

वेदीयां रं त्करेत्त



A game by Aditi Magal

about the game

(Skip to Set Up If you want to play the game)

Invasions were very common in India. Lack of cooperation between Indian kings made it easy for the Arabs, Afghans, Turks and eventually the British to invade and rule India.

This game is set in 1600's Delhi. This was a time when there was a growth in Muslim population in India. The Marathas were resistant to the Muslim conquests. European powers had just started exploring and trading in India.

This game follows the Mughal King Aurangzeb, Maratha leader Shivaji and the British's East India company on their quest to capture the throne of India- Delhi

To rule Delhi ki Takth (Throne of Delhi).

लुघुहाइ (aurangzeb)

The Mughal dynasty was a Muslim empire that extended over large parts of India and Afghanistan. Akbar the third ruler practiced tolerance towards all religions and made the empire very strong. However, his great grandson Aurangzeb caused political turmoil through his religious intolerance, which led to the end of the Mughal empire.

लारथाइ (शिवराजि)

Shivaji the Maratha warrior leader resisted Aurangzeb's rule and gathered followers. He was known for practicing guerrilla warfare, a method that leveraged speed and the element of surprise to cause havoc in the Mughal empire. He promoted the use of Sanskrit over Persian languages.

दाइत इन्दीया कम्पनी (ब्रिटीश)

The British started trading in India through the East India Company. They started trading in India when Aurangzeb's grandfather Jahangir let them establish factories in Delhi. However Aurangzeb severed those ties. By the 1600's the British had established a strong hold on Calcutta. Animosity grew between Aurangzeb and the East India company when a British pirate wrecked Aurangzeb's ships.

प्लेय अइ थे लुघुहाइ (under aurangzeb), लारथाइ (under शिवराजि) ठर अइ थे ब्रिटीश (under थे दाइत

Objective

Conquer Delhi by getting one of your pieces to the center of the board/ Delhi's throne.

Players
3 players

Items


Game board

Wooden Pieces (Blue, Red and Green- 8 each)

Chance cards (2 sets)

Wooden Coins (Money)

इष्ट उप

Each player takes 8 wooden pieces of one color and places them onto  of their color.

Decide if you are the Mughals (Green), the Marathas (Red) or the British (Blue).

बोर्ड इयुलबोर्ड

Starting position 

Coins (Use the same wooden chips for all types)

