

# PAR 55 Classroom Guide

**Goal:** Move pawn to space with a 55 on it (exactly) without the opposing player landing on 55 within the following turn.

**Attributes:** *Size, Shape, Color, Thickness* - in the game, players will decide how the attributes of pieces differ to get points

**Start:** One player holds 2 pawns in 2 hands. Second player chooses which color will be first. Second player then picks one hand of first player. If he picks starting color, he goes first; otherwise the other player goes first.

- Both pawns are placed on START.
- 60 pieces are spread out to make the "Bank".
- 1<sup>st</sup> player selects any piece to go in the center, then takes the first turn.

**Each turn:**

- Player selects block and places it on pentagon base
- Calculate number of points and announce the number
- Move pawn 1 space for each point

**Scoring points:**

- 1 point for each attribute difference between placed piece and adjacent piece
- Score up to 4 points from each adjacent base
- Score points for all bases connected directly by a line to the placed piece

**Bumping**

- If pawn lands on same space as opponent, bump back 5 spaces.
- No bumping when on numbered spaces (both players can be on same space).
- If before space 5, bump back to START.
- If after space 55, player can bump forward or backward (if space available).

**A block laid is a block played.** Players can pick up a block and then change their mind, but once they play one on a pentagon base, they cannot change.

**End of Game**

- If all bases are covered and the player covering it completes their turn, the game is a tie if no one is on 55.
- If one player reaches 55, opponent gets a final chance to get to 55.
- If both reach 55, game is a tie.