

# Eight-Man Parcheesi Rules

Jennifer & Soren Bjornstad

February 26, 2013

## 1 About The Game

Eight-Man Parcheesi is a version of Parcheesi adapted for more interesting games with two players. It is played according to standard Parcheesi rules except as detailed in these rules.

## 2 Setup and Gameplay

- Set up all four sets of pawns. Each player plays two colors with the home rows directly opposite each other (i.e., one player plays positions 12 and 6 o'clock and the other plays positions 3 and 9 o'clock).
- Play goes back and forth between the two players. On a player's turn, he or she may move any of his or her eight pawns.
- The two colors of each player play as partners. They may form blockades together and do not capture each other.
- One of each player's colors is designated "major" and the other "minor." Each player may pick whichever colors he or she wishes to be major and minor, but this must be done before the game begins and cannot be changed afterwards. To win, a player must get all major pawns to HOME, but need only get three minor pawns there (see section 4).

## 3 Doublets

Doublets rules are the same as in standard Parcheesi when at least one pawn remains in *both* of a player's START circles (use only the tops of the dice).

Doublets rules are also the same as in standard Parcheesi when a player has all eight pawns entered (use both the tops and bottoms of the dice for a total of 14 points).

Doublets rules differ only when a player has all pawns of one color entered but not all pawns of the other. In this case, he or she has three options:

- Take all four parts of the dice (top and bottom). Use only pawns of the color that has all pawns entered.
- Take only the tops of the dice. Use only pawns of the color that does *not* have all pawns entered.
- Split your roll, using one die for one color and the other die for the other color. In other words, take the top and the bottom of one die, using pawns of the color that has all pawns entered; take only the top of the other die, using a pawn of the color that does *not* have all pawns entered.

Under no circumstances may a player take the top side of a die with pawns of one color and the bottom side of the die with the pawns of the other color if he or she does not have all eight pawns out.

## 4 Winning

To win the game, seven of a player's eight pawns must reach HOME. Four of them must be "major" and three must be "minor" (see section 2). When the game ends, the winning player will often still have an eighth pawn that has not reached home. This eighth pawn is sometimes called the "buffer pawn" and can be used to take otherwise unwanted rolls or to make sacrifices.