

6+

2-4

ST002

CLASSIC GAMES

PACHISI

INSTRUCTIONS

Includes: 16 Coloured Wood Game Pieces, 1 Dice, 1 Game Board.

Set up:

The playing board is a square with a cross in its center. Each of the 4 arms on the cross is divided into three columns, with the columns divided into 4-6 squares. In the center of the cross is the finish square, which is divided into four coloured triangles. Each coloured triangle is combined with a coloured middle column that appears as an arrow pointing to the finish. The shaft of each arrow is a player's "home column".

On the left of each home column, one square from the edge of the board is a starting square, also coloured. During game play, a pawn moves from its starting square, clockwise around the perimeter of the board, and up the player's home column to the finishing square. In the space to the left of each arm is a circle or square to hold a player's pawns before they are allowed into play. There are no resting squares, but the coloured home column may only be entered by its own player's pawns.

The special areas on the board are coloured with red, blue, green, and yellow. Each player uses pawns of matching colour.

How to play:

At the start of the game, the player's four pawns are placed in the start area of their colour. Players take turns to throw a single die. A player must first throw a six to be able to move a pawn from the starting area onto the starting square.

How to win:

In turn, the player moves a pawn forward 1 to 6 squares as indicated by the die. When a player throws a 6, the player may bring a new pawn onto the starting square, or may choose to move a pawn already in play. Any throw of a 6 results in another turn. If a player cannot make a valid move, he must pass the die to the next player. If a player's pawn lands on a square containing an opponent's pawn, the opponent's pawn is captured and returns to the starting area. A pawn may not land on a square that already contains a pawn of the same colour. Once a pawn has completed a circuit of the board, it moves up the home column of its own colour. The player must throw the exact number to advance to the finish square. The winner is the first player to get all four of his pawns onto the finish square.



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MANUFACTURED BY :

Merchant Ambassador (Holdings) Ltd.,
Hong Kong

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MADE IN CHINA



Keep this information for future reference.
Colours and contents may vary from items shown.
Warning! Choking hazard. Small parts.
Not suitable for children under 36 months.