

## How To Play

# Duple™

Two letters.  
infinite fun!

Duple [doo-puhl] – adj. – Made from two.

Family

AGE  
10+



### ABOUT THE GAME

Quick! Think of a word that contains BOTH letters! An animal that has an L & D? ...Leopard! A place that contains an R and B? ...Barnyard! A verb that contains P and E? ...Explode!

Duple™ is a quick-thinking game of symbol matching and word-finding. Players flip letter cards in turn until the symbols on two players' cards match. Matching players face-off by being the first to shout a word which contains the letters on BOTH cards.

Sound easy? Think again! Correct answers must be at least 5 letters long and conform to ever-changing categories. Wild Cards and Cascades create unexpected face-offs and the All-Play card gets everyone facing-off at once!

### THE SET UP

1. Choose a dealer to set up the game.
2. The dealer should sort through the deck and separate the three different types of cards:
  - a. **Letter Cards** (Orange, 64 cards) display a letter and a symbol.
  - b. **Wild Cards** (Green, 8 cards) display two symbols.
  - c. **Category Cards** (Yellow, 17 cards) display descriptive text (e.g. Verb, Noun, Animal, etc...)
    - i. **"All Play" Cards** (2): Two of the Category Cards display the text "All Play" on their faces.
    - ii. **Blank Cards** (4): Four Category Cards are blank. You can create your own categories on these cards, but for now set them aside.
3. The dealer sets aside one Wild Card, one Category Card (i.e. Animal, Verb, Noun,) and both "All Play" cards and then thoroughly shuffles all of the remaining cards into a single deck.

**IMPORTANT: Please make sure that the Category & Wild Cards are evenly distributed throughout the Letter Cards.**

**The dealer can achieve this by:**

- a) **Stacking the deck (preferred method):** Count out the following card types into a single deck; 4 Letter Cards, 1 Wild Card, 4 Letter Cards, 1 Category Card, 4 Letter Cards, etc... Continue until all Wild and Category Cards are evenly mixed throughout the Letter Cards. Exclude any blank Category Cards.

OR

- b) Thoroughly shuffling the deck of Letter, Category and Wild Cards at least 7 times.

4. The dealer splits the deck into two Draw Piles and places them in center of table. Players may draw from either pile.

5. The dealer places the Category Card (Verb, Noun, Place, etc...) and the Wild Card (two symbols) previously set aside face-up between the two Draw Piles.

6. The dealer places one "All Play" Category Card, facedown, somewhere in the middle of each of the Draw Piles.

Once the dealer is finished preparing the cards for play you should see the following in the center of the table:

Two face-down Draw Piles, one face up Category Card (verb, noun, place, etc...), and one face-up Wild Card (two symbols, no text). See Figure 1.



Figure 1.

### HOW TO PLAY

**Goal:** Win the most letter cards by facing off against other players.

1. One at a time, starting with the dealer, players draw Letter Cards from either Draw Pile and flip them over in front of themselves for all to see. **Flip Letter Cards quickly and keep your hands out of the way.** Category and/or Wild Cards should be flipped onto their respective piles in the center of the table. If you draw a Wild or Category Card you may draw again, until you draw a Letter Card.
2. Drawing continues, one player at a time, until there is a symbol match or Wild Card match between two players. If it's your turn to draw, and you already have a Letter Card on the table, your new card goes on top of your existing card, forming your Play Pile.
3. When the symbols on two player's cards match, the players must Face-Off with one another.
4. **In a Face-Off**, the two players with matching symbols must race to give an example of a word which contains the letters on both players' cards. For example, the letters A & T would allow for the following answers: ALLIGATOR, ELEPHANT, CHEETAH, etc... See Figure 2.

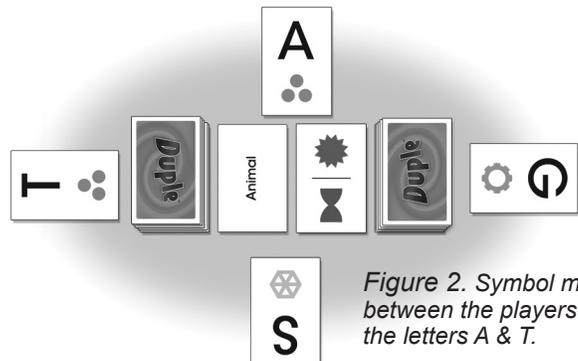


Figure 2. Symbol match between the players with the letters A & T.

5. **Allowable Answers:** One-word answers only. Words must be singular, no plural words allowed. Words must be 5 letters or longer and conform to the Category Card in the center of the table. The two letters may appear in any order. Answers may be from the real world or from a fictional work (book, television, movie, etc...).

External reference material may be used to settle disputes, but usually the group will be able to determine if an answer is acceptable. Proper names are allowed if they meet the criteria called for by a Category Card.

6. **The winner of a Face-Off** wins the loser's top card and places it facedown in their separate winning pile. The winner's card stays where it is (on top of their Play Pile).

a) If the two players facing off cannot think of a valid answer within approximately 60 seconds, the most recently drawn card is be placed back into a Draw Pile and that player can draw again.

