MONDRIAN

COLOR IN MOTION
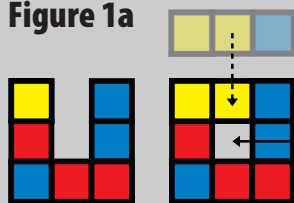
Variant 1: *The Duel (1–2 Players)*

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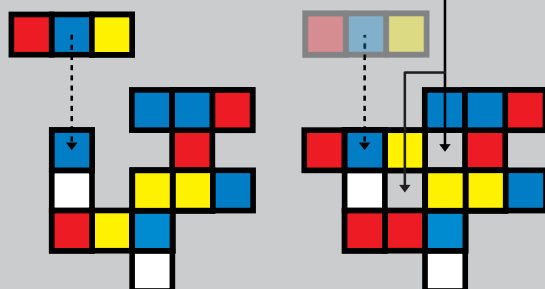
The Counter Player (or Bot) aims to block the board and create "dead spaces" with unclaimable markers. *Figure 1a* and *Figure 1b* show a couple of examples of creating "dead spaces".

Figure 1a

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

Figure 1b

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.

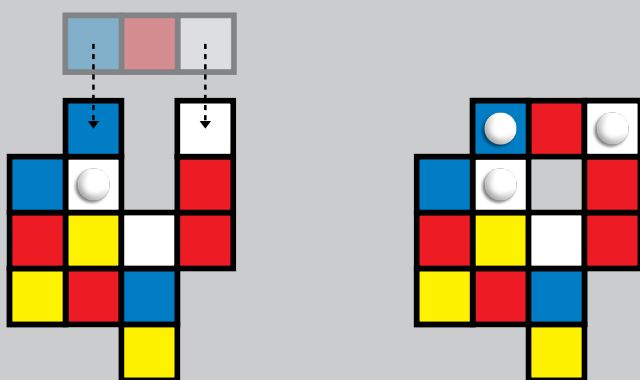|	
40:	Sketchpad
40-55:	Apprentice
56-65:	Modernist
Over 65:	Master

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.

Figure 2

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 3

1.

2.

3.

4.

5.

6.