DUEL MASTERS

Battle of the Creatures Board Game

Duel Masters: A world of warring civilizations and fierce creature-to-creature combat. As a duelist, you control 7 of these mighty creatures. Your mission: battle your way through this treacherous world to collect a Power Chip from each of the 5 civilizations.

Move and battle according to your creatures' Power Numbers. Summon creatures of greater and greater strength to aid your quest for each Power Chip. If you're the first to collect all 5 Power Chips, you're the winner and a Kaijudo Master!

Object: Collect one Power Chip from each of the five civilizations of Duel Masters.

Contents: • Gameboard • 70 Creature Pawns • 35 Pawn Stands • 14 Battle Dice • 12-Sided Die • 25 Power Chips

the first time you play

Carefully detach the creature pawns from their parts sheets. Discard the waste material.

get ready to play

Figure 1 shows a sample 5-player game all set up and ready to play. Refer to it as you set up your own game.

Choose and Place Your Pawns: Starting with the oldest player, choose and place your Creature pawns as described below.

1. Choose 7 pawns: Choose one of the five civilizations: Fire, Water, Nature, Light, or Darkness (see Figure 2). Then choose 7 Creature pawns of that civilization, with Power Numbers from 1 to 7. Note: Your game includes 14 pawns of each civilization to choose from.

   Place each of your 7 pawns into a matching color stand. Place the 7 pawns you didn't choose in the box bottom, out of play.

2. Place 3 of your pawns: Place your Creature pawns with Power Numbers 1, 2 and 3 on their matching-numbered starting spaces in their civilization. The colors and symbols on your pawns match the colors and symbols

Figure 1

of the spaces. Leave your pawns with Power Numbers 4, 5, 6 and 7 off the gameboard. During the game, you'll try to "summon" these pawns onto the gameboard.

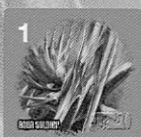Now every other player in turn, starting with the player to the left, follows Steps 1 and 2 above.

Place the Power Chips: Stack 5 Power Chips of the same color on the Power Chip space in each civilization. See Figure 1.

Place all of the dice near the gameboard.

Figure 2. The five civilizations

fire   water   nature

Light   Darkness

HOW TO PLAY

The first player to place his or her Creatures takes the first turn. Play continues to the left.

ON YOUR TURN

On each of your turns, do *either* of these two things:

- Move one of your Creatures, *or*
- Try to summon one of your Creatures onto the gameboard.

MOVING A CREATURE

If you decide to move one of your Creatures, follow the rules below. After you move a Creature your turn is over, unless you battle an opponent's Creature (see **Battling**).

- Move your Creature from space to space along the connecting lines.

- Move your Creature *up to* the number of spaces equal to its Power Number. For example, a Creature with a Power Number of 3 can move up to 3 spaces.

- Creatures may move onto spaces in other civilizations; in fact, they *must* do this so that you can collect one Power Chip from each civilization!

- You may move through a space occupied by your own Creature; but you may *not* end your move on a space occupied by your own Creature.

- You may not move through a space occupied by an opponent's Creature. You may end your move on such a space, but after doing so you must battle the Creature. See **Battling**.

SUMMONING A CREATURE

Instead of moving a Creature, you may try to summon one that isn't on the gameboard yet. Summon Creatures in order, from the lowest Power Number to the highest. For example, you must summon your Creature with Power Number 4 before you can summon your Creature with Power Number 5.

To summon a Creature, roll the 12-sided die. Then do the following, depending on what you rolled:

- If you rolled a number equal to or higher than your Creature's Power Number, you've summoned that Creature. Place the Creature on any open space in your civilization, except a Power Chip space. Your turn is over.

- If you rolled a number lower than your Creature's Power Number, you're not able to summon it. Your turn is over. Better luck next time!

COLLECTING POWER CHIPS
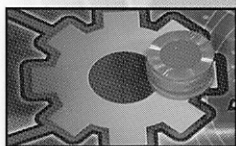
To win the game, you must collect one Power Chip from each civilization. Whenever you move onto a Power Chip space, take one Power Chip and place it in front of you (if you don't already have one from that civilization). Note: If an opponent's Creature is on the Power Chip space when you move onto it, you must battle the Creature successfully to collect a Power Chip. See **Battling**.

BATTLING

Whenever you land on a space occupied by an opponent's Creature, you and that Creature must do battle by rolling the battle dice (see Figure 3).

Figure 3: Each battle die shows one symbol from each civilization, plus one dragon (the wild symbol).

	DARKNESS		NATURE
	FIRE		WATER
	LIGHT		WILD

Figure 4: You move your Stonesaur onto a space with an opponent's Saucer Head Shark. Now you must battle!

You roll 4 dice; your opponent rolls 3 dice. You roll one Fire symbol, one Nature symbol and two (wild) dragons. Your opponent rolls two Water symbols and one Darkness symbol. Your red symbol and two dragons beat your opponent's two blue symbols. You win the battle!

Your dice roll

Your opponent's dice roll

To battle, follow the steps below.

1. You roll the number of battle dice that matches your Creature's Power Number. (For example, if your battling Creature has a Power Number of 3, you roll 3 battle dice.) At the same time, your opponent rolls the number of battle dice that matches his or her Creature's Power Number.

2. Count the dice that match your Creature's symbol (see Figure 3), and any dragons (dragons are wild, and match any symbol). Your opponent does the same. The player who rolled the most symbols matching his or her Creature, and/or dragons, wins the battle. (Re-roll all dice in case of a tie.) Take the defeated Creature off the space. If you won the battle on a Power Chip space, take a Power Chip if you don't already have one from that civilization. Your turn is over.

Defeated Creatures: Creatures defeated in battle are permanently out of the game; they cannot be summoned. Place these Creatures in the bottom of the box, so they won't get mixed up with any Creatures waiting to be summoned.

Figure 4, above, shows an example of a battle.

HOW to WIN

Keep playing until one player collects his or her 5th Power Chip, so that he or she has one Power Chip from each civilization. The game immediately ends, and that player is the winner!

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