

DISCOVERY DUELS

A RISE OF THE OCCULITES UNIVERSE GAME

DESIGNED AND ILLUSTRATED BY BEN BOERSMA/DARWIN GAMES

In discovery Duels, you play as Darwin's two children as they observe and find out more about the different Occulite Tribes. Who can make the most discoveries over the holidays before you need to go back to school?

CONTENTS

5x Occulite Tribe cards (double sided)

10x Six sided dice (5 in each of two colours)

1x Rulesheet (you are reading it)

GOAL

Be the one to discover the most about the Occulite Tribes by having the most Discovery Points after six rounds.

CARD BREAKDOWN

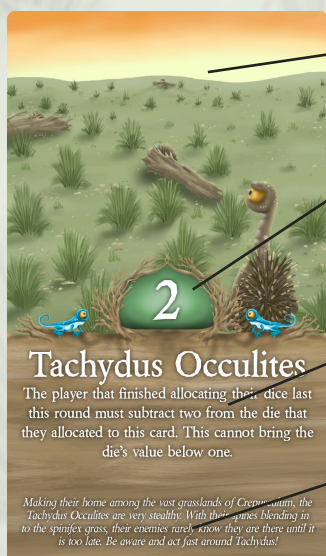


ILLUSTRATION: Shows which Tribe you are researching by allocating dice here.

NUMBER: Indicates how many Discovery Points the card is worth as well as the order it is resolved in.

RULES TEXT: Read these before each round to understand how they affect the game.

FLAVOUR TEXT: Read these to understand more about the Tribe.

SETUP

Place the cards in numerical order (1 to 5) in a row between you and your opponent. The cards should either be showing the original five Occulite Tribes (in order – Nimbus, Hydriis, Palaudis, Ignis and Floris), or their evolutionary cousins (in order – Boletus, Tachydus, Silicus, Tudicus and Tundris).

Each player takes five dice in one colour and something to keep track of their score and reads the rules for each card aloud. You are now ready to start.

HOW TO PLAY

Each player rolls their five dice.

Players count to five while looking at what their opponent has rolled and then secretly order their own dice in a line behind their hand. This determines which card each die will be allocated to. The first die in the line will be allocated to the first card and so on.

Once a player has finished allocating they call out "Extraordinary" in their best David Attenborough voice. The first player to finish allocating dice will break ties during the round.

After both players have finished ordering their dice, they are revealed and then placed on the card they were allocated to.

Each card is then resolved in order (1 to 5), paying attention to the rules that are written on the card.

When one player has a higher end total for a card than the other player, they are said to **DISCOVER** the card and receive a number of Discovery Points equal to the number on the card. *For example winning the Tachydus card opposite would score the player 2 Discovery Points.*

If a card is drawn, the player who finished allocating their dice first breaks the tie in their favour.

Once all cards have been resolved, the player that discovered the most cards (won the most cards) can choose to flip one of the cards to its opposite side.

At the start of each subsequent round, the player that has less Discovery Points overall may re-roll all the their dice once before the dice are hidden and allocated.

Players play six rounds in the way described above, totalling their Discovery Points across all six rounds.

HOW TO WIN

After playing six rounds, whoever has the most accumulated Discovery Points wins.

'I LIKE MORE TIME TO THINK' VARIANT

If players tie for a card, the points are awarded to both players. Ties are no longer broken.

FREQUENTLY ASKED QUESTIONS

Below you can find some clarifications explaining the cards in the game.

1 NIMBUS

If you and your opponent are drawn on the Nimbus Occulite card, the card text is NOT followed, as no one 'DISCOVERED' the card.

1 BOLETUS

Whichever die you choose to alter, physically change it to that number. If you cannot (because it becomes a 7 or higher), then use some tokens to help remember.

2 TACHYDUS

When this card is in play and you are using the 'I LIKE MORE TIME TO THINK' VARIANT, then you must still call out when you finish allocating dice to determine who finished first.

2 HYDRIS

To clarify, the extra point is only given if you win by allocating a 5 or 6. If one player beats the other player by using a 2,3,4 or a 1 (and the other player has allocated a 6), then no extra point is scored.

3 PALAUDIS

The die allocated to the Palaudis card does count towards the number of 1s, 2s or 3s allocated (if it was a 1,2 or 3 of course!)

3 SILICUS

You may only reroll your own dice, not your opponent's when you win this card.

4 IGNIS

No points are scored if it is a draw (this tie is not broken by whoever finished their dice allocation first).

4 TUDICUS

If you allocated two dice to this card, it means that one of

the cards will not have any dice allocated to it by you. You instantly lose any card that you do not have dice allocated to. When allocating dice behind your hand, you should clearly delineate if you are allocating two dice to the Tudicus card.

5 FLORIS

Example: If player one had a 5 allocated and player two had a 6 allocated, player two would steal one point from player one (because that is the difference between the two allocated dice) and then gets four additional points for a total of five.

5 TUNDRIS

This card text triggers before a winner for the card is determined. The die whose value is added, is chosen from a card that you lost this round. You only add the value that is on that die.

WHAT IS THE DEAL WITH THIS PRINT AND PLAY GAME?

