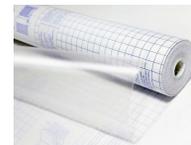
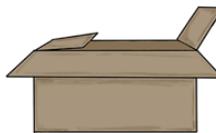


Wolols Parcheesi/Parchís Game

You will need

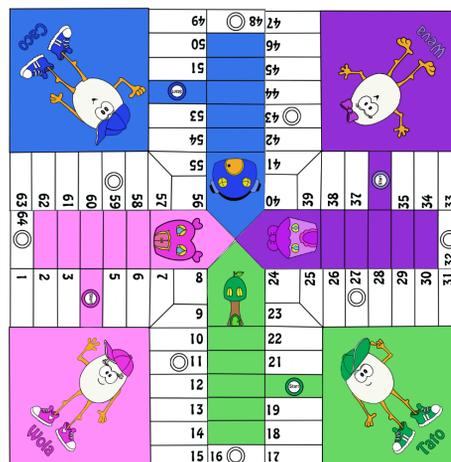
- Wolols cutting templates
- Cardboard if not printed in cardstock
- Transparent adhesive cover (optional, but recommended, it will make your board more durable)
- Scissors
- Glue or tape
- Marker or pencil
- Ruler
- 4 tokens for each colour. Total of 16.
They could be: 4 buttons same colour, 4 small coloured circles of cardboard, 4 flat circles of playdough
- Dice. One for each player (Don't have dice? Wolols have two different templates for you to choose)



Adding fun: use gummy candies as tokens or skittles or m&m's. It will add fun when someone "eat a piece". Keep more "tokens" and colours separated, so when a piece is eaten, you can always replace it 😊

Parcheesi is a children's game based upon the ancient Indian game of Pachisi originates as far back as 3300BC. There are other Western versions of Pachisi such as Parchís from Spain and Parcheesi from the USA. Easy to learn, this classic game is fun for children and adults alike. With centuries of tradition behind Parcheesi, you will surely become a fan as well!

Parchís is very similar to Ludo and Parcheesi but with a few subtle differences and rules variations. A bit of strategic thinking is required to win. It is a hugely popular game throughout Spain, and Wolols bring you the Spanish way to play!



GOAL

The goal is to go through all of the board until you reach your "home". The first player who get the 4 tokens on the top (home) of his colour path, wins!

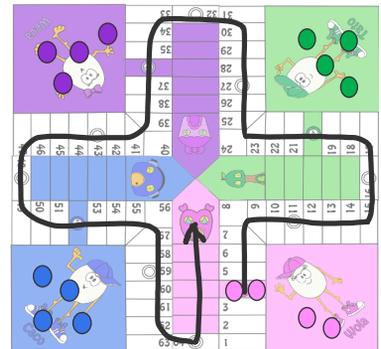
HOW TO PLAY

- ❖ Parcheesi can hold 4 players. According to Parcheesi rules, if only 2 players are playing, you should sit opposite of your opponent.
- ❖ Each player picks a colour and the four tokens of that colour. Place your 4 tokens inside the correspondent Wolols' colour in the big square, **the nest**.

- ❖ To move your tokens, you must first enter them onto the track by throwing a '5'



- The first 5 you get, you can take out 2 tokens at the same time to your correspondent "start point".
- Always you get a 5, you have to move one token from your nest onto the start point, until you have all out.



- ❖ Once a token has entered play, roll of the die determines how many spaces a token may move. Tokens move counter clockwise. One turn per player.
- ❖ When you move a token into a spot where is a token of an opponent, you "eat this token", send he/she to his/her nest, and count 20 spots (with any of your tokens).
- ❖ There are 12 "safe spots". The 4 starts points and the 8 with this circles.   When a token is on a spot with this circles, it cannot be eaten, it's safe.

- **Be aware!** If you are in a start point of an opponent and he/she has tokens to take out. If he/she throws a 5, and you are in this spot, you will be eaten and go back to your nest. (and your opponent will count 20 spots fast forward)

- ❖ You can put two tokens of the same colour in a spot.
 - When it's a normal spot, other tokens can go over them and continue. They cannot eat your tokens.
 - When two tokens of the same colour are in a "safe spot" is a **barrier** and no one can pass over it until it's open.
 - The player of these tokens can open the barrier whenever she/he wants, but if she/he throws a 6, it must be opened.
- ❖ Magical 6 can do four things for you:



→ when you throw a 6 you can roll the die one more time in your turn.



