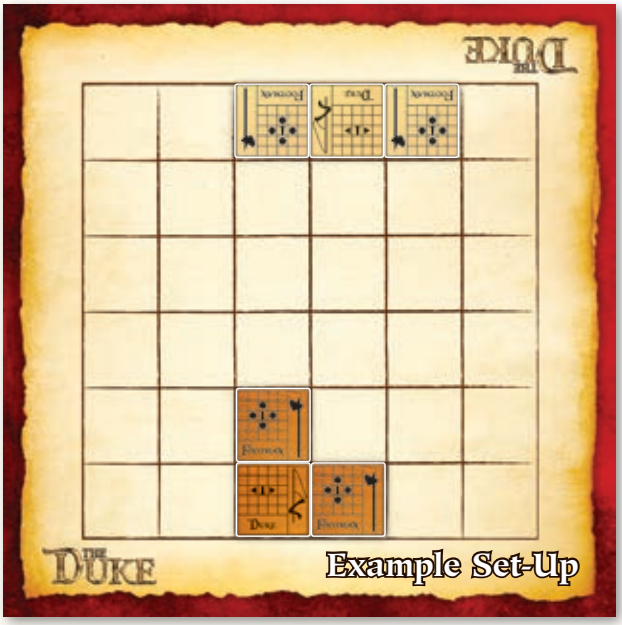
Cards for easily referencing rules during game play.

SET-UP

First, place the gameboard on a smooth surface in the center of the playing area.

Next, each player selects one bag of Troop Tiles. Both players set aside the Duke Tile and two Footman Tiles of their color, and place all of their remaining Troop Tiles into their bags.

Determine which player will set up first. That player chooses a side of the gameboard and places his Duke Tile in one of the two center squares in his edge row (or home edge). He then places his two Footman Tiles in any two squares that share a side with the Duke; sharing only a corner is not allowed.



The second player then places his Duke Tile in one of the two center squares on the edge row opposite the first player (his home edge), and places his two Footman Tiles in any two squares that share a side with the Duke. Once again, their long sides must match. The second player does not have to place his Duke Tile exactly opposite his opponent's Duke Tile.

Enhanced Abilities: The Duchess and Oracle Tiles have "Enhanced Abilities." Players should read that section (see p. 7) to determine if they want to use these tiles or not in a given game.

Orientation: Each Troop Tile must be placed on the gameboard with its name oriented directly toward the player who controls the tile. Regardless of where a tile moves or where on the board new tiles are placed, they must always be oriented toward the controlling player, and remain so throughout the game.

Starting Side: Each Troop Tile has a starting icon on its "starting" side, with another icon on the reverse, or "non-starting" side. All tiles placed on the board for the first time, whether at the start of the game or added during the game, must be placed with the starting icon visible.

STARTING SIDE ICON



NON-STARTING SIDE ICON



HOW TO PLAY

The player who placed his Duke and Footman Tiles first during set-up begins the game. Play alternates back and forth between players until one player achieves victory.

Each turn, a player must do one (and only one) of the following:

- **Move a Troop Tile:** Move a Troop Tile on the gameboard using any legal move as shown by its movement profile, flipping it over to its reverse side once the move is done.
- **Place a New Troop Tile:** Pull a random Troop Tile from the player's bag and place it on the gameboard in an unoccupied square sharing a side with the square occupied by the player's Duke.
- **Use an Enhanced Ability (optional):** Use a single enhanced ability from a single tile. This only applies if players are using any Enhanced Tiles (see p. 7).

A player can never pass; he either moves a Troop Tile, places a new one, or uses an Enhanced Ability every turn.

See the following pages for a full description of these options.

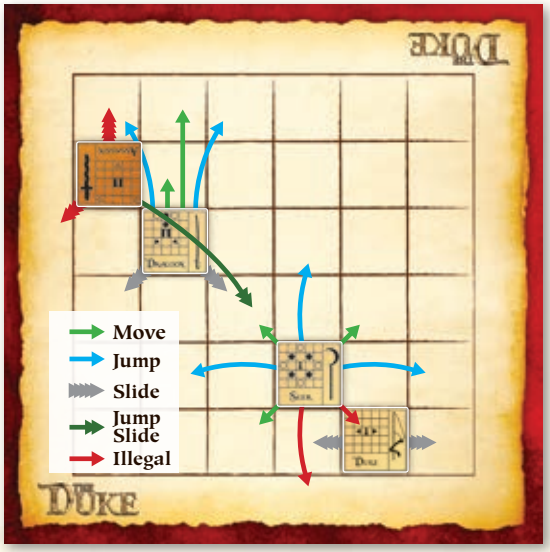
MOVE A TROOP TILE

During each player's turn, he may choose to move any single Troop Tile he controls on the gameboard, flipping it over to its reverse side once the move is completed. Each tile has a movement grid (or profile); the space in the center of the grid shows the Troop Tile's current square as it corresponds to the gameboard, and the other movement icons show the squares that this Troop Tile may interact with on the gameboard. The icon(s) in a given square in the movement grid determines how the Troop Tile interacts with that location during a move.

Movement Icons

The following rules define what the various movement icons on each Troop Tile's movement grid allow. A player may only choose a single target square in a turn to interact with, and only a single icon, regardless of how many squares the tile may potentially interact with, or the number of different icons on the movement grid.

Note: Not all of the Movement icons found below are used by tiles found in this box set, but encompass the abilities found in some future expansions as well. They are provided here so even after obtaining future expansions you can reference all such rules in a single location. (This also provides player's the chance to add these additional Movement icons to different tiles to change-up their individual game play; especially new tiles they build using the customize sticker sheets!)



In the above movement example, the Seer has many movement options. It can move one square diagonally in three directions, or jump two squares forward, left or right. However, it cannot jump off the board or move into the square occupied by its own Duke Tile. Meanwhile the Dragoon has several movement options as well. It could use the Move icons to enter either square directly above it, or its Jump icons to move up and to the right, or up and to the left behind the Assassin. It could also use its Slide icons to either move down to the left one square, or down and to the right one square; but could not enter the Seer square. Finally, the Assassin has only one movement option currently, as two of the options lead off the board (remember it jumps past the first square before it starts the slide, so the move behind it would immediately place it off the board). Because of its Jump Slide icon, it could skip past the Dragoon and either capture the Seer, or stop in the square in between the Seer and the Dragoon, putting the Duke in Guard (though the Seer would capture it next turn if it hasn't moved yet).



Move: This icon allows a Troop Tile to move to the indicated square if there is a clear and straight path to it from the starting square (the square the tile occupies on the gameboard). If there is a friendly or enemy Troop Tile in between the starting and target squares, then the move cannot be made. Likewise, the move cannot be made if there is a friendly Troop Tile in the target square. If there is an enemy in the target square, however, the move can be made and the player captures the enemy tile (see *Capturing Tiles*, on next page).



Jump: This icon allows a Troop Tile to move to the square shown, jumping over any Troop Tile (friend or enemy) along a shortest path from the starting square to the target square. If there is a friendly Troop Tile in the target square, the move cannot be made. If there is an enemy in the target square, the move can be made and the enemy tile is captured (see *Capturing Tiles*, on next page). Nothing happens to the Troop Tiles that were jumped over.



Slide: This icon allows a Troop Tile to move any number of squares in the direction shown, as long as it has a clear path. The Troop Tile may not jump over any pieces. If it ends its turn in an opponent's square, the controlling player captures that piece (see *Capturing Tiles*, on next page); it cannot end its movement in a square occupied by a friendly tile.



Jump Slide: This icon follows the exact rules for Slide, with the following addition: this icon allows a Troop Tile to move in the direction of the Jump Slide icon and completely ignore any tile that might be adjacent, along the direction indicated. (This will not allow a tile to Jump Slide past the Mountain Tile.)



