

## **Rules of Pascal:**

-Pascal is a solitary game played with six ordinary dice labelled 1 to 6.

-The board is split into 36 entries. Most entries consist of a single field, except for the three entries that are split into two fields each for a total of 39 fields. For these three entries, the value of the entry will equal to the sum of the values of the two fields.

-The object of the game is to fill in every field, i.e. complete the board, while accruing the smallest possible number of points.

-On each turn a player rolls the six dice. The player then groups the dice according to their wishes and writes the each grouped sum in an empty field of their choosing. The only two restrictions are that all the dice have to be used and that underneath the two red lines the value in each entry has to be equal to the sum of the values of the two entries directly above it. For these entries, the minimum possible value of each entry is written in the lower-right corner of that given entry.

-Like in Yahtzee, the player is in each turn allowed up to two re-rolls. In a single re-roll they are allowed to select any non-empty subset of dice and roll these dice again. Each re-roll penalizes the player **1 point**.

-If a player is unable or unwilling to enter his numbers after the second re-roll, then the roll is discarded, which penalizes the player **5 points**, and the player begins a new turn.

-If a player can no longer complete the board or judges that they will accrue too many negative points trying to do so, the player can choose to cancel their board and start a new board. Each cancelled board penalizes the player **50 points**. The dots and crosses on the old board(s) (but *not* the negative points) will be counted in the overall total for the final score. If a player runs out of space for either dots or crosses, the board is automatically cancelled.

-The three fields in the three corners are termed **corner fields** and are labeled yellow. The second fields in each entry which consists of multiple fields are termed **bonus fields** and are labeled green. For the corner and bonus fields one has the option of crossing them out with a dash ('/') at any point in the game, in which case the value of the crossed-out field is 0.

-For the first, second and third **corner fields** that contain either '1' or a dash the player is respectively awarded **-2, -2 and -5 points**.

-For the first, second and third **bonus fields** that contain a dash the player is respectively awarded **-2, -5 and -5 points**.

-A Pascal Triangle will be any triangle which, in order, contains the following values of entries: 1, 1, 2, 1, 1, 3, 3, 1, 1, 4, 6, 4, 1, 1, 5, 10, 10, 5, 1, 1, 6, 15, 20, 15, 6, 1, 1, 7, 21, 35, 35, 21, 7, 1. If a player forms a **Pascal Triangle without** any '1's or dashes in the **bonus fields**, they will be awarded **-15 points**. If a player forms a Pascal Triangle with a **single '1'** or dash in the **bonus fields**, a **Bronze Pascal Triangle**, they will be awarded **-25 points**. If a player forms a Pascal Triangle with (any combination of) **two '1's** or dashes in the **bonus fields**, a **Silver Pascal Triangle**, they will be awarded **-50 points**. If a player forms a Pascal Triangle with (any combination of) **all three '1's** or dashes in the **bonus fields**, a **Golden Pascal Triangle**, they will be awarded **-100 points**.

**Final Score:**

**# of Dots :**

**5 × (# of Crosses) :**

**Points on  :**

**Points on  :**

**Pascal Triangle Points :**

**Total:**

**Pascal Triangle Points:**

**Number of '1' or '/' on  :**

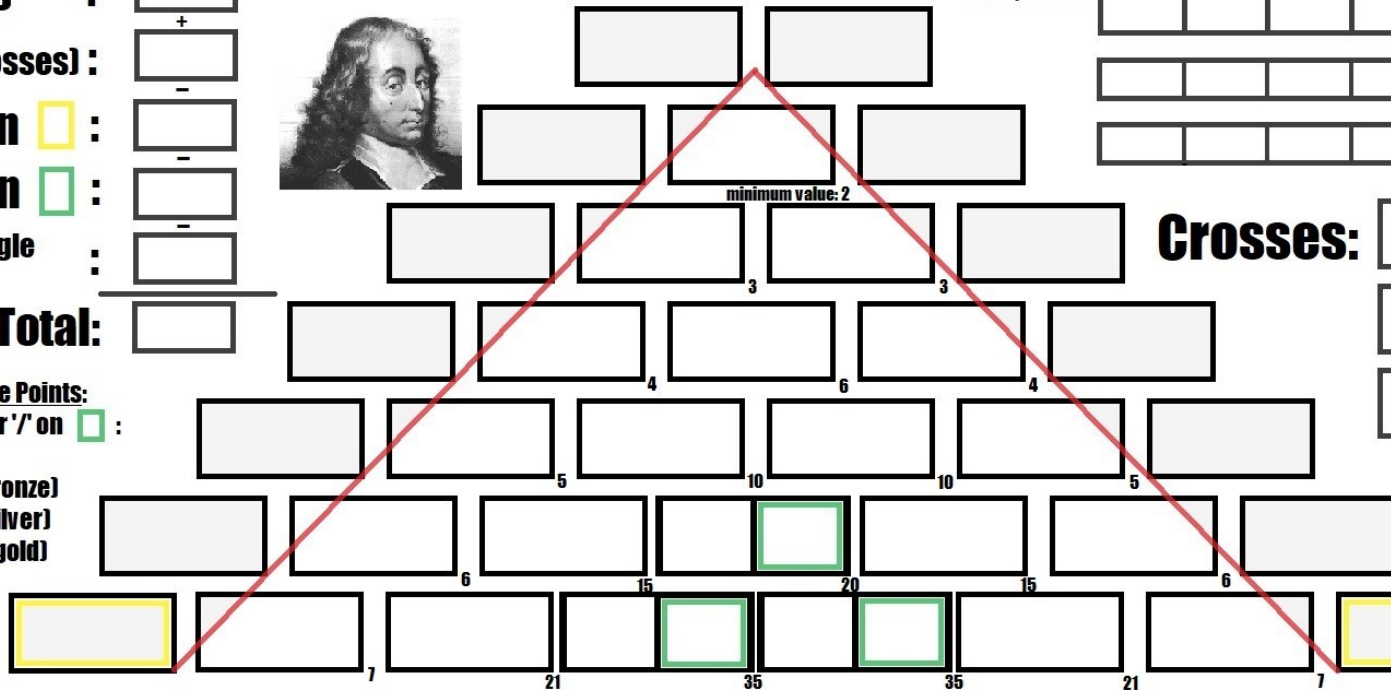
**0: 15 points**

**1: 25 points (bronze)**

**2: 50 points (silver)**

**3: 100 points (gold)**

# Pascal



**Dots:**

(5 dots per field)


**Crosses:**


**'1' or '/' on  :**

2 + 2 + 5  
points

**/' on  :**

2 + 5 + 5  
points