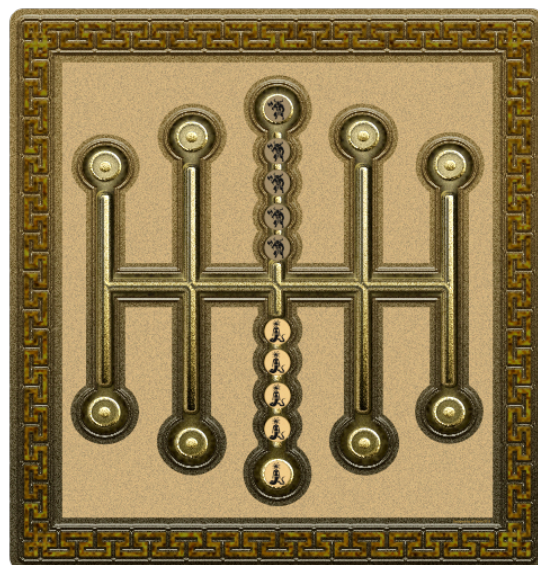
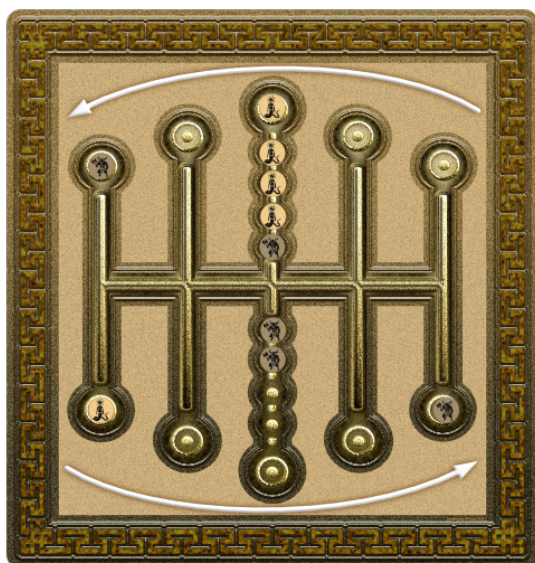


## Pente Grammai aka Five Lines

The rules for this printable version is quite simple. With the Sacred Line being the centre-line, all five pieces of a player start on the Sacred Line on their side.

Taking it in turn to role a die, a player moves one piece of their choosing counter-clockwise.



The aim of the game is to get all your five pieces on the Sacred Line of your opponent before they do like-wise on yours. When moving a piece, you can only land on a vacant line or on a Sacred Line.

All moves must be played, which means that you must continue to move your pieces around the board till you are able to land on your opponent's Sacred Line; even if this means that you have to move one of your pieces you have already managed to secure on the central-line opposite off to go round the board again.

Page 2: Printable Board 1.

Page 3: Printable counters and spinner-die. Stick to card and cut out. Insert a small pointed stick or pencil through the centre of the spinner-die.

Page 4: printable Board 2.



