

# THE PACRU SERIES 302 GAME SET

## Languages & Extra Information

If this information is not in the language of your choice, go to [www.pacru.com](http://www.pacru.com), select a language and print the rules. You have in this booklet all the information necessary to play the games. However [www.pacru.com](http://www.pacru.com) offers free game software and you can play other players across the Internet. There is also a FAQ file about the games and the rules. You can print extra copies of the rules if you wish.

## Three Games: Shacru, Azacru & Pacru

You have three games, all played using the same chevrons (pieces), markers and board but very different in strategies, feel and level of complexity:

**Shacru:** takes 2-5 minutes to understand the rules. Suitable for age 5 upwards. The game lasts about 15-30 minutes. Can be played by 2,3 or 4.

**Azacru:** takes 5-10 minutes to understand the rules. Suitable for age 7 upwards. Game lasts about 15-40 minutes. Can be played by 2,3 or 4.

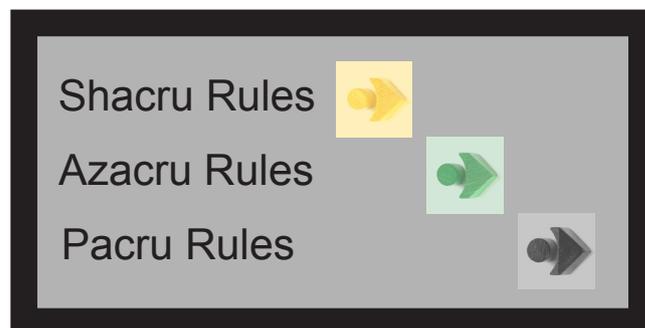
**Pacru:** takes 10-20 minutes to understand the rules. Suitable for age 9 upwards. Game lasts about 40-80 minutes. Can be played by 2, 3 or 4. Players have generally found three or four player Pacru more enjoyable if they are familiar with two player Pacru.

## A Family of Games

The games have certain common elements including the starting positions (see the back page). The games are not variations but rather have some family resemblances. It is easier to learn Azacru when you have already played Shacru. It is easier to learn Pacru when you have already played Azacru.

## Contents:

- 1 Pacru gameboard.
- 16 chevron-shaped pieces: 4 of each colour.
- 200 markers (small columns): 50 of each colour.
- 1 Booklet.
- 1 box of each colour for the chevrons and markers.



# TERMINOLOGY



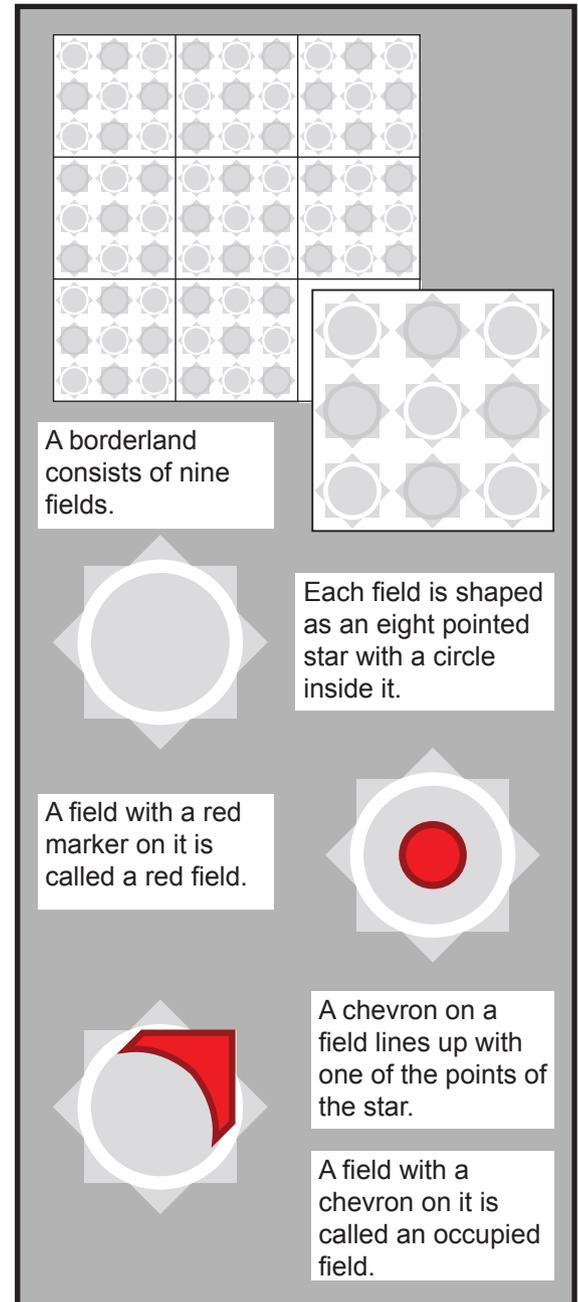
This section is just for you to refer to if a word or phrase in the rules is puzzling or ambiguous: you can skip it and go straight to the rules of Shacru, Azacru or Pacru.

