

Cut away this part, and fold the rules along the lines.
The sheet will fit nicely in the box.

Dazzle English manual

"Dazzle" is a two-player game where players compete for the domination of four aspects that during history has proven to dazzle the hearts of men: Purity, Twilight, Spirals and Faith. In your hand you hold the fate of your adversary. You must guess your own fate, which lies in the hands of your opponent, while not letting him know his own fate, that you hold. Bluffs and interconnecting wills; the game changes from moment to moment, affected by the slightest change of emotion from the cards you select.

Components

48 cards
4 'rank 1' cards of each of the 4 colours
6 'rank 2' cards of each of the 4 colours
2 'rank 3' cards of each of the 4 colours
4 Dazzle pawns in 4 colours
2 booklet manuals

The cards

The cards have their will power (rank) printed on both back and front, but the dazzle type printed on only the front. The will power is both how strong the card is and the number of points it's worth. The players compete for the four Dazzles: Purity, Twilight, Spiral and Faith, but the winner isn't the one who collect the most Dazzles, but how many points you collect. In order to win, you must see to that greed doesn't control your choices, but that you instead controls the thought of your adversary.

Preparations

Deal out the cards using the Dazzle deal (see below), which will result in both players having a draw pile of 18 cards each. *Do NOT shuffle these draw piles!* The Dazzle deal sees to that both players get a balanced deck with the cards in a specific order. When both players have their decks, they **draw 8 cards** from them. Lastly, place the four dazzle markers in a row between the players.

Flow of the game

Decide in any suitable manner who goes first.

- The first player "asks": He selects two cards from his hand and shows them *face up* to the other player.
- The second player "chooses": He decides which of these cards should be his *Will*, and which should be general *Points*.
- The will card is placed on the choosing player's side of the Dazzle pawn corresponding to the card – his Will area. The point card is placed beneath its corresponding Dazzle pawn – the general point area.
- Now switch roles: second player asks, and first player chooses. Repeat the above once.
- When both players have asked and chosen once each, they both draw 2 cards from their deck. Repeat the above until the players' draw decks are depleted, then continue with only the cards they have in their hands, until they completely run out of cards.

Scoring

When both players have exhausted all their cards, they compare how much Will they have for each Dazzle. The player with the highest combined Will for a Dazzle wins that Dazzle and gets all the corresponding points (Point Cards). If both players have the same amount of Will for a Dazzle, then no one wins that Dazzle. When all points for all four Dazzles have been counted, the player with the most total points is declared the winner. In case of a tie, the player who won the most amount of Dazzles wins. If that also is a tie, then the game remains a tie.

Scoring example

Player A has 5 Will (2+2+1) for the Purity Dazzle and player B has 3 Will (1+1+1). This A gains all points placed beneath the Purity pawn.

Dazzle deal

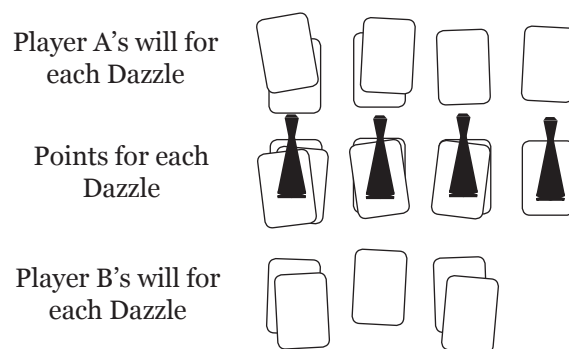
During the setup, cards are best dealt in a specific way, to ensure that both players get a balanced set of cards. The game can be played by dealing 18 cards at random to each player, but for a more exciting game, you should deal the cards as follows.

- Separate the 48 cards into their respective ranks, face down (16 'rank 1', 24 'rank 2' and 8 'rank 3')
- Deal the rank 1 cards into 8 piles (2 cards in each).
- Deal the rank 2 cards onto the same piles (3 cards in each).
- Deal the rank 3 cards onto the same piles (1 in each).
- You now have 8 piles of cards with 6 cards in each. Each player chooses three of these and puts them *on top of each other* to form his draw deck. **DO NOT SHUFFLE!**
- The remaining two piles are not used in the game. Return them to the box without looking at them.

About Saien

Saien is a design and production team with "analogue games atmosphere" as our base concept. We introduce and spread the existence of analogue games, that will enrich your daily life just that little. Since 2009, we concentrate on producing our own games, trying to introduce a new style of games.

Example of game in progress



Rules translation by Simon Lundström

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