

# Puluc or Bul

This game is for two players who must capture all their opponent's pieces. Each player begins with six pieces in their home space. It is up to the players to decide who moves first.

Each player takes turns throwing four two-sided stick dice. The active player moves one of their pieces towards the opponent's home row depending on the dice facing as follows:

- A.) 4 white: choose a piece to move 5 spaces
- B.) 4 black: choose a piece to move 4 spaces
- C.) 3 black, 1 white: choose a piece to move 3 spaces
- D.) 2 black, 2 white: choose a piece to move 2 spaces
- E.) 3 white, 1 black: choose a piece to move 1 space

If a player moves onto a space occupied by an opponent's piece, that player stacks their piece on top of their opponent's piece, temporarily capturing it. Pieces with a captured piece underneath them continue moving towards their opponent's home space. Once a capturing piece reaches their opponent's home row, the captured piece is removed from the game, and the capturing piece returns to its home row to continue playing.

Pieces that have temporarily captured an opponent's piece can still be captured, growing the stack of pieces. The piece that was originally captured is not freed, and moves with the entire stack.

Two non-captured pieces of the same color cannot occupy the same space. If there are no pieces that can perform a valid move, the turn switches to the next player without any movement.

A piece can only move forwards towards its opponent's home row, it cannot move backwards towards its own home row.

The game ends when all of one player's pieces are either eliminated or captured.

Optional variation:

When a piece captures an opponent, the capturing piece moves back towards its home row, taking the opponent in its stack. When the capturing piece reaches its home row, the captured piece is removed from the board and the capturing piece continues playing.

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Game rules from Nickolai Teppelin - <https://www.etsy.com/shop/SiegartelLasers>

