

CIRKLE DUO 228

For 2 players aged 8 years old and more, the games last 15 minutes.

THIS GAME INCLUDES

24 playing cards + 4 dices + 1 plastic box

GAME PRINCIPLE

The game is played in 3 stages, the defending player is holding the cards and the attacking player throws the dices. To win one stage the player with the dices must take as many cards as possible from the defending player. Each card have a different mark. At the end of each stage, each player count his marks. The winner will be the player with more than 114 marks.

GAME PROGRESS

. Stage 1 : Each player takes a card randomly and the player with the higher mark can chose to be on the definding or attacking side. The defending player takes the cards and the second player the dices. At each round, the defending player lays 4 cards that he choose on the table then, the player with the dices will threw the dices 3 times and will collect the cards that match the dices. The stage will end after 6 rounds when the defending player will have used-up his 24 cards.

. **Second stage** : The defending player become attacking player and the defendant will take the dices.

. **Third stage** : The player who got most of the marks during stage 1 and 2 can decide to be defendant or attacking for the last stage.
The player who win the last stage wins the game.

VARIATION

Both players can agree at the beginning to play the game in 2 stages and the winner will be the player with higher score.

CARD MARKS

Each card will have a different number printed on it.