



PRINT & PLAY

LEVY,
MANEUVER,
CONQUER





The politics of the high courts are elegant, shadowy, and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to adapt to your opponent's strategies, capturing enemy troops, before you lose your opportunity to seize these lands for your good.

In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

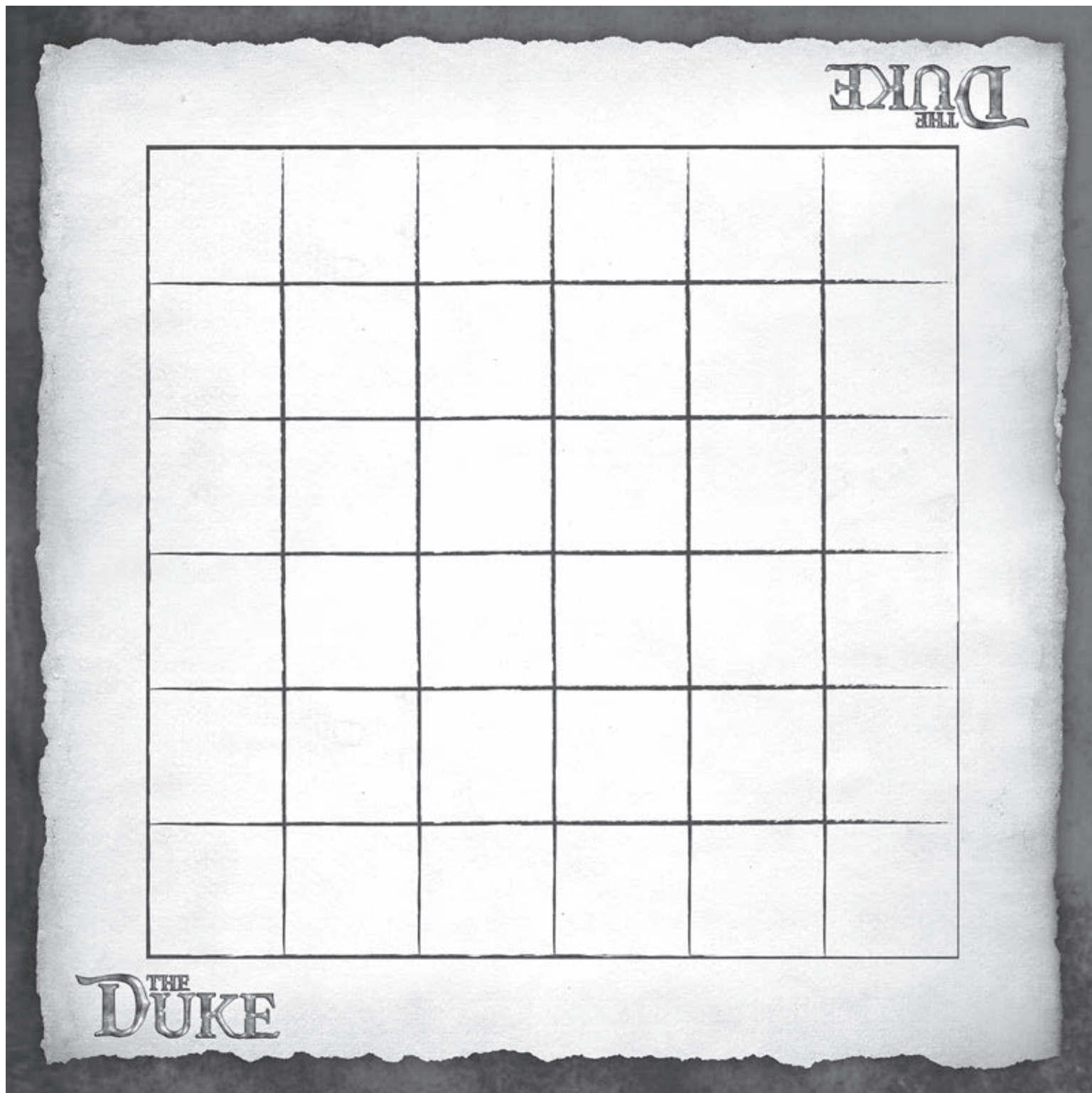
QUICK PLAY

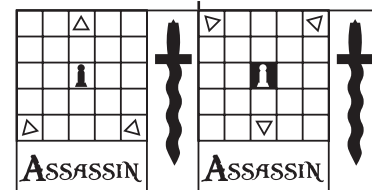
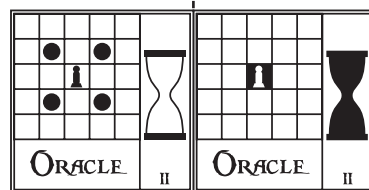
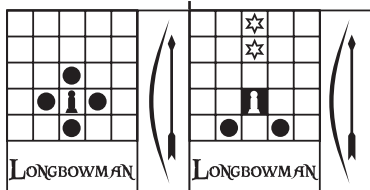
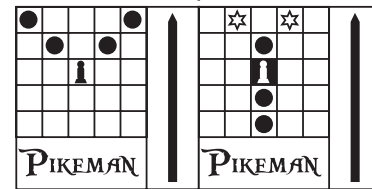
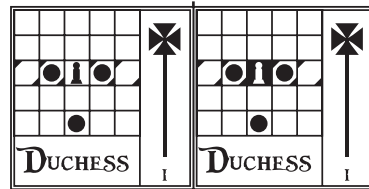
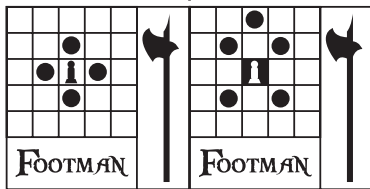
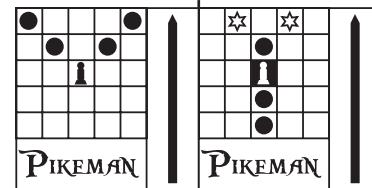
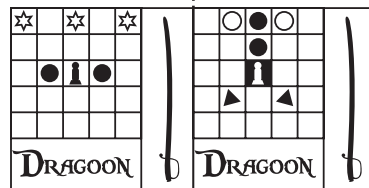
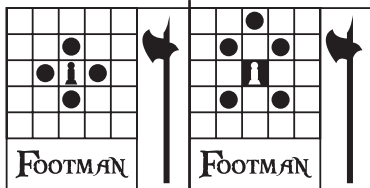
