

## **Two-Player Variant Rules**

You'll see, if you select the 2-player setup, that there are only two sets of colors – blue and green. Blue movers cover the blue and yellow starting spots. Green covers the green and red starting spots.

Choose someone to start. The first player starts by moving a piece from the starting area just counter-clockwise of the opponent's starting areas. Then the second player makes two moves (as if they were playing two colors), the first player makes two moves, and so on. The normal rules apply to jumping – if you jump a mover that's your color, remove that one. If you jump an opponent's mover, take away any mover.

Give it a try!