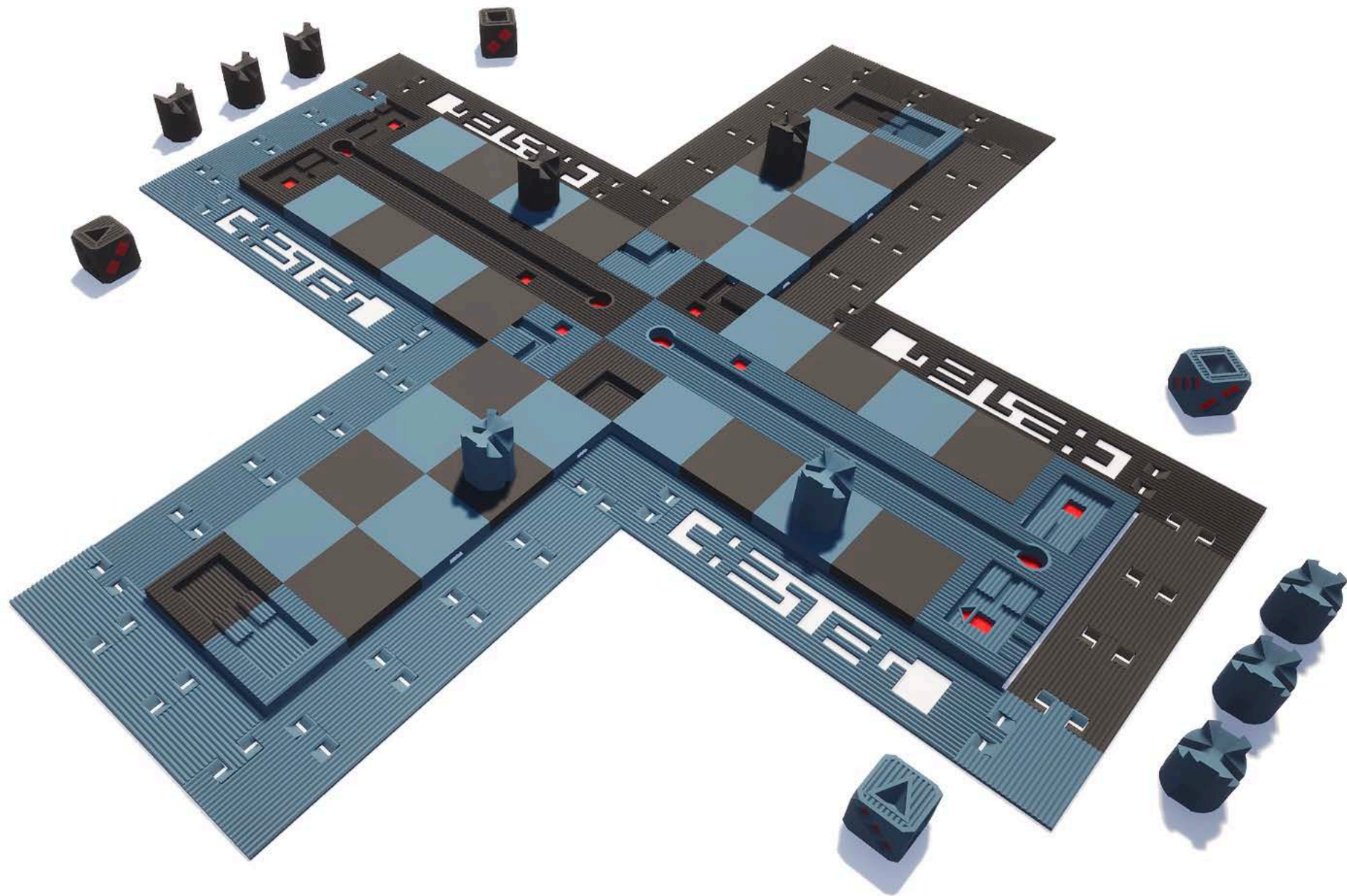




# PAC

A variation of Pachisi for two players.



A special board and some special rules for this version of Pachisi.

## RULES AND OBJECTIVES:

- Roll one Square die to see who goes 1st. A square wins or highest number. Re-roll ties.
- Players start by rolling both dice trying to get a triangle or square to bring one of their pieces into play. Start at the special piece with the square and triangle.
- You role and move down clockwise around the board.
- Landing on an enemy piece knocks them back to the start position or safe spot if past one. If there is a piece at the start spot or safe spot it is knocked off the board.
- You must role an exact number to get into one of the final home safe spots.

