

RULEBOOK



2 TO 6 PLAYERS • AGES 8+ • 10 ROUNDS

PREDICT • PLAY • DUEL

1 / 8

01 Getting started

Goal: Predict exactly how many tricks you will win. After 10 rounds, the player with the highest total score wins DUELORA.

- Each player rolls a die. The highest roller is the first Dealer. Tied players roll again.
- The Dealer role passes to the next player each round.
- Round 1: deal 1 card to each player; round 2: deal 2, and so on, up to 10 cards each in round 10.
- The player to the Dealer's left leads the first trick.

GAME CONTENTS

72 GAME cards: 60 numbered cards (1–15 in four suits) and 12 special cards.

60 PREDICTION cards: six sets numbered 0–9.

6 dice, one score pad and this rulebook.



02 Trump and predictions

The Dealer reveals the next unused card from the game deck.

- **Numbered card:** Its suit becomes trump; 15 is the highest rank.
 - **PROTECTION:** This round has no trump suit.
 - **ORA:** The Dealer chooses the trump suit.
 - **ORA EN OR:** The Dealer chooses trump. If the Dealer predicts exactly, all positive points earned that round are doubled before penalties.
 - **FOUDRE (Lightning) or MÉTÉORE (Meteor):** The Dealer receives the penalty and reveals another card. Multiple penalties add up.
- Revealed cards stay out of play; they never count as captured.

03 Make your prediction

Look at your hand. Secretly predict the number of tricks you will win, then place the matching PREDICTION card face down.

Keep it hidden until the round ends. To predict 10, combine cards 9 and 1. After all tricks, every player reveals their prediction simultaneously.

04 Playing a trick

Led suit: The first numbered card played establishes the suit that must be followed.

- If you have a numbered card of the led suit, you must follow suit.
- ORA, ORA EN OR and PROTECTION may be played instead.
- FOUDRE and MÉTÉORE may be played only if you have no numbered card of the led suit.
- If no suit has been led yet, you must play a different card if you have one. You may lead with FOUDRE or MÉTÉORE only when you have no other card.

Trick-winning order: First ORA EN OR played, first ORA played, highest trump card, then highest numbered card of the led suit.

If none of these wins: MÉTÉORE outranks FOUDRE, which outranks PROTECTION. For equally ranked special cards, the first played takes priority. **PROTECTION wins only if every player plays PROTECTION; the first one wins.**

The winner captures all FOUDRE and MÉTÉORE cards in the trick and takes their penalties.

Every trick has one winner. It counts as a trick won; that player leads the next trick.

05 ORA and ORA EN OR



Capturing a card means winning the trick in which it was played.

To receive a dice advantage, you must capture the card, predict exactly and take part in an actual Duel.

- **ORA:** 1 ORA gives +2 to your best roll; 2 give +3; 3 give +4; 4 give +5.
- **ORA EN OR:** 1 card allows up to 2 rolls; 2 cards allow up to 3. You may stop early and keep your best roll.

Score bonus: +5 points per captured ORA EN OR, but **ONLY** if your prediction is exact **AND** you win the Duel.

Without an actual dice Duel, none of these advantages apply.

06 Other special cards



- **PROTECTION:** You may always play it; it shields you from effects. If revealed for trump, the round has no trump. It can win a trick only when every player plays PROTECTION; the first one wins.



- **FOUDRE -20 (Lightning):** The trick winner captures this card and loses 20 points.



- **MÉTÉORE -40 (Meteor):** The trick winner captures this card and loses 40 points.

When allowed: You may play FOUDRE or MÉTÉORE only if you lack a numbered card of the led suit. Before a suit has been led, you may lead with one only if you hold no other card.

If there is no winning ORA, trump or led-suit card: MÉTÉORE beats FOUDRE, and FOUDRE beats PROTECTION. The trick winner takes all penalty cards.

Revealed as trump: These penalties affect the Dealer, who reveals another card. They add up. At the end of the round, subtract each once, after bonuses and any $\times 2$ multiplier; penalties are never doubled. FOUDRE and MÉTÉORE together mean -60.

07 Reveal and Duel

A Duel occurs only when at least TWO players predict their exact number of tricks.

- The player with the highest die result wins +20 points.
- If only one player predicts exactly, there is NO Duel and NO +20.
- If tied, only those still tied roll again.
- Each new tiebreak round resets the ORA and ORA EN OR dice advantages.

ORA EN OR controls the number of rolls; ORA adds its bonus to the best roll kept.

08 Calculate your points

- **Exact prediction:** 20 points + 10 for each predicted trick.
- **Missed prediction:** -10 points for each trick of difference.

BONUSES, MULTIPLIER & PENALTIES: NEXT PAGE

08 Final scoring

- Add +5 per captured ORA EN OR when all conditions are met.
- Add +20 only to the winner of a real Duel.
- Next, apply the Dealer's $\times 2$ if ORA EN OR determined trump and the Dealer predicted exactly.
- Finally, subtract FOUORE and MÉTÉORE penalties. Penalties are NEVER doubled.

09 Ending the game

After round 10, the player with the highest score wins. If tied for first, each tied player rolls once. Repeat among still-tied players until there is one winner.



THE DUELORA COMPANION

Rules, audio and scoring.
In French and English.
No account required.