

Little sticks or other objects are used as markers or pieces, called horses (*mā*) of which each player has from one to four, which move and take along the spots of the diagram.

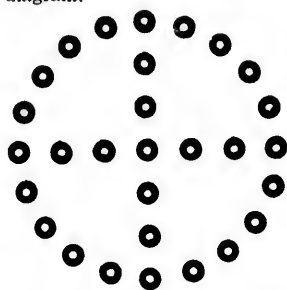


Fig. 12. Diagram for game of *nyut*.

Sanskrit literature furnishes early mentions of this family of games in India. The game of *ayānaya*, luck and unluck, has been discussed by Prof. ALBRECHT WEBER¹⁾, and the mention of *panchikā*, a game played with five cowries, may refer to *pachisi*, with which we are specially concerned, and which will now be briefly described. Fig. 5 represents the cloth embroidered with squares which commonly serves as the board, often carried by zealous players rolled in their turbans. The pieces (*got*) are shown on the left, of four colours, a set of four of one colour being played by each of four players, or by two playing two sets each, as in Fig. 1. The five cowries thrown as lots

Mouths up . . .	5	4	3	2	1	0.
Score	25+	4	3	2	10+	6+.

The calculated value has been already given, 25, 5, 24, 24, 5, 25. The name of the game *pachisi* (= 25) or *dās pachisi* (= 10 25) is taken from the two highest throws. The scoring with five cowries is from a good authority²⁾, but Dr. R. JENDRALĀLA MITRA, who has been good enough to send me a careful account, takes six cowries as the usual number, which requires the addition of 6-up, counting 12+, to the scoring with five cowries. In playing *pachisi*, the object of each of the four players is to move his pieces from the central space down the middle row of his own arm to its end, then along the outer lines of squares from left to right (against the sun) till having made the circuit of the whole board they come back, each reaching the end of its proper arm and returning home as it came, the winning player being he who gets his four pieces round first. The pieces move onward as many squares as the score of the throw, but a piece can only be started from the central space, or return there from the last square, by means of the starting 1 which is given to the thrower of *dās* (10) or *pachisi* (25) in addition to his proper score. The high throws 25+, 10+, 6+, entitle the player to a new throw. A single piece on a square is taken by an enemy's piece moving on to that square, and has to go home and begin afresh. But two or more on one square hold it safely; also in the crossed squares or forts (*chik*) a single piece is in safety, and blocks the entrance of an enemy. It will have been noticed that the relation of *pachisi* to *tāb* is close, *pachisi* being reduplicated to admit four players. A further change is to replace the cowries by dice; these are of a peculiar long form with four faces, shown on the right of Fig. 5. Thus modified, *pachisi* passes into the game known as *chūpur*.³⁾

¹⁾ A. WEBER, Indische Studien, Vol. XIII, p. 471.

²⁾ Qanoon-e-Islam, transl. by HERKLOTS. London 1832, p. LII.

³⁾ See HYDE, De Ludis Orientalibus II. p. 68. — FALKENER, Ancient Games, London, 1892. p. 257. — Another variety is known as *ashta-kashte*.