



Printing Instructions

- Don't print page 1. Page 2 can be printed if you want to have a spare manual, but it is not essential and there won't be room for it in the box after folding.
- First print the odd (front) pages and then the even (back).
- Blank pages were sometimes added as back pages for ease of printing.

History of the Game

Pachisi is a traditional Indian game whose origins are speculated to go back as early as the fourth century. It has a twin game, called Chaupar, that was once considered to be a game for the nobility, while Pachisi, with its slightly simpler rules, was thought of as a game for the common people.

Pachisi is a cross and circle board race game, and many games adapted from it gained popularity in the West, commercialized with such names as Parcheesi, Sorry! and Ludo. The original name, however, derives from the word 'pachis', which means 'twenty-five' in Hindi. The game is traditionally played with a board embroidered on cloth and using cowries instead of dice.

Rules

Pachisi is played by two participants, each choosing a color, or by two doubles, one taking the yellow and black pieces and the other, the red and green. Each participant must guide his four pieces from the central, go around the board counterclockwise and return to the Charkoni. The first player (or double) to do so is considered winner.

A ROLL

During the game, it will be asked for the participant to cast a "roll", which means rolling the six triangular dice that accompany the game. Each one has only two possible results, a marking or a blank, and the amount of markings the player gets will render him points, according to the table below.

Número de Marcações Obtidas	Número de Pontos Alcançados
0	25 (+ graça)
1	10 (+ graça)
2	2
3	3
4	4
5	5
6	6 (+ graça)

SETTING UP THE GAME

Each participant will choose his color and place his pieces on the area on the board reserved to his color, marked with a triangle. From there his pieces will go down the column marked by his column, go around the board counterclockwise and return through the same color, being then placed on the area marked by a circle of its color.

Each participant will roll and the one with the highest result will begin. The order of participants goes also counterclockwise, around the board.

THE GAME

In his turn each participant will roll once, and is allowed to move one piece a number of spaces equal to the result. On his first turn, he will be able to free a piece from the Charkoni no matter the result he got.

The participant may have any number of free pieces (pieces out of the Charkoni) as she can, and may also refuse to move on his turn, thus ending it.

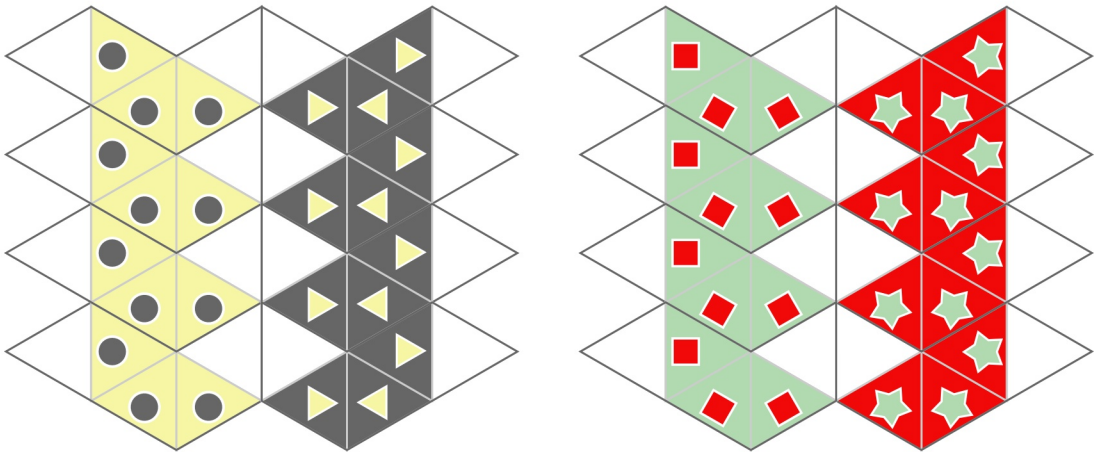
When a roll results in a 6, 10 or 25 the player gets a "grace". This means he can use this roll to free a piece from the Charkoni. He also gets to play his turn again.

When he moves a piece to a space already occupied by his own pieces, they can all stay there. When he moves his piece into a space occupied by pieces of other players, those are captures and returned to the Charkoni (the colored area marked by a triangle). Everytime a participant captures an enemy piece, he gets to play his turn again.

