

Have you ever gotten to your gaming session on time and found out that, surprise surprise, the other players are LATE? Do you have a few minutes to kill while your GM is in the bathroom? This shotgun card game is quick to set up and easy to play, making it the perfect 'what are we gonna do for the next 5 minutes' solution.



A game by Jeremy Moshe
Art and Design by Max Tozer
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DUELS OF CARTISORA

"You enter into the pits of Cartisora with great trepidation. Your opponent is standing opposite you on the far side of the great sandy expanse, weapons brandished and brow furrowed. He looks like a worthy opponent—but you don't let your admiration show. You pull out your own weapon and let out a vicious, snarling cry. Only one of you will leave these pits alive and that one will be you."

Setup



2 Players



Age 8+



5 Minutes

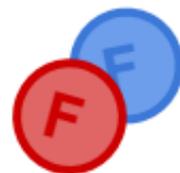
There are 6 character decks in the base set of Duels of Cartisora. Each deck includes a **Reference Card** and 12 playing cards: 7 **Basic Number Cards**, 1 **Boast Card** and 4 **Special Cards**.



Each player takes
1 Deck as their hand.



Review associated
Reference Cards

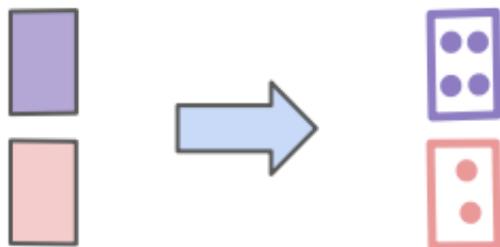


Set out the
Bonus Tokens

How to Play

The game is played in rounds. Each round consists of five phases:

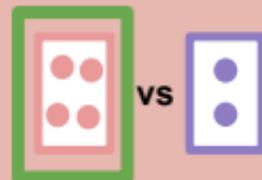
1. **Ready** - Ready a card for next round
2. **Reveal** - Reveal the readied card
 - **React** (*optional*) - Play a special Reaction Card
3. **Contest** - Compare cards to determine results of a round
4. **Resolve** - Move cards based on the contest's result
 - **Maneuver** (*optional*) - If you win, play a special Maneuver Card



1. Both players **Ready**
a card Face Down.

2. When both players are
ready, **Reveal** the cards.

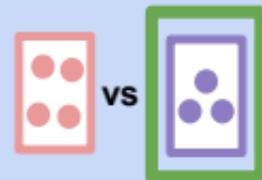
Overpower:
The higher number wins!
"Power overwhelms the weak!"



If the numbers are two or
more away,
the **higher number wins**

unless...

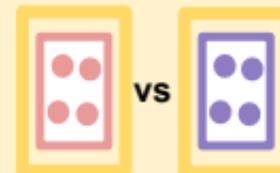
Undercut:
Exactly 1 lower wins!
"Timing is everything!"



If the numbers are
exactly one away,
the **lower number wins**

also...

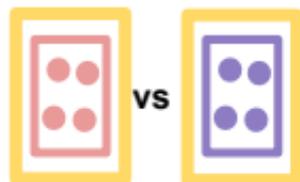
Tie:
Equal numbers tie!
"Your weapons lock together!"



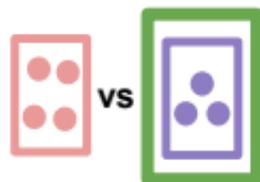
All played cards are
placed into the **Tie Pool**
for the next winner to
collect

Round Result

When players have both played their action cards and no more Reaction cards are to be played, resolve the round.



If the round is tied, all cards **In Play** are set aside in the **Tie Pool**. These cards will be won in the next round.



If the round is won, the winner takes all the cards **In Play** and in the **Tie Pool** and puts them face down in front of them in their **Score Pile**. If this is the first round, also take the **First Blood** token.

Negative Power

Power cannot be reduced past 0, and 0 cannot undercut. This means 0 will always lose or if both players have 0 they will tie.

Special Cards

Each deck has 4 **Special Cards** cards. These can be **Special Numbered Cards, Actions, Reactions** or **Maneuvers**.



If the **Special Card** has a number value or is an Action, **Ready** as normal and follow the unique instructions on the card.

Each deck also has 1 **Boast Card**. This is a low number that plays as normal but is worth bonus points at the end of the game to whoever has it in their score pile.



