

# Yspahan

## 2-player game

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**Setup:** The players play with **8 white dice** instead of 9.

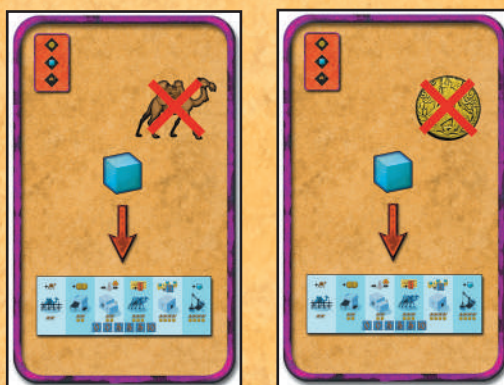
**Active player:** The first player changes at each turn. As for the last day of the third week, the player whose score is the lowest becomes the first player. In case of tied scores, the first player changes normally.

**Game turn:** The first player casts the dice and chooses **one action**. The other player chooses **one action**, then the first player plays again and chooses **a second action**. Then, the game turn is over.

**Yellow dice:** The yellow dice which have been bought by the first player remain on the Tower board for the whole turn. They are only available to this player. If the other player picks a group of dice which includes yellow dice, these yellow dice are completely removed from the board (however, the second player cannot pick a group exclusively composed of yellow dice).

**Buildings:** Building is not an optional action anymore. To build a building, a player **must set a group of dice aside** and then pay the required camels and gold. The active player may thus build two buildings in the same turn (1 for each action).

**The Caravan:** In two-player games, use only 2 camels per line of the caravan.



*Note : In two-player games, these cards do not exempt you from setting a group of dice aside to construct a building.*