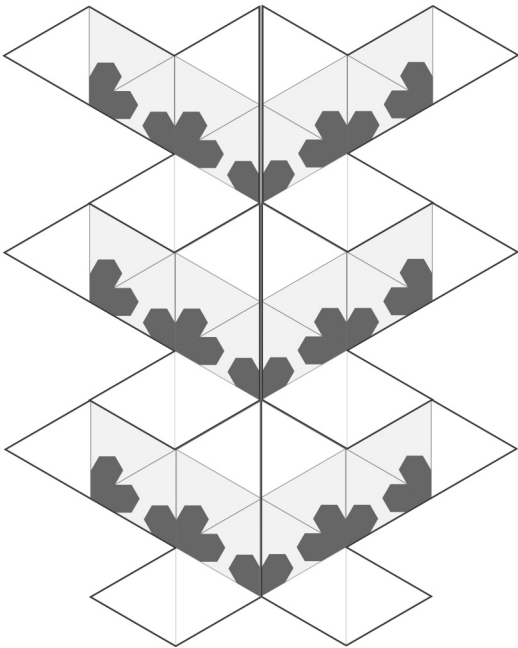
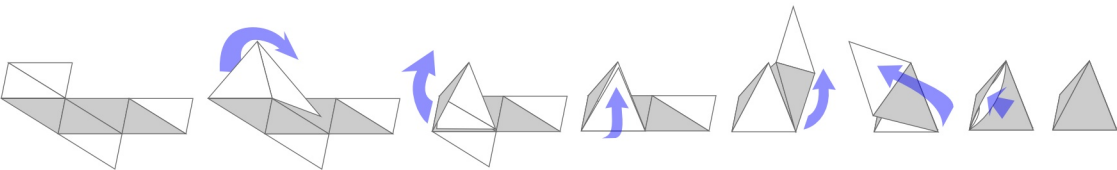
There are spaces known as "castles", marked on the board with an X, on which one cannot capture enemy pieces: to move a piece to an enemy occupied castle is an illegal move and you must either choose another piece to move or pass your turn.

A piece may only return to the Charkoni with a direct roll, which means rolling the exact result that will allow you to move up your colored column and take one extra step into the Charkoni (the piece is placed on the colored area marked by a circle).

Below are the pieces, that must be cut and folded as illustrated.



Below are the six dice used in the game, each with only two possible results.