Strike: This icon allows a Troop Tile to capture from afar. Remove an enemy Troop Tile in one of the squares indicated by this icon (see *Capturing Tiles*, at right), but leave the Troop Tile in its original location; using this icon does not move the Troop Tile, but the Tile still flips. This icon has no effect on a friendly tile.



Command: A Troop Tile with these symbols can move other Troop Tiles around it. Instead of moving this Troop Tile, the player moves one of the Troop Tiles he controls from any square indicated by one of these symbols to any other square indicated by one of these symbols; though this tile does not move, it still flips, as always. If the Troop Tile that was moved ends its turn in a square occupied by an enemy tile, capture that tile (see *Capturing Tiles*, at right); a tile cannot end its move in a square occupied by a friendly tile.

The Mountain Tile (see p. 8) does not block Command movement in any way (a tile still cannot end its movement in a Mountain Tile). No other tiles block a Command move in any way; the moving tile simply can move from any square with the Command icon to any other square with the Command icon.



Dread: After any movement or placement of a new tile is complete, any tile (friendly or enemy) in a square covered by a Dread icon is frozen in place. The tile cannot be moved, captured, shifted by the Command ability, or use any ability, until the Dread icon is removed (i.e. at the start of the controlling player's turn, the Dread icon is no longer covering the previously frozen tile). The Fort (and Camelot) Tile protects against the Dread icon; a tile in the Fort (and Camelot) cannot be frozen in place, while a tile with a Dread icon inside the Fort (and Camelot) cannot freeze any tile in place outside. Additionally, any tile acting as the Duke, as well as any tile with a Dread icon, is immune to the Dread icon.

Defense: A tile cannot capture a target tile if its straight move towards or into the target square would pass through a square with a Defense icon as indicated on the target tile; even if the tile starts the turn adjacent to the target tile, if the square it starts on indicates a Defense icon on that tile, the target cannot be captured.

If a move into a target square using a Jump icon can be achieved with a straight line move, then in the instance of a Defense icon on the target tile potentially blocking that move, that straight line must be used and hence is blocked; i.e. you cannot take a non-straight line to the target. However, if there is no straight line move to the target square, then the player can use which ever path can move around the Defense icon.

The Strike icon follows the same rules as the Jump icon; i.e. if there is a straight line attack to the target hex, that must be chosen and so if a Defense icon is along that path, it blocks the Strike icon. But if there is a non-straight path to the target, than the Strike icon can be used to capture the target.

Note that Command can always move a tile and capture the target tile, regardless of Defense icons.



In the diagram at right two players are using the Robin Hood Expansion Pack. It's the Prince John player's turn and he's trying to determine what his move should be.

Currently he has no ability to capture Little John. Since the Priest starts in the Defense icon square indicated by the Little John Tile and the Jump icon on the Priest to capture Little John is a straight line running from the Defense icon-indicated square to Little John, the Seer can't capture Little John.

Likewise, the Assassin's Jump Slide icon will not allow it to leap over the Defense icon-indicated square in an attempt to capture Little John.

The Prince John player then turns his attention to Friar Tuck and he's got several options to consider. The first is Sir Guy. Since there is not a straight line from the square occupied by Sir Guy to Friar tuck for the Jump icon on Sir Guy that will allow him to move to Friar Tuck's square, the "straight line" rule does not apply. However, while this leaves two potential paths to the target square, since both the "Green Path" and "Blue Path" Jump moves pass through a Defense icon-indicated square, Sir Guy cannot capture Friar Truck.

Second, there's the Ranger. While it has the same "non-straight line" set-up as Sir Guy, leaving two paths to the target, in this instance only the "Purple Path" Jump move passes through a Defense-indicated square, while the "Red Path" Jump move doesn't involve a Defense icon so the Ranger could capture Friar Tuck.

However, there's a better move. Since the Command icon ignores the Defense icon, the player could use the Command icon ability on Prince John (flipping the tile, as usual), to move the General into capture Friar Tuck, which will simultaneously put Little John into danger of being capture next turn.

Flip the Tile: In all instances above, at the end of a player's turn (after a movement icon has been used), the Troop Tile that used an icon is flipped to the other side. If the Troop Tile moved to a new square, it is turned to the new side after reaching the new square. If Strike or Command icons are used, the player still flips the Troop Tile, even though the tile didn't move. When using the Command icon, the Troop Tile that is moved does not flip; only the Troop Tile that initiated the move is flipped (that is, the tile that used the Command icon).

Capturing Tiles: Any time a Troop Tile ends its move in a square occupied by an opponent's Troop Tile, remove the opposing piece from the gameboard (simply place it next to the board). Whenever a player moves a tile that will allow him to capture his opponent's Duke on his following turn, he must say "Guard."

Putting the Duke Tile in Danger: A player cannot move a Troop Tile if it would allow the opponent to capture his Duke Tile (or any tile acting as the Duke) in the next turn.

Looking at Opposite Sides of a Tile: A player can always pick up and review the reverse side of any Troop Tile he controls; he does not have to show his opponent that side when doing so. Unless both players agree at the start of a game, a player should never pick up and review an opponent's Troop Tiles.

Hint: The opposite side of a Troop Tile's movement grid can often be very different from the front. A player may move thinking he's safe from a tile, only to have his opponent move the tile and flip it, putting his own tiles in danger. Part of the strategy and thrill of *The Duke* is trying to remember all the capabilities of the opponent's Troop Tiles, while maneuvering your own toward victory. However, for those players wishing for more ease of play, pp. 15-16 of this rules booklet shows all of the Troop Tiles for reference during game play.

PLACE A NEW TROOP TILE

During each player's turn, instead of moving a Troop Tile he controls, he may place a new Troop Tile on the gameboard.

Draw a random Troop Tile from the appropriate bag and place it starting side up (marked with a starting icon) in any empty square that shares a side with your Duke (sharing only a corner is not allowed); remember to place it with the correct orientation (see *Orientation*, p. 2). If the controlling player's Duke is surrounded (either by the controlling player's or the opponent's Troop Tiles, or the edge of the gameboard), a new Troop Tile may not be placed; a player must instead move a tile already on the gameboard (see p. 3).

Once a tile is removed from the bag, it must be placed on the board, even if it is automatically in danger of being captured next turn.

If a player's bag runs out of Troop Tiles, that player can no longer place new tiles during this game; the player must move a tile every turn.

Stuck Tiles: Tiles can be "stuck" in a position, either moved or placed there, where they can't move for the rest of the game.

Hint: Because Troop Tiles may become stuck, players should take careful note of where they are moving a tile and especially where their Duke is when they are drawing a new tile.



In the diagram above, Tina is playing the lighter tiles and it's her turn. Unfortunately, she's in a bad way as she's managed to get herself trapped on the far side of the board.

If she moves her Footman into the open space, it can be captured by her opponent's Champion Tile. She can't move her Duke to capture the Wizard, as the Marshall Tile would then be able to capture the Duke, so that move isn't allowed. Her best option could be to simply draw a tile from the bag and hope for one that would allow her to move and eliminate the Marshall, thus potentially allowing her to eliminate the Wizard with the Duke in the turn after that.

However, she's only pulled one of her three Pikemen. If she pulls a Pikeman Tile now, as shown in the diagram, the only place she can put it is on the left of her Duke Tile; she can't place it in the open space kitty corner to her Duke, as that's not allowed. Placing the Pikeman to the left of her Duke, however, would trap her Pikeman for the rest of the game and also trap her Duke, forcing her to sacrifice her Footman on the next turn to open up a new space on the right of the Duke Tile and then hopefully draw a tile that can break her out of the position she's in.

She'll remember next time to try not to let herself get so trapped.

WINNING THE GAME

The game is won as soon as a player captures the opponent's Duke Tile.

EXPANDED PLAY

The following rules provide expanded game play options for additional enjoyment of *The Duke*.

As any of the expanded game play options can add more complexity, which often means a longer game, both players should agree to using any such rules before game play begins.

