



Niklas Gestrin & Markus Tangring



Beata Batorska

DUOS

Sports & Fairy Tales

DUOS is a party game about choosing pairs which naturally go together. Each turn, you must choose 4 pairs from 12 randomly drawn cards, hoping to choose the same pairs as the Narrator. Sounds simple? Let's see how you do!

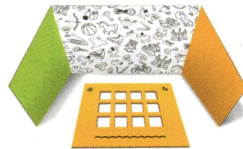
Box contents:



116 2-sided cards



1 DUOS card



6 player boards
and screens



2 component
boxes



53 score tokens



48 wooden
markers

GRANNA

Game preparation

Each player takes

- a player board (colors don't matter),
- a screen,
- 8 wooden markers (2 in each of 4 colors).

Place your boards behind your screens (*).

Choose a category: *Sports or Fairy Tales*.

Draw 12 cards and place them in the center

of the table in a 4×3 pattern. **Orient all cards and player boards the same way, so that all their symbols (sun, moon, wave) are aligned,**

as in the example illustration. Place the score tokens where everyone can reach them.

Choose the starting player in any mutually agreeable way, or randomly.

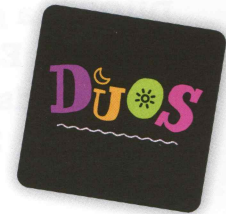
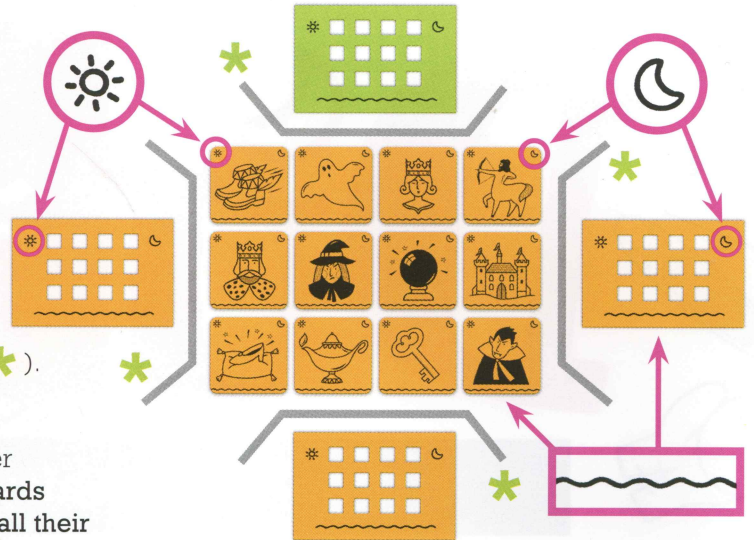
The starting player becomes the Narrator: they take the DUOS card and put it with "DUOS" face up in front of their screen.

Now you are ready for the first round!

Sequence of play

A game of DUOS has 2 rounds, and each round is divided into turns. In each turn, a different player is the Narrator, so each player will be the Narrator twice in a game. Whoever has the most points after the second round wins.

If everyone wishes, you can play more than 2 rounds!
Just be sure that everyone is a Narrator the same number of times.



Choosing pairs

Look carefully at the 12 cards on the table and secretly choose 4 pairs of cards. Mark your pairs on your board behind your screen, putting 2 markers of the same color on the 2 board spaces corresponding to 2 cards you choose as a pair. Choose pairs based on your intuition and whatever mental associations you have, but trying to match the pairs that the Narrator chooses. When everyone is ready, reveal your boards. Now compare your pairs with the Narrator's pairs.

IMPORTANT! You are not allowed to communicate when choosing pairs. Try not to indicate or hint which pairs you are choosing.



The Narrator checks pairs

The Narrator moves their own pair markers from their board onto their chosen cards. We suggest doing this one pair at a time, to make it easier to score points, and so the Narrator can explain why they chose a given pair (**Explaining pairs is not required, but it can trigger interesting discussions!**).

As the Narrator moves a pair's markers to the cards, the Narrator confirms which other players chose that same pair and awards points to those players. (It doesn't matter whether a player marked the pair with the same color of marker as the Narrator, only that they marked the same pair.) Each player who chose the Narrator's pair gains 1 point. Players keep their score tokens visible in front of them.

IMPORTANT! Leave the scored points in front of the boards until the end of the turn. These will be needed to determine how many points the Narrator gets.

After players have gained points, see how many points the Narrator gains. For each other player,

- If the player chose none or only 1 of the Narrator's pairs, the Narrator gains 0 points.
- If the player chose 2 or 3 of the Narrator's pairs, the Narrator gains 1 point.
- If the player chose all 4 of the Narrator's pairs, the Narrator gains 2 points.

How many of the same pairs?	Points for Narrator
0-1	0
2-3	1
4	2

Example scoring:

Anna, Bertrand, Cecilia and David are playing. This turn, Anna is the Narrator, and she secretly chose these pairs:

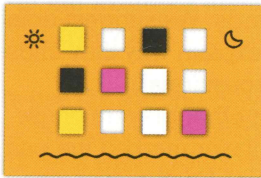
The *Queen* and *King*, because they are both royal.
 The *Witch* and *Vampire*, because they are both villains.
 The *Key* and *Crystal Ball*, because they both reveal secrets.
Cinderella's Slipper and *Winged Shoes*, because they are both footwear.



