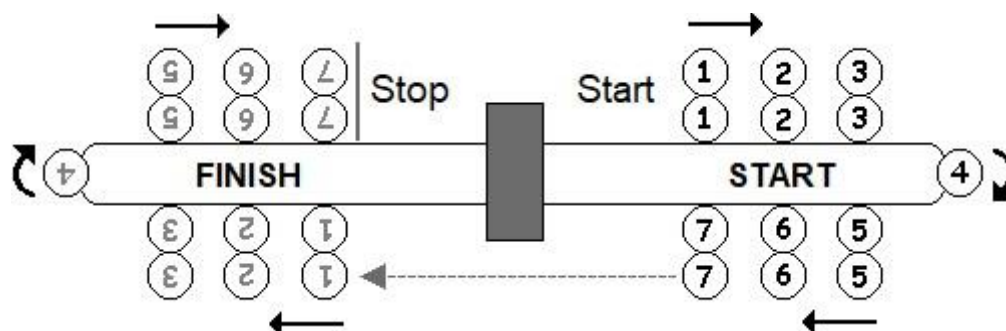


## Short rules Balance DUEL for 2 players

### Balance model A



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 an empty balance.

Each player receives 6 L-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. (*Thrown number is number pawn holder.*)
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 the table into his starting area, or
  - to advance one of the pawns along the balance arm (see arrows), or
  - to pass (**2 times pass in a row is not allowed**), or
  - to announce: "I can't play", if there is *no empty pawn holder available*. ("I can't play" can be announced **unlimited** and counts as turn.)
4. Pawns in the finishing area are "attacking pawns"; they **may** beat a pawn of the opponent if they can advance a pawn next to a pawn of the opponent *in the same pawn holder*. Beaten pawns are returned to the opponent.  
*Remark: attacking pawns are safe; they cannot be beaten!*
5. At the end of the game players are free to choose the positions of their pawns in the finishing area.
6. Winner is:
  - the player, remaining after a turnover, caused by the opponent or
  - the player who moves his 6 pawns first into the finishing area **without tipping the balance**.