

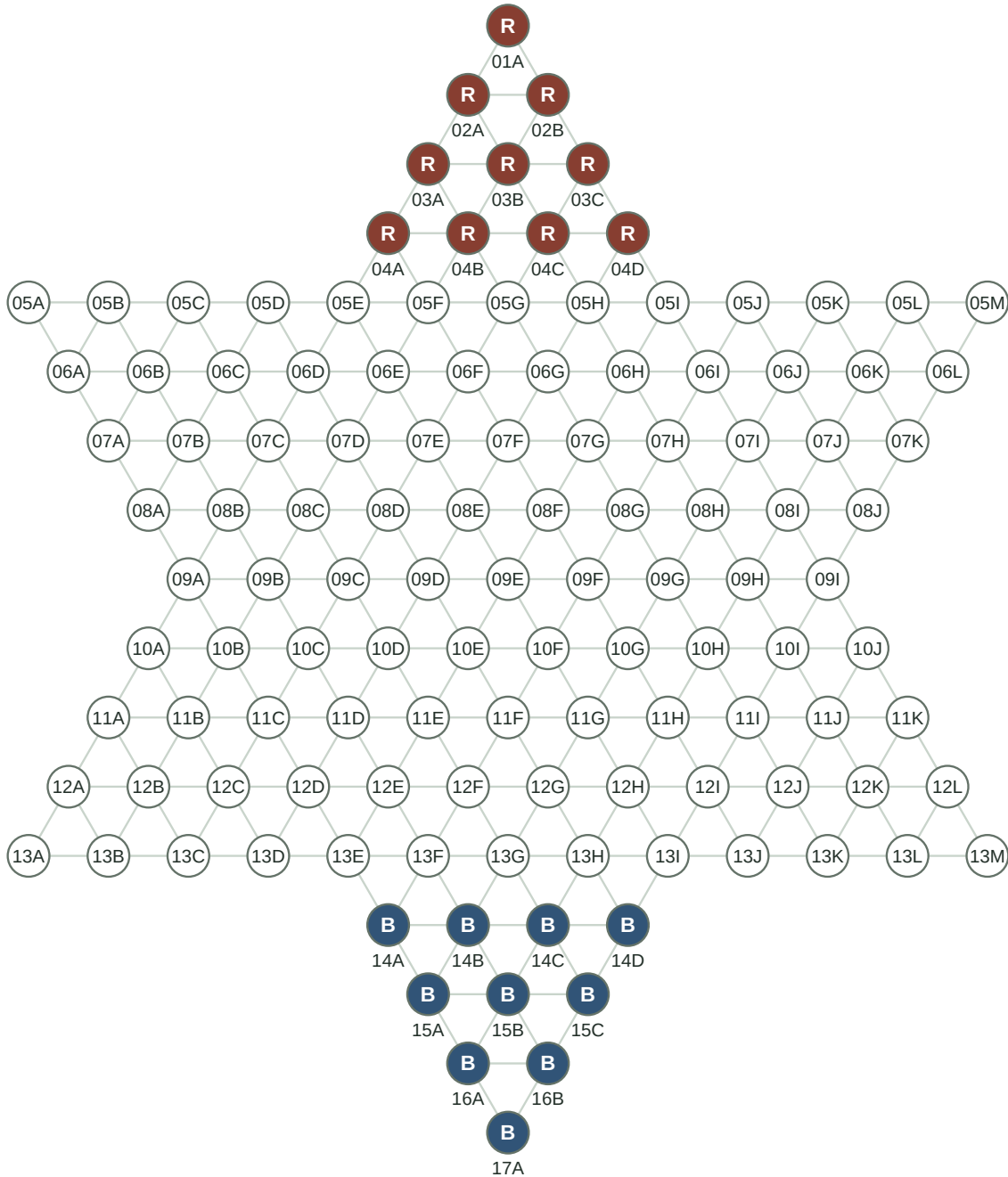
Two-player starting board

R: top 10 holes. B: bottom 10 holes. Other 101 holes empty.

Ordinary adjacent-piece jumps; unused triangles empty and playable.

R = red; B = blue. Labels are specific to this worksheet.

Red start / Blue destination: 10 holes



Blue start / Red destination: 10 holes

Mark moves on paper with a pencil; no full-size marbles required.

Agree destination blocking before a full game. No captures in these turns.

Original teaching board, not a recorded game or universal notation.

