

PARCHEESI

Game Rules

For 2 to 4 Players

CONTENTS:

- gameboard
- 16 pawns (4 sets of 4 colors)
- 8 dice
- 4 dice cups

OBJECT: Be first to move all four of your pawns from your START circle to HOME.

SETUP

Take four pawns of the same color. Find the blue path space with the circle that matches your color pawns. This is your ENTER space. Place your pawns in the START circle to its right. All players do the same. Players should be sitting so that their START circles are to their right. See the Green Player's START circle in the gameboard diagram at right.

HOW TO PLAY

All players roll two dice (use your dice cup if you wish). Highest roller starts. Play then continues to the left.

ENTERING YOUR PAWNS

Each pawn must be *entered* before it can move around the gameboard path. On each of your turns, try to enter your pawns by rolling FIVES, as explained below. To enter each pawn, place it on your ENTER space.

- Pawns are entered only on die rolls of FIVE—a 5 on one or both dice, or any combination totalling 5 (4+1 or 3+2).
- When possible, you *must* enter a pawn. However, if you can't use a FIVE to enter, try to use it for movement. See MOVING YOUR ENTERED PAWNS, below.

MOVING YOUR ENTERED PAWNS

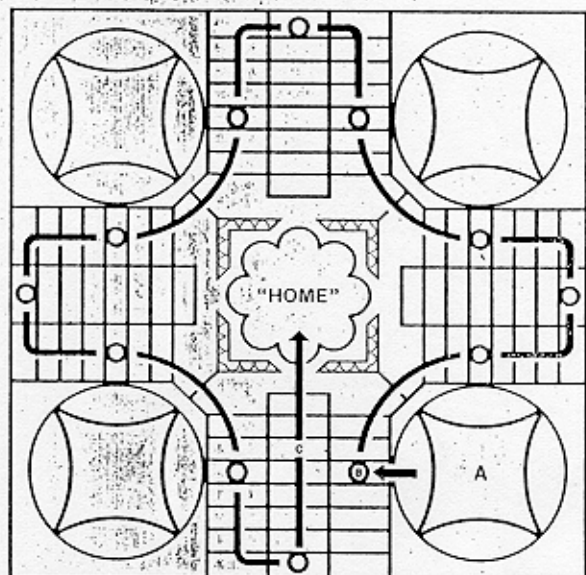
Move your entered pawns *counterclockwise* along the path the number of spaces you roll on the dice (see the arrow on the gameboard diagram). Move your pawns by the rules below:

- You may move one or two pawns on your turn. For example, if you roll 4 and 3, you can move one pawn 4+3 spaces, or 3+4 spaces, or you can move one pawn 4 spaces, and another pawn 3 spaces.
- You *must* move whenever possible. If you cannot move by the count of both dice, you may move one pawn by the count of either one of the dice.
- No more than two of your pawns can occupy any space.

DOUBLETS

A roll of matching dice is called *doublers*. A roll of doublers entitles you to another roll—and may also entitle you to a bonus move.

- If you roll doublers *before* all four of your pawns are entered, take your turn as usual, then roll again.



The above diagram shows the Green Player's START circle (A) and ENTER space (B). The player's pawns will follow the arrow around the board, up the Home Path (shaded) and into the Home Square.

- **Doublers Bonus:** If you roll doublers *after* all four of your pawns are entered, use the four numbers on the *tops* and the *bottoms* of the dice for movement. The total of this 4-part move is always 14, and can be taken by one pawn or split among two or more pawns.

For example, if you roll two 6's, use the two 6's on the tops and the two 1's on the bottoms for your 4 part move. If you decide to split the move among three pawns, you may decide to move one pawn 6 spaces, a second pawn 1 space, and the third pawn 6 spaces, then 1 space.

If you can't take all 4 parts of your move, don't move your pawns at all. Whether you move or not, roll again.

Doublers Penalty: The third consecutive time you roll doublers, don't move your pawns at all. Instead, remove your pawn closest to HOME (even if it's on your Home Path) and return it to your START circle, where it must be re-entered later. This ends your turn.

CAPTURING AN OPPONENT'S PAWN

When you land on an opponent's pawn by the count of *any* die, you capture it. Return the captured pawn to its START circle, where it must be re-entered later.

Pawns cannot be captured on their Home Path spaces, or on most Safety spaces (see Safety spaces, at right, for the exception).

If you capture a pawn after moving by the count of one die, you may continue your move with the same pawn or with another pawn.

Capture Bonus: After capturing a pawn, move any one of your pawns an additional 20 spaces at the end of your turn. (If you capture during a Doublers Bonus move, complete your Capture Bonus before rolling again.)

If you can't move one pawn the full

SAFETY SPACES

All blue spaces (including ENTER spaces) are Safety spaces. Two pawns of different colors can *never* share a Safety space.

Pawns cannot be captured on Safety spaces. *Exception:* If an opponent's pawn occupies your ENTER space when you enter a pawn, you capture it.

BLOCKADES

Two pawns of the *same* color on any path space form a blockade. A blockade cannot be landed on, passed or captured by *any* pawn.

If a blockade occupies your ENTER space, you cannot enter a pawn.

You may be forced to break up your own blockade if you can't move any of your other pawns.

The two pawns in a blockade cannot be moved forward to form a blockade together on a new space.

REACHING HOME

To reach HOME, move your pawns up your Home Path (the red path in front of you) and into the HOME square. You may not move your pawns onto any opponent's Home Path spaces.

Each pawn must enter HOME by exact die roll, counting the HOME square as a space. For example, the Green Player's pawn on space C in the gameboard diagram is 3 spaces away from HOME.

Home Bonus: After moving a pawn HOME, move any one of your pawns an additional 10 spaces at the end of your turn. If you can't move one pawn the full 10 spaces, you forfeit the bonus.

HOW TO WIN

The first player to move all four pawns HOME wins!