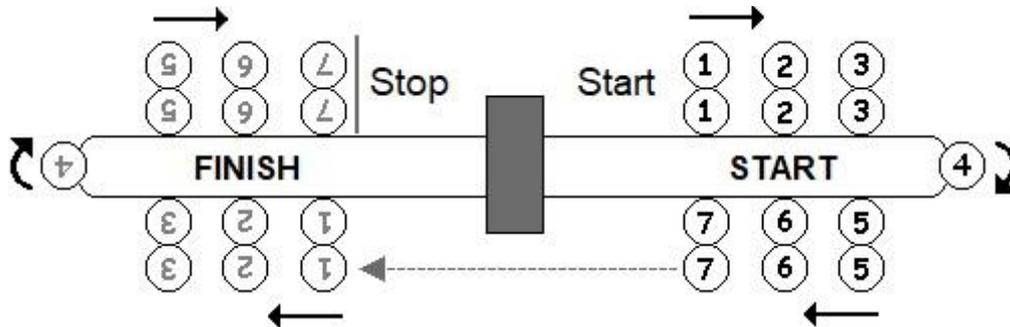# Short rules Balance DUEL 2023 for 2 players

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 17) 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!
   - in the starting area a pawn may be placed next to an attacking pawn in the same pawn holder without being removed.

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.**