



THE BATTLE HOME: A PACHISI GAME

An Epic Conflict Between Pirates and Ninjas

Pachisi was the "Sorry!"™ of ancient times. Chose between two boards and many common historical rules to customize a game of skill and luck for up to 4 players. Play individually or as teams and try to beat your enemies to the home.

Minimum Requirements

- Simultaneous Touches: 1
- Players: 0 to 4
- Input Events: TUIO, Windows HID (Windows 7/8 multi-touch), and mouse
- OS: Windows XP or later
- CPU: Pentium 4 or Core 2 Mobile chipsets
- GPU: Dedicated GPU with 256 MB of video RAM (GeForce 7600, Radeon X1650, or better), OpenGL
- RAM: 1 GB
- Hard Disk Space: 25 MB

Installation and Setup

If you received the installer, simply run it and follow the on-screen prompts.

If you received a ZIP file, you can extract it anywhere (we strongly recommend against using "Program Files" or "Program Files (x86)"). If you create a shortcut (for example, to your desktop), right-click on the shortcut, select "Properties", and set the "Start in:" field to the game's directory (which can be copied from the "Target:" field).

While simultaneous touches can be processed in the main menu, the main game itself only takes one touch at a time.

The application receives TUIO and Windows HID events. The service that sends touch events first to the application will be used to control the game.

Miscellaneous Facts

- Developed in C++ with the Torque2D Game Engine (<http://garagegames.com>).
- TUIO Client Library from <http://tuio.org/?software>.
- Font rendering through FTGL: <http://ftgl.sourceforge.net>.
- Web page rendering through Awesomium: <http://awesomium.com>.