→ if you get a 6 three times on the same go, you go to your nest and start all over again,

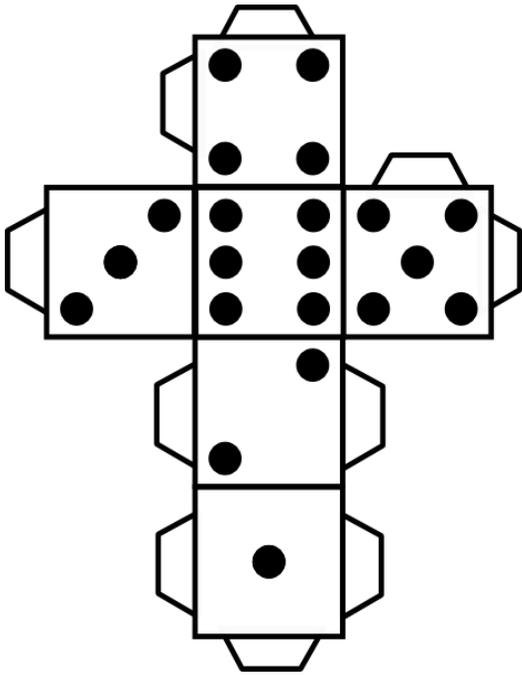
→ unless you are on the final road to home (the coloured path)

→ or you didn't get to make a move at all. (e.g. you are stuck behind a barrier).

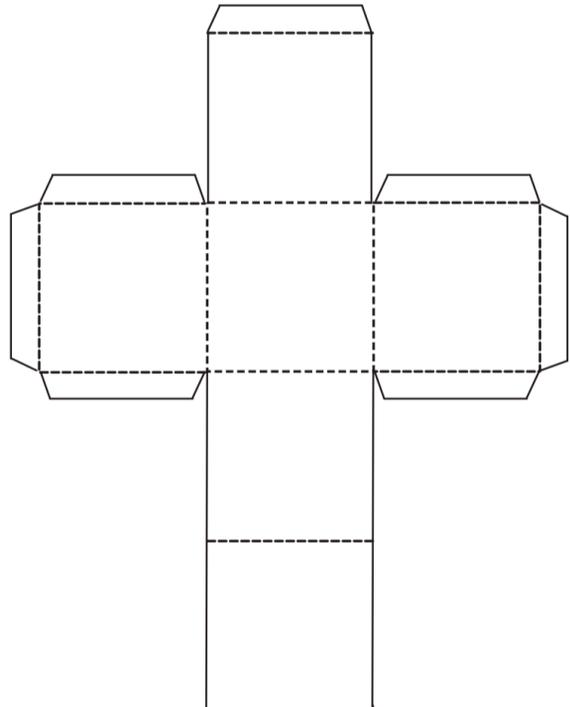
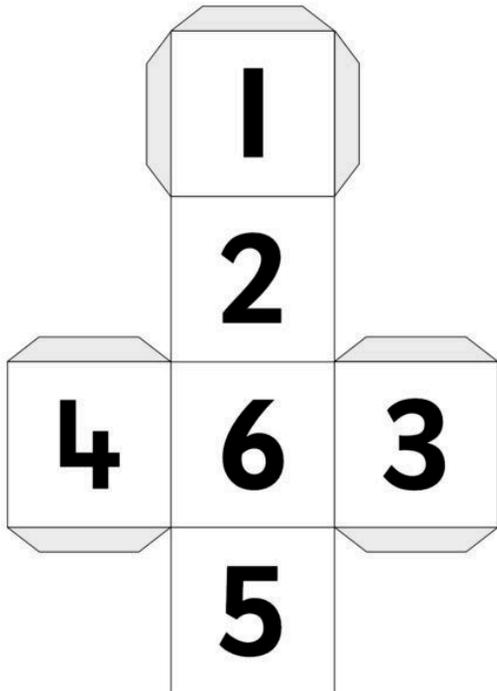
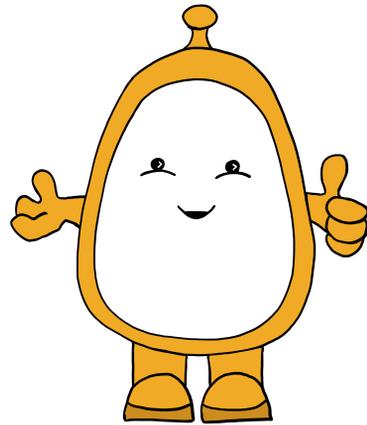
→ if all your tokens are out of your nest, 6 counts as 7.

