

Pente grammai rules adapted from Ulrich Schadler's rules for play

Players: 2 players.

Equipment: 5 counters for each player (blue and white), 1 die for both players, 1 game board.

Objective of the Game

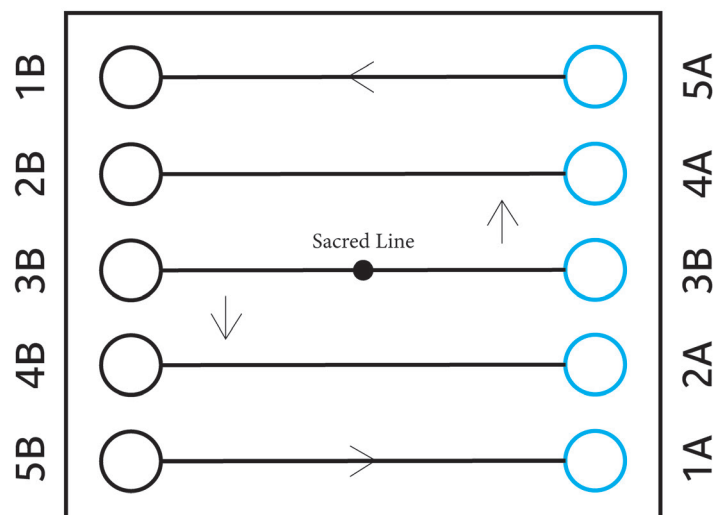
The objective of the game is to travel to the opposite side of the board moving counter-clockwise, and then place all of your counters on the sacred line.

Board set up and movement

1. All counters start off the board.
2. No more than one counter may occupy a circular space at any given time.

Game play

1. The first turn is decided by agreement or lot. The first player rolls their die, and then places a counter onto their side of the board, following the number on the die. If it is 1, it lands on point 1, if it is 2, it lands on point 2, and so on. If it is 6, it moves to point 1 on the opposite side. Then it is the other player's turn.
2. Each player repeats the steps above until all their counters are on the board. If a counter cannot be placed because the relevant space is already occupied then move a counter instead.
3. The counters then move counter-clockwise around the board in a circular movement until they can be placed on the sacred line.
4. You can only enter the sacred line from the opposite side of the board from which you started arranging your counters (see image below).



The following rules apply

1. Only 1 counter may be placed on each circular space. Only the “sacred line” can take up to five counters from each player.
2. You may pass over already placed counters.
3. Bringing counters into play always has priority over the moving of already placed counters. If a die roll does not allow introducing a counter, because the corresponding point is already occupied, another counter may be moved. This is the procedure until all 10 counters are on the board. If you cannot place a counter or move one, you will need to skip your turn.
4. It is compulsory to move a counter, if possible, even if a counter has to be moved away from the “sacred line”. If no move is possible, the player misses his turn.

End of the game

The first player to collect all their 5 counters on the opposing side of the “sacred line” is the winner.