

One Piece For Two

Playing with four players

The standard version of *One Piece For Two* (1P42) is designed for two players.

However, the game can also accommodate four players if each of the two playing colors (red and blue) is assigned to two players. In this variation, players take turns, and it's important to note that when a specific player is prompted to make move x , the other player with the same color will be next in line to make a move at $x+2$.

In this variation the game can be played without altering the rules of 1P42.

However, this may potentially result in frustration. For instance, at move x a player using say the red scoring color may make a clever strategic move such that a winning situation for red can be obtained when red (at move $x+2$) is on turn again. Clearly, this player would not profit from this clever move but the other player playing with same playing color and that would be unfair.

Therefore, it is recommended to add some simple extra rules to the game in case 1P42 is played with four players:

- The game is played in a tournament fashion and after each game points (positive or negative) are distributed among the players, as described below.
- The tournament concludes if a player has 10 or more points with a difference of at least one point with any of the other players. This player is the winner of the tournament.
- At the moment the player P puts a game piece on the board at move x , this player may either remain silent or may state that P 's color can win the game when this color is back on turn at move $x+n$ ($n=2,4,\dots$).
- Now if a player wins the game and remained silent (i.e. did not make a claim at move x to win the game at move $x+n$), this player obtains 1 point and the other players none.
- But if player P asserts at move x that P 's scoring color can win the game at move $x+n$, the game ends at move $x+n$ and following points are then attributed:
 - n points to P if at move $x+n$ the other player (playing with the same color) did indeed make a winning move. This other player gets $n/2$ points and the players playing with the losing scoring color get zero points.
 - $n+1$ points if at move $x+n$ the other player (playing with the same color) fails to make a winning move AND provided P can demonstrate/illustrate that P 's claim made at move x should have resulted in a winning situation (would the other player have made the correct move(s)).
 - $-n$ points if at move $x+n$ no winning situation is obtained and P bluffed, i.e. P fails to deliver evidence that P 's assertion at move x was correct.