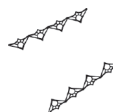
-Mughal  

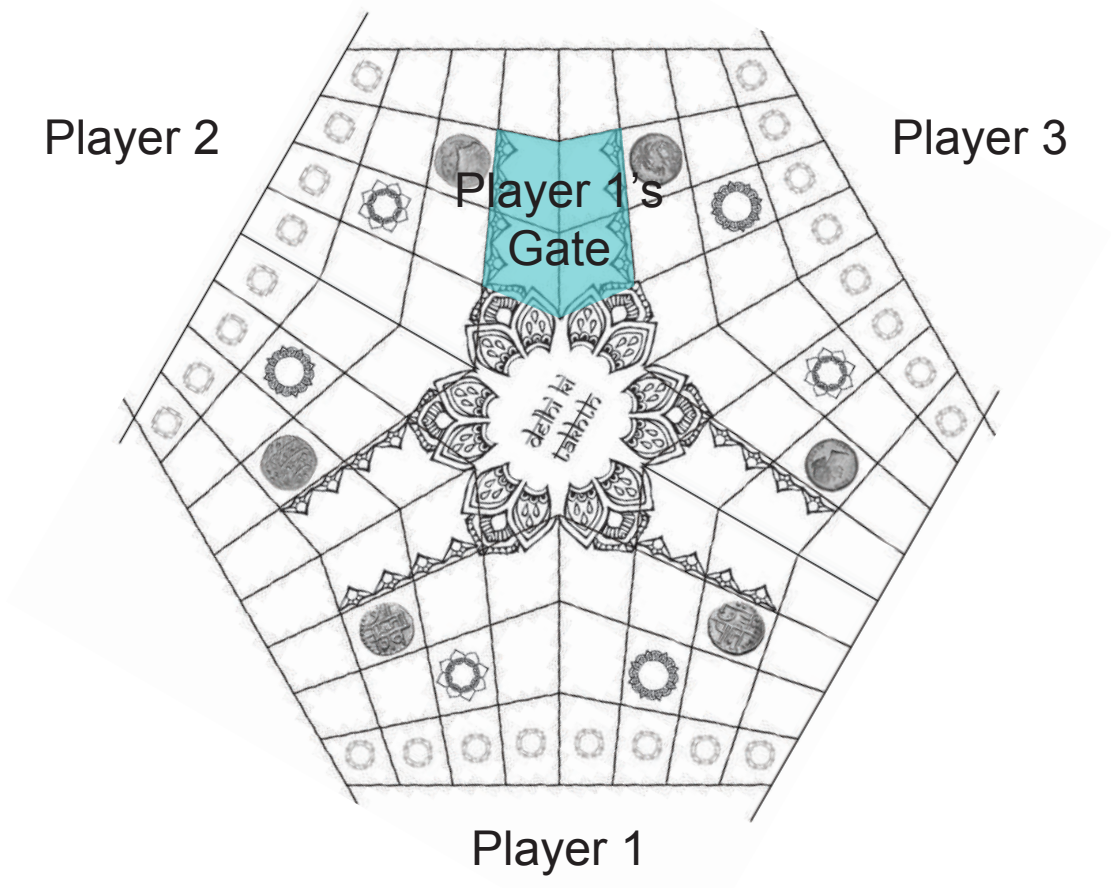
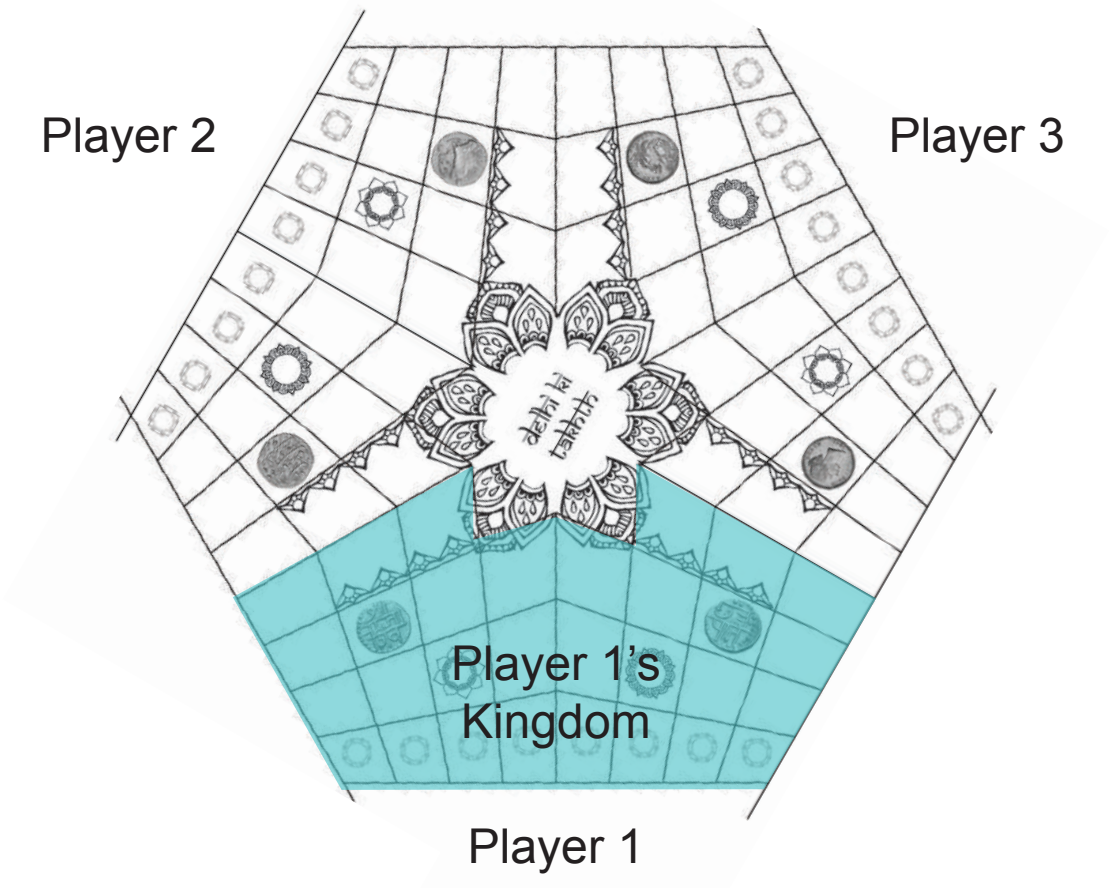
-Maratha  

