

Duet – A rhythm and memory game.

**Overview:**

Duet is a game representing the singing of a call and response song between two people. The aim is to make a call too complex for your opponent to follow, or to complete your song first.

**Set-up:**

Gather the Ace (used as a one) and the number cards 2-8 from two suits of cards into sets from 1-8. Give one set to each player. Grab something to keep score, paper and pen will do fine. Randomly select a **Caller**, the other player is the **Responder**.

**Gameplay:**

The caller lays out cards numbered 1-4 in any order they choose, face down, in front of them. When they are ready, they ask the Responder to start the beat.

- **The beat** – When asked to start the beat a player should make a rhythmic sound in roughly 4/4 time by any means they find easiest, tapping the table, clapping, counting 1-4 or a series of funky soul grunts are all fine.

The caller may start on any count of the beat that they choose, and should then take one of two actions:

- Flip a card face up with a free hand, once a card is flipped face up the hand that flipped it cannot move away from it until it is flipped face down.
- Flip a card face down, freeing up its hand.

Cards must be flipped face-up and face down in number sequence. So, the 2 must not be flipped face up before the 1 is flipped face up. However, the two sequences can run slightly differently. For example, a player flips 1 face up, then the 2 face up, then the 1 face down. They are now free to either flip the 3 face up, or the 2 face down.

Once all cards have been flipped face up and then face down the beat stops. The Responder places out their cards and the Caller starts the beat. The Responder flips their cards face up and face down according to the same set of rules. The Responder does not have to flip face up and down in the exact same sequence so long as they follow the set rules. For example, if the player in the previous example flipped the 3 face up, their responder is free to instead flip the 2 face down at the same point. If they manage to do so, all players flip their cards face up, and the round is over.

- If any player flips a card out of sequence at any point their opponent scores 1 point and the round is over.
- If the round ends because the Caller flipped a card out of sequence, their opponent becomes the Caller and scores 1 point, start a new round.
- If the round ended with all the cards being flipped face up, compare the two player's sequences.
- If the two sequences match the Responder scores 1 point and becomes the Caller. Add the next card in sequence to each player's set and start a new round.
- If the round ends because the Responder flipped a card out of sequence or the card sequences don't match, the Caller remains the Caller and scores 1 point. Add the next card in sequence to each player's set and start a new round.

**Game End:**

If at the end of a round one player is 3 points ahead and one of the following is also true, they win:

- They have 10 points.
- Both players have 8 cards in their set.