

Print on heavy paper or card for durability.

Duel 52 **CARD POWERS** www.duel52.com
☞ Draw a card at the start of your turn

THREE ACTIONS PER TURN Any, or multiple of:
Play a Card | Flip a Card | Attack | Pair

2 VIEW Draw a card, then discard a card

3 TRAP If killed face-down, return to play face-up

4 FORESIGHT Look at any face-down card

5 FLIP Flip all your face-down cards in lane

6 FREEZE Freeze enemy cards in lane for one turn

7 HEAL Heals your entire board

8 RETALIATE Damages attackers PASSIVE POWERS

9 NIMBLE Cannot be frozen. Immune to an 8's thorns. Cannot be twinstruck by a 10. Deals two damage to a Jack.

10 TWINSTRIKE Damages two cards in one attack

J TAUNT Must be killed first in lane, three hit points

Q MOVE May move an ally card to her lane

K EMPOWER Reactivates your card powers in lane

A ACTION Gain one action, may attack twice first turn

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Duel 52 **SETUP** www.duel52.com

 Begin with a standard 52 card deck, remove jokers.




 Deal one card face-down in each of the three lanes for each player (six cards total). These are your Base cards.


5  Deal five cards to each player's hand.

-10 Remove ten cards from the draw pile and set them aside.

- Cards are played from your hand into a lane, and must remain in that lane until the lane is won, or the card is killed.
- Cards may only attack cards in the same lane.
- Each lane begins with a Base card, dealt face-down and not revealed to either player.
- Base cards can be only activated or attacked when the draw pile is empty. They serve as your last line of defence.
- A lane is won when you have killed all of your opponent's cards in that lane. Win two lanes to win!

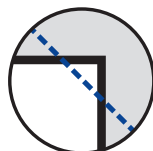
Duel 52 **RULES** www.duel52.com

- Cards have **two** hit points.  
- Cards deal **one** damage.
- Each card may only attack once per turn.
- When a card is damaged, turn it sideways. Damaged cards may still attack and passives still apply.
- If a card is damaged when face-down, it remains damaged when flipped.
- When a card is killed, it is discarded.
- If killed face-down, card powers do not activate, and the card is not revealed.
- It costs one action to create a pair. 
- Cards must be in the same lane, face-up, and the same rank to make a pair.
- Cards in a pair still take damage individually.
- Pairs must attack together. They deal **two** damage to a single card for one action.

 When the draw pile is empty, Base cards become normal cards (but they cannot be looked at before being flipped).



Cut these out, leaving none of the black edge.



Cut off each corner too!