

CRYPTID

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TWO-PLAYER VARIANT

In a two-player game, set the game up as in a four-player game, but give each player two clue books and two sets of coloured cubes and discs. Players will use one colour of pieces for each clue. For instance, a player may use the blue pieces for their first clue, and orange pieces for their second.

During the initial sharing each player must place two cubes, which could be of different colours. For instance, a player using blue and orange pieces could place either two blue cubes, two orange cubes, or one orange and one blue cube. The options on a player's turn remain the same: ask a question or search a space. When a player must place pieces in response to a question or a search, there will be one of three possible outcomes:

- If that space could be the habitat according to both of their clues, they must **place a disc of both colours** on the space.
- If that space could not be the habitat according to exactly one of their clues, they must **place a cube of the colour matching that clue**.
- If that space could not be the habitat according to both of their clues, they must **choose only one colour of cube** to place. This is an opportunity to bluff, so players should not indicate to their opponent that they are making a choice.

When a player starts a search, the space they search must be possible according to both of their clues – they must place two discs on the space they are searching. When a player is forced to place a cube on their own turn, they may choose which colour of cube to place.

If a player searches a space which already contains two of their own discs, they must place a disc of each colour on a different legal space. Recall that a legal space is one which could be the habitat according to that colour's clue, and which does not contain a cube. The discs can be placed either on the same space, or each one on a different space.

If a player searches a space containing one of their own discs, they place a disc of the colour already present in a different legal space, and a disc of the other colour on the searched space. For example, the player using blue and orange pieces searches a space which already contains an orange disc. They place an orange disc in a different legal space, and a blue disc on the searched space.

Players will always place one cube or two discs, never any other combination.