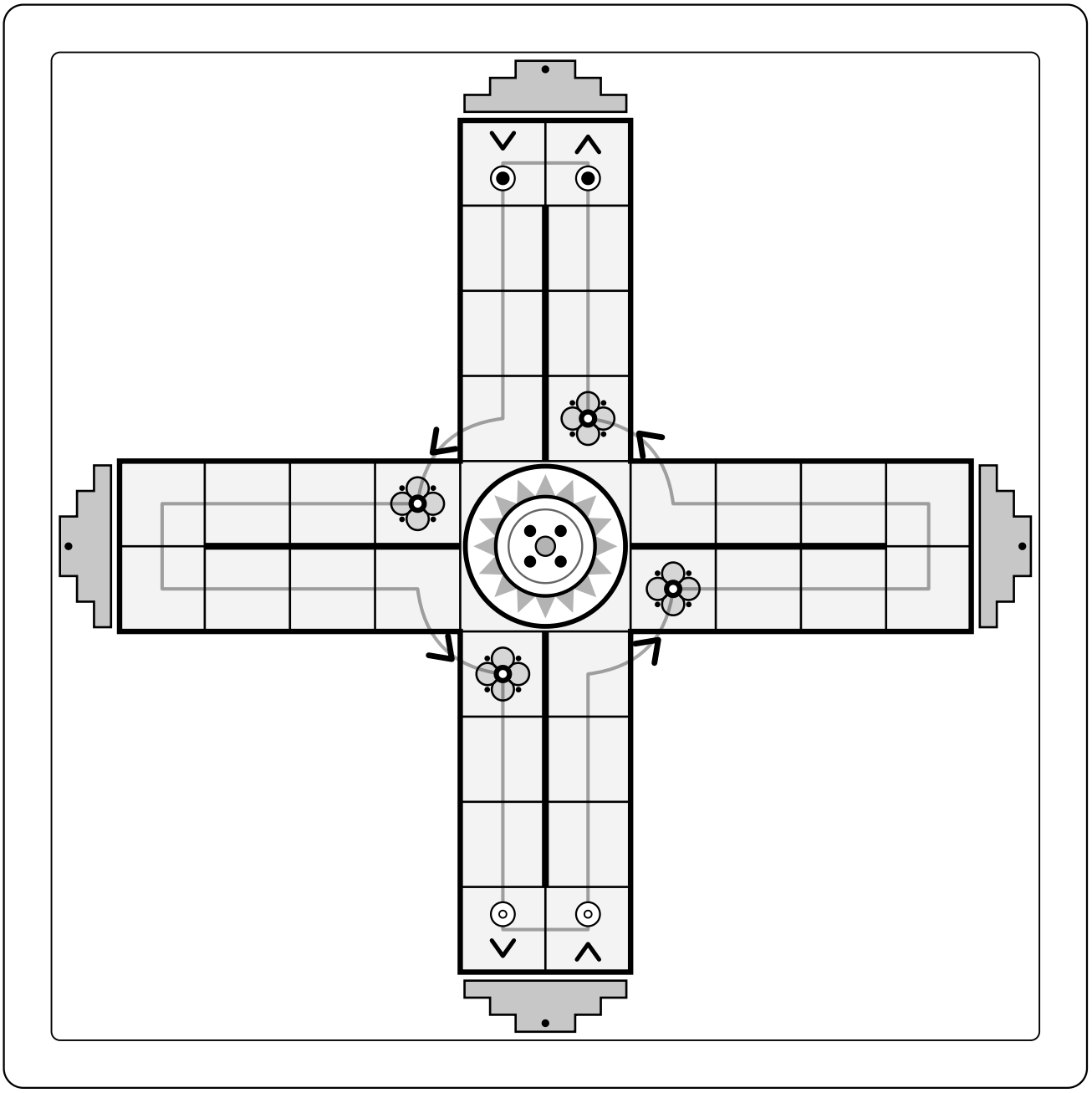
Patolli

MESOAMERICA · 2 PLAYERS



Setup. 6 tokens each (up to 10 mm) and five beans marked on one side, or five coins. ⊙ enters at the bottom arm and ◉ at the top, where the arrows point in; both run the same way round, along the line, and leave where their arrows point out.

---

1. Cast five beans.

Count the marked sides that land up and move that many cells. All five up: move 10 and cast again. None up: move 20 and cast again.

2. Enter, race, hit.

Use each cast to bring a new token onto your entry cell or to move one already on the cross. You can't land on your own token. Land on an enemy and it goes back to its owner's hand, unless it sits on a flower: those four cells are safe.

3. Bring all six home.

A token that has gone all the way round leaves at your exit; any cast that carries it past the end will do. If no move is possible, the cast is lost. First to bring all six home wins.