The whole board is divided into nine borderlands by the black borders. Each borderland contains nine fields. A field is shaped as an eight-pointed star containing a circle. There is no difference in play between the fields with a light circle and the fields with a dark circle: the variation just makes the diagonals more obvious.

When a marker is placed on a field it should be located in the centre of the field (inside the circle). When a chevron is placed on a field its outer edges should be lined up with one of the points of the star to make it clear which direction it is facing.

A field with no markers in it is called a neutral field. At the start of each game all the fields are neutral fields. A field with, for example, a red marker on it is called a red field. So “change the fields to your colour” simply means remove markers of any other colour (if there are any) on the fields and put down markers of your colour. A field with no chevron on it (whether there is a marker on it or not) is called an unoccupied field.

Sometimes players refer to fields as “squares”, “stars” or “positions”, call markers “columns” or “tiles”, refer to chevrons as “pieces” or “arrows” or call borderlands “areas”. All of these uses are perfectly acceptable.



# SHACRU

Shacru p1



## Shacru: Starting The Game {S-R1}

Each player is represented by a colour and uses the chevrons and markers of that colour. The order of play between the different colours is a matter of choice. You can decide which player uses which colour, and the order of play, by any reasonable means.

## Setting up the the opening position

If there are three or four players, each player starts with three chevrons. For the two player game, each has four. Follow the diagrams on the back page of this guide.

## Taking Turns {S-R2}

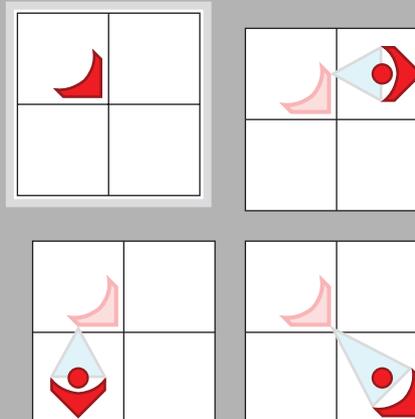
Players take turns and move one chevron at a time. You can only pass on a turn if you cannot move any of your chevrons. You may find that you have to pass on each subsequent turn until the end of the game but you could still win the game if the other players cannot get more fields than you.

## Moving {S-R3}

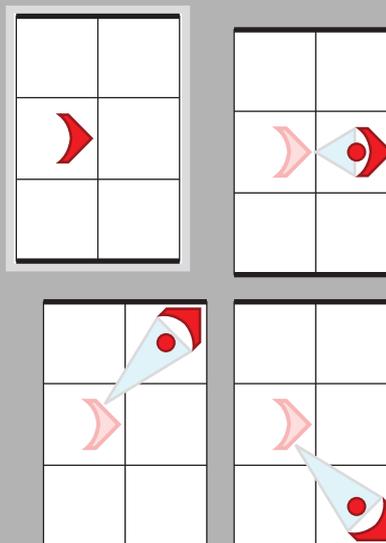
You can move a chevron one field straight ahead, or one field forty five degrees to the right or the left of the direction the chevron is pointing. As you complete your move forwards, set the chevron down pointing in the direction it has travelled.

Each time you move a chevron you change the neutral field in which you are setting down the chevron (not the field you are leaving) to your own colour by placing one of your markers on it.

You have three options for moving the red chevron. In each case it will end up pointing in the direction you have moved it.



You always have just three potential directions in which you can move your chevron, whether it points out of a corner or a side.



