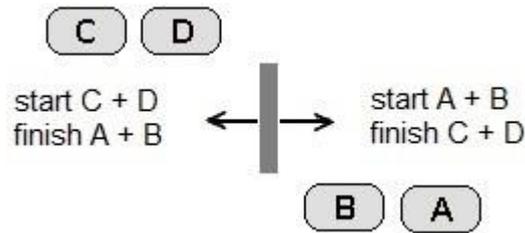


Short team rules Balance DUEL for 2x2 players

(Use balance model A; see short rules for 2 players)



The aim of the game is to be the first to move 4 pawns of one colour from the starting area on the right into the finishing area on the left without tipping the balance.

The game starts with an empty balance.

Each player receives 2 L- and 2 M-pawns in one colour.

1. A dice is thrown per color to determine which colour may start.
2. The team of the starting colour casts one die and puts a L- or M-pawn into a pawn holder in the starting area on the right hand side. (*Thrown number is number pawn holder.*)
Remark: all pawns of each team start in the starting area on the right hand side.

Each team is obliged to use his pawns *in the sequence of colors on the table.*

3. Then one casts for the next colour and one puts a pawn of this colour in the starting area until all four colours have been entered.
4. From there on, at every turn, the choice is being discussed by the team:
 - to put a pawn from the table into the starting area, or
 - to advance one of the pawns along the balance arm (see arrows, balance model A), 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.)
5. Pawns in the finishing area are "attacking pawns"; they **may** beat a pawn of the opponents if they can advance a pawn next to a pawn of the opponent colour *in the same pawn holder*. Beaten pawns return to their place on the table.
Remark: attacking pawns are safe; they cannot be beaten!
6. At the end of the game players are free to choose the positions of their pawns in the finishing area.
7. Winner is the team:
 - that remains after a tipping of the balance, caused by the other team, or
 - that first has transferred 4 pawns of the same color to the finishing area **without tipping the balance**.