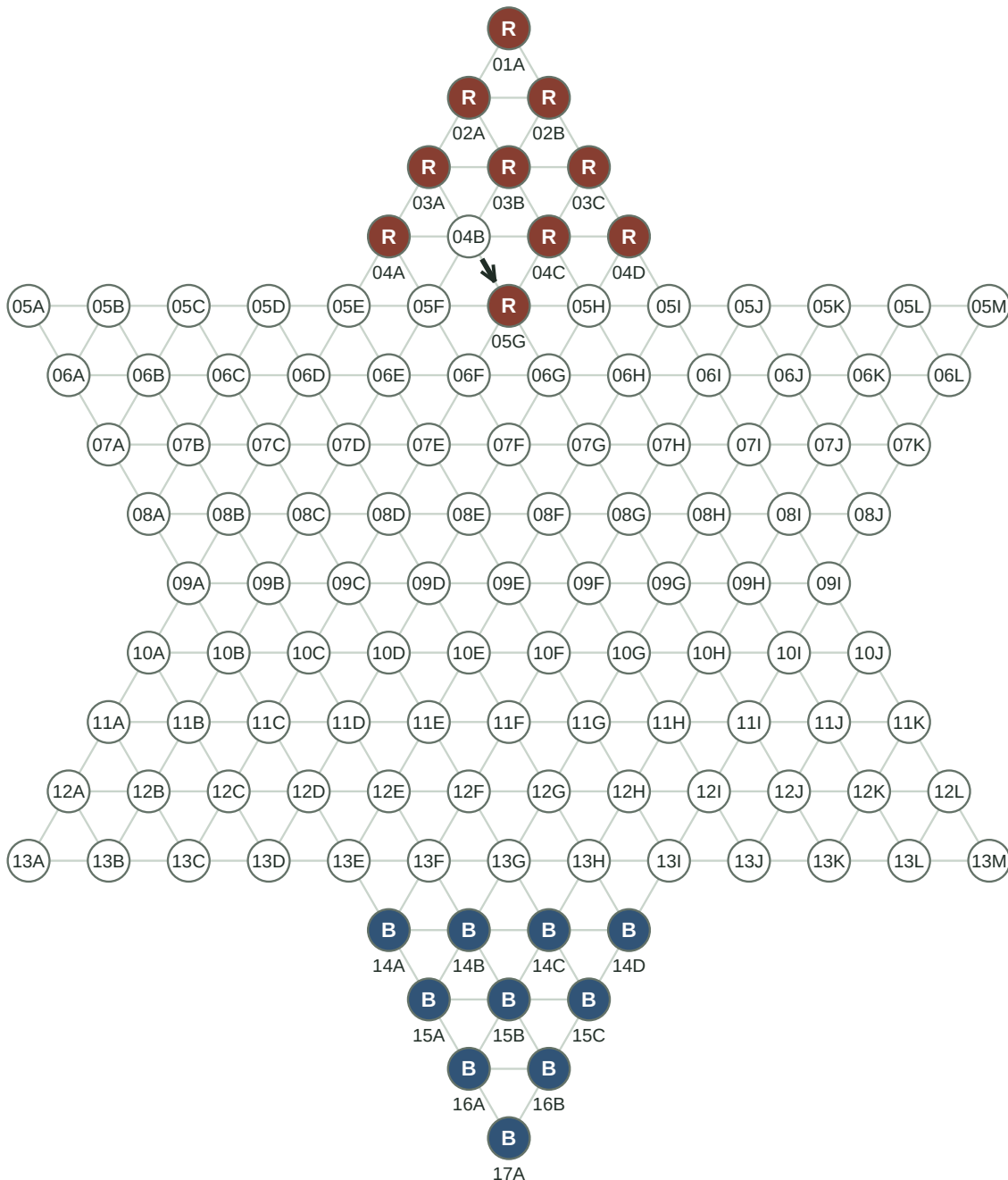
After Red's adjacent step

Turn 1: Red 04B to 05G. Only one red piece moves.

Ordinary adjacent-piece jumps; unused triangles empty and playable.

R = red; B = blue. Labels are specific to this worksheet.

Red start / Blue destination: 10 holes



Blue start / Red destination: 10 holes

Mark moves on paper with a pencil; no full-size marbles required.

Agree destination blocking before a full game. No captures in these turns.

Original teaching board, not a recorded game or universal notation.