# SHACRU

## Borderland Twist {S-R4}

When you move a chevron across a border, you can set it down as normal after the move (leaving the chevron pointing in the direction it has travelled) or twist the chevron forty five degrees to the left or the right before completing your turn.

## What is forbidden in Shacru {S-R5}

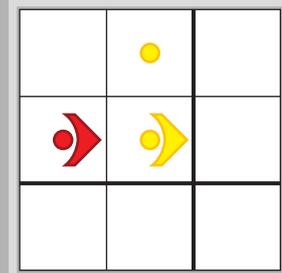
- You may not move onto a field of another player's colour.
- You may not move onto a field occupied by another chevron.

## Winning the Game {S-R6}

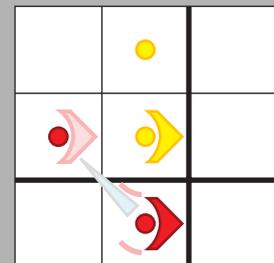
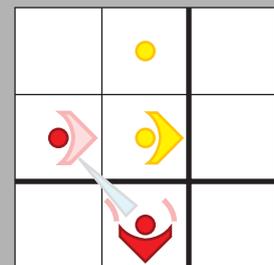
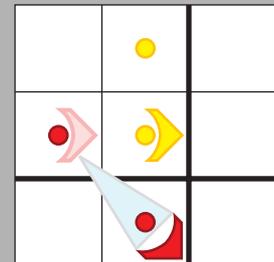
A game ends either when there are no players left able to make a move, or when none of those able to move can acquire any further fields on this or subsequent turns (but could only occupy fields already their own colour).

The winner of the game is the player with the most markers on the board at the end of the game. It is possible to use each player's total as a score and then play several games as a set, totalling the score from each game.

If you cross a border you can leave the chevron facing in the direction it has moved, or twist it forty five degrees to the left or the right.



In this example the red chevron cannot move directly ahead or to the left, because the chevron and the marker prevent it. The red chevron's only move is to the field across the border.





## Starting The Game {A-R1}

## Taking Turns {A-R2}

## Moving {A-R3}

Read the Shacru rules page one (only) and then return here. Azacru only differs as regards the power of movement a chevron may have (see below).

## Power of Movement {A-R4}

Each of your chevrons has a particular power of movement which depends on the borderland in which it starts its move. Count the markers of your colour in the borderland and that number is the power of movement of the chevron. If there are no markers, the power of movement is one. A chevron can move any number of fields between one and its power of movement.

## Long Move {A-R5}

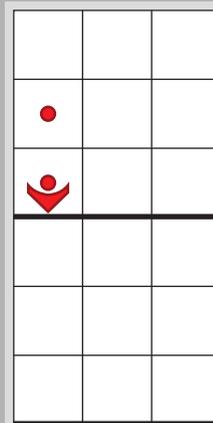
When you move your chevron more than one field (a long move), you cannot change direction in the middle of the move. You must move in a straight line (directly forwards, or forwards and 45 degrees to left or right). Set down the chevron pointing in the direction it has travelled (unless you can do a borderland twist).

## Borderland Twist {A-R6}

When you move a chevron across a border, you can set it down as normal after the move (leaving the chevron pointing in the direction it has travelled) or twist the chevron forty five degrees to the left or the right before completing your turn.

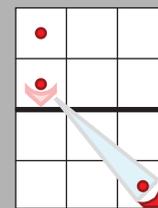
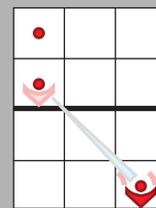
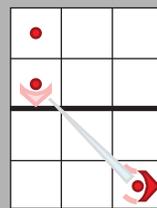
The red chevron has a power of movement of two because there are two red markers in the borderland.

The outline red chevron symbols in the diagrams below show all the fields to which the chevron could move on this turn.



If you cross a border you can leave the chevron facing in the direction it has moved, or twist it forty five degrees to the left or the right.

The full red chevron symbols below show the result of the chevron being twisted to left or right, or not being twisted.