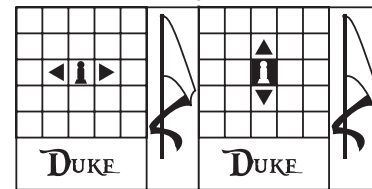
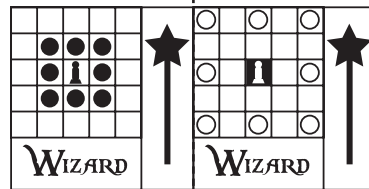
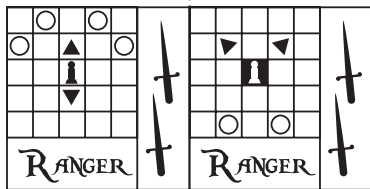
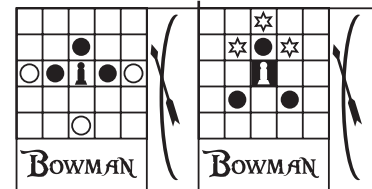
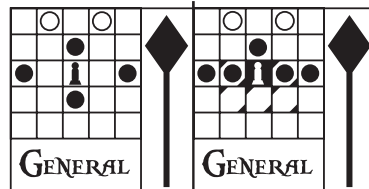
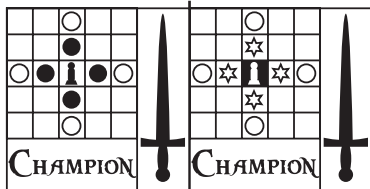
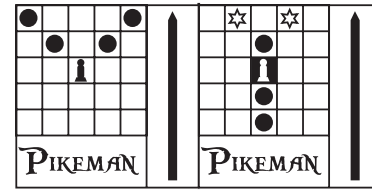
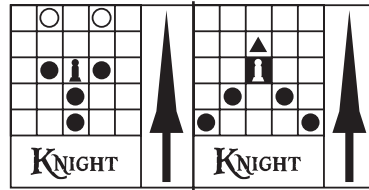
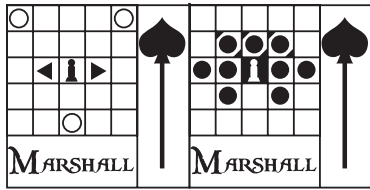
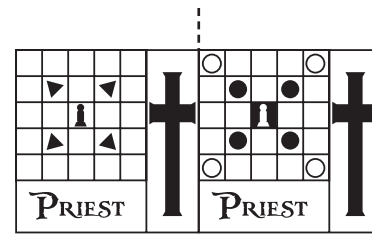
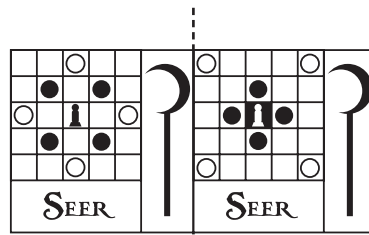
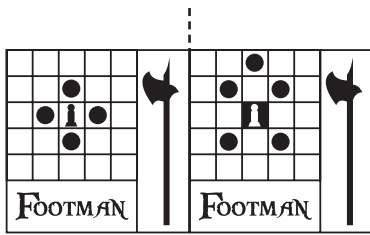
This version of *The Duke* allows players to try out this dynamic game. Simply cut out the pieces, fold them and paste/tape the front and back together. You'll also need bags, cups or some other manner to randomly draw the paper tiles out for game play.

