

SCOUT: 2 Player Rules (Oink Version)

- The two player game lasts only 2 rounds
- Setup
 - Remove the (1) 9/10 card from the deck
 - Deal 11 cards to each player for the first round and set the remaining 22 cards aside
 - These 22 cards will be dealt out for the second round
 - Each player receives 3 Scout chips, Scout & Show chips are not used in the 2 player game
- The first turn is played like normal, the first player must Show
- Subsequent turns
 - A player will Scout or Show on their turn like normal except that when a player takes the Scout action they must spend 1 of their 3 Scout chips to do so
 - This chip is put into the center of the board
 - Unlike the 3-5 player game, the opposing player DOES NOT receive a Scout chip even though they own the Active Set
 - The same player must continue to take successive turns until they either Show or can no longer Scout because they have run out of Scout chips
 - This means the same player may take multiple turns before the opposing player takes another turn
 - A player may not refuse to Scout to conserve chips, they must continue taking concurrent turns until they can either Show or have run out of Scout chips
- The round ends when either:
 - A player has no cards left in their hand after they take a Show action
 - On a player's turn they are unable to Show AND they have run out of Scout chips and therefore cannot take another Scout action
- Scoring is the same as the 3-5 player game except players will receive 1 VP for each remaining Scout chip they have not spent at the end of the round (a maximum of 3 points).