



DUELISTS OF THE PAGES

Hello
My Name Is:

[] []

{ ___ And ___ Word }

My WEAPON is called

[]

{ ___ Word }

My STRENGTH is

[]

{Number Of Letters In
Word ___}

My HEART is

[]

{Number Of Vowels In
Word ___}

My DRIVE is

[]

{ ___ Adjective }



DUELISTS OF THE PAGES

Hello
My Name Is:

[] []

{ ___ And ___ Word }

My WEAPON is called

[]

{ ___ Word }

My STRENGTH is

[]

{Number Of Letters In
Word ___}

My HEART is

[]

{Number Of Vowels In
Word ___}

My DRIVE is

[]

{ ___ Adjective }



DUELISTS OF THE PAGES

Hello
My Name Is:

[] []

{ ___ And ___ Word }

My WEAPON is called

[]

{ ___ Word }

My STRENGTH is

[]

{Number Of Letters In
Word ___}

My HEART is

[]

{Number Of Vowels In
Word ___}

My DRIVE is

[]

{ ___ Adjective }



DUELISTS OF THE PAGES

Hello
My Name Is:

[] []

{ ___ And ___ Word }

My WEAPON is called

[]

{ ___ Word }

My STRENGTH is

[]

{Number Of Letters In
Word ___}

My HEART is

[]

{Number Of Vowels In
Word ___}

My DRIVE is

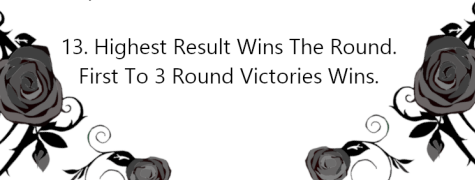
[]

{ ___ Adjective }



DUELISTS OF THE PAGES

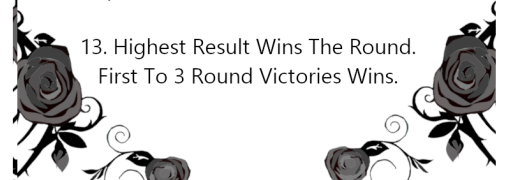
How To Play

1. Pick The Book You Want To Use
 2. Pass Your Bookmark To Another Player
 3. The Other Player Should Fill In The { } With Numbers And Then Return The Bookmark.
 4. Pick A Page In Your Book. Then Use The Numbers Given To Create Your Duelist
 5. A Duel Can Then Start.
 6. The Player With The Longer Book Goes First
 7. They Say A Number And Either Strength Or Heart
 8. Both Players Look On Their Page For That Number Word
 9. Add The Number Of Letters In The Word To The Stat.
 10. Both Players Toss Their Bookmark Into The Air. If It Lands Stats Side Up, Add 3 To Your Total.
 11. If The Word On Your Page, Is A Synonym Of Or Related To Your Drive. Add 2 To Your Total.
 12. If The Word On Your Page, Is A Synonym Of Or Related To Your Weapon's Name. Add 3 To Your Total.
 13. Highest Result Wins The Round. First To 3 Round Victories Wins.
- 



DUELISTS OF THE PAGES

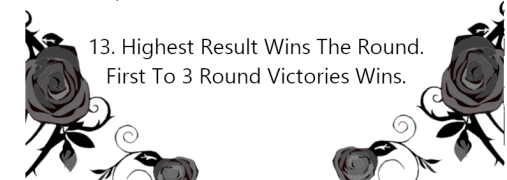
How To Play

1. Pick The Book You Want To Use
 2. Pass Your Bookmark To Another Player
 3. The Other Player Should Fill In The { } With Numbers And Then Return The Bookmark.
 4. Pick A Page In Your Book. Then Use The Numbers Given To Create Your Duelist
 5. A Duel Can Then Start.
 6. The Player With The Longer Book Goes First
 7. They Say A Number And Either Strength Or Heart
 8. Both Players Look On Their Page For That Number Word
 9. Add The Number Of Letters In The Word To The Stat.
 10. Both Players Toss Their Bookmark Into The Air. If It Lands Stats Side Up, Add 3 To Your Total.
 11. If The Word On Your Page, Is A Synonym Of Or Related To Your Drive. Add 2 To Your Total.
 12. If The Word On Your Page, Is A Synonym Of Or Related To Your Weapon's Name. Add 3 To Your Total.
 13. Highest Result Wins The Round. First To 3 Round Victories Wins.
- 



DUELISTS OF THE PAGES

How To Play

1. Pick The Book You Want To Use
 2. Pass Your Bookmark To Another Player
 3. The Other Player Should Fill In The { } With Numbers And Then Return The Bookmark.
 4. Pick A Page In Your Book. Then Use The Numbers Given To Create Your Duelist
 5. A Duel Can Then Start.
 6. The Player With The Longer Book Goes First
 7. They Say A Number And Either Strength Or Heart
 8. Both Players Look On Their Page For That Number Word
 9. Add The Number Of Letters In The Word To The Stat.
 10. Both Players Toss Their Bookmark Into The Air. If It Lands Stats Side Up, Add 3 To Your Total.
 11. If The Word On Your Page, Is A Synonym Of Or Related To Your Drive. Add 2 To Your Total.
 12. If The Word On Your Page, Is A Synonym Of Or Related To Your Weapon's Name. Add 3 To Your Total.
 13. Highest Result Wins The Round. First To 3 Round Victories Wins.
- 



DUELISTS OF THE PAGES

How To Play

1. Pick The Book You Want To Use
 2. Pass Your Bookmark To Another Player
 3. The Other Player Should Fill In The { } With Numbers And Then Return The Bookmark.
 4. Pick A Page In Your Book. Then Use The Numbers Given To Create Your Duelist
 5. A Duel Can Then Start.
 6. The Player With The Longer Book Goes First
 7. They Say A Number And Either Strength Or Heart
 8. Both Players Look On Their Page For That Number Word
 9. Add The Number Of Letters In The Word To The Stat.
 10. Both Players Toss Their Bookmark Into The Air. If It Lands Stats Side Up, Add 3 To Your Total.
 11. If The Word On Your Page, Is A Synonym Of Or Related To Your Drive. Add 2 To Your Total.
 12. If The Word On Your Page, Is A Synonym Of Or Related To Your Weapon's Name. Add 3 To Your Total.
 13. Highest Result Wins The Round. First To 3 Round Victories Wins.
- 