

for the highest number, a five counting higher than a six in commencing. Whoever has the highest number commences, and may, if he has thrown a five, enter another counter on the Star square, or if he prefer may move the first counter forward the number of squares thrown, moving to the *left*, round the board in a clockwise direction.

NOTE.—This rule varies in point of entering and direction of play from the single-handed game.

2.—The counters are to be played all round the outside squares till the player reaches the square nearest to him (see A in diagram). The player then proceeds along the row of coloured squares towards "Home." A player must throw the exact number to get into "Home."

3.—Any single counter not on a Star square is liable to be taken by either of the opponents, but a player's partner may assist him by working a counter round the board on to the same square and thus form a "block."

4.—Two counters of the same colour on any square form a block, and neither partners nor opponents can pass. Two counters of the same side do not form a block however.

5.—If six be thrown, the player advances twelve squares, has two more throws, and may move any of his four counters. Should a player throw three sixes running, he plays all three moves if he is able (even if the third takes him into "HOME"), but after the third move he must remove the counter nearest home to the triangle and the player must wait till he throws a five before he can re-enter it again on his starting square.

6.—No counter can be taken on a Star square.

7.—A player cannot pass one of his own counters, but may pass his partner's, nor may a player pass three counters in the same move. A player is permitted to pass two counters and take a third, or he may join forces with a third counter—supposing it to be one of his partner's. Only two counters can rest on the same square at the same time.

8.—The side which succeeds in getting its eight counters home first is declared the winner.

HINTS

Partners should, if an opponent is close behind, be careful to break a block, if it prevents one of their own or one of their partner's counters from passing.

It is good tactics for either partner to keep one, or even two, of his counters on an opponent's entrance squares to prevent re-entrance being effected when captured.

Try to remain as long as possible on the coloured square below the right-hand Star square, since if a six is thrown your counter gets home and you have moreover two further moves elsewhere.

When once in the coloured squares try to get within five of "Home" and remain there unless you have no other counter to play to.

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REVISED

HOW TO PLAY

THE POPULAR AND
EXCITING GAME OF

PATCHESI

(REGISTERED AS A TRADE MARK).



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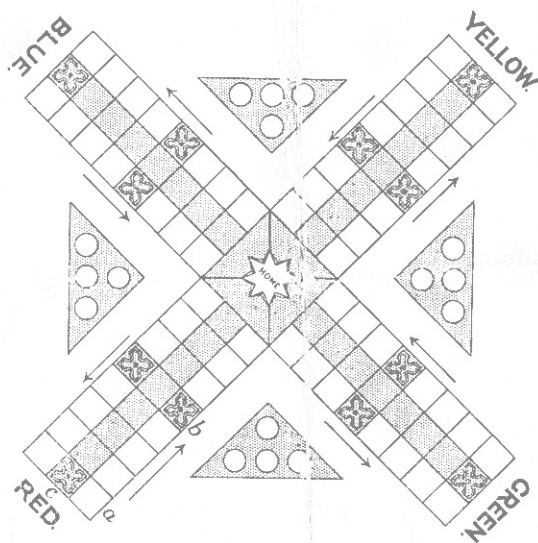
JOHN JAQUES & SON

LIMITED,

WHITE HEATHER WORKS,

WHITEHORSE ROAD,

THORNTON HEATH, SURREY.



RULES

1.—Each player is provided with four counters or pieces of the same colour, which are placed in the triangular place to his right.

2.—The player who first throws 5 begins the game.

3.—The counters are to be played all round the board along the shaded squares (see diagram) according to numbers determined by the Dice (or Teetotum). All counters start from the square of their own colour marked B in the diagram and work round the board as already described until they reach the "star" square of their own colour (marked C on the diagram). From these positions the counters proceed along the coloured squares to the large central square marked "HOME."

4.—No counter can be started (entered) at any period of the game unless 5 is thrown, when it is to be placed on the *Star* or fifth square from the player (see B in diagram).

EXAMPLE.—Red throwing 5 enters a counter on the *Star* square B, being the fifth square from A.

5.—Whenever 6 is thrown the player advances twelve squares, has *two more throws* and may move different counters for each; but if 6 is thrown for each of the three throws, the player at the last throw, after moving 12 must remove the counter that is nearest "HOME," place it in the triangle and enter it afresh as at the commencement of the game (see Rule 4).

6.—When two counters of the same colour are played on to the same square, no player can seize or pass them, they form a barrier; and a player—if he cannot move any other piece on the

board—loses the throw. Three counters must not be placed on the same square.

7.—When a counter is played on to a square occupied by an adversary, the adversary's counter is to be seized, taken off and returned to its triangle, from which it must be re-entered as in Rule 4; *no counter, however, can be seized from a Star square.*

8.—A counter is not permitted to pass over one of its own colour.

9.—Whoever first succeeds in getting his four counters "Home" wins the stakes, deducting, however, one-third for the player who is "Home" second.

N.B.—Should the game play too slowly it can be shortened by using three counters instead of four for each player.

THE PARTNER GAME AND RULES FOR PLAYING A PATCHESI TOURNAMENT

This game has been evolved from the older game, and will be found to be an interesting variation, as it gives endless scope for *finesse* and tactics, and should be played as other "progressive" games are, for a prize, provided by the hostess, or by forming a pool before commencing.

The requisite number of sets and tables should be provided, and numbered 1, 2, 3, 4, and so on.

The partners should first be drawn for, if possible each pair consisting of a lady and gentleman, and as the names are called they should be written out on a sheet of paper in pairs, the first and second pairs playing together, the third and fourth together, and so on, according to the number of players entered.

The winners at the first table play the winners at the second, and so on, and the different rounds are played off as in Tennis or Coursing matches, until there are only two pairs left, who play the final game, the winners of which share the first prize, and the losers the second, if one is offered.

RULES

The single-handed rules require certain variations, and the following code has been drawn up to meet the requirements of the partner game. In all other cases the general code should be followed.

1.—There are four players and Red and Yellow play against Green and Purple. Each player should at once enter one counter on his *left-hand* Star square. Then all the players in turn throw