

# PARCHEESI:

The board game grid consists of 91 numbered squares arranged in a grid with a central diamond-shaped intersection. The grid is divided into four quadrants by a central diamond shape. The top-left quadrant is red, top-right is blue, bottom-left is green, and bottom-right is yellow. A central diamond is divided into four triangles: red (top), blue (right), yellow (bottom), and green (left).

The numbered squares are arranged as follows:

- Top Row (1-35):** 1 (68), 2, 3, 4, 5 (yellow circle), 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29 (grey circle), 30, 31, 32, 33, 34 (grey circle), 35.
- Second Row (36-50):** 36, 37, 38, 39 (red circle), 40, 41, 42, 43, 44, 45, 46 (grey circle), 47, 48, 49, 50.
- Third Row (51-65):** 51 (grey circle), 52, 53, 54, 55, 56 (green circle), 57, 58, 59, 60, 61, 62, 63 (grey circle), 64, 65, 66, 67.
- Bottom Row (68-91):** 68 (grey circle), 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91.

The four circular icons are:

- Red:** A red circle with a white inner ring and a yellow and blue star in the center.
- Blue:** A blue circle with a white inner ring and a yellow and green star in the center.
- Green:** A green circle with a white inner ring and a red and blue star in the center.
- Yellow:** A yellow circle with a white inner ring and a red and green star in the center.

## HOW TO PLAY:

Before starting the game, each player will roll the dice. The player who gets the highest number will start the game.

Players will be able to move a piece from home only when they roll a 5. This action is compulsory as long as the player has pieces in his house, except if the starting square is occupied by two pieces.

To eliminate an opponent's piece, it is enough to get on the same square as long as it is not in a "safe" square. The eliminated piece will return home and the player who has "eaten" the piece must advance one of his pieces 20 squares whenever it is possible.

If the player rolls a 6, they can repeat the turn. If you have all the pieces away from home, the 6 will be worth 7.

If he repeats his turn three consecutive times (rolls "6" three times) the last piece moved will be taken home.

When a player has two of his pieces forming a barrier and on his turn he rolls a 6, he will be forced to open the barrier, that is, to move one of the pieces. If there is more than one barrier, the player can break the one that he wants.

If a player on his turn rolls a 5 and his exit square is occupied by two pieces, and one or both do not belong to him, he can eliminate the last of the chips that entered that square and count 20.

If a piece has managed to go around the board completely, it will be able to enter the goal that is his colour squares. In order to get a piece into the final goal, the player must roll the exact number on the dice. In the colour squares, a piece cannot be eaten by the opponent.

If a piece reaches the goal, the player must count 10 with another of his pieces.

The player who manages to get his 4 pieces into the final goal box first wins.