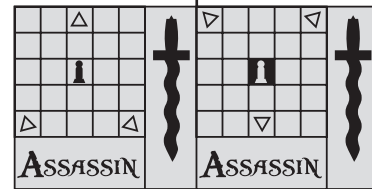
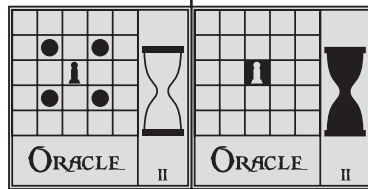
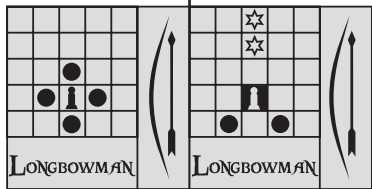
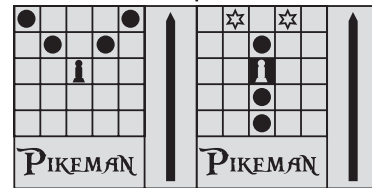
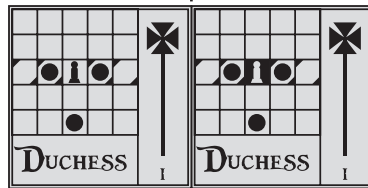
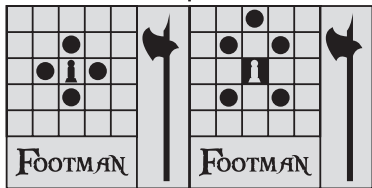
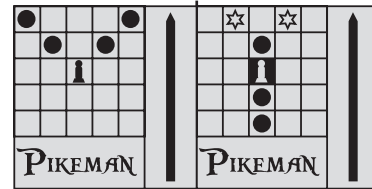
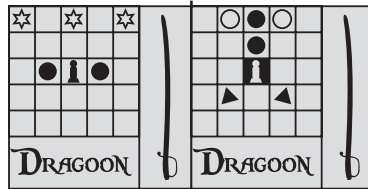
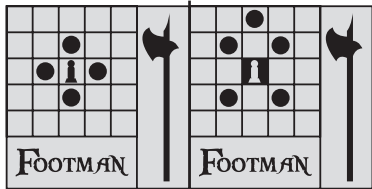
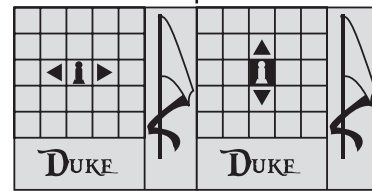
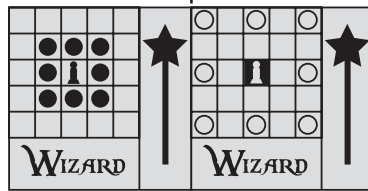
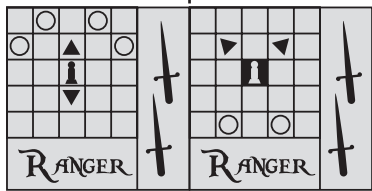
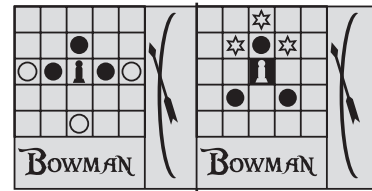
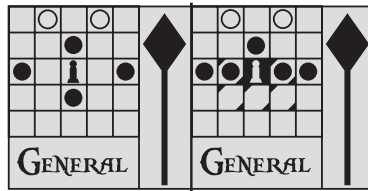
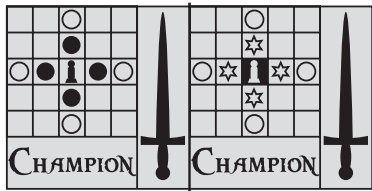
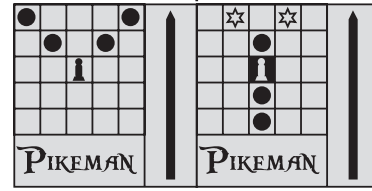
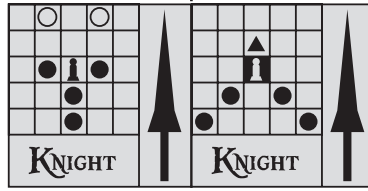
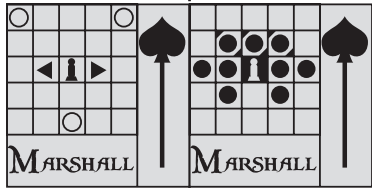
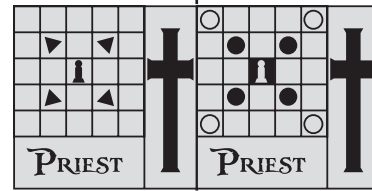
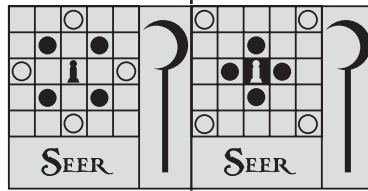
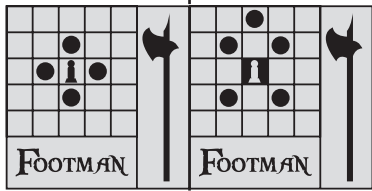
RULES

The full rules of the game are available for free at www.catalystgamelabs.com/casual-games/the-duke/

Once you've assembled the pieces and read the rules, you can leap right into action of *The Duke*!







THE DUKE™

LEVY, MANEUVER, CONQUER

The politics of the high court are elegant, shadowy and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to capture enemy troops before you lose the chance to claim the land for yourself.

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**"...THIS IS ONE OF THE BEST
ABSTRACT STRATEGY GAMES I
HAVE EVER PLAYED."**

—Tom Vasel (The Dice Tower)

**"THIS IS AN ABSTRACT
[GAME] I WOULD SUGGEST
TO ANYONE."**

—Ryan Metzler (The Dice Tower)

**"MOST INNOVATIVE LITTLE
BOARD GAME SINCE CHESS."**

—Michael A Stackpole (New York Times
Best-selling writer and
award-winning game designer)

**"THE BEST ABSTRACT
STRATEGY GAME I OWN!"**

—Bryan Pope (Creator of Mage Wars)

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OR ORDER ONLINE AT BATTLECORPS.COM/CATALOG!**