→ if you have a barrier, you must open it unless you cannot go further (e.g. another barrier from someone else in front of you in the spot where you should move).

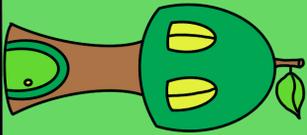
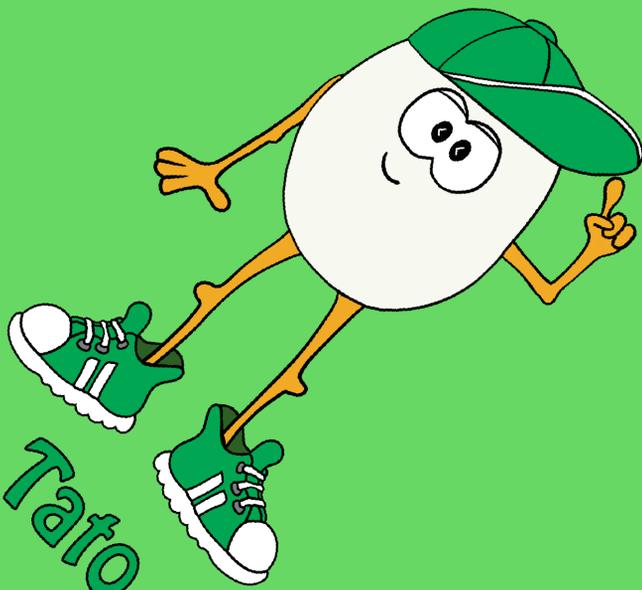
- ❖ Getting home rewards you 10 spots forward with any other token available out in the board.
- ❖ As soon as you enter your coloured column, no one can eat you or send you back to your nest.
- ❖ You must get your tokens to your home by exact count, if you are 2 steps away but you get a 3 on your dice, you have to count backwards, and then forward until you get home.
- ❖ The first getting the 4 tokens into home WINS!



Three different dice templates to choose



A join to Wola

16 							
17	18	19		21	22	23	24
 Tato						25	26
							27
						28	29
						30	31

B join to Weva

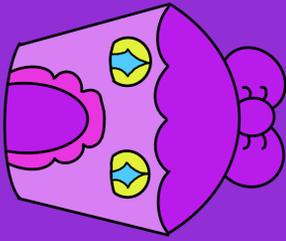
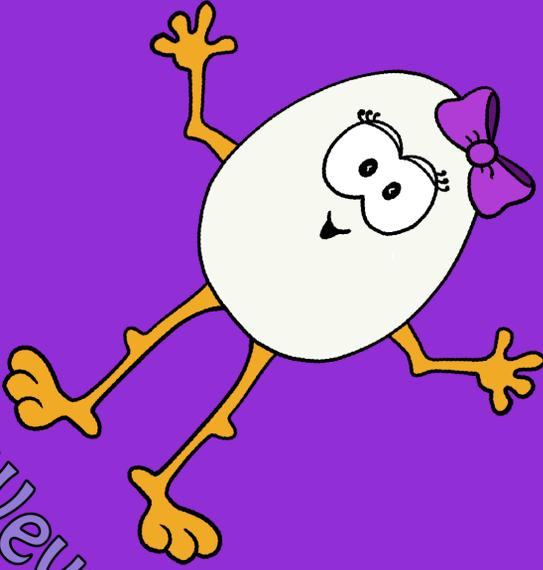
C join to Weva

