

2-PLAYER VARIANT

DUEL MODE

Players share control of a 3rd adventurer who can win tricks and mess with scoring.

SETUP

	Cards/Tiles Removed	Player Hands
2 players	All  cards 6-7 of each suit 6-7 door tiles	12 cards

- ▶ When choosing adventurers, choose a 3rd meeple to act as the **Vanguard** and place them on door 0.
- ▶ After dealing each player 12 cards, deal the 12 leftover cards in 6 facedown **Vanguard piles** with 2 cards each. Place 3 Vanguard piles in front of each player and flip the top card on each pile faceup.



DUEL MODE RULES

Playing Tricks

In each trick, the Torchbearer must lead a faceup card from one of their **Vanguard piles**. They then play 1 card from their hand, following suit if able. Their opponent plays 1 card normally.

When the Vanguard wins a trick or plays the winning rank, move their meeple 1 door to the right.

The Vanguard can **never** be Torchbearer; ignore their card when determining lowest rank.

After resolving each trick, if there is a facedown card on top of any Vanguard pile, flip it faceup.

Empty Vanguard Piles

If the Torchbearer has no cards left in their Vanguard piles at the start of a trick, their opponent leads the trick instead (*following all rules above*).

End of Round

The Vanguard influences how much gold players earn, but does not earn any themselves.

- ▶ When revealing **torches**, reveal the Vanguard's last unplayed card. If it does **not** match the door the Vanguard is on, treat it as a dropped torch. *If it does match, discard the card without effect.*
- ▶ Any player on the same **door** as the Vanguard must split the gold value of the door, as they would with another player. *The Vanguard doesn't score their share of the gold.*

The Next Round

After scoring, the Torchbearer token passes to the player who did not have it at the start of the round. Play a total of **4 rounds** instead of 3.