

Parcheesi

- '5' (or a '5' combo) is a mandatory start
- Each die is used separately, even if for the same pawn
- Doubles Bonus - You get to have an extra throw. In addition, if all pawns are out use both top and bottom sides of dice for four moves
- Doubles Penalty - roll doubles for three consecutive rolls and the pawn nearest home returns to start circle
- Capturing - land on an opponent's piece and send it to the start circle - in addition, bonus of 20 spaces for the capturing piece (this bonus must be used in full)
- Blue spaces are safe (exception - not safe from pieces coming out of start circle)
- Blocking - two pawns of the same colour on the same space block pieces wishing to move through
- Finishing - to enter the home space requires the exact number to be rolled
- When each pawn enters the home space, give yourself a bonus +10 move