

# DIRECTIONS FOR PLAYING THE DELIGHTFUL GAME OF

# "PARCHEESI,"

## THE GREAT BACKGAMMON BOARD OF INDIA.

E. G. SELCHOW & CO., PUBLISHERS, NEW-YORK.

PARCHEESI, The term applied to this Game in India, signifies "the greatest number won or gained in play," hence the player who gets the highest count "makes Farcheesi."

The Game can be played by two, three or four persons; each player having one die, a dice cup, and four pieces which may be called men; the pieces of each player being of a different color to those of the other players, so that they may be quickly distinguished while playing.

The players will sit opposite each other.

Each player will place his four pieces on the square, and within the circle, at his right hand, marked "A" in diagram; then, any player may commence the game by throwing his die; the players throw in succession until 5 is thrown; the player throwing that number enters one piece on the space and on the small circle at his right hand, marked "a" which is called the "Entering space" of the player.

The players throw in succession whether they enter or not.

After a player has entered a piece, he can then count forward according to his throws, and his piece in the direction of the line (see diagram) until he brings it round to the red space opposite him, which is called his Home Path, and up to the Home Path until he can move it into the center part of the board which is "Home."

The player who first gets his four men Home wins the game.

When counting, the spaces between the lines, and not the lines, are counted; for instance, if a piece be on the space marked "a" and 3 be thrown, count forward 3 spaces, and place the piece on "g"; if the player then throws 2, place the piece on "e" and so on.

While a piece rests on a space in which there is a small circle it cannot be captured; these spaces are called the "Safety Points"; but if any player throws a number which would count to a space not having a circle, and on which there is the piece of an opponent, he can capture the piece, leave his in place of it, and return it to its owner, who must again enter it in the usual manner.

If two pieces of a color rest on the same space, it is called a Blockade, and cannot be passed by any player, even though they may be his own pieces, while it remains unbroken. If he cannot move without passing his own Blockade, he must break it or lose his move.

No player can place a piece on a "Safety Point," neither can he enter a piece on his "Entering Space" while the piece of his opponent is on it.

If any player throws 6 he counts forward 12, and he is entitled to a second throw; if his second throw be 6, he again counts forward 12, and is entitled to a third throw; if the third throw be 6, he must take off the piece he has nearest "Home" and enter it again in the usual manner.

A player is not obliged to capture the piece of an opponent.

When a piece is on the "Home Path" it cannot be counted "Home" until a number is thrown which would count "Home" as a space; for instance, (See Diagram), if a piece be on "f," 3 must be thrown before it can be counted "Home," or, if on "g," 1 must be thrown.

When counting, the space on which a piece rests is not counted.

Only one piece can be moved at a time, but either of the four can be moved at discretion of the player.

Each player can have only one throw, except when 6 is thrown.

A player having all his pieces near home, should be followed up, and, if possible, captured and sent back again to be re-entered.

Entered according to Act of Congress, in the year 1853, by JOHN HAMILTON, in the Clerk's Office in the District Court of the United States for the Southern District of New-York.

## IMPROVED METHOD. THE TWO DICE GAME

Players familiar with the "Single Dice Game" will have little difficulty in learning this "Improved Method," which is more complicated, and is intended to furnish for adult players what the Old Method lacks, viz. a variety of points or catches in the Game to excite and keep the minds of the players constantly on the alert, as in more skillful but less amusing games.

Observe the direction of the Single Dice Game, with the following exception: play single or partnership, each player using two dice. All the players throw for the lead, the one having the lowest number, opens the Game by another throw for entering.

Enter one piece for every throw of 5. All numbers thrown not including 5 (when playing to enter the first piece) are scored by the opponents.

After a player has one piece entered, all his throws count for his entries or moves accordingly.

Entries may be made for each as follows: 1st, If five is thrown by combination of 3 and 2, or 4 and 1, enter one piece; 2d, If a 5 is thrown with a 1, 2, 3, 4, or 6, enter for the 5 and move forward as the other number indicates; 3d, If double 5, enter two pieces, or if only one piece remains to be entered, enter it, and move that or any other of your pieces forward as many spaces as your doublet entitles you to, less 5, the number entered on.

Doublet 6 entitles the player to the next throw as often as they occur.

Doublets thrown by a player previous to his pieces being all entered, count only the number of eyes uppermost on the dice; after all his pieces are entered, the number of eyes on top and underneath are both counted, as in Russian Backgammon.

Moves may be made when doublets occur, either with one piece, the whole number of spaces indicated by the dice, or with two or more pieces, moved singly, a different number of spaces, the several moves together, making the exact number of spaces indicated by the throw.

Two pieces (or a "Blockade") can not be moved any number of spaces together; only one piece can be moved at a time.

Capturing an opponent's piece counts 20 points for the captor, and the player to whom it belongs must re-enter it on his first following throw of 5. Any player neglecting to observe this point of the rule forfeits 20 points from his score at the end of the Game.

An opponent's piece cannot be captured on a "Safety Point," but others may pass by it (with the following exceptions): When the "Entering Space" of a player is occupied by a single piece of another player, the former, if he has an opportunity to enter or re-enter a piece, may do so, thereby capturing the opponent's piece and scoring 20 points therefor.

Observe the Blockade as in other Game.

Each piece moved around the course and to its "Home" by the rules of the old Game counts 10 points for the player.

The side or player who moves all his pieces "Home" first, concludes the Game. The Game is won by the side or player which scores the highest number of points.

The chief aim of the players in this Method of the Game is to capture as often as possible, so as to make the highest score.

A lost or worn copy of these Rules, with Diagram, may be replaced by any owner of the Game, by enclosing a three cent postage stamp to the Publishers, 37 John Street, New-York.

Counets or pieces for the game can also be furnished on application.