

duality

Goal

The goal of duality is to be the first to form a connected path of your color (Black or White) from your side of the table to your opponent's side.

Setup

Shuffle the deck. One player opts to play Black, the other White. Deal seven cards face up between the two players. See the example on the back for the correct card orientation. For a quicker game you may have fewer cards between the players. Deal three cards to each player.

Determine who will go first by counting the length (in cards) of the longest path for each player starting from their home side. The player with the shortest path will go first (see the example on the back of this page). If the paths are the same length randomly select a player to go first.

Play

On your turn you can do one of two things:

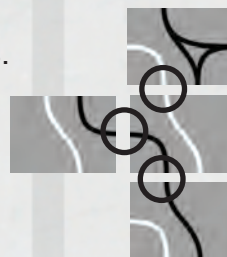
- Replace a card in play with one from your hand.
- Or play a new card from your hand and draw a replacement from the deck.

Replace a card

To replace a card, you swap a card in your hand with one on the board. The card you put in play must connect your color to a path of that color starting on your side. It also must make at least as many, or more, valid connections (in either color) than the card that was replaced.

A connection on a card is any place where a line of either color meets that same color on an adjacent card or when it's facing the player along the starting row.

In this example, the center card has three connections. One white connection and two black. This card can only be replaced with another card forming three or more connections.



Play a new card

You can play a card from your hand either connecting to a card in play or by placing it to the right of the rightmost card or to the left of the leftmost card on the side next to you.

When connecting to a card in play, you must continue a path in your color connecting to your side.

Winning

As soon as either player plays a card that forms a complete path of their color from their side to their opponent's side the game ends.

Notes

- Whenever you play a card, you must ALWAYS be creating a new path or extending an existing path of your color. This also applies when starting a new column on your side.

- Don't forget that cards can be rotated:



- Although you need to match or exceed the connection count of any card you replace, you may - and often do - reduce the connection count of adjacent cards.

Strategy tips

- To keep your opponent from removing a card in play, try to connect all of its paths so it becomes harder for them to replace it.
- Try forcing your opponent's path into a dead-end loop.
- If none of your cards are useful for extending your path, try placing cards along your side connecting your color and denying your opponent an easy connection.

Example

Say the initial deal looks like this.

Black's path doesn't connect to anything, so Black's path length is one. White's closest card connects to the next card and so White has a path two long. Black's path is shortest so Black goes first.

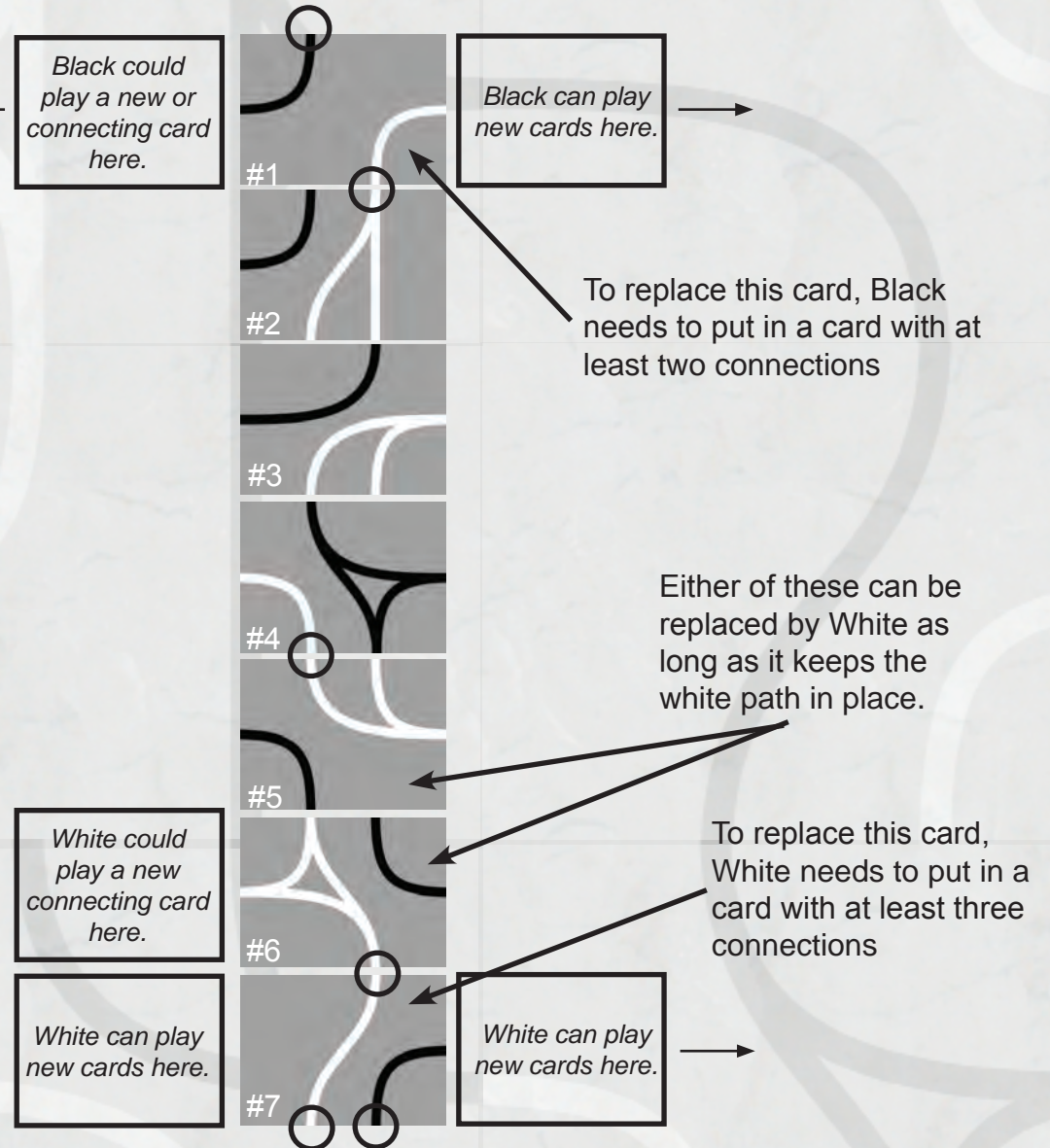
Let's say Black was dealt the following three cards:



Black could replace Card #1 with Card A turning it so one of the double black lines met the black line on Card #2. This would give Black a path two long and a connection count of three for that card: two facing the player (the black and white lines) and one connecting to Card #1. Black could also replace Card #1 with Card C, keeping the connection count the same but not improving Black's path. Any of the cards could also be placed to the left or right of Card #1 to start a new path, as long as a black line was facing towards the Black player.

If White had been dealt these three cards, White could replace Card #5 with either A or B, extending White's path. White could also extend the path by flipping A, B or C so the white path was on the right side and placing it to the left of Card #6. Additionally, White could start a new path by placing A, B or C to the left or right of Card #7, again as long as a white line pointed towards the White player.

Black player's side



White player's side

○ = connection