DUEL FOR CARDIA

VARIANTS FOR 4 PLAYERS

SHORT MATCH-UP TO GET TO KNOW THE GAME

If one of you hasn't played Cardia before, we recommend this short version first. You play **2 duels at the same time**, i.e. 2 people against each other.

You play **2 duels** one after the other, once with each deck. In this variant, you play both duels against the **same person**. Choose one person and sit opposite each other.

Set up the game as described in the rulebook (p. 2-3), but with the following changes:

- Place all signets, modifiers and ongoing tokens in the centre of the table. Place a face-down location to the right and left of them. Align them so that each arrow points to one end of the table (see illustration).
- Player 1 and 2 take deck I, player 3 and 4 deck II.

After you have played one match each, swap the decks.
Be mindful that deck II is a little more tactically demanding than Deck I.

Note: In a four-player game, you may run out of tokens. If this happens, simply improvise and make do with coins, dice or similar.

Are you ready for a bigger challenge? Then continue reading on the next page.

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BIG MATCH-UP

If you already know Cardia well, you are ready for a short tournament. You play a total of **6 duels**, playing against each other person twice. Whoever has the most points at the end wins.

On the next page you will find a **tournament schedule**. There you can see who is playing against whom in which duel and with which deck. *We recommend you print out the tournament schedule.*

Set up the game as described in the rulebook (p. 2-3), but with the following changes:

- Place all signets, modifiers and ongoing tokens in the centre of the table. Two people sit opposite each other on the left and right.
- You can see whether you are playing with a location in the tournament schedule. If so, place it on your side next to the tiles. Put the rest to one side.
- Each person takes a deck. You can also see which deck you will play with first on the tournament schedule.

The 6 duels increase in difficulty from to . These also correspond to the **number of points** you receive in the respective duel. Only the person who **wins** their duel receives points. In the event of a tie, you both get the points.

Duels 1 and 2 have difficulty , duels 3 and 4 have and finally duels 5 and 6 have difficulty . With the combination of deck and location, you must achieve the **exact difficulty** for each duel (more on this in the rulebook on p. 14 and 15).

In the tournament schedule you will find suggestions for locations that we recommend for your first match-up.

Alternatively, you can also choose which location you want to play with in your own. Then the person with the fewest points chooses the location for the match. In the first duel and in case of a tie, shuffle all the locations with the required difficulty and draw the top card.

TOURNAMENT SCHEDULE

Each player chooses a colour and enters their name in the respective boxes. If there is a tie at the end, play a final duel (or several) with difficulty ☠☠☠☠.

Your points				
1. duel ☠				
2. duel ☠				
3. duel ☠☠				
4. duel ☠☠				
5. duel ☠☠☠				
6. duel ☠☠☠				
Total				

And the winner is:

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1. duel ☠	vs. Deck I SERPENT TEMPLE	vs. Deck II *No location*
2. duel ☠	vs. Deck II *No location*	vs. Deck I FOUNDER'S DAY
3. duel ☠☠	vs. Deck II BAZAAR	vs. Deck I SCRAPYARD
4. duel ☠☠	vs. Deck I SCRAPYARD	vs. Deck II BAZAAR
5. duel ☠☠☠	vs. Deck I FOGGY SWAMP	vs. Deck II AUCTION HOUSE
6. duel ☠☠☠	vs. Deck II GRAND LIBRARY	vs. Deck I HAUNTED CATACOMBS