

SCORING (CONTINUED)

Disqualification

If a player ends the round with more pairs of animals than specified by the Goal Tile, he or she is **disqualified**. The Goal Tile and Bonus Tiles are not counted, and give no points. Correct Animal Tile pairs do not score positive points. Instead, the player scores -1 for each pair of animals.

Next Round

After a round is scored, the Animal and Bonus Tiles are turned face-down and mixed back into the play area. The used goal tile is set aside and the next one is turned over to start the new round.

END OF THE GAME

The game ends after three rounds (the fourth Goal Tile is not used). The player who has the most points wins. If all players have negative scores, the one with the least negative points wins.

FOR YOUNGER PLAYERS

Duo Dash can be played with younger children if by removing the Goal Tiles and Bonus Tiles. The players simply race to find an agreed upon number of matching pairs at the same time.

GAME INFORMATION

2-6 players • 30 minutes • ages 6 & up

CREDITS

Game Design: Michael Schacht

Artwork: Alvin Madden

Game rules, production, and playtesting: Your friends at SimplyFun!



The Malachite Butterfly's wingspan is approximately 2.5 to 4 inches across. They enjoy eating flower nectar, and they love a fruit orchard where they can find fallen fruit. Their range of flight is from Central to South America. They have also been seen in Jamaica and Cuba and some have been seen in the Southern United States (Florida and Texas).



The Golden-Headed Lion Tamarin is small squirrel size monkey that lives in the tropical rainforests in Brazil. They live with their families in hollow holes in the trees and produce a range of calls, clucks and whines when they want to communicate with each other. This monkey is currently an endangered species with only 6,000-14,000 left in the wild.



Jaguars are the largest cats living in the wild in North and South America and the 3rd largest cat, after lions and tigers. They live in Arizona, New Mexico, Texas, Mexico, Central, and South America. Jaguars weigh 200-250 pounds with a body length of 5-7 feet. Like some leopards, some jaguars exhibit melanism, with their fur appearing nearly all black.



The Keel-Billed Toucan's rainbow colored bill can reach lengths of nearly 8 inches long and is around one third of the length of the Keel-Billed Toucan's body. Their diet consists mainly of fruit and berries. The Toucan lives in small flocks in holes in the trees. At night it tucks its tail and bill underneath its body to make more room for others.



Red-Eyed Tree Frogs have webbed toes and feet and spend most of their time in the trees in the rainforest. This species is one of the best jumpers. They are nocturnal as they hunt only at night. During the day they camouflage themselves by keeping their eyes shut. This allows them to appear fully green and hidden amongst the leaves.

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COMPONENTS

60 Animal Tiles

(four sets of five animals on three different colored backgrounds)



6 Bonus Tiles



4 Goal Tiles

(red backs)



2 Place Markers

(purple backs)



1 Score Pad

with 2 Pencils



Excitement in the zoo! The animals are loose and must be brought back into the enclosures as fast as possible. If only one can remember where the animals were last! All players try at the same time to find and collect pairs of animals. For correct pairs, the player receives positive points and for wrong pairs, negative points.

SET UP

1. The Animal and Bonus Tiles are turned face-down, mixed, and distributed evenly over the playing area.
2. The purple Place Markers are set near the play area, within reach of all players. If only two are playing, the second place tile is returned to the box.
3. The four Goal Tiles are mixed and placed in a face-down pile beside the playing area.
4. Use the pad and pencil for scoring at the end of each round.



GAME PLAY

Duo Dash is played in three rounds.

To begin the a round, a player turns over the top Goal Tile. This is the current round's goal. Players all play at the same time, trying to find pairs of animals that satisfy the current goal.

The Animal Tiles depict five different species: Jaguar, Tamarin (monkey), Toucan, Frog, and Butterfly. Each animal appears on three different tile colors: blue, yellow, and green. There are four of each colored Animal Tile.

Important: A valid pair must match BOTH animal and color.

Explanation of the Goal Tiles



Any 5 Pairs: all players must collect any five pairs. There are no restrictions on the pairs, so a player may collect a multiple pairs that are of the same color or animal.



3 Different Animal Pairs with any Matching Colors: all players must collect pairs of three different animal species. (The pairs do not have to be the same animals shown on the Goal Tile). A player may not possess more than one pair of any animal, but may multiple pairs of the same background color.



3 Different Color Pairs (blue, yellow, and green): all players must collect 3 pairs of 3 different background colors. A player may possess only one pair of each color, but he or she may possess multiple pairs of the same animal.



