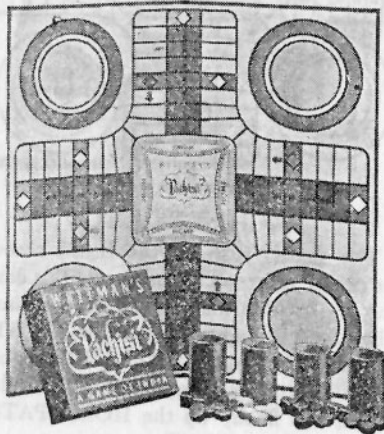


# WHITMAN'S



A GAME OF INDIA



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A GAME OF INDIA

Pachisi can be played by 2, 3 or 4 persons.

Each player chooses a color, a pair of dice and places the 4 (or men) of his color in the **STARTING CIRCLE**.

Each player throws his dice. who throws low starts the game passes to the left.

The **OBJECT OF THE** each player to bring his **STARTING CIRCLE** to each man at his **END** gram), moves him on the board in the finally down gram) to J

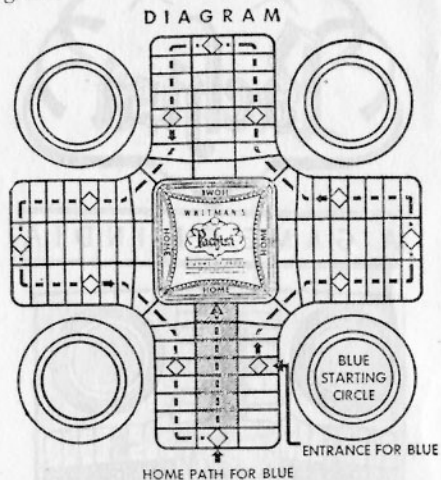
is an advance of 20 spaces to one of his men, but he cannot divide it among his men.

A man on a SAFETY SPACE (red-colored with diamond) cannot be sent back except by an opponent entering a man on that space from his STARTING CIRCLE. Only two men of the same color can be on a space at the same time making a BLOCKADE and they cannot be passed or sent home by any player. The player owning them can hold the BLOCKADE as long as he wishes, if he is able to use his entire throw with one or two of his other men.

A man on his HOME PATH may move to either one or both of the spaces he can reach HOME only by an advance. HOME counts as 1 space. When three men are home and a man is on the HOME PATH, a player can move him HOME only if he throws a 2 and either die.

When a player gets HOME with an even throw, he must wait for his opponent. Whenever a player gets HOME, he cannot be captured on the HOME PATH. Whenever a player gets HOME, he cannot be captured on the HOME PATH. Whenever a player gets HOME, he cannot be captured on the HOME PATH.

The first player to get his four men HOME "makes Pachisi" and wins the game.



### PACHISI BOARD

The dotted path on the board shows the course followed by a man (in this case one of the blue markers) from the time when he is brought out from the STARTING CIRCLE on the ENTRANCE space. The man travels completely around the board, and finally up the HOME PATH FOR BLUE to HOME.

A throw of 5 with either die, or a combination making exactly 5, is required to bring a man out from his STARTING CIRCLE onto his ENTRANCE space. If a player throws a 5 with another number, the player enters one man and moves a man the other number of spaces. If a player throws a double 5, he may enter two men. If only one man is left in his STARTING CIRCLE, he enters that man and moves him 5 spaces for the second die. For every throw of 5 or combination making 5 a player must enter a man until all his men are in the game. The only exception is when his ENTRANCE space is occupied by an opponent's BLOCKADE. If two of his own men are blocking the ENTRANCE, the player must move one of his men so he can enter the next man according to the rules. If a player is not able to enter a man, the play goes to the left after one throw.

Once entered, a man is moved around the track as many spaces as are indicated by the throw of the dice. A player may move one man the entire number (as 7 spaces for a throw of 4 and 3) or, if he has more men in play he may move one man according to each die (as one man 4 spaces and another 3). If a player is unable to

use the full throw, he may use the count of just one die.

If a player, not having all his men in the game, throws a double (a 4 and 4), he gets an extra throw. If a player throws 3 sets of doubles in succession he must take his man nearest HOME back to his STARTING CIRCLE and enter him again according to the rules.

When a player, having all his four men in the game, throws a double, his throw counts 14, as the sum of the bottom and the top of the dice. The player is entitled to move one or more men, dividing the count any way he chooses, according to the numbers appearing on the top or bottom of the dice. For instance, if he throws a double 3 he may move one man 14; two men each 7, or one 8 and one 6; three men, two 4 and one 6, or two 3 and one 8; or four men, two 4 and two 3.

The entire count on any double *must* be taken or the extra throw is forfeited.

If a player's man lands by exact count on a space occupied by another player's man, the man already there is sent back to his STARTING CIRCLE and he must be entered again in the usual way. Passing an opponent does not send him back. The reward for sending the opponent back