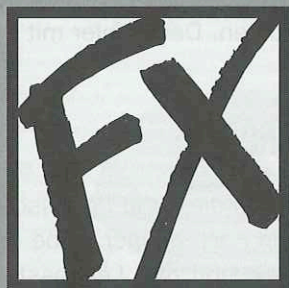


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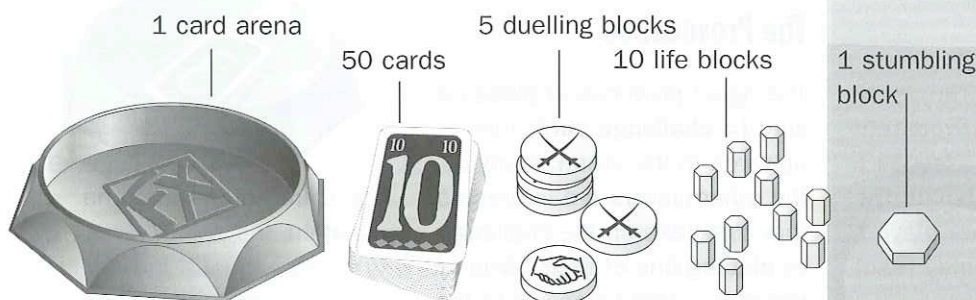
# Dilemma



## DILEMMA

*What is a dilemma? Well, it is generally taken to be a situation in which a person has to decide between two alternatives, in the sure knowledge that neither decision will lead to the optimum solution. And it's the same in this game. Do I react to the provocation and enter into a duel? That's the only way to gain valuable points. But then I could lose precious life blocks – or make a bad deal. Whichever way you look at it, it's a dilemma!*

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## THE OBJECT OF THE GAME

The players attempt to use their tactical skills when playing their cards to lead the other players into a duel and win points. The player with the most points is the winner.

## PREPARATION

Place the card arena in the centre of the table. Each player receives ten cards numbering 1 to 10, one duelling block and two life blocks (three life blocks if there are three players). The players then decide who will be the first player, and this person is known as the “agent provocateur”. The “stumbling block” is placed in front of the agent provocateur.

**Win lots of points in duels**

**1 set of cards,  
1 duelling block,  
2 (or 3) life blocks  
per player**

## PLAYING THE GAME

There are two different roles, which the players take turns to play. There is an agent provocateur in each round, who uses a card to challenge the other players. The players must then decide whether or not to accept the challenge with a duelling card. The opponent is the player whose duelling card is on the challenge card – but the duelling card must be of a different value.

**The agent provocateur issues a challenge; the other players may react**

### The Provocation

The agent provocateur places a card (= **challenge card**) face upwards in the arena. If any of the other players are interested, they may take up the challenge by **placing** one of their cards **on top of** the card belonging to the agent provocateur.

The cards must be placed **flat** in the arena in order to qualify for the subsequent duel. Any cards that land beside the arena, as are any cards that land at an angle or over the edge.



a. Card flat in the arena  
= **right**



b. Card diagonal in the arena  
= **wrong**



c. Card on the edge  
= **wrong**

As only **one** player can accept the challenge, only the card that is on the challenge card in the card arena (= **duelling card**) counts. Any other cards in the arena are **removed from the game**, and must not be used again.

The value of the duelling card **must** be different (higher or lower) from the challenge card. If a duelling card of the same value is thrown, it is **invalid** and the **next** card counts. If no other cards are placed, **each player** now has the opportunity to throw another card. The invalid cards are then removed from the game.

The two players (agent provocateur and the opponent) whose cards are in the arena now perform a duel.

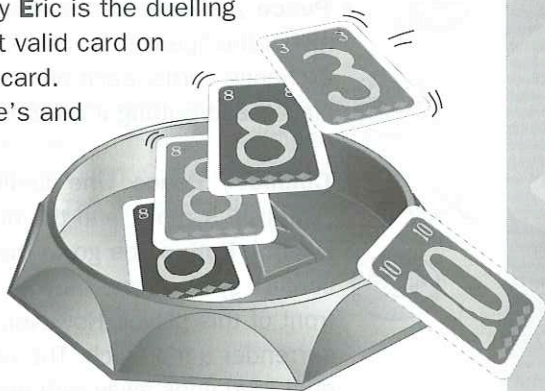
### Examples:

1. Anna (the agent provocateur) plays an 8. Bernhard plays a 10, but it lands outside the arena. Christine and Daniel also play an 8. Eric plays a 3.

Bernhard's card is removed from the game because it landed outside the arena. Christine's and Daniel's cards are invalid as they have the same value as the challenge card. The 3 played by Eric is the duelling card, as it is the first valid card on top of the challenge card.

Bernhard's, Christine's and Daniel's cards are removed from the game and must not be used again in this game.

Anna and Eric now perform a duel.



The player whose card is directly over the challenge card accepts the challenge

Duelling card  $\neq$  Challenge card

2. **Anna** (the agent provocateur) plays a 6. **Bernhard** also plays a 6. **Bernhard** soon notices his mistake, and throws his 3 into the arena before **Christine**, who plays a 5. **Bernhard's** 6 and **Christine's** 5 are removed from the game.

In this case, the duel is carried out between **Anna** and **Bernhard**.



**Players cover their duelling blocks**

## The duel

The two players take their duelling blocks in their hands and, without conferring, choose either “peace” or “conflict”. They place the duelling block on the table with their chosen symbols facing **upwards**, covering them with their hands to **conceal** them from the opponent. They then remove their hands at the same time.

**3 possibilities:**

There are three possibilities:

**Peace / Peace:**  
Player gets the opponent's card



- **Peace / Peace:** Both players' duelling stones reveal the “peace” symbol. The players simply exchange cards, each one taking the card the other placed and putting it on the table in front of them.



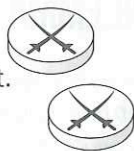
**Conflict / Peace:**  
**C** gets the cards and surrenders life block



- **Conflict / Peace:** One duelling block shows the “conflict” symbol, and the other the “peace” symbol. Both cards go to the player who chose the conflict symbol, and they are placed on the table in front of this player. However, this player **must** now surrender a life block. The other player loses the duel, and goes away with nothing.



- **Conflict / Conflict:** Both players' duelling blocks reveal the "conflict" symbol. In this case, **no one** gets the cards over which the duel is being fought. In addition, both players have to surrender a life block. The cards are removed from the game.



**Conflict/Conflict:**  
Cards are removed from the game, both players surrender life block

A player who has no life blocks left **may not** choose the conflict symbol.

After the duel, the "stumbling block" is passed on to the player on the left, who is now the agent provocateur in the next round.

**New round,**  
new agent provocateur

## Special situations

- If none of the players reacts to the challenge issued by the agent provocateur, this player may place the card on the table as winnings.
- If only two players are left, the opponent is not allowed to throw his card next to the arena to reduce his opponent's winnings even if it is obvious that he is going to lose the duel. Of course, he also has the option of declining the challenge, as described under a). However, the agent provocateur may then place his card face upwards on the table as winnings.

## THE END OF THE GAME

The game is over when only **one** player has any cards left. The points are then tallied, with the players adding up the points on the cards they have won. Cards still held by any of the players are not counted. The winner is the player with the highest number of points.

**End of the game:**  
Only **1** player has any cards left to play  
**Winner:** The player with the highest number of points