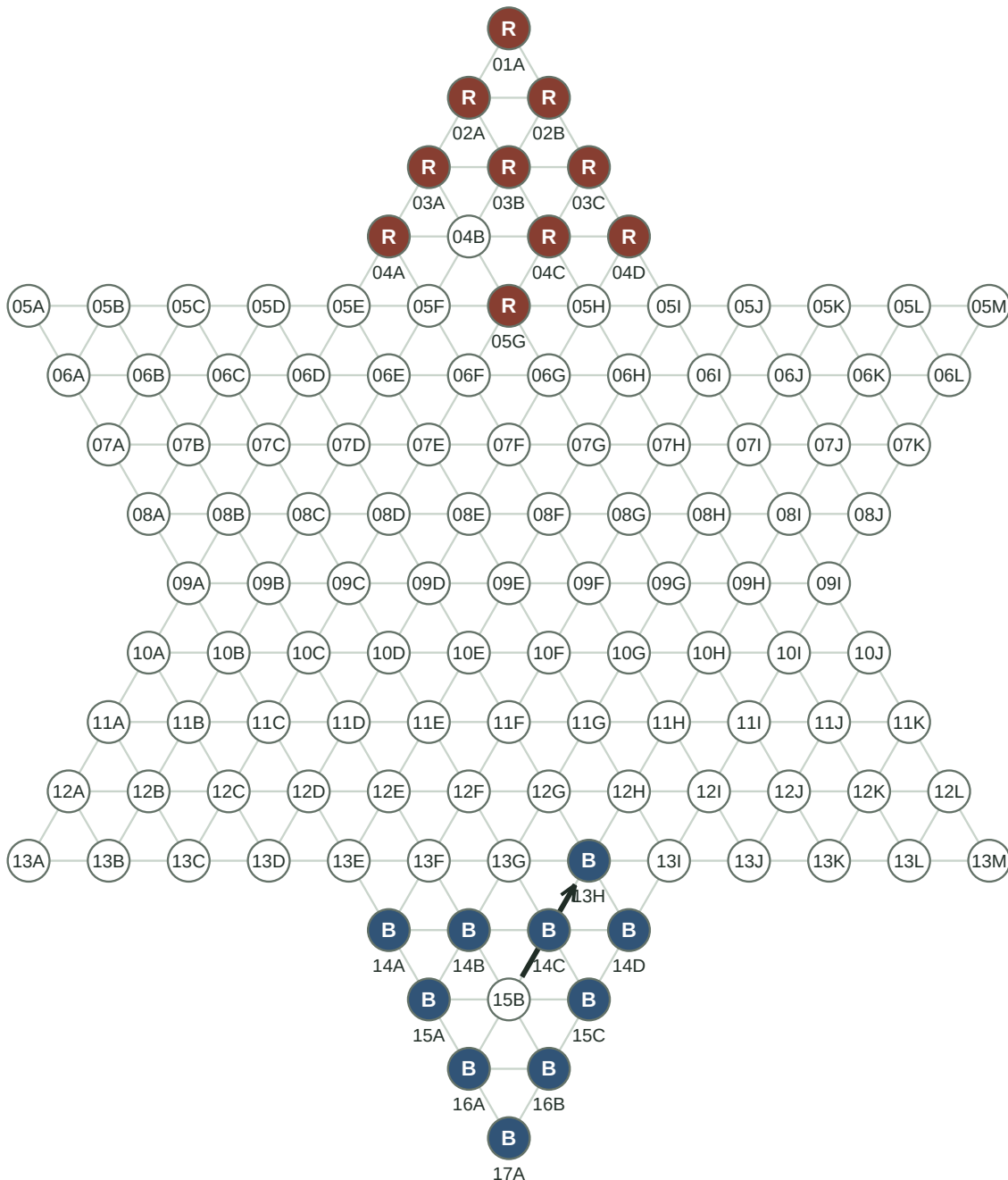
After Blue's ordinary hop

Turn 2: Blue 15B over 14C to 13H. The bridge stays.

Ordinary adjacent-piece jumps; unused triangles empty and playable.

R = red; B = blue. Labels are specific to this worksheet.

Red start / Blue destination: 10 holes



Blue start / Red destination: 10 holes

Mark moves on paper with a pencil; no full-size marbles required.

Agree destination blocking before a full game. No captures in these turns.

Original teaching board, not a recorded game or universal notation.