

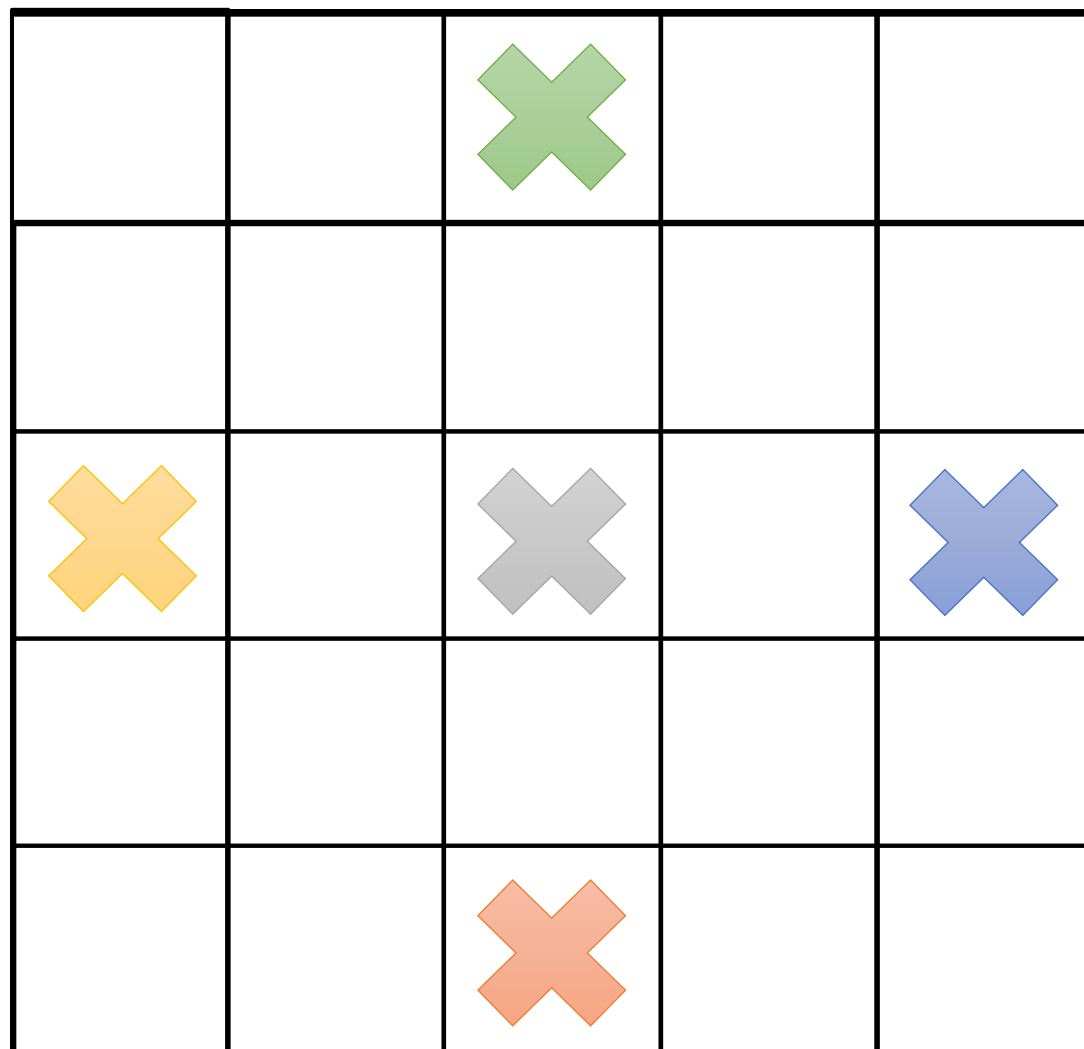
A

B

C

D

E



INSTRUCTIONS:

- This game is played with 4 players; each player has 4 pieces. Here, the pieces are denoted by green, yellow, red and blue. There are blocks with coloured crosses on them, these signify the 'house' of the respective coloured pieces. The central block has a grey cross; it is known as the 'winning square.'
- To start the game, place all the pieces in their respective houses.
- This game is played using 4 'cowrie shells.' The mouth of the shell landing upward has a value of 1, and the downward has a value of 0. For instance, if 3 shells land upward, and 1 land downward, then the total score is '3'. If all the shells land upward, then the total score is '4'; this is known as 'Chowka.' If all the shells land downward, the total score is '8'; this is known as 'Bara.'
you can also play this game using a dice.
- The players take alternate turns to move their pieces according to the score they get on either the dice or the shells. In the outer blocks, the pieces move anti-clockwise, and in the inner circle it moves clockwise.
- The Red pieces, move from 3E to 5E along a straight line, then from 5E to 5A, then from 5A to 1A, then from 1A to 1E and eventually from 1E to 2E. The pieces can move into the inner blocks only if any of the pieces belonging to the same player has 'hit' an opponent player once. Assuming that one of the red pieces has hit an opponent, then it will move from 2E to 2B, then from 2B to 4B, then from 4B to 4D, and then from 4D to 3D and finally to 3C. All the other pieces follow the same pattern of movement from their respective paths.
- If a piece lands on a block already occupied by the opponent's piece, then that piece 'hits' the opponent's piece and stays on that block until the next move. The piece which gets 'hit' lands on their respective home and starts the journey over again. The blocks containing the cross are also known as 'safe squares', i.e., players cannot 'hit' each other on these blocks; these are the only blocks which can be occupied by opponent players simultaneously.
- A player can form a 'pair' by having two of their pieces occupy the same block simultaneously. A piece of the opponent cannot leap over the 'pair' in the first turn; however, it can move past the 'pair' in the subsequent turns.
You can either move the pair as a single entity or you can move the two pieces separately.
One single piece of the opponent cannot 'hit' the pair. But a 'pair' can hit a single piece. Only a pair from the opponent can 'hit' the 'pair' of the player, leading to both the pieces of the player back to their respective house.
- Players also get additional turns on three conditions: on getting a 'chowka', a 'Bara' and after 'hitting' an opponent's piece. The player can either move two pieces in this case, or consolidate the scores and move one piece. For instance, on getting a 4 and then a 1, the player can either move one piece by 4 blocks and the second piece by 1 block; or, they can simply move one piece by 5 (4+1) blocks.
- The player who is able to make all 4 of their pieces reach the 'winning square' before their opponents is declared as the winner. The game continues until only one player is left to land all their pieces on the 'winning square'. In this game, you also get players who are declared as the first runner-up and the second runner-up.