48 							
49	50	51		53	54	55	56
 Caco							57
							58
							59
							60
							61
							62
							63

D join to Wola

Wolols Parcheesi Templates

B join to Tato

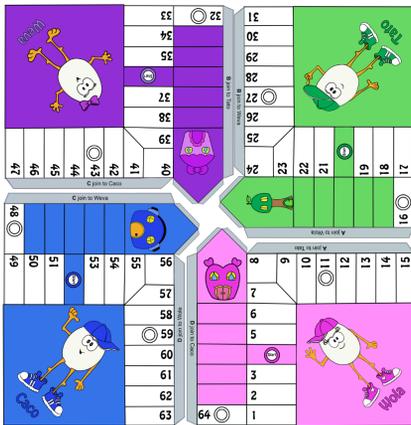
32 							
33	34	35		37	38	39	40
 Weva							41
							42
							43
							44
							45
							46
							47

C join to Caco

Assembling Wolols Parcheesi

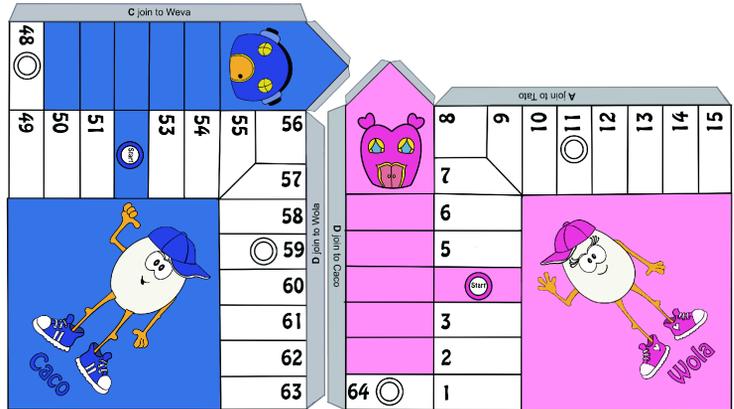
1

Cut out the templates

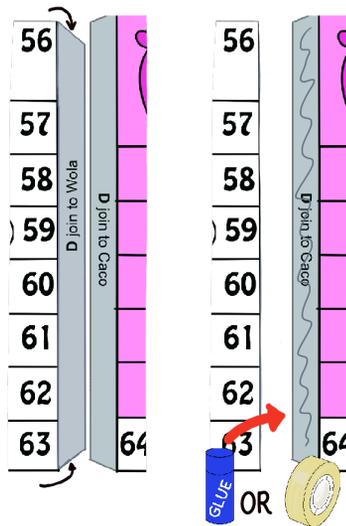


2

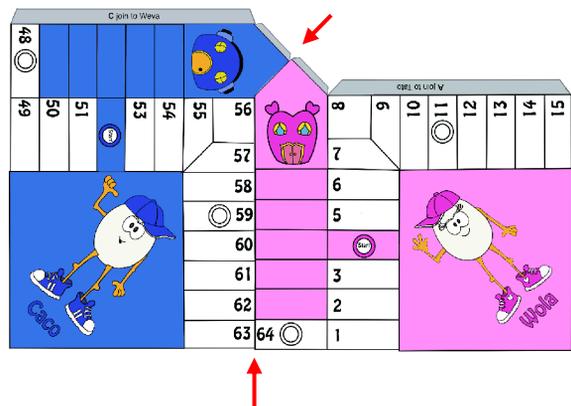
Place each part in order to match the letters (A+A, B+B, C+C AND D+D) and Wolols names