7. **After a Face-Off**, drawing continues with next person in drawing sequence. However, first look around the table to make sure there are no revealed matches (see #8, below). Drawing may not continue until all possible Face-Offs have been played.

8. **Revealed Matches/Cascades:** When you lose a Face-Off and give the lost card to the winner, the new top card in your Play Pile may match another player and thus cause another Face-Off. Sometimes this happens many times in a row. This is called a "Cascade." (Note: Duple is structured so there can only be one Face-Off at a time, though there may be many in quick succession.)

9. **Wild Cards** allow two unlike symbols to cause a Face-Off. If you draw a Wild Card, place it on the top of the Wild Card pile. If BOTH symbols on the Wild Card appear in play, then those two players must Face-Off. If you draw a Wild Card you get to draw again, but only after all possible Face-Offs have been played. The Wild Card remains in play until replaced by a new Wild Card. See Figure 3.

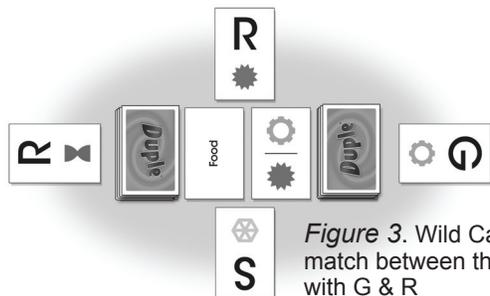


Figure 3. Wild Card match between the players with G & R

10. **Category Cards** dictate a specific sort of word to be used as an answer (adjective, noun, verb, etc...). If you draw a Category Card, place it on the top of the Category Card pile and draw again. All subsequent answers must conform to the new Category.

11. **All Play card:** If you draw an All Play card, place it on top of the Category Card pile. All players must now race to make a word using all the face-up letters currently in play. During an All Play there is no Category, but answers must still be a single word of 5 or more letters. The first player to come up with a correct answer wins the All Play card and places it in their Winning Pile. It is worth 2 points at the end of game. If, after approximately 60 seconds, there is no possible word, then the All Play card is placed back into one of the Draw Piles. Once the All Play card has been won (or shuffled back into the Draw Piles), play resumes with the previous category. See Figure 4.

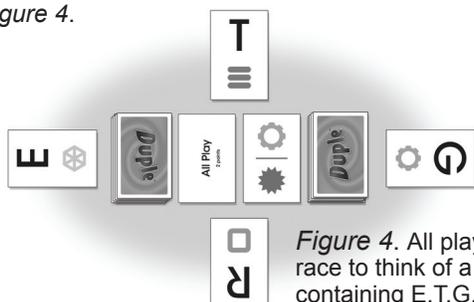


Figure 4. All players race to think of a word containing E, T, G, & R.

12. **Tiebreakers** - If, during a face-off, two players come up with a valid answer simultaneously, then a 3rd letter card is drawn by another player. The tied players must then make a word with all three letters. The winner gets the other player's top card. Any cards drawn specifically for the tiebreaker are then shuffled back into the Draw Piles.

13. **The end:** When the Draw Piles are depleted, the person with the most cards in their Winning Pile wins the game.

### A FEW MORE IMPORTANT THINGS

**Card Flipping:** Flip your Letter Cards quickly! Make sure that all players can see your card's face at the same time. You may not peek at your card, and you must keep your hands out of the way. Failure to do so will result in losing your turn. We suggest grasping the card from the far edge and quickly flipping it back toward yourself.

**Unnoticed Face-Offs:** If there is a match on the table, but the matching players do not notice it, another player may prompt them to look more closely. Urgent murmuring usually does the trick. Poking can be helpful too. Remember, drawing cannot proceed until all possible Face-Offs have been played.

### HOUSE RULES

A. **Wild & Category Cards** can be displayed in one or two piles: One pile for Wild Cards and one pile for Category Cards, or one pile for both. We suggest one pile for each, but a single pile will simplify the game. You can also create separate Draw Piles for the Wild and Category cards allowing players to change these cards at will throughout the game. You may also entirely remove Wild Cards and Category Cards to simplify the game for younger players.

B. **Repeats:** The group may determine whether the 'no repeat' rule is in effect for a round. It's fun to play either way, but it's harder when you are not allowed to repeat answers that have already been used or even uttered during the game. We suggest allowing repeats the first time you play.

C. **The 5-letter minimum** for allowable answers can be lowered or raised to change the difficulty level.

D. **Change the number of allowable words in an answer.**

The default is one-word answers. Allow two or even three-word answers to make Duple easier, if desired.

E. **Blank Category Cards.** Use a dry-erase marker or removable sticker to customize the game with your own categories. If you love the All-Play feature, you can use the blank cards to introduce more All-Play moments into the game. We'd love to hear how you use the blank cards!

F. **Two or Three Player Games**

For two and three-player games we encourage each player to maintain TWO play piles simultaneously. For a two-player game this will create a four Play-Pile game. For a three-player game, this will create a six Play-Pile game. If a symbol match occurs within one player's Play Piles, then all players race to come up with an appropriate answer for the two matching cards.

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