ENHANCED ABILITIES

Any tile with a double border around its movement grid has an enhanced ability and so is considered an "enhanced tile"; i.e. if there are rules beyond the standard Movement Icons found on a tile that apply to that tile, it is considered enhanced. This allows players to easily sort enhanced tiles from non-enhanced tiles.

The bottom, right-hand corner of an enhanced tile displays a Roman numeral matching one (or more) of these powers. This provides a quick and simple identifier of a tile's enhanced ability(s).

In addition to the standard rules, the following enhanced abilities' rules apply to enhanced tiles, as specifically noted.

Note: As with the Movement icons, not all of the enhanced abilities are used by tiles found in this box set, but encompass the abilities found in future expansions as well. They are provided here so even after obtaining future expansions you can reference all such rules in a single location. (This also provides player's the chance to add these additional abilities to different tiles to change-up their individual game play; especially new tiles they build using the customize sticker sheets!)

Summon

I If a tile with Summon is in play, in place of moving a tile or drawing from the bag, the player may "Summon the tile." The player flips the Duke Tile (or any tile acting as the Duke) over (it remains in its current square), and he may move the tile from where ever it is located on the board and place it fully adjacent to the Duke; the called tile remains with its current side up. This move is NOT a Command move and so cannot be used to capture a tile; there must be an open, fully adjacent square for the summoned tile to occupy after being called.

Divination

If a tile with the Divination ability is in play and has its non-starting side up, the player may

II choose to "move" the tile by flipping it back to its starting side (it remains in its square). Immediately the player must select three random tiles from the bag, choosing which one he wants to place on the board and puts the other two tiles either back in the bag, or the player may decide to "destroy" one or both tiles by simply placing them beside the game board as though they were captured; the chosen tile is placed normally.

Escape

III In place of moving a tile or drawing from the bag, the controlling player of a tile with the Escape ability may sacrifice any of his tiles fully adjacent to the tile (simply remove it and place it on the side of the board), to initiate the "Escape" ability. Then move the tile with the Escape ability back to one of the two starting squares where the Duke may set-up before play begins; the tile automatically reverts to its starting side. If one of the squares is occupied by an opponent's tile, the escaping tile may automatically capture that tile; if both tiles are occupied by a friendly tile, the escaping tile sacrifices a tile of the player's choosing (i.e. it's captured and removed from the game).

In the diagram on the following page, two players are using the Musketeer Expansion and the Richlieu player finds himself in trouble. It's his turn and the Richlieu Tile, acting as the Duke, is under Guard from the Dragoon, so it must move or the player looses the game. The controlling player can't use Richlieu's Jump icons as that would move the tile off the board, nor can he use its Command ability as there's no tiles to manipulate in those squares. He also can't use the front Move icon as it would mean its capture by Porthos; can't use the right Move icon as a friendly Footman is there; can't use the left Move icon as that would leave the tile to still be captured next turn by the Dragoon. Finally, the controlling player can't pull a tile and place it in an attempt to block a move as the Dragoon's Jump icon will move past any such tiles.



Normally this would mean the end of the game with the capture of Richlieu which is acting as the Duke. However, the Richlieu tile has the Escape ability. Even though Richlieu is actually in one of the two Starting squares for a Duke, the controlling player can still sacrifice the Footman tile, placing it on the side of the board as though it's been captured and Richlieu takes the place of the Footman tile. Since Richlieu is already on its starting side, the controlling player does not need to flip the tile.

While Richlieu lives another turn, he's still in a world of hurt with the Musketeers almost ready to vanquish that player.

Ransom

IV In place of moving a tile or drawing from the bag, a player that has captured a tile with the Ransom ability on it may activate that ability. There are two instances when this ability can be used (a player can only ever use one ability at a time):

- In place of sacrificing a tile during an Escape (see above), the player ransoms back a previously captured tile with the Ransom ability to the opponent.
- The player may trade a captured tile with the Ransom ability for any previously captured tile by the opponent with the Escape ability.

Any retrieved tile in this fashion is placed in a staring square as though it just used the Escape ability (see p. 7).

In both instances of ransoming the tile back, the opponent receiving the tile with the Ransom ability places it back in his bag.

TERRAIN TILES

The following tiles modify the gameboard. Unless specifically stated otherwise, no two Terrain Tiles can occupy the same square.

Capturing Tiles: Any tile(s) captured by a Terrain Tile are not considered to have been "captured by an opponent."

Note: As with the Movement icons and Enhanced abilities, not all of the Terrain tiles outlined below are found in this box set. Instead, as before, the rules are provided here so even after obtaining future expansions you can reference all such rules in a single location.



Mountain Tile

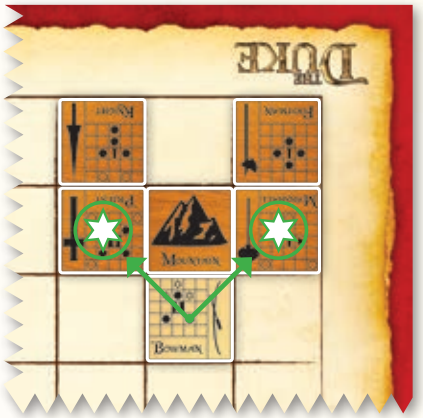
Before play begins, randomly determine the placement of the Mountain Tile into any open square after set-up is complete (see p. 2).

The following rules apply to the Mountain:

- **The square that is occupied by a Mountain Tile** cannot be moved into with the Move, Slide or Jump Slide icons, or jumped over with the Jump or Jump Slide icons. Just like the Defense icon (see p. 5), if there is a "straight jump path" from the moving tile to the target square and the Mountain Tile is anywhere along that path, the jump cannot be made. However, if there is no straight line move to the target square, then the player can use which ever path can move around the Mountain Tile.
- **New Troop Tiles** drawn from the bag cannot be placed in this square.
- **The Strike icon** cannot be used if a straight line between the target square and the center of the square occupied by the Troop Tile crosses any part of a square occupied by the Mountain Tile. If that line directly cuts through a square "kitty corner" to the Mountain Tile, then the icon can still be used.
- **The Command icon** cannot be used to move a Troop Tile into a square occupied by a Mountain Tile.

In the diagram on the following page, both the Bowman and Pikeman Tiles are showing their non-starting sides.





For the Pikeman, a straight line drawn from the center square occupied by it to either of the squares it could normally target with its Strike icon passes through the square occupied by the Mountain Tile, so it can't use that icon in either square this turn; this means the Knight and Footman Tiles occupying those squares are safe for now.

However, if a player trades out the Pikeman for the Bowman in this situation, things change. A line drawn from the center of the Bowman's square to the center of the target square on either side of the square occupied by the Mountain Tile passes through the "kitty corners." As such, the controlling player can still use the Strike icon in either square to eliminate the Marshall or the Priest; obviously the player cannot use the Strike icon in the third, front square. Since an opponent would be able to eliminate the Bowman next turn by using the Priest's Move icon, using the Bowman this turn to remove that threat by capturing the Priest is likely the best move.

Fort Tile



Before play begins, randomly determine the placement of the Fort Tile into any open square after set-up is complete (see p. 2).

The following rules apply to the Fort Tile:

- **The square that is occupied by a Fort Tile** can be moved into with the Move, Slide or Jump Slide icons; simply place the Troop Tile on top of the Fort Tile. If an enemy tile already occupies the square, capture it.
- **Only a single Troop Tile** can be in the square occupied by a Fort Tile at the end of a turn; if a friendly Troop Tile is already there, then the move cannot be made.
- **A Fort Tile** can be jumped over with the Jump or Jump Slide icons (as noted, though, you cannot enter the Fort square with these icons).
- **New Troop Tiles** drawn from a bag cannot be placed in this square.
- **The Strike icon** cannot be used to capture a Troop Tile in the same square as a Fort Tile. However, a tile inside the Fort Tile can use its Strike icon against any tiles outside the Fort Tile.
- **The Strike icon** cannot be used if a straight line between the target square and the center of the square occupied by the Troop Tile crosses any part of a square occupied by the Fort Tile; if that line directly cuts through a square "kitty corner" to the Troop Tile, the icon can be used (just like the Mountain Tile; see p. 8).
- **The Command icon** can be used to move a Troop Tile into (or out of) a square occupied by the Fort Tile (which means a Tile can be captured in the Fort using the Command icon).