3



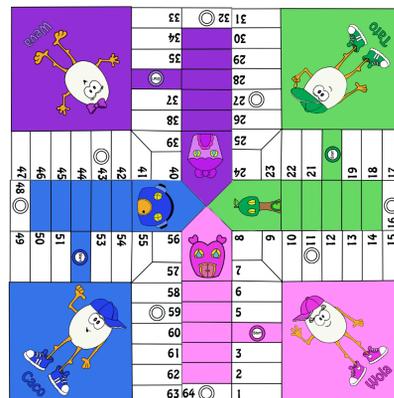
Fold and glue overlapping



4

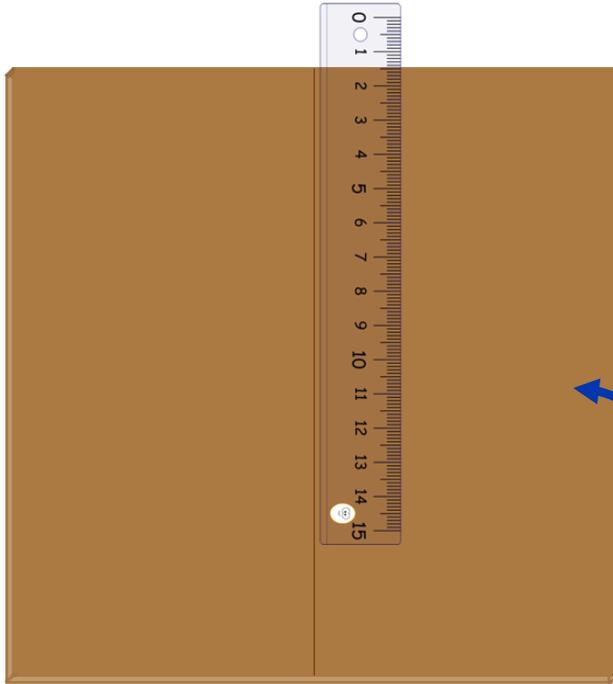
Repeat these steps with all the pieces until assembling the square

You can add some tape in the joins behind



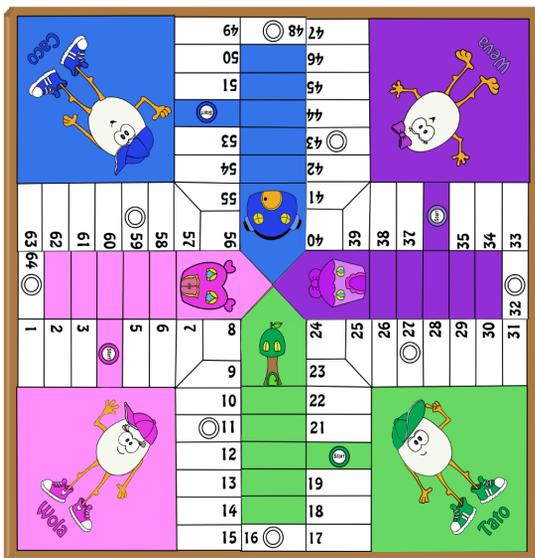
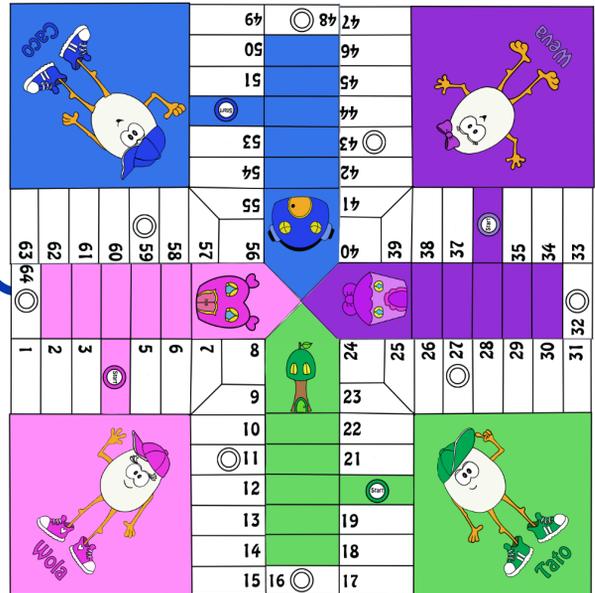
5

To keep your Parcheesi sturdy and durable, use the ruler and marker to cut out a square slightly wider (around 1cm - 0,4inch) reusing cardboard from a box. If you want to store it folded, you can make a line in the middle and with the help of the ruler press it to mark where it will fold up



6

Glue the Wolols Parcheesi onto the cardboard



7

Optional: to keep it waterproof and avoid stains, Wolols recommend to cover it.



Have a lot of fun playing!!