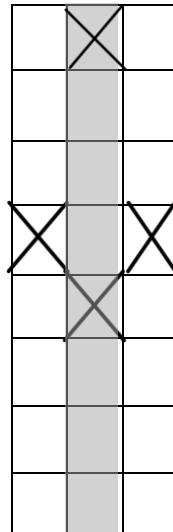
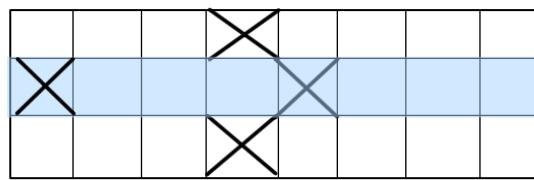


A



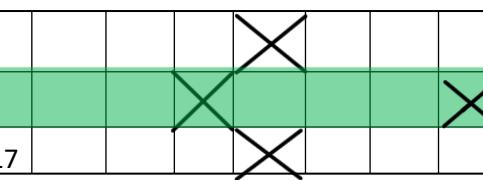
BLACK

B



RED

C



GREEN

D

1	16
2	15
3	14
	13
5	12
6	11
7	10
8	9

17



0

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

A

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

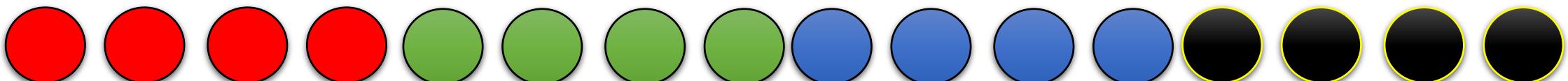
B

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

C

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

D



#### INSTRUCTIONS:

1. Cut out the rectangular shapes named 'A', 'B', 'C', and 'D'. Arrange these shapes as shown in the diagram. You can keep the central yellow block as a vacant square while arranging. This game is played with 4 players; each player has 4 pieces. Here, the pieces are denoted by black, blue, green and red, respectively.
2. The 'A' rectangle becomes the '*home row*' for the black piece. Similarly, the 'B', 'C' and 'D' rectangle becomes the '*home row*' of Blue, Green and Red pieces, respectively.
3. To start the game, place the 4 pieces on your respective '0' mark. Refer to rectangle 'D' (i.e., '*red home row*') to understand the numbering. Every other home row also follows similar numbering.
4. The pieces will move in an anti-clockwise direction along the board through the columns. For instance, the piece will move from the '0' mark to the 1<sup>st</sup> block, then the 2<sup>nd</sup> block and eventually the 8<sup>th</sup>, then 9<sup>th</sup>, then 10<sup>th</sup> and continue following this path.
5. The main objective of the player is to make their 4 pieces reach the central yellow square before the opponents.
6. This game was traditionally played using 6 seashells. But you can use a dice for playing this game as well.
7. The players take alternate turns to play this game. The pieces move according to the number which comes on the dice/seashells.
8. The player who gets the highest number on their dice or seashells compared to the opponents starts the game by moving their piece.
9. The player gets an additional turn if they get a '6' on their dice. If you are playing with seashells, then you will get extra turns on getting '6', '10' and '25'. However, if you get the same number consecutively three times while getting your additional turn, then your entire turn gets cancelled. If you are using dice, then your turn will stand cancelled if you get '6' consecutively three times. The same applies to '6', '10' and '25' on the seashells. (For example, your turn does not get cancelled if you get a 6 and then a 10 and again a 6, the turn will only get cancelled if you get either '6', '10' or '25' consecutively).
10. 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 the zero mark and starts the journey over again. You shall get an extra turn after 'hitting' an opponent's piece. There is no limit to the number of times you 'hit' your opponent's piece and get extra turns consecutively.
11. You can make a '*pair*' by placing two of your pieces on the same block simultaneously. A single piece cannot 'hit' the opponent's pair, but a '*pair*' by the player can 'hit' the opponent's pair. In this case, both the pieces from the '*pair*' of the opponent land back on the '0' mark.
12. The pairs can move half the number of steps as compared to the number you get on the dice/seashells (for instance, your pair can only move 1 step if you get 2). you can break the pair on a block which has a 'cross' symbol and move the pieces individually from the consequent turn.
13. The crosses on the board indicate 'safe blocks'; players cannot 'hit' each other's pieces on these 'safe blocks'. A player's piece cannot occupy these safe places along with the piece of their opponent simultaneously. If you land in a condition in which you get the number which allows you to only move your piece to the 'safe block' occupied by the opponent. In such a case, you shall skip your turn.
14. In case you do not wish to move your piece according to the number you get, then you can skip your turn and allow your piece to stay in the same block.
15. A player with their designated '*home-row*' can enter the coloured columns and eventually reach the central square. Only black pieces can enter the black coloured column of the 'A' rectangle. Similarly, only blue, green and red pieces can enter the blue, green and red coloured columns respectively. The pieces which reach the central square are removed from the board as they have finished their journey.
16. On reaching block '8' after circling the whole board, the player gets two choices. Either they can enter the respective coloured columns and finish the journey of their respective piece, or they can move along the 9<sup>th</sup> block, then the 10<sup>th</sup> and continue with the entire journey over again.
17. The player who is able to make all 4 of their pieces reach the central yellow home before their opponents is declared as the winner. The game continues until only one player is left to land all their pieces on the central yellow home. In this game, you also get players who are declared as the first runner-up and the second runner-up.