## Connection Change {A-R7}

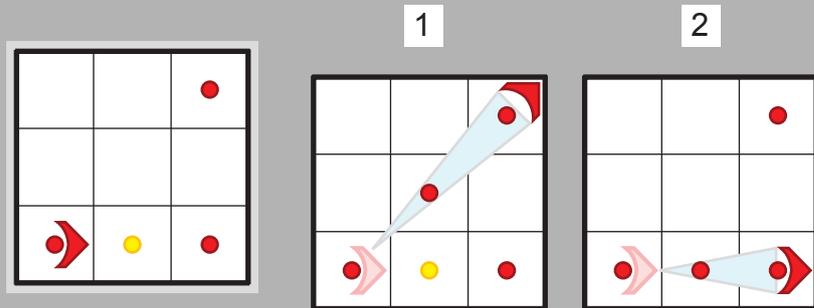
When you make a long move from one field of your colour to another field of your colour (a connection), and you are not jumping any chevrons, you must change all the intervening fields to your colour.

If your connection change involves changing one or more fields belonging to another player, your chevron is taken off the board as soon as the move is made.

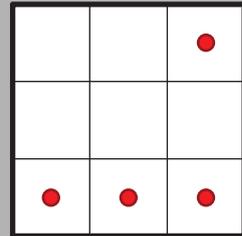
## Connection Jump {A-R8}

When you move a chevron from one field of your colour to another field of your colour, you are allowed to jump any intervening chevrons. However when you make a connection jump, you do not make a connection change and so no intervening fields are changed.

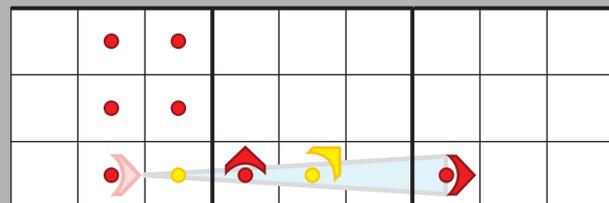
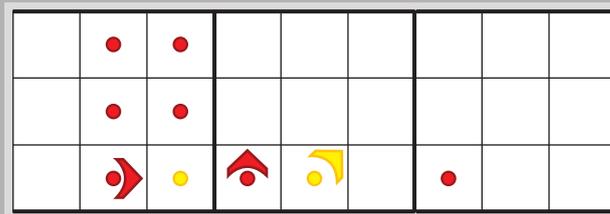
In this example the red chevron has two possible moves which would be connections: each starting on a red field and finishing on a red field.



In the second case since an opposition field has been changed to red, the red chevron must also be removed at the end of the move.



Any chevron can be jumped if the move is a connection, but with the jump fields in between are not changed by the connection.



# AZACRU

## What is forbidden in Azacru {A-R9}

- You may not move onto a field of another player's colour.
- You may not move onto a field occupied by another chevron.

Except for a connection jump

- You may not jump over any chevron.

## Winning the Game {A-R10}

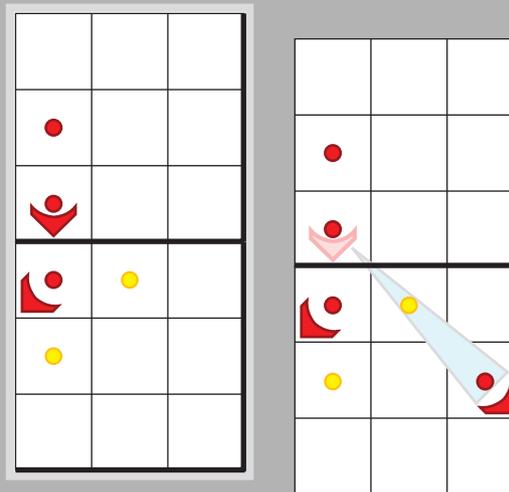
Eventually one player in the game will not be able to make a move on their turn: either all their chevrons have left the board, or none of their remaining chevrons can move.

When this happens the player must pass on the turn. After this any players who can move take one further turn each.

The winner of the game is the player with most markers on the board at the end of the game. It is possible to use each player's total as a score and then play several games as a set, totalling the score from each game.

The red chevron has a power of movement of two because there are two red fields in the borderland.

Only one move is now possible for the red chevron because of the position of the other chevrons and markers



### Example of the end of a game

If players are playing in the order red, green, yellow.