Dragon Tile



After both players have set-up (including placing any other tiles such as Flags, Mountains or the Fort), randomly place the Dragon in one of the middle four squares of the gameboard, with its orientation facing either to

the right or to the left; i.e. the orientation of the tile should not match either player. The final set-up cannot allow a player to lose a tile to the Dragon before his first turn even starts; if such would occur, randomly adjust the set-up until that situation cannot occur.

In between each player's turn the dragon may act of its own accord; i.e. after one player has fully finished his turn and before the other player starts. During each in between turn, if there is a tile that may be captured by the Dragon, the Dragon automatically moves to capture the tile; if there is more than one tile it may capture, randomly determine which tile it captures. The Dragon tile does not flip over to its non-starting side after its move and it keeps its same orientation (i.e. to the right or left). If a move places the Dragon at the edge of the game board, during the next in between turn, the Dragon will re-orient to the opposite direction only; it will not move to capture a new tile on the turn it re-orients, even if it could.

On each player's turn, if the player can capture the Dragon tile using either the Slide or Jump Slide icon (and ONLY those two icons), the player can choose to take their entire turn to enrage the Dragon. To do so, the player moves an appropriate tile with either the Slide or Jump Slide icon into the square the Dragon occupies, pushing it one square in the direction of the move. Once the Dragon is in the new square, it flips over to its "enraged" side, and the player that enraged it may choose either to re-orient the Dragon towards either his opponent or himself. If there is a non-Terrain Tile in the square where the Dragon is pushed, that tile is immediately captured and the Dragon does not enrage; in this instance, the player should randomly re-oriente the Dragon either right or left, however. Once the player has moved the tile and chosen where to point the enraged Dragon, he has no further control over the tile.

The enraging and re-orienting of the Dragon tile takes the Dragon's next in between turn action, and so play proceeds directly from the player that enraged the Dragon to his opponent.

During the next in between turn after the Dragon was enraged, the Dragon will capture up to two tiles at once using only its Strike icons. If there are more than two tiles, randomly determine which tiles are captured. If there are no tiles it can use its Strike icons against, then randomly determine where it moves using its Move icons; if there is a tile in the square where it moves, capture that tile. After it has moved into its new square, rotate the Dragon 90 degrees in the direction of the move; i.e. if it moves to the left, rotate the Dragon 90 degrees to the left, if it moves to the right, rotate the Dragon 90 degrees to the right. After the Dragon has finished moving and rotating, if it did not capture a tile through its Move icon, check again to determine if any tile(s) are captured using the Dragon's Strike icons. If it does not capture any tile(s), its in between turn is done.

Once the Dragon is enraged, it cannot be re-enraged again (i.e. using the Jump or Jump Slide icons) until it flips back over to its reverse side. The dragon only un-enrages once it has captured at least one tile (whether using its Strike or Move icons). When it captures a tile(s), immediately flip the Dragon back to its starting side and randomly re-orient it either right or left. In the in between turn when it un-enrages, even if the Dragon could, it will not move to try and capture a tile.

Mountain and Fort (Camelot) Tiles: The Dragon will move into the Fort (or Camelot) Tile, using its Move icons, while on its Starting side, to capture a tile. The Dragon can move into both the Fort (Camelot) and Mountain Tiles when being pushed by a move that will enrage it. Additionally, while moving randomly on its enraged side, the Dragon can enter both the Fort (Camelot) and the Mountain Tiles.

The Mountain and Fort Tiles block the Dragon's Strike icons per the standard rules (see pp. 8-9); this includes the Strike icon not working against a tile within the Fort. However, if the Dragon is enraged and in the Fort square, it can use its Strike icons outside of the Fort (or Camelot) per the standard rules (see p. 9).

Dread: The Dragon is immune to the Dread icon.

Flag Tiles



In some Alternate Objectives games, described starting at right, the players place Flag Tiles on the gameboard before play starts.

Flag Tiles can be picked up and carried by Troop Tiles that end their move in a square occupied by a Flag Tile; simply place the Troop Tile on top of the Flag Tile.

On a player's turn, instead of making a normal move as indicated by the movement icons on the Troop Tile's movement grid, the Flag may be moved to another Troop Tile controlled by the player if that Troop Tile occupies a square that shares a side with the current Flag Tile holder; simply move the flag tile from underneath the first tile to underneath the new tile. If there are no other squares occupied by Troop Tiles the player controls that share a side with the current Flag Tile holder, the Flag Tile cannot be moved.



ALTERNATE OBJECTIVES

As with any military campaign, the objectives of a given battle can change based on circumstances. These rules provide a variety of options for mixing up the style of any *The Duke* game; players may find that these ideas spawn additional variants they'd like to create themselves.

Unless stated otherwise below, all the standard rules of game play apply.

Dread: The Dread icon (see p. 4) can have a drastic effect on any of the Alternate Objectives. As such, players should carefully consider whether to allow any tiles with a Dread icon into any of these games.

Counting Coup

When honor is at stake, shaming your opponent with minimal bloodshed can raise your glory high.

The following additional rules apply:

- **Each player places a Flag Tile**, after set-up, in any open square along any edge of the gameboard. The player who finished set-up last (see p. 2) places his Flag Tile first, followed by his opponent.
- **Use the rules for carrying and moving the Flag**, at left, when playing for this objective.
- **A player cannot** enter the square occupied by an opponent's Flag Tile.
- **Score 1 point** for ending a move in a square sharing a side with the square occupied by the opponent's Flag Tile (simply write the score down on a piece of paper, or track it in some other fashion); "kitty-corners" do not count. After the point is scored, the owner of the Flag may immediately move that tile to any square sharing a side with one of the Troop Tiles he controls, and then takes his standard turn. If there is no open square that fits the criteria, the Flag Tile cannot be moved.
- **No points are scored** for Troop Tiles that begin a turn in a square that shares a side with the opponent's Flag Tile square (even if a Troop Tile uses the Strike or Command icon and flips at the end of its move).
- **Placing a new Troop Tile** on the board in a square that shares a side with the Flag Tile square does score a point.
- **If a player's Duke is captured**, that player cannot place any new Troop Tiles on the gameboard; players do not win by capturing the Duke, however.
- **If a player has all of his pieces captured**, he automatically loses (the opponent wins).
- **A player wins** immediately upon scoring 3 points.

Trophy Hunters

A Duke may be powerful, but he's not always the endgame in the Machiavellian power plays within the king's lands.

The following additional rules apply:

- **Each player places a Flag Tile**, after set-up, in any open square on the opponent's home edge. The player who finished set-up last (see p. 2) places his Flag Tile first, followed by his opponent.
- **A player cannot pick up** or move his own Flag Tile; that is, he cannot end his turn with one of his Troop Tiles occupying the square of his Flag Tile.
- **Using the rules under Flag Tiles** (see p. 10), each player may choose to move his opponent's Flag Tile on his own turn.
- **If a player's Duke is captured**, that player cannot place any new Troop Tiles on the gameboard; players do not win by capturing the Duke, however.
- **If a player has all of his pieces captured**, he automatically loses (the opponent wins).
- **A player wins** immediately by moving his opponent's Flag Tile to any square along his own edge of the gameboard.

Trophy Hunters Example















In the first diagram on the previous page, Joshua, playing the light-colored tiles, is in a good position. His opponent, Frank, has had a string of bad luck, leaving his Flag exposed. Joshua is going to capitalize on that and try and move it to his gameboard edge.

It's his turn, so in the second diagram on the previous page, the first thing Joshua does is move his Footman Tile into the square occupied by the Flag Tile.

