

# Diner Duel Rules

(Updates available at <https://dinerduel.com>)

## Objective

The goal is to collect all four Keys to the Kingdom. The first player to do so wins.

## Components

**80 Player Cards** (used for gameplay)

- 28 Action cards
- 44 Weapon cards, including 8 Bomb, 8 Trap, and 4 Healing
- 8 Neutral cards, including 4 Challenge and 4 Bonus

**28 Table Cards** (placed on table)

- 16 Character cards
- 4 Key Ring cards
- 4 Key cards
- 4 Flavor cards

# Setup

Separate all the cards into the following piles:

- Flavor cards
- Key Ring cards
- Key cards
- Character cards
- Player cards (all remaining cards)

The oldest player goes first and is referred to in the rules as the “first player.”

The first player picks the Flavor they want to play (Mustard, Sugar, BBQ, or Pepper) and places the associated Flavor card in front of herself on the table. Moving in a clockwise fashion, the remaining players choose their desired Flavor and place the associated cards in front of themselves on the table. All players then take the Ring cards associated with their Flavor and place them horizontally in the middle of the table, forming a square with approximately 6” x 6” of empty space in the center (see diagram at end of booklet).

Next, all players take one Key card and place it on the table next to their Flavor card. All players should then take the four Character cards whose color matches their Flavor card and set them, face down, on the table next to their Flavor and Key cards. The four Character cards are Soldier, Ninja, Dinosaur, and Minotaur. Next, the first player deals five cards to each player from the Player deck

## **Playing the Game**

Once the setup is complete, the first player starts the game.

## **Player Movement**

Players move their character cards across the table via a series of Zones. Each turn they can move every character from one Zone to an adjacent Zone, unless they have an Action card which allows them to move across multiple Zones.

## **Zones**

During the game, the table is divided into a number of movement Zones. The diagrams on the following pages illustrates the Zones for two-player and four-player games.

## **Battle**

The player who initiates the battle makes the first attack. Each player may play one Action card and two Weapon cards during battle, plus one Bonus card. Instead of playing one Action card, Players may choose to play two Action cards together to trigger the STOP Weapon Bonus. The battle continues until all players have played the maximum amount of cards allowed. If not one has been defeated, or the players don't have any Weapon cards, the Character with the higher Level wins the battle. If two Characters have the same Level at this point, the battle is a draw.

# Player Turns

Players can do the following on their turn:

- Move every Character card from one Zone to another. Character cards are left face-down until they are engaged in battle, at which point they are turned over. After battle, they may be turned face-down again.
- Play a Neutral card. Neutral cards include Challenge, Bonus, and Healing cards
- Play an Action card. This card may be played at any time, including during battle.
- Play up to two weapon cards. These cards are usually played during battle. However, certain weapon cards, such as Traps and Barricades may be played at any time.

After the first player plays, she replenishes her hand from the Player deck with as many cards as she played during her turn.

# Cards

## **Weapon Cards** (offensive)

Most of the weapon cards are condiment packets that can be neutralized by other flavors. The flavor of the card is listed in the colored section at the top, and the flavor that neutralizes it is shown in the colored section at the bottom.

## **Weapon Cards** (unconventional)

Trap and Barricade cards may be placed, face-down, in a player's Kingdom zone to protect them from invaders. When an opponent lands in one of these protected zones, the Weapon card is turned over and the opponent is subject to the listed attack. The opponent may defend themselves against the attack.

## **Healing Cards**

The Mayonnaise card may be played to heal a character when they are injured by a weapon. This card essentially neutralizes

the weapon card that was played by the opponent.

### **Action Cards**

Action cards may be played at any time, including during battle. Players may choose to use the card to do either the offensive or defensive attack listed on the card, but they may not do both. Another option is for the player to trigger the STOP Bonus, which will stop a Weapon attack. The STOP Bonus may be triggered with a Bonus card or by playing two Action cards together.

### **Character Cards**

Each player has four character cards which form their Flavor Army. The number in the upper-left corner of the card represents their Level. The higher the number, the more powerful the character. The text in the upper-right corner is the Bonus applied to the character when a Bonus card is played. Bonuses are used during battle. They are neutral cards. Neutral cards may be played at

any time and do not count against a player's ability to play one Action and two Weapon cards per turn.

The four bonuses are: **ASSIST**. Another character from the same army may assist this character with their battle. **HEAL**. The character is healed once when attacked with a weapon. **WEAPON**. The character is allowed an extra Weapon card attack. **ACTION**. The character is allowed to play an extra Action card during battle.

### **Key Ring Cards**

Each player has their own Key Ring, where they can fight duels with a "home court" advantage. Any duel fought in a player's Key Ring allows them to activate their player Bonus, without using a Bonus card.

### **Key Card**

These are the "Keys to the Kingdom." A player must collect all four key cards to win the game. A Key may be turned invisible for

one turn by using the Ghost Action card, which makes it impossible for an opponent to find the key during that turn.

### **Flavor/Sauce Card**

The Flavor card is placed with the Flavor Avatar face-up. This character stays at the player's home base and defends the player's Keys when the other Characters are away or dead. If the Flavor Avatar is defeated in battle, the card is turned over to reveal the Sauce Tower, which indicates the Tower is defenseless. The Flavor Avatar may be healed with the Mayonnaise card or with the Ressurrect Action card, at which point the card is turned back over to show the Avatar.

