

Pente Grammai (Five Lines) Ancient Greece

You will need:
5 white counters
5 red counters
1 die
2 players.

1. Each player places their counters on the coloured circles on the red **Sacred Line** in the middle of the board. White on white, red on red.
2. The aim of the game is to get all of your counters anti-clockwise around the board and back onto the **Sacred Line**...but on the other side of the vertical line to your starting position.
3. Throw the die and move that number of spaces anti-clockwise around the board (white moves down and round, red moves up and round). You can move any of your counters you like but only one counter per roll. If you manage to get any pieces onto the other side of the **Sacred Line**, try and keep them there by moving other pieces when your turn comes.
4. You can only move to an **empty** circle at the end of a line or to one on the **Sacred Line**.
5. When it's your turn to move, you have to take any valid move you can. This might mean moving one of your counters **off** of the **Sacred Line** and back round the board! Only if **none** of your counters can move the number of spaces you have rolled and land on an empty space can you miss a turn.
6. The winner is the first to get all five of their counters onto the **Sacred Line** on the opposite side of the board.

