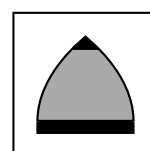
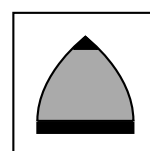
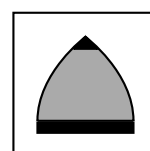
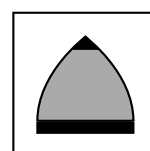
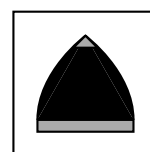
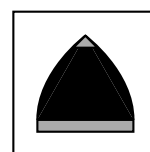
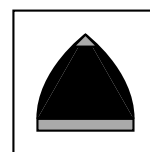
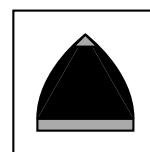
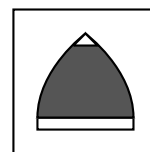
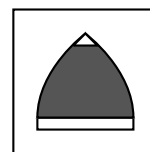
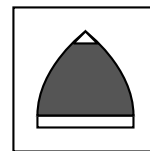
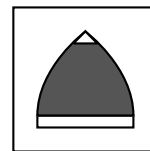
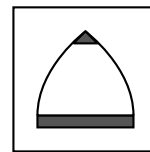
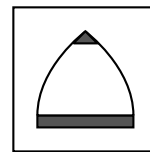
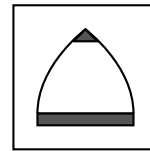
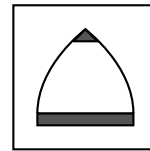
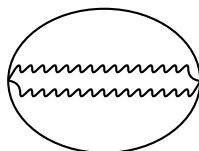
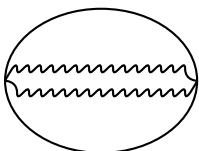
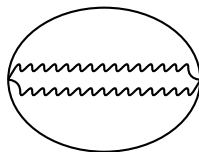
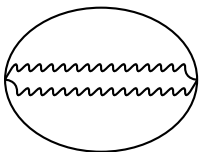
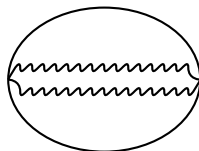
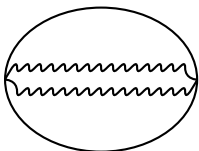
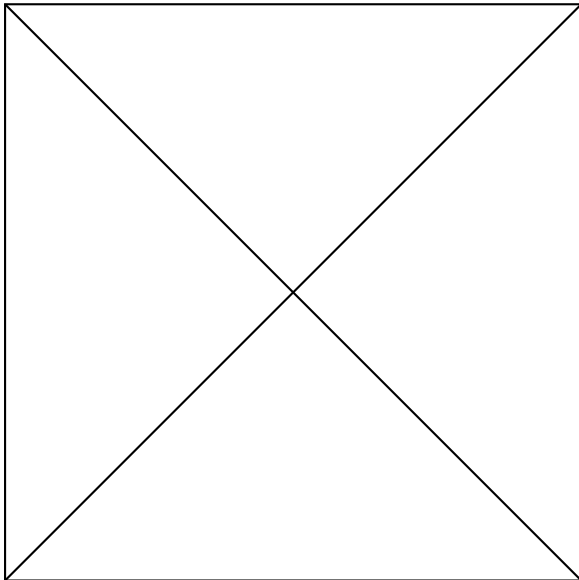
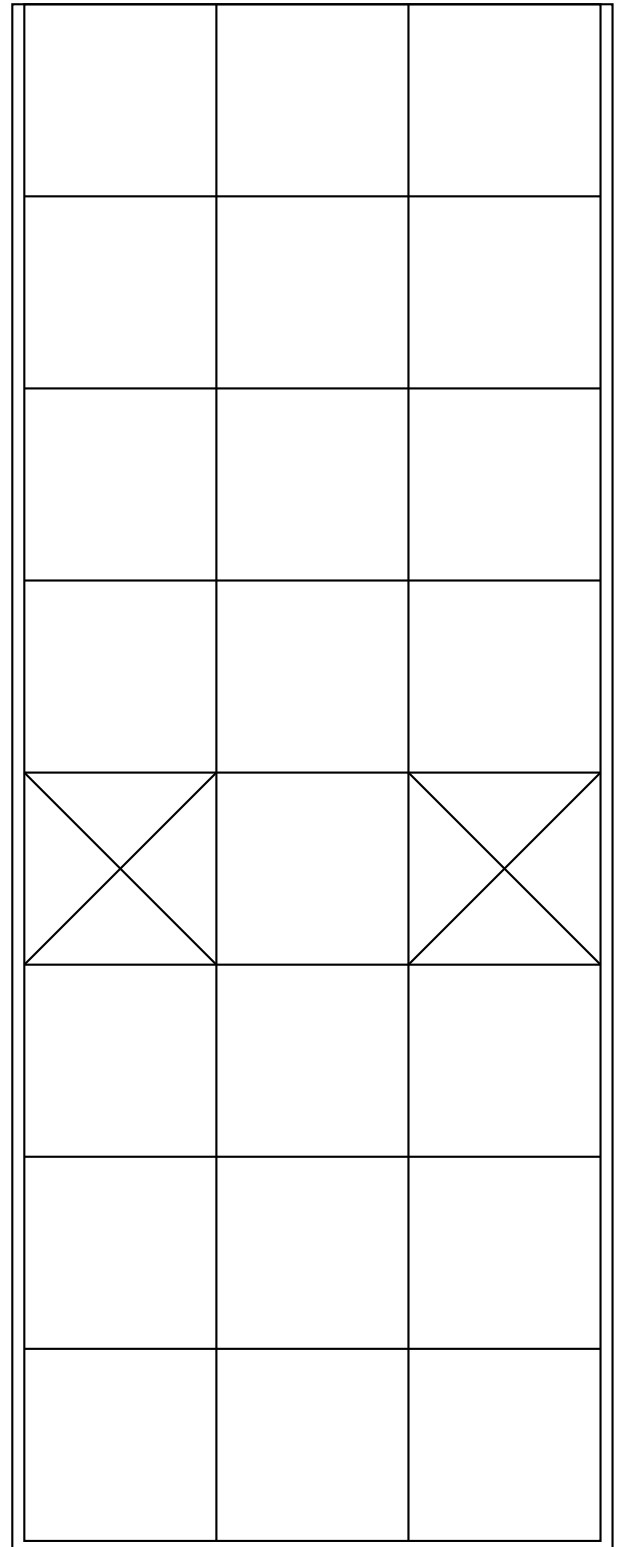
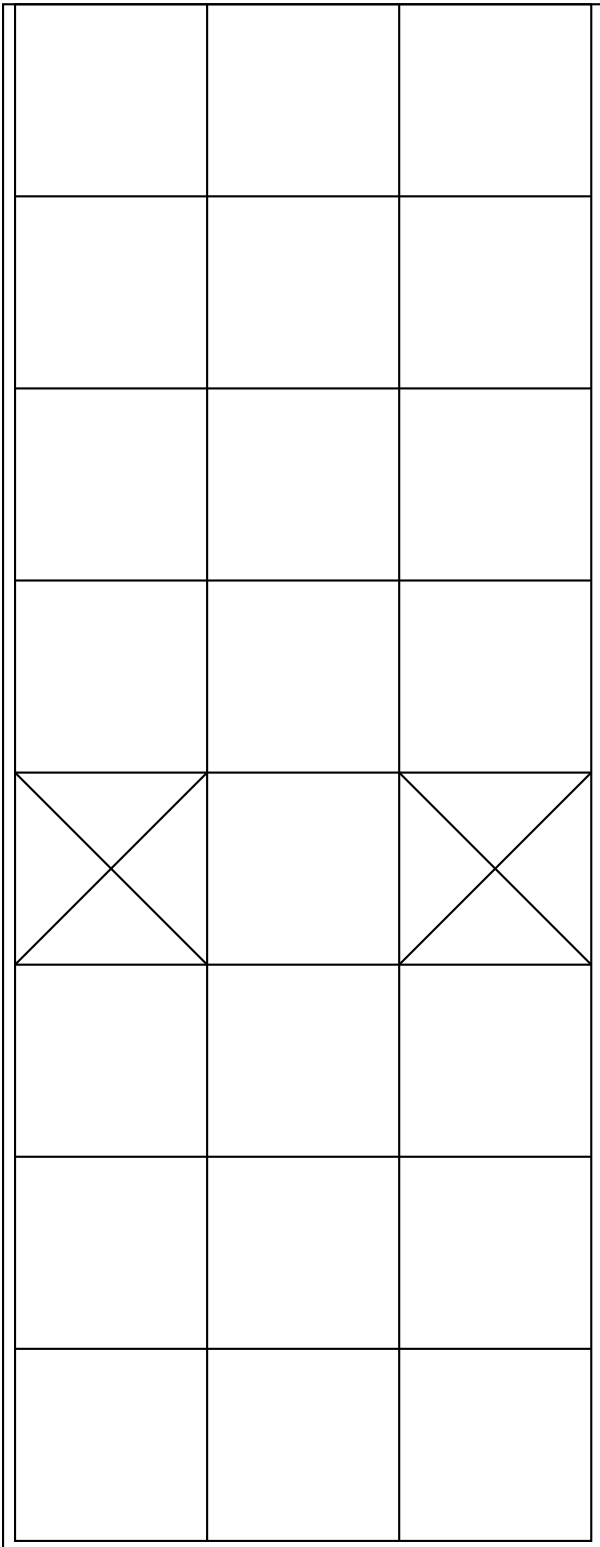