Let's see what pairs the other players chose:

1

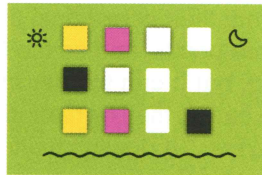
Here are Bertrand's pairs:



Bertrand matched all 4 of Anna's pairs! So Bertrand gains **4 points**.

2

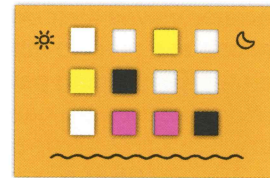
Cecilia had some other ideas:



Unfortunately, only one of Cecilia's pairs (*Slipper* and *Winged Shoes*) matches the Narrator's choice, so Cecilia gains only **1 point**.

3

David chose these pairs:

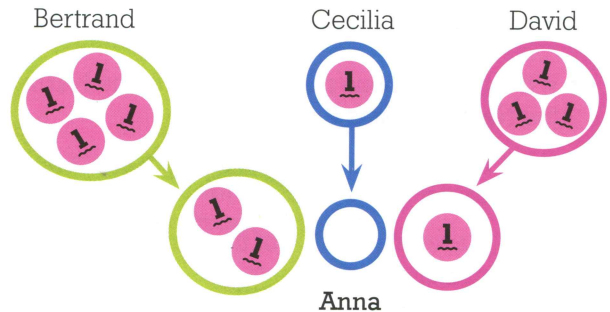


David matched 3 of Anna's pairs (*Queen* and *King*; *Witch* and *Vampire*; *Slipper* and *Winged Shoes*), so David gains **3 points**.

Now Anna, the Narrator, gains her points:

Bertrand chose all 4 of Anna's pairs, so that gives 2 points to Anna. Cecilia chose only 1 of Anna's pairs, so that gives no points to Anna. David chose 3 of Anna's pairs, so that gives 1 point to Anna.

So Anna gains $2 + 0 + 1 = 3$ points. The turn is over now.



Preparing the next turn

After scoring points, remove your markers from the boards and cards. The Narrator passes the DUOS card to the player on their left. Turn the cards over (thus changing the category), or – if you've already used both sides of these cards – deal out 12 new cards. You are ready for the next turn.

The game continues this way until each player has been the Narrator twice. Of course, if you like, you can play additional rounds, or keep the same category each turn.

End of the game

After the final round, add up each player's score. Whoever has the most points wins. In case of a tie for high score, the tied players share victory.



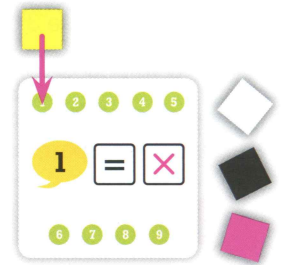
DUOS for 2 players



The variant for 2 players is cooperative: the goal is to choose the same pairs. The game lasts 9 turns. If you choose 3 or 4 pairs in common, you win that turn! If you choose 2 or fewer matching pairs, you lose that turn. After 9 turns, you can compare your result with the table.

Game preparation

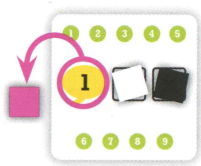
Draw 12 cards and place them, as in the standard game. Place the **DUOS card** near the cards, with the 2-player icons face up, with 3 markers on it (1 pink, 1 white, 1 black). Mark the current turn number with the yellow cube on the turn track on the card. Each player takes a board, screen, and 4 pairs of markers, as in the standard game.



2-player sequence of play

As usual, choose 4 pairs behind your screens. This 2-player game is cooperative, so you both want to choose the same pairs, but of course you and your partner cannot communicate when choosing pairs! If you choose 3 or 4 identical pairs, you gain 1 point for that turn.

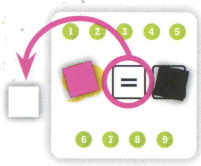
The 2-player side of the DUOS card has **3 additional actions** that let you each give a hint to your partner, to help you both choose the same pairs. Each player may use only 1 action per turn, and you cannot both pick the same action in one turn. The 3 actions are:



• **WORD**

Say one **WORD** as a hint to your partner. Remove the **pink** marker from the DUOS card (so your partner cannot choose this action).

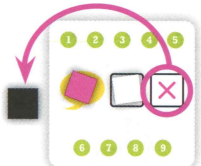
Example: You say the word *Metal*, hoping this will guide your partner to choose the same pair you chose.



• **YES!**

Indicate one card that you chose in one of your pairs. Remove the **white** marker from the DUOS card and put it onto the card that you chose.

Example: You put the **white** marker onto the card with a *Key*, indicating that – YES! – one of your pairs has this *Key*.



• **NOT!**

Indicate one card that you did not choose. Remove the **black** marker from the DUOS card and put it onto the card.

Example: You place the **black** marker onto the card with a *Ghost*, indicating that – NO! – this card is not in any of your pairs.

After each turn, put all used markers back onto the DUOS card so that they can be used again.

Scoring

When you have both secretly chosen 4 pairs, reveal your boards and compare them.

- If you chose 3 or 4 of the same pairs, you win this turn and gain 1 point.
- If you chose only 2 or fewer of the same pairs, you lose this turn and do not score.

Then turn over or exchange the cards and start the next turn. The game ends after 9 turns.

You can compare your score with this table to see how well you did:

0 pts: Too bad; try again!	5 pts: Very nice!
1 pt: You can do better than that!	6 pts: Excellent!
2 pts: You can see the light at the end of the tunnel.	7 pts: Fantastic!
3 pts: You are beginning to get it!	8 pts: Amazing! You are like soulmates.
4 pts: Nicely done!	9 pts and more: Incredible! You are telepaths

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