Given a graph $G$ with pebbles on the vertices, we define a pebbling move as removing two pebbles from a vertex and placing one pebble on its neighbor. The pebbling number, $\pi(G)$, of $G$ is the least number of pebbles needed so that any arrangement of the $\pi(G)$ pebbles can reach any goal vertex through a sequence of pebbling moves. We define a new two-person pebbling game, called Two-Player Graph Pebbling with players Mover and Defender. The value $\eta(G)$ is defined as the minimum number of pebbles such that given every configuration of the $\eta(G)$ pebbles and every root vertex, $r$, Mover has a winning strategy. We determine winning strategies for Mover on cycles and on joins of certain graphs. (Received September 15, 2020)