



Rulebook

Derived from the word 'leopards'—due to its pip-spotted playing board—Pards is a 2-player perfect information abstract strategy game. The theme is judgement where empires from the ancient past rise up against each other.

Rules Summary

Goal

- White wins by moving the Vicar to rank 9.
- Black wins by moving the Vicar to rank 1.

Pieces



Vicar



Caesar



Emperor



Pharaoh



Shah

- Each player has 1 Caesar, 2 Emperors, 3 Pharaohs, and 4 Shahs.
- There is 1 Vicar shared by both players.
- Suit strength: Caesar > Emperor > Pharaoh > Shah.

Basic turn

- Usually, move one piece to an empty square by copying a valid pattern from the current board.
- A pattern is the shape made by connected same-color pieces on adjacent squares.
- A single piece alone has no pattern.
- A maximum of 5 game pieces of the same color may be connected. Any move or placement that would create a same-color group of six or more pieces is illegal.

Sacking in brief

- A sack is a move onto an occupied square that removes that piece.
- Sacks move in a straight line on a rank, file, or diagonal.
- Sack distance must exactly equal the size of the group the sacking piece comes from.
- The sack must be from a distance of 2 or more.
- The sacking piece must be of a stronger suit than the target; if suits match, it must come from a larger group.
- The Vicar cannot sack and cannot be sacked.

After a legal sack

- Move the Vicar immediately as part of the same turn.
- If the Vicar entered enemy territory from the river or your own side, you may adjust one die by 1.
- If your piece was sacked, your next turn must be used to place it on the square the Vicar last occupied. If placing it there would create a same-color group of six or more pieces, make a free drop instead by placing it on any empty square that is not orthogonally or diagonally adjacent to a piece of the same color.

Corner grids

- A piece inside a 3×3 corner grid may use that corner die number for movement.
- A regular piece using the die moves in a straight line and may not sack on that move.

Starting position

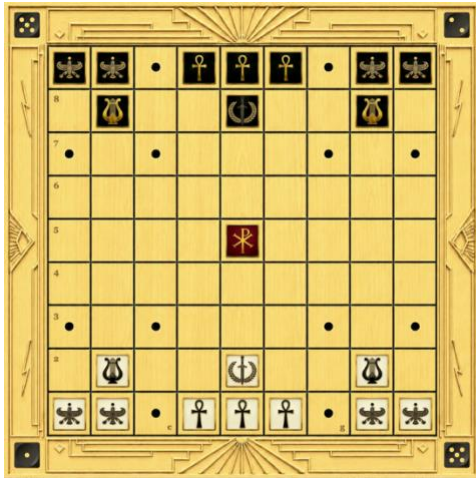


Figure 1. Standard setup. Each player begins in their own territory. The Vicar starts on e5, and the corner dice are rolled before starting the game.

1. Objective

- White wins by moving the Vicar to the 9th rank.
- Black wins by moving the Vicar to the 1st rank.

2. Pieces and suit strength

- Each player has 1 Caesar, 2 Emperors, 3 Pharaohs, and 4 Shahs.
- There is 1 Vicar. The player who makes a legal sack will move the Vicar as part of that turn.
- Suit strength from highest to lowest: Caesar > Emperor > Pharaoh > Shah

3. Dice and setup

- Before the first game, both players roll their dice. Doubles are rerolled.
- Each player places one die next to each of their two corners, with the lower number on the left.
- The dice are rolled only once for a two-game set. After the first game, players switch sides and the dice return to the same values used in game one.
- Players place their pieces in the starting position shown in Figure 1.

4. Key concepts

- A group is two or more same-color pieces linked on orthogonally or diagonally adjacent squares and must not exceed a total of 5 pieces. Any move or placement that would create a same-color group of six or more pieces is illegal.
- A pattern is the shape made by a connected same-color group.
- A single piece that is not linked to another same-color piece has no pattern.

- The middle rank is the river.
- Each 3×3 pip-marked corner area is a grid.
- A cluster is a linked arrangement that does not provide a usable non-repeating linear path; clusters cannot be used for normal pattern movement.

5. Normal movement

- To move to an empty square, a piece copies any valid pattern already shown on the board. The pattern may come from either white pieces or black pieces.
- The copied pattern may be rotated or flipped as long as the same shape and step order are preserved.
- The path must be unobstructed, and no piece may jump over another piece.
- Pattern movement can zigzag if the copied pattern does so.

