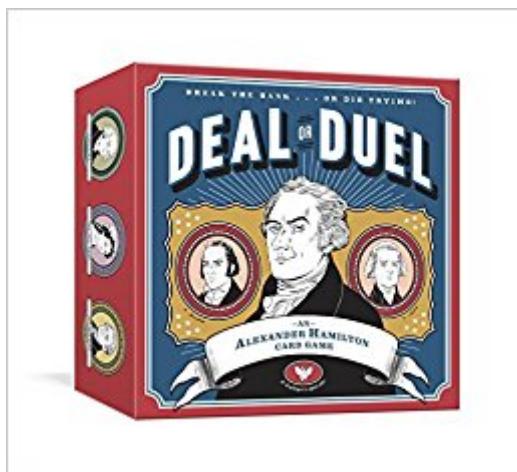


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Deal Or Duel: An Alexander Hamilton Card Game



Synopsis

In the face of the political instability and financial turmoil of the American Revolution, only one individual always came out on top: Alexander Hamilton. Pit your survival instincts and spending savvy against all the founding fathers (and mothers) in this historic action card game whose simple objective is as old as Ameritocracy itself: get all the money or die trying. Inside You'll Find:-54 Historical Face Cards-120 Action Cards-40 Hamilton Cards -\$3,500 Colonial Cash-Face Card Roster Scroll-Playing Mat2-6 playersAges 10 +

Book Information

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Age Range: 10 and up

Grade Level: 5 and up

Customer Reviews

POTTER is an imprint of the Crown Publishing group, and is a lifestyle gift imprint, specializing in design, health, humor, stationery, and other gift books and paper products.

This is a game the kids will have fun playing and learning with at the same time. It's a really good size, can be carried anywhere because of it being so compact. The board is paper, but it makes it convenient to place anywhere, just have to be cautious not to get it wet or stained as it can easily get damaged. As for the game, it took a little time to get into it with all the rules and instructions, but that's just part of a new game. Once we got the hang of it though, it became pretty easy to navigate around it and actually got us all into it. It's good because we all learn at the same time tidbits from

history about these well known figures. There is colonial money that is handed out, and of course like the title says dealing and dueling. There are a lot of cards that include Benjamin Franklin, Thomas Paine, Hercules Mulligan, and so many more. This would be a good addition to any home, library, school, and tons more. Would recommend this to anyone who loves learning about history or playing games that are centered around it.

Deal or Duel: An Alexander Hamilton card game, is a game that utilizes historical characters from the early history of the United States and also utilizes events of that time to influence play. This game is very unique, at least in my experience of playing games. I don't believe I've ever played a game before that included dueling and going to debtors prison. Nor, have I ever played one with historical figures who, in the process of playing a game, could be affected by events like Alexander Hamilton leveling the playing field for his pursuit of the office of Secretary of State and thus specific Face Cards in various players possession are lost. This game has many historical figures (the Face Cards), including Alexander Hamilton, Marie Antoinette, George Washington, Aaron Burr, and there was also figures whom we did not know of, which is where the biographical summaries on the back of the cards come in handy. I tried it out with a couple of my sisters, it started out slow and then the pace quickened as we caught on and started having more fun. There are two ways for a player to "declare victory", either by collecting 1000\$ (Federalist Method) or by eliminating all of your opponents Face Cards and having at least one left yourself (Democratic-Republican method). This game is educational in a rather warped, but amusing, way. You get to learn about events in American history, but not necessarily learn about them in order. You get to learn about dueling (not sure how that knowledge will come in handy) and make historical characters, most of whom never dueled in real life, duel each other. The Hamilton Cards, one played at the beginning of each round, really make the game. They change things up by having random events happen, refilling the treasury, changing the value of certain cards, eliminating particular Face Cards, making holders of certain cards play taxesÃ¢Â¢Ã¢Â¢Ã¢Â¢. My sisters and I had a lot of fun once we got going. We laughed quite a bit, had our characters participate in many duels, made each other pay money by saving each other's life, getting one another jobs, or another such thing based on whatever cards we had in our hand. We also lamented, all while being amused, when we found that we could randomly lose certain characters. The time passed very quickly. The whole concept of the game is very amusing. We ended the game with a duel between Phyllis Wheatley and, I believe it was Thomas Mifflin she dueled! Mifflin won. It was fun, but I need to warn people that the game is rather complicated, we had to study the rules for a while and keep referring to them trying to clarify things.

And not everything was made clear. For instance, at one point some of us only had "Duel Cards" and yet all of our remaining characters were in debtors prison and so we didn't know what to do. We scanned the rules but didn't find anything. Do we redeem our Face Cards out of prison and make them fight a duel? What if we didn't want to pull our people out of prison and challenge someone to a duel? Do we have to do it? Sometimes we just decided that we could discard one of our Duel Cards and draw another Action Card. But we weren't sure that that was the right way to play, and many times we just ended up with another Duel Card. We ended up making it so that we could 'spend' a card on our turn, and yet have nothing be accomplished. As an example, instead of using one of my Duel Cards (there being no one I could challenge who was outside prison), I would use a card that said "Receive \$30 from the treasury to help cover your safe passage home from Paris", despite there not being any money in the treasury. I wouldn't get any money for the card, but I had no other card to use as I only had cards related to dueling. It would be nice to know what to do if you don't have any cards to play. I recommend that the game makers update the instructions. But all in all, it was a rather fun game. We're planning on potentially playing it with three of our other sisters and seeing what a six player game is like. I received a free review copy of this game from the Blogging For Books book review program and my review did not have to be favorable)

For students in middle and high school studying American history, or who simply like the Alexander Hamilton era, Deal or Duel: An Alexander Hamilton Card Game is a card game that challenges players as it teaches. The game features a storyline of the American Revolution, where there is political instability and financial turmoil in America. Players are pitted against all of the Founding Fathers and Mothers of the country as they strive to meet one simple objective: "get all the money or die trying." According to the game makers, this is the main goal of the time period, and all of the rules of the game center around this objective. This compact game contains: 54 Historical Face Cards, 120 Action Cards, 40 Hamilton Cards, \$3,500 Colonial Cash, Face Card Roster, Scroll, Playing Mat. Deal or Dual: An Alexander Hamilton Card Game is designed for 2-6 players, ages 10+, though my older teens find it to be pretty challenging. The rules are somewhat complex and the game requires a few test rounds to make everything understandable. I think age ten is a little young for this game, unless the player is already experienced and practiced with more complicated rules and strategies. Pros and Cons: The pros of Deal or Dual include the historical aspects of the game as well as the numerous cards and options it offers. On the downside, the Playing Mat is poster grade paper, with creases, making it flimsy and not completely flat when laid out, and the Face Card Roster Scroll is delicate thin paper.

These items are likely to wear out sooner than the other items in the game, and a heavier cardboard playing board would be preferable. All in all, though, the game is compact enough for travel and will bring the historical figures to life for history buffs and those learning about the Revolutionary War era.

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