

PAHRCHEESI Rules

For 2 to 4 players, ages 6 and up

Object:

Be the first player to get all four of your pawns into your home.

Contents:

Game board, 16 pawns (4 each of 4 different colors), 2 dice

Set Up:

Each player takes the 4 pawns that match the large circle nearest them and places each pawn on a small circle. Roll the dice to see which player goes first; then play moves to the left.

Playing:

Moving onto your start space:

Roll both dice. In order to move a pawn from its circle and onto the start space, a player must roll a 5 OR the total of the two dice must add up to 5 (a roll of 4 and 1 OR 2 and 3). If a player rolls TWO 5s, they can move two pawns onto the start space (as long as there isn't a pawn already on the start). If you have a pawn on your start and you roll two 5s, you can only move one pawn out to share the start space.

If a player does not roll a 5, or dice that add up to 5, they can't move out and the next player goes.

During the game:

On every turn roll both dice. You can move one pawn the total that's on the dice or move one pawn the number on one die and another pawn the number that's on the other die.

Doubles: Any time a player rolls doubles of any number, they get one extra turn after taking this move (even if they roll doubles again).

Landing or passing another player:

If a player either passes or lands on a space that is occupied by another color pawn, the pawn landed on goes back to its large circle.

Safe spaces: Any pawn/s that are on a space that has a small gray circle

are safe. They do not go back to their large circle when another pawn passes or lands on them.

A pawn can always land safely on a space that has the same color pawn on it, but no more than two pawns can be on the same space.

Blocking:

A player cannot land on or pass a space that has two pawns of the same color on it (block). A player can keep their block as long as they can make other moves but a player cannot give up a move to keep their block on the board.

Reaching Your Home Path:

Once a pawn is on one of the 5 color spaces leading up to its home, it cannot be sent back. Pawns can never enter a home path other than their own.

Ending and Winning the Game:

A player must reach their home space by exact count. The first player to get all of their pawns home is the winner.

We appreciate your comments on Pahrcheesi. Please send your correspondence to:

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