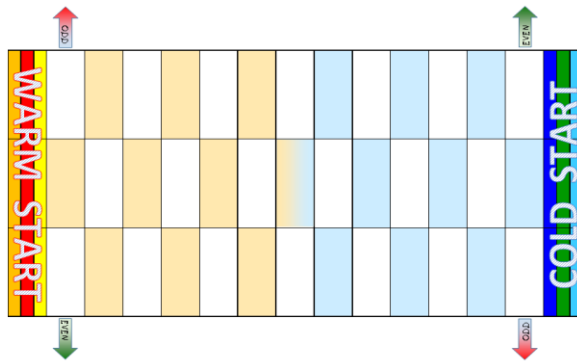


<b>COLD START</b>		
EVE ←		→ ODD
← ODD		EVEN →
<b>WARM START</b>		

# Game Rules



- each player starts with 6 DUPLO bricks
- one with warm colours - one with cold colours
- the aim is to move all 6 bricks across the board - first
  
- each player rolls a dice - highest number starts
- you move your bricks by rolling both dice
- if you roll a double - you miss a turn
  
- you can move :
  - 1 brick - the full number on both dice or
  - 2 bricks - the number of one die each
- you can include movements :
  - to the left ← if you roll an odd number or
  - to the right → if you roll an even number
- no brick is allowed to move diagonally
- you can move onto :
  - any empty block or
  - any block with one brick
- if the single brick belongs to you :
  - you create a safe block ( 2 blocks are always safe )
  - your opponent may not land here - only jump over
- if the single brick belongs to your opponent :
  - you send that brick back to the start area
  
- to exit the board :
  - the number on the dice must equal the moves to exit
- if you only have one brick left :
  - you can use the number from one of the die to exit

