










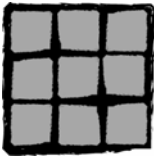

COMPONENTS OF THE GAME

Pieces

	<p>PAWNS: the pawns come in four colors; red, yellow green and blue. Each player chooses a color and has two pawns of the same color.</p>
	<p>Psycho: The psycho piece is the rounded flat glass piece with a black and white spiral. At different points in the game all players will get to move the psycho.</p>
<p>Dice</p>	
	<p>Pawn faces: One of the dice has six pawn faces, another has three (half of its faces are pawn faces). The pawn faces are white with black numbers. The numbers determine how far a player moves a pawn.</p>
	<p>Psycho faces: One of the dice has six psycho faces, another has three (half of its faces are psycho faces). The psycho faces are black with white numbers. The numbers determine how far a player moves a pawn.</p>
<p>PATH CARDS</p>	
	<p>The path cards are small square cards, each with four lines of four different colors on them. The lines are paths that are followed by the pawns as they move around the board. Players can only move along a path that matches the color of their pawn.</p>

The Board

	<p>Start: The start spaces are the eight colored triangles around the edges of the board. Each player begins the game with their two pawns on the start spaces of the corresponding color.</p>
	<p>Goal: The goal spaces are the eight colored squares around the edges of the board. A player wins the game by moving both of their pawns into</p>

	the goals of the corresponding color. A player must land in the goal by exact count.
	Regular: Pawns move over or land on regular spaces. Each space counts as one move. When pawns or the psycho piece move over regular squares, nothing happens.
	<p>Star: There are four star squares on the board. When a pawn lands on a star square the player whose piece it is must choose between one of the following. They may replace any one of the path cards from the stack of path cards not yet used or they may switch the positions of any two path cards on the board, reorienting them at the same time.</p> <p>When a player moves the psycho piece into a star square they do not get to replace or switch any path cards. However, when a pawn is switched with the psycho piece while it is in a star square does get to replace or switch cards, even if their pawn was placed there by another player, after that player has completed their turn. (Right? or did we allow both players to replace, switch cards?)</p>
	Psycho zone: The psycho zone is a set of nine squares in the center of the board. When the psycho piece is in the psycho zone it may not be exchanged with a pawn. When a pawn is in the psycho zone it may not be exchanged with the psycho piece.
	Paths– Pawns move over paths of the same color only. The path does not figure into the count of moves.

Game Play

Starting the Game:

The path cards are shuffled and placed face down in a stack to the side of the board.

Each player places their pawns in the start spaces (triangles) of the same color. The psycho piece is placed in the center square of the psycho zone (the nine squares in the center of the board).

All players roll all three dice. The player with the highest roll goes first. Game play continues to the player to the right of the player with the highest roll.

The player who is first draws one path card from the stack on the side of the board and places it in any one of the four empty spaces in the four corners of the board indicated with the "PSYCHOPATHS" logo. The player may place a card in any orientation.



The next player places another card in any open spot. Card placement continues until all four corners have a path card. In a two-player game, each will place two cards. In a three-player game, the first player will get to place two cards while everyone else only gets to place one card. In a four-player game, obviously, each player gets to place a single path card.

Rolling the Dice:

Each player's turn begins with a roll of the dice. The dice should be rolled somewhere to the side of the board so as not to disturb the pieces or the path cards. The player gets to use all three of the dice on his or her turn. It is advisable for a player to make their moves one die at a time and then to set the die aside. This makes it easier to keep track.

Using (I don't like the word "using" here.) the dice: If a die has a white face with a black number and no arrows, the player can move a pawn this number of squares on the board. If a die has a black face with white numbers and no arrows, the player can move the psycho piece this number of squares on the board.

Arrows: If a die shows a face with arrows, the player must choose **either** to move the piece the indicated number of squares **or** to do what is indicated by the arrows (see below). They can't do both.

	<p>Rotate: If the face of a die shows a rotate arrow, the player can move the piece the indicated number or choose to rotate one of the path cards currently on the board to any new orientation they wish.</p>
	<p>Switch: If the face of a die shows the switch arrows, the player can move the piece the indicated number or choose to switch the positions of the psycho piece and any pawn on the board.</p> <p>Exceptions: No pawn can be switched with the psycho piece if that pawn is in the psycho zone or if it has already reached its goal. No pawns at all can be switched with the psycho piece if the psycho piece is in the psycho zone.</p> <p>Did we say that you can or can't switch a pawn with the psycho piece when the pawn is in its start space?</p>

Movement:

Pawn: Players move pawns from space to adjacent space the number of spaces indicated on a die showing a white face with black numbers. Pawns can be moved in any direction and can retrace the same squares any number of times.

When a pawn moves across a path card it enters a path only from the square directly adjacent to that path and lands on the square directly adjacent to the other end of the path. The pawn can only follow a path of its color (unless you are playing the "Color Blind" variation of Psychopaths, see below) and the path does not count in the move.

<p>As an example look at Figure 1. A player with a pawn on space "A" has rolled a 1. The player may move the pawn to position "B" counting this as moving a single space.</p>	<p>Figure 1.</p>
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