### **Challenge Cards**

Challenge cards are neutral and do not count against a player's ability to play one Action and two Weapon cards per turn.

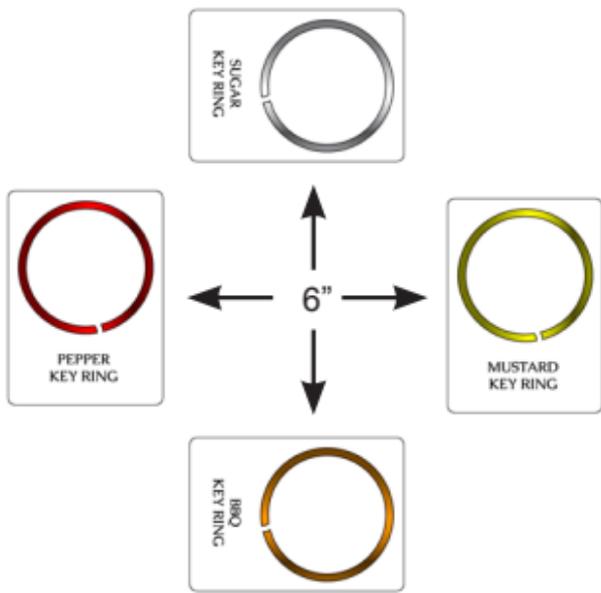
When a player issues a Challenge card, they must alert the challenged player, who picks which Character will answer the challenge.

The challenged player can only refuse the challenge, if they play a Challenge card.

All challenges are fought in the neutral Open Arena in the center of the table. The challenged player goes first.

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### Diagram: How to Set Up the Key Ring Cards



Player 1  
Home



Player 1  
Kingdom

Player 1  
Key Ring



Open  
Arena

Player 2  
Key Ring

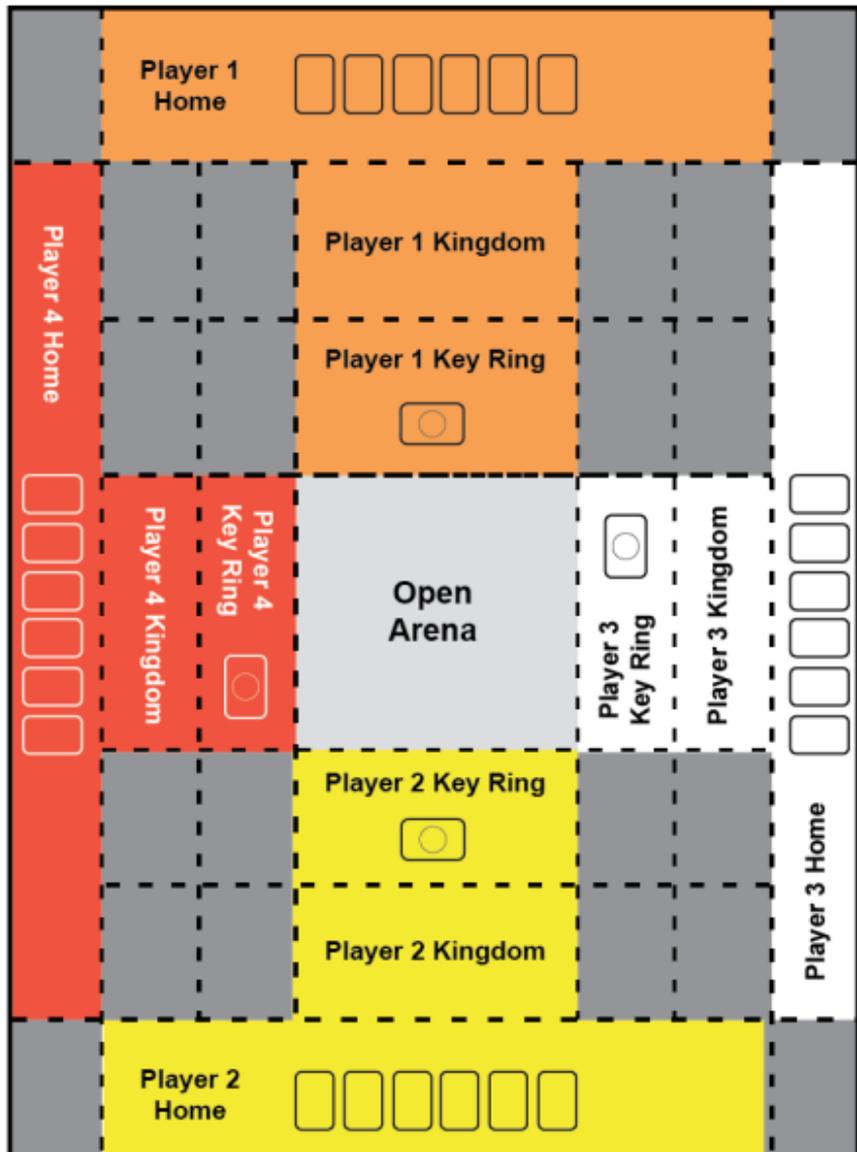


Player 2  
Kingdom

Player 2  
Home



**Movement Zones for a Two-Player Game**



**Movement Zones for a Four-Player Game**