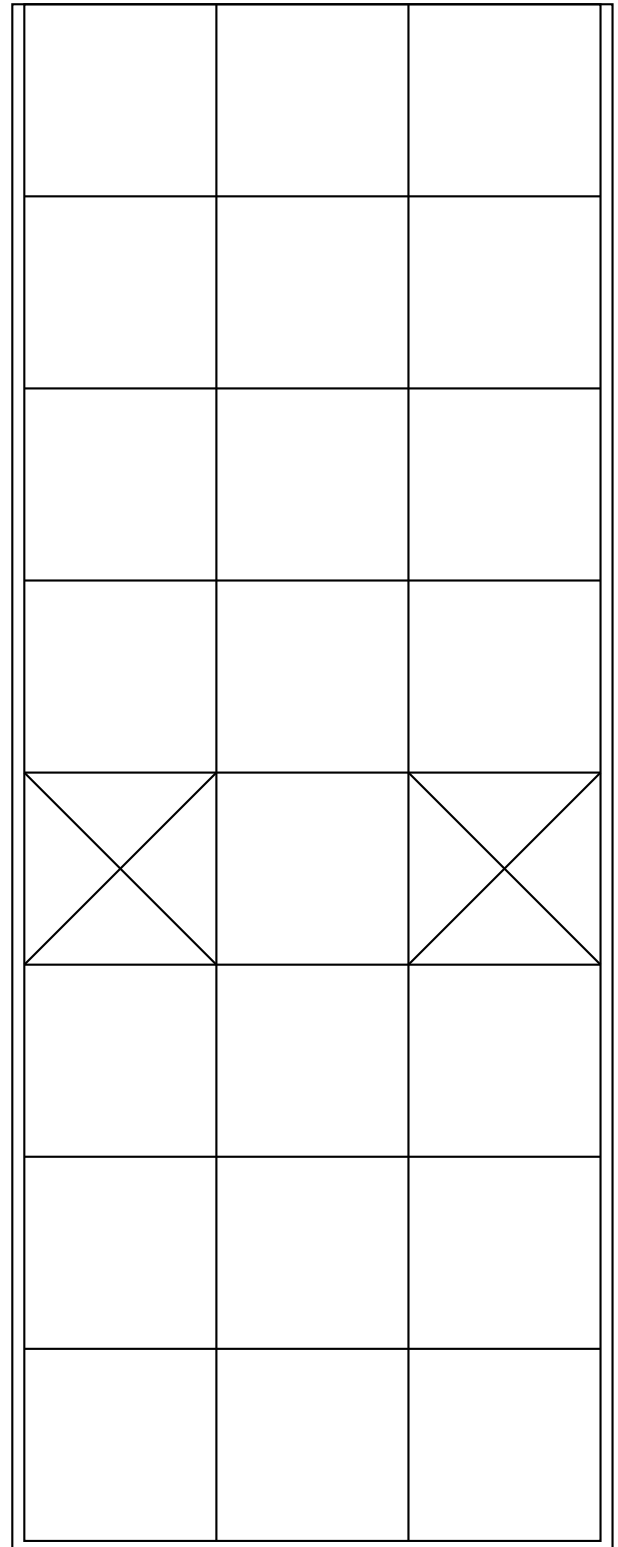
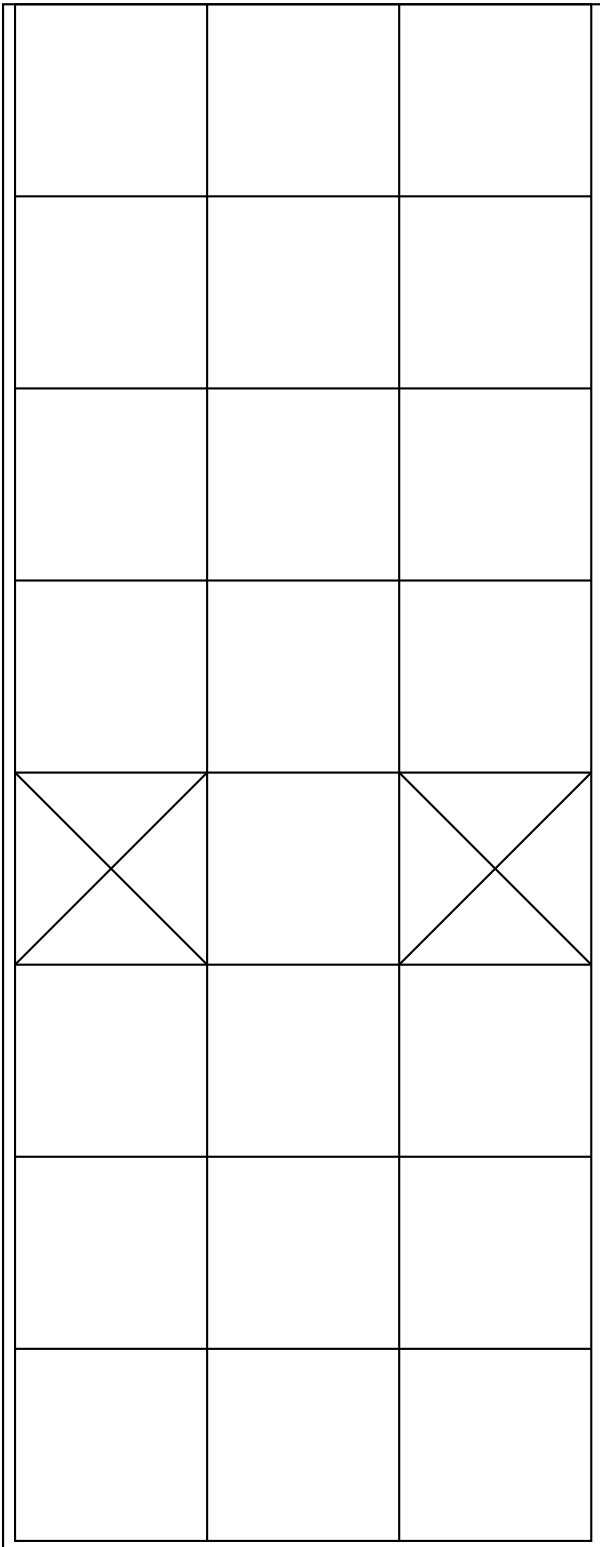
PACHISI