-British  

Chance Cards  

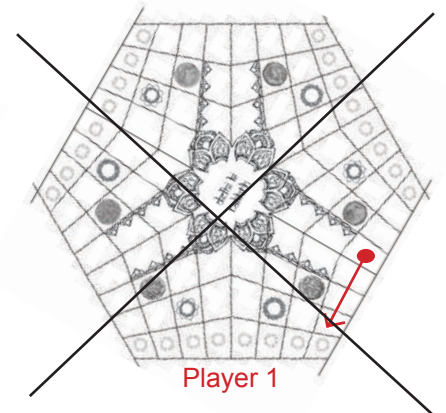
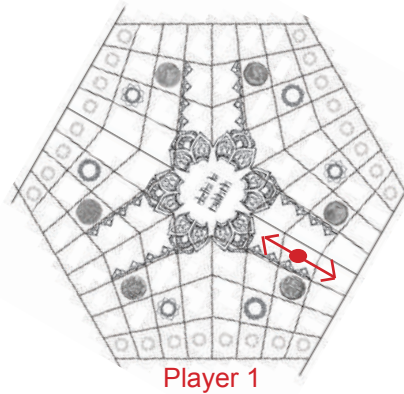
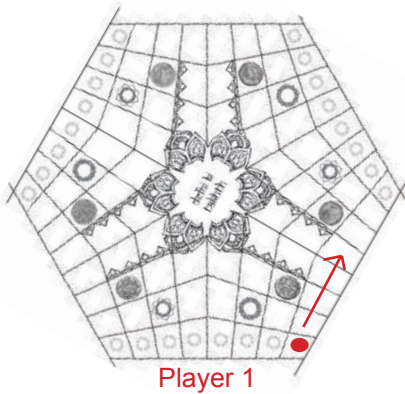
Delhi (The throne) 

The gate to Delhi 

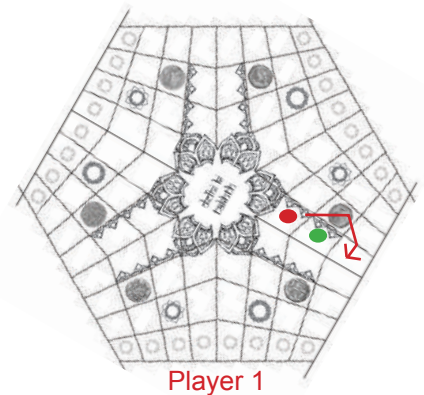
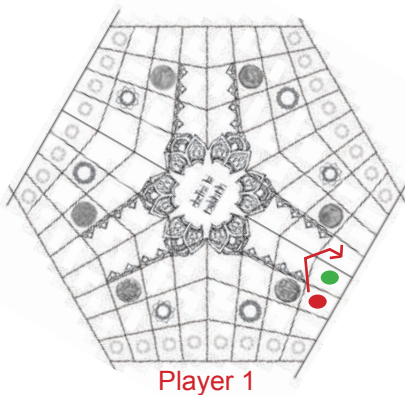


रुष्टइ

1. Start with the Mughals and move in a clockwise direction.
2. You can only move one space at a time (Horizontally or vertically)
3. You can only move forward at any given time. You cannot move back towards your base. (A player can go any direction horizontally but only forward while they move vertically)

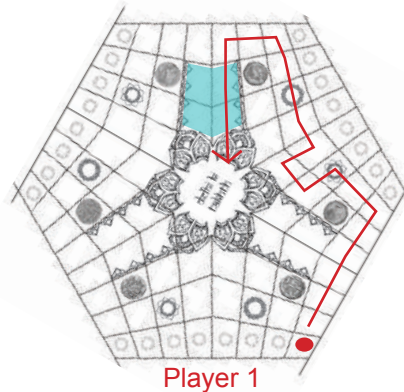


4. Jump over a player to kill them. You can double jump only to kill.

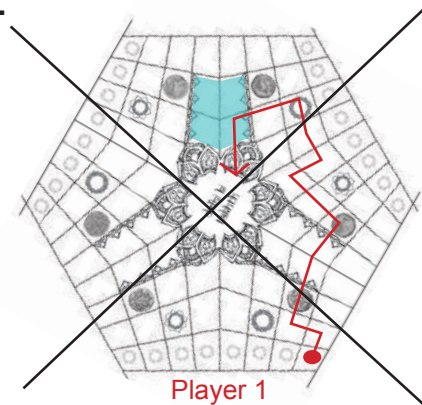
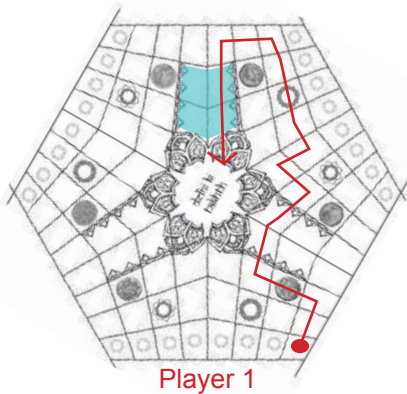


5. Getting one piece into Delhi is enough to win
6. You cannot enter Delhi unless it is through your gate.

7. The gate that is opposite to your game play is your gate. You can enter only through your gate.




8. You may cross another players gate, but you cannot cross over your own gate.



9. You may collect gold and chance cards as long as it is not in your kingdom.

10. Collect 3 gold coins every time you land on a gold coin in an opponents kingdom.

11. Once you have collected 6 coins, pay the crown to get back a dead player during your turn. Getting a life marks the end of your turn. You may place this player on any of your kingdom's  spots.