

Countless variants of this game exist, derived from Indian game Pachisi. Chill!, Ludo, Sorry! Pachisi, Wahoo, Aggravation, and Parcheesi are but a few examples. Likewise, there may exist about as many sets of house rules as there are families.

Rules

Two, three, or four can play, without partnerships. At the beginning of the game, each player's four tokens are out of play and staged in the player's yard (one of the large corner areas of the board in the player's colour). When able to, the players will enter their tokens one per turn on their respective starting squares, and proceed to race them clockwise around the board along the game track (the path of squares not part of any player's home column). When reaching the square below his home column, a player continues by moving tokens up the column to the finishing square. The rolls of a single die control the swiftness of the tokens, and entry to the finishing square requires a precise roll from the player. The first to bring all their tokens to the finish wins the game. The others often continue to play to determine second-, third-, and fourth-place finishers.

Gameplay

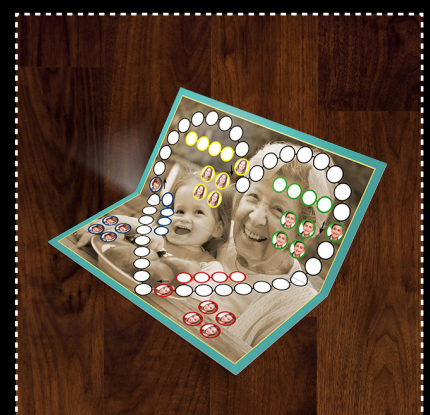
Each player rolls the die; the highest roller begins the game. Players alternate turns in a clockwise direction.

To enter a token into play from its yard to its starting square, a player must roll a 6. The player may draw a token from home every time he gets a 6 unless home is empty or move a piece 6 times. The start box has 2 own tokens (is doubled). If the player has no tokens yet in play and rolls other than a 6, the turn passes to the next player.

Players must always move a token according to the die value rolled. Once a player has one or more tokens in play, he selects a token and moves it forwards along the track the number of squares indicated by the die. A token may land on an opponent's token to capture it but may not move past that token. Passes are not allowed; if no move is possible, the turn moves to the next player.

Rolling a 6 earns the player an additional or „bonus“ roll in that turn. If the bonus roll results in a 6 again, the player earns again an additional bonus roll. If the third roll is also a 6, the player may not move and the turn immediately passes to the next player.

If the advance of a token ends on a square occupied by an opponent's token, the opponent token is returned to its owner's yard. The returned token can be reentered into play only when the owner rolls a 6. If a piece lands on the same space as another piece of the same colour, the pieces are doubled and form a „block“. If the advance of a block ends on





an opponent's block, the latter is captured and returned to its owner's yard, collectively. A player's home column squares are always safe since no opponent may enter them. In the home column, you cannot jump over your token. Roll the exact number needed to get each token onto the home triangle.