SOLI 2
INSTRUCTIONS

OBJECT OF THE GAME

Remove your opponent's marbles from the board by jumping over them with your own marbles.

STARTING THE GAME

Decide which variant of the game you would like to play.

One player chooses "white" and the other player chooses "black". Black plays first.

Place all of the marbles into the pouch and shake it up. (*Note: This box includes some spare marbles. Use 24 black and 24 white marbles to play.*)

FIRST PART OF THE GAME - FILLING THE BOARD

Starting with the player who chose "black", players take turns placing marbles onto the board.

At your turn, draw a marble from the pouch and place it into any empty pocket on the board. Of course, sometimes you will draw and play your opponent's color.

When all 48 stones have been played, there will be one empty pocket somewhere on the board.

SECOND PART OF THE GAME - REMOVING MARBLES

Starting with the player who chose "black", players take turns jumping and removing marbles from the board.

At your turn, pick up one of <u>your</u> marbles and jump over an adjacent marble into the empty pocket on the other side of it. You may only jump over a single marble and you cannot jump diagonally. The marble you jump over is removed from play and placed into the channel.

You must jump if you can, even if the only choice is jumping over and removing your own a marble. You are always free to choose any legal jump, regardless of which color marble you are jumping over.

If you have no legal jump available, pass your turn.

WINNING THE GAME

The game ends neither player has a legal jump **or** when either player runs out of marbles.

The player with the most marbles remaining wins.

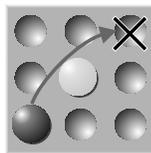Either of these jumps is legal

This is the result if you choose to jump to the left

This is the result if you choose to jump to the right

This jump is NOT legal. You can't jump over 2 marbles.

This jump is NOT legal. You can't jump diagonally.

BREAKING TIES

If both players have the same number of marbles remaining at the end of the game, the player with the marble closest to the center wins. **Distances are measured horizontally plus vertically**, not diagonally. If the two marbles are equally close, remove them and compare the next closest marbles, and so on.

If neither player is closer after all marbles have been compared, the player playing "white" wins the game, since the player playing "black" had the advantage of playing first and jumping first.
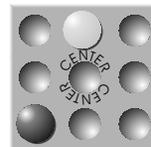
The white marble is 1 space from the center. The black marble is 2 spaces from the center.

VARIANTS

You might enjoy playing the game with either or both of these optional rules.

"GIVE AWAY"

When playing "give away", the object of the game is to remove your own marbles from trhe board. The rules are unchanged except that the player with the **least** marbles remaining wins the game. The same tie-breaking rules apply: the player closest to the center wins.

"PURE SKILL"

To play a game of pure skill, the pouch is not used. Start the game by placing half of the black marbles into each of two channels surrounding the board, then place half of the white marbles into each channel. Each player selects one of the channels. Starting with the player who chose "black", players take turns drawing a marble of their choice from their own channel and placing it into any empty pocket on the board. Each player will place half of the white marbles and half of the black marbles.

SOLITAIRE

Here are two ways to play when there's no one else around.

CLASSIC SOLITAIRE

Place all of the marbles onto the board leaving the center pocket empty.

Ignoring colors, make a series of legal jumps trying to remove as many pieces as possible.

You win if you leave only one marble. A perfect game is one marble in the center.

"SOLI2" SOLITAIRE - *much more difficult!*

Place all of the marbles into the pouch and shake it up.

Draw marbles from the pouch one at a time placing them into the pockets in order: left-to-right, top-to-bottom, skipping the center pocket. Therefore, the placement of the marbles is random.

Make a series of legal jumps trying to remove as many pieces as possible. **You may pick up any marble but you must jump over a marble of the opposite color.**

You win if you leave only one marble. A perfect game is one marble in the center.

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