**Red** moves

**Green** moves (and removes the last remaining green chevron from the board)

**Yellow** moves

**Red** moves

**Green** announces "cannot move" or "pass"

**Yellow** moves

**Red** moves

So the game is now finished, and the markers on the board are counted for each colour.

# PACRU

Pacru p1



## Starting The Game {R1}

Each player is represented by a colour and uses the chevrons and markers of that colour. The order of play between the different colours is a matter of choice. You can decide which player is using which colour, and the order of play, by any reasonable means.

## Setting up the opening position

If there are three or four players, each player starts with three chevrons. For the two player game, each has four. Follow the diagrams on the back page of this guide.

## Counting Markers

With two players make sure you have forty two markers in front of you and visible to the other player. With three players each has twenty eight markers and with four players, twenty four markers. Put the remaining markers out of sight. You can use the lid of the small box of your colour to keep your markers for use during the game.

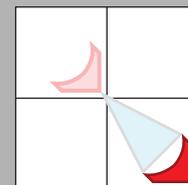
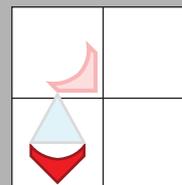
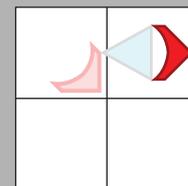
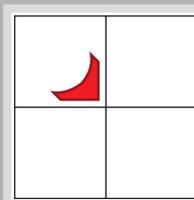
## Taking Turns {R2}

Take it in turns to move one chevron at a time. As an alternative you can reorient one chevron (explained later). You cannot pass on a turn.

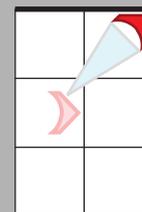
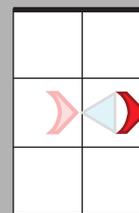
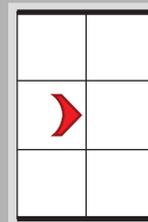
## Moving {R3}

You move a chevron in one of three possible directions. Move it straight ahead, or forwards forty five degrees to the right or left of the direction the chevron is pointing. After a move, leave the chevron pointing in the direction it has travelled. This is the only way that chevrons move from field to field.

You have three options for moving the red chevron. In each case it will end up pointing in the direction you have moved it.



You always have just three potential directions in which you can move your chevron, whether it points out of a corner or a side.



# PACRU

Pacru p2



## Six Special Actions

Although there is only one kind of chevron in Pacru, and this can only move in three directions, there are six special actions the chevron can perform when it moves: borderland change, connection change, connection jump, borderland transformation, pincer and meeting.

### Borderland Change {R4}

When you move a chevron across one or more borders, and set your chevron down in a different borderland (a border crossing) you place one of your markers on one of the neutral fields in this new borderland.

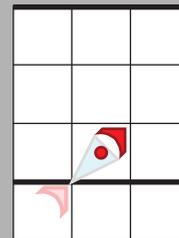
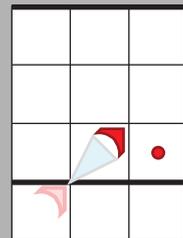
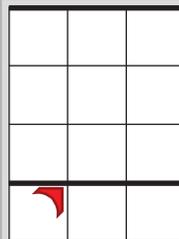
### Power of Movement {R5}

Each of your chevrons has a particular power of movement which depends on the borderland in which it starts its move. Count the fields of your colour in the borderland and that number is the power of movement of the chevron. If there are none of your markers, the power of movement is one. A chevron can move any number of fields between one and its power of movement.

### Long Move {R6}

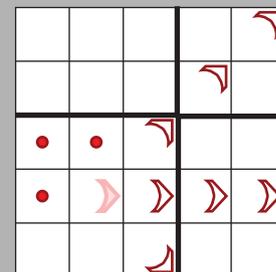
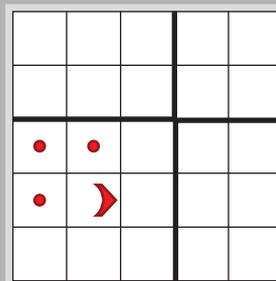
When you move your chevron more than one field (a long move), you cannot change direction in the middle of the move. You must move in a straight line (directly forwards, or forwards and 45 degrees to left or right). Set down the chevron pointing in the direction it has travelled.

