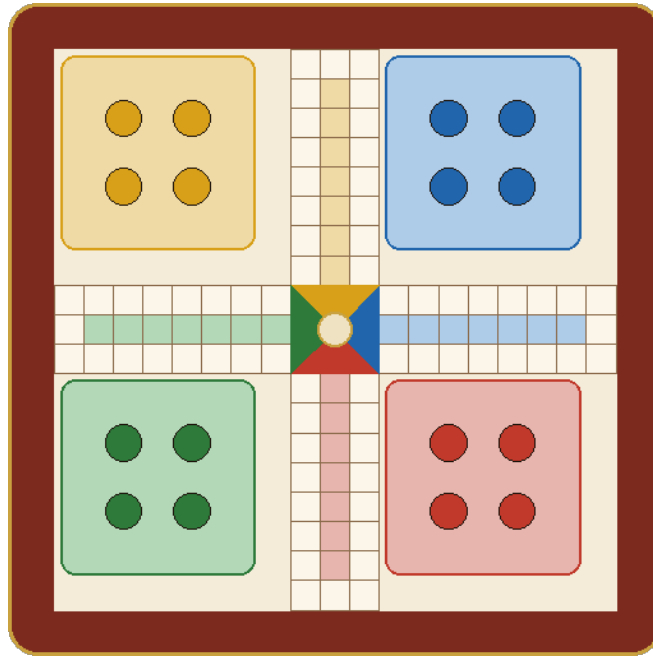


PARCHEESI

The Classic Race Game of India — a Tronsoft Games edition



GAME MANUAL

Version 1.0.0 · Tronsoft Games Portal v6.12 or later

2 – 4 players · 20 – 45 minutes

1. Overview

Parcheesi descends from Pachisi, the centuries-old royal race game of India. Each player commands four pawns that begin in a corner nest, enter the cross-shaped board on a roll of five, race counterclockwise around the 68-space track, climb their private home row, and finish in the HOME square at the center. The first player to bring all four pawns home wins.

In this edition you play Red, seated at the bottom of the board, against one, two, or three computer opponents. Play passes counterclockwise — Red, Blue, Yellow, Green — the same direction the pawns travel.

2. The board

The main track is a loop of 68 spaces. Twelve spaces marked with a circle are **safe spaces**: pawns there cannot be captured. Each player has a color-tinted **entry space** where pawns come out of the nest, a private seven-space **home row** up the middle of their arm of the cross, and a share of the central **HOME** square. Home rows and HOME can only be used by their owner and are always safe.

3. Starting a game

Choose the number of players (2, 3, or 4 seats) in the side panel and press **New Game**. Your four red pawns start in the nest circles in the bottom-right corner. Press **Roll Dice** to begin your turn.

4. Rolling and moving

Each turn you roll two dice. Your available move values appear as chips under the dice. Each die moves **one pawn its full count**: you may give both dice to one pawn (it moves twice) or split them between two pawns, but a single die may never be split.

Click a chip to select a value; every pawn that can legally use it is ringed in green, and a green circle marks the landing space. Click a highlighted pawn to move it. When no legal move remains, unused values are forfeited and the turn passes. You must play every value you legally can.

5. Entering from the nest

A pawn leaves the nest only on a **five**: a die showing 5, or both dice together totalling 5 (1+4 or 2+3 — click the dashed 5 (*pair*) chip). The pawn is placed on your entry space. If a single enemy pawn occupies your entry space, entering **captures it** even though the entry space is safe. You may not enter if any two pawns stand there.

6. Safe spaces, blockades, and occupancy

No space ever holds more than two pawns, and two pawns on one space must be the same color. Two pawns of one color form a **blockade**: no pawn of any color — including its owner's — may land on it or pass it. A pawn may not land on a safe space occupied by an enemy pawn. In the home row each space

holds one pawn, and a pawn may not pass its own pawn there.

7. Capturing and bonus moves

Landing by exact count on a space with a single enemy pawn (outside the safe spaces) captures it: the enemy pawn returns to its nest, and you immediately receive a **bonus move of 20**, playable by any one of your pawns. Bringing one of your pawns HOME earns a **bonus move of 10**. Bonus moves appear as starred chips; they cannot be used to enter a pawn and are forfeited if no pawn can use them.

8. Doubles

Rolling doubles earns another roll after you finish your moves. While all four of your pawns are out of the nest, doubles grant the **tops and bottoms** of both dice — four move values totalling 14 (a double 6 also plays two 1s; a double 3 plays two 3s and two 4s). Rolling doubles a **third consecutive time** ends the turn at once and sends your most advanced pawn on the main track back to its nest.

9. The home stretch and winning

After circling the track, each pawn turns up its own home row toward the center. A pawn needs an **exact count** to step into HOME; a value too large cannot be played on that pawn. The first player to bring all four pawns HOME wins the game.

10. Interface reference

Roll Dice — roll to start your turn. **Value chips** — click to select which count to play. **5 (pair)** — enter a pawn using both dice totalling five. **Hint / Play Best** — the computer plays your strongest move. **Sound** — mute or restore effects. **New Game** — restart with the selected number of players. The **Table Talk** panel narrates every roll, capture, and bonus.

The game saves automatically in your browser after every move and resumes when reopened. Starting a new game replaces the save.

11. Strategy notes

Bring a second pawn out early; a lone runner is fragile. Pair pawns on a safe space to build a blockade on your own side, then hold it while a runner escapes. Count spaces before stopping within six of an enemy pawn — captures swing the game by twenty spaces or more. Spend bonus moves on pawns already past the last enemy entry space, where they cannot be caught.

Parcheesi — a Tronsoft Games edition. Copyright © 2026 Tronsoft Games. Pachisi is a traditional public-domain game; see LICENSE.txt and docs/credits.txt for full license, trademark, and attribution notices.