Frank, to stop Joshua from moving his Knight next to the Footman, wants to eliminate the Knight Tile. He could use his Pikeman, but that would put it in danger of capture by Joshua's Footman next turn. Instead, in the third diagram, he uses the Strike icon of the Bowman (flipping the tile even though it didn't move) and captures Joshua's Knight Tile.

However, Joshua's got a backup strategy. In the fourth diagram he moves the Wizard adjacent to the Footman.

Frank's not in a position to use a Strike icon against the Footman, nor can he move into the square to capture the Footman while the Flag is there, so in the fifth diagram Frank sets up for the next best option and moves his Pikeman.

Rather than moving any pieces (or placing a new piece), in the sixth diagram Joshua moves the Flag Tile from underneath the Footman Tile to underneath the Wizard Tile.

That's what Frank was hoping for. In the final diagram, he uses the Strike icon from the Pikeman to capture the Wizard (he flips the Pikeman Tile, as normal), leaving his Flag Tile by itself in a square.

Joshua's still got the advantage, but he's several turns from being able to move Frank's Flag Tile the one last square needed to hit his home edge and win the game.

Dark Rider

Sending a lone rider to harass an enemy's flank can be devastating to enemy morale, while showcasing the superiority of your own troops.

This is the most challenging of all the alternate objective scenarios. It's exceedingly difficult for the Knight to pull out a win. To lesson the difficulty of the scenario, players can either play with only 3 Pikeman, or you can switch out the Knight for the Ranger. Or, despite a string of losses, you might just keep trying the scenario as is, knowing your awesome bragging rights once you pull off a win with the Knight!

The following additional rules apply:

- **One player selects 4 Pikeman** (he'll need to use Pikeman Tiles from both bags), and places them in any squares of his edge of the gameboard. How the player chooses which squares to place the Pikemen in is completely up to him.
- **Once the first player** has placed all his Pikemen, the opponent places a single Knight Tile in any square along his edge of the gameboard and then takes the first turn to start the game.
- **The Pikeman player** immediately wins by capturing the Knight, or by moving three of his Pikeman Tiles into squares on his opponent's edge of the gameboard (if the Knight player captures at least two Pikemen, the Pikeman player cannot win in this second fashion).

- **Once a Pikeman Tile** reaches the opponent's edge, it is frozen and cannot be moved or captured for the rest of the game.
- **The Knight player** immediately wins by capturing three or more Pikeman Tiles.

Dynastic Dispute

When a clear line of succession is in dispute, the court can be torn asunder with blood fighting blood, but snatching victory under such conditions is the mark of a true noble!

The following additional rules apply:

- **Before the game begins,** players set aside their Duke and three Footman Tiles, then place all the rest of their tiles in front of them and then randomly determine who will select first.
- **The first player selects a single Troop Tile(s) type** and places it in his bag. The second player takes all his Troop Tile(s) of that type and places them back in the box; they won't be used this game.
- **The second player** then selects a single Troop Tile(s) type of those remaining in front of him and places it in his bag. The first player then takes all of his Troop Tile(s) of that type and places them back in the box; they won't be used this game.
- **This alternates back and forth** until all Troop Tiles are either in bags or in the box.
- **Each player takes** one of his Footman Tiles and places it in his bag.
- **The player who picked first**, as described above, sets up first; proceed with standard set-up (see p. 2).
- **The player who picked second** takes the first turn.
- **All other standard rules** apply during game play.

Dawson and Kristian are about to play the Dynastic Dispute variant. They've set aside their Duke and Footman Tiles, have decided not to play with the enhanced tiles Duchess and Oracle, and have all the rest of their Troop Tiles in front of them; they randomly determine that Kristian will choose first.

While it's not the best piece, Kristian likes having the extra three tiles and chooses the Pikeman; Dawson takes his three Pikeman Tiles and places them in the box.

Dawson then has the chance to pick one of the more powerful tiles and chooses the Wizard; Kristian remembers to place his Wizard in the box.

Kristian then grabs the Champion; Dawson places his in the box.

Dawson snags the Bowman; Kristian puts his in the box.

Kristian then selects the Seer; Dawson's goes in the box.

Dawson snatches up the Priest; Kristian drops his in the box.

Kristian grabs the Knight; Dawson tosses his in the box.

Dawson then selects the General; Kristian puts his in the box.

Kristian then pulls the Marshall; Dawson places his in the box.

Dawson nabs the Longowman; Kristian tosses his in the box.

Kristian pulls the Assassin; Dawnson puts his in the box.

Dawson selects the Dragoon; Kristian places his in the box.

Finally, Kristian takes the last tile, the Ranger, and Dawson drops his in the box.

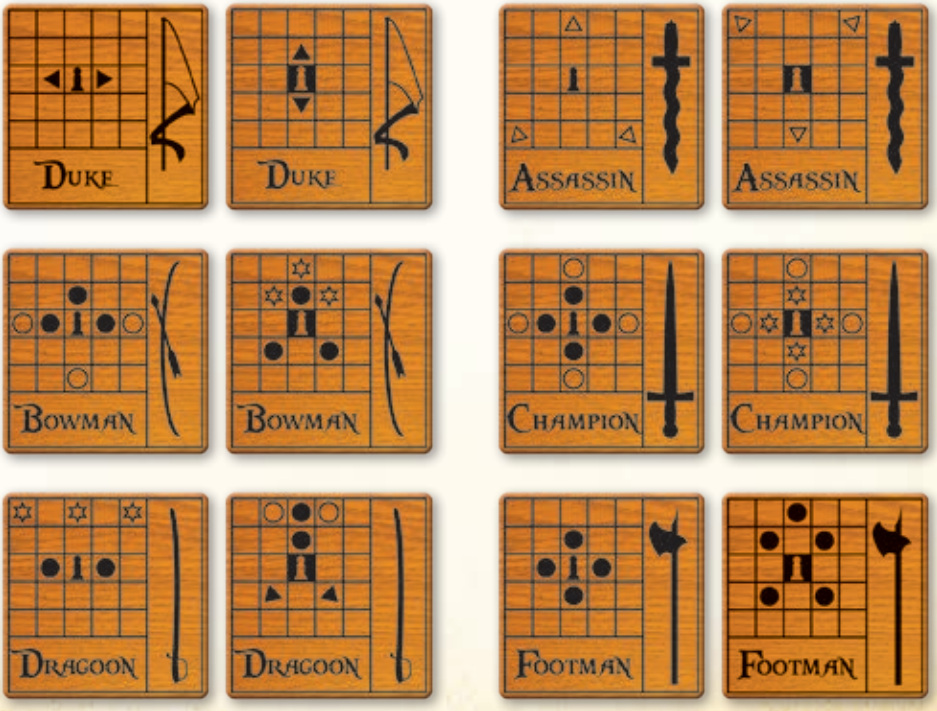
They each take one of their Footman Tiles and place it in their bag. Then Kristian sets up his Duke and two Footman Tiles first, followed by Dawson, who then starts the game by taking the first turn.