When you cross a border you must place a marker of your colour on any unoccupied neutral field in the borderland. You can place a marker on the field onto which you are moving your chevron.



The red chevron in the corner borderland has a power of movement of three because there are three red fields in that borderland. The chevron can move up to three fields in each of the three directions.

The outline red chevron symbols show all the possible moves for this chevron on this turn.



# PACRU

What is forbidden in Pacru {R7}

Except for a connection jump\*

- You may not jump over any chevron

Except for a pincer\*

- you may not move onto a field occupied by a chevron
- you may not move onto a field that is another player's colour
- you may not change a field that is occupied by a chevron

Connection Change {R8}

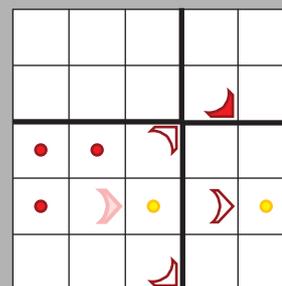
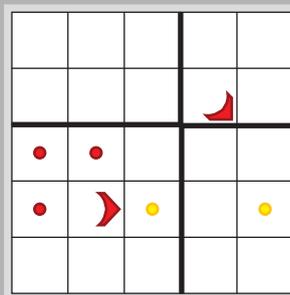
When you make a long move from one field of your colour to another field of your colour you are making a connection. If you are not jumping any chevrons, you must change all the intervening fields to your colour (whether they are neutral or of another colour). If this connection is also a border crossing you must choose either to gain fields from the connection change or from the results of the border crossing: you cannot claim both benefits.

\* The connection jump and pincer are explained later in this guide.

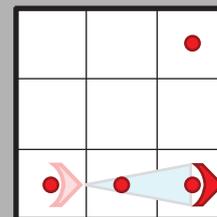
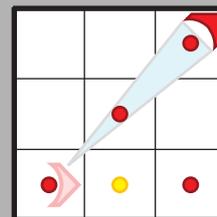
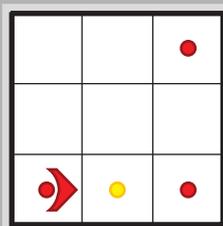
Now the same red chevron has fewer possible moves.

The red chevron in the central borderland cannot be jumped so the chevron with a power of movement of three in the corner borderland can only move one field in that direction.

The chevron cannot finish up on either of the yellow fields directly ahead. It can, however, move two fields directly ahead as crossing over opposition fields is allowed.



In this example the red chevron has two possible moves which would be connections: starting on a red field and finishing on a red field.



# PACRU

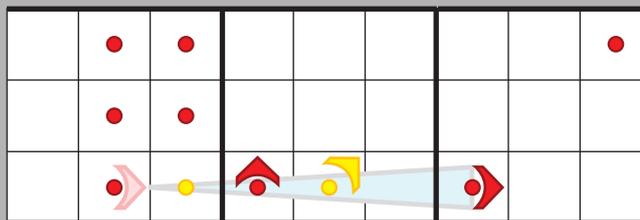
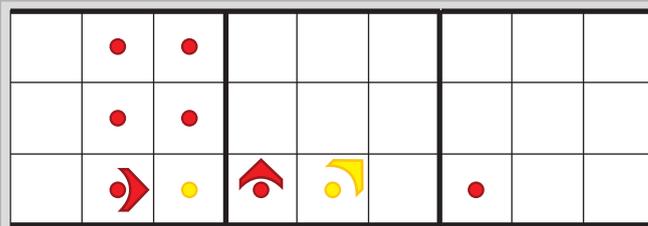
Pacru p4



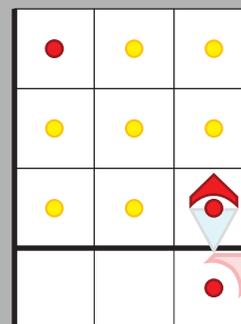
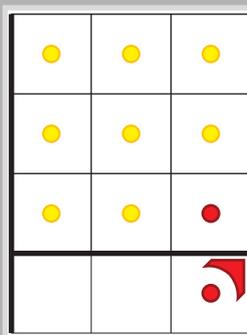
## Connection Jump {R9}

When you move from one field of your colour to another field of your colour, you are allowed to jump any intervening chevrons. However when you make a connection jump, you do not make a connection change and so no intervening fields are changed.

