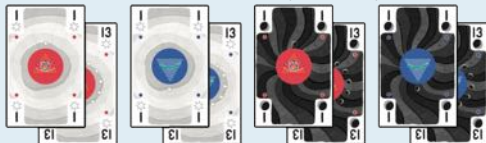


Game Components

Each card has 3 different elements: a suit, a number, and a color.



-52 Playing Cards of two suits, Stars and Moons:

- 13 Star cards numbered 1~13 with a Red color
- 13 Star cards numbered 1~13 with a Blue color
- 13 Moon cards numbered 1~13 with a Red color
- 13 Moon cards numbered 1~13 with a Blue color

- 7 Red Bidding Coins
- 7 Blue Bidding Coins



Set-up

Duālis is played by two teams of two, with players sitting opposite their partners. Shuffle the deck and deal out 13 cards to each player.

Place the 14 Bidding Coins - Red and Blue-side up, grouped by color - in the center of the table within easy reach of all players.

Playing a Trick

The player who most recently looked in a mirror begins as the Leader.

The Leader can play any card as the lead card with play continuing in a clockwise direction. Players must play the same suit (Star or Moon) as the Leader's card if they are able.

Important: While players must play the same suit (Star or Moon) as the Leader if able, it is not necessary to play the same color (Red or Blue)!

Players who have no cards of the same suit as the Leader's may play any card.

Bidding Coins & the Trump Color

The balance between the Red and Blue Bidding Coins in the center of the table at the end of a trick determines if there is a trump color.

- If there is an equal number of Red and Blue Bidding Coins remaining in the center of the table, there is no trump color.
- If there is an unequal number, the color with the greater number of Bidding Coins is the trump color.

If there is a trump color at the end of a trick, the most powerful card of the trump color - regardless of suit - will win the trick. (See "**Determining the Trick Winner**" for more details.)

Placing a Bidding Coin

While playing a card, a player may also take a Bidding Coin of the opposite color from the center of the table (if it exists). That Bidding Coin must be placed on top of the card being played.

Placing a Bidding Coin on a card will do three things:

- Change the color of the played card
- Alter the balance of remaining Bidding Coins in the center of the table.
- Increase the "bid" for the total number of tricks that partnership should try to win in the current round. (See "**End-of-Round Scoring**" for more details.)

Determining the Trick Winner

At the end of the trick, players should check the number of remaining Red and Blue Bidding coins in the center of the table.

- If there is a trump color, the most powerful card of the trump color - regardless of suit - wins the trick.
- If there is not a trump color (or if no card of the trump color has been played), the most powerful card of the led suit - regardless of color - wins the trick.
- If two cards of the same strength have been played into the same trick, the latter card is considered stronger.

Starting the Next Trick

Important: Before the cards are removed, all players who placed a Bidding Coin should collect that Bidding Coin.

Put collected Bidding Coins, Red or Blue-side down, in front of each player where all players can easily see how many Bidding Coins each player has collected.

After the Bidding Coins have been collected, the winner of the trick combines all four cards from the trick into a stack, and places that stack face down where all players can easily see how many tricks have been won by that player.

A Player who has collected both tricks and Bidding Coins should pair the two by placing a Bidding Coin, Red or Blue-side down, on top of each won trick.

The winner of the last trick becomes the new Leader who will now start the new trick.

Example Trick

At the start of this trick, there are five Red Bidding Coins and four Blue Bidding Coins in the center of the table.

The Leader, Player A, plays a Star 2 (Red)

The next players must follow suit by playing a Star card - of either color - if possible.

Player B has Star cards and decides to play the Star 9 (Blue).

Player C has no Star cards so may play any card. Seeing that Red is currently the trump color, Player C plays the Moon 7 (Red).

Player D, while playing a Star 5 (Blue), takes a Red Bidding Coin from the center, placing it on top of the card making it a Star 5 (Red).

Now, at the end of the trick, the same number of Red and Blue Bidding Coins remain. With no trump color, the most powerful card of the led suit - regardless of color - will win the trick.

Player B's Star 9 (Blue) is the strongest card of the led suit, so wins the trick.

Before starting the next trick, Player D collects the Bidding Coin. Then, Player B collects the cards face-down as a won trick.



End-of-Round Scoring

Once all tricks in the round have been completed, each partnership counts their combined collected Bidding Coins. Then, they count their combined tricks won.

- If a partnership has jointly collected the exact same number of tricks as Bidding Coins, that partnership earns 1 points per trick won.
- If a partnership has collected a different number of tricks and Bidding Coins, that partnership earns a negative score equal to the difference between collected tricks and Bidding Coins.

The partnership with the higher score wins the round.

If there is a tied score between the two partnerships, the partnership that won the most tricks wins the round.

Example Scoring

Player A has collected 2 Bidding Coins and won 2 tricks.

Player B has collected 4 Bidding Coins and won 2 tricks.

Player C has collected 5 Bidding Coins and won 6 tricks.

Player D has collected 1 Bidding Coins and won 3 tricks.

The Partnership of Players A and C have together collected 7 Bidding Coins and won 8 tricks. With a difference of 1 between collected Bidding Coins and won tricks, their score is -1.

The Partnership of Players B and D have together collected 5 Bidding Coins and won 5 tricks. With the same number of collected Bidding Coins and won tricks, their score is 5. The Partnership of Players B and D has a greater score, so wins the round.

End of Game

The game ends once either partnership has won two rounds.

If neither team has yet won two rounds, shuffle and re-deal. The player who won the last trick leads the first trick of the next round.

FAQs

Can I look at cards after they've been collected in won tricks? No.

Can I discuss strategy with my partner during play? No.

Can I give my collected Bidding Coin to my partner during play? Yes.

What if I want a shorter game? Deal 9 cards to each player in each round, discarding the remaining cards. Start with only 5 Bidding Coins of each color.

What does Dualis mean? "Dualis" is a Latin term meaning "of two." It is the root of the English word "dualism."

High-Low Variant

After becoming comfortable playing, try the *High-Low Variant*. In the *High-Low Variant*, the color of the Leader's card will determine if high cards or low cards are more powerful:

- If a Blue card is lead, lower numbers are stronger than higher numbers for the current trick.
- If a Red card is lead, higher numbers are stronger than lower numbers for the current trick.

While getting used to the *High-Low Variant*, it can be helpful for the Leaders to say, "High card wins" when they lead with a Red card, or "Low card wins" when they lead with a Blue card.

If a Bidding Coin has been placed on the lead card, the color of the Bidding Coin determines whether lower or higher numbers are stronger.

Iso Play (for 3 or 4 players)

Each player plays individually. Shuffle and deal 13 cards per player, discard any extra cards.

After each round, players count their own Bidding Coins and tricks to calculate their personal score (See "**End-of-Round Scoring**"). Track all players' running totals on paper.

Continue playing until either:

- Any two players' scores differ by 7+ points
- After 4 rounds

Highest total score wins (ties are shared wins).

Iso Play can be played with the standard rules or the *High-Low Variant*.

Credits

Game Design: BAJIR CANNON

Art: WAKANA MIZUNO (TANSAN DESIGN STUDIO)

Graphic Design: TOMOAKI MIZUNO (TANSAN DESIGN STUDIO)

Management & Translation: MAKI ITAMI CANNON

Special Thanks:

I would like to thank the amazing players, designers, and organizers of the Tokyo Game Market. It is a true honor to be a part of such an incredible event and community. ありがとう! -Bajir



Learn Bridge
Online

Questions about Dualis? Email hello@tonbigames.com

© Bajir Cannon

1st Printing - 2026