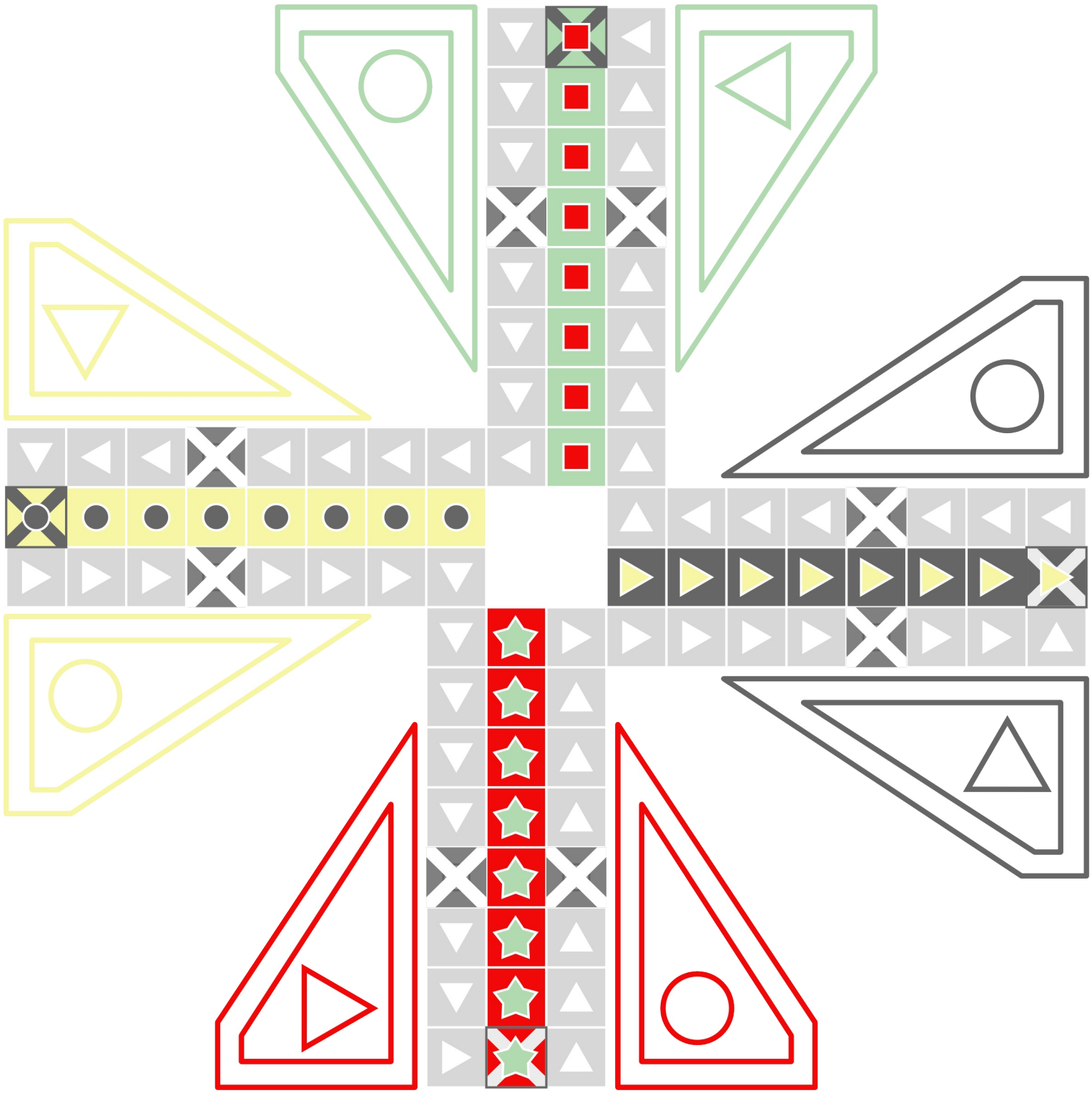


design by

Pachisi



Ludus classicus



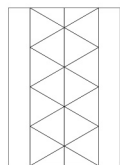
Ludus classicus



Pachisi

design by





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PACHISI 101
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ROLLS
During the game, it will be asked for the participant to cast a "roll", which means rolling the six triangular dice that accompany the game. Each one has only two possible results, a marking or a blank, and the amount of markings the player gets will render him points, according to the table below.

Number of Markings Achieved	Number of Resulting Points
0	25 (+ grace)
1	10 (+ grace)
2	2
3	3
4	4
5	5
6	6 (+ grace)

SETTING UP
Each participant will choose his color and place his pieces on the area on the board reserved to his color, marked with a triangle. From there his pieces will go down the column marked by his color, go around the board counterclockwise and return through the same color, being then placed on the area marked by a circle of its color. Each participant will roll and the one with the highest result will begin. The order of participants go also counterclockwise, around the board.

THE GAME
In his turn each participant will roll once, and is allowed to move one piece a number of spaces equal to the result. On his first turn, he will be able to free a piece from the Charkoni no matter the result he got. The participant may have any number of free pieces (pieces out of the Charkoni) as she can, and may also refuse to move on his turn, thus ending it. When a roll results in a 6, 10 or 25 the player gets a "grace". This means he can use this roll to free a piece from the Charkoni. He also gets to play his turn again. When he moves a piece to a space already occupied by his own pieces, they can all stay there. When he moves his piece into a space occupied by pieces of other players, those are captures and returned to the Charkoni (their colored area marked by a triangle). Everytime a participant captures an enemy piece, he gets to play his turn again. There are spaces known as "castles", marked on the board with an X, on which on cannot capture enemy pieces: to move a piece to an enemy occupied castle is an illegal move and you must either choose other piece to move or pass your turn. A piece may only return to the Charkoni with a direct roll, which means rolling the exact result that will allow you to move up your colored column a take one extra step into the Charkoni (the piece is placed on the colored area marked by a circle).

Este jogo é parte de uma série de clássicos que estão sob domínio público. O design foi criado pela oca, mas as regras são mantidas inalteradas sempre que possível.