A connection jump. Any chevron can be jumped if the move is a connection, but with the jump, fields in between are not changed by the connection. If the chevron ends up in a different borderland, the move still counts as a border crossing, so you may still get a marker from that.



Borderland transformation.



## Borderland

### Transformation {R10}

When you set your chevron down having crossed a border, if there are no neutral fields (whether occupied by a chevron or not) left in the new borderland, you change any field within the borderland to your own colour.

# PACRU

Pacru p5



## Pincer {R11}

When a chevron has a power of movement which would enable it to reach a field occupied by an opposition chevron, and there are no intervening chevrons, it is said to be attacking that chevron.

You can make a pincer when two or more of your chevrons are already attacking an opponent's chevron at the start of your turn. In the pincer you remove the opposing chevron from the board, change the field it was on to your colour, and move one of the attacking chevrons onto the field. You can pincer even when the opponent's chevron is occupying a field of their colour.

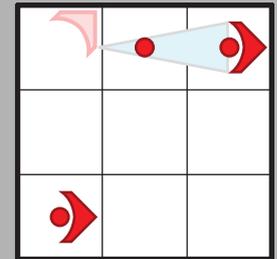
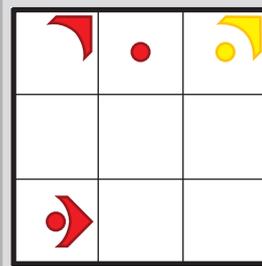
## Meeting {R12}

When moving a chevron results in two of your chevrons each occupying a field of your colour and directly facing the other on adjacent fields you have achieved a meeting. When this happens you change an unoccupied field anywhere on the board to your own colour.

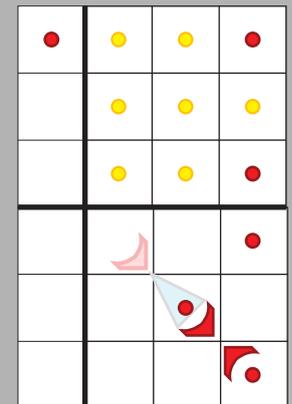
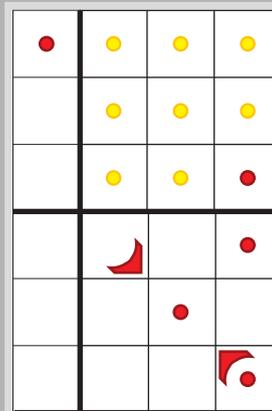
## One move involving more than one special action {R13}

When you make a move involving any one of the six special actions, the move may also involve another at the same time (a pincer may also be a borderland change). You get the benefits of each action, except for moves which are both border crossings and connections where you have to choose between the field benefit for the crossing and that of any connection change.

The two red chevrons can both reach the field the yellow chevron is on. On red's turn either of the two can move onto the field and remove the yellow chevron.



When you achieve a meeting you can choose any unoccupied field to change to your colour, including a field belonging to an opponent.



# PACRU

Pacru p6



## Reorientation {R14}

You can use your turn in a different way and instead of moving one chevron, you can reorient one chevron.

When you reorient a chevron by forty five degrees, you must choose two of your own fields and change them back to neutral by removing the markers from the board. When you reorient by ninety degrees, you must choose four of your fields to change back to neutral

## Using Your Turn For Reorientation

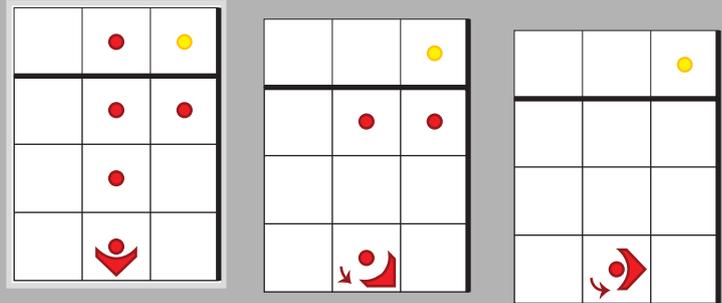
You can only use a turn to reorient if you have one or more chevrons you could move if you chose to: if none of your chevrons can make a move from one field to another you are out of the game.

