

THE GAME OF INDIA

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Rules:

Two, three or four may play. All throw the dice to determine first play, highest being first. Thereafter throw in turn, to the left. Each player progresses four markers of same color after entering them at starting point at his right, follows arrows on white path around board, then up his home path to "Home." A 5 on either die or on both dice combined, is needed to enter a man on starting point. The first double thrown in each turn permits an extra throw.

A man on a diamond space cannot be captured except by opponent entering a man on starting point. When exactly overtaken on any other square by opponent, a man is captured and must start over. The captor gains a square with any man.

Only 2 men of same color may rest on a space. Two men on a space create a blockade which cannot be passed or captured. The first player getting his 4 men "Home" wins.