

PACHISI
GAME OF INDIA #3019
NATIONAL GAMES INC, WEST SPRINGFIELD, MASSACHUSETTS

This game may be played from 2 to 4 players, each of whom plays with 4 counters. Moves are determined by the throw of the 2 dice.

To start, each player places in 4 men on the figure to the right hand side of his respective starting point, then they toss for the lead. The one with the lowest combination on the dice starts and the play goes counter-clockwise. The players throw until a 5 or combination making 5 shows, at which time the player enters his first man on the block marked Start. If a double 5 shows 2 men enter. Once one man has entered all throws count for his entries moves accordingly, but he enters his remaining men only on totals of 5 or throws showing a 5. The first man to travel his 4 men round the board and up the center lane to home, wins the game.

By overtaking an opponents man and landing in the same space a capture is effected and the opponent has to start that man over from his large square as in the beginning. A bonus of 20 squares is given to the captor which he must take with his turn, and only by one man. The spaces with X marks are safely zones and a man on any of these zones is not vulnerable to capture.

If a player has 2 men on any space a blockade is effected which prevents the passage of any men past that space (even another of his own) until one of the men is moved off, breaking the blockade. To break this blockade of the men is moved off breaking the blockade. To break this blockade the men must move off individually and end up on different spaces.

On any throw of the dice except where both numbers are the same, the count may be used by one or two men according to the eyes on the dice. If the numbers up on the dice are the same (ie 2 fives) the count of 14 (total of eyes up and on bottom of dice) may be used by any one or all of his men to make the total of 14 spaces. Doublets like this also give the player another throw.

The chief aim of the game is of course, to get your 4 men home and to delay your opponents by captures, blockades etc. from doing the same.

Tom King