



INFLUENCE Duel



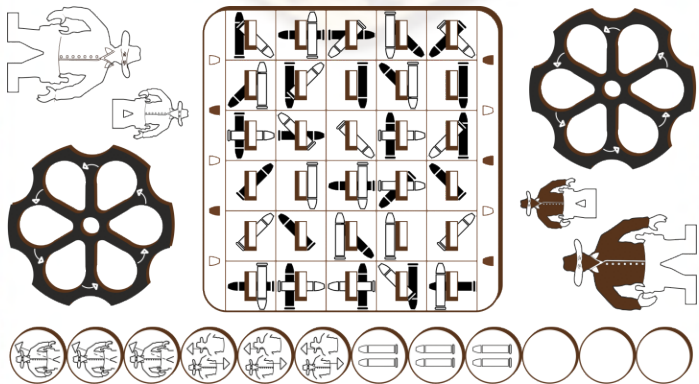
LEGEND

When one bullet after another whizzes around you, you'll be dancing like you were young! But it won't be just any dance - your actions will directly affect your opponent's position. Veteran cowboys call this dance the *INFLUDANCE* and it is most often danced in pairs.

INFLUDANCE Duel is a quick shootout for two cowboys, in which your actions affect your opponent's position. Can you get to the other side of the board first?

GAME COMPONENTS

- 1x double-sided game board with 30 fields
- 2x light cowboy (small and large)
- 2x dark cowboy (small and large)
- 2x revolver magazine
- 12x special ammo token
- Printed rulebook (collector's edition only)



AIM OF THE GAME

The aim of the game is to shoot through to the other side of the game area to the space behind the last row of fields. The first player to reach this imaginary row behind the game area wins.

GAME SETUP

1. Each player chooses a colour to play for.
2. Determine whether to play the game with a small or large cowboy and choose one of the game layouts on the double-sided game board.
3. Each player receives 1 cowboy in the colour of their choice (cowboy size depends on the game type) and 1 revolver magazine.
4. Shuffle the 12 special ammo tokens face down - each player draws 6 special ammo tokens and fills their revolver magazine with them, without turning the tokens over and looking at their face.
5. Select a first player – whoever last held a gun in their hand starts (yes, a water gun counts too).
6. Starting with the first player, place your cowboy on any field in the first row on your side of the game board, facing forward to the opposite side.



This step can have a significant impact on the course of the game, therefore you should think carefully about it.



The first row is identified by three bullet symbols in your colour located in front of it.

GAMEPLAY OVERVIEW

Players take their turns. Each player takes the following actions:

- The player **must** move 1 field left, right, backwards or diagonally backwards. Moving forwards or diagonally forwards is not allowed as well as moving to a field occupied by an opposing cowboy is not allowed.
- A player **may** fire a special ammo and resolve its effect at any time during his turn (before or after his movement), but at most once per turn.

COWBOY MOVEMENT

The player's action of movement to a new field triggers the effect of the bullets displayed on that field and shoots off the cowboys in the direction of the bullets in their colour (see "Figure 1" at the end of the rulebook for an example of movement and bullet effects).

If only one bullet is displayed on the field, only the cowboy in that bullet's colour will be shot off.

If you are playing a game with a large cowboy standing on two fields at the same time, determine the effect of his movement as follows:

- Movement to the left or right triggers a bullet effect of a field on which the cowboy figure was not previously standing.
- By moving backwards or diagonally backwards, the player triggers a bullet effect of one of the two fields he has moved to, depending on his choice.

Once a player has resolved the effects of shooting off and doesn't want to or can't fire a special ammo (because he has already used it this turn or is out of special ammo), it's the other player's turn.



Note that the effect of shooting off is not multiplied. The shoot off only occurs as a result of the cowboy's movement action, not as a result of another shoot off.

USE OF SPECIAL AMMO

Special ammo is fired by turning a token in the magazine face up.

The first time you use special ammo, rotate the magazine and then flip over the special ammo token located farthest from you (imaginary north on the map).

For subsequent shots of special ammo, the order of tokens is determined by the arrows.

The mutual position of the cowboys has no effect in shooting.

Each player has 6 pieces of special ammo. After firing them off, the revolver magazine remains empty.

Effects of special ammo are resolved immediately and are as follows:



Good shot

Shoots off the opponent 1 field back.



Double blast

Changes players' order. Shooter plays again.



Booster

Shoots off both cowboys 1 field forward.



Dummy bullet

It does nothing but please the opponent.

SPECIAL SITUATIONS

The following special situations may occur during the game due to the effect of the bullets displayed on the game board or the special ammo:

- Both cowboys should be shot off onto the same field: only one cowboy is moved onto this field according to the choice of the player who triggered this situation.
- A cowboy should be shot off the game board (towards the back, left or right) or onto the field occupied by the other cowboy: bullets and special ammo lose their effect.



If the blocking cowboy is shot off onto another field as part of the same movement action, the occupied field is released and the other cowboy is shot off onto it according to normal rules.

Example: a player moves a light cowboy sideways in front of a dark cowboy (see Figure 1 left) hoping to block him. However, as a result of the white bullet effect, he is shot off back to the field from where he moved, and the dark cowboy is shot off forward (see Figure 1, right).

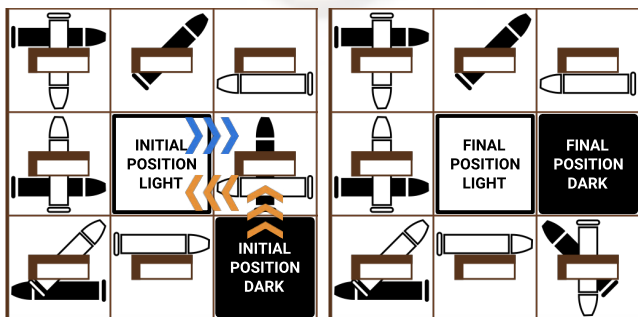


Figure 1: **Movement** and **bullet effects** (left) – movement result (right)

END OF THE GAME

Once a player reaches the space behind the last row of fields on the opposite side of the game board, the game ends immediately and that player is the winner of the game.

If both cowboys achieve this in the same turn, the player who has more ammo left in the magazine wins. In the case of a tie, both players win and a rematch will probably be necessary.



The last row is identified by two bullet symbols in your colour located in front of it.



Note that it is not enough to get onto the last row of the game area to win, but to the space behind it.

CREDITS

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SPECIAL THANKS

Special thanks to Špéca for specifying this unusual task: "Design a game in which no meeples, cards or dices are needed. In short, we just need a separately playable game board."

