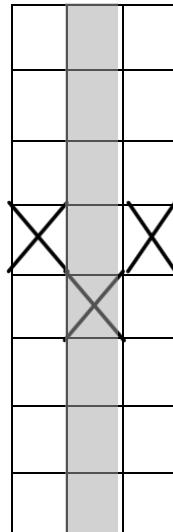


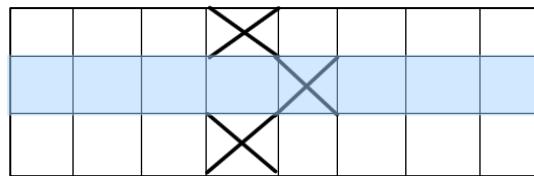
A



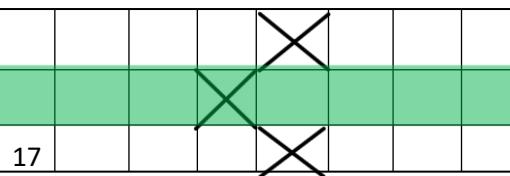
BLUE

BLACK

B



RED



GREEN

C

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

D

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

A

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

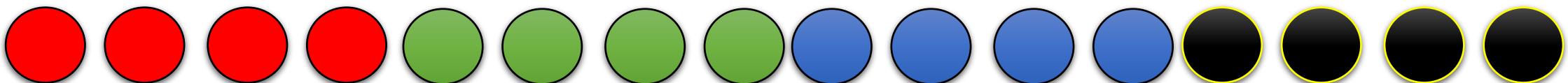
B

	■	
	■	
	■	
	■	
✗	■	✗
	■	
	■	
	■	

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 1 piece on the '6th' block, 1 piece on the '7th' block and 2 pieces on the '12th' block of your respective *home row*. Refer to the 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 pieces on the 12th block will move on to the 13th block, then the 14th block and continue following this path.
The main objective of the player is to make their 4 pieces reach the central yellow square before the opponents.
5. This game is originally played using two rectangular dice known as '*Pasa*.' The player can move two pieces separately according to the numbers which come on each '*Pasa*', or they can add up the numbers on both the *Pasa* and move one singular piece. For example, if you get 6 and 3 on the *pasa*, then you can either move one piece 6 steps and another piece 3 steps. Or, you can move one piece 9 steps (6+3).
6. If you get a *doublet*, i.e., the same numbers on both the *pasa*, then you get an additional turn. There is no limit to the number of additional turns you can get based on the doublets on *pasa*.
7. It is important to make a '**pair**' on the 17th block (i.e. two pieces of the same player should be placed on the 17th block at the same time) when playing the first time, in order to make pairs further in the game and move them. If you fail to make a pair on the 17th block, then you become ineligible to make and move pairs throughout the game. You also become ineligible to take additional turns after getting a doublet on *pasa*.
8. A piece must leap over the pair to make the pair eligible to move more than one turn. If no pieces of the same player leap over the pair (by the same player), then the pair becomes immobile beyond one move.
9. The pairs can only move if you get a *doublet* or, you get an even number as a sum of the numbers on both the *pasa* (i.e., you can move the pair if you get 3 on one *pasa* and 1 on the other, but you cannot move the pair if you get 6 on one *pasa* and 3 on the other).
You can move each piece of the pair separately, in accordance with the numbers of the two *pasa*.
Or, you can move the pair half the number of steps as compared to the even number on the *pasa* (i.e., if you get 3 and 3 on both the *pasa*, then the pair can only move 3 steps).
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. If you do not move the 'hit' piece from 0, then you become ineligible to move any of your other pieces on the board further in the game.
11. A single piece of the player cannot 'hit' a pair of the opponent. Whereas,
A pair of the player can 'hit' a pair of the opponent. In this case, both pieces in the pair of the opponent land on the 0 mark.
12. The player is asked to identify their 'true pair' and their 'false pair' in case there are 2 pairs by the player at the same time on the board. The player must be diligent and identify the pair of higher priority as the 'true pair'. Here, the order of making the pair does not influence the choice of segregation. In such a case, where all 4 pieces of the player are arranged as pairs, a single piece of the opponent can 'hit' the 'false pair' of the player. The single piece of the opponent is still not eligible to 'hit' the 'true pair' as identified by the player.
13. A player with their designated '*home row*' can only enter the 'coloured columns.' i.e., 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.
14. The player opposite to you is your 'partner.' In this board, red and black are partners; similarly, blue and green are partners.
If you have managed to make all 4 of your pieces reach the central yellow home, then you miss 4 of your turns. However, from your 5th turn, you start donating the numbers on your *pasa* to your partner. Now, your partner can move their pieces according to the numbers you get in addition to their own turns as well. It is important to note, that there is no other relationship between you and your partner in the rest of the game.
15. 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.