

Directions for Playing

PARCHEESI

PARKER BROTHERS GAMES LIMITED

122 CARTWRIGHT AVE., TORONTO 19, ONTARIO

For two, three or four players

T H E I D E A O F T H E G A M E

In PARCHEESI players enter their pieces on the track on the proper throw of the dice and try to be the first to move all of them around the board and along their own red entrance into the center space to win the game.

EQUIPMENT

For play there is a *board* with a track in blue, cream and red, 16 *playing pieces*, four each of four colors, *dice* and *dice shaker*.

PLAY

Preparation

When two play they sit opposite each other. When three or four play each takes a place at any side of the board. Each player takes four playing pieces of the same color and places them on the corner at his right. Choose a starting player.

Start

The starting player rolls two dice. All moves are determined by the dice.

Before a player can move his pieces around the track he must enter them on the blue space at the left of his corner on a throw of five. (Each player has his own entering space.) If he does not throw a five on his first throw he loses his turn. If he does throw a five, either on one die or on the total of both dice, he may enter a piece. (Example, 5 on one die and any number on the other or such a combination as 3-2, 4-1, etc., will allow him to enter a piece.) If he throws two 5's he may enter two pieces and have another throw. ("See Doubles.") If he throws five and some other number he may enter a piece and move that same piece, or another piece previously entered the number of spaces along the cream track, in a counter-clockwise direction, indicated by the other die.

All players roll both dice, in turn, whether they enter a piece or not.

Movement of Pieces.

On their turn players move pieces, according to the throw of the two dice, around the board to the blue space directly in front of them and then up the red path to the center of the board. It is not necessary to reach the *blue* space by exact count. The Maple Leaf in the center, however, counts as the last space and must be reached by *exact throw* of one die or the total of the two dice. For example, if a player's piece was advanced to the fifth *red* space on his track he must throw a *three* to retire that piece. A player can move one man on each die or he can combine the dice to move one man the total but *he cannot split one die* to move two men.

Capturing Pieces

At any time in the game when a play can land one of his pieces by *exact count* on a *cream* space occupied by a single man of one of his opponents he captures that piece and sends it back to its starting corner. A player whose piece is so captured must enter it all over again on his next throw of 5, as at the start of the game.

Safety Spaces

All *blue* spaces are *safety spaces* and a piece resting on one of them cannot be captured or set back. No two pieces of *different* colors may rest on safety spaces at the same time but *pieces may pass* counting the *blue* space in passing. Of course no piece can be captured on a *Red Path* as *no player can move his pieces into an opponent's red path*.

Blockades

If a player can bring two of his pieces together on one space (*cream* or *blue*) these two pieces form a *blockade* and neither he nor any other players can pass it or stop on it. However a *player must move* when he can and if he cannot move any other pieces he *must move the blockading pieces*. If a *player cannot move* because of a *blockade* or some other reason *he loses his turn*.

Doubles

If a player throws doubles he has another turn and continues to have another turn as long as he throws doubles, *excepting* that if he *cannot complete the total move* on the dice he does *not* have another throw.

The Winner of the Game

The player who first gets all four of his pieces safely around the board and up the red path into the Maple Leaf space *WINS*.

Partnership Parcheesi

When four play, opposite players may act as partners. Rules are the same as in the regular game except that two partner's pieces may form a *Blockade*. Partners cannot move on the throw of each other's dice.

Questions regarding "PARCHESII" will be answered gladly by Parker Brothers Games Limited, 122 Cartwright Ave., Toronto 19, Ontario if a stamped self addressed envelope is enclosed.