Example 1: Copying a simple pattern

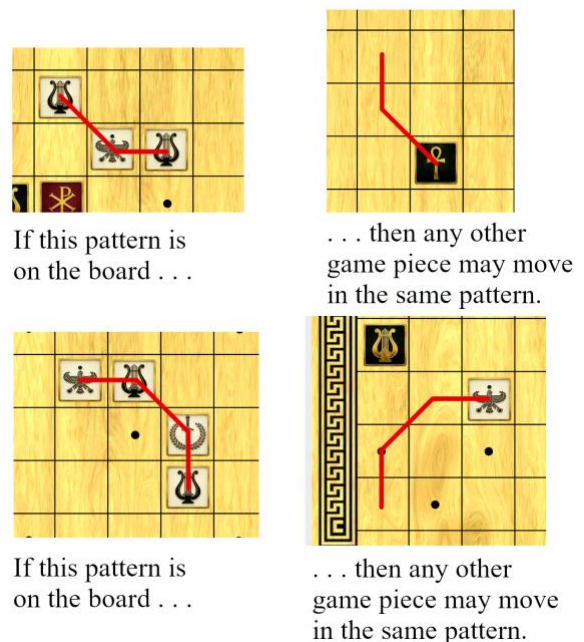


Figure 2. If a linked group creates a usable path, another piece may copy that same path shape. The copied move may be rotated or flipped, but the piece must still follow the same sequence of steps on an unobstructed path.

Example 2: Copying another pattern

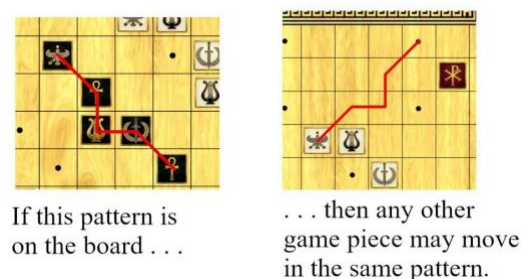


Figure 3. This is another example of pattern movement. A different piece can use the same path shape shown by the linked group, even when the path includes turns, as long as the route is clear and no piece is jumped.

Example 3: Cluster (not usable for normal pattern movement)



Figure 4. This linked arrangement is a cluster. Because it does not provide a usable non-repeating linear path, it cannot be used as a movement pattern.

6. Sacking an opponent

- A sack is a move onto an occupied square that removes that piece from the board.
- A sacking piece does not use normal pattern movement. It moves in a straight line along a rank, file, or diagonal on an unobstructed path.
- The sack distance must exactly equal the size of the group the sacking piece comes from.
- A sack is legal only if all four conditions are true: (1) the distance is 2 or more; (2) the sacking piece is of a stronger suit than the target; (3) if the suits are the same, the sacking piece comes from the larger group; and (4) after the sack, the Vicar has a legal move.
- The Vicar cannot sack, and the Vicar can never be sacked.
- If the Vicar has no legal move after the sack, the sack is illegal and must be undone.

Example 4: A move can create new sack threats

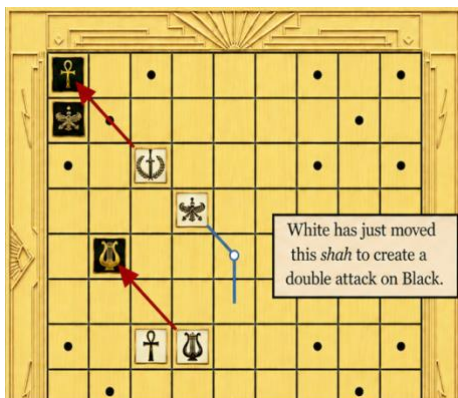


Figure 5. After a move, a piece may change the size of one or more groups and therefore change possible sack distances. In this example, the move creates more than one attacking line at once.

7. After a sack

- After a legal sack, the same player must move the Vicar immediately as part of the same turn.
- The Vicar must move on an unobstructed path.
- If the Vicar is in a grid, it may use that grid's die value for its movement.
- If the Vicar moved into enemy territory from the river or from the player's own territory, that player may adjust any one die by 1. Normally, the die is changed by 1; however, a 6 may become 5 or 1, and a 1 may become 2 or 6.
- Thus, a sack turn may have up to three parts: sack, move the Vicar, then optionally adjust one die.

8. Returning a sacked piece

- If one of your pieces was sacked, your next turn must be used to place that piece back on the board.
- Normally, it must be placed on the one vacant square the Vicar last occupied.
- If placing it there would create a same-color group of six or more pieces, a free drop must be made instead. The piece must be placed on any empty square that is not orthogonally or diagonally adjacent to a piece of the same color.
- After placing the piece, your turn ends.

9. Grid rule

- A piece inside a 3x3 corner grid may choose to move the distance shown on that grid's die instead of using the size of its group.
- When a regular piece uses die movement, it must move in a straight line on a rank, file, or diagonal, and it may not sack on that move.
- The Vicar may also use the die value while in a grid.

10. Winning

- You win immediately when you move the Vicar to your opponent's back rank.