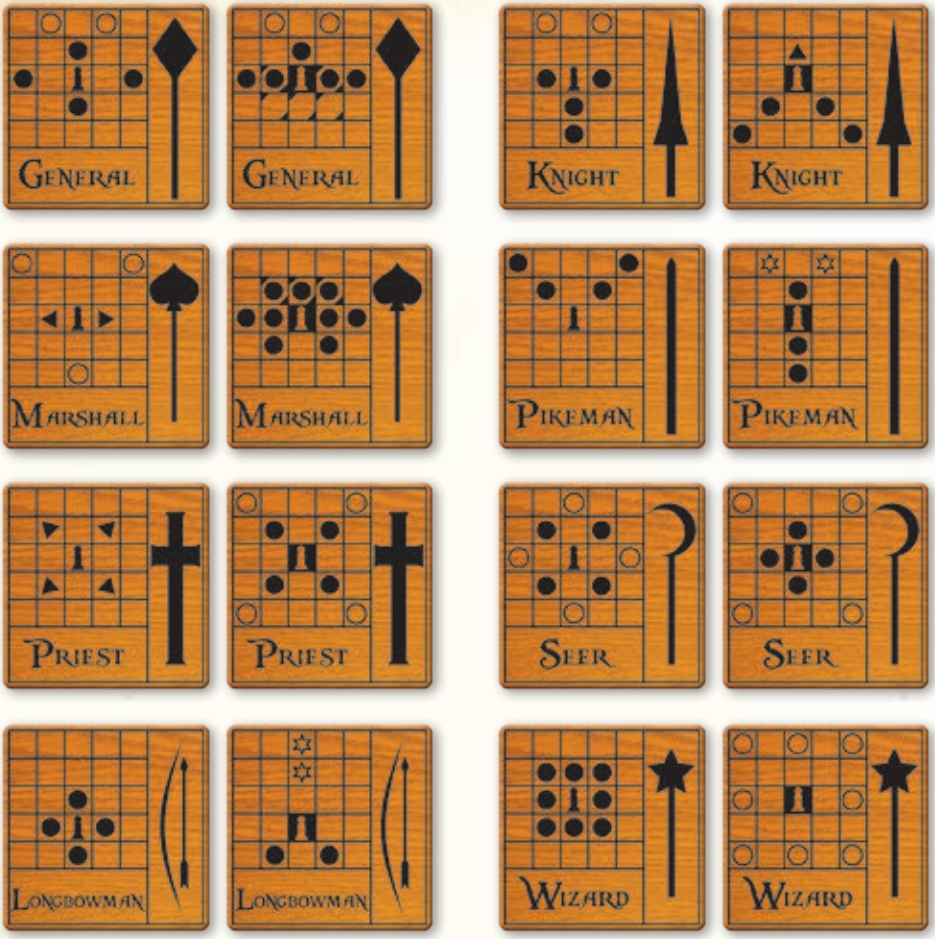
See p. 8

TERRAIN TILES



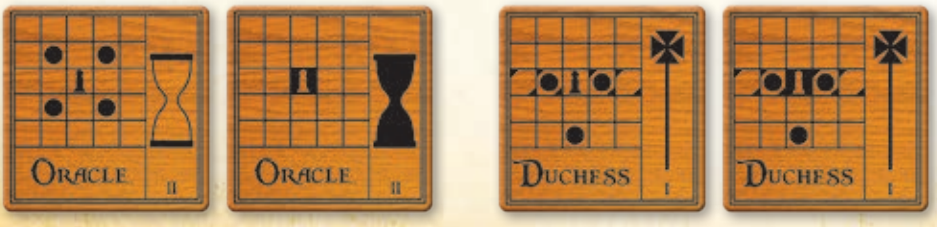
TROOP TILES





See p. 7

Enhanced Tiles

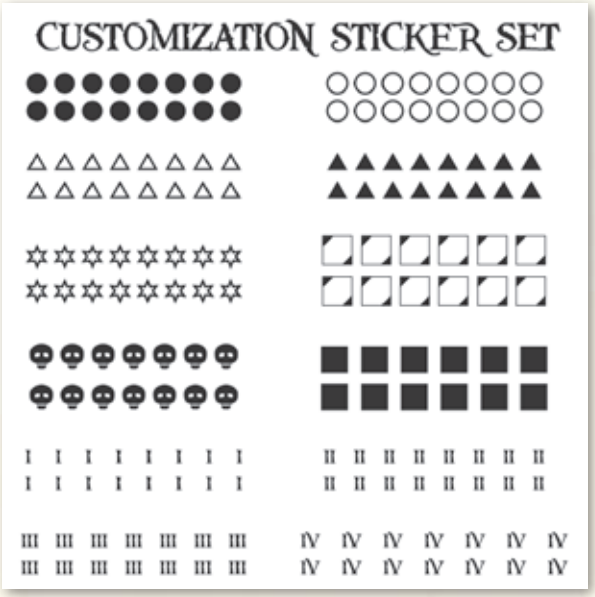


CUSTOMIZATION STICKER SET

Customization Tiles allow players to create their own, unique tiles. Using the blank tiles and the sticker sheets, each player can design and field a tile of their very own.

There is no right or wrong way to design a tile, nor are there "rules." Players will quickly find, especially moving beyond the base game into the Expansion Packs, that there's a wide variety of designs covering all sorts of game play styles.

While a player can go utterly wild and design any type of tile, doing so could prove a little unbalancing. Players instead should use the regular tiles as a guide, as each tends to fill a specific role and almost always has strengths and weaknesses. This allows for the great synergy of multiple tiles overlapping their abilities in both offensive and defensive ways during the game. Using that template when designing a new, unique tile will better ensure that said tile offers great new and fun tactics of play, while not being so over powering that when it enters the game it turns into a win for that side every time.



Players may find they need to adjust their design after play; that's why we included two sheets (i.e. the stickers are not designed for repeat use, so pealing off a sticker may render it unusable).

Players may also decide they want to use these stickers to modify extent tiles. While ultimately each player group can decide what they'll allow, such modifications should be undertaken with extreme care as it can be easy to upset the balance of a tile.

Experiment, learn, and most of all, create a piece that's fun to play!

Note: There's a chance that a player, when dipping their hand into a bag, will be able to tell a customized tile from a standard tile. Players will need to determine if that's the case for their group and come up with different options for how to handle that situation. For example, if a group is substituting their customized tile for an extent tile, then simply leave the extent tile in the bag and when it's pulled, replace it. If players are adding to the game, they could perhaps use the Mountain or a Flag Tile as the stand-in and once it's pulled, replace it. And so on.



PATRONS OF THE ARTS

SchuleinP, Rambo, Daniel Johnson, Damon Richardson, George Duffy, James Buckett, Kevin Rodkey, Matthew Ley, Matt Morley, Thomas Diener, Frank Raskow, Richard Libera, Brett 1324, Peter Endean.



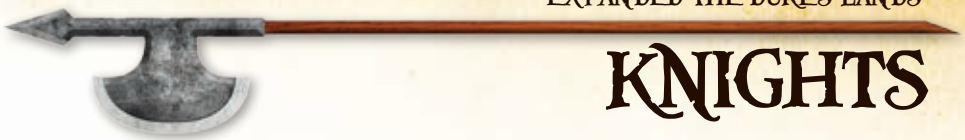
ENGINEERS OF THE REALM

Daniel Cisek, Stephen Mercer, Jonathan Dietrich, Kelly Leahy, Adrien Potheau, Sent fan Wyaerda, Del Mason, Steven Redfearn, Matt Morley, Storm Holloway, Christian Busch, Benjamin Nicholson, Chris Schreiber.



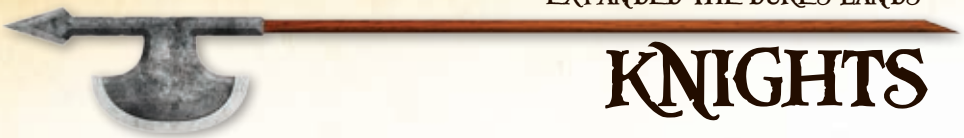
HIGH COUNCIL

Chris Schreiber, Martin Gregory, Cole Busse, Storm Holloway, Jonathan Dietrich, Kelly Leahy, Richard Parent, Daniel Cisek, Selkirk Brown, Jim Buckett, Steven Redfearn, Adrien Potheau, EJ Tracer, Sent fan Wyaerda, Christian Busch, Chris Kreskai, Alexander Shvarts, Karlis, Aaron Crabtree, Eurion Kemish.



