THE RULES



THE GAME OF DUNC RULES

DUNC SIMPLIFIED: The objective of the game is to get rid of all of your cards and spell the word, "**DUNC**" in front of you using the cards in your hand.

START: Each player cuts from the deck.

The player with the highest card (in order of highest letter **D-U-N-C**), gets to play first. Each player may select the following amount of cards for their starting hand: 4-players = 5 cards, 3-players = 6 cards, 2-players = 7 cards.

In clockwise order, the first player begins the game. The remaining deck remains placed face down in the deck area. In the unlikely event of no cards left in the deck, the discard pile may be shuffled and placed face down onto the deck area to be re-used.



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PLAY: Each turn consists of playing up to 5 cards (if 4 players), 4 cards (if 3 players), and 3 cards (if 2 players).

Using the face of your card, you may give one card to your left (C card), one card to your right (D card), one card to the player opposite you (N card), one card in front of you towards the goal of spelling "DUNC." (In the case of 2 players, C,D, or N may be passed to your opponent. In the case of 3 players, C & D may be played accordingly or "N" can be played to any opponent. The Letter "U" can only be kept, played, or discarded. You may only play one card for each position per round.)

If a player draws from any pile, they cannot draw or discard again in that turn. (Sometimes, there might not be a card in your hand that you can play or want to play. You don't have to play any cards at all; however, you must draw or discard a card before the next player's turn.)



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PLAY: (cont'd) Spelling "DUNC" must start with the letter "D" and continue in order of each letter of the word. At any time in your turn, you can either DRAW from the deck, DISCARD a card, or draw from the discard area. Any drawn card may be played immediately (not re-discarded).

(Before passing play to the next person, it is mandatory that you update your card count token, so other players can see how many cards you have left. If you forget to draw or discard, any opponent may place the black token on the card deck as a reminder that there is one move left.)

BLOCKING: The "O" card is a blocking card. You may place it anywhere on an opponent's DUNC word, preventing them from spelling further until they clear the blockage. Placing an "O" is considered a play to that opponent.

Rule card 3 of 6

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UNBLOCK: To clear a blockage in your word, you may place the same letter that was blocked on top of the "O." Once a letter has been unblocked, it cannot be blocked again. You may place a token on the unblocked stack to signify that the letter is protected. Unblocking is considered a play to that position.

STRATEGY: Whatever strategy you form, the outcome will always be different. Some may try to get rid of as many cards as they can and hope they draw the desired cards, some may hoard cards hoping to prevent their opponent(s) from getting the card they want. Discarding a card to keep it away from an opponent is one way of playing. Another way to prevent your opponent(s) getting a card they need is to re-place (Stack) a letter onto your "DUINC" word; however, you can only stack in o BLOCK has occurred on that letter.

Rule card 4 of 6





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WINNING: As mentioned earlier, to win you must get rid of all of your cards and spell "DUNC" in front of you. Then you wil have "DUNC'd" your opponents.

CARD COUNT: There are 48 playing cards in a **DUNC** deck, comprising of the following:

Rule card 5 of 6

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- D 12 cards
- U 8 cards
- N 8 cards
- C 12 cards
- O (Blockage) 8 cards



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WHICH WAY IS UP: The design of the cards are purposely created to distract and retain concentration. To play the cards correctly, each card has its letter printed on the upper left of the face of each card and the right way up is also marked with the word DUNC highlighted in fluorescent Green at the top of each card.

RULES ENQUIRIES: Further clarification of rules may be found by emailing the DUNC team: play@gameofdunc.com

Please follow us on Facebook: facebook.com/GameOfDunc

Who wil you "DUNC" today?

