

# dude

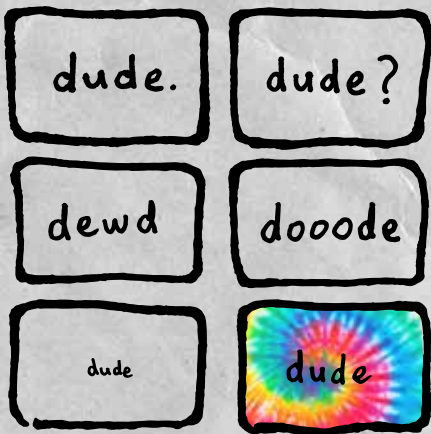
enjoy, man.

Don't like reading rules?  
Watch the How to Play video:  
[www.ContinuumGames.com/  
DudeInstructions](http://www.ContinuumGames.com/DudeInstructions)



# Setup:

- 1 Pick a card color and take those 12 cards.
- 2 **Look through your cards.** The word “dude” appears on each card in one of six different ways:



# Goal:

Quickly find matches for as many of your cards as you can.

## The essence of *dude*:

---

You say the word “dude” as you think it should be said, based on how it appears on your card. At the same time, listen to how the other players are saying the word “dude”. Trying to figure out if you have the same card as another player is the essence of *dude*.

# How to play:

- 1 Everyone will be playing at the same time for the entire game. There are no turns.

Shuffle your cards and keep them face down in a stack in your hand. On the count of three, flip over your entire stack of cards. They should now be face up in your hand and only you should see your top card.

- 2 **Say the word “dude” as you think it should be said, based on how it appears on your top card.** Keep saying “**dude**” in this way until you think someone else has the same card as you.

- 3 If you think someone else has the same card, make eye contact with them and say **“dude”** again another one or two times. Do this until both players making eye contact feel fairly confident that they have the same card.
- 4 If both players think they have the same card, then one player should say **“sweet”** and the other player should say **“sweet”** back. The word **“sweet”** is a way for both players to confirm that they think they have a match. **If and only if you both say “sweet”, reveal your cards to see if they match.**

- 5 If the revealed cards match**, then place your card face down in front of you. This is your score pile. Each card in your score pile is worth one point at the end of the game.
- 6 If the revealed cards don't match**, then discard your card face up into the center of the table. You won't score for that card at the end of the game.
- 7 Quickly** move on to your next card and repeat the same process. Keep trying to find matches with other players until you have no more cards left in your hand.

- 8 If you're stuck on one card or you can't find a match, it helps to pass. You may move your card to the bottom of your deck at any time and come back to it later. Just continue playing with your next card.

## Game end:

- 1 When you run out of cards, shout "**chill**". Everyone else immediately stops play.
- 2 If you have any cards left in your hand, discard them into the center of the table.

- ③ Count the number of cards in your score pile. Each card is worth one point.
- ④ **The player with the most points wins.** If there's a tie, all tied players share the win.

## FAQ:

- **What if I say “sweet” and the other player making eye contact doesn’t say “sweet” back?**

You have two options. The first is to keep saying the word **“dude”** as you were before, so that you can try to match with someone else. The second is to pass and move on to your next card.



- **Can more than two players match at a time?**

No, only two players can match at a time.

- **Can I say any words other than “dude” to communicate my card?**

Absolutely not.

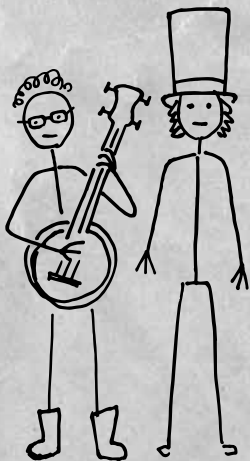
- **Can I use non-verbal gestures to help communicate my card?**

~~It's at the player's discretion.~~

You can do whatever your morals allow, man.

# These people made *dude*.

Game Designers:  
Beau Beckett, Jeph Stahl



Jeph and Beau share a love of brewing beer, engineering, and the great outdoors. However, what really brings these two dudes together is the camaraderie of playing and designing games and calling each other dude. Sweet!

**Lead Developer:**

Satish Pillalamarri

**Development Team:**

Nick Bentley, Bruce Voge III,  
Ben Goldman

**Graphic Designers:**

Kelly Cooper Kwoka, Ben Goldman

**Rules:**

Satish Pillalamarri, Van Willis

**Playtesting & Production:**

Steve Crook, Kristen Rahman,  
Rick Butler, Apinya Ramakomud, Luke Warren,  
Dominic Crapuchettes, Edoardo Kulp, Jeffrey  
Bennett



© 2022 Continuum Games, Inc. Indianapolis, IN 46219. Manufactured by Continuum Games, Inc. 1240 Brookville Way, Suite J, Indianapolis, IN 46239. Continuum Games and its logos are trademarks of Continuum Games, Inc. All rights reserved. Dude is a trademark of Beckett and Stahl. Used With Permission. All Rights Reserved. Made in Ningbo China. [www.ContinuumGames.com](http://www.ContinuumGames.com) 317-869-4000  
Date Code: NH01012022450SAT

**ASTM F963**

# DEDICATION



SATISH PILLALAMARRI WAS A GENEROUS AND AMAZING MEMBER OF THE TABLETOP GAMING COMMUNITY. THROUGH THE GAMES HE CREATED AND THE LIFE HE LIVED, HE SPREAD JOY AND KINDNESS DURING HIS TIME WITH US. ON OCTOBER 8TH, 2020, SATISH PASSED AWAY FROM CANCER, A FEW DAYS AFTER THE BIRTH OF HIS AND SHIVANGI'S FIRST CHILD, OM. HIS PASSING LEAVES A HUGE HOLE FOR EVERYONE HE TOUCHED. MOST UNJUSTLY, HE LEAVES BEHIND A YOUNG SON THAT HE DID NOT GET A CHANCE TO MEET. THIS EDITION OF DUDE (THE FINAL GAME SATISH WORKED ON THAT WAS RELEASED BEFORE HIS PASSING) IS A TRIBUTE TO SATISH AND THE EFFERVESCENT SPIRIT HE EMBODIED. TABLETOP TYCOON IS DONATING \$2 FOR EACH COPY SOLD TO A SCHOLARSHIP FUND FOR OM. REST IN PEACE SATISH. MAY YOUR LEGACY LIVE ON THROUGH YOUR FAMILY AND FRIENDS. WE WILL NEVER FORGET YOU.