

# MONDRIAN

## COLOR IN MOTION

Special thanks to Terry Ash (a.k.a. Rikhavok) and Cam for the creative alternative rules to Mondrian: Color in Motion

### Variant 1: The Duel (1-2 Players)

This mode introduces a Counter Player (or Bot) whose goal is to clutter the board with unclaimable markers.

**Setup:** The "Normal Player" starts with a stack of 20 cards and cannot draw or discard during the game.

**The Normal Player** must jump and capture as many markers as possible each turn. They must remove at least one marker per turn if a jump is available.

**The Counter Player (or Bot)** aims to block the board and create "dead spaces" with unclaimable markers. *Figure 1a* and *Figure 1b* show a couple of examples of creating "dead spaces".

**Bot Rules:** The bot draws one card and plays it to the best of its ability. If it cannot play the card, the card is discarded, shortening the game.

**Winning & Ending:** The Counter Player wins immediately if a turn ends with 10 markers on the board. If no more cards can be placed, the game ends, and final scoring begins.

**Scoring:** Markers remaining on the board count toward the Counter Player's total. In solo play, board markers are worth 2 points each for the "Counter" score.

### Variant 2: Solo Efficiency (1 Player)

A streamlined solo challenge focused on clearing the board.

**Setup:** Use a random stack of 40 cards. Return the rest to the box. Draw a starting hand of 3 cards.

**Play:** Follow standard rules: play a card, jump when required, and draw one card.

**Scoring:** Total Captured Markers minus Markers remaining on the board.

40: Sketchpad / 40-55: Apprentice / 56-65: Modernist / Over 65: Master

### Variant 3: The Cam Variant

This variant introduces verticality and "Double Back" jumps.

**Placement:** Unlike standard rules, you can place cards on squares already occupied by markers. You may place up to 4 markers on a single square.

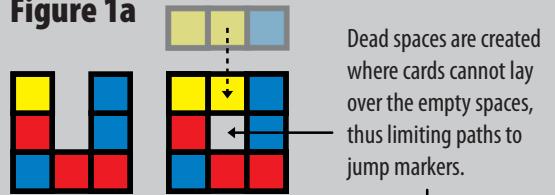
**Bridges:** Joining 2 end squares with the middle square not overlapping another square forms a bridge, as shown in *Figure 2*. Each bridge formed immediately earns 1 point.

**Jumping:** When jumping over a stack, you can only capture one marker from that stack. Even though you can stack markers when you place a card, you can not land on occupied spaces.

**Strategy:** Leaving markers on a stack allows you to "double back" and use that square as a jumping platform multiple times per turn to increase your total capture count.

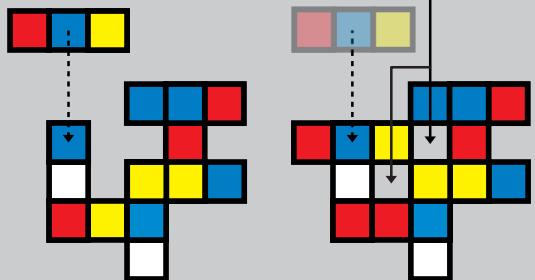
*Figure 3* shows how a player was able to pick up an extra piece by jumping over the same square twice with the 2 markers, thus claiming 6 markers.

### Figure 1a

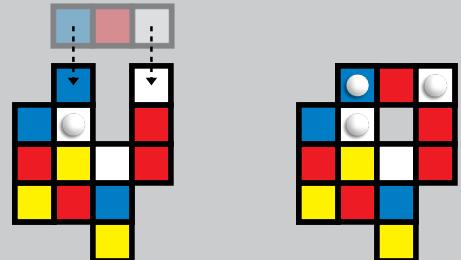


Dead spaces are created where cards cannot lay over the empty spaces, thus limiting paths to jump markers.

### Figure 1b



### Figure 2



### Figure 3