KNIGHTS

Michael Stackpole, Robyn "Rat" King, Michael Katz, Andrew Stevens, Damon Richardson, Keyes, Paul Rubin, Keith Koleno, Cole Busse, John Morrow, palenoue, Jeffrey Zinn, Bruce Turner, James Priebnow, Gal Buki, Chris Schreiber, Stuart, Vestifex, Hank Panethiere, Neal Dalton, Tom Hughes-Croucher, Mick Sullivan, scifantasy, Kennon Ballou, Richard Gropp, Vincent Arebalo, Joshua Beale, Bracken, Neil Roseman, Adam Moeller, Peter, Joshua Buergel, Carl Witty, Steven Fujisaka, Kurt Zdanio, Todd Berman, James Galloway, Alec Koumjian, Chris Andrews, Robert Duman, Stephen Hill, Christian Nord, Richard Lecours, Zac Belado, Amy Rich, Keith, Cathy Griffin, Laremy, Samual A. Rebelsky, maelic001, Mark Shocklee, Kristan Wheaton, Sean Holland, Evan Rattner, Matt Hogan, Carolyn Koh, Gred Saalfeld, Martin Sugianto, Bryan Wade, John Brewer, Tom Glennon, Jonathan Jordan, Rochelle, Stephan Szabo, T. Rob Brown, Luke Perrett, Torin Reed, Pete Baginski, J. C. Lundberg, Scott Pizio, Dorothy Al-Ghosien, Noah Warren Jones, Jeremy Monken, Andrew Stingel, Thomas Biskup, Alexander Pierce, Justin Schaffer, Dan Miles, John Dean, Steve, Daniel Velazquez, Stefan, Philip Stein, Ben Olmstead, Robert Slaughter, Ben Speakmon, Michael Kasprzak, Karsten Alexander Kopplin, anderland, Andrew Nichols, Ralph Bingham, Jeff "Darkwind" King, Nick Carter, DapperDevil, Pj Saad, David Ells, Lianne, Scott Thomas Martin, Tom Hansen, Nicholas Loffredo, kenrufo, Rick Koeppen, JasonR, Jason Saldana, Tim Braun, winaimed, Barabara Knighton, Peter Endean, R. Eric Reuss, Karl Aho, Miles Matton, Joseph Knight, Gamerstable_Dan, D. Spencer Zier, Marc J. Waters, Joseph Soonsin Lee, Hekse, WaruiTanuki, Eric Handler, Tom Hoefle, Jonathan C. Dietrich, Richard Morgan, jonathan plateau, Michael Dodd, Stephen Eckman, Jason Fordham, Esritt, rickwilhelm, S, Stephen Wilcoxon, Joe OToole, Brandon Levan, Richard Gable, Michael, Ian Gregory, Chris Growcock, David 'Design MC' Openheart, Dan F, Peter Holthaus, GameHen, Mark Biggar, Noe Ridgway, jim cook, Dave, Kevin Rodkey, Dreadpirate, Eric Ausley, Basil Berchekas III, Chip & Katie, Jeffrey Gates, Ben Ahroni, Kevin McAninch, Kyle Burckhard, Karl Zahler, Ola Mikael Hansson, Tyler, Ben Miller, Magentawolf, Micah Jones, Stephen Tavener, kim swanson, The_Healer, mark barbieri, Dan Lemcke, Chris Schock, John Becker, Jeremy Strickland, Barry Guertin, Sean, Jeff @ ThisBoardGameLife.com, David Sterling, Brian Henderson, Tony Marinaro, Zack Pope, Kip Kwiatkowski, SonofCyrus, Keith Strickland, James Lasseter, Sean McDonald, Joe Griesmer, NinjaSpank, Brad Devlin, Steve Benton, John Brieger, Mike Primeau, CanyonVR, Frank Piechorowski, Eric V, Kevin Kortekaas, Ken Nabbe, Emmanuel Aquin, Ryan Kinal, Steve Donovan, Colin Sng, Yannick Meyer, Sean D Whaley, Michael Remenak, Jchasse, Alex Kristopovich, Arne Kreutzmann, Kenneth Jenkins, matt kollmer, Quentin Antrim, Zankas, Colton Hoerner, Marcus, John James Ryan Jr., Jason Bean, Scott Elkin, Brian Query, Jake the gaming robot from the future, cormroc, Matthew, Michael Zabkar, Roland Bruno, Glenn, Matt Gualdarrama, Patrick Ciraco, Mitchell Parent, Nancy Hutchins, Ken Machacek, Michael OccupyR'lyeh Webster, Adán Tejada, Scott DeMers, SchuleinP, Alexander Shvarts, shiraki, Matt Morley, David Kegg, Jesse Wieman, John Kaufeld, Grant Lindsay, Bronson Wongkew, S. Reblesky, John Lambert, Chris Dennett, Philip A. Lee, Raechel Coon, Peter Wilson, Garth Elliott, Jon Shelky, Robert H. Mitchell Jr., Edward Hand, Lucas Reed, Dascalescu Dan, Garry Jenkins, William Vida, Gerald Collins, Michael Inguagiato, Marlon de Silva, Mark Sponholtz, CaitSidhe, Scott Vander Molen, Matthew Ley, Todd Showalter, timlinnemann, Thomas Schellenberg, Raymond, Adam, Michael, Hunter Kelly, Andrei Mouravski, Shaun Guth, Christopher Mitchell, Carolyn Atkins, gbreden, Edward, Brian Linnen, Graydon Schlichter, Derek Eldar, Rambo, Vincent Ecuyer, Manny Vega, Chris Dill, Pat Nelson, Ryan Templeton, Darren Stevens, Bill Jahnel, William Gruber, Akil Hooper, Jan Prowell, William Fritts, Brian Hough, Ken Nakai, Leonardo Lee, Rolf Laun, Vongalin, Richard Thrower, Tom Headley, John Bernardo, Matt B, Marlin Kreger, Ray Kramer, William Carpenter, bastiat, Conrad Yu, Bill Williams, Nathan Owen, James Powell, Brian Knudson, Channy Tremblay, Vincourt, Frank Rohrer, Marcus Steffen, Russell Cardullo, Brett,