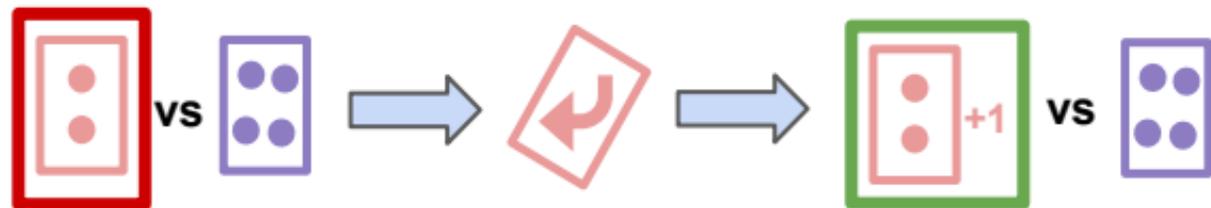
Unfulfilled condition

*If a **Special Contest** card is played and its win condition is unfulfilled, its power is 0*

Reaction Cards

Reaction cards are **Ability** cards that can be played after the two action cards are revealed but **before the round is resolved**.

Reaction cards can change the outcome of a round.



In this example, the 2 loses to the 4

The player who played the 2 now plays a **Reaction** that grants +1 to their power

The player who played the 2 now wins the round by **Undercut**

Multiple Reactions

When resolving a round, all reactions and all card effects are considered to act simultaneously.

Maneuvers

Maneuvers are **Ability** cards that can be played **after you win a round** as a follow up. Maneuvers do not affect the current round but have a special effect outside of normal play.



The winner takes all the cards in play and in the Tie Pool and puts them in his **Score Pile**

The winner then plays a **Maneuver** that grants +1 to next round's power

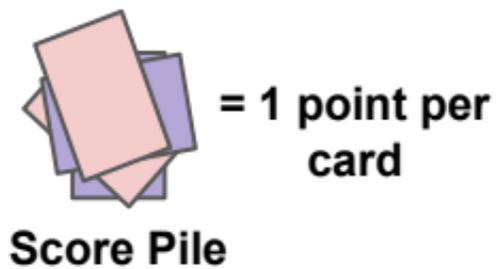
During the next round, the Maneuver's effect will take place.

Reaction or Maneuvers played normally

*If played normally for any reason, a **Reaction or Maneuver's** power is 0 and the card's normal effect does not occur*

Ending the Game

When all cards are played, the game is over.
A player's score is the **Number of Cards** in their **Score Pile** plus **Bonus Points** from **Boast** cards or tokens.



Leftover Cards

*If one player runs out of cards before the other, all remaining cards go to the opposing **Score Pile**.*

Bonus Points



Boast Card - 2 Points

Every player has one **Boast Card** worth 2 points instead of the regular 1.



First Blood - 2 Points

The first player to win a contest gets the **First Blood** token.



Finisher - 2 Points

If a player wins the contest on the last round, that player gets the **Finisher** token.

Tie on Last Round

*If the last contest ends in a tie, cards in play and in the **Tie Pool** are not counted and nobody gets the **Finisher Token**.*

Areas of Play



Score Piles are Face Down

To keep gameplay quick, you are not allowed to look through score piles. You have to remember yourself what was played!

Complex Resolutions

If you have contradicting effects consider the following rules:

Play order doesn't matter. Resolve only using effect priority.

Brutal Strike vs. Parry.

Parry is a Reaction that forces a tie, but Brutal Strike is an action that specifies it wins against ties. In this case, Brutal Strike wins.

Effects that move or play cards occur before any other.

Cornered Prey vs. Stunning Blow

Cornered Prey places Stunning Blow in the Tie Pool, thus its effect that would grant -1 next round does not occur.

If there are two forced resolutions, Loss beats Tie beats Win.

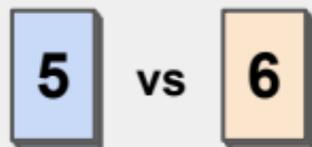
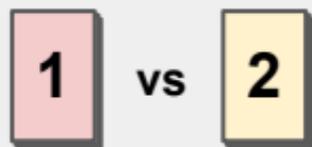
En Garde vs. Stalwart

En Garde forces a tie, while Stalwart is a reaction that makes the knight lose. In this case, the knight loses.

Appendix I: Draft Mode

Play 3 matches with 3 different decks each. Choose decks in the order listed. Decks must be played in the order chosen.

Player 1 Player 2



If more than 6 decks are available (ie. using expansion packs) each player bans one deck before selection starts, starting with Player 1.

Player 1 Player 2



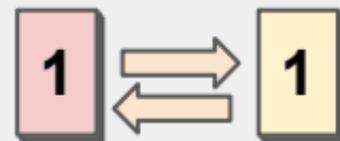
Appendix II: Tag Team

(4-Player)

Split into teams of 2.



At the end of the round, the **losing** team swaps active players.



On a **tie**, both teams swap players.

Choose 2 players to start



Effects that only affect you also affect your partner.



Play Reactions or Maneuvers any time.