

INDIA: AN ORIENTAL GAME.

For Two, Three, or Four Players.

IMPLEMENTS consist of sixteen men, divided into four sets, colored green, yellow, black, and red; two dice cups and four dice.

THE OBJECT of the game is to see which player can get a man from his set of four colored men from a given space to the centre home of his color.

TO BEGIN. Each player chooses a color, and selects the four men of that color and a dice cup and two dice. Place the men in the star circle of corresponding color.

Throw the dice for first play, and the highest has first play. He throws the dice again and begins to play.

ENTERING. Each time the spots on the dice count five, one man is entered upon the gold space on the left of the star circle of the player's color.

If double five is thrown, two men may be entered (See diagram.)

THE ROUTE over which a player travels is from the gold space mentioned

entirely around the board on the red roads in the direction of the arrows, until the blue figured space is met at bottom of the road leading to the "Home" of the player's correct color in the centre. For instance, the player of the red men must end on the half round red space marked "Home."

The player goes from one red road to another across the blue space containing the gold and black flower.

(Observe "black's" play in the diagram.)

ADVANCING. After a man is entered, he may be advanced in the direction of the arrows along the red road, one space for each number on the dice thrown, except for double-six spins, and these count double.

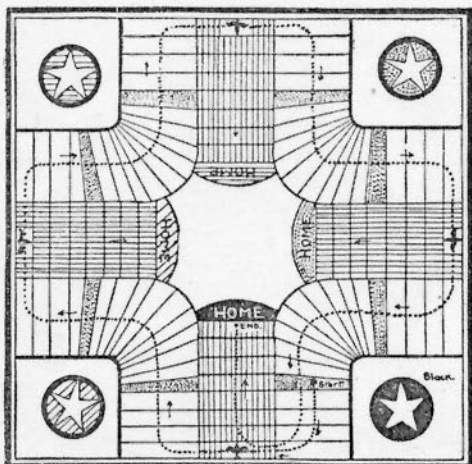
DOUBLE SIX. Any entered man may be moved, but only *one at a throw*, except when double six is spun, then *any four* men may be moved 6 spaces *each*, or any *two* men may be moved 12 spaces *each*, or *one* man 24 spaces.

CAPTURING. If a man overtakes another on any but the gold spaces, which are safeties, the overtaken man must go back to the beginning, and begin again on a throw of five.

SAFETIES. No man can enter a gold or safety space that is occupied by a man of another color. The mover must move some other man, or lose his turn.

BLOCKADE. Two men of one color may stand on any space; they then form a blockade, and may not be passed by any other men on the board. A player cannot block his own men; he must move his blockade if he cannot play otherwise.

TO WIN. The last move must be made on an exact throw of the dice. The player thus getting any *one* of his pieces to his proper colored home space *first*, wins the game.



"BLACK" TO PLAY.