



# Dupe™

## Game Play:

Decide who will play Brown and who will play White.

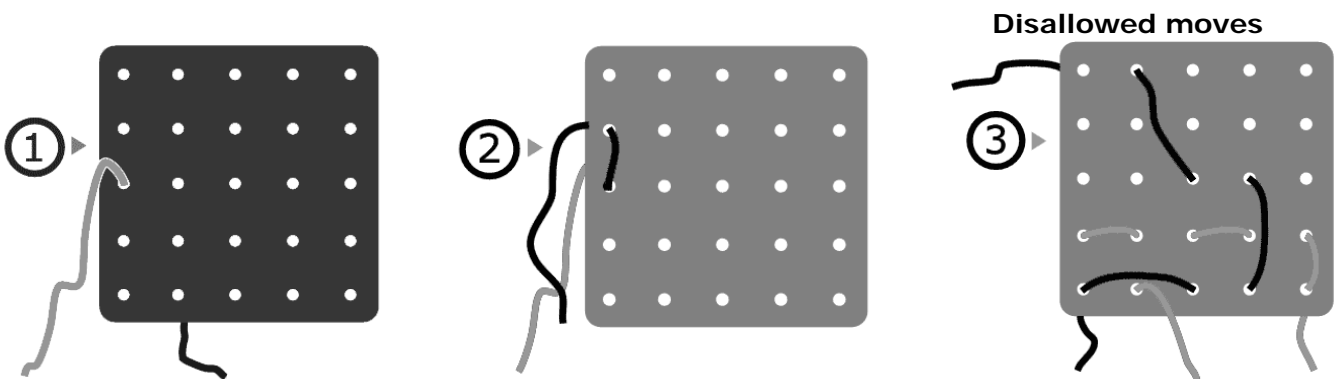
BROWN starts by threading the brown end of the cord through any hole on the white side of the board, stopping when it reaches halfway through on the brown side (image 1). BROWN continues by taking the brown end of the cord and threading it through an adjacent empty hole so that it emerges on the white side of the board (image 2). Play now passes to WHITE.

WHITE threads the white end of the cord through any adjacent hole so that it emerges on the brown side of the board. WHITE continues by threading the brown end of the cord through any adjacent hole so that it also emerges on the brown side of the board.

Play passes back and forth with each player always threading their own color first and then threading their opponent's color. Cross-stitching to a diagonal hole is allowed. Double-crossing is not! (image 3)

## Winning:

When a color end cannot be threaded, regardless of who is doing the threading, the same color player has been "duped" and is out of the game!



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