KNIGHTS

Corey, Michael Campbell, William Koontz, Devon Jones, Paul Schwartz, Nick Huntington, Jeff Wowkowych, Joe Garcia, Stephen Jacobsen, Luke Farinella, Pierre-Luc Ramier, Andy Allen, Monte W. Lewis, DAK, Jonathan, Jude Melancon, maxx von Morton, Frank Raskow, Russell Morris, aaron jurkis, Mark Pavlou, Eileen, Jon Dowling, Kristoffer Olausson, dishocker, Alexander Hawson, Ron Zelman, John Brunhaver, Stephen Lewis, Lara Pohs, Roger Brandon, John Sokolowski, Peter Schweighofer, Gary Kamikawa, Maarten Bukkems, Delvin Mason, Bill Sullivan, Raymond Croteau, Marc Silverman, xzooma, Sleet, Shawn Thill, Aknorb, Ross Tarvin, Ken Fisher, Shannon Dorothy Parker, planetm, bz715se, Jason, Karlis Jerins, Winterhawk, Saul Dudley, Brian Pearson, Bennet R. Rosenthal, Jim Topa, L. Humenuk, Jason Fritcher, Vince, Patrick Cousans, Ken Kuhn, Zach Bertram, Jason Prince, Pat Styles, Robert McKeagney, Jared Cluff, Daniel Beaulieu, Daniel W. Cisek, MattDracula, Carsten Borg, Pedwidge, Dave M., Shteevie, Chase Macomber, Thomas Diener, Zentri, Ian Farragher, JP, Ian Torwick, Will Urban, Sebastian Haaf, Kevin M. Wing, Gregory, Brad Becker, Glenn Mochon, Damon Priest, Rolf Buchner, chris Sechler, Ryan Trottier, Keith O'Sullivan, Blake Cetnar, Nicholas Stadler, RC, ScrObot, Joseph Friesen, Andrew Lazar, Caine Hazen, Eric T. Garff, Jeff Casey, Captain of the Trigati, Eurion Kemish, Remi Thibault, Gregory Zuniga, Robin Hoover, Gerald Getskow, Floyd Pretz, Brain C. Brazil, Eric Nielsen, Michael Frederick Walter, Kevin Yancey, Chris Kreskai, Brett 1324, AJ Babcock, Carlos Suárez, Arion Hypes, Josh Kalmbach, Jamie Jeffers, Paul Sjardijn, Jack of all games, Jimmy Lee Maddox, Charles Molesworth, Thomas Panebianco, Joshua Knatz, Terry McKelvey, Stephen R. Mercer, Eli Salzbeger, Daniel Scherm, Jonathan Reynolds, Christian Wakeman, Sporx, Dale Chenault, Miniature Review, Christopher Sziklas, Wombat Sanders, Dawn DeBacker, Aaron Crabtree, Nikos Constant, George Duffy, Richard Libera, Martin Gregory, Jon Schleifer, N, Mike Schaffer, Scott Palmer, Willow, Sean Howard, Pug Uglie, Hoystory, Monte Kalisch, Phil Brown, Geektropolis Cantina, Fernando Villarreal A, Chuck Richmond, wolput wouter, Tom Stanley, James and Jennifer Bixby, James "RoundTop" Magnan, Daniel Johnson, Christian, Lynda-Jane Southon, Greg Morse, randy vranesh, Matthew Flynn, Mats Tönnehag, Brian Rooker, Paulie771, Chris Cowles, Marek Jurko, Hans Isaacson, Cbc, Brian Norris, Jonathan D'Silva, Weirdo, Jonathan Thames, Tribe Comics, D.J.Cole, Alson Farrell, Joe Moriarty, GWells, Scott Galliand, Brian Hansen, David Wolf, Aldermac, Michael Miller, Billy Butler, Gustavo Barona, Jeremy Kitchen, G Miller, aaron Phillips, Tom Campbell, Michael Moore, Eric, Kelly Leahy, Jay Zetterberg, S. Mcgiggans, Steven Redfearn, Allen Nilles, Travis Stonebraker, Tobias, Philip Langdale, Craig, david, Brad Hoffman, Christopher Ober, lowflyerfuy, Patrick Blaine McIntyre, Craig Antosiewicz, Veli-Pekka Jaakkola, Jerome Hope, Scott Cole, chad brown, Erik Brown, John Blankenhagen, Dennis Randle, Jake Thompson, Adrien "Adi" Potheau, Todd Lichty, KingJackaL, Ricky Cantrell, Chris Palmenberg, Charles Borner, Sent fan Wyaerda, Paul Kennedy, Aaron E., William Chen, Cerity "will you marry me" Tradewind, Village Idiot, Lou Moratti, Benjamin Nicholson, David, Sarah Pinault, Adam, kroner, James Buckett, Dennis Werberg, Nasfiel, Ryan Molony, Hans Weise, Marty Connell, Chris Brooks, Sam Willett, Benjamin Hosp, Colin Toenjes, Alan Bargender, Richard parent, Leif Bolander Baker, Dave Blisard, spukko, Jon Larsen, Fernando, Janelle Alvis, Daniel Dulek, Greg Marchand, Jason, Rebecca Query, Jeremy D, Tim, Michael Purgar, Walter Wolowicz, Jeffrey Morgan, john payne, Harrison Brace, Erick Tracer, Richard Walsmith, Ben Clarkson, Gill Wright, diego Molano, Andrew, Eli Seekins, Mark Ferrall, Matthew Sutorius, James M Romanchik, Storm, Yann Rethoret, Dreekenkorin.

THANKS!

COMING SOON!

THE DUKE™

EXPAND YOUR DUKE'S ARMIES WITH FIVE NEW EXPANSIONS!

Arthurian Legends

Eight new tiles from the legend of King Arthur!



Robert E. Howard



Four tiles from the stories by Robert E. Howard!

The Musketeers

Seven tiles from the adventures of the Three Musketeers!



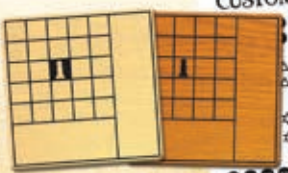
ROBIN HOOD

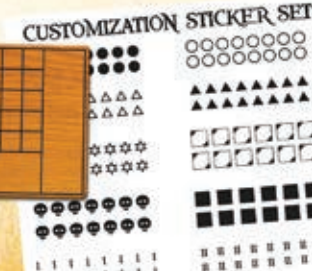


Field seven new tiles from the adventures of Robin Hood!

CUSTOMIZATION EXPANSION PACK

Design your own Troop Tiles with the Customization Expansion Pack!





Hex-A-Gon™

Move Your Knights to Victory!



In *Hex-A-Gon*, players jump hexagonal pieces over each other to seize them from the gameboard. During each turn, a player selects any "knight" on the gameboard and jumps them over other knights into open hexes. Any number of jumps into open hexes can be made in a turn, seizing a string of knights that count toward victory at the end of the game. However, be careful, as every move can open an avenue for your opponents to do the same!

BALANCE OF POWER



STRATEGY, INFLUENCE, AND ELEGANT WARFARE

In *Balance of Power*, players carefully create and move Kings, Generals and Bankers as they capture territories and expand their empires.
A player's skill and strategy are all that stand between him and ultimate victory!

CATALYST game labs™

CATALYSTGAMELABS.COM

LINEAR

Linear is an abstract strategy game in which players attempt to line up their markers to form sets of long straight lines on the game board. They also attempt to cut off avenues for opponents' lines. In the end, players are awarded points for their lines, with longer lines being worth more points. The player with the highest score wins!

COMING SOON!

HENCHMEN



Congratulations! As the new franchise owner of a Henchmen Unlimited Agency, you provide the needed help for many of the world's most discriminating major villains as they implement their evil plans. Survivors often claim that the experience is quite rewarding!

BUT BEWARE THOSE DOOMSDAY PLANS...

CATALYST game labs™

CATALYSTGAMELABS.COM

EACH TURN

- **Move a Troop Tile:** Move a Troop Tile on the gameboard using any legal move as shown by its movement profile, flipping it over to its reverse side once the move is done (see p. 3).
- **Place a New Troop Tile:** Pull a random Troop Tile from the player's bag and place it on the gameboard in an unoccupied square sharing a side with the square occupied by the player's Duke (see p. 6).
- **Use an Enhanced Ability (optional):** Use a single enhanced ability from a single tile. This only applies if players are using any Enhanced Tiles (see p. 7).

SYMBOLS


STARTING SIDE ICON


NON-STARTING SIDE ICON


MOVE


JUMP


SLIDE


STRIKE


JUMP SLIDE


COMMAND


DREAD


DEFENSE

CREDITS

Game Design
Jeremy Holcomb, Joe Huber and Stephen McLaughlin
Additional Tile Design
Randall N. Bills
Loren L. Coleman
Assassin
Adam Moeller
Casey Moeller
Dragoon
James Bixby
Jennifer Bixby
Longbowman
Chris Schreiber

Editing
Diane Piron-Gelman

Game Development
Randall N. Bills
Assistant Development
Loren L. Coleman

Logo, Game Graphic Design & Rulebook Layout
Matt Heerdt

Special Thanks
To Chris Schreiber, who stepped up and helped in a big way as we navigated these foreign Kickstarter waters, and Bryn Bills, who played literally hundreds of games and brought great insights into balancing the Expansion Pack tiles.

Dedication
To all the Kickstarter backers for allowing us to take a fantastic game and add so much more cool...you guys are amazing!

Kickstarter Playtesters
Chris Kreskai, John Payne, Del Mason, Benjamin Nicholson

Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 91st Ave NE • E502
Lake Stevens, WA 98258

©2013 Catalyst Game Labs. All Rights Reserved. The Duke is a trademark of Catalyst Game Labs in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo is a trademark of InMediaRes Productions, LLC. Made in China.