How to Play Duel-64

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1 Overview

Duel-64 is a 1v1 turn-based game with two players on an 8x8 grid. The players start on opposite corners and each has a Mine building to start. (See Buildings for info about Mines)

2 Taking a Turn

On a player's turn they have two options:

- They can move to one square in any cardinal direction and attack the resulting square (four possible options)

    - Movement range can be increased by owning a Movement Item
    - Movement can be blocked by certain Buildings
    - Attack range can be increased by owning a Weapon
    - If the opponent is in the range of an attack, they will be killed, unless they have a Defensive item
    - Buildings(except for the barrier) owned by the opponent will be destroyed by an attack

- They can purchase an item or building from the Shop

3 Winning the Game

A player wins the game if one of the following conditions is met at the end of a turn:

- The player's balance reaches 50 gold

- The player killed their opponent

- The player destroyed all buildings owned by their opponent

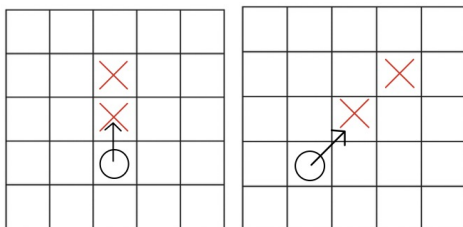- The other player has failed to make a move on their turn

If both players meet at least one of these conditions at the end of a turn, the result is a tie.
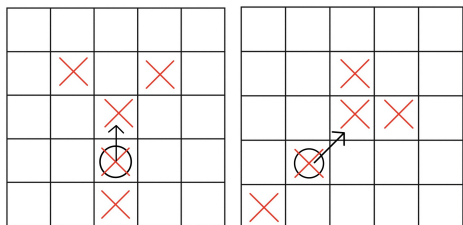
4 Shop

4.1 Weapons

4.1.1 Sword

- **Base Price:** 5
- A sword increases a player's attack range by one square in the direction of movement
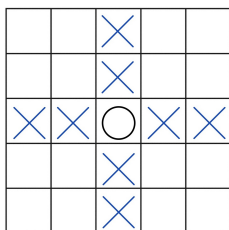
4.1.2 Throwing Star

- **Base Price:** 9
- A throwing star increases a player's attack range to a Y shape pointing in the direction of movement
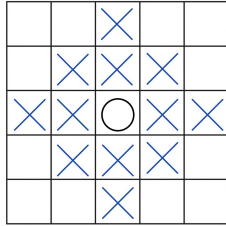
4.2 Movement Items

4.2.1 Boots

- **Base Price:** 5
- Boots increase a player's movement range by one square in each cardinal direction.

4.2.2   Wings

- **Base Price:** 7

- Wings increase a player's movement range by one square in each cardinal direction and one square in each diagonal direction.

4.3   Defense Items

4.3.1   Shield

- **Base Price:** 2

- A shield saves a player from one killing blow and sends them back to their starting location. They lose all of their items.

4.3.2   Upgraded Shield

- **Base Price:** 5

- An upgraded shield saves a player from one killing blow and sends them back to their starting location. They keep all of their items.

4.4   Buildings

Buildings can be purchased from the shop and then placed on squares on the board. Players will have to pay a distance penalty based on their location to place buildings further away from them. The distance penalty is equal to 1 less than the Manhattan distance between the player and the desired location of the building. Certain buildings can also be placed on top of other buildings to overwrite them.

4.4.1   Mine

- **Base Price:** 10

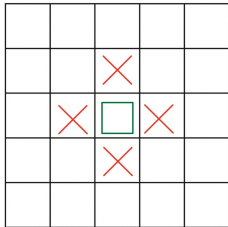- A mine produces one gold per turn for its owner

4.4.2   Money Tree

- **Base Price:** 5

- After 5 turns, a money tree produces 10 gold and explodes

- Explosion radius:
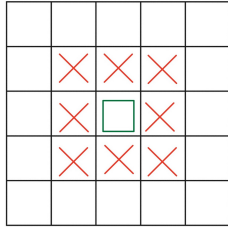
4.4.3   Spike Trap

- **Base Price:** 5

- A spike trap attacks one square in each cardinal direction. It has a one-turn cooldown before being activated and can only be placed on an open square.

- Attack Range:

4.4.4   Barrier

- **Base Price:** 3

- A barrier blocks the movement of both players. It can't be destroyed by attacks and can only be placed on an OPEN square, but without a distance penalty.