Discovery Duels was a small game developed as a thank you to my students for the hard work that they put into the year. It has since been further developed into a game with much more content (and heaps of new cards!), as well as this, the mechanisms have been used in several other different games we are developing here at Darwin Games.

Being a tiny games design company here in Australia, we decided to start releasing small print and plays of some of our games to give people a taste of what we have to offer, but also as a measure of what sort of games people are interested in.

If you are interested in seeing more games like this, or if you are wanting to see Discovery Duels further expanded and released in the future, then please consider sharing the game on social media, or email us to let us know what you think at: occulites@gmail.com

All the best!


Cheers,

Ben and Shae Boersma

www.darwin-games.com.au



Fold the page in half along the black line and then cut out each card and place them in sleeves or glue and laminate them.

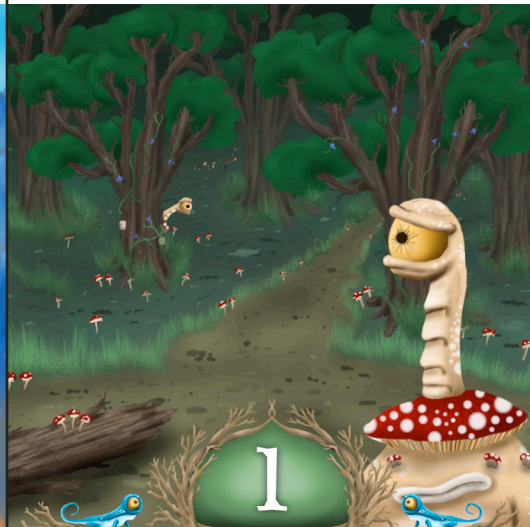


1

Nimbus Occulites

If you win this card, you may remove an opponent's die that is allocated to another card and has a value of four or less.

Living high up in the mountains, the Nimbus Occulites swoop down from above to feast on the rich vegetation found in the low lying lands. They are able to pluck enemies from the ground to quickly and effectively clear these feeding grounds.



1

Boletus Occulites

If you win this card, you may add or subtract one to the value of any one other die allocated by you or an opponent this round, This can take that die's value above six, but never below one.

Living in the rainforests, Boletus Occulites are experts at subtly influencing other Tribes, but always for their own gain. This is why Occulites are always wary of making deals with Boletus Tribes.




2

Hydris Occulites

Resolve this card as normal with the exception that a one allocated to this card beats a six. If you win this card by allocating a five or six to it, then score an additional point.

Dwelling in the many fresh waterways across the land, Hydris Occulites are known for their ability to identify their opponent's weaknesses, drawing from their previous encounters and experiences. They are more dangerous than you might think.



2

Tachydus Occulites

The player that finished allocating their dice last this round must subtract two from the die that they allocated to this card. This cannot bring the die's value below one.

Making their home among the vast grasslands of Crepusculum, the Tachydus Occulites are very stealthy. With their spines blending in to the spinifex grass, their enemies rarely know they are there until it is too late. Be aware and act fast around Tachydus!

Fold the page in half along the black line and then cut out each card and place them in sleeves or glue and laminate them.



Palaudis Occulites

Add one to the die you allocated here for every dice you have allocated this round with a value of one, two or three.

Living amongst the swamps and near the bulba fields of Crepusculum, the Palaudis Occulites have a natural affinity with the Luftles and treat them as equals. It is very rare to see a Palaudis Occulite Tribe without a handful of loyal Luftles in tow.



Silicus Occulites

If you win this card, you may immediately choose to reroll any number of the dice you allocated on cards four and five this round. You must accept the values of any new rolls, even if they are lower.

Having to survive in the harsh, red sanded deserts of Crepusculum, the Silicus Occulites are extremely adaptable. They have great respect for the land around them and know how to use its resources to their advantage.



Ignis Occulites

If this card results in a draw, then no points are scored for this card.

Surrounded by lava flats, volcanoes and hot ash, the Ignis Tribe Occulites would be forgiven for having fiery personalities. Instead, they stand for honour, discipline and fair play. They will never take advantage of any foe and instead rely on their skill alone.



Tudicus Occulites

You may allocate two dice to this card. If you do, your dice are added together to determine the value allocated.

Dwelling in the coastal regions, the Tudicus Occulites are covered in a sturdy shell. This shell is heavy, helping them become physically strong, but slower than most other Occulites. In combat and life, Tudicus Occulites commit to things heavily, while ignoring other things of lesser importance.

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5

Floris Occulites

The winner of this card steals a number of the points awarded for this card from their opponent, equal to the difference between the dice allocated here. Any points not stolen are awarded normally.

The bushlands are home to the Floris Occulite Tribes. Looking at them with their flowery frills, you may think that they are friendly... but think again! Traditionally, Floris Occulites are savage and brutal, waiting in ambush to steal from others using blunt force.



5

Tundris Occulites

Before determining the winner of this card, add the value of any one of your dice that lost the card they were allocated to this round, to the total value you have allocated to this card.

From the icy tundra beyond the mountains, Tundris Occulites were once Palaudis, but splintered off after irreconcilable differences. They hold onto a grudge and if you ever do wrong by them, then you best keep one eye open while you sleep... for these beastly, shaggy haired Occulites do not forget.