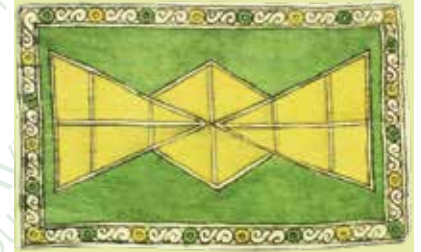




# Dash Gutti - The Game of Ten's

Bhavayata Foundation aims to ignite & promote India's dying arts & crafts. We forge a bridge between these talented rural artisans and the urban market. We support handloom & handicraft artisans across India, especially linking them to sustainable livelihoods and design innovation.



## Explaining the Board

Is a war game played by 2 players. This game is popular in the Bengal region, & so the name is Dash Gutti.

**Benefits:** An exciting war game that compels both the players to be attentive as a weak moment of judgment can cause havoc in the form of multiple capturing.

### Game Paraphernalia

1 game board, 2 sets of 10 pawns (total 20).

### Game Setup

- Each player gets 10 pawns of the same color. Pawns are to be placed only on intersections of lines. During a turn, only one pawn has to be placed.
- After placing both the armies game board will look like fig. 1.

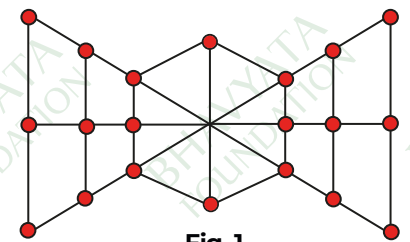


Fig. 1

## How to Play

- Only one pawn has to move to an adjacent point connected to its current point by line during a turn. It can move in any direction (fig. 2).

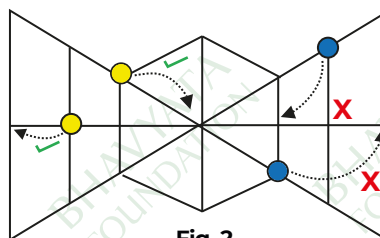


Fig. 2

- If a line does not connect the adjacent point, a pawn cannot be moved there. (fig. 2).
- If a pawn encounters an opponent pawn with an empty point behind it, it jumps over to the empty point and captures the opponent pawn. (fig. 3).

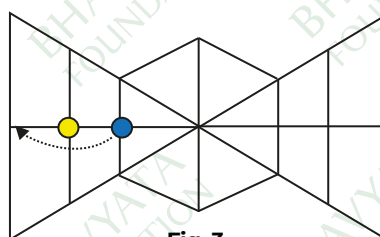


Fig. 3

- A pawn can jump over multiple opponents during its turn, it always lands on an empty point before jumping over the next opponent (fig. 4). This way, sometimes, one single pawn can capture all the pawns of the opponent.
- A pawn cannot jump over an opponent if -

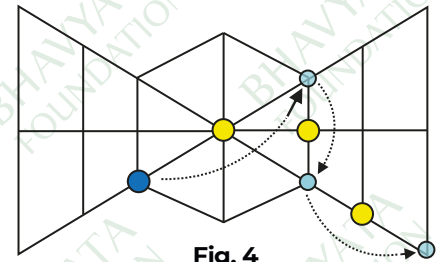


Fig. 4

There is no empty point behind the opponent (fig. 5).

No straight line is connecting the point of the opponent's pawn to the point behind it (fig. 6).

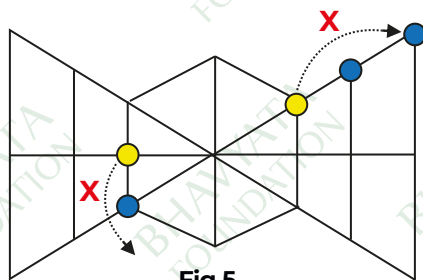


Fig 5

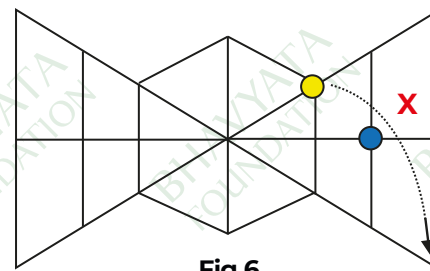


Fig 6

- A pawn cannot jump over an empty point at any time to capture an opponent's pawn (fig 7).

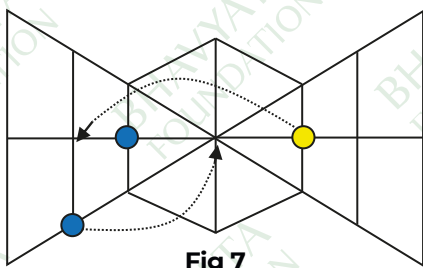


Fig 7

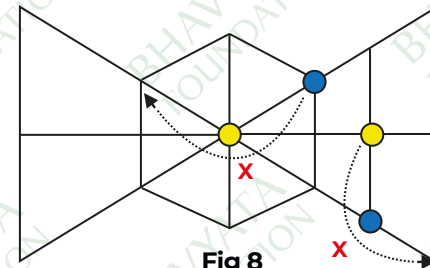


Fig 8

- A pawn cannot change its direction while capturing (fig 8); however, after capturing, it can change its direction to capture another pawn (fig 4).
- A captured pawn is permanently out of the game.

**Winner:** The player who captures all the pawns of the opponent is the winner.

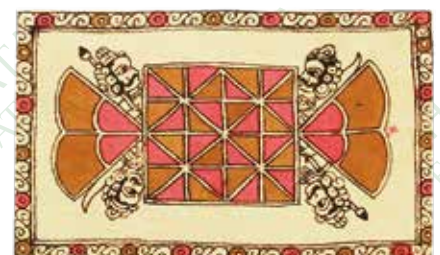
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