

# Parchis tactile board game (GB117)

Thank you for purchasing from RNIB. In the unlikely event the item is unsuitable, please contact us within 14 days of receipt to obtain your returns number. To ensure your return goes smoothly, the item and all components must be in as new condition and packed in its original, unopened, undamaged packaging. For further details and guidance on returning faulty items, please see the Terms and conditions of sale and How to contact RNIB sections of this instruction manual.

Please retain these instructions for future reference. These instructions are also available in other formats.

## General description

This Parchis set (also known as Spanish Ludo) is a tactile, family board game for two to four players aged six and over. The average game time is 30 minutes.

**WARNINGS**:

* **Not suitable for children under 36 months due to small parts – choking hazard. To be used under the direct supervision of an adult.**
* **This game contains magnets.**

### The box contains:

* Tactile, magnetised cardboard playing board.
* One tactile dice
* 20 magnetic, tactile counters (includes a spare of each colour) on a magnetised card in a resealable plastic bag.
	+ Five yellow counters with two raised bars
	+ Five green counters with a raised cross
	+ Five red counters with a raised dot
	+ Five blue counters with a raised bar

## Description

The board and counters come in a card box with openings at each end. You will find the counters inside a resealable plastic bag, magnetically attached to a square card. The dice is loose in the box.

The board is square with a cross-shaped play space, with each arm of the cross consisting of three adjacent columns of eight spaces each.

The middle column has the rectangles coloured in red, yellow, blue or green; these represent a player's Home track.

There is also an extra coloured square not on the Home track which is a player's starting square.

At the centre of the board is a large finishing square, composed of four coloured triangles atop the players' Home track. Each triangle is the Home area for each player.

The board has clear tactile markings for each starting circle, the track, Home track and Home triangles.

The Start squares on the board are marked with a tactile symbol to match the coloured counters, for example, green has a tactile cross, while red has a tactile dot.

At each corner, separate to the main circuit, are large coloured circles where the counters are placed at the start of the game. Each circle has its colour written in braille and its symbol raised.

Each corner of the board has the colour of the starting circle in contracted braille, and each square of the track has a braille number, with numbers oriented in the direction of play. (Please note, there is no initial numeral sign and the numbers change orientation, as you move around the board.)

There are 68 spaces with their numbers written in braille except for the coloured spaces in the middle column which have their colour symbol raised and the ‘safe squares’ which have a raised circle.

There are certain spaces on the track distinguished by a light blue colour and a raised circle. These are 'safe spaces'. Their numbers are: five, 12, 17, 22, 29, 34, 39, 46, 51, 56, 63 and 68.

The round counters are magnetic to stick to the board when flat. Each colour counter is marked with a tactile symbol: dot, single line, double line and cross.

## Aim of the game

The objective of the game, like Ludo, is to race all your pawns (in this case, magnetic, tactile coloured counters) around the board to the finishing or ‘Home’ area. The first player to successfully move all four pawns around the board is the winner.

## Set up of the game

Each player takes a place at any side of the board and takes the four counters of the same colour. Those counters need to be placed in the matching colour corner, inside the large, coloured circle.

## How to play

Players take turns in a clockwise order; highest throw of the dice starts. Each turn, a single dice is thrown to determine movement.

Each player has his own entering space next to their starting circle.

Before a player can move his counters around the track, he must enter them on the blue space marked with a raised circle symbol at the left of his corner on a throw of five.

Counters begin their circuit on the appropriately coloured place on the circuit adjacent to their start area. The counters move anti-clockwise.

The players need to throw a five to be able to enter their first counter onto the track.

If the first player does not throw a five on their first throw, they lose their turn. If the player does throw a five, they may enter their first counter.

Counters move anti-clockwise around the track in the direction indicated by the numbers on the board as directed by the dice throw.

Multiple counters of the same colour can occupy the same space.

If a counter lands on a counter of a different colour that is not on a safe space, the counter jumped upon is captured and returned to its starting corner area. The capturing player can then immediately move any counter on the track 20 spaces forward, if possible.

When a counter lands on the Home or finishing area, another counter of the same colour can immediately be moved forward ten spaces, if possible.

**Throwing a five**

When a five is thrown a counter must be moved from the starting corner area to the first space. This is the only way to move a counter onto the track.

**Throwing a six**

A throw of a six gives the player another turn. However, if three sixes are rolled in a row, on the third six, the counter moved on the previous throw of six (if any) is immediately returned to the Starting corner area – unless it was on the Home track in which case it is safe and is not returned.

If all four counters have been moved out of the Starting area, then a throw of six allows the player to move the counter seven spaces instead of six.

If two of the player's counters form a barrier (see ‘Safe Spaces’) when a six is thrown, one of those counters must be moved so that the barrier is undone.

### Safe Spaces

There are 12 safe spaces on the track distinguished by a light blue colour and a raised circle. Their numbers are: five, 12, 17, 22, 29, 34, 39, 46, 51, 56, 63 and 68.

If a counter occupies a safe space, a counter of another colour cannot be moved onto that space.

Two counters of the same colour on a safe space form a barrier that cannot be landed on or passed by any counter, even of the same colour.

## End of the game

When a counter has circumnavigated the board, it proceeds up the Home track. A counter can only be moved onto the Home area by an exact throw.
The first player to move all four counters into the Home area wins.

## How to contact RNIB

Phone: 0303 123 9999

Email: shop@rnib.org.uk

Address: RNIB, Northminster House, Northminster, Peterborough PE1 1YN

Online Shop: shop.rnib.org.uk

Email for international customers: exports@rnib.org.uk

## Terms and conditions of sale

This product is guaranteed from manufacturing faults for 24 months from the date of purchase. If you have any issues with the product and you did not purchase directly from RNIB then please contact your retailer in the first instance.

For all returns and repairs contact RNIB first to get a returns authorisation number to help us deal efficiently with your product return.

You can request full terms and conditions from RNIB or view them online.

RNIB Enterprises Limited (with registered number 0887094) is a wholly owned trading subsidiary of the Royal National Institute of Blind People ("RNIB"), a charity registered in England and Wales (226227), Scotland (SC039316) and Isle of Man (1226). RNIB Enterprises Limited covenants all its taxable profits to RNIB.



This product is CE marked and fully complies with all applicable EU legislation.



This product is UKCA marked and fully complies with the relevant UK legislation.

Date: November 2022

© RNIB