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PROJECT RULES: PARCHEESI

For CS403, the game I wish to use is Parcheesi. Parcheesi is a board game that can be played by between two and four players, with the objective of putting all your tokens in your “home” section of the board before any of the other players do. Parcheesi is easy to play as it has a relatively small amount of equipment needed and has simple game-play mechanics

The equipment needed to play Parcheesi consists of:

* Two Dice
* 4 Red Player Tokens
* 4 Blue Player Tokens
* 4 Green Player Tokens
* 4 Yellow Player Tokens
* 1 Board (Described in detail below)

The Board used to play Parcheesi is divided into sections. Each player will have a “home” and “jail” section. The “home” area will be in the middle of the board, divided into four parts so that each player has one. The jail sections will be in the four corners of the board. The other aspect of the board is the path where the actual game is played. There is a continuous path that wraps around the entire board, linking to each entrance to the “home” areas. Each player’s starting location on the path is located just past the entrance to their home, maximizing the distance it takes them to reach it but also placing everyone at a different starting locations (at the top, bottom, left, and right sides of the board). Travel around the board occurs clockwise. There are also “safezone” tiles that occur periodically at set intervals on the board, which will be discussed in the game-play mechanics section.

The objective of Parcheesi is to each player to move all of his or her colored tokens clockwise around the board from the starting location to their home area before the other players. Each player is assigned a different color, and is given that color’s section of the board (home, jail, starting location). In Parcheesi, a player must roll the two dice once during his or her turn. The individual dice values may then be used for separate tokens. For example, if a 4 and a 2 were rolled, the 4 could move one token four spaces, and the 2 could move a different token that player owned two spaces. Three out of the four tokens owned by a player begin in the jail area. The other one begins at the start location. The only way to get tokens out of Jail is to spend a 5 roll on them. If at any point one token lands on a tile that another token is on, the token that was there is sent to jail if it is owned by another player. This is one way how one player can set back the other players. However, this does not apply on safezone tiles. The other way one player can setback other player is by forming a “block”. A block is formed when one player puts two of his own token on one tile. No more than two tokens may be on one tile at any given time, and no tokens owned by any player may move past a “block” until the owner moves one of its constituting tokens. A token cannot land on a blocked tile to send its constituent tokens to jail. Once one player has all of his or her four tokens in the “home” region, the game is over.