## LOSING THE GAME {R15}

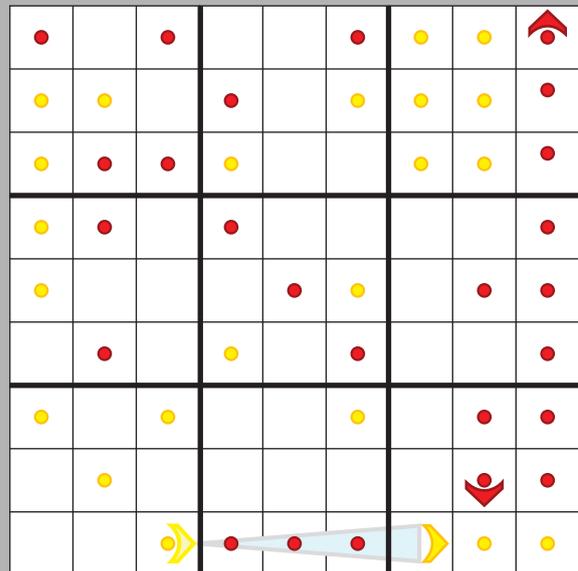
- A player is out of the game if they lose their last remaining chevron.
- A player is out of the game if, on their turn, none of their remaining chevrons can move from field to field (this is called a blocked turn). In this case all their chevrons are removed from the board.
- When a player is out of the game, their markers remain on the board.

In this example the red chevron cannot move in the "before" position. The two "after" positions show the result of red using the turn to do

1. A minor reorientation (45°) or
2. A major reorientation (90°)



Losing the game by being blocked. It is red's turn and none of the red chevrons can make a move so red is out of the game



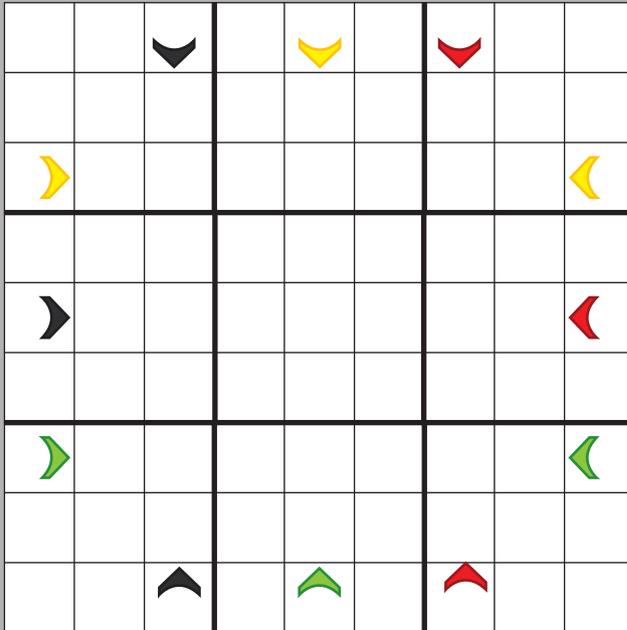


# STARTING POSITIONS



## Four Players

YELLOW



B  
L  
A  
C  
K

R  
E  
D

GREEN

## Pacru, Shacru & Azacru

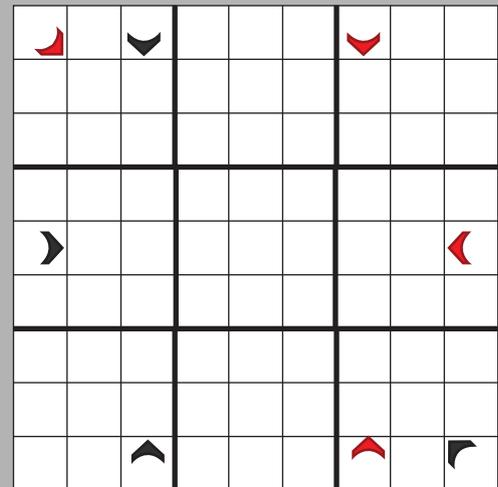
### Players

Four  
Three  
Two

### Chevrons

Three  
Three  
Four

## Two Players



Three  
Players

