

In & Out

Each player has a marker of his own. One starts on point A, the other on point B.

Players take turns moving their own marker along the zig-zag line from point to point.

Moves can only be forward—that is, getting further away from the start.

Markers may be moved 1, 2 or 3 points in each move.

The markers may not pass each other.

The winner is the player whose marker is **outside** the circle when they meet.

