Machine Code Games

# THE BATTLE HOME: A PACHISI GAME

Overview

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.

Instructions

"The Battle Home" has a unique in-game instruction system.

First, all of the interaction with this game is through single clicks. Each turn will consist of the same actions:

- Tap the dice or shells.
- Tap a highlighted pawn (one with a spinning circular icon).
- Tap a die icon to move the pawn.
- Keep moving pieces until you hear a chime and see the "End Turn"   button.
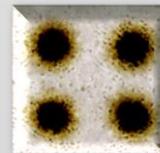
You can undo at any point during your turn, so experiment to learn the rules!

On the main menu, bring up the instruction page to see the rules for the currently selected options. The instructions will change dynamically as different options are selected. Following are two instruction sheets with different options selected.

Your Instructions

NOTE! Don't Read These Instructions! The game enforces all of the rules, you can undo during your turn, and everything you can click will animate!

For a fun and short game use the **Square** board with **All Pieces Free To Start** and **2 Dice**.

GOAL: Bring all of your pieces to the center/goal before your opponents do!

Rolling and Moving

All of your pieces start on the board. Roll the 2 6-sided dice by clicking on them. *Rolling a double gets you get another turn*. In addition, you get to not only use the two numbers, but (7 - Your Roll) twice, too! Roll double 5's? Also get double 2's!

After the roll, select any piece hilighted with the icon on the left. Then select a location noted with an icon like the one on the right. **1**

A single piece can capture an opponent by landing on it with an exact value.

Restrictions on Movement

- Free a piece from your nest with any roll.
- You **cannot** pass a wall of 2 pieces.
- Pieces **must** hit the center/goal by an exact roll.
- The larger die **must** be used if it can (e.g. if you can move either 4 *or* 6, you are required to move 6).

Bonus Movement

- Capture 1 or more pieces: 10 space bonus.
- Bring 1 or more pieces to the center/goal: 25 space bonus.
- Bonuses are taken at the end of your turn.
- Bonus movement can trigger another bonus if you capture or hit the goal.

Your Instructions

NOTE! Don't Read These Instructions! The game enforces all of the rules, you can undo during your turn, and everything you can click will animate!

For a fun and short game use the **Square** board with **All Pieces Free To Start** and **2 Dice**.

GOAL: Bring all of your pieces to the center/goal before your opponents do!

Rolling and Moving

All of your pieces start in your nest. Roll the 4 2-sided cowry shells by clicking on them. *Rolling a bonus gets you get another turn.*

SHELLS UP
0 = 8 + BONUS
1 = 1
2 = 2
3 = 3
4 = 4 + BONUS

After the roll, select any piece hilighted with the icon on the left. Then select a location noted with an icon like the one on the right. **1**

A single piece can capture an opponent by landing on it with an exact value.

Restrictions on Movement

- You may free a piece from your nest if the result includes a bonus.
- Pieces **must** hit the center/goal by an exact roll.

As you can see, the instructions can change wildly depending upon the options you want.

Interface Elements

Around the table you'll see icons of pirates and ninjas with the label "Human" underneath. By clicking on these, you can change the seat to a "CPU" player. This can be toggled at any time. If somebody needs to leave or wants to join, simply toggle the seat!

The "Undo Move" button and "End Turn" button only appear when needed. In addition, clicking on the dice during your turn is the same as clicking on "Undo Move". This was due to the fact that sometimes the dice overlap the "Undo Move" button.

HUMAN **CPU** **HUMAN** **CPU**

Undo Move
End Turn

Paths and Boards

A faint path will be drawn over the board to show the path that the current player's pieces will move around the board.

Round Board

For the round board, you'll see one of the two paths to the right. The top path is used when there aren't teams and the bottom is used when there are teams. Team play allows you to wrap around the board if you want. This is typically used when also using the "Member Must Finish First" option which requires one player to bring all of his pawns home before his teammate can bring any pawn home. The teammate may loop around to capture some of the other team's pieces and to help defend the first player.
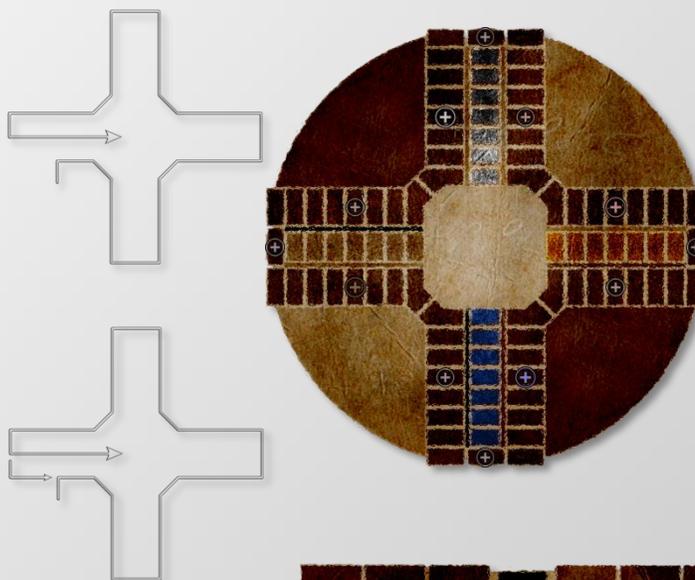
In addition, the round board includes safe spots marked with a "+" in a circle. The safe spots at a player's entrace to the board are marked in the player's color. This lets other players know that they aren't completely safe there. If the Red Pirate has pawns on the Blue Ninja's entry point, the Blue Ninja can bring a piece into play and return the Red pawns home.

Square Board

For the square board, you'll see path shown on the right (overlaid over the square board).

In addition, the square board has black spots marked at a player's entrance. Just like the round board, a player is always allowed to bring out a piece and will return all of these pieces on this entrance spot back to the enemy.