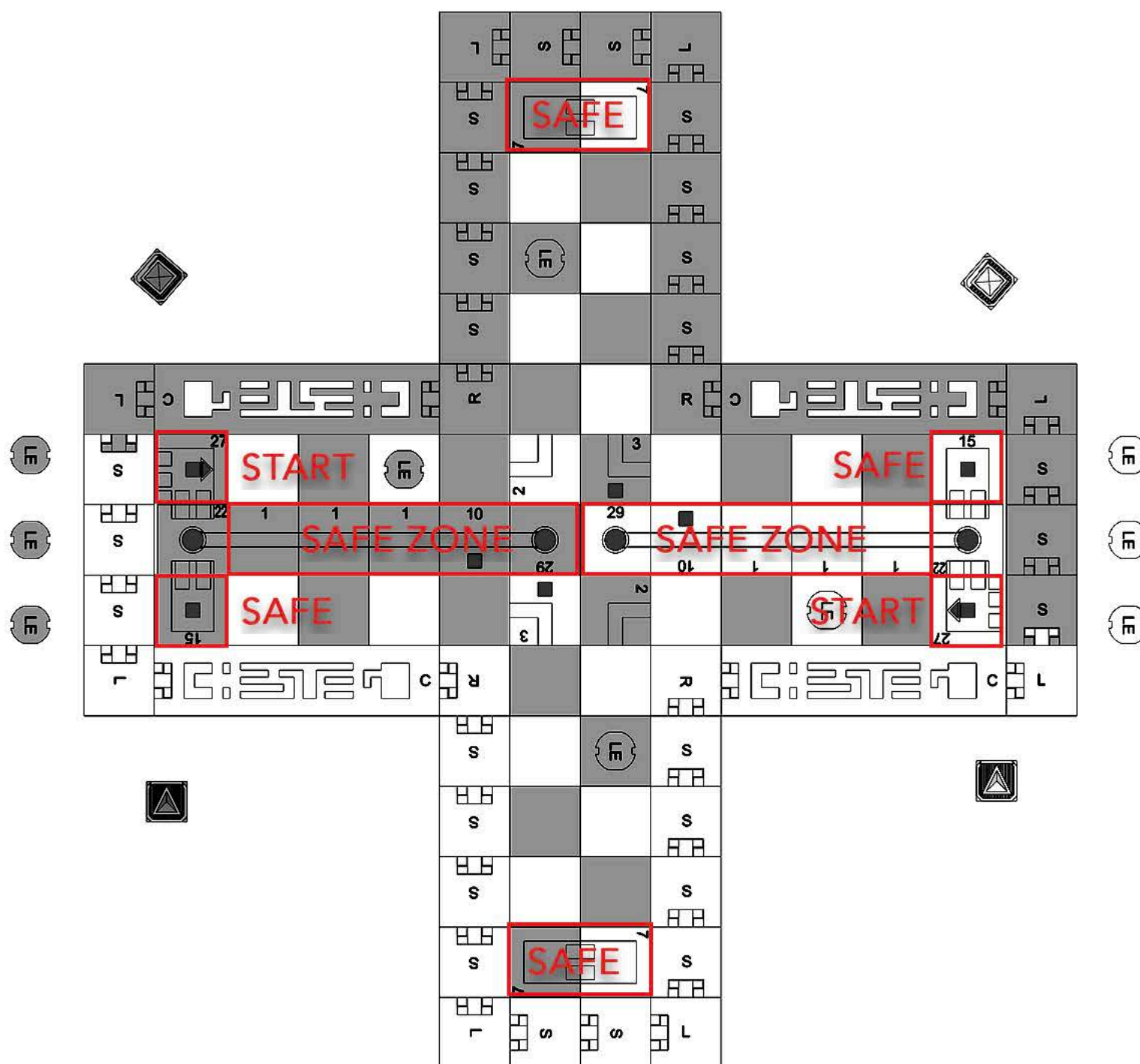
## WIN CONDITION:

- First player to all their pieces into the home safe zone.



# BOARD SETUP

- See the special board setup below



# PIECE RULES

LE PURE LEAPER 5

- Moves clockwise based on the roll of the dice.
- Safe in color specific Safe spots.
- If attacked by enemy player he goes back to closest safe or start spot. If an enemy is there they get knocked back or out.

DT TRIANGLE DIE 1

- A Triangle or Square is required to start a piece at start spot.
- If you roll a Triangle, and all pieces are on the board, multiply 3 times the other number.
- If the other die is a Square you move 10 spaces

DS SQUARE DIE 1

- A Triangle or Square is required to start a piece at start spot.
- If you roll a Square, and all pieces are on the board, multiply 4 times the other number
- If the other die is a Triangle you move 10 spaces