PACHISI



PACHISI





ASSEMBLY INSTRUCTIONS

The attached print-and-play sheet is designed for printing in black and white onto A4 paper. To assemble the game, you will need: a black and white or colour printer capable of printing graphics onto A4 paper; a craft knife and ruler, three A4 sheets of thick card, a pair of scissors and some good paper glue.

1. Print out the print-and-play sheet onto A4 paper. If using an inkjet printer, give time for the ink to dry.
2. Glue the printed paper onto the thick card. Ensure that the entire surface of the card is evenly covered with glue, as the board and pieces will be cut out. Leave the glue to dry.

3. Cut out the board sections and individual pieces. You may want to apply more glue if the paper is coming loose around the edges.

There are alternative methods. If you have only scissors, you can still make the board but the results may be poor; it's probably best to cut the paper and card to fit before gluing in this case.

If you have access to a laminator, the print-and-play sheets could be printed onto thin card before laminating; when cutting out the board and pieces you may want to round off the corners to prevent scratching.

SUGGESTED RULES

To begin: four players sit one at each end of the cross. They play in two partnerships, partners sitting opposite each other. All pieces start in the central square. Each player throws the cowries. The score is the number of mouths facing upwards, except that none signifies 25, and one signifies 10. The player scoring the highest goes first.

Throwing: a player starts by throwing the cowries. If the score is 6, 10 or 25, the cowries are thrown again, noting all the throws and continuing until 2, 3, 4 or 5 is thrown. A player may refuse to throw and pass the turn if it would be advantageous to the partnership.

Movement: pieces are then moved according to the scores thrown; the throws can be taken in any order. Having thrown, a player may refuse to move if it would be to the partnership's disadvantage. Throws may be combined to move the same piece, or divided among two or more pieces. A single throw cannot be split, though, e.g. a 4 cannot be used to move two pieces two squares each. Pieces may "double up", sharing a square with other pieces of the same or the partner's colour. Such doubled

up pieces may then move together as one. The path for the pieces is: from the centre, down the central row of the player's arm of the cross, anti-clockwise around the edges of the board, and back up the central row of the player's arm of the cross back to the central square. A piece may make a second circuit if it would be advantageous to the partnership. Pieces must enter the central square by an exact throw, at which point they are borne off the board. A player's first piece may start out from the central square on any throw, after which, only 6, 10 or 25 allows a piece to set out.

Capture: a piece landing upon an enemy sends the enemy back to the central square to begin its journey afresh. If the enemy is doubled, then only a double may capture it. If the enemy is on a cross-cut square it is safe from capture, and the square is out of bounds to the allied partners. A player capturing a piece is entitled to another turn.

Ending the game: the game is won by the partnership who first gets their pieces home.