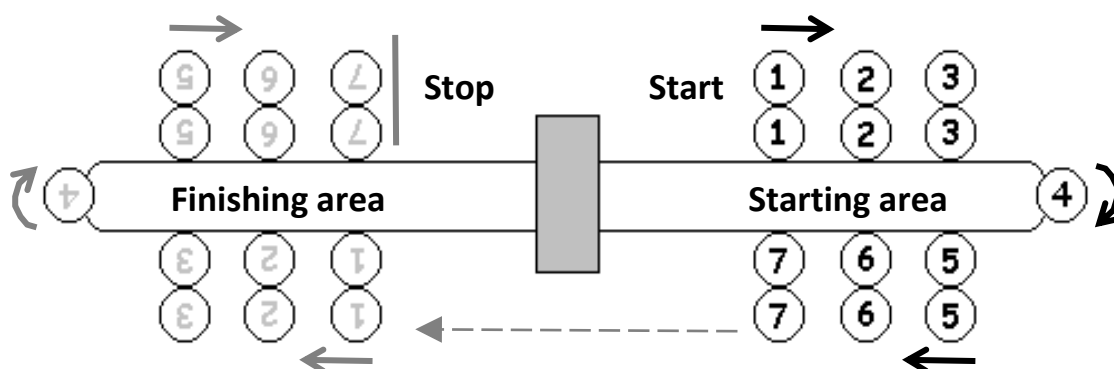


Rules of **Balance DUEL** for 2 players



The aim of the game is to be the first to move 6 pawns from the starting area (the right hand pawn holders 1-7) into the finishing area (the left hand pawn holders 1-7) without tipping the balance.

The game starts with empty pawn holders attached to the balance arm. Each player receives 6 pawns in one colour.

1. The player who starts casts one die and puts a pawn into a pawn holder in his starting area on his right hand side. (see *the numbering of the pawn holders*).
2. Then the opponent casts his die and puts a pawn on *his* right hand side.
3. From now on, at every turn, the player may choose:
 - to put a pawn from his supply into his starting area, or
 - to advance one of the pawns along the balance arm, or
 - to pass (**2 times pass in a row is not allowed**), or
 - to forfeit his turn, because (**and only when!**) there is no space to put a pawn. (**"I can not" can be reported without limit**)
4. Pawns in the finishing area are 'attacking pawns'; they **may** beat a pawn of the opponent, if they can conquer an empty pawn holder with the same number next to it.
Careful: "attacking pawns", are safe; they cannot be beaten !
5. Winner is:
 - the player, remaining after a turnover, or
 - the player who moves his 6 pawns first into the finishing area.

Players are free to choose the positions of their pawns in the finishing area.