3 Different Animal Pairs with Different Colors: all players must collect pairs of animals in each of the three background colors. A player may possess only one pair from each species of animal. (They do not have to be the same animals shown on the goal tile.)

Note: players are only allowed to collect the number of matches shown on the goal tile (either 3 or 5 matching pairs) and must not exceed this number.

Searching for Pairs

Once the Goal Tile is turned over, players begin searching for animal pairs by picking up tiles, looking at them, and placing them back on the table face-down. **Players may use only one hand;** the other hand must remain under the table. Before looking at the next tile, the previous tile must be placed back in its original location.

When a player finds a pair he or she wishes to keep, the player takes the tiles one-at-a-time with one hand and places them face-down in front of him or her. The player and their opponents **may not look at or touch** these tiles until the end of the round.

Players are not required to take every match they find. Players should make sure to choose matches that help fulfill the current goal or bonus tiles.

Bonus Tiles

Bonus Tiles (with gray backgrounds) are mixed in with the Animal Tiles on the table. When drawn, they give a player extra tasks that can bring positive or negative points at the end of the round. A player **must keep** any Bonus Tile placed in front of them.



+5 / -5 Point Tile (green number)

If the player finishes in first place, he or she earns 5 bonus points. If or she does not finish first, he or she loses 5 points. Upon finding this tile, a player **may choose** whether to keep it or return it to the play area.



+3 / -3 Point Tiles (green number)

If the player collects the animal pair illustrated on the tile, he or she collects 3 bonus points. If he or she does not collect the pair, he or she loses points. Upon finding this tile, a player **may choose** whether to keep it or return it to the play area.

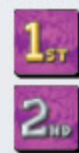


+0 / -2 Tile (red numbers)

When a player draws one of these tiles, he or she immediately puts it face-up in front of an **opposing player**, who must keep the tile. If the opposing player **does not** end the round with the pair of animals depicted on the tile, 2 points are subtracted from his or her score. To avoid taking negative points, the opposing player must obtain the pair of animals depicted on the tile.

Bonus Tile requirements do not override the current Goal Tile. Also, players are only allowed to collect the amount of matches the current Goal Tile requires (either 3 or 5 matching pairs). Because of this, Bonus Tiles can be fulfilled only by using the pairs collected toward the current Goal Tile.

1-2-Finished!



As soon as a player has the number of pairs required by the Goal Tile, he or she takes the place marker that shows "1st" on the back.

When a the next player has enough pairs, he or she takes the number marker with the "2nd" on the back and the round ends.

In a two-player game, the round ends immediately when a player takes the "1st" marker.

SCORING

When the 1st and 2nd Place Markers have been taken and the round ends, the players reveal their collected pairs of animals. Each player receives positive or negative points for any pairs of Animal Tiles, any Bonus Tiles, and any Place Marker collected during the round.

Animal Tile Pairs: A player earns **+1** point for each correct pair of animals and **-1** point for each incorrect pair. A pair of animals is incorrect if it does not correspond to the current Goal Tile.

Remember: A valid pair must match BOTH animal and color.

Bonus Tiles: If a player fulfills the requirement of a **green-numbered** Bonus Tile he or she has collected, the player earns the points (**+3** or **+5**) on the tile. If the player does not fulfill the requirement, the points are subtracted (**-3** or **-5**) from his or her score.

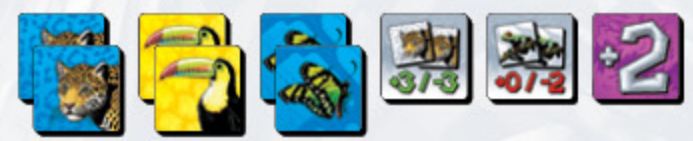
If the player fulfills the requirement on any **red-numbered** Bonus Tile he or she has received, the player does not gain or lose any points; however, if the player does not fulfill the requirement, he or she loses **-2** points.

Place Markers: If the player who finished **first** successfully fulfilled the requirements of the current Goal Tile, he or she earns the **+3** points as printed on the 1st Place Marker. Likewise, if the second-place player successfully fulfilled the goal, he or she earns the **+2** points printed on the 2nd Place Marker. If players do not fulfill the requirements of the Goal Tile, any Place Marker they picked up is worth no points and does not contribute to their score.

Scoring Example:

Goal: 3 Matching Animals, any Matching Colors

The player finished second and took the 2nd Place Marker



= 6 Points